

SORENSEN'S SABRES



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SORENSEN'S SABRES

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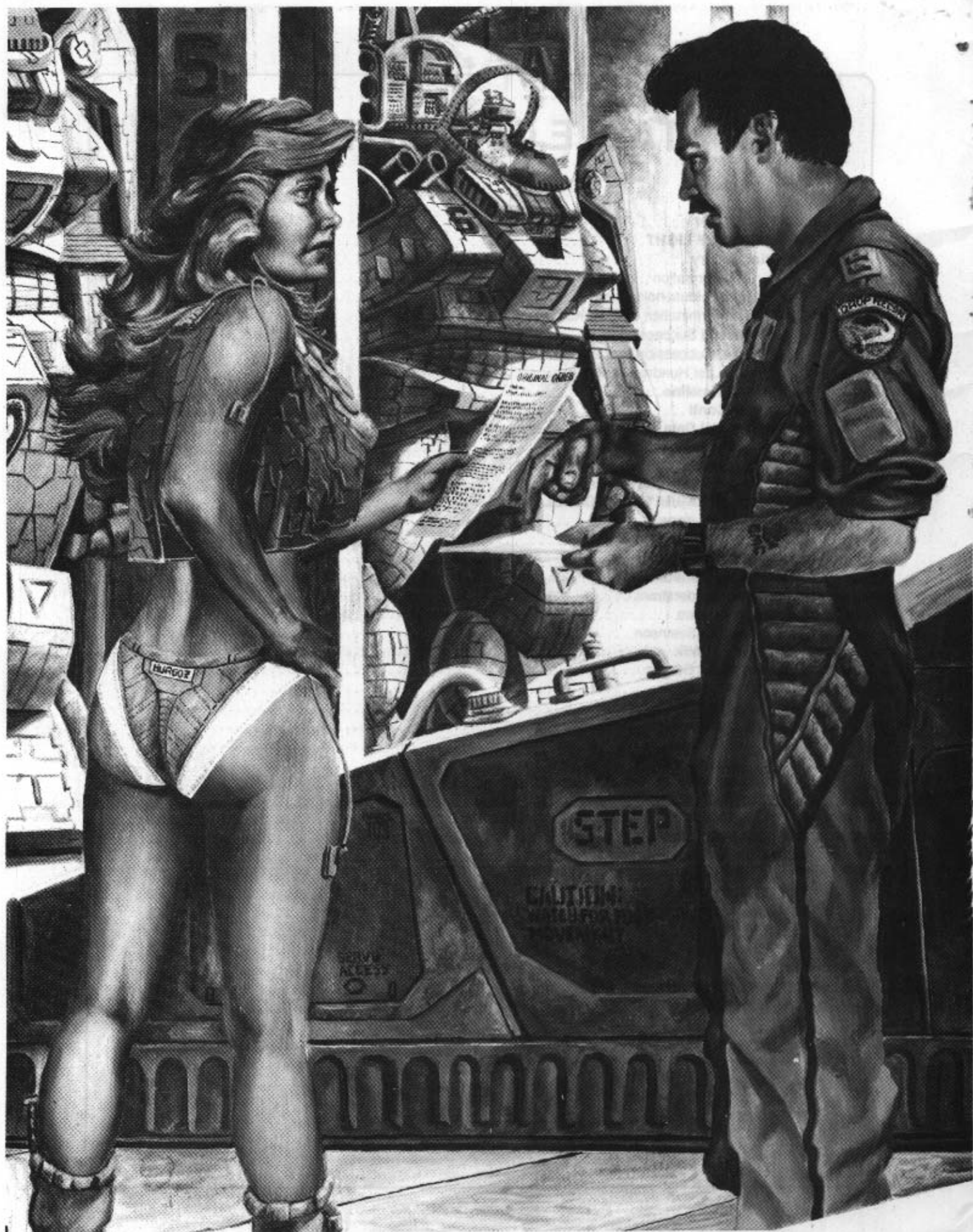
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INTRODUCTION

A single BattleMech regiment can, by itself, alter the course of a war. (Those who doubt this claim can check the history of Kentares.) Room always exists for another inhuman atrocity, another tactical miracle, another strategic blunder. 'Mech regiments contain equipment and machines, but most of all, people. Nothing in the universe is more unpredictable than humans.

One of the most miraculous and atrocious units in the Inner Sphere is the Draconis Combine's 5th Sword of Light Regiment. Created solely to protect the life of the Combine's most important citizen, the unit now performs any act of war wherever needed. Yet, Sorenson's Sabres is perhaps the most audacious company known. These magicians of the battlefield follow the whims of their Colonel and Lord.

Witness the actions of this fanatically devoted company as their deeds carve Takashi Kurita's name in scarlet letters on planets throughout the Successor States.

—From *The Preservation of Honor: An Examination of House Regiments*, by Robert M. L. Oswald, Esq.

HOW TO USE THE SCENARIOS

Each of the scenarios in this book recreates battles or encounters in which Sorenson's Sabres of the 5th Sword of Light took part. Several of the scenarios are interrelated, representing various phases of a single, continuous battle or campaign. If desired, players may keep track of battle damage taken by the various 'Mechs, LAMs, or fighters from one engagement to another, with the damage and losses suffered earlier in the campaign affecting the condition and make-up of the forces engaged at the end. The **Special Rules** for each scenario describe what repairs, if any, are possible between engagements.

The scenario rules include all information necessary to understand and play the game situation. Each scenario begins with a firsthand account by one of the warriors who participated in the actual engagement, followed by a brief historical sketch of the battle.

The **Game Set-Up** sections provide special game information needed to play the scenarios, including instructions on how to lay out the mapsheets, directions for special terrain features encountered, and suggestions on the appropriate **BattleTech** and/or **AeroTech** rules to use. In some cases, there are also suggestions for using **CityTech** and/or **AeroTech** rules to make play more exciting or challenging. (A number of scenarios require both **CityTech** and **BattleTech** maps. When using the maps together, players can simply lay them out side by side.)

Attacker and Defender forces for each scenario are described in detail. This information includes damage, problems, or special abilities of any 'Mechs or forces at the start of the battle. Also noted is each 'Mech's starting position on the map, or where and when it enters if the 'Mech arrives after the battle has already begun.

Several scenarios include ground forces for one or both sides. The rules generally allow the player to choose his own mix of vehicles and/or troops up to a certain, stated number of tons. See **CityTech** for the rules for creating and using both vehicles and troops.

The **Victory Conditions** are described next. These determine the outcome of the encounter, and vary from scenario to scenario. It is very rare in actual combat that an action continues to the point where one side or the other is completely obliterated. For this reason, the **Victory Conditions** usually list special objectives for one or both opponents. As in actual combat, both sides may claim victory in some engagements, based solely on whether or not tactical objectives were won.

Finally, if the scenario requires rules not covered in the general **BattleTech** rules, they are discussed as **Special Rules**. Tips on winning the battle are sometimes included here as well.

The Modified Skill Roll Targets for the *Gunnery* and *Piloting* skills of each member of Sorenson's Sabres are the base targets for any combat rolls. These can be further modified by range, terrain, and action, depending on the combat situation. The full range of **MechWarrior** skills can be used to help determine the outcome of any encounter involving this elite company of the 5th Sword of Light.

All other 'Mechs in the scenarios have regular **BattleTech** *Gunnery* and *Piloting* skills and should be used normally. If specific skill levels are not given, assume a *Piloting* Skill Level of 5 and a *Gunnery* Skill Level of 4.

INTRODUCTION



5TH SWORD OF LIGHT

BRIEF REGIMENTAL HISTORY

UNIT FORMATION

One of the oldest House regiments serving in the Draconis Combine, the 5th Sword of Light Regiment was formed in the Spring of 2796. Unlike many other standing regiments created during the First and Second Succession Wars, the 5th Swords was never dispersed to form cadres or disbanded due to excessive casualties. This unit's record of unbroken service makes it one of the most enduring BattleMech regiments in the entire Inner Sphere.

In December of 2786, the Draconis Combine's Minoru Kurita declared himself to be the First Lord of the Star League, an action that initiated the First Succession War. Just four months later, Minoru was assassinated on Kentares IV, and Jinjiro Kurita succeeded him to the throne.

After a few years, however, the new Lord Kurita worried about political enemies, and grew fearful for his life. He mandated the formation of a new 'Mech unit, the 5th Sword of Light, which would contain fanatical Kurita loyalists and thus be totally dedicated. Selected more for their political reliability than for their skills in combat, the MechWarriors, however, were veterans of some experience.



KURITA HOUSEHOLD GUARD

From its formation until the end of Jinjiro Kurita's reign (between 2796 and 2837), the 5th Sword of Light Regiment faithfully served as the Kurita Household Guard. The safety of House Kurita family members and estates constituted this BattleMech unit's sole responsibility. Whenever Lord Jinjiro Kurita or his younger brother Zabu commanded forces in the field, they were escorted by a company-sized detachment from the 5th Swords, while other lances were left behind to ensure the security of their holdings. Scattered throughout the Draconis Combine, this regiment's lances were usually stationed at the most important worlds or anywhere Lord Kurita might expect to visit. Logically, New Samarkand, Pesht, and the capital of Luthien maintained the largest concentrations.

While serving as the Household Guard, the 5th Sword of Light never participated as a major combat unit in any engagement. As a result, the regiment never experienced the characteristically heavy losses of other 'Mech regiments during the remainder of the First Succession War (which lasted until 2821). Instead, it fulfilled the battlefield duty of protecting select senior officials, Military District Governors, and Kurita family observers. Presumably, members of this unit maintained rigid security, suspected virtually everyone, and swore to die rather than allow their charges injury. Whatever their background or motives, the unit was successful. Evidence indicates at least three attempted assassinations against Jinjiro Kurita were foiled during this period by the Household Guards.

Jinjiro, always considered unstable even by close confidants, became more deranged as his reign progressed. The inconclusive outcome of the First Succession War did nothing to improve matters, and the beginning of the Second Succession War in 2830 only heightened his paranoid instability.

Jinjiro remained a brilliant tactical commander during his lucid moments, but such times were becoming fewer and farther between. In April of 2837, Zabu had stepped in to take over Jinjiro's official duties. It became common for Zabu to spend long hours discharging his duties as *de facto* head of state while Jinjiro screamed incoherently and threw furniture in the Coordinator's office down the hall.

THE TERMINATION OF ZABU KURITA

After Jinjiro lapsed irrevocably into psychosis, Zabu took the Draconis Combine in a direction more in line with his own sensibilities than those of his demented brother's. Although the Second Succession War was in full swing, he introduced economic reforms that redirected government spending towards consumer services; he even took the unheard-of step of cutting the military budget. This led to enormous problems for his generals; some regarded him as a traitor to Kurita destiny, and some regarded him as a madman.

A naive man, Zabu operated under the false assumption that he was a charismatic, hence popular, leader. As a result of this delusion, he discharged the 5th Swords from their assignment as Household Guard, declaring in a contemporary periodical that "he had no such need of protection from the likes of his own citizens." (He retained a small unit of conventional infantry to patrol the palace grounds.) Ironically, instead of transferring this remarkably well-equipped unit to the front lines, he reassigned them to a training role at the newly created Sun Zhang Military Academy on New Samarkand, "where they could serve as an inspiration to bright young cadets."

Zabu's generals became increasingly alarmed by what they regarded as an antimilitarist attitude. On the night of June 23rd, 2838, a contingent of the Kurita high command chose General Frederick Kozoma to go to the Imperial Palace to confront Lord Kurita. Equipped with a plasti-mesh, double-edged sword, Kozoma intended to murder Zabu if he could not persuade him to change the course of his administration. After being admitted to the Coordinator's chambers, Kozoma was greatly surprised when Zabu, without an argument, took up his own sword to perform ritual seppuku. Zabu's reasoning was that he could not rule if his general staff opposed him, and thus passed the reins of government to his son, Yoguchi. The new coordinator immediately recalled the 5th Sword of Light to household guard duty.

SECOND SUCCESSION WAR

Though the Second Succession War began in 2830 for almost every combat unit in the Successor States, it started eight years later for the 5th Sword of Light Regiment. Yoguchi Kurita, Zabu's eldest son, became Lord of the Draconis Combine upon his father's death and immediately realized the elite unit's value. Within days of the change in leadership, the regiment received orders to make its first attack against a world within the Federated Suns.

Over the next three decades, the 5th Swords participated in five separate major offensives and at least 40 lesser battles. Most of these confrontations took place on planets within a triangular area of Davion space formed by Dahar IV, Royal, and Cassias. The regiment compiled a remarkable record for its skill at demolishing civilian factories, office buildings, and residences. One of the most successful (some would say "notorious") units at conducting "total war," the 5th Swords attacked civilian and military targets with equal relish.

Though known for being on the offensive, one of the 5th Sword of Light Regiment's most vicious battles took place in December of 2851 on the Kurita world of Gandy's Luck. Conducting several important raids-in-force, the unit suffered moderate casualties in the process and pulled back to regroup. Another Kurita BattleMech regiment (the 9th Galedon), even more heavily depleted from combat losses, disbanded and dispersed to fill openings in other units, including the 5th Swords.



Unbeknown to them, a Davion task force prepared a one-strike counter-offensive against Gandy's Luck. Within days of the 5th Swords' arrival, a small fleet of JumpShips and escort vessels entered orbit and began landing elements of four crack regiments, including a battalion from the Davion Guards. Both sides engaged in running maneuvers as opposing lances probed, then performed intricate thrust-and-parry attacks. The Davion units boasted a slight advantage in numbers, while the Kurita force knew the local terrain. Customary with combat of this type, the two sides exchanged heavy casualties without obtaining significant victories. One cynical tactician of the period described this warfare as "both sides grinding the other into dust, simply to make more dust for others to fight over."

Three days later, the Davion force withdrew, leaving a battle-scarred continent and a further-decimated Kurita force. Shortly after, the entire remnants of the 9th Galedon combined with the 5th Swords, almost bringing the latter up to strength, and retiring the Galedon unit colors (with the intention of reactivating them sometime in the future).

When the Second Succession War ended in 2863, the 5th Sword of Light Regiment was firmly entrenched on the Davion world of Crossing. As word of peace spread throughout the Inner Sphere, the unit was withdrawn to Kurita space and stationed on Reisling's Planet, where it remained nearly a year. After that, the regiment was reassigned to the Dieron Military District, to sit out the next two years on garrison duty, awaiting an end to the brief interlude between the Second and Third Succession Wars.

THIRD SUCCESSION WAR BEGINS

The Dieron Military District was Lord Miyogi Kurita's staging area for attacks that would eventually begin the Third Succession War. A large force, containing more than a dozen fully equipped BattleMech regiments and supported by a huge fleet, stood awaiting his command. In October of 2866, the word was given.

In a matter of days, the 5th Swords and the rest of the Kurita fleet drove into the Lyran Commonwealth. Lord Steiner, caught completely by surprise and severely outnumbered, elected not to reinforce the threatened sector and instead instructed each garrison to fight as long as possible, then withdraw. As a result, the Draconis Combine easily seized several worlds, including Vega, in December 2866, and Kessel, in January 2867. The 5th Swords participated in attacks on both worlds as each quickly fell before the concentrated might of Lord Kurita's forces.

By 2872, as the war progressed, Lord Miyogi Kurita seemed to develop a more humanitarian (some would have said "spineless") approach to fighting. He ordered his MechWarriors to bypass civilian factories, population centers that did not possess strategic importance, and other non-military targets. His apparent intent was to minimize the destruction his forces were inflicting, an effort reminiscent of the long-abandoned Ares Conventions.

Several 'Mech units, including the zealous 5th Swords, did not approve of this strategy. Their attitudes, in turn, did not please Lord Kurita. After showing reluctance to leave civilians unmolested, the entire 5th Sword of Light Regiment was transferred to a garrison post along the Kurita/Davion border, where the unit remained for 15 years.

By late 2887, the Draconis Combine regrouped and launched a second offensive against House Steiner. Once again requiring the services of the 5th Swords, Lord Kurita ordered them back into combat. Soon after returning, they participated in the successful seizure of the planet Ryde.

In 2893 and 2894, the 5th Swords faced their greatest challenge in the unsuccessful, two-year-long attack against the world of Skye. The capital of the Federation of Skye and a major planet within the Lyran Commonwealth, Skye was a crucial turning-point in House Kurita's advance. Despite several "atrocities" committed by both sides, Kurita forces made credible advances. After almost a year of fighting, most of the planet's surface was under Kurita control, until units of the defending Skye Rangers took a stand in a bog outside the capital city of New Glasgow.

A battalion of the 5th Swords was selected to move in and take the capital. Unfamiliar with the terrain, several Kurita 'Mechs became stuck in the thick mud of the bog. The advancing commander was forced to follow a handful of clearly marked road signs, while the locals had the advantage and encircled the hapless attackers. The battalion was thrown back with heavy losses, marking the regiment's first significant defeat in battle.

After participating in the capture of Sakhalin in 2899, the 5th Sword of Light regiment was withdrawn from active combat. For the next eight years, the regiment served as a garrison unit on many of the worlds the Draconis Combine had seized from House Steiner.

In 2907, Lord Shinjiro Kurita succeeded Miyogi Kurita, and restored the 5th Swords unit as the Kurita Household Guard. For the next 18 years (the entire length of Shinjiro's reign), the 5th Swords admirably fulfilled its duties in this capacity.

THE LAST HUNDRED YEARS

In 2925, Lord Hukai Kurita reduced the size of the Household Guard to a single battalion of 'Mechs, selected annually on a rotating basis from either the 2nd or 5th Swords. This freed the other two battalions for garrison duties on vitally important worlds, most often guarding BattleMech factories.

In 2963, Lord Hohiro Kurita singled out the 5th Swords to "gain more battle experience and become utterly proficient in the art of war." He also seemed to enjoy authorizing travel orders, because the unit was transferred to garrison duty on border worlds along the Kurita/Steiner border, the Kurita/Davion border, and the Periphery frontier. Under Hohiro Kurita, MechWarriors of the 5th nicknamed themselves "the twitchy stiletto"; by the end of his reign in 3004, the 5th Swords had served as a garrison unit on 48 different planets in a 41-year period, a Kurita record. It should be noted that, despite Hohiro's intentions, the unit's fighting prowess did not appear to benefit from this extended sojourn throughout the Combine.

Since the time of Lord Takashi Kurita, all Sword of Light regiments have been reassigned to rotating garrison duties, in most cases changing stations every two or three years. Two of the regiments (including either the 2nd or 5th) are maintained on the capital Luthien, while the other three usually establish battalion-sized garrisons on important worlds within the Galedon Military District.

Unlike his predecessors, Takashi likes to use his units piecemeal, committing individual Sword of Light companies or battalions to raids, instead of employing an entire regiment simply to maintain unit integrity. Takashi realizes that a company is more mobile, can achieve surprise more easily, and thus is more suitable for certain situations than even a full regiment. Another important factor may be troop quality, something that tends to vary more within the Sword of Light than among other regiments. Takashi wants to use his best companies as "elite" rapid-strike forces instead of being tied to using what might be, on the average, merely a "good" battalion.

SERVICE TIMELINE

This timeline provides information on the history of the Draconis Combine's 5th Sword of Light Regiment in general, and the history of Sorenson's Sabres in particular.

2787

The first Succession War begins.

April 2796

The 5th Swords is formed by selecting politically reliable MechWarriors from dispersed units.

April 2796 to April 2837

The 5th Swords serves as the Kurita Household Guard. Major elements of the regiment are stationed on the worlds of Pesht, New Samarkand, and Luthien.

2821

The First Succession War ends.

2830

The Second Succession War begins.

April 2837

With the ascension of Zabu Kurita, the 5th Swords is reassigned to the Sun Zhang Military Academy on New Samarkand.

March 2838

Lord Zabu Kurita is assassinated by a group of senior officers, including the 5th Swords commander, Colonel Kenneth Walpeter. The 5th Swords is reassigned to the Galedon Military District.

2838 to 2863

The 5th Swords serves as a front-line combat unit on the Federated Suns border, serving in dozens of battles.

December 2851

The 5th Swords merges with the 9th Galedon on Gandy's Luck, and the latter unit is dissolved.

2863

The Second Succession War ends. The 5th Swords moves from the Davion world of Crossing to Reising's Planet.

2864 to 2866

Reassigned to the Dieron Military District, the 5th Swords is stationed on Dieron, Alshain, and Pike IV.

October 2866

Massed forces from the Draconis Combine, including the 5th Swords, attack the Lyran Commonwealth to begin the Third Succession War. The 5th Swords plays a spearheading role during the first six years of the war.

December 2867

The 5th Swords captures Vega for the Draconis Combine.

January 2868

The 5th Swords captures Kessel for the Draconis Combine.

May 2872

Lord Miyogi Kurita gradually recognizes the sanctity of civilians, and orders Kurita MechWarriors not to attack purely civilian targets. The 5th Swords, unwilling to comply, is transferred to the Kurita/Davion border, where the unit remains for the next 15 years.

January 2888

The 5th Swords are transferred to the Lyran front.

May–December 2888

The 5th Swords captures Ryde for the Draconis Combine.

2893–2894

The Draconis Combine, battling fiercely for control of the planet Skye, commits the 5th Swords (among many other units) into the fray. After fierce fighting, Kurita units withdraw, the first real defeat suffered by the 5th Swords.

December 2897–January 2899

The 5th Swords captures Sakhalin for the Draconis Combine.

2899–2907

The 5th Swords garrisons (in turn) Vega, Kessel, and Sakhalin, repelling an assortment of minor Steiner attacks intent on retaking those worlds.

2907–2925

Lord Shinjiro Kurita succeeds Taragi Kurita. The 5th Swords serves as the Kurita Household Guard.

2925–2963

Lord Hugai Kurita succeeds Shinjiro Kurita. Elements of the 5th Swords serve as the Kurita Household Guard and on garrison duty to protect the Draconis Combine's BattleMech factories.

2963–3004

Lord Hohiro Kurita succeeds Hugai Kurita. The 5th Swords serves on garrison duty throughout the Draconis Combine, a total of 48 planets along all fronts.

3004 to Present

Lord Takashi Kurita succeeds Hohiro Kurita. Elements of the 5th Swords serve on rotating garrison duty. Their station varies from the capital Luthien to major worlds within the Galedon Military District.

February 3014

General Palmer Conti replaces General Leonard Ohira as commander of the 5th Swords after Internal Security Force agents execute Ohira for treason.

February 3021

Captain Abraham Silvereen, commanding Silvereen's Stallions, is killed in a food riot on Worrell. General Conti orders courts-martial and executions for Silvereen's lancemates who "were grossly negligent in their duty to protect a superior officer." Lieutenant Daniel Sorenson becomes interim commander.

April 3021

Promoted, Daniel Sorenson commands the company. The company's AeroSpace Fighters are detached and assigned to defend District HQ on Galedon V. The unit is reorganized without them.

July 3021–January 3022

After three months of training, Sorenson's Sabres transfer to the Steiner border, where they launch numerous raids against worlds of the Lyran Commonwealth.

January–August 3022

Sorenson's Sabres serve garrison duty on the world of Bad News in the Galedon Military District.

August 3022–April 3023

Sorenson's Sabres serve garrison duty on the capital Luthien. Except for one minor incident, the assignment is uneventful.

May 3023–January 3024

Tarwater's Battalion (including Sorenson's Sabres) reinforces the garrison on New Caledonia. Upon their arrival, the units are forced to relieve a siege imposed by a Bandit King 'Mech formation. After a series of battles, the raiders withdraw. The battalion fends off two other attacks during this period, without significant Sabres losses.

February–September 3024

Sorenson's Sabres serve garrison duty on Galedon V.

October 3024–July 3025

Sorenson's Sabres are reassigned to New Samarkand. The unit's lances serve garrison duty and security escort duty for instructors at the Sun Zhang MechWarrior Academy.

August 3025–October 3026

The entire 5th Sword of Light Regiment (including Sorenson's Sabres) is massed for an offensive along the Davion border. During this time, the regiment makes a dozen attacks against worlds of the Federated Suns, with the Sabres leading the way more often than not.

October 3026

The present.



PALMER CONTI

Brief Personal History:

*General, 5th Sword of Light Regiment,
The Draconis Combine
Awarded the Katana Cluster
Awarded the Knight of New
Samarkand Ribbon*

General Palmer Conti is a physically imposing man, particularly when seen from afar. Some of his colleagues have even described him as "a man of many appetites," both gastronomic and otherwise. Upon closer inspection, however, it is obvious that too many of life's simpler pleasures have softened him physically, leaving him with more fat than muscle. Intellectually, he is a sly man who is rarely caught off-guard. A talented strategist and amateur chef, he equally enjoys preparing a devious, elaborate plan for battle or a hearty meal.

Conti has experienced much during his 50-odd years. Rising through the MechWarrior ranks using equal parts of extortion, bribery, and warrior's skills, Conti attained most of his personal goals. An adroit political manipulator, he knows the inner workings of House Kurita as well as any man alive.

He earned his regiment while serving as the unit's second-in-command under General Leonard Ohira. Careful observation, meticulous record-keeping, and an ability to seem impervious to suspicion aided him in monitoring his superior's activities. Ohira, a better tactician but less sophisticated politically, permitted certain details of his personal life to become known. By February of 3014, Conti felt he had sufficient proof. Very little time passed before Conti subtly convinced ISF

agents that his superior had met with certain parties in the Federated Suns. The ISF acted with characteristic efficiency, and a speedy execution left a vacancy in leadership that Conti was more than happy to fill.

A knowledgeable and occasionally magnanimous commander, Conti takes advantage of each MechWarrior and 'Mech's unique capabilities. On rare occasions, he may invite select officers and even enlisted MechWarriors to join him in a lavish dinner that he himself prepared (considered an honor).

However, he can be ruthless when the mood suits him, as the court-martialing incident on Worrell clearly indicates. His skills of detail and extortion have not diminished with time, and he maintains a record of every MechWarrior's activities (both in and out of combat). He maintains his authority through a combination of "the carrot and the stick," to use an ancient Terran expression. In essence, he is the epitome of a Sword of Light regimental commander.

Intimately familiar with the intricate court politics of House Kurita, Conti is a physical coward through and through. In fact, he rarely shows his face on the battlefield anymore, preferring to direct all regimental action from the safety of his headquarters aboard the *Calliope*, an *Overlord* Class DropShip.

