McCARRON'S
ARMORED CAVALRY

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CONTENTS

McCarron's Armored Cavalry, a formidable fighting force commanded by the wily veteran Archibald McCarron, enjoyed a brilliant reputation in the early 31st century as the Capellan Confederacy's premier mercenary unit. McCarron had little love for House Davion, his Liao employers' primary rival for power in the Inner Sphere. His loathing for Davion was shared by Marcus Barton, one of McCarron's fiercest MechWarriors and a talented strategist. In 3015, Archie McCarron put Marcus Barton in command of the MAC's second regiment, naming it Barton's Regiment. Archie ordered Marcus to create the biggest, meanest assault regiment the Inner Sphere had ever seen. Marcus did so, and for the next thirty years not a single Successor State escaped defeat by Barton's soldiers.

Given Archie McCarron's grudge against Davion, the worlds of the Federated Suns remained the MAC's primary raiding targets. Between 3022 and 3024, in retaliation for Davion attacks against Liao worlds, McCarron led his unit on a merry romp through Davion space, striking here, stealing there, and bloodying Davion's nose everywhere the MAC hit. One of McCarron's first targets was the Capellan border world of Marlette, home to the impregnable Fortress Bourgogne. Barton's Regiment hit the fort, and proved to the galaxies that "impregnable" was not in the MAC's vocabulary. Twenty-two years later, after the end of the Fourth Succession War, Davion rebuilt and refitted Bourgogne with state-of-the-art defenses, virtually daring Marcus Barton and his troops to knock it down again. Barton took the dare, and not just to pull off another brilliant, military exploit; he had a personal reason. General Lester J. Otto had recently been named commander of the fortress on Marlette, and Barton bore Otto an almost fanatical hatred. Forty years ago, Lester J. Otto had dishonored Barton's father, and Marcus had sworn revenge. He had already blown one chance; he wouldn't let that happen again. This time he would take his entire regiment, and do the job right.

HOW TO USE THE SCENARIOS

Each of the scenarios in this book re-creates a battle or encounter in the campaign fought by Barton's Regiment on Marcus Barton's second visit to Marlette. **McCarron's Armored Cavalry** differs slightly from previous scenario packs, in that the scenarios are all interrelated, representing various phases of a campaign. Players may keep track of the results of one engagement to determine the forces for a following scenario. Though the scenarios in **McCarron's Armored Cavalry** can be fought individually if players desire, they are designed to work as a campaign, which makes this scenario pack more flexible than other **BattleTech** scenario packs. Because the defending forces can be randomly generated, each battle is different, even if the location and circumstances are the same. **McCarron's Armored Cavalry** can be replayed over and over, and will offer new excitement each time.

The scenario rules include all information necessary to understand and play the game situation. Each scenario begins with a personal account of the engagement and ends with a brief historical framework for the battle.

The **Game Set-Up** sections provide special game information needed to play the scenarios, including instructions on how to lay out the mapsheets, directions for special terrain features, and suggestions on the appropriate **BattleTech** rules to use.

Attacker and **Defender** forces for each scenario are described in detail. This information includes damage, problems, or special abilities of any 'Mechs or forces at the start of the battle. Also noted is each 'Mech's starting position on the map, or where and when it enters if the 'Mech arrives after the battle has already begun. Because the scenarios in **McCarron's Armored Cavalry** are fought as a structured campaign and not as individual battles, the defending forces for any given scenario frequently depend on the outcome of the previous scenario. The defending forces for some scenarios are designed by the defending player. Each such scenario provides a number of Scenario Points and a table of available defenses. The defender can customize his defenses using a random dice roll, or by simply choosing forces up to the number of Scenario Points available.

Several scenarios include ground forces for one or both sides.

Special Rules are described next. If the scenario uses rules not covered in the general **BattleTech** rules, they are discussed as **Special Rules**.

The final section presents the **Victory Conditions**. These determine the outcome of the encounter, and vary from scenario to scenario. In combat, an action rarely continues until one side is obliterated. For this reason, the **Victory Conditions** usually list specific objectives for one or both opponents. As in actual combat, both sides may claim victory in some engagements, based solely on whether or not tactical objectives were won.

The modified Skill Roll target numbers for the Gunnery and Piloting Skills of each member of Barton's Regiment are the base target numbers for any combat rolls. These numbers may be further modified by range, terrain, and action, depending on the combat situation. The full range of skills provided in **MechWarrior, Second Edition**, can be used to help determine the outcome of any encounter involving this unit.

All other MechWarriors in the scenarios use the standard **BattleTech** Gunnery and Piloting Skill Levels, which are used normally in the game. If specific skill levels are not given, assume a Piloting Skill Level of 5 and a Gunnery Skill Level of 4.

Some of these scenarios use the **MechWarrior, Second Edition**, rules. Players should familiarize themselves with that game system before attempting to play these scenarios.

RUNNING A CAMPAIGN

To run **McCarron's Armored Cavalry** as a campaign, use the following special rules.

1. Barton's forces must win three of the six Field scenarios. The attackers must continue fighting field battles until they have won three, at which point they can move on to the Stannic Bridge scenario. If they win fewer than three field fights, Barton does not reach the bridge.

2. Barton must win the Stannic Bridge battle to continue his advance.

3. Barton's forces must win two of the Ring of Death scenarios. The attackers must fight until they win two, or else the Ring ends their advance and the game.

4. Barton must win both Wall fights. If he loses one, he can try again with new forces.

The Final Battle

Three different scenarios can be played as the climax of the campaign, each presenting an alternate ending. The attacking force's level of success in the early stages of the campaign determines which end scenario will be played.

If Barton's force wins three field fights without taking a loss, wins the Bridge and takes the Ring while losing one or no fights, run **Otto's Last Stand**, p. 54.

Run the **Showdown** scenario, p. 56, under the following circumstances: if Barton's force wins three field fights, taking only one loss, then loses only one fight in the Ring; if Barton's force loses two field fights but only one Ring fight; if Barton's force loses no field fights but loses two Ring fights.

If Barton's force loses two Field fights and two Ring fights but are still able to advance, play **Barton's Folly**, p. 58.

Losing either of the Wall battles counts as a loss against the better win tally. For example, if Barton's force has one loss in the field and loses one of the Wall fights, the Wall fight counts as a second field loss. If Barton's force takes the maximum number of losses (two field and two Ring), play **Barton's Folly** after breaching the Wall.

Historical Perspective

Historically, Barton won all his field engagements and smashed the Stannic, but suffered two major defeats getting through the Ring of Death.

In the year 3044, at the end of the War of 3039, Hanse Davion decided to upgrade his defenses along the border of Maximilian Liao's Capellan Confederation. He wanted to refit his existing bases with new technology, in case House Liao started a new campaign against him. The Federated Commonwealth had already taken a beating from the Draconis Combine, and Hanse Davion faced possible attack by Romano Liao's revitalized military, fresh from successful wars against the Duchy of Andurien and the Magistracy of Canopus. Also, the feared McCarron's Armored Cavalry was rumored to be upgrading their equipment with Star League technology, as well as adding a seventh regiment.

The fortress Bourgogne on the planet Marlette was one of the first installations upgraded. Marcus Barton had already destroyed Bourgogne once, and the Davion engineers intended to make it as "Barton-proof" as possible. They rebuilt and enlarged the walls, upgrading or replacing turrets and emplacements.

Finally, the engineers experimented with different types of 'Mech traps. These traps could capture or destroy an enemy 'Mech before it could do any damage. Marlette's 'Mech forces were also upgraded. During the Fourth Succession War, Marlette's regiment had two 'Mech battalions and one tank battalion. After the war, Marlette's forces became a full regiment of the Capellan March Militia, along with one additional battalion serving as a planetary garrison.

After reading the reports on Marlette's new defenses, Archie McCarron, Commander of McCarron's Armored Cavalry, decided to launch a raid on Marlette to test the strength of the fortress and the 'Mech forces. McCarron chose the sixth regiment, known as Baxter's Brawlers, to assault Bourgogne, and when field reports revealed that Barton's most hated foe, Lester J. Otto, commanded the defending forces, Barton assigned himself to the attack to offer tactical and field advice, but actually to seek revenge. Scouts on Marlette reported that a major parts shipment was expected to resupply both the fortress and the Staval city garrison. Baxter's Brawlers were to attack Staval Space Port and steal whatever they could carry.

General Lester J. Otto, commander of Bourgogne, had caused Barton's father, Thomas Barton, to resign from the Davion military in 2991. Thomas Barton and Lester Otto had both been candidates for a vacant generalship. Knowing that Thomas Barton's combat record surpassed his own, Otto used his family's influence and political connections to win the promotion. Barton was asked to wait for the next available position.

Unwilling to wait, Tom Barton resigned his commission. The Davion High Command, angered by his action, ordered Tom Barton stripped of his 'Mech and any other military property. Barton's knowledge of Davion military operations made him a security risk; Davion agents monitored his movements, and he found it virtually impossible to leave Davion space. Tom Barton was forced to sell everything he owned, but finally in 2993 he escaped into Steiner space. He never fully recovered from Davion's betrayal, and died a broken man. His son, Marcus, swore vengeance against House Davion, and against Otto.

Marcus Barton made his plans carefully. While the Marlette regiment engaged Baxter's Brawlers, Marcus would drop his regiment on the other side of the Stannic Bridge. General Otto could not foresee this attack. He only knew that sooner or later, Marcus would come for him again. But because he had to protect the parts shipment at Staval, General Otto could not mass his forces to face his old enemy.

When the MAC forces arrived in system, General Otto knew from the DropShip count that he faced a sizable army. He ordered the first battalion of the Marlette CMM, the Marlette Rangers, to back up the city garrison. When Baxter's Brawlers dropped on Staval, Otto expected Barton to rush to the fort in a pincer movement.

Two days after the drop, Baxter's Brawlers attacked Staval. Seeing no split in the enemy forces, Otto ordered the Rangers' Second Battalion to reinforce the Staval defenders. On the third day, the Brawlers engaged all the Marlette forces sent to Staval. Otto kept a concerned eye on the number of DropShips still in orbit, although he knew that some were empty to carry away plunder.

On the fourth day, Baxter's Brawlers broke through Staval's outer defenses and moved on the space port. The Rangers reported losses, but did not ask for reinforcements. Later that afternoon, scouts reported 'Mechs dropping on the far side of the Stannic Bridge. Upon learning that a full regiment had landed near the Stannic, General Otto ordered the Rangers' Third Battalion to engage the enemy forces before they reached the river, and the battalion command lance to reinforce the bridge defenses.

Otto ordered the fortress garrison to deploy inside Bourgogne's static defense ring. He then sent a message to Staval ordering combat-capable 'Mechs to return to the fortress as soon as possible, hoping that the garrison could hold out until reinforcements arrived. The first battle reports that evening confirmed what Otto already guessed; Stannic Bridge's besiegers were the Second Regiment of the MAC, Barton's Regiment, commanded by Colonel Marcus T. Barton.
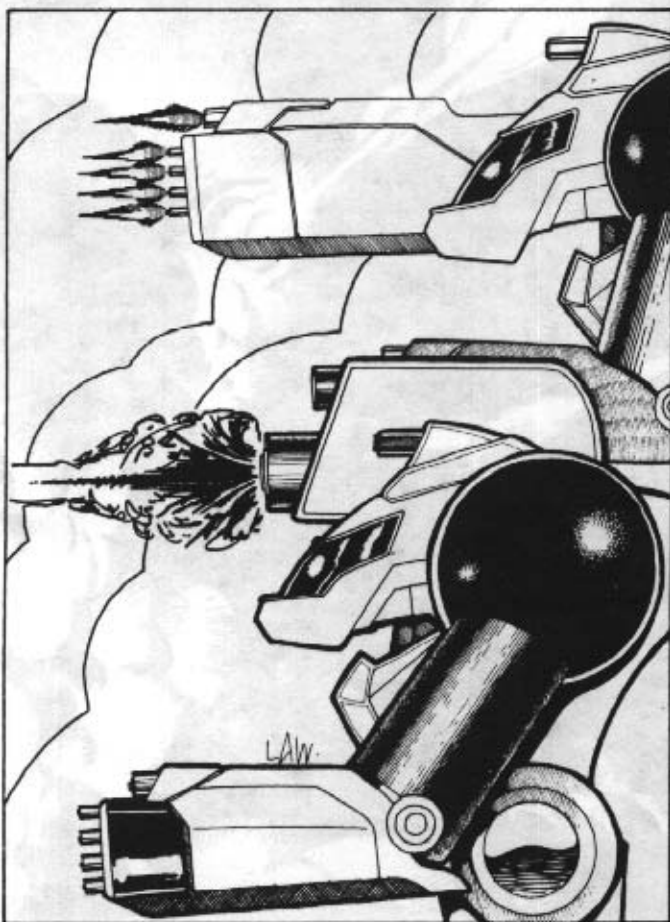
HISTORY OF BARTON'S REGIMENT 3015-25

In 3015, Archie McCarron put Marcus Barton in command of the MAC's Second Regiment, renaming it Barton's Regiment. Archie ordered Marcus to create the biggest, meanest assault regiment the Inner Sphere had ever seen. Marcus did so, and for the next thirty years not a single Successor State escaped defeat by Barton's soldiers.

Barton's first assignment came against House Marik on Elnath in 3015. Marik had been launching repeated raids against ammunition and tank manufacturing plants located on Elnath, causing serious disruptions in production. Barton's Regiment relieved the Blackwind Lancers, who had taken considerable losses fighting off continual attacks by Marik forces.

Barton discovered that Marik was using the fortress Gorndack on the planet Ohrensen as its main resupply and repair facility. According to reports, two companies were acting as planetary garrison: the Blackhearts, a small mercenary company, and the Twenty-Sixth Lyran Guards, both under the command of General Robert S. Paterson.

Knowing that Gorndack was the base of operations, Barton decided to take the problem out at its source. He planned to strike hard and fast on Ohrensen and get out without taking any heavy damage. A week later, Barton jumped into system, but found it on full alert.

Barton had never been one to run away from a fight. After a short meeting with his commanders, he ordered his DropShips to detach and move toward Ohrensen. Except for the usual warnings issued to unidentified DropShips, initially the planet did not respond. When Barton's forces hit orbit, fighters began scrambling and a *Leopard* CV came over the horizon, and Barton had to change his plans again. He had hoped to make an air drop, but with all the aerospace fighters around, such a move would have been suicide. Barton was forced to wait as the fighters engaged.

The battle lasted a little more than an hour, with both sides taking heavy losses. Barton forced Marik's fighters to break off the attack, but not before losing a third of his own. In the temporary lull, Barton brought down his DropShips and unloaded his 'Mechs. The DropShips then returned to orbit to repair and refuel what fighters they could.

On the ground the fight moved quickly. Barton had barely established a defensive perimeter before Marik 'Mechs were sighted advancing on his positions. The Marik 'Mechs were mainly light scouts, ordered to estimate Barton's strength and get back to their own lines. They got more than they bargained for. Barton ordered his fastest heavy 'Mechs forward, while all available fighters made strafing runs. Marcus Barton wanted to choose his own battleground, so he ordered the rest of his forces to move out. Of the five Marik 'Mechs sent to scout, only two returned, leaving Marik unsure of the opposition's strength. Marik's uncertainty gave Barton time to plan.

Marcus had landed his forces half a day away from the fort. The surrounding terrain—light woods and hills—provided the perfect ground for Marik ambushes. Using infantry and tanks, the fortress commander placed several ambushes to slow Barton down, leaving all of the available 'Mechs at the fortress to form a last line of defense.

Gorndack was not a true fortress, but a fortified space port, with a turreted defensive wall and several tank emplacements. Infantry and tank bunkers were placed around the outside of the wall. Gorndack also had three artillery pieces—two Snipers and one Long Tom—for indirect fire. Barton's forces arrived at the fort in disarray from minor ambush losses and from evading the Long Tom shells. The Marik forces immediately attacked.

For five hours both sides slugged it out just beyond the walls of the fort. Marik threw everything they had against the MACs, while Barton's men pushed through. With his *Warhammer's* left torso shot away and barely any armor left, Barton led the charge that broke through the wall. The remnants of Gorndack's forces fled into the woods, leaving behind pockets of tanks and infantry. By the day's end Barton's Regiment had secured the fortress area, and Barton was able to call down his DropShips. During the roll call of survivors, Barton found he had only two battalions of operational 'Mechs, and half of the inoperative could not be salvaged or repaired.

Despite his losses, Barton returned to Liao victorious, receiving public praise from Maximilian for his regiment's heroic action. Though they said nothing against him, the Liao high command felt that Barton should have informed them of his plans before acting on them. The battle for Ohrensen set the pattern for a sometimes tense relationship between Barton and the Liao military establishment.

While the victory pleased Archie McCarron, the number of 'Mechs Marcus lost did not. Barton had captured several 'Mechs and had found a good cache of parts in Gorndack, but this did not cover the cost of replacing the 'Mechs that Barton needed to bring his regiment to full strength. Gorndack was one of the many forts Barton destroyed, giving rise to the legend of Barton the Fort Buster. Many commanders throughout the Inner Sphere believe that Barton particularly enjoys attacking and destroying heavily defended installations.

BARTON'S REGIMENT RETURNS

Barton brought his regiment back up to full force in 3016, only to break it down at the command of his Liao employers. Davion had stepped up raids on Liao worlds, and the battalions of Barton's Regiment were needed to garrison systems.

All of Barton's battalions saw heavy action during the years of constant raiding from 3017 to 3020. The most noteworthy fight involved Wayne's Wreckers, garrisoned on Necromo. Davion had sent the mercenary unit Smithson's Chinese Bandits to gain information about operations on the planet. The Bandits had heard of the MAC, but never fought them, so they had no idea what to expect. When the Bandits dropped on Necromo, they found out.

Necromo is a dry, flat world, ideal for building the huge equipment needed to repair DropShips. But a large installation is difficult to protect, especially when the enemy can attack from all directions. The Wreckers posted a series of infantry units with tank support to act as an early warning system, enabling the Wreckers' 'Mechs to arrive before the enemy.

The Bandits planned to hit the repair facility while taking as little damage as possible. They tried a feint, sending a small group of 'Mechs in from the south. When the spotters reported the small strike force, Wayne sent his third company, the Knights of Death, to engage them.

He had just given the order when his spotters on the west side radioed in. A second force was coming, at least a battalion strong. Wayne swore at the snooker play, but there was nothing he could do. As he brought his 'Mech forward, he reminded his men, "Remember, it's only worth destroying your 'Mech if you kill two of theirs."

The fight lasted for several hours. The Wreckers' heavier 'Mechs finally stalled the Bandits. The Bandits tried to get around the Wreckers, but ran into vibrabombs and tanks.

The battle turned in the Wreckers' favor when 'Mechs from the Knights of Death thundered back from the fight to the south. Not wanting to get pinned down, the Bandits retreated. They had learned something about Necromo's defenses, so the raid had not been a total loss. Major Wayne chased the retreating Bandits until he was sure they were leaving, then ordered his units to return.

By 3020, Barton had tired of defending against Davion raids. He told everyone within earshot, in his usual diplomatic fashion, that it was time the raided became raiders—and if no one else would do it, he would.

HEART'S DESIRE

One day in 3022, Archie summoned Barton to his office.

"What's up?" asked Barton as he entered and sat down.

"I've got a job for you," Archie said, watching Barton closely.

"Last time you told me that I got stuck on Sian for three weeks," Barton replied, scowling. "I hope you can do better this time."

"This time I want to bust up a Davion fortress. You up for it?" Archie replied.

Barton bolted up from his chair. "Somebody drop a rock on your head, Archie? 'Course I'll take the job, but what do you mean 'us'?"

"I'm going, too. I love Davion as much as you do. Besides, you think I'm going to let you guys have all the fun?"

"'Course not, Archie. I didn't know you had a plan, that's all."

"Well, I do, Marcus, and rule number one of the MAC has always been that the man with the plan leads. If we get shot up, I'm the first one to get my ticket punched. There are no flags in the MAC."

"And there never will be," Barton said, nodding his head in agreement.

Archie explained to Barton that Liao had given McCarron's Cavalry carte blanche to deal with the Davion attacks. Archie decided to launch a series of retaliatory raids targeting different Davion planets. He chose Barton's Regiment to attack the fortress Bourgogne on Marlette because the fortress was a major resupply base for the Capellan March Militia. Barton declared the raid his heart's desire.

Archie wanted to keep Barton on a short leash, knowing that if Barton was left on his own, he would plan a potentially suicidal attack on New Avalon. By hitting Marlette, Archie could give his friend a chance to cause Davion some pain without taking risks and getting himself killed.

Before hitting Marlette, Barton's Regiment helped Archie attack the Forty-Second Avalon Hussars on Kathil. Archie wanted revenge on the Hussars for their sneak attack on Purvo in 3018, in which they killed Jordan Brush, one of Archie's best friends. The Hussars put up a good running fight for several days, but once they realized the MAC was looking for blood, they scattered until reinforcements could arrive. Not wanting to spend the time tracking them down, Archie and Barton moved on to their next target.

GOODBYE, BOURGOGNE

Archie planned to demoralize Davion forces by attacking Bourgogne. The fortress had not been attacked in well over a hundred years, which made it a prime target. Bourgogne was one of five fortresses along the Davion–Liao border used primarily as resupply bases for the Capellan March Militia, and also as local defense points for each planet.

Barton landed near the fortress, but far enough away that if Davion forces wanted him, they would have to come and get him. As the MAC advanced toward Bourgogne, they reached the Stannic Bridge, a three-mile span over the Bern River. The long, narrow bridge meant Barton would have to send his 'Mechs over in single file, making them easy targets during the crossing and on the other side.

Archie and Marcus rode point as the MAC started across. Their 'Mechs crossed the bridge without incident. As soon as Archie and Barton set foot on the far side of the Stannic, a company of Davion 'Mechs opened fire. Both MAC 'Mechs took heavy damage, but kept advancing toward the Davion positions.

As more of the MAC crossed over, the Davion forces pulled back. Marcus, enraged by what he called petty tactics, ordered the retreating 'Mechs hunted down. Archie and Barton joined the hunt; Barton destroyed a Davion *Crusader* and captured the commander of the second company.

Not wanting to give the fortress time to react, Barton ordered his men to advance. When the MAC came within a mile of Bourgogne, Davion's 'Mechs, led by Colonel Wilson J. Winchester, attacked. The CMM forces engaged the advancing MAC, backed up by infantry and fire support from bunkered tanks. The fight went on for nearly a day, with each side rotating hurt 'Mechs to the rear and trying to push the other side back. Finally, Barton's forces broke through the CMM line and attacked the fort. Fearing that his unit would be cut off, Winchester ordered them to withdraw.

Concerned at the MAC's mounting losses after two days of siege, Archie ordered Barton to back out. In a rare disagreement, Barton refused, stating, "I came here to break this bastard, and that's what I'm going to do. Put it to a vote."

According to MAC custom, each commander voted to stay or leave. The majority voted to stay and finish the job. Archie granted them one more day of direct assault, but if they failed to break the wall by then, all units were directly ordered to return to the DropShips. Barton agreed.

Marcus then threw everything he had at Bourgogne, and by late afternoon, the MAC had breached the wall. After a vicious fight with the last of the CMM, the MAC looted the remains of the fort and pulled out. By the next morning, Bourgogne had been reduced to a smoking ruin.

