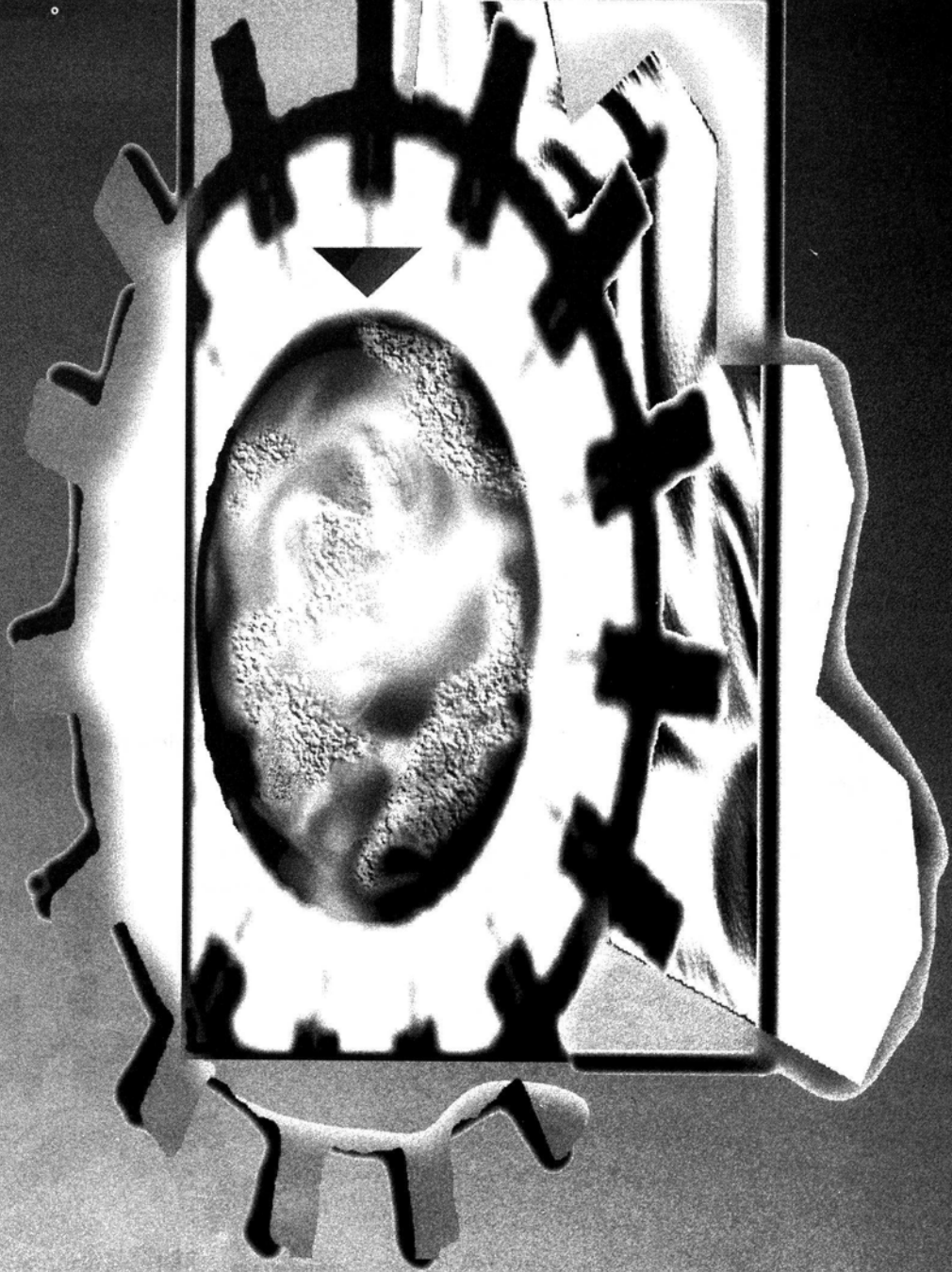


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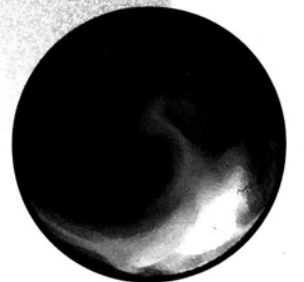
THOMAS S. GRESSMAN

BAATTLEFIELD® 1678



WILHELM

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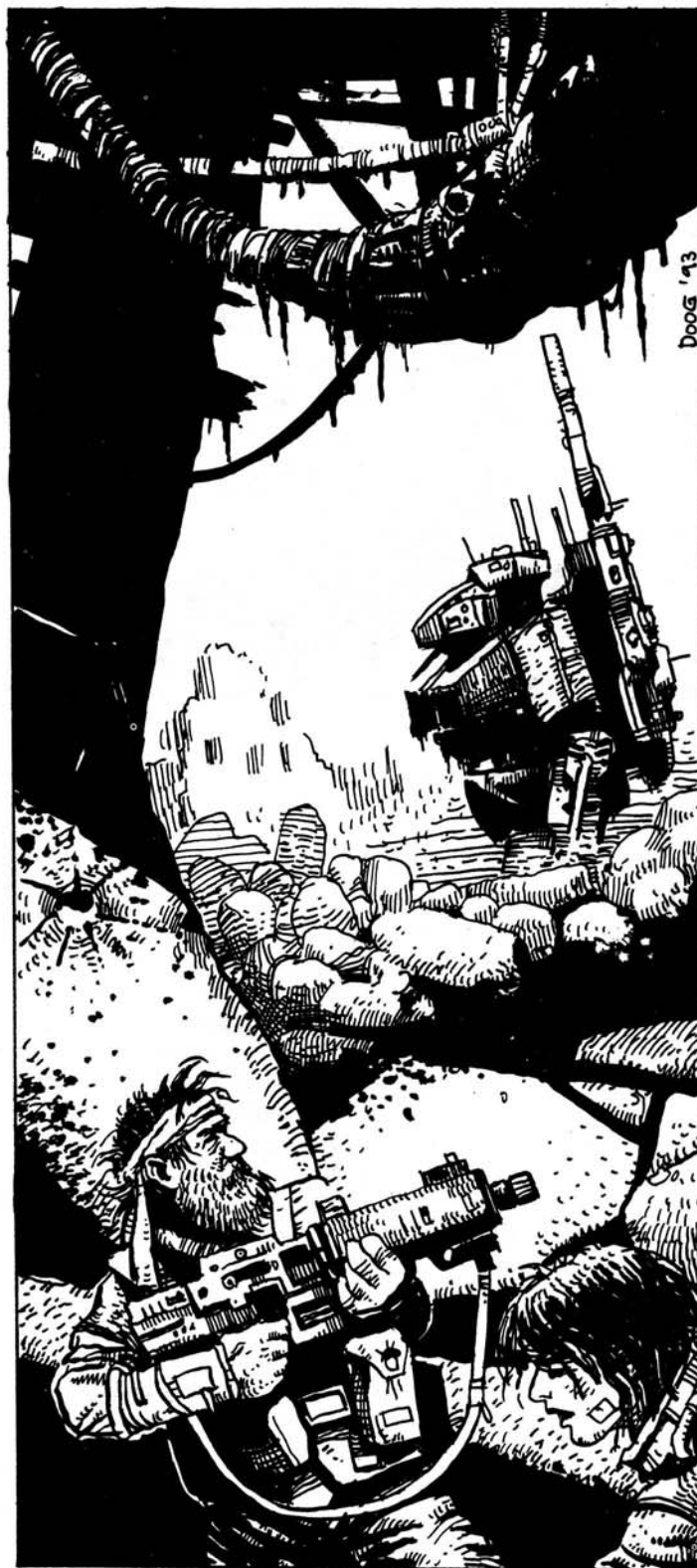
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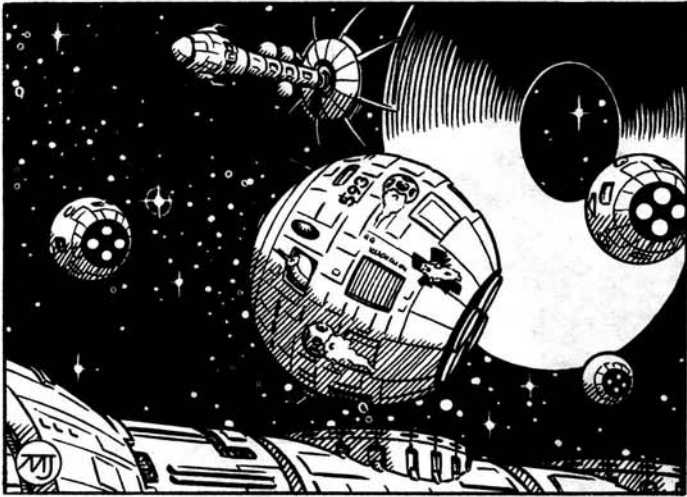
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INTRODUCTION



Of all the military operations of the Clan Wars, perhaps no single engagement—save for Tukayyid—was as significant as the Battle of Luthien.

For the Draconis Combine Mustered Soldiery, the battle marked the end of Coordinator Takashi Kurita's refusal to deal with mercenaries. Indeed, two mercenary units—the Kell Hounds and Wolf's Dragoons—provided vital support against the Clan invasion force, acts that precipitated the end of a twenty-year feud between Dragoons commander Jaime Wolf and the Coordinator. But more important, the battle united two of the Inner Sphere's most bitter enemies—the Draconis Combine and Hanse Davion's Federated Commonwealth—to face a common enemy.

Even though the hard-fought battle lasted only a few hours, its repercussions will be felt for years to come. The Battle of Luthien produced a victory not only for the Draconis Combine, but for all the peoples of the Inner Sphere by providing a brief glimmer of the unity that once graced the Inner Sphere under the Star League and taking us one step closer to regaining that harmony.

—Excerpt from *The Killing Doves: Friends of the Dragon at War*, by Yoshinobu Tsetsuhara, Luthien Publishing, 3055

HOW TO USE THIS BOOK

Luthien is a **BattleTech** scenario pack that allows players to recreate and fight the Battle of Luthien. The book is divided into four main sections: **History**, **Personalities**, **Scenarios**, and **New 'Mechs**. **History** recounts the developments that led to the battle. **Personalities** provides background and game statistics for major characters of the battle. **Scenarios** contains 18 individual scenarios that recreate the epic battle. **New 'Mechs** supplies background and game statistics for three new OmniMechs that first appeared in the Inner Sphere at Luthien.

Each of the scenarios in this book recreates one of the engagements of the battle. Scenarios 1-3 and 14-16 represent different phases of the same engagement and may be played as mini-campaigns. In these cases, the players may need to keep track of the results of each scenario to determine the forces, victory conditions, or special rules used in a later scenario. These instances are noted in the **Special Rules** sections of the appropriate scenarios. The scenarios proceed in chronological order except for Scenario 13, which recounts an engagement that took place away from the main battle.

Most of the scenarios use the standard **BattleTech** rules in the **BattleTech Compendium**. Several scenarios also use rules contained in the following sourcebooks or boxed sets: **AeroTech**, **BattleSpace**, **BattleTroops/ClanTroops** and **MechWarrior, Second Edition**. **BattleTech Map Sets 2, 3 and 4** are also required to play the scenarios. Game stats for the 'Mechs, vehicles, and aerospace fighters used in the scenarios are listed in **Technical Readouts 3025, 3026, 3050, and 3055**. The scenario rules include all the information needed to play the game situation. Each scenario begins with a personal account of the engagement and ends with a brief historical framework. The individual scenarios also include sections titled **Game Set-up**, **Attacker**, **Defender**, **Victory Conditions**, and **Special Rules**.

Game Set-up sections provide special game information needed to play the scenarios, including instructions on laying out the mapsheets, directions for any special terrain features, and appropriate game system rules.

Attacker and **Defender** describe the units available for each engagement. Instructions for deploying the opposing forces are also provided here.

Victory Conditions outlines the specific objectives of each side and the conditions needed to satisfy those objectives.

Special Rules lists any specific **BattleTech** rules or unique rules needed to play the scenario.

Several of the scenarios call for the use of the Forced Withdrawal rule. See p. 24 for a full explanation of this rule. Whenever the Forced Withdrawal rule applies, it will be noted in the scenario's **Special Rules** or **Game Set-up** section. The final scenario, **Valley of Death**, uses unique Battalion/Cluster rules, which are described in that scenario.



HISTORY

On October 2, 3050, Kanrei Theodore Kurita of the Draconis Combine dealt Clan Smoke Jaguar a humiliating defeat on Wolcott. That defeat fostered an obsessive hatred for the Combine among the invaders, a hatred that would spawn the epic Battle of Luthien two years later.

As the Smoke Jaguars' *Star Lord* Class JumpShip *Firecrest* slid into orbit around Wolcott, Hohiro Kurita sent a wide-beam message to the Clan invaders, initiating the Clan batchall procedure. Acting on intelligence provided by Hohiro and the yakuza-turned-warrior Shin Yodama, the Kanrei directed his son to announce himself as the leader of a recently assembled ad hoc unit, the "Yuutsu," or Blue Devils. Caught off guard by an Inner Sphere barbarian using the sacred Clan ritual, Galaxy Commander Dieter Osis became incensed when Hohiro implied his Yuutsu could defeat the invaders at less than their full strength. As a result, Osis committed a force from the 14th Jaguar Assault Galaxy only half the size of the Combine force.

Still, Theodore Kurita was not satisfied and had Hohiro dig his spurs even more deeply into the Clan commander's flanks.

"You attempt to conquer this world, a great prize should you win," Hohiro told the Jaguar leader. "I, on the other hand, battle for no special prize."

Osis countered with a promise that he would make no further attempt to capture the planet if the defenders defeated the Jaguars. The Kanrei, knowing enough of Clan custom to realize that this promise would hold only as long as Osis remained in command, made an immediate counterproposal. If the Smoke Jaguars were victorious in their invasion of Wolcott, control of that world would pass to the Clan with no further resistance. If, however, the Yuutsu defeated the invading Jaguars, the Clansmen would provide the defenders with four frontline OmniMechs and twenty-four suits of powered armor. Osis initially refused the offer, but Hohiro pointed out that the Galaxy Commander himself had deemed the Combine forces incapable of successfully defending Wolcott. Hohiro further gouged the Clan leader's pride by reminding Osis that he had already escaped from a Clan prison once on Turtle Bay and would do it again, should Wolcott fall. Grudgingly, Osis agreed to Hohiro's terms. Four frontline 'Mechs and two dozen Elemental suits, wagered against a world. With the conditions set, the battle of Wolcott was on.

For the battlefield, the Kuritas chose the *numachi no tanima* district, a region of thick, steaming mangrove swamps, interlaced with small, muddy clearings. Strips of reflective metallic foil were hung from the trees in the inhospitable delta to cloud the Clan 'Mechs' superior radar and magnetic anomaly detection equipment. The hot, fetid atmosphere of the swamp would likewise disrupt the OmniMechs' thermal sensors, forcing the MechWarriors

to rely solely on their own eyes and severely reducing the Clan's technological advantage.

When the Jaguar 'Mechs and Elementals grounded in a low-altitude drop and began their assault, the Combine defenders counterattacked with waves of hovertanks. As the ground-effect vehicles withdrew, the Jaguars pressed forward, blundering into vibrabomb-fitted tiger pits. As the invaders struggled with these traps, the "Yuutsu" 'Mechs—actually the feared Genyosha—stepped from the cover of the mangroves and delivered a shattering volley of weapons fire. Before the confused Jaguars could respond, the defenders faded back into the trees.

What followed was one of the most incredible events of the Clan War. Instead of regrouping for another attack, Galaxy Commander Osis ordered his troops to withdraw. Osis realized he had been beaten before his forces landed. He had allowed Hohiro to trick him into fighting a superior force on ground of the enemy's choosing and had paid the price for it.

The Clan forces withdrew from Wolcott, leaving behind the OmniMechs and Elemental suits they had promised. But the Smoke Jaguars carried away with them a grudging respect for the cleverness of the Dragon, and a deep-seated hatred of House Kurita that would set the stage for their next battle—a battle the Jaguar and the Dragon would fight until one lay dead.

KNOW THINE ENEMY

Following the victory on Wolcott, Theodore, Hohiro, and Yodama withdrew to Luthien to review the batterloms of the lopsided engagement and plan for the Smoke Jaguars' next assault. Intelligence reports poured in from all along the Jaguar/Nova Cat front, but the Clans had apparently ceased their attacks against the Draconis Combine. Yodama suggested that the defeat on Wolcott led the invaders to halt their offensive, but the Kanrei discounted this possibility.

"If this were true, if the Jaguars had indeed extended Galaxy Commander Osis' promise that Wolcott would be safe from further attack to cover the entire Draconis Combine, the Nova Cats would not have halted their attacks at the same time," Theodore said. "There is something else afoot here."

Indeed, something else was afoot, but the Kanrei could never have imagined the cruel trick fate played on the Clans on October 31, 3050. On that day, a *Shilone* fighter rammed a Clan JumpShip during the fighting around Radstadt in the Free Rasalhague Republic, killing ilKhan Leo Showers. Shocked by the loss of their ilKhan, the Clans halted their invasion, leaving Inner Sphere military leaders mystified.

Shortly afterward, the leaders of the Great Houses of the Inner Sphere received invitations to Outreach, home of Wolf's Dragoons. There they learned the reason behind the lull in the invasion, and the true nature of the Clans.



Theodore, his family, and Shin Yodama joined the leaders of the other Successor States and representatives of select mercenary companies on Outreach, where a shocking surprise greeted them. Wolf's Dragoons had been sent into the Inner Sphere as spies, employed by the very invaders now attempting to take control of the Inner Sphere. Wolf's second revelation proved even more shocking than the first. The Clans were the descendants of the Star League army, which had fled the Inner Sphere with Aleksandr Kerensky nearly three centuries ago.

To combat the threat of the Clans, Colonel Wolf proposed to train his guests in tactics and techniques that offered the best chance of defeating the invaders. In addition, he would provide access to the advanced technology the Dragoons had brought with them to the Inner Sphere.

Theodore accepted Wolf's offer immediately. Already the Smoke Jaguars and Nova Cats were devouring vast portions of his father's realm, and the Kanrei knew the Clans would soon elect a new war leader and return with a vengeance.

A STRANGE ALLIANCE

While on Outreach, Theodore joined perhaps the strangest alliance of the entire Clan War when he entered into an informal nonaggression treaty with Prince Hanse Davion on February 5, 3051. Both saw the folly of continuing their centuries-old struggle for the throne of the Star League, while the returning Star League army gobbled up both their realms.

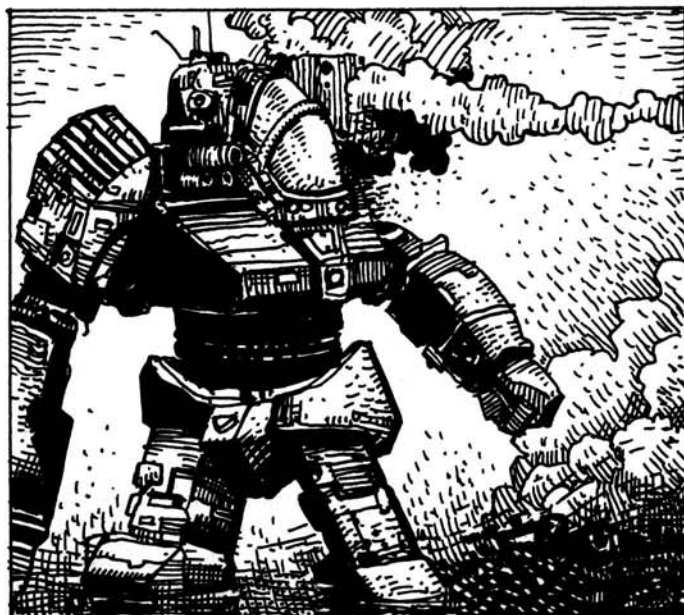
Months of training at the Dragoons' facilities cemented the alliance between Kurita and Davion and fostered bonds between their heirs as well. As a matter of fact, the majority of the Great House representatives quickly learned to work together. Only the representatives of the Capellan Confederation resisted even the most temporary of alliances.

Despite the difficulties inherent in training beside lifelong enemies, the program continued until September, 3051. At that time, Colonel Wolf declared the program concluded and announced that the Great Houses were as prepared to meet the Clan threat as they would ever be.

INVASION RENEWED

As the leaders of the Inner Sphere were learning how to defeat the invaders, the Clans convened a Grand Kurultai to elect a new leader. In the midst of a storm of arguments, accusations, and counter-accusations, each Clan sought to have one of their own elected to the rank of ilKhan. Finally the vote was taken, and Ulric Kerensky, Khan of the Wolves, became the Khan of Khans, the supreme leader of the Clans.

Soon afterward the ilKhan confirmed the objectives of the next invasion waves. Khan Kincaid Furey of the Smoke Jaguars, still smarting from his Clan's embarrassing defeat at Wolcott, de-



manded the Jaguars be allowed to avenge themselves on the Draconis Combine. IlKhan Kerensky quickly agreed with his choice of targets. If the Jaguars succeeded, much of the resistance faced by the Jaguars and the Ghost Bears would evaporate. For this reason the ilKhan approved Operation Dragonslayer, the invasion of Luthien.

The first Clan JumpShips of the resumed invasion reached the Inner Sphere in November, 3051. Tamar, Laurent, and Sevren felt the bite of the returning Wolf Clan. The Jade Falcons struck at Orkney and LaGrave, and the Ghost Bears attacked Thessalonika and Kempten. Meanwhile, the Smoke Jaguars remained silent. No one in the Draconis Combine seemed to know where the Jaguars would resume their attacks.

The Kanrei dispatched ISF officers and hired operatives into the Clan occupation zones. Shin Yodama contacted the few yakuza cells that remained active on Jaguar- or Nova Cat-held worlds. All received the same orders: learn the objective of the next Clan invasion. Unfortunately, none of these agents could discover the world slated for the Clans' attentions, and many were never heard from again. Then late in November, a sympathetic source in ComStar informed Theodore Kurita that the Clans planned to renew their invasion of the Draconis Combine by striking at Luthien.

The Kanrei immediately called an emergency meeting of the regimental commanders stationed on Luthien. Theodore's announcement that the Clans had slated Luthien for invasion evoked a stunned silence from the commanders of the Genyosha, 1st Sword of Light, 2nd Legion of Vega, and the Otomo.

"Nothing can stop the Clans once they have determined where they will strike," the Kanrei told his military leaders. "We lack the



naval vessels to challenge the Clan invasion fleet before it arrives in-system. Our only hope is to find the best way to drive the invaders off Luthien once they arrive."

Tai-sa Oda Hideyoshi of the Otomo and *Tai-sa* Shigeru Yoshida of the 1st Sword of Light immediately pledged their regiments to the defense of the Combine's capital. Yoshida suggested that the Kanrei recall the Ryuken units from their border posts to aid in the operation. Theodore considered the proposal for a moment, then rejected the idea. The Ryuken were more valuable to the war effort right where they were, on the border between Clan-occupied space and the Draconis Combine. On Luthien, the Ryuken units would be able to engage only the forces the Jaguars committed to the invasion. Theodore preferred to have the Ryuken remain along the border where their fast, deep-penetration raids could force the Jaguars to garrison their captured worlds with large numbers of troops.

"If we lose Luthien, we lose one world out of hundreds," the Kanrei told his commanders. "Yes, it would be a great dishonor for our capital to fall to the invaders. But we cannot allow ourselves to become so concerned with the preservation of our honor that we lose the entire realm. We cannot strip regiments away from areas of potential Clan threat to protect one world, even if it means losing Luthien.

"If we lose the capital, we will avenge our honor by defeating the Clans on other worlds. We cannot fight this war for pride or honor, or even for planets. We must fight this war for our survival, and the survival of our way of life. If the Clans succeed in conquering the Draconis Combine as they have the Free Rasalhague Republic, we—and everything we have ever known and cherished—would be destroyed. We would cease to be the Draconis Combine; we would no longer be the inheritors of the samurai tradition. And *that*, my friends, would be the cruelest dishonor of them all."

In that moment, the battle was decided. No units would be called in from other worlds. The Genyosha, the Otomo, the 1st Sword of Light and the 2nd Legion of Vega would defend Luthien, along with whatever militia regiments could be mustered and equipped before the invaders arrived.

Then the Kanrei laid out an even bolder plan for confronting the invaders. Code-named *Case Tako*, or Octopus, the strategy called for nine of the ten Combine units stationed along the Davion front to shift to the Clan front. The supply and logistics elements supporting those units would be sent with them. Theodore's revelation of this bold plan touched off an angry debate.

"It leaves the Combine open to its ancient enemy, the Federated Suns," Hideyoshi argued. "Once the Fox learns that the border between his nation and ours has been stripped of defenders, Davion will launch his next offensive—not against the Clans, but against *us*."

Theodore tried to convince Hideyoshi that the Federated Commonwealth would be foolish to attack the Combine while the

Clans were gobbling up large portions of Steiner space. The Otomo leader, however, would not relent. He argued that history proved the destruction of the Draconis Combine and House Kurita were Hanse Davion's best and only interests. With the Combine gone, nothing would stand between Davion and the throne of the Star League. Then Hideyoshi made an almost fatal error. He accused the Kanrei of planning to marry his daughter Omi to Prince Victor Davion.

Shin Yodama recorded the events that followed in his journal:

"I know the official record says the Kanrei remained impassive in the face of Hideyoshi-san's accusations. Indeed, to the casual observer, his reaction was no more than one might expect had the *tai-sa* suggested Theodore-san had made a foolish move in shogi. But I, who have been with the Kanrei for no little time, noticed the tightening around his eyes and the brief spasm in his hands, as though he were about to draw his sidearm and shoot Hideyoshi through the head.

"When he spoke, it was with the faintest hiss of contempt. 'I see the court gossips have your ear, *Tai-sa*,' were the only words he needed. Hideyoshi-san shriveled up like a flower beneath a DropShip's drive vents."

Under Theodore's acid reproof, the Otomo commander relented, suggesting only that Hanse Davion not be informed of the invasion of Luthien until the Clans had been thrown back.

Theodore shook his head with a smile.

"Too late," he said, "A message informing Davion is already on its way." In the same breath, he vowed that no matter what the Clans threw at Luthien, the capital of the Draconis Combine would never fall.

Neither the Kanrei nor any of his military advisors could know the twist that fate held in store for them.

THE JAGUAR PREPARES

As the Kurita military leaders debated how to defend Luthien, the leaders of Clans Smoke Jaguar and Nova Cat also laid plans. IlKhan Kerensky had appointed Khan Kincaid Furey, the Khan of the Smoke Jaguars, as the overall invasion commander. Furey, in turn, appointed saKhan Dorian Wirth of the Jaguars to bid against Khan Severen Leroux of the Nova Cats for the privilege of leading the assault on Luthien.

In an unusual move, Khan Furey allowed each bidder access to forces drawn from both Clans. Furey's rivals in both the Jaguars and Nova Cats have speculated that the ilKhan forced Furey's hand. His supporters insist that Furey allowed the bidders access to both Clans because he knew that Luthien would provide the stiffest Inner Sphere resistance yet faced by either the Smoke Jaguars or the Nova Cats. SaKhan Wirth opened the bidding.

"I will take Luthien with four combined-arms Galaxies," Wirth said. Then he paused, as though waiting for Khan Leroux to counter the bid, but cut off his opponent's counter-offer with a quick amendment to his own. "Minus, that is, all naval support from our JumpShips."



Wirth's bidding away his warships disrupted Leroux's initial plan. Hurriedly, Leroux countered by bidding away half his aerospace fighter support. Unknown to either Clan officer, this move would give the Inner Sphere troops an invaluable tactical advantage.

In the end, Wirth won the right to lead the invasion of Luthien with three combat Galaxies and three aerospace Clusters.

With the bidding completed, the commanders settled in to plan strategy. Determined that the Kuritas would not trick the Jaguars as they had on Wolcott, Khan Furey announced the invasion force would issue no batchall, no formal challenge to the enemy. After all, the batchall was a ritual observed between honorable warriors, Furey said. And at Wolcott, the Combine troops had proved they had no honor. Furey's announcement sparked dissent both within the Smoke Jaguars and across Clan lines. Khan Leroux immediately asked ilKhan Kerensky to convene a Trial of Refusal. Leroux claimed that skipping the batchall and launching a surprise invasion would violate basic traditions of Clan warfare and drag the Clans down to the level of the Inner Sphere barbarians.

The ilKhan decided the matter by reminding Khan Leroux that Furey had been appointed to oversee the invasion of Luthien.

"When it is your time to command an invasion force, you may order a batchall if that is your desire," the ilKhan said. "But for now, your duty is to obey the commander appointed you."

UNLIKELY ALLIES

The Kanrei's request for help in repelling the Clan invasion of Luthien reached Hanse Davion on 27 November 3051. This news left the Federated Commonwealth leader with three options. First, he could seize the advantage provided by Theodore's withdrawal of Combine troops on the Kurita-Davion border and strike at his age-old enemy. Alternatively, he could sit back and allow the Clans to overrun Luthien. This would allow his own armies to grow in strength, as 'Mech factories in the Federated Commonwealth and the Free Worlds League produced upgraded BattleMechs and power suits. This option seemed the most logical. If the Combine managed to throw the Clans back, the effort would so badly weaken the Dragon that Davion's forces could overrun it easily. If the Combine fell to the Clans, Davion would still have an advantage.

The invaders would have fought a long, bloody campaign against the Kuritas, while he would have committed only a portion of his own troops to the Lyran/Jade Falcon front. Davion could send fresh troops, equipped with updated 'Mechs, against the Smoke Jaguars.

Aiding the Draconis Combine in its struggle against the Clans presented a third option. As allies, the two greatest of the Successor States might succeed in not only slowing the Clan's advance across the Inner Sphere, but in forcing the invaders back across territory they had taken. This action contained great risks for the

prince. Already, separatist elements in the Isle of Skye were accusing Davion of doing too little to halt the Jade Falcons' march across the Lyran Commonwealth. Committing troops to the defense of an age-old enemy, troops which he had withheld from the defense of the Steiner half of his realm, could provide a rallying point for these separatists and spark civil war in the Federated Commonwealth. Despite this risk, Davion chose to aid the Dragon. Davion apparently viewed the Clans as the most dangerous threat to his realm and saw the Combine as a valuable buffer between them and the Davion half of the Commonwealth.

This decision left Davion with another dilemma. Earlier the prince had promised Theodore that no Fed Com troops would enter the

Combine as long as the Clans threatened the Inner Sphere. Davion's determination to keep this promise left him with only one way to aid the Dragon: mercenaries.

Davion approached this decision with trepidation. Twenty-three years earlier, Coordinator Takashi Kurita had issued his now-infamous "Death to Mercenaries" order. The order primarily targeted Wolf's Dragoons, a unit now working for the Federated Commonwealth. Hanse knew from his time on Outreach that Theodore held few of his father's views regarding hired soldiers, but no one knew how the still-powerful Coordinator would react to mercenaries dropping onto Luthien—especially those employed by his lifelong enemy.

Hanse Davion had little time to agonize over such decisions, however. Theodore had sent his message from Luthien on November 22. If the Clans held true to form, the mercenaries would have to arrive at Luthien in less than a month to do any good. And so after a brief consultation with his advisors, Davion announced his decision.



"I have made the only decision I can," Hanse recorded in his journal. "I cannot allow the Clans to overrun the Combine and threaten to do the same to the Federated Suns. I have dispatched my most trusted mercenary regiments: history must judge my actions."

Shortly afterward, a flash message addressed to Colonel Jaime Wolf reached Wolf's Dragoons' general headquarters on Outreach. The text of the classified message more than surprised the mercenary commander.

By now I'm sure you've heard the Clans plan to invade Luthien. I have decided to send troops to aid in the defense of the world, but dispatching regular troops would violate the promise I made to Theodore Kurita on Outreach.

Therefore, I have a great favor to ask of you. Will you take your Dragoons into the Combine to aid in the defense of Luthien?

I have no moral authority to order you to do this. I know that Takashi Kurita's 'Death to Mercenaries' order still stands. I leave the final decision to you. Do not delay in making it. I fear that, even now, we will be too late to do anything other than disturb the Clans at their victory celebration.

Hanse Davion

Davion sent a similar message to Colonel Morgan Kell. Neither mercenary company refused Davion's request.

PLANNING STRATEGY

As the leaders of the Draconis Combine and the Federated Commonwealth marshaled their forces for the defense of Luthien, Khan Furey met with his military advisors to plan the joint Clan invasion. Khan Leroux of the Nova Cats favored a surgical strike, aimed at decapitating the Dragon. He argued that the invasion should be concentrated around Imperial City, because capturing the city with one stroke would throw the rest of the planet's defenders into disarray. SaKhan Wirth of the Smoke Jaguars opposed limiting the invasion force's area of operations. He believed Leroux's plan would enable the Kurita defenders to draw the Clan forces into ground better suited to defense than attack, as they had done on Wolcott. Instead, Wirth suggested the invaders spread across the face of the planet. By striking vigorously at key cities and manufacturing centers and committing freebirth troops to secondary objectives, the Clans could stretch the defenders to the breaking point, he said.

"We are the Smoke Jaguars," Wirth snarled at the Nova Cat leader. "We leap upon our prey, bearing him to the ground and tearing out his throat. We fear no enemy. We seek him out and kill him where he lives. We do not stand and wait for him to come to us or meet him on ground of his choosing."

Khan Furey, sensing that the argument could escalate easily into a Trial of Grievance, stepped in and rendered his decision.

Both plans had merit, and Operation Dragonslayer would implement elements of both. Capturing Imperial City would be the primary objective of the invasion. The Jaguars' Alpha Galaxy and the Nova Cats' Beta Galaxy would ground near the planetary capital and press the attack there. Elements of both Clans would strike at secondary targets across Luthien simultaneously. Under Furey's compromise plan, maximum effort would go into capturing Imperial City and tying up the Combine's front-line units, as the secondary strikes prevented the Combine forces from bolstering the city's defenders.

"We all know the tenacity with which House Kurita defends its holdings," Furey explained. "Their ancient samurai traditions make them the most Clanlike of all the foes we have met since we began the crusade to reclaim the Inner Sphere. Therefore, we must take Luthien quickly or the operation will bog down guerrilla warfare."

Furey knew that even if Luthien fell quickly, many of her defenders would take to the hills to wage a partisan war against the Clan garrison until one force or the other was wiped out. To minimize the risk of a costly, time-consuming guerrilla war, Khan Furey ordered that as many members as possible of the ruling Kurita family be taken alive. By capturing the persons who embodied the Combine government, the Khan of the Smoke Jaguars hoped to force the bulk of that Successor State to surrender. Furthermore, he knew that many of the Combine's troops would abandon their posts on other contested worlds, flocking to Luthien to avenge the defeat of their Kanrei and reclaim their capital. In turn, the collapse of organized defenses on Combine worlds would enable the Smoke Jaguars to pull ahead of the rival Wolf and Jade Falcon Clans in the race to Terra.

If Luthien fell, Khan Kincaid Furey believed he might even be able to force a Grand Kurultai to remove Ulric Kerensky from the office of ilKhan and reclaim that honor for the Smoke Jaguars.

As the leaders of the Smoke Jaguars and the Nova Cats argued over invasion strategy, Theodore Kurita and his councilors debated defensive strategy. For weeks the Kanrei and his command staff studied ISF reports, estimating the strength of the expected Clan invasion force. They studied computer simulations of the upcoming battle, and modified, added, and discarded plans. Each simulation revealed one brutal truth. Even if every Combine 'Mech destroyed two Clan machines before they destroyed it, Luthien would fall in as little as eight hours.

As distressing as those projections were, ISF reports from the Draconis March and the Isle of Skye proved even more alarming. Nearly ninety percent of the Federated Commonwealth troops that had been garrisoning border posts had been moved, and no Combine agent had been able to discern the new location of those displaced units. Some Combine leaders needed no intelligence reports to realize the destination of those regiments.

"Baka! You have doomed us all with your naive belief that Hanse Davion was anything less than a 'yellow bird!'" raved *Tai-sa* Yoshida of the 1st Sword of Light. "Your father would have never



allowed such a thing to happen. You have weakened our defenses against our oldest enemy. He has seized that weakness, and we are now trapped, with no escape but death."

For a moment, Theodore's normally icy calm wavered. His angry snarl went almost unheard beneath Yoshida's rantings.

"I am not my father, *Tai-sa*. Be happy that I am not. Were he in my place, he would not wait for the Otomo to arrest you. He would kill you himself."

For a moment all eyes in the coordination center were fixed on Yoshida and the Kanrei.

Then Yoshida dropped his gaze.

"You are right, Kanrei," Yoshida said. "You are not your father. I apologize for the discourtesy."

"There is nothing to apologize for," Theodore replied, saving Yoshida from losing face. "How can I find fault with one whose only concern is the safety of the Draconis Combine? Let us concentrate on defeating the Smoke Jaguars. And if I am wrong, and Federated Commonwealth troops are on their way to Luthien, they too will taste the Dragon's wrath."

DAVION BETRAYAL?

Fears of a Davion attack seemed justified on December 25, 3051, when Luthien's long-range detection systems picked up a number of *Invader*, *Star Lord*, and *Monolith*-Class JumpShips just inside the orbit of Luthien's farthest moon, Orientalis. Interceptors from the Orientalis base scrambled as the Ships detached DropShips, which in turn deployed screens of heavy aerospace fighters.

Quickly identified as Inner Sphere vessels, transponder signals identified them as the *Fitzlyon*, *Chieftain*, *Lugh*, and *Manannan Mac Lir*, among others. The truth hit the Kurita generals like a flight of LRMs—Hanse Davion had sent the Kell Hounds and the hated Wolf's Dragoons to do his dirty work.

Tai-sa Oda Hideyoshi, leader of the fanatical Otomo, launched a new wave of recriminations against the Kanrei, damning him as a trusting fool. Theodore refused to be baited. He merely stared at

the holographic representation of the Luthien system, watching the red and gold symbols denoting friendly and enemy ships converge.

Shin Yodama broke the silence by informing the Kanrei that the newcomers were signaling.

When a communications link was established, the face of Colonel Jaime Wolf greeted the assembled staff.

"*Komban-wa*, Kurita Theodore-sama," Wolf said. "Forgive any concern we may have caused you. We request permission to land. Hanse Davion sent us a report that you'll soon have a fight on your hands, and we couldn't let you have all the fun by yourselves."

In that moment Theodore Kurita's faith in Hanse Davion's promise was vindicated. The mercenaries had come not to attack, but to *defend* Luthien.

Theodore immediately issued a recall order for the bulk of the Luthien aerospace defense forces, assigning one wing of *Slayers* to escort the incoming DropShips to a military spaceport outside Imperial City.

Jaime Wolf had time to record his thoughts during the in-run.

For all the chaos we must have caused with our sudden appearance in restricted space, the Dracs responded with considerable restraint. I explained to Theodore Kurita that Hanse Davion had sent us here to help defend Luthien. The look of relieved disbelief that crossed the face of everyone in the Kurita war room was almost comical. Predictably, it was the Kanrei who first recovered his composure. After exchanging a few pleasantries, he granted us permission to land.

Now all we have to worry about is how Takashi will react. If we can survive his anger, the Clans will be no trouble at all.

Theodore Kurita and his officers elected to forego greeting the mercenaries formally, against the recommendations of several protocol experts. If Theodore snubbed the Dragoons and Kell Hounds, these experts argued, the mercenaries might feel the Combine had slighted them and pack up and go home, leaving the defenders of Luthien to fend for themselves.

Theodore and Narimasa Asano knew differently. They had learned on Outreach that Colonel Wolf would not stand on ceremony when the safety of the planet was at stake and reasoned that Morgan Kell was struck from the same mold.

In addition, the Kanrei and his officers felt it best to keep Takashi Kurita away from Jaime Wolf as long as possible. With the Clans knocking at the gates of the Combine's capital, Theodore was unwilling to risk either his father's life or an offense from Takashi that might drive Wolf away. Theodore greeted the mercenary officers informally, in a small reception room beneath Unity Palace's helipad.

The Coordinator reacted less violently to the presence of the mercenaries than anyone had imagined, however. Takashi learned of the mercenaries' arrival from an ISF operative loyal to the Coordinator. Posing as a messenger assigned to the war room, the operative relayed the news to Takashi's data center. Thus the Coordinator learned of the Dragoon's and Kell Hound's arrival even before his son finished welcoming them to Luthien.

"My son seeks to keep this news from me," Takashi snarled to *Chu-sa* Date Tadakatsu, the chief of the Coordinator's personal bodyguards. "He should know by now that not a bird lands on Luthien without my knowledge. Come, *Chu-sa* Tadakatsu, let us pay the Kanrei a surprise visit and welcome these yohei to the Dragon's lair."

The elder Kurita arrived in the war room just as his son finished charging the mercenaries with the defense of Imperial City. Unable to contain himself at the thought of the hated Wolf's Dragons protecting the Combine's capital, the Coordinator hissed a single word.

"lie!"

Every eye focused on Takashi as he stopped in front of Jaime Wolf. His rage seemed to make the Coordinator tower above the mercenary. Wolf straightened from his slouch against the map table and returned Takashi's level stare without flinching. For a long moment neither spoke. Then Takashi muttered, "So, my son brings his treason home with him."

The very thought seemed to enrage the Coordinator further. He wheeled on Theodore, accusing him of disgracing the Combine by placing the safety of its capital in the hands of honorless mercenaries. "At least Romano Liao had the mercy to assassinate her father before she destroyed his nation."

Theodore smiled calmly at the ranting Coordinator. "If that is truly your wish, shall I get a gun and shoot you?"

Unseen by anyone else in the room, *Chu-sa* Tadakatsu stepped up behind Theodore, his hand dropping to the holstered laser pistol at his side. He later recounted the episode in his diary.

I had no idea what was about to happen next. Rumors said that the prince had been brainwashed by the mercenaries on Outreach. Others believed Theodore-sama had made an unholy alliance with Hanse Davion. Until that moment, I placed no great stock in any of

the whisperings of the court sycophants. But in that instant, I believed that the Coordinator's life was in danger. Had Theodore-sama made any attempt to draw the automatic he wore in a shoulder holster or the tanto he carried in his right boot, I would have shot him through the head.

Fortunately for all concerned, Tadakatsu's fears proved groundless. Trying to further defuse the Coordinator's rage, the Kanrei explained that the brunt of the fighting would be borne by House Kurita line regiments. The mercenaries would act only as support units.

"Besides, father, we have no other units," he said.

"No, Kanrei, you have one more unit," the Coordinator rebuked his son. "My own bodyguards, the Dragon's Claws—MechWarriors who were fighting long before you were born—will defend this city. We will draw a line, and with myself at their head, not a single Clansman will cross it."

FINAL PREPARATIONS

With the addition of the Dragon's Claws and the mercenary units, Theodore Kurita had a total of sixteen regiments to defend Imperial City. Nine were Combine units, and five of those were crack line units: the 2nd Legion of Vega, the Otomo, the 1st Sword of Light, and the two Genyosha regiments. Each of these regiments were at full strength and many of their 'Mechs boasted upgrades that brought their capabilities closer to those of the Clan 'Mechs. Theodore's own *Masakari* had been captured from the Smoke Jaguars on Wolcott. His son, Hohiro, piloted a *Daishi-A* given to him by Jaime Wolf.

Two of the militia regiments were equipped with powered armor developed from the Clan battle armor won at Wolcott. The third militia regiment was designated an "Omega Regiment." These soldiers were provided with powerful anti-Mech and anti-personnel weapons and assigned to defend Imperial City house-to-house. The Kanrei cobbled this last regiment together out of retired MechWarriors and boys normally too young to enlist in the DCMS. The Kanrei also called up militia regiments throughout Luthien to protect against possible Clan landings away from Imperial City.

