☆NORTHWIND☆ HIGHLANDERS

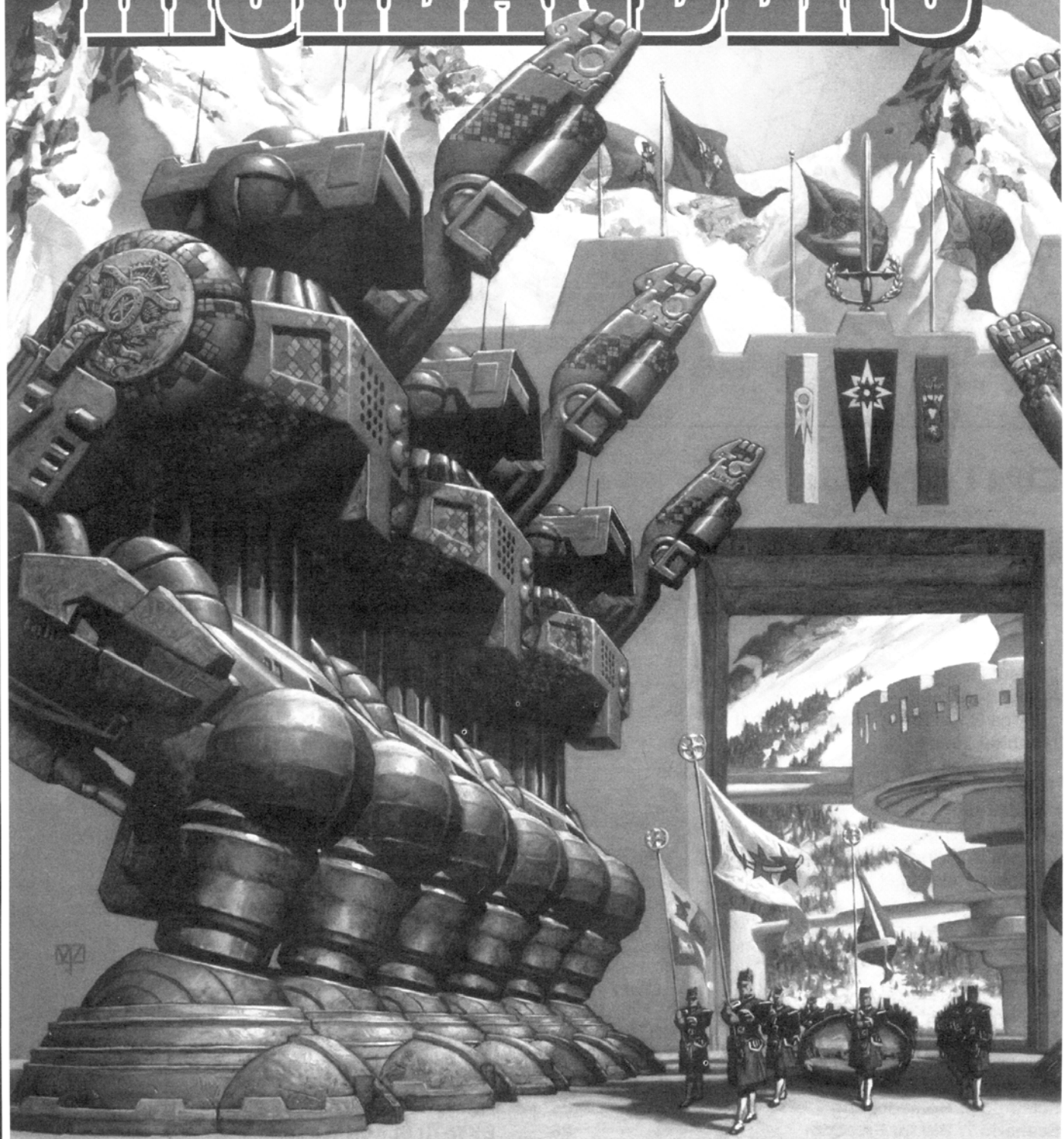**RANDALL N. BILLS**

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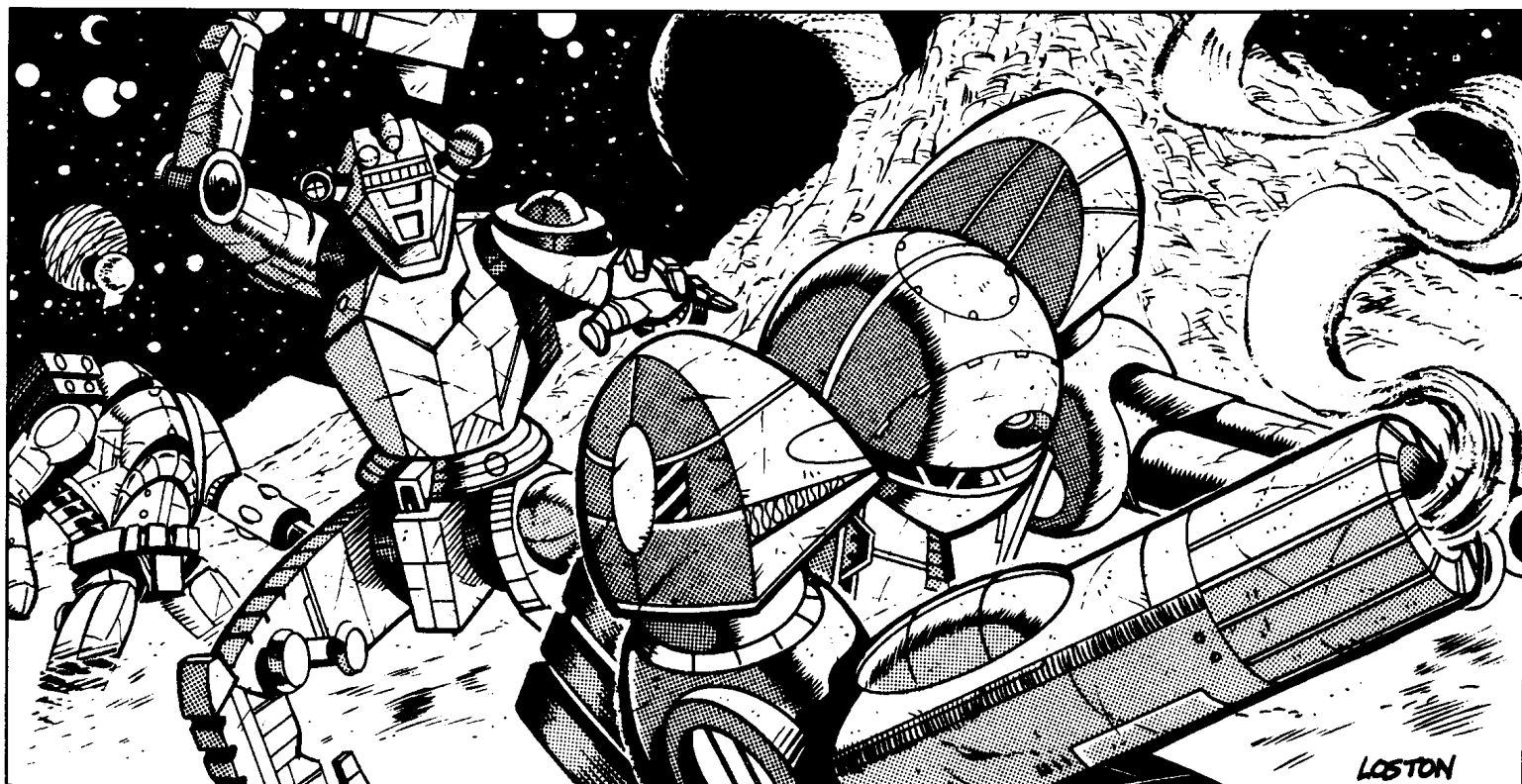
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INTRODUCTION

Ever since the first organized military units formed under a political power's banner on ancient Terra, tradition and honor have been the touchstones that gave countless warriors the pride and courage to continue the fight regardless of the odds. For more than two millennia, military units have fought for freedom, money or king and country, and only the best have survived to pass on their legacy to future generations. In the thirty-first century, countless military units scattered throughout the Inner Sphere can trace their heritage back for hundreds of years. Some of the most renowned units can trace their histories half a millenium into the past. Only one existing unit, however, can boast of a fifteen-century tradition of excellence, honor and tenacity under fire: the Northwind Highlanders.

Originally raised in the Scottish highlands on old Terra to protect the home territory of its members, the Highlanders have survived countless struggles on numerous worlds circling distant suns for seventy-five generations. The traditions, glory and pride of these elite warriors shines in their every action on the battlefield. No other military unit has upheld the honor of so many generations with such distinction and flair as the Northwind Highlanders.

HOW TO USE THIS BOOK

The Northwind Highlanders is a scenario pack for use with the BattleTech and BattleSpace game systems. Most of the scenarios in this book use the standard BattleTech rules from the BattleTech Compendium: The Rules of Warfare (BTC:RoW). To run the scenarios, players will need BattleTech Map Sets 2, 3, 4 and 5, as well as miniatures or other markers to represent the 'Mechs and other units on the game board. For some scenarios, players may wish to use the building counters found in CityTech, 2nd Edition. In addition, using the Rules section of this book requires one of the Field Manual series of BattleTech sourcebooks.

Complete record sheets for all the BattleMechs and vehicles used in the scenarios appear in BattleTech Record Sheets 3025 & 3026, 3050 and 3055 & 3058. Game statistics

and illustrations for most of these units appear in the various Technical Readouts, though the record sheets contain all the information needed to play. Scenarios that involve aerospace fighters and DropShips may be played with the AeroBattle rules in BattleSpace, or with the rules for AeroTech (now out of print) if players own that game. Game statistics for the space craft used in these scenarios appear in the BattleTech Technical Readout 3057.

Each scenario in The Northwind Highlanders re-creates one of the battles fought by this famous unit during its long history. The rules for each scenario provide all the information needed to play out the battle. Each scenario begins with a personal account and a brief historical description of the engagement. The scenarios also include sections titled Game Set-Up, Attacker and Defender, Victory Conditions and Special Rules.

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

The Attacker and Defender sections contain details about each scenario's combatants. These sections also provide directions for deployment and guidelines for running the scenarios as self-contained games. Assume that all conventional vehicles listed in these sections are standard models unless the text specifically states that they are upgraded or refitted versions.

Victory Conditions determine the outcome of the battle; these vary from scenario to scenario. Combat in a scenario rarely continues until one side is obliterated; in some cases, both sides may claim victory if they achieve their tactical objectives. Victory Conditions simulates this by listing specific objectives for one or both forces.

Finally, Special Rules lists any rules for the scenario that are not covered in BTC:RoW.

WEATHER AND TERRAIN RULES

Many of the battles in this scenario pack take place in bad weather or on irregular terrain. The following rules are designed to simulate these conditions. The Game Set-Up section in each scenario notes any bad weather or irregular terrain features that apply in that scenario. Unless stated otherwise in Game Set-Up or Special Rules, the specified weather and terrain exist in all hexes of all mapsheets used in a given scenario. All standard BattleTech terrain rules also remain in effect.

The Weather and Terrain Modifiers Table summarizes the terrain and weather rules applicable to The Northwind Highlanders.

TERRAIN CONDITIONS

Terrain conditions represent changes to a given hex's terrain caused by weather, specific geological conditions or human intervention. Modifiers and unit prohibitions imposed by these conditions apply in addition to those for the underlying terrain. For example, a Depth 1 Water hex that also features Rapids imposes an MP cost of 3 per hex (2 for Depth 1 Water + 1 for rapids). A +2 modifier applies to all Piloting Skill Rolls

made by units in the hex (standard for Rapids conditions). Infantry and ground vehicles may not enter the hex, per standard Water hex rules.

If no underlying terrain is specified for a particular hex, assume it is Clear.

Road/Bridge, Rubble and Swamp hexes also represent terrain conditions. Rules for using these terrain types appear on pp. 11–13 and 35–36, **BTC:RoW**. Rules for additional terrain conditions are given below.

Geyser

Geological activity common on some planets can create geysers and mud spouts that erupt without warning. Often, the only clues to a geyser's presence are small holes or cracks in the ground, easily overlooked by troops in combat. Sometimes a geyser can be recognized by a characteristic mound in the earth. When a geyser erupts, it spews steam and water into the air, obscuring line of sight and making movement through the terrain more difficult.

Before beginning the game, players may place geysers on the map in known locations; if a gamemaster or referee is playing, the location of the geysers can be kept secret. Until a geyser erupts, it has no effect on the underlying terrain. During the End Phase of each turn, the gamemaster should roll 1D6 for each geyser on the map. On a result of 1, the geyser erupts, creating the effect described in the Weather and Terrain Modifiers Table, above. For purposes of determining line of sight for attacks, treat the erupting geyser as Heavy Woods.

These effects last for a variable number of turns, which the gamemaster or referee should keep secret from the players. To determine the number of turns that the geyser continues to erupt, roll 1D6.

Rapids

Swiftly moving currents make traversing water even more difficult and dangerous than usual. Rapids impose a +1 MP cost per hex and a +2 modifier to all Piloting Skill Rolls.

WEATHER CONDITIONS

This category includes weather and other environmental and atmospheric conditions such as light and smoke. Weather conditions may prevail across the entire playing area, though particular scenarios usually note whether the condition applies to the entire map or only to certain hexes.

High and low gravity, fire and night are examples of weather conditions in the standard **BattleTech** rules. Rules for fire appear on pages 13 and 84–86, rules for gravity appear on pages 90–91,

and rules for night appear on page 94 of **BTC:RoW**. Optional rules for additional weather conditions are given below.

Snowfall

Snowfall imposes a +1 to-hit modifier to all weapons fire and a +1 modifier to all Piloting Skill Rolls. Snowfall also reduces the heat build-up of BattleMechs by 1 Heat Point per turn.

Blowing Sand

In windy conditions, airborne sand or dust can obscure vision and make accurate weapons fire difficult. Sand and dust particles also tend to diffuse energy-weapons fire, making these weapons less effective. Blowing sand imposes a +1 to-hit modifier to ballistic weapons and a +2 to-hit modifier to all others.

Fog

Thick fog reduces visibility on the battlefield to such an extent that units must move carefully through the terrain to avoid crashing. Fog imposes a +2 MP cost per hex and a +1 to-hit modifier to energy-weapons fire.

Winds

Windy conditions reduce the effectiveness of ballistic weapons and the accuracy of missile attacks. Moderate winds impose a +1 to-hit modifier on ballistic-weapons fire; for high winds, the modifier rises to +2. High winds also impose a +2 modifier to all Piloting Skill Rolls. When rolling on the Missile Hits Table (p. 38, **BTC:RoW**), subtract 2 from the die roll for moderate winds, 4 for heavy winds. On a modified result of less than 2, the missile attack misses the target.

Hovercraft operating in high winds are subject to skidding in all terrain (see **Skidding**, p. 23, **BTC:RoW**).

WEATHER AND TERRAIN MODIFIERS TABLE

Terrain Conditions	MP Cost per hex	To-Hit Modifier	Piloting Modifier	Prohibited Units (Plus Underlying Terrain)
Geyser	+1*	+2*	+1*	Wheeled, Infantry*
Rapids[A]	+1	+0	+2	—
Mud[A]	+1	0	+1	—

Weather Conditions	MP Cost per hex	To-Hit Modifier	Piloting Modifier
Blowing Sand	+0	+1 for ballistic weapons, +2 for all other weapons	+0
Fog	+2[B]	+1 for energy weapons	—[C]
Snowfall*	+0	+1	+1
Winds, Moderate	+0	+1 for ballistic weapons*	0*
Winds, High	+0	+2 for ballistic weapons*	+2*

*See applicable terrain conditions, below.
[A]These terrain modifiers do not apply to hovercraft.
[B]Does not apply to infantry units.
[C]Because of poor visibility, units jumping into Woods hexes must make a Piloting Skill Roll. Apply a +1 modifier if the target hex is Heavy Woods. Failure results in a fall in the target hex from a height of 1 level.

NORTHWIND HIGHLANDERS

To most citizens of the Inner Sphere, the Northwind Highlanders are the current incarnation of the Scottish regiments of old. This view of them is flawed, but so many centuries have passed since mankind first set foot on an alien world that the truth often is obscured by the fog of time. To understand the current Highlander regiments, one must first examine their beginnings.

ANCIENT ORIGINS

The first Scottish regiments began to appear around the seventeenth century, raised to fight abroad or defend at home by the Crown or by barons and earls powerful enough to command a unit of men. The next two centuries saw the formation of dozens of Scottish regiments. During this period of military growth, the precursors of the current Northwind Highlanders were raised: the 78th Regiment of (Highland) Foot, the 78th (Highland) Regiment of Foot, the 79th Regiment of Foot (Cameronian Volunteers), the 75th Highland Regiment (Abercromby's) and the 100th (Highland) Regiment of Foot (Gordon Highlanders). These five regiments were all created within sixteen years of one another in the latter part of the eighteenth century. Like all the Scottish regiments, they served with distinction in nearly every war fought during the troubled times of Terran history immediately prior to man's first steps into space.

As humankind learned to walk on the moon and technology linked the world in a single communications network, the global wars that had raged during earlier periods of the twentieth century began to decline. Consequently, Terra's nations began to downsize their militaries. In 1994, the last two Highland regiments—the Queen's Own Highlanders (Seaforth & Camerons), formed from the 78th (Highland) Regiment and 79th Regiment, and the Gordon Highlanders, formed from the 75th Highland Regiment and 100th (Highland) Regiment—were amalgamated to form the Highlanders (Seaforth, Gordons & Camerons). This bittersweet joining marked the beginning of a period in which more and more of the Highland regiments' separate traditions and histories merged or were lost and forgotten as the world's governments evolved toward a central world power.

In 2014, following the Second Soviet Civil War, the United States of America stood unopposed as Terra's strongest nation. When the Prime Minister of the United Kingdom called for "a new alliance of Western nations," the Western Alliance was born. One of the new government's first acts was to create the Western Alliance Armed Forces, a military that would differ from previous multinational armies. The WAAF was conceived as a single military under a single command structure and supplied with standard weapons and equipment produced by all member nations. Because the time was relatively peaceful, and in an effort to further bolster the new Western Alliance and WAAF, most member nations continued downsizing their own militaries. By 2086, with more than 80 percent of Terra's population represented under the Western Alliance, its name was formally changed to the Terran Alliance. In that same year, the universal downsizing of militaries that had gone on for several decades was almost complete; the WAAF had become the military for virtually all of Terra. All the Scottish regiments save for the Royal Black Watch Regiment and the Highlanders had been disbanded, and the two surviving regiments were hardly more than parade units barely fit for combat.

The following years brought peace and great scientific achievements. A sense of "world pride" in Terra's unified government, however, did not evolve to replace the national pride that people had previously felt for their own countries, and apathy generally ruled the day. Discontent began to grow, particularly among the smaller member states, who often felt themselves eclipsed by their larger and more powerful partners in the Alliance. The launch of the Deimos Project, the top-secret endeavor that would culminate in the first successful hyperspace jump from the Terran system to the Tau Ceti System in 2108, aggravated this tension. The majority of the resources and currency required to fund Deimos was extracted from the smaller and poorer member states, who had no choice but to comply. The success of the Deimos project ultimately defused these nations' discontent, at least for awhile, by opening the doors to the universe. Colonies sprang up like weeds, offering many of the Alliance's less happy citizens the chance to free themselves from what they were beginning to consider the "Terran Alliance yoke."

Expansion into the unknown reaches of space continued unabated for the next century. By the beginning of the twenty-third century, humans had established more than five hundred colonies on other planets. As humans claimed new homes on more and more worlds farther and farther from Terra and the cradle of humanity, the Terran Alliance found itself hard pressed to maintain control over them all. Its attempt to rule the colonies with the same heavy hand with which it had ruled a single planet eventually resulted in disaster; simmering discontent with the Alliance exploded in 2236, when the outlying colony of Denebola declared its independence from Terra. The Terran Alliance responded by sending in the Marines, who were dealt a surprising and crushing defeat. The fallout of the Denebola Rebellion led to seizure of the Alliance government by a new party, which wanted nothing to do with the colonies, and which severed all ties with colonial settlements that lay more than thirty light-years distant from Terra.

The subsequent harsh restrictions enacted and changes made in the Terran Alliance prompted what was later called the first Exodus, as millions of Alliance citizens fled the planet of their birth in hopes of finding a brighter future on a new world. During this Exodus, Clan Stuart—a Clan whose lineage included kings and whose exploits were intimately entwined with Scotland's history—made the decision to build a new life on a new planet. The Highlanders regiment—a small parade company that the Scottish nation had declined to disband for sentimental reasons—went with Clan Stuart. Feeling that all the Scottish regiments had been betrayed by their native country's leaders, the Highlanders too hoped to start a new life and regain the glory that had been theirs of old. The Stuart clan bought the rights to a newly discovered world that resembled the Scotland of their ancestors, and named it Northwind, after the clan's ancestral home in the hills of northern Scotland.

A NEW BEGINNING

The demands of making a new colony viable required every colonist to participate in the initial building of several cities on Northwind. The Highlanders regiment voluntarily disbanded and, to prove themselves worthy of joining Clan Stuart in the colonization effort, built the town of Kearny, a mining settlement. Several generations after landfall, the ruling body of Northwind—the Clan Elders—felt the time had come to raise a standing army for their world. In 2362, the First Kearny Highlanders were formed, followed by the Second and Third Kearny Highlanders, formed in 2363 and 2364 respectively. These regiments consisted of volunteers who were direct descendants of the Highlander Regiment that had settled on Northwind decades before. Three more regiments from other areas of Northwind were also raised in the latter part of the twenty-fourth century: Marion's Highlanders in 2369, McCormick's Highlanders in 2377 and Stuart's Highlanders in 2380. The Clan Elders' decision to raise its army proved a fortunate decision; the same year in which the last of these units was formed also saw the beginning of the era of savage conflict known afterwards as the Age of War.

The six Highlander regiments quickly grew powerful and began hiring themselves out to the newly formed empires that were fighting over various star systems. The Capellan Confederation was among their most frequent employers. In the centuries that followed, each of the Highlander regiments carved a name for itself on dozens of battlefields scattered across a hundred different worlds in the realm of human-occupied space that had come to be known as the Inner Sphere. However, as the Highlander regiments spent more time away from their fellow clansmen and under the influence of other peoples and cultures, a rift opened between the military commanders and Northwind's political leaders.

As the Age of War gradually gave way to peace, the Inner Sphere stabilized, which eventually led to the formation of the Star League. The pinnacle of humankind's achievements, the League represented all the better aspects of human nature. During this era, Northwind won great fame for the skills of its scientists. In addition, many of its warriors defected from the Northwind regiments and joined the Star League Defense Force; these soldiers felt no need to continue serving under the often unpleasant conditions forced upon mercenary units when they could serve with honor and distinction in a military such as

the SLDF. Among the SLDF, the Northwind name became synonymous with excellence as many soldiers from that world rose to command regiments, divisions and corps.

THE ROYAL BLACK WATCH REGIMENT

After Ian Cameron became First Lord of the Star League, one of his first acts was to create a unit that would, in his words, "embody the traditions, heart and soul of the ideals of the Star League." With this in mind, he unveiled the Royal Black Watch regiment, which he had built around the core of the original unit of the same name. For centuries, Lord Cameron's family had kept the Black Watch alive and intact, attaching Black Watch members to their personal guards. These soldiers' undying loyalty to their own traditions and to the Cameron family—to whom they had sworn fealty—convinced Lord Ian to form a new Black Watch regiment.

The announcement of the new unit's existence startled many on Northwind, none more than the existing Highlander regiments. They had kept the oral histories and traditions of their Scottish past very much alive, and remembered the long history their ancestors had shared with the original Royal Black Watch. Memories long dormant sparked to life in many Northwind Scots, and many who joined the SLDF served in the new Black Watch, which was soon to become the most famous of units.

Throughout the Star League era, mutual respect between the Black Watch and the Northwind Highlander regiments grew. Overcoming several centuries of separation, members from all six regiments of the Northwind Highlanders eventually served with the Watch. Stuart's Highlanders in particular proved to be kindred spirits with the Black Watch, and those two regiments exchanged an unusually large number of warriors.

TROUBLED TIMES

In the waning years of the Star League, the Capellan Confederation sent ambassadors to Northwind in the hopes of enticing the Clan Elders to formally join the Capellan state. This effort widened the rift between the Highlander regiments and the Clan Elders—which had been growing slowly for decades—into a chasm. The Highlander regiments saw the offer as an opportunity to profit from their warriors' skills. The Clan Elders saw it as a threat to Northwind's and their own independence. Clan Stuart split, with the Highlander regiments entering House Liao's service as mercenary troops. The fall of the Star League soon afterward formalized the break. Northwind, originally part of the Terran Hegemony, became an embattled world that changed hands a number of times during the subsequent centuries of the Succession Wars. The Northwind Highlander regiments all became mercenaries, serving with different Houses at different times.

During the Highlanders' self-imposed exile from Northwind, all six regiments became more and more tradition-bound. Officers took great pains to preserve the old ways and prepare for the eventual reunion with Clan Stuart on Northwind. Though all the regiments roamed from one employer to another, every generation of them dreamed of returning home.

THE PACT

During the First Succession War, when greed and vengeance drove the leaders of the Inner Sphere's Great Houses to unparalleled levels of barbarism, a select group of warriors within the Northwind Highlanders formed a pact to embody the high ideals of the vanished Star League. Though all of the Highlanders consider themselves upholders of those ideals, to the extent that some regiments even fly Star League colors under their own, these particular individuals were among the Star League's most fanatical devotees. All of them came from Stuart's Highlanders, the regiment that had shared the greatest number of beliefs and practices with the Royal Black Watch regiment. They formed a secret organization of sorts within the Highlanders, considering themselves members of the Black Watch regiment and holding themselves ready to step forward and proclaim themselves as such when the Star League was re-established.

The sometimes obsessive secrecy that cloaked the organization arose from this same devotion to the pure ideals of the Star League. Members of this pact wanted only those with similar beliefs to know of their existence, rather than scatter proverbial pearls before swine. In accordance with this desire, new members could be chosen and inducted only if all the current members agreed to accept that candidate. A chosen candidate came under intensive scrutiny to verify that he or she would never betray the trust of the Black Watch. Throughout the centuries from the swearing of the pact to the present day, this secret Black Watch never had more than a dozen or so members at any one time. Though almost all of the Highlander regiments' senior commanding officers knew about the Watch's existence, only a select few became members of it.

THE DARKEST HOUR

During the Second Succession War, the Highlanders saw their dreams of returning home destroyed. In 2841, finding only Stuarts Highlanders and the Third Kearny Highlanders on Northwind, the Federated Suns launched a massive assault on the planet. Though the Highlanders fought to the last man in defense of their home, they were outnumbered badly, and the planet quickly fell to the AFFS.

With the capture of the planet and the complete destruction of the two Highlander regiments deployed on it, the Highlanders' self-imposed exile became an exile in reality. This, combined with exaggerated Capellan accounts of AFFS soldiers mistreating the planet's population, sparked an enmity between the remaining Highlanders and House Davion that continued for almost two hundred years. Additionally, though this would not become common knowledge for centuries, nearly every member of the secret Black Watch was killed in action during the capture of Northwind. If not for the fact that a transfer had shifted one of the Black Watch members from Stuart's Highlanders to the Second Kearny Highlanders, the Watch might have ceased to exist. Since then, members carefully have arranged for their numbers to be spread throughout the remaining four regiments to ensure the Watch's survival.

No longer tied to their homeworld, the Highlanders kept on the move throughout the remainder of the Second Succession War and into the Third, keeping in touch with their relatives on Northwind through ComStar. House Liao leaders occasionally promised the Highlanders that they would make an effort to retake Northwind someday, but that day never came.

HOMECOMING

By the beginning of the Fourth Succession War, many members of the four remaining Highlander regiments were completely disillusioned with House Liao's unfulfilled promises. The regiments fiercely debated different courses of action open to them; some wanted to continue in service to the Confederation, while others believed they should open secret negotiations with the Federated Suns.

The start of the Fourth Succession War momentarily silenced the argument. The Highlanders proudly faced the AFFS juggernaut on Ningpo and Jonathan, proving their battlefield skills yet again. Supplies and support from the Capellan military, however, were slow in coming and ill-coordinated, leaving the Highlanders angrier than ever at their employer.

The Highlanders' Senior Elder, Colonel Fiona Chattan, contacted the AFFS through the Clan Elders on Northwind in November of 3028. Prince Hanse Davion responded immediately by sending Leftenant General Ardan Sortek, his trusted advisor, to Northwind to secretly meet with the Clan elders, who reported on what was said using encoded messages concealed in their normal daily communiques to the Highlander commanders in the field. The result of these talks was the Northwind Agreement, which took effect on 13 December 3028.

Under the Northwind Agreement, the four regiments of the Northwind Highlanders renounced their allegiance to the Capellan Confederation, swore loyalty to Prince Hanse Davion and the Federated Suns, and joined the Armed Forces of the Federated Suns as mercenaries with certain unique rights. The most important of these guaranteed that the regiments would be staffed only by members of Clan Stuart and that they would never be asked to stray too far from their homeworld.

On Highspire, Ningpo, Jonathan and Elgin, the Highlanders quietly began preparations for returning home. As the Highlanders, their families and their belongings materialized in the Northwind system, they wasted little time in helping to end the fighting on their world. Though the world's Davion defenders were hard pressed by attacking Kurita forces, the arrival of four regiments of Highlanders tipped the odds dramatically in House Davion's favor.

When the fighting was over, the people of Northwind rejoiced as families parted for generations were reunited. Among the most moving incidents was the entrance of Colonel Fiona Chattan and the Highlander regimental commanders, each carrying his or her regiment's claymore (Scottish broadsword) into the grand Hall of Castle Northwind. They passed a huge wall-mounted scabbard that bore the two claymores of the Third Kearny and Stuart's Highlanders. As each commander stood before the scabbard, Colonel Chattan proudly read off the regiment's name, and its commander placed his or her sword in its appropriate niche. The Highlanders had finally come home.

INTERVENING YEARS

After the Fourth Succession War and for the next several decades, the AFFS was true to its sovereign's word, and did not assign the Highlander regiments any duties that would remove them from Northwind. They acted partly out of obedience to the Northwind Agreement, but also because Northwind's location made it in the interests of the Federated Suns—which had joined with the Lyran Commonwealth to become the vast Federated Commonwealth—to stick to Hanse Davion's promise. Situated deep in the heart of the Terran Corridor, the section of the Inner sphere that connects the Lyran Commonwealth and the Federated Suns, Northwind was the ideal place for a garrison of four crack regiments that could hold Northwind and nearby planets in the corridor against would-be conquerors. Without a means of holding those worlds, the Federated Commonwealth would have been hard pressed to exist. But the Highlanders' presence in the area served House Davion's goals admirably. The regiments remained on Northwind even during the War of 3039, when forces of the Federated Commonwealth attacked the Draconis Combine in hopes of bringing House Davion's long-time enemy to its knees. The AFFC judged that the Highlanders were more useful to the Commonwealth if left to defend Northwind, in case Combine forces launched any counterattacks in the vulnerable corridor.

By 3050, the Highlanders' peaceful garrison duty had changed only slightly, with the First Kearny Highlanders being posted to duty on the planet Errai. Even the initial arrival of the Clans did not change the Highlanders' day-to-day operations. Though the AFFC began massive troop movements to shift units up to the Clan fronts, the Highlanders remained on Northwind. Initially, critics of this policy believed that three decades of garrison duty had softened the Highlanders, and that the regiments were not given missions against the Clans for this reason. However, others pointed out that though the Clans were enemies of both the Federated Commonwealth and the Draconis Combine, centuries of warfare and atrocities committed by both Successor States could not be erased in a matter of months, and the Terran Corridor was still vital to the Federated Commonwealth's existence. Clans or no Clans, the Highlanders were still needed to protect this vital region of space from possible Combine assaults, while other units went up against the new common enemy.

TROUBLE BREWING

After the Truce of Tukayyid, the Federated Commonwealth found itself short of quality military units with which to garrison its borders against the Clans, as most of the AFFC's elite troops had been destroyed fighting the Clan enemy. By 3053, seeing no alternative, the AFFC High Command finally turned to the Northwind Highlanders. With assurances that Clan border assignments would be brief—just long enough to buy the Federated Commonwealth time to produce more front-line units—three of the four Highlander regiments were given orders that would carry them far from their home planet.

Though the Highlanders were still an elite fighting force, thirty years of peaceful garrison duty had taken away some of their edge. Even with three years' worth of knowledge about the Clans' superior technology and battlefield prowess, the differences between Clan and Inner Sphere opponents still caught the Highlanders off guard. During their initial year of garrison duty at the Clan border, all three of the regiments saw intense raiding that took a heavy toll. Stirling's Fusiliers took particularly devastating losses; by mid-3054, Clan raids had reduced the unit to a single battalion.

Typical Highlander tenacity, however, saw the regiments through this time of trials, and a continual influx of new

MechWarrior recruits from Northwind's military academy soon began filling out their depleted ranks. The Highlanders also began to learn the tactics that other units had used to defeat the Clans, and were able to repulse further raids with only light damage to themselves and their garrison posts.

In 3056, House Davion called on the Highlanders to relieve the battered Gray Death Legion, who were suppressing a Skye Rebellion uprising on the planet Glengarry. What should have been a minor clean-up action turned into a major disaster. Though the Highlanders successfully put down the rebels, the effort cost them dearly in lives and equipment. The Federated Commonwealth offered them replacement parts and equipment, but at a price three times the going rate, which forced the Highlanders to import less expensive parts from the Free Worlds League.

By the year 3057, the three Highlander regiments were still on the Clan border, and they no longer believed Davion assurances of a return to Northwind "soon." Additionally, the AFFC liaison to Northwind had taken great pains to demonstrate to the Highlanders that they were part of the Armed Forces of the Federated Commonwealth whether they wished to be so or not. Adding insult to injury, the regiments still had not received the promised reimbursement by the Federated Commonwealth for the Highlanders' extensive repairs after Glengarry. None of these events alone would have caused trouble with the regiments, but all three combined left the Highlanders extremely dissatisfied with their Davion employers.