For Conti, one final objective remains: becoming a Kurita Military District Governor. He realizes that he must walk a very narrow path between over-achieving (and thus, becoming a political liability) and under-achieving (and thus, becoming a tactical liability). Nonetheless, Conti seeks this final hurdle, and feels the 5th Sword of Light may be just the ticket. Moreover, he lets nothing and no one stand in his way.

REGIMENTAL DATA

INSIGNIA

The unit banner for all Sword of Light regiments consists of a black-handled scimitar against the background of a yellow flame in motion. The 5th Regiment's insignia is a gold Combine dragon, which represents the Kurita government. This design is generally displayed on the right torso of the unit's BattleMechs, and as a unit badge worn on uniforms of the troops and ground support personnel.

In Sorenson's Sabres, one small addition has been made to the banner: a mushroom-shaped pillar of black smoke (the symbolic significance of which has been lost in time) appears above the yellow flame. This banner modification has not been officially recognized, but the incumbent regimental commander (Conti) has not forbidden its use.

NICKNAME

The Gold Dragon

MOTTO

"Death to Kentarans!"

COMPOSITION AND TACTICS

The 5th Sword of Light is an elite House regiment, one of the best-equipped formations in the Draconis Combine. The senior officers are often respected (if not jealously despised) by most other Kurita MechWarriors for their enviable positions in this combat unit.

Almost two-thirds of the regiment's MechWarriors graduated from the Sun Zhang MechWarrior Academy; in the case of one company, its nine non-commissioned MechWarriors are recent graduates of the same academy class. This training ensures uniform indoctrination as well as some fundamental level of proficiency.



The 5th Swords is known for its enthusiasm regarding "total war." Both heavily defended military targets and undefended civilian targets are likely objects of 5th Swords' attacks. General Conti (and some of the Draconis Combine's top echelon) feel that demoralizing the enemy is important, but utterly destroying the enemy is even better. The modern-day ritualized style of combat—inflicting minimal casualties and withdrawing—may be employed, but always with great reluctance. It must be noted that if any unit should ever fight to the death, it would probably be the 5th Sword of Light.

All nine companies have their full quota of BattleMechs (i.e., twelve each), and most have their appropriate share of attached AeroSpace Fighters. Spare parts are generally made available for 'Mechs and fighters attached to this unit (though undoubtedly at the expense of some less fortunate regular regiment).

The 5th Swords, categorized as a "heavy" regiment, contains an assortment of 'Mech models. Two heavy companies consist almost entirely of *Dragons*, and most medium lances contain a mixture of *Whitworths*, *Phoenix Hawks*, and *Hunchbacks*. Finally, recon and light attack lances are equipped with their regular quotas of *Panthers*, *Wasps*, *Stingers*, and *Jenners*.

This regiment also has an attached contingent of two *Overlord Class*, two *Union Class*, and three *Leopard Class* DropShips, with enough combined capacity to lift the entire regiment in a single operation.

SORENSEN'S SABRES

Unit Name: Sorenson's Sabres, Tarwater's Battalion, 5th Sword of Light Regiment

BRIEF HISTORY

Sorenson's Sabres was formed in April 3021. Prior to that time, the company was commanded by Captain Abraham Silverveen and was known as Silverveen's Stallions. Silverveen was killed in action in February 3021, and command was transferred to Lieutenant Daniel Sorenson (previously, the company's Fire Lance leader and senior lieutenant).

The company, garrisoned at the time on Worrell, received a call by the planet's governor to suppress a riot caused by a temporary food shortage. The situation, created by an administrative foul-up, was ugly and growing progressively worse by the hour. The company's Command Lance responded immediately and Silverveen himself stepped in, parking his *Dragon* a few hundred meters from the main disturbance.

As a senior officer of the local garrison, Silverveen was a well-known and much-feared figure on the planet. In any event, he elected to enter the crowd on foot instead of riding in aboard his 'Mech. Presumably, he was depending on his charisma and powerful influence to disperse the mob. Unfortunately, he underestimated the anger of its participants. In seconds, witnesses later recalled, Silverveen went from stern warnings to vicious threats and verbal taunts in a heated dialogue. Surrounded by hungry citizens who failed to appreciate his role in the matter, he retreated but failed to reach his 'Mech before being clubbed to death.

A quick but deadly salvo followed suit, as the other three 'Mechs present opened fire on the mostly unarmed and generally helpless citizens. Several hundred civilians were killed or injured, though there were no other MechWarrior casualties.

General Conti also responded with rapid action of his own. Within days, the three lancemates of the deceased captain involved in the incident were court-martialed, found guilty, and executed. The charges were not for firing on unarmed civilians—which was considered appropriate behavior—but for failing to prevent the senseless death of their unit commander. Lieutenant Sorenson took over as interim commander, receiving a promotion and official notification two months later. At that point, the unit was renamed.

During early 3021, reports trickled in that the Federated Suns might attempt a massive raid against several Kurita worlds, including Galedon V. Responding to this threat, AeroSpace Fighters attached to air lances of numerous companies were stripped and reassigned to air-defense duties on these worlds. Though the anticipated attack never came, a number of these fighters, including those of Sorenson's Sabres, remained at their new duty stations. To compensate, certain changes were made in the unit's organization, making it one of the more unorthodox companies found anywhere in the Draconis Combine.

After receiving personnel replacements and training together for a couple of months, The Sabres shipped to the Steiner border. Upon their arrival in July 3021, the unit began conducting major raids against the Lyran Commonwealth worlds of Morningside, Fatima, and Ft. Loudon. Striking quickly and then moving on, the company ignored strongly defended targets, instead preferring less important but less difficult objectives. Unarmed civilian installations were particularly popular choices for demoralizing the opposition. Intense city fighting, especially on the latter two planets, proved the worth of the LAM(Land-Air 'Mech)-and-Fighter combination for pinpoint strafing missions.

In one memorable instance in the Fatima city of Nuevo Lisbon, Sorenson's superior tactics deceived a numerically superior but less experienced Steiner battalion into believing the attacking force was regimental-sized. In fact, Sorenson's company used heavy smoke, lightning air attacks, and electronic counter-measures to give the signature of an entire regiment. The defenders went so far as to withdraw from several boroughs of the city, leaving them undefended in order to maneuver more effectively on the surrounding plains. This left the urban area wide open for occupation, pillage, and mass destruction,—a favorite 5th Swords activity.

After conducting more than a dozen full-company hit-and-run raids into Steiner space, one as deep as Pandora, Sorenson's Sabres badly depleted their materiel and energy. Most attacks were successful due to their element of surprise, even when fighting against superior numbers. They destroyed large caches of valuable supplies, even grain and other foodstuffs. To Sorenson's extreme pleasure, it occurred without any MechWarrior fatalities (though they lost a few scouts and other support personnel). Nevertheless, the unit quickly deteriorated and was reassigned in January 3022 to the Galedon Military District for a period of garrison duty and equipment re-fitting.

From January through August 3022, Sorenson's Sabres served on garrison duty at perhaps the most desolate station in the District, the isolated world of Bad News. Under other conditions, Sorenson would have been incensed at such an assignment, but right now, peace and quiet were exactly what his unit needed.

In September 3022, the unit transferred to the capital Luthien, serving as part of the regular Sword of Light garrison until April of 3023. Other than suppressing one minor disturbance that occurred during February 3023, the term of duty was completed without incident.

From May of 3023 through January of 3024, Tarwater's Battalion (including Sorenson's Sabres) was dispatched to the world of New Caledonia in the Principality of Rasalhague (a semi-autonomous territory within the Draconis Combine). The world had recently experienced heavy losses in conjunction with Bandit King water raids, and Conti's suggestion to use the Sabres to reinforce the garrison was approved. Everyone expected brief periods of hazardous duty combined with long periods of boredom, but no one realized their first act would be in relieving a besieged defense force.

One of the Bandit Kings—accounts vary as to which one—had sent an entire battalion of BattleMechs (undoubtedly, a significant fraction of his entire force) with orders to wipe out the defending Rasalhague units, fill their huge converted tanker ships, and leave. The first objective was nearly reached, the remaining defenders (mostly infantry) isolated near the city of Lyddwich, when Tarwater's Battalion of the 5th Swords arrived. The reinforcements made a farside approach, landing on almost the opposite side of the world.

After making hasty efforts to transport the relief force across the planet, Sorenson's Sabres found themselves facing a well-coordinated force of light 'Mechs. Both sides slugged it out, with the raiders having speed advantage and the Sabres having size advantage. Luckily, the Sabre's fighters and LAMs helped offset their opponent's superior maneuverability. No longer defending their base, the besieged infantry broke through, and in a series of bloody combined-arms skirmishes, the bandits withdrew.

After successfully fending off two other attacks, and the entire battalion was recalled in January 3024 to the Galedon District. This time, their garrison assignment would be on Galedon V.

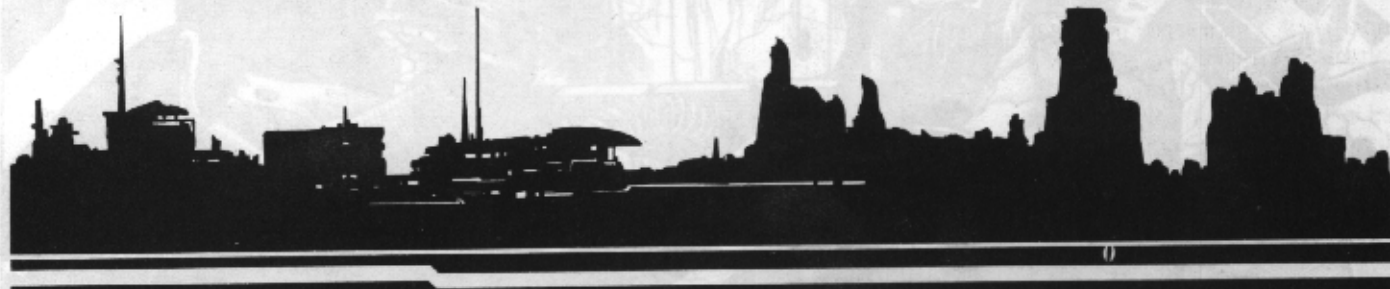
Sorenson's Sabres remained on garrison duty in the Galedon District until September 3024. At that time, anonymous threats were made against certain senior officers of the Sun Zhang MechWarrior Academy on New Samarkand. Despite the presence of the ISF headquarters on that world, top officials improved security by calling in the Sabres. Two of the company's lances were assigned to the planet's garrison, while the third lance, selected on a monthly rotation, remained on hand at the Academy.

Though he commented little to his superiors, this assignment rankled Sorenson, who had little love for the Academy. Nonetheless, the unit defended the instructors during field exercises from October 3024 through July 3025. By that time, it was obvious that the threats were meaningless and the company was becoming stale from prolonged defensive and parade-ground operations. Sorenson needed to resume the offensive to retain a sharp, combat-effective formation. In August of 3025, he got his chance.

Recently, the Draconis Combine had come under increasing pressure from the Federated Suns. House Davion placed additional forces along their common border, and it appeared that a full-scale offensive might be in the works. The 5th Swords, one of the best and most reliable Kurita house units, was selected to counter this threat. Before any major Davion thrusts could be mounted, the 5th Swords had orders to launch a few thrusts of its own.

General Conti was informed that his regiment would receive any supplies and equipment needed to preserve its ability to fight. In some respects, it was an empty promise, but the 5th Swords would receive most of the necessary supplies to maintain their attacks. In exchange, the unit would maintain the offensive as long as possible.

During the 15 months between August 3025 and October 3026, the 5th Sword of Light regiment launched attacks against House Davion on the worlds of Ozawa, Quinn, Towne, Glenmora, Quentin, Udibi, and Errai. Battles were fought (with varying success) in such diverse terrain as desert, arctic plain, dense forest, urban areas, mountains, and even on the edge of a swamp. And in each case, the unorthodox company known as Sorenson's Sabres stood in the forefront of the fighting.



COMPOSITION AND TACTICS

Clearly, the composition of Sorenson's Sabres is quite different from that of most BattleMech companies, or even from other companies in the 5th Swords. The unit operates several fairly uncommon 'Mech models, and has neither a Recon Lance nor an Air Lance with two AeroSpace Fighters attached.

Instead, the company contains a Land-Air 'Mech integrated directly into one of its lances, and an AeroSpace Fighter replaces a 'Mech in a second lance. This reduces the overall unit complement to twelve combatants (rather than 14) and makes the lances somewhat "lighter." It increases the flexibility of the lances, however, and ensures organic (i.e., directly attached) air support for the company. As of

October 3026, the AeroSpace Fighters nominally attached to Sorenson's Sabres remain assigned to the local defense forces protecting the Military District Headquarters on Galedon V. Plans to reassign or replace them with other fighters are not known at this time.

The company is unusual in other respects as well. Eight of the Sabres did not attend the Sun Zhang MechWarrior Academy, an atypical percentage for a Sword of Light company. Odder still, Captain Daniel Sorenson graduated from the small-but-efficient Rasalhague Military Academy (considered by most Kurita officers to be an enemy propaganda facility), making him unique in all of the Sword of Light regiments. However, reports on this unconventional

officer obtained from ISF informants serving in the regiment indicate his satisfactory performance, considering his questionable background.

General Conti admits that Sorenson's Sabres is something of a tactical (not to mention political) experiment. For that reason, the company devotes much of its energies toward developing new tactics and creating combat situations that make the most of the fighter and LAM. Its members especially seem to enjoy urban warfare, using either LAM or fighter to provide fire support and fulfill a spotting role. To date, their unique style has been quite successful—surviving MechWarriors of many Davion, Steiner, and Bandit King units ruefully recall unpleasant memories of the occasions when they faced the Sabres of the 5th Sword of Light.





Pilot: Captain Daniel Sorenson
BattleMech: MAD-3R *Marauder*
BattleMech Status Report:

Daniel's *Marauder*, painted in standard colors, suffered heavy damage to its left torso. As a result, the autocannon ammo bin is badly mangled and can store only 10 rounds (instead of the customary 20). Also, anytime the AC/5 is fired, roll 2D6 before making the To-Hit Roll. The weapon misfires and jams on a result of 9+, rendering it useless for the remainder of the battle (it can be repaired temporarily between battles). Finally, the 'Mech is missing six of its heat sinks, shot away during various actions.

MechWarrior Data:

Daniel Sorenson is a slender man, somewhat shorter than the average MechWarrior, with tousled brown hair and a firm jaw. Despite his stature, he has the unmistakable look and bearing of a born leader (some have compared him to the ancient Terran general Napoleon).

Born on Rasalhague, Daniel has perhaps the most improbable background of anyone in the Sword of Light. His father, Richard Sorenson, was the incumbent Warlord of the Principality of Rasalhague, a semi-autonomous and fiercely independent region within the Draconis Combine. As a youth, Daniel enrolled at the Rasalhague Military Academy, with plans to join a mercenary unit upon graduation. In fact, he was still attending the RMA in 3007 when his father was brutally killed during a Steiner raid, an event that changed his plans forever.

Learning of his father's death, Daniel swore revenge. Like most others born and raised within the Principality of Rasalhague, Daniel did not appreciate the leaders of House Kurita. "Rasalhagians," as they call themselves, view the Draconis

Combine as a usurper government who simply never left. In turn, the ISF shows little trust toward unreliable and potentially traitorous Rasalhagians.

After his father's death, Daniel realized his best chance to gain revenge was through House Kurita; more specifically, by out-performing other MechWarriors to win a place in the famed (or dreaded) Sword of Light. His goal was to find and kill the man who murdered his father. He could then desert his regiment and return to Rasalhague a hero. Unfortunately, the assailant's identity is unknown, a definite complication.

Daniel still thinks of himself as a Rasalhagian first, and a soldier of Kurita a distant second. However, he has the presence of mind to keep this opinion strictly to himself. He has been as loyal, forceful, and efficient in his actions as any officer in the Sword of Light.

As reward for his spotless record—despite his curious background—he has been given land holdings and command of a company, "an honor equal to having command of any other regiment." His uncharacteristic exploits have even come to the attention of Subhash Indrahar, the Director of the ISF, whom Sorenson boldly claims is his mentor. Despite this carefully cultivated act, Daniel often finds his unit's actions to be despicable, and secretly longs to return home.

Name: Daniel Sorenson
Age: 35
Rank: Captain
Affiliation: House Kurita
Home Planet: Rasalhague
Mech Type: Marauder

Warrior Data
 BODY - 7 CHA - 7
 DEX - 9 PIB - 9
 LRN - 10 HTK - 70
 Total XP: 158,000
 XP Available: 10,160

Skills	Skill Level	Attribute Target	Modified Skill Roll Target
Bow/Blade	2	8	6
Gunnery/Mech	5	8	3
Leadership	6	8	2
Piloting/Mech	4	8	4
Pistol	3	8	5
Rogue	3		
Listen/Eaves	1	8	7
Stealth	2	8	6
Forgery	3	8	5
Sec. Systems	2	8	6
Bribery	1	8	7
Disguise	3	8	5
Streetwise	2	8	6
Survival	4	8	4
Tactics	6	7	1
Technician	5	7	2

Contacts:

Subhash Indrahar

Notes:

Right-handed
 Attended Rasalhague Military Academy
 Controls holdings equivalent to barony



Pilot: MechWarrior Shytel "Guts" Gutowski
BattleMech: WHM-6R Warhammer
BattleMech Status Report:

Shytel's Warhammer is in perfect condition and is brightly painted with long, vertical stripes of blue and gold.

MechWarrior Data:

Shytel is a large, broad-shouldered man with an unshaven face and blood-shot eyes. He is rarely cruel just for cruelty's sake, but loves to intimidate an opponent or subordinate with his frightening demeanor and a malicious expression. Combined with his size, overall appearance, and gravelly *basso profundo* voice, it seems to have the desired effect. This is just as well, because he is not a trained fighter.

Not the brightest MechWarrior in the regiment, Shytel is certainly one of the bravest. In fact, he is a fanatic about almost everything, including his loyalty for House Kurita and close friends (like Izora Soderstrom). Known for fighting, playing, and drinking hard, he always tries to stay in the thick of things, whether it be on the battlefield or in the taverns. His two favorite stories recall an incident where he was surrounded by an entire fire lance, and another when three of his romantic liaisons accidentally met him together at the same locale (he laughs about which situation was riskier). Though not quite the ladies' man he thinks he is, he does exude a kind of crude charm that some women find irresistible.



Shytel's tendency to attack wildly and disobey tactical orders in favor of "the direct approach" have led to a long series of imposed demerits and fines. A moderately skilled artilleryman, he even abandoned his 'Mech once during battle to direct a Sniper bombardment personally. Luckily, the profits from his carefully managed land holdings have been enough to cover these debts. In fact, he has no tactical sense whatsoever, though he does seem to have a certain awareness regarding impending disaster. This means the most specific of orders (often combined with threats) are required to keep him in check.

Name: Shytel Gutowski
Age: 26
Rank: MechWarrior
Affiliation: House Kurita
Home Planet: Vega
'Mech Type: Warhammer

Warrior Data:

BODY - 9 CHA - 9
 DEX - 7 PIB - 0
 LRN - 6 HTK - 90

Total XP: 44,000
 XP Available: 1,240

Skills	Skill Level	Attribute Target	Modified Skill Roll Target
Gunnery/Arty	3	9	6
Gunnery/Mech	4	8	4
Interrogation	1	8	7
Land Management	3	9	6
Piloting/Mech	3	9	6
Streetwise	3	8	5

Contacts:

One useful contact
 Two informants

Notes:

Right-handed
 Thick skin
 Sixth sense
 Controls holdings equivalent to knightdom



Pilot: Elden "The Shark" Berardinelli
AeroSpace Fighter: SL-25 *Samurai*
AeroSpace Fighter Status Report:

Elden's *Samurai* is in perfect condition. It has been painted white with red polka-dots, and bears a crudely drawn shark's mouth on the sides of the nose.

SL-25 *Samurai* Data:

Tonnage: 50 Tons
Thrust: 7
Overthrust: 11
Structural Integrity: 7

Components		Tons
Engine:	250	12.5
Fuel:	120	8
Cockpit:	—	3
Armor:	152+10	9.5
Heat Sinks:	19	9

Armor	Armor Value
Cockpit	15
Nose	36
Wings	20/20
Fuselage	51
Engine	20

Weapons	Type	Location	
Medium Laser		Nose	1
Medium Laser		Nose	1
Medium Laser		Nose	1
Small Laser		Nose	.5
Medium Laser		LW	1
Small Laser		LW	.5
Medium Laser		RW	1
Small Laser		RW	.5
Medium Laser		Rear	1
Small Laser		Rear	.5

MechWarrior Data:

Elden is a slim, tanned man of medium height, possessing an atrociously droopy moustache and a lopsided grin. A dueling scar on the left side of his mouth only adds to his cynical sneer. Though wiry of build, he is stronger than he looks. Soft-spoken, his words are also potent, for Elden possesses an acid wit to go along with his immense ego.

Elden is one of the best AeroSpace Pilots in the Draconis Combine. In fact, he is almost as good a pilot as he thinks he is. Like his company commander, Elden also has a natural feel for leadership. Unlike Sorenson, though, Elden has no desire to command, preferring instead to sit back and criticize the failings of others. He informally doubles as the unit's medic, but his bedside manner is typically caustic.

Aside from character defects, his sole weakness may be his own artistic ability, as he himself painted the shark's visage on the fighter. When he is criticized about it, he will scream at the offending party and then sulk for hours (unless duty calls). He is typically loyal and recognizes that House Kurita comes first; he lets nothing interfere with his job performance.

The dueling scar was the result of a confrontation that occurred just before he joined the company. In his customary manner, he tongue-lashed another MechWarrior who also happened to be a skilled swordsman. He was called out, and ignored his own better judgment to apologize, though he had never before held an epee. His opponent was merciful, leaving Elden with only a single souvenir of their meeting.

Name: Elden Berardinelli
Age: 27
Rank: AeroSpace Pilot
Affiliation: House Kurita
Home Planet: Asgard
AeroSpace Fighter Type: *Samurai*

Warrior Data

BODY - 9 **CHA** - 6
DEX - 7 **PIB** - 3
LRN - 8 **HTK** - 90
Total XP: 72,000
XP Available: 120

Skills	Skill Level	Attribute Target	Modified Skill Roll Target
Athletics	2		
Acrobatics	1	8	7
Climbing	2	8	6
Equestrian	1	8	7
Running	1	8	7
Swimming	1	8	7
Computer	5	8	3
Gunnery/Aerosp.	3	8	5
Leadership	7	9	2
Medical/First Aid	2	8	6
Piloting/Aerosp.	8	8	0
Rifle	2	8	6
Tactics	2	8	6

Contacts:

One informant

Notes:

Ambidextrous/both
 Sixth sense
 Controls holdings equivalent to baronetcy



Pilot: MechWarrior Izora "Izzy" Soderstrom

BattleMech: PHX-1K *Phoenix Hawk*

BattleMech Status Report:

Izora's *Phoenix Hawk* is heavily scarred by laser fire and missile near-misses. Despite its battered appearance (and desperate need of a paint job), it is in perfect condition. Note that this is the Draconis Combine's PHX-1K variant, without jump jets but with more armor and additional heat sinks. Its statistics are identical to the standard PHX-1, with the following changes:

Jumping MP:	0
Heat Sinks:	13
Armor Factor:	152
Armor Value:	
Head:	8
Center Torso:	23/5
Rt./Lt. Torso:	18/4
Rt./Lt. Arm:	14
Rt./Lt. Leg:	22
Weapons and Ammo:	Location
Large Laser	RA
Medium Laser	RA
Medium Laser	LA
Small Laser	CT

MechWarrior Data:

Izora is a huge, powerfully built man with deep burn scars on both legs. During battle campaigns, he sports a bald head and meticulously trimmed goatee (he shaves his head bare before every campaign). Between campaigns, oddly enough, he regularly shaves his goatee and lets his hair grow. Also in battle, Izora seems to go slightly mad as he skillfully attacks each target in turn. Between battles, though, he is soft-spoken, kind, and what his lance-mates would call "a gentle giant."

Izora is not as outspoken or fanatical in his loyalty toward House Kurita as most others in the Sword of Light, a personality trait that has raised some suspicion among ISF agents. Rather, he has won his place in the regiment on his merits as a MechWarrior. He is something of an intellectual (another negative quality from the ISF viewpoint) and enjoys reading classic literature whenever time permits. When explaining his curious hair-cutting rituals and berserker attitude in battle (the latter of which he admits he does not fully comprehend), he quotes his own motto: "It is all right for man to make love, and it is all right for man to make war, but he shouldn't try to do both at the same time."

His interests are quite diverse. Among other abilities, Izora is a competent technician, computer programmer, and driver. He is also a senior apprentice JumpShip navigator, and would be qualified to operate such a vessel in event of emergency. Since joining the company, Izora has been studying artillery from Shytel Gutowski, his close friend and occasional drinking buddy. The burns on his legs were the result of an inferno bomb that was dropped by a Davion fighter on his 'Mech a number of years ago. Even to this day, Izora tries to avoid having anything to do with AeroSpace Pilots, and unconsciously flinches at the sound of such aircraft. Elden Berardinelli seems to know he makes Izora somewhat uncomfortable, and he is careful not to pester the larger MechWarrior too much.

Name: Izora Soderstrom
Age: 32
Rank: MechWarrior
Affiliation: House Kurita
Home Planet: Orestes
'Mech Type: Phoenix Hawk 1K

Warrior Data
 BODY - 11CHA - 8
 DEX - 7 PIB - 2
 LRN - 10 HTK - 110
 Total xp: 60,000
 xp Available: 3,290

Skills Skill	Attribute	Modified Skill	Roll Target
	Level	Target	
Computer	3	7	4
Driver	3	8	5
Gunnery/Arty	1	7	6
Gunnery/Mech	8	8	0
JumpShip Navig/Pilot	4	7	3
Land Management	3	7	4
Piloting/Mech	3	8	5
Streetwise	2	8	6
Tactics	1	7	6
Technician	3	7	4

Contacts:
 Four prominent contacts
 Two useful contacts
 One informant

Notes:
 Naturally left-handed
 Controls holdings equivalent to knightdom



Pilot: Lieutenant Cedrick Sveinson

BattleMech: LGB-0W *Longbow*

BattleMech Status Report:

Cedrick's *Longbow*, painted in standard colors, is missing two heat sinks, and the 'Mech's left arm will support only 9 points of armor instead of the normal 13.

