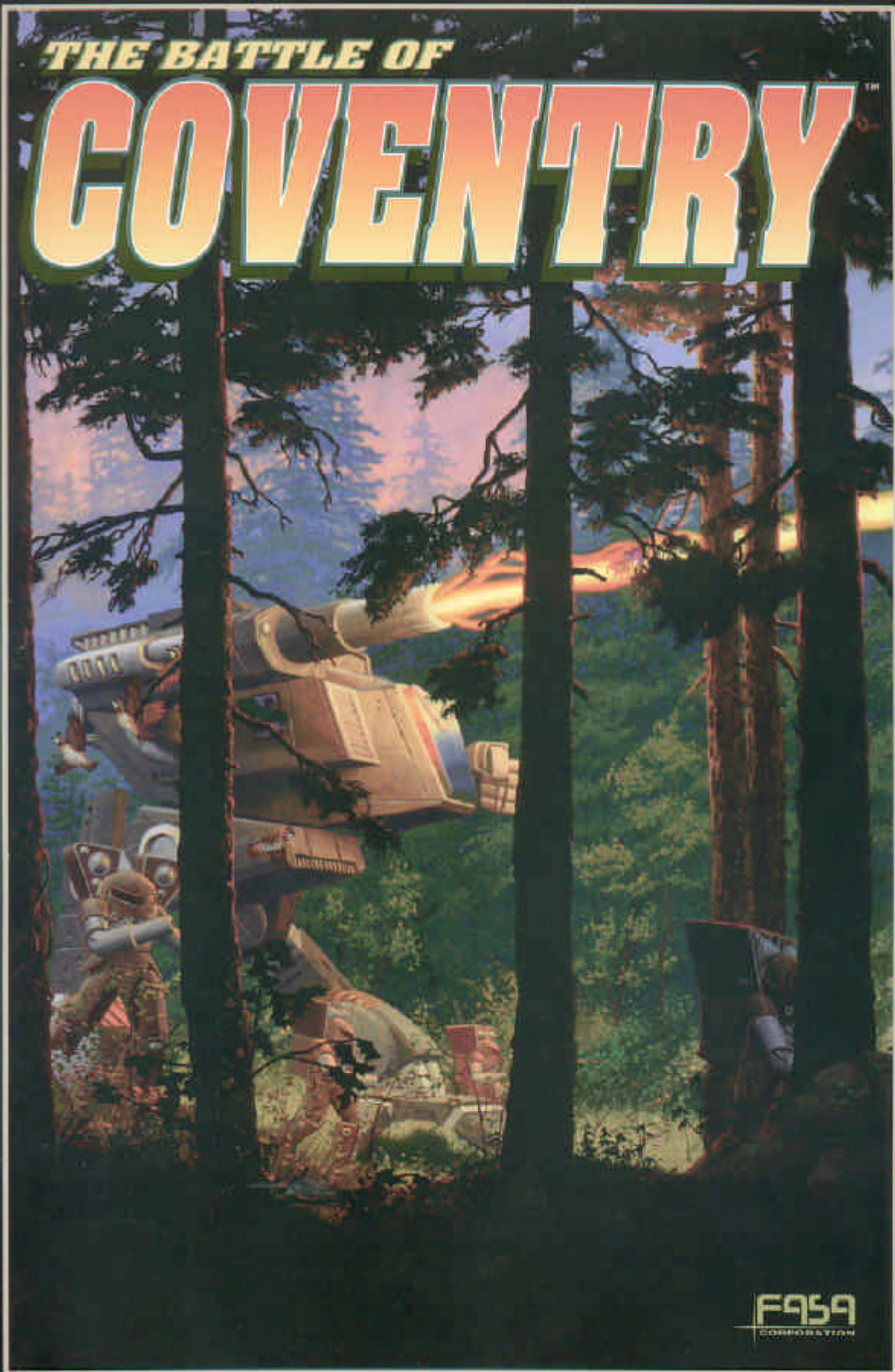


THE BATTLE OF

COVENTRY™



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THOMAS S. GRESSMAN

BATTLETECH® 1693

THE BATTLE OF
COVENTRY



FASA CORPORATION

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Published by FASA Corporation 1100 W. Cermak Road • Suite B305 Chicago, IL 60608

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THE BATTLE OF COVENTRY

INTRODUCTION

From the cataclysmic Battle of Tukayyid to the present day, no battle has engaged such massive forces or had such potentially far-reaching effects as the Battle of Coventry.

For the Jade Falcons, the stakes could not have been higher. Severely weakened from the Refusal War against Clan Wolf, the Falcons looked to the Coventry campaign as a test of their honor, a vital opportunity to prove that they still deserved to exist as a separate Clan and a mark of their fitness to lead all the Clans in the conquest of the Inner Sphere.

The stakes were equally high for the Lyran Alliance and the rest of the Successor States. The Inner Sphere leaders knew that the other invading Clans were closely following the battle reports as the Falcon warriors marched into the Lyran Alliance and proceeded to overpower every unit thrown against them. The Successor Lords had to stop the Falcon invasion, lest the other invading Clans see the Falcons' success as evidence of the Inner Sphere's military weakness and launch their own offensives—or even resume their full-fledged invasion of the Inner Sphere. The Battle of Coventry therefore became a test of the Inner Sphere's resolve, military strength and ability to set aside ancient hatreds in order to unite against a common enemy.

HOW TO USE THIS BOOK

The Battle of Coventry is a scenario pack for use with the **BattleTech**, **BattleSpace** and **MechWarrior** game systems. The opening **Learning to Fly** section provides a historical account of the battle; descriptions and **MechWarrior** statistics for some of the important figures in the Coventry campaign appear in the **Personalities** section.

Most of the scenarios in this book use the standard **BattleTech** rules from the **BattleTech Compendium: The Rules of Warfare (BTC:RoW)**. Some scenarios also use **MechWarrior, Second Edition** rules. To run the scenarios, players will need **BattleTech Map Sets 2, 3 and 4**. Game statistics for all BattleMechs, vehicles and aerospace ships used in these scenarios appear in the **Revised Technical Readouts 3025, 3050 and 3055**, the **Technical Readouts 3026, 3057 and 3058**, and the **BTC:RoW, AeroTech and BattleSpace** rulebooks. Completed record sheets for the 'Mechs and vehicles used in the scenarios appear in **BattleTech Record Sheets 3025 & 3026, 3050 and 3055 & 3058**. Some scenarios involve aerospace fighters and DropShips; these scenarios may be played with **AeroTech** or **BattleSpace/AeroBattle** rules.

Each scenario in **The Battle of Coventry** re-creates one of the battles fought during the Jade Falcon invasion of the planet. The rules for each scenario provide all the information needed to play out the battle. Each scenario begins with a personal account and a brief historical description of the engagement. The scenarios also include sections titled **Game Set-Up**, **Victory Conditions** and **Special Rules**.

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

The **Attacker** and **Defender** sections provide details on each scenario's combatants. This section also provides direc-

tions for deployment and guidelines for running the scenarios as self-contained games. Assume all conventional vehicles are standard models unless the text specifically states that they are upgraded or refitted versions.

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

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

SPECIAL CAMPAIGN RULES

The following section presents new and rarely used **BattleTech** rules that allow players to add additional flavor and depth to their Coventry campaigns. The **Special Rules** section of each scenario indicates which of the following rules, if any, apply to that scenario. For more detailed rules on Clan honor and tactics, see the **BattleTech** game supplement **First Strike!**

While the **Learning to Fly** section paints the broad strokes of the battle of Coventry, players should remember that most of the engagements described in the scenarios were fought as small, fierce battles between minimal forces. When vast armies meet, only a fraction of those forces will actually achieve the goal of the attack; most troops serve as diversions, drawing a portion of the opposing force away from the goal or otherwise serving to divide the enemy in order to conquer it. Though most of the scenarios represent major conflicts in the battle of Coventry, the players will re-enact mostly small-scale skirmishes.

CLAN HONOR AND BATTLEFIELD TACTICS

The Clans' rigid code of honor is the single most influential factor in Clan BattleMech tactics. This honor code has spawned three tactical conventions and characteristics that distinguish Clan MechWarriors from their Inner Sphere counterparts: the practice of dueling, Clan MechWarriors' refusal to engage in physical attacks during 'Mech combat and their reluctance to flee even from losing battles.

Some Clans began to abandon such tactics after encountering Inner Sphere forces that did not observe Clan traditions and so appeared to possess no sense of honor. A few Clan units observe the traditional rules of battlefield conduct as long as their opponents do not engage in dishonorable tactics, while others disregard Clan tradition entirely on the grounds that "honorless" Inner Sphere MechWarriors do not deserve honorable treatment.

Jade Falcon MechWarriors have long prided themselves on strict adherence to Clan traditions, and most Falcon MechWarriors continue to observe Clan battlefield conventions. To reflect this, assume that all Jade Falcon forces observe the following Clan rules of engagement unless otherwise stated.

Dueling Rules

Under the rules for ritual dueling, or *zellbrigen*, Clan players must declare a target for each of their dueling 'Mechs. A typical declaration might sound something like this: "I am MechWarrior Seth of Clan Steel Viper. I pilot the sole *Summoner* in Alpha Star. I hereby invoke the ritual of *zellbrigen*

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and challenge the pilot of the *Marauder* adorned with the unit designation 11 to a duel of warriors. In this solemn matter, let no one interfere!"

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

Generally, Jade Falcon warriors observe the dueling protocol as long as their opponents do so as well. However, if an enemy unit takes an action that violates the Clan dueling protocol (a third party interferes, a unit involved in one duel fires on a 'Mech involved in another duel and so on), a Falcon warrior need not observe the protocol or any other battlefield honor rules when fighting the offending unit.

Physical Attacks

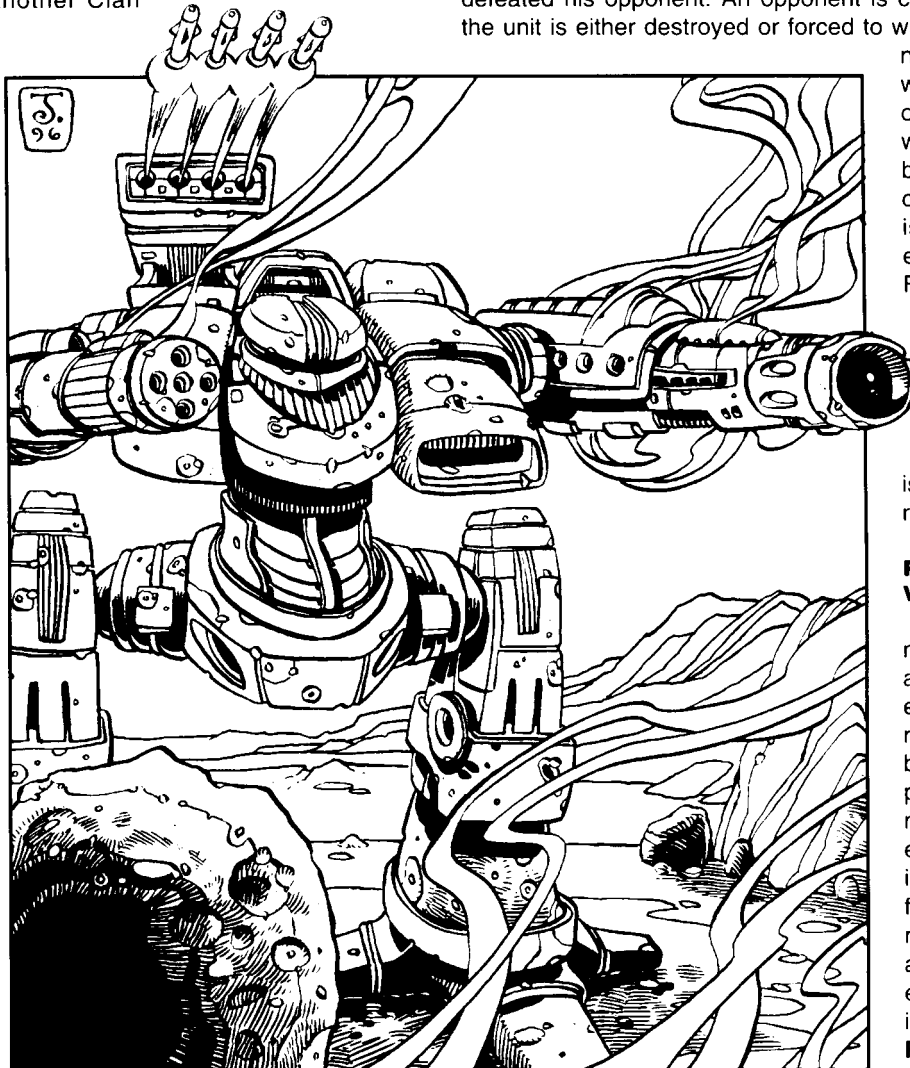
Unlike the formal dueling protocol, the Clans' avoidance of physical 'Mech attacks is an informal, if widespread, custom. No analyst has ever provided a definitive explanation for the practice, though some observers speculate that it began as a deliberate emphasis on long-range fighting styles during the Clans' early years.

To reflect this custom, a Jade Falcon warrior may make a physical attack only if an enemy unit makes one first during the Physical Attack Phase of a Combat Round or during previous rounds.

Retreating from Battle

Though Clan MechWarriors view withdrawal from battle as a breach of personal honor, many of them—especially Jade Falcon warriors—will withdraw if their 'Mechs are crippled (and they have defeated their opponents, of course). These warriors rationalize such retreats as necessary actions to preserve the fighting strength—and hence the honor—of their Clans.

To reflect this, a Jade Falcon warrior will not retreat as long as his opponent is still on the mapsheet and functioning, even if the Falcon warrior's 'Mech is "crippled" according to the Forced Withdrawal rules. (An opponent is any MechWarrior dueling a Jade Falcon warrior under the rules of *zellbrigen*.) A Falcon player with a crippled 'Mech will withdraw only after he has defeated his opponent. An opponent is considered defeated if the unit is either destroyed or forced to withdraw. At the beginning of any turn in which a Clan player's opponent begins to withdraw a 'Mech because the unit is crippled, the opponent is considered defeated. Once a Jade Falcon MechWarrior begins to retreat, he will not fire on any enemy units even if they fire on him, because firing on an opponent is considered a declaration of a duel.



At the beginning of any turn in which a Clan player's opponent begins to withdraw a 'Mech because the unit is crippled, the opponent is considered defeated. Once a Jade Falcon MechWarrior begins to retreat, he will not fire on any enemy units even if they fire on him, because firing on an opponent is considered a declaration of a duel.

FORCED WITHDRAWAL

In the swirling maelstrom of combat, a unit may sustain enough damage to make it useless on the battlefield. At that point, the unit automatically retreats in an effort to preserve itself. A unit making a forced withdrawal must move as quickly as possible toward the edge of the map designated in the **Special Rules** for the scenario. A unit equipped with MASC does not

have to engage it when forced to withdraw. Withdrawing units may not make physical attacks against enemy units; however, they may fire at enemy units that lie within their weapons' forward firing arcs and between them and their designated withdrawal edge. Withdrawing units may not torso twist.

The following rules describe the conditions that prompt forced withdrawals and the rules governing such retreats.

Crippling Damage

Any unit that suffers crippling damage must withdraw from the map. Unless otherwise stated in the **Special Rules** for a particular scenario, crippling damage is defined as follows:

A BattleMech or OmniMech is considered crippled when it loses a torso, takes 2 engine hits or 1 gyro hit, loses all of its

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weapons or takes 4 or more pilot hits. (A 'Mech that loses all its weapons and can no longer move is considered "destroyed." The pilot of a destroyed 'Mech may eject normally.)

Tanks are considered crippled if they lose all the armor in a single location. If a tank is immobilized, the crew will automatically abandon the vehicle, and the tank is considered withdrawn for that scenario.

Aerospace fighters are considered crippled if they take a critical hit to the engine or fuel tank or if the pilot suffers 4 hits.

In addition, tanks and aerospace fighters are considered crippled if they lose all their weapons. Pieces of equipment that cannot directly inflict damage, such as anti-missile and NARC systems, are not considered "weapons" for these purposes. However, any ammo-fed weapon is considered destroyed if its ammunition is depleted.

Infantry platoons are crippled when they lose 21 or more troops (16 for jump platoons).

An Elemental Point is crippled if it loses one-third or more of its members.

FIRE SUPPORT

To determine the availability of artillery fire and when artillery barrages strike their targets, consult the artillery rules on pages 77–80, **BTC:RoW** unless otherwise noted.

Spotting Rounds

In most cases, gunners precede full artillery barrages with "spotting rounds." Spotting rounds enable observers to correct the gunner's aim before the full barrage is fired. Once the spotting rounds are on target, the observers instruct the battery to "fire for effect." Consequently, a short time lag usually occurs between the call for an artillery barrage and the barrage itself.

When a scenario notes that spotting rounds are available, resolve the firing of them per the artillery rules on pages 77–80, **BTC:RoW**. Spotting rounds do no damage to any unit or building in the target hex. The observer may correct the fall of the spotting rounds normally or call for a full barrage. The full barrage arrives during the Offboard Weapon Attack Phase, as determined by the range from the battery to the target hex.

Random Artillery Support

Some scenarios call for random artillery fire support. In such cases, the player calling in the fire support rolls 2D6 and consults the Random Artillery Support Table. Unless otherwise stated, the barrage contains standard (area-saturation) rounds. The player determines the number of available rounds by rolling 1D6 and dividing the result by 2, rounding up.

If the scenario provides no specific range and flight time for artillery shells, the player calling in the artillery support rolls 2D6 and consults the Shell Flight Time Table to determine the flight time of the barrage.

CLOSE AIR SUPPORT

Certain scenarios call for close air support. To determine what air support is available, the player calling in the air strike rolls 2D6 and consults the Close Air Support Table. Note that dive bombers may not make strafing runs or strike attacks. Dive bombers leave the area after they drop their bombs.

Resolve combat and damage from air strikes with the rules on pages 70–75, **BTC:RoW**.

RANDOM ARTILLERY SUPPORT TABLE

2D6 Result	Available Artillery Support
2–3	Long Tom
4–5	Sniper
6–7	Thumper
8–9	Smoke
10	Arrow IV
11	Arrow IV homing missiles ¹
12	Arrow IV FASCAM minefields ²

¹If no TAG-equipped units are available to designate targets, treat this result as a standard Arrow IV.

²Clans only. If an Inner Sphere player achieves this result, treat it as a standard Arrow IV.

SHELL FLIGHT TIME TABLE

2D6 Result	Artillery Range (in mapsheets*)	Flight Time (in turns)
2	1	1
3	2	1
4–5	3	2
6–7	4	2
8	5	3
9	6	3
10	7	4
11	8	4
12	9	5

*If the result is beyond the maximum range of the artillery being used, assume the artillery is firing from its maximum range.

CLOSE AIR SUPPORT TABLE

2D6 Result	Support Available	Inner Sphere	Clan
2–3	2 strike attacks	LCF-R16 <i>Lucifer</i>	<i>Jagatai</i>
4–5	2 strafing runs	CSR-V12 <i>Corsair</i>	<i>Batu</i>
6	2 strafing runs	CHP-W7 <i>Chippewa</i>	<i>Scythia B</i>
7	Dive bomber with 10 HE bombs	CSR-V12 <i>Corsair</i>	<i>Turk</i>
8–9	Dive bomber with 10 cluster bombs	CSR-V12 <i>Corsair</i>	<i>Turk</i>
10	Dive bomber with 10 inferno bombs	CSR-V12 <i>Corsair</i>	<i>Turk</i>
11	Dive bomber with 10 FASCAM bombs	CSR-V12 <i>Corsair</i>	<i>Turk</i>
12	Dive bomber with 2 Arrow IV homing missiles*	CSR-V12 <i>Corsair</i>	<i>Turk</i>

*If no TAG-equipped units are available to designate targets, treat this result as standard area-saturation missiles.

THE BATTLE OF COVENTRY

LEARNING TO FLY

The Truce of Tukayyid brought the Clan invasion to an abrupt halt and deprived a new generation of Clan warriors of the chance to prove themselves in battle. Clan Jade Falcon's drive through the Lyran Alliance toward the planet Coventry was Falcon Khan Marthe Pryde's means of blooding her fledgling warriors and proving the Falcons' viability to the other Clans in the wake of the devastating Refusal War.

The Jade Falcon attack also galvanized an important series of events among the Houses of the Inner Sphere. In response to the Clan incursion, Katherine Steiner-Davion (also called Katrina Steiner) authorized a defense force to battle the Falcons on Coventry. When Clan Jade Falcon soundly defeated the Coventry Expeditionary Force (CEF), Katrina deployed the Coventry Relief Force, which she had initially assembled to defend Tharkad. The Relief Force was joined by a multi-House and mercenary force, led by Prince Victor Steiner-Davion. Together the two armies successfully kept control of Coventry. Katrina had hoped to take advantage of the Clan attack to discredit her brother; instead, the successful defense solidified Victor's position as a skilled political and military leader and encouraged him to pursue his plan to mount an Inner Sphere attack on the Clan homeworlds.

SEEDS OF INVASION

In December of 3057, the Clans met on Wotan to elect a new ilKhan. Because Clan Jade Falcon had brought the charges of genocide against former ilKhan Ulric Kerensky that had sparked the Trial of Refusal and led to Kerensky's death, the Falcons assumed that the next ilKhan would come from their ranks. Khan Vandervahn Chistu, believed to have slain Ulric honorably in battle, seemed the odds-on favorite.

The tide turned against the Falcons, however, when Vlad of the Wolves emerged from the rubble of a collapsed building three days after the battle on Wotan and revealed that Chistu had defeated ilKhan Kerensky by calling in a treacherous and unClanlike missile strike. Vlad challenged Khan Chistu to a Trial of Refusal in an attempt to undo the Falcons' Absorption of the Wolves; against the wishes of the Falcons' senior Khan, Elias Crichell, Chistu accepted. In a brief, one-sided battle, Vlad killed Chistu on Wotan's Government Hill—the same spot where the Falcon Khan had killed Ulric Kerensky.

The outcome of this Trial overturned the Falcons' questionable Absorption of the Wolves. Desperate to retain a remnant of his Clan's tarnished honor, Khan Elias Crichell created a Clan he called Jade Wolf, releasing to this new group all the Wolves who had been absorbed into Clan Jade Falcon. Vlad, however, was intent on preserving the Wolf Clan. He charged Crichell with complicity in Ulric's death and challenged the Khan to a second Trial of Refusal. Skillfully using the Clans' complicated system of ritual, trials and honor, Vlad maneuvered Crichell into accepting the challenge. He also denied the Khan the right to name a second and easily killed the aging Falcon leader in combat. Vlad of the Wolves then rejected the Jade Wolf name and declared that he would form a new Wolf Clan.

Though Clan Jade Falcon survived the deaths of its leaders, the losses of Chistu and Crichell dramatically weakened the Clan, which had not yet begun to recover from the brutal Refusal War against the Wolves. To keep her shaky Clan alive, newly elected Falcon Khan Marthe Pryde immediately began devising a plan to demonstrate that the Jade Falcons remained a force to be reckoned with.

PROVING GROUNDS

On 30 January 3058, Clan Jade Falcon forces crossed into the Lyran Alliance. In a series of lightning attacks, the invaders struck Engadine, Wilunga, Neerabup and Bucklands. Though the Lyran defenders stood little chance against the technologically superior Jade Falcons, they forced the attackers into fierce, bloody battles for each world. Most defenders fought in outdated 'Mechs. Some, like the Bucklands Militia (which was little more than a social club for retired veterans), had no 'Mechs at all and cobbled together a fighting force by fitting heavy machine guns and sheets of armor plate to AgroMechs. These jury-rigged 'Mechs did little to slow the Clan onslaught.

In an omission strangely out of character, Archon Katrina Steiner did not make a realm-wide broadcast to her people in response to this outrageous incursion into the recently christened Lyran Alliance. In fact, following a plan known only to her closest advisors, the Archon had traveled to the Clan Occupation Zone just before the Falcon advance. There, she intended to meet with representatives of Clan Smoke Jaguar and forge a Lyran/Jaguar alliance to help her defend her secessionist realm against Davion and Clan Wolf forces.

Katrina never reached her would-be allies, however. On 12 February 3058, her JumpShip—the *Boadicea*—arrived at a jump point above the Smoke Jaguar-held world of Kiamba at precisely the same moment that a Clan Wolf planetary assault force was returning to Wolf JumpShips stationed at the same point. The Wolf Clan forces easily captured the *Boadicea* and took Katrina as a bondswoman to Clan Wolf. In a skillful accommodation to these unforeseen circumstances, Katrina demanded an audience with the Wolf Khan, Vlad Ward, to whom she proposed a Wolf/Lyran military alliance against their mutual enemies.

Back in the Lyran Alliance, General Nondi Steiner and Mandrinn Tormano Liao, acting for the absent Katrina, made an unprecedented political move. In an effort to prevent Victor from learning the true extent of the difficulties in the Alliance, they imposed a total news blackout, shutting down the flow of information from the Falcon invasion zone. Liao and Steiner both feared that if Archon Prince Victor discovered the Falcons had again invaded what he still viewed as FedCom territory, he would launch a major military effort aimed at pushing the Falcons out of Lyran space. Any success on his part would weaken Katrina Steiner's position in the Alliance and strengthen Victor's claim to be the rightful ruler of the realm that had once been part of the Federated Commonwealth.

Acting quickly, Liao and Steiner placed House units on alert along the Falcons' line of advance and opened negotiations with several mercenary units in anticipation of placing them in strategic defensive positions. Extrapolating from the Falcon attacks already launched, the mandrinn and the general accurately predicted the Clan's ultimate target—the planet Coventry.

LEARNING TO FLY

COVENTRY

In early March, Clan Jade Falcon proved Mandrinn Liao's prediction true. Three *Star Lord* Class JumpShips phased in at one of Coventry's so-called pirate points, from which *Overlord-C* and *Lion* Class DropShips detached and began in-system runs before the last transport dropped out of hyperspace.

The first blow of the campaign fell on Port St. William spaceport.

DropShips belonging to the Second Falcon Jaegers Cluster made a high-speed pass over Coventry's main port and disgorged their cargo of OmniMechs and Elementals in a clear area north of the city. This unopposed combat drop benefited the Falcon troops inexperienced in such maneuvers, at the cost of precious minutes spent organizing their forces and moving toward the spaceport. The defending Third Battalion of the Tenth Skye Rangers, under Kommandant Heinrich Oheler, used that time to move into position in and around the spaceport. As the Falcons advanced, Kommandant Oheler quickly realized he faced a numerically superior force; he called desperately for air support to even the odds but received a curt refusal.

Oheler then switched frequencies and managed to contact Battery A of the Rangers' First Artillery Support Company just as the gunners were setting up their weapons. The Kommandant ordered the First to fire a defensive rolling barrage against the advancing Clanners. Forty seconds later, the opening shots of the Coventry campaign struck—but they didn't hit their intended targets. Either the rattled Kommandant had called in the wrong coordinates or the fire director relayed them incorrectly to his gun crews, but the first spotting rounds dropped short by more than a hundred meters, landing in the streets adjacent to the spaceport. One 125-millimeter shell crashed through the roof of a warehouse that held drums of high-grade petrochemicals. The resulting explosion destroyed the building and shattered windows for several blocks. Ironically, twenty-two of the thirty-eight civilian casualties of this engagement were a direct result of this one, off-target spotting round.

Unable to see the fall of artillery from his position at the center of his battalion, Kommandant Oheler sent a mechanized infantry platoon, under Senior Corporal Michael Doss, well forward of the Lyran lines to direct the artillery fire. Doss established his observation post on the roof of a spaceport hotel and quickly called in adjustments, choosing to request fire-for-effect rather than wasting precious time on additional spotting rounds. Within seconds, five Long Tom shells shrieked over Port St. William and burst above the Clan lines, showering the advancing OmniMechs with improved conventional-munitions bomblets. The bombs annihilated two light 'Mechs and nearly a full Star of Elementals. However, the Falcons barely paused in their advance.