INDEPENDENCE AT LAST

In late 3057, the Free Worlds League and the Capellan Confederation launched a war against the Federated Commonwealth to reclaim worlds they had lost during the Fourth Succession War. The attack was successful beyond the wildest dreams of both militaries; world after world fell to the invaders. Katherine Steiner-Davion—sister to Prince Victor Steiner-Davion, ruler of the Federated Commonwealth—withdrew the Lyran half of the Commonwealth from the conflict, seceding from her brother's realm and forming the Lyran Alliance. During this time of chaos, Colonel William MacLeod, commander of MacLeod's Regiment and acting senior colonel of all the Northwind Highlander regiments, ordered the far-flung Northwind troops home. Disgusted with the treatment they had recently received from House Davion, the Highlanders eagerly followed MacLeod's orders. The Davion liaison to Northwind was furious at this blatant disregard of direct orders from the AFFC High Command to maintain their positions. However, Colonel Drew Catelli, commander of the Consul Guards (stationed on Northwind as part of the Northwind Agreement), had been secretly working with the commander of the Third Royal Guards to bring about just such a breach of contract. His machinations forced Prince Victor to summon the Third Guards RCT, waiting in orbit, to destroy the only regiment currently on Northwind—MacLeod's Regiment.

During this time, Major Loren Jaffray of House Liao's dreaded Death Commandos arrived on Northwind. A descendant of the Highlanders, Jaffray was on a covert operation for the Capellan Chancellor, Sun-Tzu Liao; his objective was to deprive the Federated Commonwealth of the Highlanders and if possible to destroy them. Quickly gaining acceptance from Colonel MacLeod, Jaffray took to the field to fight on the

Highlanders' side as they met the Third Royal Guards RCT on Northwind.

The Highlanders' decision to fight their former employer did not occur without consequences, however. A portion of MacLeod's Regiment felt they were betraying a trust by taking up arms against the House they had sworn to serve. As the rest of MacLeod's Regiment met the FedCom forces in the field, they also faced their former fellows who had remained loyal to House Davion. Severely outnumbered and unwilling to unleash lethal firepower against their onetime comrades in arms, the soldiers of MacLeod's Regiment found themselves sorely pressed.

But they were fighting for Northwind, their home, and, in the tradition of their Scottish ancestors, refused to acknowledge defeat. MacLeod's Regiment managed to prolong the fighting and hold out long enough for Stirling's Fusiliers to arrive as reinforcements. The combined Highlander units managed to defeat the FedCom forces and drive them off of Northwind. Major Loren Jaffray's mission for Sun-Tzu Liao was accomplished, and in the process Jaffray had found a new home.

A NEW ERA

Having declared their independence from any and all powers, the Highlander regiments began to rebuild, and also to look for a new employer. In an unprecedented development, the Highlanders accepted a contract from the Draconis Combine. Omi Kurita, daughter of the Combine's Coordinator and Keeper of the House Honor, arrived on Northwind to offer the Highlanders employment. Bringing with her a Highlander standard taken in battle by DCMS troops centuries before, she gave it to the Highlanders as a peace offering and a sign of respect, hoping it would help them put aside years of mutual mistrust.

The contract called for a Highlander regiment to travel to Wayside V, a Deep Periphery world, and take it from the Clan Smoke Jaguar Provisional Garrison Cluster that held it. Wayside V was a major supply depot for Clan Smoke Jaguar, one of the last stops along their supply lines between the Jaguars' home world and the Inner Sphere. Stirling's Fusiliers received the contract and immediately departed for the deep Periphery.

Upon reaching Wayside V, the Highlanders discovered that the planet was defended by an entire Galaxy of front-line Clan troops rather than the much smaller PGC they had been led to expect. And because they were in the Deep Periphery, the Fusiliers could not call for reinforcements. Unwilling to abort the mission, the Highlander unit made planetfall and began laying plans. Once again, Major Loren Jaffray—who had been given a command position with the Fusiliers by Colonel Andrea Stirling—proved his worth as he hatched a daring plan that promised to accomplish the mission.

The plan involved masquerading as Smoke Jaguar troops and attacking selected Nova Cat targets in hopes of enraging the Nova Cats enough to provoke a counterattack against the Smoke Jaguar base on Wayside V. The gambit worked brilliantly, and Jaffray and his men arrived on Wayside V with the Nova Cats hot on their tail. The Smoke Jaguars and Nova Cats proceded to destroy one another, while the battered but relieved Fusiliers looked on.

Upon the successful completion of their mission, the Fusiliers traveled back to Northwind. At that time, the Clan

Elders, in agreement with the leaders of the other Highlander regiments, decided to form a fifth Highlander regiment: the Northwind Hussars. This unit would specialize in anti-Clan tactics and would give the Highlanders an edge in any future battles against the Clans. By unanimous vote, Loren Jaffray, now a Lieutenant Colonel, was chosen to command the new regiment. Using the vast amount of salvaged Clantech taken in the Wayside V campaign, the new regiment was almost entirely equipped with Clan technology. The remaining Clan materiel was divided evenly among the other four regiments, with extra going to the Fusiliers to help them recover from their losses on Wayside V. This influx of advanced equipment made the Northwind Highlanders one of the most heavily upgraded mercenary units in the Inner Sphere.

A NEW HOPE

When Victor Steiner-Davion offered Clan Jade Falcon hegira at Whitting in June of 3058, he recognized that he could, and should, parlay that momentous event into a new working agreement between all the Great Houses of the Inner Sphere. Though his sister Katherine hosted the Whitting Conference, it was Victor's vision—to eliminate the Clans' threat to the Inner Sphere by taking the fight to their homeworlds, forming a new Star League to accomplish this task—that provided the impetus for the political and military leaders who gathered on Tharkad in September of 3058. While the military advisors created a plan for sending a message to the Clans that they could not possibly misunderstand, the political leaders hashed out the goals and parameters of the new Star League.

Near the end of the Conference, Precentor Martial Focht arrived bearing the Exodus Road—the path Kerensky forged hundreds of years earlier that ended at what would become the Clan homeworlds. Armed with this unexpected information, the military quickly shifted gears and planned a second assault, this one aimed at Clan Smoke Jaguar's homeworld of Huntress. When the leaders of the Great Houses of the Inner Sphere signed the Star League Constitution in November of 3058, they reestablished the military arm of the Star League as well.

Charged with the task of completely destroying Clan Smoke Jaguar as both a military force and a political influence, the new Star League Defense Force began gathering its troops.

The Black Watch Reborn

When word reached the Highlanders that a new Star League had been formed and a new First Lord chosen, the members of the Black Watch at first refused to believe this momentous event had come to pass. Almost as soon as they received confirmation of this thrilling news, however, the Watch found itself divided over what course of action it should take. One faction immediately wanted to present the Watch to First Lord Sun-Tzu Liao as the personal guard of the office, based on that company's historical role. A second faction argued that the First Lord had no basis from which to judge the merits of the current Black Watch. Captain Neil Campbell, the current leader of the Black Watch, believed that the Watch should prove its worth before appearing to the new Star League and asking to resume its duties.

Campbell soon convinced the rest of the Black Watch to accept his plan: to join MacLeod's Regiment and join in the attack on the Clan homeworlds as part of Task Force Serpent. The Black Watch are currently en route to the Smoke Jaguar world of Huntress, where they will clash with that Clan and, hopefully, prove themselves worthy to act as the First Lord's personal guard.

TO THE FUTURE

For the first time in history—from the planet's settlement in the twenty-third century to the present day—Northwind is an independent world. Additionally, the Highlander regiments have never been more respected or had more opportunities for employment. With MacLeod's Regiment and the Royal Black Watch Company joining Operation Serpent—the Inner Sphere's secret assault on the Smoke Jaguars' homeworld of Huntress—and the Northwind Hussars and Stirling's Fusiliers involved in the Star League assault on the Smoke Jaguar occupation zone, the future for all five Northwind Highlanders regiments looks bright. Only time will tell if their legendary Scottish tenacity will give them the strength they need to survive the coming battles.

SCENARIO 1: REBIRTH

It is a minor but accepted fact of history that the first generation of particle accelerators used as weapons on the battlefield almost cost the re-formed First Kearny Highlanders their lives. Later christened particle projection cannons, or PPCs, these high-energy weapons would sweep the armies of the Inner Sphere and revolutionize the way battles were fought. If not for the relatively cheap cost of laser-based weapons, the PPC would have assuredly eclipsed that earlier type of energy weapon, sending them the way of the saber and the musket in man's eternal search for the ultimate dealer of death.

In early 2360, TechniCorp introduced the Manticore heavy tank, which carried a PPC[1]—then a revolutionary new type of weapon. The Second Oriente Hussars, assigned the task of field-testing these new weapons, took to the field in 2366 on the planet Lopez. As fate would have it, the first re-formed Highlander regiment—the First Kearny Highlanders—were taking their first steps as a new unit by launching an assault on Lopez. The First Kearny's attack on Lopez nearly led to the unit's premature demise when they ran up against the Hussars and their PPC-carrying Manticores. Only the First Kearny's sheer tenacity—a trait for which Highlanders regiments have always been famed—won them the day. For centuries after this obscure engagement, historians belittled the fact that an untried, green unit faced with a new and superior weapon ultimately prevailed over it. Only with the arrival of the Clans have military historians drawn a parallel between what the First Kearny Highlanders faced on Lopez and what the Inner Sphere faced as the descendants of Kerensky unleashed their fierce juggernaut against us. More than one noted historian has since drawn the connection as an example of history repeating itself.

[1]Unlike modern-day particle weapons, which use a capacitor to gather the necessary energy for a discharge, this early version drew energy directly from the fusion reactor of the tank on which it was mounted, which it then channeled through a series of magnetic collection bottles and released through the cannon. Though modern particle weapons are more efficient and cheaper to produce than their progenitor, it is a testament to the genius of TechniCorp's design teams that, centuries later, the system still operates as effectively as when it first rolled off the assembly lines.

—Excerpted from *The History Cycle*, by Sir Charles Frances III (Commonwealth Press, 3057)

SITUATION

Lopez
Duchy of Andurien, Free Worlds League
14 January 2366

Re-formed after more than two centuries of inactivity, the First Kearny Highlanders regiment landed on Lopez intending to quickly push the Second Oriente Hussars from the world. The unexpected appearance of the PPC-carrying Manticores, however, abruptly altered those plans. The Highlanders lost most of their force in the first few weeks of the engagement,

and the survivors knew they would have to either destroy the Hussars' supply depots or concede defeat and lift off-planet. True to their Highlander traditions of refusing to admit defeat, they hatched a daring raid, sending a small infantry unit via VTOL far behind enemy lines to destroy the supply depots. With the depots gone, the Hussars would no longer be able to wage war against them.

Supported by a reinforced lance of J. Edgar light hover-tanks, and armed with only a scanty intelligence report that gave the depots' general location, the Highlanders unit set out on its mission. The Hussars, however, had kept a close eye on the Highlanders' troop movements and were well prepared to meet them.

GAME SET-UP

Lay out the **BattleTech** maps as shown. Use the Scattered Woods , River Valley, Mountain Lake, City Ruins and **CityTech** maps from **BattleTech Map Set 2** and the Heavy Forest #1 map from **BattleTech Map Set 4.**
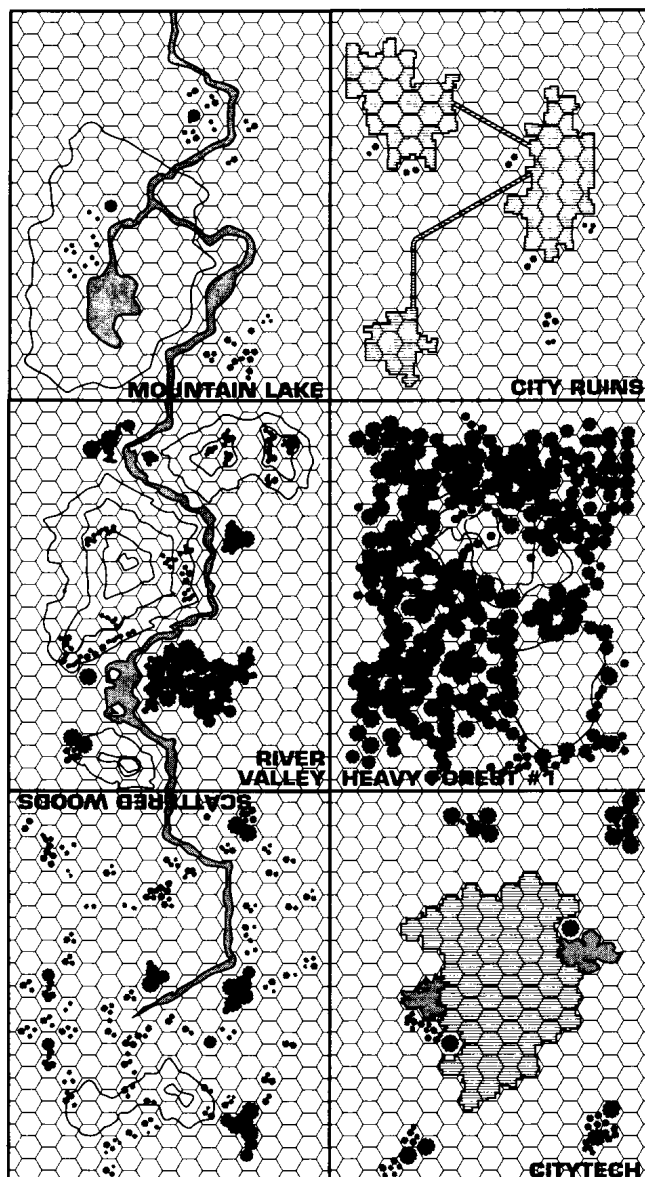
Place buildings on the mapsheets as follows:

On the City Ruins map, place Level 2 Light buildings on the following hexes: 0303, 1110. Place Level 1 Medium buildings on the following hexes: 0506, 1106.

On the **CityTech** map, place Level 2 Light buildings on the following hexes: 0712, 1106. Place Level 1 Medium buildings on the following hexes: 0705, 0908.

ATTACKER

The attacker consists of two reinforced lances from the First Company of the First Battalion, First Kearny Highlanders.

Recon Lance

Major Stephen McCloud (Piloting 3, Gunnery 3),
    J. Edgar Light Hovertank
Lieutenant Jon Connel (Piloting 4, Gunnery 4),
    J. Edgar Light Hovertank
Sergeant James McPhearson (Piloting 5, Gunnery 4),
    J. Edgar Light Hovertank
James Clovis (Piloting 4, Gunnery 4),
    J. Edgar Light Hovertank
Will Smith (Piloting 4, Gunnery 4),
    J. Edgar Light Hovertank

Support Lance

Captain James McDonald (Piloting 3, Gunnery 4),
    Karnov UR Transport*
Jason Cox (Piloting 4, Gunnery 4), Karnov UR Transport*
Jefferson Forest (Piloting 3, Gunnery 4),
    Karnov UR Transport*
Sheryl Colls (Piloting 3, Gunnery 4), Karnov UR Transport*
Lieutenant Mike Wilson (Piloting 3, Gunnery 4),
    Karnov UR Transport*

*Each Karnov UR Transport starts the scenario loaded with one platoon of Jump Laser infantry. The Transports can unload and load the infantry per standard rules for infantry carriers (p. 67, **BTC:RoW**).

Deployment

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

DEFENDER

The defender consists of elements of the First and Second Companies of First Battalion, Second Oriente Hussars.

1st Company
Fire Lance

Captain Nathan Jetta (Piloting 4, Gunnery 3),
    Manticore Heavy Tank
Lieutenant Senior Grade Martha Marx
    (Piloting 4, Gunnery 4), Manticore Heavy Tank
Jason Smith (Piloting 3, Gunnery 4),
    Manticore Heavy Tank

Support Lance

Banner Joey Karlson (Piloting 4, Gunnery 3), SRM Carrier
Sergeant Jacqueline Fox (Piloting 5, Gunnery 4),
    SRM Carrier
Jeff Lincoln (Piloting 4, Gunnery 4), SRM Carrier

2nd Company
Fire Lance

Lieutenant Junior Grade Jack Colton
    (Piloting 5, Gunnery 4), SRM Carrier
Sergeant Nick P. Colton (Piloting 4, Gunnery 4),
    SRM Carrier
Scott Jefferson (Piloting 5, Gunnery 4), SRM Carrier

Deployment

The defender sets up anywhere on the **CityTech** and City Ruins maps.

VICTORY CONDITIONS

The scenario ends when all the attacking units have been destroyed, or when the attackers achieve their objective. The attacker wins by destroying the ammunition depots located on the board (see **Special Rules,** below). The defender wins by destroying all the attacking units. To determine the level of victory, calculate each side's total points and consult the Victory Table.

Action	Victory Points
Each ammunition depot destroyed	+20
All four depots destroyed (bonus)	+10
Each Highlander infantry platoon destroyed	–5
Each Highlander vehicle destroyed	–7

VICTORY TABLE	
Total Points	**Results**
63 or higher	Decisive Highlander Victory
21 to 62	Substantial Highlander Victory
2 to 20	Marginal Highlander Victory
–7 to 1	Draw
–26 to –8	Marginal Hussar Victory
–68 to –27	Substantial Hussar Victory
–69 or lower	Decisive Hussar Victory

SPECIAL RULES

All buildings begin the game with the following Construction Factors: Medium 40, Light 15. The Basements special-case rule (pp. 80–81, **BTC:RoW**) applies in this scenario.

The adverse weather condition Moderate Wind affects both mapsheets. (See **Weather and Terrain Rules,** pp. 4–5.)

Ammo Loads

Because the First Kearny Highlanders are low on supplies, their units may use only standard missiles. They may not use special missile loads, such as infernos.

Ammunition Depots

At the beginning of the game, the defender designates any four of the eight buildings as ammunition depots. The defender may decide whether they are all located on the City Ruins map, the **CityTech** map, or split between the two. The defender writes down the depots' locations on a piece of paper, which he then gives to a neutral third party or leaves face-down on the table. After play begins, any time an attacking unit enters any
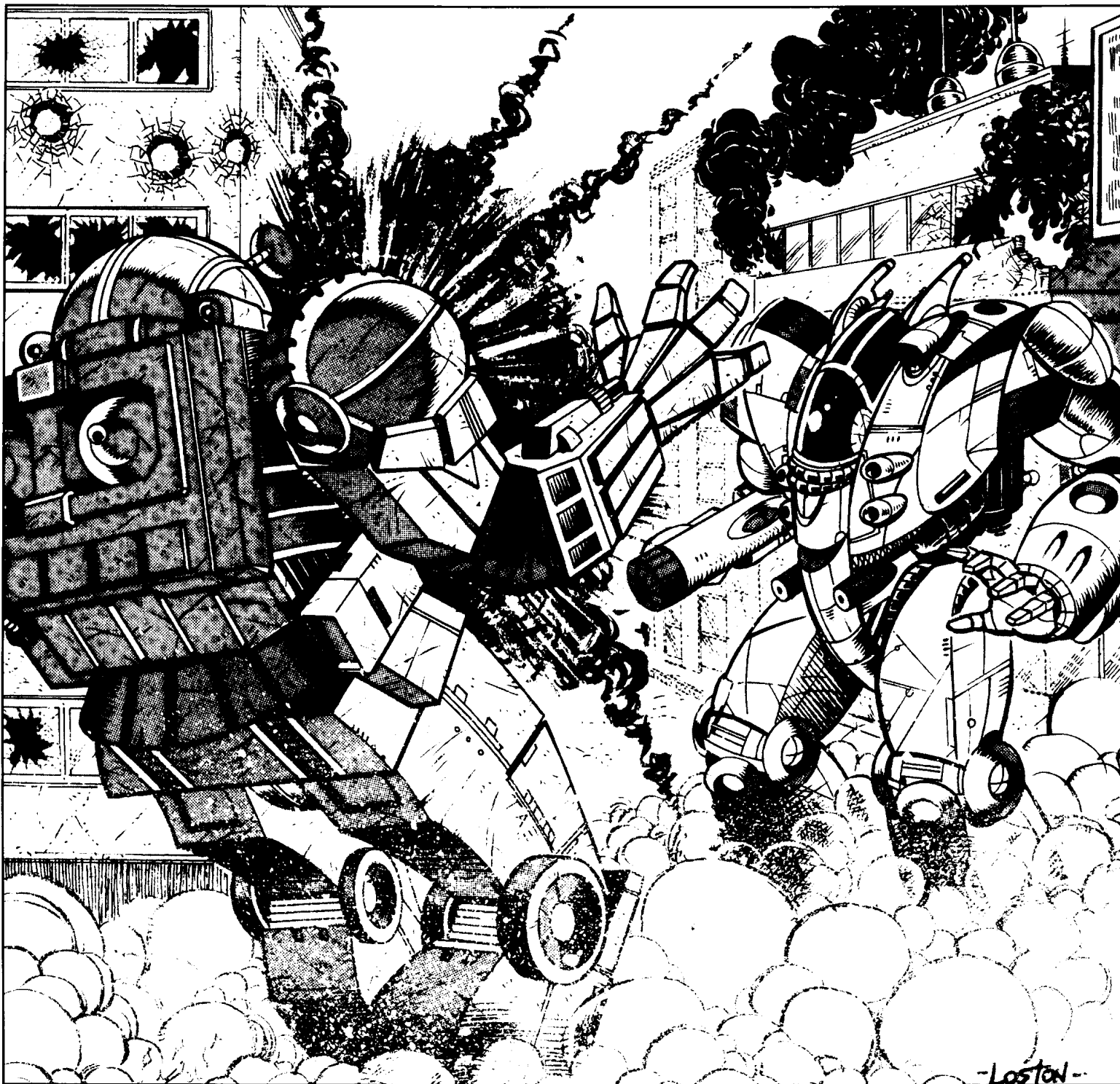
hex that is adjacent to a building hex, the defending player must immediately reveal whether that building is an ammunition depot. Once an ammunition depot has been identified, the building may be destroyed by normal weapons fire, or the defender may use his infantry to destroy the building. Each infantry platoon carries one satchel charge with which it can completely destroy any building, regardless of the building's current CF. To destroy a building using this satchel charge, the platoon must begin a turn adjacent to or inside the building, and must spend the entire turn attaching the explosives. During the Movement Phase of the following turn the platoon may move and attack normally. The satchel charge will detonate during the End Phase of the turn after it is placed, and the building is automatically destroyed.

Regardless of the manner in which a building is attacked, as soon as its CF drops to 0, the building and the ammunition stored in it are both destroyed.
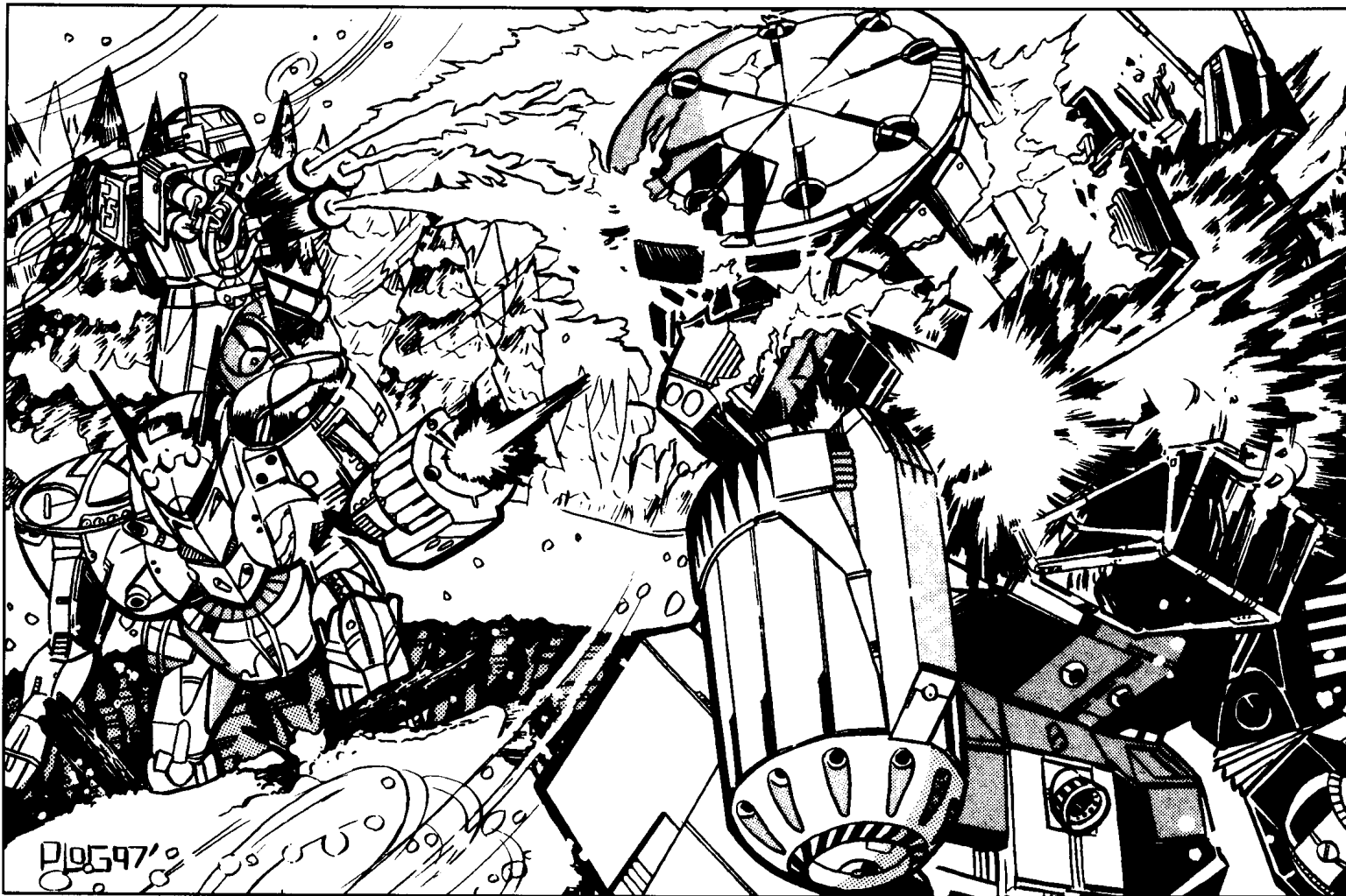
SCENARIO 2: INSTANT FAME

"The Highlanders? Yeh, I know 'em! Come on, who don't know about 'em! They been around for longer'n most units, even with this bunch bein' the new Highlander regiments. You know what I'm talkin' 'bout, right? Way back when people was just on good ol' mother Terra, them Highlanders be fightin' an' dyin' there. Imagine, all them years o' hist'ry starin' down at you with every move you make! No wonder them Highlanders is fightln' demons! They don' wanna let down all them that come before 'em. Some people think I should hold a grudge 'gainst the Highlanders for the trouble they done give me, but I under-stand. I understand 'em. I was jockeyin' a 'Mech with a merc unit called Ajax's Avengers. Ajax, he was one mean ol' son, but he was fair with you if you c'd shoot straight and didn't fall down too much. Know what I mean? Anyways, we was holed up on some backwater pit of a hell-planet the locals called Bellatrix. We'd whupped the locals an' had ourselves sittin' sweet under the sun when them demon Highlanders come crashin' in, with their wailin' air bags screechin' in my ears and 'Mechs that jus' wouldn't die. Ajax started hollerin', we gotta pull back, way back. We tried! We sure tried! But them demons and their

wailin' music came huntin' us like we was sheep and they was wolves. We thought for sure we had a regiment or two of Highlanders breathin' down our necks. Later on, we find out t'wasn't even thirty of 'em. Long time after, when I'se a no-per-son with no 'Mech to jock, I heard the whole Inner Sphere knew 'bout that battle. Seems bein' outnumbered three to one and winnin' without breakin' a sweat, like them Highlanders did, made lotsa them lords and ladies sit up an' take notice. Instant fame, doncha know. But me, I remember how them Highlander demons got their own demons of history starin' hard at 'em ever' time they go out to fight. More'n a thousand years' worth."

—Excerpted from the holovid documentary *Dispossessed: A MechWarrior's Hell*, first aired 2 March 2620. Transcript pub-lished by Donegal Press.

SITUATION

Southern Continent, Bellatrix
*Sian Commonality, Capellan Confederation*
2 December 2616

The campaign on Bellatrix against Ajax's Avengers brought McCormack's Fusiliers instant fame. Arriving to find themselves outnumbered three to one, the Fusiliers quickly used their supe-rior grasp of tactics and their ferocity to smash the defending unit. The retreating Avengers tried desperately to shake the

Highlanders as they fled east across the southern continent of Bellatrix, but to no avail. Exhausted and bogged down by bad weather, the Avengers had no choice but to stand and fight.

GAME SET-UP

Lay out the **BattleTech** maps as shown. Use both Open Terrain maps from **BattleTech Map Set 5.**
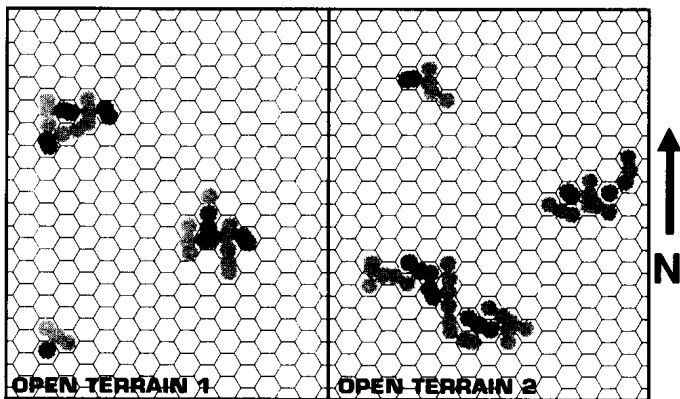
ATTACKER

The attacker consists of elements of the Second Battalion, McCormack's Fusiliers.

1st Company
Command Lance
  Lieutenant-Colonel Lucile Ferrel
    (Piloting 4, Gunnery 3), STC-2D *Striker*
  Lieutenant Tim McBride (Piloting 4, Gunnery 3),
    ON1-M *Orion*
  Linda Steen (Piloting 3, Gunnery 4), DV-7D *Dervish*
  Lectricia Green (Piloting 5, Gunnery 3),
    GRF-1DS *Griffin*
2nd Company
Command Lance
  Captain Donald McCormack (Piloting 4, Gunnery 4),
    ARC-4M *Archer*
  Lieutenant Jay Stein (Piloting 3, Gunnery 4),
    RFL-5D *Rifleman*
  Gregory Bradley (Piloting 4, Gunnery 4), OSR-2D *Ostroc*
  Michal Digioa (Piloting 5, Gunnery 4),
    SHD-5M *Shadow Hawk*
Elements of Recon Lance
  Lieutenant Keri Rankin (Piloting 3, Gunnery 4),
    CLNT-3U *Clint*
  Douglas Steffen (Piloting 4, Gunnery 3),
    COM-5S *Commando*
  Laura Garger (Piloting 5, Gunnery 4), FS9-S *Firestarter*

Deployment
The attacker enters from the west edge of the Open Terrain #1 map during the Movement Phase of Turn 1.

DEFENDER

The defender consists of elements of the First Battalion, Ajax's Avengers.

1st Company
Command Lance
  Captain Abel Lozano (Piloting 3, Gunnery 3),
    WHM-7M *Warhammer*
  Lieutenant Anne Jackson (Piloting 4, Gunnery 3),
    ZEU-9S *Zeus*
  Robert Langfelder (Piloting 4, Gunnery 4),
    HBK-5M *Hunchback*
  Jerome Morrissey (Piloting 4, Gunnery 3),
    WHM-7S *Warhammer*
Assault Lance
  Lieutenant Gerald Dusca (Piloting 4, Gunnery 3),
    STK-5M *Stalker*
  David Payne (Piloting 4, Gunnery 3), VTR-9K *Victor*
  Ellen Gallagher (Piloting 4, Gunnery 4),
    WHM-7S *Warhammer*
  Tosha Sanders (Piloting 4, Gunnery 3),
    TDR-9SE *Thunderbolt*

Deployment
The defender sets up within 6 hexes of the east map edge. In addition, the defender may place 2 units anywhere on the Open Terrain #2 map using the Hidden Units rules (p. 89, **BTC:RoW**).

VICTORY CONDITIONS

The scenario ends when all of one side's forces are destroyed or after the End Phase of Turn 15.

The defender wins by keeping as many of his 'Mechs operational after Turn 15 as possible and destroying as many enemy 'Mechs as possible. The attacker wins by destroying as many enemy 'Mechs as possible. To determine the level of victory, calculate each side's total points and consult the Victory Table.

Action	Victory Points
Each Avengers 'Mech destroyed	+15
Each Fusiliers 'Mech destroyed	-7
Each Avengers 'Mech not destroyed at end of Turn 15	-5

VICTORY TABLE	
Total Points	**Results**
85 or higher	Decisive Fusiliers Victory
32 to 84	Substantial Fusiliers Victory
-8 to 31	Marginal Fusiliers Victory
-4 to 7	Draw
-28 to -5	Marginal Avengers Victory
-81 to -29	Substantial Avengers Victory
-82 or lower	Decisive Avengers Victory

SPECIAL RULES

The adverse weather condition Snowfall affects both mapsheets. (See **Weather and Terrain Rules**, pp. 4-5.)

SCENARIO 3:
FALL FROM GLORY

12 December 2766

It is only a matter of time. The dark cloud that rose with the death of our beloved Star Lord has grown into a towering thunderhead following the departure of General Kerensky and most of the SLDF to fight the war against the rebellious Periphery realms. I have tried repeatedly to speak with our young Lord Richard about my fears and mistrust of this self-styled "Lord Amaris" from the Rim Worlds Republic, but he refuses to listen. No one but that snake-charmer has his ear any more. I once considered this posting the highlight of my career, an honor dearer than anything else life might bestow upon me. But no more—not since witnessing the slow slide downward these past fifteen years. Am I the only one who sees what is happening? Or am I the only one who cares? I sometimes wonder whether two hundred years of peace and enlightenment is simply too much for warlike humans to handle. Five thousand-odd years of warfare instilled in us the instinctive response of raising our fists instead of our open hands. Only the charismatic leadership of the Cameron family kept these greedy states of the Inner Sphere from each other's throats all this time. And as much as it pains me to admit to weakness in the person I have sworn my life to protect, it is only natural that someday a bumbling fool like poor Lord Richard would slip through the cracks and sit on the Star League's throne. Is it any wonder that all hell is breaking loose? The worst affront happened today, when I once again sought audience with my lord to speak with him about the snake-charmer. This time I had real hopes of success. I had convinced several of my fellow officers, as well as several influential nobles—all of whom worry about the increasing number of Republican troops on Terra—to join me. But he scoffed at us. All of us. He mocked our fears and said he would tell Amaris that his name was being besmirched. Our lord then had us forcibly removed from his chamber.

It's a cold night. I feel in my bones that the end is near. I pray I have the strength to face it.