LGB-0W <i>Longbow</i> Data:		Tons
Tonnage:	60	
Internal Structure:	—	8.5
Engine:	340	27
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	13	3
Gyro:	—	4
Cockpit:	—	3
Armor Factor:	152	9.5
	Internal Structure	Armor Value
Head:	3	9
Center Torso:	27	21/10
Rt./Lt. Torso:	18	18/7
Rt./Lt. Arm:	14	9
Rt./Lt. Leg:	18	18

Weapons and Ammo:			
Type	Location	Critical	Tonnage
LRM 20	RA	5	10
Ammo (LRM 20) 12	RT	2	2
LRM 20	LA	5	10
Ammo (LRM 20) 12	LT	2	2
LRM 5	RT	1	2
LRM 5	LT	1	2
Ammo (LRM 5) 48	CT	2	2

MechWarrior Data:

Cedrick is a tall, barrel-chested MechWarrior with bushy, red hair and flowing beard. His personality is almost as flamboyant; an amateur linguist, he uses colorful language and obscure metaphors to spur his subordinates to greater glory. Quick tempered, he shows sharp flashes of anger but is quick to cool off. He only feigns irritation when some of the young MechWarriors call him "Gramps." In fact, had he been born two millennia earlier, Cedrick would have made a perfect Terran Viking warrior.

If Cedrick chose one word to describe himself, he would say he was a "survivor." He has an uncanny ability to find food and water, scrounge for many needed parts, and generally manage under the worst of conditions. Possessing remarkable endurance and always striving for more, he will work almost day and night to be ready for any upcoming battle. Unfortunately, Cedrick is not exactly leadership material. He was selected for promotion and chosen to command the Medium Lance based solely on his age and extensive combat experience.

Cedrick secretly knows he should not be in command. To make matters worse, he is not a graduate of the Sun Zhang MechWarrior Academy, and is afraid of losing his position. To compensate, he drives his subordinates as hard as himself. Cedrick strongly dislikes Lieutenant Utsonomiya, whom he feels is truly incompetent.

In addition to being a fine MechWarrior, he is a skilled AeroSpace Fighter Pilot and something of an expert on artillery. He even claims that he can identify any known type of artillery piece just by hearing it or seeing its effects.

Name: Cedrick Sveinson
Age: 34
Rank: Lieutenant
Affiliation: House Kurita
Home Planet: Worrell
'Mech Type: Longbow 0W

Warrior Data

BODY - 9 CHA - 9
 DEX - 11 PIB - 3
 LRN - 9 HTK - 90

Total XP: 151,000
 XP Available: 17,630

Skills	Skill Level	Attribute Target	Modified Skill Roll Target
Driver	2	7	5
Gunnery/Arty	4	8	4
Gunnery/Mech	7	7	0
Land Management	3	8	5
Mechanical	3	8	5
Piloting/Aerosp.	4	7	3
Piloting/Mech	6	7	1
Survival	6	8	2
Tactics	1	8	7

Contacts:

Four informants

Notes:

Right-handed
 Controls holdings equivalent to barony



Pilot: MechWarrior Emory Wilk
BattleMech: RFL-3N Rifleman
BattleMech Status Report:

Emory's Rifleman is suffering from a variety of breakdowns. The rear center torso no longer supports any armor, creating a severe Achilles' heel. The Magna Mk III heavy laser on the right arm overheats, producing 3 additional heat points whenever fired. Finally, the upper arm actuator in the left arm has been destroyed, adding a modifier of +1 to the To-Hit Number for all weapons mounted there. Emory has even painted large splotches of black and blue on his 'Mech to reflect his wry amusement at its condition.

MechWarrior Data:

Judging solely from appearances, young Emory is in roughly the same condition as his 'Mech. Though of average height and build, Emory's dark eyes and cheeks are sunken, almost as if he had been starving himself (which is not true, incidentally). He speaks little, and then in a tenor voice that always seems on the verge of cracking. His sense of humor definitely leans toward the macabre, and he is a likely candidate for a nervous breakdown.



Emory, a recent graduate of Sun Zhang MechWarrior Academy and once-loyal supporter of House Kurita, is already disillusioned by the horrors of war. Though he still obeys every command to the letter, he is haunted by his own mortality and is actually obeying out of fear. In particular, his 'Mech's rear center torso worries him, and this paranoia now continues even when off the battlefield. Luckily, his instincts and excellent vision provide some relief. He becomes very hostile when anyone, even others in his lance, approach him from the rear. Despite his psychological problems, he remains a very competent MechWarrior.

The Wilk family maintains a feud with the Nakamura family, but Emory never mentions any particulars of their disputes. However, it is known that a member of the Nakamura family is serving with a company of another Sword of Light regiment, and Wilk's and Nakamura's units have never seen action together.

Name: Emory Wilk
Age: 24
Rank: MechWarrior
Affiliation: House Kurita
Home Planet: New Samarkand
'Mech Type: Rifleman

Warrior Data

BODY - 8 CHA - 7
 DEX - 10 PIB - 2
 LRN - 6 HTK - 80
 Total xp: 15,000
 xp Available: 180

Skills Skill	Attribute	Modified Skill	Roll Target
	Level	Target	
Gunnery/Mech	6	7	1
Leadership	2	8	6
Piloting/Mech	3	8	5
Pistol	2	7	5
Survival	3	8	5
Technician	2	9	7

Contacts:

None

Notes:

- Right-handed
- Attended Sun Zhang MechWarrior Academy
- Peripheral vision
- Sixth sense
- Family feud with Nakamura clan



Pilot: MechWarrior Sharron Burgoz

BattleMech: TBT-7K *Trebuchet*

BattleMech Status Report:

Sharron's *Trebuchet* variant, painted in camouflage colors, is in perfect condition. Only its weapons systems differ from the traditional TBT-5N model.

Weapons and Ammo:

Type	Location	Critical	Tons
PPC	RT	3	7
Ammo (AC/5) 20	RT	1	1
AC/5	LT	4	8
SRM 2	RA	1	1
Ammo (SRM 2) 50	RA	1	1

MechWarrior Data:

Sharron was once described as "achingly beautiful," but that testimony came from a virtual stranger. Though she has glossy, blonde hair to go with her attractive face and figure, her personality is poisonous. Once, a new recruit to the unit referred to her, in jest, as the "company mistress." His next of kin was notified of his error in judgment.

In addition to being a competent pilot and gunner, Sharron also exhibits excellent leadership skills and a persuasive manner. An honors graduate from Sun Zhang MechWarrior Academy, she is the company's ISF informant (a standard component of Kurita House regiments), and a very good one at that. Unlike some other informants, however, she is also a highly trained interrogator. She has even initiated intimate personal relationships in the line of duty, to develop confidences or gain access to various State secrets. Many of her lancemates are respectful of her wishes, and more than slightly afraid of her influence, a status she genuinely enjoys.



When in a particularly venomous mood, Sharron carries her neural whip on her belt, a gift that she openly admits came from her ISF superior. She also maintains a partial list of the unauthorized equipment each member of the company possesses, and she uses the information to wheedle out small favors and minor changes in duty assignments. A cautious sort, she refuses to allow anyone else to work on her 'Mech, handling all the maintenance herself.

The Burgoz-Willcox family feud deals with an incident that took place a number of years ago, when her mother (also an informant) exposed a member of the Willcox family to an inquisition. That investigation later led to the termination of five family members; the Burgoz family received a land holding as reward. To this day, the Willcoxes still swear to avenge this loss, though their opportunity has yet to occur.

Name: Sharron Burgoz
Age: 29
Rank: MechWarrior
Affiliation: House Kurita
Home Planet: Outer Volta
'Mech Type: Trebuchet-7K

Warrior Data

BODY - 8 CHA - 6
 DEX - 11 PIB - 3
 LRN - 7 HTK - 80
 Total XP: 85,000
 XP Available: 1,570

Skills Skill	Attribute	Modified Skill	Roll Target
	Level	Target	
Gunnery/Mech	5	7	2
Interrogation	8	9	1
Leadership	4	9	5
Piloting/Mech	3	8	5
Pistol	4	7	3
Survival	1	8	7
Technician	3	8	5

Contacts:

Two informants

Notes:

Right-handed
 Attended Sun Zhang MechWarrior Academy
 ISF informant
 Family feud with Willcox clan
 Controls holdings equivalent to barony



Pilot: MechWarrior Albert "Gunner" Benton

BattleMech: STG-3R *Stinger*

BattleMech Status Report:

Albert's *Stinger* is in perfect condition and bears a prominent sun-and-sword insignia on its right arm.

MechWarrior Data:

Albert is of average height, weight, and appearance. At their most exciting, his features are nondescript; he is exactly the type of person who could get lost in a crowd or commit a crime with witnesses present and still not be recognized or identified.

Albert took advantage of this inherent trait when he became a MechWarrior. He joined an artillery unit at a very young age, and eventually became skilled as a loader and gunner's mate. Some years later, while fighting in a battle along the Kurita/Davion border, his gun knocked out the cockpit of an enemy BattleMech. The shell killed its pilot, though the 'Mech itself did not appear to be significantly damaged. Unluckily, before he could leave his unit during a break in the action to check the 'Mech more thoroughly, a Davion BattleMech recovery vehicle hauled it away.

Acting quickly, Albert requisitioned a jeep and followed vehicle and 'Mech behind enemy lines. After observing the Davion technicians' activities, he ambushed a guard, switched uniforms, hijacked both recovery vehicle and 'Mech, and hastily returned to Kurita-held territory. A few frenzied hours later, Albert actually returned the recovery vehicle (minus its cargo) and escaped. After many long battles, Albert still pilots that *Stinger* 'Mech, which he calls the "Lucky Star." For purposes of deception, he continues to carry Davion markings on his 'Mech, a practice that has caused some confusion for MechWarriors on both sides.

Albert is a competent engineer, and has recently developed a talent for conducting interrogations. For now, however, his highest priority is to serve as a MechWarrior, and he is one of the best *Stinger* pilots anywhere in the Successor States. He is fascinated by large weapons and dreams of being proficient with all weapons.

Name: Albert Benton
Age: 29
Rank: MechWarrior
Affiliation: House Kurita
Home Planet: Galedon V
'Mech Type: *Stinger*

Warrior Data

BODY - 7 CHA - 9

DEX - 7 PIB - 0

LRN - 8 HTK - 70

Total xp: 99,000

XP Available: 12,440

Skills Skill	Attribute		Modified Skill	Roll Target
	Level	Target		
Brawling	4	8		4
Engineering	3	8		5
Gunnery/Aerosp.	2	8		6
Gunnery/Arty	4	8		4
Gunnery/'Mech	8	8		0
Interrogation	3	8		5
Piloting/'Mech	7	8		1
Pistol	1	8		7

Contacts:

None

Notes:

Ambidextrous/either

Controls holdings equivalent to barony



Pilot: Lieutenant Dana Utsonomiya

BattleMech: ARC-2K Archer

BattleMech Status Report:

Dana's Archer is in perfect condition and has been painted a dull silver. Note that this is the Draconis Combine's ARC-2K variant, with fewer but larger lasers, smaller LRM batteries, less armor and more heat sinks. Its statistics are identical to the standard ARC-2R with the following changes:

Heat Sinks:	12
Armor Factor:	176
Armor Value:	
Head:	9
Center Torso:	29/8
Rt./Lt. Torso:	20/5
Rt./Lt. Arm:	18
Rt./Lt. Leg:	22
Weapons and Ammo:	Location:
LRM 15	RT
LRM 15	LT
Ammo (LRM) 16	RT
Ammo (LRM) 16	LT
Large Laser	RA
Large Laser	LA

MechWarrior Data:

Dana is a tall, good-looking Oriental of average build, with a small moustache and an almost perpetual smile. In keeping with ancient, traditional style, his hair is neatly braided in back. He is friendly, charming and ever the optimist. He never has a harsh word for anyone, and always speaks as if his statements were questions.

Dana is, to put it politely, unintelligent. Though well-trained in survival skills, his combat talent consists only of operating his BattleMech. He has seen more combat than almost anyone in the unit, but does not seem to have learned from it. Luckily, he is skillful as a MechWarrior, or he would be a hopeless liability.

His only other area of interest deals with certain roguish skills that few MechWarriors ever admit and even fewer ever need. Dana sometimes spends long off-duty hours practicing forgeries of signatures from other members in his unit. As he says, "What would happen if someone should need extra supplies, and not be able to sign, huh?" Curiously enough, he owns a functional neurohelmet codebreaker, which is occasionally handy. With a trace of sad despair, Dana does not even remember how or where he got it.

Dana's promotion to Lieutenant occurred just before Sorenson took over as commander (which still irritates the captain). The only reason Dana is in charge of the Pursuit Lance is because his family and the Conti family have been friends for several generations. General Conti was personally responsible for getting Dana a 'Mech, and authorized (demanded, really) Dana's promotion. When conditions permit, Dana visits the General. In fact, Conti insisted that Dana learn something about navigating JumpShips, though Conti's own motives for this were unclear.

Name: Dana Utsonomiya

Age: 30

Rank: Lieutenant

Affiliation: House Kurita

Home Planet: Luthien

'Mech Type: Archer 2K

Warrior Data

BODY - 8 CHA - 11

DEX - 8 PIR - 0

LRN - 5 HTK - 80

Total xp: 119,000

XP Available: 11,460

Skills	Skill Level	Attribute Target	Modified Skill Roll Target
Gunnery/Mech	5	8	3
JumpShip Navig/Pilot	2	10	8
Piloting/Mech	4	9	5
Rogue	4		
Hide In Cover	2	9	7
Listen/Eaves.	3	9	6
Stealth	2	9	7
Forgery	3	9	6
Sec. Systems	3	9	6
Bribery	2	9	7
Disguise	1	9	8
Survival	5	8	3

Contacts:

None

Notes:

Right-handed

Thick skin

Peripheral vision

Family friend of Conti clan

Controls holdings equivalent to barony



Pilot: MechWarrior Clay Moretti

BattleMech: PHX-HK2 *Phoenix Hawk* LAM

BattleMech Status Report:

Clay's *Phoenix Hawk* LAM, painted white on the top surfaces and grayish-blue elsewhere, is operating fine except for a defective gyro. For all purposes, treat the defect as a critical hit, including a +3 modifier to all *Piloting* skill rolls. If the gyro takes any combat damage, treat it as destroyed.

MechWarrior Data:

Clay is young, tall, handsome, rugged, dashing, and looks like the ideal hero from fourth-rate tri-D melodrama. His uniform is spotless, and he tries to scrub the exterior of his LAM after every flight. His personality also fits the part, as he gallantly speaks of saving the universe; from what, exactly, even he does not know for sure. Almost comical in his sincerity, he is a popular lance-mate (except with Emory Wilk, his cynical opposite).

He considers his months at Sun Zhang MechWarrior Academy to be the best of his life. Although well-taught, he still maintains the idealism of youth, seeing war as an exciting and noble adventure. An honorable man, he would never willingly resort to employing dirty tricks. Even so, some of the older, more experienced MechWarriors feel confident that eventually he will overcome these misconceptions. Provided, of course, that he lives long enough.



A skilled technician, Clay prefers to take care of his LAM personally, kindly refusing most offers of assistance. His only concern, which troubles him deeply, is acquiring a replacement gyro before his current one quits altogether. Operating a rare vehicle, he knows the odds are against him. For now, though, he will keep fighting "until either he wins for the sake of House Kurita or a more skillful opponent removes him from the field of battle." Even his colleagues think that line is a load of tripe.

Clay has never understood the ongoing feud between the Moretti and Rogers families. Though he knows many of the sordid details, he is in favor of burying the hatchet completely (and hopefully, not in each other). Somewhere, sometime, this heartfelt compassion may lead to his last and greatest mistake.

Name: Clay Moretti

Age: 24

Rank: MechWarrior

Affiliation: House Kurita

Home Planet: Halstead Station

'Mech Type: *Phoenix Hawk* LAM

Warrior Data

BODY - 7 CHA - 8

DEX - 7 PIB - 0

LRN - 7 HTK - 70

Total xp: 20,000

XP Available: 20

Skills Skill	Attribute	Modified Skill	Roll Target
	Level	Target	
Gunnery/Mech	7	8	1
Leadership	1	8	7
Piloting/Aerosp.	3	8	5
Piloting/Mech	7	8	1
Pistol	2	8	6
Survival	2	8	6
Technician	5	8	3

Contacts:

Three informants

Notes:

Left-handed

Attended Sun Zhang MechWarrior Academy

Family feud with Rogers clan



Pilot: MechWarrior Eleanor Rubach
BattleMech: HER-4K *Hermes III* (ost)
BattleMech Status Report:

Eleanor's *Hermes* variant, painted in desert colors, is in perfect condition. Its stats are identical to the standard HER-2S model, with the following changes.

Heat Sinks: 11

Weapons and Ammo

Type	Location	Critical	Tons
Large Laser	LT	2	5
Large Laser	RT	2	5

MechWarrior Data:

Eleanor is short, pudgy, and generally rumped-looking. Defying logic, her fat face somehow looks pinched-up, her shaggy blonde hair is always unkempt, and a double chin does nothing to enhance her appearance. Neither do the two scars that disfigure her cheeks. However, she is intelligent, has surprisingly dextrous hands, and is not a bad person to be around, especially during a firefight.

Eleanor is an orphan raised on New Samarkand—not the most pleasant of experiences. Tortured by her owner (hence, the facial scars), her indomitable spirit never broke. She eventually fled and found a new home with a moderately wealthy family whose surname she now bears.

She learned much about MechWarriors and fighting from her adopted brothers, who were themselves skilled MechWarriors. Realizing her variety of combat talents, including gunnery, piloting, and technical training, her new family gave her an old *Hermes* Mech, which had been modified by Ostmann Industrie to incorporate two large lasers. Eleanor is a loyal follower of House Kurita and begrudges no one except her previous owner, whom she understands is still living on New Samarkand.

Another one of Palmer Conti's JumpShip Navigator proteges, Eleanor enjoyed her training and wants to be a member of a flight crew someday. In the meantime, though, she is perfectly content to pilot her BattleMech. Coolly polite to her lance-mates, she ignores the occasional tasteless remark about her appearance and treats each one with equal indifference. The only exception is Cedrick Sveinson, whom she respects. Once, she accidentally became involved in a barroom fight and was punched by a participant. Cedrick, also present, carried her unconscious form to safety without taking advantage of the situation.

Name: Eleanor Rubach
Age: 28
Rank: MechWarrior
Affiliation: House Kurita
Home Planet: New Samarkand
Mech Type: *Hermes-III* (ost)

Warrior Data

BODY - 6 CHA - 9
 DEX - 10 PIB - 3
 LRN - 9 HTK - 60

Total XP: 26,000
 XP Available: 1,440

Skills	Skill Level	Attribute Target	Modified Skill Roll Target
Bow/Blade	1	7	6
Driver	1	7	6
Gunnery/Aerosp.	1	8	7
Gunnery/Mech	5	7	2
JumpShip Navig/Pilot	3	8	5
Piloting/Mech	4	8	4
Pistol	1	7	6
Tactics	1	8	7
Technician	5	8	3

Contacts:

None

Notes:

Right-handed
 Glass jaw



Pilot: MechWarrior Vernon Marrone

BattleMech: WSP-1K *Wasp*

BattleMech Status Report:

Vernon's *Wasp* is in perfect condition and is painted a solid, dark brown. Note that this is the Draconis Combine's WSP-1K variant, which carries more armor and substitutes a machine gun and ammo for the short-range missile system. Its statistics are identical to the standard WSP-1A with the following changes:

Armor Factor: 56

Armor Value:

Head	5
Center Torso:	7/4
Rt./Lt. Torso:	7/2
Rt./Lt. Arm:	5
Rt./Lt. Leg:	6

Weapons and Ammo:

- Medium Laser (RA)
- Machine Gun (LT)
- Ammo (MG) 200 (LT)

MechWarrior Data:

Vernon is huge, immensely powerful man, with violent passions to match. Easily angered, he finds little humor in life except the excruciating death of an opponent, in fair fight or foul. Scars cover his body; a dark-colored face mask covers his head from the neck up, with only narrow slits for the left eye and mouth. A crafty warrior, he is a reliable pilot when things get hot.

One of the older MechWarriors in the unit, he has survived much, though not without a price. Over the years, he has been the unfortunate victim of three separate attacks which left facial scars. A risky bout with reconstruction surgery was more of a failure than a success. Once a handsome warrior, members of the unit have never seen him without his mask, and he swears none shall.

Vernon is completely unsuitable and unhappy in his current BattleMech. He once piloted a *Dragon*, but found himself among the Dispossessed after it was shot out from under him. After a time, he served as a combat engineer, a role at which he was well-suited but thoroughly unsatisfied. His diverse experience, combined with his training from Sun Zhang MechWarrior Academy, provided him with a wide range of skills that proved very useful to his lance-mates. He is also a leader whom subordinates can respect (as well as fear).

Recently, Vernon found and seized another BattleMech, cramped and uncomfortable for someone his size. To him, its petty armament is a bitter joke, but he hates to use its superior maneuverability because that seems "a cowardly way to fight." He intends to move to a much larger 'Mech as soon as possible, and no one had better get in his way.

Name: Vernon Marrone

Age: 34

Rank: MechWarrior

Affiliation: House Kurita

Home Planet: Pesht

'Mech Type: Wasp-1K

Warrior Data

BODY - 11	CHA - 8
DEX - 10	PIB - 3
LRN - 10	HTK - 110

Total XP: 87,000

XP Available: 1,930

Skills	Skill Level	Attribute Target	Modified Skill Roll Target
Engineering	6	7	1
Gunnery/'Mech	2	7	5
Interrogation	2	8	6
JumpShip Navig/Pilot	2	7	5
Land Management	1	7	6
Leadership	3	8	5
Piloting/'Mech	4	7	3
Pistol	3	7	4
Survival	1	7	6
Technician	5	7	2

Contacts:

None

Notes:

Right-handed
 Attended Sun Zhang MechWarrior Academy
 Controls holdings equivalent to barony

THE RED FOREST

MAROONED

Lieutenant Sveinson swore bitterly and thought, "That damned DropShip pilot! If he weren't dead already, I'd kill him."

First, Sveinson recalled, the *Leopard* strayed too far from the Sabres' designated LZ, over a heavily wooded area thick with Davion infantry. Then, he piloted the DropShip smack into the middle of a Federation fighter squadron and neglected to call for assistance until too badly damaged to fly. To top it off, the pilot failed to give a location and landed the *Leopard* by slamming into a thickly forested mountain slope. The DropShip's cockpit twisted beyond repair and the offending pilot "escaped" beyond the reach of Sveinson's anger. It was miraculous, Sveinson thought, that his 'Mechs had emerged with only minor damage.

"All right," he barked over the com circuit as Benton's *Stinger* emerged from the 'Mech bay doors. "We've got a long way to go, Sabres. The captain is approximately twelve clicks north of our position and if we don't make it there by nightfall, heads are gonna roll."

The four 'Mechs of the medium lance stood together, looking with trepidation at the thick red-orange forest below.

Sveinson glanced through his IR display and saw a confused jumble of random images. The trees impeded their movement, made perfect hiding places for Davion infantry, and reflected back false patterns, confusing IR scanners. Sveinson knew the area crawled with well-armed infantry. A long hike awaited.

"You're right, Lieutenant," Benton commented. "Heads are gonna roll. Ours."

GAME SET-UP

This scenario uses **Expert BattleTech** and **CityTech** infantry rules.

Set up the **BattleTech** board. The entire board is considered to be covered with heavy woods hexes. Ignore water hexes.

Defender

The Defender sets up first.

- 4 Platoons foot infantry (rifle)
- 4 Platoons foot infantry (MG)
- 2 Platoons foot infantry (flamer)
- 2 Platoons foot infantry (laser)

Deployment

The Defender deploys his infantry anywhere on the board, noting the location of each platoon on a piece of paper. The infantry may move secretly; a unit's location is revealed only when it opens fire.

The Defender notes ten hexes as broken ground. Any 'Mech entering a broken hex must make a +3 piloting roll or fall.

Attacker

The Attacker is Lieutenant Sveinson's Medium Lance of Sorenson's Sabres. 'Mech conditions are described under **BattleMech Status Report**, plus any additional damage sustained in the crash.

Lieutenant Sveinson's *Longbow* (each leg missing 4 points of armor)

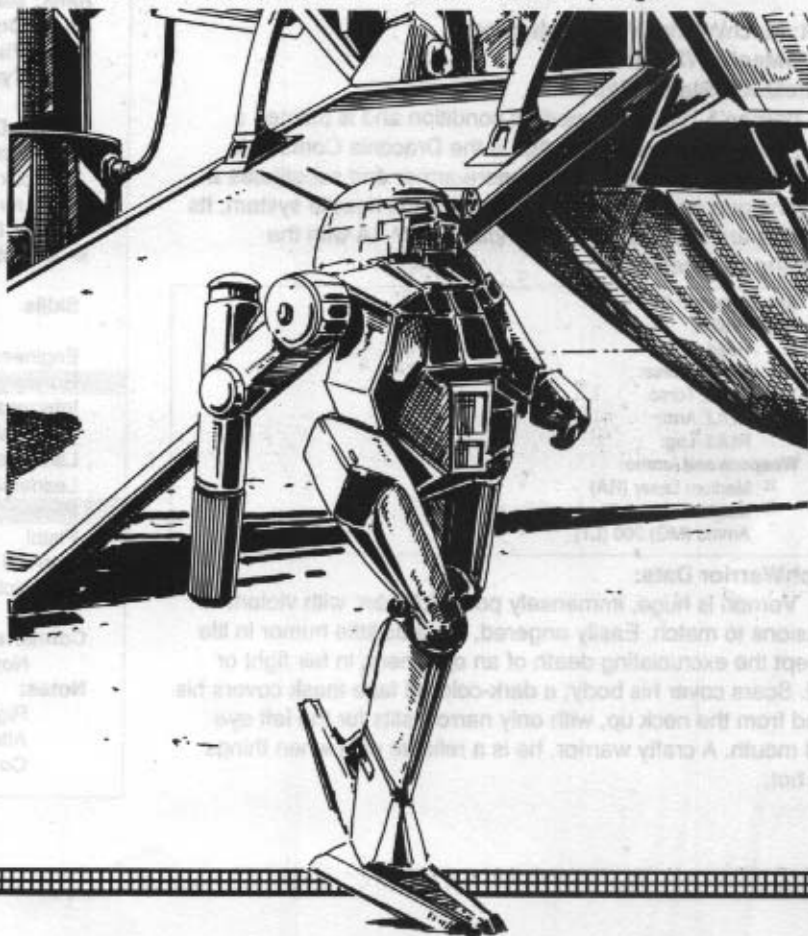
Wilk's *Rifleman* (minor gyro damage; +1 to piloting rolls)

Burgoz's *Trebuchet-7K* (SRM 2 jams on 9+ and is not cleared during the game)

Benton's *Stinger* (no additional damage)

Deployment

The Sabres deploy within 2 hexes of the south map edge.