Though Barton's Regiment went on raids with other elements of the MAC during Archie's romp through Davion space, it primarily played a support role because of its losses on Marlette. Barton joined the fight on Beiten Kaitos, and was one of the key players in the MAC's ordered retreat. Barton's Regiment also led the assault on Mira shortly before returning to Liao space in 3023.

By 3025, Barton had created one of the most feared assault regiments in the Inner Sphere. But both Archie and Barton knew that as Barton's reputation grew, so would the forces thrown against him. Archie promised Barton all the support he would need. Barton's response was simple and lethal. "Everything falls if it gets hit hard enough. I'll just have to make sure it don't get up again."

HISTORY OF BARTON'S REGIMENT 3026–50

After 3023, things were pretty quiet for Barton and the MAC for a few years, mainly because Archie had to build the regiments back to full strength. Barton dealt with several retaliatory raids by Davion forces in the meantime.

By 3027 Barton was getting restless. Archie knew that he had to find something for Barton to do, or Barton would find it for himself. Because most of the other Successor States were doing everything they could to keep new technology out of Liao hands, Archie went more often to the open (black) market to get needed equipment and tech.

One of these open market dealers, Simon Kincaid, decided to take the money and split instead of trying to move a huge order and risking capture by House Steiner. Kincaid's dodge left Archie out several million C-bills in needed supplies. He also wanted Kincaid's head. Archie ordered Barton to pay a visit to the main manufacturing plant of Kincaid's Defiance Industries on Hesperus II, along with as many other complexes as the regiment could reach. Barton objected to the idea of jumping from place to place, because he knew his forces would be vulnerable while loading spoils on their DropShips, but he agreed to Archie's plan.

When the MAC hit the Hesperus system, they headed straight for the complexes. They were heading back to their drop point, loaded with loot, when Lieutenant Woodruff Patterson struck. He ordered his Blackhearts to pursue Barton's group and set up the 26th Lyran Guard to attack the DropShips.

The Blackhearts attacked mostly with long-range fire. Barton ordered his men to return fire without engaging. As Barton's forces gathered, he ordered his DropShips down. Barton's aerospace fighters engaged the planetary fighters coming to stop them. When Barton's DropShips landed and began loading, Patterson ordered the Twenty-Sixth to attack.

The area of the fight was a plain broken up by small hills and groups of trees. When the Guards struck, Barton pulled the ace out of his sleeve and ordered three *Transgressor* fighters he had held back from the air defense to begin strafing runs. The defending MechWarriors looked up in horror as the three fighters came down. Their own fighters tried to engage the *Transgressor*s, without success.

After the first run, Patterson ordered his 'Mechs to scatter and pull back. This gave Barton's forces a chance to establish a perimeter and drop the loot they carried. The Blackhearts also scattered for cover. The *Transgressor*s made two more passes, but by the end of the second, the Lyran 'Mechs were too spread out for effective strafing. Barton lost one fighter at the end of the second run to an AC/20 cockpit hit from a Lyran *Goliath*, and did not want to lose any more trying to kill one or two 'Mechs.

The Lyrans left nearly a dozen heavily damaged or destroyed 'Mechs on the field. Barton's 'Mechs took some heavy hits, but most stayed operational. Archie was both pleased and surprised that Barton had torn up so few of his own 'Mechs this time around. With the Fourth Succession War beginning, both Archie and Barton had cause to bless Barton's luck.

TAKING IT ON THE CHIN

When the Fourth Succession War began, Liao ordered four of Archie's regiments to the planet Menke. While he doubted the new Federated Commonwealth would be stupid enough to attack Menke, Archie didn't like having his first regiment, the Nightriders, alone with no backup. Conflict among the Liao commanders over Maximilian's situation further disrupted efforts to defend the Capellan Confederation.

Barton looked forward to the war because, as always, he wanted to give Davion a good pasting. Written history says Barton did not get everything he wanted. But, as with most historical accounts, authors sometimes show sympathy for one side over the other. Accurate enough on the accounts it describes, Davion's history fails to cover all of the actions, especially those that cast the Confederation armed forces in a positive light.

Among the missing accounts was the skirmish between Barton and the newly resupplied Davion Crater-Cobras and Screaming Eagles, who attempted to prevent the MAC DropShips from leaving Sarna. This time, Barton had no aerospace ace in the hole; all of his fighters were keeping the Davion forces busy. To gain time to load the DropShips, Barton asked for volunteers to hold off the enemy attack. Archie volunteered, but Barton and the other commanders rejected his offer. Archie argued, but gave in, knowing the MAC could not afford to lose their leader.

Barton counterattacked with close to a full regiment of 'Mechs and two battalions of heavy armor and infantry, sent to ensure the safety of MechWarriors forced to abandon their machines. The tanks set themselves up as a last line of defense, and the infantry quickly laid down a field of vibrabombs. Barton took his forces and moved forward.

The combined Eagle and Cobra force wanted the MAC badly after the pounding the MAC had given the Fifth Fusiliers. When Barton's forces advanced on their flank, they thought it was a feint to draw them off. They continued forward and had nearly reached the tank line when reports of fighting poured in.

Barton's counterattack shocked the Cobra and Eagle commanders, because Barton's army was half the size of their own. If they split their forces to deal with the MAC's tanks, they could also strike the DropShips, but Barton's odds would improve. If they kept the force together, the DropShips would have time to load. Barton settled the matter for them by publicly boasting that he would not leave a single Davion 'Mech standing on the field.

After hearing Barton brag for weeks and seeing so many of their MechWarriors die at his hands, the Cobra and Eagle commanders decided to kill Marcus Barton no matter what the cost. Both forces engaged Barton's Regiment, leaving the tank line for mop-up. The battle lasted for nearly two hours and was one of the most brutal of the Fourth Succession war.

In the end Barton lost almost half his force, and some 'Mechs that made it back were headed for the parts bins. The combined Eagle and Cobra forces lost nearly two-thirds of their 'Mechs. Barton himself cut down a number of Davion light and medium 'Mechs in his initial attack. He also killed several heavy and assault 'Mechs. Barton's 'Mech was one of the last off the field, and returned to the DropShip with both arms gone, its left torso shot away, and more armor on its back than on its front.

The Federated Commonwealth had won the fight, but the MAC still stood. The Davion forces tried to engage the remaining tanks, but after the first few salvos, retreated and called for reinforcements. In the meantime, the MAC loaded all the remaining tanks on the DropShips and lifted off.

The losses on Sarna were a blow to Archie, and he realized he needed time to rebuild. After returning to Menke, Archie placed Rodney Finn and Samuel Christobal in temporary command of the Nightriders and Barton's Regiment, respectively. Archie gave Marcus Baxter temporary command of the MAC and Menke until he returned.

Archie, Ian MacPhearson, and Barton then went out to recruit, and Archie began to set up a web of trading companies and offices in nearly all the Successor States. Archie dealt with what was becoming the Federated Commonwealth, but only on the Commonwealth side, though he bought Davion technology through middlemen. Archie also developed contacts in the Taurian Concordat, and secured a 'Mech supply agreement through one of his new trading concerns.

Barton and MacPhearson began recruiting through Mech-Warrior halls and Barton's contacts on Solaris. Barton also went back into the arena. His age had not slowed his fighting skills, and he reestablished his reputation as an outstanding arena warrior. By 3032 Barton and Ian had recruited and trained enough men to replace their lost personnel. Archie had established a profitable interstellar trading company, MTC, Inc., that not only got supplies and new technology for the MAC, but also sold goods and services to other organizations. With his new company, Archie began to expand the MAC's facilities on Menke.

BACK TO BUSINESS

When the Andurien forces of the Free Worlds League began raiding Liao space, many felt the Anduriens were simply probing for weak spots. By the time Andurien attacked Betelgeuse, Archie had already sent Barton and Ian back to their regiments. Archie remained on Menke to take care of business with MTC. Barton, glad to be back in command, wanted a few good fights to revive the MAC's flagging spirit after the loss on Sarna. Barton's second-in-command, Patrick Hart, had died there, and so he chose a new second, Elaine Parks, and refused to allow himself or his men to dwell on the past.

Barton sent his troops to relieve the beleaguered units on Betelgeuse. The Anduriens had dug in their defensive positions, and the fighting went hard. After two weeks of continual assault, Barton broke through, forcing the Anduriens off Betelgeuse. MAC intelligence reports pegged the planet Prix as a major resupply and staging area for the Andurien invasion. After several weeks of planning and resupply, Ian MacPhearson and Marcus Barton decided on a twin attack. MacPhearson would hit Primus, taking out the Andurien supply depots and repair facilities, while Barton nailed the main installation on Prix.

IN REAL DEEP

When Barton arrived on Prix, he found the units he had just fought on Betelgeuse undergoing repair, along with a planetary garrison of two fresh 'Mech battalions. The repair facilities and resupply areas were extensive and well-defended. Barton knew if he could take these out, he could break the back of the invasion.

First, he attacked the supply bases, stealing enough stores to brace his men for a siege. Then he went after the repair facilities. Using marginally operational 'Mechs, the Anduriens kept Barton at bay for three hellish weeks. Finally, out of 'Mechs and fearing their facilities would be destroyed, the Anduriens surrendered. Barton stripped Prix of everything he could carry and returned to Betelgeuse fully loaded. Barton also coordinated raids against Canopus IV, in the Magistracy of Canopus, sidelining his own regiment to give Leo's Demons needed combat experience.

In 3037 Archie retook command of the MAC and formed a sixth regiment. Marcus Baxter was given its command in recognition of his efforts, and his notorious barroom reputation earned the regiment the name Baxter's Brawlers. Archie also began to expand Menke's 'Mech repair facilities.

Using equipment Barton had captured, Archie increased the number of 'Mechs that could be repaired at one time. Archie also

revamped the repair lines to assemble 'Mechs. MTC delivered new technology to the MAC, and the techs went to work. Archie dreamed of making the MAC self-sufficient in new technology and 'Mech building, independent of Liao's smaller manufacturing base.

Meanwhile, Barton got bored. The calm between the Successor States made it hard to find a fight. Also, Liao's political climate was turning paranoid. For the most part, Romano Liao left Menke alone, but MAC units garrisoned on other worlds related horror stories about Romano's treatment of what she termed "crimes against the state."

Barton and the MAC welcomed the War of 3039. When the Federated Commonwealth attacked House Kurita, Archie ordered more extensive raids on both Steiner and Davion worlds in the Federated Commonwealth. Other units also took advantage of Davion's internal strife, but the MAC made the most of it.

When Kurita forces attacked Davion worlds, the MAC struck worlds near Menke. Most of the attacks were fast "grab and move" raids. Archie figured that these worlds might hold supplies or have reinforcements small enough in strength to tie down. Barton raided Kathil, Alcyone and Addicks, each time engaging a sizable Davion force. Barton defeated his enemies twice and captured several large caches of spare parts.

On Addicks, he tangled with the elite Davion Guards and fought them to a draw before leaving. He was unable to collect any loot on that raid. Though the MAC fought on their own behalf, their actions may have helped Kurita; in 3043, Theodore Kurita sent Archie McCarron a brand new *Charger* as a gift of respect to a fellow MechWarrior battling powers who seek domination at all costs. Archie gave the *Charger* to Barton, who passed it on to Martha Kitagawa, commander of Barton's Third Battalion, Wayne's Wreckers.

In 3044, Archie learned that Davion was upgrading his Capellan border defenses, including the planet Marlette, which Davion took from the Capellan Confederation in the Fourth Succession war. Archie decided to send Baxter's Brawlers to harass Davion, but when Barton learned during the planetary briefing that General Lester Otto commanded Marlette, he insisted on going along. Archie agreed to send both regiments to Marlette, but knew that only Barton's would see real action. The battle was brief. Within hours of landing, Barton had crossed the Stannic Bridge and was laying siege to what he would later call the "Ring of Death."

After breaking the Ring, Barton battered down the wall and fought hard with the defending regimental command lance of the Marlette Capellan March Militia (CMM). During this fight, Davion forces used a new 'Mech design based on old Star League plans. General Otto piloted the 'Mech, which was later named the *Devastator* because of the amount of damage it did to Barton's forces. Barton prevailed, however, and for the second time in fifty years, destroyed the fortress of Bourgogne.

By 3050 the MAC was looking for trouble again. McCarron's Armored Cavalry had six active regiments and a seventh training regiment based on Menke, all outfitted with cutting-edge technology and itching to use it. The MAC was also looking forward to the reign of the new Chancellor, Sun-Tzu Liao, who they privately felt would be infinitely better than his mother Romano. Marcus Baxter was being groomed as Archie McCarron's heir apparent, while Archie spent more time working with MTC, Inc.

Barton, as always, looked forward to the next fight. As much as he knew Barton disliked it, Archie gave him more command responsibilities, ensuring that Barton could command the First Regiment if Ian took command of the MAC.

TABLE OF ORGANIZATION

SECOND REGIMENT OF McCARRON'S ARMORED CAVALRY (BARTON'S REGIMENT)

Unit Name	Experience Level	Company Type
First Battalion: Barton's Battalion		
B Company	Elite	Heavy Assault
2nd Company (Yolanda's Hellcats)	Veteran/Elite	Heavy Assault
3rd Company (The Stompers)	Veteran	Fire Support/Assault
Second Battalion: Deagan's Destroyers		
1st Company (Deagan's Company)	Veteran	Heavy Assault
2nd Company (Saunders' Strongmen)	Veteran	Heavy Assault
3rd Company (Vanov's Vikings)	Veteran/Regular	Fire Support/Recon
Third Battalion: Wayne's Wreckers		
1st Company (The Wrecking Crew)	Veteran	Heavy Assault
2nd Company (Richard's Reavers)	Veteran	Medium Fire Support/Recon
3rd Company (Knights of Death)	Regular	Fire Support/Recon

M^cCARRON'S

ARMORED CAVALRY

PERSONNEL
INFORMATION

Marcus had a brief, unhappy childhood. After his mother was killed in a raid on Emerson in 2988, Marcus lived at a private school while his father was away on assignment.

In 2991, Thomas Barton resigned from the military. Marcus knew something terrible had happened to disrupt their lives, but many years passed before his father spoke of it.

Marcus started out on Solaris as a top arena MechWarrior. As his reputation grew, mercenary and House commanders asked Marcus to join them. He refused only Davion units or mercenary companies working in Davion space.

In 3007, Archie McCarron came looking for Marcus. He found Marcus sitting in a dive on the sleazy side of town. Marcus told Archie exactly how he felt about mercenary commanders, including Archie McCarron. Archie decked him. The resulting brawl left both men pretty chewed up, but Marcus joined the MAC, impressed by its loose command structure and its commanding officer.

In 3010, Barton became lance commander, and his unit was promoted to assault lance. Archie promoted Barton to regimental commander in 3015, renaming the unit Barton's Regiment. He ordered Barton to create the meanest assault regiment the Inner Sphere had ever seen.

Since becoming regimental commander, Barton has put together one of the MAC's sharpest groups of tactical officers. Barton thinks on his feet, changing tactics fast to adapt to new situations. He routinely delegates command decisions to his officers and considers his staff as his equals.

A large, loud fellow, Barton wears a Confederate hat with a red bandanna tied around it, and a black leather vest with a full-color MAC emblem on the back. Marcus is well-known for his skill with a laser pistol and a brawling knife, so he is rarely asked to fight, but will join in if anyone starts trouble with his group.

Presently, a restless Barton is looking for a few good targets. His style and aggressiveness make him impatient with small raids, forcing Archie to find him bigger targets. The Liao military dislikes having to answer for huge, unauthorized raids on other houses, but Barton cares nothing for politics. Barton is loyal to House Liao, but only as an employee to an employer.

Barton's aggressive, no-nonsense style has spread though his regiment, and Marcus is proud of the reputation his unit has earned because of it. Despite the rough beginning, Archie approves of Barton's leadership, even though the repair bills still make him flinch.

Skills		Target Number
Blade	3	(5+)
Bureaucracy	3	(7+)
Gambling	2	(6+)
Gunnery/'Mech	7	(0+)
Leadership	4	(6+)
Medtech	2	(6+)
Piloting/'Mech	6	(1+)
Small Arms	3	(4+)
Strategy	3	(5+)
Streetwise	4	(6+)
Support Weapons	2	(5+)
Survival	2	(6+)
Tactics	3	(5+)
Technician/'Mech	4	(4+)
Unarmed Combat	3	(5+)

Warrior Data

Attributes			Characteristics	
BLD	5	(7+)	Athletic	8+
REF	5	(7+)	Physical	7+
INT	6	(6+)	Mental	8+
LRN	4	(8+)	Social	10+
CHA	2	(10+)		

NING-TI LIAO

The son of industrialist Ming Se Liao, Ning-Ti is distantly related to the ruling family through a marriage that took place more than four generations ago. The family runs several mining and agricultural holdings in the Andarmax, Repulse, and Sax systems. Ning-Ti's family expected him to take over some of the family property when he came of age, but he refused. Instead, he trained as a MechWarrior and joined a small mercenary company as a scout.

After working with several small companies, he joined Archie McCarron in 3035. Noting his heavy 'Mech experience, Archie assigned Ning-Ti to Barton's Regiment. Barton put him in the Third Lance of the First Company and gave him an *Archer*, later switching him to a *Marauder*.

Ning-Ti showed his true calling in the war with Canopus and Andurien. His *Marauder* charged and engaged an Andurien *BattleMaster*. The battle was short and brutal. Ning-Ti lost his left torso and all the armor on his right leg, but he tore through the *BattleMaster*'s center torso and hit the engine. Instead of risking a fusion explosion, the enemy MechWarrior popped his hatch. After the fight, Barton promoted Ning-Ti to lance commander.

Several times over the years, Ning-Ti tried to reconcile with his family, but they spurned him. Despite the wealth and fame Ning-Ti earned as a member of the MAC, the old wounds refused to heal. His anger affected his battlefield performance; he got more reckless in search of bigger kills. Finally, Barton pulled Ning-Ti aside and told him the MAC was his family now, and they needed him to be the MechWarrior he used to be. It took Ning-Ti time to adjust, but he got back his old fire, and in 3044 was promoted to the regimental command lance. Being a good tech, he does a lot of his own repair work.

Off the battlefield, Ning-Ti can be found either out with the group or running his lands on Preston. His neighbors and employees regard him as a fair, honest man. His holdings are mostly farm lands, but he runs a small mining operation as well.

Barton and Archie sometimes call on Ning-Ti's business and diplomatic skills, depending on the situation. Ning-Ti usually makes explanations to the Liao high command, if they have questions on a military operation in which his regiment has taken part. He uses his business contacts from time to time to get necessary replacement parts or other supplies the MAC needs.

Warrior 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+

Skills		Target Number
Administration	3	(5+)
Bureaucracy	4	(4+)
Gunnery/'Mech	6	(2+)
Leadership	3	(5+)
Medtech	2	(7+)
Negotiation	5	(3+)
Perception	3	(6+)
Piloting/'Mech	5	(3+)
Protocol	4	(4+)
Scrounge	2	(6+)
Small Arms	3	(5+)
Stealth	3	(5+)
Survival	2	(7+)
Tactics	2	(7+)
Technician/'Mech	3	(6+)
Unarmed Combat	2	(7+)

Blaze, a tall woman in her early thirties, has long red hair and a figure that always draws catcalls—at least until the callers see the insignia naming her second-in-command of Barton's Regiment. Blaze joined the MAC in 3025, one of Archie's replacement recruits after the campaign of raids on Davion worlds.

Blaze first proved her worth as a MechWarrior in the Andurien offensive during the assault on Prix. Her first 'Mech was a *Thunderbolt*, which she used primarily for fire support, but she showed no hesitation going in close. After Prix, Blaze was promoted to lance commander. While some more experienced warriors complained, none denied that her skill earned her the rank.

During the War of 3039, an ammo explosion during a typical unauthorized MAC raid on Davion space took out Barton's second, Patrick Hart. Barton and Hart had been good friends, and Barton took Hart's death hard. Blaze held off Davion reinforcements, while the rest of the MAC ran for their DropShips. Seeing how good a fighter she was, and knowing her brilliant support record, Barton made Blaze his second. In 3040, Elaine "Blaze" Parks was officially promoted to second-in-command of Barton's Regiment. Since her promotion, Blaze has kept the regiment well-supplied, and Barton always gives her combat pay for bringing the damage reports to Archie.

On the battlefield, Blaze backs Barton up brilliantly, and presently holds the lead among seconds for the number of 'Mech kills. Unlike Barton, Blaze takes extra time to evaluate an opponent, and is not above a little trickery to win the day. Blaze takes personal pride in keeping the regiment's 'Mechs in good condition, and she nearly always gets the supplies she needs. She takes part in performance evaluations and deals with personal problems in the regiment.

Since becoming his second-in-command, Blaze has grown fond of Barton, and they often spend time together at the end of the day. Blaze also holds her own in the MAC's infamous outside activities, getting into a scrap or two mostly when outsiders cannot take no for an answer. Like Barton, she is good with a knife and quick with her punches. In some of her more abandoned moments, she has been known to do a strip tease, which always sparks a brawl. When not with the MAC, she goes off by herself and works on personal projects.

Blaze leaves her hair long or ties it back in a braid. She wears a black leather vest marked with her rank insignia, and blue jeans. She dresses up for important functions, under duress. She collects antique guns and swords.

Warrior Data

Attributes

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

Characteristics

Athletic	7+
Physical	7+
Mental	9+
Social	8+

Skills		Target Number
Blade	3	(4+)
Bureaucracy	4	(4+)
Gunnery/'Mech	6	(1+)
Leadership	4	(4+)
Medtech	2	(7+)
Piloting/'Mech	5	(2+)
Scrounge	4	(4+)
Small Arms	3	(4+)
Tactics	4	(5+)
Technician/'Mech	3	(6+)
Training	4	(4+)
Unarmed Combat	3	(4+)

WILLIAM STYLES

William, an orphan on Menke, joined the MAC as a scout at thirteen years old. A fast learner, he became a talented assistant tech. At eighteen, he was piloting a *Wasp* and getting tactical advice from everyone he talked to. Willie officially joined the MAC in 3025 at age twenty and drew assignment to Barton's third company. Barton immediately gave him an *Ostroc* to replace his *Wasp*, prompted by his dislike for light 'Mechs and his liking for William. After proving himself in battle on Alcar in 3027, William was promoted to the Second Company attack lance. Barton gave William a captured *Dragon*. At first, his new 'Mech caused William trouble. In the *Ostroc*, he could get behind enemy 'Mechs and run if necessary. The *Dragon's* slow speed and long-range fire made it one of the first targets the enemy fired at. William fared poorly in his first few battles, but after Marcus worked with him, his tactics improved. By 3029 he could use all his *Dragon's* abilities, just in time to fight well in heavy action on Sarna. His last fight on Sarna won him promotion to Barton's lance. During that battle, William volunteered to defend the MAC DropShip. After Barton's second went down, William stepped in as Barton's back-up, fighting much larger 'Mechs than his own. Undaunted by the odds against him, William fought until his *Dragon* was destroyed.

After returning to Menke, Barton promoted William to his command lance and personally swore him in. William likes his new command and his new *Warhammer*. Through Barton's teaching and his experience with the *Dragon*, William has developed into a tough warrior. Off the field, William keeps to himself. Computers fascinate him, and he frequently buys new computer games. He still works with the techs if they need help, and often runs errands for Blaze. Barton disapproves of William playing gofer, but respects him enough to keep his opinions to himself. William dislikes attracting attention to himself or his projects, and has been known to pull a practical joke or two on people foolish enough to bother him.