The last House unit available to Theodore Kurita was his father's bodyguard, the Dragon's Claws. Among the best MechWarriors in the Draconis Combine, these warriors all owned their own 'Mechs, many of which had been refitted with the advanced weapons and equipment given to the Combine by ComStar at the end of the Fourth Succession War. Every one of the Dragon's Claws was absolutely loyal to the Draconis Combine and to Takashi Kurita, and many could trace their ancestry to noble families of ancient Japan. The Claws' devotion to the code of *bushido* and to his father gave Theodore reservations about giving the unit a prominent role in the upcoming battle. Would they stick



to his tactical plan? Or would they, like the samurai who were their ancestors, charge headlong into battle? He knew that his father was hot-tempered and consumed with the desire to show that the years had not dulled his skill as a warrior. Should his father abandon Theodore's plan, the Claws would likely follow him. Thus, the Kanrei decided a firm, trustworthy hand was needed to hold the Dragon's reins.

To this unenviable post he appointed *Sho-sa* Shin Yodama. Theodore was well acquainted with the yakuza-turned-MechWarrior's ingenuity, and he knew that Yodama would stand up under Takashi's tirades.

Still, the Kanrei knew his father's stubborn impulsiveness. He remained concerned that the Coordinator might slip Yodama's leash and charge into battle at the wrong moment, destroying the carefully planned defense of Imperial City. To combat this possibility, Theodore ordered his technicians to break the start-up codes for the Dragon's Claws' Mechs. Then the techs installed a lock to the machine's key on a console in Yodama's *Phoenix Hawk*. None of the Dragon's Claws, or the Coordinator, would be able to activate his machine until Yodama entered the proper code.

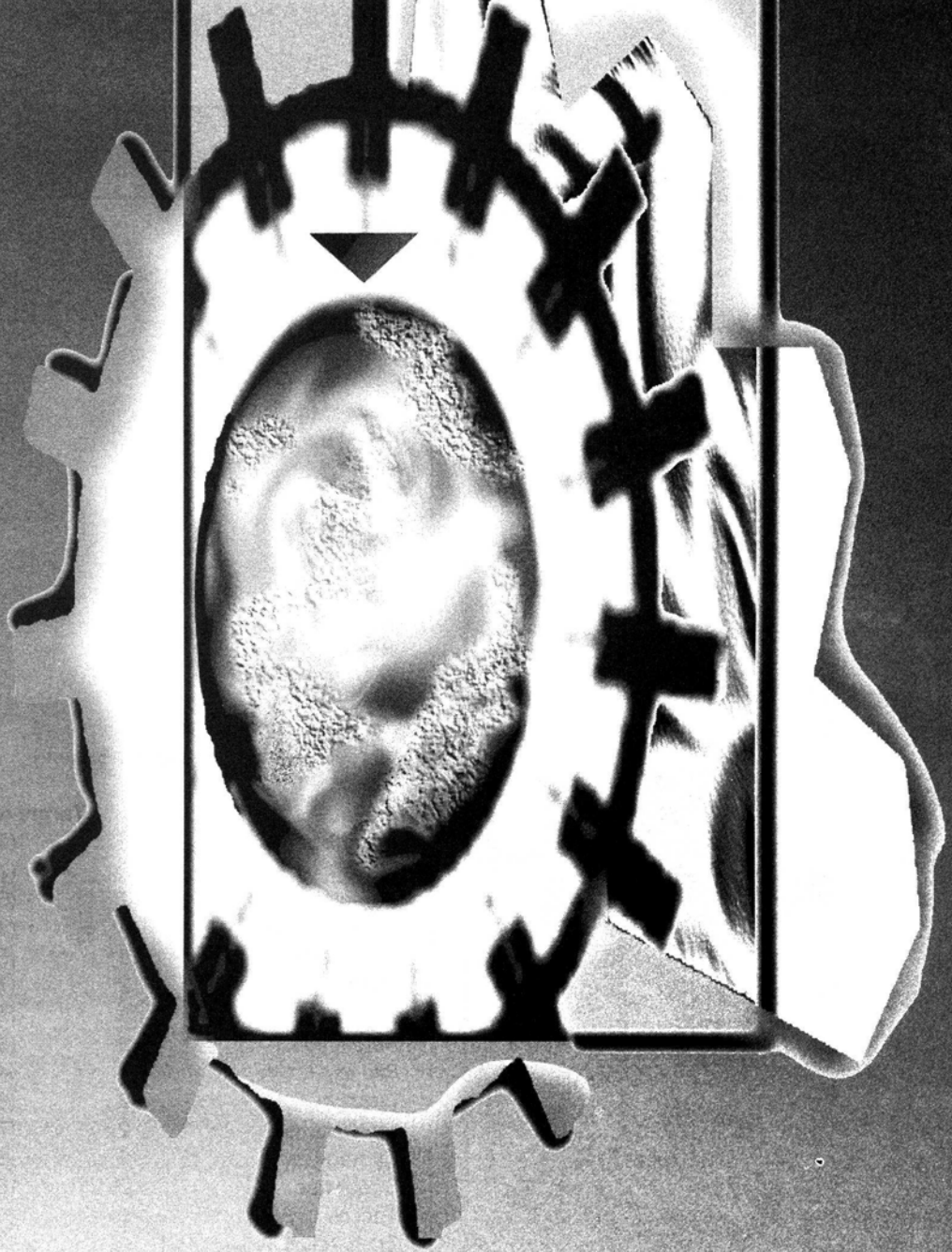
Granting his father the cleverness he knew the old man possessed, Theodore realized the Coordinator likely would detect and circumvent the override system. And so as a final measure, he had his technicians attach a small, powerful explosive device to the long-range missile magazine of Takashi's *Grand Dragon*. When activated, this device would ignite the missiles in a sympathetic detonation. Ordinarily, the BattleMech's Cellular Ammunition Storage Equipment would deflect the blast away from the cockpit, but Theodore ordered the blow-out panels welded shut and destruct charges planted to breach the missile locker. The resulting explosion would certainly kill the machine's pilot. The Kanrei agonized over this decision for some time before signing the final order. He also elected to keep Yodama unaware of his plans. Thus he provided written orders for the yakuza, to be given to him only after the battle had begun.

The seven mercenary regiments were slated to back up the Dragon's Claws. Wolf's Dragoons comprised five combined-arms regiments, two of which boasted Clan-type weapons and equipment. One of the two Kell Hounds regiments possessed Clantech gear. Hidden mines, vibrabombs, and other battlefield obstacles rounded out the Kanrei's defensive measures.

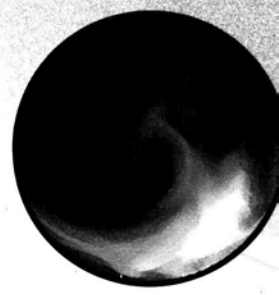
With these preparations completed, the Combine stood girded for battle when the first Clan JumpShips appeared in the skies over Luthien in the early hours of January 4, 3052.



PERSONALITIES



PERSONALITIES





THEODORE KURITA



Age: 55
Rank: *Gunji no Kanrei*/Heir-Designate of the Draconis Combine
Affiliation: Draconis Combine
Home Planet: Luthien
BattleMech Type: *Masakari*

MechWarrior Data

Attributes

BLD 4 (8+)
 REF 5 (7+)
 INT 5 (7+)
 LRN 4 (8+)
 CHA 5 (7+)

Characteristics

Athletic 9+
 Physical 8+
 Mental 9+
 Social 8+

Edge: 3

Advantages

Land Grant
 Title
 Wealthy
 Well-Equipped (1 pt)

Equipment

Deluxe Field Kit
 Laser Pistol w/5 Reloads
 MechWarrior Combat Suit
 2 MedKits
 Personal Communicator
 Vibroblade (in the shape of a katana)

Skills

| Skills | | Target Number |
|----------------|---|---------------|
| Administration | 2 | (7+) |
| Blade | 2 | (7+) |
| Bureaucracy | 2 | (6+) |
| Gunnery/Mech | 4 | (4+) |
| Leadership | 3 | (5+) |
| Medtech | 2 | (7+) |
| Negotiation | 3 | (5+) |
| Perception | 3 | (6+) |
| Piloting/Mech | 4 | (4+) |
| Protocol | 2 | (6+) |
| Small Arms | 2 | (7+) |
| Strategy | 3 | (6+) |
| Streetwise | 2 | (6+) |
| Tactics | 3 | (6+) |
| Tech/Mech | 2 | (7+) |
| Unarmed Combat | 2 | (7+) |

Born on Luthien in 2297, Theodore Kurita is the eldest son and heir designate of Takashi Kurita.

As a young man, he received his schooling at the Sun Zhang Academy and Wisdom of the Dragon School. After graduation Theodore was inducted into the Sons of the Dragon and assigned to the 3rd Sword of Light. Eventually, he found himself assigned to the Legion of Vega. Through his own personal initiative and adherence to duty, Theodore raised the Legion from a unit despised as the scrapheap of the Combine to one of its most respected fighting units.

Age and experience have made the Kanrei an excellent administrator and cunning politician. Using guile and a subtle tongue, he has forged alliances with members of nearly every level of Combine society. Theodore's alliances even reach into the yakuza, through his most trusted lieutenant and friend, *Sho-sa* Shin Yodama.

SHIN

YODAMA



Age: 30
Rank: *Sho-sa*
Affiliation: Draconis Combine/Dark Mist yakuza family
Home Planet: Marfik
BattleMech Type: PXH-3M *Phoenix Hawk*

MechWarrior Data

Attributes

BLD 5 (7+)
 REF 5 (7+)
 INT 6 (6+)
 LRN 5 (7+)
 CHA 6 (7+)

Characteristics

Athletic 8+
 Physical 7+
 Mental 7+
 Social 6+

Edge: 3

Advantages

Extra Edge (1 pt)
 Sixth Sense

Equipment

Armored Body Suit
 Deluxe Field Kit
 Laser Pistol w/6 reloads
 2 Medkits
 Vibroblade (shaped like a katana)

Skills

| Skills | | Target Number |
|----------------|---|---------------|
| Blade | 2 | (6+) |
| Demolitions | 2 | (5+) |
| Gunnery/Mech | 4 | (1+) |
| Leadership | 2 | (4+) |
| Medtech | 2 | (5+) |
| Perception | 3 | (4+) |
| Piloting/Mech | 4 | (1+) |
| Protocol | 3 | (3+) |
| Quickdraw | 2 | (5+) |
| Small Arms | 2 | (5+) |
| Stealth | 2 | (5+) |
| Survival | 3 | (4+) |
| Tactics | 3 | (4+) |
| Tech/Mech | 2 | (5+) |
| Unarmed Combat | 3 | (5+) |

Born on Marfik in 3021, Yodama was orphaned during the Steiner invasion of that world seven years later. A group of Kurita guerrillas found the boy and adopted him as a junior member of their band. Marfik's *Kuroi Kiri*, or Black Mist, yakuza family later recruited Yodama. At age eighteen, he joined the Draconis Combine Mustered Soldiery. Yodama soon entered service with the 117th Najha Training Company and quickly distinguished himself by leading a raid against a rebel stronghold on Najha during the Ronin War and destroying three enemy 'Mechs.

In June of 3049, Yodama began service with the 14th Legion of Vega on Turtle Bay, where he met his new commander—Theodore Kurita, the eldest son of Takashi Kurita, Coordinator of the Draconis Combine.

Following the Smoke Jaguars' invasion of Turtle Bay, Yodama again distinguished himself when he helped free Hohiro Kurita from a Clan POW camp at Kurushiyama. Yodama has since continued to serve the Combine and the Kuritas with distinction, most notably in the defense of Wolcott.



NARIMASA

ASANO



Age: 54
Rank: *Tai-sa*
Affiliation: Draconis Combine/Genyosha
Home Planet: Algedi
BattleMech Type: HTM-27T *Hatamoto-Chi*

MechWarrior Data

Attributes

BLD 4 (8+)
 REF 5 (7+)
 INT 6 (6+)
 LRN 6 (6+)
 CHA 5 (7+)

Characteristics

Athletic 9+
 Physical 7+
 Mental 6+
 Social 7+

Edge: 3

Advantages

Well-Equipped (1 pt)

Equipment

Armored Body Suit
 Basic Tool Kit
 Deluxe Field Kit
 Hold-Out Laser Pistol w/5 reloads
 Laser Pistol w/10 reloads
 Laser Rifle w/10 reloads
 2 Medkits
 5 Mini-grenades
 Personal Communicator
 Vibroblade

Skills

Target Number

| | | |
|----------------|---|------|
| Administration | 4 | (3+) |
| Gunnery/'Mech | 5 | (2+) |
| Leadership | 5 | (2+) |
| Medtech | 2 | (4+) |
| Piloting/'Mech | 5 | (2+) |
| Protocol | 3 | (4+) |
| Strategy | 5 | (1+) |
| Survival | 3 | (3+) |
| Streetwise | 3 | (4+) |
| Tactics | 4 | (2+) |
| Tech/'Mech | 3 | (3+) |
| Training | 3 | (3+) |

Narimasa Asano began his DCMS career with the 2nd Sword of Light. Following the duel between Morgan Kell and unit commander Yorinaga Kurita on Mallory's World, DCMS command transferred Asano to the 5th Rasalhague Regulars and demoted him. Later, when Yorinaga began assembling a unit to destroy the Kell Hounds, Asano deserted the Regulars and made his way to Yorinaga's headquarters on Nashira. Yorinaga accepted Asano into the newly formed Genyosha and restored him to the rank of *Chu-sa*, the position Asano had held in the old 2nd Sword of Light.

Chu-sa Asano served with distinction throughout the Fourth Succession War, racking up a total of fifteen 'Mech and three fighter kills, making him the Genyosha's leading 'Mech ace. When Yorinaga Kurita performed seppuku on Nusakan after his defeat by Morgan Kell, Asano assumed command of the Genyosha.

The elite unit fought well during the War of 3039 and the Ronin War and grew into two full regiments, largely due to the charismatic leadership of its commanding officer. The Genyosha saw little action during the Clan Wars until the Wolcott operation, where they proved instrumental in the defense of that world.

TAKASHI KURITA



Age: 82
Rank: Coordinator of the Draconis Combine
Affiliation: Draconis Combine
Home Planet: Kagoshima
BattleMech Type: *Grand Dragon*

MechWarrior Data

| Attributes | | Characteristics | |
|------------|--------|-----------------|-----|
| BLD | 3 (4+) | Athletic | 11+ |
| REF | 4 (8+) | Physical | 8+ |
| INT | 6 (6+) | Mental | 6+ |
| LRN | 6 (6+) | Social | 7+ |
| CHA | 5 (7+) | | |

Edge: 4

Advantages

Wealth
 Well-Equipped (2 pts)

Equipment

Deluxe Field Kit
 Laser Pistol w/10 reloads
 Laser Rifle w/5 reloads
 MechWarrior Combat Suit
 2 Medkits
 Personal Communicator
 Vibroblade

Skills

| | | Target Number |
|----------------|---|---------------|
| Administration | 4 | (2+) |
| Blade | 4 | (7+) |
| Bureaucracy | 4 | (3+) |
| Gunnery/Mech | 4 | (4+) |
| Leadership | 4 | (3+) |
| Medtech | 2 | (4+) |
| Negotiation | 3 | (4+) |
| Piloting/Mech | 3 | (4+) |
| Protocol | 3 | (4+) |
| Small Arms | 2 | (6+) |
| Strategy | 3 | (3+) |
| Tactics | 3 | (3+) |
| Tech/Mech | 2 | (4+) |
| Unarmed Combat | 2 | (9+) |

Though age and physical infirmity have taken their toll on the Coordinator's body, his mind and spirit remain as sharp as the edge of his sword.

Much of Takashi's early life was spent in learning the traditions of the samurai ethic. As a youth, he enrolled in the Sun Zhang Military Academy. Takashi graduated near the top of his class, despite his father's request that his instructors drill his son more rigorously than any other cadet. Takashi's academic record was so outstanding that his father insisted he enroll in the Wisdom of the Dragon School, where the heir-designate once again graduated with top honors.

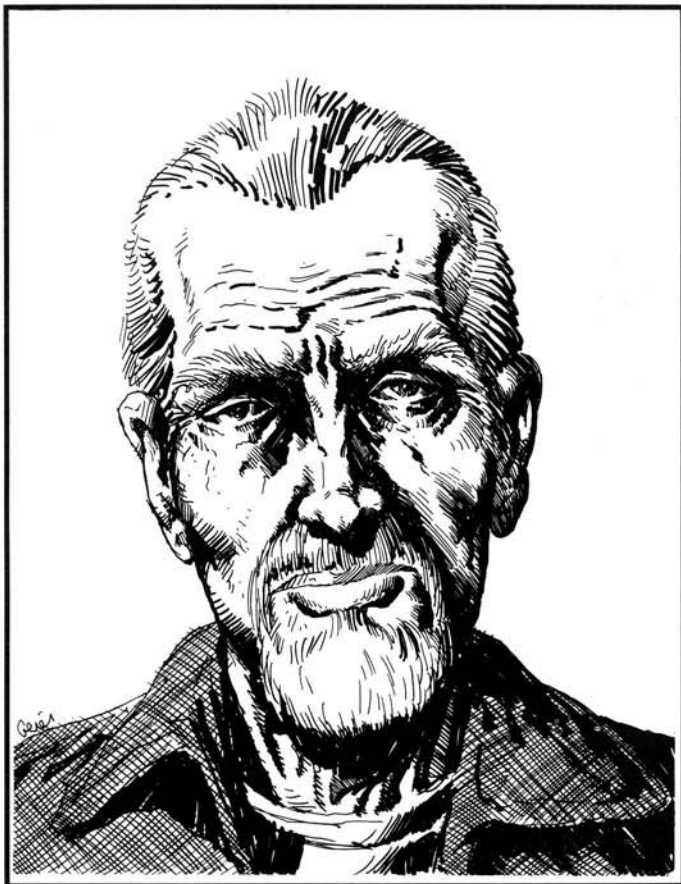
After his graduation, Takashi received command of a lance on Marlow's Rift, where he first traded shots with the Federated Commonwealth. For the next seven years, then *Chu-i* Kurita distinguished himself as a good soldier and an excellent tactician.

Takashi ascended to the throne of the Draconis Combine following the assassination of his father, Hohiro, in 3002.



MORGAN

FINN KELL



Age: 66
Rank: Colonel
Affiliation: Kell Hounds Mercenary Regiment
Home Planet: Arc Royal
BattleMech Type: Archer

MechWarrior Data

Attributes

BLD 5 (7+)
 REF 5 (7+)
 INT 6 (6+)
 LRN 6 (6+)
 CHA 4 (4+)

Characteristics

Athletic 8+
 Physical 7+
 Mental 6+
 Social 8+

Edge: 3

Advantages

Well-Equipped (1 pt)

Equipment

Ablative/Flak Body Suit
 Auto Pistol w/5 reloads
 Deluxe Field Kit
 Laser Rifle w/10 reloads
 Medipack
 Personal Communicator

Skills

Target Number

| | | |
|----------------|---|------|
| Administration | 3 | (3+) |
| Gunnery/'Mech | 6 | (1+) |
| Leadership | 5 | (3+) |
| Piloting/'Mech | 6 | (1+) |
| Protocol | 4 | (4+) |
| Small Arms | 3 | (6+) |
| Survival | 3 | (3+) |
| Tactics | 4 | (2+) |
| Tech/'Mech | 2 | (4+) |
| Unarmed Combat | 3 | (5+) |

Kell graduated from the Nagelring Academy in 3004, but was given a year-long deferment from his obligatory military service so that he might travel across the Lyran Commonwealth with his cousin, Arthur Luvon. During that year, Kell, Arthur Luvon, and Katrina Steiner vanished from the Inner Sphere and posed as pirates to avoid assassins sent by Archon Alessandro Steiner.

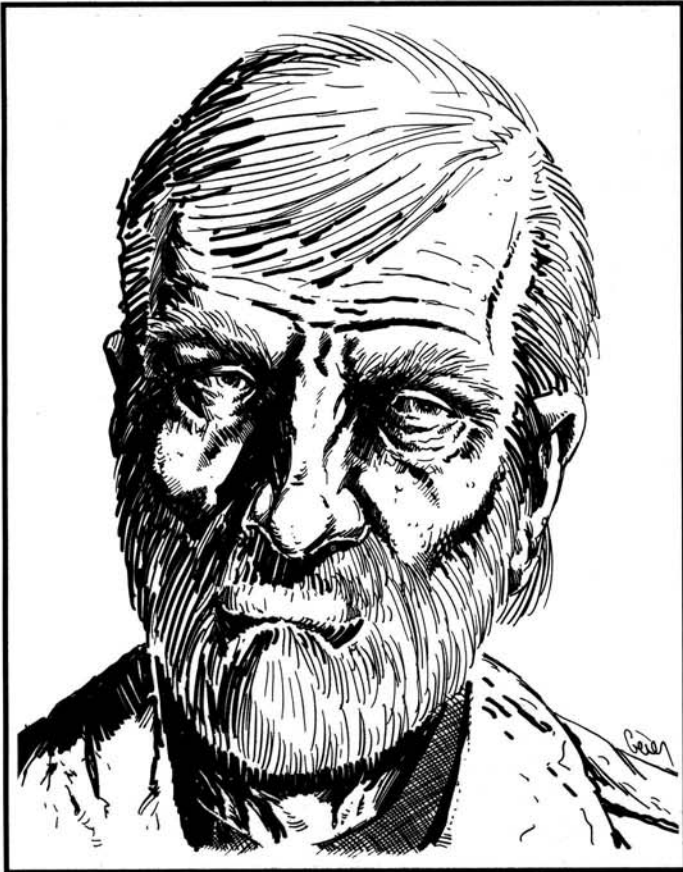
When he returned from hiding, Kell entered service with regular LCAF forces. Following Arthur Luvon's death in 3010, Morgan resigned his position, and along with his brother Patrick formed the Kell Hounds. The Hounds, with Morgan at their head, served the Lyran Commonwealth, and later the Federated Suns.

Following his famous battle with Yorinaga Kurita on Mallory's World, Morgan withdrew from the Kell Hounds, leaving his brother in command of the regiment. Morgan became a virtual recluse on Zsaniah. He remained in that solitude for 11 years until he received word of Patrick's death at the hands of the Genyosha.

On his return, Morgan took command of the Hounds, now two full regiments. During the Fourth Succession War, Morgan once again faced Yorinaga Kurita in single combat. Once again the mercenary handed the samurai a defeat.

Following the war, Morgan married Salome Ward. Their son, Phelan Patrick Kell, would become one of the best-known MechWarriors the Inner Sphere has ever seen.

JAIME WOLF



Age: 72
Rank: Colonel
Affiliation: Wolf's Dragoons
Home Planet: Strana Mechty
BattleMech Type: Archer

MechWarrior Data

Attributes

BLD 5 (7+)
 REF 6 (6+)
 INT 6 (6+)
 LRN 6 (6+)
 CHA 5 (7+)

Characteristics

Athletic 7+
 Physical 6+
 Mental 6+
 Social 7+

Edge: 4

Advantages

Wealthy
 Well-Equipped (1 pt)

Equipment

Ablative/Flak Body Suit
 Deluxe Field Kit
 Laser Pistol w/5 reloads
 Medipack
 Personal Communicator

Skills

Administration 3
 Gunnery/Mech 5
 Interrogation 2
 Medtech 2
 Leadership 5
 Piloting/Mech 5
 Protocol 2
 Small Arms 2
 Strategy 4
 Survival 3
 Tactics 4
 Tech/Mech 3
 Unarmed Combat 2

Target Number

(3+)
 (1+)
 (5+)
 (1+)
 (4+)
 (1+)
 (5+)
 (4+)
 (2+)
 (3+)
 (2+)
 (3+)
 (5+)

Born on the Clan world of Strana Mechty, the freebirth Wolf earned the status of MechWarrior early on. Sent into the Inner Sphere with his brother Joshua to spy for the Clans, Wolf organized the warriors he brought with him into a mercenary company. For the next 50 years, Wolf and his Dragoons moved from contract to contract, gathering intelligence on the Inner Sphere for their own use and for transmission back to the waiting Clans.

In 3028, Coordinator Takashi Kurita, influenced by the corrupt warlord Grieg Samsonov, issued his infamous "Death to Mercenaries" order, aimed at wiping the Dragoons from existence. Wolf defeated the Combine forces thrown at him on Misery, however, and escaped to the Federated Suns.

The Fourth Succession War nearly did what the Combine could not, all but destroying the Dragoons and Wolf along with them. After the war, the Dragoons retired to their landhold on Outreach to rebuild. By the time the Clans recalled the Dragoons—a call Wolf refused to obey—the unit had regained its prewar strength.

When the Clans launched their invasion of the Inner Sphere, Jaime Wolf set his own plans into motion. He sent invitations to all of the heads of the Successor States, asking them to join him on Outreach. There, he and his staff trained and equipped the Inner Sphere leaders to combat the Clans.



DORIAN WIRTH



Age: 47
Rank: saKhan
Affiliation: Clan Smoke Jaguar
Home Planet: Strana Mechty
OmniMech Type: *Daishi*

MechWarrior Data

| Attributes | | | Characteristics | |
|------------|---|------|-----------------|----|
| BLD | 6 | (6+) | Athletic | 6+ |
| REF | 6 | (6+) | Physical | 6+ |
| INT | 6 | (6+) | Mental | 7+ |
| LRN | 5 | (7+) | Social | 6+ |
| CHA | 6 | (6+) | | |

Edge: 4

Advantages

Extra Edge (1 pt)
 Well-Equipped

Equipment

Armored Body Suit
 Auto Pistol w/10 reloads
 Deluxe Field Kit
 2 Medkits
 Vibrodagger

Skills

| | | Target Number |
|----------------|---|---------------|
| Administration | 4 | (3+) |
| Gunnery/Mech | 5 | (1+) |
| Interrogation | 2 | (4+) |
| Leadership | 4 | (2+) |
| Medtech | 2 | (5+) |
| Piloting/Mech | 5 | (1+) |
| Small Arms | 2 | (4+) |
| Strategy | 5 | (2+) |
| Survival | 3 | (4+) |
| Tactics | 4 | (3+) |
| Tech/Mech | 3 | (4+) |
| Unarmed Combat | 2 | (4+) |

SaKhan Dorian Wirth began his military career by testing out at the top of his sibko and defeating three opponents in his Trial of Position to earn the rank of he Captain. Assigned to the 53rd Jaguar Battle Cluster, he served with distinction during the intramural battles that marked Clan history before the return to the Inner Sphere. Eventually Dorian earned the rank of Star Colonel and assumed command of the 53rd's Trinary Alpha. In a Trial of Bloodright in 3026, Dorian won the Bloodname Wirth and later that year emerged from a Trial of Position with the rank of saKhan, junior only to Smoke Jaguar Khan Kincaid Furey.

A cold, calculating warrior, Wirth can be aggressive or subtle depending on circumstances. Many believe Wirth will someday replace Furey as Khan of the Smoke Jaguars.

SEVEREN LEROUX



Age: 55
Rank: Khan
Affiliation: Clan Nova Cat
Home Planet: Dagda
Aerospace Fighter Type: *Scytha*

MechWarrior Data

| Attributes | | Characteristics | |
|------------|--------|-----------------|----|
| BLD | 3 (9+) | Athletic | 8+ |
| REF | 7 (5+) | Physical | 4+ |
| INT | 7 (5+) | Mental | 5+ |
| LRN | 6 (6+) | Social | 5+ |
| CHA | 6 (6+) | | |

Edge: 3

Advantages

Ambidextrous
 Natural Aptitude (Tactics)

Equipment

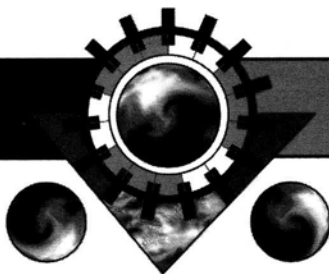
Armored Body Suit
 Deluxe Field Kit
 Laser Pistol w/5 reloads
 2 Medkits
 Vibrodagger

Skills

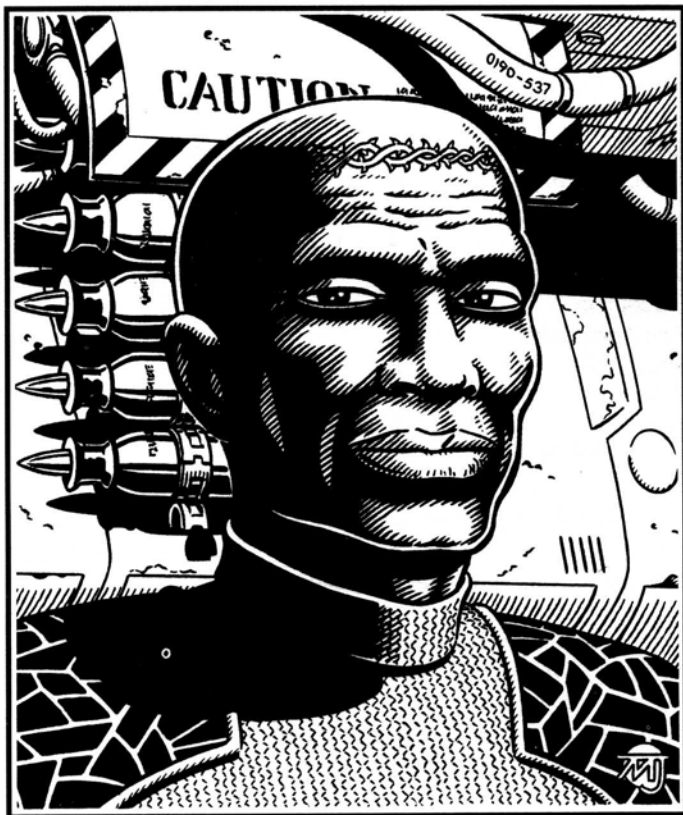
| | | Target Number |
|-------------------|---|---------------|
| Administration | 4 | (1+) |
| Gunnery/Aerospace | 5 | (1+) |
| Leadership | 4 | (1+) |
| Medtech | 2 | (3+) |
| Perception | 3 | (2+) |
| Pilot/Aerospace | 5 | (1+) |
| Small Arms | 2 | (2+) |
| Strategy | 4 | (1+) |
| Tactics | 5 | (1+) |
| Tech/Aerospace | 3 | (2+) |

A headstrong individual, Khan Severen Leroux was called before Clan disciplinary boards several times during his training as a young man and was nearly expelled from the Clan warrior caste at one time. Only the intervention of Abram Radick, his predecessor as Khan of the Smoke Jaguars, preserved his warrior status. Although Severen tested out near the bottom of his sibko and made a poor showing during his Trial of Position, his superior combat skills became apparent once he entered military service.

Assigned to the 32nd Nova Cat Assault Cluster, the lackluster cadet shot down three Clan Fire Mandrill fighters during his first engagement. Severen rose quickly through the ranks, scoring some thirty kills by his second year with the 32nd. In 3020 Severen, now a Star Captain, won his Bloodname by defeating Star Colonel Marla in a Trial of Bloodright. Ten years later, he achieved the rank of saKhan by defeating all comers in a Trial of Position and took his place as Khan of the Nova Cats following the death of Khan Abram Radick in 3035.



LUCIAN CARNs



Age: 50
Rank: saKhan
Affiliation: Clan Nova Cat
Home Planet: Babylon
OmniMech Type: *Man O'War*

MechWarrior Data

| Attributes | | Characteristics | |
|------------|--------|-----------------|----|
| BLD | 5 (7+) | Athletic | 7+ |
| REF | 7 (5+) | Physical | 4+ |
| INT | 7 (5+) | Mental | 5+ |
| LRN | 6 (6+) | Social | 5+ |
| CHA | 6 (6+) | | |

Edge: 4

Advantages

Ambidextrous
 Extra Edge (1 pt)
 Sixth Sense

Equipment

Armored Body Suit
 Blazer w/10 reloads
 Deluxe Field Kit
 Laser Pistol w/10 reloads
 2 Medkits
 Vibrodagger

Skills

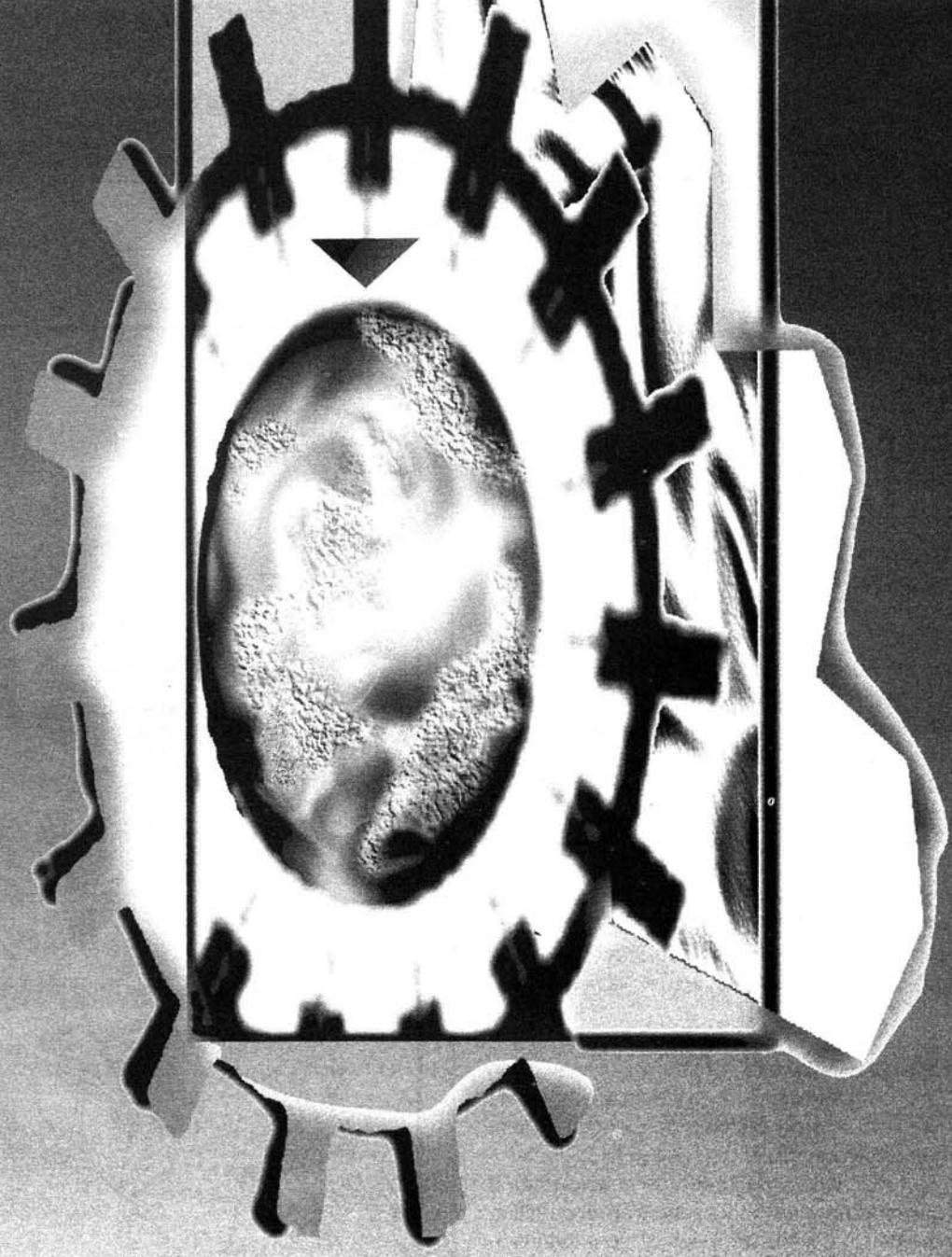
| | | Target Number |
|----------------|---|---------------|
| Administration | 3 | (2+) |
| Gunnery/Mech | 5 | (1+) |
| Interrogation | 4 | (1+) |
| Leadership | 3 | (2+) |
| Medtech | 2 | (3+) |
| Piloting/Mech | 5 | (1+) |
| Small Arms | 3 | (2+) |
| Survival | 2 | (3+) |
| Strategy | 4 | (1+) |
| Tactics | 4 | (1+) |
| Unarmed Combat | 3 | (4+) |

SaKhan Lucian Carns tested out at the top of his sibko and won the rank of Star Captain during his Trial of Position.

Assigned to the 25th Garrison Cluster, Carns quickly distinguished himself by leading a flanking march against the challenging Steel Vipers during a Trial of Possession for the codex of Star Colonel Kerry Ward. Carns hid his 'Mechs in a thick copse of trees and cut off the Vipers' line of withdrawal as they turned back to their DropShips. The Steel Viper commander surrendered to Carns, providing the future Khan with credit for the total defeat of the enemy force.

After winning his Bloodname in 3027, Carns ascended to the rank of saKhan in 3046.

SCENARIOS



SCENARIOS





BATTLE OF LUTHIEN

The following scenarios trace the numerous engagements that comprised the epic battle for Luthien.

Fierce aerospace skirmishes preceded the main battle, as the Smoke Jaguars and Nova Cats entered the Luthien system and landed their units on the Kurita capital world. There, the invaders faced a force that included some of the Inner Sphere's most skilled MechWarriors—the Combine's Dragon's Claws, 1st Sword of Light, Genyosha, 2nd Legion of Vega and Otomo, as well as the renowned Wolf's Dragoons and Kell Hounds.

SPECIAL RULES

Several of the scenarios call for the use of the Forced Withdrawal rule, which is explained below. The final scenario, **Valley of Death**, recreates the battle in the Kado-guchi Valley and uses unique Battalion/Cluster rules that are explained in that scenario.

FORCED WITHDRAWAL RULE

The Forced Withdrawal rule establishes a damage threshold at which a 'Mech, vehicle, infantry platoon, or Elemental Point withdraws rather than risk destruction.

A BattleMech has reached its withdrawal threshold when it loses a limb, takes 2 engine, or 1 gyro hit(s), suffers an ammunition explosion, loses more than half of its weapons or more than two-thirds of its total internal structure. Vehicles withdraw when they suffer an ammunition explosion or lose half of their weapons or more than half of their total internal structures.

Infantry platoons withdraw when they suffer 75 percent casualties. An armored infantry squad or Elemental Point withdraws when it suffers its third casualty.

Units that are forced to withdraw must move towards the edge of the mapsheet as quickly as possible. They may not engage in charge, death-from-above, or physical attacks against enemy units. Elemental Points may not swarm enemy units. However, withdrawing units may fire at any enemy unit that stands between them and the edge of the mapsheet.

NEW 'MECHS

Three new OmniMechs—the *Hankyu*, *Nobori-nin*, and *Cauldron-born*—also appear in several scenarios. Descriptions and game statistics for these Clan machines appear in **New 'Mechs**, p. 91.