Victory Conditions

Lieutenant Sveinson must lead the Sabres through the forest with minimal casualties. At the end of eight turns, determine the number of 'Mechs exited off the north map edge. The Sabres are victorious if three or four 'Mechs exit. The Davions are victorious if no more than two exit.

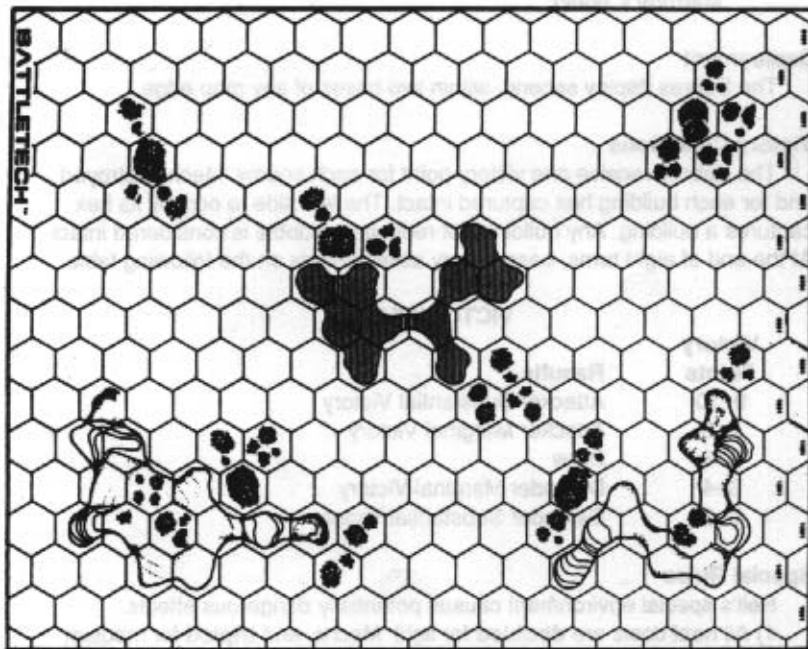
Special Rules

As outlined in **Expert BattleTech**, 'Mech and infantry weapons start fires.

The unique nature of the local plant life causes the Sabres numerous problems, interfering with their delicate tracking and acquisition systems. When a Davion infantry unit declares fire, place its counter on the board. The Sabres attack on the turn it fired.

The counter remains on the board if the infantry moves from its hex on a subsequent turn, but any Sabre 'Mech firing on it makes a +2 *Gunnery* skill roll to retain its targeting lock-on. A failing roll breaks the lock-on and the attacking 'Mech may not fire on that infantry unit.

Unsuccessful lock-on rolls on a particular infantry unit remove the counter from the board and allows the unit to move secretly.



A world of dense forests and high, craggy mountains, Errai offers an ideal defensive position for the Federated Suns.

When Combine strategists eyed Errai, they called the 5th Sword of Light. Large-scale 'Mech-AeroSpace attacks gained the Kuritas a precarious toehold on the world, and fighting proceeded at a furious pace.

Forced by a DropShip shortage to occupy a rather dilapidated *Leopard*, Lieutenant Sveinson's Medium Lance became separated from the main landing force. Federation fighter planes attacked, forcing the DropShip to crashland in the Red Forest, a broken, rugged area teeming with Davion infantry.

In typical fashion, Lieutenant Sveinson formed his lance and marched it overland, back toward the Sabres' landing zone. A nightmare trip, elusive Davion foot soldiers dogged the Sabres while the rough terrain brought 'Mechs crashing to the forest floor.

The trees of the region created further complications. Radiating high amounts of heat during their respiratory cycle, they confused the Sabres' infrared detectors, giving the Davions ample cover for hit-and-run attacks.

When the Medium Lance finally joined Sorenson and the rest of the company, Sveinson was asked if they had any trouble. He responded offhandedly, "Not much. Nothing we couldn't handle. We're Sabres, after all."

RAID ON HELL

BRIEFING

"Welcome, MechWarriors," said Captain Pauling, smirking. "Welcome to Hell."

MechWarrior Casepir, a tall, blond man with a rather vacant expression of innocent good will, frowned. "Hell? I thought this place was called Quentin."

Pauling laughed. "That's what they all say. In case you hadn't noticed, the surface temperature is somewhere in the neighborhood of four hundred degrees. I think hell is a much more descriptive name than Quentin."

Casepir considered this. "Yeah, I guess you're right."

The captain rolled his eyes. "I see Hanse Davion is continuing his policy of helping the mentally handicapped."

"So why only light 'Mechs?" Casepir's companion, MechWarrior Becker, asked. "I haven't seen anything heavier than thirty tons."

"Why the hell weren't you briefed before being shipped out here, youngster?" Pauling demanded. "The heat outside is so intense that only light 'Mechs can function, and even they have trouble. We must maintain a garrison; an enemy base on Quentin threatens a half dozen major Federation systems. We maintain just enough lances to keep Kurita away...they'd have to be either stupid or suicidal to attack this place, no matter how valuable it might be."

As if to punctuate the Captain's words, the explosion of an SRM volley rocked the interior of the shelter.

With a barked oath, Pauling punched up the outside monitors. Kurita 'Mechs swam through the heat like demons from a surrealist painting. As the three men watched, a *Phoenix Hawk LAM* swooped gracefully into the picture, switching with apparent ease into 'Mech mode. Noting the crest the 'Mechs carried, Pauling swore again.

"Damn. Sorenson's Sabres. I should have known." He whirled to face the two young MechWarriors. "Get to your machines, gentlemen. We have a fight on our hands."

GAME SET-UP

Set up the **BattleTech** board as shown. Place light building counters in hexes 0910, 0911, 0711, 0709 and 0609. Ignore vegetation and water hexes.

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

Defender

Captain Pauling defends the base with a large light lance.

Captain Pauling's *Locust*

Becker's *Stinger*

Wasp (Medium Laser functions only on a roll of 8+)

Ostscout (+1 to piloting rolls)

Casepir's *Valkyrie*

Deployment

The Defenders deploy first, anywhere within one hex of a building.

Attacker

The Sabres' Pursuit Lance consists of:

Lieutenant Utsonomiya's *Archer*

Moretti's *Phoenix Hawk LAM*

Rubach's *Hermes-III*

Marrone's *Wasp*

Deployment

The Sabres deploy second, within two hexes of any map edge.

Victory Conditions

The Sabres receive one victory point for each enemy 'Mech destroyed and for each building hex captured intact. The last side to occupy its hex captures a building. Any building not reduced to rubble is considered intact. At the end of eight turns, base victory assessments on the following table.

VICTORY TABLE

Victory Points	Results
9-10	Attacker Substantial Victory
7-8	Attacker Marginal Victory
5-6	Draw
3-4	Defender Marginal Victory
0-2	Defender Substantial Victory

Special Rules

Hell's special environment causes potentially dangerous effects.

- 1) All heat costs are **doubled** for light 'Mechs, and **tripled** for medium and heavy 'Mechs.
- 2) A 'Mech takes two extra heat points each turn, whether it took any action or not.
- 3) MechWarrior Moretti's *Phoenix Hawk LAM* converts only to LAM mode, not fighter mode. On a roll of 10+ when conversion is made, the equipment jams and Moretti remains in that mode for the rest of the game.

SITUATION: QUENTIN, 13 FEBRUARY 3026

GAME SET-UP

Arrange the BattleTech board as shown. All forces start at the positions shown in the illustration. The top and bottom hexes are the Davion base. The top and bottom hexes are the Soderstrom base. The top and bottom hexes are the Soderstrom base.

Defenders

BATTLETECH™

Victory Conditions

Driven by revenge, the Cavalliers believe the Sabres must be destroyed. They must break through the Sabres' position to reach the Davion base. The Sabres must hold their position for as long as possible. Their two tasks must balance during the game. The Cavalliers receive victory points for destroying enemy units. The Sabres receive victory points for holding their position. The Sabres receive victory points for holding their position.

A desolate rock circling a hot blue-white star, Quentin acquired the name "Hell" by Davion personnel.

The fierce heat crippled medium and heavy BattleMechs, armored vehicles, and AeroSpace Fighters. Humans survive the heat and radiation for short periods only by wearing heavy environmental suits.

However, Quentin controls the approaches to vital systems such as Errai and Ozawa. Determined to take the system, Takashi Kurita plans to use it as a base for deep raids into Federation territory. Predictably, he chose the Sabres for the attack.

Lieutenant Utsonomiya's Pursuit Lance swiftly engaged the light 'Mechs defending the Davion base. Almost immediately, Utsonomiya discovered Hell's unique qualities when his *Archer* shut down from heat buildup. When Soderstrom's LAM also shut down, Utsonomiya requested permission to withdraw. Considering the planet a bad risk, Sorenson ordered the Pursuit Lance's 'Mechs to retreat to a repair depot, where they sat for a week before being functional again.

Although they lost the battle, the MechWarriors of the Sabre's Pursuit Lance could truly claim participation in a raid on Hell.

THE VALLEY OF TEARS

MASSACRE

"What the hell happened here?" MechWarrior Benton demanded.

"Massacre," replied Lieutenant Sveinson. "Massacre, plain and simple. Hell, I'm no bleeding heart when it comes to war, but just mowing down innocent civilians for the fun of it..."

"The Ghosts did this," commented Benton. "Animals. They enjoy this kind of thing."

Captain Sorenson's voice cut through the conversation, cold and unfeeling. "Enough chatter, Sabres. We're here to hold this position, not talk about it. Now shape up."

Despite his harsh words, Sorenson too felt revulsion as he gazed at the handiwork of the Hungry Ghosts, or the 36th Dieron Regulars. Keeping the local populace in line constituted part of their job, he reminded himself. But now, staring at the burned wreckage of the Mavori refugee camp, Sorenson felt that the Ghosts had over-reached orders.

Smoke curled from the remains of destroyed shelters, smashed or blown apart by the 36th's 'Mechs. The bodies of men, women, and children lay scattered everywhere, a ghastly reminder that a thousand human beings once lived here.

Serving a Successor House that allowed, even encouraged, such brutality...Sorenson shook his head, the conflict between his soldier's loyalty and human compassion cutting his heart like a knife. With little conviction, he reminded himself that it was part of his job.

Suddenly, a blue-white blossom of particle-beam fire exploded near Gutowski's *Warhammer*, prompting a surprised oath from the big MechWarrior.

Then all hell broke loose.

Sorenson's com frequency was suddenly alive with enraged shouting.

"Murderers! Savages! You'll pay for this, by God! You'll pay!"

As the Sabres quickly shifted their ponderous 'Mechs into combat formation, Sorenson keyed his LR scanners to view the enemy: Silhouetted against the broad orange disk of the setting sun, the approaching 'Mechs sported familiar insignia.

"It's the Cavaliers! The valley's garrison force!"

"And they think we did this," Sveinson shouted back.

With only second remaining, reasoning with the Cavaliers was impossible. The battle had begun.

GAME SET-UP

Arrange the **BattleTech** board as shown. All hexes south of the bottom line are elevation 2, all hexes between the top and bottom line are Elevation 1, and all hexes north of the top line are Elevation 0. Ignore water hexes.

Play this scenario using **Expert BattleTech** and **AeroTech** rules.

Defender

Sorenson's Sabres' Command and Medium Lances defend the valley against Swann's Cavaliers and include the following:

Command Lance

- Captain Sorenson's *Marauder*
- Gutowski's *Warhammer*
- Berardinelli's *Samurai* (deploys in flight)
- Soderstrom's *Phoenix Hawk*

Medium Lance

- Lieutenant Sveinson's *Longbow*
- Wilk's *Rifleman*
- Burgoz's *Trebuchet-7K*
- Benton's *Stinger*

Deployment

The Sabres deploy anywhere in the Elevation 2 area. Berardinelli's fighter is airborne and may engage in strafing attacks on turns 1-3, but must be removed from the board thereafter due to darkness.

Attacker

Martin's Company, Swann's Cavaliers, returns from a decoy action to attack the Sabres.

First Lance

- 1 *Wolverine* (Movement causes +2 heat)
- 2 *Locusts*
- 1 *Stinger* (Machine Guns jams on 9+)

Second Lance

- 1 *Archer* (Lt. Martin) (18 LRM rounds remaining)
- 1 *Crusader* (One SRM launcher inoperative)
- 1 *Shadow Hawk*
- 1 *Rifleman*

Third Lance

- 1 *Thunderbolt* (SRM launcher inoperative)
- 1 *Scorpion* (8 points of damage to CT)
- 1 *Ostroc*
- 1 *Warhammer* (Both small lasers inoperative)

Deployment

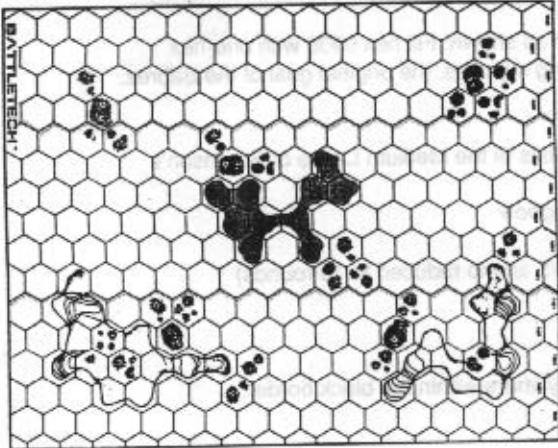
The Cavaliers deploy second, within two hexes of the south map edge.

Victory Conditions

Driven by revenge, the Cavaliers believe the Sabres massacred their families. They must break through the Sabres' position to attack the 36th Dieron Regulars, who continue their murderous task further down the valley. Their two tasks must balance during the game.

The Cavaliers receive victory points for destroying enemy 'Mechs. To encourage this, victory points increase based on the following schedule.

SITUATION: QUINN, EARLY EVENING, 18 JANUARY 3026



Special Rules

Berardinelli's fighter may freely engage in strafing attacks the first three turns of the game before darkness forces him to return to base.

The first two turns are fought in the late afternoon/early evening.

Turns three through five are fought during dusk. All To-Hit rolls are at +1.

Turns six through eight are fought at night. All To-Hit rolls are at +2.

During Kurita operations against Quinn in late January, 3026, numerous civilian refugees and dependents of the Davion garrison forces sought shelter and safety in the protected Westham Valley.

Meanwhile, the fighting stalled as the Federation rushed second-line units and mercenaries to meet the Kurita threat. Combine forces grew frustrated, and many Kuritan commanders called for decisive action to break the deadlock. Sensing an opportunity to deal a fatal blow to Davion morale, the invasion's commander, General Hodji Rajpuman feigned a retreat that drew off the 'Mechs guarding the refugees. He then sent his 36th Dieron Regular Regiment into the valley to slaughter the undefended civilians.

The Sabres guarded the approaches to the valley and protected the Ghosts' flanks and rear. The early return of elements of Swann's Cavaliers, a mercenary regiment in the service of House Davion, resulted in a case of mistaken identity. The Sabres found themselves under attack by vengeful Davions, eager to extract retribution for the massacre. Captain Sorenson held his position against heavy, fanatical opposition, eventually escaping after the Ghosts completed their withdrawal from the valley.

After the battle, General Rajpuman received a personal commendation "for innovative command procedures" from Takashi Kurita. The Sabres received another transfer.

The bloodstained Westham Valley became another symbol of Kurita savagery, known from that day as the Valley of Tears.

Turn of Exit	VICTORY POINTS		
	Victory Points		
1-2	Light: 0	Medium: 1	Heavy: 2
3-4	Light: 1	Medium: 2	Heavy: 3
5-6	Light: 2	Medium: 3	Heavy: 4
7-8	Light: 3	Medium: 4	Heavy: 5

The Cavaliers also receive victory points for exiting their 'Mechs off the north edge of the board to attack the 36th Dieron Regulars. Unlike the previous schedule, however, the longer the Cavaliers delay, the fewer the victory points.

Turn of Exit	'Mech Exited/Victory Points		
	2-3	Light: 3	Medium: 4
4-5	Light: 2	Medium: 3	Heavy: 4
6-7	Light: 1	Medium: 2	Heavy: 3
8	Light: 0	Medium: 1	Heavy: 2

If the Cavaliers remain in the valley to attack the Sabres, the 36th Dieron will complete its murderous task and escape. Prudent players will carefully consider their options before committing to a final battle plan.

At the end of eight turns, Victory Points are added and victory is determined based on the following table:

Victory Points	VICTORY TABLE	
	Outcome	
61+	Attacker Decisive Victory	
51-60	Attacker Substantial Victory	
41-50	Attacker Marginal Victory	
31-40	Draw	
21-30	Defender Marginal Victory	
11-20	Defender Substantial Victory	
10 or less	Defender Decisive Victory	



PAWNS OF CRYSTAL, BOARD OF STONE

IN THE DRAGON'S LAIR

Candlelight cast rainbow-hued reflections off Takashi Kurita's crystal chess set. The Coordinator of the Draconis Combine, Takashi the Unifier watched skeptically as Mara, his favorite concubine, scanned the board with heavy lidded, sultry eyes and tentatively moved a bishop.

Takashi clicked his tongue, shaking his head sadly and moved a knight.

"Checkmate, dearest," he said, unsurprised. Concubines were chosen for talents other than chess playing.

Mara signed. "You are the gamesman, my lord, not I."

Takashi smiled with warm indulgence. "No one expects you to be, Mara. You're skilled in far gentler arts than games and war."

"Games and war," she repeated, meticulously brushing a strand of black hair out of her face with long, sharp-nailed fingers. "Those are your specialties, lord. Are they really that different?"

"Not at all," Takashi replied. "War is a game, my dear—a very sophisticated game with very high stakes. I play it every day with the likes of Hanse Davion and Katrina Steiner. We play each other in the same way that you and I play chess together. The only difference is that our pieces are the men and machines who fight war."

He delicately lifted one of the exquisite crystal pieces before him.

"The mightiest BattleMech and the bravest MechWarrior are no more than pieces on my chessboard, beloved. Chessmen for me to move or..." the shimmering pawn slipped from his fingers to shatter into multicolored fragments on the marble-and-onyx board below.

"Oh dear," Kurita said, contemplating the broken pieces before turning to select a new pawn from the case behind him. "I dropped it."

GAME SET-UP

Lay out the **CityTech** map as shown. Fill hex 0908 with one-hex counters or tokens representing supplies, the original goal of the Sabres.

Defender

The Defender's force consists of the Medium Lance of Sorenson's Sabres.

- Lieutenant Sveinson's *Longbow*
- Wilk's *Rifleman*
- Burgoz' *Trebuchet-7K* (AC/5 ammo reduced to 10 rounds)
- Benton's *Stinger*

Deployment

The Sabres set up first, anywhere within the black border.

Attacker

The Attackers are elements of Kurtland's Company, 3rd, Ceti Hussars.

Command Lance

- Kurtland's *Warhammer*
- 1 *Rifleman* (+1 on *Piloting* skill rolls)
- 1 *Archer*

Medium Lance

- 1 *Phoenix Hawk*
- 1 *Rifleman* (RT Med. Laser produces double heat)
- 1 *Wolverine* (-1 movement)
- 1 *Wasp*

Deployment

The Attacker deploys second and anywhere within 2 hexes of the north and/or south map edge.

Victory Conditions

The Sabres must escape off either the north or the south map edge with as many supply counters as possible. One Victory Point is awarded for each 'Mech exited, as well as each supply counter carried off. Victory is determined at the end of eight turns based on the following table:

VICTORY TABLE	
Victory Points	Results
9-10	Defender Substantial Victory
7-8	Defender Marginal Victory
5-6	Draw
3-4	Attacker Marginal Victory
0-2	Attacker Substantial Victory

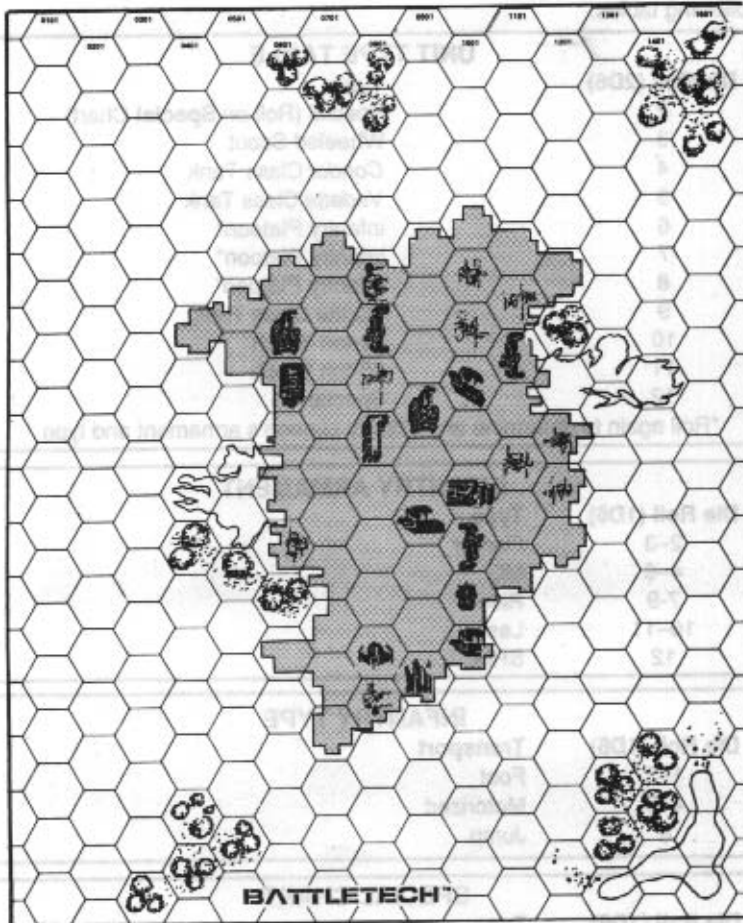
SITUATION: UDIBI, 1300 HOURS LOCAL TIME, 4 AUGUST 3025

Special Rules

Doggedly following orders, Sveinson insisted the Sabres fulfill their original mission in addition to escaping.

Each 'Mech with hands (i.e., all but the *Rifleman*) may carry one supply counter for each functional arm. It costs 2 MP to pick up a supply counter, and a 'Mech carrying a supply counter may not engage in hand-to-hand combat using that arm or fire any weapons mounted on that arm. A counter can be dropped and retrieved later at no cost.

Obviously, the Attacker must maintain strong forces on both map edges, since the direction the Defender will attempt to break out is unknown. The Defender's job is to grab supplies quickly, then move out of the city, using local superiority to punch through the encirclement and escape.



BATTLETECH

- 1 1-Dimensional Class Tank
- 2 50-ton Mech
- 3 75-ton Mech
- 4 55-ton AeroSpace Fighter
- 5 50-ton AeroSpace Fighter
- 6 Full additional unit

Raiding the Davion world of Udibi in August of 3025, Sorenson's Sabres found themselves in the position of one of Takashi Kurita's crystal pawns. Having achieved their objective, a supply depot near the city of Bouville, Lieutenant Sveinson's Medium Lance was separated from its command elements. When promised regimental support failed to appear, Davion forces surrounded them.

A simple diversion, the entire raid served to cover the real Kurita attack on Galtor III. However, the plan also threatened the existence of the men and 'Mechs of the 5th Sword of Light, a sacrifice reasonable to Lord Takashi.

Lieutenant Sveinson, realizing the danger, promptly ordered the lance to grab available supplies and quickly move out. Thus, the Davion 'Mech commanders stared in surprise as the Sabres rushed headlong out of the city, heading north toward one of two friendly landing zones.

Swift action and decisiveness gained Sveinson both time and regional superiority. Despite a vicious struggle, the unit withdrew with minimal losses and rendezvoused with the rest of the regiment, which then successfully retreated off planet.

Lord Takashi blamed the entire affair on a communications breakdown, hanged a pair of innocent subordinates, and awarded the Sabres a distinguished unit citation. Some pawns, it seemed, did not break as easily as others.

The Defender also receives eight viewpoints, which may be concealed anywhere within the city.

Continued on page 33, Column 2.

FRAGILE IS THE HOUSE OF CARDS

KAWABE MORNING

Captain Daniel Sorenson surveyed the city of Mecklin below him. Smoke trails curled up from various municipal buildings, and, in the grey light of early dawn, rioters roamed the streets, looting, burning, destroying.

"Pretty sight, isn't it, Captain?"

Natasha Kerensky, standing nearby and also gazing at the carnage below asked sarcastically. "Rebellious city full of rebellious civilians...easy prey for your 'Mechs. Cities are your meat and potatoes, aren't they?"

Sorenson coolly returned the mercenary's gaze.

"House Kurita orders are our meat and potatoes, Captain," he said. "We serve the Combine and execute its will."

Kerensky guffawed. "You're a good little soldier, Captain. Combine, Federation, Kurita, Davion—what's the difference? The claimants are all the same—some just hide it better."

A brief expression of contempt flickered across Sorenson's face. "You are a mercenary through and through, Kerensky."

The woman shrugged. "So are we all, one way or the other. In any event, this particular house of cards has collapsed on our benevolent overlords' heads. Trust Kurita to try and prop up a pathetic little puppet government then call us in when the people finally cut the strings. Well, we have our assignments. Good hunting, Sorenson."