Warrior Data

Attributes

BLD	4	(8+)
REF	5	(7+)
INT	5	(7+)
LRN	5	(7+)
CHA	3	(9+)

Characteristics

Athletic	9+
Physical	8+
Mental	8+
Social	10+

Skills		Target Number
Bureaucracy	2	(8+)
Computer	4	(4+)
Gunnery/'Mech	5	(3+)
Leadership	1	(9+)
Medtech	1	(7+)
Piloting/'Mech	4	(4+)
Security Systems	3	(5+)
Small Arms	2	(6+)
Tactics	2	(6+)
Technician/'Mech	2	(6+)
Tinker	3	(5+)
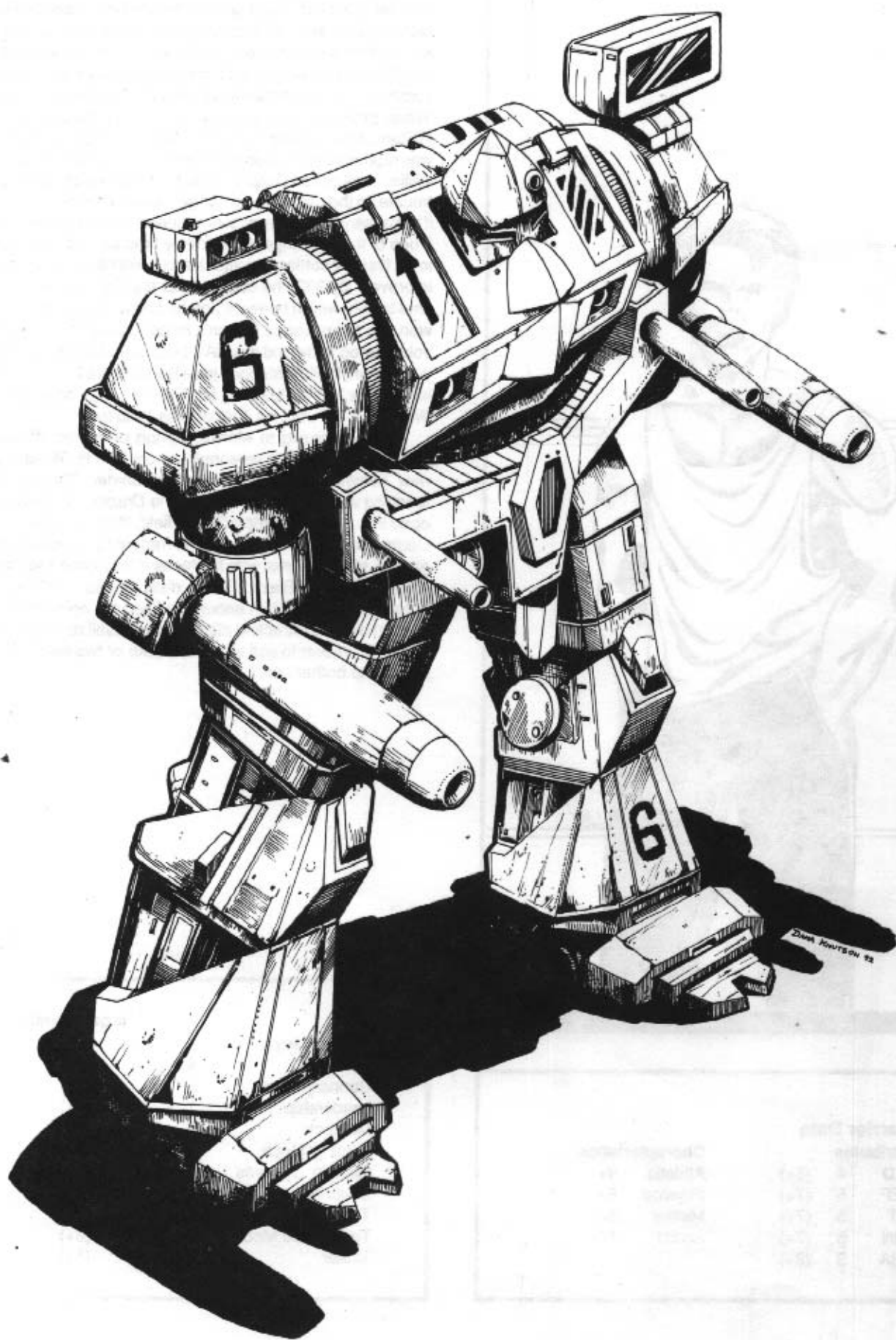
Mass: 100 tons
Chassis: Star League XU
Power Plant: 300 Vlar XL
Cruising Speed: 32.4 kph
Maximum Speed: 54 kph
Jump Jets: None
    Jump Capacity: None
Armor: Durallex Heavy
Armament:
    2 Poland Main Model A Gauss Cannons
    2 Donal PPCs
    4 Intek Medium Lasers
Manufacturer: Norse-Storm BattleMechs, Loxley
Communications System: Johnston Wide Band
Targeting and Tracking System: Rander Pinpoint-HY

Type: **Devastator**

Equipment		Mass
Internal Structure:	10	
Engine:	300 XL	9.5
Walking MP:	3	
Running MP:	5	
Jumping MP:	0	
Heat Sinks:	14 (28)	4
Cockpit:	3	
Gyro:	3	
Armor Factor:	296	18.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	31	47
Center Torso (rear)	12	
R/L Torso	21	30
R/L Torso (rear)	10	
R/L Arm	17	34
R/L Leg	21	40

Weapons and Ammo

	Location	Critical	Tonnage
Gauss Rifle	LA	7	15
Ammo (Gauss) 8	LA	1	1
Ammo (Gauss) 8	LT	1	1
Gauss Rifle	RA	7	15
Ammo (Gauss) 8	RA	1	1
Ammo (Gauss) 8	RT	1	1
PPC	LT	3	7
PPC	RT	3	7
Medium Laser	LT	1	1
Medium Laser	RT	1	1
Medium Laser	H	1	1
Medium Laser	CT(R)	1	1

Overview:

The *Devastator* is a resurrected Star League design. Davion forces found the plans for its construction in a Star League facility on the planet Hoff during Hanse Davion's disastrous attempt to trick Takashi Kurita in 3023. Unfortunately, Davion lacked technology for efficient double heat sinks, Gauss rifles, and extralight engines, and could not use the design. The decoding of the Gray Death Legion's memory core gave them the needed data, and research for construction of a prototype *Devastator* began after the Fourth Succession War.

General Kerensky had designed the 'Mech to his own specifications, to make up for flaws in the prototype *Titan* BattleMech. The general wanted a machine capable of doing tremendous damage at long range without risking the 'Mech's destruction in an ammunition explosion or by the heat from energy weapons. The *Devastator* also needed to fight at short range.

The chaos of the Amaris Civil War disrupted the development of the original *Devastator*, though a number of prototypes reached General Kerensky's forces in time for the assault on Terra. No record of the 'Mech during the Succession Wars exists; it is assumed all the remaining prototypes left with the Exodus.

Capabilities:

The massive Gauss rifles mounted on each arm give this 'Mech devastating firepower. Each of these weapons has two ammo bins, making it impossible to knock out the feed mechanism with one lucky shot. The bins are supported by two PPCs, one in each side torso. This combination can destroy or cripple most light 'Mechs and severely damage medium 'Mechs at 540 meters with one salvo.

For medium- to short-range work, the *Devastator* mounts three forward-firing medium lasers. One rear-mounted medium laser covers threats from behind. Enemies who get too close face two battlefists with fully articulated hands. A 300-rated extra light engine powers this avatar of destruction. The 'Mech is cooled by fourteen double heat sinks, and protected by eighteen and a half tons of Durallex heavy armor.

With a respectable walking speed of 32.4 kph and a running speed of 54 kph, the *Devastator* is a frightening machine to face. Though primarily designed for long-range bombardment, its sheer bulk and secondary weapons make it equally dangerous at close range.

Battle History:

The only reported *Devastator* action before the Battle of Bourgogne came from the records found on Hoff. Leftenant Peter St. Ives of the 146th Royal BattleMech Regiment was jumped by four medium to heavy 'Mechs of the Seventeenth Amaris Dragoons on the plains of Alberta during the battle for Terra at the end of the Amaris Civil War. St. Ives turned to face the enemy and backed up, firing both Gauss rifles and PPCs as he went. Within two minutes, he had destroyed three Amaris 'Mechs, turning a defensive action into a withering attack. The remaining enemy 'Mech surrendered.

STY-3C STARSLAYER

Mass: 50 tons
Chassis: Thor-4
Power Plant: Magna 250
Cruising Speed: 54 kph
Maximum Speed: 86.4 kph
Jump Jets: Odin's Own
Jump Capacity: 150 meters
Armor: Norse-34 Ferro-Fibrous with CASE
Armament:
2 Blueshot Large Lasers
1 Moonshot SRM-4 Rack
2 Razing Devil Medium Lasers
1 Blueshot Standard Small Laser
Manufacturer: Blueshot Weapons, Inc.
Communications System: Tek BattleCom
Targeting and Tracking System: Wayfarer C-101

Type: Starslayer

Equipment		Mass
Internal Structure:	2.5	
Engine:	250	12.5
Walking MP:	5	
Running MP:	8	
Jumping MP:	5	
Heat Sinks:	11 (22)	1
Cockpit:	3	
Gyro:	3	
Armor Factor:	170	9.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	16	26
Center Torso (rear)		6
R/L Torso	12	19
R/L Torso (rear)		5
R/L Arm	8	16
R/L Leg	12	24

Weapons and Ammo

	Location	Critical	Tonnage
Large Laser	RT	3	5
Large Laser	RA	3	5
SRM 4	LT	2	2
Ammo (SRM) 25	LT	1	1
CASE	LT	1	.5
Medium Laser	LT	1	1
Medium Laser	LT	1	1
Small Laser	H(R)	1	.5
Jump Jet	LT	2	1
Jump Jet	RT	2	1
Jump Jet	CT	1	.5

Overview:

Blueshot Weaponry developed the *Starslayer*. The 'Mech was in the prototype stage when the Amaris Civil War broke out; Kerensky, needing 'Mechs, ordered fast production. The *Starslayer* was never manufactured in large numbers, and shipments of the 'Mech seemed cursed by red tape. Many *Starslayers* never made it to their units, going instead into storage. The stored *Starslayers* have been a boon over the centuries to those who found them. McCarron's Armored Cavalry reportedly recently discovered a small cache of these 'Mechs on Menke, while excavating to enlarge their Star League-vintage facilities.
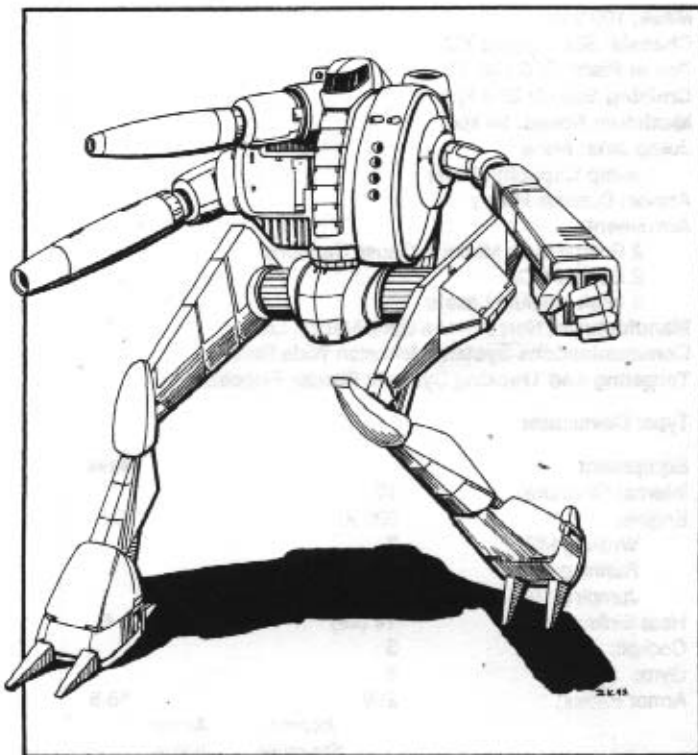
Capabilities:

Blueshot armed the 'Mech with its standard large lasers, but had to license the Moonshot short-range missile rack. The *Starslayer* has a versatile mix of weapons that enables its pilot to engage an enemy at ranges up to 450 meters.

Primarily intended for reconnaissance, the *Starslayer* was not built to withstand prolonged firefights, though it can successfully engage any other recon 'Mech. If the opposition proves too strong, the *Starslayer* has the speed to escape most heavy and assault 'Mechs.

Lacking ferro-fibrous armor and endo steel, the *Starslayer* is rarely used. With recent advances in 'Mech technology, more Houses may pull their few *Starslayers* out of mothballs and recondition them.

Battle History:

The *Starslayer* saw limited combat. During the First Succession War, House Steiner used it against the Free Worlds League forces on Bella. A pair of *Starslayers* on recon duty came up against a Marik lance consisting of two *Orions*, a *Hermes II*, and a *Phoenix Hawk*. The Lyran 'Mechs got the jump on their enemy. The *Phoenix Hawk* went down in the first ten seconds from a lucky shot to the head that shattered the cockpit. The *Hermes II* fell within moments of the *Phoenix Hawk*, buckling under the combined firepower of both *Starslayers*. By the time the two *Orion* pilots knew what was going on, the Lyrans had vanished into the forest.

The *Orions* set out to avenge their friends. They hunted the Steiner 'Mechs for the next three hours, and fought through four ambushes set by the fast-moving *Starslayers*. The *Orions* finally cornered their antagonists, but they had nearly used up their ammo. The depleted Marik 'Mechs proved no match for the *Starslayers*' firepower.

SPR-5F SPECTOR

Mass: 35 tons
Chassis: Norse XT-Light Type A
Power Plant: Magna 245 XL
Cruising Speed: 75.6 kph
Maximum Speed: 118.8 kph
Jump Jets: HildCo Model 11c
    Jump Capacity: 210 meters
Armor: Starshield Light Ferro-Fibrous
Armament:
    1 Northwind Large Laser
    2 Defiance B3M Medium Lasers
Manufacturer: Norse Technologies, Inc.
Communications System: AR-12 Sheathed Directional Beacon
Targeting and Tracking System: DLK Type Phased Array Sensors with Norse Guardian E.C.M. Suite

Type: Spector

Equipment			Mass
Internal Structure	3.5		
Engine:	245 XL		6
Walking MP:	7		
Running MP:	11		
Jumping MP:	7		
Heat Sinks:	10 (20)		0
Cockpit:	3		
Gyro:	3		
Armor Factor:	133		7.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	11	19
Center Torso (rear)		5
R/L Torso	8	14
R/L Torso (rear)		4
R/L Arm	6	14
R/L Leg	8	18

Weapons and Ammo

	Location	Critical	Tonnage
Large Laser	RA	2	5
Medium Laser	LA	1	1
Medium Laser	LA	1	1
Jump Jet	RT	2	1
Jump Jet	LT	2	1
Jump Jet	CT	1	.5
Jump Jet	LL	1	.5
Jump Jet	RL	1	.5
Guardian E.C.M.	RT	2	1.5

Overview:

The Star League Defense Force High Command wanted a smaller version of the successful *Exterminator*, able to go after command 'Mechs and headquarters units in light companies and to act as a deep scout and raider. In August of 2638, the High Command requested several BattleMech manufacturers to submit bids to the Quartermaster's office.

In November of 2638, Norse Technologies got a contract to build a prototype of the new 'Mech design it had submitted. On June 6, 2639, the first *Spector* rolled off the assembly line and started six months of intensive testing. On January 3, 2640, the Star League High Command certified the *Spector* combat ready, ordering 600 of them. In April of the same year, Norse Technologies delivered the *Spector* to the SLDF.
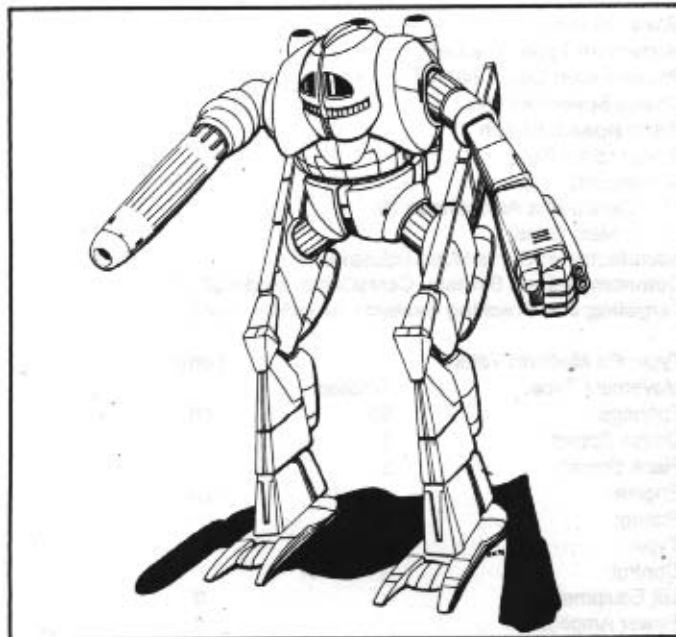
Capabilities:

One of the fastest 'Mechs ever produced, the *Spector* fulfilled its missions with great success. The engineers at Norse Technologies used the new Magna 245 XL-rated engine to give the *Spector* a maximum speed over 118 kph. Along with the new engine, the designers added HildCo Model 11c jump jets, giving the *Spector* a maximum jump of 210 meters.

To perform deep recon and raiding missions, the Norse Technologies design team gave the *Spector* the same advanced stealth systems as the *Exterminator* and a few others, including the Norse N.S.-7Q Null Signature system, which masks all of the 'Mech's electronic emissions.

The Null Signature system, the Chameleon Light Polarization Shield, and the special heat baffles in the 'Mech's feet made the *Spector* nearly impossible to detect. The *Spector* also had a Guardian E.C.M. Suite, enabling it to jam the systems of any 'Mech that managed to find it.

The *Spector's* armament, as impressive as its stealth systems, includes the Northwind Large Laser, one of the most reliable lasers ever built for the Star League. Two Defiance B3M medium lasers back up the large laser. In tests, the *Spector* showed again and again that few light 'Mechs could stand up to its firepower.

Battle History:

The secret nature of its missions denied the *Spector* press coverage after it joined the SLDF. All records of the *Spector* were believed lost with the fall of the Star League, until September of 3048, when rumors started spreading throughout the Inner Sphere that McCarron's Armored Cavalry had found a Star League base.

About the same time, one Marik official reported another mercenary unit, Storm's Metal Thunder, raiding Marik space in 'Mechs he recognized from old Star League-era books. Neither McCarron's Cavalry nor Storm's Metal Thunder have admitted deploying vintage Star League 'Mechs, including the deadly *Spector*, in their units.

Mass: 60 tons
Movement Type: Tracked
Power Plant: Ceres 240 ICE
Cruise Speed: 43 kph
Flank Speed: 65 kph
Armor: Starshield
Armament:
    CeresArms Autocannon 10
    2 Maxi Guns
Manufacturer: Ceres Metal Industries
Communications System: CeresComm Model 37-P
Targeting and Tracking System: Ceres/Maladev 3

Type: Po Medium Tank			Tons
Movement Type:		Tracked	
Tonnage:		60	60
Cruise Speed:		3	
Flank Speed:		5	
Engine:			23
Rating:		240	
Type:		I.C.E.	
Control:		3	
Lift Equipment:			0
Power Amplifier:			0
Heat Sinks:		0	0
Internal Structure:			6
Turret:			1.5
Armor:		168	10.5
	Location	*Points*	
	Front	40	
	R/L	32/32	
	Back	30	
	Turret	34	

Weapons and Ammo

	Location	Tonnage
AC 10	Turret	12
Ammo (AC) 10	Body	2
MG	Turret	.5
MG	Front	.5
Ammo (MG) 200	Body	1

Overview:

The end of the Fourth Succession War left the Capellan Confederation in a shambles. It lost half of its star systems in the conflict, along with most of its industrial base. The fighting and the resulting economic dislocation drastically reduced the Capellans' military production. Adding to their woes, the Duchy of Andurien and the Magistry of Canopus attacked the Liao state a year after the Succession War ended.

Romano Liao's paramour at the time was Ivan Maladev, an up-and-coming military weapons designer and student of twentieth-century Russian history. The Capellan military needed weapons fast and cheap, since Candace Liao had purloined a sizable portion of both state and family funds when she defected to the Federated Commonwealth. Taking a page from the ancient Terran Soviet Union's history, Ivan designed a 60-ton armored tank that packed a hefty punch. More importantly, it used simple components that could be manufactured on most planets.

Pressured by arm-twisting from Romano, the military accepted the tank, rushing it from design to production in a record fourteen months. Romano Liao named the new vehicle the Po, after the mischievous and vengeful Chinese spirit. Ivan Maladev never lived to see his tank's success. He was "accidentally" shot during a hunting party led by Sean Teng.
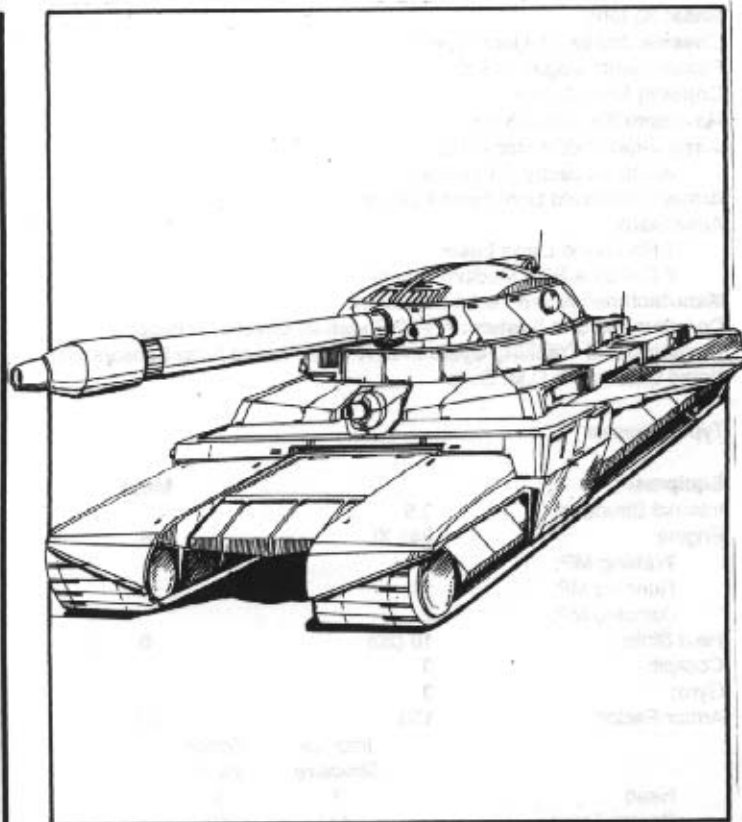
Capabilities:

The 240-rated ICE engine moves the Po at a respectable 43 kph cruise or 65 kph flank speed. The Po is a basic tank, with an AC-10 in the turret and two machine guns for close support. One machine gun is mounted next to the autocannon, giving the turret a Patton-like silhouette. The other machine gun is ball-mounted in the front.

The Po carries two and a half tons of armor in the front alone. A sturdy vehicle, it has no glaring weaknesses in its protection. The Po is a no-frills machine, often derided as the poor man's Rommel/Patton tank. Despite the jokes, the Po is becoming the principal combat vehicle on Capellan planets without 'Mech forces.