DRACONIS COMBINE MUSTERED SOLDIERY

THE DRAGON'S CLAWS

Commander: Coordinator Takashi Kurita
Liaison Officer: *Sho-sa* Shin Yodama
3 Veteran Battalions

1ST SWORD OF LIGHT

Commander: *Tai-sa* Shigeru Yoshida
1 Elite Battalion
2 Veteran Battalions
1 Regular Battalion
1 Veteran Aerospace Wing

GENYOSHA

1st Regiment Commander: *Tai-sa* Narimasa Asano
3 Elite Battalions
2nd Regiment Commander: *Tai-sa* Laura Nelson
3 Elite Battalions

2ND LEGION OF VEGA

Commander: *Tai-sa* Tikov Recardni
1 Elite Battalion
2 Veteran Battalions

OTOMO

Commander: *Tai-sa* Oda Hideyoshi
1 Elite Battalion
2 Veteran Battalions

3RD AEROSPACE WING

2 Veteran Fighter Companies
1 Regular Fighter Company

7TH AEROSPACE WING

3 Veteran Fighter Companies

BLACK DRAGONS AEROSPACE FIGHTER WING

1 Elite Fighter Company
2 Veteran Fighter Companies

6TH DRACONIS ELITE STRIKE TEAM

1 Elite Special Forces Squad

12TH LUTHIEN DEFENSE REGIMENT

1 Veteran Battalion
1 Regular Battalion
1 Green Battalion

54TH LUTHIEN DEFENSE REGIMENT

1 Regular Battalion
2 Green Battalions

96TH LUTHIEN DEFENSE REGIMENT

2 Veteran Battalions
1 Regular Battalion

122ND LUTHIEN DEFENSE REGIMENT

3 Regular Battalions

143RD LUTHIEN DEFENSE REGIMENT

1 Veteran Battalion
2 Regular Battalions

178TH LUTHIEN DEFENSE REGIMENT

1 Veteran Battalion
1 Regular Battalion
1 Green Battalion

191ST LUTHIEN DEFENSE REGIMENT

2 Veteran Battalions
1 Green Battalion

201ST LUTHIEN DEFENSE REGIMENT

1 Veteran Battalion
2 Regular Battalions

1ST AMORI MILITIA

1 Regular BattleMech Company
1 Regular Armor Company
1 Regular Infantry Company

LUTHIEN ARMOR WORKS SECURITY COMPANY

1 Regular BattleMech Lance
1 Regular Infantry Company

7TH IMPERIAL CITY MILITIA

3 Regular Battalions

1ST OMEGA REGIMENT

3 Veteran Battalions

2ND OMEGA REGIMENT

3 Regular Battalions



WOLF'S DRAGOONS

ALPHA REGIMENT

Commander: Colonel Jaime Wolf
3 Elite Battalions

BETA REGIMENT

Commander: Colonel Anton Rand
2 Elite Battalions
1 Veteran Battalion

GAMMA REGIMENT

Commander: Colonel Wilhelmina Korsht
2 Elite Battalions
1 Regular Battalion

DELTA REGIMENT

Commander: Colonel Kathleen Dumont
1 Elite Battalion
2 Regular Battalions

EPSILON REGIMENT

Commander: Colonel Elizabeth Nichole
2 Elite Battalions
1 Veteran Battalion

THE KELL HOUNDS

1ST REGIMENT

Commander: Colonel Morgan Kell
3 Elite Battalions

2ND REGIMENT

Commander: Lt. Colonel Scott Bradley
2 Elite Battalions
1 Elite Aerospace Fighter Battalion



CLAN FORCES

31ST SMOKE JAGUAR ASSAULT GALAXY

Commander: saKhan Dorian Wirth

1ST JAGUAR GUARD CLUSTER

- 3 Elite Trinaries
- 2 Veteran Trinaries

5TH JAGUAR REGULARS CLUSTER

- 3 Elite Trinaries
- 1 Veteran Trinary
- 1 Veteran Binary

5TH JAGUAR DRAGOONS

- 1 Elite Trinary
- 2 Veteran Trinaries
- 1 Regular Trinary
- 1 Regular Binary

1ST JAGUAR GUARD CLUSTER

- 3 Elite Trinaries
- 2 Veteran Trinaries

63RD JAGUAR REGULARS CLUSTER

- 2 Veteran Trinaries
- 1 Regular Trinary
- 1 Regular Binary
- 1 Regular Supernova

44TH JAGUAR ATTACK GALAXY

Commander: Galaxy Commander Mikhail Ward

32ND JAGUAR REGULARS CLUSTER

- 3 Regular Trinaries
- 2 Regular Supernovas

22ND JAGUAR REGULARS CLUSTER

- 1 Elite Trinary
- 1 Veteran Trinary
- 2 Regular Trinaries
- 1 Green Binary

225TH JAGUAR BATTLE CLUSTER

- 1 Elite Binary
- 1 Veteran Trinary
- 2 Regular Trinaries
- 1 Regular Supernova

43RD JAGUAR BATTLE CLUSTER

- 1 Elite Trinary
- 2 Veteran Trinaries
- 2 Regular Supernovas

315TH JAGUAR BATTLE GALAXY

Commander: Galaxy Commander Leslie

75TH JAGUAR ASSAULT CLUSTER

- 1 Elite Trinary
- 3 Veteran Trinaries
- 1 Regular Trinary

145TH JAGUAR REGULARS CLUSTER

- 1 Veteran Trinary
- 3 Regular Trinaries

28TH JAGUAR COMBAT CLUSTER

- 1 Elite Binary
- 1 Veteran Trinary
- 3 Regular Binaries

336TH JAGUAR COMBAT CLUSTER

- 2 Veteran Trinaries
- 2 Regular Trinaries
- 1 Green Binary

22ND SMOKE JAGUAR FREEBIRTH CLUSTER

- 2 Regular Trinaries
- 2 Regular Binaries

4TH NOVA CAT ASSAULT GALAXY

Commander: saKhan Lucian Carns

32ND NOVA CAT ASSAULT CLUSTER

- 2 Elite Trinaries
- 1 Veteran Trinary
- 1 Regular Binary



1 Veteran Supernova

4TH NOVA CAT REGULARS

2 Elite Trinaries
1 Veteran Trinary
1 Regular Trinary

3RD NOVA CAT AEROSPACE CLUSTER

2 Veteran DropShip Trinaries
1 Veteran Fighter Trinary
2 Regular Fighter Trinaries

119TH NOVA CAT STRIKER CLUSTER

1 Elite Trinary
2 Elite Binaries
1 Veteran Supernova

183RD NOVA CAT ASSAULT GALAXY

Commander: Galaxy Commander Tinnin

101TH NOVA CAT BATTLE CLUSTER

2 Veteran Trinaries
2 Regular Trinaries

25TH NOVA CAT REGULARS CLUSTER

2 Veteran Trinaries
1 Regular Trinary
1 Regular Binary

57TH NOVA CAT REGULARS CLUSTER

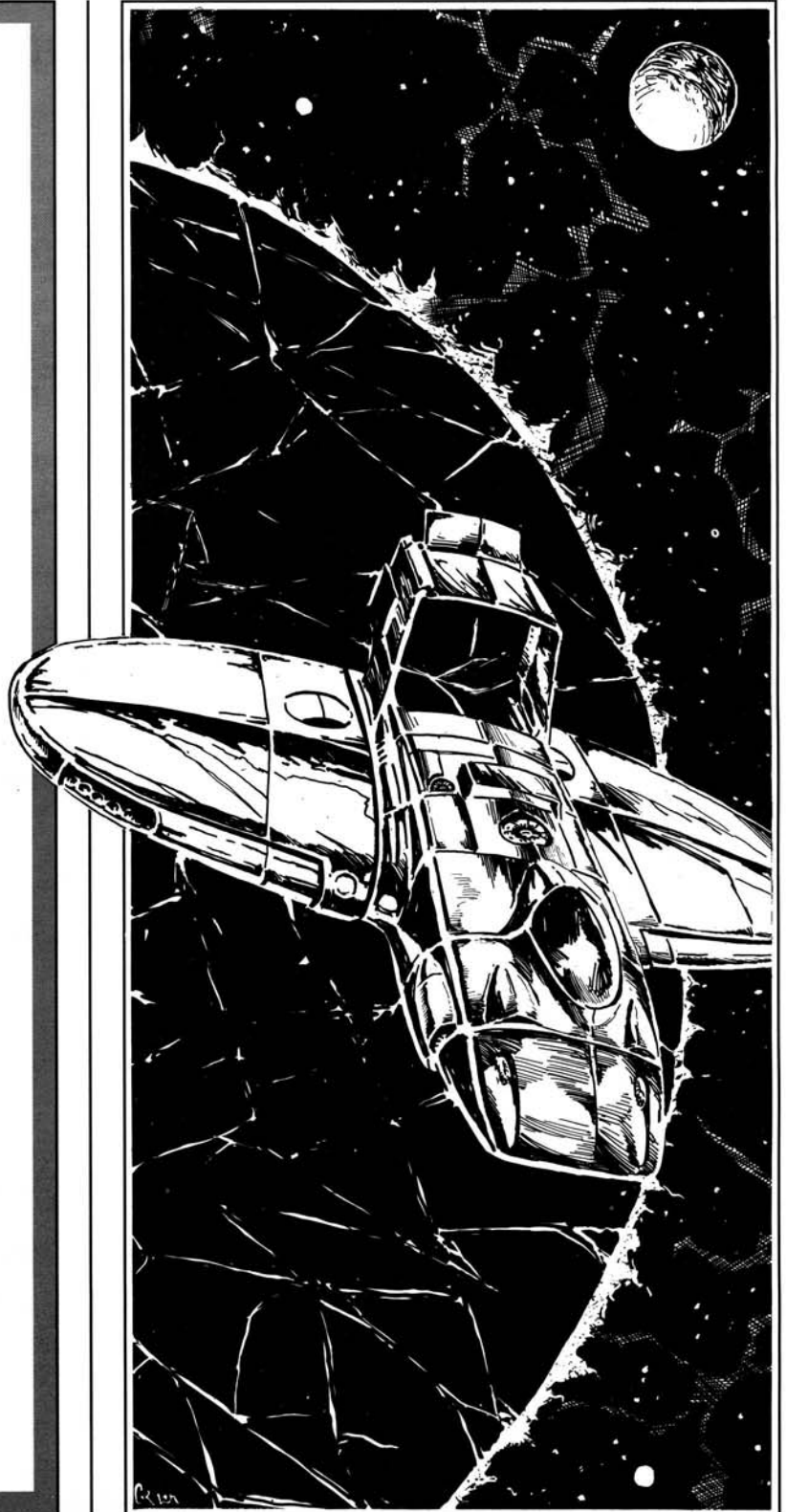
3 Regular Trinaries
1 Regular Binary
1 Green Binary

211TH NOVA CAT COMBAT CLUSTER

1 Elite Trinary
1 Veteran Trinary
2 Regular Trinaries
1 Regular Supernova

321ST NOVA CAT BATTLE CLUSTER

1 Elite Binary
2 Veteran Trinaries
2 Veteran Supernovas





THE CAT SPRINGS:

SCENARIO 1

ONE DOWN . . .

—Excerpt from a mission debriefing by *Tai-i* Michael Cannello, 2nd Company, 3rd Luthien Aerospace Wing

We got the launch order at 0447. I know because the klaxon startled me as I was setting my chrono, and I dropped the stupid thing. The fall must have broken it, 'cause that's the time it's stuck on—0447.

I ran to the hangar, suited up and launched in under ten minutes. I guess the 'ready-five' ships launched a lot quicker than that, 'cause when I got to the catapult stations they were already gone.

I vectored towards the assembly point and joined the rest of my squadron. *Tai-sa* Merrihue relayed the attack vector to us and told us to punch a hole in the Clanners' barrier patrol.

We had to burn hard to catch them before they got too close to Luthien. My wingman, *Chu-i* Imus, joked that we were going to exhaust our fuel or burn out our drives before we closed to combat range with the invaders. I stomped him for that and reminded him we could make an emergency landing on Luthien or wait for air/space rescue if we ran out of fuel.

When we finally caught up with the Clan formation, Alpha Flight had already made a few passes, and the Clan patrol was already starting to scatter. Imus and I swung in behind a *Sulla* and raked him from tail to nose. He swung out to follow Imus and left me

a clear shot at his tail, so I flipped a rack of LRMs at him and he exploded.

Imus and I swung back into attack formation—that's when we saw the shot-up *Jagatai*. He looked like he was having trouble with his drives and control units, and a thin stream of ice crystals flowed from his cockpit canopy. It's a wonder the bird was spaceworthy at all, the way it was all shot-up.

Using the frequency and codes that Colonel Wolf gave us, I radioed the Clanner and offered him a choice—follow us to a Combine base or get shot down. He fell into formation between Imus and me and we herded him back to Tsushima.

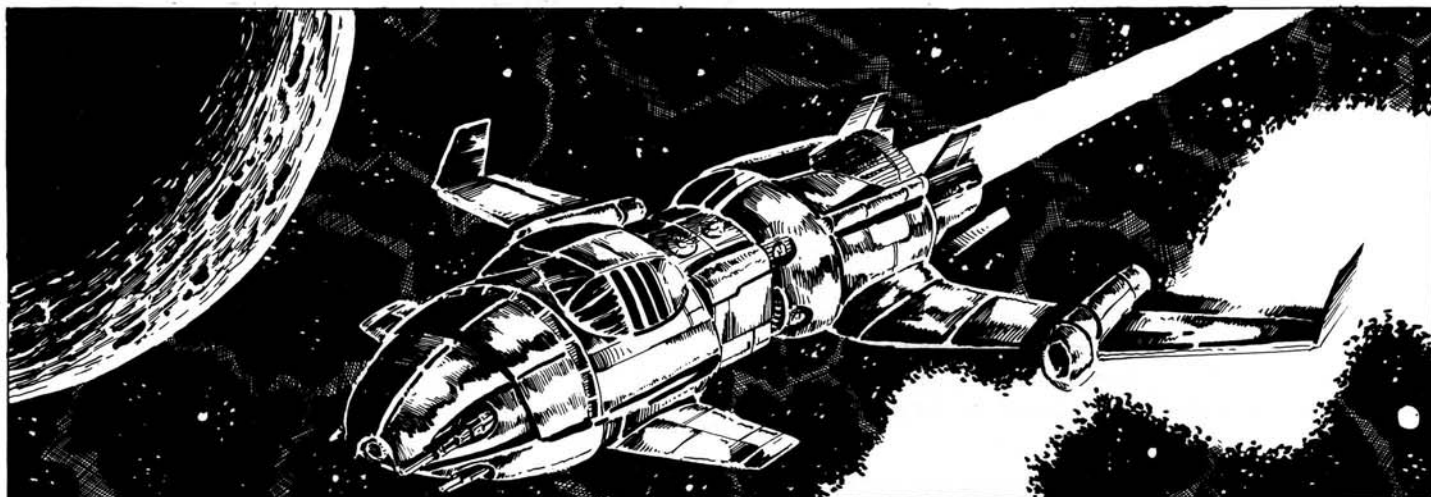
SITUATION: LUTHIEN SYSTEM, 0630 HOURS, 04 JANUARY 3062

As the forces of the Smoke Jaguars and Nova Cats began their high-speed runs for Luthien, the 3rd and 7th Luthien Aerospace Wings intercepted them. The 3rd was instructed to draw defending Clan fighters away from their DropShips, clearing the way for the heavier attack ships of the 7th.

Trouble with the 7th's catapult launch stations, however, delayed their arrival for several minutes. During that time, the 3rd destroyed nine Clan fighters and severely damaged two DropShips. When the 7th finally arrived, their heavy *Slayer* and *Stuka* fighters found the scattered Clan fighters easy targets.

During the fighting, a *Jagatai-A* of the 3rd Nova Cat Assault Cluster took heavy damage from one of the 3rd's *Slayers*, but before the Kurita fighter could finish off its crippled prey a pair of *Scythas* engaged it. As the *Slayer* dueled with its tormentors, a pair of Kurita *Shilones*, under the command of *Tai-i* Michael Cannello spotted the crippled *Jagatai* and forced it to land at Tsushima. Star Captain Yehud became the first prisoner taken in the Battle of Luthien.

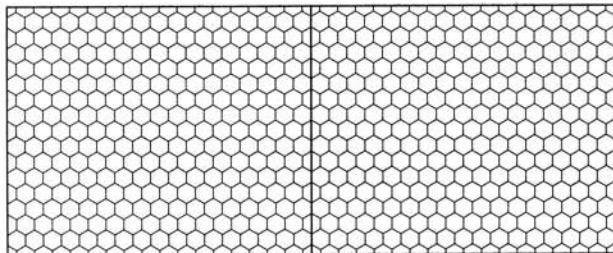
Later, the Kanrei himself decorated *Tai-i* Cannello and *Chu-i* Imus for their part in capturing the enemy fighter.





GAME SET-UP

Lay out the **BattleSpace** mapsheets as shown. The lower edge of the mapsheets represents Luthien. Use standard **BattleSpace** rules for this scenario.



DEFENDER

The Defender comprises the following elements of the 3rd Nova Cat Aerospace Cluster.

Elements of Trinary DropShip

Union Lance

Star Captain Volls, *Union Class DropShip Kerensky*
Star Captain Hewe, *Union Class DropShip Richthofen*

Elements of Leopard Lance

Star Captain Cadonna, *Leopard Class DropShip Midway*

Elements of Trinary Fighter

Elements of Alpha Star

Star Captain Yehud, *Jagatai-A*
Pilot Marrin, *Jagatai-A*
Pilot Kinua, *Sulla*
Pilot Kaffe, *Sulla*

Elements of Bravo Star

Pilot M'shengi, *Turk*
Pilot Ramsden, *Turk*

Deployment

The Clan forces enter at the left side of the mapsheets at the beginning of Turn 1. All Clan ships have an Initial Velocity of 3. Starting on Turn 1, the Clan ships may accelerate or decelerate at will, as long as they have adequate Thrust Points and Structural Integrity. Consider all Clan fighters deployed from their DropShips at the start of play (see **Special Rules**).

ATTACKER

The Attacker comprises elements of the 3rd and 7th Luthien Aerospace Wings.

Company C, 3rd Aerospace Wing

Command Lance

Tai-sa Lawrence Merrihue, SL-15 Slayer
Chu-i Wing-tsit Chan, SL-15 Slayer

Bravo Lance

Tai-i Michael Cannello, SI-17 Shilone
Chu-i Mir Imus, SI-17 Shilone

Charlie Lance

Chu-i Cyril Yao, SL-21 Sholagar
Chu-i Kariya Akira, SL-21 Sholagar

Elements of Company A, 7th Aerospace Wing

Command Lance

Chu-sa Alan Horgan, SL-15 Slayer
Tai-i Frank Kuhlman, SL-15 Slayer

Strike Lance

Tai-i Abraham Ko, Lightning
Chu-i Birdie Diggs, Lightning

Deployment

The Combine forces launch from hidden lunar bases, entering at the upper left corner of the mapsheets. Each fighter has an Initial Velocity of 9 and may accelerate or decelerate at will, as long as it has adequate Thrust Points and Structural Integrity.

Fighters from the 3rd Aerospace Wing enter during the Movement Phase of Turn 1.

Fighters from the 7th enter during the Movement Phase of Turn 4.

VICTORY CONDITIONS

The Clan player wins by exiting as many DropShips off the **BattleSpace** mapsheet at the Ground Hex row as possible.

The Combine player wins by inflicting as much damage on the Clan DropShips and fighters as possible.

Once the last Clan DropShip has exited the mapsheet or has been destroyed, consult the following tables to determine the outcome of the scenario.



VICTORY POINTS TABLE

| Action | Points |
|---|--------|
| Each <i>Union</i> Class Dropship destroyed | +30 |
| <i>Leopard</i> Class Dropship destroyed | +20 |
| Each Clan fighter destroyed | +15 |
| Each DropShip door hit/destroyed | +10 |
| Each Combine fighter destroyed | -20 |
| <i>Leopard</i> Class DropShip exiting mapsheets | -25 |
| Each <i>Union</i> Class DropShip exiting mapsheet | -30 |

VICTORY TABLE

| Total Points | Result |
|---------------|-----------------------------|
| 180 or higher | Decisive Combine Victory |
| 179 to 110 | Substantial Combine Victory |
| 109 to 50 | Marginal Combine Victory |
| 49 to -84 | Draw |
| -85 to -174 | Marginal Clan Victory |
| -175 to -264 | Substantial Clan Victory |
| -265 or lower | Decisive Clan Victory |

SPECIAL RULES

1. Clan fighters are deployed from their DropShips at the beginning of the game. However, the Clan player may attempt to recover a Clan fighter (see p. 50, **BattleSpace** rulebook, for rules governing such operations). If a DropShip is destroyed, count any onboard fighters as destroyed when determining victory points.

2. Consider a DropShip destroyed if its bridge or engine is destroyed. A fighter is destroyed when half of its internal structure has been destroyed.

3. If playing this scenario as part of a mini-campaign with Scenarios 2 and 3, keep track of the specific fighters and DropShips that survive the battle. These craft will form part of the forces involved in Scenarios 2 and 3.





INTO THE FIRE:

SCENARIO 2

ONE MORE ROUND

—Excerpt from *The Killing Doves: Friends of the Dragon at War*, by Yoshinobu Tsetsuhara, Luthien Publishing, 3055

As *Tai-i Kasugai Ken's F-500 Riever* left the launch catapult, he realized how much the Marik-built fighter differed from his old *Eagle*. The *Riever*, acquired from the Free Worlds League, responded more slowly than the old EA-61. But where the *Eagle* mounted energy weapons, the F-500 carried one LRM and four SRM packs that would give him an excellent chance of scoring multiple hits. And the craft's heavy autocannon could inflict crippling damage in a single pass. To complete the package, the *Riever* boasted armor considerably heavier than his old *Eagle's*.

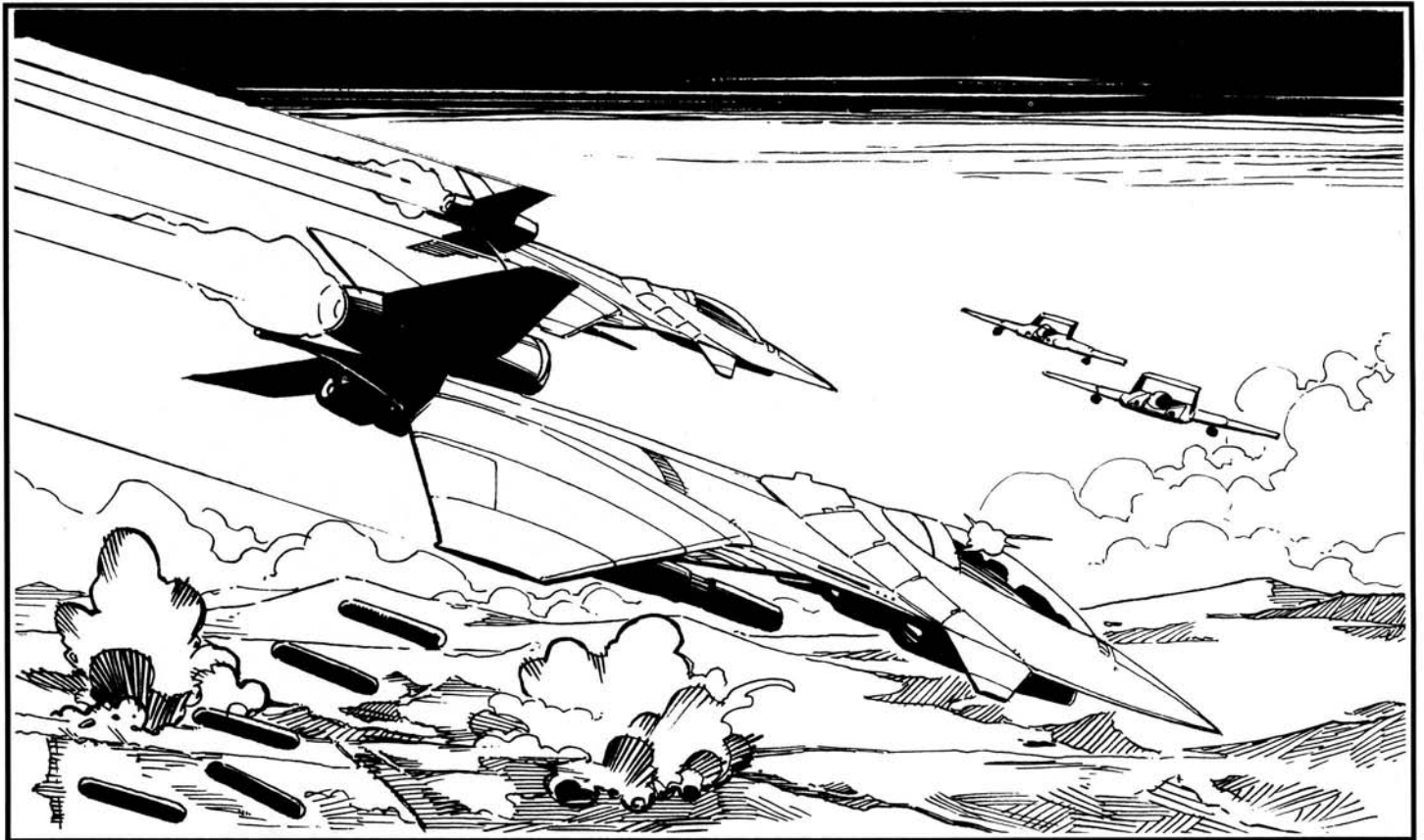
As the invading Clan DropShips moved beyond the operational range of the DCMS interceptor forces stationed on Orientalis and Tsushima, Ken and the other Black Dragons scrambled to meet them, intent on destroying any DropShips that reached Luthien's atmosphere. Aerospace forces of the Combine's mercenary allies also joined in the task.

SITUATION: LUTHIEN, 2200 HOURS, 04 JANUARY 3052

Contrary to many popular accounts, the aerospace engagement that marked the beginning of the Battle of Luthien was not a single, epic battle. Rather, it comprised a series of brief, intense skirmishes.

The Combine's 3rd Aerospace Wing first engaged the Clanners in a fight that lasted less than twenty minutes. A short time later, the 7th Aerospace Wing engaged the Clan invasion force in a battle that lasted just under an hour. The invaders then passed beyond the operational ranges of the two wings and traveled virtually unmolested for almost fifteen hours.

Combine and allied mercenary aerospace forces stationed on Luthien met the Clan DropShips as the invaders entered the planet's atmosphere.

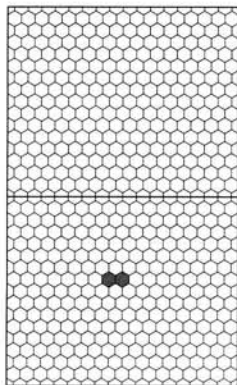




GAME SET-UP

Lay out the **BattleSpace** mapsheets as shown. The highlighted hexes represent the locations of the **BattleTech** mapsheets the Clan player tries to reach.

Use standard **BattleSpace** rules for this scenario.



DEFENDER

If playing this scenario as part of a mini-campaign with Scenarios 1 and 3, use the Clan forces that survived Scenario 1 as the Defender. If playing this scenario as a self-contained game, use the following elements of the 3rd Nova Cats Aerospace Cluster.

Elements of Trinary DropShip

Elements of Union Lance

Star Captain Hewe, *Union Class DropShip Richthofen*

Elements of Leopard Lance

Star Captain Cadonna, *Leopard Class DropShip Midway*

Elements of Trinary Fighter

Elements of Alpha Star

Pilot Marrin, *Jagatai-A*
Pilot Kinua, *Sulla*

Elements of Bravo Star

Pilot M'shengi, *Turk*
Pilot Ramsden, *Turk*

Deployment

Clan forces enter at the left side of the mapsheet at the beginning of Turn 1. All Clan craft have an Initial Velocity of 3. Starting on Turn 1, the craft may accelerate or decelerate at will, as long as they have adequate fuel, Thrust Points, and Structural Integrity.

ATTACKER

The Attacker comprises the following elements of the Black Dragons Aerospace Fighter Wing.

1st Flight

Alpha Lance

Chu-sa Yoshu Maki, SL-15B Slayer
Tai-i Frederick Schodt, SL-15 Slayer

Bravo Lance

Tai-i Kasugai Ken, F-500 Riever
Chu-i Davis Kohlb, F-500 Riever

Charlie Lance

Chu-i Leta Cardinali, SI-17 Shilone
Chu-i Robert Nedig, SI-17 Shilone

Elements of 2nd Flight

Alpha Lance

Tai-i James Nisimura, SL-15B Slayer
Chu-i Anthony Redshaw, SL-15B Slayer

Deployment

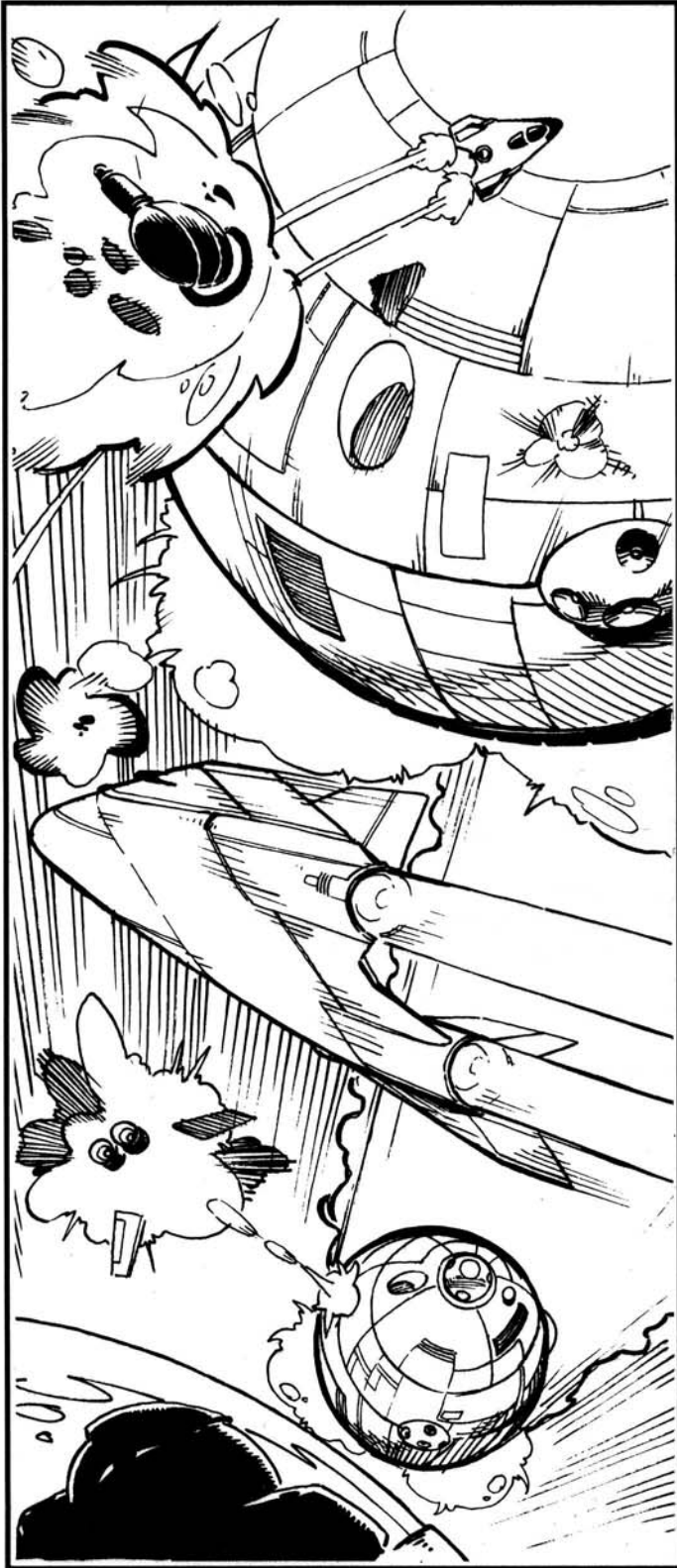
The Black Dragons enter at the bottom edge of the mapsheets during the Movement Phase of Turn 1. All fighters have an Initial Velocity of 4, but may accelerate or decelerate at will, as long as they have adequate Thrust Points and Structural Integrity.

VICTORY CONDITIONS

The Clan player tries to land his DropShips in one of the two **BattleTech** hexes marked on the mapsheets.

The Combine player tries to inflict as much damage on the Clan fighters and DropShips as possible.

Once the last Clan DropShip has landed or been destroyed, consult the following tables to determine the winner of this scenario.



VICTORY POINTS TABLE

| Action | Points |
|--|--------|
| Each <i>Union</i> Class DropShip destroyed | +30 |
| <i>Leopard</i> Class DropShip destroyed | +20 |
| Each Clan fighter destroyed | +15 |
| Each DropShip door hit/destroyed | +10 |
| Each Combine fighter destroyed | -20 |
| <i>Leopard</i> landing safely in drop zone | -25 |
| Each <i>Union</i> Class DropShip landing safely in drop zone | -30 |

VICTORY TABLE

| Total Points | Result |
|---------------|-----------------------------|
| 150 or higher | Decisive Combine Victory |
| 149 to 100 | Substantial Combine Victory |
| 99 to 50 | Marginal Combine Victory |
| 49 to -58 | Draw |
| -59 to -116 | Marginal Clan Victory |
| -117 to -174 | Substantial Clan Victory |
| -175 or lower | Decisive Clan Victory |

SPECIAL RULES

1. Consider a DropShip destroyed if its bridge or engine is destroyed. Failed landing attempts may also destroy DropShips. A fighter is destroyed when half of its internal structure has been destroyed.

2. To land, a DropShip must end its movement in one of the two designated **BattleTech** hexes. During the Movement Phase of the following turn, consider the DropShip to be at low altitude. During the Movement Phase of the following turn, the DropShip may attempt to land, provided it ends its movement in a Ground hex and has a Velocity of 0. The craft may then begin planetary landing procedures as outlined on p. 53, **BattleSpace** rulebook.

3. Fighters may attack DropShips until the DropShips have actually landed on Luthien.

4. If playing the scenario as part of a mini-campaign with Scenarios 1 and 3, keep track of how many DropShips land safely. This number will partially determine the size and make-up of the Clan force in Scenario 3.

FIRST SKIRMISH: SCENARIO 3

THE DRAGON'S EYES

—Excerpt from *Mallory's History of the Clan Wars*, Rice Willis and Drogan Publishing Company, Antietam, 3055

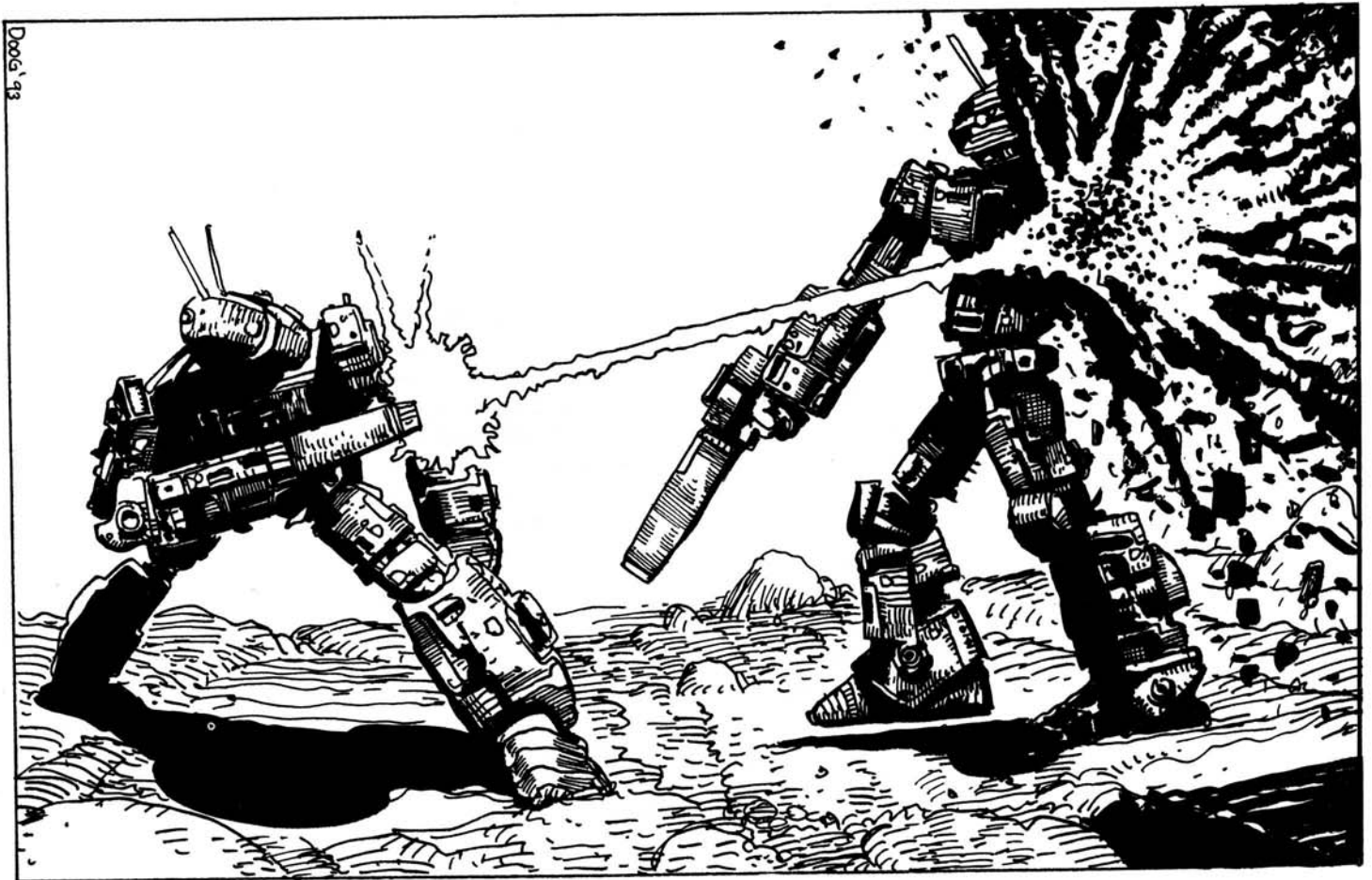
The ground phase of the Battle of Luthien was atypical of most Clan invasions. Though the Smoke Jaguars landed in force, they did not commit a large number of their units to the battle initially. For some reason, SaKhan Wirth held the bulk of his forces back, thus allowing the Kurita and mercenary forces sufficient time to marshal their troops. Some have speculated that Wirth was waiting for the tardy Nova Cats to ground before launching his assault.

A Combine recon patrol under the command of *Sho-sa Shin Yodama* initiated the first exchange of shots in the ground battle. Yodama's patrol was one of several that made their way out onto the Tairakana Plains in an attempt to locate the main Clan invasion force. Elementals or light OmniMechs destroyed many of these patrols, but several still penetrated the enemy's perimeter and sent back valuable data on the invading force.

Perhaps the most valuable information of all was a description of an OmniMech design never seen in the Inner Sphere.

**SITUATION: TAIRAKANA PLAINS,
LUTHIEN, 0600 HOURS,
06 JANUARY 3062**

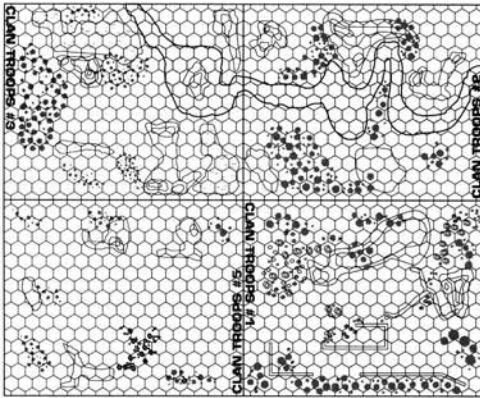
In an attempt to gain the information normally learned in the batchall, Theodore Kurita dispatched several reconnaissance patrols to the Clan landing zones on the Tairakana Plains. The data these patrols acquired helped the Kanrei tailor his defensive plans to maximize the effect of his forces.





GAME SET-UP

Use **BattleTroops/ClanTroops** rules for this scenario. Lay out the **BattleTroops** mapsheets as shown. Treat all Water areas as open ground.



DEFENDER

The Defender comprises elements of the 1st Jaguar Guards Cluster. To determine the exact composition of the force, roll 1D6. On a result of 1, use all the units listed in the following roster. On a result of 2 or 3, eliminate MechWarrior Corliss and her *Koshi-D* from the Defender roster. On a result of 4 or 5, eliminate the 1st Point of the Security Binary Elemental from the roster. On a result of 6, eliminate the 2nd Point. If playing this scenario as part of a mini-campaign with Scenarios 1 and 2, add 1 to the die roll result for each DropShip that survived Scenario 2.

Elements of Security BattleMech Star

MechWarrior Syrtin (*Piloting 4, Gunnery 4*), Hankyu MechWarrior Corliss (*Piloting 4, Gunnery 4*), *Koshi-D*

Security Binary Elemental

1st Point (5 Elementals)

Point Leader: Elemental Star Captain Harbin
Leadership Skill Rating: 3
Experience Level: Veteran

All Elementals in this point are armed with SRMs. They carry Small Lasers as primary weapons and HP Gyrojets as secondary weapons.

2nd Point (5 Elementals)

Point Leader: Elemental Point Commander Valeska
Leadership Skill Rating: 4
Experience Level: Veteran

All Elementals in this Point are armed with SRMs. They carry Machine Guns as their primary weapons and SMGs as secondary weapons.

Deployment

The Clan player may deploy his Elementals anywhere east of the line on Map 5. His OmniMech(s) enter the board as reinforcements, per Special Rule 1.

ATTACKER

The Attacker comprises *Sho-sa* Shin Yodama's patrol section.

1st Squad (4 Men)

Commander: *Sho-sa* Shin Yodama
Leadership Skill Rating: 3
Experience Level: Veteran

The squad mans a *Skulker* Wheeled Scout Tank. Each crewman carries a Heavy Pistol and wears a Flak Vest. *Sho-sa* Yodama carries a Laser Pistol and wears a Flak Body Suit. Yodama carries a Vibrosword as a secondary weapon. The *Skulker* also contains 1 Gyrojet Rifle and 1 Laser Rifle, which can only be fired by troopers outside the vehicle (assign at player's discretion).

2nd Squad (4 Men)

Commander: *Sho-ko* Tea Stenkowski
Leadership Skill Rating: 4
Experience Level: Regular

The squad mans a *Skulker* Wheeled Scout Tank. Each squad member carries a Heavy Pistol and wears a Flak Vest. The *Skulker* also contains 1 Gyrojet Rifle and 1 Laser Rifle, which can only be fired by a trooper outside the vehicle (assign at player's discretion).

3rd Squad (4 Men)

Commander: *Sho-ko* Lezra Marbury
Leadership Skill Rating: 4
Experience Level: Regular

The squad mans a *Skulker* Wheeled Scout Tank. Each crewman carries a Heavy Pistol and wears a Flak Vest. The *Skulker* also contains 1 Gyrojet Rifle and 1 Laser Rifle, which can only be fired by a trooper outside the vehicle (assign at player's discretion).



4th Squad (4 Men)

Commander: *Sho-ko* Russell Eng

Leadership Skill Rating: 4

Experience Level: Regular

The squad mans a *Skulker* Wheeled Scout Tank. Each crewman carries a Heavy Pistol and wears a Flak Vest. The *Skulker* also contains 1 Gyrojet Rifle and 1 Laser Rifle, which can only be fired by a trooper outside the vehicle (assign at player's discretion).

Deployment

The Combine units enter at the northeast corner of Map 2 during the Movement Phase of Turn 1. Consider all Combine troops aboard their respective vehicles at the start of play.

VICTORY CONDITIONS

The Attacker must reconnoiter the Clan landing zone and escape with the information he acquires (see Special Rules 2, 3, and 4).

The Defender must prevent the Attacker from completing his mission.

Continue play until the last *Skulker* has left the board or been destroyed, then consult the following victory point tables. The player with the highest victory point total wins the scenario.

COMBINE VICTORY TABLE

| Action | Points |
|--|--------|
| Drawing out and spotting the <i>Hankyu</i> | 50 |
| Each OmniMech destroyed | 30 |
| Shin Yodama escapes | 25 |
| Each Elemental destroyed | 10 |
| Each <i>Skulker</i> escaping | 10 |
| Each Combine trooper escaping | 5 |
| Each Clan unit spotted | 1 |

CLAN VICTORY TABLE

| Action | Points |
|-------------------------------|--------|
| Shin Yodama killed | 50 |
| <i>Hankyu</i> undetected | 40 |
| Each <i>Skulker</i> destroyed | 30 |
| Each Combine trooper killed | 20 |
| Each Combine unit undetected | 1 |

SPECIAL RULES

1. The Clan OmniMechs remain aboard their DropShips (just off the maps) until security Elementals spot the Combine units by establishing LOS to the units. During the Initiative Phase of the first subsequent turn, the Clan player rolls 1D6 and adds the number of Combine units detected to the result. On a result of 6 or more, the Clan commanders release the OmniMechs. The 'Mechs arrive during the Movement Phase of the next turn. If the 'Mechs are not released during one turn, the Clan player repeats the roll during the Initiative Phase of each subsequent turn, until the 'Mechs are released or the scenario ends. The OmniMechs enter at the southeast corner of Map 5.

2. To "spot" the *Hankyu* and win the corresponding victory points, the Combine player must establish clear LOS to the *Hankyu* and maintain it for at least three consecutive turns. At the end of this period, the Combine player may break contact with the *Hankyu* and attempt to escape. The observing vehicle, or one it has passed its data to, must escape from the mapsheets for the Combine player to win the 50 points for spotting the new OmniMech.

3. The *Skulkers* are equipped with tight-beam data links. Activating these links requires 5 Mp and direct LOS between the transmitting and receiving vehicles. The data links are the sole means for Combine units to exchange data here.

4. To "escape," Combine units must move off the north or east edge of Map 2.

5. To spot an enemy unit and win the corresponding victory point, a player must establish a clear LOS to the unit.





TROJAN HORSES:

SCENARIO 4

BEWARE OF GREEKS . . .

—Excerpt from the personal journal of *Gunso* C. A. Homnick, Senior Tech, 1st Otomo Battalion

I wasn't sure whether *Tai-sa* Hideyoshi had gone completely around the bend when he asked me what it would take to arm a bunch of industrial 'Mechs. In fact, I'm still not entirely certain.

I told him we could rig up a dozen or so of the biggest *LoaderMechs*. We had plenty of armor plate lying around the repair yard, and weapons weren't a problem either because we'd just changed the Otomo's old weapons for the upgrades the Dragoons had given us. I was a little concerned for the pilots, though. At best, they'd be piloting 20-ton machines with one or two weapons, tinfoil for armor, and a top speed of maybe 25 kph.

He told me pilots wouldn't be a problem. The Kanrei, he said, wanted to use dressed up *LoaderMechs* as decoys to lure the Clanners into a minefield. The machines would be remotes.

That made me feel a whole lot better. We improved on the Kanrei's ideas a little by dressing up the *LoaderMechs*' armor sheeting to make them look like *Archers* and *Thunderbolts*. We even packed several remotes full of C-96, turning them into walking bombs.

Too bad I've got to stay back at the base during the fighting. I'd sure like to see the Clanners' reactions to our little surprise.

SITUATION: TAIRAKANA PLAINS, LUTHIEN, 0716 HOURS, 06 JANUARY 3062

The ground battle for Imperial City began when the Jaguar Guards launched their attack against the three Kurita regiments drawn up along the shores of Basin Lake.

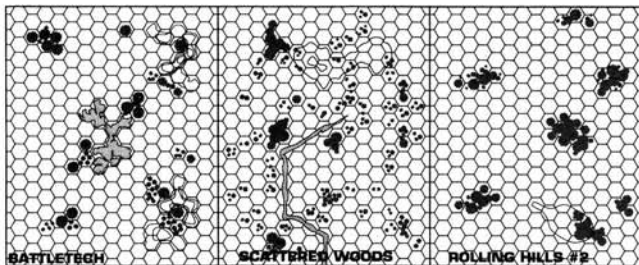
The invaders opened the battle with long-range fire, but charged quickly into close-combat range and into the Kanrei's first trap. Closing with what they believed were Otomo 'Mechs, the Clanners discovered vibrabombs peppering the ground in front of the Combine unit's position. Then they discovered the "Otomo 'Mechs" were actually jury-rigged drones, many of which were booby-trapped as well.