—Excerpt from the diary of Colonel Hanni Schmitt, found after the liberation of Unity City

SITUATION

Gorst Flats, Terra
Terran Hegemony
27 December 2766

On December 27, 2766, Stefan Amaris of the Rim Worlds Republic brutally murdered First Lord Richard Cameron and launched a massive invasion from within of the Terran Hegemony. Caught by surprise, the few remaining SLDF forces fought valiantly to stave off the avalanche. The few units still on Terra included the Star Lord's personal guard unit, the Royal Black Watch Regiment, of which every member was a graduate of the elite Gunslinger program. Knowing of this unit's reputation for fierceness and loyalty, Amaris set an ambush with massive numbers of troops to destroy the Black Watch. Nine MechWarriors of the Black Watch survived the trap and made their stand against the lead elements of the Fourth Amaris

Dragoons at Gorst Flats. Forced to face their opponent along a very narrow front, the Dragoons ran headlong into the meat grinder of the Black Watch. Though hopelessly outnumbered, the Black Watch simply would not die; against all odds, they systematically destroyed wave after wave of enemy forces. Finally, refusing to squander more of his units in a failed attempt to obliterate the Black Watch, Amaris resorted to nuclear weapons to wipe out every trace of this proud unit.

GAME SET-UP

Lay out the **BattleTech** maps as shown. Use the Standard **BattleTech** map (from the **BattleTech** boxed set or **BattleTech Map Set 2**), the Lake Area and Desert Hills maps from **BattleTech Map Set 2** and the River Delta/Drainage Basin #1 map from **BattleTech Map Set 4.** The half-river hex at the seam between the Desert Hills and the River Delta/Drainage Basin #1 maps is considered Clear terrain.
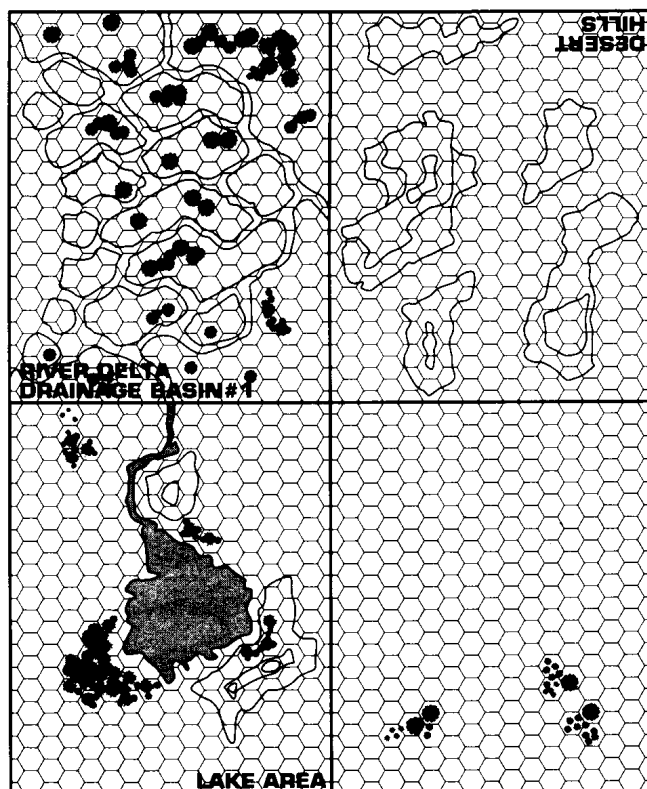
ATTACKER

The attacker consists of the forward elements of the Fourth Amaris Dragoons.

1st Company
Command Lance

Major John Dollard (Piloting 3, Gunnery 3),
MAD-5D *Marauder**
Lieutenant Brian Gilmartin (Piloting 4, Gunnery 3),
CP-11-A *Cyclops*
Joseph Lyons (Piloting 4, Gunnery 4), GRF-3M *Griffin*
Timothy Haydon (Piloting 5, Gunnery 4), ON1-M *Orion*

Assault Lance

Lieutenant Denise English (Piloting 4, Gunnery 4),
STK-4M *Stalker*

Lieutenant Bernard Spiller (Piloting 4, Gunnery 4),
TDR-7M *Thunderbolt*
Sherman Peace (Piloting 4, Gunnery 4),
WHM-7M *Warhammer**
Catherine Henigan (Piloting 5, Gunnery 4), OSR-2D *Ostroc*

Recon Lance
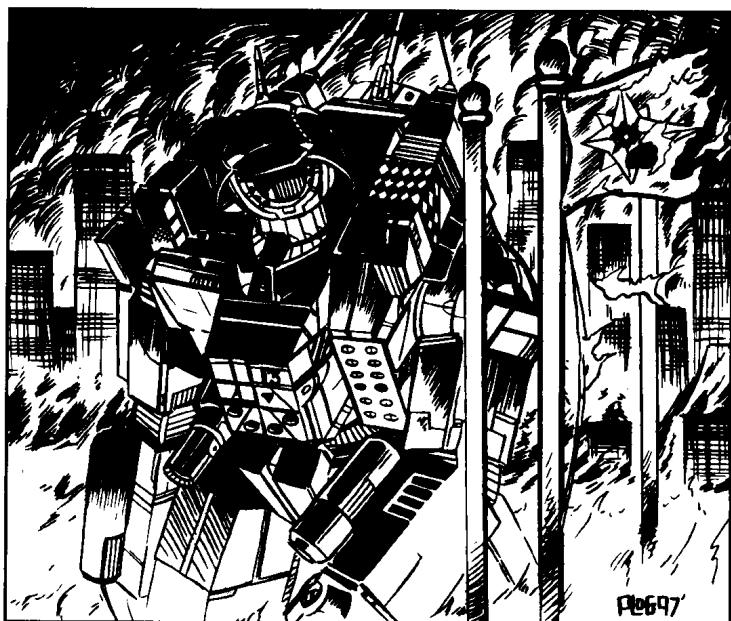Lieutenant Jorge Beebe (Piloting 4, Gunnery 3),
CLNT-2-3U *Clint*
Walter Morris (Piloting 5, Gunnery 4), COM-5S *Commando*
Sally Hohler (Piloting 5, Gunnery 4), COM-5S *Commando*
Joseph Chmielik (Piloting 3, Gunnery 4), FS9-S *Firestarter*

2nd Company
Command Lance
Captain Linda McDonald (Piloting 4, Gunnery 3),
VTR-9K *Victor*
Lieutenant Lee Ann Conti (Piloting 4, Gunnery 4),
RFL-5M *Rifleman**
Rosie Davis (Piloting 5, Gunnery 4), ZEU-9S *Zeus*
Gladys Holland (Piloting 5, Gunnery 4),
HBK-5M *Hunchback*

Fire Lance
Lieutenant Richard Markley (Piloting 4, Gunnery 4),
ARC-4M *Archer*
Chester Idzik (Piloting 4, Gunnery 4), DV-7D *Dervish*
Theo Kakavas (Piloting 4, Gunnery 4), DV-7D *Dervish*
Millard Ensworth (Piloting 5, Gunnery 4), ARC-5W *Archer*

Recon Lance
Lieutenant Bogdan Lata (Piloting 4, Gunnery 3),
SHD-5M *Shadow Hawk**
Courtney Green (Piloting 3, Gunnery 4), OTL-4M *Ostsol*
Zuleam Speith (Piloting 4, Gunnery 4), CLNT-2-3U *Clint*
Carrie Becker (Piloting 5, Gunnery 4), SDR-7M *Spider*

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

DEFENDER
The defender consists of the surviving elements of the Royal Black Watch Regiment.

Elements of the Black Watch Regiment
Colonel Hanni Schmitt (Piloting 0, Gunnery 0), AS7-S *Atlas*
Major Colleen McFadden (Piloting 0, Gunnery 0),
HGN-732 *Highlander*
Major Bryn Campell (Piloting 1, Gunnery 0),
HGN-732 *Highlander*
Lieutenant Jennifer Suarez (Piloting 0, Gunnery 1),
GLT-3N *Guillotine**
Lieutenant Frank Yanez (Piloting 1, Gunnery 1),
BL-6-KNT *Black Knight*
Jewels Ferrel (Piloting 1, Gunnery 1),
CRK-5003-1 *Crockett*
Charles Southorn (Piloting 2, Gunnery 1),
FLS-8K *Flashman*
Jefferson Hinks (Piloting 1, Gunnery 0),
CRK-5003-1 *Crockett*
Nathan Carlson (Piloting 2, Gunnery 1), THG-11E *Thug*

Deployment
The defender sets up anywhere on the River Delta/Drainage Basin and Desert Hills maps.

VICTORY CONDITIONS
The scenario ends at the end of Turn 19 or when all defending units have been destroyed, whichever comes first. The defender automatically wins if he has an operational unit on the board at the end of Turn 19.

The attacker wins by destroying all defending units. The defender wins by holding out as long as possible, while destroying as many attacking units as possible. To determine the level of victory, calculate each side's total points and consult the Victory Table.

Action	Victory Points
Each Amaris unit destroyed	+5
Each turn past Turn 15 that the defender survives	+10
Each Black Watch 'Mech destroyed	−15

VICTORY TABLE	
Total Points	**Results**
116 or higher	Decisive Black Watch Victory
50 to 115	Substantial Black Watch Victory
20 to 49	Marginal Black Watch Victory
5 to 19	Draw
−25 to 4	Marginal Amaris Victory
−91 to −26	Substantial Amaris Victory
−92 or lower	Decisive Amaris Victory

SPECIAL RULES
The special-case rule Night Combat (p. 94, **BTC:RoW**) applies during this scenario. Units listed with an asterisk (*) are equipped with searchlights.

SCENARIO 4: DARKEST HOUR

What have we done to deserve this treatment by the Fates? The anguish on your faces asks the same question I do: why? Our brethren, our families, our homeland—taken from us! Brutally, savagely taken! You have all spoken with our Capellan liaison. You've read the reports, seen the holovids. The enemy shattered our brother regiments, raped our women and children, sowed salt into our world's soil and cast us adrift. I hang my head in shame that we have lost our home. Never in all the years that a Scotsman of my blood called any place home has he been driven from it—from the colonization of Northwind all the way back to our days on Terra herself! The shame of it burns me like fire. And I am not alone; I can see the same burning in your eyes. So listen and listen well, for I am going to make a pact with you. This pact will bind us all, our families and our brother regiments, and all our descendants. We will make the thieving Davion dogs pay for what they have done. Until I am worm-meat in the ground; until my son is worm-meat; until his son's son and his son's son are worm-meat in the ground; we will not rest until we can once again set our feet upon the blessed soil of our home world—Northwind!

—Excerpt from the impassioned speech given by Colonel Timm McDougal of the First Kearny Highlanders, upon receiving the news of the capture of Northwind and the destruction of the Third Kearny and Stuart's Highlander regiments.

SITUATION

Desert Oasis Canyon Northwind
Tikonov Commonality, Capellan Confederation
29 December 2841

The darkest time for the Highlanders in their seven-centuries-plus existence came during the Second Succession War. In an effort to damage House Kurita—and repay the devastation wrought by their attacks during the First Succession War—Prince Paul Davion launched a new set of assaults in late 2841 from both ends of the Draconis March into Kurita territory. The target of the assaults was the Liao-Kurita Seam, also known as the Terran corridor; an area that included the planet Northwind, the Highlanders' home. As part of the successful Davion operation, AFFS troops launched a massive assault on Northwind, knowing that they would face only the Third Kearny Highlanders and Stuart's Highlanders on the planet.

The huge 'Mechs of the Davion Assault Guards struck with overwhelming force. Shattered by the initial attack, the remnants of the two Highlanders regiments pulled back into a twisted canyon, in which they hoped to use their superior mobility to turn the tide before the Davion forces could bring their aerospace assets to bear.

GAME SET-UP

Lay out the **BattleTech** maps as shown. Use both Desert Sinkhole maps from **BattleTech Map Set 3** and both Deep Canyon maps from **BattleTech Map Set 5.**
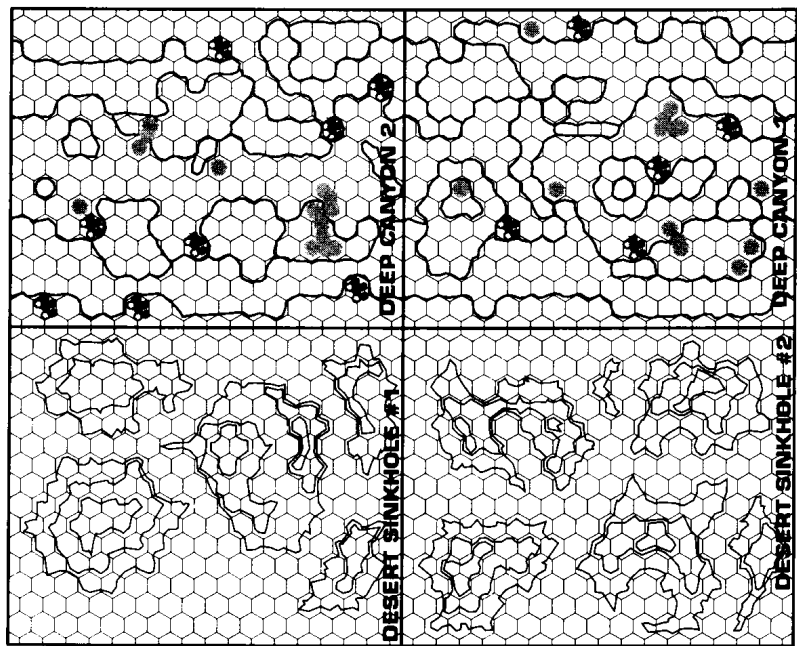
ATTACKER

The attacker consists of elements of the Davion Assault Guards RCT and Thirty-Third Avalon Hussars RCT.

Elements of the 1st Battalion,
Davion Assault Guards
Regimental Combat Team Command Lance
Marshal Sereatha Danner (Piloting 4, Gunnery 2),
BLR-1D *BattleMaster*
Leftenant General Jason Swan (Piloting 4, Gunnery 3),
CP-10-Z *Cyclops*
Leftenant Guida Dante (Piloting 3, Gunnery 3),
TDR-5SS *Thunderbolt*
Leftenant Daniel Jakopin (Piloting 4, Gunnery 3),
AWS-8V *Awesome*
Regimental Command Lance
Colonel Nova Lankus (Piloting 4, Gunnery 3), AS7-D *Atlas*
Leftenant Colonel Christopher Lopez
(Piloting 4, Gunnery 4), GOL-1H *Goliath*
Leftenant Paul Jentel (Piloting 4, Gunnery 4),
STK-3F *Stalker*
Cadet Mildred Galloway (Piloting 5, Gunnery 4),
BNC-3M *Banshee*

Elements of the 1st Battalion,
33rd Avalon Hussars
Regimental Command Lance
Colonel Francis Coughlin (Piloting 4, Gunnery 3),
MAD-3R *Marauder*
Leftenant Colonel Bill Friedman (Piloting 3, Gunnery 3),
ON1-V *Orion*
Leftenant Kiro Petkov (Piloting 5, Gunnery 4),
RFL-4D *Rifleman*
Leftenant Lavel Dering (Piloting 5, Gunnery 5),
HBK-4P *Hunchback*

Deployment

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

DEFENDER

The defender conists of elements of the Third Kearny Highlanders and Stuart's Highlanders.

Elements of 2nd Company, 3rd Battalion, Stuart's Highlanders
Command Lance

Major Patrick McGraw (Piloting 4, Gunnery 2),
VND-1R *Vindicator*

Jason Rennie (Piloting 4, Gunnery 3), OSR-2M *Ostroc*

Support Lance

Lieutenant Finely McNess (Piloting 4, Gunnery 3),
TBT-5N *Trebuchet*

Jennifer McFarlan (Piloting 4, Gunnery 4),
TBT-5N *Trebuchet*

Recon Lance

Lieutenant Charles Crimshaw (Piloting 3, Gunnery 3),
PXH-1D *Phoenix Hawk*

Samuel Ware (Piloting 4, Gunnery 4), GRF-1S *Griffin*

Trina Wadson (Piloting 5, Gunnery 4), CLNT-2-3T *Clint*

Elements of 1st Company, 2nd Battalion, 3rd Kearny Highlanders
Command Lance

Major Jay Ripley (Piloting 3, Gunnery 3),
QKD-5A *Quickdraw*

Colleen Melvin (Piloting 4, Gunnery 4), OTL-4D *Ostsol*

Fire Lance

Lieutenant Harry Dunsire (Piloting 4, Gunnery 3),
DV-6M *Dervish*

Pursuit Lance

Ronald Robson (Piloting 4, Gunnery 4),
COM-2D *Commando*

Chris Chapman (Piloting 5, Gunnery 4),
SHD-2H *Shadow Hawk*

Elements of 3rd Company, 3rd Battalion, 3rd Kearny Highlanders
Command Lance

Captain Meredith Cook (Piloting 4, Gunnery 3),
GRF-1S *Griffin*

Will Speakman (Piloting 4, Gunnery 4), GLT-4L *Guillotine*

Recon Lance

Lieutenant Lawrence Evans (Piloting 3, Gunnery 3),
ENF-4R *Enforcer*

Harry Reynolds (Piloting 3, Gunnery 4),
HER-4K *Hermes* III

Deployment

The defender sets up anywhere within 4 hexes of the north edge of either Desert Sinkhole map.

VICTORY CONDITIONS

With the entire world of Northwind as a prize, no quarter is asked or given in this scenario. At the end of 15 turns, the scenario ends. The defender wins by destroying as many attacking units as possible; the attacker wins by destroying as many defending units as possible. To determine the level of victory, calculate each side's total points and consult the Victory Table.

Action	Victory Points
Each Davion 'Mech destroyed	+7
Each Highlanders 'Mech destroyed	–5

VICTORY TABLE

Total Points	Results
60 or higher	Decisive Highlander Victory
23 to 59	Substantial Highlander Victory
7 to 22	Marginal Highlander Victory
–1 to 6	Draw
–17 to –2	Marginal Davion Victory
–54 to –18	Substantial Davion Victory
–55 or lower	Decisive Davion Victory

SPECIAL RULES

This scenario is played in Blowing Sand conditions (see **Weather and Terrain Rules,** pp. 4–5).

Air Strikes

Though blowing sand creates havoc for aerospace fighters, the Thirty-third Avalon Hussars are adept at flying in such weather. The Davion side has 2 medium aerospace fighters (CSR-V12 *Corsairs*), stationed 6 turns of flight due south of the battlefield. None of the fighters are equipped with bombs, though they may make strafing runs on the battlefield.

The fighters may enter the mapsheets on Turn 6. Players may use **AeroTech** rules, **BattleSpace** rules or the aerospace support rules on pp. 70–75, **BTC:RoW.**

Sub-Levels

Normally, a hex's level is the highest level present in the hex. For example, Hex 0517 of the Deep Canyon #1 map contains Level 2, Level 1 and Level 0 elevations. However, the entire hex is considered Level 2.

Sub-levels are treated differently. For purposes of movement and line-of-sight determination, consider the sub-level of any hex that contains sub-levels to be the lowest level in the hex rather than the highest. For example, Hex 1413 of the Desert Sinkhole #2 map is a Sub-Level 3 hex, even though it also contains Sub-Level 2, Sub-Level 1 and Level 0 terrain.

in the past two years; Ingersoll comes to mind as the best example. However, all available evidence points to Davion superiority in the field—both tactically and in terms of pilots—as the cause of our defeat. Included with this summary you will find a data chip containing my full report. I recommend that we close this case, and hope "Little Inga" will learn that our aerospace forces are not infallible.

—Excerpt from a confidential Maskirovka report following the failed invasion of Lee by Capellan forces

SITUATION

Local air space, Lee
Capellan March, Federated Suns
27 September 2953

Following the ascension of Ingrid Liao to the Chancellorship of the Capellan Confederation, the aerospace arm of the Capellan military received huge increases in its budget, as well as special treatment for aerospace pilots. This increase in funding allowed the aerospace arm to claim several stunning victories against House Marik. Convinced she had found the Achilles heel of the other Great Houses—their heavy reliance on ground forces, especially 'Mech units—Ingrid ordered an invasion of the Davion world of Lee. She believed that the light *Sparrowhawks* of the defending Fifth Davion Heavy Guards were no match for the heavy *Eagles* and *Thunderbirds* of the Second Kearny Highlanders. The sheer perseverance and daring of the defending units, however, blunted the easy victory for which Chancellor Liao had hoped. After a running battle of several days, the Davion fighters pushed the invaders from the sky. With air superiority belonging to the defenders, the Capellan ground troops had no choice but to withdraw.

GAME SET-UP

This scenario is for use with the **AeroBattle** rules (p. 80, **BattleSpace**) or the **AeroTech** boxed game. Lay out the **AeroTech** Low Altitude mapsheet or both **BattleSpace** maps as shown.
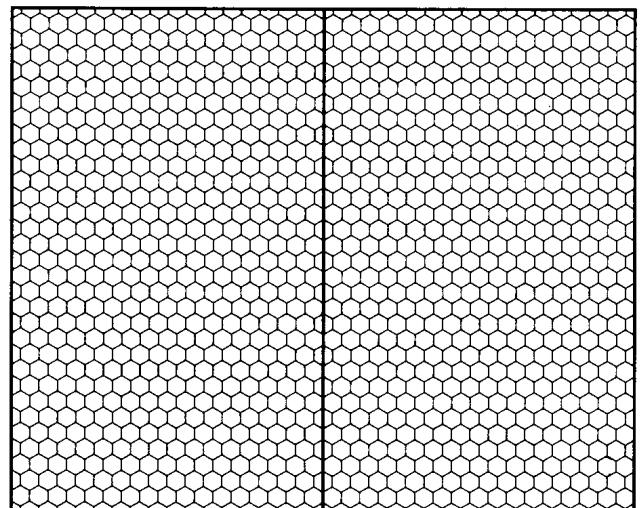
SCENARIO 5:
THE GREAT LEE
TURKEY SHOOT

We do not know what caused the defeat of our air forces in the battle for Lee, which led to the eventual retreat of our ground troops from that world. I have thoroughly interrogated my contacts within the Capellan military and the AFFS, but unfortunately can offer no answers except the one our Chancellor is likely to find least palatable. At first, I assumed that the unbelievable success of Davion air assets against our own forces could only mean treachery was afoot. I believed it a forgone conclusion that our military had been subverted; that seemed the only rational explanation for a showing so poor that this battle is already referred to as "the great Lee turkey shoot." After all, our aerospace arm has achieved stunning successes

TOP

LEFT

RIGHT

BOTTOM

ATTACKER

The attacker consists of elements of the Third and Fourth Air Wings of the Second Kearny Highlanders.

Elements of the 3rd Air Wing
Command Air Lance
Captain Julian Dunley (Piloting 3, Gunnery 3), *Thunderbird*
Lieutenant Edward Jones (Piloting 4, Gunnery 3), *Thunderbird*
Support Air Lance
Lieutenant Elaine J. Fowler (Piloting 4, Gunnery 4), *Thunderbird*
Karl Graham (Piloting 5, Gunnery 4), *Thunderbird*

Elements of the 4th Air Wing
Command Air Lance
Captain Blanca Gonzalez (Piloting 4, Gunnery 3), *Eagle*
Lieutenant Charles Hollis (Piloting 5, Gunnery 4), *Eagle*
Support Air Lance
Lieutenant Mary Langelfeld (Piloting 4, Gunnery 4), *Eagle*
Fay Blanshard (Piloting 3, Gunnery 3), *Eagle*
Pursuit Air Lance
Lieutenant Dee Coulson (Piloting 4, Gunnery 4), *Eagle*
James McGuffie (Piloting 5, Gunnery 4), *Eagle*

Deployment
The attacker enters from the east edge of the map during the Movement Phase of Turn 1. The attacking fighters have a starting velocity of 5.

DEFENDER

The defender consists of all three squadrons of the Fifth Davion Guards First Air Wing.

Alpha Squadron
Command Air Lance
Light Commodore Frank Lapine (Piloting 3, Gunnery 2), SPR-H5 *Sparrowhawk*
Leftenant Bruno Lundgren (Piloting 4, Gunnery 3), SPR-H5 *Sparrowhawk*
Support Air Lance
Leftenant Cesar Orantes (Piloting 4, Gunnery 4), SPR-H5 *Sparrowhawk*
Cadet Bruce Massel (Piloting 5, Gunnery 3), SPR-H5 *Sparrowhawk*
Pursuit Air Lance
Leftenant Anna Rudd (Piloting 4, Gunnery 3), SPR-H5 *Sparrowhawk*
Cadet Carrie Saylor (Piloting 4, Gunnery 4), SPR-H5 *Sparrowhawk*
Beta Squadron
Command Air Lance
Captain David LaPlaca (Piloting 4, Gunnery 2), SPR-H5 *Sparrowhawk*
Leftenant Craig Jacker (Piloting 3, Gunnery 4), SPR-H5 *Sparrowhawk*
Support Air Lance
Leftenant Marilyn Gonski (Piloting 4, Gunnery 4), SPR-H5 *Sparrowhawk*

Cadet Drew Dawson (Piloting 3, Gunnery 3), SPR-H5 *Sparrowhawk*
Pursuit Air Lance
Leftenant Rose Bridges (Piloting 4, Gunnery 3), SPR-H5 *Sparrowhawk*
Cadet Marvin Berz (Piloting 5, Gunnery 4), SPR-H5 *Sparrowhawk*
Charlie Squadron
Command Air Lance
Captain Doug Drysdale (Piloting 4, Gunnery 3), SPR-H5 *Sparrowhawk*
Cadet Eugene Erbach (Piloting 4, Gunnery 4), SPR-H5 *Sparrowhawk*
Support Air Lance
Leftenant Osby Gordon (Piloting 4, Gunnery 4), SPR-H5 *Sparrowhawk*
Cadet John Goosherts (Piloting 3, Gunnery 3), SPR-H5 *Sparrowhawk*
Pursuit Air Lance
Cadet Sarah Hagan (Piloting 4, Gunnery 3), SPR-H5 *Sparrowhawk*
Cadet Mary Lynn Hendrickson (Piloting 4, Gunnery 4), SPR-H5 *Sparrowhawk*

Deployment
The defender enters from the west edge of the map during the Movement Phase of Turn 1. The defending fighters can start with any velocity the defending player desires between 1 and 10.

VICTORY CONDITIONS

Both the attacker and defender are attempting to gain air superiority in an effort to support their side's ground forces. The scenario ends when all of one side's fighters have been destroyed.

The attacker wins by destroying as many defending units as possible; the defender wins by destroying as many attacking units as possible. To determine the victory level, calculate each side's total points and consult the Victory Table.

Action	Victory Points
Each Davion fighter destroyed	+5
Each Highlanders fighter destroyed	−10

VICTORY TABLE	
Total Points	**Results**
62 or higher	Decisive Highlander Victory
19 to 61	Substantial Highlander Victory
0 to 18	Marginal Highlander Victory
−10 to −1	Draw
−29 to −11	Marginal Davion Victory
−72 to −30	Substantial Davion Victory
−73 or lower	Decisive Davion Victory

SCENARIO 6: HOMECOMING

"Banzai Base to unknown forces, please identify. Are you the incoming DropShips?"

"That we are, luv. That we are!"

"Dammit, who the hell are you, and what's that caterwauling?"

"We're the best of the best, Banzai Base, and those are warpipes you're hearing. We're the Northwind Highlanders and, courtesy of Prince Hanse Davion, we've left the service of Maximilian Liao. The Northwind Highlanders are finally coming home."

—Excerpt from the transmission of the Northwind Highlanders upon beginning their descent to Northwind.

SITUATION
Rockspire Mountains, Northwind
Draconis March, Federated Suns
12 January 3029

Disillusioned with years of empty promises by House Liao leaders to return them to Northwind, the Highlanders finally had a chance to take action into their own hands. During the Fourth Succession War, Prince Hanse Davion offered the Highlanders an opportunity to return to Northwind, in exchange for transferring their allegiance from House Liao to House Davion and helping out Davion troops on Northwind against House Kurita's forces. The Highlanders accepted the offer, arrived on-planet and immediately began a drive through the Fifth Sword of Light and Thirty-Sixth Dieron Regulars in an effort to link up with the beleaguered Davion forces. The Kurita regiments finally retreated in the face of numerical superiority.

GAME SET-UP
Lay out the **BattleTech** maps as shown. Use the Heavy Forest #2 map and both Large Lakes maps from **BattleTech Map Set 4** and both Deep Canyon maps from **BattleTech Map Set 5.**

On the Large Lakes #1 map, the following hexes are considered Level 2: 0217, 0417, 1217 and 1417. Hexes 0216, 0317, 1317, 1416 and 1517 are considered Level 0 and hexes 0416, 0517, 1117 and 1216 are considered Level 1.

ATTACKER
The attacker consists of elements of the First and Second Kearny Highlanders, McCormack's Fusiliers and Marion's Highlanders.

1st Kearny Highlanders
1st Company, 1st Battalion
Command Lance
   Colonel Sandra McPierce (Piloting 3, Gunnery 3),
      WHM-6R *Warhammer*
   Lieutenant-Colonel Daniel Duke (Piloting 5, Gunnery 4),
      TDR-5S *Thunderbolt*
   Lafayette Fisher (Piloting 4, Gunnery 4), CRD-3K *Crusader*
   Alan Gill (Piloting 5, Gunnery 4), CPLT-C1 *Catapult*
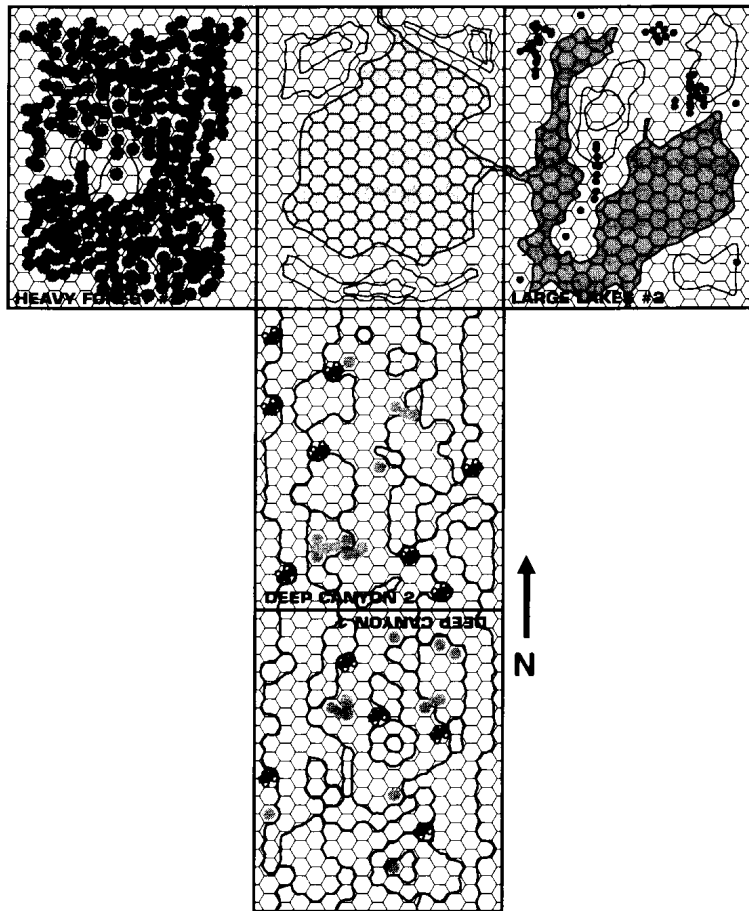
2nd Kearny Highlanders
1st Company, 2nd Battalion
Assault Lance
   Lieutenant Ulric Dunsire (Piloting 4, Gunnery 3),
      MAD-3D *Marauder*
   Mary Greenlee (Piloting 3, Gunnery 3), ON1-K *Orion*
   Bridget Hogan (Piloting 5, Gunnery 4), AWS-8Q *Awesome*
   Dolores Jones (Piloting 4, Gunnery 4), VTR-9B *Victor*

McCormack's Fusiliers
3rd Company, 1st Battalion
Command Lance
   Captain Felix Kirkpatrick (Piloting 5, Gunnery 3),
      RFL-3C *Rifleman*
   Ellen Lyons (Piloting 4, Gunnery 4), CPLT-C1 *Catapult*
   James Davenport (Piloting 5, Gunnery 4),
      CN9-A *Centurion*
   Edmond Brady (Piloting 4, Gunnery 4),
      HBK-4H *Hunchback*

Marion's Highlanders
2nd Company, 3rd Battalion
Support Lance
   Lieutenant Stephen Kirkland (Piloting 3, Gunnery 3),
      VND-1AA *Vindicator*
   Judy McVay (Piloting 5, Gunnery 4), ENF-4R *Enforcer*
   Curley Henderson (Piloting 3, Gunnery 3),
      JM6-A *JagerMech*
   Martin Huynh (Piloting 4, Gunnery 4), TDR-5S *Thunderbolt*

Deployment

The attacker enters from the south edge of the Deep Canyon #2 map during the Movement Phase of Turn 1.

DEFENDER

The defender consists of elements of the Fifth Sword of Light and the Thirty-Sixth Dieron Regulars.

Elements of 5th Sword of Light
1st Company, 3rd Battalion
Command Lance

Tai-i Chin Auberjona (Piloting 3, Gunnery 2), AS7-D *Atlas*
Shih Shek (Piloting 4, Gunnery 3), STK-4N *Stalker*
Jasik Sobiroff (Piloting 4, Gunnery 4), STK-4N *Stalker*
Ahianu Kasigi (Piloting 4, Gunnery 4),
    BLR-1D *BattleMaster*

Support Lance

Chu-i Jason Bradbury (Piloting 4, Gunnery 4),
    ARC-4K *Archer*
Angus McTeague (Piloting 4, Gunnery 4),
    GHR-5H *Grasshopper*
Ishtar Toyoma (Piloting 5, Gunnery 4),
    WHM-6K *Warhammer*

Pursuit Lance

Chu-i Alexander Gossett (Piloting 3, Gunnery 3),
    PXH-1D *Phoenix Hawk*
Haji Chung (Piloting 5, Gunnery 4), PXH-1K *Phoenix Hawk*

Elements of the 36th Dieron Regulars
2nd Company, 2nd Battalion
Support Lance

Tai-i James Tohiro (Piloting 3, Gunnery 3),
    CGR-2B *Charger*
Jusiral Hyogo (Piloting 4, Gunnery 4), BNC-3M *Banshee*
Jefferson Franks (Piloting 5, Gunnery 4),
    BLR-1D *BattleMaster*
Gasora Warner (Piloting 4, Gunnery 3), ON1-K *Orion*

Recon Lance

Chu-i Desu Stollarude (Piloting 4, Gunnery 3),
    GRF-1N *Griffin*
Maconna Odessa (Piloting 5, Gunnery 4),
    SHD-2K *Shadow Hawk*
Julie Donaldson (Piloting 4, Gunnery 4),
    WVR-6K *Wolverine*

3rd Company, 2nd Battalion
Fire-Support Lance

Sergeant Oda Katetsuna (Piloting 4, Gunnery 3),
    Shreck PPC Carrier
Greg Peters (Piloting 5, Gunnery 4), Shreck PPC Carrier
Darla Evans (Piloting 4, Gunnery 4), Shreck PPC Carrier

Deployment

The defender sets up anywhere within 5 hexes of the north map edge on the Heavy Forest #2 map and the Large Lake #2 map.