Since 3038, the Po has been released for sale to mercenary units. Its low cost, easy maintenance, and respectable firepower have gained it considerable popularity. Growing sales have spread the Po across the Inner Sphere, and brought much-needed C-bills to the Capellan treasury.

Battle History:

In 3035 a fresh battalion of Po tanks arrived to support a Home Guard infantry unit covering the flank of the advancing McCarron's Armored Cavalry. The Third Battalion of the Second Defenders of Andurien struck the Liao position.

The Andurien 'Mechs chose to stand off and pound the Liao armor before closing to dispose of the infantry. After several minutes of furious combat, the remaining two dozen operational Po tanks routed the Anduriens. The tanks had crippled or destroyed fifteen of the enemy 'Mechs. Impressed, Archie McCarron ordered a number of Po tanks for the MAC.

BOEING JUMP BOMBER

Mass: 20 tons
Movement Type: Conventional Fighter
Power Plant: GM 180 Turbine
Frame: Boeing X550
Armament: None
Manufacturer: Federated Boeing
Communications System: Boeing A30
Targeting and Tracking System: Boeing 200

Type: Boeing Jump Carrier		Tons
Movement Type:	Conventional Fighter	
Tonnage:	20	20
Thrust:	9	
Overthrust:	14	
Engine:		14
Rating:	180	
Type:	Turbine	
Control:		2
Fuel:	60	2
Heat Sinks:	0	0
Structural Integrity:		9
VSTOL-Capable:		1
Armor		1

Location	Points
Nose	5
Cockpit	3
R/L Wing	2/2
Fuselage	2
Engine	2

Weapons and Ammo
None

Overview:

Fortress Bourgogne's planners wanted a squadron of aerospace fighters stationed there permanently to provide support for the static defenses. The Federated Commonwealth's High Command, not wanting a large number of its aerospace fighters sitting idle, refused to assign them.

The designers fell back on conventional fighters to fill the support role, just as Federated Boeing finished work on a prototype support fighter. Boeing engineers claimed the inspiration for the *Jump Bomber* came from a stunt the Liao *Guardian* pilots developed to increase their survival odds.

Guardian pilots knew that using conventional tactics on a bombing run was tantamount to suicide. Their aircraft could not survive a single hit from most weapons. To stay alive, they developed a new tactic; instead of diving directly at the target unit, they dove a short distance away, released a cluster of small bombs, and counted on luck to carry the ordnance in the right direction. This tactic worked best for bombing a cluster of vehicles or 'Mechs.

Capabilities:

The *Jump Bomber* is a customized version of the *Guardian*. The *Guardian*'s weapons are removed to make room for a larger engine, allowing the fighter to carry more bombs than a *Guardian* can haul at the same speed.

The *Jump Bomber* designers made the fighter simple to maintain and inexpensive to produce. Even using the Liao survival tactic, most of these aircraft only last through a single battle, making easy maintenance and replacement vital.

The *Jump Bomber*'s design flaws are easy to spot. Having no weaponry and little armor, it cannot engage in a dogfight. The lack of weaponry also makes it useless except as a bomber or scout plane, and it would rarely be assigned to a field unit. The *Jump Bomber* is best suited to provide support for long-term fortifications.

Battle History:

The Boeing *Jump Bomber* has no battle history to speak of. The first production run of 25 was shipped to Marlette to be stationed at the rebuilt Fortress Bourgogne. Boeing will have to wait for an attack on the fortress to see how their fighter fares in combat.

The first few mock combats in the *Jump Bomber*'s prototype trials failed disastrously. The test pilots could not override their normal reflexes, and kept hitting the area they aimed for. Few bombs strayed onto enemy units. Boeing tossed its regular test pilots off the trials and hired the entire graduating class of the Armstrong Flight Academy to finish the tests. With green pilots flying the prototypes, Boeing got a better idea of how its planes might fare in actual combat. Experienced pilots are not assigned to the *Jump Bomber*.
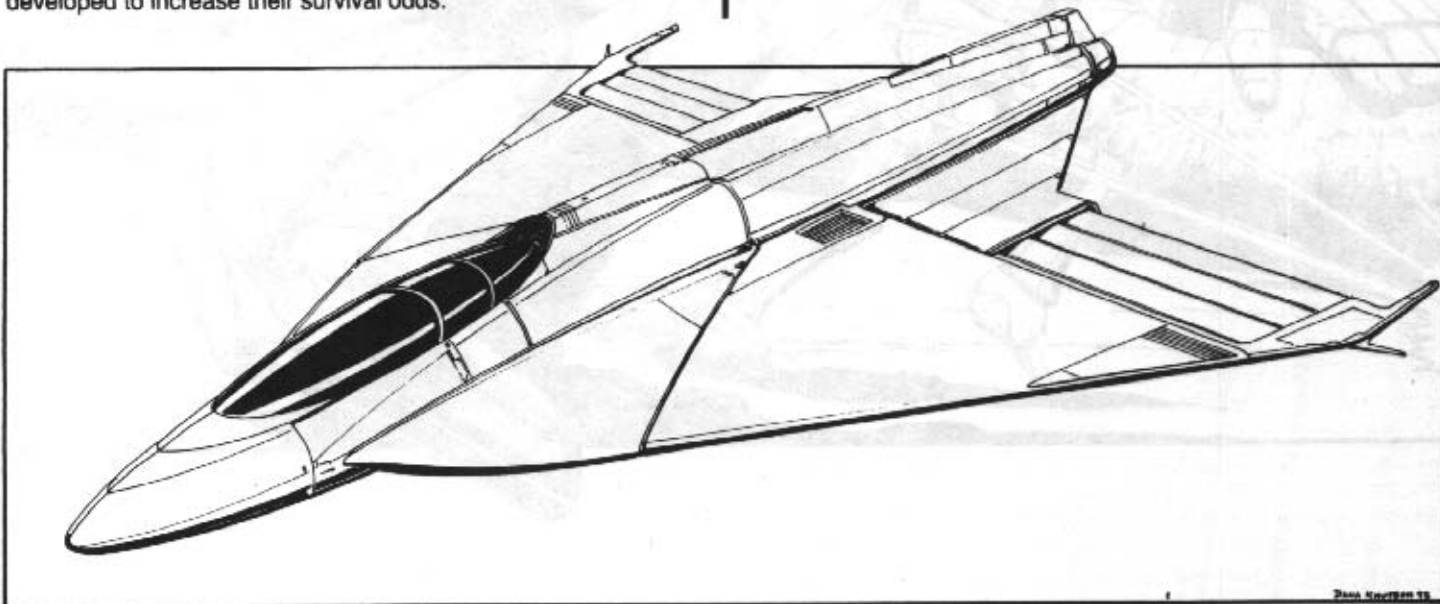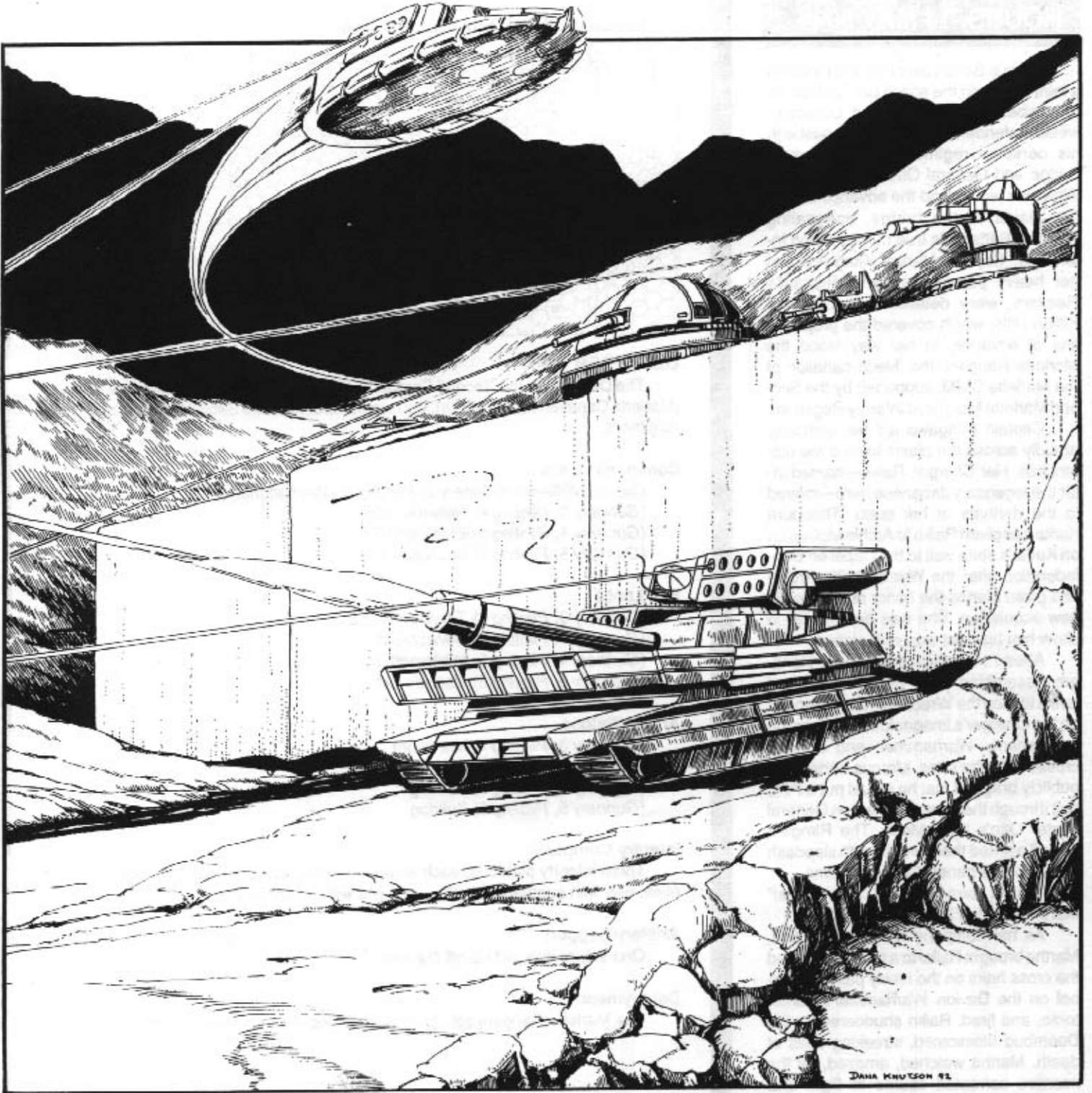
Dana Knutson 92

Marcus Barton sent the Wild Ones on a feint attack on the space port to draw off a number of the Federated Commonwealth defenders. He struck northeast with his personal regiment toward Stannic Bridge and General Otto's fort. Wayne's Wreckers would lead the advance across the plains to the bridge, concealing Barton's Battalion's true numbers and intentions. Captain Martha Kitagawa and her heavy pursuit company, Richard's Reavers, were detailed to secure the Killian Hills, which covered the proposed line of advance. In her way stood the Marlette Rangers, the 'Mech battalion of the Marlette CMM, supported by the Second Marlette Motorized Infantry Regiment.

Captain Kitagawa led her company proudly across the plains toward the distant hills. Her *Charger*, Raiko—named after the legendary Japanese hero—moved to the rhythms of her brain. Theodore Kurita had given Raiko to Archie McCarron on Kurita's state visit to the Capellan Confederation after the War of 3039. Archie had given Martha the honor of piloting his new acquisition. She was determined to show him his trust was well-placed.

Ahead on the hills, the Marlette Rangers assembled their BattleMechs and tanks to stop the Wreckers. The magnifier on the *Charger's* imager focused in on the lead enemy *Warhammer*, and a smile crossed Martha's lips. Marcus Barton had publicly bragged that he would put a PPC bolt through the personal crest on General Lester Otto's BattleMech. The Rangers had all painted their 'Mechs with slapdash copies of the general's coat of arms.

"Attack formation A-7, aggressive!" Martha shouted into her comlink.

As her company fell into formation, Martha brought Raiko to a run. She sighted the cross hairs on the newly painted symbol on the Davion *Warhammer's* center torso, and fired. Raiko shuddered as the Doombud blossomed, streaking trails of death. Martha watched, amazed, as the missiles corrected course in flight and slammed into the *Warhammer*. It was a good day to die, and Captain Kitagawa intended the Davion Rangers to do just that.

GAME SET-UP

Lay out the **BattleTech** maps as shown.
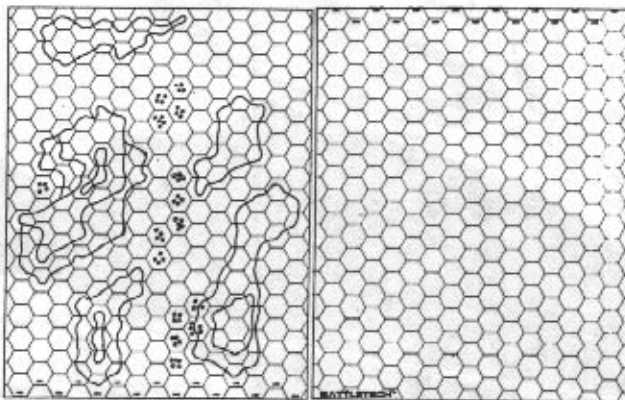
DEFENDER

The Defender is the Second Company, Second Battalion, of the Marlette Rangers (Marlette Capellan March Militia), and elements of Marlette Second Motorized Infantry Regiment.

Command Lance

Captain Williams *(Gunnery 2, Piloting 3), Warhammer-6R*
(Gunnery 3, Piloting 4) Rifleman-3N
(Gunnery 4, Piloting 5) Enforcer-4R
(Gunnery 5, Piloting 5) Blackjack-1

Fire Lance

(Gunnery 3, Piloting 4) Thunderbolt-5S
(Gunnery 4, Piloting 4) Dervish-6M
(Gunnery 4, Piloting 5) Whitworth-1
(Gunnery 6, Piloting 5) Valkyrie-QA

Armor Platoon

(Gunnery 3, Piloting 4) Manticore
(Gunnery 4, Piloting 4) Manticore
(Gunnery 4, Piloting 5) Bulldog
(Gunnery 5, Piloting 5) Bulldog

Infantry Company

Three infantry platoons, each equipped with a radio. One platoon equipped with rifles, one with submachine guns, and one with machine guns.

Artillery Support

One sniper gun, set up off the map.

Deployment

The Marlette Rangers set up on the hill map: Infantry may be hidden.

ATTACKER

The Attacker is the Second Company, Third Battalion, Barton's Regiment, of McCarron's Armored Cavalry.

Command Lance

Martha Kitagawa (*Gunnery 2, Piloting 3*), *Charger-3K*
Tara Kelly (*Gunnery 3, Piloting 4*), *Ostol-4D*
Michael Miyano (*Gunnery 3, Piloting 4*), *Ostroc-2C*
Sevrin Montez (*Gunnery 4, Piloting 4*), *Scorpion-1N*

Fire Lance

Fiona Walker (*Gunnery 2, Piloting 3*), *Quickdraw-4G*
Rolf Brecht (*Gunnery 3; Piloting 4*), *Griffin-1N*
Hanna Francke (*Gunnery 4, Piloting 4*), *Wolverine-6R*
Reynard Tagin (*Gunnery 4, Piloting 5*), *Shadow Hawk-2H*

Recon Lance

Ivor Powell-Jones (*Gunnery 3, Piloting 3*), *Phoenix Hawk-1*
James Essex (*Gunnery 3, Piloting 4*), *Clint-2-3T*
Paolo Brielli (*Gunnery 4, Piloting 4*), *Stinger-3R*
Lucan Richert (*Gunnery 4; Piloting 5*), *Wasp-1A*

Deployment

Richard's Reavers enter first on the east edge of the map.

SPECIAL RULES

The sniper gun requires one turn flight time, and may pre-designate five hexes to receive fire.

VICTORY CONDITIONS

Attacking player must destroy or force all enemy 'Mechs and tanks off the map.
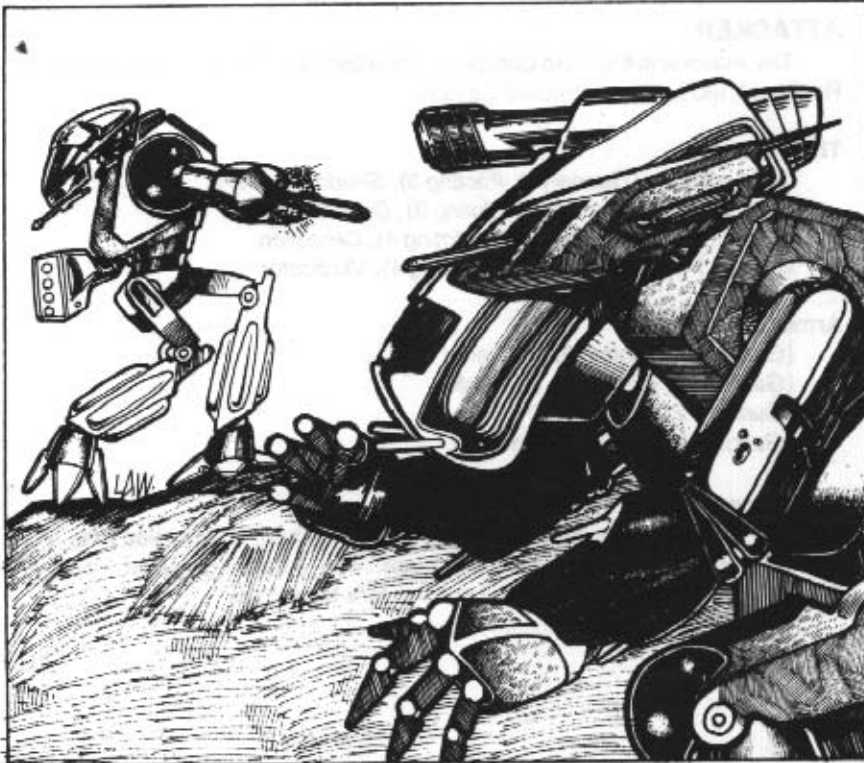
Captain Williams had served House Davion, then the Federated Commonwealth for more than fifteen years. He survived the Fourth Succession War and the War of 3039. Now, as he struggled to raise his battered Warhammer to its feet, he realized he might not live to see the end of this battle. The MAC had smashed his force; his 'Mechs and tanks were destroyed or in retreat.

Leaking radiation from its exposed center torso, the Warhammer slowly stood. The last thing Captain Williams saw was the enemy Charger's fist crashing into his cockpit.

AFTERMATH

The speed and ferocity of the Armored Cavalry's assault on the hills took the defenders by surprise. Barton's forces overran and destroyed the Second's tanks and infantry. The Rangers lost half their 'Mechs, and the rest suffered heavy damage.

Captain Kitagawa suffered only superficial damage to her command. Barton's opening move on the fortress of Bourgogne had succeeded brilliantly.

Commander Jeff Anderson, assigned recon to cover positions for a new tank getting its first combat run, grunted as he looked out his cockpit at the three approaching tanks. "Wonderful," he thought. "What did I do to deserve herding armor? Maybe I should have beat Barton at that last hand of poker. He was already down 50 C-bills."

A crackle on the comlink interrupted Anderson's thoughts. "Sorry about the milk run, Jeff," said the tank commander. "I know you'd rather see front-line action."

"No problem," Anderson answered. "I got my boys out ahead looking for trouble."

A laser blast hit the ground directly in front of Anderson's 'Mech.

"We've got company," Anderson shouted. "Bring your tanks around. We've got to hold them until I get the boys back."

"Yes, sir," the commander replied. "I see four 'Mechs, coming in from the south. We're getting into position. I hope we can hold them."
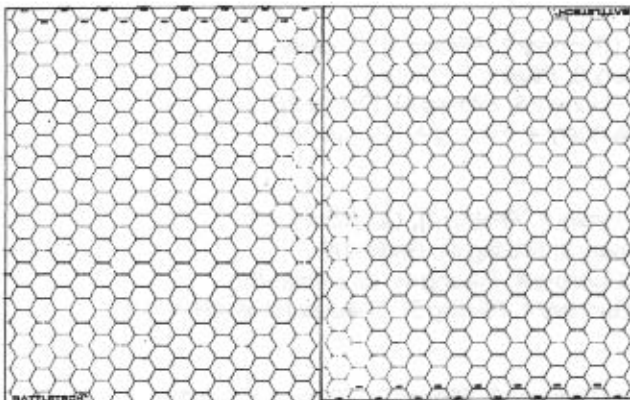
"So do I. Keep backing off until our 'Mechs arrive, then hold and give us fire support," Jeff ordered.

"Gotcha."

"What a time to get caught with your pants down," Anderson muttered, urging his *Shadow Hawk-P* forward.

GAME SET-UP

Lay out **BattleTech** maps as shown.

DEFENDER

The Defender is the Strike Lance, Third Company, Second Battalion of the Marlette Rangers (Marlette Capellan March Militia).

Strike Lance

(*Gunnery* 2, *Piloting* 3) *Dragon*
(*Gunnery* 2, *Piloting* 3) *Ostroc-2C*
(*Gunnery* 2, *Piloting* 3) *Griffin-1N*
(*Gunnery* 2, *Piloting* 3) *Enforcer-4R*

Deployment

The defending player must secretly predesignate where his forces will enter before setting up. The Davion force may not enter on the west map edge.

ATTACKER

The Attacker is the Third Company, Third Battalion (Wayne's Wreckers), Barton's Regiment, McCarron's Armored Cavalry.

Third Lance

Jeff Anderson (*Gunnery* 2, *Piloting* 3), *Shadow Hawk-P*
Ryan Nichols (*Gunnery* 2, *Piloting* 3), *Dervish-6M*
Isabelle Mitchell (*Gunnery* 3, *Piloting* 4), *Centurion*
Michael Palmer (*Gunnery* 3, *Piloting* 4), *Vindicator*

Armor Platoon

(*Gunnery* 2, *Piloting* 3), Po Tank
(*Gunnery* 2, *Piloting* 3), Po Tank
(*Gunnery* 2, *Piloting* 3), Po Tank
(*Gunnery* 2, *Piloting* 3), Po Tank

Deployment

The Attacker must set up at least eight hexes from any outside map edge. The *Shadow Hawk* must begin in the open. The Attacking player must secretly predesignate where his forces will enter before setting up.

SPECIAL RULES

1. The *Shadow Hawk* rolls an initiative on the first turn.

2. Roll a 1D6 and add +1 for each remaining Liao 'Mech. The total is the number of turns it will take for each 'Mech to reach the *Shadow Hawk*.

3. If all Liao 'Mechs and tanks on the board are destroyed before another 'Mech enters as reinforcements, no reinforcements arrive.