As the Jaguars staggered from the effects of the mines and "Q-Mechs," the genuine Otomo entered the fray. Their sudden charge, coupled with the havoc wrought by the minefield, brought the Jaguars to a halt.



GAME SET-UP

Lay out the **BattleTech** mapsheets as shown. Use standard **BattleTech** rules.



DEFENDER

The Defender comprises the following elements of the Otomo regiment.

Company A, 1st Battalion

Command Lance

Tai-sa Oda Hideyoshi (*Piloting 3, Gunnery 3*),
Battlemaster
Sho-sa Minamida Yosuke (*Piloting 4, Gunnery 3*),
Awesome
Tai-i Kasugai Chisei (*Piloting 4, Gunnery 4*), *Orion*
Tai-i Suzuki Hitoshi (*Piloting 3, Gunnery 4*), *Marauder*

Heavy Lance

Tai-i Gyo Chu (*Piloting 4, Gunnery 4*), *Warhammer*
Chiu-i Imazeki Shobo (*Piloting 4, Gunnery 4*), *Archer*
 David Lin (*Piloting 4, Gunnery 4*), *Thunderbolt*
 Emmet Casey (*Piloting 5, Gunnery 4*), *Crusader*

Medium Lance

Chu-i Mason Omata (*Piloting 4, Gunnery 4*), *Wolverine*
Sho-ko James Hough (*Piloting 5, Gunnery 4*),
Shadow Hawk
 Pat Borgen (*Piloting 5, Gunnery 4*), *Wolf Trap*
 Otto Reuter (*Piloting 4, Gunnery 4*), *Phoenix Hawk*

Deployment

The Defender sets up first, anywhere on Maps 2 or 3. See **Special Rules** for information on mines and drone 'Mechs.

ATTACKER

The Attacker comprises the following elements of the 1st Jaguar Guard Cluster.

Trinary Assault

Command Star

Star Colonel Frayne (*Piloting 3, Gunnery 3*), *Daishi*
 MechWarrior Marva (*Piloting 5, Gunnery 4*), *Vulture*
 MechWarrior Nelson (*Piloting 3, Gunnery 2*), *Mad Cat*
 MechWarrior Traine (*Piloting 4, Gunnery 3*), *Loki*
 MechWarrior Velika (*Piloting 4, Gunnery 4*), *Ryoken*

Bravo Assault Star

Star Captain Kisen (*Piloting 4, Gunnery 4*), *Man O' War*
 MechWarrior Olva (*Piloting 4, Gunnery 4*), *Thor*
 MechWarrior Juste (*Piloting 4, Gunnery 3*), *Nobori-nin-B*
 MechWarrior Zena (*Piloting 4, Gunnery 4*), *Loki*
 MechWarrior Silas (*Piloting 5, Gunnery 4*), *Black Hawk*

Charlie Assault Star

Star Captain Milon (*Piloting 4, Gunnery 4*), *Mad Cat-B*
 MechWarrior Nissa (*Piloting 4, Gunnery 2*), *Mad Cat-A*
 MechWarrior Unda (*Piloting 3, Gunnery 4*), *Vulture*
 MechWarrior Theodore (*Piloting 4, Gunnery 3*), *Ryoken*
 MechWarrior Carlo (*Piloting 3, Gunnery 3*), *Ryoken-C*

Elements of Trinary Assault Elemental

Bravo Elemental Assault Star

Elemental Star Captain Ualtar Sradac, 4 Elementals
 Point Commander Banning, 4 Elementals
 Point Commander Desma, 4 Elementals
 Point Commander Zivu, 4 Elementals
 Point Commander Sonya, 4 Elementals

Deployment

Enter at the west edge of Map 1 during the Movement Phase of Turn 1.

VICTORY CONDITIONS

The Attacker tries to break the Defender's line. The Defender tries to stop the Attacker's advance.

Continue play until all of one side's 'Mechs have been destroyed or withdrawn (see **Special Rule 3** and **Forced Withdrawal Rule**, p. 24). The side remaining in possession of the field is the winner.



SPECIAL RULES

1) The Combine player may place 4 command-detonated explosive hexes and 4 vibrabomb hexes anywhere on Maps 2 or 3. Note the locations and types of each hex on a piece of scrap paper before beginning play. Each command-detonated hex may only be used once. Only a member of the Command Lance may detonate the mines. If all of the Command Lance MechWarriors are killed or rendered unconscious, the Combine player may no longer detonate the mines. The vibrabomb triggers are set at 50 tons. See p. 61, **BattleTech Compendium**, for rules on resolving damage from command-detonated hexes and vibrabombs.

2) The Combine player may deploy 12 "Q-Mechs" anywhere on Mapsheet 2 or 3 before play begins. Each of the *Q-Mechs* (the disguised *LoaderMechs*) must be remotely controlled by a MechWarrior. Note which MechWarrior is controlling which *Q-Mech*. A MechWarrior may either pilot his own 'Mech or the *Q-Mech*, but not both in a single turn. Apply a +2 modifier to all target numbers for Piloting and To-Hit rolls for the *Q-Mechs*. Some *Q-Mechs* carry booby traps. When detonated, these powerful explosive charges inflict 20 Damage Points to all units in adjacent hexes. Allocate damage in 5-point blocks.

3) *Q-Mechs* cannot be forced to withdraw.

4) Any time the Clan player suspects one of his units is facing a *Q-Mech*, he may make a Perception (8) Roll for that unit. If the scanning 'Mech has an active probe, apply a -2 modifier to the target number. Make the roll at the end of the Movement Phase of the turn. If the roll succeeds, the unit discovers whether the 'Mech is manned or a drone. Stats for the *Q-Mech* follow.

Type: "Q-Mech"

Mass: 20 tons

Walking MP: 2

Running MP: 3

Jumping MP: 0

Heat Sinks: 10

Armor Factor: 36

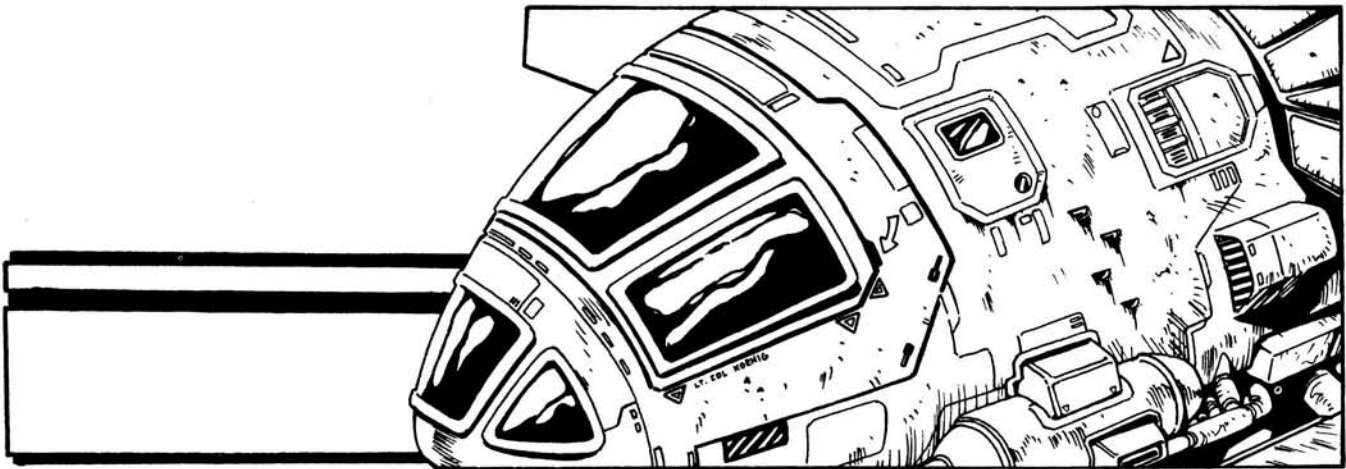
| | Internal Structure | Armor Value |
|--------------|--------------------|-------------|
| Head | 3 | 2 |
| Center Torso | 6 | 6/2 |
| L/R Torso | 5 | 4/1 |
| L/R Arm | 3 | 4 |
| L/R Leg | 4 | 4 |

Weapons and Ammo

Roll 2D6 once for each *Q-Mech*, then consult the following table to determine the 'Mech's armament.

Q-MECH WEAPON TABLE

| Roll | Weapon/Ammo | Location |
|------|-----------------|--------------|
| 2 | AC 10/10 | Right Torso |
| 3-4 | Large Laser | Right Torso |
| 5-6 | 2 Medium Lasers | Right Arm |
| 7-8 | LRM 5/24 | Left Torso |
| 9-10 | SRM 6/15 | Left Torso |
| 11 | PPC | Left Torso |
| 12 | Booby Trap | Center Torso |



SWORD PLAY: SCENARIO 5

PARRY AND RIPOSTE

—Excerpt from *Blood in the Sand: The Battle of Luthien*, by James O'Sullivan, Cavalier Press, Robinson, 3054

As the Otomo, backed up by the 2nd Legion of Vega, slashed into the Smoke Jaguars' flank, the spearhead units of the invaders' column ran into the First Sword of Light.

Trinary Alpha, the elite shock unit of the First Jaguar Guard, struck the First Sword line near its center, attempting to breach the entire Kurita formation. The Sword stood fast, however, stalling the Jaguar assault. The battle might have ended there, with the Otomo and Legion of Vega pressing in from the north, if not for the arrival of the Nova Cats.

The Cats, supported by both their own and Smoke Jaguar aerospace fighters, then smashed a hole through the First Sword's line. The Combine defenders began collapsing eastward, leaving the way to Imperial City open to the Clans.

SITUATION: TAIRAKANA PLAINS, LUTHIEN, 0846, 06 JANUARY 3062

The Kanrei's trap bogged down the Smoke Jaguars' first probing attack on Combine lines, but then Trinary Alpha of the First Jaguar Guards struck the center of the Combine defensive position, hoping to break through the First Sword of Light and give the Clans a clear road into Imperial City.

The Sword lines held for almost an hour against the ferocious assault of the Jaguar Guards. Then, reinforced by the Otomo and the 2nd Legion of Vega, they began forcing the invaders back.

This resistance was broken, in turn, by the arrival of Clan reinforcements, supported by Jaguar and Nova Cat aerospace strikes.

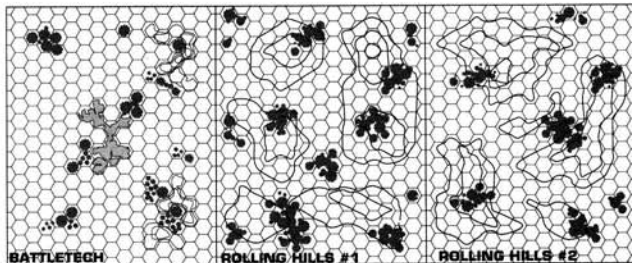




GAME SET-UP

Use **BattleTech** and **AeroTech** rules for this scenario.

Lay out the **BattleTech** mapsheets and the **AeroTech** High Altitude Mapsheet as shown. The highlighted hexes on the **AeroTech** map indicate the locations of the **BattleTech** mapsheets. See Special Rules 2 and 3 for special aerospace fighter rules.



DEFENDER

The Defender comprises the following elements of the 1st Sword of Light.

Company A, 1st Battalion

Command Lance

Tai-sa Shigeru Yoshida (*Piloting 3, Gunnery 3*), *Cyclops*
Sho-sa Haritha Finn (*Piloting 4, Gunnery 4*), *Stalker*
Tai-i Saigan Tezuka (*Piloting 4, Gunnery 4*), *Marauder*
Tai-i Michael Li (*Piloting 4, Gunnery 4*), *Archer*

Strike Lance

Tai-i Andrew Mihelcic (*Piloting 4, Gunnery 4*), *Warhammer*
Gunsho Pehr Ellson (*Piloting 5, Gunnery 4*), *Quickdraw*
Dennis Rink (*Piloting 4, Gunnery 3*), *Rifleman*
Larry Casella (*Piloting 4, Gunnery 4*), *Griffin*

Fire Lance

Chu-i Shigen Ozawa (*Piloting 4, Gunnery 4*), *Archer*
Norman Hanniwa (*Piloting 5, Gunnery 4*), *Archer*
Sandy Dunbar (*Piloting 5, Gunnery 5*), *Crusader*
Keith Conn (*Piloting 4, Gunnery 4*), *Thunderbolt*

Elements of the 1st Sword of Light Aerospace Wing

Alpha Flight

Tai-i K. K. Block (*Piloting 4, Gunnery 4*), *Shilone*
Chu-i Tomio Saidan (*Piloting 4, Gunnery 3*), *Shilone*

Bravo Flight

Tai-i Kau Lin (*Piloting 5, Gunnery 4*), *Sholagar*
Chu-i Sam LaMonica (*Piloting 4, Gunnery 4*), *Sholagar*

Deployment

The Defender deploys his **BattleTech** elements first, anywhere on Map 2 or 3. His aerospace fighters may enter the right edge of the **AeroTech** map at any time, beginning on Turn 3. Aerospace fighters enter the map with an Initial Velocity equal to their Overthrust Rating, and may accelerate or decelerate per standard rules.

ATTACKER

The Attacker comprises the following elements of the 1st Jaguar Guard Cluster and the 119th Nova Cat Striker Cluster.

Binary Charlie, 1st Jaguar Guard Cluster

Alpha Striker Star

Star Colonel Blaine Radick (*Piloting 3, Gunnery 3*),
Masakari
MechWarrior Beryl (*Piloting 4, Gunnery 3*), *Mad Cat-B*
MechWarrior Trigg (*Piloting 4, Gunnery 4*), *Thor*
MechWarrior Slade (*Piloting 3, Gunnery 3*), *Loki-A*
MechWarrior Hendon (*Piloting 4, Gunnery 4*), *Loki*

Bravo Striker Star

Star Captain Thyra (*Piloting 4, Gunnery 3*), *Vulture-A*
MechWarrior Gage (*Piloting 4, Gunnery 4*), *Black Hawk*
MechWarrior Spencer (*Piloting 5, Gunnery 4*), *Ryoken*
MechWarrior Juhas (*Piloting 5, Gunnery 3*), *Ryoken-C*
MechWarrior Lewis (*Piloting 4, Gunnery 4*), *Puma-B*

Elements of Rogue Fighter Star

Star Captain Hayden (*Piloting 4, Gunnery 3*), *Batu-A*
Pilot Nolan (*Piloting 4, Gunnery 4*), *Batu*
Pilot Gemma (*Piloting 5, Gunnery 4*), *Bashkir*
Pilot Osred (*Piloting 4, Gunnery 4*), *Bashkir-A*

Elements of Trinary Striker, 119th Nova Cat Striker Cluster

Charlie Striker Star

Star Captain Meyer Wirth (*Piloting 4, Gunnery 4*), *Vulture*
MechWarrior Matthew (*Piloting 5, Gunnery 4*), *Ryoken*
MechWarrior Revell (*Piloting 5, Gunnery 4*), *Ferri-A*
MechWarrior Wanda (*Piloting 3, Gunnery 3*), *Uller*
MechWarrior Ogden (*Piloting 4, Gunnery 4*), *Koshi-B*



Deployment

Binary Charlie enters at the western edge of **BattleTech** Map 1 during the Movement Phase of Turn 1. The Clan aerospace fighters enter at the left edge of the **AeroTech** map during the Movement Phase of Turn 2.

The Nova Cat units enter at the western edge of **BattleTech** Map 1 during the Movement Phase of Turn 6.

VICTORY CONDITIONS

The Kurita player tries to inflict as much damage as possible on the Clan 'Mechs before withdrawing from the field.

The Clan player tries to destroy as many Kurita 'Mechs as possible.

Continue play until the last Kurita 'Mech has either left the board or been destroyed. Then add up the total tonnage of 'Mechs destroyed on each side. Each player gets 1 point for every 5 tons of enemy 'Mech destroyed. Also add up the tonnage of 'Mechs crippled (see Special Rule 1) on each side. Each player gets 1 point for every 10 tons of enemy 'Mech crippled.

The player with the highest point total wins the scenario.

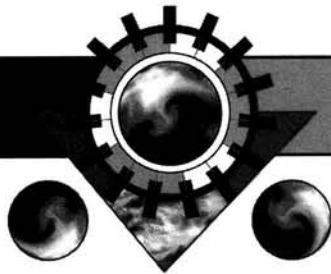
SPECIAL RULES

1. A 'Mech is considered crippled if it loses a limb, takes a hit to its engine or gyro, has half its weapons disabled, or loses two-thirds (rounded down) of its total Armor Value. For example, a *Loki* has an Armor Value of 128. It can lose up to 84 points of armor before it is crippled.

2. Aerospace fighters may be armed with ground-attack munitions, including Swarm and Thunder LRMs, if the controlling player desires (see pp. 96–98, **BattleTech Compendium**, for rules on attacking ground targets). Fighters may also be armed with inferno bombs (see p. 108, **BattleTech Compendium**). Any fighter armed with ground attack munitions must be noted as such before play begins.

3. Combine aerospace fighters may also use cluster bombs. Treat these weapons as standard 40-point clusters for the purposes of determining thrust and handling losses to a fighter armed with cluster bombs. Calculate to-hit numbers for cluster bomb attacks per standard **AeroTech** rules. If a cluster bomb hits its target, it affects every unit in the hex the bomb strikes. A cluster bomb delivers 20 points of damage, distributed in 5-point groups. Roll 1D6 for each 5-point group; on a result of 1 or 2, the affected unit takes the damage in the rear of the appropriate location in the Front/Back column of the BattleMech Hit Locations table (p. 27, **BattleTech Compendium**). Cluster bombs that miss their targets scatter normally.





THE WAVE BREAKS:

SCENARIO 6

CAT'S CLAWS

—Excerpt from *The Dragon and the Cat: A History of the Draconis Combine in the Clan Invasion*, by Mitchell Parker, Buckminster Publishing, 3055

Shortly after the Jaguars broke through the 1st Sword of Light's line, they ran into a second line of 'Mechs from the unit. As the Smoke Jaguars' thrust stalled a second time, the Otomo and the 2nd Legion of Vega smashed into the invaders' northern flank as the Genyosha struck the Clans' southern flank.

The Genyosha charged so fiercely they trampled several lighter Clan 'Mechs into the mud before their unfortunate pilots could react. One of these machines was so deeply imbedded in the earth that salvage crews had to bring in heavy excavation equipment before they could free it. After opening the *Koshi's* cockpit, the recovery team discovered its pilot had died of a broken neck, probably received when a Genyosha *Marauder* swept the smaller machine aside as it closed with the light 'Mech's larger cousins.

The fate of the *Koshi* characterized the fighting along the entire southern flank, where the Genyosha slashed into the Smoke Jaguars, inflicted heavy damage, and faded away before the Clan warriors could respond.

SITUATION: TAIRAKANA PLAINS, LUTHIEN, 0815 HOURS, 06 JANUARY 3052

As the Smoke Jaguars ran into the 1st Sword of Light's second line, the Otomo, the 2nd Legion of Vega, and the Genyosha launched the first all-out assault on the invaders.

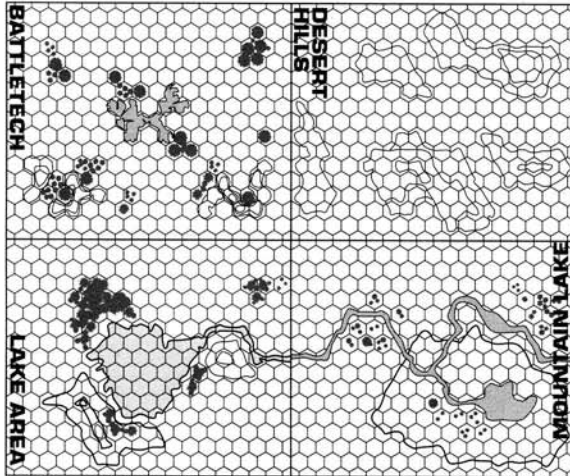
The Genyosha inflicted terrible damage on the Jaguars, folding the invader's right flank back on itself. As the invaders turned to face the Genyosha, they siphoned a portion of their strength away from the 1st Sword, the Otomo and the 2nd Legion of Vega.

Defeat seemed certain for the Clan invaders, but then the Jaguars and Nova Cats consolidated their force and pushed through the Combine defenders for the second time.



GAME SET-UP

Use **BattleTech** rules for this scenario. Lay out the **BattleTech** mapsheets as shown.



DEFENDER

The Defender comprises the following elements of the 5th Jaguar Regular Cluster.

Trinary Battle

Alpha Battle Star

Star Colonel Beaumont (*Piloting 4, Gunnery 4*),
Man O' War-B
 MechWarrior Dalla (*Piloting 3, Gunnery 4*), *Mad Cat*
 MechWarrior Reece (*Piloting 4, Gunnery 4*), *Thor*
 MechWarrior Lawford (*Piloting 3, Gunnery 3*), *Loki*
 MechWarrior Grim (*Piloting 4, Gunnery 3*), *Nobori-nin*

Bravo Battle Star

Star Captain Fried (*Piloting 4, Gunnery 3*), *Vulture*
 MechWarrior Arun (*Piloting 4, Gunnery 4*), *Thor-B*
 MechWarrior Levon (*Piloting 4, Gunnery 3*), *Vulture*
 MechWarrior Warro (*Piloting 4, Gunnery 4*), *Loki*
 MechWarrior Antes (*Piloting 4, Gunnery 4*), *Fenris*

Charlie Battle Star

Star Captain Jarvia (*Piloting 3, Gunnery 4*), *Ryoken*
 MechWarrior Nicholas (*Piloting 3, Gunnery 4*), *Ryoken-C*
 MechWarrior Kunai (*Piloting 3, Gunnery 3*), *Black Hawk-B*
 MechWarrior Rogar (*Piloting 3, Gunnery 4*), *Puma*
 MechWarrior Evan (*Piloting 4, Gunnery 4*), *Hankyu-A*

Binary Elemental

Alpha Elemental Star

Elemental Star Colonel Quinn, 4 Elementals
 Point Commander Rakan, 4 Elementals
 Point Commander Sokol, 4 Elementals
 Point Commander Elain, 4 Elementals
 Point Commander Yuath, 4 Elementals

Bravo Elemental Star

Elemental Star Captain Coyley, 4 Elementals
 Point Commander Esther, 4 Elementals
 Point Commander Geis, 4 Elementals
 Point Commander Julian, 4 Elementals
 Point Commander Kobel, 4 Elementals

Deployment

The Defender enters anywhere along the north edges of Map 1 or 2 during the Movement Phase of Turn 1.

ATTACKER

The Attacker comprises the following elements of the 1st Genyosha regiment.

Company A, 1st Battalion

Command Lance

Tai-sa Narimasa Asano (*Piloting 3, Gunnery 3*),
Warhammer
Sho-sa Myamoto Goro (*Piloting 4, Gunnery 4*),
Hatamoto-Chi
Chu-i Suni MacKay (*Piloting 4, Gunnery 3*), *Battlemaster*
Chu-i Kimberly Eschi (*Piloting 4, Gunnery 3*), *Marauder*

Attack Lance

Tai-i Hohiro Chisei (*Piloting 3, Gunnery 3*), *Guillotine*
Sho-ko Martin Fox (*Piloting 4, Gunnery 4*), *Orion*
 John Licata (*Piloting 4, Gunnery 5*), *Grand Dragon*
 Davis Marree (*Piloting 3, Gunnery 3*), *Wolverine*

Combat Lance

Tai-i Honda Jiro (*Piloting 4, Gunnery 3*), *Ostroc*
Sho-ko Hesham Ish (*Piloting 4, Gunnery 4*), *Thunderbolt*
 Arthur Segneff (*Piloting 3, Gunnery 3*), *Kintaro*
 Karl Bayani (*Piloting 5, Gunnery 4*), *Shadow Hawk*

THE WAVE BREAKS



Elements of Charlie Company, 1st Battalion

Heavy Lance

Chu-i Samuel Chin (*Piloting 4, Gunnery 4*), *Crusader*
 Paul Lincoln (*Piloting 4, Gunnery 4*), *Thunderbolt*
 Carlos Hewitt (*Piloting 5, Gunnery 4*), *Grasshopper*
 Bob Fontaine (*Piloting 4, Gunnery 4*), *Griffin*

Deployment

The Attacker enters anywhere along the south edges of Maps 3 or 4 during the Movement Phase of Turn 1.

VICTORY CONDITIONS

The Clan player tries to exit as many units as possible off the south edge of Map 4.

The Kurita player tries to prevent the Clan player from accomplishing his objective.

Once the last Clan unit has exited the mapsheets or been destroyed, consult the following tables to calculate the victor.

VICTORY POINTS TABLE

| Action | Points |
|--|--------|
| Each Clan 'Mech destroyed | 30 |
| Each Clan 'Mech crippled | 20 |
| Each Elemental killed | 5 |
| Each Kurita 'Mech destroyed | -10 |
| Each Kurita 'Mech crippled | -5 |
| Each Clan 'Mech exiting the board | -20 |
| Each Elemental Point exiting the board | -10 |

VICTORY TABLE

| Total Points | Result |
|---------------|-----------------------------|
| 600 or higher | Decisive Combine Victory |
| 599 to 300 | Substantial Combine Victory |
| 299 to 100 | Marginal Combine Victory |
| -159 to 99 | Draw |
| -160 to -329 | Marginal Clan Victory |
| -330 to -499 | Substantial Clan Victory |
| -500 or lower | Decisive Clan Victory |

SPECIAL RULES

1. A 'Mech is "crippled" if it has lost a limb, has taken engine or gyro hits, at least half of its weapons are destroyed, or has lost more than two-thirds (rounded down) of its total Armor Points. Crippled 'Mechs cannot exit the board for purposes of scoring in this scenario.



DOGFIGHT: SCENARIO 7

DEATH IN THE SKY

—Excerpt from a letter written by Captain Adam Fox, Commander, 2nd Kell Hounds Aerospace Fighter Company, to his sister Evelyn, following the Battle of Luthien

I know what the newsfaxes are saying about Luthien. But the truth was worse than any reporter could ever describe.

The Combine aerofighters got first crack at the Jaguars and Nova Cats, but there were just so many Clanners the Dracs couldn't stop them all. To make matters worse, the Nova Cats held back some of their fighters during the in-run, then launched them later to give their 'Mechs some air cover.

The Clan 'Mechs tangled with the Drac line units for a while, but then they managed to punch a hole through them. That's when we got involved. First Battalion pulled ground-attack duty, along with two flights from the Dragoons. The rest of us got tagged for air intercept.

We rode high cover on the attack flights until we spotted a squadron of Clanners on an intercept vector for our buddies. We swung around and made one fast pass through the Jaguar formation—then all hell broke loose.

I got into a rolling scissors with a *Visigoth* and almost flew into the ground trying to break away from him. I'm not sure how I did it, but when I finally got my *Riever* under control there he was, sitting fat dumb and happy right in the middle of my sights.

I pressed my firing grips and the *Vizzy* just exploded.

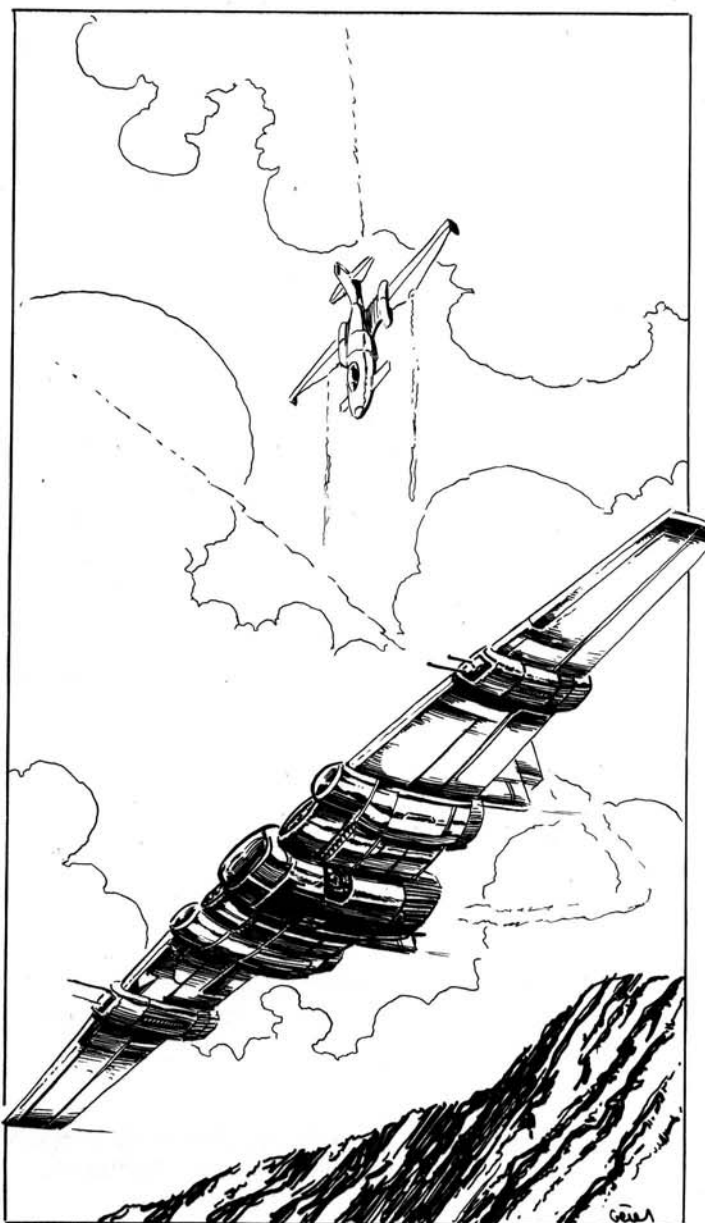
I was still congratulating myself when a pair of *Batus* jumped me. The whole battle was like that. Everywhere you turned enemy fighters were swarming. I ran out of ammunition after about fifteen minutes and had to retire. But even in that short time I racked up two kills and five assists. God, I was scared, but I didn't have time to notice. I never felt more alive.

**SITUATION: IMPERIAL CITY AIR
DEFENSE ZONE, LUTHIEN,
1130 HOURS, 06 JANUARY 3062**

Following the collapse of the Combine line, the Nova Cats and the battered Smoke Jaguars began a quick march toward Imperial City, supported by Clan aerospace elements.

As the invaders approached Basin Lake and the Waseda Hills, a new phase of the battle began: the fight for air supremacy between the Clans and the mercenaries. Elements of Wolf's Dragoons' and the Kell Hounds' aerospace divisions launched a series of attacks against the Clan fighters, engaging them in a furious free-for-all.

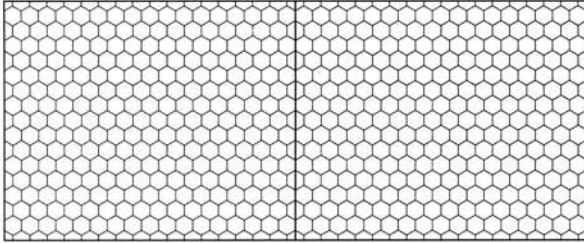
The battle swung quickly in favor of the mercenaries, who held tenaciously onto any advantage they could grab. In the end, the Clan fighters were driven from the skies, leaving the Inner Sphere defenders in total control of the area over Luthien.





GAME SET-UP

Use **AeroTech** rules for this scenario. Lay out the **AeroTech Low Altitude Mapsheet**.



DEFENDER

The Defender comprises the following elements of Wolf's Dragons Orbital/Aerospace Operations Group, and the Kell Hounds Aerospace Fighter Battalion.

Elements of White Flight, Delta AeroSpace Company, Wolf's Dragons

Alpha Lance

Captain Albert Larkin (*Piloting 3, Gunnery 3*), *Eagle*
Lieutenant Daryl Plunkett (*Piloting 4, Gunnery 3*), *Eagle*

Beta Lance

Lieutenant Elana Maguire (*Piloting 3, Gunnery 3*), *Corsair*
Warrant Officer Goodman Stafford (*Piloting 3, Gunnery 3*), *Corsair*

Elements of 1st AeroSpace Fighter Company, Kell Hounds

Blue Lance

Lieutenant Marie d'Or (*Piloting 3, Gunnery 3*), *Shilone*
Warrant Officer William Hanrahan (*Piloting 3, Gunnery 3*), *Shilone*

Elements of 2nd AeroSpace Fighter Company, Kell Hounds

Command Lance

Captain Adam Fox (*Piloting 3, Gunnery 3*), *Riever*
Warrant Officer Hattie Cocrant (*Piloting 4, Gunnery 4*), *Riever*

Red Lance

Lieutenant Brian Wolfson (*Piloting 3, Gunnery 3*), *Chippewa*
Warrant Officer Tim Branson (*Piloting 4, Gunnery 4*), *Chippewa*

Deployment

The Defender enters the mapsheet anywhere along the right edge during the Movement Phase of Turn 1. All fighters enter the map with an Initial Velocity equal to their Thrust.

ATTACKER

The Attacker comprises the following elements of the 25th Nova Cat Regulars Cluster and the 63rd Jaguar Regulars Cluster.

Elements of Gamma Fighter Star, Trinary Fighter, 25th Nova Cat Regulars Cluster

Pilot Farrand (*Piloting 3, Gunnery 3*), *Visigoth*
Pilot Atalaya (*Piloting 4, Gunnery 3*), *Visigoth*
Pilot Gobel (*Piloting 4, Gunnery 4*), *Sulla*
Pilot Petrary (*Piloting 5, Gunnery 4*), *Sulla*

Elements of Bravo Fighter Star, Trinary Fighter, 63rd Jaguar Regulars Cluster

Star Captain Saxon Mehta (*Piloting 3, Gunnery 2*), *Jagatai*
Pilot Landa (*Piloting 3, Gunnery 4*), *Jagatai*
Pilot Ricci (*Piloting 4, Gunnery 3*), *Turk-B*
Pilot Nehilla (*Piloting 4, Gunnery 4*), *Turk-B*
Pilot Taw (*Piloting 3, Gunnery 3*), *Batu*
Pilot Beres (*Piloting 4, Gunnery 4*), *Batu*

Deployment

The Attacker enters anywhere along the left edge of the mapsheet during the Movement Phase of Turn 1. All fighters enter the map with an Initial Velocity equal to their Thrust Ratings.

VICTORY CONDITIONS

Each side wins by forcing the other to withdraw from the mapsheet. See Special Rules.

SPECIAL RULES

1. Beginning on Turn 3, each player makes a withdrawal check every turn. To perform the check, roll 2D6 and compare the result with the number of friendly fighters damaged or destroyed at that point. If the number of damaged or destroyed friendly fighters exceeds the roll result, that player must begin to withdraw his fighters.

2. Withdrawing fighters must move at their best speed toward the map edge where they entered. They may engage in weapons fire against any enemy unit between them and the edge of the map, or against any pursuing fighter, provided the withdrawing fighter has rearward-facing weapons.



HOUNDS' TEETH:

SCENARIO 8

TRADING PUNCHES

—Excerpt from the personal journal of Captain Mike Fitzhugh, 112th Company, 1st BattleMech Battalion, Kell Hounds.

The Nova Cats fought like no other opponent we'd ever faced before. In most 'Mech battles, some dodging, maneuvering, and a little long-range sniping precedes the close combat. Sort of lets you feel out your enemy and figure out his strengths and weaknesses.

The Cats didn't waste any time with any such preliminary dancing around. They crested the hill, stopped for a moment to dress their lines, and charged us.

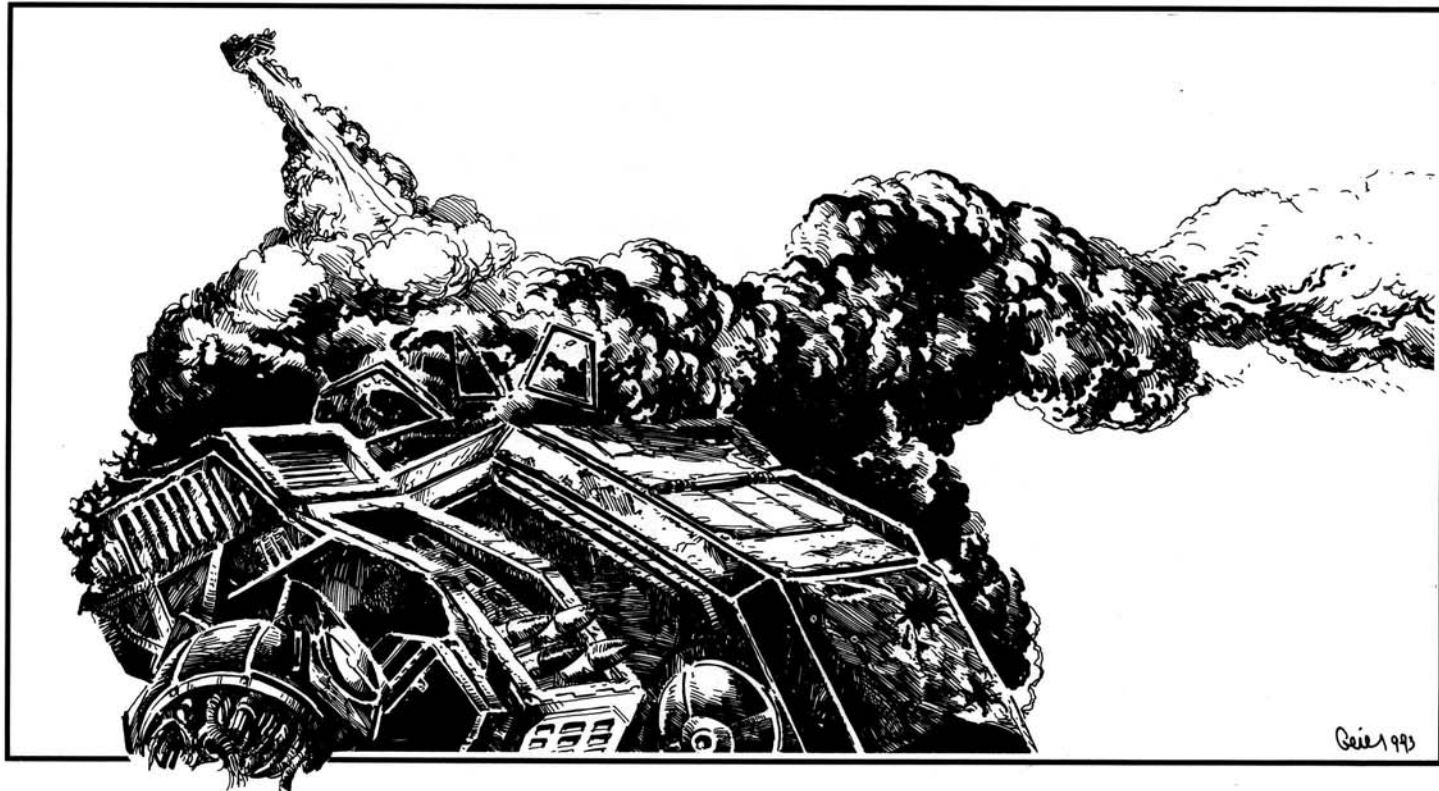
We hit them with all the long-range weapons we had—missiles, lasers, PPCs, even a few Gauss rifles. I cut loose with a volley of 380-millimeter missiles from my *Catapult's* Arrow IV system and lit up a *Vulture*. When the flames died and the smoke cleared, he was still there. I thought that pilot had to be the luckiest man on Luthien, to weather a full flight of Arrows like they were

nothing more than shotgun flechettes. Then I saw the *Vulture* had no arms anymore. The thing's head split, and an escape couch rocketed into the air about five seconds before PPC fire smashed the 'Mech's engine shielding. The resulting explosion gutted the 'Mech. I guess that guy really *was* the luckiest man on Luthien.

SITUATION: WASEDA HILLS, LUTHIEN, 1230 HOURS, 06 JANUARY 3062

As the Kurita House units struggled to contain the advance of the Smoke Jaguars, the Nova Cats pushed deep into the Waseda Hills in a bid to reach Imperial City before their Clan comrades. Confidently the Cats raced across the Basin Lake Valley and through the first line of ridges ringing the Kado-guchi Valley. Relying on ComStar intelligence, they expected to meet militia regiments there. Instead, they ran into three front-line regiments from the Kell Hounds and Wolf's Dragoons.

The mercenaries stopped the Nova Cats' initial rush cold, then initiated a series of stop-and-go engagements designed to delay the invaders long enough for the mercenaries' aerospace units to strafe and bomb the Nova Cat formations. The tactic failed to completely halt the Cats' advance, however. As the 119th Striker Cluster engaged the mercenaries, the 32nd Assault Cluster made a flanking march around the mercenaries' positions and into the Kado-guchi Valley.



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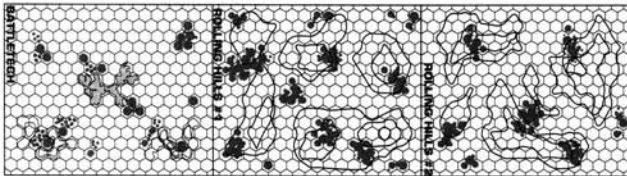


GAME SET-UP

This scenario uses **BattleTech** and **AeroTech** rules.

Lay out the **BattleTech** mapsheets as shown. Treat Hex Row 08XX on Maps 2 and 3 as Level 1 open terrain. This hex row represents the main road through the Waseda Hills.

Lay out the **AeroTech** Low Altitude Mapsheets. The highlighted hexes represent the location of the **BattleTech** mapsheets.



DEFENDER

The Defender comprises the following elements of the Kell Hounds.

Elements of 1st BattleMech Battalion

Regimental Command Lance

Colonel Morgan Kell (*Piloting 3, Gunnery 3*), Archer
 Captain Caitlin Shaw (*Piloting 3, Gunnery 3*), Shadow Hawk
 Captain Akira Brahe (*Piloting 4, Gunnery 3*), Phoenix Hawk
 Clifford Carney (*Piloting 4, Gunnery 4*), Crusader

Recon Lance, 1st Company

Captain Daniel Allard (*Piloting 3, Gunnery 3*), Wolfhound
 Meredith Devlin (*Piloting 3, Gunnery 3*), Jenner
 Paul O'Clare (*Piloting 5, Gunnery 4*), Panther
 Amber Brennan (*Piloting 5, Gunnery 4*), Panther

Command Lance, 2nd Company

Major Salome Ward (*Piloting 3, Gunnery 3*), Wolverine
 Lieutenant Mike Fitzhugh (*Piloting 3, Gunnery 3*), Catapult
 Clint Murphy (*Piloting 3, Gunnery 3*), Quickdraw
 Brendan O'Reilly (*Piloting 4, Gunnery 4*), Centurion

Elements of AeroFighter Battalion, 1st Company

Red Lance

Major Seamus Fitzpatrick (*Piloting 3, Gunnery 3*), Shilone
 Warrant Officer Patrick McMahan (*Piloting 3, Gunnery 3*), Shilone

White Lance

Lieutenant R. O. B. Kirk (*Piloting 3, Gunnery 3*), Slayer
 Warrant Officer Kim Frost (*Piloting 4, Gunnery 4*), Slayer

Deployment

The Defender sets up his 'Mech units first, using Hidden Unit rules (see Special Rule 1), anywhere on Map 2 or 3.

The Defender's aerospace fighters enter anywhere along the right edge of the **AeroTech** Low Altitude Mapsheet during the Movement Phase of Turn 3. See Special Rule 4 for more scenario rules governing aerospace fighters.

ATTACKER

The Attacker comprises the following elements of the 119th Nova Cat Striker Cluster.