Doss and his platoon continued to radio in adjustments until a *Koshi* belonging to Falcon Trinary Bravo detected the spotter's electronic signature and began pumping short-range missiles into the building. Several infantrymen were wounded, including Senior Corporal Doss. The platoon leader passed command of his unit to his second, Corporal Janice Vree, and ordered them to withdraw. Doss, along with radioman Private First Class Sigisimund Cole, remained behind, directing the artillery until his observation post was destroyed around him.

Despite the valiant efforts of the infantry, the Falcons managed to push the Lyran defenders out of the spaceport. Kommandant Oheler ordered his troops to make a fighting withdrawal and regroup northeast of the city.

GROWING UP FAST

Even as the Falcon Jaegers began their assault on Port St. William, the second arm of the Coventry invasion force was dropping onto its objective, the Coventry Military Academy. The invaders assigned the Jade Falcon Eyrie Cluster to capture the academy. One infantryman of the Lyran Alliance Armed Forces (LAAF) quipped bitterly that the battle resembled nothing so much as a brawl between schoolchildren led by assassins.

The fighting on the academy grounds was spirited, erratic and bloody. Rather than moving on to new targets, academy cadets continued to hammer defeated Falcon 'Mechs into junk. Unblooded Falcon warriors engaged in close-quarters melees with their opponents, rather than taking advantage of their 'Mechs' superior range and firepower. Meanwhile, experienced warriors from both sides, who normally served as instructors and unit leaders, waged a deadly battle of precise long-range fire and unforgiving 'Mech-to-'Mech ambushes.

In the end, Clan technology and training defeated the academy cadets. Kommandant Luther Rohorson ordered the Cadet Cadre to break off fighting and withdraw to a pre-designated rally point five kilometers east of the academy, and the cadets left the burning college in the Falcons' hands. Most of the buildings, including the administration and science centers, took heavy damage or were destroyed. Analysis of battleroms indicates that the cadets deliberately destroyed the science and administration buildings to keep vital records out of enemy hands.

A handful of exhausted trainees, some wounded and in shock, apparently misunderstood Rohorson's order and withdrew westward into Port St. William. There, the shaken cadets blundered into the victorious Falcon Jaegers and fought a series of wild, savage melees. Beaten but unbroken, the cadets destroyed one damaged *Ryoken* and crippled a light *Uller*, though they paid dearly for this final act of defiance. Six cadet 'Mechs and thirty-two infantrymen retreated into Port St. William; by the time the survivors surrendered to the Jade Falcons, four of the 'Mechs had been destroyed and nineteen infantrymen killed, most while launching an unsuccessful "kneecapping" attack against an *Uller C* armed with an A-pod. The Falcon Jaegers took the surviving cadets as bondsmen.

A VALUABLE OBJECTIVE

The third prong of the Jade Falcon invasion of Coventry thrust directly at the single most valuable prize on the planet: the Coventry Metal Works main processing plant. Some of the most desperate, savage and bloody fighting of the campaign took place in this battle.

Khan Marthe Pryde assigned the task of capturing the plant to Star Colonel Devin Buhallin's Gyrfalcon Eyrie Cluster. Like the Jade Falcon Eyrie Cluster, Buhallin's assault force was made up of green, unblooded warriors. For many, the invasion would serve as their Trial of Position. Pryde and Buhallin planned to insert the Gyrfalcons by grounding the Cluster's DropShip just outside the factory complex, rather than risking the raw trainees in a combat drop into the broken, boulder-strewn terrain surrounding the installation.

LEARNING TO FLY

The full strength of the Coventry Aerospace Defense Force (CADF) was dedicated to defending the Coventry Metal Works. As Clan DropShips filled the morning sky with fire and smoke, aerospace fighters of the CADF's Gamma Flight swept in to stop them. In their first pass, the defending fighters claimed a Clan *Broadsword* Class DropShip. The Gyrfalcons launched their own interceptors in response, and missiles, fiery explosions and shattered aerospace craft soon filled the rainy sky over the processing plant. Reluctant to conduct landing and off-loading operations under fire, Star Colonel Buhallin ordered his DropShip pilots to land at an alternate LZ more than two kilometers west of the plant; this change delayed his scheduled attack by nearly half an hour.

On the ground below, Kommandant Claudia Peyman, a semi-retired veteran of the Clan War commanding the Second Coventry Donegal March Militia, took advantage of the slight delay and moved her troops into blocking position between the Clan landing zone and the Metal Works. Informed of the strength of the approaching Clan force by one of the surviving Gamma Flight fighters, Peyman ordered her troops to hunker down in their prepared positions. She knew that her militia company, made up of green reservists and retired veterans piloting outdated 3025-model 'Mechs, was no match for Clan OmniMechs. Peyman didn't know that the bulk of the enemy force was made up of second-line 'Mechs, led by a handful of OmniMechs piloted by the Star commanders.

As the Gyrfalcons closed on the militia's position, Gamma Flight's fighters returned. Several strafing runs and point strikes put two of the advancing Clan 'Mechs out of action before they laid eyes on Peyman's 'Mechs, and Gamma Flight might have turned the tide of battle if the Falcons' fighter support had not returned to drive off the defending aerospace assets. When the invaders moved within three hundred meters of her front-line units, Kommandant Peyman gave the order to open fire. Several Clan 'Mechs staggered under the rain of destruction, including a *Peregrine* that collapsed under the sheer destructive power of four PPC bolts.

In response to the defenders' all-out barrage, the Clan warriors broke up into small groups and charged each militia position individually. Star Colonel Buhallin's *Man O' War* A and Kommandant Peyman's *Banshee*-S traded shots and physical blows for three long minutes. The savage brawl was interrupted when a militia *Firestarter*, piloted by MechWarrior Randal Fetsko, Jr., attacked Buhallin from the rear. Spraying the Star Colonel's 'Mech with burning napalm, Fetsko caused the *Man O' War*'s heat to spike up so sharply that the Clan officer was forced to eject from his burning 'Mech. Consumed with battle lust, the green MechWarrior made no attempt to capture Buhallin. Instead, Fetsko turned his *Firestarter*'s heavy machine guns on the dismounted Clan officer.

Fetsko had no time to rejoice in his first kill, nor had Kommandant Peyman time to berate the reservist for his wanton slaughter of a helpless opponent. At that moment, a Clan variant *Lucifer* fighter strafed the militia lines, destroying the *Firestarter* and killing its pilot outright. The same attack breached the cockpit armor of Kommandant Peyman's *Banshee*. Badly wounded and knocked senseless, Peyman slowly bled to death in her toppled 'Mech.

Buhallin's and Peyman's deaths symbolized the bitter struggle for the refinery. Rather than one large, pitched battle,

the fighting occurred in a series of two- and four-'Mech skirmishes, with victory going to the most brutal combatants. In the end the Gyrfalcons won a Pyrrhic victory; they forced the militia to withdraw, but sustained more than 65 percent casualties.

As the defenders of Port St. William, the Coventry Academy and the Metal Works withdrew in a strategic retreat, several Jade Falcon commanders attempted to run down and destroy the surviving Inner Sphere forces. While many of these attempts failed, a few search-and-destroy parties located and easily defeated their demoralized enemy, though a few commanders stalled the Clan attackers long enough for their forces to slip away into Coventry's hinterlands.

GUERRILLA WARFARE

After the initial attack on Coventry, the fighting tapered off sharply. The Inner Sphere defenders were too badly shot up to mount an effective counterattack, and the Jade Falcons were busy ferrying in new troops to replace their substantial losses. Those defending forces not engaged during the first few days of fighting quickly set about waging guerrilla war against the invaders. The most successful of these 'Mech-equipped guerrilla units was the Second Company of the Tenth Skye Rangers' First Battalion, led by Hauptmann Caradoc Trevena.

When the Jade Falcons arrived, the First Battalion, including Trevena's Second Company, was on detached duty at McKenzie Molecular Smelter, more than 100 kilometers from the Rangers' home base at Port St. William. As soon as word reached the battalion command post that the Falcons had landed in his operational area, the First Battalion's politically connected but incompetent commander, Kommandant Horst Sarz, got roaring drunk. Trevena immediately assumed command of the battalion; he led the unit away from the smelter and into the complex of caves, mine tunnels and deep canyons that lace Coventry's Cross-Divide Mountains. From this warren, Trevena led the battalion in a series of daring raids against the Clan invaders. These hit-and-run actions forced the Jade Falcons to assign increasing numbers of combat units to the hunt for the elusive raiders.

The First Battalion's guerrilla campaign culminated in a daring two-pronged attack against a Falcon supply base near Collivette, which was garrisoned by elements of the Fifth Battle Cluster and a column of second-line 'Mechs from the same Cluster.

Led by Lieutenant Isobel Murdoch, the first Ranger raiding party smashed aside the tiny force of light second-line 'Mechs and Elementals guarding the supply depot. They swiftly gathered up several truckloads of supplies and ran for the tunnels before Clan reinforcements could arrive. At the same time, Trevena led two full 'Mech lances into a narrow pass and smashed a force of second-line Falcon 'Mechs that he had lured into the trap with false sensor readings.

When the First Battalion regrouped in its subterranean headquarters, Murdoch told Trevena that the Clan warriors seemed to be pulling back at the supply base. To Trevena's way of thinking, this indicated one of two things. Either the Jade Falcons had decided to abandon Coventry, or the Fifth Battle Cluster was regrouping to face a more capable opponent. When Trevena glimpsed the fiery streaks of DropShips burning their way through Coventry's outer atmosphere, he realized that his second guess was correct. A relief force had arrived.

LEARNING TO FLY

RELIEF AT LAST

Unknown to the Jade Falcons or the beleaguered defenders of Coventry, the bitter struggle for possession of the planet was about to take another twist. Mandrinn Tormano Liao, acting in Archon Katrina's name, had summoned Wolf's Dragoons' Delta and Gamma Regiments, along with the Eridani Light Horse's First Regiment, to the Lyran capital of Tharkad. Under Liao's plan, the mercenary groups would spearhead a Lyran attack on Coventry, if circumstances permitted. If the Jade Falcons conquered that planet and began moving on Tharkad, the mercenaries would help defend the capital.

As a hedge against failure, Liao also hired Waco's Rangers to safeguard Tharkad, despite the Rangers' hatred of the Dragoons. The former commander of Waco's Rangers, Wayne Waco, had sworn to kill any Dragoon his unit captured in revenge for the death of his son, John, at the hands of a Dragoon MechWarrior. Consequently, anti-Dragon sentiments still ran high among the mercenaries. Mandrinn Liao, confident of the Rangers' personal loyalty to him, chose to rely on the unit to spirit him safely away from Tharkad should the operation fail and the Archon lay the blame on his head.

After abruptly returning from her secret mission in Clan space, Katrina approved of Liao's plans but insisted that Waco's Rangers accompany the relief force. On 10 April, the newly christened Coventry Expeditionary Force (CEF) launched its first effort to drive the Jade Falcons from Coventry.

The First Light Horse Regiment was the first relief unit to land. Using the same pirate point that the Falcons had used during their initial assault, the Light Horse's JumpShips *Falkirk* and *Bosworth* arrived in-system, released their DropShips and jumped out-system in a textbook example of the fast-insertion pass. The mercenaries' fast-moving *Overlord* and *Leopard* Class DropShips encountered no opposition until Falcon defensive fighters engaged them as they slowed for their high-altitude drops.

The Falcon defenders struck too late to prevent the landing, however. Elements of the First Falcon Striker Cluster engaged the mercenaries in a seesaw battle but withdrew shortly before 1600 hours, when the last Light Horse DropShip grounded in the city of Lietnerton.

RUNAWAY

About the time things were winding down in the Light Horse's drop zone, Wolf's Dragoons were beginning their landing. In an uncharacteristically brazen maneuver, Colonel Shelly Brubaker of the Dragoons' Delta Regiment broadcast a *batchall* to the Falcon defenders. The Dragoon officer declared herself to the Jade Falcons and announced her intention to attack and destroy the spaceport at Port St. William using only one of her three battalions.

Moments later, Star Colonel Creed Mattlov accepted Brubaker's challenge and announced that two Trinaries of the Twelfth Falcon Regulars Cluster would meet the Dragoon unit on the flatlands east of the city. Demonstrating the strict adherence to Clan battlefield protocol typical of the Jade Falcons, Mattlov allowed the Dragoon DropShip *Bayard* to land uncontested. Leaving her Second and Third Battalions in place to guard the landing zone, Brubaker led her First Battalion toward the spaceport.

The First Battalion's forward 'Mechs easily handled the light and medium OmniMechs awaiting them outside the space-

port. Then they charged into the facility. For nearly fifteen minutes the Dragoon 'Mechs ran rampant through the spaceport, burning supplies, destroying equipment and repair facilities and generally wreaking havoc. Then the balance of the Clan force arrived and destroyed three Dragoons 'Mechs with its opening volley. A brutal, close-quarters battle ensued. Falcon and Dragoon 'Mechs lashed out with missile, cannon and laser fire and battered one another using pieces of broken girders as monstrous clubs. Most historians agree that the melee at Port St. William spaceport was the most brutal fighting of the entire Coventry campaign. Observers speculate that the Falcons' long-standing hatred of the Wolf Clan in general, and the Dragoons in particular, led to the sheer ferocity of their attack.

Less than twenty minutes later, Colonel Brubaker called for reinforcements. That action freed Star Colonel Mattlov from his original bid, and he immediately called for reinforcements also. Within minutes, both commanders began calling in air and artillery support as the battle escalated. Soon more than one hundred fifty BattleMechs and a similar number of armored and unarmored infantry were engaged in a grisly, merciless struggle for the spaceport.

In the end, the Dragoons withdrew. Though the First Battalion took serious losses, they had achieved their objective by destroying enough of the spaceport to deny the Falcons its use. Star Colonel Mattlov also claimed victory because his Falcons had forced the Dragoons to break their bid and withdraw.

Waco's Rangers and the Crazy Eights were the last task force units to land on Coventry. The CEF Command's decision that the Rangers and the Eights should make DropShip landings, rather than the more glamorous but dangerous combat drops, created some tension between Rangers' Commander Wayne Rogers and the Dragoons' Brubaker until the Light Horse's General Adriana Winston managed to calm things down. Shortly after 1125 hours on 10 April 3058, the Rangers and the Eights forced their way on planet. During their hotly contested approach and landing, the Rangers destroyed eight Falcon OmniFighters and five front-line OmniMechs. The Crazy Eights destroyed two more OmniMechs and an unknown number of Elementals.

PROBING THE DEFENSES

Several small skirmishes developed between the Jade Falcons and the Inner Sphere forces in the week after the arrival of the CEF, as mercenaries and Clan troops tested one another's strength. The CEF sent a task force to help the remains of the Skye Rangers, Coventry Academy cadets and Coventry Militia break out of a pocket around the town of Whitting.

In the gray predawn hours of April 15, Private Regina Walford of the Tenth Skye Rangers met up with a Waco's Rangers scout lance. For the past several days, Hauptmann Trevena of the Tenth Skye's First Battalion had been moving his battered unit through Falcon-occupied territory, intent on joining the reinforced defenders. When Walford's *Jenner* loomed up out of the dim, rain-soaked twilight, Lieutenant Donna de la Kalb of Waco's Rangers mistook the battle-scarred machine for a Clan *Fire Falcon*, a relatively new model seen sporadically among the Jade Falcons. Fortunately for the Skye Rangers, the alarmed shout of de la Kalb's assistant lance leader, Sergeant Dale Freize, kept de la Kalb from ordering her troops to fire as the Skye 'Mechs materialized out of the thin drizzle.

LEARNING TO FLY

With the arrival of Trevena's First Battalion, the majority of Coventry's defenders were concentrated in Lietnerton. After some deliberation, the CEF command staff decided to launch a three-pronged attack against the Falcons at Port St. William. The battle plan called for the Dragoons and the Eridani Light Horse to make a direct attack against the Jade Falcons defending the spaceport city. The remnants of the Coventry Militia, the Academy cadets and the Skye Rangers would swing westward, screening the mercenary column from a possible flank attack by the more mobile Clan formations. The third arm of the operation would be a strike behind enemy lines. Formed around Waco's Rangers and the Crazy Eights, this arm would move through the wild, hilly region known locally as the Dales. Once in position, the task force would launch a surprise attack on the Clan rear. The unenviable job of guiding the Rangers through the rough hills fell to Caradoc Trevena and his recon company. The Waco's Rangers' phase of the operation would be carried out quietly, with no engagement of enemy forces until the Dragoons/Light Horse attack was well under way.

Unknown to the Inner Sphere planners, however, the Jade Falcons had laid plans of their own. Clan intelligence suggested that Waco's Rangers and the Crazy Eights had been left behind in Lietnerton to guard the CEF base. Star Colonel Arimas Malthus found this highly questionable, considering the well-known hatred between the Dragoons and the Rangers. He reasoned that the reports of the Rangers' presence in Lietnerton must be incorrect and speculated that the Rangers were actually moving through the Dales to attack the Falcons from behind.

To counter this threat, Falcon commanders skimmed 'Mechs and Elementals from each of the three Galaxies protecting Port St. William and formed these units into two Clusters. The first, code named the Harrier group, was made up of light OmniMechs. Heavy and assault elements comprised the second Cluster, christened the Red Tail group. The two groups laid an ambush according to a plan devised by Star Colonel Malthus. Though the plan stretched the strict definitions of Clan honor, Khan Pryde recognized its tactical soundness and allowed it to go ahead. However, she forbade the Falcons to use such deceptive tactics in any future engagements.

The deadly effectiveness of Star Colonel Malthus's plan became apparent in the early hours of April 21. As the Dragoons/Light Horse column struck at the main Jade Falcon lines, the Falcons' Harrier group engaged the Rangers/Eights column near the Dales, drawing the mercenaries into a large grassy field between Port St. William and the Dales. Once the last Ranger 'Mech had entered the clearing, the OmniMechs of Red Tail group unleashed a barrage of missile fire from their positions behind the aspens surrounding the field. That initial strike destroyed five Ranger machines, and the advancing Falcon 'Mechs battered the remaining mercenaries. Only a delaying action fought by Hauptmann Trevena's Tenth Skye Rangers, which had been assigned to perform reconnaissance duties for the mercenaries, along with the timely arrival of the Dragoons' Delta Regiment, prevented the annihilation of Waco's Rangers and the Crazy Eights. In the end, the Falcon ambush destroyed 85 percent of the Rangers' and Eights' 'Mechs.

SIEGE AND RELIEF

The loss of the Waco's Rangers column, along with the disruption of the main Dragoons/Light Horse attack and the Falcon success against the Coventry Militia's pinning force, prompted the CEF commanders to abandon their attempt to recapture Port St. William and pull their troops back to Lietnerton. Short on replacement parts, ammunition, armor patches and combat-capable troops, the CEF could do little but wait and hope that reinforcements would arrive before the Falcons seized the fortified town.

For several weeks, the Jade Falcons kept up the pressure on Lietnerton's embattled defenders with frequent small, probing attacks. Then on May 8, the Jade Falcons launched an all-out attempt to drive the CEF from Coventry. Elements of the Jade Falcon Eyrie Cluster, which had made a quiet night march through a heavy thunderstorm to reach the defenders' positions, opened the renewed assault on Lietnerton with a strike at the exhausted Coventry Militia and Skye Rangers just after 0630 hours. Despite the massive Falcon attack, the worn-out defenders refused to abandon their posts. Kommandant Jasper Greer called in artillery from the Rangers' one remaining Thumper battery, which rained an uneven mixture of high-explosive, ICM submunitions and FASCAM rounds on the Clanners. The ragged barrages slowed the Falcon 'Mechs, but the Clan advance continued. Realizing that the Coventry Militia's front was about to collapse, General Winston dispatched a flight of aerospace fighters to support the shaken troops. Eventually, the combined artillery and air strikes prompted the Falcons to withdraw. The fighting had lasted four hours and claimed the lives of nearly one hundred soldiers on both sides, yet the battle lines remained unchanged.

On May 9 the Falcons again attacked, striking at the Eridani Light Horse along the southern edge of the town. This time, they preceded their attack with an artillery barrage of their own. Clan artillery spotters proved unfamiliar with the proper procedures for laying down protective fire, however, and they failed to provide accurate coordinates and fire corrections to the Falcon artillery units. Consequently, most of the Clan artillery barrage sailed over the Light Horse revetments and fell among the deserted houses and shops of Lietnerton's suburbs.

The Light Horse gunners made no such mistakes, however. First, they hit the advancing Trinary Alpha of the 305th Assault Cluster with a volley of long-range missiles. Several OmniMechs staggered under the missile strike, but the Falcons pressed onward. Moments later, under the direction of Colonel Sandra Barclay, artillery rounds began dropping among the charging Falcons. Some of the Falcon artillery batteries realized that their assault force was in danger and began firing on the Light Horse artillery units. In response, Barclay quickly ordered the First Support Company's artillery units to redirect fire at the Clan gunners. Lieutenant Rodney Mullenix's gun crews quickly bracketed the Falcon's artillery units. Within moments, the experienced artillery crews had destroyed three mobile Long Toms that the Falcons had captured from the Tenth Skye Rangers' main base and forced the remaining Falcon fire-support assets to withdraw.

To replace the lost artillery support, Star Colonel Arimas Malthus ordered Star Captain Janice Folkner's aerospace fighters of Trinary Echo to provide close air-support for his advanc-

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ing 'Mechs. Already on station, Folkner immediately rolled her *Sulla* into a steep dive and unleashed a volley of laser and PPC fire that destroyed the *Guillotine* of Trooper E. M. Catanese. (Miraculously, Catanese survived with only a small rip in the shoulder of his cooling vest.) Barclay responded to this new threat by summoning the Light Horse's own aerospace fighters. Before long, a pitched, close-quarters battle developed. Five hours later, the surviving Falcon warriors limped back across the smoldering, wreckage-strewn field. Once again, the Clan had thrown its best troops against the CEF line, and the Inner Sphere forces had beaten them back. As before, both sides suffered heavy casualties.

FOILED BY FATE

Anticipating a third Falcon attack against the Dragoons in the center of the CEF line, General Judith Niemyer of the Coventry Militia and General Winston planned a massive pre-emptive air strike against the Clan rear area for the morning of May 10. The commanders reasoned that a major attack against the marshaling areas just behind the Falcons' defensive perimeter would disrupt any new Clan offensive against the encircled town. The original plan called for Wolf's Dragoons to launch a ground assault as soon as the fighters were off-station.

No sooner had the last bomb- and missile-laden fighters staggered into the air, however, than an unexpected storm front closed in. Despite the threatening weather, the desperate CEF commanders ordered the fighters to carry out the mission as planned. Then Fate played its second card of the day. Even as the first bombs fell on the Clan positions, an undetected OmniFighter patrol swooped in to intercept the attacking Dragoon aerospace craft. Alerted to the presence of the enemy, the CEF fighters turned to face the Falcons, quickly downing two Clan interceptors and scattering the rest. During the momentary respite, the CEF aerospace units scrambled all their remaining fighters, some with half-full fuel tanks or partially expended magazines. Within minutes, Jade Falcon, Skye Ranger and Coventry Militia fighters filled the sky in a confused, swirling dogfight reminiscent of the mass fighter engagements of twentieth-century Terra. The stiff Jade Falcon resistance forced many Inner Sphere fighters to drop their air-to-ground ordinance for the sake of increased maneuverability, effectively spoiling the planned CEF air strike. Consequently, the CEF command staff called off their ground assault, and the siege of Lietneron wore on.

A STRANGE ALLIANCE

As the battle for Coventry ground down to a stalemate, the military leaders of the Lyran Alliance and Federated Commonwealth took additional measures to neutralize the Clan threat. In response to Archon Katrina Steiner's requests for help against the Clan incursion, Thomas Marik and Sun-Tzu Liao had sent the Knights of the Inner Sphere and the Harloc Raiders to aid in the defense of Tharkad. Now Katrina sent these 'Mech units, along with the Eleventh Lyran Guards and three more Wolf's Dragoons regiments, to Coventry to relieve the CEF.

At the same time, the Archon requested help from her brother, Prince Victor Steiner-Davion of the Federated Commonwealth. Apparently, Katrina purposefully understated the strength of the Falcon forces on Coventry in the hope that Victor might die on the planet and give her the opportunity to

assume control of the entire Commonwealth. Conveniently, Victor was attending a ComStar-hosted war game exercise on Tukayyid, along with other Inner Sphere leaders, when the fighting broke out on Coventry. He and his fellow rulers had followed the reports of the fighting closely; when he received Katrina's request, the units on Tukayyid—the First Genyosha, the First St. Ives Lancers and ComStar's Invader Galaxy—agreed to join the Davion Heavy Guards under Victor's command. Along with two Kell Hounds regiments from Arc-Royal, the relief force comprised six full BattleMech regiments.

Several historians have noted the unusual nature of the relief force. Many believe that Victor's ability to mobilize such a large and varied force illustrates the statesmanship his critics had long claimed he did not possess. Indeed, some of the warriors in that force had been trying to kill one another only a few years earlier, and a few commentators speculated that the willingness of the participants to set aside past quarrels augured good things to come. However, a few critics, mostly Lyran separatists, saw the assembly of the diverse relief force as Victor's attempt to fashion himself First Lord of a new Star League.

WHITTING

The final military strike of the Coventry campaign was a small-unit action at the mountain village of Whitting, on 30 May 3058.

This final battle stemmed from a plan devised by Hauptmann Trevena, who proposed that a small force of CEF 'Mechs and infantry pass through the mine tunnels under the Cross-Divide Mountains and raid the Falcons' rear command area at Whitting. (According to Trevena, the Falcons had not located all the tunnels.) Simultaneous frontal and flanking attacks on the main Falcon line would distract the Clanners and pin them in place, thus enhancing the CEF's chance of success. The raiders would kill or capture as much of the Clan command staff as possible and gather intelligence. The simple, clear plan had attainable objectives, and the CEF commander cautiously approved it.

With the CEF's supplies running low and no relief in sight, the Whitting operation would likely have been the last offensive the defenders could have mustered. But even as CEF command was discussing the raid, the defenders received another boost to their sagging morale when Lieutenant Ricardo Copley, the former quartermaster of the Tenth Skye Rangers, was located among a group of refugees picked up by Dragoon security patrols. For unknown reasons, Copley had secreted a cache of ammunition, spare parts, field rations and medical supplies in one of the caves that Trevena's battalion had been using to harass the enemy during the early days of the invasion. The sudden influx of materiel gave the battered Inner Sphere troops a measure of renewed hope.

With rejuvenated spirits, the CEF launched its attack on Whitting shortly after dawn on May 30. Under the overall command of Colonel Brubaker, the under strength Dragoons Delta Regiment, the remnants of Trevena's recon company and a "tactical-response unit" of dismounted MechWarriors and infantrymen made their way under the Cross-Divides. At the appointed time, Brubaker launched an all-out attack against Whitting's defenders and drew them off to the north, while Trevena's smaller, more mobile force slipped into the city from the south.

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The attack went off better than planned. Most of the Jade Falcon garrison pursued Brubaker's troops into the field, leaving only a handful of 'Mechs and Elementals behind to defend the town. Trevena's troops easily brushed aside this light force, swept straight up to the town hall and ransacked the Falcon headquarters. Less than forty minutes later, the raid was over. The attack yielded a wealth of information concerning the Falcons' purposes for launching their assault on Lyran worlds, as well as an important prisoner—Star Colonel Arimas Malthus, the Clan officer who planned the ambush of Waco's Rangers.

ENDGAME

After the Whitting raid, the CEF debated how to carry on the fight despite their dwindling numbers, short supplies and slim chance of victory. Eventually, the CEF chose to break up into small guerrilla bands, withdraw into the mountains and harass the enemy until a relief force arrived.

The issue became moot on June 5, when Prince Victor Davion arrived with a coalition task force under the nominal command of ComStar Precentor Martial Anastasius Focht (the coalition members rightly believed that Focht's status as victor of Tukayyid would help the force project an image of strength to the Falcons). On the recommendation of exiled Wolf Clan warrior Ragnar, the former Prince of the Rasalhague Republic, Victor deferred his opening *batchall* bid and invoked *safcon* for the Inner Sphere force in his official capacity as second-in-command. The tradition-bound Falcon leaders had little choice but to respect the request. Khan Pryde granted the arriving forces permission to ground their DropShips unmolested in the vicinity of Lietnerton, and the two leaders agreed to meet at Whitting four days later to conduct a formal *batchall*. Then, just before breaking off communications, Khan Pryde declared her intention to defend Coventry with everything at her disposal.