Momentarily quiet, Captain Sorenson gazed at the city and the inhabitants his 'Mechs would soon destroy.

"Tell me, Captain," he asked slowly, "do you have any children?"

Kerensky frowned in puzzlement. "None at the moment. Why?"

Sorenson shook his head. "It's nothing important. Never mind."

"Whatever. Good luck anyway."

"Good luck," Sorenson muttered, the words sticking in his throat as he watched Kerensky turn and approach her *Warhammer*. Idly he keyed his comlink. "Lock and load, Sabres," he said with crisp military efficiency. "We've got a job to do."

Continued on page 37, Column 2.

GAME SET-UP

Set up the two **CityTech** maps as shown. Hexes within the heavy solid lines are considered city hexes. Players arrange building counters within the city area; buildings should not occupy more than 50 hexes. If using aerospace fighters, set up the low altitude **AeroTech** board.

This scenario uses the Expert **BattleTech**, **CityTech** and, optional **AeroTech** rules. The Defender deploys first.

Defender

Defender forces consist of a ragtag assortment of rebel infantry, armor and a few 'Mechs. To determine the Defender's precise forces, use the following procedure:

- 1) Defender secretly rolls one die and adds the number obtained to twelve. The defender receives this number of units.
- 2) To determine the type of unit, the defender rolls secretly on the following tables:

UNIT TYPE TABLE	
Die Roll (2D6)	Type
2	Special (Roll on Special Chart)
3	Wheeled Scout
4	<i>Condor</i> Class Tank
5	<i>Vedette</i> Class Tank
6	Infantry Platoon*
7	Infantry Platoon*
8	Infantry Platoon*
9	<i>Hunter</i> Class Tank
10	20-ton 'Mech
11	35-ton 'Mech
12	Special

*Roll again to determine any infantry platoon's armament and type.

INFANTRY ARMAMENT	
Die Roll (1D6)	Type
2-3	Flamer
4-6	MG
7-9	Rifle
10-11	Laser
12	SRM

INFANTRY TYPE	
Die Roll (1D6)	Transport
1-3	Foot
4-5	Motorized
6	Jump

SPECIAL CHART	
Die Roll (1D6)	Type
1	<i>Demolisher</i> Class Tank
2	50-ton 'Mech
3	75-ton 'Mech
4	25-ton AeroSpace Fighter
5	50-ton AeroSpace Fighter
6	Roll additional unit

The Defender also receives eight vibrabombs, which may be concealed anywhere within the city.

SITUATION: KAWABE, 0800 HOURS LOCAL TIME, 15 SEPTEMBER 3026

Deployment

The Defender secretly deploys all non-Mech ground units and vibra-bombs within the city area and notes their location on a piece of paper. The Defender's Mechs are then placed on the board within the city area; fighters are placed at low altitude on the **Aerotech** board.

Attacker

Sorenson's entire company is the attacking force.

Command Lance

Captain Sorenson's *Marauder*
 Gutowski's *Warhammer*
 Berardinelli's *Samurai* (deployed on AeroTech board; see below)
 Soderstrom's *Phoenix Hawk*

Medium Lance

Lieutenant Sveinson's *Longbow*
 Wilk's *Rifleman*
 Burgoz's *Trebuchet-7K*
 Benton's *Stinger*

Pursuit Lance

Lieutenant Utsonomiya's *Archer*
 Moretti's *Phoenix Hawk LAM* (may deploy on **CityTech** board or **AeroTech** board; see below)
 Rubach's *Hermes-III*
 Marrone's *Wasp*

Deployment

The Attacker deploys the Sabre's Mechs anywhere within two hexes of the south map edge. Berardinelli's *Samurai* fighter is deployed on the **AeroTech** board at low altitude. Moretti's *Phoenix Hawk LAM* may also be deployed in fighter mode on the **AeroTech** board.

Continued on page 38



SHARRON BURGOZ

The Kurita-backed government of Kawabe, long unpopular with its citizens, was overthrown in September of 3026. The Combine launched immediate punitive strikes against the rebels, with both the Fifth Sword of Light and Wolf's Dragoons assigned to flush resistors out of cities and other defensive positions.

The Sabres got the job of eliminating resistance in the city of Mecklin, a task for which they were eminently suited. Mecklin proved a tough nut to crack, full of well-armed street fighters, a motley assortment of armored vehicles and a handful of light BattleMechs piloted by inexperienced civilian operators.

Fierce and bloody fighting ensued, with the Sabre's air support mostly neutralized by rebel fighters and the close urban combat environment. Infantry squads stung the Sabres' Mechs like so many angry wasps, and rebel armor engaged in damaging hit-and-run combat. Though sorely tested by the determined defenders of the city, the Sabres eventually won.



KAWABE MORNING

(Continued from page 36)

The BattleMechs of Sorenson's Sabres moved ponderously down off the heights, shifting into combat formation with practiced efficiency amid shouts of "Let's Go, Sabres!" and "Death to Kentarans!"

Behind the massive centimeters of Valiant Lamellar armor and complex arrays of lenses and sensors, Daniel Sorenson felt the weight of years of combat on his shoulders, relieved that his MechWarriors could not see the tears which stung his eyes.

Victory Conditions

The Attacker gains Victory Points by capturing city hexes and undestroyed buildings. A hex or building is considered captured by the player whose units last occupied it. The Attacker receives 1 VP for each city hex captured. The buildings contain important records and documents, and so the Sabres also receive 1 VP for each building hex captured intact. Any building counter not reduced to rubble is considered intact.

The Defender receives VP for destroying enemy 'Mechs and for holding undestroyed hexes, based on the following:

- 5 points for each light 'Mech destroyed.
- 8 points for each medium 'Mech destroyed.
- 12 points for each heavy 'Mech destroyed.
- 15 points for each LAM/AeroSpace Fighter destroyed.
- 1 point for each intact building hex not captured by the Sabres.

The Defender's VP are subtracted from the Attacker's at the end of ten turns, and victory is assessed as follows:

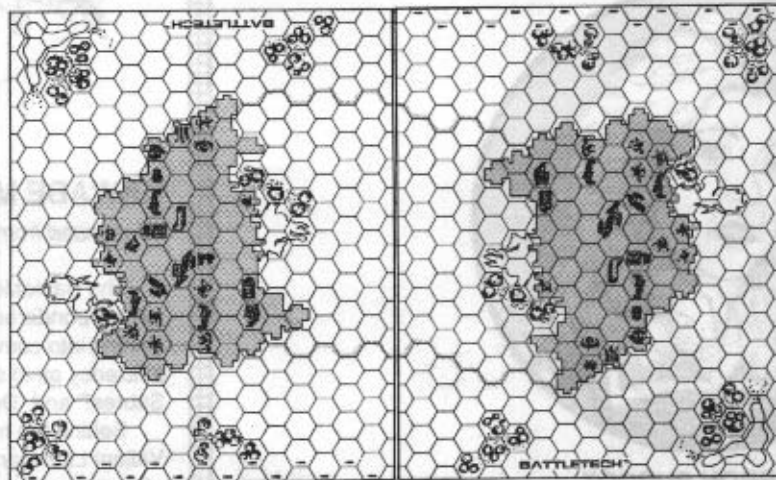
VICTORY TABLE

Victory Points	Results
50+	Attacker Decisive Victory
30 to 49	Attacker Substantial Victory
10 to 29	Attacker Marginal Victory
-10 to 9	Draw
-11 to -29	Defender Marginal Victory
-30 to -49	Defender Substantial Victory
-50 or less	Defender Decisive Victory

Special Rules

Aerospace combat takes place at low altitude on the **AeroTech** board before the 'Mech battle is resolved. Any surviving AeroSpace Fighters may then move onto the **CityTech** board and perform strafing and ground attacks according to **AeroTech** rules. If **AeroTech** is not available, assume that Berardinelli's fighter is occupied at high altitude and may not participate in the battle.

Optionally, if the Defender does not receive any AeroSpace Fighters and the players feel that this will unbalance the game, Berardinelli's fighter may be excluded from the scenario entirely.



THE OZAWA CAMPAIGN

OFFICIAL CONCERN

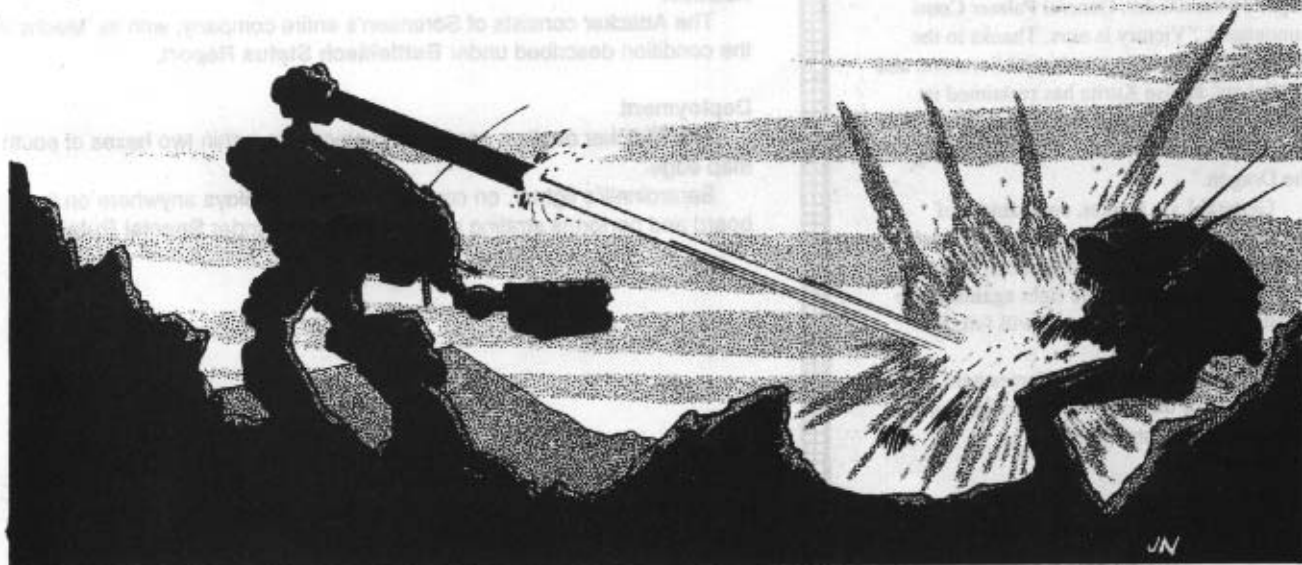
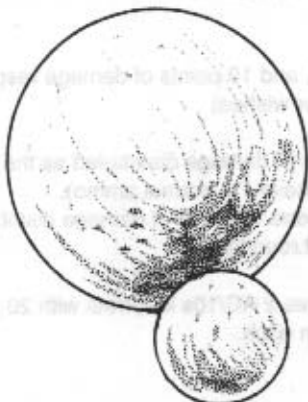
Farow Junction, Ozawa (FP)—In a press conference today, high officials of the Ozawa planetary government expressed "deep concern" regarding the buildup of forces in the region by the Draconis Combine.

Reports to Ozawa suggest that the Combine is amassing jumpcraft, Drop-Ships, armored vehicles, and BattleMech units in the vicinity of Markab, a convenient jumping-off place for a possible attack on Ozawa.

"If the Dragon is planning an invasion," said General Lyle Harker, commander of Davion defense forces on Ozawa, "he will get an extremely unpleasant shock. Federation armor, fighter planes, and BattleMechs stand ready to repel any attacks by Kurita usurpers."

A successful attack on Ozawa by the Combine spells catastrophe for the Federated Suns, effectively isolating the entire Saffel Dracon's March sector from the inner systems. Due to recent attacks by the Draconis Combine, however, Davion reinforcements to Ozawa may be delayed.

The conference ended on an optimistic note, with Ozawa's governor Jolin Seaforth protesting a possible arms escalation but stating that Federation and Ozawa citizens hoped for a negotiated settlement to the current conflict.



SITUATION: OZAWA, APRIL 3026

General Palmer Conti, commander of the 5th Sword of Light regiment, saw in the Federation world of Ozawa the opportunity to advance both the fortunes of the Draconis Combine and his own political career.

The Combine, stymied in numerous attacks on the Federation, desperately sought a victory. Submitted to the Kurita High Command as a top-secret paper titled "Ozawa: Key to Victory," Conti's plan was well-received.

Vital to the interests of the Federated Suns, Ozawa occupies a crucial position in the narrow sector of Davion space separating the Draconis Combine from their allies, the Capellan Confederation. With other Davion regiments engaged and unavailable for support, Ozawa was vulnerable to invasion by units such as the Fifth Sword of Light.

The author of the Ozawa Plan found himself given the honor of leading the 5th Sword of Light into the most important area of the planet: the urban center of Farow Junction. One of the fiercest and most destructive city battles in recent memory followed, with the Sword of Light capturing Farow but unable to repel an unexpected Federation counterattack.

The following three scenarios describe the actions of Sorenson's Sabres during the Combine's attack on the planet Ozawa. Each scenario may be played separately, or all three may be played together.

SCENARIO 1

DAY OF THE DRAGON

Farow Junction, Ozawa (FP)—Massive assaults by the Draconis Combine on the city of Farow Junction today began the invasion of Ozawa. Elements of the Combine's 5th Sword of Light Regiment occupied large sections of the city despite heroic resistance by the Federated Suns' Ozawa Urban Defense Brigade.

Beginning with DropShip landings in a strategic ring around the city, Kurita Battle-Mechs moved in with heavy air and armor support.

"They were everywhere," said Lieutenant Sandra Drake, commander of an urban defense lance. "We have plenty of targets, but their fire support was so heavy that we were scarcely able to respond."

After demolishing much of the city's outskirts, the Sword of Light moved in, spearheaded by Sorenson's Company, a unit specializing in urban combat and terrorism.

Drake's Lance, forced back to a secondary position in a heavily industrialized sector, found support by an assault lance led by Lieutenant Alan Thorgil.

"It was one of the bloodiest fights I've ever encountered," said Thorgil, recovering from wounds at a hastily improvised med center. "We held out as long as we could, but they finally broke through. It's a miracle that any of us survived at all."

Civilians and military personnel reported high casualties. Governor Jolin Seaforth, remembered as a peaceful, intelligent man who maintained hope for a diplomatic settlement, joined the ranks of victims of the war.

In a message broadcast over civilian frequencies after the battle, the 5th Sword of Light's commander, General Palmer Conti announced, "Victory is ours. Thanks to the efforts of such patriots as Daniel Sorenson and his Sabres, House Kurita has reclaimed its rightful territory. Any Davion force still active on Ozawa must surrender. This day belongs to the Dragon."

General Lyle Harker, commander of Federation forces on Ozawa, issued a brief statement in response. "All freedom-loving citizens must continue the fight against these Kurita terrorists. The Dragon will fail. By God, he will fail."

By nightfall, Federation forces held only small areas of the city, with a second Kurita attack expected tomorrow.

GAME SET-UP

This scenario uses **Expert BattleTech** rules, the gun emplacement rules from **CityTech**, and the strafing rules from **AeroTech**. Set up the **BattleTech** board as shown. Ignore elevations, the entire board is considered Elevation 0. Ignore water hexes. The entire board reflects the industrial sector that became the battle sites. Place the following building counters in an opaque container:

- 8 Light Buildings
- 20 Medium Buildings
- 20 Heavy Buildings
- 12 Hardened Buildings

The Defender randomly draws one counter, placing it anywhere on the board. The Attacker then draws one counter and places it. The players alternate drawing and placing all remaining counters.

Defender

Lieutenant Drake's Urban Defense Lance, the remnants of several destroyed 'Mech units under Lieutenant Thorgil, and a pair of turreted autocannon defend the area against the Sabres.

Drake's Lance

- Drake's *Phoenix Hawk*
- 3 *Urban Mechs* (With 6, 8, and 10 points of damage respectively, distributed as the Defender wishes)

Thorgil's Lance

- Thorgil's *Stalker* (15 points of damage distributed as the Defender wishes, LRMs and SRMs have 1/2 normal ammo).
- 1 *Warhammer* (Left arm gone, 8 points of damage distributed as Defender wishes, 10 SRM rounds left)
- 1 *Griffin*

In addition, the Defender receives 2 AC/10s in turrets with 20 points of armor and 12 rounds of ammunition each.

Deployment

The Defender deploys first, setting 'Mechs anywhere on the board. The two autocannon may be placed secretly in any building. Their location remains hidden until they fire.

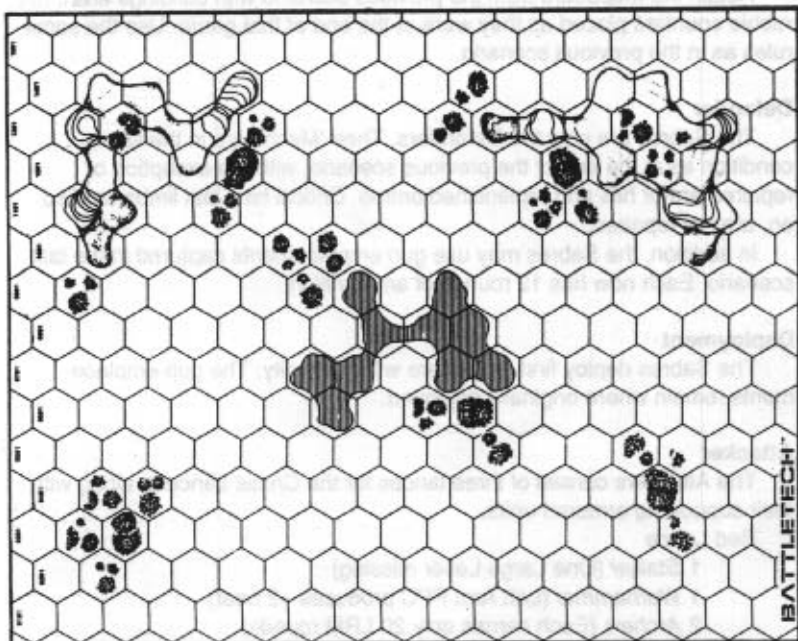
Attacker

The Attacker consists of Sorenson's entire company, with its 'Mechs in the condition described under **BattleMech Status Report**.

Deployment

The Attacker deploys second and anywhere within two hexes of south map edge.

Berardinelli's fighter, on combat air patrol, deploys anywhere on the board and performs strafing attacks (explained under **Special Rules**).



Victory Conditions

The Sabres' mission involves securing the area and eliminating hostile resistance. Base their victory points on the following schedule:

- 1 for each light 'Mech destroyed.
- 2 for each medium 'Mech or gun emplacement destroyed.
- 3 for each heavy or assault 'Mech destroyed.

At the end of ten turns, count the Sabres' victory points and assess them on the following table:

VP	Results
14-15	Attacker Substantial Victory
10-13	Attacker Marginal Victory
7-9	Draw
3-6	Defender Marginal Victory
0-2	Defender Substantial Victory

Special Rules

Berardinelli's fighter may perform strafing attacks on the city as described in **AeroTech**. Each turn, however, the attacker rolls one die; if less than or equal to the current turn number, Berardinelli must fight enemy air units elsewhere, unable to participate in the rest of the battle. Alternately, Berardinelli and his fighter may not enter the scenario at all.

Any gun emplacements undestroyed at the end of turn ten are considered captured and usable by the Sabres in the following scenario.

Retain the mapboard at the end of the game with appropriately placed rubble counters and buildings. Use it in the second scenario.

An opening phase of the Ozawa Campaign, the fight for Farow Junction proved one of the fiercest 'Mech battles in memory. Numerous Davion defenders fought doggedly against a Kurita encirclement, the 5th Sword of Light taking heavy casualties in the assault.

As usual, the Sabres drew the roughest assignment, the "liberation" of an industrial area in Farow's northern sector. Elements of the Ozawa Urban Defense Brigade, survivors of several destroyed 'Mech units, and local militia manning fortified gun emplacements offered stiff resistance.

In a long and bloody struggle, the Davion Urban 'Mechs rained autocannon shells on the Sabres, falling back behind the hardened buildings of the industrial sector. The Sabres' superior numbers matched Davion firepower and knowledge of the area. It was an even fight.



SCENARIO 2

SWIFT VENGEANCE

Farow Junction, Ozawa (FP)—Elite BattleMech units of the Federation 3rd Crucis Lancers this week launched a massive counterinvasion of Ozawa, seeking to dislodge the Kurita forces now controlling most of that planet.

Assault 'Mechs began operations against Combine defenders early this morning, forcing back the perimeter defense of medium 'Mechs and armored vehicles. The outskirts of the city, already demolished by the Kurita attack last week, fell quickly. Once entering heavily urbanized areas, however, the Federation advance bogged down.

The northern industrial sector again became the scene of brutal fighting as the Lancers moved in to retake it from elements of the Combine's 5th Sword of Light Regiment.

The tide turned unexpectedly against House Kurita when the battered 'Mechs of General Lyle Harker emerged from the hills above the city, having conducted guerilla raids on the enemy for the past week. Harker's timely intervention threatened a large section of the Kurita position, isolating many enemy units and forcing others into headlong retreat.

Fighting is still intense, especially in the north sector, but Federation forces have gained the upper hand. Reports from elsewhere on Ozawa indicate that the overall situation for the Kurita invaders looks bad, with preparations for evacuation rumored.

GAME SET-UP

Retain the mapboard from the previous scenario with buildings and rubble counters placed as they were at the end of that game. Use the same rules as in the previous scenario.

Defender

The Sabres are now the Defenders. Their 'Mechs are in the same condition as at the end of the previous scenario, with the exception of repaired armor hits and replenished ammo. Critical hits, lost limbs, and so on, are not repaired.

In addition, the Sabres may use gun emplacements captured in the last scenario. Each now has 12 rounds of ammunition.

Deployment

The Sabres deploy first, anywhere within the city. The gun emplacements remain where originally deployed.

Attacker

The Attackers consist of three lances for the Crucis Lancers, along with their supporting armored units.

Red Lance

- 1 *Stalker* (One Large Laser missing)
- 1 *Warhammer* (Left Arm PPC produces +2 heat)
- 2 *Archers* (Each carries only 20 LRM rounds)

Blue Lance

- 1 *Thunderbolt* (+1 to *Piloting* skill rolls)
- 1 *Rifleman*
- 1 *Crusader*
- 1 *Wolverine* (10 points armor on center torso)

White Lance

- 1 *Locust*
- 2 *Stingers* (One *Stinger* jumps only 4 hexes)

Sharp's Dragoons (Armored Platoon)

- 2 *Vedette* Class tanks
 - 2 *Hunter* Class tanks
- Delete Sharpes's platoon if the Sabres are grossly understrength.

Deployment

The Attackers deploy anywhere within 2 hexes of the south map edge.



Victory Conditions

The Sabres' victory conditions are based on how well they reduce the enemy's effectiveness by the end of the game.

The Sabres receive victory points based on the following schedule:

- 1 VP for each enemy tank destroyed.
- 2 VP for each enemy light or medium 'Mech destroyed.
- 4 VP for each enemy heavy or assault 'Mech destroyed.

At the end of eight turns, the Sabres count their victory points and assess victory based on the following schedule:

VICTORY TABLE

VP	Results
33-40	Defender Substantial Victory
25-32	Defender Marginal Victory
17-24	Draw
9-16	Attacker Marginal Victory
0-8	Attacker Substantial Victory

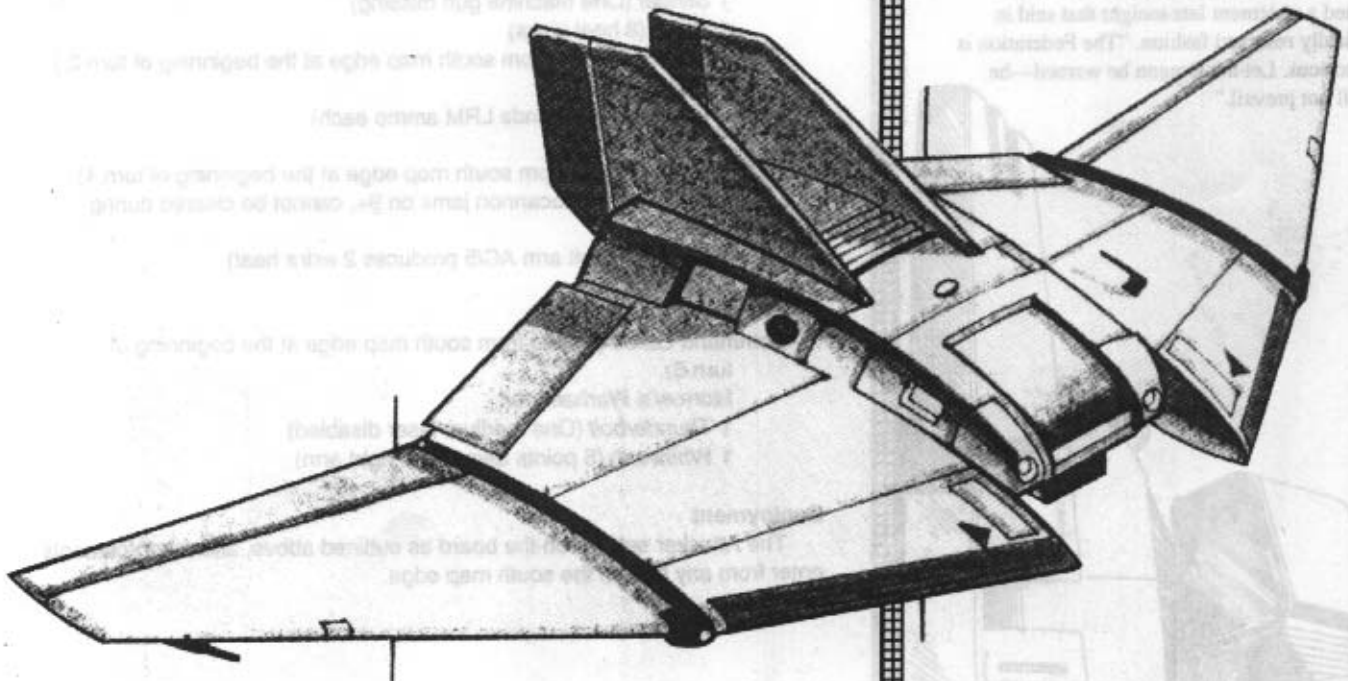
Special Rules

Berardinelli's fighter may begin the game airborne, and may engage in strafing attacks in accordance with the rules in **AeroTech**. However, at the beginning of each turn, the Sabres' player rolls one die. If the number rolled is less than or equals to the current turn number, then Berardinelli's fighter is engaged in combat with enemy craft and may not participate in the remainder of the game.