Elements of Trinary Striker

Alpha Battle Star

Star Colonel Achisson (*Piloting 3, Gunnery 4*), Huntsman
 MechWarrior Elva (*Piloting 4, Gunnery 4*), Man O' War
 MechWarrior Pini (*Piloting 4, Gunnery 3*), Mad Cat-C
 MechWarrior Manza (*Piloting 4, Gunnery 3*), Vulture
 MechWarrior Joanne (*Piloting 4, Gunnery 3*), Black Hawk

Alpha Striker Star

Star Captain Willis (*Piloting 4, Gunnery 4*), Thor
 MechWarrior Garlow (*Piloting 4, Gunnery 4*), Loki
 MechWarrior Dominick (*Piloting 3, Gunnery 3*), Loki-B
 MechWarrior Stephen (*Piloting 3, Gunnery 4*), Vulture-A
 MechWarrior Beatrice (*Piloting 3, Gunnery 4*), Ryoken-C

Elements of Binary Elemental Striker

Bravo Elemental Striker Star

Elemental Star Captain Ross, 4 Elementals
 Point Commander Thomas, 4 Elementals
 Point Commander Helen, 4 Elementals
 Point Commander Leyden, 4 Elementals
 Point Commander Shawn, 4 Elementals

Elements of Rogue Fighter Star

Pilot Richard (*Piloting 3, Gunnery 2*), Batu
 Pilot Calista (*Piloting 3, Gunnery 2*), Batu
 Pilot Phillip (*Piloting 4, Gunnery 3*), Avar
 Pilot Atley (*Piloting 3, Gunnery 4*), Avar



Deployment

The Attacker enters his 'Mech units anywhere along the west edge of Map 1 during the Movement Phase of Turn 1.

The Attacker's aerospace fighters enter anywhere along the left edge of the **AeroTech** Low Altitude Mapsheet during the Movement Phase of Turn 3. See Special Rule 4 for more scenario rules governing aerospace fighters.

VICTORY CONDITIONS

The Attacker must exit as many undamaged units as possible from the eastern edge of Map 3 (see Special Rule 2).

The Defender must delay the Attacker's exit as long as possible, while damaging or destroying as many enemy units as he can (see Special Rule 2).

Once the last Clan unit has either left the board or been destroyed, consult the tables below to determine the winner of this scenario.

VICTORY POINTS TABLE

| Action | Points |
|--|--------|
| Each undamaged Clan 'Mech exiting Map 3 | +50 |
| Each undamaged Elemental Point exiting Map 3 | +25 |
| Each Kell Hound 'Mech destroyed | +20 |
| Each Kell Hound 'Mech damaged | +10 |
| Each Clan 'Mech damaged or destroyed | -50 |
| Each Elemental Point damaged or destroyed | -30 |
| Each turn past Turn 5 the Attacker's exit is delayed | -10 |

VICTORY TABLE

| Total Points | Result |
|---------------|--------------------------------|
| 800 or higher | Decisive Clan Victory |
| 799 to 530 | Substantial Clan Victory |
| 529 to 260 | Marginal Clan Victory |
| 259 to -199 | Draw |
| -200 to -399 | Marginal Kell Hound Victory |
| -400 to -599 | Substantial Kell Hound Victory |
| -600 or lower | Decisive Kell Hound Victory |

SPECIAL RULES

1. The Defender may deploy his ground forces using the Hidden Unit rules. To do so, the Defender secretly records the mapsheet and hex location where each concealed unit begins the game. Record the facing of each unit as well. These units remain hidden until they attack, move, or an enemy unit moves into its hex or ends its movement in an adjacent hex. See p. 57, **BattleTech Compendium**, for more on hidden units.

2. A BattleMech is "damaged" when it loses a limb, takes two engine hits or one gyro hit, suffers an ammunition explosion, or loses more than half of its weapons or more than two-thirds of its total Armor Value. Elemental Stars are "damaged" when they suffer their third casualty.

3. The Kell Hounds player gains victory points for each turn past 5 that any undamaged Clan units remain on the mapsheets. See the Victory Points Table.

4. Each side has a limited number of aerospace fighters. The Kell Hounds' *Shilones* and the Nova Cats' *Avars* have been designated as ground-attack craft, and each carries 2 60-point and 2 40-point bombs. These fighters may move onto the **BattleTech** mapsheets and attack at any time following their entry to the **AeroTech** mapsheet. Reduce each bomb-carrying fighter's initial Thrust Rating by 4. Any aerospace fighters may engage in strafing runs. Following each strafing or bomb run, the attacking fighter must remain on the **AeroTech** mapsheet for 1 full turn before it may make another ground-attack run.

5. Morgan Kell has developed the ability to prevent the sensors and targeting computers of other battlefield units from locking onto his 'Mech. To simulate this ability, treat Morgan Kell's *Archer* as though it were at double its actual range and add a +4 modifier to all to-hit numbers when resolving weapons fire against the 'Mech. Kell also adds a +2 modifier to his to-hit roll results when firing against enemy units.



BACK STAB: SCENARIO 9

RABBIT PUNCH

—Excerpt from the personal journal of *Tai-i* Ruth Horner, 3rd Battalion, 2nd Genyosha

After that first rush, things became quite confused. The Smoke Jaguars took the brunt of our attack and kind of folded up on themselves. From the look of things, I thought the Clanners were about to start running—and I hadn't even fired a shot yet.

Then the Nova Cats got into the picture and punched straight through the 1st Sword's lines. I knew the mercs were back in the Waseda Hills waiting for any Clanners that slipped by us, but so many Cats broke through that a few regiments of hired guns were not going to stop them. I half expected *Tai-sa* Nelson to pull us out of the line and send us off to bolster the mercs. My company got pulled out of line all right, but not to help the mercenaries. They sent us around into the Clanners' rear area to strike at their reserves.

When we reached the staging area, we hooked up with a company of Otomo 'Mechs. The plan directed us to move along a river bed, evading the OmniMech sensors. Once in position, we'd swarm up out of the gully, shoot up the Clan reserves and fade away before they knew what hit them.

Of course, no plan of battle survives contact with the enemy.

SITUATION: KATSURA RIVER VALLEY, LUTHIEN, 1346 HOURS, 06 JANUARY 3062

As the fighting in the Waseda Hills began, the engagement on the edges of the Tairakana Plains wound down. The pounding taken by the Smoke Jaguars and the Nova Cats' subsequent breakthrough left some Kurita companies with little to do.

In hopes of increasing the pressure on the battered Smoke Jaguars, Theodore Kurita ordered two 2nd Genyosha companies and one Otomo company to launch a lightning raid into the Clans' rear area. He instructed them to attack the Jaguars' reserves, cause as much damage and confusion as they could, then pull out.

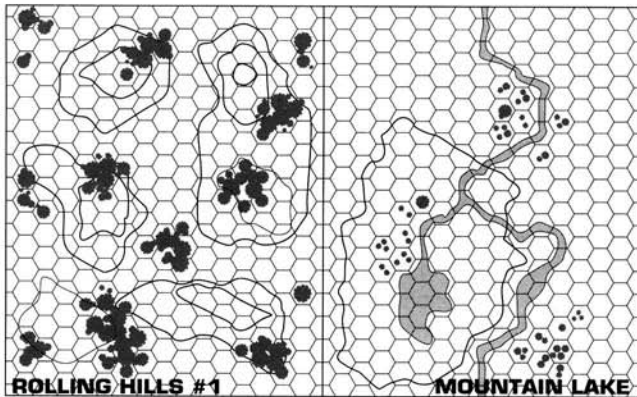
Two Kurita 'Mechs were destroyed, and almost all took serious damage in the operation. The raiders, in turn, left eight Clan machines destroyed or so badly damaged that the invaders abandoned them during their withdrawal from Luthien.





GAME SET-UP

This is a double-blind scenario for use with **BattleTech** rules (see Special Rule 1). Lay out the **BattleTech** mapsheets as illustrated.



DEFENDER

The Defender comprises the following elements of the 32nd Jaguar Regulars Cluster.

Elements of Trinary Battle

Alpha Battle Star

Star Captain Corinne Radick (*Piloting 3, Gunnery 3*), *Loki* MechWarrior Patrick (*Piloting 4, Gunnery 4*), *Vulture* MechWarrior Hedgar (*Piloting 4, Gunnery 3*), *Ryoken* MechWarrior Taylor (*Piloting 4, Gunnery 4*), *Fenris-A* MechWarrior Martin (*Piloting 4, Gunnery 4*), *Koshi*

Charlie Battle Star

Star Captain Vincent (*Piloting 4, Gunnery 4*), *Ryoken* MechWarrior Danvers (*Piloting 4, Gunnery 3*), *Ryoken-B* MechWarrior Simon (*Piloting 3, Gunnery 2*), *Black Hawk-D* MechWarrior Matthew (*Piloting 4, Gunnery 4*), *Koshi* MechWarrior Russell (*Piloting 4, Gunnery 3*), *Uller-A*

Elements of Binary Battle Elemental

Alpha Elemental Battle Star

Elemental Star Captain Raymond, 4 Elementals
Point Commander Wanda, 4 Elementals
Point Commander Faust, 4 Elementals
Point Commander Wagner, 4 Elementals
Point Commander Basil, 4 Elementals

Deployment

The Defender sets up first, anywhere on Maps 1 and 3.

ATTACKER

The Attacker comprises the following elements of the 2nd Genyosha and the Otomo.

Elements of 3rd Battalion, 3rd Company, Otomo

Fire Lance

Chu-i Marissa Chinzao (*Piloting 4, Gunnery 3*), *Rifleman* Richard Nehl (*Piloting 3, Gunnery 4*), *Archer* Colin Sandowski (*Piloting 3, Gunnery 3*), *Dervish* Earl Harkus (*Piloting 4, Gunnery 4*), *Centurion*

Elements of 3rd Battalion, 2nd Genyosha

Command Lance, 2nd Company

Tai-i Ruth Horner (*Piloting 4, Gunnery 3*), *Warhammer* *Chu-i* Juri Belle Ford (*Piloting 4, Gunnery 3*), *Shadow Hawk* S. M. Steidl (*Piloting 4, Gunnery 4*), *Griffin* John Falatek (*Piloting 4, Gunnery 4*), *Wolverine*

Armored Infantry Platoon, 3rd Company

Chu-i Marco Gensei, 3 Armored Infantrymen
Sho-ko Wayne Levy, 3 Armored Infantrymen
Go-cho John Zawilla, 3 Armored Infantrymen
Go-cho Daina Natale, 3 Armored Infantrymen

Deployment

The Attacker enters along the northern edge of Map 3, west of the river, during the Movement Phase of Turn 1.

VICTORY CONDITIONS

The Attacker must inflict as much damage on the Defender as possible, then withdraw off the north edge of Map 3.

The Defender must prevent the Attacker from accomplishing his objective.

Once the last Combine unit has exited the mapsheets or been destroyed, consult the following tables to determine the winner of this scenario.



VICTORY POINTS TABLE

| Action | Points |
|----------------------------------|--------|
| Each Clan 'Mech destroyed | +20 |
| Each Clan 'Mech damaged | +10 |
| Each Elemental killed | +5 |
| Each Elemental damaged | +2 |
| Each Combine 'Mech destroyed | -20 |
| Each Combine 'Mech damaged | -10 |
| Each Armored Infantryman killed | -5 |
| Each Armored Infantryman damaged | -2 |

VICTORY TABLE

| Total Points | Result |
|---------------|-----------------------------|
| 300 or higher | Decisive Combine Victory |
| 299 to 200 | Substantial Combine Victory |
| 199 to 100 | Marginal Combine Victory |
| 99 to -64 | Draw |
| -65 to -133 | Marginal Clan Victory |
| -134 to -199 | Substantial Clan Victory |
| -200 or lower | Decisive Clan Victory |



SPECIAL RULES

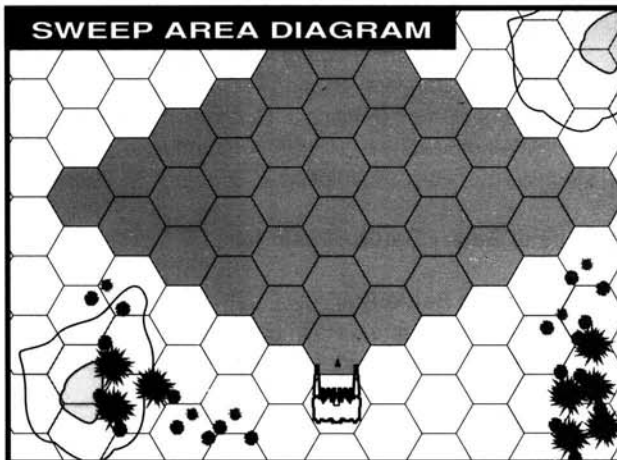
1. This is a double-blind scenario. Do not allow the players to see the positions of enemy units on the mapsheets.

2. A 'Mech is damaged when 40 percent or more of its internal structure has been destroyed. An armored infantryman or Elemental is damaged when he takes 6 or more Damage Points.

3. The Combine units' familiarity with the terrain enables them to move unobserved by the Clan units until they fire, move adjacent to a Clan unit, or move onto Map 1 or 3. When using Hidden Movement, 'Mechs are limited to half their Walking speeds and their Heat Scales must not exceed 4. Any 'Mech that has suffered any gyro, engine, or sensor hits may not use Hidden Movement. A pilot using Hidden Movement must make a Piloting Skill Roll each turn. If the roll fails, his 'Mech has been spotted, and a counter is placed on the mapsheet. Infantry units may also make use of Hidden Movement, but cannot move faster than 2 hexes per turn. The target number for their hidden movement rolls is 4. When making a hidden move, the Combine player must note the following information on a piece of scrap paper: the turn number, the mapsheet, the starting hex, and the ending hex of the movement. For example, a note might read Turn 4; Horner's *Warhammer*; Starting Hex 1212, Mapsheet 2; Ending Hex 1210, Mapsheet 2.

4. The Clan player may detect a hidden Combine unit's presence by declaring the direction he is looking (1-6, relative to the unit's facing), and making a Gunnery Skill Roll against a Target Number 8. If the unit attempting the detection has an active probe, reduce the target number to 6. If the roll succeeds, the Clan unit detects all hidden Combine units in the sweep area; mark their locations with counters.

SWEEP AREA DIAGRAM



THE SHEEP FIGHT:

SCENARIO 10

SIDE SHOW

—Excerpt from *Tracks In The Sand: The Battle of Luthien*, by James O'Sullivan, Cavalier Press, Robinson, 3054

The Battle of Luthien did not consist solely of the Clans' attempt to take Imperial City, as some writers would have it. Although the Imperial City/Kado-guchi Valley theater received the most publicity, the Clans also landed forces elsewhere on Luthien. One of these so-called "side shows" took place outside Amori, a seaport on the Seiyo Sea.

In this battle, a Cluster of freebirth MechWarriors and Elementals dropped into the Shaidan Basin with orders to capture the Arisaka Munitions Complex at Haratston. Intelligence provided by ComStar led the invaders to expect a poorly equipped militia defending the complex. However, that militia—the 1st Amori Militia—was led by *Tai-i* Jeremy Velk, a decorated veteran of the Fourth Succession War and the War of 3039. Under his training, the 1st Amori achieved a level of readiness that equaled that of many front-line units. Velk also used his DCMS connections to obtain refurbished 'Mechs and equipment for his troops.

Thus, when Star Captain Edna led the 22nd Freebirth Cluster into the Shaidan Basin, they were not prepared for the battle they were about to face.

SITUATION: SH Aidan Basin, Amori Military District, Luthien, 1360 Hours, 06 January 3062

Provided with inaccurate intelligence, the Clan invasion planners assigned the capture of the Arisaka Munitions Complex to a freebirth Cluster.

Meanwhile, *Tai-i* Velk marshalled the 1st Amori Militia in the marshy rice paddies of the Shaidan Basin. The defenders drew their lines along one of the few solid roads crossing the muddy terrain, while the river monitor *Minikuchi* took a concealed position in the reeds lining the Shaidan River.

As the Clan warriors crossed the slippery paddies, Velk sprung his trap. The Amori militia put up a stiff resistance, then feigned a panicked retreat across the two Shaidan River bridges. As the invaders followed them across the spans, the militiamen detonated charges that destroyed the bridges. Backed by ground armor and the *Minikuchi*, the militia pinned the Clanners against the rain-swollen river.

Caught in a completely untenable position, Star Captain Edna did the only thing she could to avoid the destruction of her command. She surrendered.



THE SHEEP FIGHT



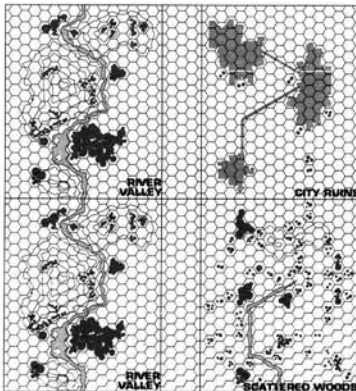
GAME SET-UP

This scenario is for use with **BattleTech** rules.

Lay out the **BattleTech** mapsheets as shown. First, lay out two mapsheets with the blank hex grid facing up. Then position the four terrain maps over the blank hex grid, so that Maps 1 and 3 are five full hexes away from Maps 2 and 4. This strip of blank hexes represents the Shaidan River. Treat the river hexes as Depth 4 Water Hexes.

Randomly place eleven Medium and Light buildings on the paved areas of Map 3. These buildings represent the town of Amori.

Treat all open terrain on Mapsheets 1 and 3 as Swamp Hexes. Apply all appropriate modifiers for units entering these hexes. Place two paper bridge markers across the "river." Treat all Woods Hexes on Maps 1 and 3 as open terrain.



DEFENDER

The Defender comprises the following elements of the 1st Amori Militia and the 33rd Coastal Patrol Squadron.

All 'Mechs used by the 1st Amori Militia are older designs, as listed in **Technical Readout 3025**.

Elements of BattleMech Company, 1st Amori Militia

Command Lance

Tai-i Jeremy Velk (*Piloting 4, Gunnery 3*), *Warhammer Shujin* Siv Seng Hong (*Piloting 5, Gunnery 4*), *Trebuchet* John Naas (*Piloting 4, Gunnery 5*), *Wolverine* Marianne Jerich (*Piloting 4, Gunnery 4*), *Phoenix Hawk*

Recon Lance

Chu-i Max Sapporo (*Piloting 4, Gunnery 4*), *Assassin* *Shujin* Anthony Campolo (*Piloting 5, Gunnery 3*), *Panther* Bertrand Moore (*Piloting 4, Gunnery 4*), *Wasp* Louis Wegert (*Piloting 4, Gunnery 4*), *Stinger*

Elements of Tank Company, 1st Amori Militia

1st Platoon

Sho-ko Alan Gray (*Piloting 4, Gunnery 3*), *Vedette* Medium Tank
Gunjin E. F. Arott (*Piloting 4, Gunnery 4*), *Striker* Light Tank
Gunjin Virginia Sauer (*Piloting 4, Gunnery 4*), *Striker* Light Tank
Gunjin Iola Harkness (*Piloting 3, Gunnery 3*), *Scorpion* Light Tank

Elements of Infantry Company, 1st Amori Militia

1st Platoon

Chu-i Hanaita Setochi, 1 Foot Machine Gun Platoon

2nd Platoon

Sho-ko Coleman Ellis, 1 Foot Rifle Platoon

Elements of 33rd Coastal Patrol Squadron

Chu-i Morgan Stewart (*Piloting 3, Gunnery 4*), Monitor Naval Vessel *Minikuchi*

Deployment

The Defender may deploy his 'Mechs, tanks, and infantry units anywhere south of Hex Row 10xx on Maps 1 and 3. The *Minikuchi* may deploy in any Water Hex south of Hex Row 10xx or the river, using Hidden Unit rules (see Special Rule 1).

ATTACKER

The Attacker comprises the following elements of the Jaguar 22nd Freebirth Cluster.

Binary Striker

Alpha Striker Star

Star Captain Edna (*Piloting 3, Gunnery 4*), *Shadow Hawk IIc* MechWarrior Forman (*Piloting 3, Gunnery 4*), *Jenner IIc* MechWarrior Berlin (*Piloting 4, Gunnery 4*), *Locust IIc* MechWarrior Robert (*Piloting 3, Gunnery 3*), *Peregrine* MechWarrior Magdy (*Piloting 4, Gunnery 4*), *Vixen*

Bravo Striker Star

Star Captain Jacqueline (*Piloting 4, Gunnery 4*), *Griffin IIc* MechWarrior Geary (*Piloting 3, Gunnery 2*), *Hellhound* MechWarrior Arthur (*Piloting 4, Gunnery 3*), *Peregrine* MechWarrior Foster (*Piloting 4, Gunnery 3*), *Jenner IIc* MechWarrior Sereno (*Piloting 4, Gunnery 4*), *Locust IIc*



THE SHEEP FIGHT

Elements of Trinary Elemental

Elemental First Star

Elemental Star Captain Jonas, 4 Elementals
Point Commander Frayne, 4 Elementals
Point Commander Andrea, 4 Elementals
Point Commander Bridger, 4 Elementals
Point Commander Logan, 4 Elementals

Elemental Third Star

Elemental Star Captain Sennett, 4 Elementals
Point Commander Ita, 4 Elementals
Point Commander Hector, 4 Elementals
Point Commander Druwin, 4 Elementals
Point Commander Muir, 4 Elementals

Deployment

The Attacker may enter anywhere along the north edge of Maps 1 and 3 during the Movement Phase of Turn 1.

VICTORY CONDITIONS

The Attacker must seize control of the Shaidan River bridges and the town of Amori (see Special Rules 4 and 5).

The Defender must prevent the Attacker from achieving his victory conditions.

Play ends when the last Attacker unit has exited the mapsheets, surrendered, or been destroyed. The Attacker may also end play by occupying Amori for five complete turns (see Special Rule 5). Consult the following tables to determine the outcome of this scenario.

SPECIAL RULES

1. The *Minikuchi* may deploy using Hidden Unit rules. Record the initial location of the craft on a piece of scratch paper, making sure to include both the map and hex numbers. If the militia player wants to start the *Minikuchi* in the river, it must be in a river bank hex (one of the half hexes). In this case note the *Minikuchi's* starting location as "River bank, adjacent to Hex XXXX." See p. 57, **BattleTech Compendium**, for more on Hidden Unit rules.

2. The militia player must prevent the Attacker from gaining control of the river bridges by destroying them. Treat each bridge as a Medium Building, with a 40 CF. The bridges are Level 1 and block LOS.

3. The militia rifle platoon has three 15-point demolition charges, which may be used to destroy the bridges. Planting the charges requires 2 full turns, during which the platoon may not move or fire its weapons. Place a counter on any hex mined with a demolition charge. The rifle platoon or *Tai-i* Velk may

VICTORY POINTS TABLE

| Action | Points |
|---|--------|
| Clan player captures Amori | +25 |
| Each bridge captured by the Clan Player | +10 |
| Each militia 'Mech destroyed | +20 |
| Each militia tank destroyed | +15 |
| The <i>Minikuchi</i> destroyed | +10 |
| Each militia infantry platoon destroyed | +5 |
| Each bridge destroyed | -10 |
| Each Clan 'Mech destroyed | -20 |
| Each Elemental Point destroyed | -15 |
| Amori never captured | -25 |

VICTORY TABLE

| Total Points | Result |
|---------------|-----------------------------|
| 250 or higher | Decisive Clan Victory |
| 249 to 166 | Substantial Clan Victory |
| 165 to 83 | Marginal Clan Victory |
| 82 to -116 | Draw |
| -117 to -233 | Marginal Militia Victory |
| -234 to -349 | Substantial Militia Victory |
| -350 or lower | Decisive Militia Victory |

detonate the charges once they are in place. These demolition charges are unsuitable for anti-'Mech use and may not be used to "kneecap" enemy BattleMechs. The Elementals may attempt to remove the charges if they wish. To remove one of the charges, an Elemental Point must move into the hex containing the charge and roll 2D6. If the result is 8 or higher, the Elementals successfully disarm the charge. The charges may not be re-armed once they are disabled.

4. To capture the bridges, the Clan player must clear the 3-hex areas around each end of the bridge of militia units for 3 full turns. If the Defender destroys a bridge after it has been captured, the Clan player loses any victory points for capturing the bridge and the Defender wins the victory points for destroying it.

5. To capture Amori, the Clan player must clear all three paved areas of militia units for 5 full turns.

6. The Forced Withdrawal rule is in effect (see p. 24). Clan units must withdraw off the north edge of Maps 1 or 3. Militia ground units must withdraw off the south edge of Maps 2 or 4. The *Minikuchi* must withdraw off the western edge of the mapsheets.

7. Units forced to withdraw count as "destroyed" when determining victory points.



BLACK THUNDER:

SCENARIO 11

STEALING A DROPSHIP

—Excerpt from a mission debriefing by *Tai-i* Maeda Shingen, 6th Draconis Elite Strike Team

My original plan called for *Chu-i* Kuit and *Gunso* Novosai to silence the guards with vibroblades. Unfortunately, one of the toads guarding the only open 'Mech ramp noticed Novosai. The Elemental started turning to face Novosai, bringing up his left arm weapon as he did *Sho-ko* Moshula dropped the guard with a single round. Before the second toad could react to his companion's death, Kuit killed him as well. Everybody aboard the DropShip must have been asleep, because still no alarm sounded. We moved aboard and spread throughout the ship. Novosai's section headed for engineering, Kuit headed for the crew quarters and 'Mech decks, and I took my team to secure the bridge. Then our luck ran out.

Apparently, a Clan 'Mech tech spotted one of Kuit's people and sounded an alarm. The ensuing fire fight claimed four of my troops and all but two of the DropShip crew.

I knew we didn't have much time. We got the ship's engines on-line and boosted just as a full Star of Elementals entered the LZ. *Gunsho* Arasin turned the ship's autocannons on them, which seemed to discourage the toads from getting any closer.

We almost lost the whole thing, though, when a flight of *Slayers* intercepted us and the damn backpack transponder wouldn't work. *Gunjin* Machesky finally got the blasted thing working, but only after the fighters had already made two attack runs.

SITUATION: NOVA CATS SECONDARY LANDING ZONE, WEST OF THE TAIRAKANA PLAINS, LUTHIEN, 1400 HOURS, 06 JANUARY 3062

As the fighting in the Tairakana plains and the Kado-guchi Valley began winding down, Theodore Kurita ordered the 6th DEST to begin operation "Black Thunder." The team members swarmed out of a concealed blind to attack the Clan *Union* Class DropShip *Broadsword*. The operatives captured the *Broadsword*, along with two of her crew, after a short fire fight in the vessel's main 'Mech deck. Four DEST troopers died in the fighting, and a like number were wounded.

The team then flew the captured DropShip, under fighter escort, to the main military spaceport southeast of Imperial City.



GAME SET-UP

This scenario uses **MechWarrior, Second Edition** rules. The players control the DEST troopers, while the gamemaster controls the crew of the Clan DropShip *Broadsword*.

DEFENDER

The Defender comprises the crew and an Elemental Point from the security detail of the *Union Class DropShip Broadsword*.

Alpha Point, Security Elemental Star

Use the Clan Elemental Archetype, p. 43, **MechWarrior, Second Edition**, for the five Elementals of this Point. Substitute the following equipment for the gear listed in the Archetype. Three of the Elementals each carry a Small Laser, SRM-2 Launcher, and a Gyro-jet Pistol. The two remaining Elementals each carry a Machine Gun, an SRM-2 Launcher, and an Auto Pistol. All wear Clan battle armor (see Special Rule 5).

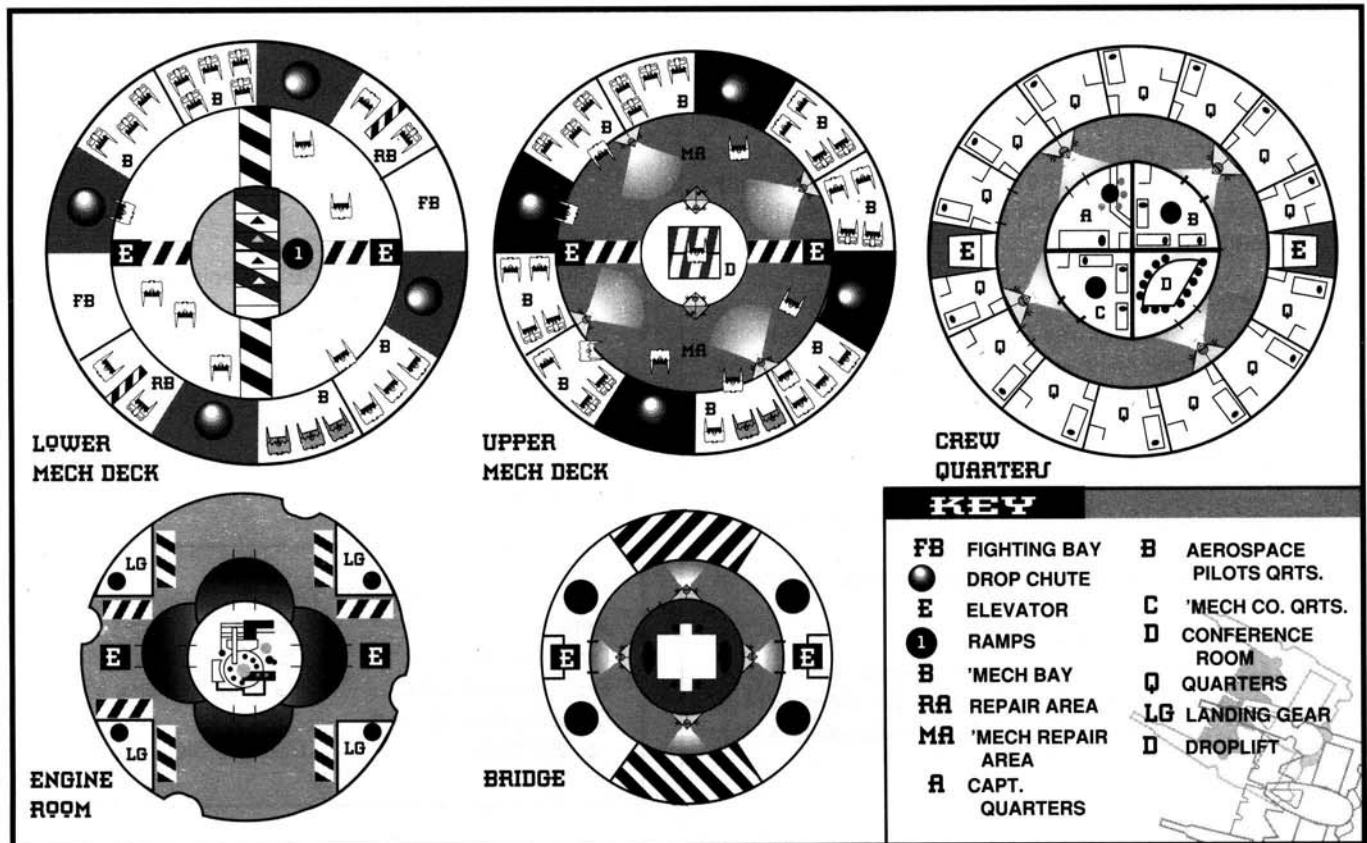
DropShip Crew

Captain, First Officer

Both the captain and first officer use the Free Trader Archetype, p. 46, **MechWarrior, Second Edition**, except for equipment. Each has an Armored Vest, a Laser Pistol w/5 reloads, Medkit, and a Personal Communicator.

Chief Engineer, Head 'Mech Tech, Head Fighter Tech

These officers use the Tech Archetype, p. 48, **MechWarrior, Second Edition**, with the following exceptions. The chief engineer substitutes the Technician/DropShip Skill for the archetype's Technician/BattleMech Skill. The head fighter tech substitutes the Technician/Aerospace Skill for the archetype's Technician/BattleMech Skill. Each of these officers is equipped with an Armored Vest, a Hold-Out Laser Pistol w/3 reloads, a Medkit, and a Personal Communicator.





Bridge Crew (2)

These officers use the Free Trader Archetype, p. 46, **MechWarrior, Second Edition**, except for equipment. Each bridge crew member has an Armored Vest, an Auto Pistol w/ 2 reloads, a Medkit, Personal Communicator, and a Submachine Gun w/5 reloads.

Engine Room Crew (3)

The engine room crew members use the Tech Archetype, p. 48, **MechWarrior, Second Edition**, with the following exceptions. Each replaces the archetype's Technician/BattleMech Skill with the Technician/DropShip Skill. Each has an Armored Vest, an Auto Pistol w/2 reloads, a Medkit, a Personal Communicator, and a Submachine Gun w/5 reloads.

Technical Crew (4)

The technical crew members all use the Tech Archetype, p. 48, **MechWarrior, Second Edition**, and have the same equipment as the engine room crew members.

Deployment

Elementals 1 and 2 begin the scenario outside the DropShip, next to the 'Mech ramp. Elementals 3, 4, and 5 begin the game on the bridge, as do the captain, first officer, and bridge crew. The chief engineer and engine room crew begin the game on the engineering deck. The head 'Mech tech, head fighter tech and technical crew members may begin the game anywhere in the DropShip, except the bridge or engineering deck.

ATTACKER

The Attacker comprises the ten-member 6th Draconis Elite Strike Team. All team members share the following statistics.

DEST Members (10)

Attributes: BLD 6 (6+), REF 5 (7+), INT 5 (7+), LRN 5 (7+), CHA 1 (11+)

Characteristics: Athletic 7+, Physical 8+, Mental 8+, Social 12+

Advantages: Well-Equipped

Skills: Acrobatics 3 (4+), Blade 4 (4+), Escape Artist 1 (7+), Perception 3 (5+), Security Systems 1 (7+), Small Arms 4 (4+), Stealth 3 (5+), Streetwise 1 (11+), Support Weapons 2 (6+), Unarmed Combat 3 (4+)

Edge: 2

Equipment: Armored Body Suit w/ECM, Camo, IR sneak functions; Blazer w/10 reloads; 2 Medkits; 4 Microgrenades; Mydron Auto Pistol w/15 reloads; Personal Communicator; Vibroblade

Individual Team Members

The following list identifies the individual DEST members and notes any modifications to their basic DEST profiles.

Team Leader *Tai-i* Maeda Shingen: add Leadership 3 (9+), Tactics 3 (9+).

Assistant Team Leader *Chu-i* Harry Kuit: add Leadership 3 (9+), Tactics 2 (10+).

Team Sniper *Sho-ko* Selig Moshula: add Perception 4 (6+), Small Arms 5 (4+), and replace Blazer and reloads with a Gyrojet Rifle w/10 reloads and an IR-capable Sniper Scope. Communications Specialist *Gunjin* William Machesky: add Communications/Conventional 4 (5+), and a Backpack IFF Transceiver.

Heavy Weapons Specialist *Gunso* Ralph Ge: add Gunnery 2 (7+) for all weapons, and Support Weapons 3 (6+).

Demolitions Specialist *Gunjin* Yuval Kost: add Demolitions 3 (6+), and 5 Demolition Charges.

Gunso Martin Davis: add Piloting/Spacecraft 3 (6+).

Gunso Victor Kaufman: add Piloting/Spacecraft 3 (6+), Tech/Spacecraft 3 (6+).

Gunjin Carole Pock and *Gunjin* Thomas DeMarco use the supplied DEST profile with no modifications.

Deployment

The members of the 6th DEST begin off the map. The players determine where and how they enter.

VICTORY CONDITIONS

The DEST members try to capture the Clan DropShip. If they cannot, they try to destroy the vessel.

The DropShip's security element and crew try to prevent the DEST members from accomplishing their assignment.

VICTORY TABLE

| Action | Result |
|------------------------------------|--------------------------|
| DropShip captured | Decisive Combine Victory |
| DropShip destroyed | Marginal Combine Victory |
| DropShip not captured or destroyed | Decisive Clan Victory |

SPECIAL RULES

1. As the DEST members approach the DropShip, each makes an Opposed Skill Roll, pitting their individual Stealth Skills against the Elemental guards' LRN ratings. Reduce the Elementals' roll results by 2 to simulate the effects of the DEST members' Sneak Suits. Once aboard the DropShip, the DEST members must deactivate their Sneak Suits, for fear of shooting one another during a fire fight.

2. If the Elementals or a crew member detect the DEST members, an alarm automatically sounds. All DropShip crew members respond to the alarm, except for the captain, first officer, and chief engineer, who remain in their original positions. The bridge crew relays the alarm to nearby Clan DropShips and a relief force of 10 Elementals responds, arriving at the *Broadsword's* landing zone within 5 minutes. These Elementals use the Clan Elemental Archetype, p. 43, **MechWarrior, Second Edition**, and carry Machine Guns, Auto Pistols, and SRM 2 Launchers.

3. The DropShip is considered captured if the DEST members clear the vessel of active defenders. The DEST team then may attempt to start the vessel's engines and take off. Starting the engines takes 5 minutes. To attempt an engine start, one of the DEST team members with Piloting/Spacecraft skill must be alive and conscious. Any successes on a Piloting/Spacecraft Skill Roll allow the character to start the 'Ship's engines. Every point in the margin of success allows the character to reduce the start-up time by 1 minute, to a minimum of 3 minutes. Once the engines have been started, a second successful Piloting/Spacecraft Skill Roll allows the vessel to lift off. The DropShip's weapons systems may be brought on-line with a successful Gunnery/Spacecraft roll. To avoid being shot down by friendly fighters, the DEST team carries a backpack-sized IFF transceiver. This device must be wired into the *Broadsword's* communications system, which requires a Communications/Conventional Skill Roll, with a +2 modifier. Any success indicates the equipment is hooked up and functioning properly.

4. If the DEST members cannot capture the DropShip, they may destroy the vessel with their 5 Demolition Charges. Setting the charges requires one successful Demolitions Skill Roll per charge. One charge must be set on the bridge and three in engineering to destroy the DropShip. Planting each charge requires 2 minutes. The DEST team may use time delay or radio detonators to trigger the charges.

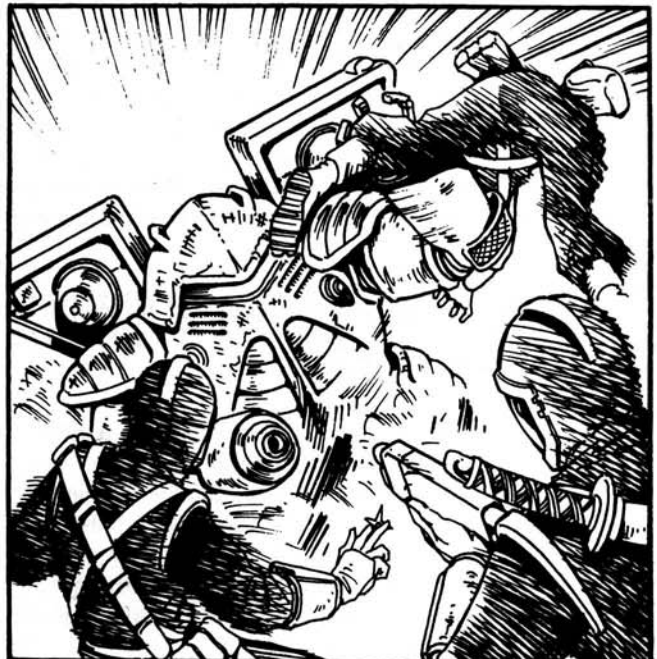
5. Elemental battle armor is similar to a Flak/Ablative Body Suit. It affords the wearer complete protection from primitive melee weapons, vibrodaggers, stunsticks and neural whips. It reduces the damage of a vibroblade by one-half. Battle armor

reduces the damage of slug throwers and energy weapons by two-thirds and absorbs a total of 40 Damage Points. Each battle armor suit also includes a Personal Communicator, starlight viewer, and an IR scanner. Putting on and powering up a suit of Elemental armor takes 5 minutes.

6. Historically, only five Elemental guards protected the *Broadsword*. However, if the gamemaster and the players agree, the gamemaster may increase the number by rolling 1D6, re-rolling any result of 6. The result of this die roll is the number of additional Elementals present at the time of the attack. Two Elementals always remain on guard duty outside the 'Mech ramp. To determine the location and state of readiness of the remaining Elementals, roll 1D6 for each Elemental and consult the following table.

ELEMENTAL READINESS TABLE

| Roll Result | Readiness |
|-------------|---|
| 1 | Armored, on duty outside the 'Mech bay |
| 2 | Armored, on duty outside the bridge |
| 3-4 | Unarmored, off duty, resting in the crew quarters |
| 5 | Unarmored, on the bridge |
| 6 | Unarmored, in the 'Mech bay |





BLIND MAN'S BLUFF: SCENARIO 12

BEST LAID PLANS. . .

—Excerpt from *The Killing Doves: Friends of the Dragon at War*, by Yoshinobu Tsetshara, Luthien Publishing, 3055

Even as the fighting on the Tairakana Plains and in the Kado-guchi Valley died down, another battle between the Smoke Jaguars and the defenders of Luthien erupted outside Jirushi City at the Luthien Armor Works. Determined to cripple the Draconis Combine's ability to continue resisting, Khan Kincaid Furey decided to destroy the Combine's military support infrastructure and chose the complex as one of the first targets of this effort.

Once again, the ComStar intelligence provided to the Clans proved inaccurate. Data gathered by ROM agents indicated that a single lance of older, second-line 'Mechs and a company of lightly armed security officers defended the complex. Exhibiting their typical disdain for Inner Sphere military forces, the Clan planners assigned the job of capturing the complex to a single Jaguar Strike Star.

When the Jaguar force dropped in, however, they found no second-line militia. Instead, they met an ad hoc unit drawn from the survivors of front-line units that had been destroyed by the Clans. The construction of the complex itself also presented a problem. The massive quantities of iron and steel used in the construction, and the presence of casting furnaces, auto-welders, and electric motors, left the Clans' advanced communication, sensor, and targeting systems virtually useless. As a result, MechWarriors on both sides had to rely on visual sighting and targeting in the ensuing skirmish.

SITUATION: LUTHIEN ARMOR WORKS, JIRUSHI CITY, LUTHIEN, 1400 HOURS, 06 JANUARY 3062

In an attempt to cripple the Draconis Combine, a Star of medium and heavy OmniMechs attacked the Luthien Armor Works, where they encountered a unit assembled from the remnants of 'Mech companies eradicated by the invaders earlier in the Clan invasion.

The complex's machinery and steel-reinforced ferrocrete buildings blocked virtually all communications, sensors, and targeting systems. Lacking Elemental support and facing a stronger unit than expected, the Clan warriors inflicted moderate damage on the facility before fleeing to their landing zone for evacuation.

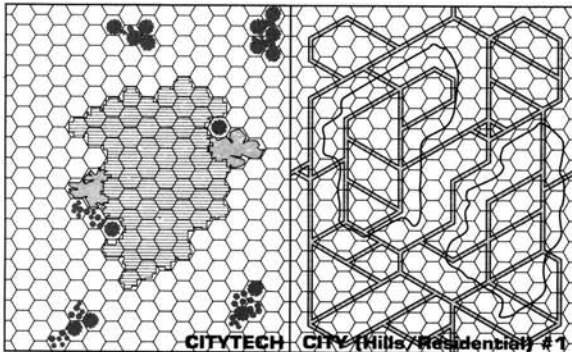


GAME SET-UP

This scenario uses **BattleTech** rules.

Lay out the **BattleTech** mapsheets as illustrated.

Place building counters as indicated on the mapsheets, and treat all Water Hexes on Map 1 as Pavement Hexes. Treat Hexes 1310, 1409, and 1509 on Map 1 as Paved Hexes.



DEFENDER

The Defender comprises the Luthien Armor Works Security Company.