After exchanging force reports with the Falcons per Clan tradition, Victor began to formulate his counter-bid. He realized that the coalition force and the Falcon units on Coventry were evenly matched, and both faced a long and bloody campaign if the coalition tried to wrest the planet away from the Falcons in battle. However, if the coalition force merely rescued the shattered remnants of Coventry's defenders, it would be acknowledging defeat—a defeat that would be just as devastating to the Federated Commonwealth, the Inner Sphere, and himself as if he had fought the Jade Falcons and lost. Katrina would use his withdrawal in the face of the enemy as a political tool against him. The tenuous bonds between the Federated Commonwealth and the Draconis Combine would evaporate, as anti-Davion agitators rose up against Coordinator-designate Hohiro Kurita for his seeming alliance with the Combine's age-old enemy. Capellan Chancellor Sun-Tzu Liao would take the pullout as a sign of weakness, and would likely use his strengthened ties with Captain-General Thomas Marik of the Free Worlds League to recapture the neighboring St. Ives Compact. Even ComStar would not escape the firestorm. ComStar's rivals, the fanatical Word of Blake, would trumpet Focht's role in what would likely be called a failed attempt to make Victor First Lord. And even if the coalition force defeated the Falcons, the fighting would undoubtedly decimate the force and leave the Inner Sphere vulnerable to attacks from other Clans. Unable to withdraw and facing a bloody, protracted cam-

paign whose outcome was far from assured, Victor struggled to formulate a strategy.

Ironically, Victor had no way of knowing that Khan Marthe Pryde was facing a similar dilemma. Shortly after the arrival of the coalition task force, Khan Pryde received a message from Clan Wolf's Khan Vladimir Ward, who congratulated the Jade Falcons on their impressive drive into Lyran space and casually informed Pryde that he was moving Wolf Clan troops into position to strike at Falcon-held worlds in the Clan Occupation Zone. If Khan Pryde kept her troops on Coventry to face the Inner Sphere force, the Wolf Clan would surely defeat the small Falcon garrisons on the threatened Occupation Zone worlds and capture them—a development that would cost the Falcons prestige among their fellow Clans. If she transferred the Falcon troops from Coventry to bolster the defenses of the threatened planets, she would leave Coventry to the coalition without a fight—which would undoubtedly leave Pryde and the entire Jade Falcon Clan *dezgra*; disgraced among the Clans.

Uncertainty and apprehension hung over both sides of the battle line during the following days and reached a feverish pitch when Victor entered the battle-ravaged town of Whitting to meet with the Jade Falcon Khan. Then Victor did what no Clan warrior had ever expected from an Inner Sphere barbarian—he offered the Jade Falcons *hegira*, the traditional right of a defeated enemy to leave a battlefield with his forces and honor intact. For a long moment, the Falcon Khan stared unseeingly into the distance; then, with supreme dignity, she accepted the offer. In that moment, the campaign for Coventry came to an end.

AFTERMATH

In accordance with Clan custom, all prisoners were exchanged following the Falcons' acceptance of *hegira*. The bondsmen returned by the Clan included Colonel Wayne Rogers and a number of his mercenaries presumed to have died in the ambush of Waco's Rangers. Hauptmann Trevena, the misfit commander of the equally misfit First Battalion, was offered a position with Wolf's Dragoons. However, he respectfully declined it when Prince Victor Steiner-Davion offered him the rank of Leftenant General in the Armed Forces of the Federated Commonwealth and the job of reviewing all future operations of the Inner Sphere's anti-Clan coalition task force.

The acceptance of *hegira* gave Khan Marthe Pryde a face-saving excuse to pull her troops back within the Jade Falcon occupation zone, thereby effectively forestalling Wolf Khan Vlad Ward's threatened assault on Falcon holdings. This retreat, seemingly so out of character for such an ardent Crusader Clan, immediately set off a round of intense speculation among Inner Sphere observers as to the Jade Falcons' real motives and ultimate intent. So far, however, none of the wildly swirling rumors appears to have any substance. Whatever the Falcons are up to remains a well-kept secret.

On Tharkad, Katrina Steiner's reaction to the bloodless victory was less than joyful. Victor had survived; indeed, he had never been at risk. Furthermore, his offer of *hegira* made him the peacemaker, a role that Katrina coveted for herself.

Perhaps most important, the success of the Inner Sphere coalition on Coventry demonstrated that old enemies could be brought together as allies. The lessons of Coventry prompted Victor to lay new plans to carry the fight to the Clan enemy.

THE BATTLE OF COVENTRY

SCENARIO 1: THE FALCON STRIKES

The Falcons came in hot and hard, landing a full Trinary just outside Port St. William. Kommandant Oheler called for air support, but the TAC office said he'd have to wait, so he got hold of artillery Battery B. The battery's spotting rounds blew the hell out of a warehouse down by the spaceport, but a corporal heading up a mechanized infantry platoon transmitted some quick adjustments and told the arty-boys to fire for effect.

I'll never forget the sound of those shells coming over. It sounded like some lunatic animal howling in pain and hunting the one who hurt it. That infantry corporal was either very good or very lucky, cause the first barrage landed slam on top of the Falcons' position. A couple of light OmniMechs got trashed by the blasts, and the rest had some armor scrubbed off. I'm told that a full Star of Elementals was decimated by shells that detonated right above their position. Two more barrages hit before my lance spotted the Clanners. The second landed no more than a hundred meters from my 'Mech—I guess that's what they call "danger close." After that, the battle turned into a close-range slugging match.

—Excerpted from *The Affair at Coventry*, a fictionalized account by Dayna Galbach, Cavalier Publishing Company, 3059

SITUATION

Port St. William, Coventry
15 March 3058
0845 hours

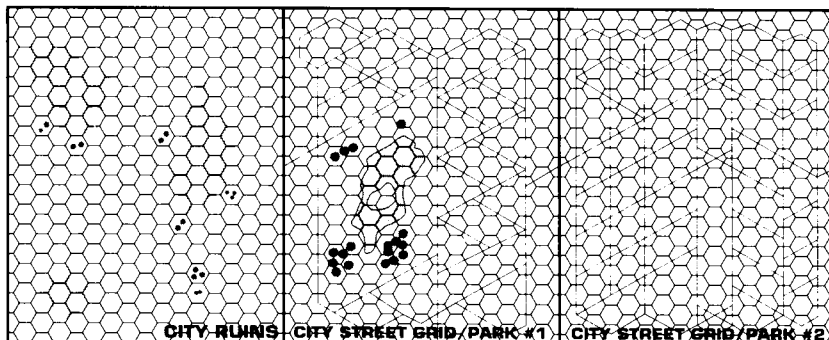
The Jade Falcon invasion of Coventry began with a low-altitude drop of elements of the Second Falcons Jaeger Cluster at Port St. William. The Jaegers landed in an expanse of clear terrain on the north side of the city as the Tenth Skye Rangers' Third Battalion scrambled to oppose them. The combatants met in the city of Port St. William, six kilometers northwest of Coventry's main spaceport.

Third Battalion's commander, Kommandant Heinrich Oheler, immediately realized that his troops were overmatched and called for artillery support. Unfortunately, the shells were hard to place accurately in the crowded city; many barrages missed their intended targets and landed on civilian buildings.

In spite of the bitter, close-in fighting that followed, the Falcon and Ranger 'Mechs damaged only a few of Port St. William's buildings. The poorly directed artillery fire, however, destroyed two apartment buildings and damaged a large office complex. Fortunately, the occupants of those structures had been evacuated to shelters prior to the battle.

GAME SET-UP

Lay out the **BattleTech** maps as shown. Use the City Ruins map from **BattleTech Map Set 2** and both City Street Grid/Park maps from **BattleTech Map Set 4**.



The Inner Sphere player places 18 Light, 18 Medium, 10 Heavy and 2 Hardened building counters in any non-road hexes on the City Street Grid/Park mapsheets. The paved areas of the City Ruins mapsheet represent Port St. William spaceport.

ATTACKER

The attacker consists of elements of the Second Falcon Jaegers Cluster.

Charlie Eye 1

Star Captain Denor Roshak (Piloting 3, Gunnery 3), *Loki* MechWarrior Belle (Piloting 3, Gunnery 3), *Thor* MechWarrior Evelynde (Piloting 4, Gunnery 3), *Ryoken* MechWarrior Conwy (Piloting 4, Gunnery 4), *Ryoken A* MechWarrior Harbaugh (Piloting 5, Gunnery 4), *Uller*

Charlie Eye 2

Star Commander Gareth (Piloting 3, Gunnery 4), *Ryoken C* MechWarrior Bede (Piloting 4, Gunnery 3), *Black Hawk B* MechWarrior Thyrza (Piloting 4, Gunnery 4), *Uller B* MechWarrior Elvin (Piloting 4, Gunnery 4), *Dragonfly* MechWarrior Nevile (Piloting 5, Gunnery 4), *Cougar B*

Delta Strider 2

Star Commander Walhoa, 4 Elementals w/Small Lasers
Point Commander Reta, 4 Elementals w/Small Lasers
Point Commander Swain, 4 Elementals w/Flamers
Point Commander Madelon, 4 Elementals w/Machine Guns
Point Commander Beorn, 4 Elementals w/Machine Guns

Deployment

The Clan forces make a low-altitude drop onto the City Street/Park #2 mapsheet during the Movement Phase of Turn 1.

DEFENDER

The defender consists of the First Battalion of the Tenth Skye Rangers' Third Battalion, supported by elements of the Port St. William Citizen's Militia.

Command Lance

Kommandant Heinrich Oheler (Piloting 4, Gunnery 3),
WHM-7M Warhammer

Hauptmann Carlo Pendlyshok (Piloting 4, Gunnery 4),
TDR-7M Thunderbolt

Albert Mosso (Piloting 4, Gunnery 3), *GRF-3M Griffin*

Tammy DeGlaue (Piloting 6, Gunnery 4), *CN9-D Centurion*

Fire Lance

Leftenant Eugene Longo (Piloting 4, Gunnery 4),
DV-7D Dervish

THE FALCON STRIKES

Jack Quilen (Piloting 5, Gunnery 4),
 PXH-3D *Phoenix Hawk*
 Charles Gregory (Piloting 4, Gunnery 4), JR7-K *Jenner*
 Rick Santos (Piloting 4, Gunnery 4), COM-5S *Commando*

Recon Lance

Sergeant Sheila Root (Piloting 4, Gunnery 4),
 HER-5S *Hermes II*
 Dominic Nave (Piloting 5, Gunnery 4), WSP-3M *Wasp*
 Dayna Galbach (Piloting 5, Gunnery 4), WSP-3M *Wasp*
 George Kwoh (Piloting 5, Gunnery 3), STG-5M *Stinger*

Elements of Port St. William Citizen's Militia

Sergeant Greagoir Sweeney, 1 Foot Infantry Platoon
 w/Machine Guns
 Corporal Theo Foss, 1 Foot Infantry Platoon w/Rifles

Deployment

The Militia infantry platoons set up first. They may begin the game anywhere on the City Street Grid/Park #1 mapsheet and may be hidden. The Rangers' 'Mechs enter via the south edge of the mapsheet during the Movement Phase of Turn 1.

VICTORY CONDITIONS

The Clan player's goal is to seize the Port St. William spaceport and hold the facility for 4 consecutive turns.

To seize the spaceport, the player must move operational OmniMechs onto the paved areas of the City Ruins map. To hold the spaceport, the player must prevent any operational enemy 'Mech from remaining within the paved areas for a complete turn. (If a Clan 'Mech destroys an enemy 'Mech or forces it out of a paved area before a full turn elapses, that area is considered "held" for that turn.)

The scenario lasts until the Clan player manages to hold the facility for 4 consecutive turns or until the end of Turn 20, whichever comes first.

To determine the victory level, calculate each side's total points and consult the Victory Table.

Action	Victory Points
Clan player captures spaceport	+35
Each Rangers' 'Mech destroyed	+15
Each Militia infantry platoon destroyed	+5
Each Elemental Point destroyed	-10
Each Clan 'Mech destroyed	-20
Clan player fails to capture spaceport	-35

VICTORY TABLE

Total Points	Result
101+	Decisive Clan Victory
65 to 100	Substantial Clan Victory
29 to 64	Marginal Clan Victory
28 to -33	Draw
-34 to -79	Marginal Inner Sphere Victory
-80 to -125	Substantial Inner Sphere Victory
-126+	Decisive Inner Sphere Victory

SPECIAL RULES

Clan Combat Drop

The Falcon forces enter the scenario in a combat drop, under the standard combat drop rules (see p. 82, **BTC:RoW**). Before Turn 1, the Clan player should write down the numbers of the hexes where he intends to drop each unit (example: Roshak's *Loki*: Board 3, Hex 0514). Note that units may not intentionally drop onto building hexes. Any 'Mech that scatters into a building hex must make a Piloting Skill Roll to avoid crashing into the building. If the roll fails, the 'Mech strikes the building and takes damage as if it had fallen from the roof of that building. If the roll succeeds, the 'Mech lands on the building safely, though the building collapses if it cannot support the weight of the 'Mech (see p. 57, **BTC:RoW**).

Off-Board Fire-Support Missions

The Inner Sphere player may call in two off-board fire-support missions during this scenario. Beginning with the Initiative Phase of Turn 3, Kommandant Oheler, Hauptmann Pendlyshok, Lieutenant Longo or Sergeant Root may call for fire support. Roll 1D6 for the requesting commander. If the result is 1 or 2, a fire-support mission is available that turn. Consult the Random Artillery Support Table (p. 5) to determine the type of artillery support available and how quickly the spotting rounds arrive. Resolve the fire mission according to the rules found on pages 77-80 of the **BTC:RoW**.

Air-Support Missions

Both players may use one close air-support strike during this scenario. The Clan player may request this mission during the Initiative Phase of Turn 2 or any time after. Only Star Captain Roshak or Star Commanders Garet or Walhoa may request the strike. The Inner Sphere player may request his strike during the Initiative Phase of Turn 5 or any time after. Only Kommandant Oheler, Hauptmann Pendlyshok or Lieutenant Longo may request the strike.

The requesting officer rolls 1D6. On a result of 1 or 2, the strike is available for that turn. Consult the Close Air Support Table (p. 5) to determine what type of fire is available. The air strike arrives during the turn in which it is requested. Resolve the air strike per the rules on pages 70-75 of the **BTC:RoW**.

Command, Control and Communications

Command, control and communications are difficult to maintain in the crowded environs of a city. During the Initiative Phase of each turn, both players must roll 2D6 for each unit located on the City Street Grid/Park maps. On a result of 11 or 12, communications with that unit are lost for the duration of that turn. Out-of-contact units may not move during the turn they are out of contact. They may fire only on enemy units within their direct lines of sight. An out-of-contact unit may not call for artillery or air support. If a unit calling in such a strike becomes out-of-contact, the fire mission is lost.

'Mechs that have direct line of sight with their lance/Star commanders are exempt from this special rule. If this scenario is used for team play, the players may not communicate with any team member whose unit is on the City Street Grid/Park maps, unless those units have direct line of sight to their lance/Star commanders.

THE BATTLE OF COVENTRY

SCENARIO 2: ON-THE-JOB TRAINING

Sis,

They tell me that there's been a news blackout about the whole thing, so I don't know what you've heard about the fighting on Coventry. Anyway, I just wanted you to know I was safe.

I can't really say too much about the fighting—I didn't get to see a whole lot of it. The Jade Falcons hit Coventry at about 0845 on March 15. We'd gotten the alert about 8 hours before, so I had plenty of time to think about it. I don't mind telling you my stomach was churning out acid during the entire wait. It's a wonder I haven't got an ulcer the size of a melon.

When the Clanners finally arrived, they dropped right into Port St. William. We found out later that they plastered the Rangers and seized the spaceport. Another Cluster dropped in right on top of the Academy. (A Cluster is what the Clanners call a battalion. Or is it a regiment? I'm still not sure.)

We hit them almost as soon as they landed. Hauptmann Perez nailed a *Ryoken* before it touched the ground—it's amazing what a couple of PPCs will do to a dropping 'Mech. The Clanner lost control and smashed into the administration building. I can tell you that a lot of first- and second-year cadets were happier at the loss of their school records than they were at the destruction of the enemy 'Mech. I tangled with an *Uller* early in the fighting. That's a light 'Mech, carrying an autocannon, missiles and a couple of lasers and tinfoil for armor (my *Cicada* outweighed the machine by 10 tons). He went down pretty quickly and didn't get up again. (By the way, there is a piece of metal enclosed with this letter. It's a fragment of the *Uller's* armor.)

But before I could get turned around again to get back in the fighting, something big, heavy and fast-moving hit my 'Mech. Whatever it was, it breached my right-side armor and touched off my autocannon ammo. Thank God for cellular ammo storage, otherwise I'd have been nothing but a little bit of greasy smoke fogging up the air over the campus. As it was, the explosion vented away from the 'Mech. But it didn't matter—whatever hit me trashed my *Cicada* pretty good. I punched out (almost managed to bash my brains out on the engineering building on the way down) and I spent the rest of the battle lying unconscious at the feet of my ruined 'Mech.

After the fighting was over, the Clanners rounded up any cadets who survived the battle and put us in a holding area. I spent two months, almost to the day, in a Clan POW camp.

—Excerpted from a letter from Cadet Harry Elchik to his sister, 23 June 3058

SITUATION

Coventry Training Academy, Port St. William, Coventry

15 March 3058

0900 hours

Shortly after the Second Falcon Jaegers dropped into Port St. William, elements of the Jade Falcon Eyrie Cluster made a low-altitude assault on the Coventry Training Academy.

The cadets, led by their instructors, fought a spirited defensive action against the invaders. Several times the untried, half-trained warriors seemed to drive off the Falcons, but the Clan

troops would not leave the field. During the see-saw action, some of the green Academy recruits withdrew into the city, where they were killed or captured by the Jaegers. After a long, bloody battle, the Eyrie Cluster managed to disable the last remaining defender and secure the Academy.

GAME SET-UP

Lay out the **BattleTech** maps as shown. Use the standard **BattleTech** mapsheet (from the **BattleTech** boxed set or **BattleTech Map Set 2**) and the Scattered Woods mapsheet from **BattleTech Map Set 2**.

Treat all Rough and Water hexes on the standard **BattleTech** map as Clear terrain.

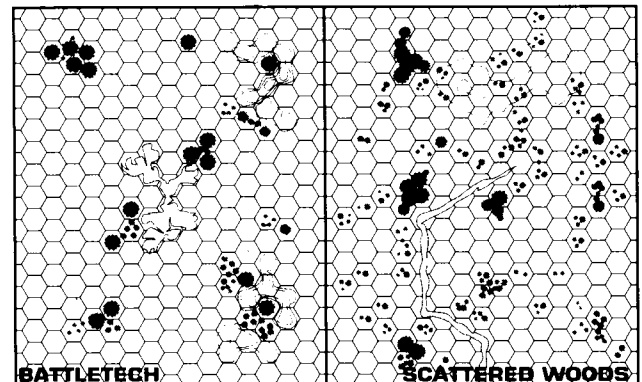
Place buildings on the mapsheets as follows:

BattleTech mapsheet:

Hex #	Building Type
0809–0909	HD2
1308	M1
1309	L2
1311	L2
1412	L1
1508	M1
1510	L2
1511	L2
1516	L3

Scattered Woods mapsheet:

0115	L3
0117	L3
0310	H1
0316	L3



ATTACKER

The attacking forces consist of elements of the Eyrie Cluster's Trinary Bravo.

Bravo Beak 2

Star Commander Kellog Pryde (Piloting 4, Gunnery 3),

Thor A

MechWarrior Tyler (Piloting 5, Gunnery 4), *Vulture*

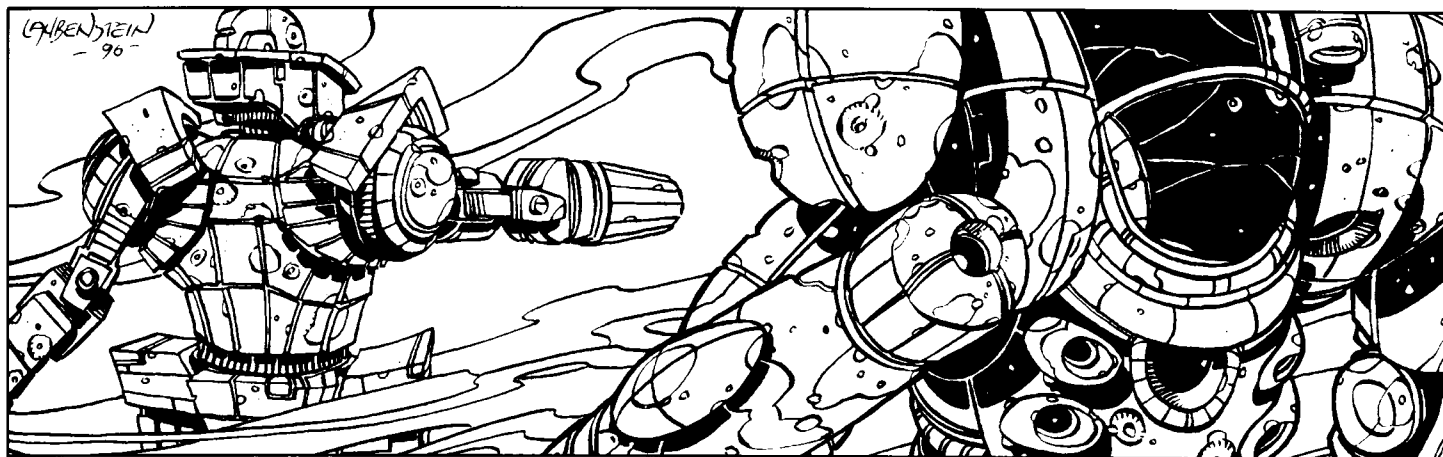
MechWarrior Alastair (Piloting 4, Gunnery 4), *Hellhound*

MechWarrior Mankey (Piloting 5, Gunnery 4), *Griffin IIC*

MechWarrior Ector (Piloting 4, Gunnery 4),

Phoenix Hawk IIC

ON-THE-JOB TRAINING



Elements of Bravo Beak 3

Star Commander Greer (Piloting 4, Gunnery 3), *Uller*
MechWarrior Livia (Piloting 5, Gunnery 4), *Peregrine*

Deployment

The attacker enters via the east edge of the Scattered Woods mapsheet during the Movement Phase of Turn 1.

DEFENDER

The defender consists of elements of the Coventry Training Academy Cadet Cadre.

Alpha Training Lance

Hauptmann Luisa Perez (Piloting 4, Gunnery 3),
MAD-5D Marauder

Cadet Ralston Gillespie (Piloting 4, Gunnery 4),
CN9-D Centurion

Cadet June Peacola (Piloting 5, Gunnery 4),
BJ-2 Blackjack

Cadet Geary Bass (Piloting 5, Gunnery 4),
CLN-7V Chameleon

Bravo Training Lance

Sergeant Louis Jessup (Piloting 4, Gunnery 3),
WVR-7D Wolverine

Cadet Harry Elchik (Piloting 4, Gunnery 4),
CDA-3M Cicada

Cadet Richard Pyle (Piloting 5, Gunnery 4),
COM-5S Commando

Cadet Joseph Camber (Piloting 5, Gunnery 4),
LCT-3M Locust

Deployment

The defender sets up first. Alpha Lance may deploy anywhere on the mapsheets west of Hex Row 06xx on the Scattered Woods map. Bravo Lance deploys from the Academy's 'Mech hanger during the Movement Phase of Turn 1 (see Bravo Lance Deployment in **Special Rules**).

VICTORY CONDITIONS

The objective is the same for each side: destroy or drive the enemy from the mapsheets. This scenario lasts 20 turns or until all of one side's units are destroyed or forced to withdraw, whichever comes first.

Note that both sides may claim victory in this scenario. To determine the victory level, calculate each side's total points and consult the Victory Table.

VICTORY TABLE

Condition	Result
6+ Clan 'Mechs destroyed or withdrawn	Decisive Inner Sphere Victory
4-5 Clan 'Mechs destroyed or withdrawn	Substantial Inner Sphere Victory
2-3 Clan 'Mechs destroyed or withdrawn	Marginal Inner Sphere Victory
0-1 Clan 'Mechs destroyed or withdrawn	Draw
0-2 Cadet 'Mechs destroyed or withdrawn	Draw
3-4 Cadet 'Mechs destroyed or withdrawn	Marginal Clan Victory
5-6 Cadet 'Mechs destroyed or withdrawn	Substantial Clan Victory
7+ Cadet 'Mechs destroyed or withdrawn	Decisive Clan Victory

SPECIAL RULES

Bravo Lance Deployment

The Hardened building occupying Hexes 0809-0909 on the **BattleTech** mapsheet represents the Academy's 'Mech hanger. Bravo Training Lance begins the game inside this building. During the Movement Phase of Turn 1, the lance may begin to deploy from this building. Exiting the hangar costs a total of 3 MP, and units must exit at Walking speed. Units leaving the building emerge in Hex 0808.

Force Withdrawal Rule

The Forced Withdrawal rule is in effect (see **Forced Withdrawal**, p. 4). The Falcons withdraw via the east map edge, the Cadets via the west map edge.

THE BATTLE OF COVENTRY

SCENARIO 3: FIRST FIRE

One of the most desperate actions of the Coventry Campaign was fought in the rocky hills surrounding the Coventry Metal Works processing plant.

The unenviable task of defending this important installation fell to elements of the Coventry Donegal March Militia, perhaps the weakest military force on the planet at the time. This ill-equipped home-guard unit, made up of young green reservists and old, retired soldiers, went up against the equally untested Gyrfalcon Eyrie Cluster, a unit of untried young warriors equipped with second-line OmniMechs.

The opposing forces met shortly after 1000 hours on the morning of 15 March 3058. The Eyrie Cluster grounded its DropShips slightly more than two kilometers from the plant, apparently unwilling to take any chances by dropping inexperienced warriors into the rough terrain surrounding the metal works. Though this landing spared the Cluster the risks of 'Mech drops, it gave militia commanders time to marshal their out-dated 'Mechs and armor between the Falcons' landing zone and the processing plant.

The fighting that ensued was savage. Eight out of twelve Militia 'Mechs were destroyed, along with six MechWarriors, including Kommandant Claudia Peyman. Seven pieces of ground armor were destroyed, and twenty-two infantrymen were killed or critically injured. The fighting proved equally devastating to the Gyrfalcon Eyrie Cluster, which lost nine of its fifteen 'Mechs. Falcon casualties included Star Colonel Devin Buhallin.

—Excerpted from *Falcons Resurgent, the Coventry Campaign*, by James Wesson, Tharkad Publishing Co., 3059

SITUATION

Bradford Uplands, Coventry
15 March 3058
1010 hours

Capturing all the major facilities of the Coventry Metal Works was the Jade Falcons' primary objective in the battle. The job of assaulting the main plant fell to Star Colonel Devin Buhallin, who had acquitted himself so admirably against the Com Guard on Tukayyid. Buhallin, commanding some of the Clan's greenest warriors, grounded his *Union-C* two kilometers west of the plant, rather than risk losing his warriors in a combat drop into difficult terrain.

Militia Kommandant Claudia Peyman, a veteran of the Clan Wars, marshaled her troops in an area of rough terrain between the installation and the Clan LZ. The ensuing Battle of Bradford Uplands was actually a protracted series of brutal and bloody slugging matches, rather than a single cohesive battle, and was one of the bloodiest events of the entire Coventry campaign.

GAME SET-UP

This scenario is for use with the **BattleTech** and **BattleSpace/AeroBattle** or **AeroTech** game systems.