"Operation Swift Vengeance", the liberation of Ozawa by the 3rd Crucis Lancers, marked the turning point of the campaign and eventually spelled the downfall of Kurita ambitions in the area. Federation DropShips engaged in a hazardous high-G operation and cut travel time from jump point to planet from days to hours giving the Kurita defenders little preparation time for the attack.

Once more, Farow Junction became a battlefield and the Sabres, their 'Mechs only partially repaired after the previous week's fighting, found themselves defending the same territory which they had so recently captured.

A different situation now, the Davions brought assault lances and heavy armor. Although the Sabres fought valiantly, using the gun emplacements captured from the Federation militia, the tide of battle began to turn against the Kurita elsewhere in the city. At day's end, though the Sabres still held their position, the Combine's occupation of Ozawa was completely untenable. The hard-pressed Kurita High Command reluctantly decided to withdraw from the planet.



SCENARIO 3

LANCE AND SABRE

Farow Junction, Ozawa (FP)—The final act of the Kurita invasion of Ozawa played yesterday in the hills surrounding Farow Junction.

Their position overrun, Combine 'Mechs and vehicles retreated toward DropShip landing zones to escape the carnage on the planet. BattleMechs of the Federation's 3rd, Crucis Lancers followed in hot pursuit.

A major engagement developed at the Charkai Power Station, where the Kurita rear guard sought to halt Federation pursuit long enough for Combine forces to board their DropShips and escape. Daniel Sorenson's infamous "Sabres," a unit that has been in the forefront of many Combine operations on Ozawa held the station against the furious attacks of the Lancers.

Despite a valiant fight by the Lancers, the Sabres held the position until forced to withdraw just before sundown. As a result, the bulk of the Combine's 5th Sword of Light Regiment boarded DropShips and escaped off planet. Air and space attacks inflicted considerable damage on Combine DropShips, but Federation forces were frustrated in their desire to wipe out the Kurita completely.

General Lyle Harker, reassigned overall command of Federation forces on Ozawa, issued a statement late tonight that said in typically reserved fashion, "The Federation is victorious. Let the Dragon be warned—he shall not prevail."



GAME SET-UP

Set up the **CityTech** and **BattleTech** maps as shown. The defender may place Hardened Buildings on no more than 24 hexes of the city area, which represents the Charkai Power Station. The east and west map edges are considered impassible; units may enter and exit only off the north and south edges.

This scenario uses **Expert BattleTech** rules, as well as the strafing rules from **AeroTech**.

Defender

The Sabres defend the power station. They begin the game in exactly the same condition as they ended the previous scenario, including damage and expended ammunition.

Deployment

The Sabres set up first, anywhere on the **CityTech** map. Berardinelli's fighter deploys anywhere on the board, and may freely engage in strafing attacks.

Attacker

Morrow's Company, 3rd Crucis Lancers, is the Attacker. Due to the speed of the Federation pursuit of the fleeing Kurita, the lances of Morrow's Company arrive on different game turns.

Light Lance (Begins game deployed within two hexes of the south map edge)

- 1 *Blackjack* (+1 piloting rolls)
- 1 *Ostscout* (Double heat for movement)
- 1 *Stinger* (One machine gun missing)
- 1 *Wasp* (8 heat sinks)

Medium Lance (Enters from south map edge at the beginning of turn 2.)

- 1 *Ostroc*
- 2 *Crusaders* (8 rounds LRM ammo each)
- 1 *Phoenix Hawk*

Heavy Lance (Enters from south map edge at the beginning of turn 4)

- 1 *Marauder* (Autocannon jams on 9+, cannot be cleared during game)
- 1 *Rifleman* (Left arm AC/5 produces 2 extra heat)
- 1 *Catapult*
- 1 *Archer*

Command Lance (Enters from south map edge at the beginning of turn 6)

- Morrow's *Warhammer*
- 1 *Thunderbolt* (One medium laser disabled)
- 1 *Whitworth* (8 points damage to right arm)

Deployment

The Attacker sets up on the board as outlined above, and reinforcements enter from any hex on the south map edge.

SITUATION: OZAWA 23 APRIL 3026

Victory Conditions

This battle is do or die for the Sabres. Either they stand against steadily increasing opposition, or they fail and face the destruction of both themselves and their regiment.

The destruction of enemy 'Mechs is not the Sabres' primary objective; rather, they must prevent the enemy from bypassing them to attack the regimental DropShips, then withdraw themselves when the order to retreat arrives.

The Sabres receive 1 victory point for each 'Mech exited off the north end of the board after the withdrawal order arrives (see **Special Rules**), and lose 1 Victory Point for every enemy 'Mech that exits off the north map edge before then. Obviously, the more Sabres who survived the previous scenarios, the higher the Sabres' potential score. Berardinelli's fighter does not count for Victory Point purposes.

Victory Points are added at the end of ten turns, or the turn after the last Saber exits the board, whichever comes first.

VICTORY TABLE

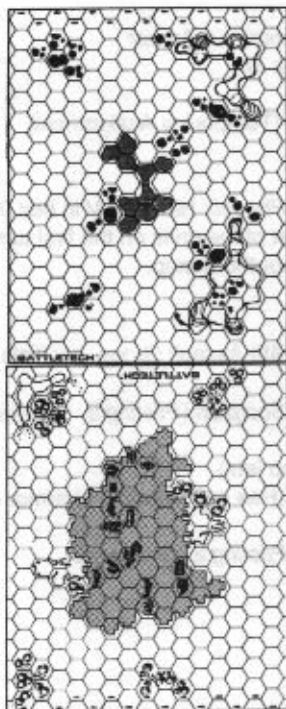
VPS	Results
5 to 11	Defender Substantial Victory
-3 to 4	Defender Marginal Victory
-11 to -4	Attacker Marginal Victory
-12 or less	Attacker Substantial Victory

Special Rules

Berardinelli's fighter freely makes strafing attacks during the game. Enemy aircraft are considered engaged in attacks on the Sword of Light's DropShips.

Each turn, the Sabres' player rolls 2 dice. If the number rolled is less than or equal to the current turn number, then the loading of the 5th Sword of Light's DropShips is complete, and the withdrawal order given. The Sabres are then free to move towards the north map edge and exit the board.

The Attacker must destroy all defending units or force them to leave the map.



With the Combine's position on Ozawa growing less defensible by the hour, the 5th Sword of Light retreated out of Farow Junction. Badly damaged in the recent battles with the Crucis Lancers, the Sabres nonetheless received rearguard duty, taking position in the Charkai Power Station in a strategic mountain pass.

The Lancers, determined to overtake the fleeing Kurita, assaulted the Sabres' position piecemeal, with the faster light units advancing first, followed by heavy and assault lances later in the day. Though severely tested, the Sabres held their ground, throwing the Lancers back repeatedly as the 5th Sword of Light evacuated onto DropShips.

Early in the evening, the Sabres' recall arrived. Sorenson had his lances fall back in stages, engaging in a fierce fighting withdrawal, further frustrating the Lancers.

Officially listed as a catastrophic defeat for the Draconis Combine, the Ozawa Campaign also served as a political setback to the ambitions of General Palmer Conti. For Daniel Sorenson and his Sabres, however, Ozawa offered a place of testing and triumph. For them, Ozawa remained a victory.

THE PROTECTOR

CROSSING SABRES

Excerpted from an interview with Amax Feeler III, MechWarrior, 1114th Assault Group, 12th Lyran Guards, House Steiner

We dropped on La Blon in October 3021. Part of the Commonwealth until the recent fighting with Kurita, this made the fifth time. It showed our concern for the people we left there...as if any of them really mattered in the scope of the war.

I heard the 5th Sword was in the area, and I remember mentioning to my superior that, with our luck, they'd be on La Blon. Call it intuition or whatever, but they were. And 30 clicks from where we landed sat the meanest of the pack, Sorenson's Sabres.

Tackling that company was not exactly what I would call a picnic. Having barely landed and secured our perimeter, they started to test us. Intelligence warned us they had one of those crazy Land-Air Mechs with them, and we spotted it almost immediately. Our anti-air troops fired, and that bird fell like a rock right into the center of our position.

We figured we had it made, crippling their air support right off the bat like that. Two of our Techs pulled the pilot out of that thing, and the comm channels lit up with everybody yellin' and congratulatin' each other.

About that time, the rest of that killer company tore into us. My *Archer* shredded before I even opened my right missile hatch. We learned right then and there that the Sabres played for keeps and protected their own.



VERNON MARRONE

GAME SET-UP

Lay out the two **BattleTech** maps in the configuration shown. Play this scenario using **Expert BattleTech** rules.

Attacker

The Attacker, Sorenson's Sabres consists of:

Command Lance

- Captain Sorenson's *Marauder*
- Gutowski's *Warhammer*
- Berardinelli's *Samurai*
- Soderstrom's *Phoenix Hawk*

Pursuit Lance

- Lieutenant Utsonomiya's *Archer*
- Rubach's *Hermes III*
- Marrone's *Wasp*
- Benton's *Stinger* (Temporary Assignment)

Deployment

Deploy Clay Moretti's *Phoenix Hawk* LAM in hex 0909 on the northern map board. Deploy the rest of the units on the first turn of play, entering on the southern edge of the southern map.

Defender

The Defender, the 1114th Assault Group, consists of:

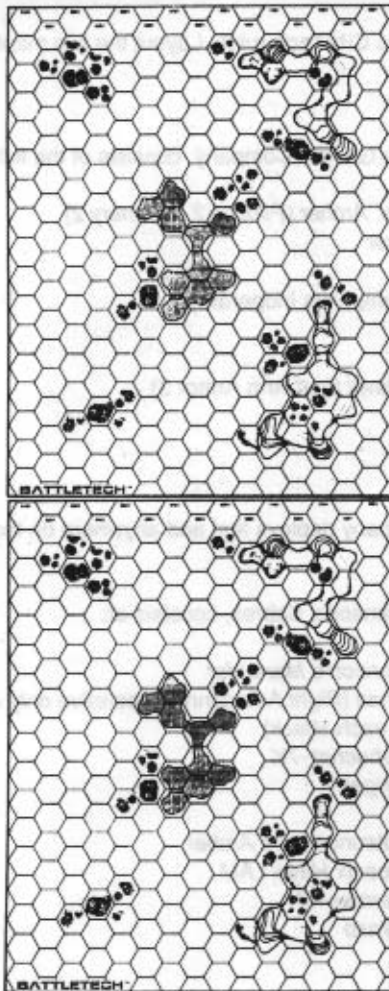
Command Lance

- Captain Jones's *Scorpion* (Piloting 3, Gunnery 2)
- 1 *Vulcan*
- 1 *Vulcan* (No jump jets)
- 1 *Phoenix Hawk* (Has only 4 points of armor on right torso)

Strike Lance

- Feeler's *Archer* (Piloting 2, Gunnery 2)
- 1 *Centurian*
- 1 *Firestarter*
- 1 *Clint*

SITUATION: THE CYNTH PLAINS, LA BLON, 1335 HOURS, 3 OCTOBER 3021



Deployment

The 1114th Assault Group of the now defunct 12th Lyran Guard deploys anywhere on the northern map. Units cannot be closer than three hexes to another BattleMech due to the dispersal from the combat drop prior to combat.

Victory Condition

The victory conditions for this game revolve around the recovery of the downed *Phoenix Hawk* LAM. Sorenson's Sabres win this scenario by pulling the Land-Air 'Mech off the south edge of the southern map with less than two casualties. Any other result is a victory for the 1114th Assault Group player.

Special Rules

Clay Moretti's LAM, disabled on the field, can fire but not move. Held by two Techs at the start of the play, Clay breaks free and can man his damaged craft.

To drag the fallen Land-Air 'Mech off the field, a rescue force must spend one turn in an adjacent hex, during which the BattleMechs cannot move or fire. The towing 'Mech or 'Mechs must weigh at least 55 tons. The movement rate for the towing force is the average walking speeds of all towing 'Mechs times three-fourths.

The Kurita/Steiner front entertained a great deal of seesaw fighting at the peak of the Third Succession War. House Kurita's initial thrust slowed, forcing them to spend a great deal of time consolidating their positions on conquered worlds.

Assigned to a number of different locations, Daniel Sorenson and his company positioned themselves along the border with the Lyran Commonwealth during late 3021 and early 3022. Their reputation for fierce fighting and unique tactics preceded them long before being stationed there.

When the 12th Lyran Guard's 39th Fire Company, the Fire Walkers, landed on La Blon during the offensive in October, they dropped only a few kilometers from the Sabres' encampment. Immediately, Captain Sorenson dispatched Clay Moretti in his *Phoenix Hawk* LAM to scout the Steiner operations.

A lucky shot on the delicate systems of the Land-Air 'Mech brought it down like a bird slain by an arrow. Clay became a prisoner almost immediately.

Daniel had to strike fast to rescue his man and machine before it was too late. Charging in like the calvary of old, Sorenson's Sabres broke into the heart of the Steiner position, rescued Clay and his fallen *Phoenix Hawk*, and retreated without a single loss. The forces of House Steiner were not as fortunate.

A TRAIN TO CATCH

Dear Mom:

I'm sorry I haven't written in a while, but we were transferred up to the Davion front, and it has been anything but quiet. Last week we landed on Cimeron as part of a raid. Sharron (the one I wrote you about earlier) captured a Davion major in our initial fight. She took the guy off in a room alone, and after a few minutes, asked to see the Captain.

The next thing I knew, we were in the briefing tent scanning maps. Sharron said she'd gotten information that the Davion General, a guy named Harmburg, was wounded in the raid and was being transported by train to a hospital behind their lines. The Captain said that that was one train the Sabres would catch.

We circled behind Davion's mainline and cut way into their rear. Expecting trouble, they'd prepared a little party for us. That caught us by surprise, and things got messy for a while, but that was one Davion General who would never lead troops into battle again.

My love to everyone and thanks for the letters.

Love,
Vernon

GAME SET-UP

This scenario uses **CityTech** rules. Layout the two mapboards in the configuration shown.

Defender

The Defender, the Grinder Company, consists of the following:

Command Lance

Captain Yors' *Archer* (*Piloting 2, Gunnery 2*)

1 *Warhammer*

1 *Griffin*

1 *Stinger* (*Jump Jets Inoperative*)

Medium Lance

1 *Enforcer*

1 *Phoenix Hawk* (*Left Arm Armor 3*)

1 *Cicada*

1 *Wasp*

Deployment

The Grinder Company deploys first and anywhere on the northern map.

Attacker

The Attacker, Sorenson's Sabres, consists of:

Medium Lance

Captain Sorenson's *Marauder*

Wilk's *Rifleman* (*Right Autocannon operative only one 1D6 of the time; roll for each attack*)

Burgoz's *Trebuchet-7K*

Benton's *Stinger*

Pursuit Lance

Lieutenant Utsonomiya's *Archer*

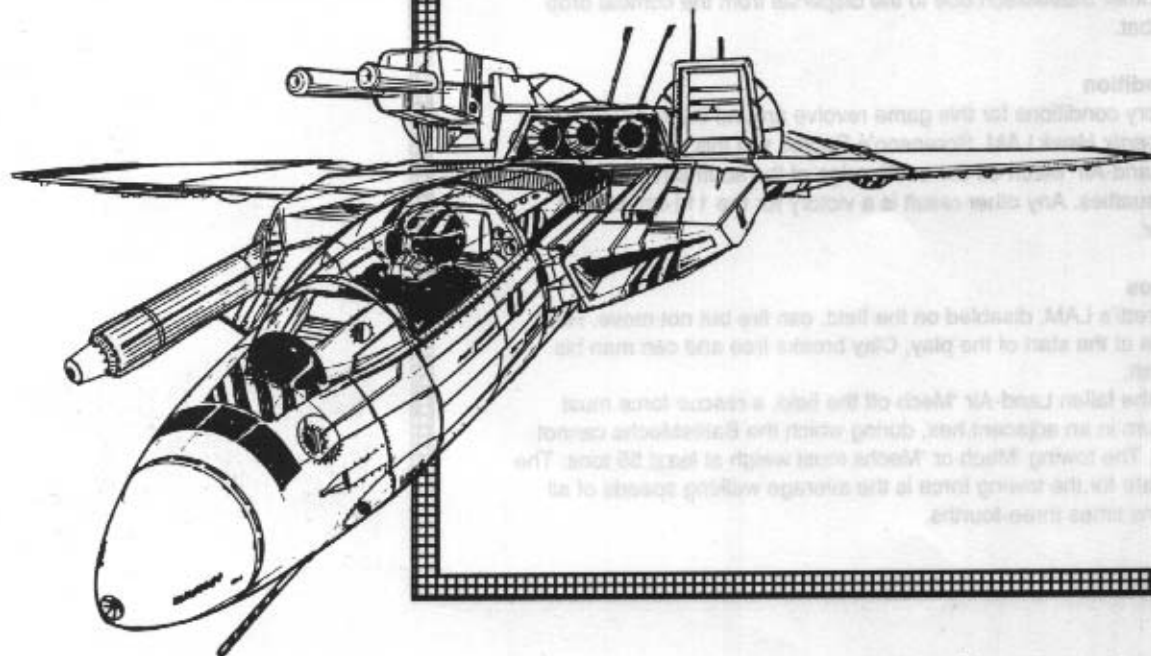
Moretti's *Phoenix Hawk LAM*

Rubach's *Hermes-III*

Marrone's *Wasp*

Deployment

Set up the Pursuit and Medium Lances of Sorenson's Sabres anywhere on the south map.



SITUATION: BRAUN HIGHLANDS, CIMERON, 10 DECEMBER 3025

Victory Conditions

Sorenson's Sabres win this scenario by destroying the bullet train. They win a marginal victory if their losses are 1/3 of those the Grinder Company in actual BattleMechs destroyed. Any other result is considered a victory for the Defender.

Special Rules

The bullet train consists of 7 cars and follows the path as laid out on the mapboard. Entering from the western edge on turn 3, it moves 15 hexes a turn. Each of the cars follows the first along the path of the track in consecutive order.

To destroy the train, one car must sustain a minimum of 12 points of damage. Unarmored, the train takes direct damage. Physical or hand-to-hand combat has no effect on the train only fire from weapons systems affects it. Destroying any one car cripples the entire train, sending it crashing off the tracks.

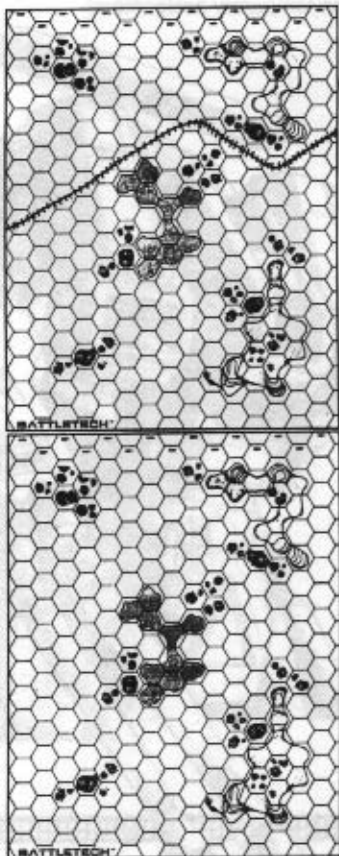
Any BattleMech standing on the tracks as the train moves through that hex automatically destroys the train. That BattleMech takes 15D6 points of automatic damage from the impact immediately (generally enough to destroy a BattleMech).

If destroyed, the cars will fly off the track. Roll a die for each car and consult the following chart:

TRAIN CRASH TABLE

Die Roll	Result
1-3	Car remains in that hex
4	Car derailed into hex on the right of the train's path
5-6	Car derailed into hex on the left of the train's path.

Any BattleMech in the same hex as a derailed train car sustains 6D6 points of damage.



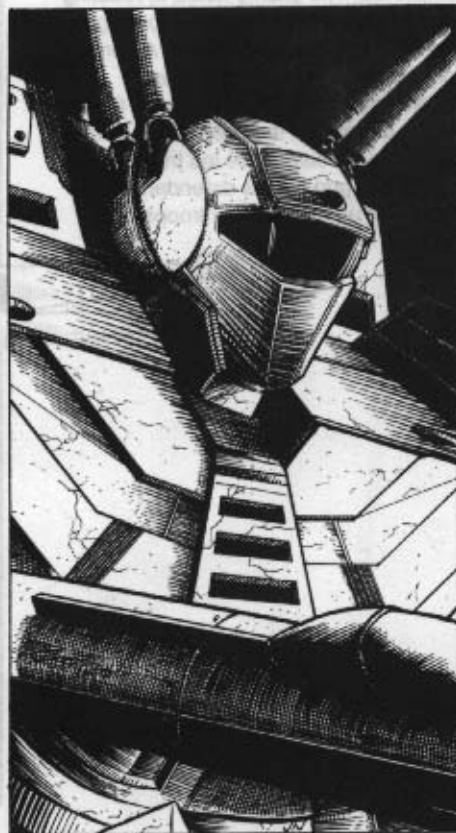
During their assignment to the front, the 5th Sword of Light commonly pulled raids such as that on the planet Cimeron.

Designed as a fast, hard-hitting raid, it showed a great deal of initial success. The defending Davion Avalon Hussars suffered severe setbacks, including the wounding of General Arthur Harmburg, commanding officer for the entire planet's garrison.

Harburg's condition was critical, but with the AeroSpace Fighters of the 5th Swords holding their own, it was too risky to fly him several hundred kilometers to medical facilities in the city of Clemens. Instead, he went via train to the facility, while the Hussars held the Kurita forces at bay.

When Captain Sorenson learned of the move, he gained permission to circumvent the Davion forces and take the train as it passed the Braun Highlands. It was one of the few areas that the underground train actually was exposed on the surface.

Because the death of Harburg could cripple Davion morale, Sorenson moved with all the speed he could muster. Davion spies caught wind of the move and sent out a greeting force of their own—Captain Bran Yors and his Grinder Company. Meeting in the highlands, a fierce struggle ensued.



AFTER THE BIG BOYS

A LONG BATTLE

Excerpt from "The History of the Long Tom and Its Impact in Modern Fighting," Captain Daniel Sorenson, *Sun Zhang Manual 2-900LT*

The Long Tom is one of the most dangerous defenders of cities. A rail gun with a mobile base, a Long Tom can reduce a BattleMech to slag metal in seconds.

The 5th Swords entered Towne to affect the positioning of Davion front-line units. Our presence forced House Davion to reallocate troops away from the Galton campaign.

My men advanced deeply into the area near the city of Barwa. A Long Tom positioned within the city held us back, with Lieutenant Utsonomiya's *Archer* nearly reduced to a pile of metal. That gun irritated me every minute we waited. I knew the gun's capabilities and refused to subject my men to hell for a mere diversionary raid.

We enticed the gun to waste ammo and fire, and it did for nearly ten hours. I then sent a fake message on an open channel, announcing our intention to bomb the city and hit it with three full companies. The enemy heard it, reacting just as I thought they would by pulling that cannon up and moving it back. A Long Tom makes a great prize of war.

We circled the city and caught the gun and its escorts on the open roads. A fast battle, the Pursuit Lance led the fight against the gun and its defenders while the rest of us kept the city troops occupied.

GAME SET-UP

This scenario uses **CityTech** combat rules. Use the **BattleTech Technical Manual 3025** for information on equipment, and set up two **BattleTech** maps as shown.

Defender

The Defender consists of:

- 1 *Long Tom Rifle*
- 3 *J-27 Ordnance Transports*

The Emerald Marauders (3rd Davion Garrison Force)

- 1 *Catapult*
- 1 *Jenner*
- 1 *Locust*
- 1 *Spider*

Deployment

Deploy on the southern mapboard. The Long Tom and *J-27* transports must occupy the road hexes as indicated. The Defender deploys first, and the BattleMechs must be within three hexes of the road at the start of play.