BattleMech Lance

Chu-i Luciana McQuaide (*Piloting 4, Gunnery 3*),

Crusader

Kashira Carl DiPerna (*Piloting 4, Gunnery 4*), *Thunderbolt*

Go-cho Harry Schultz (*Piloting 4, Gunnery 3*),

Grand Dragon

Gunjin R. Paul Hawn (*Piloting 5, Gunnery 3*),

Shadow Hawk

Infantry Company

Tai-i Ofuji Seibe, 1 Foot Rifle Platoon

Chu-i Bruno Gaghan, 1 Foot Rifle Platoon

Kashira Pascal Tan, 1 Foot Rifle Platoon

Deployment

The Defender sets up first, using Hidden Unit rules (see p. 57, **BattleTech Compendium**). The 'Mech lance may deploy anywhere on Mapsheets 1 or 2. At least one infantry platoon must deploy within the confines of the industrial complex (the paved area on Mapsheet 1).

ATTACKER

The Attacker comprises the following elements of Trinary Striker, 22nd Jaguar Regulars Cluster.

Bravo Striker Star

Star Captain Honse (*Piloting 3, Gunnery 2*), *Mad Cat-D*

MechWarrior Marc (*Piloting 4, Gunnery 3*), *Thor-A*

MechWarrior Douglass (*Piloting 4, Gunnery 4*), *Vulture*

MechWarrior Rowles (*Piloting 3, Gunnery 4*), *Ryoken-A*

MechWarrior Jucha (*Piloting 4, Gunnery 4*), *Puma-B*

Deployment

The Attacker enters the mapsheets anywhere along the east edge of Mapsheet 2, during the Movement Phase of Turn 1.

VICTORY CONDITIONS

The Attacker tries to destroy the Luthien Armor Works.

The Defender tries to prevent the Attacker from accomplishing his objective.

Once the last unit from one side has withdrawn or been destroyed, consult the following tables to determine the winner of this scenario.

VICTORY POINTS TABLE

| Action | Points |
|---|--------|
| Each Combine 'Mech destroyed | +15 |
| Each Combine 'Mech forced to withdraw | +10 |
| Each Combine platoon destroyed | +5 |
| Each Combine platoon forced to withdraw | +3 |
| Each complex building destroyed | +5 |
| Each complex building intact | -5 |
| Each Clan 'Mech forced to withdraw | -10 |
| Each Clan 'Mech destroyed | -15 |

VICTORY TABLE

| Total Points | Result |
|---------------|-----------------------------|
| 160 or higher | Decisive Clan Victory |
| 159 to 105 | Substantial Clan Victory |
| 104 to 95 | Marginal Clan Victory |
| 94 to -54 | Draw |
| -55 to -109 | Marginal Combine Victory |
| -110 to -164 | Substantial Combine Victory |
| -165 or lower | Decisive Combine Victory |

BLIND MAN'S BLUFF



SPECIAL RULES

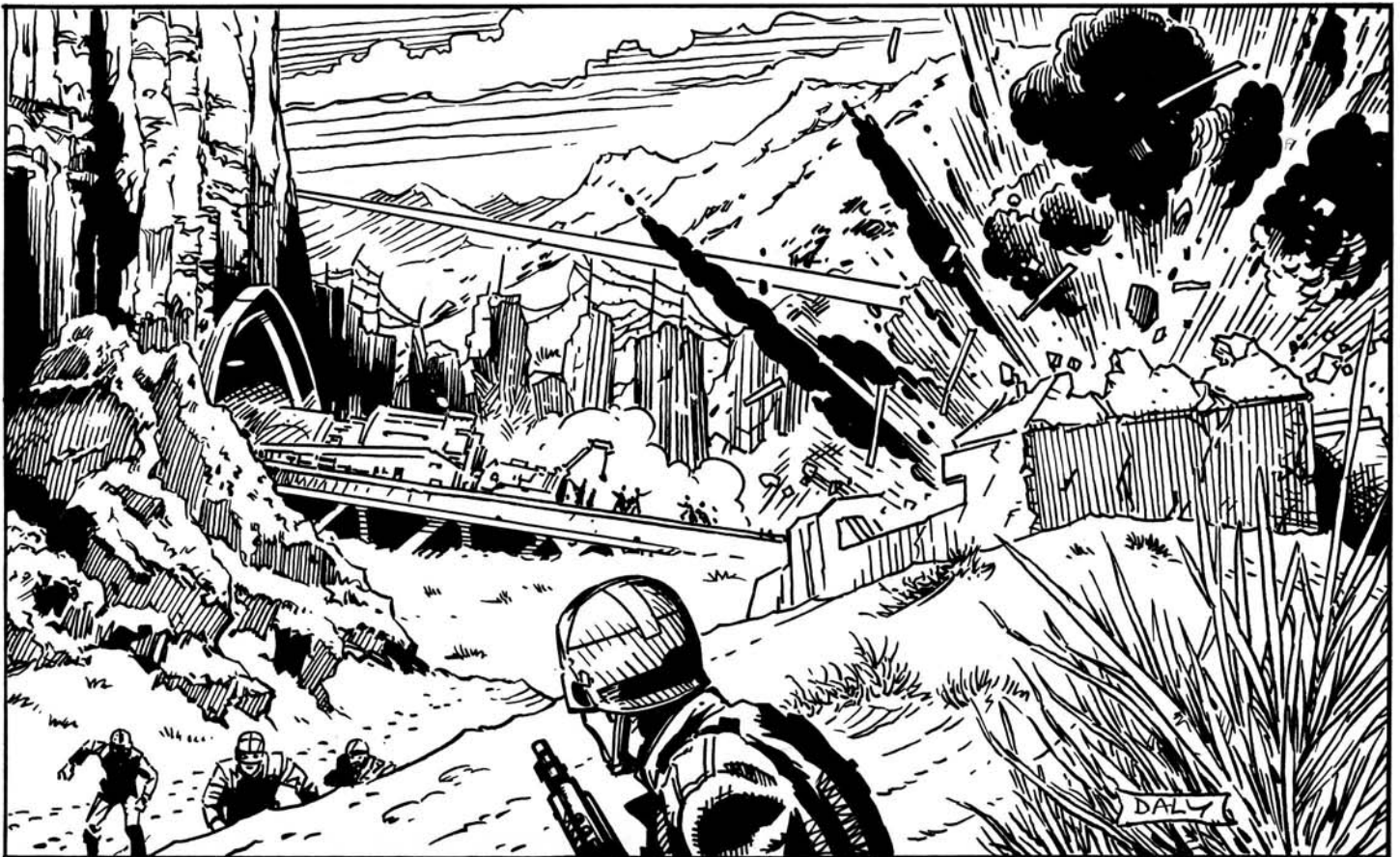
1. Any time a 'Mech located on one of the Paved Hexes that represent the complex attempts to locate an enemy unit, add a +2 modifier to the target numbers of its rolls. Add a +2 modifier to target numbers for all to-hit rolls for ranged weapon (not physical) attacks also. The effects of Beagle Active Probes, Artemis Fire Control Systems, Narc beacons, and targeting computers are negated while the 'Mech possessing these systems or its target is in the complex. Likewise, Streak missile systems act like ordinary SRM launchers within the complex. If this scenario is used for team play, team members may not communicate with any player whose unit is inside the complex. Once that unit leaves the complex, the players may converse freely.

2. The Attacker may destroy the complex buildings according to the rules on p. 39, **BattleTech Compendium**. For rules on setting fires in buildings, see p. 53 and 54 of the **BattleTech Compendium**. Buildings that are reduced

to less than one-fourth (rounded down) of their original Construction Factor are considered "destroyed" for the purpose of awarding victory points.

3. A 4-meter high chain-link fence surrounds the complex, except in the hex where the road enters the paved area. Infantry units entering or leaving the complex must spend 1 complete turn climbing the fence before they can proceed. 'Mechs must spend 1 extra MP and make a successful Piloting Skill Roll to cross the fence. If the roll fails, the 'Mech falls and may not move or fire its weapons until the next turn. Once a 'Mech has broken through the fence, place a marker in that hex to show that the fence has been destroyed. Infantry may then cross the fence through that hex without the full-turn delay.

4. The Forced Withdrawal rule is in effect for this scenario (see p. 24).





IN THE DARK: SCENARIO 13

NIGHT FIGHT

—Excerpt from the personal journal of *Sho-sa* Tereshima Keiji, Executive Officer, 143rd Luthien Defense Regiment

When I heard the Smoke Jaguars were landing in force around Imperial City, I thought I would miss my chance to meet the *Muen no Daineko* in battle. I was wrong.

At about 2300, our scanners detected a number of DropShips in a trajectory that would bring them down just outside Takaoguchi. With less than three hours to the Jaguars' estimated arrival, *Tai-sa* Nagumo ordered the alert sounded, and the regiment scrambled to get every 'Mech loaded and powered up.

My tech crew had just finished replacing the floodlight that had been torn from my *Warhammer's* shoulder during the last training

exercise, and the meteorological office reported the temperature outside a chilly 5 degrees centigrade. Quite a change from the 43 degrees we'd had to endure during the day. Deserts are strange places. You roast during the day and freeze at night.

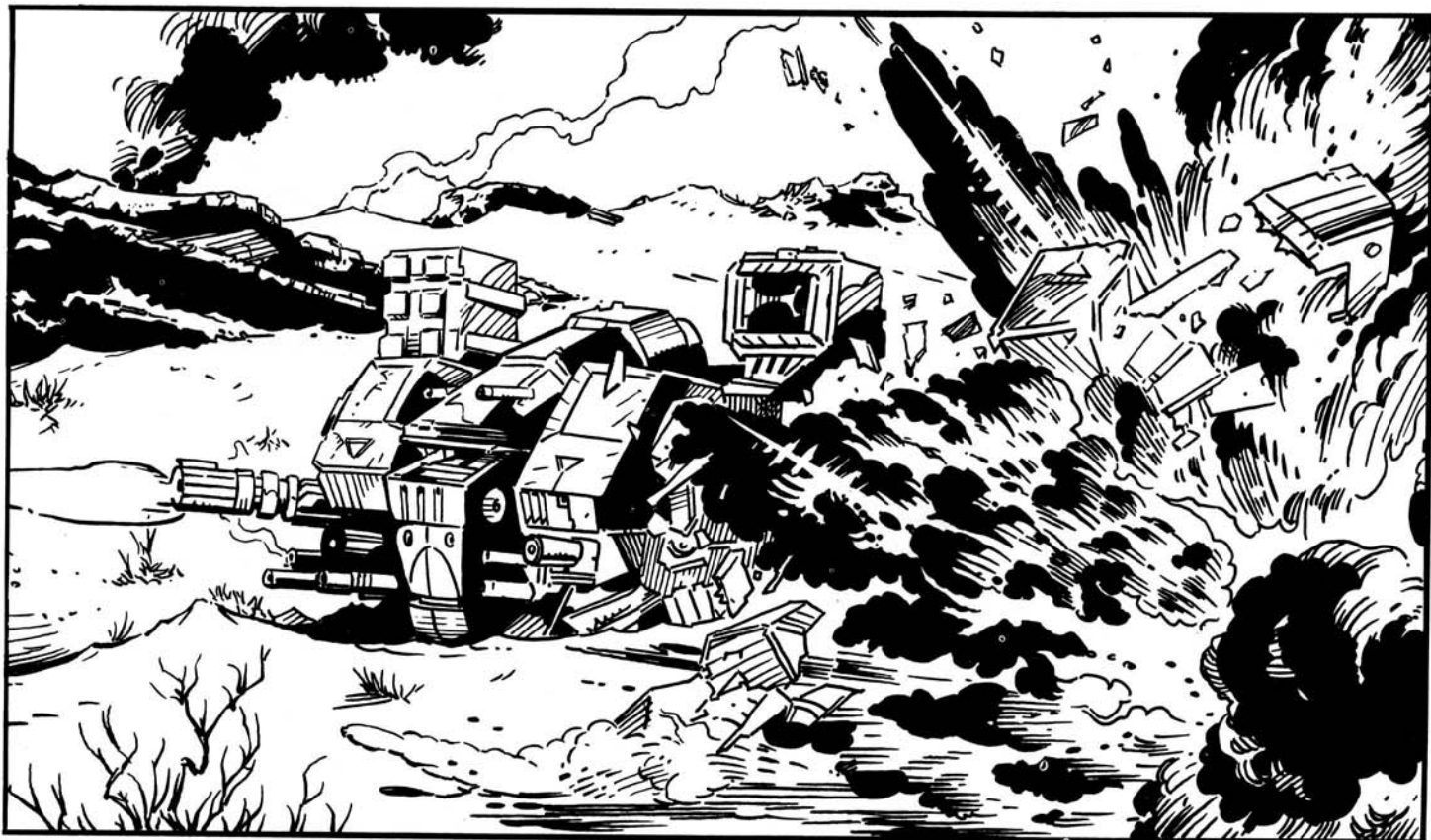
I just hope my next rotation takes me somewhere more civilized.

SITUATION: NIJUNEN DESERT, LUTHIEN, 0236, 06 JANUARY 3062

Another "side show" of the Battle of Luthien, the night battle outside Takaoguchi pitted elements of the 225th Jaguar Battle Cluster against the 143rd Luthien Defense Regiment.

In his attempts to cripple the Combine's ability to continue the war, Khan Furey ordered a force to destroy the largest iron-ore mine on Luthien, located in the heart of the Nijunen Desert some 25 kilometers south of Takaoguchi. This time, ComStar provided the Clans with accurate information.

Under the cover of night, the veteran 225th squared off against the defenders. Using the natural defensive potential of several sinkholes, *Tai-sa* Alexi Nagumo's troops fought the Jaguars to a standstill, until heavy losses forced the Combine regiment to withdraw.

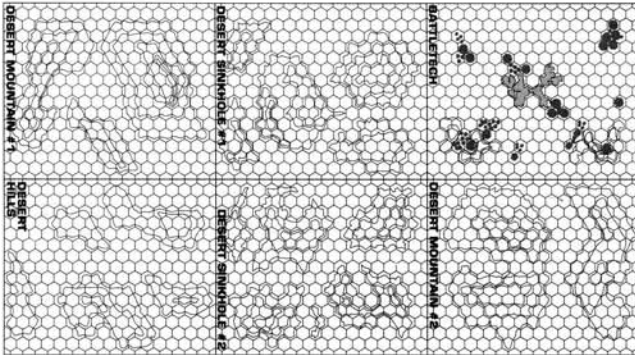




GAME SET-UP

Lay out the **BattleTech** mapsheets as shown.

Treat all Water Hexes as sinkholes of the same depth. Treat all Woods Hexes as open terrain. Place five Medium Buildings on Mapsheet 6, as illustrated. These buildings represent the mining complex. Each has 40 CF.



DEFENDER

The Defender comprises the following elements of the 143rd Luthien Defense Regiment.

Elements of 1st Battalion

Regimental Command Lance

Tai-sa Alexi Nagumo (*Piloting 3, Gunnery 3*),
BattleMaster *
Sho-sa Tereshima Keiji (*Piloting 3, Gunnery 3*),
Warhammer *
Tai-i James Madder (*Piloting 4, Gunnery 3*), *Stalker*
Tai-i Chester Emery (*Piloting 4, Gunnery 4*), *Marauder*

Heavy Lance, A Company

Tai-i Anthony Kilmo (*Piloting 4, Gunnery 4*), *Archer*
Kashira Mayumi Otsuji (*Piloting 4, Gunnery 4*),
Thunderbolt
Alten Ciul (*Piloting 4, Gunnery 3*), *Scorpion*
Edward Halo (*Piloting 4, Gunnery 4*), *Wolverine*

Recon Lance, A Company

Chu-i Kieko Suzuki (*Piloting 3, Gunnery 3*), *Vulcan*
Go-cho John Flannagan (*Piloting 3, Gunnery 4*), *Assassin*
Do Young Kwak (*Piloting 4, Gunnery 4*), *Jenner*
Christine Ford (*Piloting 4, Gunnery 4*), *Stinger* *

Elements of C Company

Tai-i Ashida Uda, 1 Jump Infantry Platoon w/Lasers
Kashira Yoshtiaka Tanaka, 1 Jump Infantry Platoon w/
SRMs
Gunso Takashi Okura, 1 Foot Infantry Platoon w/Machine
Guns
Gunso Richard Costa, 1 Foot Infantry Platoon w/Flamers

Deployment

The Defender sets up first, anywhere on Mapsheets 2, 3, 5, or 6. At least two 'Mechs and one platoon of infantry must deploy within 3 hexes of the M4 building in Hexes 0907-1007. Remaining infantry may begin inside any of the buildings.

ATTACKER

The Attacker comprises the following elements of the 225th Jaguar Battle Cluster.

Alpha Battle Star, Binary Battle

Star Colonel Arista (*Piloting 3, Gunnery 3*), *Daishi*
MechWarrior Havelock (*Piloting 3, Gunnery 2*), *Masakafi-C*
MechWarrior Landon (*Piloting 3, Gunnery 3*), *Man O' War*
MechWarrior Stacey (*Piloting 3, Gunnery 3*), *Man O' War-A*
MechWarrior Giles (*Piloting 3, Gunnery 2*), *Mad Cat-C*

Bravo Battle Star, Binary Battle

Star Captain Elaine (*Piloting 4, Gunnery 3*), *Loki* *
MechWarrior Hobart (*Piloting 3, Gunnery 2*), *Vulture-C*
MechWarrior Vega (*Piloting 4, Gunnery 3*), *Ryoken*
MechWarrior Cynric (*Piloting 3, Gunnery 3*), *Ryoken-C*
MechWarrior Zera (*Piloting 4, Gunnery 4*), *Puma*

Alpha Elemental Star, Trinary Elemental

Elemental Star Colonel Arundel, 4 Elementals
Point Commander Landmar, 4 Elementals
Point Commander Reha, 4 Elementals
Point Commander Slade, 4 Elementals
Point Commander Ivor, 4 Elementals

Charlie Elemental Star, Trinary Elemental

Elemental Star Captain Bellamy, 4 Elementals
Point Commander Dow, 4 Elementals
Point Commander Odessa, 4 Elementals
Point Commander Channing, 4 Elementals
Point Commander Lucinda, 4 Elementals

*See special rules.



Deployment

The Attacker enters anywhere along the south edge of Mapsheets 1 and 4, during the Movement Phase of Turn 1.

VICTORY CONDITIONS

The Attacker must destroy the mining complex.

The Defender tries to prevent the Attacker from achieving his objective.

Once the last unit from one side has either been destroyed or withdrawn, consult the following tables to determine the winner of this scenario.

VICTORY POINTS TABLE

| Action | Points |
|---|--------|
| Building 0907-1007 destroyed | +20 |
| Each complex building destroyed | +10 |
| Each Combine 'Mech destroyed | +10 |
| Each Combine infantry platoon destroyed | +5 |
| Each Elemental Point destroyed | -5 |
| Each Clan 'Mech destroyed | -10 |
| Each complex building intact | -10 |
| Building 0907-1007 intact | -20 |

VICTORY TABLE

| Total Points | Result |
|---------------|-----------------------------|
| 180 or higher | Decisive Clan Victory |
| 179 to 100 | Substantial Clan Victory |
| 99 to 30 | Marginal Clan Victory |
| -54 to 29 | Draw |
| -55 to -119 | Marginal Combine Victory |
| -120 to -189 | Substantial Combine Victory |
| -190 or lower | Decisive Combine Victory |

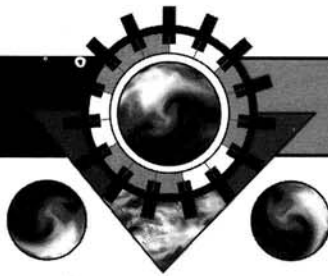
SPECIAL RULES

1. All Night Combat rules are in effect (see p. 61, **BattleTech Compendium**). 'Mechs mounting searchlights are denoted with an asterisk in the **Attacker** and **Defender** sections.

2. The Forced Withdrawal rule is in effect for this scenario (see p. 24).

3. See p. 39, **BattleTech Compendium**, for rules governing damage to buildings. For the purpose of awarding victory points, each building is "destroyed" when its Construction Factor has been reduced to 10 or lower.





CAT AND DRAGON:

SCENARIO 14

LEASHED DRAGON

—Excerpt from the personal journal of *Sho-sa* Shin Yodama

I think I was busier than any man involved in the Battle of Luthien. I had so many duties during the battle, from commanding a recon detachment to acting as liaison between the Kanrei and his father's Dragon's Claws.

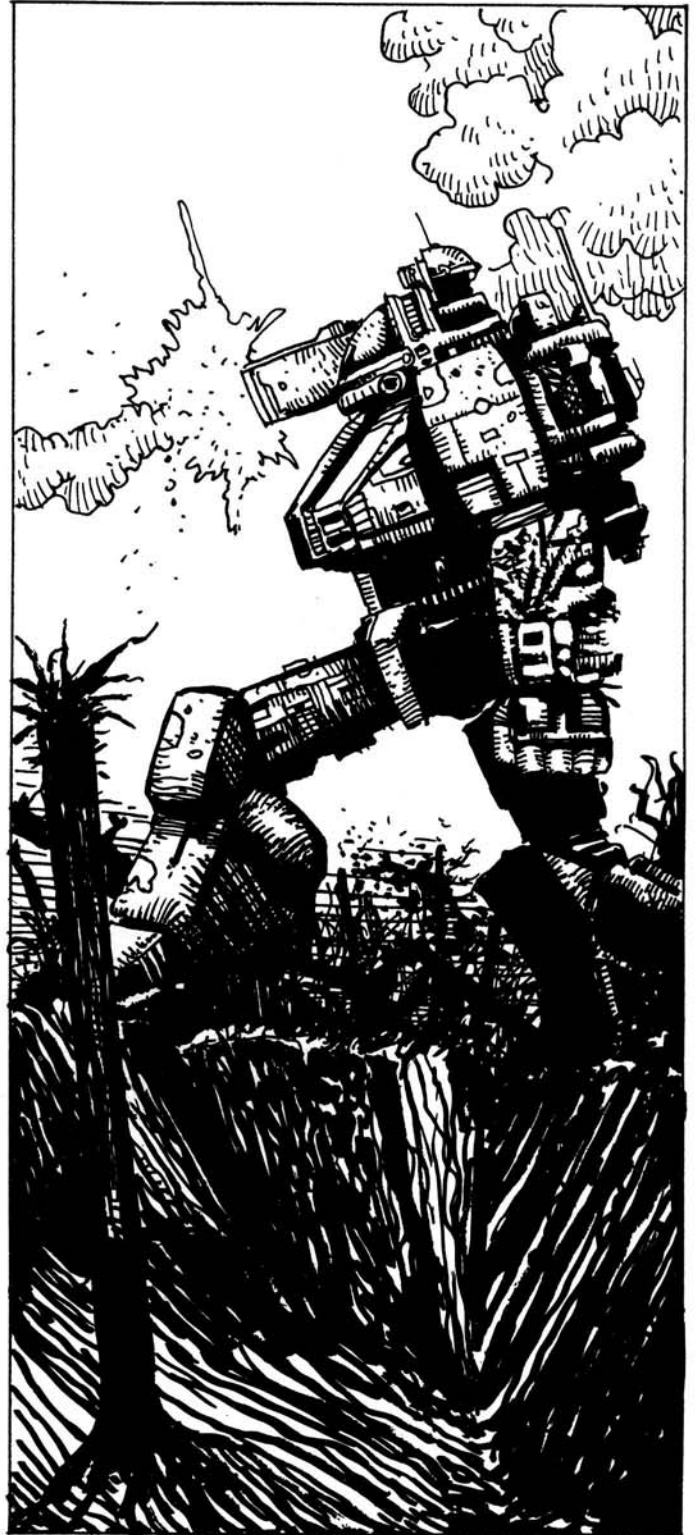
I do not fault Theodore-san for any of his decisions, but I should request extra-hazardous duty pay for that last assignment. Even at this late date, I am not certain whether the Coordinator will order me to perform *seppuku* for defying his wishes during the fighting in the Kado-guchi Valley. I can still hear his curses ringing in my ears. As I pen these words, I can remember the keys of my *Phoenix Hawk's* comm console beneath my fingers. Would I have had the courage to enter and send the destruct code? Perhaps it is better that I will never know. Some dark recesses of a man's soul should never know the light of knowledge.

Having once shouldered the responsibility of commanding such a man as Takashi Kurita, I am forever cured of any ambition to rule other men.

SITUATION: THE KADO-GUCHI VALLEY, LUTHIEN, 1600 HOURS, 06 JANUARY 3062

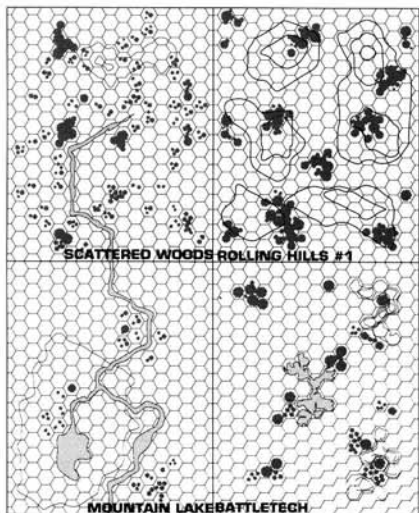
After smashing their way through the Genyosha/1st Sword/Otomo line and fighting a prolonged stop-and-go battle with the Kell Hounds and Wolf's Dragoons, the Nova Cats finally succeeded in breaking out of the Waseda Hills and into the Kado-guchi Valley. Having already faced stiffer opposition than they expected, the Cats were on guard for another assault. The attack came in the form of the Dragon's Claws, a unit of veteran Kurita warriors commanded by Coordinator Takashi Kurita.

Knowing his father's inclination for making suicidal charges reminiscent of the ancient Terran samurai, Theodore Kurita placed his most trusted aide, *Sho-sa* Shin Yodama, with the Dragon's Claws as a liaison officer. It was Yodama's awesome responsibility to "keep Takashi on his leash," as some war historians have put it.



GAME SET-UP

This scenario uses **BattleTech** rules. Lay out the **BattleTech** mapsheets as shown.



DEFENDER

The Defender comprises the following elements of the Dragon's Claws.

Liaison Officer

*Sho-sa Shin Yodama (Piloting 4, Gunnery 3),
Phoenix Hawk*

Regimental Command Lance

Coordinator Takashi Kurita (*Piloting 3, Gunnery 3*),
Grand Dragon
Chu-sa Date Tadakatsu (Piloting 3, Gunnery 3), Mauler
Sho-sa Toshio Ishmaru (Piloting 4, Gunnery 3), Cyclops
Sho-sa Keiji Magaino (Piloting 4, Gunnery 4), Katana

Elements of A Company, 1st Battalion

Command Lance

Tai-sa Kazuhiro Sonoda (Piloting 4, Gunnery 3), Orion
Tai-i Kouji Oomori (Piloting 4, Gunnery 4), JagerMech
Kashira Hideki Arai (Piloting 4, Gunnery 4), Crusader
*Go-cho Sunichi Furukawa (Piloting 3, Gunnery 3),
Catapult*

Medium Lance

Tai-i Teji Udea (Piloting 3, Gunnery 4), Shadow Hawk
Gunso Nozomu Tanabe (Piloting 5, Gunnery 3), Trebuchet
Yano Jun (Piloting 4, Gunnery 4), Hunchback
Kenyu Kobiyashi (Piloting 4, Gunnery 4), Centurion

Deployment

The Defender sets up first, anywhere on Mapsheet 2 or 4 east of Hex Row 06xx.

ATTACKER

The Attacker comprises the following elements of the 32nd Nova Cat Assault Cluster.

Alpha Assault Star, Trinary Assault

Star Colonel Santo (*Piloting 3, Gunnery 3*), *Daishi-A*
MechWarrior Garrett (Piloting 4, Gunnery 3), Gladiator-C
MechWarrior Rita (Piloting 3, Gunnery 4), Masakari
MechWarrior Ellis (Piloting 3, Gunnery 3), Man O' War
MechWarrior Lawrence (Piloting 3, Gunnery 3), Thor

Bravo Assault Star, Trinary Assault

Star Captain Erika (*Piloting 4, Gunnery 3*), *Thor*
MechWarrior Victor (Piloting 4, Gunnery 3), Loki-B
MechWarrior Stephan (Piloting 4, Gunnery 4), Vulture-C
MechWarrior Corwin (Piloting 4, Gunnery 4), Ryoken-D
MechWarrior Lynette (Piloting 3, Gunnery 3), Ryoken

Bravo Elemental Star, Trinary Elemental

Elemental Star Captain Alonzo Tutuola, 4 Elementals
Point Commander Eileen, 4 Elementals
Point Commander Norman, 4 Elementals
Point Commander Burney, 4 Elementals
Point Commander Marcellus, 4 Elementals

Deployment

The Attacker enters anywhere along the west edge of Mapsheet 1 or 3.

VICTORY CONDITIONS

The Attacker tries to drive the Defender from the field.

The Defender tries to prevent the Attacker from accomplishing his mission.

When the last unit from either side has been destroyed or forced to withdraw, consult the following tables to determine the outcome of this scenario.



VICTORY POINTS TABLE

| Action | Points |
|---|--------|
| Takashi Kurita killed | +20 |
| Takashi Kurita's 'Mech destroyed | +15 |
| Each Combine 'Mech destroyed | +10 |
| Each Combine 'Mech forced to withdraw | +5 |
| Each Clan 'Mech destroyed | -10 |
| Each Clan 'Mech forced to withdraw | -5 |
| Each Elemental Point destroyed | -5 |
| Each Elemental Point forced to withdraw | -3 |

VICTORY TABLE

| Total Points | Result |
|---------------|-----------------------------|
| 125 or higher | Decisive Clan Victory |
| 124 to 80 | Substantial Clan Victory |
| 79 to 35 | Marginal Clan Victory |
| 34 to -34 | Draw |
| -35 to -73 | Marginal Combine Victory |
| -74 to -109 | Substantial Combine Victory |
| -110 or lower | Decisive Combine Victory |

SPECIAL RULES

1. Shin Yodama had strict orders to prevent Takashi Kurita from charging headlong into battle at the first sight of the enemy. Beginning in the Initiative Phase of the first subsequent turn after the first Clan unit enters the range of Takashi's weapons, the Combine player makes an Opposed Skill Roll, using Yodama's Leadership Skill of 2 (4+) against Takashi's Leadership Skill of 3 (5+). Add a +2 modifier to Yodama's roll result to reflect the destruct device Theodore had placed in Takashi's 'Mech. If Yodama succeeds, the Coordinator remains under his control. If Takashi wins the contest, he immediately charges the nearest enemy unit and engages it in physical combat. Assuming the Coordinator survives that skirmish, he then charges the next nearest enemy unit, repeating this behavior throughout the Scenario. In the Initiative Phase of the first turn after Takashi breaks control, make a Piloting Skill Roll for all surviving Dragon's Claws 'Mechs. Any 'Mechs that fail this roll will also charge the nearest enemy 'Mech not engaged in physical combat. No warrior who breaks control may be brought back under control during this scenario.

2. The Dragon's Claws are automatically freed to fight as soon as any Clan unit enters Hex Row 14xx on Mapsheet 1 or 3.

3. If Takashi Kurita is killed or his 'Mech destroyed, the Combine player must make a "morale check" for each surviving Dragon's Claw MechWarrior during the Initiative Phase of the following turn. To perform the check, the player rolls 2D6 for each MechWarrior, applying a +2 modifier to the result if Takashi has been killed. On a final result of 4-8, the MechWarrior goes berserk in an attempt to avenge the fallen Coordinator. A berserk MechWarrior charges the nearest enemy unit. Add a +1 modifier to all to-hit numbers for berserk warriors making ranged-weapon attacks. Apply a -2 modifier to to-hit numbers for physical attacks. Once a warrior goes berserk, he remains so until he destroys an enemy unit in close combat. If the result of the morale check roll is 9 or greater, the MechWarrior breaks and flees. His 'Mech must move off the eastern edge of Mapsheet 2 or 4 at its fastest possible speed and may not stop to engage an enemy in physical combat. A fleeing 'Mech may engage an enemy unit in weapons combat only if the enemy unit lies between the fleeing 'Mech and the eastern edge of the mapsheet. If Shin Yodama still lives, and his 'Mech's sensors still function, he may attempt to rally any fleeing 'Mechs during the Initiative Phase of each turn. To make a rally attempt, roll 2D6 for each fleeing 'Mech. On a result of 9 or greater, Yodama successfully rallies that particular 'Mech.

If Takashi's 'Mech is destroyed but he survives, any Kurita warrior receiving a 2, 3, or 4 on his morale check roll immediately runs his 'Mech to the hex where the Coordinator's 'Mech was destroyed to protect Takashi from the enemy.

4. If Shin Yodama keeps the Coordinator under control and the Combine wins this scenario, go to Scenario 15. If Takashi escapes Yodama's control or the Combine forces lose this scenario, go to Scenario 16.

5. The Forced Withdrawal rule is in effect for this scenario (see p. 24).

WE ARE THE ANVIL:

SCENARIO 15

CORNERED CATS

—Excerpt from the transcript of the interrogation of Nova Cat Star Captain Erika, 09 January, 3052

SHO-SA LEE BASSETT: Star Captain, tell us about your part in the fighting in the Kado-guchi Valley.

STAR CAPTAIN ERIKA: I commanded Bravo Assault Star, Trinary Assault, 32nd Nova Cat Assault Cluster. Star Colonel Marc Kerensky led us into the valley to outflank the mercenary lines. My Star deployed on the right flank to screen the Trinary's main body from the mercenaries. We entered the valley roughly five kilometers from the outskirts of Imperial City and almost immediately detected yet another line of defenders. These new BattleMechs barely moved as we made our way across the valley. Suddenly, they charged down the side of the valley at us. A *Grand Dragon* slammed into my *Summoner* and knocked it to the ground. I raised the machine in time to score several hits on a *JagerMech*. After that the situation grew so confused that no recognizable battle lines existed any longer. The defenders forced us back, slowly at first, then a *Gargoyle* from Alpha Star exploded. That seemed to be the signal for a general withdrawal. We did not withdraw very far.

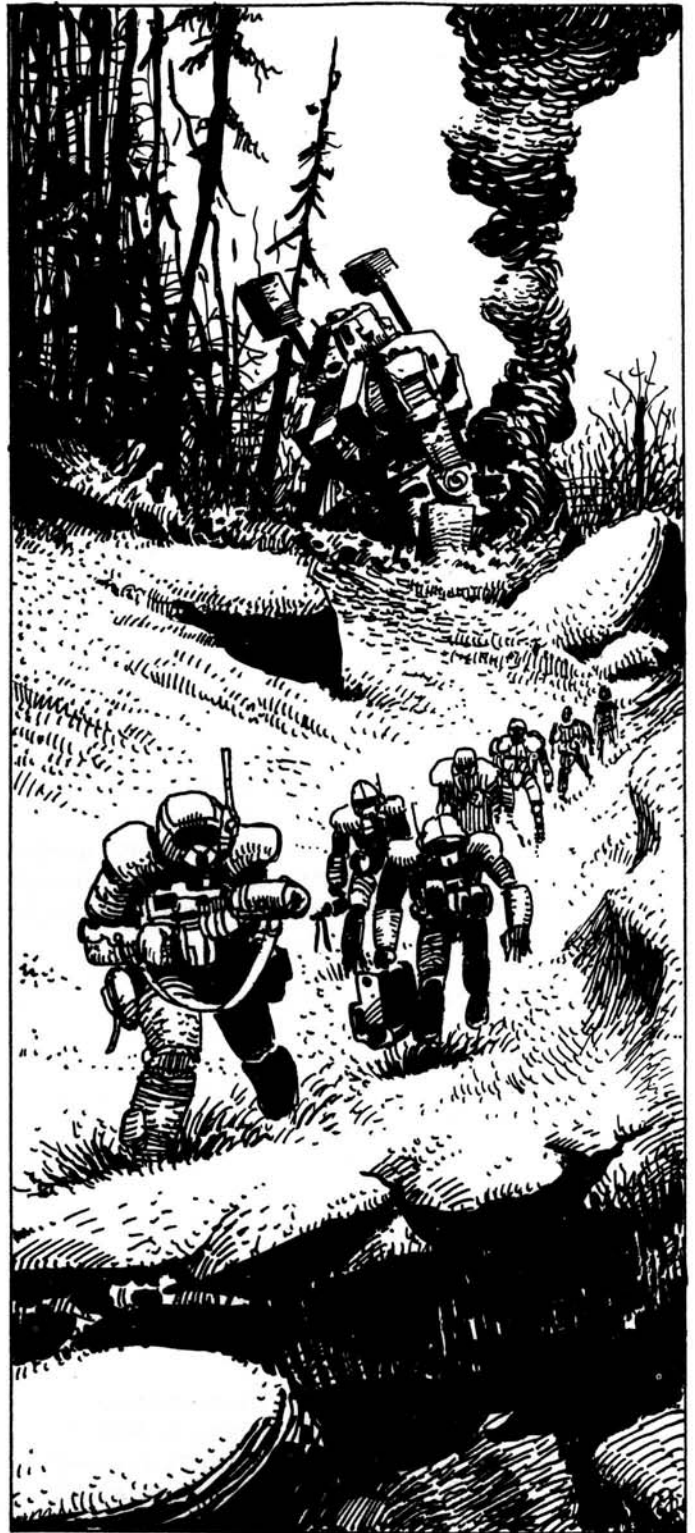
BASSETT: And why not?

ERIKA: Because no sooner did we attempt to disengage than the Kell Hounds came pouring over a ridge to the north. We tried to muster a defense against the mercenaries, but they quickly forced us back into the Dragon's Claws. As I fired the last of my autocannon's ammunition at a *Cyclops*, that same *Grand Dragon* blew my *Summoner's* right leg off with a blast of PPC fire. The fall rendered me unconscious, and I did not recover my senses until a salvage crew pried my cockpit open.

BASSETT: Star Captain, do you know who piloted that *Grand Dragon*? It was Takashi Kurita, the Coordinator of the Draconis Combine.

SITUATION: THE KADO-GUCHI VALLEY, LUTHIEN, 1630 HOURS, 05 JANUARY 3052

The Dragon's Claws' surge down the slopes of the Kado-guchi Valley stopped the Nova Cats' momentum toward Imperial City. Several Clan 'Mechs went down in the firestorm of that first volley. The Clan force then attempted an orderly withdrawal, but the Kell Hounds launched a strike against the Cats' flank and rear.

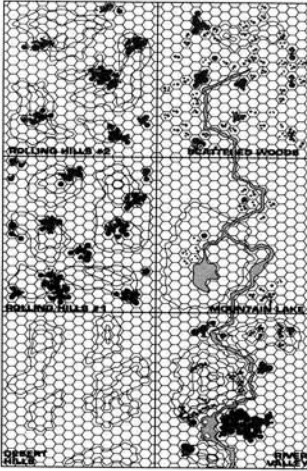




GAME SET-UP

This scenario uses with **BattleTech** rules. Lay out the **BattleTech** mapsheets as illustrated.

Treat all Rough Terrain Hexes on Mapsheet 5 as Light Woods Hexes.



DEFENDER

If playing this scenario as part of a mini-campaign with Scenario 14, use the Clan forces that survived Scenario 14. No time for repairs or reloads exists between scenarios.

If playing this scenario as a self-contained game, use the following forces. Reduce by half the ammunition supplies for all ballistic weapons (autocannons, Gauss rifles, missile launchers, and the like).

Elements of the 32nd Nova Cat Assault Cluster

Elements of Alpha Assault Star, Trinary Assault

Star Colonel Sarik (*Piloting 3, Gunnery 3*), *Daishi-A* MechWarrior Rita (*Piloting 3, Gunnery 4*), *Masakari* MechWarrior Ellis (*Piloting 3, Gunnery 3*), *Man O' War*

Elements of Bravo Assault Star, Trinary Assault

Star Captain Erika (*Piloting 4, Gunnery 3*), *Thor* MechWarrior Victor (*Piloting 4, Gunnery 3*), *Loki-B* MechWarrior Stephan (*Piloting 4, Gunnery 4*), *Vulture-C* MechWarrior Corwin (*Piloting 4, Gunnery 4*), *Ryoken-D*

Elements of Charlie Assault Star, Trinary Assault

Star Captain Vogel (*Piloting 4, Gunnery 3*), *Mad Cat* MechWarrior Cyril (*Piloting 3, Gunnery 3*), *Vulture-C* MechWarrior Damon (*Piloting 3, Gunnery 2*), *Ryoken* MechWarrior Charlotte (*Piloting 4, Gunnery 2*), *Ryoken-D*

Elements of Alpha Elemental Star, Trinary Elemental

Elemental Salton, 2 Elementals
Point Commander Paola, 3 Elementals
Point Commander Dugan, 4 Elementals
Point Commander Mintha, 1 Elemental

Elements of Bravo Elemental Star, Trinary Elemental

Elemental Star Captain Alonzo, 3 Elementals
Point Commander Eileen, 3 Elementals
Elemental Baird, 2 Elementals
Point Commander Norman, 2 Elementals
Point Commander Marcellus, 4 Elementals

Elements of Charlie Elemental Star, Trinary Elemental

Elemental Star Captain Reese, 3 Elementals
Point Commander Deirdre, 4 Elementals
Point Commander Lazaro, 2 Elementals
Elemental Wirt, 3 Elementals
Point Commander Flann, 2 Elementals

DEPLOYMENT

The Defender sets up first, in the area bounded by Hex 0110 on Mapsheet 1, Hex 1209 on Mapsheet 2, Hex 0102 on Mapsheet 3, and Hex 1517 on Mapsheet 4.

ATTACKER

If playing this scenario as part of a mini-campaign with Scenario 14, use the Combine forces that survived Scenario 14 and the units from the Kell Hounds' 111th Company listed in the following roster. No time for repairs or reloads exists between the scenarios.

If playing this scenario as a self-contained game, use the following forces. Reduce the ammunition supplies of all ballistic weapons (autocannons, Gauss rifles, missile launchers, and so on).