Lay out the **AeroTech** Low Altitude Mapsheet or 1 **BattleSpace** mapsheet. The 4 center hexes represent the four **BattleTech** mapsheets, as follows:

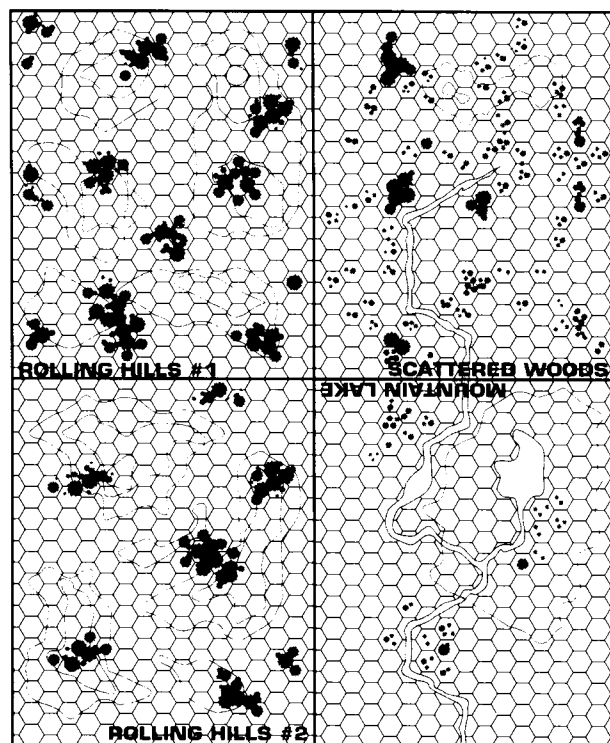
BattleSpace Hex	BattleTech Map
1307	Scattered Woods
1408	Mountain/Lake
1208	Rolling Hills #1
1308	Rolling Hills #2

Lay out the **BattleTech** maps as shown. Use both Rolling Hills maps from **BattleTech Map Set 3** and the Scattered Woods and Mountain Lake maps from **BattleTech Map Set 2**.

Treat all Wooded areas as Rough terrain.

Place building counters on the Scattered Woods map as follows, to represent the Coventry Metal Works plant:

Hex Number	Building Type
0914	L2
0916	H2
1116–1215	H1
1212	M1
1213	M2



ATTACKER

The attacker consists of elements of the Eyrie Cluster's Trinary Alpha, as well as Trinary Charlie's Charlie Wing 2.

Cluster Command Star

Star Colonel Devin Buhallin (Piloting 3, Gunnery 3),
Man O' War
MechWarrior Vron (Piloting 4, Gunnery 3),
Phoenix Hawk IIC
MechWarrior Cedan (Piloting 4, Gunnery 3), *Hellhound*
MechWarrior Edward (Piloting 4, Gunnery 4), *Griffin IIC*
MechWarrior Bryant (Piloting 4, Gunnery 4),
Hunchback IIC

FIRST FIRE

Alpha Beak 2

Star Commander Zillon (Piloting 4, Gunnery 3), *Gladiator*
MechWarrior Frayne (Piloting 4, Gunnery 4), *Rifleman IIC*
MechWarrior Martina (Piloting 4, Gunnery 4), *Hellhound*
MechWarrior Nestor (Piloting 5, Gunnery 4), *Griffin IIC*
MechWarrior Eilif (Piloting 5, Gunnery 4),
Phoenix Hawk IIC

Alpha Beak 3

Star Commander Cewers (Piloting 4, Gunnery 3),
Black Hawk D
MechWarrior Jevan (Piloting 4, Gunnery 4),
Shadow Hawk IIC
MechWarrior Bertran (Piloting 5, Gunnery 4), *Peregrine*
MechWarrior Afra (Piloting 5, Gunnery 4), *Peregrine*
MechWarrior Pyke (Piloting 5, Gunnery 4), *Baboon*

Elements of Charlie Wing 2, Trinary Charlie

Pilot Carvell (Pilot 4, Gunnery 3), *Vandal*
Pilot Madhao (Pilot 4, Gunnery 4), *Vandal*
Pilot Pasca (Pilot 4, Gunnery 3), *Turk*
Pilot Wertha (Pilot 4, Gunnery 4), *Turk*

Deployment

The Falcon ground forces enter along the west map edge during the Movement Phase of Turn 1.

Charlie Wing 2 enters the left-hand edge of the **BattleSpace/AeroTech** map during the Movement Phase of Turn 1.

DEFENDER

The defender consists of elements of the Twenty-second Coventry Donegal March Militia's Alpha Company, elements of the Coventry Militia's Ground Armor Company, and elements of the Coventry Aerospace Defense Force's Gamma Flight.

Alpha Company, 22nd Donegal March Militia Command Lance

Kommandant Claudia Peyman (Piloting 4, Gunnery 3),
BNC-5S Banshee
Hauptmann Earl Loghran (Piloting 4, Gunnery 4),
TDR-5S Thunderbolt
Sergeant John Desport (Piloting 4, Gunnery 4),
RFL-3N Rifleman
Randal Fetsko, Sr. (Piloting 4, Gunnery 4),
HBK-4G Hunchback

Fire Lance

Leftenant Jacob Israel (Piloting 4, Gunnery 4),
ZEU-9S Zeus
Torri Perinnio (Piloting 5, Gunnery 4),
SHD-2H Shadow Hawk
Willis Brooke (Piloting 5, Gunnery 4), *DV-6M Dervish*
David Steri (Piloting 5, Gunnery 4), *TBT-5N Trebuchet*

Combat Lance

Leftenant T. K. Nonn (Piloting 4, Gunnery 3),
ENF-5D Enforcer
Takayasu Ishikawa (Piloting 4, Gunnery 4),
WVR-6R Wolverine
Sami Muniji (Piloting 5, Gunnery 4), *VND-1R Vindicator*
Randal Fetsko, Jr. (Piloting 5, Gunnery 4),
FS9-H Firestarter

Coventry Militia Ground Armor Company First Platoon

Sergeant Michael Grief (Driver 5, Gunnery 4),
Manticore Heavy Tank
Sergeant John Kwasny (Driver 5, Gunnery 4),
Vedette Medium Tank
Sergeant Olga Wyzlanski (Driver 5, Gunnery 4),
Vedette Medium Tank
Corporal R. A. Singc (Driver 5, Gunnery 4),
Striker Light Tank

Elements of Second Platoon

Sergeant Harraldsen Moore (Driver 4, Gunnery 3),
Demolisher Heavy Tank
Corporal Paula Briggs (Driver 4, Gunnery 4), *Patton Tank*
Corporal Larry Lang (Driver 5, Gunnery 4),
Galleon Light Tank

Infantry Company

First Platoon

Master Sergeant Miles Cooper, *Motorized Machine Gun Platoon*

Third Platoon

Sergeant Walter Spana, *Motorized SRM Platoon*

Gamma Flight,

Coventry Aerospace Defense Force

Leftenant Janice Mitlo (Pilot 4, Gunnery 3),
CSR-V12 Corsair
Ruth Ligonier (Pilot 4, Gunnery 4), *CSR-V12 Corsair*
Stanley Appel (Pilot 4, Gunnery 3), *SPR-H5 Sparrowhawk*
Aden Demharter (Pilot 4, Gunnery 4),
SPR-H5 Sparrowhawk

Deployment

The Militia ground force sets up first, anywhere east of Hex Row 02xx on the Scattered Woods map, and 14xx on the Mountain Lake map.

Gamma Flight enters the right-hand edge of the **BattleSpace/AeroTech** map during the Movement Phase of Turn 1.

VICTORY CONDITIONS

Both the attacker and the defender are trying to annihilate each other. However, the Jade Falcon commanders are trying to season their new warriors, not eradicate them. If the Jade Falcons have not eliminated the Inner Sphere forces and captured the plant after 20 turns, they withdraw.

SPECIAL RULES

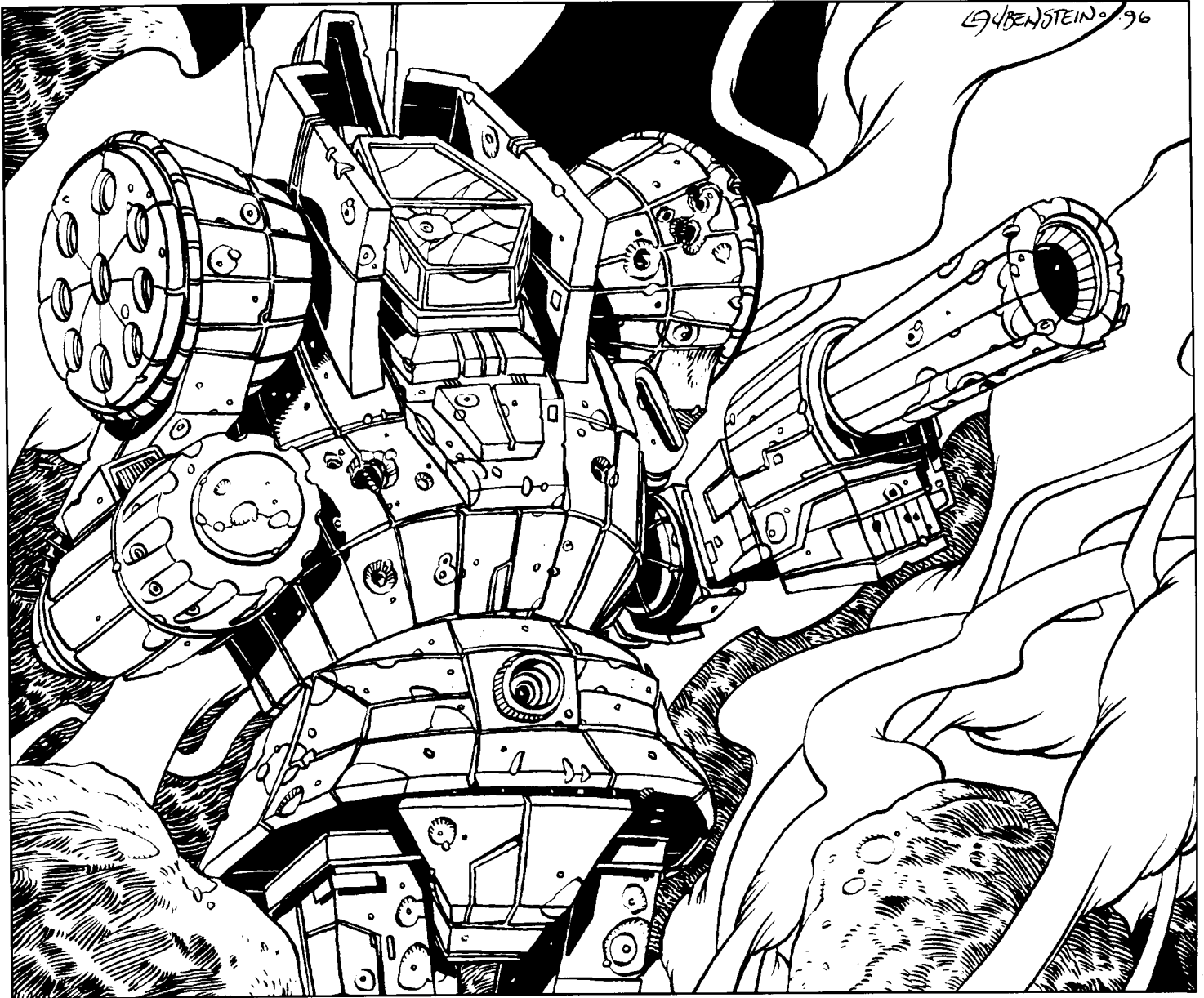
Forced Withdrawal

The Forced Withdrawal rule is in effect (see **Forced Withdrawal**, p. 4). The Falcons withdraw via the west map edge, the Militia via the east map edge.

Aerospace Ground Attacks

Aerospace fighters may be assigned to make ground attacks. Before starting play, however, each player must note

FIRST FIRE



which of his fighters (if any) is carrying ground-attack ordnance and what type of ordnance each carries (standard bombs, infernos, Thunder LRMs and so on).

Sequence of Play

The sequence of play for this combined scenario is as follows:

1. Initiative Phase
2. **AeroSpace** Movement Phase
3. **BattleTech** Movement Phase
4. **BattleTech** Reaction Phase
5. Select Attack Path for the Aero/Strafe
6. Weapon Attack Phase
7. Physical Attack Phase
8. Heat Phase
9. End Phase

Rough Terrain

The terrain around the Coventry Metal Works plant is exceptionally rough. Whenever a BattleMech or tank enters a Rough terrain hex, the MechWarrior/driver must make an immediate Piloting/Driver Skill Roll with a +1 modifier. If the roll fails, the 'Mech falls and takes appropriate damage. If the unit is a tank, it crashes into one of the huge boulders littering the hex; the tank takes 1 Damage Point for every 20 tons of vehicle.

The Movement Cost to enter a Rough terrain hex during this scenario is 3.

The exceptionally rough ground may also provide cover for units. For to-hit rolls against a 'Mech or tank occupying a Rough terrain hex, apply a +1 modifier. For to-hit rolls against infantry platoons in such hexes, apply a +2 modifier.

THE BATTLE OF COVENTRY

SCENARIO 4: NIGHT STRIKE

With the fall of Coventry's spaceport to the Falcon Jaegers, the Tenth Skye Rangers withdrew from Port St. William. Not content with his victory over the Rangers, Galaxy Commander Rosendo Hazen ordered Star Captain Kathleen Spaunn and the Second Falcon Jaegers' Trinary Bravo to pursue the retreating Alliance troops.

Eager to catch up with the fleeing Inner Sphere units before nightfall, Spaunn was somewhat careless when instructing Star Commander Berl and Bravo Eye 3 to catch up with the withdrawing Alliance column "as quickly as practicable". As a result, the recently promoted commander led the scouting 'Mechs of Bravo Eye 3 in a high-speed dash to pick up the Rangers' trail.

Unknown to Hazen and Spaunn, Kommandant Anne Sarich, leader of the Third Ranger Battalion's Second Company, had managed to rally enough of the retreating defenders to lay an ambush for any Falcon troops that might follow them. With ten 'Mechs, a few light tanks and a handful of infantry, Sarich set her trap five kilometers south of the city.

When Berl's Star of light OmniMechs appeared, tearing down the road at a speed of more than 90 kilometers per hour, Kommandant Sarich quickly abandoned her plans for a surprise attack and met the Clanners head on. The initial impact of the Jaegers' rush set the Rangers back on their heels, but the more experienced warriors quickly recovered to wreak heavy damage on the lighter Clan machines. When the balance of Trinary Bravo arrived on the battlefield, however, the fighting turned against the Alliance troops. As the evening wore on, the Rangers lost two tanks and one medium 'Mech. Eventually, the survivors were in danger of being surrounded and destroyed. Then the battle shifted again.

The light, already fading when the battle was joined, failed completely. The inexperienced Falcon warriors faltered, uncertain of their footing, the identity of their targets and their locations on the battlefield. This momentary pause allowed Kommandant Sarich to rally her wavering troops to fight their way free of the tightening noose. After inflicting more losses on the invaders, Second Company escaped into the gathering night.

—Excerpted from *Falcons Resurgent, the Coventry Campaign*, by James Wesson, Tharkad Publishing Co., 3059

SITUATION

The Bradford District, Coventry
15 March 3058
1850 hours

Eager to exploit the Falcon advantage gained over the retreating Tenth Skye Rangers, Galaxy Commander Rosendo Hazen ordered the Second Falcon Jaegers to press the attack. Late in the day, elements of that Cluster caught up with the Rangers' Third Battalion in the hills south of the city. There, Kommandant Anne Sarich had organized Third Battalion's Second Company into a rearguard force to delay or destroy any pursuing Clan force.

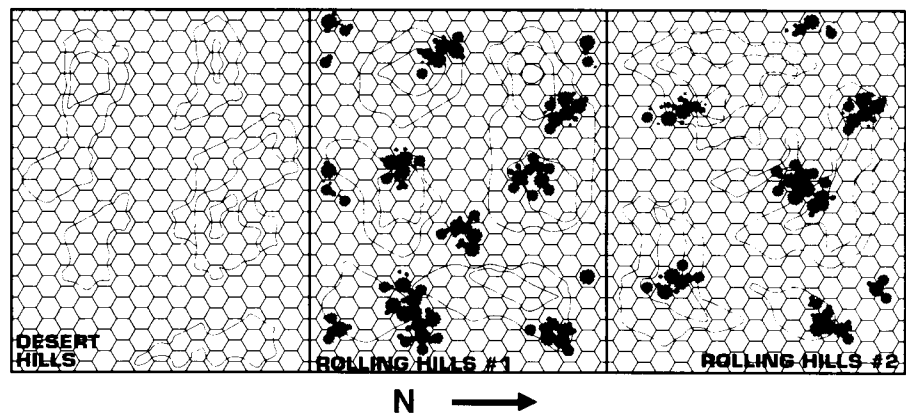
The lead Clan unit, Bravo Eye 3, engaged the Alliance troops before they could complete laying their planned ambush. With superior numbers and firepower, the Inner Sphere troops were able to inflict heavy damage on the overextended Clan Star before the balance of the Trinary arrived.

The fighting see-sawed back and forth, as both forces inflicted and suffered damaging losses. Eventually, the technological advantage enjoyed by the Falcons began to tell in the losses taken by the embattled Rangers. And so as darkness fell, Kommandant Sarich ordered the Rangers to fight their way free of the encircling Clan forces and escape under the cover of night.

GAME SET-UP

Lay out the maps as shown. Use the Desert Hills map from **BattleTech Map Set 2** and both Rolling Hills maps from **BattleTech Map Set 3**.

Treat all Rough terrain hexes as Light woods.



ATTACKER

The attacker consists of elements of the Second Falcon Jaegers Cluster's Trinary Bravo.

Bravo Eye 1

Star Captain Kathleen Spaunn (Piloting 3, Gunnery 3),
Vulture

MechWarrior Evadne (Piloting 4, Gunnery 3), *Vulture B*

MechWarrior Kevan (Piloting, 4, Gunnery 4), *Loki**

MechWarrior Arlean (Piloting 4, Gunnery 4), *Ryoken*

MechWarrior Raikes (Piloting 4, Gunnery 4), *Ryoken C*

Bravo Eye 2

Star Commander Phaniel (Piloting 4, Gunnery 3),
*Dragonfly**

MechWarrior Adalbert (Piloting 4, Gunnery 4), *Black Hawk*

MechWarrior Wedlake (Piloting 4, Gunnery 4), *Ryoken*

*See page 22

THE BATTLE OF COVENTRY

SCENARIO 4: NIGHT STRIKE

With the fall of Coventry's spaceport to the Falcon Jaegers, the Tenth Skye Rangers withdrew from Port St. William. Not content with his victory over the Rangers, Galaxy Commander Rosendo Hazen ordered Star Captain Kathleen Spaunn and the Second Falcon Jaegers' Trinary Bravo to pursue the retreating Alliance troops.

Eager to catch up with the fleeing Inner Sphere units before nightfall, Spaunn was somewhat careless when instructing Star Commander Berl and Bravo Eye 3 to catch up with the withdrawing Alliance column "as quickly as practicable". As a result, the recently promoted commander led the scouting 'Mechs of Bravo Eye 3 in a high-speed dash to pick up the Rangers' trail.

Unknown to Hazen and Spaunn, Kommandant Anne Sarich, leader of the Third Ranger Battalion's Second Company, had managed to rally enough of the retreating defenders to lay an ambush for any Falcon troops that might follow them. With ten 'Mechs, a few light tanks and a handful of infantry, Sarich set her trap five kilometers south of the city.

When Berl's Star of light OmniMechs appeared, tearing down the road at a speed of more than 90 kilometers per hour, Kommandant Sarich quickly abandoned her plans for a surprise attack and met the Clanners head on. The initial impact of the Jaegers' rush set the Rangers back on their heels, but the more experienced warriors quickly recovered to wreak heavy damage on the lighter Clan machines. When the balance of Trinary Bravo arrived on the battlefield, however, the fighting turned against the Alliance troops. As the evening wore on, the Rangers lost two tanks and one medium 'Mech. Eventually, the survivors were in danger of being surrounded and destroyed. Then the battle shifted again.

The light, already fading when the battle was joined, failed completely. The inexperienced Falcon warriors faltered, uncertain of their footing, the identity of their targets and their locations on the battlefield. This momentary pause allowed Kommandant Sarich to rally her wavering troops to fight their way free of the tightening noose. After inflicting more losses on the invaders, Second Company escaped into the gathering night.

—Excerpted from *Falcons Resurgent, the Coventry Campaign*, by James Wesson, Tharkad Publishing Co., 3059

SITUATION

The Bradford District, Coventry
15 March 3058
1850 hours

Eager to exploit the Falcon advantage gained over the retreating Tenth Skye Rangers, Galaxy Commander Rosendo Hazen ordered the Second Falcon Jaegers to press the attack. Late in the day, elements of that Cluster caught up with the Rangers' Third Battalion in the hills south of the city. There, Kommandant Anne Sarich had organized Third Battalion's Second Company into a rearguard force to delay or destroy any pursuing Clan force.

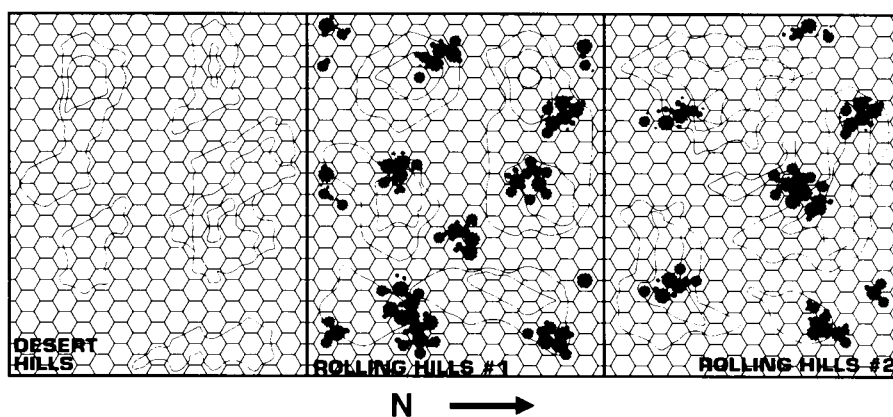
The lead Clan unit, Bravo Eye 3, engaged the Alliance troops before they could complete laying their planned ambush. With superior numbers and firepower, the Inner Sphere troops were able to inflict heavy damage on the overextended Clan Star before the balance of the Trinary arrived.

The fighting see-sawed back and forth, as both forces inflicted and suffered damaging losses. Eventually, the technological advantage enjoyed by the Falcons began to tell in the losses taken by the embattled Rangers. And so as darkness fell, Kommandant Sarich ordered the Rangers to fight their way free of the encircling Clan forces and escape under the cover of night.

GAME SET-UP

Lay out the maps as shown. Use the Desert Hills map from **BattleTech Map Set 2** and both Rolling Hills maps from **BattleTech Map Set 3**.

Treat all Rough terrain hexes as Light woods.



ATTACKER

The attacker consists of elements of the Second Falcon Jaegers Cluster's Trinary Bravo.

Bravo Eye 1

Star Captain Kathleen Spaunn (Piloting 3, Gunnery 3),
Vulture

MechWarrior Evadne (Piloting 4, Gunnery 3), *Vulture B*

MechWarrior Kevan (Piloting, 4, Gunnery 4), *Loki**

MechWarrior Arlean (Piloting 4, Gunnery 4), *Ryoken*

MechWarrior Raikes (Piloting 4, Gunnery 4), *Ryoken C*

Bravo Eye 2

Star Commander Phaniel (Piloting 4, Gunnery 3),
*Dragonfly**

MechWarrior Adalbert (Piloting 4, Gunnery 4), *Black Hawk*

MechWarrior Wedlake (Piloting 4, Gunnery 4), *Ryoken*

*See page 22

NIGHT STRIKE

MechWarrior Mona (Piloting 5, Gunnery 4), *Ryoken*
 MechWarrior Calbraith (Piloting 5, Gunnery 4), *Fennis**

Bravo Eye 3

Star Commander Berl (Piloting 4, Gunnery 3), *Cougar*
 MechWarrior Howard (Piloting 4, Gunnery 4), *Dasher*
 MechWarrior Duer (Piloting 4, Gunnery 4), *Uller**
 MechWarrior Lowella (Piloting 5, Gunnery 4), *Uller B**
 MechWarrior Aric (Piloting 4, Gunnery 4), *Koshi**

*Search-light-equipped unit. See **Special Rules** for more information.

Deployment

Bravo Eye 3 enters via the northeast corner of Rolling Hills #2 map, between Hexes 1101 and 1505. The balance of the attacking force enters via the north edge of Rolling Hills #2 map during the Movement Phase of Turn 4.

DEFENDER

The defender consists of elements of the Tenth Skye Rangers' Second Company, Third Battalion, the Third Coventry Armored Division, and the Rangers' Infantry Support Battalion.

Command Lance

Kommandant Anne Sarich (Piloting 3, Gunnery 3),
 GLT-5M *Guillotine**
 Hauptmann Ronald Garezone (Piloting 4, Gunnery 4),
 ARC-4M *Archer*
 Dennis Santmyer (Piloting 4, Gunnery 4),
 TDR-7M *Thunderbolt*
 Kristen Keck (Piloting 4, Gunnery 4), CRD-5M *Crusader*

Strike Lance

Leftenant Roberta Dunnsdotter (Piloting 4, Gunnery 3),
 JM6-DD *JagerMech*
 Theo Mutnansky (Piloting 4, Gunnery 4),
 SHD-5M *Shadow Hawk**
 Steven Zucco (Piloting 5, Gunnery 4), DV-7D *Dervish*
 T. William Mikolo (Piloting 5, Gunnery 4),
 TBT-7M *Trebuchet*

Attack Lance

Vincent Crowl (Piloting 4, Gunnery 4), CN9-D *Centurion*
 Calvin Jerson (Piloting 5, Gunnery 4), ENF-5D *Enforcer*

Elements of Third Coventry Armored Division

Sergeant Wright Kusimelevich (Driver 5, Gunnery 4),
 Pegasus Scout Hovertank* (3058 refit)
 Francis Oakes (Driver 5, Gunnery 4),
 Harasser Missile Platform*

Elements of Tenth Skye Rangers Infantry Support Battalion

Leftenant Barry Marx, 1 Motor Laser Platoon
 Sergeant Harold McCarver, 1 Motor Rifle Platoon

*Search-light-equipped unit. See **Special Rules** for more information.

Deployment

The defender sets up first, between Hex Rows 05xx and 13xx on the Rolling Hills Map #1.

VICTORY CONDITIONS

The Clan player wins by destroying as many Inner Sphere units as he can.

The Inner Sphere player wins by destroying as many Clan 'Mechs as he can, while exiting as many of his own operational units as he can from the south edge of the Desert Hills map.

The scenario ends when the last Inner Sphere unit exits the board or is destroyed. To determine the victory level, calculate each side's total points and consult the Victory Table.

Action	Victory Points
Each operational Ranger 'Mech exited	+20
Each Clan 'Mech destroyed	+15
Each operational hovertank exited	+10
Each operational infantry platoon exited	+5
Each turn past Turn 12 that the Ranger 'Mechs stay on the mapsheet	+5
Each infantry platoon destroyed	-8
Each operational Clan 'Mech remaining on the board	-10
Each hovertank destroyed	-15
Each Ranger 'Mech destroyed	-25

VICTORY TABLE

Total Points	Result
240+	Decisive Inner Sphere Victory
160 to 239	Substantial Inner Sphere Victory
80 to 159	Marginal Inner Sphere Victory
79 to -123	Draw
-124 to -261	Marginal Clan Victory
-262 to -399	Substantial Clan Victory
-400+	Decisive Clan Victory

SPECIAL RULES

Victory Points

For the purpose of determining Victory Points, any unit that becomes "crippled" under the Forced Withdrawal rule (see **Forced Withdrawal**, p. 4) is considered no longer operational.

Night Combat

Beginning on Turn 1, all units will begin to suffer the effects of darkness. The battlefield is in total darkness on Turn 5. To simulate the effects of the failing light, apply a +1 penalty to all to-hit numbers beginning on Turn 1. Beginning on Turn 5, apply the full +2 to-hit penalty for fighting at night.

In addition, apply a -1 modifier to all Clan Initiative Rolls starting on Turn 5. This penalty reflects the inexperience of the Clan forces.