4. If the Davion forces lose more than two 'Mechs, they must retreat.

VICTORY CONDITIONS

The last player on the field with functioning 'Mechs or tanks wins.
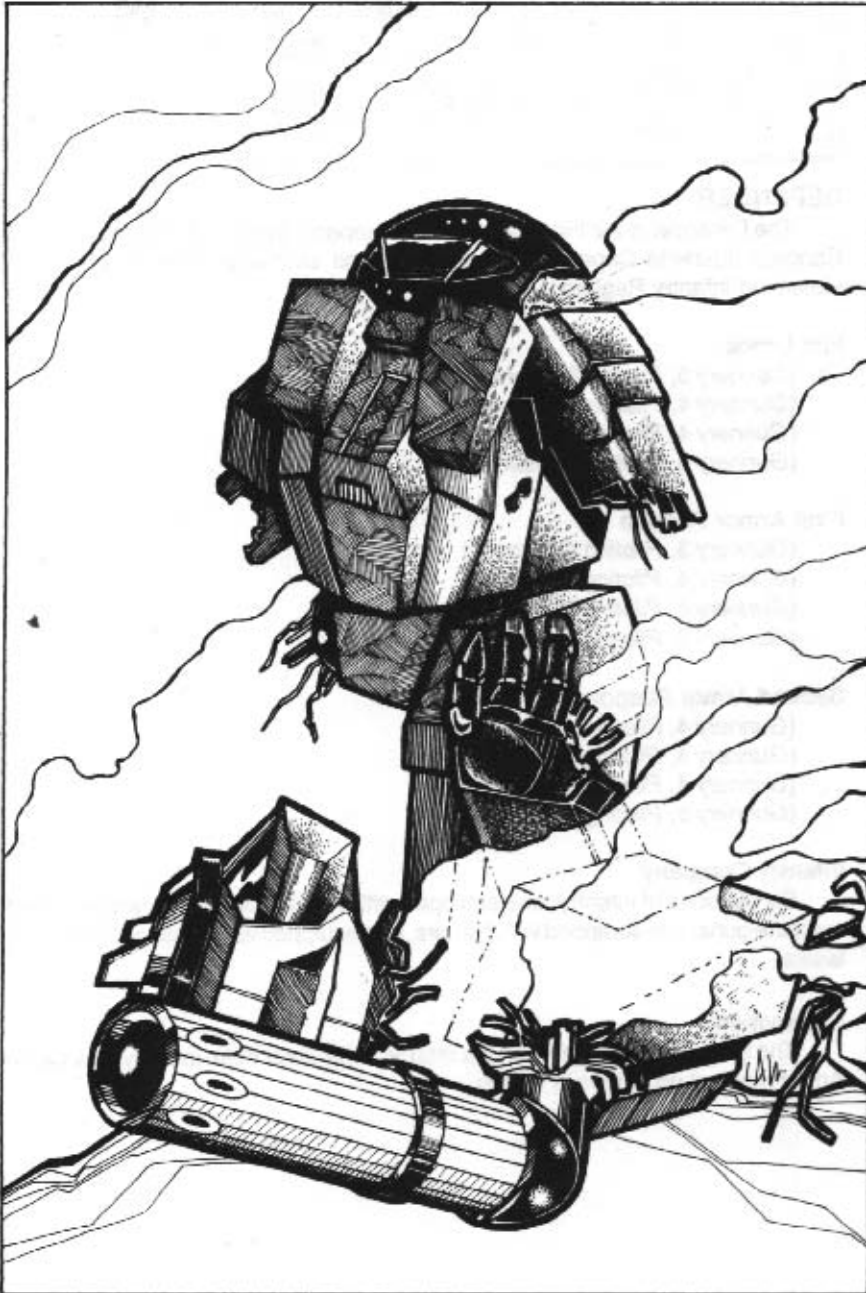
AFTERMATH

By the time the dust cleared, two tanks were burning, the *Vindicator* was a pile of scrap, and the *Dervish* had only one leg. Fortunately, not a single Davion 'Mech remained operational; when they tried to disengage, the Pos advanced and blasted all but the enemy *Dragon* into spare parts.

"Are you sure they're gone, Ryan?" Anderson asked.

"Looks like you could catch that *Dragon* if you wanted to, but that's about it," Ryan replied.

"We've had enough fun for now," said Anderson. "I'm going to have to write a letter to Palmer's wife, so let's back up and get out of here."

Danton's Pond was a minor water source on the plains of Marlette, but Marcus Barton considered it critical to his advance on the Stannic Bridge. Anticipating Barton's move, General Lester Otto posted a full battalion of infantry to Danton's Pond, supported by a company of his best armor from the Second Marlette Motorized Infantry Regiment. When his scouts sighted the MAC heading for the pond, Otto ordered a platoon of tanks and a company of motorized infantry forward to slow them down. Meanwhile, he rushed a lance of 'Mechs to Danton's Pond.

Meanwhile, in Barton's Battalion, Captain Kitagawa had reason to be pleased. She had smashed through the Federated Commonwealth flank in the Killian Hills, scattering them like chaff. While her recon lance hunted down the remains of the enemy armor and infantry, her command and fire lance closed in on their next objective, Danton's Pond.

The blue flash of PPC bolts and the streaking missile trails from hidden enemy tanks broke Kitagawa's reverie. Her confidence unshaken, she barked out attack orders, and brought Raiko to a run.

GAME SET-UP

Lay out **BattleTech** maps as shown.
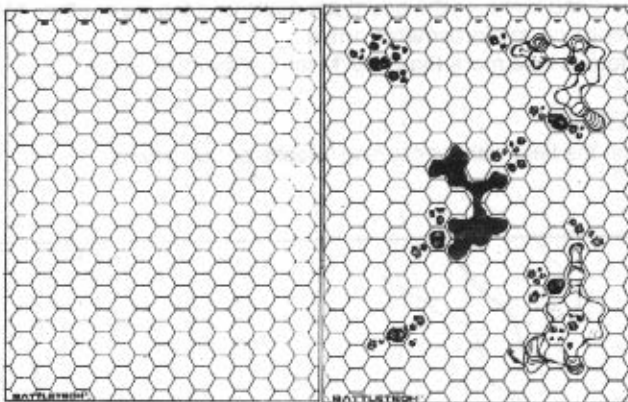
DEFENDER

The Defender is the Fire Lance, Third Company, Second Battalion of the Marlette Rangers (Marlette Capellan March Militia) and elements of the Marlette Second Motorized Infantry Regiment.

Fire Lance
- (*Gunnery* 3, *Piloting* 3) Archer-2R
- (*Gunnery* 4, *Piloting* 4) Dervish-6M
- (*Gunnery* 4, *Piloting* 5) Enforcer-4R
- (*Gunnery* 5, *Piloting* 5) Valkyrie-QA

First Armor Platoon
- (*Gunnery* 3, *Piloting* 4) Rommel
- (*Gunnery* 4, *Piloting* 5) Patton
- (*Gunnery* 4, *Piloting* 5) Patton
- (*Gunnery* 5, *Piloting* 5) Rommel

Second Armor Platoon
- (*Gunnery* 4, *Piloting* 4) Manticore
- (*Gunnery* 4, *Piloting* 5) Manticore
- (*Gunnery* 4, *Piloting* 5) Bulldog
- (*Gunnery* 5, *Piloting* 5) Bulldog

Infantry Company

Six platoons of infantry; one equipped with submachine guns, two equipped with machine guns, one equipped with flamers, one equipped with rifles, one equipped with lasers.

Deployment

The Defender sets up first on the map with the water hole. Infantry may be hidden. Armor may set up hidden in woods.

ATTACKER

The Attacker is the Second Company, Third Battalion (Wayne's Wreckers), Barton's Regiment, McCarron's Armored Cavalry.

Command Lance

Martha Kitagawa (*Gunnery 2, Piloting 3*), *Charger-3K*
Tara Kelly (*Gunnery 3, Piloting 4*), *Ostsol-4D*
Michael Miyano (*Gunnery 3, Piloting 4*), *Ostroc-2C*
Sevrin Montez (*Gunnery 4, Piloting 4*), *Scorpion-1N*

Fire Lance

Fiona Walker (*Gunnery 2, Piloting 3*), *Quickdraw-4G*
Rolf Brecht (*Gunnery 3, Piloting 4*), *Griffin-1N*
Hanna Francke (*Gunnery 4, Piloting 4*), *Wolverine-6R*
Reynard Tagin (*Gunnery 4, Piloting 5*), *Shadow Hawk-2H*

Deployment

The Attacker enters on the east edge of the map.

SPECIAL RULES

Armor is considered to be dug into light entrenchments, which absorb one quarter of the damage from any body-armor hit. While entrenched, an Immobilized result is treated as only –1 MP. It costs an extra 1 MP to exit entrenchment.

VICTORY CONDITIONS

The attacking player must destroy or drive off all defending 'Mechs and tanks.

The medic tended Martha's wounds quickly, but efficiently. Martha watched the techs patch the damage to her beloved Raiko. She knew the damaged engine shielding would have to wait. Hanna Francke had died with her Wolverine. Sevrin Montez's Scorpion would need a new gyro, if one could be found. The rest of Martha's company looked battered, but was still serviceable. Captain Kitagawa could no longer lead the advance, but she refused to be left out.

AFTERMATH

The taking of Danton's Pond left only open plain between the MAC and the Stannic Bridge. Trying to preserve their 'Mechs, the Rangers had given ground. They were out of space and time to run.

THE BIG CHANCE

Major Collin Mills suffered both anticipation and fear. He had heard all the stories about the MAC's ferocity in battle. Through this fight, Mills would prove himself worthy of the higher command and status he craved. Collin believed in getting to the good life as fast as possible.

"Sir, we've got movement coming from the southeast, 3 mark 30," said a voice over the comlink.

"What does our snoop see?" Mills asked, pulling down his *Archer*'s hatch.

After a silent moment, the voice answered, "We've got four of them coming at us. Looks like a *Warhammer* leading a *T-bolt*, *Griffin* and *Vindicator*. It's going to be a long day."

"Maybe not, Fletcher," Collin said, and switched to the main channel. "Everyone into position. Remember your orders; if it gets too hot, get the hell out and back to the bridge. And try to get there in one piece. Kill your radios in one minute. Good luck. Mills out."

Amid answers and good wishes from his lance mates, Collin turned off his radio. He had nothing to do now but wait.

GAME SET-UP

Lay out two **BattleTech** maps joined lengthwise. The left-hand map should be clear terrain; the right-hand map can be a standard **BattleTech** map.
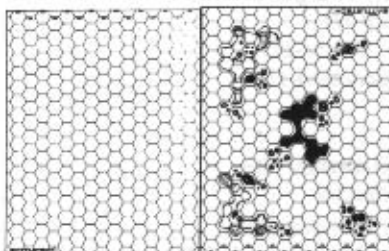
DEFENDER

The Defender is the Second Lance, Second Company of the Marlette Rangers.

Second Lance

Major Collin Mills (*Gunnery* 2, *Piloting* 3), *Archer*
Keith Waterson (*Gunnery* 3, *Piloting* 4), *Dervish*
Mark Moore (*Gunnery* 3, *Piloting* 5), *Centurion*
Jeff Wilson (*Gunnery* 4, *Piloting* 6), *Panther*

The Defender may also add a Schrek PPC carrier or a Demolisher tank to his forces with a Veteran crew (*Gunnery* 2, *Piloting* 3).

Deployment

Set up using hidden deployment. Player may also set up for long-range missile fire.

ATTACKER

The Attacker is the First Lance, Third Company, Third Battalion (Wayne's Wreckers) of McCarron's Armored Cavalry.

First Lance

Major Susan Willis (*Gunnery* 1, *Piloting* 2), *Warhammer [ER PPCs replace standard Donal model.]*
Stan Harris (*Gunnery* 3, *Piloting* 4), *Thunderbolt*
Ann Meyer (*Gunnery* 4, *Piloting* 6), *Vindicator*
Harry "Pistol" Fitzroy (*Gunnery* 3, *Piloting* 4), *Griffin*

Deployment

Enter on left map and move from left to right.

SPECIAL RULES

Mills has been ordered to take as little damage as possible, so if he gets hammered, the Defenders must fall back. If the Defenders lose the tank or up to two 'Mechs, any Defender 'Mech that has lost limbs or taken engine or gyro hits must move off the board.

Barton's forces must retreat if they lose two or more 'Mechs.

VICTORY CONDITIONS

Barton's forces win a tactical victory if they move one 'Mech off the side of the map opposite of where they entered. They win a decisive victory if they destroy or capture two enemy 'Mechs and exit two 'Mechs off the opposite side of the map.

The Defenders win a tactical victory if they prevent Barton's forces from crossing the board in eight turns (keep track of the number of turns played). They win a decisive victory if they destroy two of the Wreckers' 'Mechs and stop Barton's advance.

AFTERMATH

Susan Willis grimaced with every lurch of her wounded *Warhammer*.

"Well," she thought, "not everyone takes a full salvo from a *Demolisher* and lives to tell the tale." The radio crackled. "What's up, Stan?" she said.

"I've found Ann. She's okay," Stan answered.

"Good," Susan replied. "See what parts we can take from those wrecks, and tell Rich to post a lookout in case they send anything back."

"Right, boss," Stan replied. "Tough fight, but at least we beat 'em."

"Yeah, we beat them, Stan, but we took it on the chin to do it, and I'm not happy about that. Susan out."

Captain Richard Crane's heavy 'Mech company had the vanguard of the MAC advance. Occasional stands of trees broke up the flat terrain. General Lester Otto had obviously ordered his reserve troops, the First Company of the Rangers Second Battalion, to slow down the advancing MAC while he regrouped his remaining forces from the plains battles to defend the Stannic Bridge.

Richard Crane knew he had to win this fight. Otto's delaying tactics had slowed the Wreckers down. If Crane's company hoped to make the bridge on schedule, they had to destroy the oncoming Ranger 'Mechs. Crane had no wish to report failure to Marcus Barton.

GAME SET-UP

Lay out the **BattleTech** maps as shown.
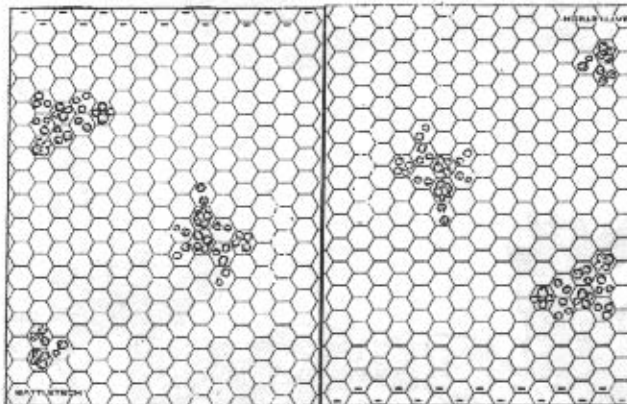
DEFENDER

The Defender is the First Company, Second Battalion of the Marlette Rangers (Marlette Capellan March Militia).

Command Lance

(Gunnery 2, Piloting 3) *Zeus-6S*
(Gunnery 3, Piloting 4) *Marauder-3R*
(Gunnery 4, Piloting 5) *Thunderbolt-5S*
(Gunnery 5, Piloting 5) *Dervish-6M*

Fire Lance

(Gunnery 3, Piloting 4) *Orion-K*
(Gunnery 4, Piloting 4) *Crusader-3R*
(Gunnery 4, Piloting 5) *Enforcer-4R*
(Gunnery 6, Piloting 5) *Valkyrie-QA*

Recon Lance

(Gunnery 3, Piloting 4) *Vulcan-2T*
(Gunnery 4, Piloting 4) *Spider-5V*
(Gunnery 4, Piloting 5) *Commando-2D*
(Gunnery 5, Piloting 6) *Locust-1V*

Deployment

The Defender enters any edge of the west map.

ATTACKER

The Attacker is the Third Company, Third Battalion (Wayne's Wreckers), Barton's Regiment, McCarron's Armored Cavalry.

Command Lance

Richard Crane (*Gunnery* 2, *Piloting* 3), *Victor-9B*
Malcolm Laird (*Gunnery* 3, *Piloting* 4), *Grasshopper-4H*
Chen Mao-Tsu (*Gunnery* 4, *Piloting* 3), *Griffin-1N*
Drake Shandy (*Gunnery* 4, *Piloting* 4), *Starslayer-3C*

Fire Lance

Philippa Sidney (*Gunnery* 2, *Piloting* 3), *Archer-2R*
Tan Minhang (*Gunnery* 3; *Piloting* 3), *Thunderbolt-5S*
Yoshi Arata (*Gunnery* 4, *Piloting* 4), *Hunchback-4G*
Kate Kerrigan (*Gunnery* 4, *Piloting* 5), *Vindicator-1R*

Recon Lance

Kier Howell (*Gunnery* 3, *Piloting* 2), *Phoenix Hawk-1*
Emile Raquin (*Gunnery* 3, *Piloting* 4), *Assassin-21*
Meg Figliano (*Gunnery* 4, *Piloting* 4), *Stinger-3R*
Rick Reardon (*Gunnery* 4; *Piloting* 5), *Wasp-1A*

Deployment

The Attacker enters first on any edge of the east map.

SPECIAL RULES

All 'Mechs must enter the map on the first turn.

VICTORY CONDITIONS

1. The attacking player must exit all 'Mechs off the west map, leaving no enemy 'Mechs on the map.

2. For every two attacking 'Mechs exiting the map off the west edge, subtract three defending 'Mechs. Round all fractions upward.

Richard Crane surveyed the battle-ground. Five crippled or destroyed enemy 'Mechs littered the field, along with his recon lance's Stinger and Wasp. The Rangers had not gotten in their licks and run away this time. Barton would be pleased.

AFTERMATH

With the defeat of the First Company of the Marlette Rangers' Second Battalion, the way to the bridge stood open. Though the Rangers' delaying tactics had hurt Wayne's Wreckers more than Barton would have liked, the slowdown could not stop him.
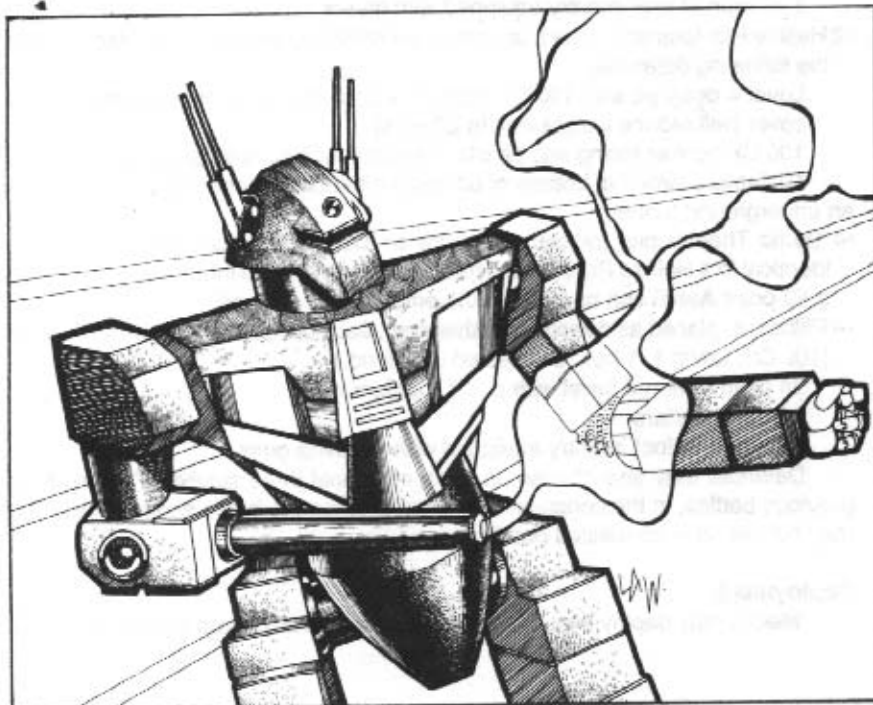
"Men, Barton has penetrated our first line of defense," thundered Captain Anderson, commander of the forces defending the Stannic Bridge. "He goes no further. We will stop the enemy advance in its tracks!"

An aide approached the Captain and pointed toward a group of 'Mechs just visible on the western horizon... .

Marcus Barton strode his *Awesome* forward, his lance mates covering him. Cresting the slope, Barton gazed at the two mighty towers guarding the Stannic's approaches.

"I knew I should have blown up this bridge the last time I was here," Barton thought, glaring across the span, "but Archie wouldn't let me. He's always on my back about not blowing up lostech."

As the 'Mechs advanced, laser fire erupted from two pillboxes. Enemy 'Mechs appeared from behind hills, and artillery shells began exploding all around. Barton did not expect an easy time taking the bridge, but he had no idea just how hard it would be... .

GAME SET-UP

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

N
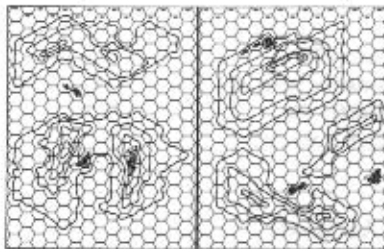
DEFENDER

The Defender is the Marlette Rangers (Marlette Capellan March Militia).

Defending Lance

    (Gunnery 2, Piloting 3) BattleMaster
    (Gunnery 3, Piloting 4) Archer
    (Gunnery 4, Piloting 5) Thunderbolt
    (Gunnery 4, Piloting 5) Enforcer

Static Defenses

The following static defenses (see **The Ring of Death**, p.42) protect the Stannic Bridge:

•14 command-controlled mines

•4 pre-designated artillery hexes each containing a dedicated battery of four Long Tom-III cannons.

•2 bridge towers, each containing the following defenses (150 CF, Level 4, 2 hexes, 2 turrets with 90 points of armor):
    Turret 1 (Level 4)—PPC
    Turret 2 (Level 3)—LRM-20 (24 rounds)
    Emplacement Level 2—One AC/20 (15 rounds), two SRM-4 (25 rounds each)
    Emplacement Level 1—Four machine guns (200 rounds)
    1 platoon of foot infantry equipped with lasers

•2 Hellfire Pits (placed on road, on side of minefield closest to bridge), each containing the following defenses:
    Level 4 deep pit with 100 CF camouflage cover, 80 point demolition charge on cover (will reduce weight limit to 20 tons)
    100 CF bunker facing into pit with 1 platoon of laser-equipped foot infantry
    10 flamers aimed at bottom of pit (each pit bunker connected to bridge tower by an underground tunnel)

•4 Bomb Theatre pits (placed anywhere on Desert Mountain Map #2). This pit is identical to a Hellfire Pit, except it has no flamers, and the infantry are equipped with a 40-point **AeroTech** bomb. A chute empties into each pit.

•4 Pillboxes, placed as desired on either map, each containing the following defenses (100 CF, Level 1, 1 hex. Concealed until fired.):
    24 point armored turret with one 1 medium laser
    2 heavy mortars
    1 platoon of foot infantry equipped with machine guns

Defender may also choose up to an additional three surviving 'Mechs from the previous battles, in the condition they were in when the battle ended. These 'Mechs may not set up in concealed positions.

Deployment

'Mechs may deploy first, in concealed positions anywhere on the west map.

ATTACKER

The Attacker is the First Company, Third Battalion (Wayne's Wreckers), Barton's Regiment, McCarron's Armored Cavalry.