Elements of the Dragon's Claws

Liaison Officer

Sho-sa Shin Yodama (*Piloting 4, Gunnery 3*),
Phoenix Hawk

Regimental Command Lance

Coordinator Takashi Kurita (*Piloting 3, Gunnery 3*),
Grand Dragon



Sho-sa Hiroya Oomiya (Piloting 4, Gunnery 3), Cyclops
Sho-sa Keiji Magaino (Piloting 4, Gunnery 4), Katana

Elements of A Company, 1st Battalion

Command Lance

Kashira Hideki Arai (Piloting 4, Gunnery 4), Crusader
Go-cho Suuichi Furukawa (Piloting 3, Gunnery 3), Catapult

Fire Lance

Chu-i Kenichi Arai (Piloting 4, Gunnery 4), Archer
Juuroota Ikeda (Piloting 4, Gunnery 3), Rifleman
Masahiro Akiyama (Piloting 3, Gunnery 4), Griffin

Medium Lance

Tai-i Teji Udea (Piloting 3, Gunnery 4), Shadow Hawk
Gunso Nozomu Tanabe (Piloting 5, Gunnery 3), Trebuchet
Kenyu Kobiyashi (Piloting 4, Gunnery 4), Centurion

Elements of B Company, 1st Battalion

Recon Lance

Chu-i Kenichi Yataga (Piloting 3, Gunnery 4), Hermes II
Keiichi Oohira (Piloting 3, Gunnery 3), Raven

Elements of the Kell Hounds

Regimental Command Lance

Colonel Morgan Kell (*Piloting 3, Gunnery 3*), *Archer*
 Captain Caitlin Shaw (*Piloting 3, Gunnery 3*),
Shadow Hawk
 Captain Daniel W. Allard (*Piloting 3, Gunnery 3*),
Wolfhound
 Sergeant Clifford Varney (*Piloting 4, Gunnery 3*),
Crusader

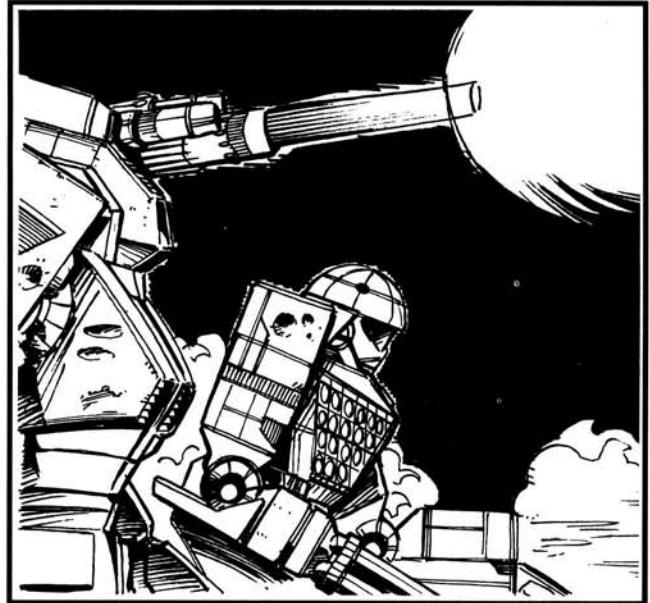
Elements of 111th Company, 1st Battalion

Recon Lance

Captain Austin Brand (*Piloting 4, Gunnery 3*), *Commando*
 Meredith Devlin (*Piloting 4, Gunnery 3*), *Jenner*
 Paul O'Clare (*Piloting 4, Gunnery 4*), *Panther*
 Amber Brennan (*Piloting 4, Gunnery 4*), *Panther*

Strike Lance

Lieutenant Don Fitzroy (*Piloting 3, Gunnery 3*), *Warhammer*
 Lance Armstrong (*Piloting 4, Gunnery 3*), *Ostsol*
 Robin Joyce (*Piloting 4, Gunnery 4*), *Griffin*
 Jack Murray (*Piloting 3, Gunnery 3*), *Rifleman*



Elements of 121st Company, 2nd Battalion

Assault Lance

Lieutenant Valentina Tereshkova (*Piloting 4, Gunnery 4*),
Centurion
 Jacob Van Zyl (*Piloting 4, Gunnery 4*), *Hermes II*
 Victor Scaligen (*Piloting 4, Gunnery 4*), *Cicada*
 Luther Gratian (*Piloting 3, Gunnery 4*), *Whitworth*

Deployment

The Combine units enter anywhere on Mapsheets 1, 2, or 4, north of Hex Row 0105-1505 on Mapsheets 1 and 2 and east of Hex Row 14xx on Mapsheets 2 and 4. The Kell Hounds enter anywhere along the south or west edges of Mapsheet 5, during the Movement Phase of Turn 5.

VICTORY CONDITIONS

The Attacker tries to drive the Defender from the field and destroy as many Clan units as possible. The Defender tries to exit his forces off the east edge of Mapsheet 2 or 4 and destroy as many Dragon's Claws and Kell Hounds 'Mechs as possible.

Once the last defending unit has exited the board or been destroyed, consult the following tables to determine the winner of this scenario.



VICTORY POINTS TABLE

| Action | Points |
|--|--------|
| Each Clan 'Mech exiting Mapsheet 2 or 4 | +15 |
| Each Elemental Point exiting Mapsheet 2 or 4 | +10 |
| Each Dragon's Claws 'Mech destroyed | +10 |
| Each Kell Hounds 'Mech destroyed | +5 |
| Each Clan 'Mech destroyed | -15 |
| Each Elemental Point destroyed | -10 |
| Each Clan 'Mech forced to withdraw | -7 |

VICTORY TABLE

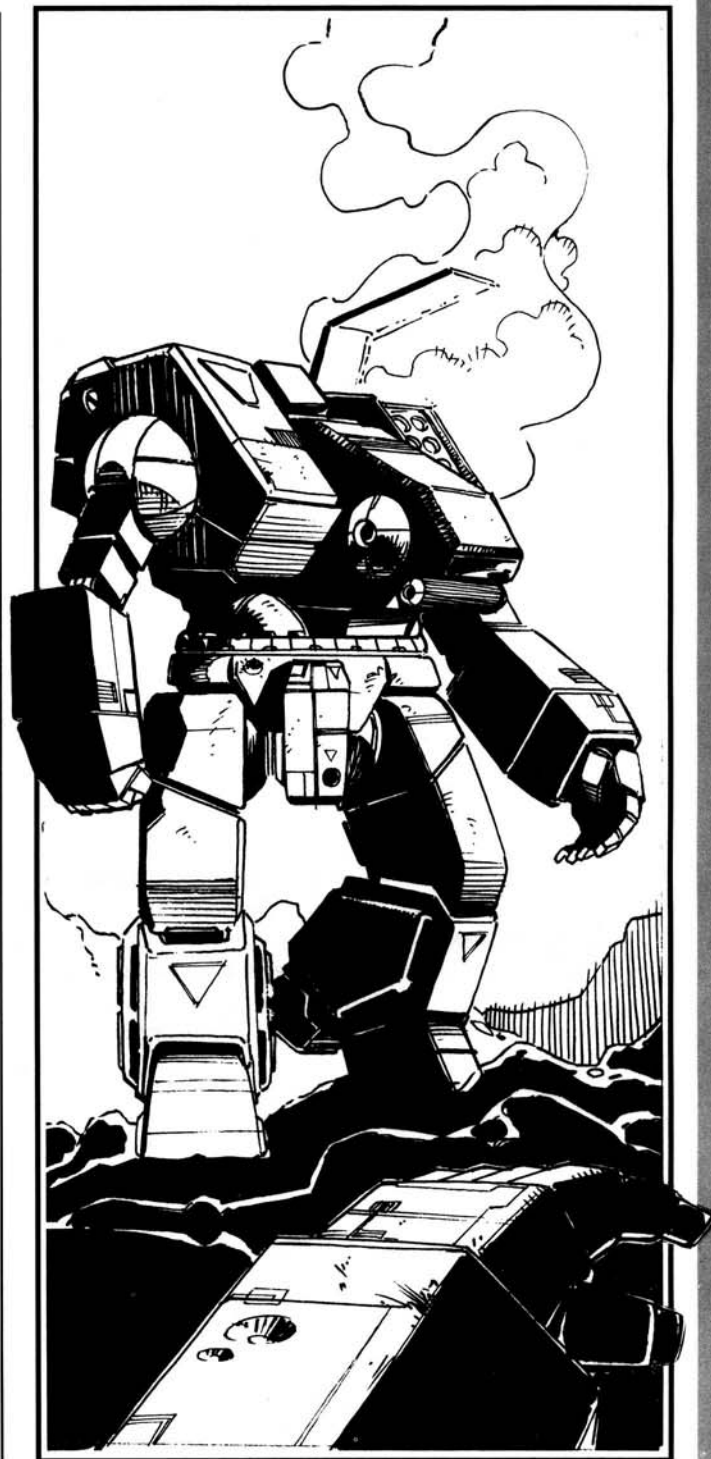
| Total Points | Result |
|---------------|-----------------------------|
| 450 or higher | Decisive Clan Victory |
| 449 to 350 | Substantial Clan Victory |
| 349 to 150 | Marginal Clan Victory |
| 149 to -79 | Draw |
| -80 to -200 | Marginal Combine Victory |
| -200 to -274 | Substantial Combine Victory |
| -275 or lower | Decisive Combine Victory |

SPECIAL RULES

1. Morgan Kell has developed the ability to "jam" the sensors and targeting computers of other battlefield units attempting to lock onto his 'Mech. To simulate this ability, treat Kell's *Archer* as if it were at double its actual range when resolving weapons fire against him and apply a +4 modifier to all to-hit numbers. When Kell fires at enemy units, apply a -2 modifier to the to-hit numbers.

2. The Forced Withdrawal rule is in effect (see p. 24). Clan units forced to withdraw do not count as "exiting" the mapsheets when tallying victory points.

3. See Special Rule 3, in Scenario 14, p. 70.



A SAMURAI'S DEATH:

SCENARIO 16

DRAGON UNLEASHED

—Excerpt from *Wolves, Jaguars, and Falcons: A Virtual Simulation of the Clan Wars*, by Jackson Meade, Virtual Arts Simulations Inc., New Avalon, 3054

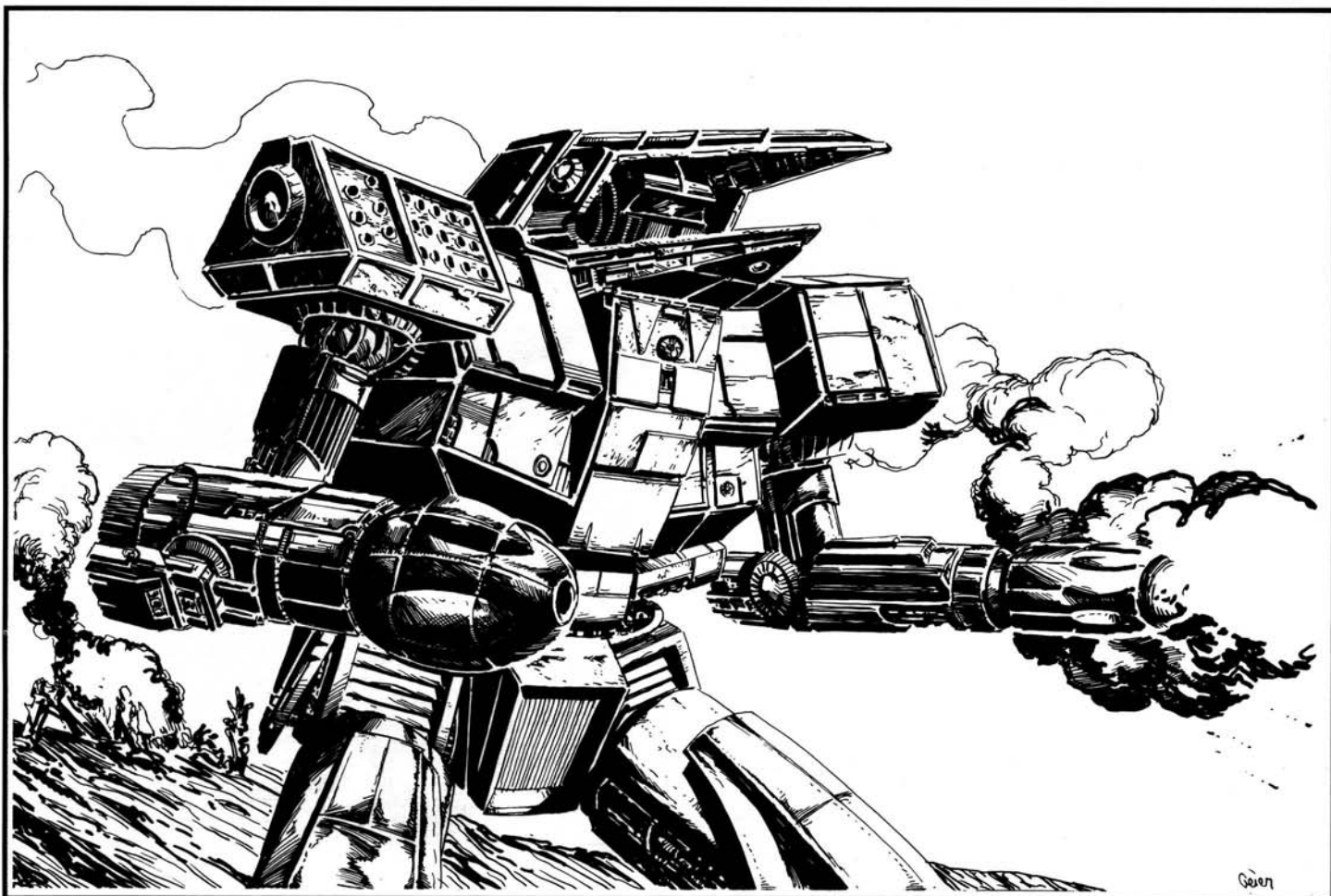
The Battle of Luthien undoubtedly remains one of the most fascinating battles in the entire history of the Clan Wars. And perhaps the most intriguing part of the battle was the defense of the Kado-guchi Valley led by the Coordinator of the Draconis Combine, Takashi Kurita.

Historically, *Sho-sa* Shin Yodama successfully maintained control over the Dragon's Claws and their royal commander. The Dragon's Claws struck the advancing Nova Cats at the optimal time and place, meshing perfectly with the Kanrei's battle plan.

But what if Yodama had failed? That's precisely the question this virtual reality simulation seeks to explore.

SITUATION: THE KADO-GUCHI VALLEY, LUTHIEN, 1330 HOURS, 06 JANUARY 3052

Historically, *Sho-sa* Shin Yodama kept Takashi Kurita under control and held him to the carefully constructed defense the Kanrei had planned. In this "what if" scenario, the Coordinator slips Yodama's control and leads his troops into a bloody engagement with the Nova Cats before the Kell Hounds are in position to support the action.

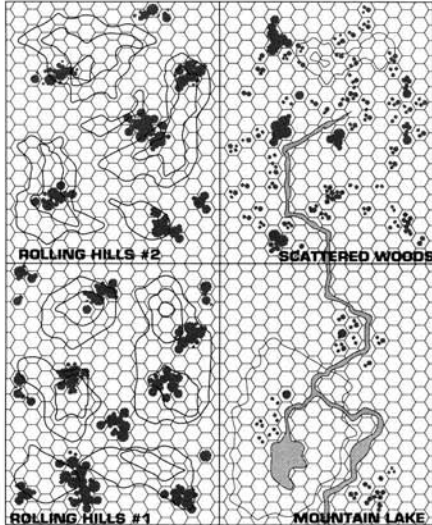


A SAMURAI'S DEATH



GAME SET-UP

This scenario uses **BattleTech** rules. Lay out the **BattleTech** mapsheets as illustrated.



DEFENDER

If playing this scenario as part of a mini-campaign with Scenario 14, use whatever forces survived Scenario 14. No time for repairs or reloads exists between the scenarios.

If playing this scenario as a self-contained game, use the following forces. Reduce by half the ammunition stores of all ballistic weapons (autocannons, Gauss rifles, missile launchers, and so on).

Elements of the Dragon's Claws

Liason Officer

*Sho-sa Shin Yodama (Piloting 4, Gunnery 3),
Phoenix Hawk*

Regimental Command Lance

*Coordinator Takashi Kurita (Piloting 3, Gunnery 3),
Grand Dragon
Sho-sa Hiroya Oomiya (Piloting 4, Gunnery 3), Cyclops
Sho-sa Keiji Magaino (Piloting 4, Gunnery 4), Katana*

Elements of A Company, 1st Battalion

Command Lance

*Kashira Hideki Arai (Piloting 4, Gunnery 4), Crusader
Go-cho Suuichi Furukawa (Piloting 3, Gunnery 3),
Catapult*

Fire Lance

*Chu-i Kenichi Arai (Piloting 4, Gunnery 4), Archer
Juuroota Ikeda (Piloting 4, Gunnery 3), Rifleman
Masahiro Akiyama (Piloting 3, Gunnery 4), Griffin*

Medium Lance

*Tai-i Teji Udea (Piloting 3, Gunnery 4), Shadow Hawk
Gunso Nozomu Tanabe (Piloting 5, Gunnery 3), Trebuchet
Kenyu Kobiyashi (Piloting 4, Gunnery 4), Centurion*

Elements of B Company, 1st Battalion

Recon Lance

*Chu-i Kenichi Yataga (Piloting 3, Gunnery 4), Hermes II
Keiichi Oohira (Piloting 3, Gunnery 3), Raven*

Deployment

The Defender sets up first. He may place his units anywhere in the area bounded by Hex 0115 on Mapsheet 1, Hex 1511 on Mapsheet 2, Hex 0101 on Mapsheet 3, and Hex 1516 on Mapsheet 4.



ATTACKER

If playing this scenario as part of a mini-campaign with Scenario 14, use the Clan forces that survived Scenario 14. If playing this scenario as a self-contained game, use the following elements of the 32nd Nova Cat Assault Cluster.

Elements of Alpha Assault Star, Trinary Assault

Star Colonel Sarik (*Piloting 3, Gunnery 3*), *Daishi-A*
MechWarrior Rita (*Piloting 3, Gunnery 4*), *Masakari*
MechWarrior Ellis (*Piloting 3, Gunnery 3*), *Man O' War*

Elements of Bravo Assault Star, Trinary Assault

Star Captain Erika (*Piloting 4, Gunnery 3*), *Thor*
MechWarrior Victor (*Piloting 4, Gunnery 3*), *Loki-B*
MechWarrior Stephan (*Piloting 4, Gunnery 4*),
Vulture-C
MechWarrior Corwin (*Piloting 4, Gunnery 4*), *Ryoken-D*

Elements of Charlie Assault Star, Trinary Assault

Star Captain Vogel (*Piloting 4, Gunnery 3*), *Mad Cat*
MechWarrior Cyril (*Piloting 3, Gunnery 3*), *Vulture-C*
MechWarrior Damon (*Piloting 3, Gunnery 2*), *Ryoken*
MechWarrior Charlotte (*Piloting 4, Gunnery 2*), *Ryoken-D*

Elements of Alpha Elemental Star, Trinary Elemental

Elemental Salton, 2 Elementals
Point Commander Paola, 3 Elementals
Point Commander Dugan, 4 Elementals
Point Commander Mintha, 1 Elemental

Deployment

The Attacker enters anywhere along the south edge of Mapsheets 3 and 4, during the Movement Phase of Turn 1.

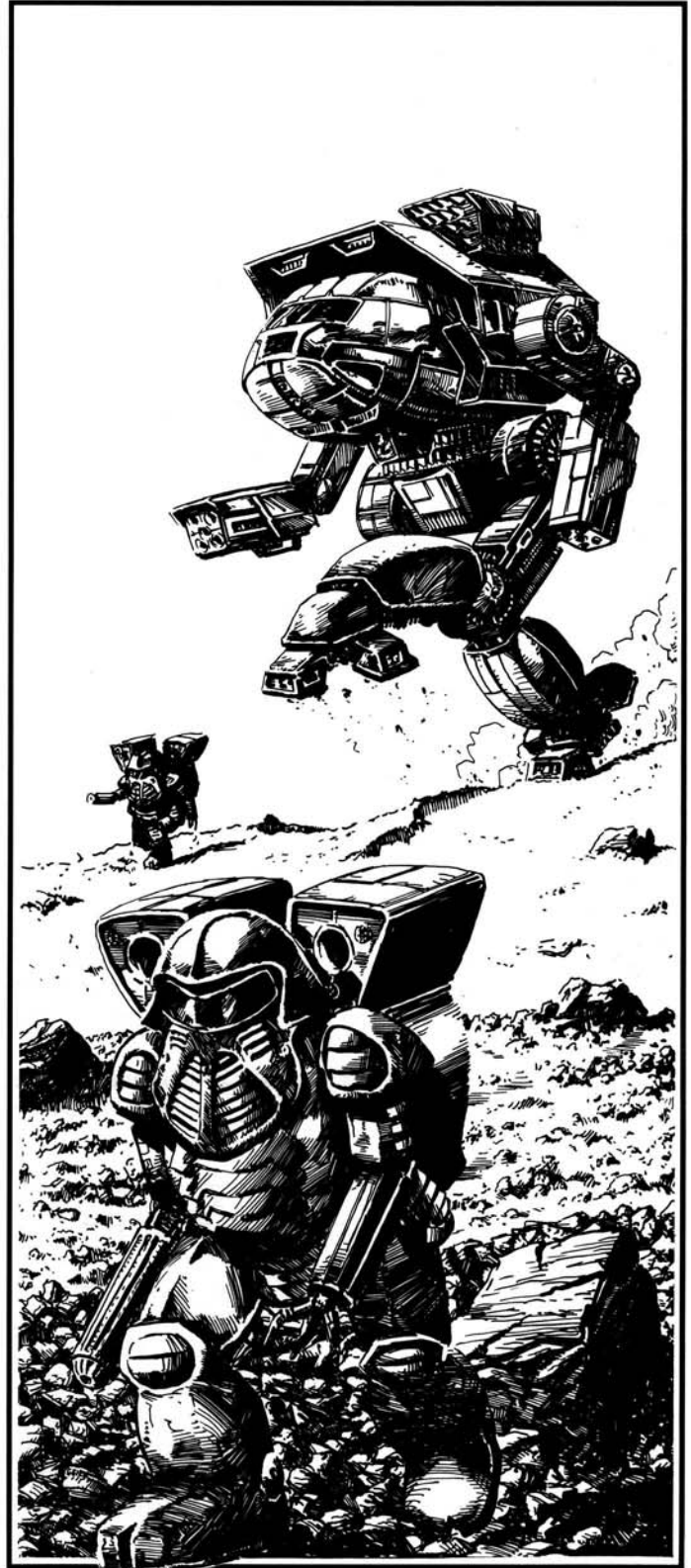
VICTORY CONDITIONS

Both the Attacker and Defender try to annihilate each other.

The side with the last surviving unit wins the scenario.

SPECIAL RULES

See Special Rule 3, p. 70, in Scenario 14.





STREET FIGHTING: SCENARIO 17

DIVINE WIND

—Excerpt from *The Killing Doves: Friends of The Dragon at War*, by Yoshinobu Tsetsuhara, Luthien Publishing, 3055

At the height of the fighting in the Kado-guchi Valley, a single Nova Cat Trinary reached the outskirts of Imperial City, where they began destroying warehouses and light manufacturing facilities. A small force of reserve BattleMechs, backed by infantry, attacked the invaders and drove the Clan warriors away from the industrial park they had been savaging. Recovering quickly, the Cats turned on their attacker, and the battle became a desperate street brawl. Initially neither side could gain an advantage. Then the Clansmen's superior technology began to wear holes in the defender's battered lines, and the Cats destroyed three Combine 'Mechs in quick succession.

Just as a Clan victory seemed assured, fate intervened once again in the battle for Luthien. A flight of Wolf's Dragoons aerospace fighters heard the reserve commander's desperate plea for support. Like the *kamikaze*, the legendary divine wind that scattered the Mongol invasion fleet and saved ancient Japan, the *Stingrays* and *Sholagars* swept over the Nova Cats, showering them with high-explosive and inferno munitions. Then the fighters swung around and weaved their way down the narrow streets of Imperial City to strafe the OmniMechs. The battered invaders abandoned their broken, burning 'Mechs and retreated from the city.

The assault from the air was too much for the invaders. The Nova Cats retreated from the city, leaving five broken, burning 'Mechs behind.

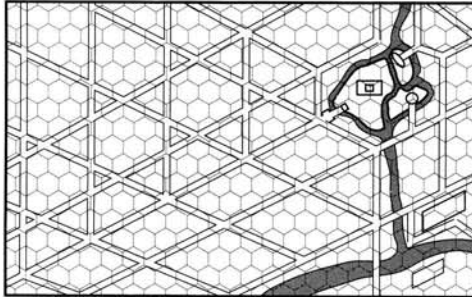
SITUATION: IMPERIAL CITY, LUTHIEN, 1700 HOURS, 06 JANUARY 3052

As the struggle in the Kado-guchi Valley reached its peak, Trinary Striker of the 4th Nova Cats Regulars broke away from the battle. Seeking to curry favor with Khan Furey, Star Colonel Camille ordered the unit to destroy a small industrial park on the southeast side of Imperial City. The Clan troops had scarcely begun their task when elements of the 7th Imperial City Militia, along with armored infantrymen of the 1st Omega Regiment, attacked them. A ferocious street fight ensued, ending only when Dagoon air strikes forced the Cats to withdraw with heavy casualties.



GAME SET-UP

This scenario uses **BattleTech** and **AeroTech** rules. Use the Imperial City map provided.



DEFENDER

The Defender comprises the following elements of the 7th Imperial City Militia and the 1st Omega Regiment.

Elements of 7th Imperial City Militia

Close Combat Lance, Company A, 1st Battalion

Chu-i David Morissey (*Piloting 4, Gunnery 3*),
Shadow Hawk
Alan Camaerata (*Piloting 4, Gunnery 4*), *Hunchback*
Margaret Stevwing (*Piloting 5, Gunnery 4*), *Centurion*
Bob Rajnovik (*Piloting 4, Gunnery 4*), *Vulcan*

Elements of Company C, 3rd Battalion

Kashira Regis Kindig, 1 Foot Infantry Platoon w/SRMs
Shujin Oran Tanaka, 1 Jump Infantry Platoon w/Lasers

Elements of Company A, 1st Battalion, 1st Omega Regiment

1st Squad, 1st Platoon

Tai-i Shinya Horiuchi, 4 Armored Infantrymen
Shujin Deng Ky, 4 Armored Infantrymen

2nd Squad, 1st Platoon

Chu-i Young Ik Kim, 4 Armored Infantrymen
Gunjin Pietro Rosati, 4 Armored Infantrymen

Elements of Delta Regiment, Wolf's Dragoons

Alpha Wing, Delta Aerospace Company

Lieutenant Julia Norton (*Piloting 4, Gunnery 4*), *Sholagar*
Michael Kyle (*Piloting 4, Gunnery 4*), *Sholagar*

Lieutenant Ole Karlsen (*Piloting 3, Gunnery 3*), *Stingray*
Charlene Durant (*Piloting 3, Gunnery 3*), *Stingray*

Deployment

The Defender sets up first. He may deploy his forces anywhere on the mapsheet except for *Chu-i* Morissey's *Shadow Hawk*, one infantry platoon, and one armored infantry squad, which must begin the game in the manufacturing complex. The Dragoon fighters enter later as reinforcements (see Special Rule 2).

ATTACKER

The Attacker comprises the following elements of Trinary Striker, 4th Nova Cat Regulars.

Striker Star

Star Captain Danilo (*Piloting 4, Gunnery 3*), *Vulture*
MechWarrior Abbott (*Piloting 4, Gunnery 4*), *Ryoken*
MechWarrior Leial (*Piloting 3, Gunnery 4*), *Black Hawk-B*
MechWarrior Roarke (*Piloting 4, Gunnery 4*), *Fenris*
MechWarrior Gaspar (*Piloting 3, Gunnery 3*), *Puma*

Elements of Scout Star

MechWarrior Luis (*Piloting 3, Gunnery 3*), *Ryoken*
MechWarrior Enoch (*Piloting 4, Gunnery 4*), *Uller*
MechWarrior Gage (*Piloting 3, Gunnery 4*), *Koshi-B*

Alpha Elemental Star

Elemental Star Captain Sylvie, 4 Elementals
Point Commander Ryle, 4 Elementals
Point Commander Erna, 4 Elementals
Point Commander Fitch, 4 Elementals
Point Commander Andrew, 4 Elementals

Charlie Elemental Star

Elemental Star Captain Moira, 4 Elementals
Point Commander Walker, 4 Elementals
Point Commander Feodor, 4 Elementals
Point Commander Alben, 4 Elementals
Point Commander Herta, 4 Elementals

Deployment

The Attacker enters anywhere along the south edge of the mapsheet, east of Hex Row XXX, during the Movement Phase of Turn 1.



VICTORY CONDITIONS

The Attacker tries to destroy as much of the industrial complex as he can (see Special Rule 3).

The Defender tries to prevent the Attacker from achieving his objective.

When the last unit from one side has been destroyed or driven from the mapsheets, consult the following tables to determine the outcome of this scenario.

| VICTORY POINTS | |
|---|--------|
| Action | Points |
| Each Heavy Building destroyed | +20 |
| Each Light or Medium Building destroyed | +15 |
| Each Dragoon fighter shot down | +15 |
| Each Combine 'Mech destroyed | +10 |
| Each Armored Infantry squad destroyed | +7 |
| Each Infantry Platoon destroyed | +5 |
| Each Elemental Point destroyed | -7 |
| Each Clan 'Mech destroyed | -10 |
| Each Light or Medium Building intact | -15 |
| Each Heavy Building intact | -20 |

| VICTORY TABLE | |
|---------------|-----------------------------|
| Total Points | Result |
| 300 or higher | Decisive Clan Victory |
| 299 to 225 | Substantial Clan Victory |
| 224 to 75 | Marginal Clan Victory |
| 74 to -13 | Draw |
| -14 to -124 | Marginal Combine Victory |
| -125 to -220 | Substantial Combine Victory |
| -221 or lower | Decisive Combine Victory |

SPECIAL RULES

1. The Forced Withdrawal rule is in effect (see p. 24).

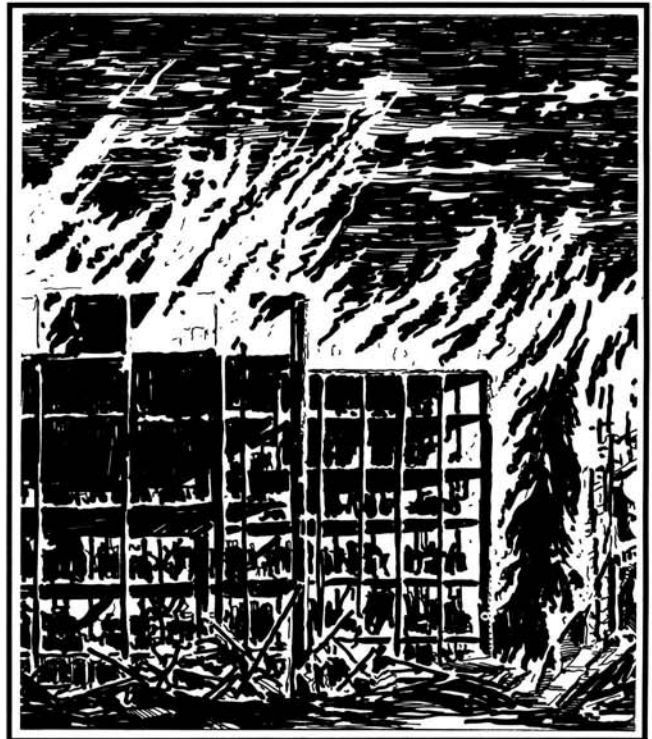
2. The Combine player may begin rolling for air support during the End Phase of Turn 3. He rolls 2D6 and adds the number of buildings and Combine 'Mechs the Clan player has destroyed to the roll result. If the modified result is less than 11, air support is not available yet. The player may repeat the roll during the End Phases of each subsequent turn until the roll succeeds.

If the modified result equals or exceeds 11, the Dragoon aerospace fighters become available during the Initiative Phase of the following turn. Roll 1D6 for each Dragoon fighter; the result corresponds to the number of strafing runs the fighter

can make. Then repeat the roll for each fighter and consult the following table to determine the ground-attack weapons each fighter carries. Once the fighters have expended all their ground-attack ordnance and completed their allotted strafing runs, they must withdraw from the mapsheets and return to their base.

| GROUND ORDNANCE TABLE | |
|-----------------------|---------------------------|
| Result | Ordnance |
| 1 | 2 Inferno bombs |
| 2 | 1 Inferno bomb |
| 3 | 1 80-point bomb |
| 4 | 2 60-point bombs |
| 5-6 | No ground-attack ordnance |

3. Consider a building destroyed when its Construction Factor (CF) has been reduced to one-fourth of its original value or less. For example, a Heavy Building has a CF 65; it is destroyed when its CF is reduced to 16 or less. All the buildings in the industrial complex are Heavy Buildings. For more information on damage to buildings, see p. 39, **BattleTech Compendium**.





VALLEY OF DEATH:

SCENARIO 18

The Battle of Luthien reached its climax in the Kado-guchi Valley, where twelve Inner Sphere regiments squared off against five Clan Galaxies. To simulate the scope of this engagement, this scenario is presented as a regimental-level battle, with unique, simplified rules.

The opposing forces are divided into 36 Inner Sphere battalions and 18 Clan Clusters. The roster beginning on p. 84 lists all the units involved in the engagement, along with game information for each. Detailed explanations of the rules for this scenario follow.

GAME SET-UP

Play the scenario on the Kado-guchi Valley mapsheet supplied with this scenario pack. The Combine and mercenary units enter at the east side of the mapsheet; the Clan units enter at the west side. Continue play until one side achieves all its objectives, one side is driven from the mapsheet or destroyed, or until 24 turns have been completed.

TURN SEQUENCE

Each turn in this scenario represents ten minutes of game time. During each turn, all the units on the map may move and make attacks.

Each turn consists of five phases in the following order: Initiative Phase, Movement Phase, Detection Phase, Attack Phase, and End Phase.

INITIATIVE PHASE

At the beginning of each turn, each player rolls 2D6. If two groups are playing, one player rolls for each group. The player with the highest result wins the Initiative and may choose whether to move first or second for that turn. Both players roll again in the event of a tie.

MOVEMENT PHASE

The player or team designated as moving first moves two of his battalions or one of his Clusters. The player or team designated as moving second then moves two of his battalions or one of his Clusters. Movement continues to alternate until all units on the battlefield have moved.

As the scenario progresses, the 2:1 battalion/Cluster ratio will likely change. Adjust the number of units shifted during each move accordingly, so that all the units may be maneuvered in the same number of moves. If the Clan player destroys half the defenders, for example, one battalion and one Cluster are shifted during each move.

Each unit listed in the roster has a Movement Rating based on the weight class of the unit (light, medium, heavy, assault). This rating indicates how many hexes that unit may move in a single turn. Consult the following Special Movement Modifiers table for terrain movement modifiers. Each hex on the map represents 300 meters.

SPECIAL MOVEMENT MODIFIERS TABLE

| Terrain | Additional MP Cost/Hex |
|--------------------------|------------------------|
| Clear/Open | 0 |
| Water | +1 |
| Light Woods | +1 |
| Heavy Woods | +2 |
| Rough/Rubble | +1 |
| Medium/Light Buildings | +2 |
| Heavy/Hardened Buildings | +3 |
| Elevation | +1 per level |

DETECTION PHASE

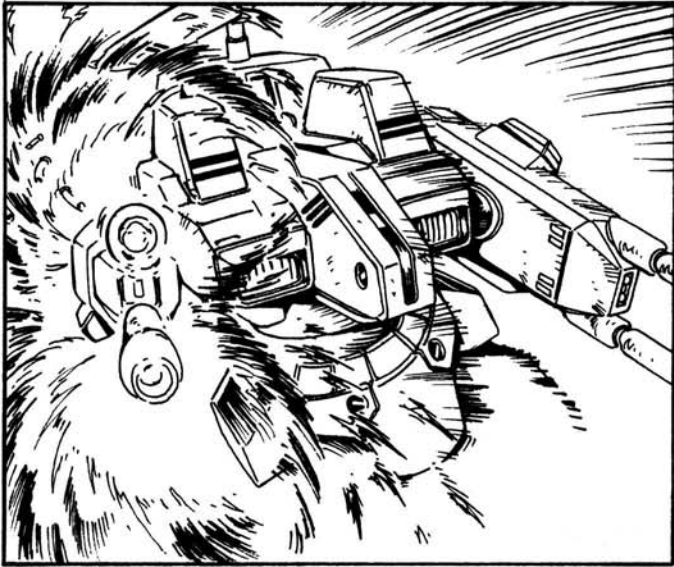
In the Detection Phase, players attempt to use their units' sensor systems to detect and target enemy units for attack. All action in this phase takes place simultaneously.

To determine if one unit detects another, roll 2D6. Subtract the detecting unit's Sensor Rating from the total. If the result is equal to or less than the target unit's Signature Rating, the detecting unit can "see" the location of the target unit. The roster lists a Sensor and Signature Rating for each unit.

ATTACK PHASE

Players declare and resolve attacks against enemy units during the Attack Phase of each turn. Players may attack with ranged-fire attacks or close-assault attacks. As in the Detection Phase, all action in this phase takes place simultaneously.

Any attacking unit must first detect its target per the procedure described in the preceding **Detection Phase** section. Targets must be within range of the attacking unit's weapons. Because of the diversity of most 'Mech battalions and Clusters, consider all units in this scenario to have a maximum weapon range of 3 hexes. Close-assault attacks may occur only between units occupying the same hex. Otherwise, close-assault attacks are resolved in the same manner as ranged-fire attacks.



Once an attacking unit has detected its target, the attacking player makes an attack roll with 3D6. Subtract the target unit's Defense Rating from the attacking unit's Attack Rating and add the difference to the roll result. Apply the appropriate range modifier to the result as well (see the following Range Modifier Table). Then consult the Attack Results Table to determine the outcome of the attack.

RANGE MODIFIER TABLE

| Range | Modifier |
|---------------|----------|
| Close Assault | +1 |
| 1 hex | 0 |
| 2 hexes | -1 |
| 3 hexes | -3 |

ATTACK RESULTS TABLE

| Roll | Result |
|------------|------------------------|
| 5 or lower | Attack misses |
| 6 - 7 | D1 |
| 8 - 9 | M1 |
| 10 - 11 | A1 |
| 12 - 13 | S1 |
| 14 - 15 | A1, D1, S1 |
| 16 | A1, D1, M1 |
| 17 | A1, D1, M1, S1 Retreat |
| 18+ | A2, D2, M2, S2 Rout |

Attack Misses - The attack has no effect on the targeted unit.

A1 - The attack reduces the targeted unit's Attack Rating by 1.

D1 - The attack reduces the targeted unit's Defense Rating by 1.

S1 - The attack reduces the targeted unit's Sensor Rating by 1.

M1 - The attack reduces the targeted unit's Movement Rating by 1.

Retreat - The attack forces the targeted unit to withdraw directly away from the attacking unit. The targeted unit must retreat a number of hexes equal to its current Movement Rating. Each Retreat result also reduces the targeted unit's Morale level by 1. A unit that suffers a Retreat result may make an optional morale check to stand its ground (see **Morale**, below).

Rout - The attack breaks the morale of the targeted unit, which then flees from the battlefield. A routed unit must move directly toward the edge of the mapsheet where it entered, at its current Movement Rating. During the End Phase of each turn, a routed unit may make a morale check to restore its morale (see **Morale**). Each Rout result suffered by a single unit reduces that unit's Morale Rating by 2. A unit that leaves the mapsheet as a result of a Rout has been eliminated from the battle.

When a unit's Attack, Defense, or Sensor rating is reduced to zero, it is eliminated from the battle.

MORALE

Each unit has its own Morale Rating, reflecting its status. Morale Ratings are listed in the roster at the end of this scenario.

Whenever a unit makes a required morale check or elects to make one, the player controlling that unit rolls 1D6. If the result is less than or equal to that unit's current Morale Rating, the unit's morale holds.

A unit suffering a Retreat attack result may elect to make an immediate morale check to determine if its morale is strong enough to override the Retreat result. Make this morale check after reducing the unit's Morale Rating by 1 per the Attack Results Table. A successful morale check restores the unit's morale.

A routed unit may make a morale check during the End Phase of every turn, provided it does not move off the mapsheet during the Movement Phase. Make this morale check after reducing the unit's Morale Rating by 2 per the Attack Results Table.

If a retreating or routed unit moves within sensor range of a friendly unit, the unbroken unit must make a morale check to determine whether it is carried away by the retreat or rout. A unit swept away by a retreating or routed friendly unit does not suffer a reduction in its Morale Rating.



END PHASE

Once all attacks in the turn have been resolved, the players record any damage to their units and make any necessary morale checks. The turn is then completed and the next turn begins with a new Initiative Phase.

SETTING OBJECTIVES

Prior to beginning play, both players should select two primary and three secondary objectives. Accomplishing these objectives determines who wins the engagement. Capturing Imperial City should be one of the Clan player's primary objectives. Likewise, driving the entire Clan force from the mapsheet should be one of the Combine player's primary objectives. Other primary goals might include capturing the Morinaga Weapons Complex or destroying the Tonichi Aerospace Facility. The Combine player's goals might include keeping such installations intact or destroying a specific number of Clan units. Both players must approve each other's objectives before beginning play.

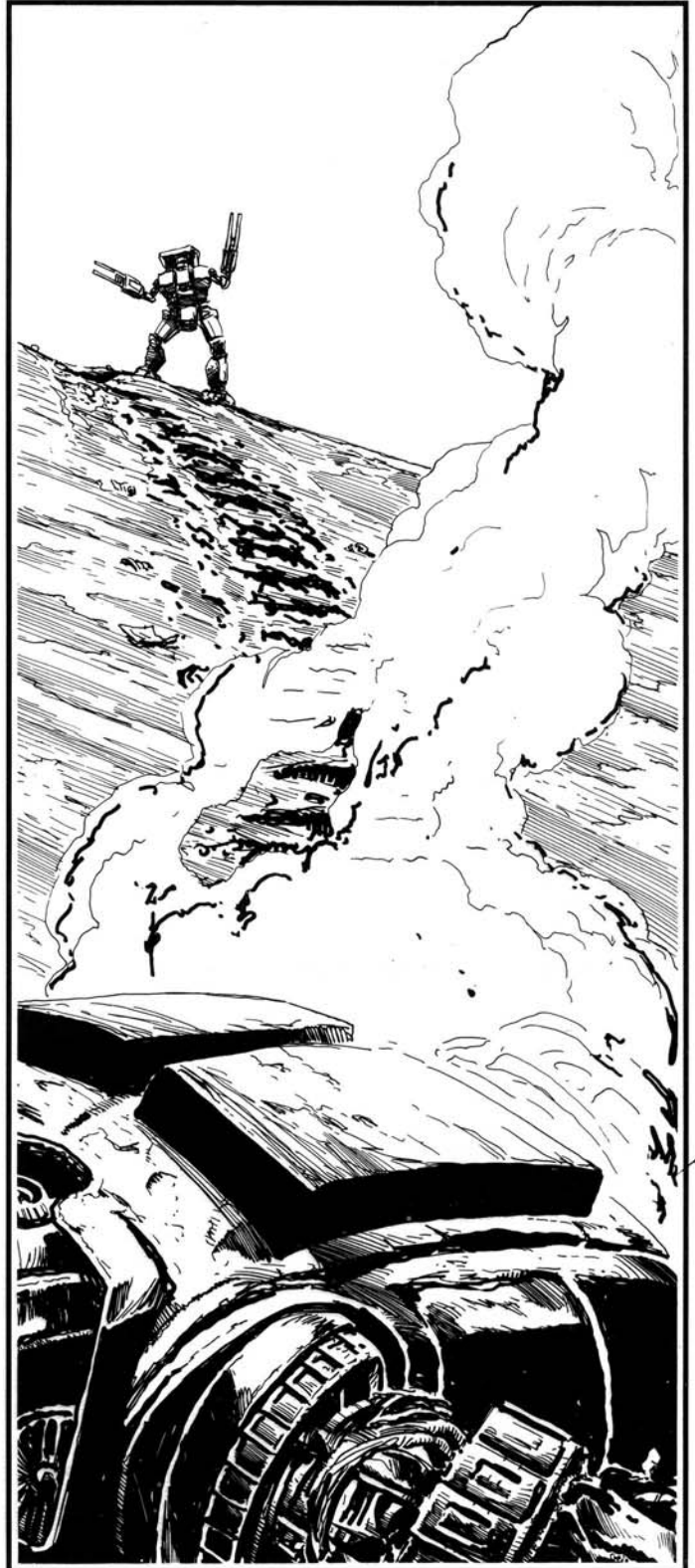
Achieving a primary objective earns a player 15 points. Achieving a secondary objective earns a player 7 points. The player with the highest score at the end of the game wins.

CAPTURING AND DESTROYING OBJECTIVES

The Clan player's objectives probably will include capturing or destroying one or more Combine installations.