Units equipped with search-lights are indicated by asterisks (*) in the **Attacker** and **Defender** rosters. These units may illuminate the battlefield per standard night combat rules (see p. 94, **BTC:RoW**). Search-lights may be turned on at any time during the battle but provide no effect until Turn 5. Units using their search-lights before Turn 5 only illuminate themselves.

THE BATTLE OF COVENTRY

SCENARIO 5: HIDE AND SEEK

When Doc Trevena laid out his plan for attacking the Jade Falcons, quite frankly, I thought he was nuts. No, that's not true—I *knew* he was nuts. What's worse, I knew *I* was nuts for going along with his harebrained scheme.

We'd taken to moving around in the caves and tunnels honeycombing the Cross-Divides—only thing was, the Falcons caught on and laid out sensors, hoping to trap us. Almost worked a couple of times, too. That's when Doc hit on the bright idea of using the Falcons' trap to trap them.

He had Andy Bick reprogram the monitors to ignore the passage of our heavier 'Mechs, so the Falcons thought we had only a couple of light recon units. Boy, did they get a surprise.

—Excerpt from the journal of Hauptmann Sharon Dorne, First Company, First Battalion, Tenth Skye Rangers

SITUATION

Cross Divide Mountains, Coventry

5 April 3058

1500 hours

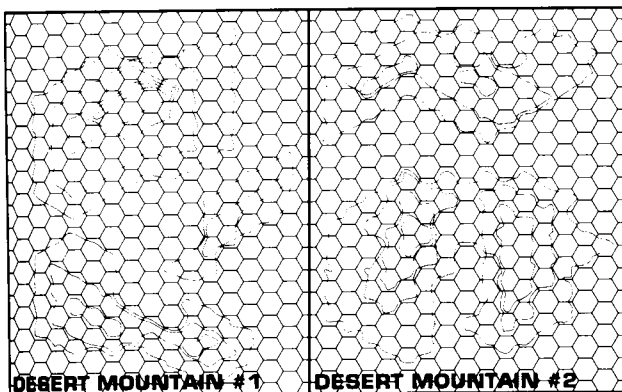
When the Jade Falcons landed on Coventry, a large portion of the First Battalion of the Tenth Skye Rangers were on maneuvers in the highlands east of the Cross-Divide mountain range. When the Falcons landed at Port St. William, these units fell back to what was normally the Second Battalion's HQ at the McKenzy Molecular Smelters.

Realizing that his superior officer, Kommandant Horst Sarz, was a hopeless alcoholic, Hauptmann Caradoc Trevena assumed command of the battalion and directed the troops to withdraw from the politically important but strategically insignificant smelter and take refuge in a network of tunnels and caverns in the Cross-Divides. From there, the First Battalion units periodically emerged to reconnoiter the Falcon position or raid for supplies.

For the first time since they landed on Coventry, the Jade Falcons were forced onto the defensive.

GAME SET-UP

Lay out the mapsheets as shown. Use both Desert Mountain maps from **BattleTech Map Set 3** and treat all Rough hexes as Light woods.



ATTACKER

The attacker consists of elements of the Tenth Skye Rangers' First Battalion.

Command Lance (Reinforced)

Hauptmann Caradoc Trevena (Piloting 3, Gunnery 3),
PTR-4D *Penetrator*

Hauptmann Sharon Dorne (Piloting 4, Gunnery 3),
ARC-4M *Archer*

Bobbi Spengler (Piloting 5, Gunnery 4), RFL-5M *Rifleman*

Sammy Bresford (Piloting 5, Gunnery 4), OSR-2D *Ostroch*

Hogan Ellis (Piloting 5, Gunnery 4), VND-3L *Vindicator*

Close Assault Lance

Hauptmann Tony Wells (Piloting 4, Gunnery 4),
CN9-D *Centurion*

Sergeant Brenda Pasek (Piloting 4, Gunnery 4),
PXH-3M *Phoenix Hawk*

Kevin Smith (Piloting 5, Gunnery 4), OTL-5M *Ostsol*

Theodore Bell (Piloting 5, Gunnery 4), ENF-5D *Enforcer*

Deployment

The attacker sets up first and may deploy using the Hidden Units rule (p. 89, **BTC:RoW**) anywhere between Hex Row 08xx on the Desert Mountain #1 map and Hex Row 05xx on the Desert Mountain #2 map.

DEFENDER

The defender consists of Elements of the Fifth Battle Cluster's Trinary Alpha.

Alpha Eye

Star Commander Valeria (Piloting 3, Gunnery 3), *Goshawk*

MechWarrior Leyard (Piloting 4, Gunnery 3), *Vixen*

MechWarrior Gerhart (Piloting 4, Gunnery 3), *Vixen*

MechWarrior Marques (Piloting 4, Gunnery 3), *Peregrine*

MechWarrior Griggs (Piloting 4, Gunnery 4), *Peregrine*

Alpha Beak 1

Star Captain Tina Hazen (Piloting 3, Gunnery 3), *Thor*

MechWarrior Almas (Piloting 4, Gunnery 3),

Phoenix Hawk IIC

MechWarrior Slania (Piloting 4, Gunnery 3), *Hellhound*

MechWarrior Anson (Piloting 4, Gunnery 3), *Hellhound*

MechWarrior Gustav (Piloting 4, Gunnery 3), *Baboon*

Deployment

Alpha Eye enters at the east map edge during the Movement Phase of Turn 1. Alpha Beak enters at the east map edge during the Movement Phase of Turn 5.

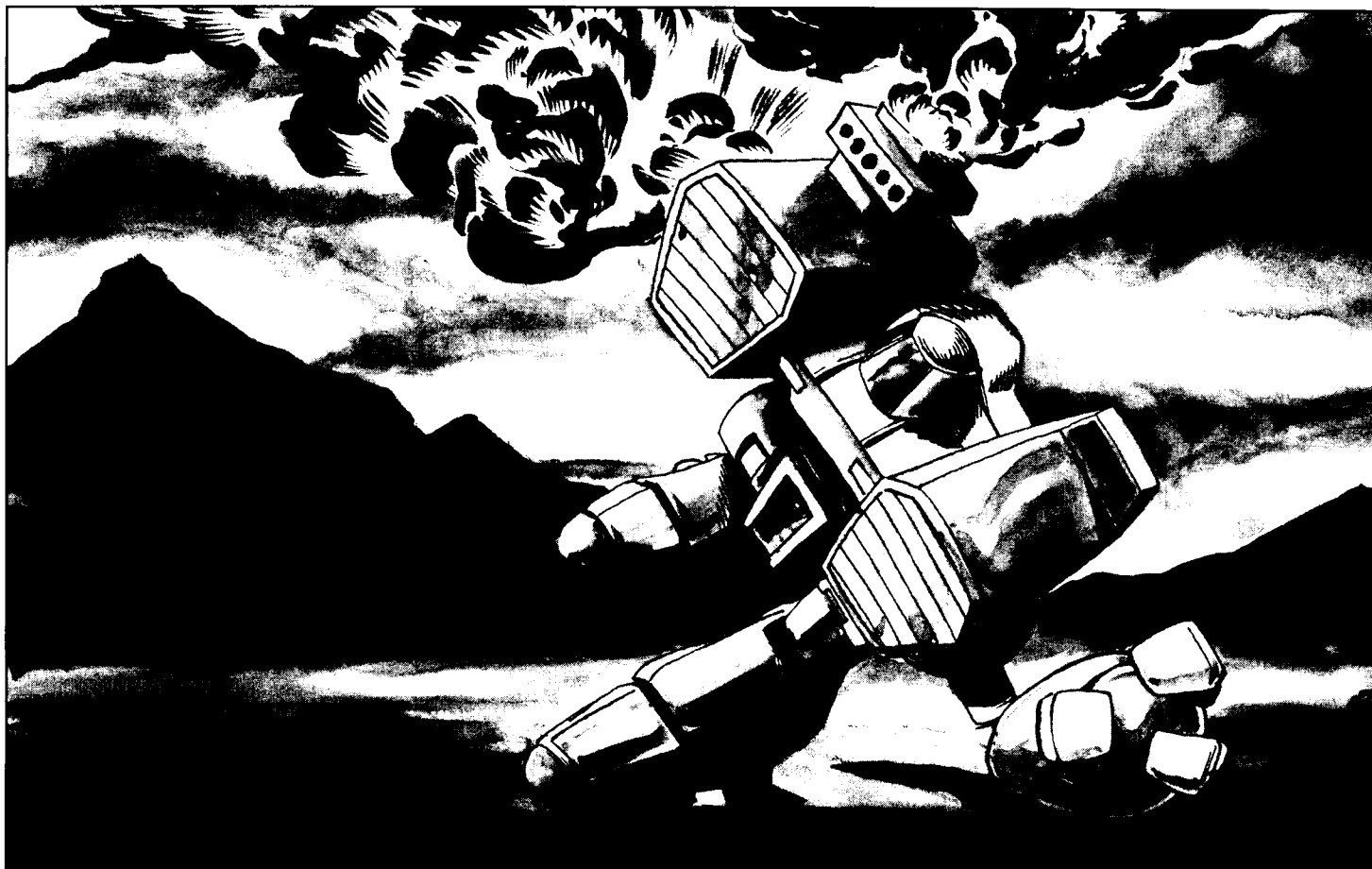
VICTORY CONDITIONS

The attacker wins by destroying Falcon 'Mechs or forcing them to withdraw.

The defender wins by destroying as many Ranger 'Mechs as possible and exiting his own 'Mechs off the west map edge (exiting 'Mechs must be operational).

The scenario ends when one of the following conditions is met: either player destroys the other's 'Mechs, the defender exits all of his 'Mechs off the east mapsheet edge, or 20 turns have elapsed. To determine the victory level, calculate each side's total points and consult the Victory Table.

HIDE AND SEEK



Action	Victory Points
Each Clan 'Mech destroyed	+15
Each Clan 'Mech forced to withdraw	+10
Each operational Clan 'Mech exiting from east map edge	-10
Each Rangers 'Mech destroyed	-20

VICTORY TABLE

Total Points	Result
120+	Decisive Ranger Victory
70 to 119	Substantial Ranger Victory
16 to 69	Marginal Ranger Victory
15 to -19	Draw
-20 to -79	Marginal Falcon Victory
-80 to -139	Substantial Falcon Victory
-140+	Decisive Falcon Victory

SPECIAL RULES

Forced Withdrawal

The Forced Withdrawal rule is in effect (see **Forced Withdrawal**, p. 4). The Falcons withdraw via the west map edge, the Militia via the east map edge.

Victory Points

For the purpose of determining Victory Points, any unit that becomes "crippled" under the Forced Withdrawal rule is considered no longer operational.

Reinforcements

Alpha Beak 1 arrives as reinforcements for Alpha Eye on Turn 5. If both players agree, they determine Alpha Beak's arrival time with a dice roll. In this case, the Clan player rolls 1D6 during the Initiative Phase of Turn 3. On a result of 1, Alpha Beak arrives during the Movement Phase of that turn. If necessary, the Clan player can repeat the roll during the Initiative Phase of each subsequent turn; the target number increases by 1 each time.

Ammunition Shortage

During this battle, the Rangers were beginning to run low on ammunition. To simulate this ammo shortage, the Ranger player rolls 2D6 for every ammunition magazine in each 'Mech when filling out the BattleMech Record Sheets. Subtract the result from the number of rounds normally carried in that magazine to determine the number of rounds available from that magazine during this scenario.

For example, if the player achieves results of 9 and 8 for an LB 10-X autocannon (normal ammo capacity 20) and an LRM 10 launcher (normal capacity 24), the LB 10-X has 11 rounds and the LRM has 16 rounds available for the scenario.

THE BATTLE OF COVENTRY

SCENARIO 6: SUPPLY AND DEMAND

One of the greatest difficulties facing the commander conducting a guerrilla campaign is maintaining adequate supplies without the logistical support enjoyed by a regular military unit. Every action seems to drain his supplies, while the enemy seems to have a limitless store of weapons, ammunition and provisions. Hauptmann Caradoc Trevena undoubtedly experienced this frustration.

During the hit-and-run attacks that Trevena carried out against the Jade Falcons, many of his BattleMechs suffered damage and expended much of their ammunition. To replace this materiel, Trevena launched a two-pronged attack against a Falcon supply base in the Cross-Divide mountain range. While Trevena led the heaviest of his 'Mechs on a diversionary attack against a smaller Falcon column, Lieutenant Isobel Murdoch led a force of lighter, faster 'Mechs into one of the Fifth Cluster's forward supply bases near the town of Colivette.

Trevena's plan worked almost as well as he had hoped. The bulk of the Falcons' second-line 'Mechs set out to attack the diversionary force, leaving only a few light 'Mechs and two Stars of Elementals to defend the base. Murdoch and her raiders swept down into the supply depot, neutralized the defenders and made off with three truckloads of vital stores before the stunned Clan warriors could summon reinforcements.

In addition to the supplies they needed, Trevena and his battalion netted something even more valuable: intelligence.

—Excerpted from *Trial of Position, the Invasion and Defense of Coventry*, by Richard Michael McGuire, Donegal Publishing Company, 3059

SITUATION

Jade Falcon Supply Depot #19-A6, Near Colivette, Coventry
5 April 3058
1530 hours

Following a withdrawal into the Cross-Divides, the warriors of the First Ranger Battalion fought a cat-and-mouse campaign of quick raids and reconnaissance sweeps into Falcon-held territory. This series of short, sharp engagements left many Rangers with damaged 'Mechs and short on ammunition. To alleviate this problem, acting Kommandant Trevena planned a raid against a Jade Falcon forward supply base. The two-phase operation called for a diversionary attack, led by Trevena, with the actual raiding strike led by Lieutenant Isobel Murdoch.

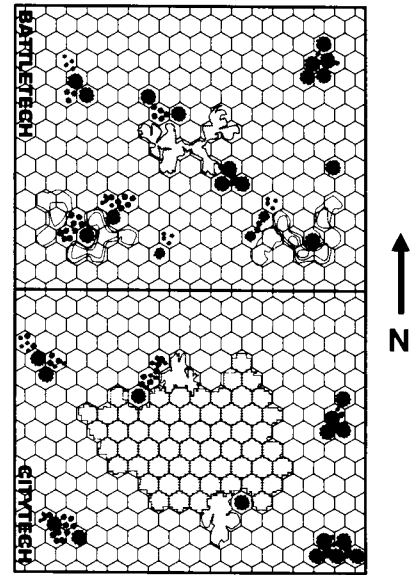
The operation went off as planned. The infusion of fresh supplies permitted Trevena and his ad hoc guerrillas to continue their campaign of harassment until a relief force arrived later that month.

GAME SET-UP

Lay out the mapsheets as shown. Use the standard **BattleTech** map (from the **BattleTech** boxed set or **BattleTech Map Set 2**) and the standard **CityTech** map (from the **CityTech** boxed set or **BattleTech Map Set 2**).

Treat all Water hexes as Clear terrain. The paved area of the **CityTech** map represents the supply depot, which is surrounded by a 4-meter-high chain-link fence topped with barbed wire (see **Supply Depot Fence** in **Special Rules**). The fence contains three gates, located in Hexes 0612, 1004 and 1209.

Before starting play, the Jade Falcon player places 6 vehicle counters, which represent loaded hovertrucks, anywhere on the Paved area of the **CityTech** map. He also places one each of L2, M2, M3, H1 and H2 building counters anywhere on the Paved area of the **CityTech** map. These counters represent the supply depot buildings.



ATTACKER

The attacker consists of elements of the First Ranger Battalion's First Company.

Command Lance (Reinforced)

Lieutenant Isobel Murdoch (Piloting 4, Gunnery 3),
HBK-5M *Hunchback*

John Lindsey (Piloting 4, Gunnery 4), VLK-QD *Valkyrie*
Regina Walford (Piloting 4, Gunnery 4), JR7-K *Jenner*
Reggie Eagan (Piloting 5, Gunnery 4), LCT-3M *Locust*
Percy Nugent (Piloting 5, Gunnery 4), LCT-3M *Locust*

Transport Section

Sergeant Gary Rawlins, 1 Foot Rifle Platoon (see **Infantry Transport** in **Special Rules**)
Francis Gosson (Driver 4, Gunnery 4),
Maxim Heavy Hover Transport

Deployment

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

DEFENDER

The defender consists of elements of the Fifth Battle Cluster's Trinary Alpha and Trinary Delta.

Elements of Alpha Beak 2, Trinary Alpha

Star Commander Nathalie (Piloting 3, Gunnery 3),
Hellhound

MechWarrior Vyner (Piloting 4, Gunnery 3), *Locust* IIC
MechWarrior Owain (Piloting 4, Gunnery 4), *Baboon*

SUPPLY AND DEMAND

Elements of Delta Strider 3, Trinary Delta

Star Commander Prill, 4 Elementals w/Small Lasers
 Point Commander Clarinda, 4 Elementals w/Small Lasers
 Point Commander Erland, 4 Elementals w/Flamers

Deployment

The defender sets up first, anywhere south of Hex Row 11xx on the standard **BattleTech** map. No 'Mech may begin play inside a building. However, Elementals may start inside buildings.

VICTORY CONDITIONS

The Ranger player wins by destroying as many Clan units as possible and capturing as many of the loaded supply hovertrucks as possible.

The Clan player wins by preventing the capture of the hovertrucks and destroying as many Ranger units as possible.

The scenario ends when one player destroys the other's forces or retreats from the map. To determine the victory level, calculate each side's total points and consult the Victory Table.

Action	Victory Points
Each stolen Falcon hovertruck	+20
Each Ranger 'Mech escaped	+15
Each Clan 'Mech destroyed	+12
Infantry platoon escaped	+10
Each Elemental Point destroyed	+8
Each surviving Elemental Point	-8
Infantry platoon destroyed	-10
Each surviving Clan 'Mech	-12
Each hovertruck destroyed	-12
Each Ranger 'Mech destroyed	-15
Each supply hovertruck not captured	-20

VICTORY TABLE

Total Points	Result
275 or higher	Decisive Ranger Victory
175 to 274	Substantial Ranger Victory
75 to 174	Marginal Ranger Victory
74 to -70	Draw
-71 to -167	Marginal Falcon Victory
-168 to -264	Substantial Falcon Victory
-265 or lower	Decisive Falcon Victory

SPECIAL RULES

Supply Depot Fence

The Falcon supply depot is surrounded by a 4-meter-high chain-link and barbed wire fence (see **Game Set-Up**). Units may pass through the gates without incurring penalties. However, units that cross at other sections of the fence incur the following penalties. Infantry units must spend 1 complete turn climbing the fence before they can proceed. BattleMechs must spend 1 extra MP and make a successful Piloting Skill Roll to cross the fence. If the roll fails, the 'Mech falls and may not move or fire its weapons until the next turn.

A 'Mech that successfully passes through the fence destroys the fence section in that hex. Units may also fire their weapons at the fence. Each section of the fence has a CF of 1. A hit that destroys 1 hex of the fence does not destroy the entire fence; it only destroys the fence section in the target hex.

Any unit may cross through a destroyed fence hex without penalty. Use place markers to indicate hexes of fence that have been destroyed.

Infantry Transport

When the game begins, Sgt. Rawlins' foot rifle platoon is mounted on the Maxim Heavy Hover Transport. If the Maxim is destroyed or suffers a "crew killed" critical hit result before the platoon dismounts, the Ranger player rolls 2D6. On a result of 11 or 12, the platoon fails to bail out and is destroyed. On a result of 8 through 10, the platoon bails out but suffers 2D6 worth of damage. On any other result, the platoon bails out with no damage.

Stealing a Hovertruck

To capture a supply hovertruck, the infantry platoon must dismount from the Maxim and end its movement in or adjacent to the Falcon supply truck's hex. When a hovertruck is captured, reduce the strength of the infantry platoon by one man, as though it had taken damage. This represents the detailing of 1 trooper to drive the captured hovertruck.

Starting with the next turn, the Ranger player may begin to move the captured hovertruck toward the north map edge. When a captured hovertruck exits the north map edge, consider it "captured" for the purposes of determining the winner of this scenario. If a commandeered hovertruck is destroyed by the Clan player before it leaves the map, neither player is awarded points for possessing the vehicle.

Type: Falcon Hovertruck

Technology Base: Clan
 Movement Type: Hover
 Tonnage: 15

Equipment		Mass
Internal Structure:		1.5
Movement Type:	Hover	
Engine	50	3
Type:	ICE	
Cruising MP:	9	
Flank MP:	14	
Heat Sinks:	0	0
Control Equipment:		1
Lift Equipment:		1.5
Power Amplifier:		0
Turret:	0	0
Armor Factor:	48	3
	<i>Armor Value</i>	
Front	14	
R/L Side	12/12	
Rear	10	

Weapons and Ammo	Location	Tonnage
Cargo Space	—	5

THE BATTLE OF COVENTRY

SCENARIO 7: INELEGANT BRAWL

What we did today had to be one of the most bizarre battles in which I have ever taken part.

After the Falcons bounced us out of Port St. William, we headed west, hoping to hook up with the Rangers' main body somewhere around Leitnerton. We had to cross the Ridesein River to reach Leitnerton, but unfortunately most of the bridges capable of supporting the weight of our 'Mechs were down. Consequently, we had to travel about fifteen clicks farther north than I had planned before we found a ford with a gravel bottom and relatively firm banks. The water was just over a meter deep, so the personnel carriers could cross safely, if they were careful. The problem was, the ford ran upstream at about a forty-five degree angle, which meant we'd have to cross against the current. To make matters worse, the gravel bed was only about ten meters wide, just enough space for one unit to cross at a time.

Things went well for about fifteen minutes, and as I stood on my *Warhammer's* shoulder watching the procession, I even began to think we might cross the river without incident. Then suddenly, I heard the unmistakable sound of the 'Mech's anti-missile system powering up. I'm still not certain how I got back into my *Warhammer's* cockpit. All I remember is standing there, gaping at the AMS as it swung up, then being in my command couch and pulling on my neurohelmet.

Then I spotted them—eight front-line Clan OmniMechs.

I powered up and locked both of the *Warhammer's* PPCs onto the *Ryoken* at the head of the Clan formation and let him have it. The OmniMech staggered a bit, looked as if it was going to recover, then fell flat on its mechanical face—right into the river's mud. Off to my right, Manko was getting his lance into position when one of his cadets put a foot wrong; within seconds the MechWarrior's 45-ton *Vindicator* had sunk to its knees in the deep muck.

If the situation wasn't so serious, it might have been funny.

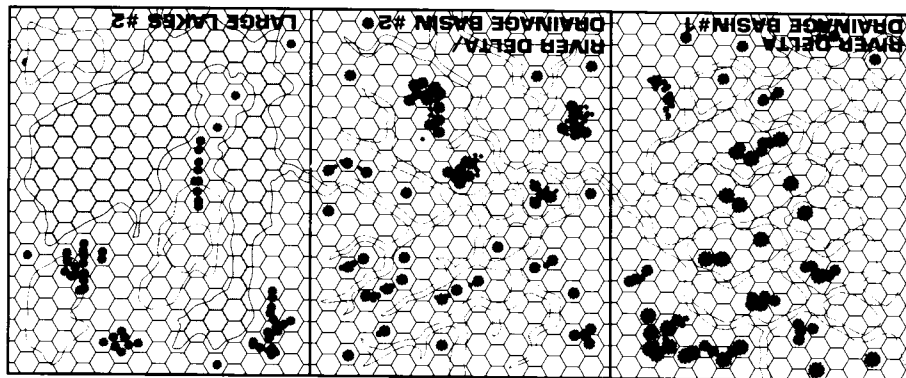
I don't think there was a 'Mech, including my own, that didn't slip at least once. Within minutes, every 'Mech seemed to be covered with dark brown mud—which made even the simplest tasks, such as walking or identifying friends and foes, quite a challenge.

But fight we did—at times 'Mech-to-'Mech—and we managed to destroy four Falcon 'Mechs and send the Clanners fleeing the field. We lost five of our own in that muddy hellhole.

—Excerpted from the private journal of Hauptmann William Reffo, Training Officer, Coventry Military Academy, dated 8 April 3058

SITUATION

Ridesein River Valley, North Of Port St. William, Coventry
8 April 3058
1530 hours



After retreating from Port St. William, the battered, inexperienced troops of the Coventry Academy Cadet Cadre regrouped near the small village of Clarksburg and fell back toward the Rangers' new headquarters at Leitnerton.

To reach their destination, the Cadets would have to cross the Ridesein River. Most of the heavy bridges capable of bearing the weight of a BattleMech had been destroyed by the Skye Rangers as they retreated, so the Cadets were forced to scout for a ford before finding a suitable spot twenty-five kilometers north of Port St. William.

Late in the afternoon, just as the Cadets were wrapping up the fording operation, two OmniMech Stars and an Elemental Star from the First Falcon Striker Cluster stumbled across the Cadets.

The slick, deep mud of the riverbanks made the fighting especially difficult and dangerous, and the ensuing battle quickly became a savage and bloody affair. Eventually, the Cadets drove the Falcons off, but not before losing five badly needed BattleMechs, three pilots and two dozen infantrymen.

GAME SET-UP

Lay out the **BattleTech** maps as shown. Use the Large Lake #2 and both River Delta/Drainage Basin maps from **BattleTech Map Set 4**.

Treat all hexes adjacent to Water hexes as Muddy Ground (see **Special Rules**).

ATTACKER

The attacker consists of elements of the First Falcon Striker Cluster's Trinary Alpha and Trinary Delta.

Alpha Beak 1, Trinary Alpha

Star Captain Nora Irons (Piloting 3, Gunnery 3), *Mad Cat*
MechWarrior Meredith (Piloting 3, Gunnery 3), *Vulture*
MechWarrior Ghislain (Piloting 3, Gunnery 3), *Vulture*
MechWarrior Eyulf (Piloting 4, Gunnery 4), *Thor C*
MechWarrior Kian (Piloting 5, Gunnery 4), *Ryoken D*

Alpha Beak 2, Trinary Alpha

Star Commander Romer (Piloting 3, Gunnery 2), *Loki*
MechWarrior Nona (Piloting 4, Gunnery 3), *Black Lanner*
MechWarrior Alwyn (Piloting 3, Gunnery 3), *Black Hawk*
MechWarrior Lydia (Piloting 4, Gunnery 3), *Ferris A*
MechWarrior Ilo (Piloting 4, Gunnery 3), *Fire Falcon*

INELEGANT BRAWL

Delta Strider 1, Trinary Delta

Star Commander Quan, 4 Elementals w/Small Lasers
 Point Commander Magda, 4 Elementals w/Small Lasers
 Point Commander Thylda, 4 Elementals w/Machine Guns
 Point Commander Kurd, 4 Elementals w/Machine Guns
 Point Commander Efrem, 4 Elementals w/Flamers

Deployment

The attacker may enter via the south and/or west edges of the Large Lake #2 map during the Movement Phase of Turn 1.

DEFENDER

The defender consists of elements of the Coventry Military Academy's Cadet Cadre.

Elements of Command Lance

Hauptmann William Reffo (Piloting 3, Gunnery 3),
WHM-7M Warhammer
 Sergeant Wade Newlin (Piloting 4, Gunnery 3),
MAD-5D Marauder
 Mabon Lynch (Piloting 4, Gunnery 3), *AWS-8Q Awesome*

Fire Lance

Sergeant-Major Jeffery Kindric (Piloting 4, Gunnery 3),
WR-DG-02FC War Dog
 T.E.P. Ewings (Piloting 4, Gunnery 3), *ON1-M Orion*
 Tzuupo Wang (Piloting 4, Gunnery 4), *OSR-2D Ostroc*
 Robert Quinn (Piloting 4, Gunnery 4),
GHR-5H Grasshopper

Elements of Combat Lance

Leftenant Thomas Manko (Piloting 4, Gunnery 3), *TDR-7M Thunderbolt*
 Hannah Koh (Piloting 4, Gunnery 4), *SCP-10 Scorpion*
 Dale Salvo (Piloting 4, Gunnery 4), *VND-3L Vindicator*

Elements of Training Company Foxtrot

Master Sergeant Carlos Gonzales, Jump Laser Platoon
 Sergeant Dennis Fondrick, Jump SRM Platoon

Elements of Training Company Delta

Sergeant Marlene Webster, 3 Armored Infantrymen
 w/Small Lasers

Deployment

The Cadets set up first, deploying their forces in any non-Water hex east of Hex Row 12xx on the River Delta/Drainage Basin #1 map.