Command Lance

Wayne Moore (*Gunnery* 0, *Piloting* 1), *Cyclops*
Barbara Tea (*Gunnery* 1, *Piloting* 2), *Stalker*
Linda Mylar (*Gunnery* 2, *Piloting* 3), *Marauder*
Roger Styles (*Gunnery* 2, *Piloting* 3), *Archer*
Marcus Barton (*Gunnery* 0, *Piloting* 1), *Awesome*

The MAC also has available any surviving 'Mechs from the previous battles, in the condition they were in when the battle ended.
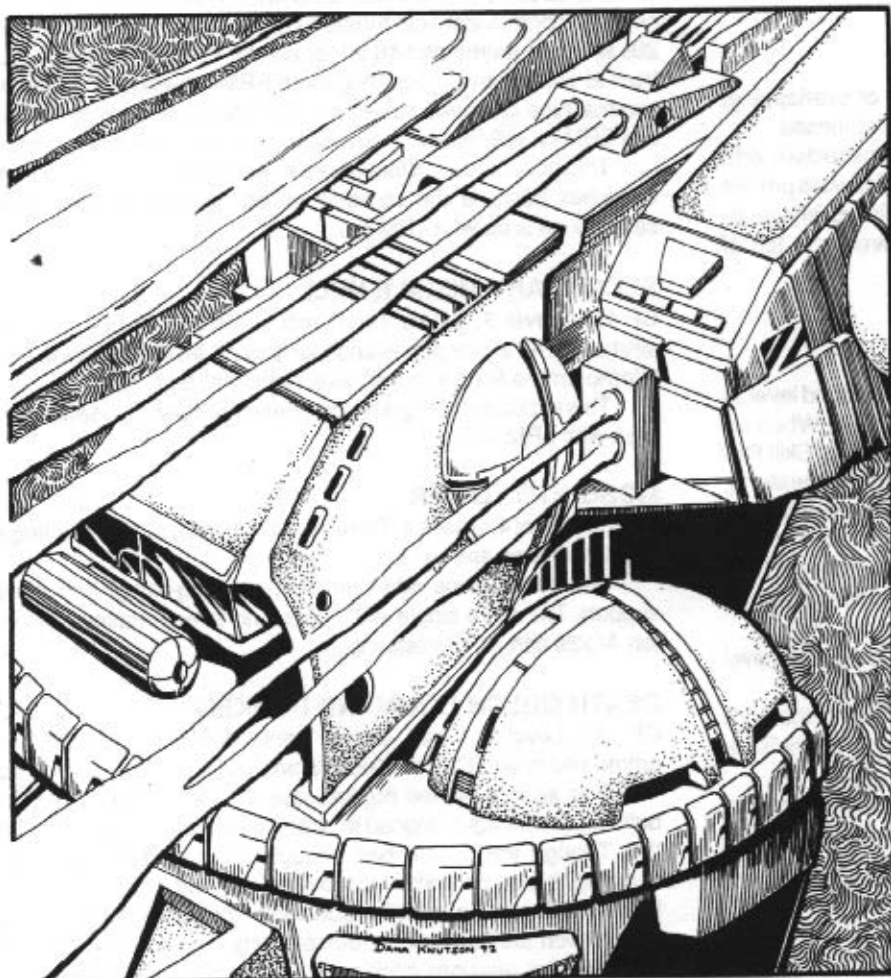
Deployment

The Attacker enters first on the west edge of the map.

SPECIAL RULES

Artillery requires a two-turn flight time, and cannot be directed at targets closer than 14 hexes to the edge of the bridge.

VICTORY CONDITIONS

Defeat the enemy. If the Attacker wins, Barton goes on to attack the Ring defenses. If the Defender wins, Barton's assault ends here.

Use the following information to play the next four scenarios. The **Defender** section provides statistics and descriptions of the static defenses available to the Federated Commonwealth forces during the attack against the ring fortifications protecting Fort Bourgogne. The **Attacker** section lists the 'Mech forces available to McCarron's Armored Cavalry during the assault.

RING OF DEATH

After taking the Stannic Bridge, Barton faced the "Ring of Death," a set of static defenses three kilometers wide. To break through the Ring, Barton had two options. Going in cautiously, he could clear a path with minor casualties, but would also risk allowing time for reinforcements from the space port to reach the fortress. Smashing through as fast as possible meant the units involved would suffer major casualties but the regiment could hit Bourgogne before reinforcements arrived.

The scouting reports showed that the Ring could withstand a company-level assault at any point along its length, and that permanent artillery installations supported it. Hidden bunkers for artillery spotters were also scattered throughout the area.

Deagan's *Destroyers* moved forward toward the waiting Ring. Barton's blood feud would cost a lot of good lives in the next few minutes. With a strong sense of foreboding, Deagan ordered the Second and Third companies to begin their assaults.

DEFENDER

The Defender is protected by several layers of overlapping, devastating defense emplacements known as ring defenses.

Several of the bunkers listed are specially constructed, with heavy walls and blast doors that serve as fire walls. Fire walls protect bunkers in the same way that CASE protects 'Mechs. Every separate section created in a fire-walled bunker requires one ton of weight and costs 60,000 C-bills.

'MECH HOLE

CF 39, Level 2, 1 hex.

This underground construction, camouflaged at ground level, is placed so that a 40+ ton 'Mech will walk over it and fall in. When his 'Mech walks across the hole, the pilot can make a Piloting Skill Roll to avoid falling into it. The roll is modified by +4 if the 'Mech is walking, +6 if running, and +8 if jumping. If the Piloting Skill Roll is successful, the pilot has thrown his 'Mech to one side. The 'Mech takes normal falling damage and lands on its side in an adjacent hex. If the roll fails, the 'Mech falls into the hole. When the 'Mech falls into the hole, roll 2D6. On a result of:

2–5: 'Mech lands upright, but takes damage up to that of a Level 3 fall. All damage is scored in 5-point groups on the legs.

6–10: 'Mech lands upright, but takes damage up to that of a Level 3 fall. All damage is scored in 5-point groups on the Front/Back column of the Hit Locations Table.

11–12: 'Mech lands head down, and takes damage equal to a Level 3 fall. Damage is scored on the Front/Back column of the Punch Locations Table in 5-point groups.

'MECH TRAP

CF 105, Level 1, 1 hex. One infantry platoon equipped with lasers.

This underground bunker sits next to a 'Mech Hole. When the 'Mech falls into the hole, the infantry opens firing ports in the bunker and fires on the 'Mech, attempting to finish it off.

INFANTRY BUNKER

CF 150, Level 1, 1 hex.

Infantry platoons hide in or fight from this bunker, equipped with ten machine guns with 5 tons of ammo; four are mounted in the turret and protectd by 48 points of armor. The other six face six separate hexsides.

BACKSTAB BUNKER

CF 150, Level 1, 1 hex. Contains three fire-walled sections. The first carries two AC/20s w/4 tons ammo; the second carries two LRM-20s w/4 tons ammo; the third carries six SRM-6s w/8 tons ammo. All weapons fire in the same arc.

This sensor-baffled bunker is built into the backside of a hill, facing away from the direction of an expected enemy advance. An emplacement is visible 15 hexes further back. The advancing enemy passes the Backstab Bunker on its way to the visible emplacement, exposing its backs to it.

PRIMARY MISSILE HELL

CF 150, Level 3, 3 hexes. Contains five fire-walled sections. Three sections contain identical turrets, each turret mounting three LRM-20s w/9 tons ammo and 48 armor points. The fourth section faces front at ground level, mounting three SRM-6s w/4 tons ammo and two machine guns w/1 ton ammo. The fifth faces rear and mounts two SRM-6s w/2 tons ammo and two machine guns w/1 ton ammo.

This bunker, consisting of three two-story towers rising from a three-hex base, is the cornerstone of fortifications designed to saturate an area with LRM fire.

SECONDARY MISSILE HELL

CF 150, Level 3, 1 hex. Turret mounts three LRM-20s w/9 tons ammo and 48 armor points and four ground-level SRM-2s w/4 tons inferno ammo firing into the front, right, left, and rear arcs.

This structure, along with the Primary Missile Hell, saturates an area with LRM fire.

MOSQUITO TOWER

CF 150, Level 4, 2 hexes. Turret with 64 armor points mounting ten AC/2s w/9 tons ammo.

This tower gives other fortifications long-range and air-raid support. Though a single AC/2 poses no threat, massed fire from ten AC/2s can be devastating.

DEATH GULCH COMMAND BUNKER

CF 150, Level 1, 1 hex. Bunker contains two AC/20s w/10 tons ammo and three AC/10s w/9 tons ammo. All guns fire in the front arc.

This sensor-baffled bunker, dug into a hillside, is the main building of a series designed to cheaply saturate an area with SRM fire. Though the bunker has enough weapons to make a good showing, it fires only when discovered. Its real strength lies in the hidden fire-mission missile launchers scattered throughout the area, which the bunker controls remotely. The bunker can control up to five fire missions each turn.

FIRE-MISSION REMOTE MISSILE LAUNCHER

CF 21, Level 1, 1 hex. Ten one-shot SRM-2s. Two are loaded with inferno missiles.

A command bunker fires these small launchers by remote control. Each launcher has a small video/sensor pod that transmits back to the control bunker via underground cables. Two of these launchers can occupy the same hex. Unless dug into a hillside, the launchers can be crushed by any 'Mech walking over them. If a 'Mech moves into a hex holding a launcher that is not in a hillside, roll 2D6. On a result of 7+ the 'Mech steps on the launcher, destroying it. The launcher detonates with the power of a 10-point mine. The pilot must then make a Piloting Skill Roll to avoid being infernoed in the blast.

PUNISHMENT BUNKER

CF 150, Level 1, 2 hexes. Built with six fire-walled sections. The first two sections each mount two AC/20s w/6 tons ammo. The second two sections each mount two LRM-20s w/10 tons ammo. The fifth section mounts two AC/10s w/4 tons ammo. The sixth section mounts two SRM-2s w/2 tons ammo.

This stand-alone bunker is dug into a hillside, and designed to do significant damage at any range.

ARCHERY ARTILLERY BUNKER

CF 150, Level 1, 3 hexes. Built with seven fire-walled sections. Five sections each mount one Long Tom w/8 tons ammo and three machine guns w/.5 tons ammo. All Long Toms fire in the front arc. The remaining two sections each mount six SRM-6s w/6 tons ammo. One fires in the front arc, the other fires in the rear arc.

This rear-area artillery emplacement bunker offers artillery cover from air attacks.

TARGET ARTILLERY SPOTTER BUNKER

CF 150, Level 1, 1 hex. Two AC/5s w/4 tons ammo. Ten machine guns w/3 tons ammo.

Artillery observers work out of this sensor-baffled hillside bunker.

ROADBLOCK

CF 150, Level 1, 1 hex.

A devilishly simple trap, the roadblock is a Level 1 wall stretching across a full hex. 'Mechs cannot simply step over it. They must either walk through it, go around it, or jump over it. Roadblocks provide partial cover for a 'Mech behind them. A series of roadblocks can slow a unit's advance through difficult terrain. Combined with minefields and pre-plotted artillery hexes, they make a deadly delay. 'Mechs can blow away the roadblock or walk through it using the normal Building rules from the BattleTech Compendium, p. 37.

JUMP BOMBER

See pg. 23, New Equipment.

This cheap, conventional fighter flies bombing runs in support of long-term static defenses, and carries no weapons other than its bomb load.

ATTACKER

The Attacker is the Second Battalion (Deagan's Destroyers), Barton's Regiment, McCarron's Armored Cavalry, consisting of the following 'Mechs, some of which rotate in to replace damaged units during the battle.

Command Lance
William Deagan, *Cyclops*
Stalker
Archer
Ostscout

First Company
Warhammer
Marauder
Dervish
Awesome
Grasshopper
Griffin
Victor
JagerMech
Shadow Hawk
Zeus
Crusader
Shadow Hawk-K

Second Company
BattleMaster
Thunderbolt
Quickdraw
Orion
Crusader-D
Wolverine
Marauder
Catapult
Griffin
Archer
Ostsol
Griffin

Third Company
Awesome
Crusader
Quickdraw
Marauder
Catapult
Wolverine
Marauder
Grasshopper
Shadow Hawk
Archer
Ostsol
Griffin

SPECIAL RULES

When rolling hit locations against a bunker with fire-wall construction, the results "crew killed," "turret locked," and "all weapons destroyed" do not affect the entire bunker. The Defending player rolls randomly to determine which of the remaining active sections is affected by the critical hit.

The Second Company of Deagan's Destroyers began their advance. Up ahead, across the field, they could see three gun emplacements and four 'Mechs waiting for them. The men laughed as their computers identified the 'Mechs, expecting an easy victory, but Captain Saunders set his men straight.

"The bunkers are expected to stop us, not the 'Mechs—they're just mobile support. Watch out for mines and other surprises. The clock's against us, so close on those bunkers and disable them fast."

GAME SET-UP

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

N
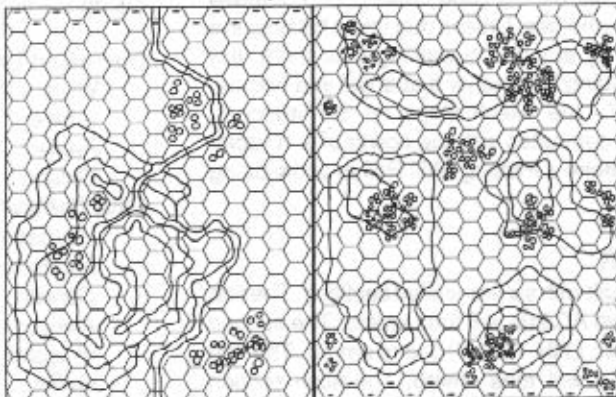
DEFENDER

The Defender is the Federated Commonwealth forces as described above. Additional defenses for this scenario include:

Three Punishment Bunkers, one Backstab Bunker, two Target Artillery Spotter Bunkers, one *Phoenix Hawk-D*, one *Assassin*, one *Panther*, one *Valkyrie*.

Federated Commonwealth Option Points: 3,375

The Federated Commonwealth player can customize his defenses by spending Option Points on items listed in the chart below. Please note the maximum number available listed for each item.

Deployment

The Defender sets up first. Units may only enter or leave the east or west edges of the map.

ATTACKER

The Attacker is the Second Company (Saunders' Strongmen), Second Battalion, McCarron's Armored Cavalry.

Captain Ragir Saunders
Catapult
Ostsol
Thunderbolt
Griffin
Griffin

Deployment

The Attacker enters on the west edge of the map. Units may only enter or leave the east or west edges of the map.

SPECIAL RULES

1. It costs 2 MP to enter or leave the map.

2. Federated Commonwealth artillery requires a flight time of 2 turns.

3. After Turn 9, Saunders may call for reinforcements from the First Company. Four 'Mechs will arrive on the west edge of the map on the following turn.

4. Federated Commonwealth 'Mechs that retreat off the east edge of the field are available for Scenario 9, **Welcome To Missile Hell**.

5. No half-hex rules apply.

VICTORY CONDITIONS

Saunders must disable 50 percent of the enemy units and leave the east edge of the map within 15 turns of the beginning of the scenario.

ARMAMENTS TABLE

Cost (in Points)	Item	Maximum Available
	'Mechs	
1,505	Locust	2
1,633	Wasp	2
1,602	Stinger	2
2,378	Javelin	1
2,186	Valkyrie	1
2,881	Whitworth	1
3,255	Blackjack	1
64	Skimmer	10
81	Savannah Master	4
	VTOLs	
58	Ferret VTOL	4
318	Warrior VTOL	4
	Tanks	
323	Scorpion Tank	8
1,352	Hunter Tank	2
827	Pegasus Light Scout Tank	4
907	Saladin Tank	2
807	Saracen Tank	4
723	Scimitar Tank	4
	Carriers	
1,872	LRM Carrier	1
1,933	SRM Carrier	1
	Bombers	
162	Jump Bomber	4
	Platoons	
1,280	Motorized MG Platoon	2
1,920	Motorized Laser Platoon	1
2,240	Motorized SRM Platoon	1
1,600	Jump MG Platoon	2
2,400	Jump Laser Platoon	1
2,800	Jump SRM Platoon	1
	Bombs	
1	20-pt **AeroTech** Bomb	1,200
1	2 Vibrabombs	20 (10 per map)
	Ammo	
10	Fire Mission of 5 Long Tom Shells	10 (1 per turn)
4	1 Pre-plotted Artillery Target Hex	20 (10 per map)
5	Fire Mission of 5 Smoke Shells	5 (1 per turn w/no other artillery)
	Defenses	
216	Target Artillery Spotter Bunker	2
101	'Mech Hole	3
1,378	'Mech Trap	3
480	Infantry Bunker w/o Infantry	2

AFTERMATH

Saunders cursed fluently as he listened to the damage reports coming in. Despite his warnings, his fire lance had walked right into the Federated Commonwealth trap. The hidden bunker had ripped the right leg off the *Catapult*, taken the left arm off the *Thunderbolt*, and opened the *Ostsol*'s back, damaging its gyro and heat shielding. To top it all off, the enemy *Panther* had gotten lucky and blown the head off one of the *Griffins*.

Calling for reinforcements galled him. The situation did not look good.

## SITUATION: "RING OF DEATH," 14 MAY 3044

While Saunders' Strongmen were beginning their advance, the Third Company, Vanov's Vikings, walked onto the field a half-kilometer away. Ahead of them lay a nasty surprise. Ten towers, each topped with a large turret, rose out of the hills. The company's sensors also spotted four 'Mechs waiting for them.

Captain Vanov issued his orders. "Those towers are armed with missiles. Move down field as fast as possible, and keep out of sight of those towers as much as you can. Get right up on top of them, and then fight. Don't chase the 'Mechs until we've dealt with those towers."

GAME SET-UP

Lay out the **BattleTech** maps as shown.
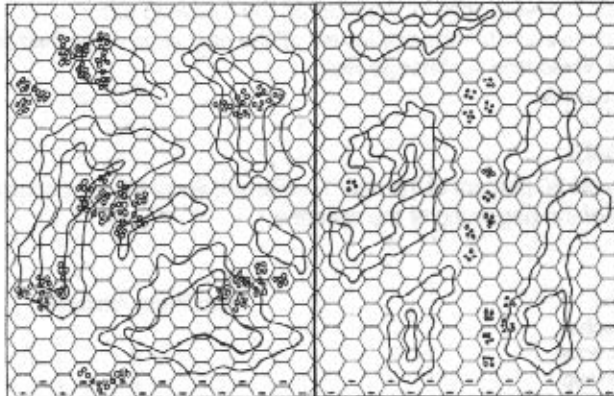
DEFENDER

The Defender is the Federated Commonwealth forces described above. Additional defenses for this scenario include:

Two Primary Missile Hells, two Secondary Missile Hells, two Target Artillery Spotter Bunkers, two *Phoenix Hawk-Ds*, two *Panthers*.

Federated Commonwealth Option Points: 5,602

The Federated Commonwealth player may customize his defenses by spending Option Points on the items listed in the table below. Please note the maximum number available listed for each item.

Deployment

The Defender sets up first. Units may only enter or leave the east or west edges of the maps.

ATTACKER

The Attacker is the Third Company (Vanov's Vikings), Second Battalion, McCarron's Armored Cavalry.

Captain Pavel Vanov, *Awesome*
Lt. Gustav Jeffries, *Marauder*

Deployment

The Attacker enters on the west edge of the map. Units may only enter or leave the east or west edges of the map.

SPECIAL RULES

1. It costs 2 MP to enter or leave the map.

2. Federated Commonwealth artillery requires a flight time of 2 turns.

3. After Turn 9, Vanov may call for reinforcements from the First Company. Four 'Mechs will arrive on the west edge of the map on the following turn.

4. Any Federated Commonwealth 'Mechs that retreat off the east edge of the field are available for Scenario 10, **Death Gulch**.

5. No half-hex rules apply.

6. Interim replacements: after completing these two fights, the Second and Third companies can each replace four of their 'Mechs with 'Mechs from the First Company and the battalion command lance. If either Saunders or Vanov is disabled, or both, Deagan takes command of those companies.

VICTORY CONDITIONS

The Attacker must disable 50 percent of the enemy units and leave the east edge of the map within 15 turns.

ARMAMENTS TABLE

Cost (In Points)	Item	Maximum Available
	'Mechs	
1,505	Locust	2
1,633	Wasp	2
1,602	Stinger	2
2,378	Javelin	1
2,186	Valkyrie	1
3,738	Assassin	1
3,687	Cicada	1
3,501	Vulcan	1
2,881	Whitworth	1
3,255	Blackjack	1
4,022	Phoenix Hawk-D	1
3,586	Enforcer	1
4,954	Dervish	1
4,908	Griffin	1
4,622	Shadow Hawk	1
4,911	Wolverine	1
64	Skimmer	10
81	Savannah Master	4
	VTOLs	
58	Ferret VTOL	4
318	Warrior VTOL	4
	Tanks	
323	Scorpion Tank	8
1,352	Hunter Tank	4
827	Pegasus Light Scout Tank	4
907	Saladin Tank	2
807	Saracen Tank	4
723	Scimitar Tank	4
	Carriers	
1,872	LRM Carrier	1
1,933	SRM Carrier	1
	Bombers	
162	Jump Bomber	4
	Platoons	
1,280	Motorized MG Platoon	4
1,920	Motorized Laser Platoon	2
2,240	Motorized SRM Platoon	2
1,600	Jump MG Platoon	3
2,400	Jump Laser Platoon	2
2,800	Jump SRM Platoon	2
	Bombs	
1	20-pt **AeroTech** bomb	1,200
1	2 Vibrabombs	20 (10 per map)
	Ammo	
10	Fire Mission of 5 Long Tom Shells	10 (1 per turn)
4	1 Pre-plotted Artillery Target Hex	20 (10 per map)
5	Fire Mission of 5 Smoke Shells	5 (1 per turn w/no other artillery)
	Defenses	
216	Target Artillery Spotter Bunker	2
101	'Mech Hole	3
1,378	'Mech Trap	3
480	Infantry Bunker w/o Infantry	2
5,249	Primary Missile Hell	1
1,604	Secondary Missile Hell	2

AFTERMATH

Vanov was breathing hard by the time the last tower exploded. Checking the status of his unit, he found he had lost the *Wolverine* for the duration. His own *Awesome* had a badly damaged left arm. His second-in-command, Lt. Jeffries, had taken a cluster of missile hits to the center torso of his *Marauder*, which had gone up in a fusion cloud. Jeffries had ejected, but with severe enough injuries to send him back to the DropShip. Deagan would be furious. Vanov had no time to dwell on the casualties; he had to rotate in replacements from the Hellcats and assault the next stretch of defenses.

After rotating in the *Zeus*, *Grasshopper*, *Crusader*, and *Griffin* from the First Company, Captain Saunders ordered his men to advance to the next line of defenses, where the small hills rose to a steppe. Saunders expected opposition on the slope, but nothing threatened them on their march, except for a few mines that exploded harmlessly far ahead of the advancing 'Mechs.

As they reached the steppe, the Strongmen saw a series of giant craters. Strung between the craters were walls as high as the 'Mechs' waists. Beyond the craters, mountains loomed. Four large towers rose from the slopes, their turrets bristling with gun barrels.

Looking over the field, Saunders swore. They could not cross it quickly, and the walls doubtless hid infantry and other nasty surprises. Saunders tried not to imagine what the towers would do to his command as the Strongmen slogged across the field.

"Fast lance, go up the right," Saunders ordered. "Jump over those first walls and see what's waiting for us. Fire lance, go into one of those sink holes and look for a faster route through this mess. My lance will go up the middle. Fire as you go and destroy those walls."

GAME SET-UP

Lay out the **BattleTech** maps as shown. Place "Roadblock" sections across the following hexes of the Sink Hole map: 0104, 0204, 0305, 0708, 0709, 0904, 1004, 1108, 1207, 1410, 1511, 0914, 1114, 1115, 0114, 0214, 0615, 0716, 0815, and 0516.
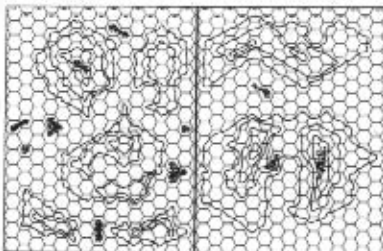
Defender

The Defender is the Federated Commonwealth forces described above. Additional defenses for this position include:

Three 'Mech Holes, three 'Mech Traps, one Death Gulch Command Bunker, fifty Fire-Mission Remote Missile Launchers, four Mosquito Towers, one Target Artillery Spotter Bunker, four *Wasps*.