Attacker

The Attacker, Sorenson's Sabres, consists of:

Pursuit Lance

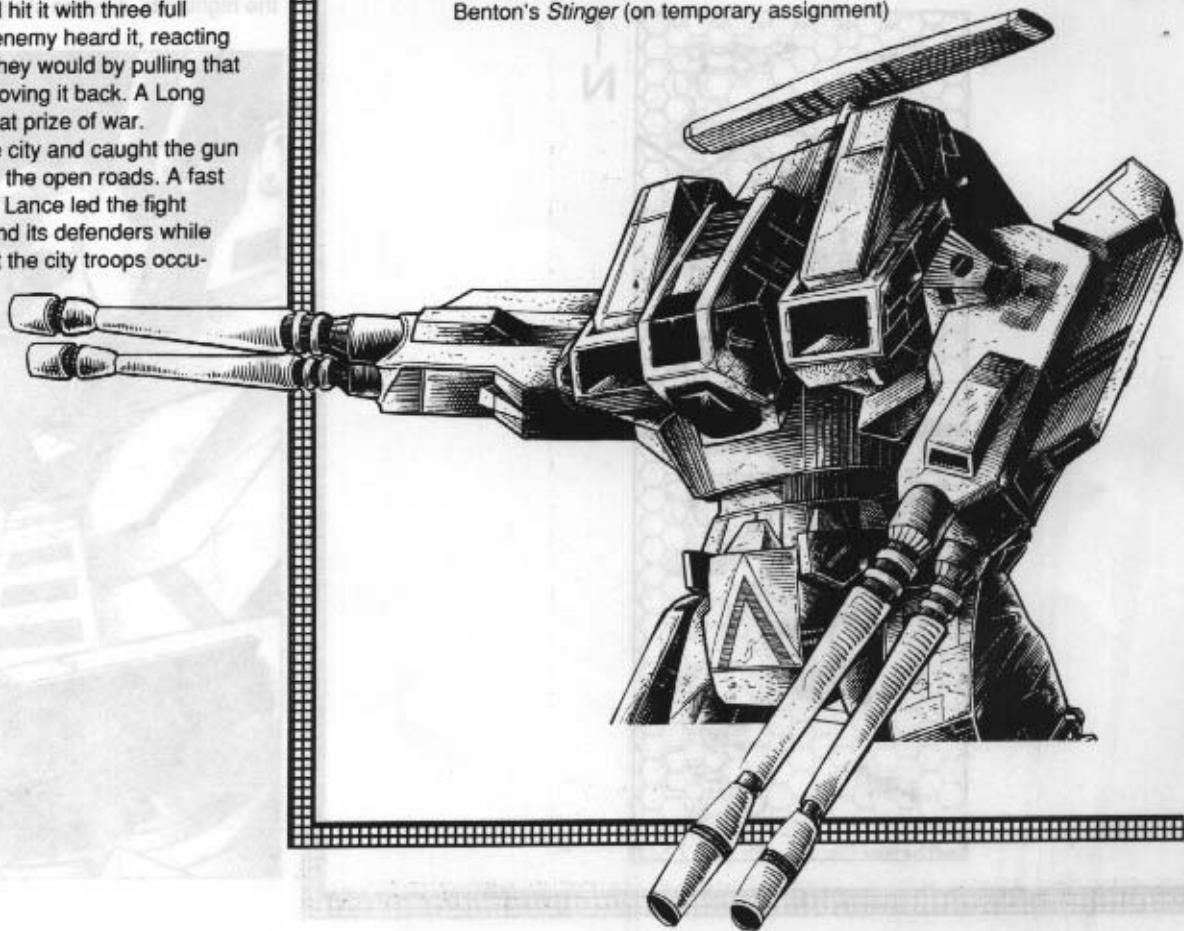
Lieutenant Utsonomiya's *Archer* (Left Torso Armor 2, Center Torso Armor 5)

Moretti's *Phoenix Hawk* LAM

Rubach's *Hermes-III*

Marrone's *Wasp*

Benton's *Stinger* (on temporary assignment)



SITUATION: THE OUTSKIRTS OF BARWA, TOWNE, 1500 HOURS, 2 JANUARY 3026

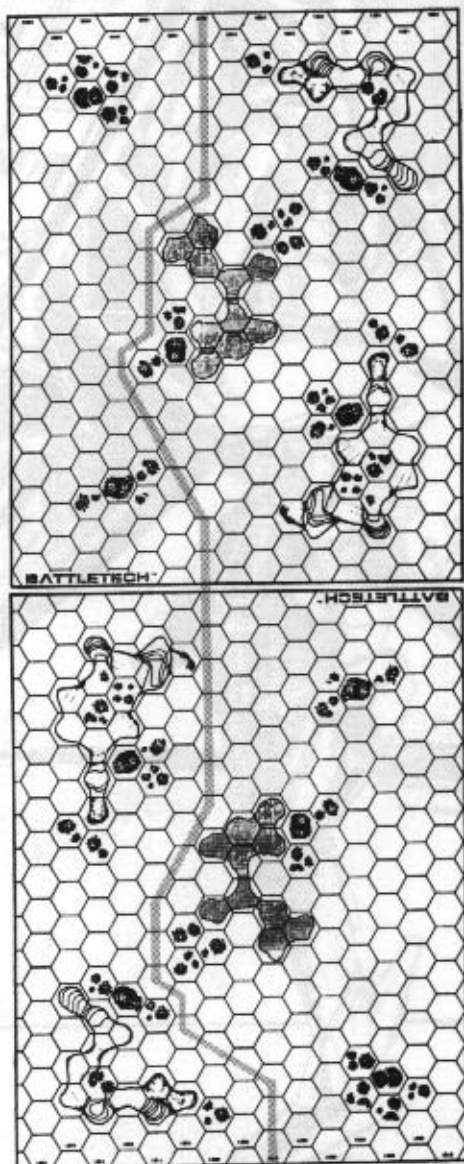
Victory Condition

Sorenson's Sabres win a decisive victory by destroying all the defenders with the exception of the Long Tom Artillery. If the Long Tom is destroyed, consider it a marginal victory for Sorenson's Sabres. For a defending player decisive victory, the Long Tom must move off the north edge of map. Any other result is a marginal victory for the defending forces.

Special Rules

The Long Tom cannot fire its main weapons while mobile. Defending machine guns can fire, however.

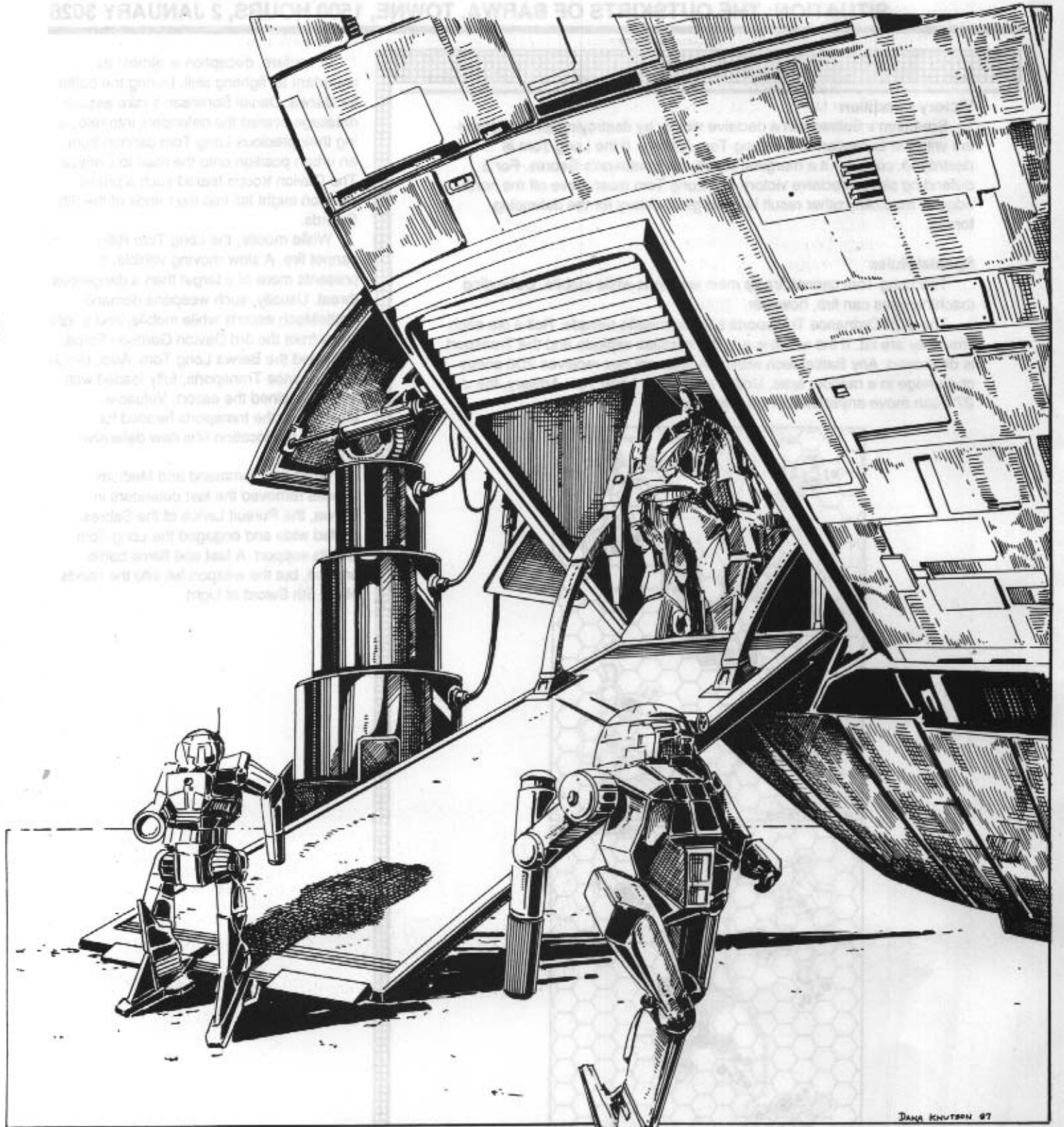
The J-27 Ordnance Transports contain missile reloads. Roll a die each time they are hit. If the result is a 1, the missiles explode and the Transport is destroyed. Any BattleMech within an adjacent hex receives 2D6 points of damage in a random area. Unlike the Mobile Long Tom Artillery, the J-27's can move anywhere on the mapboard.



In warfare, deception is almost as important as fighting skill. During the battle for Barwa, Daniel Sorenson's fake assault message scared the defenders into relocating their precious Long Tom cannon from an urban position onto the road to Cathica. The Davion troops feared such a prized weapon might fall into the hands of the 5th Swords.

While mobile, the Long Tom Rifle cannot fire. A slow-moving vehicle, it presents more of a target than a dangerous threat. Usually, such weapons demand BattleMech escorts while mobile, and a light lance from the 3rd Davion Garrison Force protected the Barwa Long Tom. Also, two J-27 Ordnance Transports, fully loaded with missiles, joined the escort. Valuable equipment, the transports headed for Cathica, the location of a new defensive position.

While the Command and Medium Lances removed the last defenders in Barwa, the Pursuit Lance of the Sabres circled wide and engaged the Long Tom and its support. A fast and fierce battle ensued, but the weapon fell into the hands of the 5th Sword of Light.



BITTER PURSUIT

THE RAT TRAP

One of the bitterest triumphs for our forces in this recent year occurred on the planet Markab. Captured by Davion forces in 3024, Markab constantly had a garrison of at least one regiment. In July, 3026, the elite 5th Sword of Light regiment easily pushed through the Davion regiment known as the 3rd Crucis Lancers reputed to be the Federated Suns' best troops. During the enemy rout that followed, elements of the 5th Sword of Light continued to hound the Davion forces on their way toward their final DropShip lift point, where they hoped to escape.

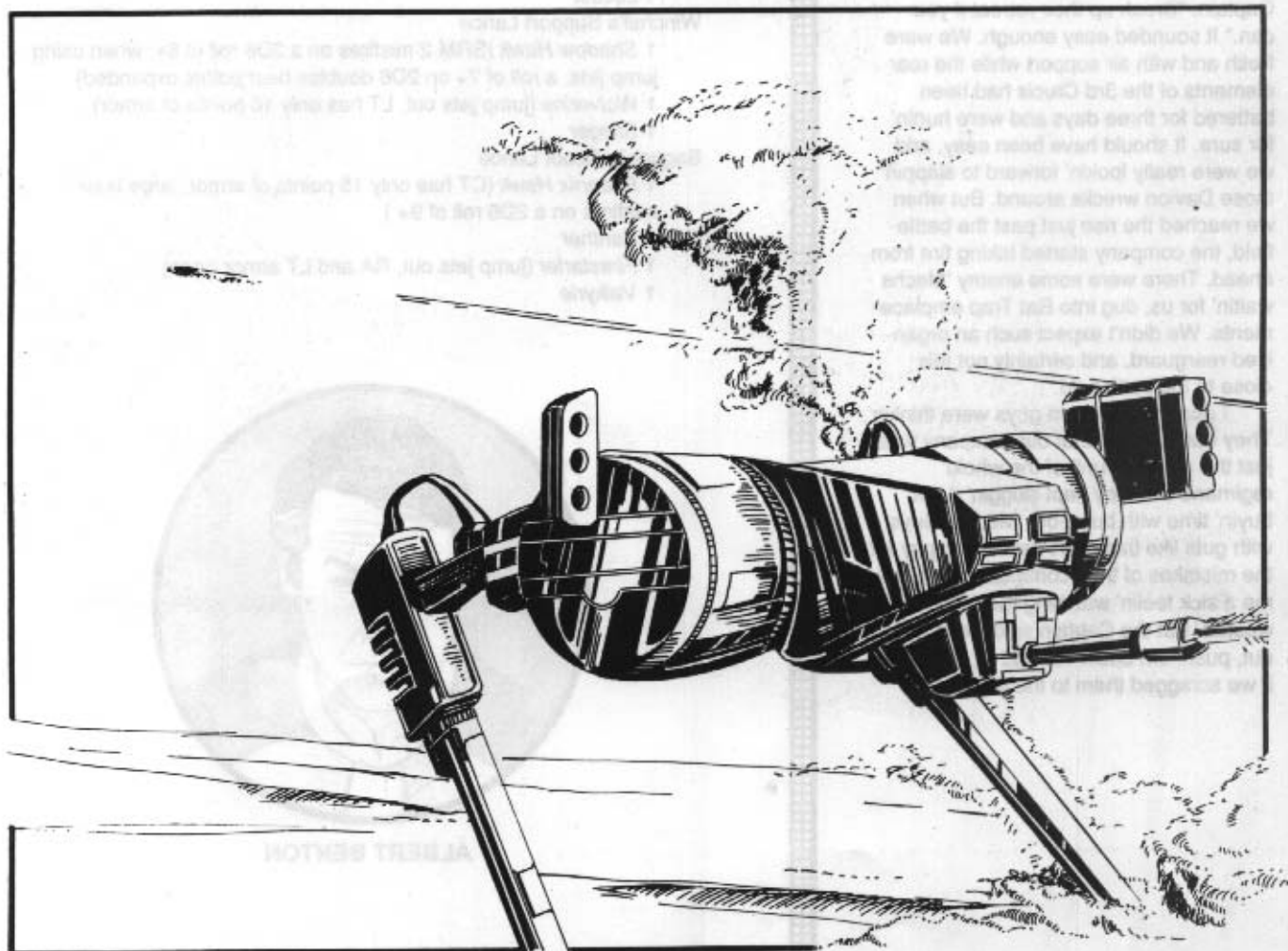
One company, Sorenson's Sabres of Tarwater's Battalion, was in the front of the 5th Swords' charge to the 3rd Crucis's rendezvous point. Lead units invariably encounter stiff resistance upon approaching a DropShip base, and the Sabres met more than their share. While the Sabres battled the defending units, however, they did not try to destroy the units, but tried to break through them in order to wreak havoc on the vulnerable base camp.

Excerpt from *Dragonwarrior: Operations of the 'Mech Forces of House Kurita*, by Tomuru T. Smith, 3028

SITUATION: MARKAB, JULY 3026.

Awaiting transfer back to its base for some much-needed rest and repair, the 3rd Crucis Lancers on the Davion planet Markab was caught unprepared by the 5th Sword of Light Regiment. The defending element of the 3rd Crucis Lancers fell back after the initial engagements. In the ensuing battles, only their elite training and *esprit de corps* kept their withdrawal from becoming a total rout.

The following three scenarios describe the actions of Sorenson's Sabres during the Combine's takeover of the planet Markab. Each scenario may be played separately, or all three may be played together.



SCENARIO 1

THE RAT TRAP

Excerpt from the debriefing transcript of MechWarrior Shytel Gutowski, Sorenson's Sabres

This battle didn't turn out the way I thought it would. I mean, when we landed, I knew it was going to be a tough fight—the 3rd Crucis Lancers got a rep known from here to Sol itself. And when the Colonel held our company back, I was not at all happy about it. But even against the 3rd Crucis, it took the regiment only three days to punch through their front. It sure helped to have nearly total air superiority, though blazes knows how we did that. The Crucis fighters were just somewhere else, I guess. Even Davion has a foul-up now and then.

It was then that the Colonel finally let us go. "Keep them moving," he said to the Captain. "Break up their retreat if you can." It sounded easy enough. We were fresh and with air support while the rear elements of the 3rd Crucis had been battered for three days and were hurtin' for sure. It should have been easy, and we were really lookin' forward to slappin' those Davion wrecks around. But when we reached the rise just past the battlefield, the company started taking fire from ahead. There were some enemy 'Mechs waitin' for us, dug into Rat Trap emplacements. We didn't expect such an organized rearguard, and certainly not this close to the battlefield.

I dunno what them guys were thinkin'. They had to know that our company was just the advance unit of the whole regiment. But they kept sluggin' it out, buyin' time with burnt-out 'Mechs. Guys with guts like that don't deserve to pay for the mistakes of their commanders. It gave me a sick feelin' watching them get wasted. But the Captain said clean 'em out, push 'em back! We had to do it, even if we scragged them to the last man."

GAME SET-UP

Lay out the **BattleTech** maps as shown in the diagram. The maps represent the rolling terrain of the Abadan Hills on Markab. Play this scenario using **Expert BattleTech** rules.

Defender

The Defender in this scenario is Orlon's Company of the 3rd Crucis Lancers. For this scenario (as well as for the following two scenarios), MechWarriors from Orlon's Company have a *Piloting* skill 3 and *Gunnery* Skill 4.

Orlon's Command Lance

- 1 *Victor* (2 extra heat points per turn, SRM 4 jams for 1D6 turns on a 2D6 roll of 7+)
- 1 *Awesome* (RA armor has only 14 points, RL armor has only 20 points. Roll 2D6 each turn; if 9+ is rolled, 'Mech may move only one hex)
- 1 *Archer* (CT armor has only 20 points, 3 extra heat points generated each turn.)
- 1 *Locust*

Winchel's Support Lance

- 1 *Shadow Hawk* (SRM 2 misfires on a 2D6 roll of 8+; when using jump jets, a roll of 7+ on 2D6 doubles heat points expended)
- 1 *Wolverine* (jump jets out, LT has only 10 points of armor)
- 1 *Stinger*

Saguchi's Scout Lance

- 1 *Phoenix Hawk* (CT has only 15 points of armor, large laser misfires on a 2D6 roll of 9+)
- 1 *Panther*
- 1 *Firestarter* (jump jets out, RA and LT armor gone)
- 1 *Valkyrie*



ALBERT BENTON

SITUATION: MARKAB, 1 JULY 3026

Deployment

Defending units set up anywhere on either map. The defender can designate four hill hexes as concealment bunkers (these 'Mech foxholes are commonly referred to as "rat traps" in Mech Warrior circles). They are IR shielded so that a hiding 'Mech's heat signature cannot be detected. The defender may have four of his 'Mechs in these prepared positions, noting the hexes containing the bunkers. Such 'Mechs are placed on the map *only* when they have been spotted or moved.

Attacker

The attacker is the entire company of Sorenson's Sabres, as described in BattleMech Status Report.

Deployment

The attacking 'Mechs enter the map from the southern edge. The company's LAM may be in flight mode, if desired. Fighters within line-of-sight can spot a 'Mech in a rat trap on a roll of 10+ on 2D6. An attacking 'Mech within five hexes and line-of-sight of a bunker automatically sees the concealed 'Mech.

Victory Conditions

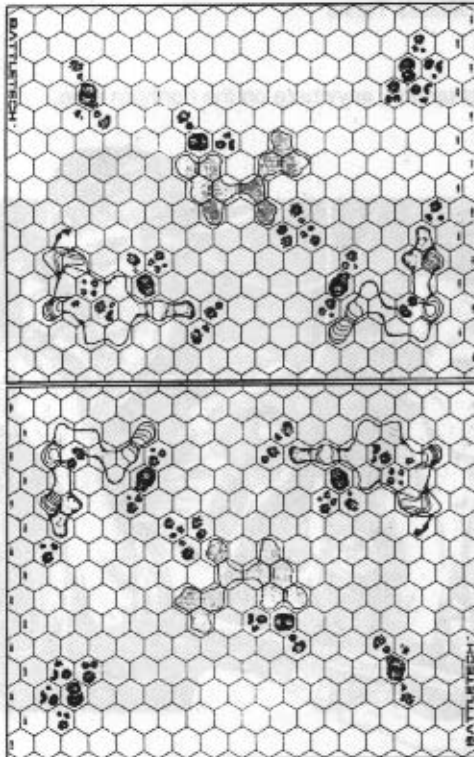
The attacker must clear the map of defending 'Mechs within ten turns.

The defender must defend the map for at least nine turns, then he may withdraw. If, at the end of ten turns, he has at least half of his original force, he wins.

Any other outcome is a draw.

Special Rules

The defender's 'Mechs concealed in bunkers get a first fire option if they are still undetected. The attacker cannot return first fire. Defending 'Mechs can leave a concealment bunker by using jump jets or by expending three MP to climb out.



SCENARIO 2

DUEL AT DALTON

Excerpt from *Dragonwarrior: Operations of the 'Mech Forces of House Kurita*, by Tomuru T. Smith, 3025

One notable skirmish of the Markab Campaign developed near the small farm town called Dalton, just north of the Abadan Hills. Here, the company led by Captain Daniel Sorenson faced a tougher-than-usual roadblock put up by the Davion remnants in front of our advancing forces. The enemy had flooded many rice fields in the area, forcing most heavy 'Mechs to stay on the road embankment that led into town. Dalton contained the enemy force's main defense; as there was no satisfactory way around Dalton, the Sabres had to storm the town itself.

Aided by air support and their excellent training, Captain Sorenson's company was able to clear Dalton of all Davion 'Mechs in a matter of hours. The battered survivors of the ill-fated roadblock streamed away with our 'Mechs rapidly in pursuit. Although sustaining battle losses, Captain Sorenson pressed on, keeping the pressure on the hated enemy.

GAME SET-UP

Set up the **CityTech** and **BattleTech** maps as shown in the diagram. Use **CityTech** rules and set up the buildings of Dalton as shown below:

Buildings	Hex Locations
L2	0506, 0709, 0711
L3	1010, 1111
L4	0807
M1	0606, 0707, 0809, 0912, 0913
M2	0612, 0812, 1008, 1107, 1109
M3	0906, 1209
H2	0812, 0905, 1105

Defender

For campaign play, the defender receives whatever 'Mechs survived in the first scenario in their current supply and damage levels. If playing this scenario by itself, use Orton's Company from the first scenario and ignore the additional forces below.

For campaign play, the defender receives the following additional units.
Kemp's Reserve Lance

1 *Warhammer* (RA PPC causes double its normal heat on a roll of 6+ on 2D6, RA has 10 points of armor, RT medium and small laser disabled, RT has 12 points of armor)

1 *Catapult* (jump jets cause quadruple its normal heat on a roll of 8+ on 2D6, RT and LT each have only 8 points of armor)

1 *Hunchback* (only five turns of ammo left for the AC/20)

1 *Panther*

Pearson's Picket Troop

2 *Vedette* Tanks

2 *Hunter* Missile Tanks

Deployment

Defenders set up first, anywhere on the northern map.



SITUATION: MARKAB, 1215 HOURS, 2 JULY 3026

Attacker

The attacker consists of the operational 'Mechs of Sorenson's Sabres, as they appeared at the end of the first scenario. No resupply or repair is allowed.

Deployment

Attackers enter along the southern edge of the map.

Victory Conditions

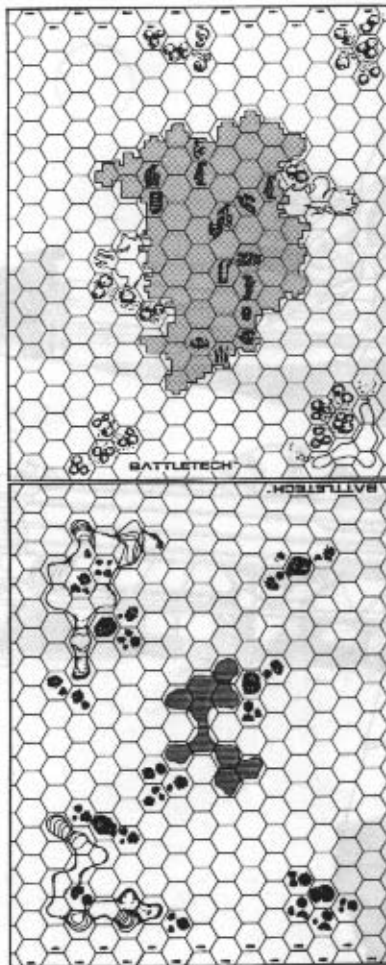
The attacker must secure the raised road that goes through Dalton. If no enemy 'Mechs are within three hexes of the road by turn twelve, the attacker has won.

The defender wins by destroying more 'Mechs than the attacker destroys by turn twelve.

If both or none of these situations have occurred by turn twelve, the scenario is considered a draw.

Special Rules

Treat all terrain except the road (which is considered a Level One hill) as Depth One water. All 'Mechs over 30 tons must make a *Piloting Skill* Roll every turn that they walk through these flooded rice fields.



After the intense engagement in the Abadan Hills, the surviving defenders withdrew to their next strongpoint with the tiring Sabres still on their trail. An additional defensive position had been established in the small town of Dalton, located in the fertile Barnstable Crescent area of Markab. Here, the Davion forces destroyed the agricultural irrigation system and water management dams to flood the low-lying approaches to Dalton. This flooding severely impeded the movement of all but the lightest 'Mechs, and the only viable advance into Dalton became an elevated road that led directly through the center of town.

A reinforcing unit from the 3rd Crucis Lancers' rearguard fortified the dike road and the town of Dalton itself. As the remnants of Orlon's Company staggered into Dalton to regroup, the first 'Mechs of Sorenson's Sabres arrived.

The frontal assault on Dalton was a bitter firefight; neither side gave or offered quarter. Only after hours of continuous fighting did the Davion defenders vacate the town and head north. The nearly exhausted Sorenson's Sabres took a few minutes to regroup, then, unsupplied and unreinforced, they continued the pursuit.

SCENARIO 3

ORLON'S LAST STAND

Excerpt from the diary of Captain Daniel Sorenson, 5th Sword of Light

July 3rd, 3026: We finally got resupplied this morning, but even then we had to reload the 'Mechs ourselves. The auto-loading trucks still hadn't arrived from the main battlefield now some 50 clicks behind us. The company is pretty beat up. We're all exhausted, men and machines both. God, I'm proud of this unit! No other MechWarriors could go three days without sleep, little food, and no rest, and then fight two battles. They're giving 115 percent, and it shows. The 3rd Crucis is being ground into the dust. One more strong point and it's a quick hour's march to their landing zone.

The Colonel's coded communication informed me that a relief unit just couldn't get to our position in time to help hit the last rearguard defenses. It doesn't really matter. We've paid the admission price to this party over the last three days, and by God, we're entitled to be in at the finale. I only hope it doesn't cost too much more blood—the company is not in the best of shape right now. I guess there's nothing to do but look forward to that long R&R we've got coming to us after this last battle is over.