VICTORY CONDITIONS

The attacker wins by destroying as many Cadet units as possible.

The defender wins by exiting as many units as possible from the northwest corner of the Large Lake #2 map, between Hexes 0817 and 1511. The scenario ends when the last Cadet unit has exited the map or been destroyed. To determine the victory level, calculate each side's total points and consult the Victory Table.

Action

Action	Victory Points
Each Cadet 'Mech exited	+15
Each infantry platoon exited	+10
Each Clan 'Mech destroyed	+10
Each armored infantryman exited	+4
Each Elemental killed	+3
Each Elemental surviving	+3
Each armored infantryman killed	-4
Each infantry platoon destroyed	-10
Each surviving Clan 'Mech	-10
Each Cadet 'Mech destroyed	-15

VICTORY TABLE

Total Points	Result
330+	Decisive Cadet Cadre Victory
210 to 329	Substantial Cadet Cadre Victory
89 to 209	Marginal Cadet Cadre Victory
-88 to 88	Draw
-89 to -209	Marginal Falcon Victory
-210 to -329	Substantial Falcon Victory
-330+	Decisive Falcon Victory

SPECIAL RULES

Bog Down

Much of the battlefield is made up of soft, muddy ground, which slows the movement of units and may cause them to become stuck. To simulate the effects of mud, use the **Swamp** rules (p. 91, **BTC:RoW**), with the following modifications:

Apply a -1 modifier to the Piloting Skill Roll made to determine whether a unit becomes stuck when entering the terrain. Apply the same modifier to Piloting Skill Rolls made to free a stuck unit. For example, an undamaged BattleMech with a Regular MechWarrior would need to roll a 4 or better to avoid becoming stuck. This modifier replaces the usual +1 modifier for Piloting Skill Rolls in similar terrain.

Jumping units that land in mud do not automatically become stuck. Jump-capable units using Walking or Running movement may become stuck, but they can free themselves in subsequent Movement Phases by simply jumping out of the terrain.

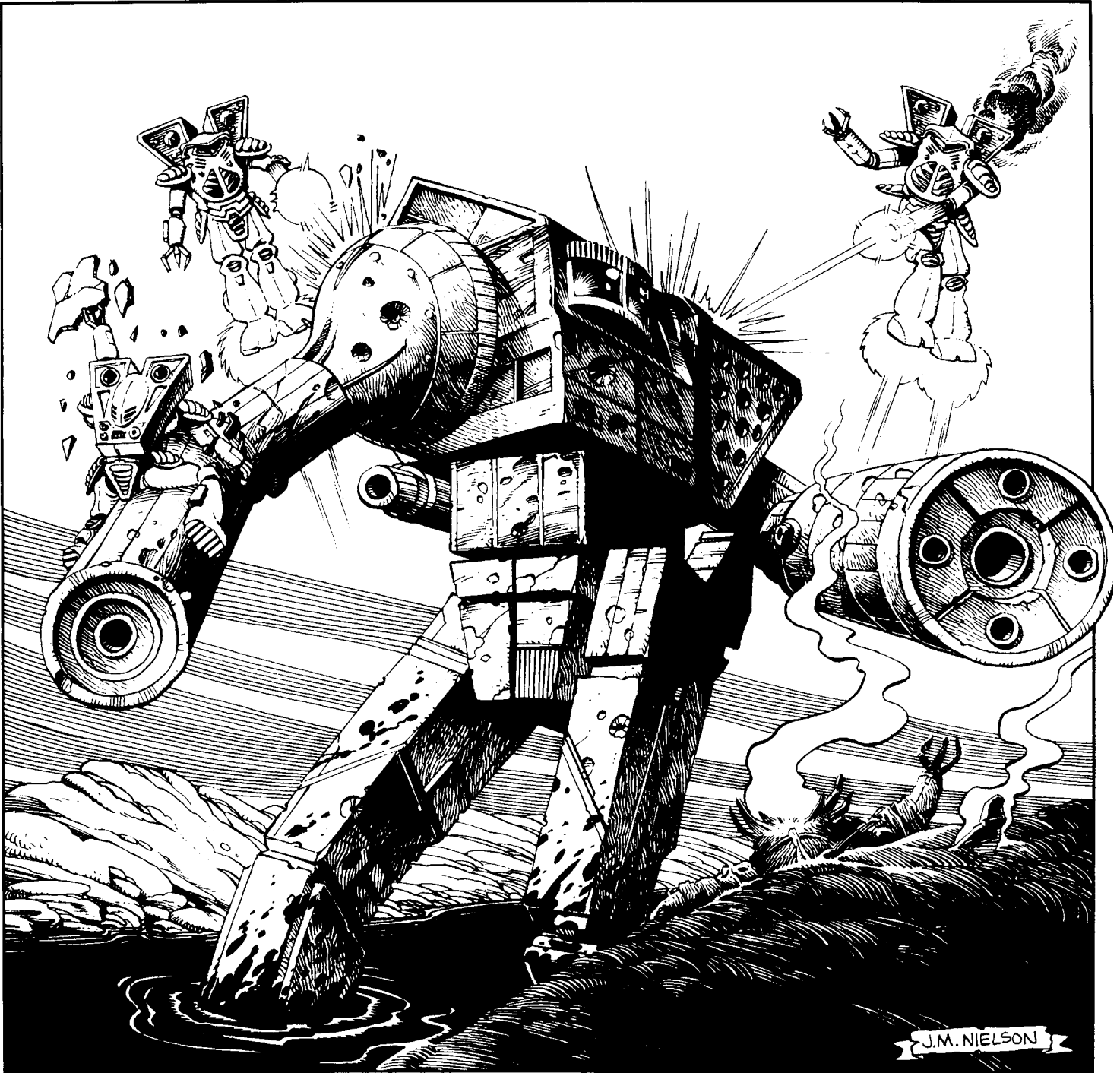
Note that all MP modifiers are added to the standard MP cost of the underlying terrain. For example, entering a Heavy Woods hex covered in mud would cost a total of 4 MP. As with standard MP modifiers, these MP modifiers have no effect on Jumping units.

The Piloting Skill modifier for mud affects any Piloting Skill Roll made while in that particular terrain or condition.

Note that all other standard **BattleTech** terrain rules also remain in effect.

Hovercraft, infantry, armored infantry and Elementals are not subject to bog down.

INELEGANT BRAWL



Slipping

Units entering mud also run the risk of slipping or skidding. If a ground unit enters a muddy ground hex at a speed greater than its Walking or Cruising speed and does not bog down, the controlling player must make a Piloting or Driving Skill Roll. If the roll fails, the unit loses control. An out-of-control 'Mech slips and falls in the hex. The 'Mech itself takes no falling damage because the mud is soft, but the player must make a second Piloting Skill Roll with a -1 modifier to determine if the

MechWarrior takes any damage from the fall (see p. 27, **BTC:RoW**).

Out-of-control vehicles skid into one of their front facing hexes. Roll 1D6 to determine into which of these hexes the vehicle skids (1-2 = Left Front, 3-4 = Front, 5-6 = Right Front). Vehicles skid a distance equal to 1/2 the distance they moved prior to losing control.

Hovercraft, infantry, armored infantry and Elementals are not subject to slipping or skidding.

THE BATTLE OF COVENTRY

SCENARIO 8: HORROR SHOW

As was the case in the early days of the Clan War, the Coventry Militia's aging BattleMechs were no match for the technologically advanced machines of the Jade Falcons. In most cases, the militia offered only token resistance before falling back and leaving the invaders in command of the field. Occasionally, however, a militia commander stood his ground. One such commander was Kommandant Peter Whelan, who led the Thirty-first Battalion's spirited defense of Coeville.

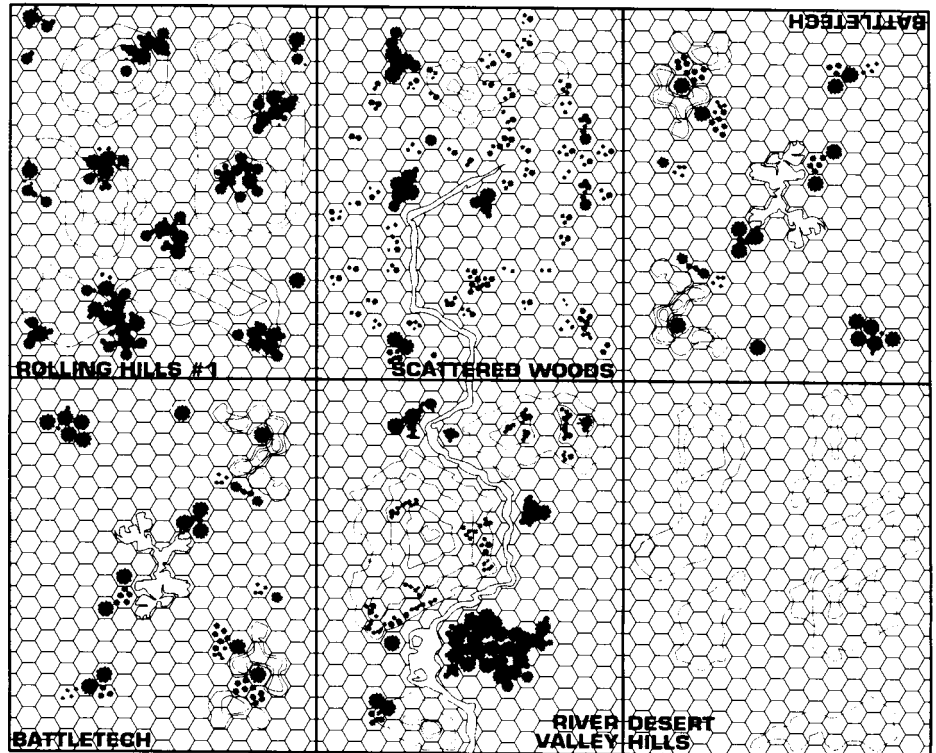
The Thirty-first had recently begun to upgrade its outdated 'Mechs, but only half the battalion had been overhauled by the time the Falcons landed. The rest of the 'Mechs still used 3025-level technology. Kommandant Whelan nonetheless ordered his battalion into the field, determined to fight the invaders as best he could with what he had.

The two forces clashed five kilometers east of the town of Coeville, in a wide expanse of cleared ground. With little natural cover available, both sides were forced to maneuver in full view of the enemy. During the opening moves of the battle, the Thirty-first managed to lay down several smoke screens, obscuring the movements of their infantry and armored units from the invaders. As the Falcons closed with the Coventry Militia's BattleMechs, however, their OmniMechs' advantage in range and firepower began to take its toll. The Clans knocked out three light 'Mechs and badly damaged several heavier machines. The militia line wavered, then steadied and continued to close with the enemy. As they advanced, more of the Thirty-first's 'Mechs staggered and fell. A lucky Gauss rifle shot blasted the left arm off of Whelan's own *Crusader*.

Then the Thirty-first's infantry and ground armor, screened from the enemy by thick clouds of smoke, opened fire on the Clans. Almost half a battalion of infantry, wielding makeshift satchel charges, bravely attacked the lead Clan 'Mechs. The infantry crippled two Falcon machines, though at the cost of a full company of troops. The remaining infantry launched close-range volleys of inferno-tipped SRMs, setting four more Clan 'Mechs ablaze.

Reeling under the weight of this assault, Star Colonel Tegen ordered his forces to withdraw rather than risk losing his entire command to the Inner Sphere defenders. Ironically, he gave the order just as Kommandant Whelan was preparing to order a retreat of his own.

—Excerpted from *Falcons Resurgent: The Coventry Campaign*, by James Wesson, Tharkad Publishing Co., 3059



SITUATION

Coeville, Coventry
08 April 3058
1100 hours

As the Seventh Falcon Regulars Cluster approached Coeville, the Coventry Militia prepared to defend the city. The militiamen had only a few upgraded BattleMechs; most of their equipment, down to the rifles carried by their infantry support squads, was far out of date. When the Clan troops arrived, Kommandant Whelan met them in a large, open field. The expanse of open ground gave the invaders a tremendous edge in terms of range and freedom of movement. To counteract this, Kommandant Whelan ordered his artillery to lay smoke screens across the battlefield as the Falcons advanced. The smoke did little to conceal the militia's lumbering BattleMechs, but it hid their tanks and infantry platoons long enough for those support units to close with the enemy.

The battle swiftly became a close-range brawl, exacting heavy casualties on both sides.

GAME SET-UP

Lay out the **BattleTech** maps as shown. Use two standard **BattleTech** maps (from the **BattleTech** boxed set or **BattleTech Map Set 2**) and the River Valley, Desert Hills and Scattered Woods maps from **BattleTech Map Set 2** as well as the Rolling Hills #1 map from **BattleTech Map Set 3**.

ATTACKER

The attackers are elements of the Seventh Falcon Regulars, Trinaries Bravo and Charlie.

HORROR SHOW

Bravo Beak 1

Star Colonel Tegen (Piloting 3, Gunnery 3), *Loki*
 MechWarrior Leyard (Piloting 3, Gunnery 4), *Vulture*
 MechWarrior Tessa (Piloting 4, Gunnery 4), *Mad Cat*
 MechWarrior Diel (Piloting 4, Gunnery 4), *Vulture C*
 MechWarrior Gerhard (Piloting 4, Gunnery 4), *Ryoken D*

Bravo Beak 2

Star Commander Boris (Piloting 4, Gunnery 4), *Galahad*
 MechWarrior Erik (Piloting 4, Gunnery 4), *Marauder IIC*
 MechWarrior Hanson (Piloting 4, Gunnery 3),
Hunchback IIC
 MechWarrior Ora (Piloting 4, Gunnery 3), *Hellhound*

Charlie Nova

MechWarrior Waddic (Piloting 4, Gunnery 3), *Cougar C*
 Point Commander Litton, 4 Elementals w/Machine Guns
 Point Commander Kane, 4 Elementals w/Machine Guns
 Point Commander Jullow, 4 Elementals w/Flamers
 Point Commander Upton, 4 Elementals w/Small Lasers

Deployment

The attacker enters the east edge of the standard **BattleTech** map during the Movement Phase of Turn 1.

DEFENDER

The defenders are elements of the Coventry Donegal March Militia, 31st Battalion, Alpha Company.

Command Lance

Kommandant Peter Whelan (Piloting 4, Gunnery 3),
CRD-5M Crusader
 Lieutenant Ron Her'gen (Piloting 4, Gunnery 4),
QKD-5M Quickdraw
 Edward Ferrai (Piloting 4, Gunnery 3),
GHR-5H Grasshopper
 Scott Hollis (Piloting 4, Gunnery 4), *ARC-2R Archer*

Fire Lance

Hauptmann Joe Stagle (Piloting 4, Gunnery 3),
STK-5M Stalker
 Sergeant Patricia Yercik (Piloting 4, Gunnery 4),
JM6-S JagerMech
 Neil Atkinson (Piloting 5, Gunnery 4), *CPLT-C1 Catapult*
 Gary Leonard (Piloting 5, Gunnery 4), *CRD-3R Crusader*

Scout Lance

Lieutenant Melissa Izo (Piloting 4, Gunnery 3),
SHD-5M Shadow Hawk
 Arturo Giordini (Piloting 4, Gunnery 4),
HCT-3F Hatchetman
 Russell Aretz (Piloting 5, Gunnery 4), *GRF-1N Griffin*
 Deborah Means (Piloting 4, Gunnery 3),
WVR-7D Wolverine

Charlie Company (3 Platoons)

Lieutenant Jack Logan, 1 Motorized Machine Gun Platoon
 Sergeant Hugh Potter, 1 Foot SRM Platoon
 Sergeant Keri Dwyer, 1 Motorized Rifle Platoon

Delta Company (3 Platoons)

Lieutenant Trent Carlson, 1 Motorized Rifle Platoon
 Sergeant Karl Hempner, 1 Motorized Rifle Platoon
 Sergeant James Dulin, 1 Foot SRM Platoon

Foxtrot Company,

Elements of 1st Tank Platoon

Sergeant James Colbert (Driving 4, Gunnery 4),
 Striker Light Tank
 Corporal George Rigby (Driving 5, Gunnery 3),
 Patton Tank

Deployment

The defender enters the west edge of the standard **BattleTech** map during the Movement Phase of Turn 1.

VICTORY CONDITIONS

The scenario ends when one side is destroyed or when the attacker has moved all of his units off the map. The attacker wins by exiting as many units as possible off the map's west edge; the defender wins by destroying as many attacking units as possible.

To determine the victory level, calculate each side's total points and consult the Victory Table.

Action	Victory Points
Each Clan OmniMech exiting the map	+15
Each Clan second-Line 'Mech exiting the map	+10
Each Elemental Point exiting the map	+5
Each Elemental Point destroyed	-5
Each Clan second-line 'Mech destroyed	-10
Each Clan OmniMech destroyed	-15

VICTORY TABLE

Total Points	Result
140+	Decisive Clan Victory
87 to 139	Substantial Clan Victory
34 to 86	Marginal Clan Victory
-33 to 33	Draw
-34 to -86	Marginal Inner Sphere Victory
-87 to -139	Substantial Inner Sphere Victory
-140+	Decisive Inner Sphere Victory

SPECIAL RULES

Smoke Screens

The Inner Sphere player has 4-7 artillery-laid smoke screens available during the course of this scenario. To determine the exact number, the Inner Sphere player should roll 2D6 prior to beginning play and consult the following table.

Dice Roll Result	Smoke Screens
2-3	4
4-7	5
8-10	6
11-12	7

The smoke screens become available during the Offboard Attack Phase of Turn 1. Each smoke screen fills 4 hexes adjacent to the target hex in which the smoke round falls. The player calling in the smoke screens may determine whether the

HORROR SHOW



screen is laid in a straight line or in a 4-hex cluster and should write down the pattern and placement on a piece of scratch paper. The smoke screens will arrive 1 turn after the Inner Sphere player calls for them. In the turn of arrival, the player should make a to-hit roll against Target Number 8. If the test succeeds, the smoke rounds arrive on target. Otherwise, the smoke screen scatters normally (p. 79, **BTC:RoW**).

Satchel Charges

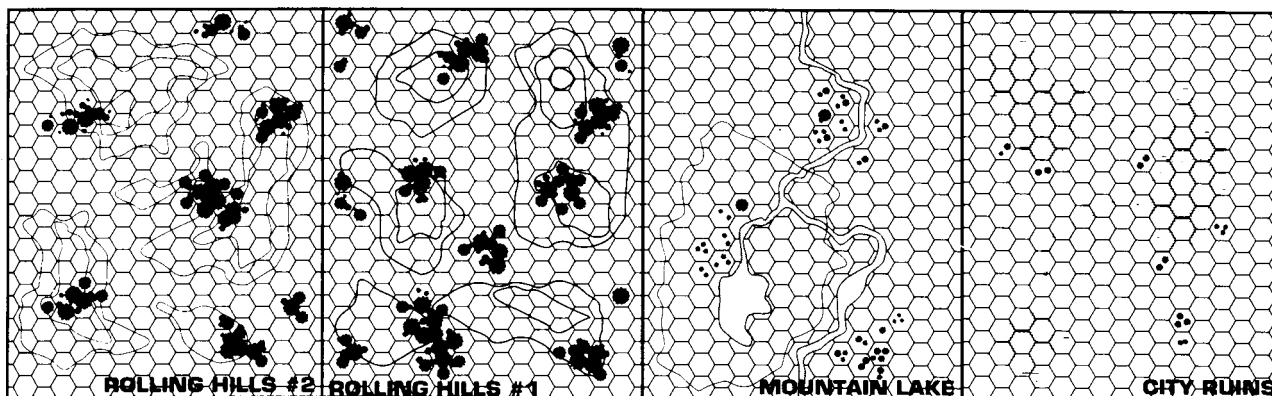
Each of the Coventry Militia infantry platoons has 2 improvised satchel charges with which the defender may attempt leg attacks against the Clan 'Mechs. Resolve these attacks normally using the Special Case Leg Attack rule (p. 76, **BTC:RoW**) but

add a +2 modifier to the base to-hit number for each attack; this modifier reflects the troops' lack of anti-'Mech training and the unreliability of the charges. Keep track of how many leg attacks each platoon attempts. Each attack uses up 1 satchel charge, regardless of its success or failure.

Inferno Attacks

Charlie Company's Second Platoon and Delta Company's Third Platoon, both equipped with SRMs, have enough inferno rounds to make 3 attacks. The defender may fire these rounds at any time during the scenario. Keep track of how many inferno attacks each platoon makes; after 3 attacks, these units are limited to standard anti-armor rounds.

THE BATTLE COVENTRY



SCENARIO 9: GROUND ZERO

Colonel Wayne Rogers, commanding officer of the mercenary unit Waco's Rangers, was not a happy man. He glared at his fellow mercenary commanders across the holotable, clenching his fists as if he wanted to hit something. "I'm telling you, my boys can make a low-altitude drop! If Wolf can pull it off, so can we—we may not be turncoat Clanners, but we know for damned sure what we're doing!"

Colonel Shelly Brubaker of Wolf's Dragoons drew breath to make a scathing reply—but before she could speak, General Adriana Winston of the Eridani Light Horse broke in.

"No one is doubting your unit's experience, Colonel," she said, waving Rogers to a seat. "And frankly, now is not the time to debate the Dragoons' origin. We need you to make a surface deployment because your unit is smaller than ours. With less than half the 'Mechs of the Dragoons or the Light Horse, your command's a lot more likely to be scattered, crippled or even destroyed in a low-altitude or orbital drop—and we can't afford to waste a single 'Mech."

Rogers, still clearly fuming, subsided into silence.

At 0900 on 10 April 3058, Waco's Rangers burned their way into their landing zone, 150 kilometers southwest of the town of Lietnerton. In a tribute to the Rangers' skill, all of their DropShips landed safely and intact. Ranger fighters shot down eight Clan OmniFighters and crippled eleven more. Some arm-chair generals have ascribed this uncharacteristically good showing to sheer rage on the part of the Rangers at being one of only two units forbidden to make a low-altitude combat drop.

—Excerpted from *Trial of Position: The Battle of Coventry*, by Jackson Bear and Paula Whitstone, Tamar Press Ltd., 3059

SITUATION

Landing Zone Bishop, Coventry

10 April 3058

1100 hours

Waco's Rangers landed their DropShips in the woods southwest of the fortified town of Lietnerton. Their mission was to establish a forward position between the Falcons and the battered Coventry garrison. However, the fortunes of war intervened.

Between the start of the Rangers' approach to Coventry and the moment their first DropShip landed, the Third Falcon Talon Cluster pushed sixty kilometers beyond their last known position, putting them squarely on top of the Rangers' landing zone. Upon learning of the situation, General Winston of the Eridani Light Horse ordered Colonel Rogers to pull his troops back towards Lietnerton, thereby tightening the perimeter by more than twenty kilometers. To withdraw to their new position, Waco's Rangers first had to fight their way through two Falcon Trinaries.

GAME SET-UP

Lay out the **BattleTech** maps as shown. Use both Rolling Hills maps from **BattleTech Map Set 3** and the Mountain Lake and City Ruins maps from **BattleTech Map Set 2**.

Treat all Rough hexes as Light Woods. Treat the paved areas on the City Ruins map as Clear terrain.

ATTACKER

The attackers are Marshall's Assault Company and elements of Senmai's Support Company, Jefferson's Assault Battalion, Waco's Rangers.

Marshall's Assault Lance

Major Melissa Marshall (Piloting 3, Gunnery 3),
CP-11-A *Cyclops*
Captain Leonard McCarthy (Piloting 4, Gunnery 3),
ON1-M *Orion*
Captain Sevis Sims (Piloting 4, Gunnery 3),
STK-5M *Stalker*
Lieutenant Robert Butler (Piloting 3, Gunnery 3),
MAL-1R *Mauler*

Sinn's Assault Lance

Lieutenant Chetoc Sinn (Piloting 4, Gunnery 4),
BLR-3M *BattleMaster*
Sergeant Guy Chentowic (Piloting 4, Gunnery 4),
GLT-5M *Guillotine*
Shirley Touchberry (Piloting 4, Gunnery 4),
TDR-7M *Thunderbolt*
John Miller (Piloting 5, Gunnery 4), WVR-7D *Wolverine*

GROUND ZERO



Martinelli's Scout Lance

Lieutenant Lopez Martinelli (Piloting 4, Gunnery 4),
GRF-3M Griffin
 Sergeant Jerome Mance (Piloting 4, Gunnery 4),
PXH-3D Phoenix Hawk
 Orin Antis (Piloting 5, Gunnery 4), *ASN-23 Assassin*
 Gary Overley (Piloting 5, Gunnery 4), *JR7-K Jenner*

Zimmer's Fire Lance, Senmal's Support Company

Lieutenant Amy Zimmer (Piloting 4, Gunnery 4),
MAD-5D Marauder
 Beth MacBlaine (Piloting 5, Gunnery 4), *CRD-5M Crusader*
 Hanumant Nahar (Piloting 4, Gunnery 4),
TBT-7M Trebuchet
 Clayton Strong (Piloting 5, Gunnery 4), *BJ-2 Blackjack*

Deployment

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

DEFENDER

The defenders are elements of the 3rd Falcon Talon Cluster.

Cluster Command Star

Star Colonel Cewen Newclay (Piloting 3, Gunnery 3),
Masakari A

MechWarrior Tina (Piloting 3, Gunnery 3), *Thor C*
 MechWarrior Bittney (Piloting 3, Gunnery 3), *Man O' War*
 MechWarrior Jotham (Piloting 4, Gunnery 3), *Vulture A*
 MechWarrior Roderic (Piloting 4, Gunnery 3), *Thor*

Alpha Talon 2, Trinary Alpha

Star Commander Zajj Hazen (Piloting 3, Gunnery 3),
Daishi B

MechWarrior Allene (Piloting 4, Gunnery 3), *Vulture B*
 MechWarrior Bhupindar (Piloting 4, Gunnery 3), *Loki*
 MechWarrior Novomira (Piloting 3, Gunnery 3), *Ryoken D*
 MechWarrior Reagan (Piloting 3, Gunnery 4),
Black Hawk B

Charlie Nova, Trinary Charlie

MechWarrior Herma (Piloting 4, Gunnery 4), *Ryoken*
 MechWarrior Alliston (Piloting 4, Gunnery 4), *Uller B*
 MechWarrior Malhar (Piloting 4, Gunnery 3), *Cougar D*
 Point Commander Treen, 4 Elementals w/ Small Lasers
 Point Commander Conor, 4 Elementals w/ Flamers
 Point Commander Rhona, 4 Elementals w/ Machine Guns

Deployment

The defender sets up first, deploying his forces anywhere on the Mountain Lake map and/or the City Ruins map east of Hex Row 08xx.

VICTORY CONDITIONS

The scenario ends when the last Ranger 'Mech has exited the board or been destroyed. The attacker wins by exiting as many operational 'Mechs as possible off the east map edge. The defender wins by destroying as many of the Rangers' 'Mechs as possible. To determine the victory level, calculate each side's total points and consult the Victory Table.

Action

Action	Victory Points
Each operational Rangers 'Mech exiting map	+15
Each damaged Rangers 'Mech exiting map	+7
Each Rangers 'Mech damaged	-7
Each Rangers 'Mech destroyed	-15

SPECIAL RULES

For determining victory points, a unit is no longer operational if it is crippled at any time during the scenario (see **Forced Withdrawal**, p. 4). A unit is damaged if it has taken damage from enemy weapons fire and/or a physical attack.

THE BATTLE OF COVENTRY

SCENARIO 10: RUNAWAY

Batchall (*bach'ól*), *n.* The batchall is the ritual by which Clan warriors issue combat challenges. Though the type of combat varies, most batchalls begin with the challenger identifying himself, stating the prize of the contest and requesting that the defender identify the forces with which he or she will protect the goal of the combat. The defender also may name the location of the trial and may increase the stakes of the contest by demanding a prize of equal or lesser value if he wins. The two sides then bid among themselves to determine what forces will participate in the contest. The subcommander who bids to fight with the least number of forces wins the right to make the attack.