Federated Commonwealth Option Points: 5,602

The Federated Commonwealth player may customize his defenses by spending Option Points on the items listed on the table below. Please note the maximum number available listed for each item.

Deployment

The Defending forces set up first. Units may only enter or leave the east or west edges of the maps.

ATTACKER

The Attacker is the Second Company (Saunders' Strongmen), Second Battalion, McCarron's Armored Cavalry.

Captain Ragir Saunders
Griffin
Griffin
Zeus
Grasshopper
Crusader

Deployment

The Attacker enters on the west edge of the map. Units may only enter or leave the east or west edges of the map.

SPECIAL RULES

1. It costs 2 MP to enter or leave the map.
2. Federated Commonwealth artillery requires a flight time of 2 turns.
3. After Turn 9, Saunders may call for reinforcements from the mobile reserve. Up to six 'Mechs will arrive on the west edge of the map on the following turn.
4. If a 'Mech moves into a hex containing the lip of a sinkhole, roll a 2D6 and subtract −1 from the result for every 20 tons the 'Mech weighs (round fractions up). On a modified roll of 2, the ledge gives way, and the 'Mech falls into the sinkhole, taking the appropriate falling damage.
5. Any Federated Commonwealth 'Mechs that retreat off the east edge of the field can be used in Scenario 11, **Artillery Targets**.
6. No half-hex rules apply.

VICTORY CONDITIONS

The Attacker must disable 75 percent of the enemy units and leave the east edge of the map within 20 turns.

ARMAMENTS TABLE

Cost (in Points)	Item	Maximum Available
	'Mechs	
1,505	Locust	3
1,633	Wasp	3
1,602	Stinger	3
2,378	Javelin	2
2,186	Valkyrie	2
3,738	Assassin	1
3,687	Cicada	1
3,501	Vulcan	1
2,881	Whitworth	1
3,255	Blackjack	1
4,022	Phoenix Hawk-D	1
3,586	Enforcer	1
4,954	Dervish	1
4,908	Griffin	1
4,622	Shadow Hawk	1
4,911	Wolverine	1
64	Skimmer	10
81	Savannah Master	4
	VTOLs	
58	Ferret VTOL	4
318	Warrior VTOL	4
	Tanks	
323	Scorpion Tank	8
1,352	Hunter Tank	3
827	Pegasus Light Scout Tank	4
907	Saladin Tank	2
807	Saracen Tank	4
723	Scimitar Tank	4
	Carriers	
1,872	LRM Carrier	2
1,933	SRM Carrier	2
	Bombers	
162	Jump Bomber	8
	Platoons	
1,280	Motorized MG Platoon	4
1,920	Motorized Laser Platoon	2
2,240	Motorized SRM Platoon	2
1,600	Jump MG Platoon	3
2,400	Jump Laser Platoon	2
2,800	Jump SRM Platoon	1
	Bombs	
1	20-pt **AeroTech** Bomb	2,400
1	2 Vibrabombs	20
	Ammo	
10	Fire Mission of 5 Long Tom Shells	10 (1 per turn)
4	1 Pre-plotted Artillery Target Hex	20 (10 per map)
5	Fire Mission of 5 Smoke Shells	5 (1 per turn w/no other artillery)
	Defenses	
150	1 Hex Roadblock	10
70	1 Fire Mission Remote Missile Launcher	20
1,704	1 Death Gulch Command Bunker	2
1,999	1 Mosquito Tower	2
216	Target Artillery Spotter Bunker	2
1,01	'Mech Hole	5
1,378	'Mech Trap	3
480	Infantry Bunker w/o Infantry	2
4,393	Backstab Bunker	1

AFTERMATH

Lt. Griffith continued to get damage reports as the Strongmen loaded Captain Saunders' unconscious body into the shuttle. By blundering into the towers, Saunders had saved the rest of the company from getting caught, but he had paid a price. An SRM hit on his ammo drum had blown up his 'Mech. The rest of the Strongmen had retaliated by blowing up the turrets with a barrage of long-range fire.

The other 'Mechs escaped relatively unscathed. The Marauder lost a leg to vibrabombs, and the Zeus' left torso's outer armor had been shot away. The Orion, Grasshopper and Archer had taken heavy hits, but remained operational.

As Griffith went over the reports, a gruff voice came over the comlink. "This is Barton. You there, Griffith?"

"Yessir. What's up?"

"Looks like Saunders'll be out for a long time. You're in charge of the Strongmen. That okay?"

"Sure, no problem," Griffith replied.

"Glad to hear it. How did the fight go?" Barton asked.

"Better than the last one, sir, but I'm going to need reinforcements, and extra personnel for salvage operations."

Captain Vanov rotated in an *Awesome*, a *Marauder*, and a *Dervish* from the First Company to replace his losses, and a *JagerMech* to relieve the damaged *Grasshopper*. The Vikings ran into more difficult terrain reaching the second pocket of fortifications. Over the comlink, Vanov heard the Strongmen stumble into the surprises laid out for them. Coming out onto the steppe, he saw similar terrain awaiting the Vikings.

Vanov issued his orders. "We know what's out there, thanks to the Strongmen. It's going to be painful, but we have to break through. Everyone concentrate fire and clear a path through the walls up the right side."

GAME SET-UP

Lay out the **BattleTech** maps as shown.
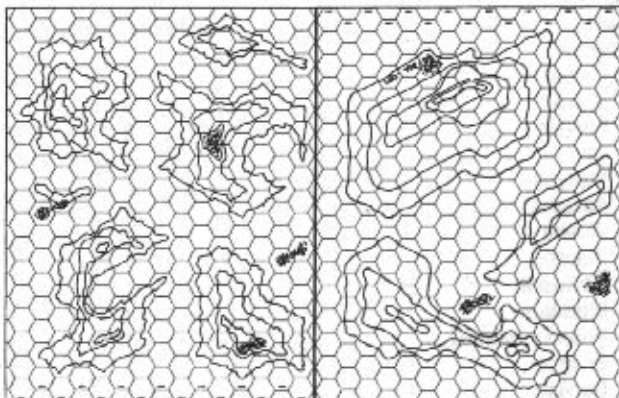
DEFENDER

The Defender is the Federated Commonwealth forces described above. Additional defenses available to this position include:

One Archery Artillery Bunker, three Target Artillery Spotter Bunkers, one Punishment Bunker, three Mosquito Towers, one *Phoenix Hawk-D*, one *Valkyrie*, two *Wasps*.

Federated Commonwealth Option Points: 4,200

The Federated Commonwealth player may customize his defense by spending Option Points on the items listed on the table below. Please note the maximum number available listed for each item.

Deployment

The Defending forces set up first. Units may only enter or leave the east or west edges of the maps.

ATTACKER

The Attacker is the Third Company (Vanov's Vikings), Second Battalion, McCarron's Armored Cavalry, plus surviving 'Mechs from Scenario 8, members of Yolanda's Hellcats, and any reinforcements.

Command Lance

Yolanda Reynolds (*Gunnery* 1, *Piloting* 2), *Stalker*
Roger Mason (*Gunnery* 2, *Piloting* 3), *Warhammer*
Sandra Parkson (*Gunnery* 3, *Piloting* 4), *Thunderbolt*
Michael Styles (*Gunnery* 4, *Piloting* 5), *Griffin*

Deployment

The Attacker enters on the west edge of the map. Units may only enter or leave the east or west edges of the map.

SPECIAL RULES
1. It costs 2 MP to enter or leave the map.
2. Federated Commonwealth artillery requires a flight time of 2 turns.
3. No half-hex rules apply.

VICTORY CONDITIONS
The Attacker must disable 75 percent of the enemy units and leave the east edge of the map within 20 turns.

ARMAMENTS TABLE

Cost (in Points)	Item	Maximum Available
	'Mechs	
1,505	Locust	2
1,633	Wasp	2
1,602	Stinger	2
2,378	Javelin	1
2,186	Valkyrie	2
3,738	Assassin	1
3,687	Cicada	1
3,501	Vulcan	1
2,881	Whitworth	1
3,255	Blackjack	1
4,022	Phoenix Hawk-D	1
3,586	Enforcer	1
64	Skimmer	10
81	Savannah Master	4
	VTOLs	
58	Ferret VTOL	4
318	Warrior VTOL	4
	Tanks	
323	Scorpion Tank	8
1,352	Hunter Tank	4
827	Pegasus Light Scout Tank	4
907	Saladin Tank	2
807	Saracen Tank	4
723	Scimitar Tank	4
	Carriers	
1,872	LRM Carrier	1
1,933	SRM Carrier	1
	Bombers	
162	Jump Bomber	8
	Platoons	
1,280	Motorized MG Platoon	3
1,920	Motorized Laser Platoon	2
2,240	Motorized SRM Platoon	1
1,600	Jump MG Platoon	2
2,400	Jump Laser Platoon	1
2,800	Jump SRM Platoon	1
	Bombs	
1	20-pt **AeroTech** Bomb	2,400
1	2 Vibrabombs	20
	Ammo	
4	1 Pre-plotted Artillery Target Hex	30
	Defenses	
150	1 Hex of Roadblock	10
216	Target Artillery Spotter Bunker	2
101	'Mech Hole	5
1,378	'Mech Trap	3
480	Infantry Bunker w/o Infantry	2
4,032	Punishment Bunker	1

AFTERMATH

Just as Vanov issued his orders, five thunderclaps rumbled across the field. Within seconds, five Long Tom shells slammed into the Vikings' formation.

"Lucky us, we've found an artillery bunker," Sergeant Owens, the *Dervish* pilot, sang out.

Vanov gritted his teeth and told his men to spread out further, but stuck with his original plan.

An eternity later, Vanov crawled out of his cockpit. His *Awesome* had caught a bore-sighted Long Tom shell in its damaged leg as he came around the mountain and stumbled over the artillery bunker. Luckily for his command, the bunker had no rear defenses. Once they passed it, they destroyed the bunker easily.

Vanov's entire command took heavy damage. Miraculously, besides his *Awesome*, only the *Archer* and the *Shadow Hawk* had gone down.

"Vanov to Deagan. We've broken through, sir, but we're in no shape for another fight. Suggest we consolidate and let Barton handle the rest of this."

Major Deagan listened to the reports from the Strongmen and the Vikings. The Commonwealth forces had crippled his command. Only his company command lance had taken no damage. The operation should not have gone like this; Deagan's company should not have taken it on the chin to satisfy Barton's need for revenge.

Switching channels, Deagan called Barton. "You have your hole through the Ring, sir. But it cost us. The techs will be repairing my battalion for months. I hope Archie likes your explanation for this. If he doesn't, you're going to be in it deep."

In their last transmission, the Ring defenders reported that two assault groups from McCarron's Armored Cavalry had broken through and were headed for the wall. General Otto ordered Captain Mark Clarke's lance plus two extra 'Mechs to slow the enemy down, giving the wall defenders more time to prepare. Captain Clarke saw only one problem with this plan: the flat, open terrain between his lance and the wall. He would have to use his superior speed to play hit-and-run with the big boys.

Captain Clarke felt the sweat rolling down the back of his neck as he stood in his *Ostsol's* open hatch. Scanning the horizon with his rangefinder binoculars, he saw nothing, but knew the enemy was heading his way. He had heard the reports coming over the command channel about the battles in the Ring.

"Raider One, this is Raider Four, over," his radio crackled.

"Go, Raider Four," Clarke replied.

"Here they come, sir, bearing due east."

Captain Clarke swung his binocs eastward. "Got 'em," he said. "Okay boys, we'll use battle plan DF-4. Go *now*." Clarke dropped to his couch and closed the hatch, offering a silent prayer as he urged his 'Mech forward.

GAME SET-UP

Lay out the **BattleTech** maps as shown.
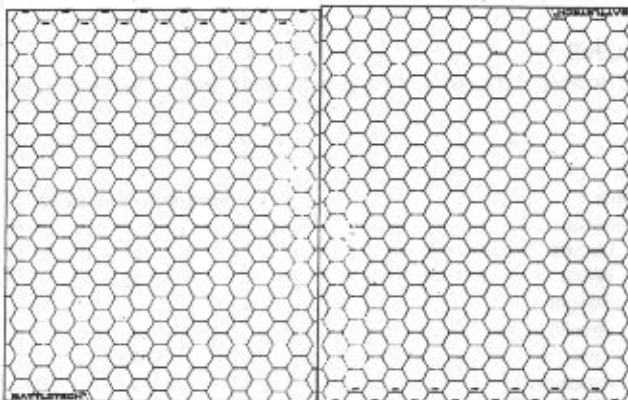
DEFENDER

The Defender is one lance of the Federated Commonwealth forces defending the wall fortification surrounding Fort Bourgogne plus an additional two 'Mechs. Randomly choose four additional 'Mechs to accompany Captain Clarke's *Ostsol* and the pilot designated Raider Four. (It may be helpful to use the Random 'Mech Assignment Table from **MechWarrior, Second Edition**, p. 20.) The two 'Mechs remaining in the second lance will appear in Scenario 13, **Another Kick In the Wall**.

Captain Mark Clarke (*Gunnery* 2, *Piloting* 3), *Ostsol*
Raider Four, *Valkyrie*

Deployment

The Defending player sets up first, anywhere on the map.

ATTACKER

The Attacker is the Second Company (Richard's Reavers), Third Battalion, Barton's Regiment, McCarron's Armored Cavalry.

Command Lance

(*Gunnery* 2, *Piloting* 3), *Marauder-3R*
(*Gunnery* 2, *Piloting* 3), *Warhammer-6R*
(*Gunnery* 3, *Piloting* 3), *Victor-9B*
(*Gunnery* 3, *Piloting* 4), *Catapult-1*

Assault Lance

(*Gunnery* 3, *Piloting* 4), *Orion-1K*
(*Gunnery* 3, *Piloting* 4), *Archer-2R*
(*Gunnery* 4, *Piloting* 4), *Awesome-8Q*
(*Gunnery* 4, *Piloting* 4), *Thunderbolt-5S*

Deployment

All Attacker 'Mechs must enter on the first turn from the west edge of the map.

VICTORY CONDITIONS

Barton's forces must exit the west side of the map, and destroy as many of the enemy 'Mechs as possible, including Captain Clarke's 'Mech and Raider Four. If both of those 'Mechs exit the board, they can be used in Scenario 13, **Another Kick In the Wall**. If the Attacker destroys Captain Clarke's 'Mech and Raider Four, the Defender may use only the two 'Mechs not chosen at the start of this scenario.
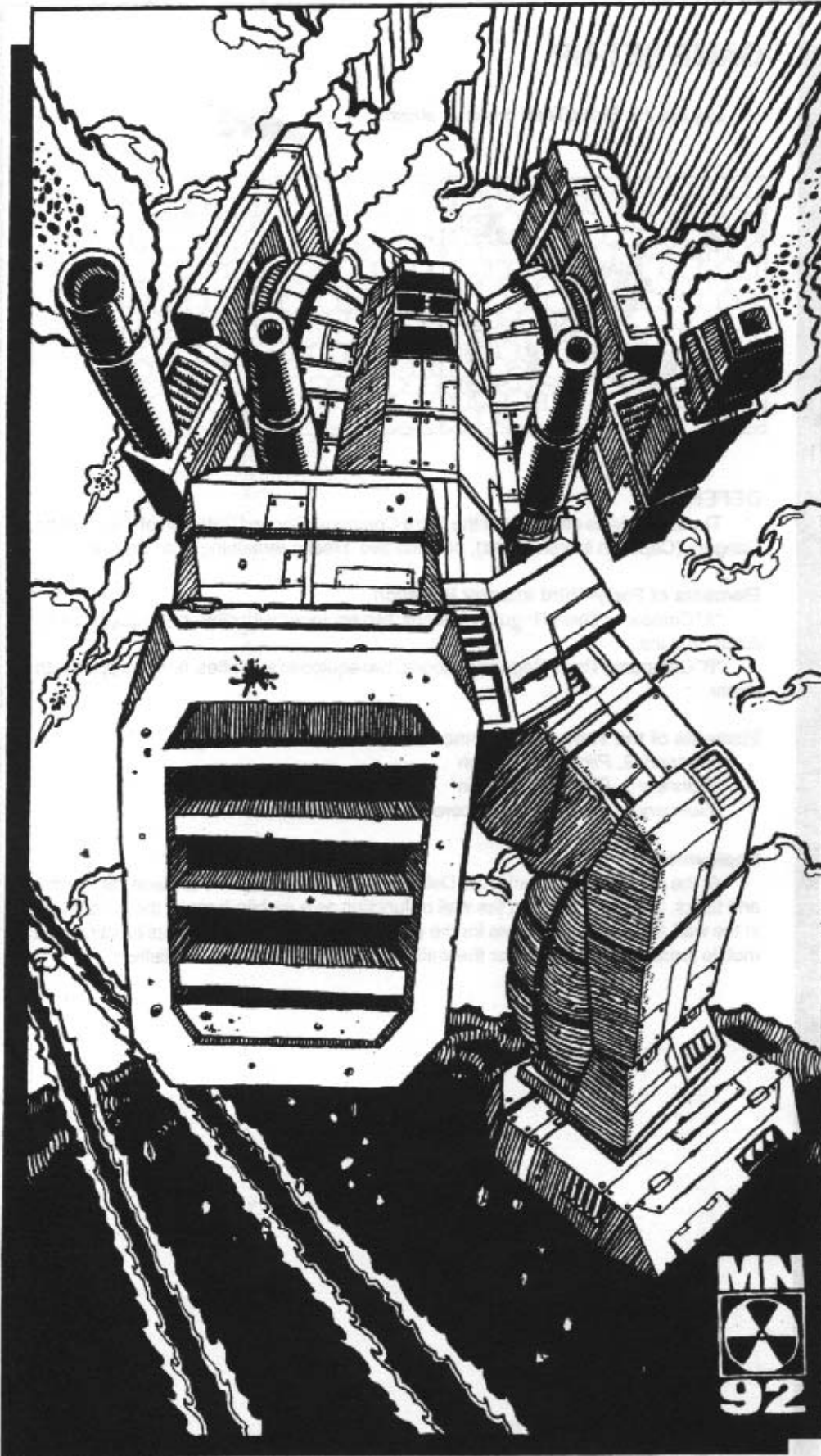
Captain Clarke fired a last laser blast at the Victor off to his right, more to keep the 'Mech at bay than to damage it. The real damage had been done on the battlefield. Four of Clarke's 'Mechs lay wrecked and burning. Raider Four had limped away with both arms gone and its right torso shot up. Clarke's own 'Mech had taken a beating in the fight, and his unit had failed to take down even one of the MAC 'Mechs. Clarke prayed the wall's defenders were ready.

AFTERMATH

By routing Captain Clarke's lance, the Reavers opened the way for Marcus Barton's command lance to attack the wall.

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92

Major Barton slowed his force down as he came within the wall's sensor range. He smiled under his neurohelmet. "So they rebuilt it," he said to himself. "Good. This will be fun." Barton scanned the wall. Picking out the weakest point would be tough. Davion had clearly learned the lesson Barton had taught them on his last visit.

After Barton disposed of the wall and took the fort away from the Federated Commonwealth, he and General Otto would have a chat about old times and family. It would be a very short chat.

"Big Mama to wallbusters," Barton barked. "Listen up, kids, here's how it goes. Strike Lance, you're on the left; keep those turret gunners busy, while my lance goes straight down the tube. Any questions?"

"Just one, sir," answered Connie, Strike Lance leader.

"And what might that be, Strike One?" Barton asked.

"If we get to the general first, what should we do with him?"

"Give him a tootsie pop and sit on him," Barton answered.

"With or without 'Mech?" Connie asked. Laughter filled the command channel.

"Cool down, you loose cannons," Barton grunted. "No one touches the general until I get there. Understood?" The laughter died immediately. "Now, let's get our butts in gear and kick this wall down," Barton growled, pushing down on the foot pedals of his 'Mech and walking toward the wall.

Barton checked his battleboard as his forces moved into formation. The board read green and fully operational. Barton powered up his PPCs and lowered the cross hairs on the gun turret coming into range. The cross hairs signaled a lock-on. Barton jammed down the firing stud on his command couch's right arm rest. Three azure beams crackled out from his 'Mech's lasers and streaked toward the turret.

GAME SET-UP

Lay out the **BattleTech** maps as shown.
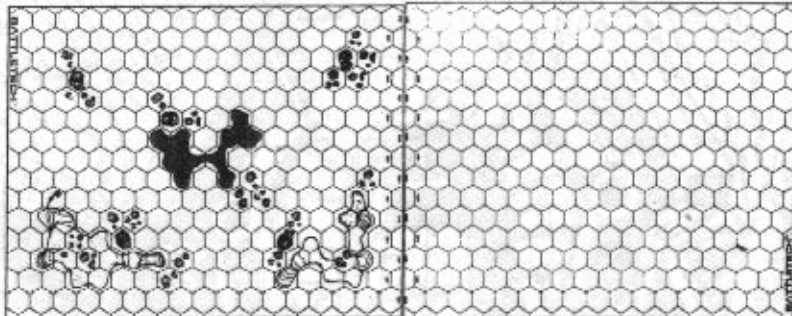
DEFENDER

The Defender is elements of the Third Company, Second Battalion of the Marlette Rangers (Capellan March Militia), plus the two 'Mechs remaining from Scenario 12.

Elements of Forty-Third Infantry Battalion

"A" Company: Three Regular platoons; two equipped with rifles, one equipped with machine guns.

"B" Company: Three Regular platoons; two equipped with rifles, one equipped with lasers.

Elements of the Thirty-Ninth Armor Battalion, Delta Company

(*Gunnery* 3, *Piloting* 4) Patton
(*Gunnery* 3, *Piloting* 4) Patton
(*Gunnery* 4, *Piloting* 4) Manticore

Deployment

At the start of the scenario, the Defender must choose where to place his infantry and tanks. They can begin in the wall or function as a mobile force. If the units begin in the wall, they must stay there for the duration of the game. If the units function as a mobile force, they cannot enter the wall except to move onto the battlefield.

ATTACKER

The Attacker is Barton's Command Lance plus the Strike, Command, and Assault Lances of the Second Company (Richard's Reavers), Third Battalion, Barton's Regiment, McCarron's Armored Cavalry. (Command and Assault Lances function as reinforcements).