Berardinelli just called in. He's taking off from the advance air base and should be over our position in ten minutes. It's showtime.

GAME SET-UP

Lay out the **BattleTech** mapset maps as shown in the diagram. All 'Mechs that survived the previous two scenarios may resupply, but may not receive any repair. Players should use **Expert BattleTech** rules.

Defender

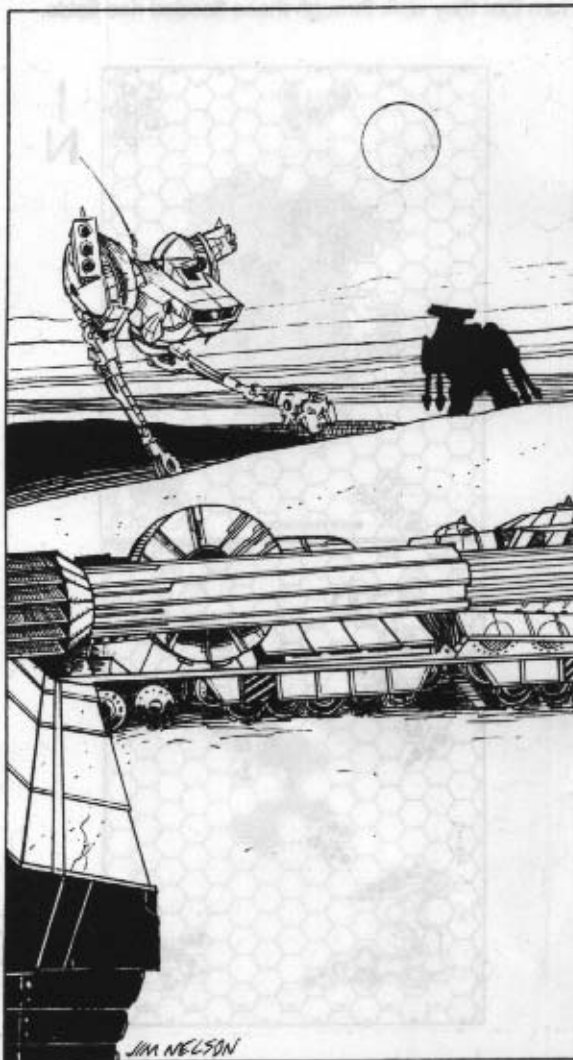
For campaign play, the defender receives whatever 'Mech and armored vehicles survived the first two scenarios. These units are resupplied but unrepaired.

The following additional units arrive for the Defender:

Regimental Command Lance
Colonel O'Malley's *Atlas*
1 *Cyclops*
1 *Stinger*
1 *Wasp*

Deployment

Defender sets up first and anywhere on the northern map.



SITUATION: MARKAB, 0210 HOURS, 3 JULY 3026

Attacker

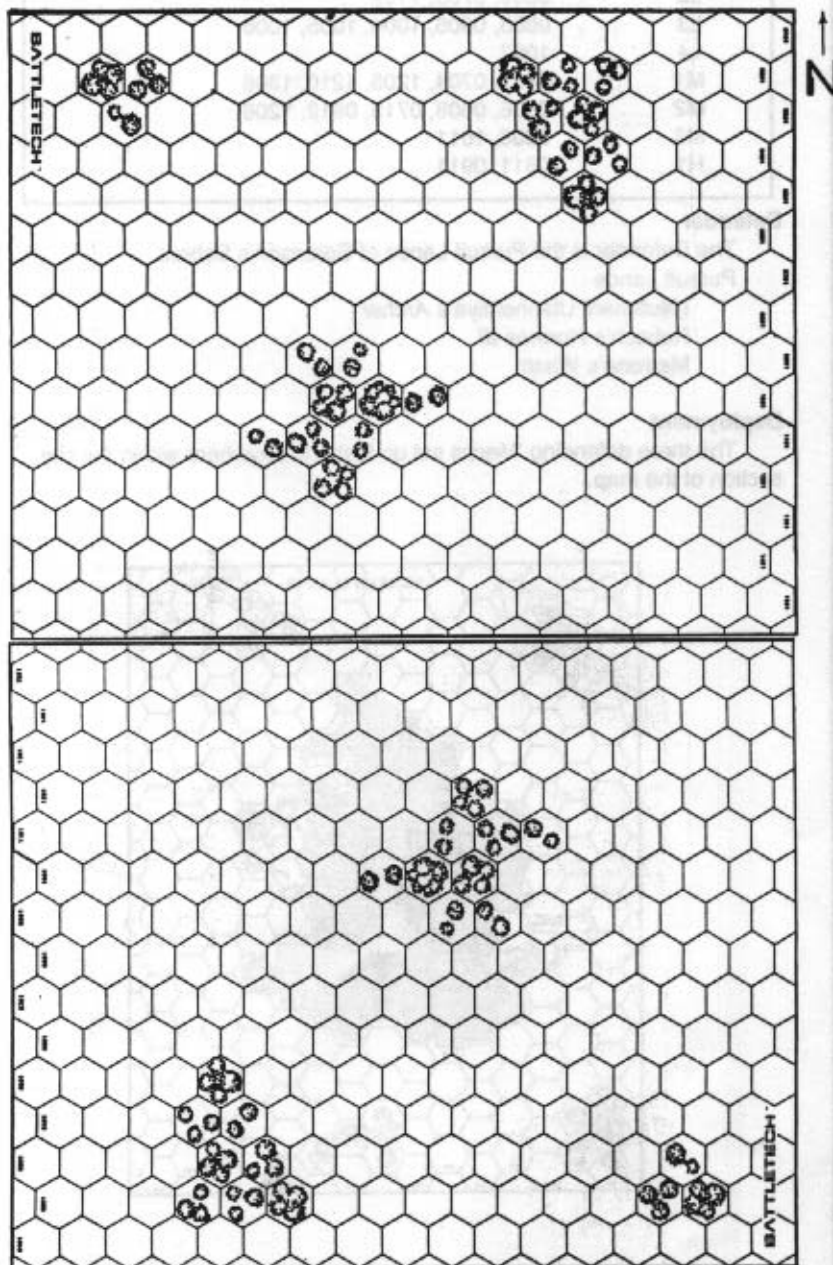
The attacker consists of the functional units of Sorenson's Sabres, now resupplied but unrepaired.

Deployment

Attacking 'Mechs set up anywhere on the southern map.

Victory Conditions

The side with the last functional 'Mech or other war machine on the mapboard is the victor.



The afternoon battle through the town of Alton had left the Sabres battered and exhausted. Regimental supply had finally caught up with them, however, and the company's 'Mechs were topped up with ammunition. The damage that nearly everyone had sustained was another matter. Nothing could be done to repair any of the company's 'Mechs—they would have to hit the final strongpoint as they were. It was sure to be a destructive finish to three full days of combat.

The battered remnants of Orlon's Company, along with supporting units, were resting at the end of the Sarago Valley, no more than 20 kilometers from where the DropShips were embarking the Lancers' last battalion. If Sorenson broke through, he could disrupt the loading operation long enough for the rest of the 5th Sword of Light to arrive.

As the rearguard waited, sensors detected the approach of 'Mechs from behind. Lumbering into view was the 3rd Crucis's regimental Command Lance led by Colonel Giles Maclesch O'Malley in his immense silver *Atlas* named "Honor Before Glory, Glory Above All". As the Colonel noted the approach of Sorenson's Sabres, he said, "Remember—the Rearguard dies, but it never surrenders."

DEVASTATING ENCOUNTER

THE EXAMPLE

Excerpt from the interrogation proceedings of the Conroe Investigation, Internal Security Force Examination #2387: Lieutenant Dana Utsonomiya, 5th Sword of Light

LIEUTENANT: I've told you a hundred times, the order came from Regimental Headquarters and had the General's initials. That's all I know.

ISF: But didn't you think it was unusual that the command had bypassed Captain Sorenson at the company level?

LIEUTENANT: It's happened before. That usually means that it originated with some of you ISF types, right?

ISF: Don't change the subject! Now, Lieutenant, let's take it from the top once again.

LIEUTENANT: The story's not going to change even if you make me tell it a thousand times. OK, OK, here goes. We were to enter Thessia and round up about a hundred of the good citizens there. Seems that some supply dump had been scragged the night before and Regimental HQ wanted an example made. Moretti and his *Phoenix Hawk* LAM were away scouting for the Captain, and so the three of us headed into town alone. We rounded up the civvies in the main square of the city and Rubach walked in front of the crowd in her *Wasp* to hose 'em down with her MG, as ordered. That's when it cut loose.

ISF: What?

LIEUTENANT: The *Devastator*. I'd heard about them, but I'd never seen one up close. And, brother, I never want to see another one again.

ISF: Then what happened?

LIEUTENANT: The crowd scattered as the warehouse besides us opened up, and the *Devastator* lumbered toward us. We began taking hits from man-portable weapons in the buildings around us. I ordered the lance to fall back and regroup, then we started to counterattack the rebels. We ran in there, firing at the *Devastator*, smashing up buildings, and shooting anything else that moved. It got real hot, and we finally had to pull back.

GAME SET-UP

Place one **CityTech** map on the playing area, setting up the buildings of Thessia as shown below. Use **CityTech** game rules. For game purposes, the entire map is considered an urban area, and players may wish to extend building placement beyond the paved hexes. Woods and elevated terrain can be considered park areas.

Buildings	Hex Locations
L1	0505, 0512, 0610, 0613, 1003, 1110, 1112, 1204, 1311
L2	0609, 0705, 1109
L3	0805, 0906, 1004, 1005, 1006
L4	1007
M1	0607, 0704, 1205, 1210, 1306
M2	0506, 0608, 0713, 0812, 1208
M3	0606, 1011
H1	0811, 0911

Defender

The Defender is the Pursuit Lance of Sorenson's Sabres.

Pursuit Lance

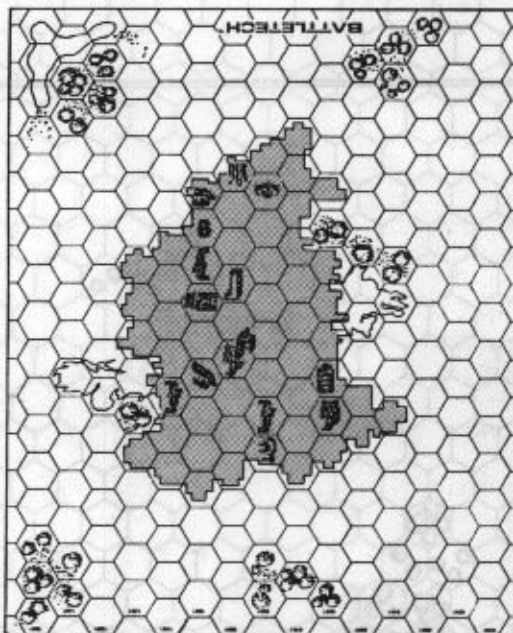
Lieutenant Utsonomiya's *Archer*

Rubach's *Hermes-III*

Marrone's *Wasp*

Deployment

The three defending 'Mechs set up first and anywhere within the city section of the map.



Continued on page 61 column 2.

SITUATION: CONROE, 1030 HOURS, 18 NOVEMBER 3025

Attacker

The Attacker is the ad hoc underground unit "Red Thunder" composed of the following elements:

Type: Devastator, DVE-5B, Mark III		Tons
Movement Type: Tracked		
Tonnage:	-	80
Cruise Speed:	3	
Flank Speed:	5	
Engine:	-	17.25
Rating:	240	
Type:	Fusion	
Control:	-	4
Lift Equipment:	-	
Power Amplifier:	-	
Heat Sinks:	10	0
Internal Structure:	-	8
Turret:	-	2.9
Armor:	160	10
Location	Points	
Front	40	
Lt./Rt. Side	30/30	
Back	20	
Turret	40	

Weapons and Ammo:

Type	Facing	
Auto Cannon 20	Turret	14
Auto Cannon 20	Turret	14
Ammo (AC) 15	Body	3
SRM 6	Front	3
Ammo (SRM) 15	Body	1
Sm. Laser	Front	.5
Sm. Laser	Left	.5
Sm. Laser	Right	.5
Flamer	Turret	1

- 23rd Inferno Platoon (Flamer)
- 3rd Assault Platoon (Laser)
- 16th Archer Platoon (SRM)
- 10th MG Platoon (Machine Guns)

All infantry is foot mobile.

Deployment

The *Devastator* begins the scenario in the Heavy Building in Hex 0911 or 0811. The infantry is placed in any buildings in the city area.

Victory Conditions

To win, the attacker must destroy at least one enemy 'Mech and knock out at least one armor section or weapons system on all 'Mechs

The defender must destroy the *Devastator* supertank before the attacker's objective is reached. Then, he must exit off the west edge of the map.

If neither or both sides achieve their objective, the game is considered a draw.

Special Rules

If the attacker so desires, any or all of his infantry platoons may ride on the chassis of the *Devastator*. It costs one MP to embark and one to disembark. Infantry may not fire weapons while riding the tank, and any riding platoon loses one column on its record form every time the *Devastator* fires weapons.

During the 5th Sword of Light's attack on the Davion planet Conroe, the Pursuit Lance of Sorenson's Sabres was decoyed into the town of Thessia, some ten kilometers from the present line-of-battle. Here, they were ambushed by members of the planetary resistance group known as Red Thunder, who had somehow hidden a *Devastator* in a large warehouse near the town square. The *Devastator* is a third generation variant of the *Demolisher* supertank with additional weapons and fusion propulsion. They are used mainly in the defense forces of affluent planets within the Inner Sphere.

The ambush took place in the Thessia town square, and the *Devastator*, supported by infantry units, badly mauled the Pursuit Lance, which was forced to retreat. Before retaliatory forces could be brought to bear, the *Devastator* and its infantry units broke through the front line and reached friendly positions.

This setback led to the cancellation of the Conroe campaign, as evidence suggested that the 5th Sword of Light's regimental communication network security had been breached. After intense interrogation by the Internal Security Force, two communication operatives at regimental headquarters were executed, and communications procedures were entirely restructured.

THE EXAMPLE

(continued from page 60)

ISF: And when you got back to the bivouac area, what did you find out?

LIEUTENANT: No one knew of any order for us to head into Thessia. It was a set-up. Looks like you guys got your work cut out for you. Must be a plant at HQ.

ISF: Communication procedures have been reorganized. Thank you, Lieutenant. You may return to your unit.

THE RANGER SURPRISE

NEWS FROM THE FRONT

Excerpt from a letter intercepted by ISF officials, written by an undisclosed trooper in the garrison of Altai

Well, Dad, this duty hasn't been as restful as I had anticipated. We just ended maximum alert status here, so I've got time to write. It's the first few minutes I've had to myself in two weeks!

It all started when we received signals of some incoming ships from the jump point. As nothing was scheduled, we went to Alert Three status. When the DropShips came in to orbit and started a high 'Mech drop, we moved out at Alert One. The only message we got was something like this: "Hello, boys. Welcome to another edition of the Ranger Surprise!"

I had never heard of the Waco Rangers until then. Few of us had. Some new up and coming mercenary group, I guess. They were dropping at regimental strength, and all we had to defend the place was Captain Sorenson's company of the 5th Sword of Light and some planetary defense ground units. It looked like it was going to be quite a busy week, and it sure as heck was!

It was just a deep penetration raid, so at least we weren't being invaded. Whatever the outcome, we could be pretty sure things would quiet down again eventually. Our units were strung out to slow down the approaching Rangers. They had plenty of targets to choose from: the repair yards, starport facilities, supply bunkers, or the industrial cities. Like most mercenary scavengers would, however, they went for the spare parts.

Captain Sorenson had them figured out pretty well. He deployed his 'Mechs and a few of the PD units (including mine) in front of the Waco lead company advancing toward Supply Depot 23. It was a pretty even fight, but we had the advantage of a mobile defense. Finally, the Rangers brought up the rest of their 'Mech battalion and we had to fall back. Captain Sorenson ordered us to blow the depot. I don't think there was much left for those mercenaries to scavenge!



CEDRICK SVEINSON

GAME SET-UP

Lay out two **BattleTech** maps as shown in the diagram. Players should use **CityTech** rules. The Supply Depot is located in Hex 0109 on the northern map and is represented by an HD1 building counter.

Defender

The defender is the entire company of Sorenson's Sabres plus the Planetary Defense Forces below:

- 255th Armored Cavalry
 - 2 *Hunter* Missile Tanks
 - 2 *Vedette* Scout Tanks
- 107th Motorized Infantry Company
 - 3 Motorized Infantry Rifle Platoons
 - 1 Motorized Infantry SRM Platoon

Deployment

The defender sets up first and anywhere on either mapboard.

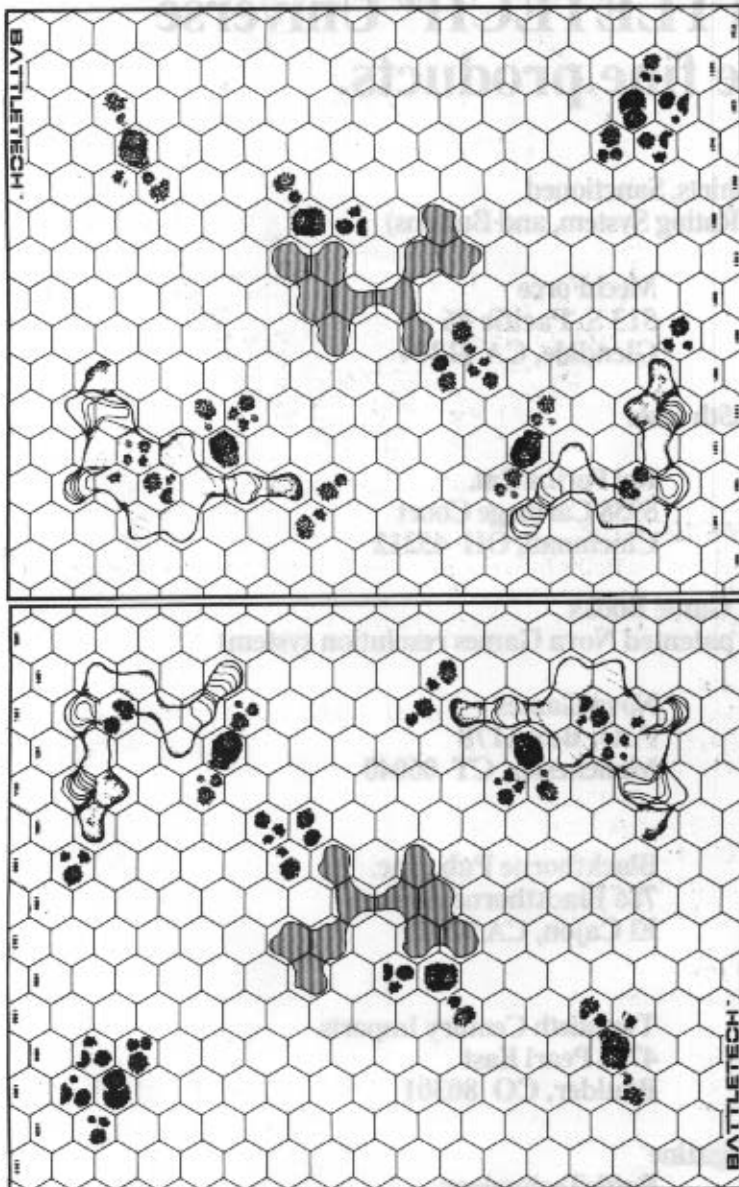
Attacker

The attacker is Henry's Support Company of Noble's Assault Battalion, the Waco Rangers. It is composed of the following:

- Henry's Command Lance
 - 1 *Atlas*
 - 1 *Archer*
 - 1 *Crusader*
 - 1 *Wasp*
- Ryan's Fire Lance
 - 1 *Marauder*
 - 1 *Archer*
 - 1 *Warhammer*
 - 1 *Stinger*
- Klane's Fire Lance
 - 1 *BattleMaster*
 - 1 *Archer*
 - 1 *Wolverine*
 - 1 *Stinger*

All attackers are *Piloting* Skill 5 and *Gunnery* Skill 4.

SITUATION: ALTAIS, 1120 HOURS, 25 AUGUST 3024



While on garrison duty on the planet Altai, Sorenson's Sabres were forced into action against the Deep Penetration Raiding mercenary unit known as the Waco Rangers. In the employ of House Steiner, the Rangers performed an orbital drop and, after regrouping on the ground, began a probing attack on the supply depot facilities.

Spread in a defensive arc in front of Supply Depot 23, Sorenson's Sabres and some armor and infantry of the planetary defense force used hit-and-run tactics on the lead Ranger company, falling back before they could be effectively engaged. The Rangers did not expect the close air support inherent in Sorenson's Sabres and were unable to call up any effective air support themselves. The Sabres' tactics delayed the advancing Rangers until the rest of the Waco battalion arrived.

The battalion pushed through Sorenson's unit, taking heavy damage. Finally, Captain Sorenson ordered a withdrawal to the rear of the supply installation. His delaying tactics had allowed engineers to set demolition charges in the depot, and the entire facility was destroyed when the Sabres cleared the area. The Waco Rangers were left with very little to show for their heavy damage. After conducting some minor attacks on other installations, they left the planet, fearing reinforcements and lacking repair facilities.

Deployment

Henry's Support Company enters from the southern edge of the southern mapboard.

Victory Conditions

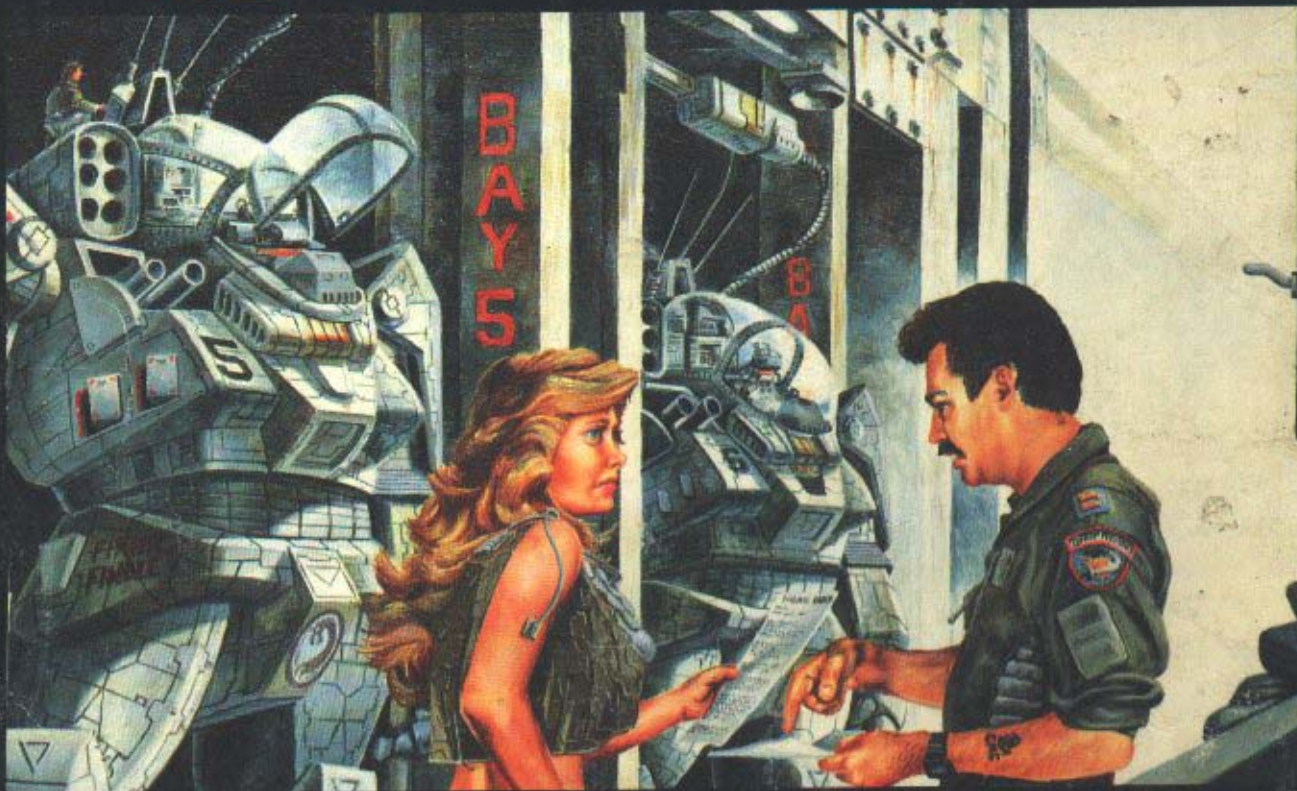
The Defender wins a decisive victory if he keeps any attacking 'Mech from entering Hex 0109 on the northern mapboard for twelve turns. He wins a partial victory if he destroys the HD1 structure in Hex 0109 (by reducing it to rubble) and inflicts more losses to the enemy 'Mech force than he receives. The defender may *not* fire at the Supply Depot structure until an attacking 'Mech is within eight hexes of it.

The Attacker wins by occupying and holding the depot Hex 0109 intact (i.e., not destroyed) until the end of turn twelve.

BATTLETECH[®]



SORENSEN'S SABRES



Born in the wake of civil unrest, **Sorenson's Sabres** are the most feared and respected of Kurita troops, due to their unique composition, deadly efficiency, and ferocious tactics. From fighting Bandit Kings to raids on Davion space, the LAM, AeroSpace Fighter, and 'Mechs of this company get the job done with new tactics and old-fashioned grit.

This scenario set details the history of Sorenson's Sabres, profiles the statistics and combat readiness of the members of the company, and includes 20 scenarios pitting Sorenson's Sabres against a wide variety of colorful opponents.

Some of the scenarios included are:

Roar of the Thunderbolts
Didn't Know What Hit 'Em

Raid on Hell
The Protector

The Bandit Flush
The Ozawa Campaign

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Command Lance

Marauder Capt. Sorenson	Warhammer Gutowski	Samurai Berardinelli	Phoenix Hawk Soderstrom
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Fire Lance

Longbow Sveinson	Rifleman Wilk	Trebuchet Burgoz	Stinger Benton
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Pursuit Lance

Archer Utsonomiya	Phoenix Hawk Moretti	Hermes III Rubach	Wasp Marrone
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