VICTORY CONDITIONS

The scenario ends when all Highlander units are either destroyed or off the map or all Kurita units are destroyed. The attacker wins by destroying as many enemy units as possible and exiting as many of his own units as possible off the north edge of the Large Lakes #1 map. Hexes that are split between the Large Lakes #1 map and either of its neighbors are considered part of the Large Lakes #1 map for this purpose. The defender wins by destroying as many attacking units as possible. To determine the level of victory, calculate each side's total points and consult the Victory Table.

Action	Victory Points
Each Highlanders 'Mech that leaves the map	+10
Each Kurita unit destroyed	+5
Each Highlanders 'Mech destroyed	–15

VICTORY TABLE	
Total Points	**Results**
177 or higher	Decisive Highlander Victory
67 to 176	Substantial Highlander Victory
18 to 66	Marginal Highlander Victory
–7 to 17	Draw
–56 to –8	Marginal Kurita Victory
–166 to –57	Substantial Kurita Victory
–167 or less	Decisive Kurita Victory

SPECIAL RULES

Line of sight cannot be drawn across areas where there is no map. LOS also cannot be traced through partial hexes. LOS must pass through whole map hexes all the way from attacker to target.

High Wind

The adverse weather condition High Wind applies on the Heavy Forest #2 and both Large Lakes maps. (See **Weather and Terrain Rules**, pp. 4–5.) Weapons fire that originates from the affected map areas and travels into non-affected areas (and vice-versa) receives half the penalty for High Wind conditions.

Steve's forces are currently on the Large Lakes #1 map and are firing on a unit located on the same map. Because the Large Lakes #1 map is subject to High Winds, any ballistic weapon Steve fires will have a +2 to-hit modifier, and any missiles he fires will have a –4 to-hit modifier when rolling on the Missile Hits Table. If Steve moves to the Deep Canyon #1 map, which is not subject to High Winds, any weapons fire he aims at the unit on the Large Lakes #1 map will be subject to half the normal High Winds modifiers: +1 for ballistic weapons and –2 when rolling on the Missile Hits Table.

SCENARIO 7:
BID FOR FREEDOM

As he stared out at the forest, Loren saw a faint image, more a movement than a defined shape, shifting in the darkness on the ground near the communications van. He'd barely noticed it before it seemed to merge with the surrounding gloom. He sat up straight in his seat and tried to find the shape again. *Probably nothing more than a sentry on patrol*, he thought. Then he saw it again, a shadow in the pre-dawn dimness, moving near the feet of the nearby *Phoenix Hawk*. He tracked the shape as it moved from bush to bush, his tension rising as he watched. It was moving as if trying to hide—but why would a sentry need to hide in the midst of his own field headquarters?

He wouldn't. Without even taking the time to put on his cooling vest, Loren reached for his nuerohelmet and pulled it on. Something was wrong, and so far he was the only one to discover the threat.

"HQ, this is Command Security Four. Security alert at the HQ," he reported tersely as he hit the preheat switch over-rides to his 'Mech's fusion reactor. There wasn't enough time for a controlled startup. If he wanted to do any good, he would have to bypass most of the usual safety checks.

"Com Sec Four, this is HQ Two. Say again. We aren't showing any problems here," the duty officer said coldly over the comm.

"Compound security has been comprised. Enemy infantry in the base!"

—Excerpt from *The Highlander Freedom*, by James Wesson (Tharkad Publishing Co., 3058).

SITUATION

Tilman River Valley, Northwind
Draconis March, Federated Commonwealth
25 September 3057

After nearly thirty years of impeccable service to House Davion in the face of increasingly shabby treatment, the tension that had been building between the Highlanders and their employer finally boiled over. Faced with the possibility of losing their freedom and even their homeland to an invasion while stationed far away from Northwind on the Clan border, the Highlanders made the only choice possible. At the outbreak of the Marik–Liao invasion of the Sarna March, William MacLeod—acting CO of the Highlanders—defied a direct order from his Davion superiors and ordered his regiments home. Such defiance could only have one answer from House Davion's perspective—forcible punishment on the field of battle.

Field Marshal Harrison Bradford, commander of House Davion's Third Royal Guards RCT, made planetfall on Northwind ahead of his troops in a *Fury* assault-class DropShip carrying the First NAIS Cadre. Knowing the Highlanders' capabilities well, the Marshal planned to decapitate the snake and thereby also kill the body. He sent the NAIS Cadres, wearing new Infiltrator power armor, to attack Colonel MacLeod's regimental field headquarters. Only the insomnia of Major Loren Jaffrey saved the Highlanders from disaster.

GAME SET-UP

Lay out the **BattleTech** maps as shown. Use both Rolling Hills maps from **BattleTech Map Set 3**.
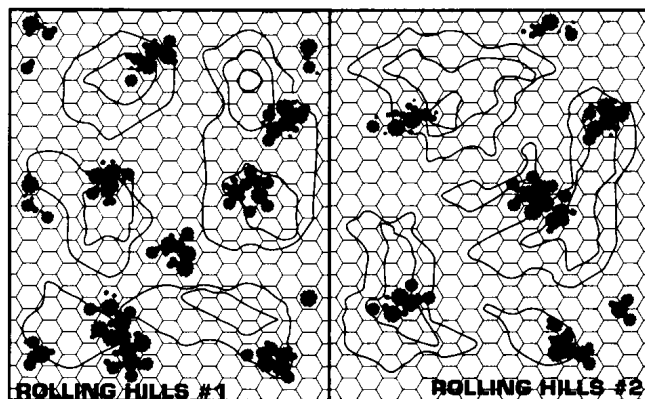
ATTACKER

The attacker consists of elements of the First NAIS Cadet Cadre. Each battle armor squad is a unit consisting of 4 Infiltrator battle armor troopers.

1st NAIS Cadet Cadre
1st Battalion, Battle Armor Company
1st Platoon
Kommandant Daphne Winchester, Battle Armor Squad A
Subaltern James Sikes, Battle Armor Squad B
Subaltern Luisa Reggie, Battle Armor Squad C
Subaltern Stepheno Lopez, Battle Armor Squad D

2nd Platoon

Hauptmann Richard Silph, Battle Armor Squad A
Subaltern Karla Luciano, Battle Armor Squad B
Subaltern Angela Dean, Battle Armor Squad C
Subaltern Frank Jackson, Battle Armor Squad D

Deployment

The attacker sets up after the defender has placed his units. The attacker can set up anywhere on either map, but must be at least 7 hexes away from the mobile HQ and at least 3 hexes away from any defending BattleMech.

DEFENDER

The defender consists of elements of MacLeod's Regiment.

Elements of MacLeod's Regiment

Major Loren Jaffray (Piloting 3, Gunnery 3),
GAL-1GLS *Gallowglas*
Jennifer Dohan (Piloting 4, Gunnery 4),
PXH-3D *Phoenix Hawk*
Lieutenant Charles Mills (Piloting 4, Gunnery 4),
SCB-9A *Scarabus*

Regimental HQ Vehicles

Corporal Harlan Dulaney (Piloting 5, Gunnery 4),
Mobile Headquarters
Corporal Marcus Fine (Piloting 5, Gunnery 4),
Mobile Headquarters

Deployment

The defender places his units first. The defender's mobile headquarters are placed in hexes 0111 and 0109 on the Rolling Hills #2 map. The mobile HQs can have any desired facing, but cannot move during the scenario (however, they are not considered immobile targets (see p. 36, **BTC:RoW**)). The defender's BattleMechs can set up anywhere on either map, but can be no closer than 14 hexes to either of the mobile headquarters.

VICTORY CONDITIONS

The attacker wins a Decisive Victory if he destroys both of the Highlanders' mobile headquarters, and a Marginal Victory if he destroys one mobile headquarters. The defender wins a Decisive Victory if he destroys all the Infiltrator battle armor and if both mobile headquarters remain operational. The defender cannot win a Marginal Victory.

SPECIAL RULES

The special-case rule Night Combat (p. 94, **BTC:RoW**) is in effect for this scenario.

DETECTION

The defenders are not initially aware of the battle armor units attacking their position, and so no defending unit may move or fire until the defending player has detected at least one attacking unit.

After the Movement Phase of Turn 1, the defender can roll dice to determine if his units become aware of any of the Infiltrator units. Each defending unit may roll 2D6 once for each attacking unit to which it has a valid LOS. Major Loren Jaffray needs a result of 8+, the other two 'Mech pilots need a result of 10+ and the corporals driving the mobile headquarters need a result of 12. Successful results mean that the defending units become aware of the attack and the defending BattleMechs may begin to move and fire normally. Only battle armor units detected by the defender may be attacked. Attacks made in Turn 1 have a +1 to-hit modifier that reflects the hasty nature of the shots.

After the Movement Phase of Turn 2, the defending player may again roll 2D6 for each of his units in an attempt to notice any undetected Infiltrator units. The target numbers for each defending unit are reduced by 1 from the previous turn's tests. If a test is successful, the defending BattleMechs may immediately engage units that have been detected, but the same +1 to-hit modifier applies to attacks against units detected in that turn. The modifier no longer applies to attacks against units detected in Turn 1.

After the Movement Phase of Turn 3, all Infiltrator units are automatically detected.

INFILTRATOR BATTLE ARMOR

Treat the Infiltrator as standard Inner Sphere battle armor (see p. 69, **BTC:RoW**), with the following exceptions.

Movement

Infiltrator units have 2 MP. They cannot jump and are subject to all the standard movement restrictions regarding infantry and terrain.

Combat

The Infiltrator carries different weapons than standard battle armor but resolves fire in the same fashion.

Each Infiltrator is armed with an auto grenade launcher. For game purposes, treat this weapon as a machine gun, except that each hit inflicts only 1 point of damage. Roll on the Battle Armor Direct Fire Table per standard rules to determine the number of hits. Against unarmored infantry, each hit from the grenade launcher inflicts 1D6 damage. The Infiltrator carries a limited supply of grenades, allowing the unit to fire only four times.

Its construction and lack of jump jets make it impossible for the Infiltrator to climb up on a BattleMech, and so it may not engage in anti-BattleMech leg or swarm attacks.

Damage to Battle Armor

All standard rules regarding attacks against battle armor apply to the Infiltrator. However, the Infiltrator has an Armor Value of 5 points instead of the standard 10 for Clan battle armor, plus an additional point that represents the trooper inside.

Infiltrator suits are specially constructed to baffle all types of sensors, and so are difficult to target at long ranges. Against Infiltrator units, increase the to-hit modifier for medium range to +3, and for long range to +6. In addition, Beagle active probes and their Clan equivalents cannot locate hidden Infiltrator units.

SCENARIO 8: BROTHER AGAINST BROTHER

"At all costs we must prevent any Highlander from losing his life to another. I know many of you have friends and kin who have decided that they owe allegiance to House Davion. This should not and will not be the albatross that destroys us. We have fought too many battles on distant worlds, passed through too many heavens and hells, lost too much of our blood to enemies, to let this rift be our end. Those who will no longer fight alongside us are wayward children, unsure of their place in the universe and too timid to leave House Davion's protective wings. We must show them that they have strength, backbone, determination; they are Highlanders, and nothing and no one can stop them. Remember as we head into battle that our friends and kin only need the chance to realize that their intentions, however honorable, are misguided. To your 'Mechs, and let us spill no kindred blood today!"

—Excerpt from a speech by Colonel William MacLeod to his regiment before entering the field against the pro-Davion Highlanders.

SITUATION

Tilman River at the SLDF Fortress N001, Northwind Draconis March, Federated Commonwealth
5 October 3057

Following the split of MacLeod's Regiment along pro- and anti-Davion lines, the pro-Davion Highlanders and accompanying Davion troops rushed to entrench their outnumbered forces in the Castle, a Castle-Brian style structure built into the face of a large cliff along the Tilman River. Speeding after them, the rest of MacLeod's Regiment—following Major Loren Jaffray's plan—sent their fast, jump-capable 'Mechs soaring over the opposition's heads. In a single move, they hoped to deprive Davion forces of the safety of the Castle and also to create an anvil that the rest of the Regiment could use to

hammer the Davion troops. The biggest potential threat to victory were the strict rules of engagement concerning Highlanders fighting Highlanders; by MacLeod's orders, clansmen were not to kill clansmen.

In the heat of battle, Loren Jaffray realized that some of the Davion troops had already reached the Castle. That left the pro-Davion Highlanders as part of the iron on the anvil, and the rules of engagement preventing the shedding of clan blood liable to fray.

GAME SET-UP

Lay out the **BattleTech** maps as shown. Use the Scattered Woods map from **BattleTech Map Set 2**, the River Delta/Drainage Basin #2 map from **BattleTech Map Set 4** and the Large Mountain #1 map from **BattleTech Map Set 5**.

ATTACKER

The attacker consists of elements of MacLeod's Regiment.

Case Blue
Major Loren Jaffray (Piloting 3, Gunnery 3),
GAL-1GLS *Gallowglas*
Lieutenant Dewkovich (Piloting 4, Gunnery 4),
GRF-1DS *Griffin*
Lieutenant Jake Fuller (Piloting 4, Gunnery 3),
SHD-5M *Shadow Hawk*
Captain Janet Sullivan (Piloting 3, Gunnery 4),
CRD-5M *Crusader*
Julia McNess (Piloting 4, Gunnery 3), VT-4M *Vulcan*

Elements of First Strike Company
Major Jake O'Leary (Piloting 3, Gunnery 3), VTR-9K *Victor*
Lieutenant Charles Stuk (Piloting 4, Gunnery 4),
TMP-3M *Tempest*
Thelma Carlin (Piloting 4, Gunnery 4),
TDR-9SE *Thunderbolt*
Elis Sharma (Piloting 4, Gunnery 4),
GUN-1ERD *Gunslinger*

Deployment
The First Strike Company units move onto the map from the south map edge during the Movement Phase of Turn 1. Case Blue units set up anywhere on the River Delta/Drainage Basin #1 map.

DEFENDER

The defender consists of elements of the Davion Consul Guards, the pro-Davion Highlanders and the Third Royal Guards.

Elements of the Consul Guards
Hauptmann Bruce Mescher (Piloting 4, Gunnery 4),
GRF-3M *Griffin*
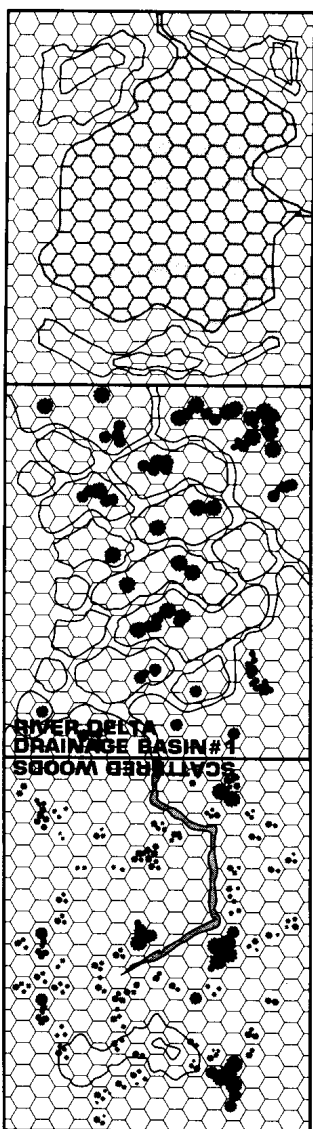Leftenant Peter Salmon (Piloting 4, Gunnery 3),
PTR-4D *Penetrator*
Leftenant Merrill Tyson (Piloting 5, Gunnery 4),
HCT-5S *Hatchetman*
James Novi (Piloting 4, Gunnery 4), CES-3R *Caesar*
Gino Morton (Piloting 4, Gunnery 3), RFL-5D *Rifleman*

Elements of the pro-Davion Highlanders
Lieutenant Fred Myers (Piloting 4, Gunnery 3),
WHM-7M *Warhammer*
Phillip Marino (Piloting 4, Gunnery 4), WVR-7D *Wolverine*
Duane Fuerer (Piloting 5, Gunnery 4), NGS-4S *Nightsky*

3rd Royal Guards Reinforcements
Hauptmann David Carter (Piloting 4, Gunnery 3),
T-IT-N10M *Grand Titan*
Silvia Sanders (Piloting 4, Gunnery 4), ARC-5W *Archer*
Jak Fullerton (Piloting 4, Gunnery 4), ARC-5R *Archer*
Silva Komanichi (Piloting 5, Gunnery 4),
BLR-3S *BattleMaster*

Deployment
The Consul Guards and pro-Davion Highlanders set up anywhere within 4 hexes of the north edge of the Scattered Woods map. At the beginning of Turn 7, 8 or 9, the Third Royal Guards reinforcements may deploy onto the Large Mountain #1 map (see **Special Rules,** below).

VICTORY CONDITIONS
The scenario ends when all of the defending 'Mechs are either destroyed or withdrawn, when all attacking 'Mechs are destroyed, or at the end of Turn 15.
The attacker attempts to destroy as many Consul Guard or Third Royal Guards as possible without destroying any opposing Highlander units. Instead, he must keep the Highlander units from escaping into the SLDF fortress. The defender wins by withdrawing as many units as possible from the map and into the SLDF fortress (see **Special Rules**). To determine the level of victory, calculate each side's total points and consult the Victory Table.

Action	Victory Points
Each Consul or Third Royal Guards unit destroyed	+10
Each pro-Davion Highlanders unit destroyed	−15
Each defending unit withdrawn	−10

VICTORY TABLE
Total Points	Results
52 or higher	Decisive Highlander Victory
−5 to 51	Substantial Highlander Victory
−31 to −6	Marginal Highlander Victory
−44 to −32	Draw
−70 to −45	Marginal Davion Victory
−127 to −71	Substantial Davion Victory
−128 or lower	Decisive Davion Victory

SPECIAL RULES
The adverse weather condition Fog is in effect for Hex 1014 of the Large Mountain #1 map, extending outward to a 2-hex radius. The adverse terrain condition Rapids applies to all Water hexes on the mapsheets. (See **Weather and Terrain Rules,** pp. 4–5.)

Withdrawal
The defender is attempting to escape into the underground tunnels that constitute SLDF Fortress N001, an entrance to which is hidden behind the waterfall on the Large Mountain #1 map. If a defending 'Mech is standing (not prone) in Hex 1014 of the Large Mountain Map #1 in the End Phase of any turn, that unit is considered withdrawn for purposes of victory and is removed from the board. The 'Mech must be capable of movement in order to withdraw.

Reinforcements
At the beginning of the game, the defender secretly rolls 1D6 to determine the turn in which the Third Royal Guards reinforcements will show up. On a result of 1–2, they show up in Turn 6. On a result of 3–4, they show up in Turn 7. On a result of 5–6, they show up in Turn 8. The defender should write down the turn number in which the reinforcements will arrive on a piece of paper and give it to a neutral third party or allow the attacker to put it in his pocket without looking at it.
At the beginning of the turn in which the reinforcements arrive, before any other action takes place, the defender places the reinforcements anywhere within 5 hexes of Hex 1014 on the Large Mountain #1 map. These units may not be deployed on any elevation lower than Level 5.

Highlanders Against Highlanders
The Highlander units on both sides must fight each other, but are reluctant to do so. They will fire at each other and make physical attacks, but will avoid landing a killing blow. In game terms, this reluctance to go for the jugular is represented by strict rules of engagement that apply *only* to attacks made by anti-Davion Highlander units against pro-Davion Highlanders, and vice-versa.
When an anti-Davion and a pro-Davion Highlander unit engage in combat, the following rules apply:
1. Neither unit may use any weapon that causes 12 or more points of damage to a single hit location. This restriction does not apply to kicking attacks unless the target is one elevation level lower than the attacker.
2. Neither unit may make a punching attack unless the target is one elevation level higher than the attacker.
3. Once a unit has lost all of its head armor, opposing Highlander units may not attack it, except for permissible punching and kicking attacks as described above. This restriction takes effect in the phase following the phase in which the head location loses the last of its armor.

SCENARIO 9: WAIL OF THE BAGPIPES

Date: 1/1/58
Section: MI7—0010
Security Level: Eyes Only

No further evidence has been uncovered to explain why Colonel Drew Catelli, an MIIO agent, and Marshal Harrison Bradford of the Third Royal Guards RCT went rogue. We may assume that Marshal Bradford's actions stem primarily from greed. His past record, in collaboration with testimony given by his subordinates, substantiates this hypothesis. However, we have uncovered no clear motive for Colonel Catelli's behavior. Though his record includes several notations by MIIO psychologists concerning his "unseemly and unexplained arrogance toward nobility," this does not fully explain his involvement in the plot to destroy the Highlanders. Unfortunately, his disappearance has left us only conjecture. We believe that the Highlanders may be involved in Catelli's vanishing act, but per Secretariat orders we are not pursuing this avenue of investigation.

Regardless of their motives, the actions of these two men have unfortunately alienated the Highlanders from House Davion, probably permanently. Northwind has become an independent world, and the consequences of this remain to be seen. It took two hundred years for the Highlanders to forgive the Federated Suns for our capture of Northwind and the destruction of two of their regiments. Given this precedent, I believe many years will pass before any reconciliation between our realm and the Highlanders occurs.

—Excerpt from a DMI report to Prince Victor Steiner-Davion.

SITUATION

Peace Park, Northwind
Draconis March, Federated Commonwealth
20 October 3057

Upon infiltrating the enemy camp on Northwind, members of MacLeod's Regiment uncovered a sinister plot. The Third Royal Guards, using codes stolen from a captured Highlanders base, planned to lure Stirling's Fusiliers—due to make planetfall any day—into landing at the space port. The Guards had spent the previous week loading every building in the port with high explosives, which they intended to detonate as soon as the Fusiliers landed. With the Fusiliers destroyed, the Guards would then easily finish off MacLeod's Regiment. Desperate to stop this fiendish scheme, MacLeod's Regiment launched an all-out assault on the Third's command post, hoping to appropriate their satellite communications equipment for long enough to warn the Fusiliers of the deadly trap. As the entire Davion RCT moved into position to surround MacLeod's Regiment in Peace Park, the wailing of bagpipes across all channels heralded the arrival of the Fusiliers, who executed a combat drop right into the middle of the action.

GAME SET-UP

Lay out the **BattleTech** maps as shown. Use both City (Hills/Residential) maps from **BattleTech Map Set 3** and both City Street Grid/Park maps from **BattleTech Map Set 4.**
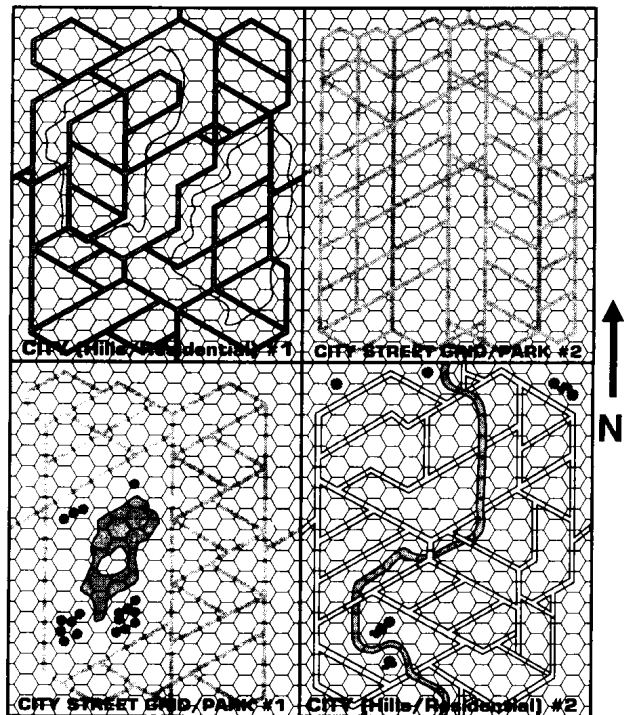
ATTACKER

The attacker consists of elements of MacLeod's Regiment, and Stirling's Fusiliers as reinforcements.

Elements of MacLeod's Regiment, 1st Battalion
1st Company
Command Lance
    Colonel William MacLeod (Piloting 3, Gunnery 2),
        HUR-WO-R4M *Huron Warrior*
    Major Chastity Mulvaney (Piloting 3, Gunnery 3),
        MAD-5A *Marauder II*
Support Lance
    Lieutenant Carol O'Leary (Piloting 4, Gunnery 3),
        JM6-DD *JagerMech*
    Jacqueline Sands (Piloting 3, Gunnery 4),
        TBT-7M *Trebuchet*
    John Jacobs (Piloting 4, Gunnery 4), WTH-2 *Whitworth*
2nd Company
Command Lance
    Captain Laurie Carey (Piloting 4, Gunnery 3),
        GLT-3N *Guillotine*
    Lieutenant George Forester (Piloting 4, Gunnery 4),
        WHM-7M *Warhammer*
    Conal Duhan (Piloting 3, Gunnery 4), PTR-4D *Penetrator*
Recon Lance
    Lieutenant Jake Fuller (Piloting 4, Gunnery 4),
        SHD-5M *Shadow Hawk*
    Lieutenant Kim Darley (Piloting 5, Gunnery 4),
        KIM-2 *Komodo*

Elements of Stirling's Fusiliers
1st Battalion, 1st Company

Colonel Andrea Stirling (Piloting 3, Gunnery 3),
T-IT-N10M *Grand Titan*
Captain Tori Chandler (Piloting 4, Gunnery 3),
CTF-3D *Cataphract*
Lieutenant Gregory Hector (Piloting 3, Gunnery 4),
SDR-9K *Venom*
Chantilly Hamilton (Piloting 4, Gunnery 4), VT-5M *Vulcan*
Paul Kiter (Piloting 5, Gunnery 4), STH-1D *Stealth*

Deployment

The attacker enters from the south edge of the City (Hills/Residential) #2 map during the Movement Phase of Turn 1.

Beginning in Turn 9, the attacker receives reinforcements as Stirling's Fusiliers arrive on-planet. At the end of the Movement Phase of Turn 9, the attacker chooses any two units from the reinforcements and deploys them anywhere on the board using the Dropping Troops rule (p. 82, **BTC:RoW**). At the end of the Movement Phase of Turn 10, the attacker chooses an additional two units and deploys them in the same manner. The final reinforcement unit is similarly deployed at the end of the Movement Phase of Turn 11.

DEFENDER

The defender consists of elements of the Third Royal Guards and the First NAIS Cadet Cadre, as well as the remains of the Consul Guards. Each battle armor squad is a unit consisting of 4 Infiltrator battle armor troopers.

Elements of the 3rd Royal Guards
2nd Battalion, 2nd Company
Command Lance

Kommandant Sam Karl (Piloting 3, Gunnery 3),
PPR-5S *Salamander*
Thomas Fitzsimmons (Piloting 4, Gunnery 3),
HCT-5S *Hatchetman*
Domingo Contreres (Piloting 4, Gunnery 4),
ENF-5D *Enforcer*

Fire Lance

Leftenant Julie Hotchkiss (Piloting 4, Gunnery 3),
Demolisher Heavy Tank
Walter Edgar (Piloting 4, Gunnery 4),
Demolisher Heavy Tank
Jefferson Linkly (Piloting 3, Gunnery 3),
Alacorn Mk VI Heavy Tank
Tila Smith (Piloting 4, Gunnery 4),
Alacorn Mk VI Heavy Tank

Pursuit Lance

Leftenant Joseph Laurence (Piloting 3, Gunnery 3),
Savannah Master Hovercraft
Lloyd Gabbert (Piloting 4, Gunnery 4),
Savannah Master Hovercraft
Sheri Mendelson (Piloting 4, Gunnery 3),
Savannah Master Hovercraft

1st NAIS Cadet Cadre
1st Battalion, Battle Armor Company
3rd Platoon

Hauptmann Fred Bendas, Battle Armor Squad A
Subaltern Samuel Cooper, Battle Armor Squad B
Subaltern Jackie Henley, Battle Armor Squad C
Subaltern Mary Legget, Battle Armor Squad D

Elements of the Consul Guards

Colonel Drew Catelli (Piloting 3, Gunnery 3), AS7-K *Atlas*
Leftenant Michael Shaeffer (Piloting 4, Gunnery 3),
TDR-9SE *Thunderbolt*
Irene Krull (Piloting 4, Gunnery 3), MAD-5S *Marauder*
Steven Markou (Piloting 4, Gunnery 4),
GHR-5J *Grasshopper*
Georgine Paulin (Piloting 5, Gunnery 4), CES-3R *Caeser*

Deployment

The defender sets up all of his units on the xx17 hex row of the City (Hills/Residential) #1 map and the xx01 hex row of the City Street Grid/Park #1 map.

VICTORY CONDITIONS

The scenario ends when all of the Highlanders units have been destroyed, or when all of the Consul Guards 'Mechs are either destroyed or withdrawn from the map. Beginning on Turn 12, the defending units may withdraw off the north edge of the City (Hills/Residential) #1 map.

The attacker wins by destroying as many Consul Guards units as possible. The defender wins by destroying as many Highlanders units as possible, as well as moving as many Consul Guards units as possible off the map beginning in Turn 12. To determine the level of victory, calculate each side's total points and consult the Victory Table.

Action	Victory Points
Each Consul Guards 'Mech destroyed	+20
Each Third Royal Guards 'Mech destroyed	+2
Each Consul Guards 'Mech withdrawn	−10
Each Third Royal Guards 'Mech withdrawn	−1
Each Highlanders 'Mech destroyed	−5

VICTORY TABLE	
Total Points	**Results**
82 or higher	Decisive Highlander Victory
25 to 81	Substantial Highlander Victory
−1 to 24	Marginal Highlander Victory
−14 to −2	Draw
−40 to −15	Marginal Davion Victory
−97 to −41	Substantial Davion Victory
−98 or lower	Decisive Davion Victory

SPECIAL RULES

See the **Special Rules** section of Scenario 7 (p. 27) for rules regarding Infiltrator battle armor.

SCENARIO 10:
A DEAL WITH
THE DRAGON

"In other news, the Clan Elders of the Northwind Highlanders announced today that they have accepted a contract with the Draconis Combine. As most of our viewing audience knows, this will be the first-ever contract between the Highlanders and House Kurita. A long history of Highlanders victories, and a few defeats, marks the relationship between the Highlanders and the Draconis Combine to date. In fact, back in 2372, McCormick's Highlanders actually captured a ranking Kurita field officer while fighting against Combine forces on the planet Rio—a feat no other unit has accomplished in the six hundred years since that time. Will the famously stubborn Highlander regiments and the Draconis Combine—also known for its long memory—be able to set aside their mutual past and work together? The Highlanders seem to think so. Only time, however, will truly tell."

—Excerpt from transcripts of a recent KWW5 Channel 5 news broadcast from Tara, Northwind.

SITUATION

Near orbit
*Bay of Kurita Prime, Wayside V (Wildcat)*
Deep Periphery
5 July 3058

Having won their bid for independence from Davion rule, the Highlanders immediately began searching for new employment. In an unprecedented move, they accepted a contract from House Kurita. As part of Coordinator Theodore Kurita's continuing plan to take the war to the Clans, in concert with ComStar's Explorer Corps, the Draconis Combine located one of the main stations along Clan Smoke Jaguar's supply lines to their home world—the planet Wayside V, also known as Wildcat, in the deep Periphery. The Highlanders were charged with destroying the Provisional Garrison Cluster on the planet and liberating the supplies stored on Wayside for use by the Combine. Stirling's Fusiliers received the assignment and set off. Upon jumping in-system, however, they found that Wayside was garrisoned by a full Galaxy of front-line troops instead of the PGC that Kurita intelligence had indicated, and that a Clan WarShip was in orbit around the planet. With no way to back out or to call for reinforcements, the Highlanders made a fast run for the planet, hoping to break through the Jaguars' defenses and land safely.

GAME SET-UP

This scenario is for use with **BattleTech** and **BattleSpace**. The first part of the scenario is played with **BattleSpace** rules. The **BattleTech** rules apply to the second part of the scenario.

For the first part of the scenario, lay out both **BattleSpace** mapsheets as shown. The bottom of the map is the planet Wayside V. (See p. 32, **BattleSpace**.)

TOP

LEFT

RIGHT

BOTTOM

↑ N
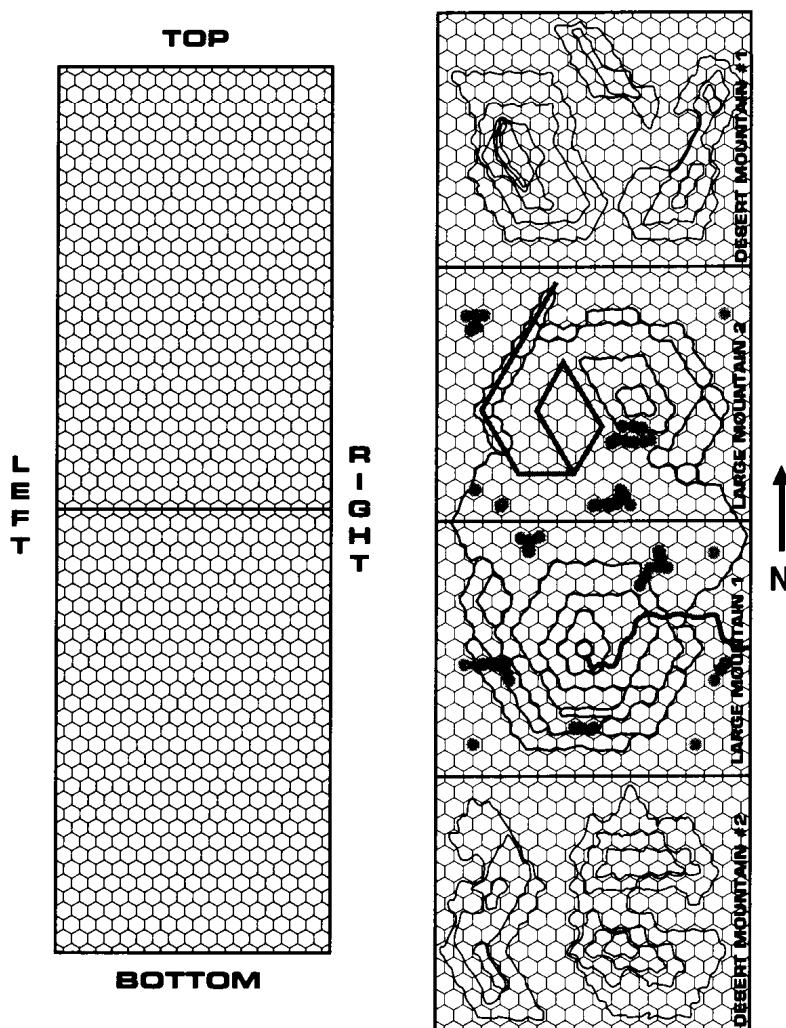
For the **BattleTech** portion of the scenario, lay out the **BattleTech** maps as shown. Use both Desert Mountain maps from **BattleTech Map Set 3** and both Large Mountain maps from **BattleTech Map Set 5**.