To capture a location, a player must occupy it with a force of at least one battalion or Cluster. The occupying unit must remain in the location hex for at least 6 complete turns to capture the objective. In the case of multi-hex locations, such as Imperial City, the occupying force must capture all hexes of the location. If an occupying unit is routed from the objective hex or forced to retreat out of it, it loses the hex. If a unit successfully captures an objective by occupying its hexes for 6 turns, it may then move out of the hexes. Mark the captured hex with a small piece of masking tape. If an enemy force subsequently enters that hex, the location is no longer considered captured. Remember to remove the tape marker. The opposing player must then recapture the hex to achieve his objective.

To destroy a location, a unit must move into one of the targeted location's hexes and announce its attempt to destroy that location. During the Attack Phase of that turn and subsequent turns, the player rolls 1D6. If the result is less than or equal to the occupying unit's Attack Rating, it has inflicted damage on the objective. Destroying a location requires three successful rolls per hex. Once an objective is damaged or destroyed, mark it with a small piece of masking tape. Destroyed buildings and the like cannot be repaired.





KADO-GUCHI VALLEY ROYSTERS DCMS AND ALLIED UNITS

GENYOSHIA

1st Regiment Commander: *Tai-sa* Narimasa Asano

1st Battalion

Attack Rating: 5
Defense Rating: 5
Morale Rating: 4
Movement Rating: 3
Sensor Rating: 3
Signature Rating: 5

2nd Battalion

Attack Rating: 4
Defense Rating: 4
Morale Rating: 4
Movement Rating: 4
Sensor Rating: 3
Signature Rating: 4

3rd Battalion

Attack Rating: 5
Defense Rating: 5
Morale Rating: 4
Movement Rating: 3
Sensor Rating: 3
Signature Rating: 5

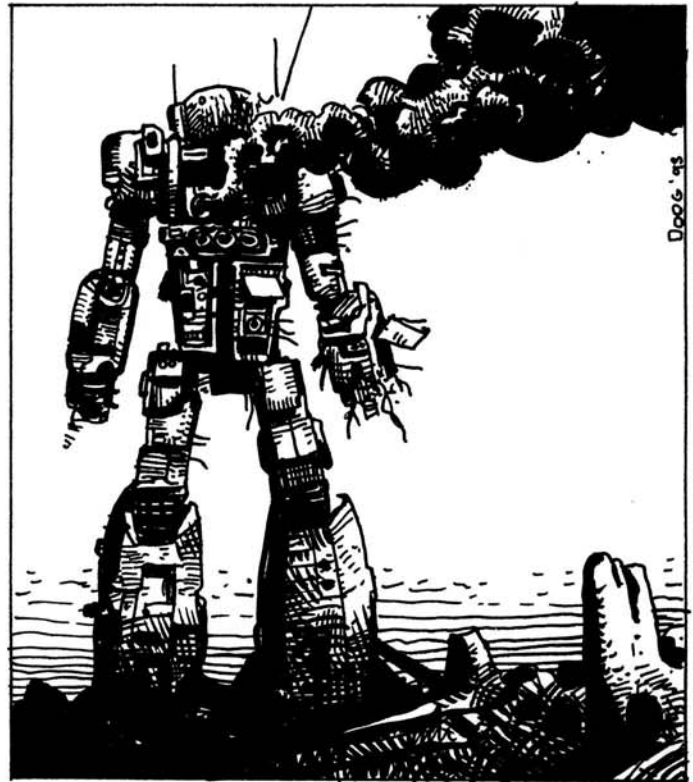
2nd Regiment Commander: *Tai-sa* Laura Nelson

1st Battalion

Attack Rating: 4
Defense Rating: 3
Morale Rating: 4
Movement Rating: 3
Sensor Rating: 3
Signature Rating: 4

2nd Battalion

Attack Rating: 4
Defense Rating: 4
Morale Rating: 4
Movement Rating: 4
Sensor Rating: 3
Signature Rating: 4



3rd Battalion

Attack Rating: 5
Defense Rating: 5
Morale Rating: 4
Movement Rating: 3
Sensor Rating: 3
Signature Rating: 5

OTOMU

1st Battalion Commander: *Tai-sa* Oda Hideyoshi

Attack Rating: 5
Defense Rating: 5
Morale Rating: 5
Movement Rating: 3
Sensor Rating: 3
Signature Rating: 5

2nd Battalion

Attack Rating: 4
Defense Rating: 4
Morale Rating: 5
Movement Rating: 4
Sensor Rating: 3
Signature Rating: 5



VALLEY OF DEATH

3rd Battalion

Attack Rating: 4
Defense Rating: 4
Morale Rating: 5
Movement Rating: 4
Sensor Rating: 3
Signature Rating: 4

1ST SWORD OF LIGHT

Regimental Commander: *Tai-sa* Shigeru Yoshida

1st Battalion

Attack Rating: 5
Defense Rating: 5
Morale Rating: 5
Movement Rating: 3
Sensor Rating: 3
Signature Rating: 5

2nd Battalion

Attack Rating: 4
Defense Rating: 4
Morale Rating: 5
Movement Rating: 4
Sensor Rating: 3
Signature Rating: 4

3rd Battalion

Attack Rating: 3
Defense Rating: 4
Morale Rating: 5
Movement Rating: 4
Sensor Rating: 3
Signature Rating: 3

4th Battalion

Attack Rating: 3
Defense Rating: 4
Morale Rating: 5
Movement Rating: 4
Sensor Rating: 3
Signature Rating: 3

2ND LEGION OF VEGA

Regimental Commander: *Tai-sa* Tikov Recardni

1st Battalion

Attack Rating: 4
Defense Rating: 4
Morale Rating: 4

Movement Rating: 4
Sensor Rating: 3
Signature Rating: 4

2nd Battalion

Attack Rating: 4
Defense Rating: 4
Morale Rating: 4
Movement Rating: 4
Sensor Rating: 3
Signature Rating: 4

3rd Battalion

Attack Rating: 4
Defense Rating: 5
Morale Rating: 4
Movement Rating: 3
Sensor Rating: 3
Signature Rating: 4

THE DRAGON'S CLAWS

Regimental Commander: Coordinator Takashi Kurita

1st Battalion

Attack Rating: 5
Defense Rating: 5
Morale Rating: 5
Movement Rating: 3
Sensor Rating: 3
Signature Rating: 5

2nd Battalion

Attack Rating: 4
Defense Rating: 4
Morale Rating: 5
Movement Rating: 4
Sensor Rating: 3
Signature Rating: 4

3rd Battalion

Attack Rating: 4
Defense Rating: 4
Morale Rating: 5
Movement Rating: 3
Sensor Rating: 3
Signature Rating: 4



WOLF'S DRAGOONS

Alpha Regiment Commander: Colonel Jaime Wolf

Able Battalion

Attack Rating: 5
Defense Rating: 5
Morale Rating: 5
Movement Rating: 3
Sensor Rating: 4
Signature Rating: 5

Baker Battalion

Attack Rating: 4
Defense Rating: 4
Morale Rating: 4
Movement Rating: 4
Sensor Rating: 4
Signature Rating: 4

Charlie Battalion

Attack Rating: 4
Defense Rating: 4
Morale Rating: 4
Movement Rating: 4
Sensor Rating: 4
Signature Rating: 4

Beta Regiment Commander: Colonel Anton Rand

Alpha Battalion

Attack Rating: 4
Defense Rating: 5
Morale Rating: 4
Movement Rating: 4
Sensor Rating: 4
Signature Rating: 4

Baker Battalion

Attack Rating: 4
Defense Rating: 4
Morale Rating: 4
Movement Rating: 3
Sensor Rating: 4
Signature Rating: 4

Charlie Battalion

Attack Rating: 5
Defense Rating: 5

Morale Rating: 3
Movement Rating: 3
Sensor Rating: 4
Signature Rating: 5

Gamma Regiment Commander: Colonel Wilhemina Korsht

Alpha Battalion

Attack Rating: 4
Defense Rating: 4
Morale Rating: 4
Movement Rating: 4
Sensor Rating: 4
Signature Rating: 4

Baker Battalion

Attack Rating: 4
Defense Rating: 5
Morale Rating: 4
Movement Rating: 3
Sensor Rating: 4
Signature Rating: 5

Charlie Battalion

Attack Rating: 4
Defense Rating: 4
Morale Rating: 3
Movement Rating: 4
Sensor Rating: 4
Signature Rating: 4

Delta Regiment Commander: Colonel Kathleen Dumont

Alpha Battalion

Attack Rating: 4
Defense Rating: 5
Morale Rating: 4
Movement Rating: 3
Sensor Rating: 4
Signature Rating: 4

Baker Battalion

Attack Rating: 4
Defense Rating: 4
Morale Rating: 4
Movement Rating: 4
Sensor Rating: 4
Signature Rating: 4

Charlie Battalion

Attack Rating: 5
Defense Rating: 5

Morale Rating: 3
Movement Rating: 3
Sensor Rating: 4
Signature Rating: 5

Epsilon Regiment Commander: Colonel Elizabeth Nichole

Alpha Battalion

Attack Rating: 5
Defense Rating: 5
Morale Rating: 4
Movement Rating: 3
Sensor Rating: 4
Signature Rating: 5

Baker Battalion

Attack Rating: 4
Defense Rating: 4
Morale Rating: 3
Movement Rating: 4
Sensor Rating: 4
Signature Rating: 4

Charlie Battalion

Attack Rating: 4
Defense Rating: 4
Morale Rating: 3
Movement Rating: 4
Sensor Rating: 4
Signature Rating: 4

THE KELL HOUNDS

1st Regiment Commander: Colonel Morgan Kell

1st Battalion

Attack Rating: 4
Defense Rating: 4
Morale Rating: 5
Movement Rating: 4
Sensor Rating: 4
Signature Rating: 4

2nd Battalion

Attack Rating: 5
Defense Rating: 5
Morale Rating: 4
Movement Rating: 3
Sensor Rating: 3
Signature Rating: 5





THE CLANS

31ST SMOKE JAGUAR ASSAULT GALAXY

Commander: saKahn Dorian Wirth

1st Jaguar Guard Cluster

Attack Rating: 4
Defense Rating: 5
Morale Rating: 5
Movement Rating: 4
Sensor Rating: 4
Signature Rating: 5

5th Jaguar Regulars Cluster

Attack Rating: 4
Defense Rating: 4
Morale Rating: 4
Movement Rating: 4
Sensor Rating: 4
Signature Rating: 4

5th Jaguar Dragoons

Attack Rating: 3
Defense Rating: 4
Morale Rating: 4
Movement Rating: 5
Sensor Rating: 4
Signature Rating: 4

44TH JAGUAR ATTACK GALAXY

Commander: Galaxy Commander Mikhail Ward

32nd Jaguar Regulars Cluster

Attack Rating: 5
Defense Rating: 5
Morale Rating: 4
Movement Rating: 4
Sensor Rating: 4
Signature Rating: 5

22nd Jaguar Regulars Cluster

Attack Rating: 4
Defense Rating: 4
Morale Rating: 4
Movement Rating: 4
Sensor Rating: 4
Signature Rating: 4

225th Jaguar Battle Cluster

Attack Rating: 3
Defense Rating: 4
Morale Rating: 4
Movement Rating: 5
Sensor Rating: 4
Signature Rating: 4

316TH JAGUAR BATTLE GALAXY

Commander: Galaxy Commander Leslie

75th Jaguar Assault Cluster

Attack Rating: 5
Defense Rating: 5
Morale Rating: 5
Movement Rating: 4
Sensor Rating: 4
Signature Rating: 5

145th Jaguar Regulars Cluster

Attack Rating: 4
Defense Rating: 4
Morale Rating: 4
Movement Rating: 4
Sensor Rating: 4
Signature Rating: 4

28th Jaguar Combat Cluster

Attack Rating: 3
Defense Rating: 3
Morale Rating: 3
Movement Rating: 5
Sensor Rating: 4
Signature Rating: 4

336th Jaguar Combat Cluster

Attack Rating: 4
Defense Rating: 4
Morale Rating: 4
Movement Rating: 4
Sensor Rating: 4
Signature Rating: 4



4TH NOVA CAT ASSAULT GALAXY

Commander: saKahn Lucian Carns

32nd Nova Cat Assault Cluster

Attack Rating: 5
Defense Rating: 5
Morale Rating: 4
Movement Rating: 4
Sensor Rating: 4
Signature Rating: 5

4th Nova Cat Regulars

Attack Rating: 3
Defense Rating: 3
Morale Rating: 4
Movement Rating: 5
Sensor Rating: 4
Signature Rating: 4

119th Nova Cat Striker Cluster

Attack Rating: 5
Defense Rating: 5
Morale Rating: 4
Movement Rating: 4
Sensor Rating: 4
Signature Rating: 5

183RD NOVA CAT ASSAULT GALAXY

Commander: Galaxy Commander Tinnin

101st Nova Cat Battle Cluster

Attack Rating: 4
Defense Rating: 4
Morale Rating: 4
Movement Rating: 4
Sensor Rating: 4
Signature Rating: 4

25th Nova Cat Regulars Cluster

Attack Rating: 3
Defense Rating: 3
Morale Rating: 4
Movement Rating: 5
Sensor Rating: 4
Signature Rating: 4

57th Nova Cat Regulars Cluster

Attack Rating: 5
Defense Rating: 5
Morale Rating: 4
Movement Rating: 4
Sensor Rating: 4
Signature Rating: 5

211th Nova Cat Combat Cluster

Attack Rating: 4
Defense Rating: 4
Morale Rating: 3
Movement Rating: 4
Sensor Rating: 4
Signature Rating: 4

321st Nova Cat Battle Cluster

Attack Rating: 4
Defense Rating: 3
Morale Rating: 4
Movement Rating: 5
Sensor Rating: 4
Signature Rating: 4



NEW

NEW

MECHS



NEW 'MECHS

HANKYU

Mass: 30 tons
Chassis: Endo Steel
Power Plant: 240 XL
Cruising Speed: 83.4 kph
Maximum Speed: 128.6 kph
Jump Jets: 6
Jump Capacity: 180 meters
Armor: Ferro-Fibrous
Armament: 9.75 tons of pod space available
Manufacturer: Unknown
Communications System: Unknown
Targeting and Tracking System: Unknown

Type: Hankyu

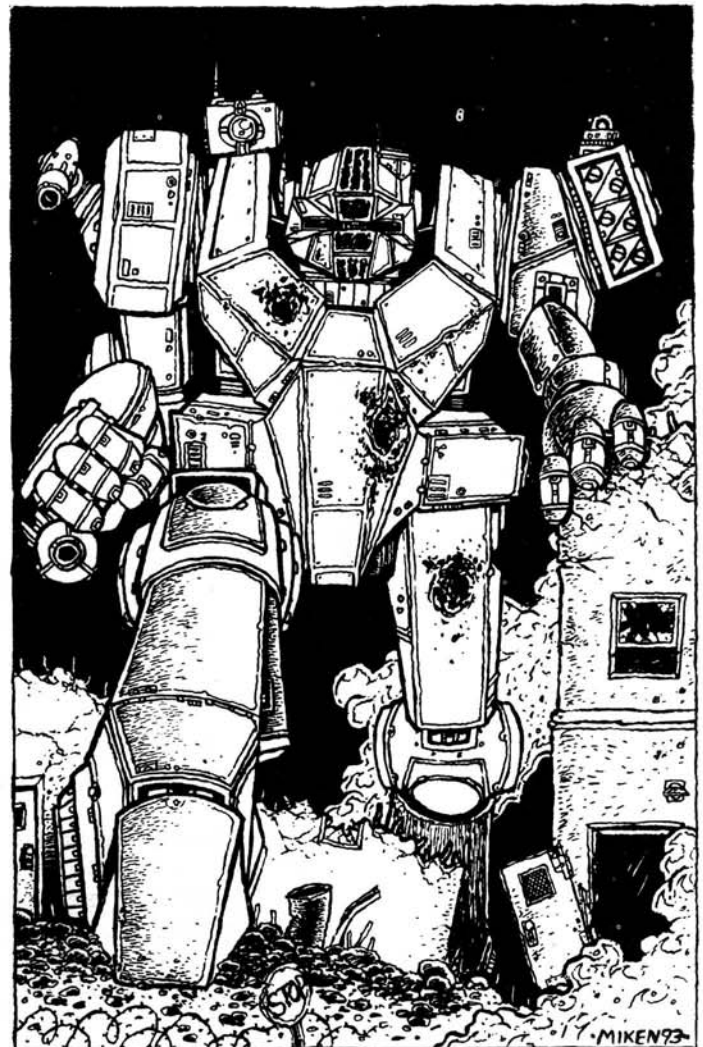
Equipment

| | | Mass |
|---------------------|------------|------|
| Internal Structure: | Endo Steel | 1.5 |
| Engine: | 240XL | 5.75 |
| Walking MP: | 8 | |
| Running MP: | 12 | |
| Jumping MP: | 6 | |
| Heat Sinks: | 10 [20] | |
| Gyro: | | 3 |
| Cockpit: | | 3 |
| Jump Jets: | | 3 |
| Armor Factor: | 77 | 4 |

| | Internal Structure | Armor Value |
|---------------------|--------------------|-------------|
| Head | 3 | 9 |
| Center Torso | 10 | 9 |
| Center Torso (rear) | | 5 |
| R/L Torso | 7 | 8 |
| R/L Torso (rear) | | 4 |
| R/L Arm | 5 | 7 |
| R/L Leg | 7 | 8 |

Weight and Space Allocation

| Location | Fixed | Spaces Remaining |
|--------------|---|------------------|
| Head | 1 Ferro-Fibrous | 0 |
| Center Torso | 2 Jump Jets | 0 |
| Right Torso | 2 Ferro-Fibrous 2 Endo Steel 2 Engine | 6 |
| Left Torso | 2 Ferro-Fibrous 3 Endo Steel 2 Engine | 5 |
| Right Arm | 1 Ferro-Fibrous 1 Endo Steel | 6 |
| Left Arm | 1 Ferro-Fibrous 1 Endo Steel | 6 |
| Right Leg | 2 Jump Jet | 0 |
| Left Leg | 2 Jump Jet | 0 |



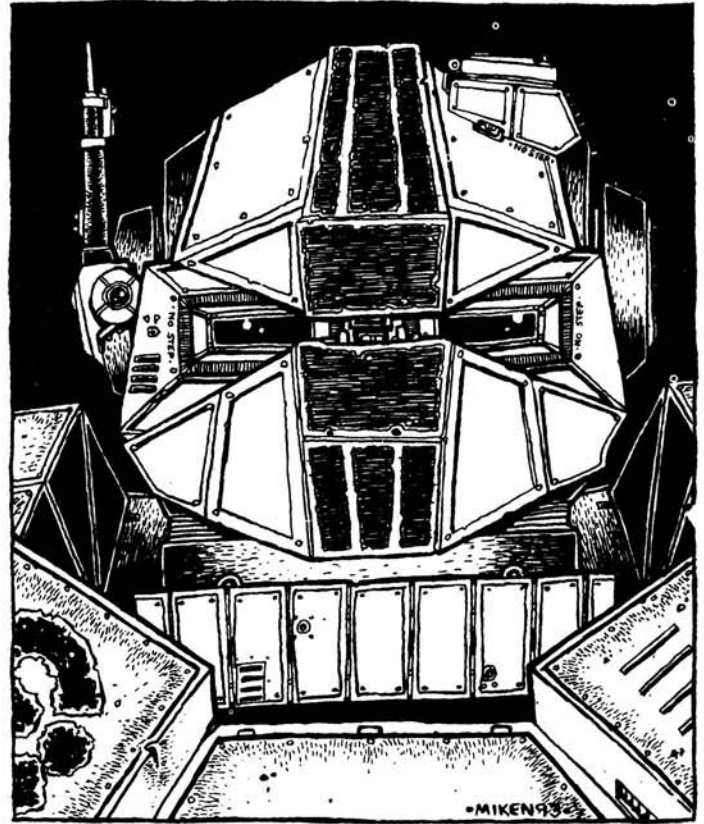


| Weapons and Ammo | Location | Critical | Tonnage |
|--------------------------------------|----------|----------|---------|
| <i>Primary Weapons Configuration</i> | | | |
| LRM 5 | RA | 1 | 1 |
| CASE | RT | 0 | 0 |
| Ammo (LRM) 24 | RT | 1 | 1 |
| LRM 5 | LA | 1 | 1 |
| CASE | LT | 0 | 0 |
| Ammo (LRM) 24 | LT | 1 | 1 |
| ER Medium Laser | RA | 1 | 1 |
| ER Medium Laser | LA | 1 | 1 |
| Flamer | RT | 1 | .5 |
| Beagle Active Probe | RT | 1 | 1 |
| TAG | LT | 1 | 1 |
| Guardian ECM | LT | 1 | 1 |
| <i>Alternate Configuration A</i> | | | |
| SRM 6 Streak | RA | 2 | 3 |
| CASE | RT | 0 | 0 |
| Ammo (SRM) 15 | RT | 1 | 1 |
| SRM 6 Streak | LA | 2 | 3 |
| CASE | LT | 0 | 0 |
| Ammo (SRM) 15 | LT | 1 | 1 |
| Small Pulse Laser | RA | 1 | 1 |
| Flamer | LA | 1 | .5 |
| <i>Alternate Configuration B</i> | | | |
| LB 2-X | RA | 3 | 5 |
| CASE | RT | 0 | 0 |
| Ammo (AC) 45 | RT | 1 | 1 |
| Medium Pulse Laser | LA | 1 | 2 |
| Medium Pulse Laser | LA | 1 | 2 |
| Flamer | RA | 1 | .5 |
| <i>Alternate Configuration C</i> | | | |
| ER Medium Laser | RA | 1 | 1 |
| ER Medium Laser | RA | 1 | 1 |
| ER Medium Laser | LA | 1 | 1 |
| ER Medium Laser | LA | 1 | 1 |
| Medium Pulse Laser | RT | 1 | 2 |
| Medium Pulse Laser | LT | 1 | 2 |
| Beagle Active Probe | RT | 1 | 1 |
| Flamer | LT | 1 | .5 |

DEPLOYMENT

The *Hankyu*, or Short Bow, first appeared in the Inner Sphere during the Battle of Luthien. Apparently the Smoke Jaguars' attempt to create a fast scout 'Mech, the *Hankyu's* armor is somewhat lighter than that of comparable Inner Sphere designs, but its speed makes it a difficult target.

Clan Smoke Jaguar is the primary user of the *Hankyu*, although the Nova Cats and Steel Vipers are also rumored to employ the design.



CAPABILITIES

The *Hankyu* carries a wide variety of weapons and electronics. All variants carry an anti-infantry flamer.

In its primary configuration the *Hankyu* mounts LRM 5 packs on each arm. CASE-protected storage bins in the machine's torso hold ammunition for these weapons. Extended-range medium lasers in each wrist and the standard flamer complete the complement of weapons. The primary configuration also boasts an active probe system, target-acquisition gear, and a full ECM suite.

Alternate Configuration A replaces the long-range missile systems with Streak SRM-6 packs. A single, small pulse laser provides precision fire and the flamer completes the weapon load in this close-combat version.

Alternate Configuration B boasts a diverse mix of long- and short-range weapons. A multi-barrel LB 2-X autocannon sprouts from the machine's right hand, backed up by the flared muzzle of the standard flamer. A pair of medium pulse lasers hang below the left wrist.

Alternate Configuration C modifies the *Hankyu* for extended scouting missions. This configuration features two extended-range medium lasers in each wrist, and a medium pulse laser in both the right and left torso. The left torso also houses the standard flamer. An active probe allows the pilot to spot hidden or shut-down 'Mechs at a safe distance.



NOBORI-NIN

Mass: 50 tons
Chassis: Endo Steel
Power Plant: 250 XL
Cruising Speed: 57.4 kph
Maximum Speed: 86.3 kph
Jump Jets: 5
Jump Capacity: 150 meters
Armor: Ferro-Fibrous
Armament: 23.75 tons of pod space
Manufacturer: Unknown
Communications System: Unknown
Targeting and Tracking System: Unknown

Type: **Nobori-nin**

| Equipment | | Mass |
|---------------------|------------|------|
| Internal Structure: | Endo Steel | 2.5 |
| Engine: | 250 XL | 6.25 |
| Walking MP: | 5 | |
| Running MP: | 8 | |
| Jumping MP: | 5 | |
| Heat Sinks: | 10 [20] | |
| Gyro: | | 2.5 |
| Cockpit: | | 3 |
| Jump Jets: | | 2.5 |
| Armor Factor: | 192 | 10 |

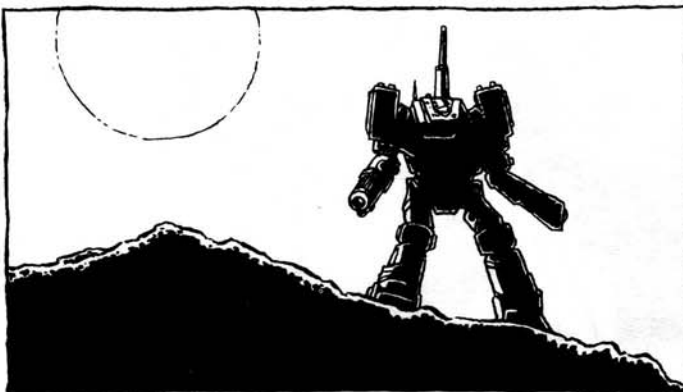
| | Internal Structure | Armor Value |
|---------------------|--------------------|-------------|
| Head | 3 | 9 |
| Center Torso | 16 | 35 |
| Center Torso (rear) | | 10 |
| R/L Torso | 12 | 30 |
| R/L Torso (rear) | | 9 |
| R/L Arm | 8 | 15 |
| R/L Leg | 12 | 15 |

Weight and Space Allocation

| Location | Fixed | Spaces Remaining |
|--------------|---|------------------|
| Head | 1 Ferro-Fibrous | 0 |
| Center Torso | 1 Jump Jet | 1 |
| Right Torso | 2 Engine 2 Endo Steel 2 Ferro-Fibrous 1 Jump Jet | 5 |
| Left Torso | 2 Engine 3 Endo Steel 2 Ferro-Fibrous 1 Jump Jet | 4 |
| Right Arm | 1 Ferro-Fibrous 2 Endo Steel | 5 |
| Left Arm | 1 Ferro-Fibrous 2 Endo Steel | 5 |
| Right Leg | 1 Jump Jet | 1 |
| Left Leg | 1 Jump Jet | 1 |

Weapons and Ammo

| Location | Critical | Tonnage |
|--------------------------------------|----------|---------|
| <i>Primary Weapons Configuration</i> | | |
| ER Medium Laser RA | 1 | 1 |
| ER Medium Laser RA | 1 | 1 |
| ER Medium Laser LA | 1 | 1 |
| ER Medium Laser LA | 1 | 1 |
| AC 5 Ultra RA | 2 | 5 |
| CASE RA | 0 | 0 |
| Ammo (AC) 20 RA | 1 | 1 |
| CASE RT | 0 | 0 |
| Ammo (AC) 20 RT | 1 | 1 |
| SRM 6 Streak LA | 2 | 3 |
| CASE LA | 0 | 0 |
| Ammo (SRM) 15 LA | 1 | 1 |
| LRM 10 RT | 1 | 2.5 |
| CASE RT | 0 | 0 |
| Ammo (LRM) 12 RT | 1 | 1 |
| Artemis IV FCS RT | 1 | 1 |
| Flamer LT | 1 | .5 |
| Anti-Missile System LT | 1 | .5 |
| Active Probe RT | 1 | 1 |
| TAG LT | 1 | 1 |
| A-Pod RL | 1 | .5 |
| A-Pod LL | 1 | .5 |
| <i>Alternate Configuration A</i> | | |
| Large Pulse Laser RA | 2 | 6 |
| Large Pulse Laser LA | 2 | 6 |
| LB 2-X Autocannon RA | 3 | 5 |
| CASE RT | 0 | 0 |
| Ammo (AC) 45 RT | 1 | 1 |
| LRM 10 LA | 1 | 2.5 |





| | | | |
|------------------|----|---|-----|
| CASE | LT | 0 | 0 |
| Ammo (LRM) 12 | LT | 1 | 1 |
| Machine Gun | LA | 1 | .25 |
| CASE | LA | 0 | 0 |
| Ammo (MG) 200 | LA | 1 | 1 |
| Double Heat Sink | RT | 2 | 1 |
| Double Heat Sink | LT | 2 | 1 |

Alternate Configuration B

| | | | |
|--------------------|----|---|-----|
| ER PPC | RA | 2 | 6 |
| LB 10-X Autocannon | LA | 5 | 10 |
| CASE | LT | 0 | 0 |
| Ammo (AC) 20 | LT | 2 | 2 |
| Medium Pulse Laser | RA | 1 | 2 |
| Medium Pulse Laser | RA | 1 | 2 |
| Machine Gun | RT | 1 | .25 |
| CASE | RT | 0 | 0 |
| Ammo (MG) 200 | RT | 1 | 1 |
| Flamer | RT | 1 | .5 |

Alternate Configuration C

| | | | |
|-----------------|----|---|-----|
| LRM 10 | LT | 1 | 3.5 |
| CASE | LT | 0 | 0 |
| Ammo (LRM) 12 | LT | 1 | 1 |
| LRM 20 | RT | 4 | 5 |
| CASE | RT | 0 | 0 |
| Ammo (LRM) 6 | RT | 1 | 1 |
| SRM 4 Streak | RA | 1 | 2 |
| CASE | RA | 0 | 0 |
| Ammo (SRM) 25 | RA | 1 | 1 |
| AC 5 Ultra | LA | 3 | 7 |
| CASE | LA | 0 | 0 |
| Ammo (AC) 20 | LA | 1 | 1 |
| ER Medium Laser | LT | 1 | 1 |
| ER Small Laser | LT | 1 | .5 |
| Flamer | RT | 1 | .5 |

DEPLOYMENT

The first *Nobori-nin*, or Banner-bearer, appeared during the Battle of Luthien in the colors of the 119th Nova Cat Striker Cluster. The single, finlike projection sprouting from its back gave this humanoid 'Mech its name. Apparently it reminded a DCMS intelligence officer of the banner samurai sometimes wore on their backs in feudal Japan.

CAPABILITIES

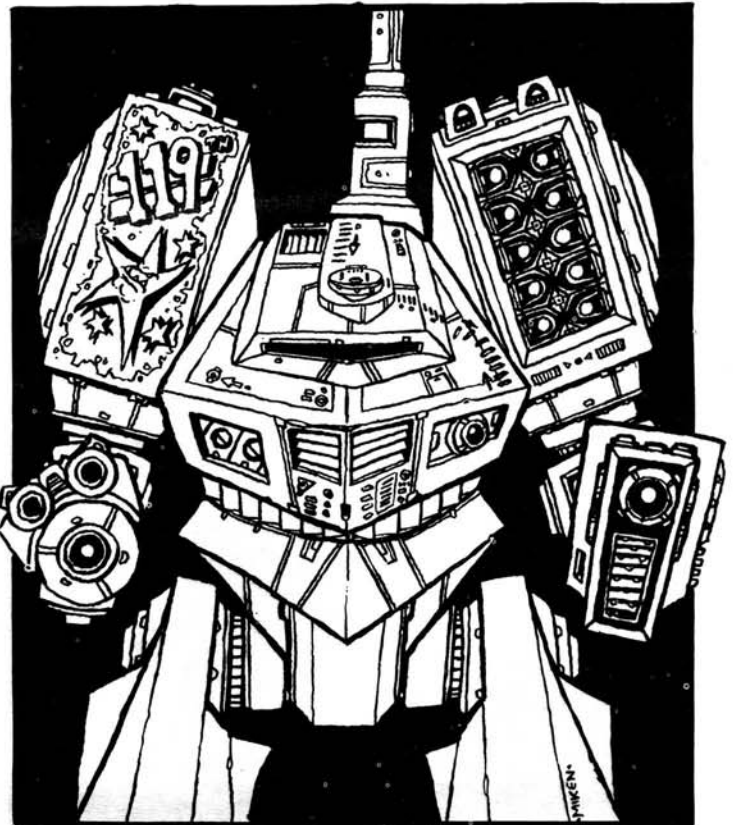
In its primary configuration, the *Nobori-nin* makes a superb prolonged-combat 'Mech. The right arm mounts an AC5 Ultra autocannon and the left mounts a Streak SRM 6. Each arm also holds a pair of medium lasers. An LRM 10 slaved to an Artemis IV fire-control system provides the *Nobori-nin* with extremely accu-

rate long-range fire capability. An anti-missile system and A-Pods provide close defense, and an active probe/TAG combination provides the pilot with electronic eyes.

The Alternate Configuration A mounts a large pulse laser in each arm. The right arm also supports an LB 2-X autocannon, and the left mounts an LRM 10 system. Apparently, the *Nobori-nin-A*'s LRM launcher uses the same technology as the LRM 20 found on the *Atlas*. A rapidly cycling ammo feed allows the weapon to fire five missiles through each tube in the same amount of time normal missile launchers require to cycle once. A machine gun rounds out A variant's arsenal. Two additional double heat sinks help dissipate the great heat generated by these weapons.

The *Nobori-nin-B* was designed for sudden raids and rapid strike operations. It mounts an extended-range particle cannon in its right arm, backed up by a pair of medium pulse lasers. The left arm supports an LB 10-X autocannon. Two tons of ammunition stored in the left torso pod provide enough ammunition for a fast strike. The B variant's anti-infantry weapons include an 11-mm rotary machine gun and a flamer.

The C variant seems to have been intended for long-range fire support. It mounts an LRM-20 in its right torso and an LRM-10 in the left. One ER medium laser, an ER small laser, and an AC 5 Ultra provide more accurate fire. A Streak SRM-6 provides more heavy striking power, while a flamer handles close-in defense.





CAULDRON-BORN

Mass: 65 tons
Chassis: Endo Steel
Power Plant: 325 XL
Cruising Speed: 54.4 kph
Maximum Speed: 80.1 kph
Jump Jets: None
Jump Capacity: None
Armor: Ferro-Fibrous
Armament: 30 tons of pod space
Manufacturer: Unknown
Communications System: Unknown
Targeting and Tracking System: Unknown

Type: **Cauldron-Born**

| Equipment | | Mass |
|---------------------|------------|-------|
| Internal Structure: | Endo Steel | 3.25 |
| Engine: | 325 XL | 11.75 |
| Walking MP: | 5 | |
| Running MP: | 8 | |
| Jumping MP: | 0 | |
| Heat Sinks: | 14 [28] | 4 |
| Gyro: | | 4 |
| Cockpit: | | 3 |
| Jump Jets: | | 0 |
| Armor Factor: | 172 | 9 |

| | Internal Structure | Armor Value |
|---------------------|--------------------|-------------|
| Head | 3 | 9 |
| Center Torso | 21 | 31 |
| Center Torso (rear) | | 10 |
| R/L Torso | 15 | 24 |
| R/L Torso (rear) | | 10 |
| R/L Arm | 10 | 15 |
| R/L Leg | 15 | 15 |

Weight and Space Allocation

| Location | Fixed | Spaces Remaining |
|--------------|-----------------|------------------|
| Head | 1 Ferro-Fibrous | 0 |
| Center Torso | 1 Endo Steel | 8 |
| | 1 Ferro-Fibrous | |
| Right Torso | 2 Engine | 7 |
| | 2 Endo Steel | |
| Left Torso | 2 Engine | 6 |
| | 2 Endo Steel | |
| | 1 Ferro-Fibrous | |

| | | |
|-----------|-----------------|---|
| Right Arm | 2 Ferro-Fibrous | 6 |
| Left Arm | 2 Ferro-Fibrous | 6 |
| Right Leg | 2 Endo Steel | 0 |
| Left Leg | 2 Endo Steel | 0 |

Weapons and Ammo Location Critical Tonnage

Primary Weapons Configuration

| | | | |
|-------------------|----|---|-----|
| Gauss Rifle | RA | 6 | 12 |
| CASE | RT | 0 | 0 |
| Ammo (Gauss) 16 | RT | 2 | 2 |
| LB 5-X Autocannon | LA | 4 | 7 |
| CASE | LA | 0 | 0 |
| Ammo (AC) 40 | LA | 2 | 2 |
| LRM 10 | LT | 1 | 2.5 |
| CASE | LT | 0 | 0 |
| Ammo (LRM) 24 | LT | 2 | 2 |
| ER Medium Laser | LT | 1 | 1 |
| SRM 2 | RT | 1 | .5 |
| CASE | RT | 0 | 0 |
| Ammo (SRM) 50 | RT | 1 | 1 |

Alternate Configuration A

| | | | |
|--------------------|--------|---|-----|
| AC 20 Ultra | RT | 8 | 12 |
| CASE | LT | 0 | 0 |
| Ammo (AC) 15 | LT | 3 | 3 |
| ER Large Laser | RA | 1 | 4 |
| ER Large Laser | LA | 1 | 4 |
| ER Medium Laser | LT | 1 | 1 |
| ER Medium Laser | LT (R) | 1 | 1 |
| ER Medium Laser | LT (R) | 1 | 1 |
| Medium Pulse Laser | RA | 1 | 2 |
| Flamer | LA | 1 | .5 |
| Machine Gun | RA | 1 | .25 |
| Machine Gun | LA | 1 | .25 |
| CASE | LT | 0 | 0 |
| Ammo (MG) 200 | LT | 1 | 1 |

Alternate Configuration B

| | | | |
|---------------------|----|---|---|
| ER PPC | RA | 2 | 6 |
| ER PPC | LA | 2 | 6 |
| Large Pulse Laser | RA | 2 | 6 |
| Large Pulse Laser | LA | 2 | 6 |
| Medium Pulse Laser | RT | 1 | 2 |
| Medium Pulse Laser | LT | 1 | 2 |
| Beagle Active Probe | RT | 1 | 1 |
| TAG | LT | 1 | 1 |



Alternate Configuration C

| | | | |
|---------------|----|---|-----|
| SRM 6 | RA | 1 | 1.5 |
| CASE | RT | 0 | 0 |
| Ammo (SRM) 30 | RT | 2 | 2 |
| SRM 6 | LA | 1 | 1.5 |
| CASE | LT | 0 | 0 |
| Ammo (SRM) 30 | LT | 2 | 2 |
| LRM 15 | RT | 1 | 3.5 |
| CASE | RT | 0 | 0 |
| Ammo (LRM) 16 | RT | 2 | 2 |
| LRM 15 | LT | 1 | 3.5 |
| CASE | LT | 0 | 0 |
| Ammo (LRM) 16 | LT | 2 | 2 |
| AC 2 Ultra | RA | 2 | 5 |
| CASE | RA | 0 | 0 |
| Ammo (AC) 45 | RA | 1 | 1 |
| AC 2 Ultra | LA | 2 | 5 |
| CASE | LA | 0 | 0 |
| Ammo (AC) 45 | LA | 1 | 1 |

DEPLOYMENT

So far, only the 1st Jaguar Guard Cluster appears to use the *Cauldron-Born*. Because only three machines have been engaged by Inner Sphere warriors, most believe the design is so new that the other Clans have not yet deployed them. Clan warriors taken prisoner in the Kado-Guchi Valley provided the information on the B and C variants.

First seen during the battle of Luthien, the ability of this OmniMech to take damage and remain operational earned it the name *Cauldron-Born*, after the unstoppable zombies of Irish myth.

CAPABILITIES

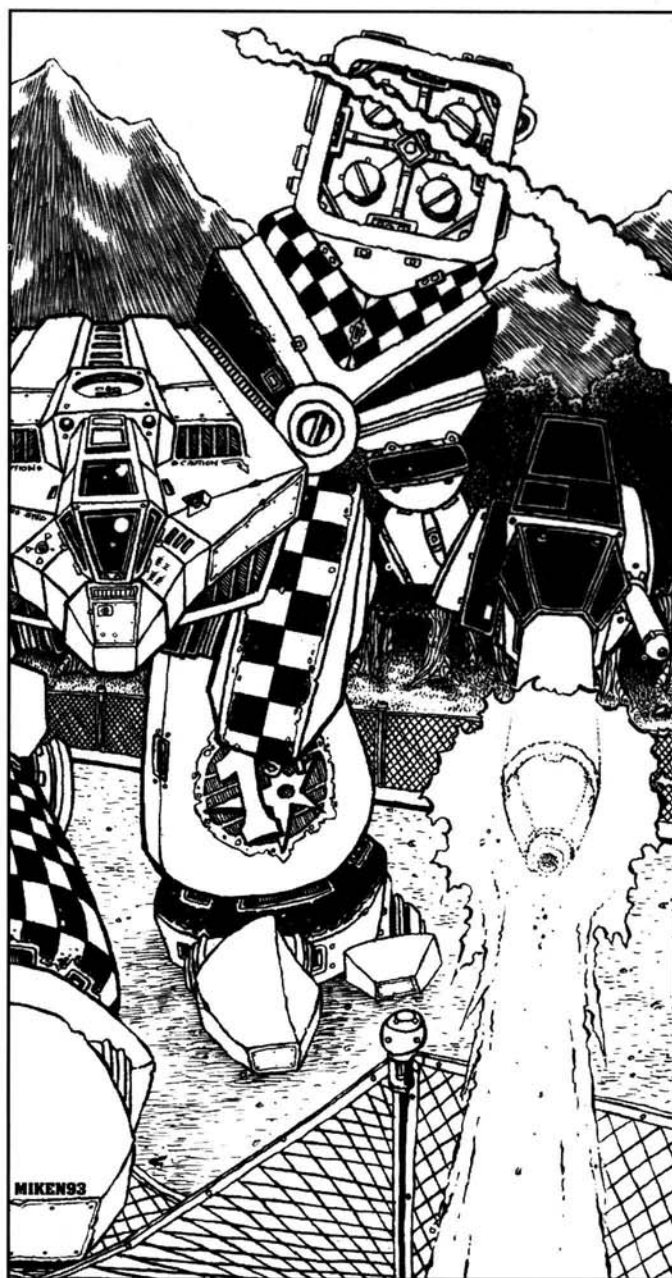
The *Cauldron-Born* arsenal is built around a massive Gauss rifle, which occupies the 'Mech's entire right arm. A dual-purpose 75-mm autocannon occupies the left arm. The *Cauldron-Born* carries two tons of ammunition for each of these weapons. An LRM-10 launcher juts above the birdlike 'Mech's left shoulder, while an SRM-2 launcher in an over-and-under mount graces the machine's right breast. A single ER medium laser is the *Cauldron-Born*'s only energy weapon.

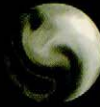
Alternate Configuration A carries a mammoth 203-mm autocannon in its right torso. Three tons of ammunition ensures the pilot will not run out of close-range firepower too early in the fight. ER large lasers and heavy machine guns are mounted in each arm. The right arm also supports a medium pulse laser, while the left carries an anti-infantry flamer. A trio of ER medium lasers sprout from the machine's left torso. Two of these weapons fire into the 'Mech's rear arc.

The *Cauldron Born-B* carries an arsenal of energy weapons. Each arm carries an ER PPC and a large pulse laser in side-by-side

mounts. The machine's torso mounts a pair of medium pulse lasers a, and an active probe and target acquisition gear allow the pilot to detect hidden enemy units. One Kurita warrior called the *Cauldron Born-B* the galaxy's best armed forward observer.

Alternate Configuration C boasts a pair of LRM 15 launchers and a pair of SRM-6 launchers, with two tons of ammo provided for each. A pair of 25-mm, high-speed chain guns allows the *Cauldron Born-C* to place more accurate, if less effective, fire on an enemy's position.





HUMILIATED BY THEIR DEFEAT ON THE PLANET WOLCOTT,

THE WARRIORS OF CLAN SMOKE JAGUAR HAVE RETURNED TO THE INNER SPHERE TO AVENGE THEMSELVES AGAINST THE ARMIES OF THE DRAGONIC COMBINE. BOLTERED BY CLAN NOVA CAT,

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