Either side may, at any time during the battle, call in forces previously bid away. To do so, however, demonstrates that the commander calling for reinforcements was either overconfident in his bidding or inept on the battlefield. Either way, a commander calling for reinforcements loses face both with his enemy and his own Clan.

—Excerpted from Collier's Encyclopedia of Modern Warfare, published by Datachip Press, New Avalon, 3057

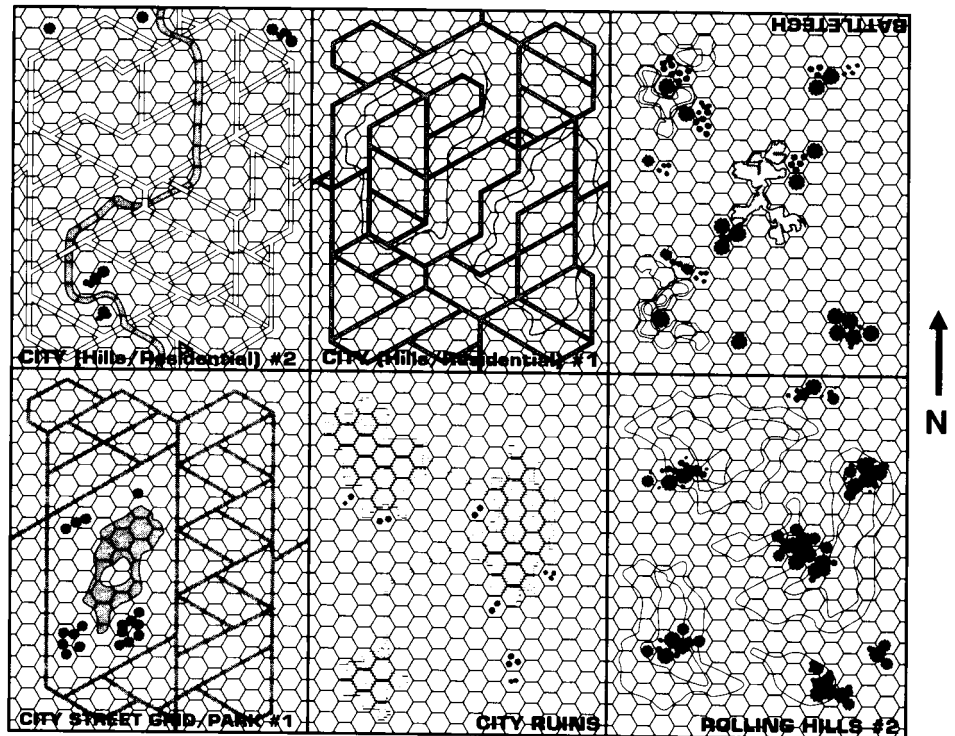
We hit Port St. William at about 1030 hours. Colonel Brubaker sent First Battalion in for the initial punch, holding Second and Third Battalions in reserve.

She didn't exactly conduct a *batchall* with the Clanners but simply issued a challenge before we dropped, saying we were coming in with one battalion to smash up the spaceport. A Falcon Star Colonel named Creed Mattlov answered her just about the time we got ready to start off-loading. He said he'd meet us on the flats east of the city with two Trinaries of the Twelfth Falcon Regulars Cluster.

Colonel Brubaker checked the warbook and figured we could take them without back-up. Funny thing, though, I had a squint at the warbook, too. It listed the CO of the Twelfth Regulars as a Star Colonel Senza Oriega, supposedly wounded in action on Tukayyid and returned to duty. My guess is he bought it during the Wolf-Falcon War.

Anyhow, we hit the Falcons about three clicks southeast of the spaceport, pushed through the defenders and started tearing up the place. That's when things fell apart. The balance of the Regulars showed up on our flanks, smashed our pickets and rammed right into our main force. Things got so tangled you had to double-check to make sure you weren't about to hammer a buddy instead of a Julie-Fox. After about fifteen minutes of the worst close-quarters fighting I've ever seen outside of an *Eternal Warrior* trid, Colonel Brubaker called the code.

Half a minute later, the slipstream of our DropShips coming in almost threw my *Hercules* to the ground. That was Third



Battalion coming to the rescue. Naturally, the Clanners figured that us bringing in reinforcements meant all bets were off and called their own back-up.

By the time Colonel Brubaker figured we had done enough damage and ordered us to pull back to the rally point for extraction, the whole engagement was out of control. We ended up calling in the entire regiment and ordering three close-air strikes to boot. The Falcons brought in their whole Cluster, including their fighter assets.

I know that no plan of battle survives contact with the enemy, but brother ...

—Excerpted from the official debriefing report of Captain Emmet Kauffman, 2nd Company, 1st BattleMech Battalion, Delta Regiment, Wolf's Dragoons, 20 June 3058

SITUATION

Port St. William Spaceport, Coventry

12 April 3058

1030 hours

The third leg of the Coventry Expeditionary Force's assault on the Jade Falcons was assigned to Wolf's Dragoons. Their mission was to destroy the port facilities at Port St. William, denying the Falcons the use of that installation.

In a fit of bravado, Colonel Shelly Brubaker issued an impromptu *batchall* stating that she intended to wreck the port facilities using only one battalion. The garrison commander, Star Colonel Creed Mattlov, replied that he would meet the Dragoons outside the city with two Trinaries.

The battle was joined shortly after 1030 hours, when the Dragoons brushed aside Bravo Talon 2 and Bravo Beak and

RUNAWAY

charged into St. William spaceport. For fifteen minutes, the Dragoons had free run of the installation and gleefully smashed everything in sight. Then Trinary Alpha arrived with the balance of Trinary Bravo in tow.

The Falcon warriors closed with the Dragoons in small-scale skirmishes on both flanks, repeatedly engaging the attackers in 'Mech-to-'Mech combat. With her command and mission in jeopardy, Colonel Brubaker called in Third Battalion as reinforcement. Star Colonel Mattlov deemed this a breach of the *batchall* and called in fresh troops of his own. From there, the battle raced out of control.

GAME SET-UP

Lay out the **BattleTech** maps as shown. Use the Rolling Hills #2 map and both City (Hills/Residential) maps from **BattleTech Map Set 3**, the City Ruins map from **BattleTech Map Set 2**, the standard **BattleTech** map (from the **BattleTech** boxed set or **BattleTech Map Set 2**) and the City Street Grid/Park # 2 map from **BattleTech Map Set 4**.

Treat all Rough hexes on the City Ruins map as Light Woods.

Place building counters on the board according to the **Special Rules** section.

ATTACKER

The attacker consists of elements of the First BattleMech Battalion and Delta Aerospace Company of Delta Regiment, Wolf's Dragoons:

1st Company

Elements of Command Lance

Colonel Shelly Brubaker (Piloting 3, Gunnery 3),
NSR-9J *Nightstar*
Jak O'Bean (Piloting 3, Gunnery 4), *Gallowglas* WD

2nd Company

Command Lance

Captain Emmet Kauffman (Piloting 3, Gunnery 3), *Thor*
Lieutenant Cathy Venter (Piloting 4, Gunnery 3), *Loki A*
Billie McGowan (Piloting 4, Gunnery 4), *Vulture*
Ward Warhold (Piloting 4, Gunnery 4), *Ryoken A*

First Lance

Lieutenant Frank Kozar (Piloting 4, Gunnery 3),
WHM-7M *Warhammer*
Sergeant Bonnie Richards (Piloting 4, Gunnery 3),
HOP-4D *Hoplite*
Floyd Long (Piloting 4, Gunnery 4), DV-7D *Dervish*
Alex Desgain (Piloting 3, Gunnery 3), CN9-D *Centurion*

Second Lance

Sergeant Barbara Nasse (Piloting 3, Gunnery 3),
JM6-DD *JagerMech*
Emerson Smetak (Piloting 4, Gunnery 4),
WVR-7D *Wolverine*
Morris Mundy (Piloting 4, Gunnery 4),
SHD-5M *Shadow Hawk*
Henry Lynch (Piloting 4, Gunnery 4), RVN-3L *Raven*

Reinforcements

1st Company

Command Lance

Major Gannon deVayne (Piloting 3, Gunnery 3),
Masakari B
Lieutenant Nancy Statler (Piloting 4, Gunnery 3),
SHG-2F *Shogun*
Thomas Cox (Piloting 4, Gunnery 4), *Man O' War B*
Antony Fantuzza (Piloting 4, Gunnery 3), *Mad Cat A*

First Lance

Captain Jamie Miedel (Piloting 3, Gunnery 3),
GHR-5J *Grasshopper*
Sergeant Francis Ribblett (Piloting 4, Gunnery 4),
WHM-7M *Warhammer*
Ronald Dunn (Piloting 4, Gunnery 4), VND-3L *Vindicator*
Douglas Gardner (Piloting 4, Gunnery 4),
VND-3L *Vindicator*

Second Lance

Lieutenant J.P. Firestone (Piloting 4, Gunnery 3),
TDR-7M *Thunderbolt*
Elisabeth Blue (Piloting 3, Gunnery 3), DV-7D *Dervish*
Delbert Weston (Piloting 5, Gunnery 4), SCP-10 *Scorpion*
Harold Niton (Piloting 4, Gunnery 3), WLF-2 *Wolfhound*

3rd Company

Command Lance

Captain Galen Lynn (Piloting 4, Gunnery 4), *Loki B*
Sergeant Wendy Nix (Piloting 3, Gunnery 3),
ARC-4M *Archer*
Mike Kytchak (Piloting 4, Gunnery 4), HOP-4D *Hoplite*
Patrick Slant (Piloting 4, Gunnery 4), CN9-D *Centurion*

First Lance

Lieutenant Alan Clark (Piloting 4, Gunnery 3),
WHM-7M *Warhammer*
Corporal David McCann (Piloting 3, Gunnery 4),
ENF-5D *Enforcer*
Wesley Shafton (Pilot 4, Gunnery 4), HOP-4D *Hoplite*
Bruce Yates (Piloting 5, Gunnery 4),
PXH-3M *Phoenix Hawk*

Second Lance

Sergeant Michael Wilson (Piloting 4, Gunnery 3),
WVR-7M *Wolverine*
Edwin Hill (Piloting 4, Gunnery 4), SHD-5M *Shadow Hawk*
Danny Kukich (Piloting 4, Gunnery 3), VLK-QD *Valkyrie*
Bernie Davanzo (Piloting 4, Gunnery 4), HNT-171 *Hornet*

Elements of Delta Aerospace Company

Air Support Mission 1

Lieutenant Rudy Merrabach (Piloting 4, Gunnery 4),
SPR-6D *Sparrowhawk*

Air Support Mission 2

Lieutenant Amy Soi (Piloting 4, Gunnery 3),
LCF-R20 *Lucifer*

Air Support Mission 3

Captain Maxwell Dugan (Piloting 3, Gunnery 3), *Jagatai*

RUNAWAY

Deployment

The attacker's Second Company enters the northeast corner of the standard **BattleTech** map between Hexes 0107 and 1509 during the Movement Phase of Turn 1. First and Third Companies are reinforcements and may be called for as described in **Special Rules**. The attacker may also call for air support missions per the **Special Rules**.

DEFENDER

The defender consists of elements of the Twelfth Falcon Regulars Cluster.

Elements of Trinary Bravo

Bravo Talon 2

Star Commander Trent Hazen (Piloting 3, Gunnery 3),
Night Gyr
MechWarrior Edith (Piloting 3, Gunnery 3), *Thor*
MechWarrior Wyler (Piloting 4, Gunnery 3), *Loki*
MechWarrior Quinton (Piloting 4, Gunnery 3), *Mad Cat*
MechWarrior Mafka (Piloting 4, Gunnery 4), *Vulture A*

Bravo Beak

Star Commander Nan (Piloting 3, Gunnery 3), *Loki B*
MechWarrior Medart (Piloting 4, Gunnery 3), *Mad Cat*
MechWarrior Shamira (Piloting 4, Gunnery 3), *Thor A*
MechWarrior Freda (Piloting 4, Gunnery 2), *Nobori-nin*
MechWarrior Athol (Piloting 4, Gunnery 3), *Ryoken D*

Reinforcements

Elements of Trinary Bravo

Bravo Talon 1

Star Captain Caro Pryde (Piloting 3, Gunnery 2), *Masakari*
MechWarrior Isak (Piloting 3, Gunnery 3), *Thor B*
MechWarrior Ernan (Piloting 3, Gunnery 2), *Thor A*
MechWarrior Dwyer (Piloting 3, Gunnery 3), *Man O' War*
MechWarrior Eadger (Piloting 3, Gunnery 3), *Mad Cat D*

Cluster Command Star

Star Colonel Creed Mattlov (Piloting 3, Gunnery 3), *Turkina*
MechWarrior Stanton Buhallin (Piloting 3, Gunnery 3),
Thor C
MechWarrior Jansen (Piloting 3, Gunnery 3), *Gladiator*
MechWarrior Caryl (Piloting 4, Gunnery 3), *Loki B*
MechWarrior Lothrop (Piloting 4, Gunnery 3), *Mad Cat A*

Trinary Alpha

Alpha Talon 1

Star Captain Kingsley Galen (Piloting 4, Gunnery 3),
Man O' War
MechWarrior Bracken (Piloting 4, Gunnery 4), *Thor*
MechWarrior Calder (Piloting 4, Gunnery 4), *Loki*
MechWarrior Ellin (Piloting 4, Gunnery 3), *Vulture*
MechWarrior Ballard (Piloting 4, Gunnery 4), *Ryoken B*

Alpha Talon 2

Star Commander Fredrico (Piloting 4, Gunnery 3), *Vulture*
MechWarrior Svea (Piloting 4, Gunnery 4), *Thor*
MechWarrior Onslow (Piloting 4, Gunnery 4), *Ryoken C*
MechWarrior Arina (Piloting 4, Gunnery 3), *Black Hawk D*
MechWarrior Nadia (Piloting 4, Gunnery 4), *Vulture C*

Alpha Beak

Star Captain Lebrach (Piloting 4, Gunnery 3), *Vulture C*
MechWarrior Elton (Piloting 4, Gunnery 3), *Dragonfly*
MechWarrior Natty (Piloting 4, Gunnery 3), *Black Lanner D*

MechWarrior Jennifer (Piloting 4, Gunnery 3), *Ferri A*
MechWarrior Avarah (Piloting 4, Gunnery 3), *Fire Falcon D*

Elements of Trinary Charlie

Elements of Charlie Nova

Star Captain Otilia (Piloting 4, Gunnery 4), *Shadow Cat*
MechWarrior Blackwood (Piloting 4, Gunnery 4), *Uller A*
Point Commander Viveka, 4 Elementals w/Machine Guns
Point Commander Dunwoody, 4 Elementals w/Flamer
Point Commander Romney, 4 Elementals w/Machine Guns

Elements of Trinary Echo

Air Support Mission 1

Pilot Greta (Piloting 4, Gunnery 4), *Vandal A*

Air Support Mission 2

Pilot Slania (Piloting 4, Gunnery 3), *Visigoth*

Air Support Mission 3

Pilot Evaine (Piloting 3, Gunnery 3), *Jagatai*

Deployment

The defender's Trinary Bravo, Bravo Talon 2 and Bravo Beak enter the southwest corner of the City Street Grid/Park #1 map, between Hexes 0110 and 0717, during the Movement Phase of Turn 1. The balance of the forces listed are reinforcements and may be called for as described in the **Special Rules**. The defender may also call for air support missions per the **Special Rules**.

VICTORY TABLE

Total Points	Result
150+	Decisive Victory
127-149	Substantial Victory
104-126	Marginal Victory
81-103	Draw
58-80	Marginal Defeat
35-57	Substantial Defeat
0-34	Crushing Defeat

VICTORY CONDITIONS

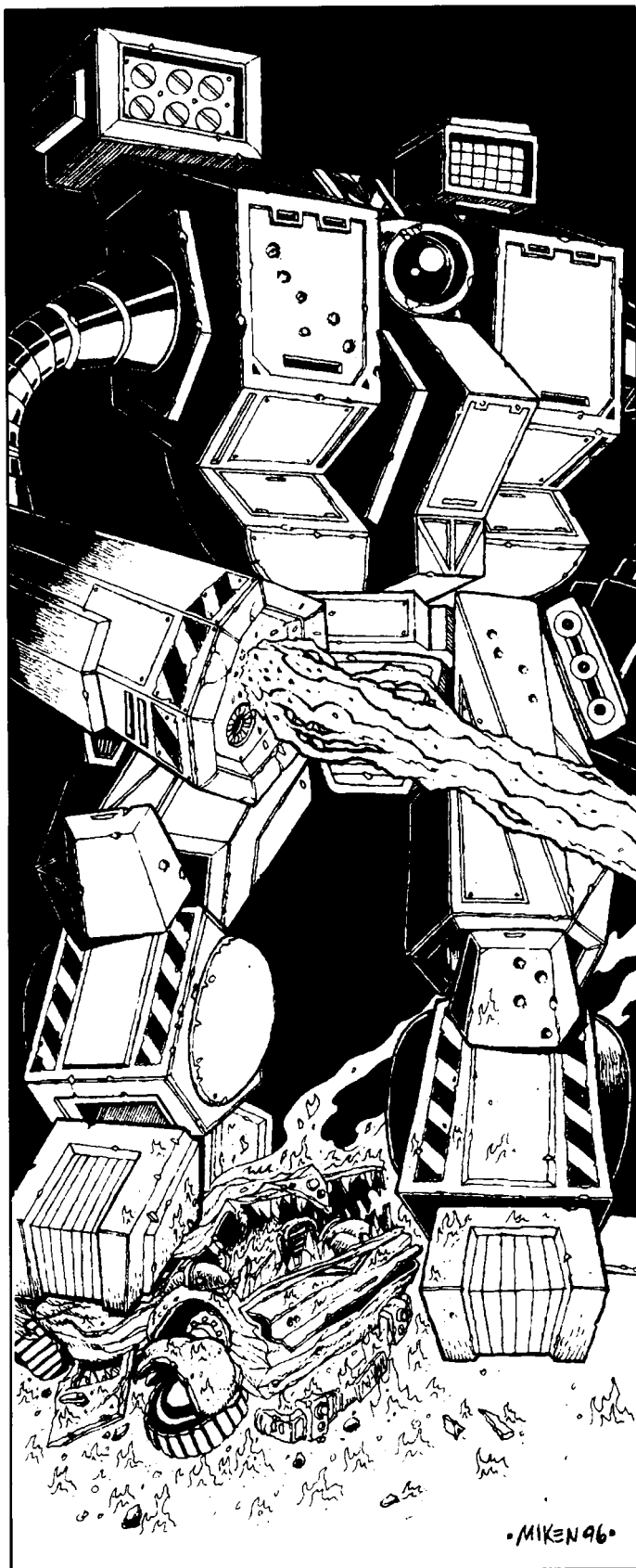
Both the attacker and the defender are trying to annihilate their opponent. The side with the last operational unit on the board wins.

Each player should keep track of the number of enemy 'Mechs he destroyed during the game and the number of reinforcements and air strikes he requested. Use this data to determine the number of Victory Points earned by each player, then consult the Victory Table to determine the degree of victory or defeat scored by each side.

The Dragoon player earns additional Victory Points for destroying spaceport buildings. The Falcon player earns additional points for each spaceport building left intact (see **Special Rules**).

The scenario ends when the forces on one side or the other are destroyed. Both sides may claim victory in this scenario. To determine the victory level, calculate each side's total points and consult the Victory Table.

RUNAWAY



Condition	Points
For each enemy 'Mech destroyed	+10
For each lance/Star/Nova of reinforcements called in	-50
For each company/Trinary of reinforcements called in	-150
For each air strike called in (see Special Rules)	-30/-50/-75

SPECIAL RULES

Placing Buildings

Prior to the beginning of play, the players should take turns placing 40 counters representing L1 buildings on both City (Hills/Residential) maps and the City Street Grid/Park #1 map. These counters may be placed in any non-pavement Clear terrain hex. In addition, place buildings on the City Ruins map according to the table below to represent the Port St. William spaceport.

Hex #	Building Type	Victory Points
0105	M3	6
0115	M2	6
0213	H2	8
0308	HD1	10
0514	L3	4
0602	HD1	10
0606-0607	H3	8
1004	H2	8
1211	M1	6
1405-1406	HD2	10

Reinforcements

On Turns 10, 18 and 22, the Dragoons player may call for reinforcements. The Jade Falcon player may call for reinforcements on Turns 12, 18 and 23. The player calling for more troops determines the number of reinforcements brought in for his side on any given turn, with a minimum of 1 lance or Star. Reinforcements arrive during the Movement Phase of the turn in which they are called. Dragoon reinforcements may enter anywhere along the north or east edge of the standard **BattleTech** map. Falcon reinforcements may enter anywhere along the west or south edges of the City Street Grid/Park #1 map.

Bringing in reinforcements reduces the number of Victory Points awarded to that side.

Air Support Missions

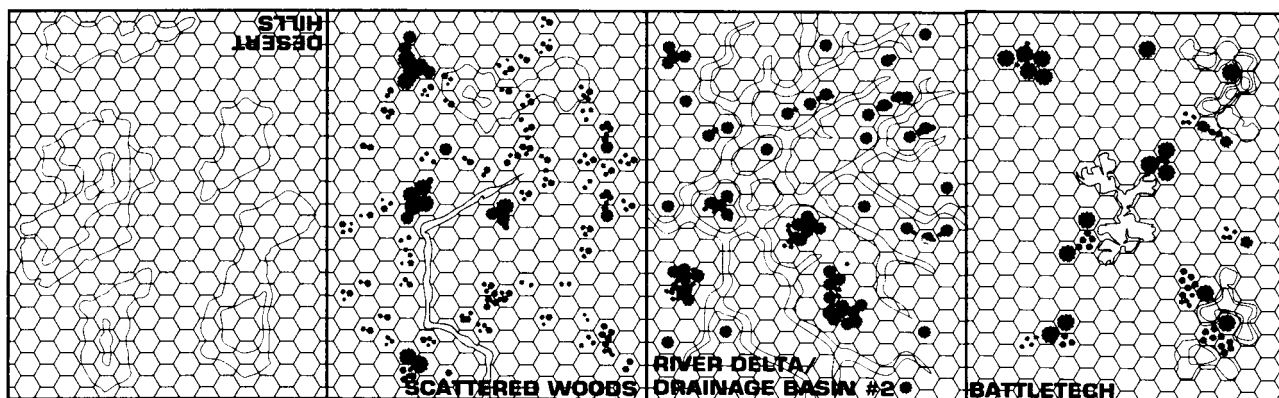
Starting on Turn 15, each side may call in 3 air strikes. Each side may only call in 1 air strike per turn, and each side may only call for each mission once. Note that for each mission, a specific number of Victory Points must be subtracted from the total Victory Points at the end of the scenario. Use the following parameters for the air support missions.

Mission 1: No air-to-ground ordnance. 1 strafing run. Victory Point Penalty: -30

Mission 2: 12 units of cluster bombs. 1 strafing run, 1 bombing run. Victory Point Penalty: -50

Mission 3: 2 Arrow-IV homing missiles with 1 TAG. 1 strafing run, 2 missile runs. Victory Point Penalty: -75

THE BATTLE OF COVENTRY



SCENARIO 11: FALCON'S NEST

Well, that was interesting. Yesterday we tried breaking through the Falcon defenses at Port St. William again.

Colonel Barclay threw the Eighty-second Heavy Cav right into the Falcon lines. At first I thought she had lost her senses. Sandy had been with the Light Horse most of her life, except for a brief stint with the Seventh Crucis Lancers. She knew the way we did things. Standard Light Horse doctrine *does not* include cavalry charges against entrenched enemy forces.

As it turned out, she had our standard operating procedure well in hand. Just as the Heavy Cav came into range of the Clanner's heavy guns, the unit stopped, laid down a volley of LRM fire and pulled back. What both the Clanners and I failed to notice was the Seventeenth Recon Battalion.

We were all so intent on the sight of a full battalion of heavy cavalry charging down the guns that no one noticed two companies of light and medium 'Mechs supported by hovertanks sweeping in on the bad guys' left flank. By the time the Falcons realized the Seventeenth was there, it was too late. We had turned their flank and the Eighty-second renewed its assault.

Unfortunately, the Falcons threw reinforcements into the breach quicker than we could exploit the breakthrough, and we had to withdraw.

Ed and Charles aren't going to like this, but I'm going to keep an eye on Colonel Barclay. She seems to have enough flash and brains to maybe take over the whole outfit when I retire.

—Excerpted from the personal journal of General Adriana Winston, 22 April 3058

SITUATION

Port St. William, Coventry

21 April 3058

0700 hours

In the dim, predawn light of April 21, Colonel Sandra Barclay of the Eridani Light Horse moved elements of her Seventy-first Light Horse Regiment through the outskirts of Port St. William. Her objectives were to break through the Jade Falcons' perimeter defenses and strike at the Clan command center on Coventry.

Using light cavalry tactics that dated back to the strategies devised by Wellington's Light Dragoons, Barclay sent the heavy

assault elements of her battalion forward in an effort to pin the Falcons in place, while the lighter, more mobile elements of her command struck the defenders in the flank.

Her attack went off as planned, but Khan Marthe Pryde called up reinforcements too quickly for the Light Horse to take advantage of the hole they opened in the defender's lines. The Light Horse withdrew with light casualties.

Characteristic of many of the battles of the Coventry campaign, both sides claimed victory in this engagement. The Light Horse had shattered the Falcon's defensive lines and inflicted heavy casualties on the First Striker Cluster. The Jade Falcons drove the mercenaries out of Port St. William before they achieved their primary objective.

GAME SET-UP

Lay out the **BattleTech** maps as shown. Use the Standard **BattleTech** map (from the **BattleTech** boxed set or **BattleTech Map Set 2**), the Desert Hills and Scattered Woods from **BattleTech Map Set 2** and the River Delta/Drainage Basin #2 map from **BattleTech Map Set 4**.

Treat all Water hexes on the River Delta/Drainage Basin #2 map as Clear terrain.

ATTACKER

The attacker consists of elements of the Eridani Light Horse; Seventy-first Light Horse Regiment.

71st Light Horse Regiment

Command Lance

Captain Ruben Avilla (Piloting 4, Gunnery 3),
CP-11-A *Cyclops*

Sergeant Edvin Corcus (Piloting 4, Gunnery 3),
ON1-M *Orion*

Cynthia Luneau (Piloting 3, Gunnery 3), TMP-3M *Tempest*
Won Kwan (Piloting 4, Gunnery 4), CRD-5M *Crusader*

Strike Lance

Lieutenant Petko Kineret (Piloting 4, Gunner 3),
AWS-9M *Awesome*

Corporal Wayne Andrews (Piloting 4, Gunnery 4),
CPLT-C3 *Catapult*

Trooper Darlene Marsh (Piloting 3, Gunnery 3),
WHM-7M *Warhammer*

Trooper Linda Aarthur (Piloting 4, Gunnery 3),
ARC-4M *Archer*

FALCON'S NEST

Recon Lance

Lieutenant David Edwards (Piloting 4, Gunnery 3),
 END-6Q *Enfield*
 Piers Blankenbehler (Piloting 3, Gunnery 3),
 GRF-3M *Griffin*
 Craig Mitchell (Piloting 4, Gunnery 4), ENF-5D *Enforcer*
 M. G. Skatell (Piloting 4, Gunnery 4), WVR-7D *Wolverine*

Deployment

The attacker enters via the east map edge in the Movement Phase of Turn 1.

DEFENDER

The defender consists of elements of the First Falcon Striker Cluster.