ATTACKER

The attacker consists of elements of Stirling's Fusiliers and the Combine's Professional Soldiery Liaison.

BATTLESPACE FORCES

Stirling's Fusiliers and Combine
PSL Naval Complement

Overlord-class DropShip *Claymore* (upgraded version), with 1 fighter squadron
  Squadron: 2 *Thunderbirds*, 2 CSR-V20 *Corsairs*,
    2 F-92 *Stingrays*
Overlord-class DropShip *Bull Run* (upgraded version), with 1 fighter squadron
  Squadron: 2 *Eagles*, 2 CSR-V12M *Corsairs*,
    2 LCF-R16 *Lucifers*
Overlord-class DropShip *Stonewall* (upgraded version), with 1 fighter squadron
  Squadron: 2 *Eagles*, 2 F94 *Stingrays*,
    2 SPR-6D *Sparrowhawks*
Fortress-class DropShip *Retribution* (upgraded version)

BATTLETECH FORCES

Elements of the Professional Soldiery Liaison (PSL)

Sho-sa Elden Parkenson (Piloting 4, Gunnery 3),
HTM-27T *Hatamoto-Chi*
Jerry Longs (Piloting 4, Gunnery 4), MAL-1R *Mauler*
Julia Sorenson (Piloting 5, Gunnery 4),
DRG-5K *Grand Dragon*
Katsumi Tetsu (Piloting 4, Gunnery 3), LNC25-01 *Lancelot*
Geoff Clark (Piloting 4, Gunnery 3), WFT-1 *Wolf Trap*
Ling Chi (Piloting 4, Gunnery 4), PNT-10K *Panther*

Elements of the Kilsyth Guards, Stirling's Fusiliers

Major Loren Jaffray (Piloting 3, Gunnery 2),
PTR-4D *Penetrator*
Lieutenant Carla Franks (Piloting 4, Gunnery 4),
LNX-9R *Lynx*
Captain Jason Betsen (Piloting 4, Gunnery 3),
NGS-4S *Nightsky*
Sergeant Ralston McAnis (Piloting 4, Gunnery 4),
STY-3C *Starslayer*

Sarah Macallan (Piloting 4, Gunnery 3),
GAL-1GLS *Gallowglas*
Glenda Jura (Piloting 4, Gunnery 3), FLC-8R *Falconer*
Julia Fredrickson (Piloting 3, Gunnery 3),
WVR-7M *Wolverine*
Sandra Faucest (Piloting 3, Gunnery 3), VTR-9K *Victor*

Deployment

BattleSpace forces: the attacker enters from the top edge of the **BattleSpace** map during the Movement Phase of Turn 1, with a Starting Velocity between 2 and 4. Fighter squadrons begin the game outside their DropShips, with a Starting Velocity between 2 and 4, and must be placed within 3 hexes of the carrying vessel.

BattleTech forces: the attacker sets up the Professional Soldiery Liaison forces anywhere on the Desert Mountain #1 map. The exact number of Kilsyth Guards available for deployment on the first turn depends on the number of DropShips that successfully make planetfall (see **Special Rules,** below). The Kilsyth Guards enter from the south edge of the Desert Mountain #2 map during the Movement Phase of Turn 1.

DEFENDER

The defender consists of elements of Tau Galaxy (Huntress Galaxy).

BATTLESPACE FORCES

**Elements of 101st Attack Cluster
Bloodied Claws Air Wing 1, Star 1**
2 *Sabutai* Prime OmniFighters
2 *Sabutai* A OmniFighters
2 *Sabutai* B OmniFighters
2 *Sabutai* C OmniFighters
2 *Bashkir* B OmniFighters

BATTLETECH FORCES

**Elements of 101st Attack Cluster,
Bloodied Claws
Beta Battle Star**
Star Captain Kerndon (Piloting 4, Gunnery 3),
Masakari Prime
MechWarrior Jorin (Piloting 4, Gunnery 3),
Cauldron-Born Prime
MechWarrior Lucia (Piloting 4, Gunnery 3),
Cauldron-Born A
MechWarrior Chuck (Piloting 3, Gunnery 3),
Masakari Prime
MechWarrior Tila (Piloting 4, Gunnery 3), *Masakari* B
Charlie Recon Star
Star Commander Jeles (Piloting 3, Gunnery 3),
Cauldron-Born C
MechWarrior Ferril (Piloting 4, Gunnery 3), *Puma* A
MechWarrior Brin (Piloting 4, Gunnery 3), *Mad Cat* Prime
MechWarrior Pol (Piloting 3, Gunnery 3), *Mad Cat* C
MechWarrior Tara (Piloting 2, Gunnery 3), *Uller* D

Deployment

BattleSpace forces: the defending OmniFighters deploy anywhere on either **BattleSpace** map, in five units consisting of 2 fighters each rather than the usual 10-fighter Star. Each of these units functions as an independent unit of 2 fighters.

BattleTech forces: Beta Battle Star sets up in the 01xx hex column of the Large Mountain #1 map. Charlie Recon Star sets up in the 01xx hex column of the Large Mountain #2 map.

VICTORY CONDITIONS

The scenario ends when all the PSL units are destroyed or all Jaguar units are destroyed. The attacker wins by successfully landing as many of his DropShips as possible on Wayside V, which allows him to deploy his full ground forces against the defending player and prevent the destruction of the PSL ground forces located on the Desert Mountain #1 map. (See page 53 of the **BattleSpace** rulebook for rules regarding planetary landings. Assume each attacker DropShip has a base Piloting/Spacecraft Skill target number of 3.)

The defender wins by preventing the attacker's DropShips from reaching Wayside V, which allows the defender to destroy as many PSL units as possible. To determine the level of victory, calculate each side's total points and consult the Victory Table.

Action	Victory Points
Each operational PSL 'Mech	+10
Each Smoke Jaguar unit destroyed	+5
Each PSL 'Mech destroyed	-15

VICTORY TABLE

Total Points	Results
80 or higher	Decisive Highlander Victory
35 to 79	Substantial Highlander Victory
15 to 34	Marginal Highlander Victory
5 to 14	Draw
-15 to 4	Marginal Jaguar Victory
-60 to -16	Substantial Jaguar Victory
-61 or lower	Decisive Jaguar Victory

SPECIAL RULES

The **BattleSpace** part of the scenario must be finished before beginning the **BattleTech** part. Surviving fighters and DropShips from the **BattleSpace** portion do not participate in the **BattleTech** portion of the scenario.

The adverse weather conditions Heavy Rainfall and Mud are in effect on all **BattleTech** maps. (See **Weather and Terrain Rules**, pp. 4-5.)

Kilsyth Guards Deployment

For every attacker DropShip that successfully lands on the planet, the attacker may choose any 2 units from the Kilsyth Guards and move them onto the map via the south edge during the Movement Phase of Turn 1. Major Loren Jaffray must be the first one chosen.

Omitting BattleSpace

If the players do not have access to **BattleSpace** rules, or simply do not wish to run that part of the scenario, use the table below to randomly determine how many DropShips safely land. Roll 2D6 after the PSL and Jaguar forces have been deployed to determine how many Kilsyth Guards 'Mechs survive the landing.

KILSYTH GUARDS LANDING TABLE

2D6 Roll	'Mechs
2	1
3-4	2
5-6	4
7-9	6
10-12	8

MINI-CAMPAIGN: BAITING THE CAT

As the Highlanders on Wayside V settled in for a long guerrilla operation that they hoped would give them the time they so desperately needed, Major Loren Jaffray and a hand-picked group of Fusiliers launched a daring campaign unlike any in the annals of Highlanders history. Knowing full well that no Highlanders reinforcements would arrive for another month—which would be too little, too late—Jaffray called upon his years of experience in using unorthodox tactics honed during his time with House Liao's dreaded Death Commando unit and hatched a daring plan that the Highlanders prayed would be just suicidal enough to work.

Using information he had received from his bondsman Kerndon, whom he had taken in battle in his first engagement on Wayside V, Jaffray proposed that a small group of Fusiliers masquerade as Smoke Jaguars and attack selected Nova Cat targets. Through this strategy, Jaffray hoped to enrage the Nova Cats into believing that the Smoke Jaguars were a threat to the survival of Clan Nova Cat. The Nova Cats would then launch a massive counterstrike against the false Smoke Jaguars' base of operations—Wayside V.

If all went well, within the month Jaffray's troops would return to Wayside V with the angry Cats on their tail. By this time, the real Smoke Jaguars would likely have cornered the rest of the Highlanders, who expected to be fighting for their lives. The arrival of the Nova Cats, Clan Smoke Jaguar's hated enemies, would give the Jaguars a much tougher—and by Clan standards, more honorable—fight than chasing down a battered band of mercenaries. The Highlanders could then pull back to the sidelines and watch the Nova Cat–Smoke Jaguar conflict unfold. The longstanding enmity between these two Clans would make them both fight to the bitter end, leaving the Fusiliers out of their private war.

The plan looked crazy enough on paper; implementing it seemed downright insane. Jaffray's false Smoke Jaguars planned to hit three separate targets, the final target defended by more than a Galaxy of troops. In addition to merely surviving the assaults, they had to inflict enough damage to make the Nova Cats sit up and take notice—all with less than a company of warriors, fighting in machines they had never piloted, dependent on repairs performed by technicians who had never laid eyes on Clan technology. The only alternative, however, was to die in a guerrilla war they couldn't possibly win.

PLAYING THE CAMPAIGN

Play the next three scenarios in this campaign (Scenarios 11, 12 and 13) in the order they appear, using the specific rules provided in each scenario in addition to these campaign rules. Use the same record sheets for the masquerading Smoke Jaguar 'Mechs throughout the campaign. Any damage received in a scenario that is not repaired carries over into the scenario that follows. The Nova Cat units for each scenario are fresh.

Though Scenario 14 is not part of the mini-campaign, the results of the mini-campaign will affect the outcome of that final scenario.

FORCES

This campaign revolves around Loren Jaffray's Fusiliers masquerading as Smoke Jaguars. Each scenario describes which of Loren's forces are used, culminating in Scenario 13, in which all the remaining Fusiliers units are deployed. Because Jaffray's Fusiliers engage a new Nova Cat force in each scenario, the Nova Cat forces for the mini-campaign are presented in the usual manner.

RELOADING AND REPAIRS

With little time remaining to save Stirling's Fusiliers, Jaffray's forces were unable to secure additional ammunition for their Clan OmniMechs before launching their mission. To reflect this, Jaffray's Fusiliers may not reload ammunition between scenarios in the campaign. However, they were able to cobble together some spare parts salvaged from their first encounters with the Smoke Jaguars on Wayside V. Therefore, between scenarios the Fusiliers may attempt to repair damage done to their 'Mechs.

The Fusiliers Supplies Table shows the quantity of repair parts available. Jaffray's Fusiliers can use these parts to make repairs as described below.

FUSILIERS SUPPLIES TABLE	
Items Available	**Quantity**
Double Heat Sinks	4
Armor Points (Ferro-Fibrous)	120
Internal Structure Points (Endo Steel)	50
Engine Shielding Points	3
Actuators	6
ER PPCs	2
Large Pulse Laser	1
ER Medium Lasers	4

Armor

Armor is the easiest component to repair. Jaffray's Fusiliers have a limited supply of Armor Points they can use to repair their units. To indicate that armor has been repaired, erase the damage done to a 'Mech's armor from its record sheet and subtract an equivalent number of Armor Points from the total available. You may repair as few or as many points of armor on each 'Mech as you like. However, only ferro-fibrous armor is available to make repairs. OmniMechs equipped with standard armor may not repair damage done to their armor.

Internal Structure

The Fusiliers have a limited supply of Internal Structure Points they can use to repair the skeleton of a 'Mech. To indicate that internal structure has been repaired, erase the damage done to a 'Mech's internal structure from its record sheet and subtract an equivalent number of Internal Structure Points from the total available. You may repair as few or as many points of internal structure on each 'Mech as you like. However, only endo steel internal structure is available to make repairs.

OmniMechs with standard internal structure may not repair internal structure damage. Destroyed locations also may not be repaired, nor may blown-off limbs be reattached.

Engine

The Fusiliers have a limited stock of replacement engine shielding, and so may repair only 1 point of engine shielding on each 'Mech throughout the mini-campaign. However, even a 'Mech "destroyed" by taking 3 engine critical hits may be made operational by repairing 1 point of engine shielding.

Weapons

The Fusiliers have a limited supply of replacement weapons. Damaged or destroyed weapons can only be replaced by a weapon of the same type.

Actuators

Damaged arm and leg actuators may be repaired as long as sufficient replacement parts are available. Any type of actuator may be repaired using the available replacement parts.

Other Critical Systems

Other systems such as the cockpit, sensors, life support and gyros may not be repaired during the campaign.

CLAN HONOR

Ever since the Truce of Tukayyid, Clan forces have rarely followed their codes of honor when fighting against Inner Sphere troops. This is especially true when Clan troops are fighting mercenaries such as the Highlanders. However, because the Highlanders in this campaign are masquerading as Smoke Jaguars, both sides will follow the Clan honor system until the Highlanders break it. The Nova Cats are therefore considered to be abiding by Honor Level 2, as described below.

Zellbrigen (Dueling)

Under the rules for ritual dueling, or *zellbrigen*, Clan players must declare a target for each of their dueling 'Mechs. A typical declaration might sound something like, "I am MechWarrior Targ of Clan Nova Cat. I pilot the sole *Summoner* in Beta Star. I hereby invoke the ritual of zellbrigen and challenge the pilot of the *Atlas* adorned with the unit designation five to a duel of warriors. In this solemn matter, let no one interfere!"

During a duel, no other Clan warrior may attack either of the dueling 'Mechs. If a third Inner Sphere unit interferes with a duel, the dueling Clan warrior may attack the interfering unit, provided that another Clan 'Mech has not already challenged the interloper to a duel. A duel ends when one combatant is destroyed, disabled or retreats from the battlefield.

At Honor Level 2, the Clan warrior follows the rules of dueling until the Inner Sphere side takes an action that violates the Clan honor code (a third party interfering, a unit involved in one duel firing on a 'Mech involved in another duel, and so on). If this happens, the duel immediately degenerates into a free-for-all. During the Weapon Attack Phase, if a player declares that his unit will fire on a target already involved in a duel, any Clan player whose declaration of zellbrigen follows the Inner Sphere player's declaration of a "dishonorable attack" may attack that Inner Sphere 'Mech without regard for honor rules.

Using zellbrigen in a game requires a certain degree of cooperation between players. A crafty Inner Sphere player can exploit the rules of engagement to deny the Clan player any targets at all. Not only is this grossly unfair, but it is also inaccurate in terms of the **BattleTech** universe (plus, it's not much fun for the Clan player).

Finally, the Clan player should not be expected to adhere to the rules of engagement when it would be foolish to do so (as in the following example).

> *In a scenario played under Honor Level 1 rules, the Clan player has one Daishi and his Inner Sphere opponent has four 'Mechs: a Banshee, an Orion, an Atlas and a Spider. The Spider challenges the Daishi to a duel, which the Daishi accepts. The Spider then proceeds to use its superior Movement rate to hide behind hills and heavy woods so that the Daishi never gets line of sight to it. Meanwhile, the other three members of the Spider's lance pound the Daishi to dust. The Daishi cannot retaliate because its player must adhere to Clan honor, which under Level 1 rules means he can only attack the 'Mech that challenged him to a duel. He vainly attempts to chase the Spider, while "off-limits" enemies destroy his BattleMech.*

Requiring the *Daishi* in the above example to strictly obey the rules of engagement means that the Clan player must sit back and allow his unit to be destroyed. To give players options in such situations, use the following guidelines to adjudicate the use of zellbrigen in game play.

1. Making the Challenge: One of the most important parts of the duel is the challenge. This takes place during the Weapon Attack Phase, when attacks are declared. When a Clan unit declares an attack on a unit that it has not attacked before, it is effectively announcing its intention to duel—the Clan player should verbally issue his challenge at this time. Dueling makes Initiative even more important, as Initiative also determines the order of attack declaration and challenges.

If the Inner Sphere side outnumbers the Clan side, it is considered bold (but acceptable) for a single Clan 'Mech to challenge more than one opponent at the same time. All of a single 'Mech's opponents are considered part of the same duel and may fire on the lone challenger. However, at least one target must be left for each 'Mech on the Clan side (this tradition does not apply to non-'Mech Clan units). In fact, Clan MechWarriors greedy for battlefield glory may force their own armored vehicles, infantry units or even Elementals out of combat in this way.

Though a single Clan 'Mech may challenge more than one Inner Sphere 'Mech, additional Inner Sphere 'Mechs cannot invite themselves into a duel even if the Clans outnumber their side. Such an action is a breach of zellbrigen.

2. Refusing a Challenge: A Clan warrior need not accept a challenge issued by an Inner Sphere warrior, especially if the Clan warrior suspects the challenge is simply a ploy to abuse the ritual of zellbrigen and achieve victory through deceit. As a general rule, a Clan warrior can refuse a challenge from a 'Mech of a different weight class than his own, as long as he issues a challenge against another Inner Sphere 'Mech instead.
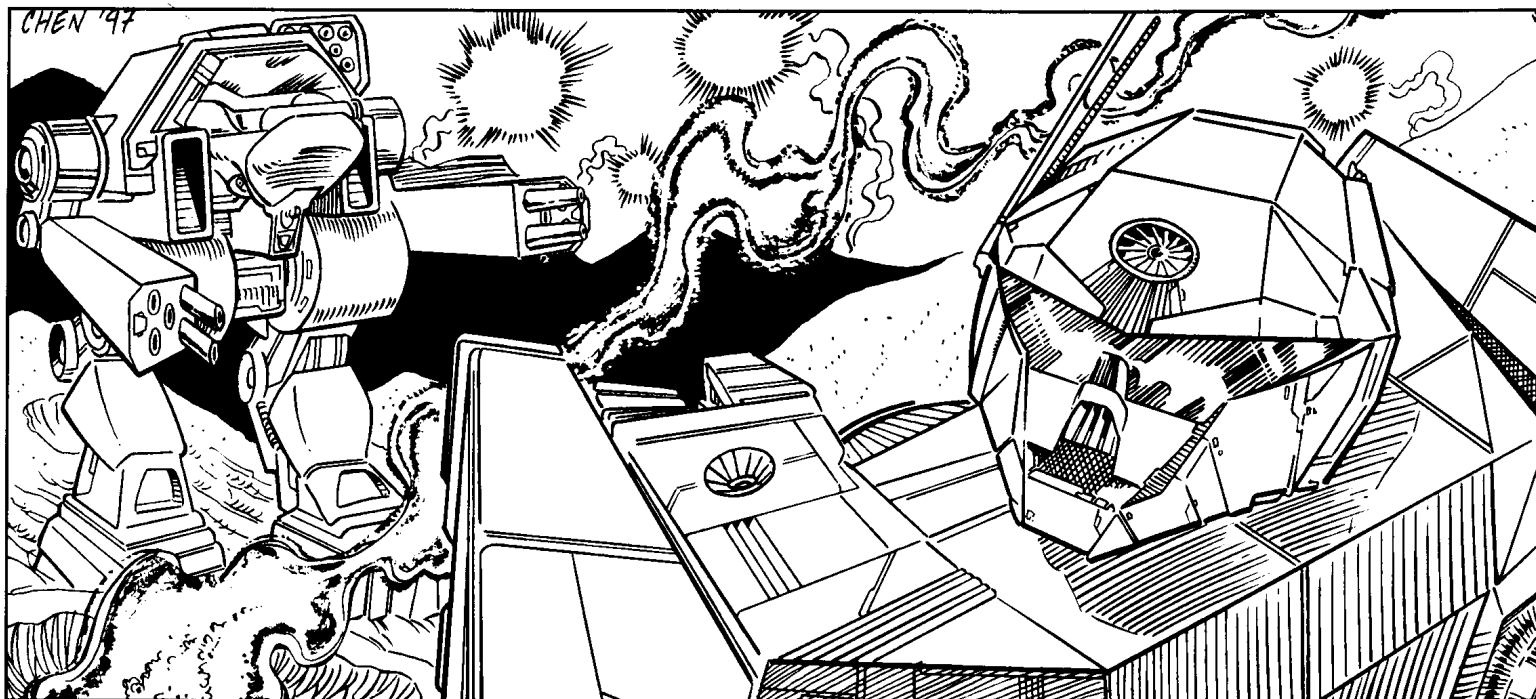
Also, though Inner Sphere warriors are not expected to accept or refuse challenges, the Inner Sphere side must abide by Clan honor when Honor Levels 2 or 3 are in effect or else risk touching off a melee. In these cases, the Inner Sphere player is also allowed to refuse challenges from Clan 'Mechs outside the challenged 'Mech's weight class as long as an alternate challenge is made.

Finally, any challenge must be accepted if there are no alternate targets in play.

3. Declaring a Duel Void: Certain situations may make a duel void, even if strict adherence to the rules of engagement (Honor Level 1) is in force. In these cases the judgment of the players must prevail; however, the gamemaster can use the following simple penalty system to judge these situations. The penalty system is intended to enforce the idea that dueling 'Mechs must actively fight one another for the duel to be valid. Because Clan warriors call people without honor *dezgra*, the penalties are referred to as dezgra points.

Each of the infractions listed below earns the violator a dezgra point, unless the violator's opponent declines the penalty (which he might do if he decides that the action was tactically appropriate). If a dueling 'Mech accumulates 3 dezgra points, it is clear that the duel is dishonorable, and so it becomes void in the End Phase of the turn in which the third point was earned. No dueling 'Mech can earn more than 1 dezgra point per End Phase.

If a dueling unit intentionally moves out of its opponent's line of sight, the unit earns 1 dezgra point.

If a dueling unit has line of sight to its opponent but intentionally fails to fire at the enemy, the unit earns 1 dezgra point. (This guideline assumes that at least one shot must be possible, meaning that the enemy unit is within the firing arc of the weapon being fired.)

If a dueling unit moves out of the firing range of all its weapons, the unit earns 1 dezgra point.

Once a unit has accumulated 3 dezgra points, any Clan unit may freely fire on it for the remainder of the scenario without violating the dueling rules.

Physical Attacks

Unlike the formal ritual of dueling, the Clans' dislike of physical attacks in 'Mech combat is an informal, if widespread, custom. No explanation has yet been given for this distaste, though some experts suspect that Nicholas Kerensky chose to encourage a long-range fighting style among the Clans.

At Honor Level 2, a Clan warrior may make a physical attack only if an enemy unit makes one first. During the Physical Attack Phase, if the Inner Sphere player declares a physical attack, any Clan unit whose declaration follows that violation of Clan honor may freely engage that 'Mech in physical combat.

Retreat

Clan MechWarriors despise their Inner Sphere counterparts because they consider Inner Sphere armies dishonorable warriors fighting in inferior 'Mechs. Therefore, Clan warriors consider retreating from Inner Sphere opponents a disgrace almost beyond redemption. When allowed to choose whether or not to flee a losing battle, many Clan warriors prefer to fight to the death.

At Honor Level 2, Clan warriors may retreat from enemy 'Mechs that are using advanced technology, but never from 'Mechs, armor or infantry units using 3025 (Level 1) technology. Because the Highlanders are using Clan machines in the minicampaign, the Nova Cats may retreat normally (providing the rules of the scenario allow it).
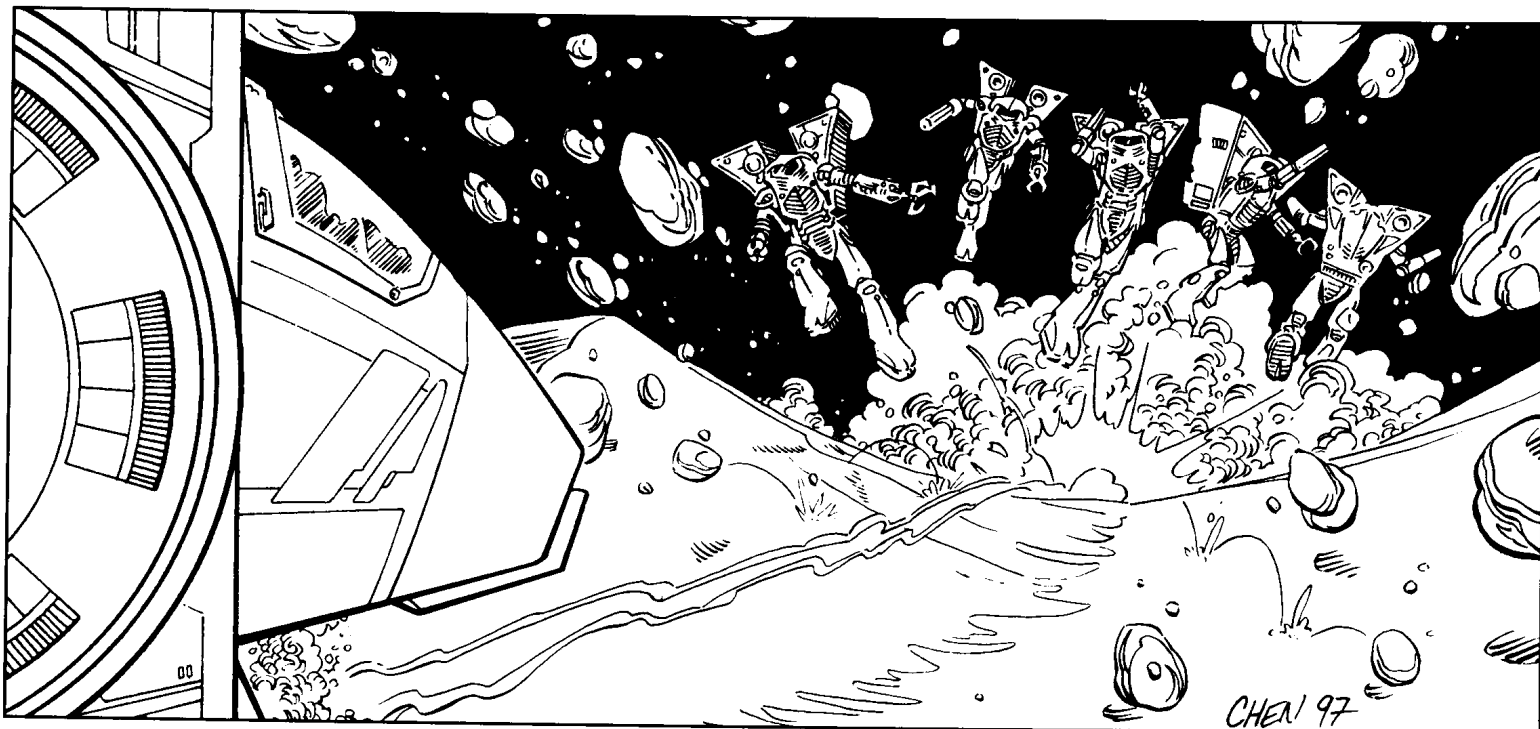
SCENARIO 11: THE CAT'S EYE

I made my decision back on Wildcat. But is this the Way of the Clans? I was taken in battle by a superior warrior. He offered to make me his bondsman. If I prove my integrity, my fidelity and my prowess, the three cords of the bondsman will be severed and I will become a warrior once again. But the path I have chosen ... sometimes, I cannot help doubting. I have seen and felt the honor of these Highlanders, but this trick of masquerading as Smoke Jaguar warriors and attacking Clan Nova Cat—how does this square with honor? Any chance to fight and defeat a Nova Cat is a chance worth taking, but this? How can honor flow so strongly in their veins, and yet allow them to enact this charade? How can I help them, and retain my own honor? Did Warrior Marilen, who died in the field, choose the correct path to honor, or did I?
—Excerpt from the journal of bondsman Kerndon

SITUATION

Cat's Eye 009 Recharge Station
Deep Periphery
8 July 3058

The first of the false Smoke Jaguar attacks against Clan Nova Cat occured on the underbelly of the Cat's Eye 009 Recharge Station. Major Loren Jaffray and Lieutenant Greg Hector participated in this Trial of Possession for four charges from the station. Bid against them by the Nova Cats were a *Gladiator* and a point of Elementals. The battle on the outside of the recharge station was one of the most unusual battles ever fought by Highlanders warriors.

GAME SET-UP

Lay out the **BattleTech** map as shown. Use a single **BattleTech** map from the **BattleTech** boxed set or **BattleTech** **Map Sets 2** or **5,** and turn it over. The blank hex grid represents the underside of the Cat's Eye recharge station.
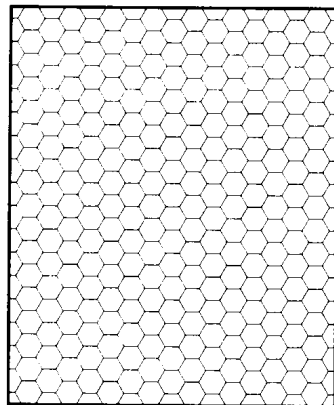
ATTACKER

The attacker consists of two MechWarriors from First Battalion, Stirling's Fusiliers, fighting in captured OmniMechs.

Elements of Stirling's Fusiliers
Major Loren Jaffray (Piloting 3, Gunnery 2), *Black Hawk* B
Lieutenant Greg Hector (Piloting 5, Gunnery 4), *Masakari* Prime

Deployment
The attacker sets up the *Black Hawk* in hex 0416 and the *Masakari* in hex 1216 with any desired facing.

DEFENDER

The defender consists of one OmniMech and a Point of Elementals from Clan Nova Cat's 100th Strike Cluster. The Point of Elementals consists of 5 Clan troopers in Elemental armor equipped with small lasers.

Elemtents of the 100th Strike Cluster

Star Commander Otis (Piloting 3, Gunnery 2), *Gladiator* Prime

Point Commander Dela, Elemental Point A

Deployment

The defender sets up his *Gladiator* in hex 0801 with any desired facing. The Elementals move onto the map from the north edge during the Movement Phase of Turn 1.

VICTORY CONDITIONS

The battle ends when one side's forces are destroyed. The attacker wins if he has an operational 'Mech at the end of the scenario and has destroyed the defending units. The defender wins if he destroys the attacking units.

SPECIAL RULES

The special-case rules for low gravity and vacuum (see pp. 90–92, **BTC:RoW**) are in effect during this scenario. Gravity on the station's underside is 0.2G. Attacking and defending 'Mechs must follow the appropriate low-gravity rules for moving faster than their normal Movement rate. Additionally, the low gravity prevents the 'Mechs from using their jump jets.

Because the Elementals have received extensive training in low-gravity movement and combat, the defender need not make any extra rolls when moving them faster than their normal Movement rate, nor do they suffer extra damage. The double damage rule for being in a vacuum, however, still applies.

For the purposes of campaign play, a breach of the 'Mech's head will not kill the MechWarrior inside. A breach still shuts down the functions of the head, meaning that the 'Mech is considered destroyed for purposes of determining Victory Points and cannot function further in the scenario. The MechWarrior's survival is important because the Highlander player needs to know if Loren Jaffray survives to fight in future scenarios, even if his 'Mech is destroyed.

Low Gravity

All the 'Mechs in this scenario are anchored to the recharge station by magnetic grapples installed in their feet. However, these magnetic connections can fail if a 'Mech takes damage and is effectively shaken free of the station.

For each phase in which a BattleMech receives any type of damage, regardless of when it occurred or how it was inflicted, the player must make a Piloting Skill Roll at the end of the phase to stay attached to the station. The Piloting Skill Roll is modified normally for any other damage or criticals the 'Mech may currently suffer, and is made in addition to any other standard Piloting Skill Rolls that may be required. If the 'Mech fails this roll, it will fall and begin to float away from the station.

Because of the low gravity that exists on the station's surface, if a 'Mech falls, it takes no damage. Instead, it begins to drift straight up 1 elevation level per turn. The 'Mech is considered prone at the elevation at which it is currently floating, and with the same firing arcs as when it fell. The 'Mech cannot change its facing while floating. To help his 'Mech regain its feet, its pilot will need to use his myomer tether (see below).

Myomer Tether

Each 'Mech is equipped with a myomer tether to keep it from floating away from the recharge station should the magnetic grapples in its feet give way. The tether is long enough to allow a 'Mech to move to any point on the mapsheet. Should a 'Mech begin to float away, its pilot can activate the myomer tether by sending a strong electrical current through it, which will cause it to contract violently. This is done at the End Phase of any turn following the turn in which the 'Mech fell. Activating the tether will return the 'Mech to its starting hex immediately, in a standing position. The player may choose any facing for the 'Mech.

To compensate for the violent jerk of the tether, the player must make a Piloting Skill Roll with a +2 modifier to see if his 'Mech stays upright after landing. If the Piloting Skill Roll is successful, the 'Mech is considered to be attached to the surface of the station and can move and fire normally. If the roll fails, the 'Mech will fall, taking double the standard falling damage. Modify this damage for the jerk of the tether (x 2) and the number of elevation levels the 'Mech had reached before engaging it (x number of levels). Finally, apply the standard falling damage modifier for low gravity (in this case, x 0.2). The damaged 'Mech will then begin to float away again, as described in **Low Gravity**.