Command Lance

Marcus Barton (*Gunnery 0, Piloting 1*), *Awesome-8Q*
Ning-Ti Liao (*Gunnery 2, Piloting 3*), *Zeus-6S*
William Styles (*Gunnery 3, Piloting 4*), *Warhammer-6R*
Elaine "Blaze" Parks (*Gunnery 1, Piloting 2*), *Archer-2R*

Strike Lance

(*Gunnery 1, Piloting 2*), *Thunderbolt-5S*
(*Gunnery 2, Piloting 3*), *Ostsol-4D*
(*Gunnery 2, Piloting 3*), *Warhammer-6R*
(*Gunnery 3, Piloting 4*), *Grand Dragon-1P*

Reinforcements, Richard's Reavers

Command Lance

(*Gunnery 2, Piloting 3*), *Marauder-3R* (RT missing 5 armor points)
(*Gunnery 2, Piloting 3*), *Warhammer-6R* (RT missing 10 armor points)
(*Gunnery 3, Piloting 3*), *Victor-9B* (RL and LT missing 5 armor points, RT missing 8 armor points, 8 shots of AC/20 ammo left)
(*Gunnery 3, Piloting 4*), *Catapult-1* (LL, CT, RT each missing 8 armor points, LA LRM is out of ammo, RA LRM has six shots left)

Assault Lance

(*Gunnery 3, Piloting 4*), *Orion-1K* (RT missing 10 armor points, 11 shots of AC/10 ammo left, 10 shots of LRM ammo left, 25 shots of SRM ammo left)
(*Gunnery 3, Piloting 4*), *Archer-2R* (CT missing 10 armor points, RT missing 5 armor points. Both LRMs have 6 shots left, one rear medium laser is gone)
(*Gunnery 4, Piloting 4*), *Awesome-8Q* (LL, RA, LT each missing 10 armor points)
(*Gunnery 4, Piloting 4*), *Thunderbolt-5S* (LA, RL each missing 5 armor points, CT missing 8 armor points, 10 LRM shots and 30 SRM shots left)

Deployment

The Attacker enters on the east edge of the map. All 'Mechs must enter on the first turn. On Turn 5, the Command Lance from Richard's Reavers enters the east edge of the map. On Turn 7, the Assault Lance from Richard's Reavers enters the east edge of the map.

The three shots slammed into the turret, chewing through its armor. The gun crew never knew what hit them. The electrical system overloaded, exploding the ammo magazine. The blast engulfed the turret and ripped it from the wall, leaving behind a nine-meter hole.

"Good start," Barton thought, lining up his cross hairs again. More of the wall disappeared under the relentless assault from Barton's heavy weapons.

"Strike One to Big Mama, over," Connie called on the command channel.

"Go ahead, Strike One," Barton answered.

"Sensors picking up enemy 'Mechs to the front and back of our position, sir."

Barton took a quick glance at his HUD display. His sensors also registered the enemy 'Mechs.

"Strike One, split up your lance to deal with the 'Mechs, while we break through the wall," Barton ordered.

"Yes, sir," Strike One answered. Barton watched two of Strike One's 'Mechs turn to the left to meet the enemy.

"Big Mama to lance. I want this wall down in a big hurry." Barton urged his 'Mech toward the wall.

SPECIAL RULES

Wall Defense

The wall is set up on the open map. It is two hexrows wide (1509, 1510) and three hundred feet high, with a sloping top. A 'Mech cannot climb it, jump over it, or jump on top of it. The Defending player must declare one hexside facing the east as a 'Mech door to exit the wall.

The wall has 400 armor points. The 'Mech door has only 40 armor points. The Attacking player cannot shoot at the door, or try to enter through it. The Attacker must break through the wall . When the wall has taken 100 points of damage, the Defending player rolls a 2D6 to see if the wall has been breached, consulting the table below. When the wall falls, a gap four hexes wide opens. Any time the Defender fails to make a roll equal to the target number, the wall is breached. Because the wall is a hardened building, infantry and tanks placed in it will suffer no damage, according to the building rules in the **BattleTech Compendium**, p. 37.

Each of the wall's four gun turrets has an AC/5 and one ton (20 shots) of ammo, plus 40 armor points. All normal rules for emplacements apply. The gun turrets have a 180-degree firing arc (the three front hexes). Turrets cannot fire to the rear.

WALL BREACHING TABLE

Points of Damage to Wall	Target Number to Remain Standing
100	4
200	6
300	8
350	10
400	Wall Falls

Reinforcements

The Defending player only receives reinforcements if Captain Clarke and/or Raider Four escaped off the west edge of the board in Scenario 12. If they escaped, they arrive on Turn 3, without repairing the damage they took in Scenario 12. The 'Mechs will have the following damage:

Captain Clarke, *Ostsol* (LL armor gone, only internal structure remaining. RT missing 10 armor points, LT and CT missing 5 armor points)

Raider Four, *Valkyrie* (LT, RT, RA each have 4 armor points left, LL has 7 armor points left)

Special 'Mech Notes

Barton switched out the small laser on his *Awesome* for an extra half ton of armor to his 'Mech in the following locations: 1 point to each leg, 2 points to each arm, 1 point to center torso front.

The *Grand Dragon* replaces the AC/5 and ammo with a PPC and one medium laser in the right arm. Two extra heat sinks are also added to the 'Mech.

VICTORY CONDITIONS

Barton must breach the wall within 20 turns to attack the fort. If Barton has not breached the wall by Turn 20, his advance is stopped. (See Running A Campaign in the **Introduction**, p. 4.)

The Defender wins if he stops Barton's forces from breaching the wall, or destroys Barton's 'Mech.

Barton leveled his cross hairs at the wall once more. As they pulsed gold, he unleashed his 'Mech's three PPCs. More of the wall disappeared as the man-made lightning struck home. Barton had opened a ten-meter hole in the wall. Checking the battlefield around him, he smiled. Four enemy 'Mechs lay burning on the field, and his force had sustained no losses.

Barton walked his 'Mech up to the still-smoldering gap in the wall." Looking over the rubble, he was impressed by what he saw. The defenses here would have repulsed an ordinary 'Mech force, but Barton's Regiment was anything but ordinary. Barton moved his left arm rest joystick backwards; the huge battlefist at the end of his 'Mech's left arm moved toward the 'Mech's left side. When the fist hung even with the left torso, Barton pushed the joystick forward. The arm shot out and the fist slammed into the wall. Barton's 'Mech shook. He punched the wall three more times, then stepped back as it started to crumble.

"And the wall comes tumbling down," Barton sang, taking the chorus from a 20th-century rock song. When the smoke cleared, Barton saw a 120-meter hole in the wall.

"Big Mama to wallbusters, follow me!" Barton shouted, and walked through the opening.

AFTERMATH

With the wall down, the final obstacle in Barton's quest to capture General Otto was out of the way. With the Second Company in tow, Barton sped toward the fort.

The two-kilometer wide belt of fortifications covering the approaches to Fortress Bourgogne had crumbled under the MAC's ferocious attack. The speed with which his regiment had sliced through surprised even Marcus Barton. Breaching the inner walls had stalled them, but only briefly. The unit had moved as if possessed by its commander's vengeance. Now, their quarry stood within reach.

The MAC's aerospace fighters had finally defeated Marlette's aero defenses, blasting flat most of the inner citadel's upper works. Marcus Barton marched onto the parade ground in front of the ruins with the rest of his command lance and a *Thunderbolt* from the 1st battalion. Barton's voice boomed over his 'Mech's external speaker.

"Otto! Get yer butt out here, ya yellow-bellied flag! Ya can't hide behind yer wall anymore."

General Lester J. Otto knew he faced death. His new *Devastator* gave him little comfort, for he knew he sat in his own coffin. Still, he was a soldier, and refused to die like a badger trapped in its burrow. If he had to go, he would take Marcus Barton with him.

GAME SET-UP

Lay out the **BattleTech** maps as shown.
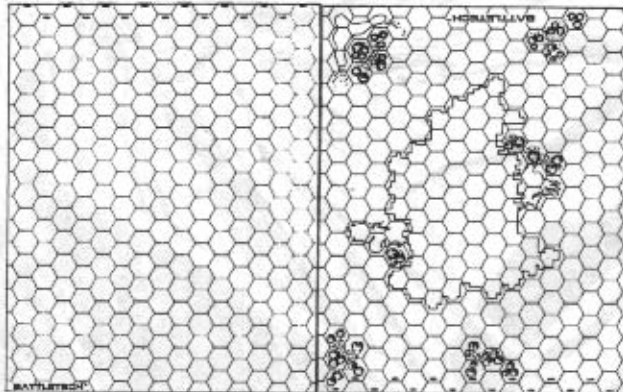
DEFENDER

The Defender is General Lester J. Otto, fortress commander, plus any surviving Marlette Ranger 'Mechs from Scenarios 7–13, in the same condition in which they exited the map.

General Lester J. Otto (*Gunnery* 1, *Piloting* 2), *Devastator*

Deployment

The Defender sets up second, anywhere in the city.

ATTACKER

The Attacker is Barton's Regiment of McCarron's Armored Cavalry.

Command Lance

Marcus Barton (*Gunnery* 0, *Piloting* 1), *Awesome*
William Styles (*Gunnery* 3, *Piloting* 4), *Warhammer-6R*
Elaine "Blaze" Parks (*Gunnery* 1, *Piloting* 2), *Archer*
Ning-Ti Liao (*Gunnery* 2, *Piloting* 3), *Zeus-6S*
(*Gunnery* 2, *Piloting* 3), *Thunderbolt-5S*

Deployment

The Attacker sets up first within two hexes of Hex 0109 of City map (east map). Attacking player moves first.

SPECIAL RULES

1. The city map has ten rubbled buildings and four with two stories still intact: one Light building, one Medium building, one Heavy building, and one Hardened building. (See the Building rules in the **BattleTech Compendium**, p. 37.)

2. No one may exit the map until the battle is over.

VICTORY CONDITIONS

Destroy the enemy.

The two-kilometer wide belt of fortifications covering the approaches to Fortress Bourgogne had crumbled under the MAC's ferocious attack, though breaching the inner walls had briefly stalled them. The unit had moved as if possessed by its commander's vengeance. Now, their quarry stood within reach.

The MAC's aerospace fighters had finally defeated Marlette's aero defenses, blasting flat most of the inner citadel's upper works. Marcus Barton marched onto the parade ground in front of the ruins with the rest of his command lance and a *Thunderbolt* from the First Battalion.

A messenger dashed down a dark corridor inside the fort, while the rumble of close explosions echoed around him. He stumbled through a small metal doorway as the building took a direct hit.

"Your report, Lieutenant?" General Otto asked, turning to the messenger.

"Barton's forces have broken through the wall. Liao aerospace fighters are attacking the upper fortifications."

"Reinforcements?"

"The Rangers have sent their regimental command lance, sir. That's all they could spare to defend the fort."

"And my orders for the prototype 'Mech?" the general asked.

"The 'Mech has been placed as you instructed, sir," replied the messenger.

"Very good," Otto replied with a chilly smile. "Have the Rangers' lance engage Barton. I will arrive after they have engaged. Make sure they are aware of my orders from the high command regarding the *Devastator*."
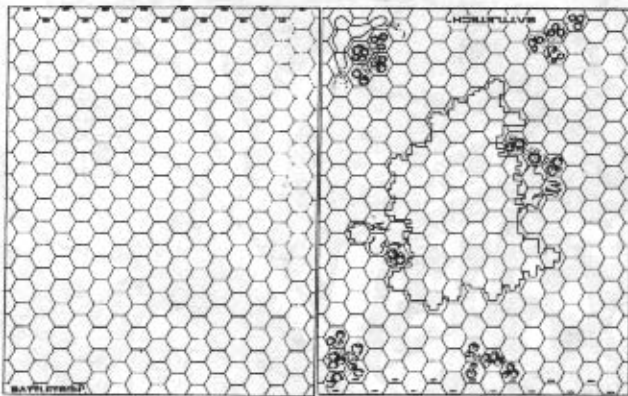
"Yes, sir." The messenger saluted and left the room.

"Perfect," Otto thought. "While those glory-seeking fools kill themselves trying to stop Barton, I'll escape.

Otto left the room. The building shook from another direct hit. Outside, Barton shouted, "Okay, Otto, Come out and fight!"

GAME SET-UP

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

DEFENDER

The Defender is the Marlette Rangers (Marlette Capellan March Militia) and General Lester Otto, fortress commander.

General Lester J. Otto (*Gunnery* 0 (–1), *Piloting* 2 (3)), *Devastator*

Rangers' Command Lance

(*Gunnery* 0, *Piloting* 1), *BattleMaster*
(*Gunnery* 1, *Piloting* 2), *Orion*
(*Gunnery* 1, *Piloting* 2), *Zeus (6S)*
(*Gunnery* 2, *Piloting* 3), *Marauder*

Deployment

The Defender sets up second anywhere in the city.

ATTACKER

The Attacker is Barton's Regiment of McCarron's Armored Cavalry.

Command Lance

Marcus Barton (*Gunnery* 0, *Piloting* 1), *Awesome*
William Styles (*Gunnery* 3, *Piloting* 4), *Warhammer-6R*
Elaine "Blaze" Parks (*Gunnery* 1, *Piloting* 2), *Archer*
Ning-Ti Liao (*Gunnery* 2, *Piloting* 3), *Zeus-6S*
(*Gunnery* 2, *Piloting* 3), *Thunderbolt-5S*

Deployment

The Attacker sets up first within two hexes of Hex 0109 of City map (east map). If Barton has won four of the five Field fights and at least two of the Ring of Death fights, he has the use of an additional 'Mech from his undamaged 'Mechs. Attacking player moves first.

SPECIAL RULES

1. The city map has ten ruined buildings and four with two stories intact: one Light building, one Medium building, one Heavy building, and one Hardened building. (See the Building rules in the **BattleTech Compendium**, p. 37.)

2. After three turns of combat, the *Devastator* enters the board on the east edge. If Barton's side loses a 'Mech or has a one-legged 'Mech, Otto will close. Otherwise, the *Devastator* will use long-range fire. Otto must remain on the board for 5 turns unless the Defender loses a 'Mech. Otto can then attempt to exit the east edge of the map on the next turn.

3. If the Defender loses a 'Mech, Barton will attempt to engage Otto. If he cannot, he sends the first available 'Mech to engage the general. Otto escapes if Barton's forces do not engage him before he exits the map. If they engage him, then the rest of Barton's forces will catch up and fight him until he surrenders or is destroyed.

VICTORY CONDITIONS

Destroy the enemy.

AFTERMATH

Barton walked slowly toward the wreckage of Otto's *Devastator*, blaster in hand. At first he saw no movement, but then heard the creak of an opening cockpit hatch. As Otto tried to climb out, he came face to face with the twin barrels of Barton's blaster.

Otto slumped back on his couch. "So, you finally got me," he said, moving his hand slowly down to his side. "Why don't you kill me and get it over with?"

"Don't think I haven't thought about it," Barton replied. "But dying's too easy for you. I've not only beaten you, I've blown up your fort, destroyed your 'Mechs, and broken your command. You're going to have to live with that for the rest of your life."

Otto groped for his laser pistol, hoping the triumphant Barton wouldn't notice.

"My father had to live with your cheating him for all these years, so I figure this makes us even. I've paid you back. My father is avenged, and I'm going to have a brand-new toy as soon as we figure out how to put it back together. Thanks a lot, Lester." Marcus Barton smiled and turned to go.

From a distance, Barton's men saw him start to turn away from the *Devastator*, then wheel around and fire two blaster shots into the cockpit. To this day, only Archie McCarron knows what happened between Barton and Otto. No one else has dared ask.

BARTON'S FOLLY

ALTERNATE SITUATION 3: INNER CITADEL OF FORT BOURGOGNE, 1924 HOURS, 14 MAY 3044

The improvements in the Fortress of Bourgogne surprised Marcus Barton. He had lost precious time fighting through the bewildering array of defensive positions covering the fortress approaches. It had taken three assaults to punch through the outer two defensive walls.

The MAC's aerospace fighters had finally defeated Marlette's aero defenses, blasting flat most of the inner citadel's upper works. Marcus Barton marched onto the parade ground in front of the ruins with the rest of his command lance and a *Thunderbolt* from the first battalion. Barton's voice boomed over his 'Mech's external speaker.

"Otto! Get yer butt out here, ya yellow-bellied flag! Ya can't hide behind yer wall anymore."

General Lester J. Otto chuckled quietly at Marcus Barton's bravado. Josh Logan's recon lance had led Barton to the gates of the citadel and into the jaws of Otto's trap. He signaled the hidden command and fire lances of the First Company to move out.

General Otto switched to the MAC's combat frequency. "I see the son of a traitor has come to disgrace his name further."

Otto settled back into his *Devastator*'s command chair. He would not go into combat. He would deny Marcus Barton his revenge, making Barton's defeat all the more painful.

GAME SET-UP

Lay out the **BattleTech** maps as shown.
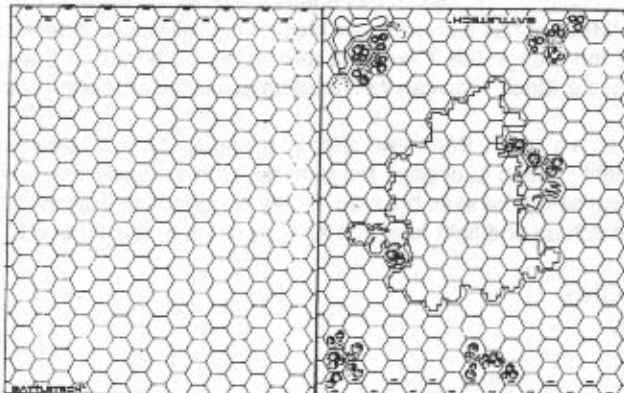
DEFENDER

The Defender is the First Company, First Battalion of Marlette Rangers (Marlette Capellan March Militia).

Command Lance
(Gunnery 0, Piloting 1) Stalker
(Gunnery 2, Piloting 3) Zeus-6S
(Gunnery 3, Piloting 4) Thunderbolt-5S
(Gunnery 4, Piloting 5) Dervish-6M

Fire Lance
(Gunnery 1, Piloting 2) Marauder-3R
(Gunnery 2, Piloting 3) Orion-K
(Gunnery 3, Piloting 4) Crusader-3R
(Gunnery 4, Piloting 4) Enforcer-4R

Recon Lance
Lt. Josh Logan (Gunnery 2, Piloting 3), Phoenix Hawk
(Gunnery 3, Piloting 3) Valkyrie-QA
(Gunnery 4, Piloting 4) Spider-5V
(Gunnery 4, Piloting 5) Commando-2D

Deployment
The Defending player sets up Josh Logan's recon lance second, anywhere in the city. Defender moves first, with command and fire lances entering on either the north or south map edge, or both.

ATTACKER

The Attacker is Barton's Regiment of McCarron's Armored Cavalry.

Command Lance
Marcus Barton (Gunnery 0, Piloting 1), Awesome
William Styles (Gunnery 3, Piloting 4), Warhammer-6R
Elaine "Blaze" Parks (Gunnery 1, Piloting 2), Archer
Ning-Ti Liao (Gunnery 2, Piloting 3), Zeus-6S
(Gunnery 2, Piloting 3), Thunderbolt-5S

Deployment
The Attacker sets up first within two hexes of Hex 0109 on City map (east map).

SPECIAL RULES

1. The city map has ten ruined buildings and four with two stories intact: one Light building, one Medium building, one Heavy building, and one Hardened building. (See the Building rules in the **BattleTech Compendium**, p. 37.)

2. Attacker may only exit off the west map edge.

VICTORY CONDITIONS

Barton's forces win a decisive victory if they destroy the Federated Commonwealth forces. If Barton's Regiment escapes off the west map edge, losing no more than one 'Mech (not Barton's), the Attacker wins a tactical victory.

Federated Commonwealth forces win a tactical victory by destroying either Barton or two enemy 'Mechs. To win a decisive victory, the Defender must destroy three or more Attacker 'Mechs.

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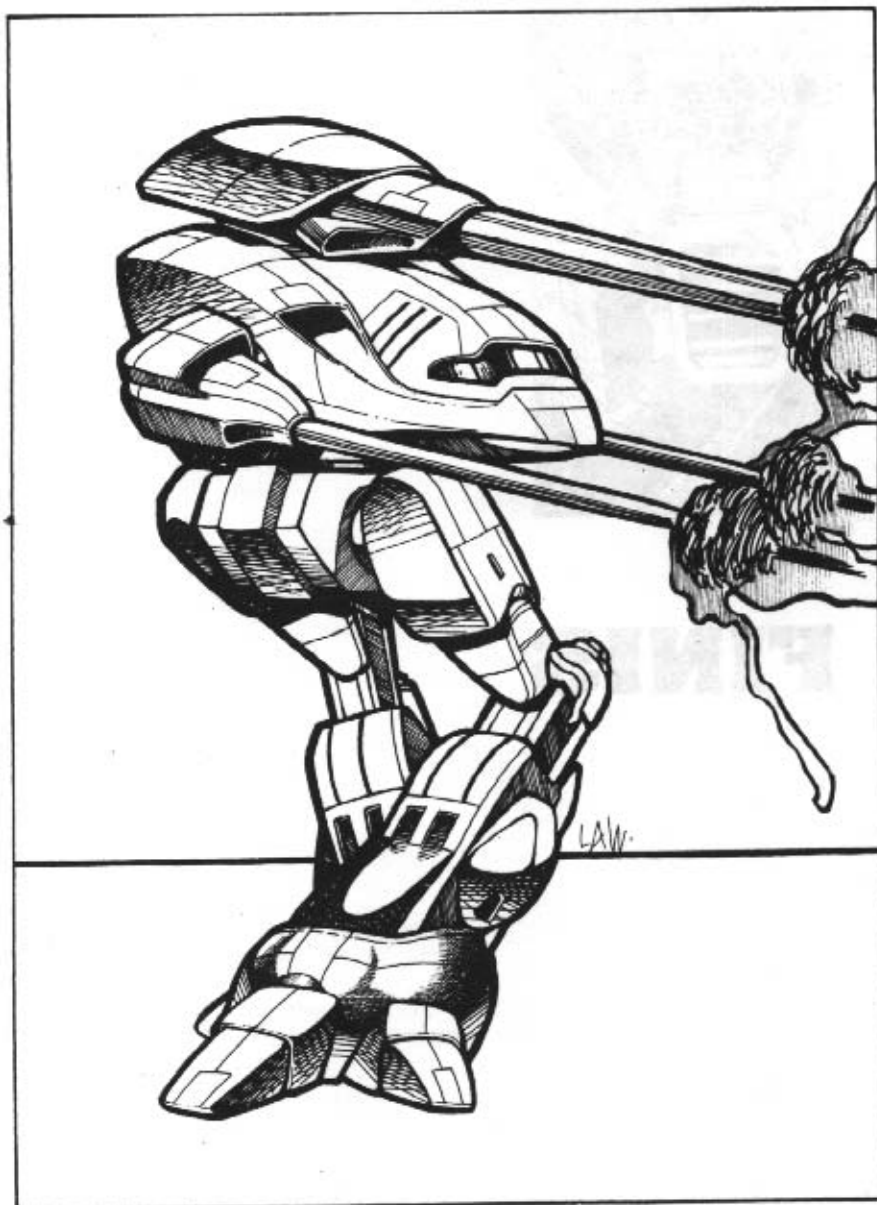
McCARRON'S
ARMORED CAVALRY

Colonel Marcus Barton commands the Second Regiment of McCarron's Armored Cavalry, also known as Barton's Regiment, and he is a man obsessed. He has waited forty years to avenge his father's dishonor at the hands of Lester J. Otto. He blew his first chance, but he swears he will not make another mistake. He knows he has a second chance on Marlette, and Marcus Barton will have his revenge this time or die trying. And either way he plans to take his regiment with him...

McCarron's Armored Cavalry is a BattleTech scenario pack which includes the unit's history, prominent members, and special equipment. The scenarios chronicle the campaign known as "Otto's Last Stand," and can be used individually or as a campaign culminating in one of three different endings. "Otto's Last Stand" features deadly installations and a point-based system for customizing the defending forces, so that the scenarios can be fought more than once and never be the same game twice.