> *Dan is playing the Clan side in this scenario. In Turn 2, his Gladiator (piloted by Star Commander Otis) fell and began to float away from the station. Because Dan had a good firing arc, he decided to let his 'Mech continue to float for three turns. At the End Phase of Turn 5, he activates the myomer tether that will bring his 'Mech back to a standing position in the hex in which he initially deployed it. For his Piloting Skill Roll, he needs a result of 5 or better to stay upright (Star Commander Otis's Piloting Skill of 3, +2 for the violent jerk of the tether). Unfortunately, Dan rolls a 2. The Gladiator falls in its starting hex, taking 12 points of damage (10 for the weight of the Gladiator, x 3 for the three elevation levels to which it had floated, x 2 for the violent jerk of the tether, x 0.2 for the low gravity). The damage is divided into 5-point groups per standard rules. Dan probably should have used the tether in the turn after his 'Mech fell.*

Because of the way in which the myomer tethers are attached to the station, they cannot be damaged at the hex where they are connected. However, in any phase in which damage is inflicted on either leg of a tethered 'Mech, roll 2D6 to see if the tether is damaged at its connection to the 'Mech's leg. On a result of 12, the tether is destroyed. Make only one such roll per phase in which one or both legs took damage. From that point on, any time a 'Mech falls and begins to float away from the station, it will not be able to regain its feet.

SCENARIO 12: SYSTEM EC-EY-4189

The battle on Boltin is finished and we have lifted toward our JumpShip. Only one bondsman cord is left on my wrist. Fidelity, Major Jaffray said as he severed the second cord. He meant that I had remained true to him by helping the Highlanders continue their charade. When one Highlander warrior was lost, I told them her body must be destroyed. The Nova Cats *must* believe that Smoke Jaguar warriors are attacking them. So now I am but one slice of a thin cord away from becoming a warrior again. But what kind of warrior?
—Excerpt from the journal of bondsman Kerndon

SITUATION

Abandoned Jaguar Base, Boltin
Deep Periphery
17 July 3058

The second attack against the Nova Cats by the Smoke Jaguar Highlanders unfolds around System EC-EV-4189, an abandoned Jaguar base on Boltin in the deep Periphery. Having learned from Kerndon that Boltin was a Smoke Jaguar world until the Jaguars lost it to the Nova Cats in a Trial of Possession, Jaffray occupies the base and then issues a Trial of Refusal against the results of that battle. He and three other Highlanders take the field against elements of a Nova Cat PGC.

GAME SET-UP

Lay out the **BattleTech** maps as shown. Use both Desert Sinkhole maps from **BattleTech Map Set 3**.
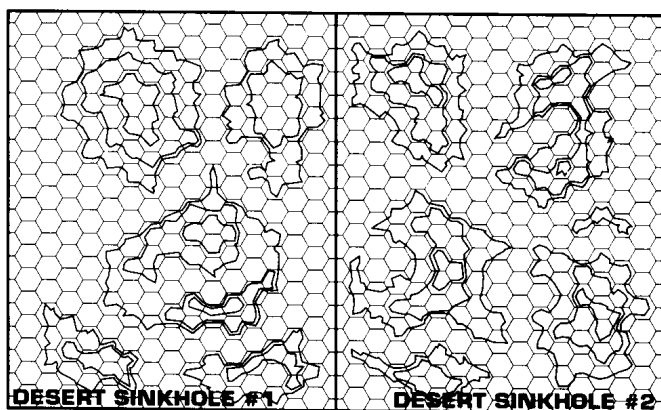
Place buildings on the Desert Sinkhole #2 mapsheet as follows: place Level 1 Hardened buildings on hexes 0311, 0607, 0912, 1005. Place Level 1 Heavy buildings on hexes 0514, 0704, 1210, 1308.

The buildings begin the game with the following Construction Factors: Hardened 120, Heavy 90. The buildings do not have basements.

ATTACKER

The attacker consists of elements of Chi Galaxy PGC. Each Point of Elementals consists of 5 Clan troopers in Elemental armor equipped with small lasers.

Elements of 167th Garrison Cluster

Star Captain Mandrake (Piloting 5, Gunnery 3), *Behemoth*
MechWarrior Teng (Piloting 5, Gunnery 4), *Warhammer* IIC
MechWarrior Sala (Piloting 5, Gunnery 4), *Rifleman* IIC
Point Commander Fusha, Elemental Point A
Point Commander Kril , Elemental Point B

Deployment

The attacker's 'Mechs enter from the west edge of the map during the Movement Phase of Turn 1. See **Special Rules, p. 41,** for using the Elementals.

DEFENDER

The defender consists of elements of First Battalion, Stirling's Fusiliers. If Loren Jaffray survived the previous scenario, regardless of the condition of the *Black Hawk* he was piloting, he is included in the defender's force. If he was killed, the defender may not be used in this scenario.

Elements of Stirling's Fusiliers

Lieutenant Trisha McBride (Piloting 4, Gunnery 3),
    Vulture B
Sara Macallan (Piloting 4, Gunnery 3), *Ryoken* Prime
Glenda Jura (Piloting 4, Gunnery 3), *Koshi* C
Sumpter Burke (Piloting 4, Gunnery 4), *Dasher* D

Additional Forces

Loren Jaffray (Piloting 3, Gunnery 2) *Masakari* Prime

Deployment

The defender sets up his units anywhere on the Desert Sinkhole #2 map, outside of the buildings. The defender's 'Mechs cannot move into any of the buildings until the Movement Phase of Turn 4.

VICTORY CONDITIONS

The scenario ends when all of one's sides forces are destroyed. The attacker wins if he destroys all the defending units. The defender wins if he has operational 'Mechs at the end of the scenario and destroys all the attacking units. To determine the level of victory, calculate each side's total points and consult the Victory Table. In the Victory Point calculations below, "'Mechs" refers to the number of 'Mechs with which the defender began the scenario.

Action	Victory Points
Each Nova Cat 'Mech or point of Elementals destroyed	+7
Each operational Fusiliers 'Mech	+ (25 ÷ 'Mechs)
Each Fusiliers 'Mech destroyed	– (75 ÷ 'Mechs)

VICTORY TABLE

Total Points	Results
40 or higher	Decisive Fusiliers Victory
10 to 39	Substantial Fusiliers Victory
–4 to 9	Marginal Fusiliers Victory
–11 to –5	Draw
–25 to –12	Marginal Nova Cat Victory
–55 to –26	Substantial Nova Cat Victory
–56 or lower	Decisive Nova Cat Victory

SPECIAL RULES

The Extreme Temperature special-case rules (see p. 89, **BTC:RoW**) are in effect during this scenario. The temperature is 80 degrees Celsius.

At the beginning of play, the defender secretly designates 4 of the 8 buildings as having explosives planted in them. He writes down the buildings on a piece of paper, which he gives to a neutral third party or allows the attacker to put in his pocket without looking at it. The attacker then secretly chooses the 2 buildings of the 8 in which his Elementals will appear at the beginning of Turn 3. When Turn 3 begins, the defender reveals which buildings are loaded with explosives. These buildings are immediately destroyed—flip their counters over to show the Rubble side. The attacker then reveals which buildings his Elementals were in. If either or both Points of Elementals were located in any of the 4 destroyed buildings, the Elementals are automatically destroyed. If either or both Points of Elementals were assigned to other buildings, those Elementals are considered to be in play. Game play proceeds normally.

Sub-Levels

Normally, a hex's level is determined by the highest elevation level present in the hex. Sub-levels are treated differently. For purposes of movement and line-of-sight determination, consider the sub-level of any hex containing sub-levels to be the lowest elevation level in the hex rather than the highest. For example, Hex 1413 of the Desert Sinkhole #2 map is considered Sub-Level 3, even though it also contains Sub-Level 2, Sub-Level 1 and Level 0 terrain.

SCENARIO 13: THE FINAL HOOK

Major Jaffray will sever the third cord soon. It was glorious to pilot a 'Mech once more. The controls working smoothly under my hands, the machine moving at my command, weapons fire flashing out to defeat my foes—there is nothing like it! Have I at last accepted my new Clan?
—Excerpt from the journal of bondsman Kerndon

SITUATION
New Lorton, Tarnby
Smoke Jaguar/Nova Cat Occupation Zone
25 July 3058

The third and final assault against the Nova Cats by the Highlanders disguised as Smoke Jaguar units centers on the city of New Lorton on the planet Tarnby. The Highlanders plan to capture New Lorton's HPG station and send a message from it to Wayside V, thereby giving the Nova Cats the coordinates they will need to launch their own assault on the Smoke Jaguar unit they believe has been attacking them. The surviving units of the Fusiliers' First Battalion take the field against elements of the 179th Striker Cluster of Clan Nova Cat. The desperate battle quickly devastates both sides. Finally, Star Colonel Santin West offers the disguised Highlanders hegira. Having accomplished their mission, the Highlanders accept, knowing that the Nova Cats will follow them back to Wayside V.

GAME SET-UP
Lay out the **BattleTech** maps as shown. Use both City (Hills/Residential) maps from **BattleTech Map Set 3.**
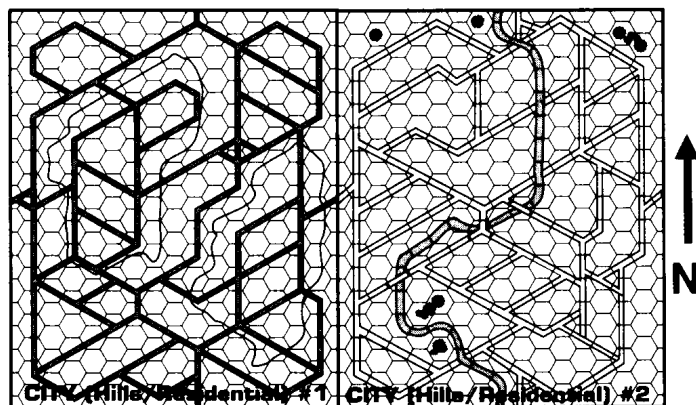
Place buildings on the mapsheets as follows:
On the City (Hills/Residential) #1 map, place Level 1 Light buildings on hexes 0614, 0914, 1002, 1016, 1205, 1302, 1316, 1404. Place Level 2 Light buildings on hexes 1010, 1208, 1212. Place Level 1 Medium buildings on hexes 1414, 1508, 1512.
On the City (Hills/Residential) #2 map, place a Level 1 Medium building on hex 0215, a Level 1 Heavy building on hexes 0604–0605, and a Level 1 Hardened building on hex 0412. Place a Level 2 Medium building on hex 1208. Place a Level 3 Light building on hexes 0211, 0213, 0812–0912,

1013–1113. Place a Level 3 Heavy building on hexes 0209–0309, 0406–0507. Place a Level 4 Medium building on hexes 0611–0711, 0807–0907, 1409–1410.

The buildings begin the game with the following Construction Factors: Hardened 120, Heavy 90, Medium 40, Light 15. The special-case rules for basements (pp. 80–81, **BTC:RoW**) are in effect.

ATTACKER

The attacker consists of elements of the 179th Striker Cluster (Circle of Power), Sigma Galaxy. The Point of Elementals consists of 5 Clan troopers in Elemental armor equipped with small lasers.

Elements of Command Supernova
Star Colonel Santin West, 4 Elementals w/Small Lasers

Elements of Battle Binary and Alpha Battle Star
Star Captain Ithon Delaporta (Piloting 3, Gunnery 2), *Man O' War* Prime
MechWarrior Cara (Piloting 4, Gunnery 3), *Nobori-nin* A
MechWarrior Durel (Piloting 4, Gunnery 3), *Shadow Cat* A
MechWarrior Suk (Piloting 4, Gunnery 3), *Puma* A

Elements of Charlie Battle Star
Star Captain Nina (Piloting 3, Gunnery 3), *Mad Cat* D
MechWarrior Vela (Piloting 4, Gunnery 3), *Black Hawk* A
Point Commander Tila, Elemental Point A

Deployment
The attackers enter from the east map edge in the Movement Phase of Turn 1.

DEFENDER

The defender consists of elements of First Battalion, Stirling's Fusiliers.

Elements of Stirling's Fusiliers
Sergeant Ralston McAnis (Piloting 4, Gunnery 4)
Mad Cat B
Leigh Ann Miller (Piloting 4, Gunnery 4) *Uller* A

Additional Forces
Additional forces include Lieutenant Greg Hector (Piloting 5, Gunnery 4) in a *Masakari* Prime and Corporal Killfries (Piloting 4, Gunnery 3) in a *Black Hawk* B, assuming they and their 'Mechs survived Scenario 11, and all surviving operational 'Mechs from Scenario 12. The defending player may also substitute Kerndon (Piloting 4, Gunnery 3) for any pilot killed in the previous scenario.

Deployment
The defenders set up anywhere on the City (Hills/Residential) #2 map.

VICTORY CONDITIONS

In this scenario, the defender attempts to send a message from Tarnby's HPG to Wayside V. At the end of Turn 15, the message is sent and the scenario ends. The defender wins by keeping as many of his units operational as possible and destroying as many attacking units as possible, thereby ensuring that the Nova Cat attackers will see the Highlanders as a deadly threat and follow them back to Wayside V. The attacker wins by destroying as many defending units as possible. To determine the level of victory, calculate each side's total points and consult the Victory Table. In the Victory Points calculation below, "'Mechs" refers to the number of 'Mechs with which the defender began the scenario.

Action	Victory Points
Each Nova Cat 'Mech or point of Elementals destroyed	+7
Each operational Fusiliers 'Mech	+ (45 ÷ 'Mechs)
Each Fusiliers 'Mech destroyed	– (101 ÷ 'Mechs)

VICTORY TABLE	
Total Points	**Results**
71 or higher	Decisive Fusiliers Victory
26 to 70	Substantial Fusiliers Victory
6 to 25	Marginal Fusiliers Victory
–4 to 5	Draw
–24 to –5	Marginal Nova Cat Victory
–69 to –25	Substantial Nova Cat Victory
–70 or lower	Decisive Nova Cat Victory

SPECIAL RULES

The outcome of this scenario determines whether or not the masquerading Fusiliers have made Clan Nova Cat believe that the "Smoke Jaguar Galaxy" they have been fighting is a deadly threat to their continued existance. The margin of victory or defeat will determine the size of the force that the Nova Cats send to deal with the Jaguars on Wayside V. This Nova Cat force is represented by additional Victory Points that the Fusiliers player may add to his own Victory Points at the conclusion of Scenario 14.

When determining victory for **Scenario 14: Ascent to the Stratosphere**, include the following Victory Points from Scenario 13 when calculating the level of victory for Stirling's Fusiliers.

ADDITIONAL FUSILIERS VICTORY POINTS	
Result	**Additional Points**
Decisive Fusiliers Victory	120
Marginal Fusiliers Victory	90
Draw	45
Any other outcome	0

SCENARIO 14: ASCENT TO THE STRATOSPHERE

Six months have passed since I received my vision on the cold, wind-swept plateau of Mount Neyzari. There, with the aid of Oathmaster Biccon Winters, I felt the great Kerensky reach out to bless me with a glimpse of what was to come. I saw a pouncing cat defeating a hunting cat, and then fighting another cat whose like I had never seen before. The pouncing cat succumbed to its final adversary. The terrible fighting on the airless hell-hole of Wildcat fulfilled that vision. The mighty Nova Cat battled and destroyed the best of the Smoke Jaguars, as the pouncing cat had defeated the hunting cat. Only after contacting the other force occupying that planet—the Northwind Highlanders—did I hear their commanding officer refer to herself as "the Cat." I knew then that our battle with the Highlanders was the final part of my vision. If I continued the fight, my own unit would be destroyed. And so I withdrew.
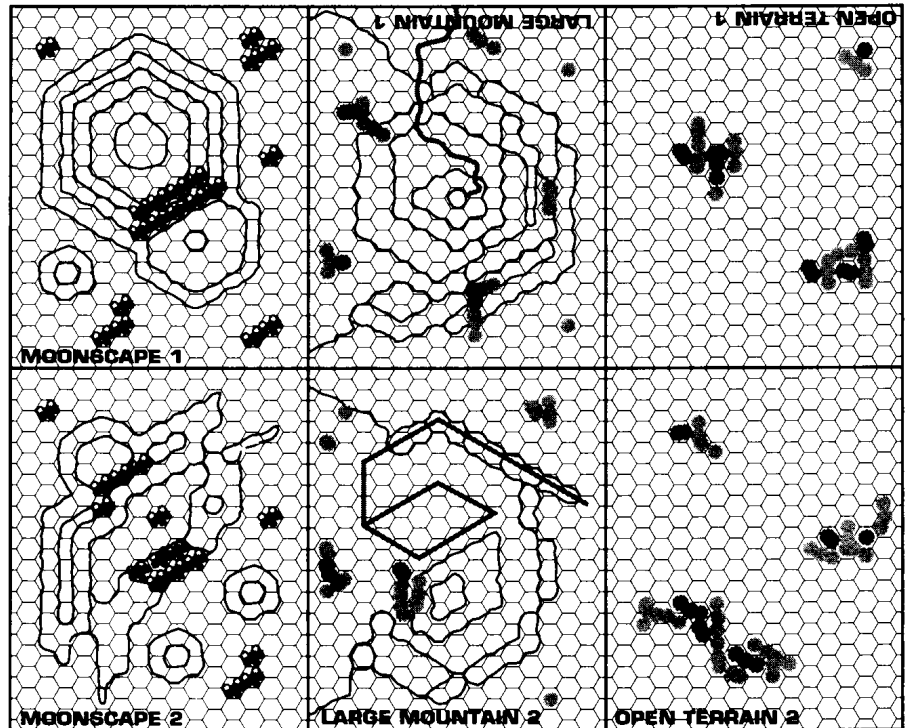
Six months later, I have returned to this same plateau, seeking another vision. Some call me arrogant beyond imagining for this. Many warriors never receive the blessing of a vision, and here am I, not satisfied with the gift I have already been given. But I cannot help feeling that my first experience was a prelude to what is to come. Of late, I have felt restless. Something is coming—I can sense it. My vision and its fulfillment have shown me and my fellow Nova Cat warriors that Inner Sphere warriors can be everything we seek to be. Is this the true meaning of my vision, that we are to somehow aid the Inner Sphere ... that they are worthy of our help? I know many a Clan warrior who would challenge me to an immediate Trial of Grievance for that thought. But we Nova Cats have always chosen the most difficult path—the path of visions. So once again I sit on a mountain of Tarnby as the blazing bonfire in front of me valiantly tries to ward off the cold. For six days I have fasted and awaited a vision. Will it come? If it does, and it shows me that our rightful place is at the side of our Inner Sphere brothers, what shall we do then?

—Excerpt from the journal of Star Colonel Santin West of Clan Nova Cat

SITUATION

New Scotland, Wayside V (Wildcat)
Deep Periphery
8 August 3058

Wayside V boasts some unusual topography. An immense meteor struck it many centuries ago, all but stripping away the atmosphere and boiling most of the water off the planet. With the few remaining habitable zones located in Wayside's deep sea beds, the heights of the continents rise above the planet's stratosphere, making them comparable to an airless moon. With time running out, the beleaguered Highlanders on Wayside V take a desperate gamble; they move to the surface of a barren continent they have dubbed New Scotland. The Smoke Jaguars on the planet, however, are not so easily avoided. They follow the Highlanders, and battle commences. So outnumbered are the Highlander troops that not even the arrival of their long-awaited reinforcements from the Inner Sphere can turn the tide. Only the arrival of Major Jaffray's Fusiliers and their Nova Cat pursuers bring the reprieve the Highlanders need. The ancient feud between Clans Nova Cat and Smoke Jaguar forces them into combat with each other as surely as gravity. The titanic 'Mech battle on the airless continent is quick and savage; the slightest armor breach spells death. The Clan units destroy each other as the Highlanders watch, knowing they will live to see another day.

GAME SET-UP

Lay out the **BattleTech** maps as shown. Use both Large Mountain, both Open Terrain and both Moonscape maps from **BattleTech Map Set 5.**

Treat elevation levels marked 7, 8, 10 and 12 on both Large Mountain maps as Level 6. In addition, any Woods hexes on any level above 0 are considered Clear Terrain, as are Water hexes on the Large Mountain #2 map. Finally, starting with the first numbered row of hexes on both Moonscape mapsheets, what would normally be Level 0 Terrain is considered Level 8 Terrain, with all other levels raised by 8 accordingly.

ATTACKER
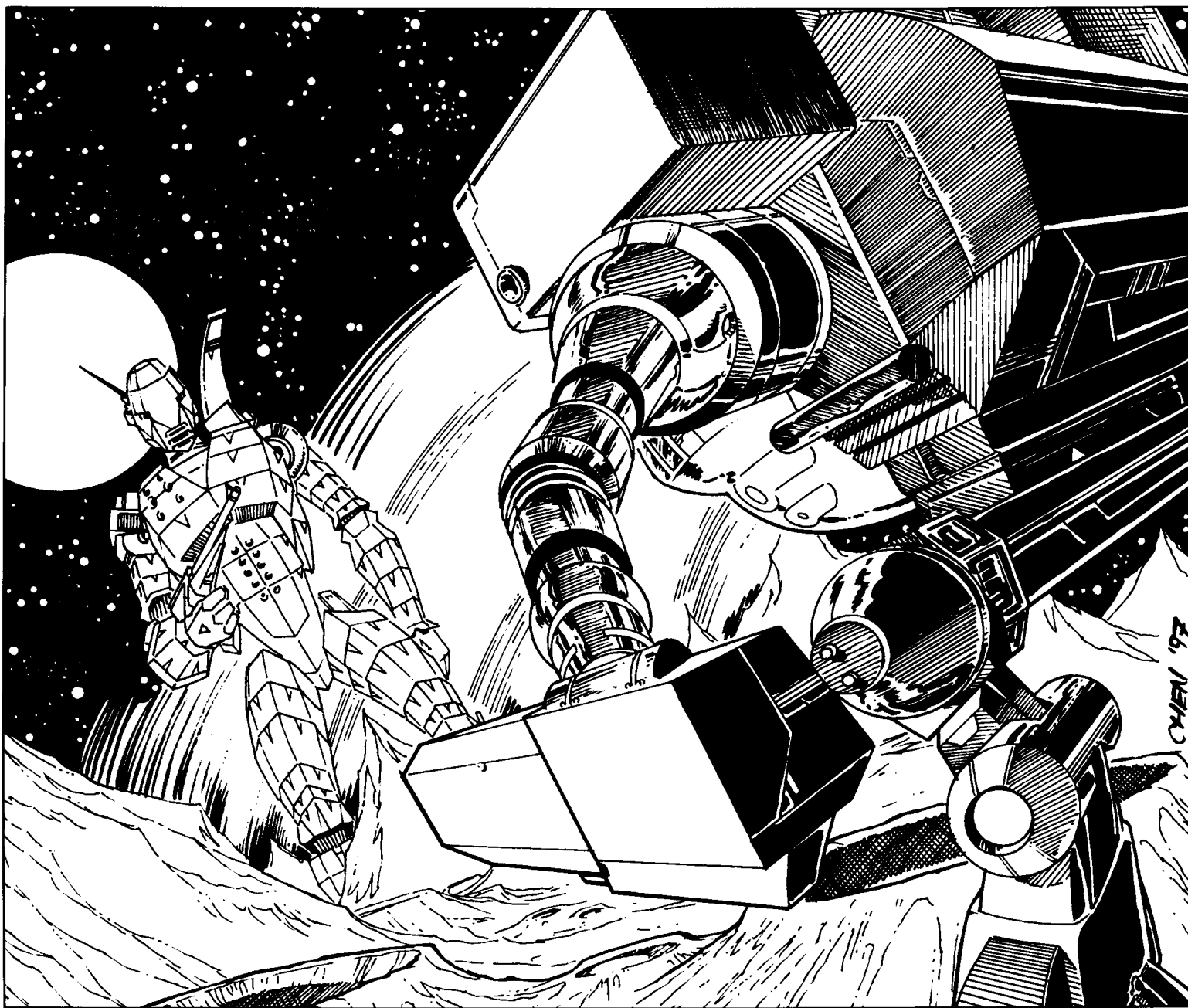
The attacker consists of elements of Tau Galaxy (Huntress Galaxy).

Elements of Galaxy Command Trinary
Alpha Command Star
> Galaxy Commander Devon Osis (Piloting 2, Gunnery 2),
> *Daishi* Prime
> MechWarrior Per (Piloting 3, Gunnery 3), *Masakari* B
> MechWarrior Carnegie (Piloting 3, Gunnery 3), *Mad Cat* D
> MechWarrior Heston (Piloting 4, Gunnery 3), *Mad Cat* C
> MechWarrior Famke (Piloting 4, Gunnery 3),
> *Cauldron-Born* Prime

Elements of 101st Attack Cluster, the
Bloodied Claws
Alpha Command Star
> Star Colonel Patricia (Piloting 3, Gunnery 3),
> *Mad Cat* Prime
> MechWarrior Jenna (Piloting 4, Gunnery 3), *Ryoken* A
> MechWarrior Kevlin (Piloting 3, Gunnery 3), *Ryoken* D
> MechWarrior Lovvins (Piloting 4, Gunnery 3),
> *Cauldron-Born* A
> MechWarrior Nanci (Piloting 4, Gunnery 3), *Vulture* Prime

Flame Claw Binary
Alpha Command Star
> Star Captain Illons (Piloting 4, Gunnery 3), *Uller* Prime
> MechWarrior Casdon (Piloting 3, Gunnery 3),
> *Grendel* Prime
> MechWarrior Reggons (Piloting 4, Gunnery 3),
> *Shadow Cat* Prime

MechWarrior Tegen (Piloting 4, Gunnery 3), *Hankyu* C
MechWarrior Jess (Piloting 4, Gunnery 3), *Fenris* C

Beta Battle Star

Star Captain Fuller (Piloting 3, Gunnery 3), *Daishi* B
MechWarrior Jellmun (Piloting 4, Gunnery 3), *Ryoken* B
MechWarrior Thetis (Piloting 3, Gunnery 3), *Vulture* A
MechWarrior Nika (Piloting 3, Gunnery 3), *Masakari* Prime
MechWarrior Paula (Piloting 4, Gunnery 3), *Kingfisher* D

Deployment

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

DEFENDER

The defender consists of the remaining elements of Stirling's Fusiliers.

Elements of Regimental Command

Colonel Andrea Stirling (Piloting 3, Gunnery 3),
    T-IT-N10M *Grand Titan*
Lieutenant Colonel Pat Moor (Piloting 3, Gunnery 4),
    WVE-5N *Wyvern*

Elements of 1st Battalion
Kilsyth Guards

Major Jake Fuller (Piloting 4, Gunnery 3), MR-5M *Cerberus*
Lieutenant Klavin Amari (Piloting 4, Gunnery 4),
    ANV-3M *Anvil*
Lieutenant Stephen Johnson (Piloting 3, Gunnery 3),
    GUN-1ERD *Gunslinger*
Lieutenant Charles Uther (Piloting 5, Gunnery 4),
    TMP-3M *Tempest*
Captain Tori Chandler (Piloting 5, Gunnery 4),
    TDR-9SE *Thunderbolt*
Chantilly Hamilton (Piloting 4, Gunnery 4),
    WHM-7M *Warhammer*
Paul Kriter (Piloting 4, Gunnery 3), WVR-7M *Wolverine*
Jason O'Brien (Piloting 4, Gunnery 4), KIM-2 *Komodo*

Elements of 2nd Battalion
The Black Adders

Major Kurt Blakadar, (Piloting 3, Gunnery 3),
    ALB-3U *Albatross*
Lieutenant Javier Martinez (Piloting 4, Gunnery 3),
    CES-3R *Caesar*
Chester Lynn (Piloting 5, Gunnery 4), NGS-4S *Nightsky*
Captain Donald Loda (Piloting 4, Gunnery 4),
    PXH-3S *Phoenix Hawk*
Richard Moran (Piloting 5, Gunnery 3), FLC-8R *Falconer*
Chad Silva (Piloting 4, Gunnery 3), STY-3D *Starslayer*

Reinforcements
Elements of 1st Battalion, MacLeod's
Regiment

Major Chastity Mulvaney (Piloting 3, Gunnery 2),
    MAD-5A *Marauder* II
Lieutenant Garry Peterson (Piloting 4, Gunnery 3),
    CP-11-A *Cyclops*
Captain Judy McBraie (Piloting 5, Gunnery 3),
    NSR-9J *Nightstar*
Jay MacCleen (Piloting 4, Gunnery 3),
    DGR-3F *Dragon Fire*

Deployment

The defender sets up all his forces on both Large Mountain maps, at least 8 hexes from the west edge of either map.

VICTORY CONDITIONS

The defender is attempting to hold out until the Nova Cats arrive to distract the Smoke Jaguars. After 20 turns of play, the Nova Cats arrive and the scenario ends. Because of the overwhelming superiority of the attacking force, the defender wins this scenario simply by having as many operational units as possible at the end of the scenario. The number of enemy units the defender destroys is irrelevant.

The attacker wins by keeping as many units operational as possible and by destroying as many enemy units as possible. To determine the level of victory, calculate each side's total points and consult the Victory Table. When determining victory, remember to consult the Additional Fusilier Victory Points Table from Scenario 13 (p. 43) and add the appropriate number of points to the defender's total.

Action	Victory Points
Each operational defending 'Mech	+15
Each operational Smoke Jaguar 'Mech	–5
Each defending 'Mech destroyed	–7

VICTORY TABLE

Total Points	Results
321 or higher	Decisive Fusiliers Victory
172 to 320	Substantial Fusiliers Victory
106 to 171	Marginal Fusiliers Victory
73 to 105	Draw
7 to 72	Marginal Smoke Jaguar Victory
–142 to 6	Substantial Smoke Jaguar Victory
–143 or lower	Decisive Smoke Jaguar Victory

SPECIAL RULES

The special-case Vacuum rules (pp. 91–92, **BTC:RoW**) are in effect on both Moonscape maps.

REINFORCEMENTS

In Turn 8, the defending player receives reinforcements from First Battalion, MacLeod's Regiment. The reinforcements have just arrived in-system at Wayside V and have made an immediate combat drop upon realizing that Stirling's Fusiliers are on the verge of destruction.

The reinforcements arrive at the end of the Movement Phase of Turn 8, using the Dropping Troops special-case rule (p. 82, **BTC:RoW**). The defending player may nominate any hex as a landing hex for each MacLeod's 'Mech.

PERSONALITIES
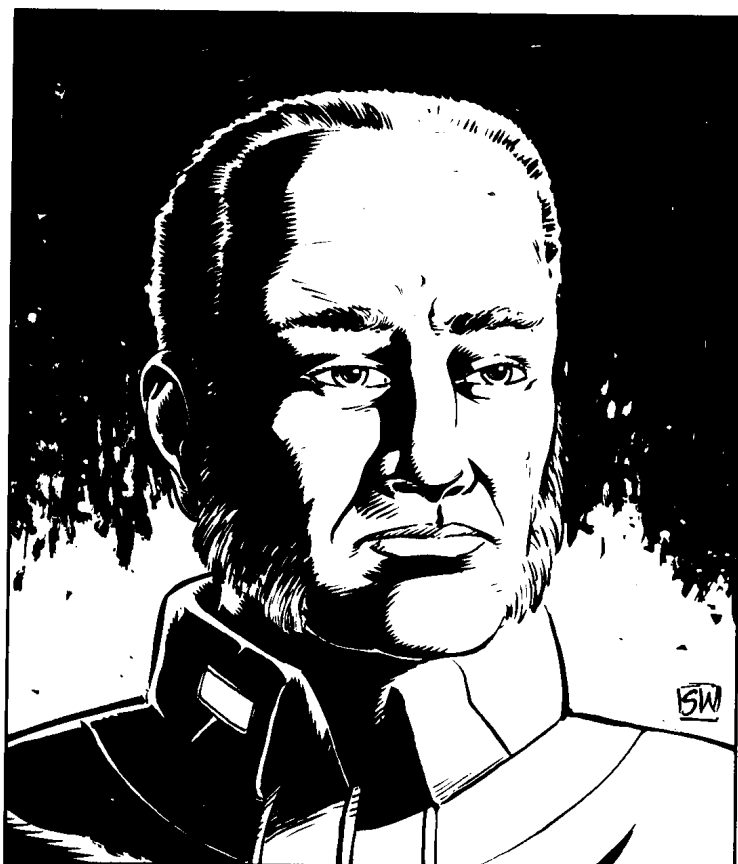
COLONEL EDWARD SENN

Rank/Position: Commanding officer of the First Kearny Highlanders
Year of Birth: 3002 (age 57)

BattleMech: BLR-3M *BattleMaster*
'Mech Piloting Skill: 3
'Mech Gunnery Skill: 2

Profile:

Son of Timothy Senn, the preceding commander of the First Kearny Highlanders, Edward Senn was steeped in Highlanders traditions from birth. The First Kearny Highlanders, always famed for their tenacity in the field, have been the anchor that held their fellow units in place in many Highlander battles. Upon assuming command of the First from his father, Edward set about improving on this noble legacy and redefining the word "immovable."

His hobby of knowing his enemy helped him in this endeavor. Fascinated by the exploits of ancient military leaders at a young age, Colonel Senn used the knowledge he had gained from these studies in his quest to better his Highlanders. During an engagement fought against House Kurita forces just before the War of 3039, the First Kearny's stubborn refusal to give way regardless of the cost earned Senn and his unit the respect of the enemy DCMS commander. As the DCMS forces

lifted off-planet, their commander broadcast a solemn vow to meet the man he named "the Mountain" again. This impressive tribute to Senn compared the Highlander commander to a feudal Japanese warlord, Takeda Shingen, legendary for his implacable refusal to quit the battlefield under any conditions. Senn's knowledge of military history allowed him to recognize the DCMS vow as the high compliment intended.

Though opponents often underestimate Colonel Senn based on his slight build, washed-out coloring and unassuming manner, those who know him or have fought against him hold Senn in the highest possible respect. Colonel Senn epitomizes the staunch warrior of Highlander tradition.

COLONEL JAMES D. COCHRANE

Rank/Position: Commanding officer of the Second Kearny Highlanders
Year of Birth: 3004 (age 55)

BattleMech: NSR-9J *Nightstar*
'Mech Piloting Skill: 3
'Mech Gunnery Skill: 3

Profile:

The years that have weathered Colonel Cochrane's face have done nothing to diminish his hot-blooded, impassioned nature. James D. Cochrane assumed command of the Second Kearny Highlanders after Colonel Darrel MacHenry, the previous commander, was killed in action. Cochrane's installment as leader of the Second did not occur without debate, however. Many members of the First Battalion preferred then-Major Andrea Stirling, whom Colonel MacHenry had been grooming for a command position. Saying that she was not ready for it, Stirling graciously turned down command of the Second Kearny and reprimanded those who had given her their support. In hindsight, more than a few Highlanders believe she was not simply being generous, but that she was waiting for the opportunity to assume command of another Northwind Highlander regiment, Stirling's Fusiliers.

Upon receiving official recognition by the Clan Elders of his new position, Cochrane began laying plans for accepting a contract that would lead to heavy action against House Liao. Though he commanded respect and attention by his very nature, his plan was intended to forge the Second Kearny Highlanders into a unit personally loyal to him. His daring actions on the field of battle and complete disregard for his own safety when members of his regiment were in danger quickly cemented his claim to the unit's devotion.

Always determined to push the enemy, Colonel Cochrane and the entire Second Kearny Highlanders were bitterly disappointed at being left out of the Clan Smoke Jaguar offensive on Wayside. Considering it a personal insult against his ability to fight, Cochrane is already planning to intensify his regiment's training and enhance their prestige so that his troops will not be passed over again.

COLONEL WILLIAM MACLEOD

Rank/Position: Commanding officer of MacLeod's Regiment
Year of Birth: 3005 (age 54)

BattleMech: HUR-WO-R4M *Huron Warrior*
'Mech Piloting Skill: 2
'Mech Gunnery Skill: 2

Profile:
Colonel William MacLeod is a father figure, not just for those close to him, but for his entire regiment. His stern yet respectful, sometimes even loving style of command has earned him the devotion of all who have served under him even for a short time. Though an exceptional MechWarrior, his greatest ability lies in leadership. His every word and action tells those under his command that he will always do what is best for the regiment—and the Highlanders as a whole, when he acts as commander of all the Highlander regiments—regardless of the consequences.

MacLeod demonstrated this trait most spectacularly when he chose to stay neutral in the Liao–Marik war against the Federated Commonwealth. After the initial attacks, Katherine Steiner-Davion declared the Lyran half of the Federated Commonwealth "held apart in this state of emergency," and renamed it the Lyran Alliance. Realizing the danger the Highlander regiments were in, employed by Prince Victor Steiner-Davion and scattered across the Lyran/Jade Falcon border, MacLeod ordered them all to leave their posts and return home to Northwind. The subsequent actions of Federated Commonwealth military units against MacLeod's Regiment on Northwind showed the fragility of the relationship between House Davion and the Highlanders, vindicating MacLeod's decision.

A tall man with a commanding presence, Colonel MacLeod has the vitality of a man half his age, though the gray in his beard and in his dark hair reveals the toll taken by the years and the stresses of his position.

COLONEL ANDREA STIRLING

Rank/Position: Commanding officer of Stirling's Fusiliers
Year of Birth: 3016 (age 43)

BattleMech: T-IT-N10M *Grand Titan*
'Mech Piloting Skill: 2
'Mech Gunnery Skill: 3

Profile:
Attractive, tenacious and devious, Andrea "Cat" Stirling has carved her own niche in the annals of Highlander history as well as that of the Inner Sphere. Her long, dark hair, green eyes and compact, slender build emphasize her heritage; born and raised in the Highlanders, Colonel Stirling followed in her mother's footsteps and became a MechWarrior attached to the Second Kearny Highlanders. There, she quickly proved her mettle and assumed command of First Battalion. Not until the events following the death of Colonel Darrel MacHenry, commander of the Second Kearny, did she display the deviousness and patience that many now regard as her trademark.

The death of Colonel MacHenry opened up command of the Second Kearny Highlanders. Supporters of the popular Major Stirling did their best to put her in the hot seat. She declined the honor, however, stating that her rival Major Cochrane had many more years of experience and was therefore better fit to assume command. Just a few years later, when McCormack's Fusiliers needed a new commanding officer, Stirling—who had received a promotion to colonel—bid for and won the position. Not content to command a superior regiment, Colonel Stirling wished to mold a unit exactly to her liking—a regiment that would proudly bear her name, thus cementing her immortality in the Northwind Highlanders' Hall.

Having achieved her goal, she refused to sit back and coast. Time and again she has shown on the battlefield exactly why the Highlanders are such feared opponents. Her most

recent contract took the Fusiliers up against the mighty Clan war machine. Though bruised and hurting from the initial clashes, she managed to destroy a numerically superior foe and pull her command out intact. Exploits such as this prove that Andrea Stirling has every right to showcase her name on the units in her regiment.

LIEUTENANT COLONEL LOREN JAFFRAY

Rank/Position: Lieutenant Colonel of the Northwind Hussars
Year of Birth: 3025 (age 34)

BattleMech: *Cauldron-Born*
'Mech Piloting Skill: 3
'Mech Gunnery Skill: 2

Profile:
Lieutenant Colonel Loren Jaffray only recently joined the Northwind Highlanders, but his family history gives him strong ties to these legendary units. His great-grandmother, Letha Davis Jaffray, was a hero in the annals of Highlander history, credited with saving an entire regiment. His grandfather, Corwin Jaffray (whom Loren closely resembles, with the same black, crew-cut hair and the same lean, highly toned physique), served with distinction as a major with McCormack's Fusiliers. However, when Hanse Davion offered the Highlanders the chance to leave House Liao's service and return home to their beloved Northwind, Corwin was one of a handful who felt that breaking the Liao contract meant betraying a trust. Consequently, he stayed in the Capellan Confederation. Corwin's son, Loren's father, served as a Death Commando in House Liao's dreaded special forces unit—a path that Loren himself would follow. When offered a secret mission to break the Highlanders away from the Federated Commonwealth's employ and ultimately destroy them for their defection during the Fourth Succession War, he leaped at the chance. However, the ties of blood that connected him to Northwind and the Highlanders were stronger than he had believed. In the end, he broke with House Liao and linked his future to that of his blood kin. He did accomplish the first part of his mission; partly due to his actions, Northwind has become an independent world and the Federated Commonwealth has lost the services of four of its best mercenary regiments.

Following his actions on Northwind, Jaffray was given a command position with Stirling's Fusiliers. Always one to see the potential even in unlikely people, Colonel Stirling saw the talent Jaffray embodied and gave him scope to use it. His brilliantly unorthodox actions against Clan Smoke Jaguar saved Stirling's Fusiliers, and convinced the Clan Elders that Loren Jaffray, promoted from his rank of major, was the man to command a new regiment: the Northwind Hussars, created with the express goal of fighting and defeating the Clans.

Lieutenant Colonel Jaffray's Northwind Hussars have contracted with the newly formed Star League Defense Force and are participating in the current invasion of the Clan Smoke Jaguar occupied zone.

CAPTAIN NEIL CAMPBELL

Rank/Position: Commander of the Royal Black Watch Company
Year of Birth: 3033 (age 26)

BattleMech: HGN-732 *Highlander*
'Mech Piloting Skill: 4
'Mech Gunnery Skill: 3

Profile:
Captain Neil Campbell is the current commander of the Royal Black Watch Company, a unit that proclaims itself to be the last remnant of the ancient Royal Black Watch that served as the personal regiment of the First Lord of the Star League. Raised on myths of the Star League, Campbell became convinced that he had to live by its enduring ideals. As a teenager, he made a private vow that even though the rest of the Inner Sphere considered the Star League dead, he would make it live in his own actions.

Upon graduation from the Highlander military academy on Northwind, Campbell was assigned to the First Kearny Highlanders. In his first two years of service, he proved to be a competent MechWarrior and an exceptional leader. Given an order, he would fulfill it to the letter. His complete trustworthiness quickly brought him to the attention of Colonel Senn, who promoted him to the rank of major and gave him command of Third Battalion. At the same time, a small group of Highlanders who had noticed his devotion to Star League ideals contacted him. These new acquaintances taught him about the Black Watch, and soon initiated him as a member. His leadership skills and devotion to Star League ways quickly made him the leader of the resurrected Black Watch, and he was more than willing to accept a demotion to captain's rank to take that honored position.

Slightly shorter than average, Captain Campbell's red hair and powerful physique testify to his Scottish heritage.

NORTHWIND HIGHLANDERS UNIT SUMMARY

1ST KEARNY HIGHLANDERS
3 Battalions
    CO: Colonel Edward Senn

NAVAL RESERVE
    CO: Admiral Paul Doohan
1st Kearny Fleet
    (1 Monolith, 2 Star Lords,
3 Invaders, 2 Scouts)

REGIMENTAL COMMAND COMPANY
Lieutenant Colonel Jeffrey Morgan
    Command, Support and Recon Lances
        (4 BattleMechs each)
Air Wing (Captain Lydia Patterson)
    Command, Assault and Cover Lances
        (2 aerospace fighters each)

1ST BATTALION
Battalion Command Lance
(Major David Lee Senn)
    Command Lance (4 BattleMechs)
1st Company (Captain Solomon Robinson)
    Command, Fire and Pursuit Lances (4 BattleMechs each)
2nd Company (Captain Elizabeth Burgos)
    Command, Support and Recon Lances
        (4 BattleMechs each)
3rd Company (Captain Kenneth Krofel)
    Command, Support and Pursuit Lances
        (4 BattleMechs each)

2ND BATTALION
Battalion Command Lance
(Major Stell Kozyra)
    Command Lance (4 BattleMechs)
1st Company (Captain James Tarr)
    Command, Fire and Pursuit Lances (4 BattleMechs each)
2nd Company (Captain Leon Simpson)
    Command, Support and Recon Lances
        (4 BattleMechs each)
3rd Company (Captain Alfred Mieir)
    Command, Asault and Pursuit Lances
        (4 BattleMechs each)

3RD BATTALION
Battalion Command Lance
(Brevet-Major Evelyn Marks)
    Command Lance (4 BattleMechs)
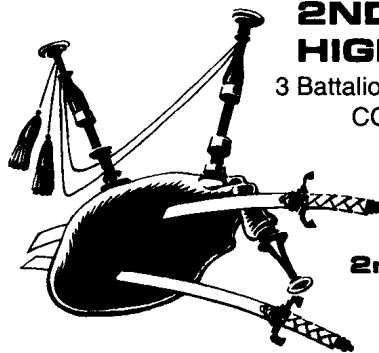**1st Company (Major Murray Gregory)**
    Command, Fire and Pursuit Lances (4 BattleMechs each)
2nd Company (Captain Stuart Campbell)
    Command, Support and Recon Lances
        (4 BattleMechs each)
3rd Company (Captain Joseph Baratz)
    Command, Support and Pursuit Lances (4 vehicles each)

2ND KEARNY HIGHLANDERS
3 Battalions
    CO: Colonel James D. Cochrane

NAVAL RESERVE
    CO: Admiral Jacqueline Fredericks
2nd Kearny Fleet
    (2 Star Lords, 3 Invaders,
3 Merchants, 2 Scouts)

REGIMENTAL COMMAND COMPANY
Lieutenant Colonel Jeremiah Johnson
    Command, Support and Recon Lances
        (4 BattleMechs each)
Air Wing (Captain Carmella Barbara)
    Command, Assault and Cover Lances
        (2 aerospace fighters each)

1ST BATTALION
Battalion Command Lance (Major Elia Smith)
    Command Lance (4 BattleMechs)
1st Company (Captain Judith Carson)
    Command, Fire and Pursuit Lances (4 BattleMechs each)
2nd Company (Captain Vincent Mennella)
    Command, Support and Recon Lances
        (4 BattleMechs each)
3rd Company (Captain Katherine O'Hare)
    Command, Fire and Pursuit Lances (4 BattleMechs each)

2ND BATTALION
Battalion Command Lance
(Major Connie Evans)
    Command Lance (4 BattleMechs)
1st Company (Captain Francis O'Nally)
    Command, Fire and Pursuit Lances (4 BattleMechs each)
2nd Company (Captain Kenneth McMurray)
    Command, Assault and Recon Lances
        (4 BattleMechs each)
3rd Company (Captain Nestina Ontiveros)
    Command, Support and Pursuit Lances
        (4 BattleMechs each)

3RD BATTALION
Battalion Command Lance
(Major Peter Green)
    Command Lance (4 BattleMechs)
1st Company (Captain Dennis Patton)
    Command, Fire and Pursuit Lances (4 BattleMechs each)
2nd Company (Captain Russel Ristau)
    Command, Assault and Recon Lances (4 vehicles each)
3rd Company (Captain John Shea)
    Command, Support and Recon Lances
        (4 BattleMechs each)

MACLEOD'S REGIMENT (THE BAD BOYS)
3 Battalions
CO: Colonel William MacLeod

NAVAL RESERVE
CO: Admiral Bridgett McCollin
MacLeod's Fleet
(1 Star Lord, 4 Invaders,
2 Merchants, 1 Scout)

REGIMENTAL COMMAND COMPANY
Lieutenant Colonel Garry Shean
Command, Support and Recon Lances
(4 BattleMechs each)

REGIMENTAL OLD GUARD
Lieutenant Major Geoff McFadden
Command, Fire and Pursuit Lances (4 BattleMechs each)
Air Wing (Captain Seth McDaniels)
Command, Support and Recon Lances
(2 aerospace fighters each)

1ST BATTALION
Battalion Command Lance
(Major Chastity Mulvaney)
Command Lance (4 BattleMechs)
1st Company (Captain Micheil McClannaugh)
Command, Fire and Pursuit Lances (4 BattleMechs each)
2nd Company (Captain Nancy Miller)
Command, Support and Recon Lances
(4 BattleMechs each)
3rd Company (Captain James Patterson)
Command, Support and Pursuit Lances
(4 BattleMechs each)

2ND BATTALION
Battalion Command Lance (Major Jeff Huff)
Command Lance (4 BattleMechs)
1st Company (Captain Patricia Evans)
Command, Fire and Pursuit Lances (4 BattleMechs each)
2nd Company (Major Leah Miller)
Command, Support and Recon Lances
(4 BattleMechs each)
3rd Company (Captain Alton Haynes)
Command, Support and Pursuit Lances
(4 BattleMechs each)

3RD BATTALION
Battalion Command Lance
(Major Lloyd Chang)
Command Lance (4 BattleMechs)
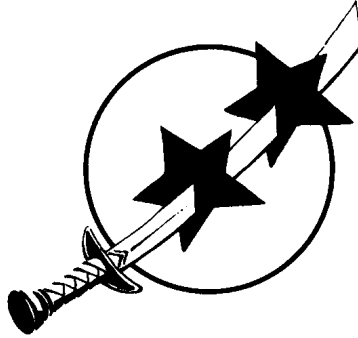**1st Company (Captain Oran Jones)**
Command, Fire and Pursuit Lances (4 BattleMechs each)
2nd Company (Captain Carol Hogan)
Command, Support and Recon Lances
(4 BattleMechs each)
3rd Company (Captain Blake Kirkpatrick)
Command, Support and Pursuit Lances (4 vehicles each)

STIRLING'S FUSILIERS
3 Battalions
CO: Colonel Andrea "Cat" Stirling

NAVAL RESERVE
CO: Admiral Thomas Doohan
Stirling's Fleet
1 Star Lord, 2 Invaders,
Merchants, 3 Scouts)

REGIMENTAL COMMAND COMPANY
Lieutenant Colonel Kurt Blakadar
Command, Support and Recon Lances
(4 BattleMechs each)
Air Wing (Captain Jaime Pierson)
Command, Assault and Cover Lances
(2 aerospace fighters each)

1ST BATTALION (THE KILSYTH GUARDS)
Battalion Command Lance
(Brevet-Major Jake Fuller)
Command Lance (4 BattleMechs)
1st Company (Captain Todd Grendon)
Command, Fire and Pursuit Lances (4 BattleMechs each)
2nd Company (Captain Alice Lester)
Command, Support and Recon Lances
(4 BattleMechs each)
3rd Company (Captain Miriam Garriga)
Command, Support and Pursuit Lances
(4 BattleMechs each)

2ND BATTALION (THE BLACK ADDERS)
Battalion Command Lance (Major Richard Fey)
Command Lance (4 BattleMechs)
1st Company (Captain Dan Heffez)
Command, Pursuit and Recon Lances
(4 BattleMechs each)
2nd Company (Captain Charlie Flaggs)
Command, Support and Recon Lances
(4 BattleMechs each)
3rd Company (Captain Tommy Hoskins)
Command, Support and Pursuit Lances
(4 vehicles each)

3RD BATTALION
Battalion Command Lance
(Brevet-Major Grace Lyons)
Command Lance (4 BattleMechs)
1st Company (Captain John Mark)
Command, Fire and Pursuit Lances (4 BattleMechs each)
2nd Company (Captain Megan McCollister)
Command, Support and Recon Lances
(4 vehicles each)
3rd Company (Captain Jebediah Lewis)
First, Second and Third Platoons (12 Battle Armor each)

NORTHWIND HUSSARS

2 Battalions
CO: Lieutenant Colonel Loren Jaffray

NAVAL RESERVE
CO: Admiral Jim McFarlan
Northwind Fleet
(3 Invaders, 2 Merchants, 4 Scouts)

REGIMENTAL COMMAND COMPANY
Major Charles Collins
Command, Support and Recon Lances
(4 BattleMechs each)
Air Wing
(Captain Sara Jones)
Command, Assault and Cover Lances
(2 aerospace fighters each)

1ST BATTALION (JAFFRAY'S OWN)
Battalion Command Lance
(Major Michelle Oakley)
Command Lance (4 BattleMechs)
1st Company
(Major Hessen Franks)
Command, Fire and Pursuit Lances (4 BattleMechs each)
2nd Company
(Captain Cynthia Roberts)
Command, Support and Recon Lances
(4 BattleMechs each)
3rd Company (Captain Geoff Rell)
Command, Support and Pursuit Lances
(4 BattleMechs each)

2ND BATTALION
Battalion Command Lance
(Major Deborah McVain)
Command Lance (4 BattleMechs)
1st Company (Major Edmond Heffernan)
Command, Fire and Pursuit Lances (4 BattleMechs each)
2nd Company (Captain Albert Kepler)
Command, Support and Recon Lances
(4 BattleMechs each)
3rd Company (Captain Ezra Oakley)
Command, Support and Pursuit Lances
(4 BattleMechs each)

INDEPENDENT UNITS

BLACK WATCH COMPANY
1 Company
CO: Captain Neil Campbell
1st Company
(Captain Neil Campbell)
Command, Assault and Pursuit Lances
(4 BattleMechs each)

FIRST GURKHAS
1 Battalion
CO: Lieutenant Colonel Michael McPhearson
1st Company
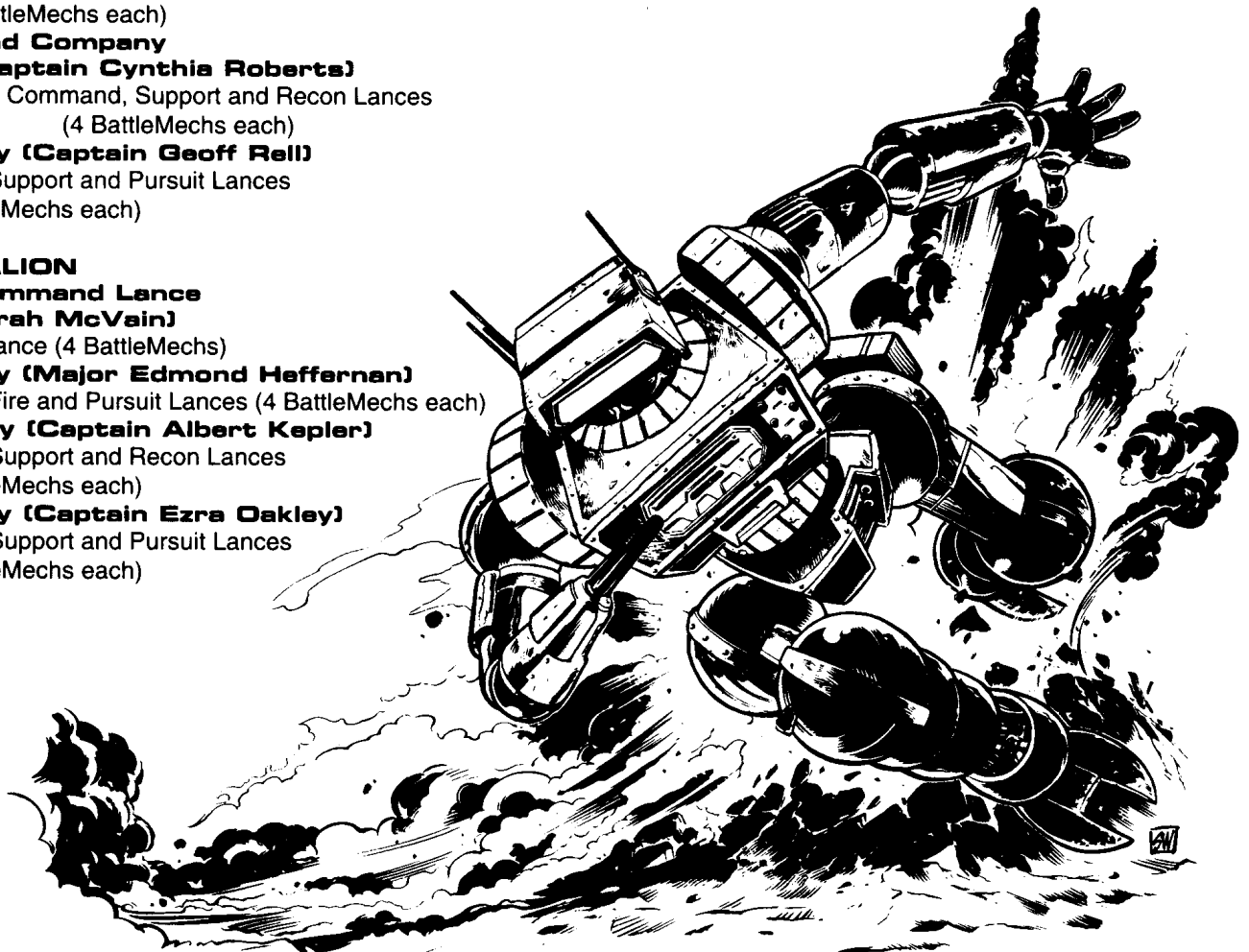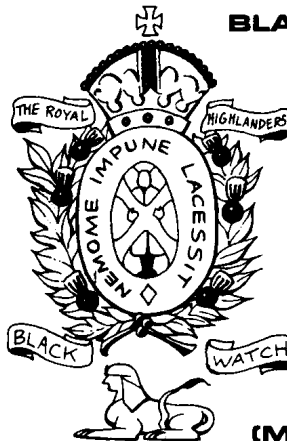**(Major Charles Ford)**
Command, Support and Recon Platoons
2nd Company (Captain Robert Shay)
Command, Support and Recon Platoons
3rd Company (Captain Shirley Polk)
Command, Support and Recon Jump Platoons

HIGHLANDERS SCENARIO RULES

This section provides rules for creating Northwind Highlander scenarios in conjunction with the **Creating Scenarios** section of any of the books in the **BattleTech Field Manual** series. These rules, which may be adapted for use in any **BattleTech** game, include random 'Mech assignments tailored for the Northwind Highlanders, as well as special rules unique to each Highlander regiment that can add depth and variety to scenarios.

'MECH ASSIGNMENT

The Random 'Mech Assignment Table is unique to the Northwind Highlanders.

NORTHWIND HIGHLANDERS REGIMENTS

Each Highlanders regiment possesses certain specialties and skills based on its experience and the abilities of its commanders. The following entries provide game rules to simulate these characteristics. These special abilities do not apply to the scenarios in this book; instead, they are intended for use in Northwind Highlanders scenarios created by players and gamemasters.

The following rules are intended to supplement existing **BattleTech** rules and designed to add variety to game play, not to give unfair advantage to players. Therefore, gamemasters and players should all agree on any supplemental rule before using it. Similarly, players should feel free to modify any rule that seems inappropriate for their campaign. All of the following rules are considered Level 3 rules and are not appropriate for tournament play.

First Kearny Highlanders

The First Kearny are the ultra-conservatives of the Highlanders, and are renowned for refusing to give ground no matter what the cost. If the First Kearny Highlanders are outnumbered 4 to 1 or more at the beginning of any turn and they do not lose a single unit during that turn, their opponent must retreat at the fastest possible speed toward his home map edge. He may still direct weapon attacks at the Highlander unit. If the First Kearny Highlanders lose half of their remaining units in one turn (rounding up) before the last enemy unit has retreated off the map, the enemy may cease retreating. However, enemy units already removed from the map remain out of play.

Second Kearny Highlanders

The impassioned Second Kearny Highlanders are known for their burning desire to succeed. This imperative to never fail gives all Second Kearny warriors a +1 modifier when making Consciousness Rolls.

MacLeod's Regiment

The so-called bad boys of the Highlanders are known for their reckless fighting style. Members of this regiment receive a −2 Initiative penalty at all times. However, because the unit's style of fighting invariably confuses the enemy, units opposing MacLeod's Regiment receive an additional +1 to-hit modifier when making attacks.

Stirling's Fusiliers

The Fusiliers are cunning and innovative tacticians. Every time the Fusiliers win three consecutive Initiative rolls, the Fusiliers player chooses half his force, rounding down, and moves them at the end of the Movement Phase after all other units have moved.

Northwind Hussars

The Northwind Hussars were created with the sole purpose of studying Clan tactics and using that intimate knowledge to destroy Clan opponents. This in-depth study gives the Hussars a +2 Initiative bonus against any Clan opponent. When using the Random 'Mech Assignment Table, any time the Hussars player rolls a non-Clan 'Mech, he then rolls 1D6. On a result of 6, the player may choose any Clan 'Mech of the same weight class.

RANDOM 'MECH ASSIGNMENT TABLE: NORTHWIND HIGHLANDERS

2D6	Light 'Mechs	Medium 'Mechs	Heavy 'Mechs	Assault 'Mechs
2	Koshi	Ryoken	Vulture	Daishi
3	NTK-2 Q Night Hawk	LYNX-9Q Lynx	DGR-3F Dragon Fire	NSR-9J Nightstar
4	SPR-5F Spector	STY-3C Starslayer	CTS-6Y Cestus	LGB-7Q Longbow
5	SCB-9A Scarabus	KIM-2 Komodo	TMP-3M Tempest	GUN-1ERD Gunslinger
6	VLK-QD Valkyrie	GRF-3M Griffin	GHR-5J Grasshopper	BLR-3M Battlemaster
7	WLF-2 Wolfhound	CRB-27 Crab	WHM-7M Warhammer	STK-4M Stalker
8	JR7-K Jenner	PXH-3M Phoenix Hawk	TDR-7M Thunderbolt	AWS-9M Awesome
9	COM-5S Commando	CLN-2-3U Clint	QKD-5M Quickdraw	HGN-732 Highlander
10	BZK-F3 Hollander	NGS-4S Nightsky	GAL-1GLS Gallowglas	BKW-7R Black Watch
11	Uller	Black Hawk	Thor	Warhawk
12	Fire Falcon	Shadow Cat	Night Gyr	Turkina

2D6	Light Vehicle	Medium Vehicle	Heavy Vehicle	Assault Vehicle
2	Warrior H-8 Helicopter	Fulcrum Hovertank	Von Luckner	Demolisher
3	Cavalry Helicopter	Vedette Medium Tank	Zhukov Heavy Tank	Sturmfeur Heavy Tank
4	Maultier Hover APC	Goblin Infantry Vehicle	Rommel Tank	Challenger X MBT
5	Harasser	Hetzer	Patton Tank	Partisan Defense Tank
6	Pegasus Hovertank	Condor	Po Heavy Tank	Ontos Heavy Tank
7	J. Edgar Hovertank	Drillson	Po Heavy Tank	Ontos Heavy Tank
8	Striker Light Tank	Drillson	SRM Carrier	Sturmfeur Heavy Tank
9	Hunter Light Tank	Maxim	LRM Carrier	Schrek PPC Carrier
10	Saladin	Fulcrum Hovertank	Pike Support	Schrek PPC Carrier
11	Kestrel	Regulator Hovertank	Tokugawa	Alacorn Heavy Tank
12	Yellow Jacket Gunship	Regulator Hovertank	Pilum	Schiltron

RANDOM VEHICLE ASSIGNMENT TABLE: NORTHWIND HIGHLANDERS

VEHICLE ASSIGNMENT

The Random Vehicle Assignment Table is unique to the Northwind Highlanders. All vehicles are considered standard models unless otherwise noted.

NORTHWIND MILITARY ACADEMY

When the Clan Elders of Northwind decided to raise a standing army for their world, they also chose to create a military academy that could provide the regiments with a constant supply of fresh recruits. The Northwind Military Academy, established in 2365, is one of the oldest military academies in the Inner Sphere. It has always been closely connected with the Highlander regiments, providing them with a reliable influx of warriors to replace fallen comrades. Though this pipeline was disrupted while Northwind was under Davion rule and the Highlander regiments were under contract to House Liao, the Highlanders' return to Northwind has once again enabled them to draw recruits directly from the academy.

Though the Northwind Military Academy does not have the massive funding of the Sun Zhang Academy or NAIS, or the top-notch tech base and flash of the Outreach Mercenary Training Command, it has nonetheless produced exceptional warriors for more than seven centuries.

Enrollment

Officially, enrollment in the Northwind Academy is open only to residents of Northwind. Though numerous exceptions have been granted over the years, most of these were for individuals who could trace their lineage from Northwinders who had emigrated to other worlds.

Even with the strict academic and physical fitness requirements—and the fact that student registration is only open to natives of one world—the academy consistently maintains a large student body, primarily because the people of Northwind possess strong military leanings. The generally martial stance of the population ensures that an above-average number of students not only send in their transcripts for acceptance to the Northwind Academy, but prepare themselves to meet the strict entrance requirements for grades and physical condition.

Basic Training

Basic training at the academy lasts twelve months, an above-average requirement according to the standards of other Inner Sphere training facilities. In an effort to produce capable warriors knowledgeable in almost every area of warcraft, even though they will specialize in one particular area, basic training includes classes and field excursions covering nearly every aspect of war.

Advanced Individual Training

The Northwind Academy offers a wide variety of occupational specialties. Originally, the only MOSes offered were for aerospace, infantry and cavalry. The academy added other advanced specialties in later years, including an MOS in the BattleMech (added after the 'Mech's invention in 2349). During the Star League era, when every military academy saw growth, the Northwind Academy added JumpShip and DropShip training to its curriculum. Currently, the school is investigating the possibility of adding an armored infantry MOS, in part because the Northwind Highlander regiments have begun fielding small numbers of armored infantry.

Atmosphere

The atmosphere of the academy reflects an intense love of Highlander history and tradition. Producing excellent cadets for more than seven centuries has given the school considerable pride, reflected in every warrior who graduates. In recent years, the student body has lobbied for permission to engage in activities designed to gain greater recognition for their school throughout the Inner Sphere. The faculty, however, opposes this idea. They pride themselves on doing their work quietly and effectively, in much the same way as the warriors they produce have always done their work, pointing to the Highlanders themselves as all the recognition they need.

Graduation

Though the academy maintains strict graduation requirements, the institution boasts a low drop-out rate. A sufficient number of warriors graduate from the Northwind Academy each year to fill any vacant spots in the Northwind Highlanders and, on rare occasions, graduates must find work with other regiments.
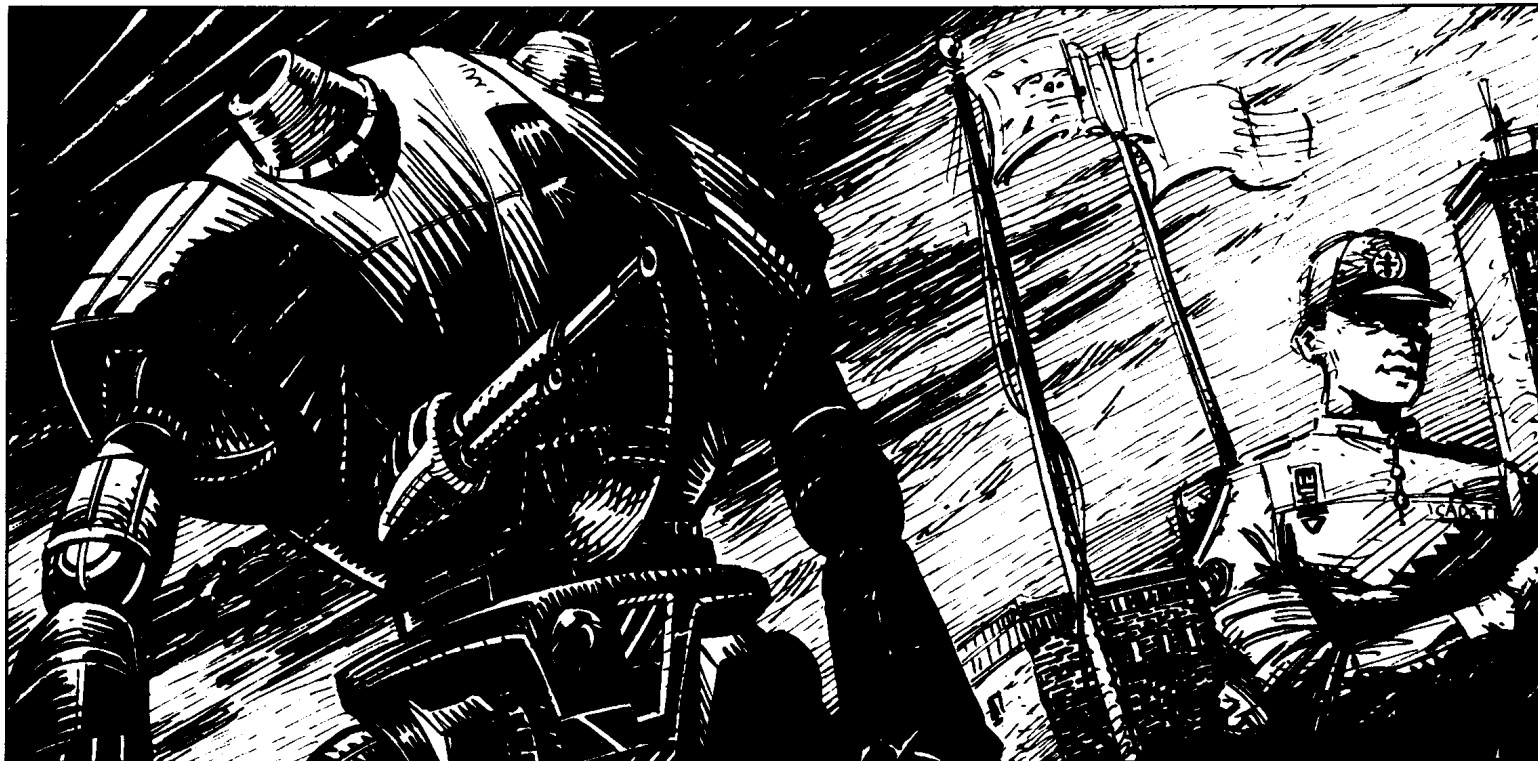
TRAINING

The following rules supplement the standard character skill packages described in **MechWarrior: Second Edition (MWII)** and the **MechWarrior Companion**. These rules allow a player to simulate the skills a character may learn at the Northwind Military Academy.

Before using these rules to create a character, a player should perform Steps 1 and 2 (Assign Priorities and Assign Attribute Points) of the character design process (pp. 13–15, **MWII**). The player should also calculate his character's Attribute Saving Rolls and Characteristics, because his character may need these to gain entrance to the academy. Gamemasters must ensure that characters meet all entrance requirements.

Follow the standard Academy and University Package rules (p. 18, **MWII**) when using the skill packages in this section. The MOS skill lists in the following entries combine the skills from Basic Training, Advanced Individual Training and Fields of Study for the academy. A player should pick one MOS for his character and choose skills from that list.

ENTRANCE REQUIREMENTS

Entrance into the Northwind Military Academy is open to all residents of Northwind, provided they meet the strict academic and fitness requirements. Applicants must make successful Athletic and Mental Saving Rolls (both at +2) to gain admittance.

Any non-Northwind residents seeking admission to the Northwind Academy must have a 2 or 3 point Contact on Northwind, and must make a successful Charisma Saving Roll. If the roll fails, the candidate failed to convince the faculty of the validity of his Highlander lineage and the school rejects his application.

BattleMech Pilot MOS

Required: Blade, Gunnery/BattleMech, Piloting/BattleMech, SI: Military History, Small Arms
Electives: Leadership, Survival, Tactics, Unarmed Combat

Cavalry MOS

Required: Blade, Drive/Ground, Gunnery/Conventional, Piloting/VTOL
Electives: Leadership, Medtech, Small Arms, Unarmed Combat

Command FOS

Required: Computer, Leadership
Electives: Negotiation, Strategy, Training

Aerospace Pilot MOS

Required: Gunnery/Aerospace, Piloting/Aerospace, SI: Military History, Zero-G Operations
Electives: Medtech, Survival, Tactics

DropShip Pilot MOS

Required: Piloting/Spacecraft, SI: Military History, Zero-G Operations
Electives: Communications/Conventional, Computer, Gunnery/Spacecraft

JumpShip Pilot MOS

Required: Computer, Navigation, SI: Military History
Electives: Piloting/Spacecraft, Strategy

Support MOS

Required: Technician/BattleMech, Technician/Mechanic, Technician/Weapons
Electives: Blade, Medtech, Small Arms, Survival

BKW-7R BLACK WATCH

Mass: 85 tons
Chassis: Norse Heavy XT2-1A
Power Plant: Strand 255
Cruising Speed: 32 kph
Maximum Speed: 54 kph
Jump Jets: Rawlings 54
   Jump Capacity: 90 meters
Armor: Valiant Lamellor with CASE
Armament:
   1 Imperator Light Gauss Rifle
   1 Imperator Automatic Ultra-10 Autocannon
   1 Shigunga Medium Range Missile 40-Rack
Manufacturer: Cosara Weaponries
   Primary Factory: Northwind
Communications System: O/P AIR500 with C³ Slave Unit
Targeting and Tracking System: DLK Type Phased Array Sensor System

OVERVIEW

The prototype *Black Watch,* currently undergoing testing, is the fulfillment of several of its makers' dreams. The first dream belonged to Cosara Weaponries—current producers of the *Crab* 'Mech design—who wanted to expand their current operations in hopes of competing with the recent successes of such BattleMech production companies as Norse-Storm BattleMechs, Inc., Blue Shot Weapons and Mountain Wolf BattleMechs. The second dream was dear to the Northwind Highlanders, who have long desired the independence granted to Wolf's Dragoons and now the Kell Hounds through having their own private supplier of military hardware. Finally, Captain Neil Campbell of the Royal Black Watch Company dreamed of creating a 'Mech that would symbolize the new spirit of unity in the Inner Sphere by incorporating technologies from various Successor States. The *Black Watch* is the result of all these dreams coming together.

CAPABILITIES

The *Black Watch* is built around the same chassis as the SLDF's training 'Mech, the *Crockett.* Knowing the reputation of that classic design, Cosara Weaponries chose it for its ruggedness and its jump jets—the latter an unusual feature on an assault 'Mech that always surprises MechWarriors unfamiliar with such a design.

Early in the planning stages, the engineers wanted to install an extralight engine. However, that line of development soon changed because of the extent to which an XL engine makes a 'Mech vulnerable in battle. Though XL engines weigh less and so allow for considerably more weaponry and equipment, they are also much more bulky, taking up vast areas of the 'Mech's torso. Attacks that damage the torso are therefore much more likely to inflict critical damage on an XL engine than on a standard model.

When weaponry for the *Black Watch* was first being selected, the debates centered around what mission the new 'Mech would fulfill. Captain Campbell, using the authority given him by the Northwind Clan Elders, pushed the idea that though this 'Mech should be combat-ready, its primary goal was to act as a reminder that the Inner Sphere could and must face the Clans united. He therefore petitioned to incorporate some of the new weaponry being developed by Draconis Combine and Free Worlds League manufacturers into the design. After many months of negotiation, the new Shigunga medium-range missile system and C³ slave equipment from the Draconis Combine, as well as Imperator Automatic Weaponry's new light Gauss rifle and Ultra-10 autocannon from the Free Worlds League, were shipped to Northwind to be installed on the new 'Mech.

Many critics of the new design believe that its haphazard creation will be its downfall. As proof, they point out that additional shipments of weapons and equipment from the Free Worlds League and the Draconis Combine hinge upon the results of the 'Mech's initial testing.

DEPLOYMENT

The *Black Watch* is currently in the prototype stage, undergoing testing that will decide its future. However, the Clan Elders on Northwind have already stated that the first machines off the production line will go to the Royal Black Watch Company, after which they will begin to fill requests from the other Highlanders units.

NOTES ON WEAPONRY

*The Light Gauss Rifle follows the rules for the standard Gauss rifle (p. 116, **BTC:RoW**), unless a critical hit on the weapon causes a capacitor discharge. In this circumstance, the discharge causes only 16 points of damage.

**The Ultra AC/10 follows the standard rules for Ultra-series autocannons.

***Resolve attacks with MRMs in the same way as LRM attacks, with the following exceptions. First, apply a +1 modifier to the base to-hit number of the MRM attack. Second, when determining the missile hits for an MRM-30 or MRM-40 rack, roll twice on the standard BattleTech Missile Hits Table for the attack (p. 38, **BTC:RoW**). For an MRM-30, roll on the "15 missiles" column twice and add the results together. For an MRM-40, roll twice on the "20 missiles" column. Determine hit location per standard LRM rules.

Third, MRMs may not be fired indirectly using the LRM Indirect Fire special case rule. Finally, MRMs can be installed as single-shot (OS) launchers, but they cannot be upgraded or combined with any other special equipment or enhancements, such as Artemis IV FCS, Thunder, Swarm and Narc missile beacons. Torpedo and inferno MRM configurations are impossible.

For more information regarding MRMs, see page 157 of the **BattleTech Field Manual: Draconis Combine.**

BKW-7R BLACK WATCH

Type: **Black Watch**
Technology Base: Inner Sphere
Tonnage: 85

Equipment		Mass
Internal Structure:	Endo Steel	4.5
Engine:	255	13
Walking MP:	3	
Running MP:	5	
Jumping MP:	3	
Heat Sinks:	10 [20]	0
Gyro:	3	
Cockpit:	3	
Armor Factor:	240	15
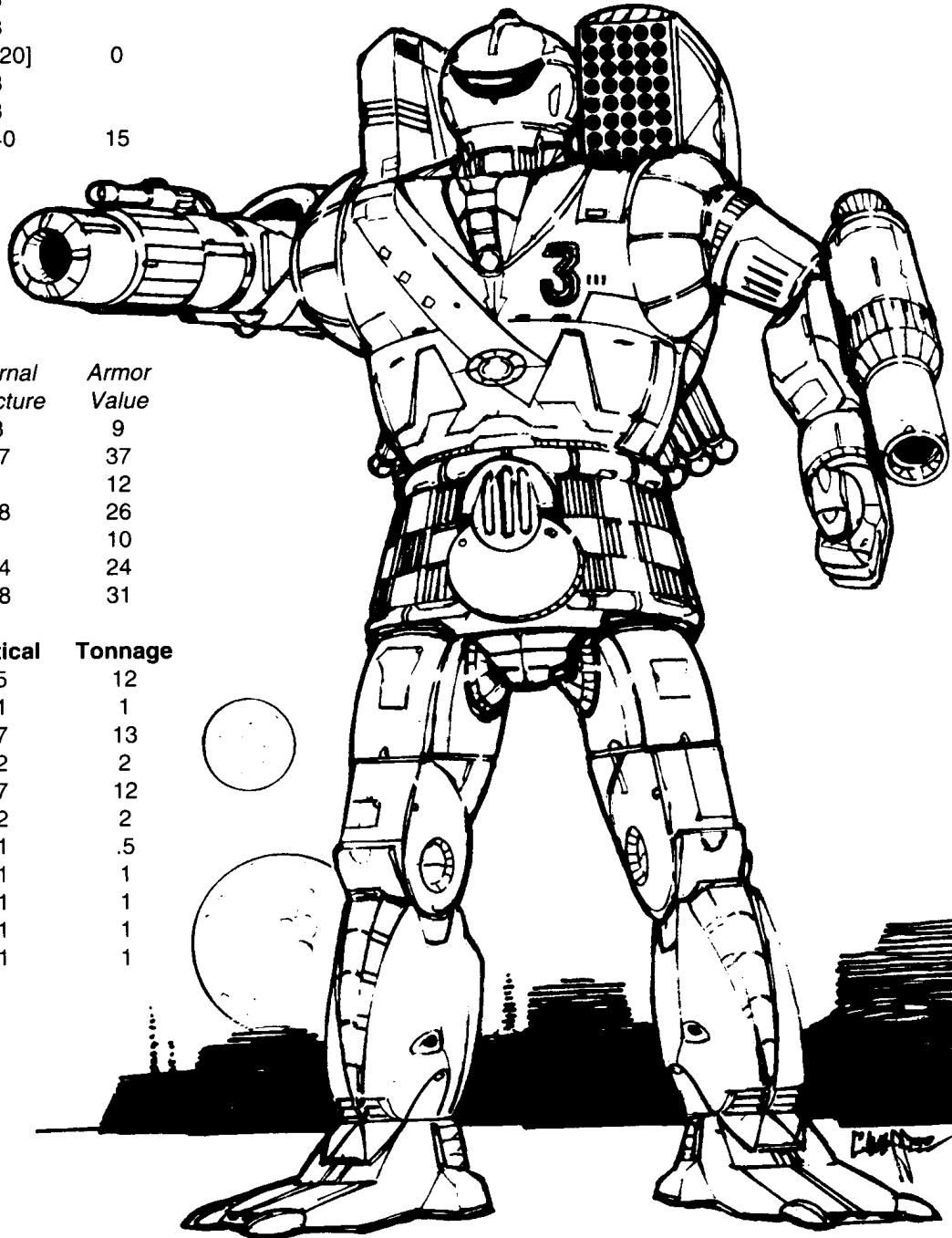
	Internal Structure	Armor Value
Head	3	9
Center Torso	27	37
Center Torso (rear)		12
R/L Torso	18	26
R/L Torso (rear)		10
R/L Arm	14	24
R/L Leg	18	31

Weapons and Ammo	Location	Critical	Tonnage
Light Gauss Rifle*	LA	5	12
Ammo (Light Gauss) 16	LT	1	1
Ultra AC/10**	RA	7	13
Ammo (Ultra) 20	RT	2	2
MRM 40***	LT	7	12
Ammo (MRM) 12	RT	2	2
CASE	RT	1	.5
C³ Slave	H	1	1
Jump Jet	RT	1	1
Jump Jet	CT	1	1
Jump Jet	LT	1	1

*See **Notes on Weaponry,** p. 56.
See **Notes on Weaponry, p. 56.
***See **Notes on Weaponry,** p. 56.

SCHILTRON

Mass: 80 tons
Movement Type: Wheeled
Power Plant: 220 DAV XL Fusion
Cruising Speed: 32 kph
Flank Speed: 54 kph
Armor: Protec 12 Ferro-Fibrous
Armament:
   42 tons of pod space available
Manufacturer: Bulldog Enterprises, Cosara Weaponries (under license)
   Primary Factory: Proserpina, Northwind
Communications System: Sipher CommSys 1
Targeting and Tracking System: TargiTrack 717

OVERVIEW

Following the success of the Tokugawa heavy tank, the DCMS High Command commissioned a new vehicle that would follow in the footsteps of the impressive Tokugawa, but would specialize in fire-support in contrast to the Tokugawa's direct-assault style of combat.

At the time when Bulldog Enterprises received word that the Combine High Command was looking for a new assault vehicle, they were engaged in negotiations with Cosara Weaponries of Northwind, which was expanding its production capabilities and looking to enter the vehicle market. After several months of discussion, Bulldog Enterprises and Cosara Weaponries chose to jointly design the new vehicle—named the Schiltron—for approval by the DCMS High Command.

When the High Command received the Schiltron's blueprints, they indicated immediate interest—especially when several members of the High Command made the connection between Cosara Weaponries and the famed Northwind Highlanders. Having seen the Kell Hounds' successful field testing of the prototype *Wolfhound* 'Mech in the years before the Fourth Succession War—a 'Mech produced by the Lyran Commonwealth—the High Command concluded that the Highlanders, with their long history of putting vehicles to good use, would be the perfect testers for the Schiltron. Fortunately, the Combine was on good terms with the Highlanders following the successful conclusion of Stirling's Fusiliers' contract with the Dragon. Because the imminent invasion of the Smoke Jaguar Occupation Zone would include members of the Highlanders, the DCMS realized it would have no better chance to test the new design.

CAPABILITIES

The Schiltron was the DCMS's first contract for a modular vehicle that uses Omni technology. With the successful construction—and even more successful battlefield debut—of eight OmniMechs, the High Command felt confident about experimenting with modular vehicles. Wolf's Dragoons had proved the usefulness of such vehicles with the Bandit hovercraft and the Badger tracked transport. However, unlike those two designs, which were made to transport infantry, the High Command wanted a modular vehicle that could act as a mobile fire-support platform. The Schiltron fit that bill perfectly.

The use of the C[3] system in every configuration of the vehicle also pleased the High Command, as many of these military leaders had long wished to see this valuable piece of equipment used more fully on the battlefield. The inclusion of the C[3] turned out to be the deciding factor in awarding the contract to Bulldog Enterprises and Cosara Weaponries.

With more than 40 tons of pod space, the Schiltron can potentially mount more weapons than the heaviest Inner Sphere OmniMech fielded so far. Even the Clans, with their vastly superior technology, have a hard time matching the Schiltron for the sheer volume of firepower it can deliver.

Critics of this unusual design (who also comment disparagingly on its being tested by a "mere" mercenary unit) have cited its relative lack of armor for a vehicle of its size, as well as its tremendous production cost, as a reason to limit its development.

DEPLOYMENT

Currently, several Schiltrons have been assigned to the Second and Third battalions of Stirling's Fusiliers. With those units' inclusion in Operation Bulldog, the Inner Sphere invasion of the Smoke Jaguar occupation zone, the Schiltron should receive a quick baptism by fire.

Type: Schiltron
Technology Base: Inner Sphere
Movement Type: Wheeled
Tonnage: 80
Battle Value: 776

Equipment		Mass
Internal Structure:		8
Engine:	220	7.5
Type:	XL Fusion	
Cruising MP:	3	
Flank MP:	5	
Heat Sinks:	10	0
Control Equipment:		4
Lift Equipment:		0
Power Amplifier:		0
Turret:		2
Armor Factor:	179	10
	Armor	
	Value	
Front	46	
R/L Side	34/34	
Back	25	
Turret	40	

Fixed Equipment	Location	Tonnage
C[3] Master	Body	5
Guardian ECM Suite	Body	1.5

SCHILTRON

Weapons and Ammo	Location	Tonnage
Primary Configuration		
Arrow IV System	Front	15
Arrow IV System	Front	15
Ammo (Arrow) 40	Body	8
Medium Laser	Turret	1
Medium Laser	Turret	1
Small Laser	Turret	.5
Small Laser	Turret	.5
Small Laser	Turret	.5
Small Laser	Turret	.5
Alternate Configuration A		
MRM 40	Front	12
MRM 40	Front	12
Ammo (MRM) 36	Body	6
MRM 10	Turret	3
MRM 10	Turret	3
Ammo (MRM) 48	Body	2
Medium Laser	Turret	1
Medium Laser	Turret	1
Small Laser	Turret	.5
Small Laser	Turret	.5
Small Laser	Turret	.5
Small Laser	Turret	.5
Battle Value: 1,088		

Alternate Configuration B		
LRM 15	Turret	7
Artemis IV FCS	Turret	1
LRM 15	Turret	7
Artemis IV FCS	Turret	1
LRM 15	Front	7
Artemis IV FCS	Body	1
LRM 15	Front	7
Artemis IV FCS	Body	1
Ammo (Ammo) 64	Body	8
Medium Laser	Turret	1
Small Laser	Turret	.5
Small Laser	Turret	.5
Battle Value: 1,117		
Alternate Configuration C		
Large Laser	Turret	5
Large Laser	Turret	5
Large Laser	Turret	5
Large Laser	Turret	5
22 Heat Sinks	Body	22
Battle Value: 714		
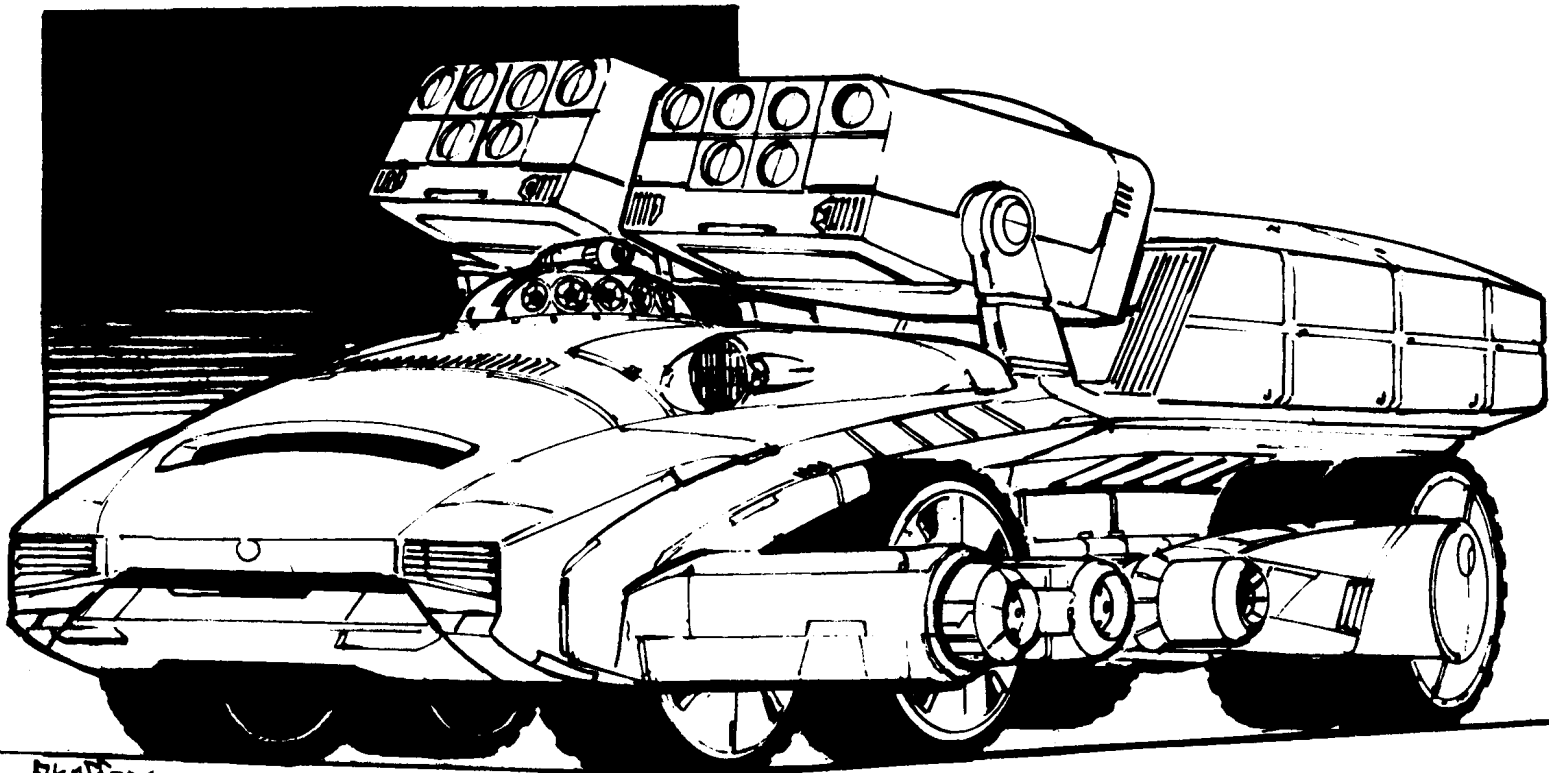
BATTLETECH®
INFILTRATOR ARMOR RECORD FORM

PLATOON NUMBER ___   **PLATOON NUMBER** ___   **PLATOON NUMBER** ___   **PLATOON NUMBER** ___

SQUAD NUMBER 1

Rows 1–4, columns: 05 | 04 | 03 | 02 | 01 | 00

☐ GRENADE SALVO 1   GRENADE SALVO 2 ☐
☐ GRENADE SALVO 3   GRENADE SALVO 3 ☐

SQUAD NUMBER 2

Rows 1–4, columns: 05 | 04 | 03 | 02 | 01 | 00

☐ GRENADE SALVO 1   GRENADE SALVO 2 ☐
☐ GRENADE SALVO 3   GRENADE SALVO 3 ☐

SQUAD NUMBER 3

Rows 1–4, columns: 05 | 04 | 03 | 02 | 01 | 00

☐ GRENADE SALVO 1   GRENADE SALVO 2 ☐
☐ GRENADE SALVO 3   GRENADE SALVO 3 ☐

SQUAD NUMBER 4

Rows 1–4, columns: 05 | 04 | 03 | 02 | 01 | 00

☐ GRENADE SALVO 1   GRENADE SALVO 2 ☐
☐ GRENADE SALVO 3   GRENADE SALVO 3 ☐

(The above squad grid pattern repeats across all four platoon columns.)

INFILTRATOR ARMOR DIRECT FIRE TABLE

Die Roll (2D6)	Squad Members Active			
	1	2	3	4
2	1	1	1	1
3	1	1	1	2
4	1	1	2	2
5	1	1	2	2
6	1	1	2	2
7	1	2	2	3
8	1	2	2	3
9	1	2	3	3
10	1	2	3	4
11	1	2	3	4
12	1	2	3	4

BATTLETECH
BATTLEMECH RECORD SHEET

ARMOR DIAGRAM

Center Torso Rear
Left Torso Rear
Right Torso Rear

Head
Left Torso
Right Torso
Left Arm
Center Torso
Right Arm
Left Leg
Right Leg

Left Torso — Head — Right Torso
Left Arm — Center Torso — Right Arm
Left Leg — Right Leg

Damage Transfer Diagram

Internal Structure Diagram

Critical Hit Table

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Light Gauss Rifle
6. Light Gauss Rifle

4-6
1. Light Gauss Rifle
2. Light Gauss Rifle
3. Light Gauss Rifle
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3
1. Jump Jet
2. MRM 40
3. MRM 40
4. MRM 40
5. MRM 40
6. MRM 40

4-6
1. MRM 40
2. MRM 40
3. Ammo (Lt Gauss) 16
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head

1. Life Support
2. Sensors
3. Cockpit
4. C3 Slave
5. Sensors
6. Life Support

Center Torso

1-3
1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Engine
3. Engine
4. Engine
5. Jump Jet
6. Endo Steel

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○
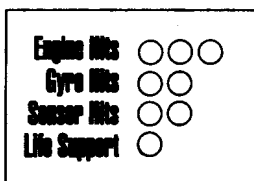
Battle Value 1,855
Cost 8,918,018

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Ultra AC/10
4. Ultra AC/10
5. Ultra AC/10
6. Ultra AC/10

4-6
1. Ultra AC/10
2. Ultra AC/10
3. Ultra AC/10
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso (Case)

1-3
1. Jump Jet
2. Ammo (Ultra) 10
3. Ammo (Ultra) 10
4. Ammo (MRM) 6
5. Ammo (MRM) 6
6. CASE

4-6
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Heat Scale

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Points
04	
03	
02	
01	
00	

BATTLETECH
WHEELED VEHICLE RECORD SHEET

Front Armor

Unit Type:	SCHILTRON		
Movement Type: **Wheeled**		Cruising MP:	Flank MP:
Tonnage: 80		3	5
Driving Skill:		Technology Base:	
Gunnery Skill:		Inner Sphere 3050	

Cost: 10,959,666

Weapons Inventory

#	Type	Loc.	Dam.	Min.	S	M	L
2	Arrow IV Systems	F	20/10	–		5 maps	
2	Medium Laser	T	5	–	1-3	4-6	7-9
4	Small Lasers	T	3	–	1	2	3

Ammo

Ammo Type	Rounds	Ammo Type	Rounds
Arrow IV	40		

Critical Damage

Axle Damaged	☐	Turret Locked	☐
Wheel Destroyed	☐	Engine Hit	☐

Body Inventory

1	C³ Computer	B	–	–	–	–	–
1	Guardian ECM Suite	B	–	–	–	–	6

Left Side Armor

Right Side Armor

Turret Armor

Rear Armor

BATTLETECH
WHEELED VEHICLE RECORD SHEET

Front Armor
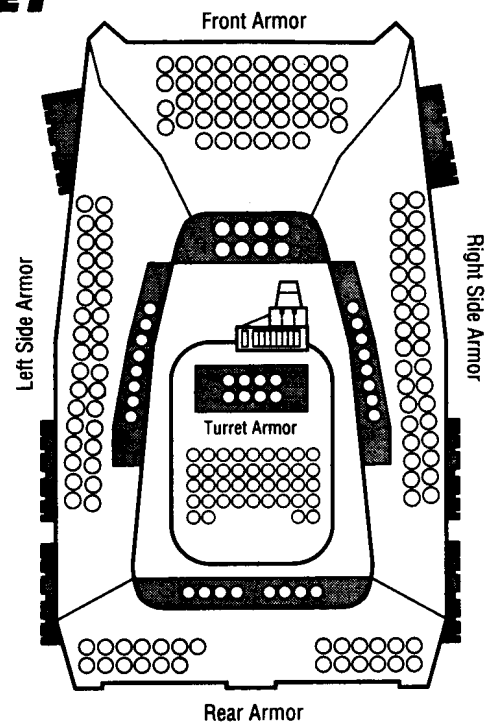
Unit Type:	SCHILTRON A		
Movement Type: **Wheeled**		Cruising MP:	Flank MP:
Tonnage: 80		3	5
Driving Skill:		Technology Base:	
Gunnery Skill:		Inner Sphere 3050	

Cost: 10,763,666

Weapons Inventory

#	Type	Loc.	Dam.	Min.	S	M	L
2	MRM 40	F	1/hit	–	1-3	4-8	9-15
2	MRM 10	T	1/hit	–	1-3	4-8	9-15
2	Medium Lasers	T	5	–	1-3	4-6	7-9
4	Small Lasers	T	3	–	1	2	3

Ammo

Ammo Type	Rounds	Ammo Type	Rounds
MRM 40	36		
MRM 10	48		

Critical Damage

Axle Damaged	☐	Turret Locked	☐
Wheel Destroyed	☐	Engine Hit	☐

Body Inventory

1	C³ Computer	B	–	–	–	–	–
1	Guardian ECM Suite	B	–	–	–	–	6

Left Side Armor

Right Side Armor

Turret Armor

Rear Armor
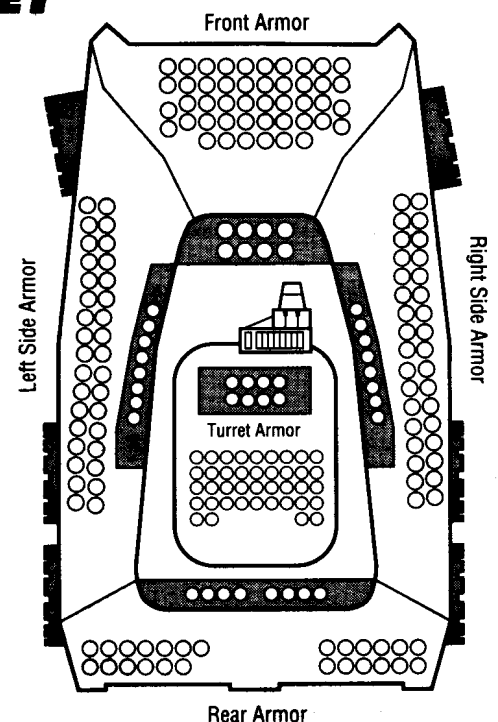
BATTLETECH®
WHEELED VEHICLE RECORD SHEET

Unit Type: SCHILTRON B

Movement Type: **Wheeled**	Cruising MP: **3** / Flank MP: **5**
Tonnage: **80**	
Driving Skill:	Technology Base: **Inner Sphere 3050**
Gunnery Skill:	
Cost: 11,712,166	

Weapons Inventory

#	Type	Loc.	Dam.	Min.	S	M	L
2	LRM 15	F	1/Msl	6	1-7	8-14	15-21
2	Artemis IV FCS	F	-	-	-	-	-
2	LRM 15	T	1/Msl	6	1-7	8-14	15-21
2	Artemis IV FCS	T	-	-	-	-	-
1	Medium Laser	T	5	-	1-3	4-6	7-9
2	Small Lasers	T	3	-	1	2	3

Ammo

Ammo Type	Rounds	Ammo Type	Rounds
LRM 15	64		

Body Inventory

1	C³ Computer	8	-	-	-	-	-
1	Guardian ECM Suite	8	-	-	-	-	6

Critical Damage

Axle Damaged ☐	Turret Locked ☐
Wheel Destroyed ☐	Engine Hit ☐

Front Armor
Left Side Armor
Right Side Armor
Turret Armor
Rear Armor
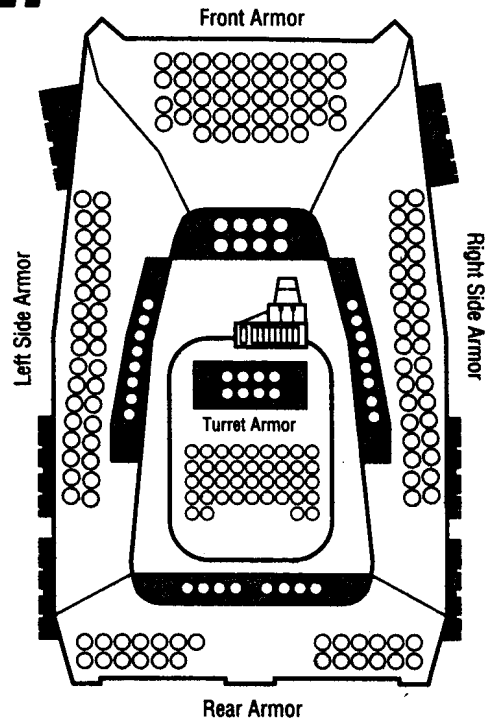
BATTLETECH®
WHEELED VEHICLE RECORD SHEET

Unit Type: SCHILTRON C

Movement Type: **Wheeled**	Cruising MP: **3** / Flank MP: **5**
Tonnage: **80**	
Driving Skill:	Technology Base: **Inner Sphere 3050**
Gunnery Skill:	
Cost: 10,834,266	

Weapons Inventory

#	Type	Loc.	Dam.	Min.	S	M	L
4	Large Lasers	T	8	-	1-5	6-10	11-15

Ammo

Ammo Type	Rounds	Ammo Type	Rounds

Body Inventory

1	C³ Computer	8	-	-	-	-	-
1	Guardian ECM Suite	8	-	-	-	-	6

Critical Damage

Axle Damaged ☐	Turret Locked ☐
Wheel Destroyed ☐	Engine Hit ☐

Front Armor
Left Side Armor
Right Side Armor
Turret Armor
Rear Armor
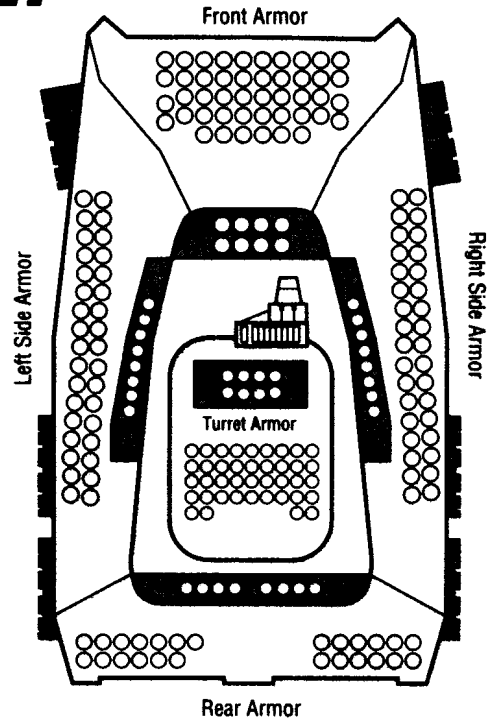
A HISTORY OF HONOR, A FUTURE OF GLORY

Since the distant time when mankind knew only one sky and one sun, soldiers of the proud units that became the Northwind Highlanders have won brilliant victories against often-desperate odds. From small-scale uprisings in ancient Scotland to epic struggles between mighty star empires over countless worlds, the Northwind Highlanders of every generation have added to their forebears' battlefield glory. Fiercely proud warriors, the Highlanders have left their legendary mark on the universe—and will do so as long as war rages in the Inner Sphere.

THE NORTHWIND HIGHLANDERS is a **BATTLETECH** scenario pack that follows the career of this phenomenal unit, from its inception on Earth in the 18th century to the latest battles of the 31st century. Fourteen scenarios drawn from different periods in the Highlanders' distinguished history let players recreate the unit's greatest battles—beginning with the First Kearny Highlanders' near-fatal first engagement in 2366, all the way up to the year 3059. Also included are a detailed unit history and a complete military roster. Players can use optional rules that reflect the specialties of each Highlander regiment in conjunction with the **BATTLETECH: FIELD MANUALS** series to create their own Northwind Highlander scenarios.

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