Elements of Trinary Bravo

Bravo Eye 1

Star Captain Galitha Irons (Piloting 3, Gunnery 2), *Mad Cat*
 MechWarrior Inigo (Piloting 3, Gunnery 3), *Vulture*
 MechWarrior Boyd (Piloting 4, Gunnery 3), *Black Lanner*
 MechWarrior Firozhan (Piloting 4, Gunnery 3),
Black Hawk A
 MechWarrior Kole (Piloting 4, Gunnery 3), *Koshi*

Bravo Eye 2

Star Captain Birath (Piloting 3, Gunnery 3), *Thor*
 MechWarrior Diderik (Piloting 4, Gunnery 3), *Uller*
 MechWarrior Magda (Piloting 4, Gunnery 3), *Ryoken*
 MechWarrior Pasca (Piloting 4, Gunnery 3), *Ryoken D*
 MechWarrior Fahs (Piloting 4, Gunnery 3), *Puma*

Elements of Trinary Delta

Elements of Delta Nova

MechWarrior Endsor (Piloting 4, Gunnery 3), *Loki*
 MechWarrior Wolmar (Piloting 4, Gunnery 4), *Uller*
 MechWarrior Prafulla (Piloting 4, Gunnery 4), *Dragonfly*
 Point Commander Almu, 4 Elementals w/Flamers
 Point Commander Liena, 4 Elementals w/Machine Guns
 Point Commander Arnold, 4 Elementals w/Machine Guns

Deployment

The defender sets up first, anywhere on the Desert Hills or Scattered Woods maps.

VICTORY CONDITIONS

The attacker wins by inflicting as much damage as possible on the defender, while exiting as many of his own 'Mechs as he can off the west half of Board 1 (see **Special Rules**).

The defender wins by preventing the attacker from achieving his victory conditions.

The scenario ends when the last Light Horse unit has either been destroyed or exited the board, or at the end of 20 turns. To determine the victory level, calculate each side's total points and consult the Victory Table.

Action	Points
Each operational Light Horse 'Mech exiting Board 1	+15
Each Clan 'Mech destroyed	+10
Each Clan 'Mech forced to withdraw	+10
Each Elemental Point destroyed	+3
Each surviving Elemental Point	-3
Each surviving operational Clan 'Mech	-10
Each Light Horse 'Mech forced to withdraw	-10
Each Light Horse 'Mech destroyed	-15

VICTORY TABLE

Total Points	Result
245+	Decisive Inner Sphere Victory
157 to 244	Substantial Inner Sphere Victory
68 to 156	Marginal Inner Sphere Victory
-59 to 67	Draw
-60 to -144	Marginal Clan Victory
-145 to -229	Substantial Clan Victory
-230+	Decisive Clan Victory

SPECIAL RULES

Forced Withdrawal

The Forced Withdrawal rule is in effect (see **Forced Withdrawal**, p. 4). Clan units must withdraw off the west map edge. Inner Sphere units must withdraw off any edge of the Desert Hills map.

Victory Points

For purposes of determining Victory Points, a unit is considered no longer operational if at any time during the game it falls under the Forced Withdrawal rule; i.e., becomes "crippled."

In order for the Light Horse player to score Victory Points for exiting a 'Mech off the Desert Hills map, that 'Mech must be in operational condition and may exit the board at any point west of Hex Row 05xx.

THE BATTLE OF COVENTRY

SCENARIO 12: AMBUSH!

Never in my life have I seen a man more stubborn, for less reason, than Colonel Wayne Rogers. He was raised within the traditions of Waco's Rangers, especially and including their "Death Oath" against Wolf's Dragoons—and a hostility toward regular House troops that was almost as bitter as their hatred of the Dragoons. Now, I'll grant that Waco's Rangers were a good enough merc outfit, especially under old Wayne Waco. But their current line-up seems to be a motley collection of misfits, clowns and losers unfit for any duty except guarding the latrine, and I'm not so sure they could pull that off without shooting themselves in the foot. Maybe they'll be able to resurrect their old reputation now that that idiot Rogers is gone.

The more I think about it, the madder I get. I mean, what the devil did the man think *recon* assets are for? Every second lieutenant fresh out of Blackjack knows that you listen to your recon people. If you don't, you might as well jump up and down and beg the bad guys to blow your head off.

Blake's Blood! I can't believe that any man could be that stupid! I told him there were 'Mechs in those trees, but would he listen? Of course not. I was just a little ol' House Regular who was too stupid or too inept to be a big-time professional warrior like him. So Rogers marches his people out in full view of the enemy and gets half of his command shot to pieces.

I have only two regrets: first, for the warriors who got killed because their commander was too stubborn and prideful to listen to reason.

Second, because Rogers got himself killed along with his people, and now I'll never get the chance to beat his brains out myself.

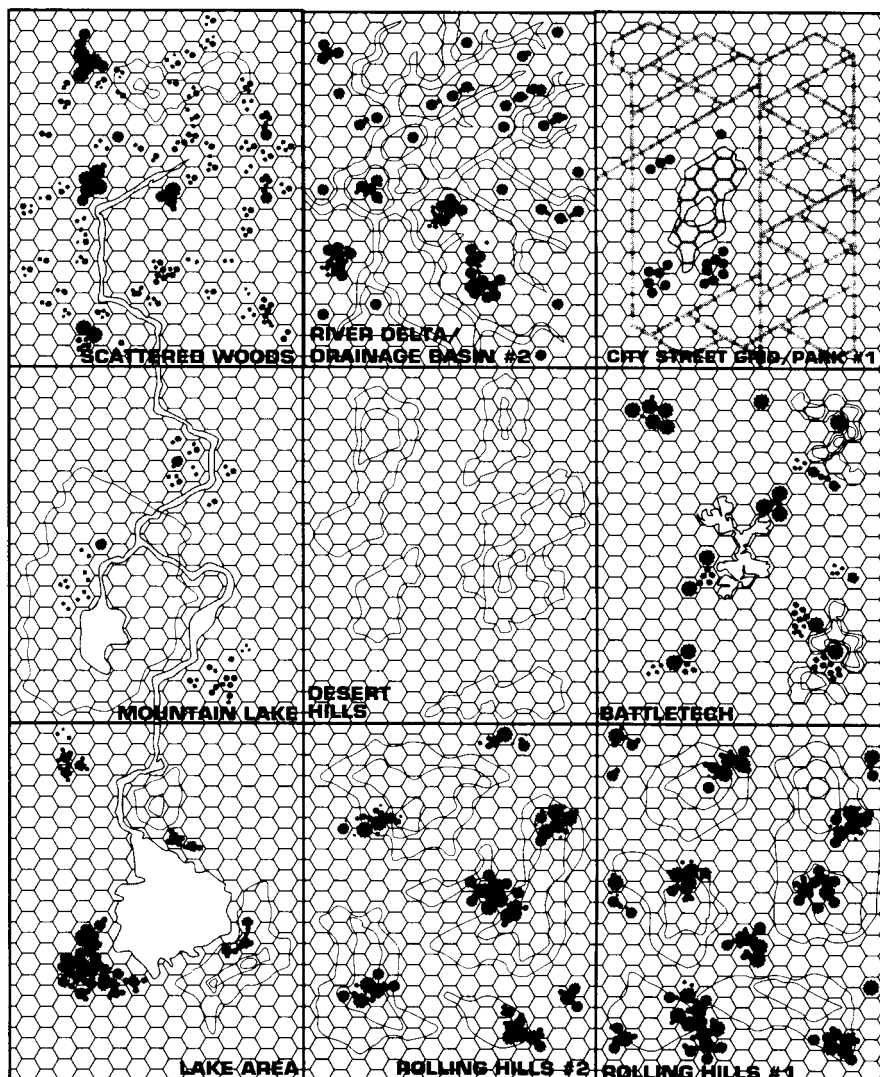
—Excerpted from the personal journal of (then) Hauptmann Caradoc Trevena, 10th Skye Rangers, 22 April 3058

SITUATION

The Dales, Coventry
21 April 3058
1000 hours

In an effort to break the Jade Falcon perimeter around Port St. William, Generals Winston and Brubaker planned a multi-pronged assault on the Clan garrison troops. One of these attacks was assigned to Waco's Rangers.

Unconvinced of Colonel Rogers' abilities to effectively lead men under fire, the commanders of the Coventry Expeditionary



Force assigned his force to sweep through the Dales, ostensibly to strike into the Falcons' rear area, destroy their reserves and thus throw the Clan warriors into confusion.

Unfortunately, this plan did not account for the cunning of Arimas Malthus, a Clan intelligence officer who saw through the ruse intended to convince the Clans that the Rangers had been left behind in Lietnerton. The Falcons formed a mixed reserve of heavy and light OmniMechs to throw at the Rangers, destroying many of the mercenaries' BattleMechs before the Rangers approached close enough to accomplish their mission.

GAME SET-UP

Lay out the **BattleTech** maps as shown. Use the Standard **BattleTech** map (found in the **BattleTech** boxed set or **BattleTech Map Set 2**), **Scattered Woods**, **Mountain Lake**, **Lake Area** and **Desert Hills** maps from **BattleTech Map Set 2**, **City Street Grid/Park #1** and **River Delta/Drainage Basin #2**

AMBUSH

maps from **BattleTech Map Set 4** and both Rolling Hills maps from **BattleTech Map Set 3**.

Treat all woods hexes as Light woods. Treat all Rough hexes on the Desert Hills map as Light woods. Treat all Water hexes on the River Delta/Drainage Basin #2 and City Street Grid/Park #1 maps as Clear terrain. Treat all Pavement hexes on the City Street Grid/Park #1 map as Clear terrain. Treat all Level 3 or higher elevations as Level 3.

ATTACKER

The attacker consists of elements of Waco's Rangers and elements of the First Battalion of the Tenth Skye Rangers.

Rogers' Command Lance

Colonel Wayne Rogers (Piloting 4, Gunnery 4),
BLR-3M *BattleMaster*
Captain Lenny Markbright (Piloting 3, Gunnery 3),
CP-11-A *Cyclops*
Captain Anita Chi Lai (Piloting 4, Gunnery 3),
WR-DG-02FC *War Dog*
Sergeant Nancy Narefsky (Piloting 4, Gunnery 3),
HNT-171 *Hornet*

Romy's Assault Battalion, Romy's Headquarters Company Romy's Command Lance

Major Jacques Romy (Piloting 3, Gunnery 3), AS7-K *Atlas*
Captain Barry Manson (Piloting 4, Gunnery 4),
QKD-5M *Quickdraw*
Captain Miromo Ndeni (Piloting 4, Gunnery 3),
GLT-5M *Guillotine*
Lieutenant Eli Ellerson (Piloting 4, Gunnery 3),
ON1-M *Orion*

Elements of Martinelli's Assault Company Hambra's Scout Lance

Lieutenant Suli El Hambra (Piloting 4, Gunnery 3),
CN9-D *Centurion*
Sergeant Sean Lytwak (Piloting 4, Gunnery 3),
VND-3L *Vindicator*
Louis Colonna-Machen (Piloting 5, Gunnery 4),
VLK-QD *Valkyrie*
F. E. Abel (Piloting 4, Gunnery 4), PNT-10K *Panther*

Elements of the Crazy Eights, Alpha Company Blade's Command Lance

Captain Symerious Blade (Piloting 4, Gunnery 4),
CRD-5M *Crusader*
Sergeant Harvey Overand (Piloting 4, Gunnery 4),
DV-7D *Dervish*
Toni Hill (Piloting 5, Gunnery 4), CDA-3M *Cicada*
Ysabel Garcia (Piloting 5, Gunnery 4),
COM-5S *Commando*

Elements of 2nd Company, 1st Battalion, 10th Skye Rangers Command Lance

Hauptmann Caradoc Trevena (Piloting 3, Gunnery 3),
CN9-D *Centurion*
Bobbi Spengler (Piloting 5, Gunnery 4), RFL-5M *Rifleman*
Sammy Bresford (Piloting 5, Gunnery 4), OSR-2D *Ostroch*
Hogan Ellis (Piloting 5, Gunnery 4), VND-3L *Vindicator*

Murdoch's Lance

Leftenant Isobel Murdoch (Piloting 4, Gunnery 3),
HBK-5M *Hunchback*
John Lindsey (Piloting 4, Gunnery 4), VLK-QD *Valkyrie*
Regina Walford (Piloting 4, Gunnery 4), JR7-K *Jenner*
Reggie Eagan (Piloting 5, Gunnery 4), LCT-3M *Locust*

Deployment

The Tenth Skye Rangers set up first, anywhere on the Lake Area or Rolling Hills #2 maps, west of Hex Row 09xx on the Rolling Hills #2 map. Waco's Rangers and the Crazy Eights set up second, anywhere on the two Rolling Hills maps, east of Hex Row 09xx of the Rolling Hills #2 map.

DEFENDER

The defender consists of elements of the Jade Falcon Harrier and Red Tail Clusters.

Harrier Cluster, Trinary Alpha Alpha Eye 1

Star Captain Achim Folkner (Piloting 3, Gunnery 3),
Black Lanner

MechWarrior Eilhard (Piloting 3, Gunnery 3), *Dragonfly*
MechWarrior Yana (Piloting 3, Gunnery 3), *Puma*
MechWarrior Cotton (Piloting 4, Gunnery 3), *Uller*
MechWarrior Bryon (Piloting 4, Gunnery 3), *Uller B*

Alpha Eye 2

Star Commander Barnas (Piloting 4, Gunnery 3), *Ryoken*
MechWarrior Nona (Piloting 3, Gunnery 3), *Ryoken*
MechWarrior Root (Piloting 4, Gunnery 3), *Cougar A*
MechWarrior Loudon (Piloting 4, Gunnery 3), *Puma*
MechWarrior Dugdale (Piloting 4, Gunnery 3), *Koshi A*

Red Tail Cluster, Trinary Alpha Alpha Beak 1

Star Captain Fingal (Piloting 3, Gunnery 3), *Turkina*
MechWarrior Jagadis (Piloting 3, Gunnery 3), *Masakari*
MechWarrior Tilloch (Piloting 4, Gunnery 3), *Mad Cat*
MechWarrior Methuen (Piloting 4, Gunnery 3), *Thor B*
MechWarrior Montfort (Piloting 4, Gunnery 3), *Vulture*

Alpha Beak 2

Star Commander Thyra (Piloting 3, Gunnery 3), *Daishi*
MechWarrior Hodgdon (Piloting 4, Gunnery 3), *Man O' War*
MechWarrior Rucker (Piloting 4, Gunnery 3), *Loki A*
MechWarrior Quan (Piloting 4, Gunnery 3), *Ryoken*
MechWarrior Stroud (Piloting 4, Gunnery 3), *Naga*

Alpha Eye

Star Commander Eilif (Piloting 3, Gunnery 3),
Black Lanner A
MechWarrior Armar (Piloting 4, Gunnery 3), *Puma*
MechWarrior Langhorne (Piloting 4, Gunnery 3), *Uller C*
MechWarrior Selene (Piloting 4, Gunnery 3), *Fire Falcon D*
MechWarrior Hallock (Piloting 4, Gunnery 3), *Puma D*

Deployment

The elements of the Harrier Cluster enter on the east edge of the standard **BattleTech** or City Street Grid/Park #1 maps during the Movement Phase of Turn 1. The elements of the Red Tail Cluster enter on the east edge of the board during the Movement Phase of Turn 3 (see **Special Rules**).

AMBUSH

VICTORY CONDITIONS

The Clan player wins by destroying as many Inner Sphere 'Mechs as possible.

The Waco's Rangers/Crazy Eights player wins by destroying as many Clan 'Mechs as possible before being forced to withdraw.

The Tenth Skye Rangers' player wins by holding an escape route open for Waco's Rangers/the Crazy Eights until the last mercenary 'Mech has escaped from the board (see **Special Rules**). Both the mercenary and Skye Rangers' players may claim victory in this scenario. For all intents and purposes, a Skye Rangers' victory is a moral victory. Hauptmann Trevena knew the mercenaries were walking into an ambush and saw it as his moral duty to prevent the annihilation of the hired soldiers.

In a two-player game, the Inner Sphere player must satisfy the Mercenary Victory Conditions to win the game.

The scenario ends when the last Inner Sphere 'Mech has either withdrawn or been destroyed. To determine the victory level, consult the Victory Table.

SPECIAL RULES

Indirect Missile Fire

The elements of the Red Tail Cluster enter the game during the Movement Phase of Turn 3. Prior to their entry, any of the 'Mechs of this Cluster carrying long-range missile packs or Arrow IV missile launchers may engage in indirect missile fire. When resolving such attacks, treat all Red Tail 'Mechs as though they are 5 hexes off the board along any hex row for determining the range to a target. All indirect LRM fire is resolved using the normal rules for indirect fire (see p. 92, **BTC:RoW**). All Arrow IV fire is resolved using the normal rules

for off-board artillery (see pp. 77-78, **BTC:RoW**). Treat these launchers as though they are 1 mapsheet away from the edge of the battlefield. For example, a target on the Desert Hills map, targeted for Arrow IV fire on Turn 1, would be struck during the Off-Board Attack Phase of Turn 3. All Arrow IV launchers are

loaded with standard area-saturation munitions.

VICTORY TABLE

Condition	Result
20+ Inner Sphere 'Mechs escape AND 18+ Clan 'Mechs destroyed	Decisive Mercenary Victory
10-19 Inner Sphere 'Mechs escape AND 10-17 Clan 'Mechs destroyed	Substantial Mercenary Victory
6-9 Inner Sphere 'Mechs destroyed AND 4-9 Clan 'Mechs destroyed	Marginal Mercenary Victory
22+ Inner Sphere 'Mechs escape	Decisive Skye Ranger Victory
13-21 Inner Sphere 'Mechs escape	Substantial Skye Ranger Victory
7-12 Inner Sphere 'Mechs escape	Marginal Skye Ranger Victory
20+ Inner Sphere 'Mechs destroyed	Decisive Clan Victory
11-19 Inner Sphere 'Mechs destroyed	Substantial Clan Victory
5-10 Inner Sphere 'Mechs destroyed	Marginal Clan Victory
Any other results	Draw

Three-Player Game

Because of the tensions between Hauptmann Trevena and Colonel Rogers, the mercenary player and the Skye Ranger player may not communicate with each other after Turn 3 and until Rogers is killed or his 'Mech is disabled. When either condition is fulfilled, command of the

mercenary forces passes to Captain Lenny Markbright, and the two players may communicate freely. To determine Initiative in a three-player game, each player rolls 1D6. The player with the highest result moves first, the player with the second highest Initiative moves second, and the player with the lowest Initiative moves last.

Escape Route

Maintaining a clear escape route is defined as keeping the Scattered Woods map free of operational Clan 'Mechs. For purposes of determining Victory Points, a unit is defined as no longer operational if at any time during the game it falls under the Forced Withdrawal rule; i.e., becomes "crippled."

Mini-Campaign

If this scenario is to be played as part of a mini-campaign with Scenario 13, both players should keep track of the amount of damage their troops suffer and the amount of ammunition expended because these conditions will affect play during Scenario 13.

THE BATTLE OF COVENTRY

SCENARIO 13: RESCUE AND PURSUIT

Chris Haffner (Interviewer): What happened next, Hauptmann Dorne?

Hauptmann Dorne: Doc—that's Hauptmann Caradoc Trevena—ordered the Titans to withdraw from the field but to maintain contact with Waco's Rangers and the Crazy Eights. He planned to march the outfit up to Shallot Ford and then back across to Lietneron.

Haffner: He left the mercenaries in the field, unsupported?

Dorne: Well ... yes, I suppose you could put it that way. I guess a lot of people would think it cowardly to pull back in the face of the enemy, especially if you leave friendlies behind, but that's not the case here. We were a recon company. Our heaviest 'Mech was my *Archer*. Doc's *Penetrator* got so shot up during the fighting in the Cross-Divides that it took weeks just to get some of the systems replaced. He was piloting a *Centurion* that day.

Anyhow, we pulled back about three clicks and set up a defensive position. Doc ordered everyone to shut down their commlinks for a moment while he told CEF command what happened. I'm not too sure, but I think he may have been telling Brubaker and Winston that *he* was responsible for losing the mercs, instead of Rogers.

After a few minutes, he signaled for the rest of us to turn our comm gear back on. He said we were to stay put and hold the way open for any stragglers who managed to get out of that pocket alive.

We sat there, hidden as best we could manage in a thick clump of trees, while we waited for the survivors. I know now it was only about fifteen minutes, but it seemed like we hung out in those woods for the better part of an hour. All that time, I expected to wind up on the receiving end of a missile barrage like the one that waxed Waco's Rangers.

All of a sudden, we saw a 'Mech coming. I wasn't sure at the time just what kind it was. But it looked like it'd fallen into a giant ore crusher, decided it liked the experience and went back for a second go. My *Archer* finally figured out that the 'Mech was a *Hunchback*—a battered, shot-to-pieces *Hunchback*. Somehow, under all those laser burns and shell-craters, Doc managed to determine that the *Hunch* used to belong to Lieutenant Richard Kay, the Eights' second-in-command.

Lieutenant Kay spotted Walford's *Jenner* and popped a laser bolt right at her. He thought we were Clanners—he hadn't expected us to hang around. Lucky for Walford, he missed. Durn fool should've been able to tell the difference between a *Jenner* and a *Dragonfly* or an *Uller*, or whatever he thought Walford's 'Mech was. Anyway, once we got him calmed down, Doc asked him about the rest of his outfit and Waco's Rangers. Kay said he didn't think any of the Rangers were still alive. He said he knew Rogers wasn't. He told us a big OmniMech—some type he'd never seen or heard of before—walked straight up to Rogers' *BattleMaster* and blew its head off with a big mucking autocannon. He figured there was no way Rogers could've survived that.

—Excerpted from an interview with Hauptmann Sharon Dorne, 1st Company, 1st Battalion, 10th Skye Rangers, airing 7 July 3058, Donegal Broadcasting Systems. Used by permission.

SITUATION

The Dales, Coventry

21 April 3058

1215 hours

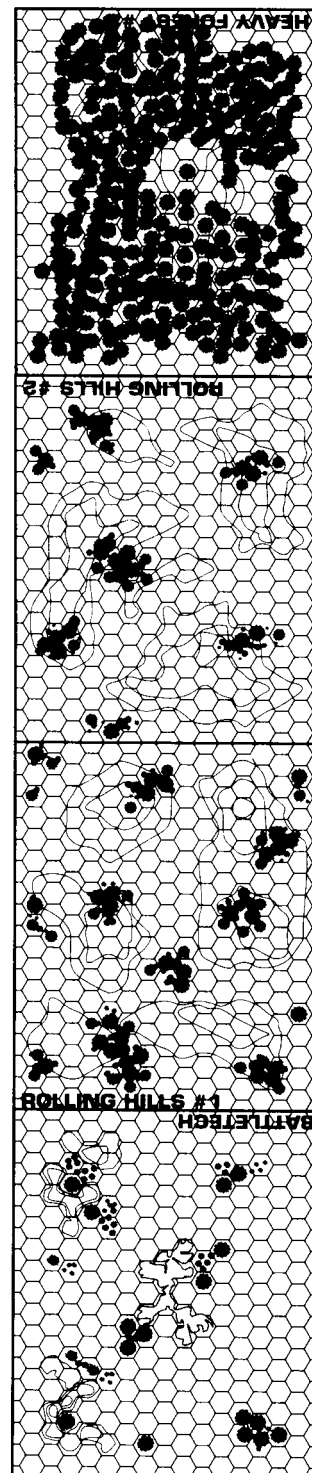
After falling prey to an unexpected (and uncharacteristic) Jade Falcon ambush, the shattered remnants of the Crazy Eights and Waco's Rangers began streaming back toward Shallot Ford. Hauptmann Caradoc Trevena held his small force, mostly comprised of light 'Mechs, in reserve in order to delay Clan pursuers long enough for the devastated mercenaries to escape.

In a classic rearguard action, the badly under-strength First Battalion of the Tenth Skye Rangers held up a larger, better-equipped force of Jade Falcon 'Mechs until the last of the mercenary stragglers retreated into the relative safety of the Dales.

GAME SET-UP

Lay out the **BattleTech** maps as shown. Use the Heavy Forest #1 map from **BattleTech Map Set 4**, both Rolling Hills maps from **BattleTech Map Set 3** and the standard **BattleTech** map (from the **BattleTech** boxed set or **BattleTech Map Set 2**).

Treat the Water hexes on the standard **BattleTech** map as Clear terrain.



RESCUE AND PURSUIT

ATTACKER

If this scenario is being played as part of a "mini-campaign" with Scenario 12, the Jade Falcon player should use whatever Falcon forces survived the previous engagement. Insufficient time has elapsed to repair damaged systems or reload ammunition; all 'Mechs and Elemental units begin this scenario in the condition they were in at the end of Scenario 12.

If this scenario is being played as a "stand-alone" game, the attacker consists of elements of the Harrier Striker Cluster and the Red Tail Cluster.

Harrier Striker Cluster, Trinary Alpha

Alpha Eye 1

Star Captain Achim Folkner (Piloting 3, Gunnery 3),
Black Lanner

MechWarrior Eilhard (Piloting 3, Gunnery 3), *Dragonfly*
MechWarrior Cotton (Piloting 4, Gunnery 3), *Uller*

Alpha Eye 2

MechWarrior Nona (Piloting 3, Gunnery 3), *Ryoken*
MechWarrior Root (Piloting 4, Gunnery 3), *Cougar B*

Red Tail Cluster, Trinary Alpha

Alpha Beak 1

Star Captain Fingal (Piloting 3, Gunnery 3), *Turkina*
MechWarrior Jagadis (Piloting 3, Gunnery 3), *Masakari*
MechWarrior Methuen (Piloting 4, Gunnery 3), *Thor B*
MechWarrior Montfort (Piloting 4, Gunnery 3), *Vulture*

Alpha Beak 2

Star Commander Thyra (Piloting 3, Gunnery 3), *Daishi*
MechWarrior Rucker (Piloting 4, Gunnery 3), *Loki A*

Alpha Eye

Star Commander Eilif (Piloting 3, Gunnery 3),
Black Lanner A

MechWarrior Armar (Piloting 4, Gunnery 3), *Puma*
MechWarrior Hallock (Piloting 4, Gunnery 3), *Cougar D*

Deployment

The attacker enters via the south edge of the standard **BattleTech** map. Harrier Cluster enters during the Movement Phase of Turn 1. Red Tail Cluster enters during the Movement Phase of Turn 4.

DEFENDER

The defenders consist of elements of the Tenth Skye Rangers' First Battalion, elements of Waco's Rangers and elements of the Crazy Eights.

Command Lance

Hauptmann Caradoc Trevena (Piloting 3, Gunnery 3),
CN9-D Centurion

Bobbi Spengler (Piloting 5, Gunnery 4), *RFL-5M Rifleman*
Sammy Bresford (Piloting 5, Gunnery 4), *OSR-2D Ostroc*

Murdoch's Lance

Leftenant Isobel Murdoch (Piloting 4, Gunnery 3),
HBK-5M Hunchback

Private Regina Walford (Piloting 4, Gunnery 4),
JR7-K Jenner

Bick's Lance

Leftenant Andy Bick (Piloting 4, Gunnery 4),
BJ-2 Blackjack

Theodore Bell (Piloting 5, Gunnery 4), *ENF-5D Enforcer*
John Slocum (Piloting 5, Gunnery 4), *LCT-3M Locust*

Elements of Waco's Rangers

Command Lance, Rogers' Command Company

Captain Lenny Markbright (Piloting 3, Gunnery 3),
CP-11-A Cyclops

Captain Anita Chi Lai (Piloting 4, Gunnery 3),
WR-DG-02FC War Dog

Sergeant Nancy Narefsky (Piloting 4, Gunnery 3),
HNT-171 Hornet

Hambra's Scout Lance,

Martinelli's Assault Company

Lieutenant Suli El Hambra (Piloting 4, Gunnery 3),
CN9-D Centurion

F. E. Abel (Piloting 4, Gunnery 4), *PNT-10K Panther*

Elements of the Crazy Eights

Blade's Command Lance, Alpha Company

Captain Symerious Blade (Piloting 4, Gunnery 4),
CRD-5M Crusader

Ysabel Garcia (Piloting 5, Gunnery 4),
COM-5S Commando

Combat Lance, Bravo Company

Sergeant Thomas Pence (Piloting 4, Gunnery 4),
WHM-7M Warhammer

Caroline Muir (Piloting 5, Gunnery 4), *ASN-23 Assassin*

Deployment

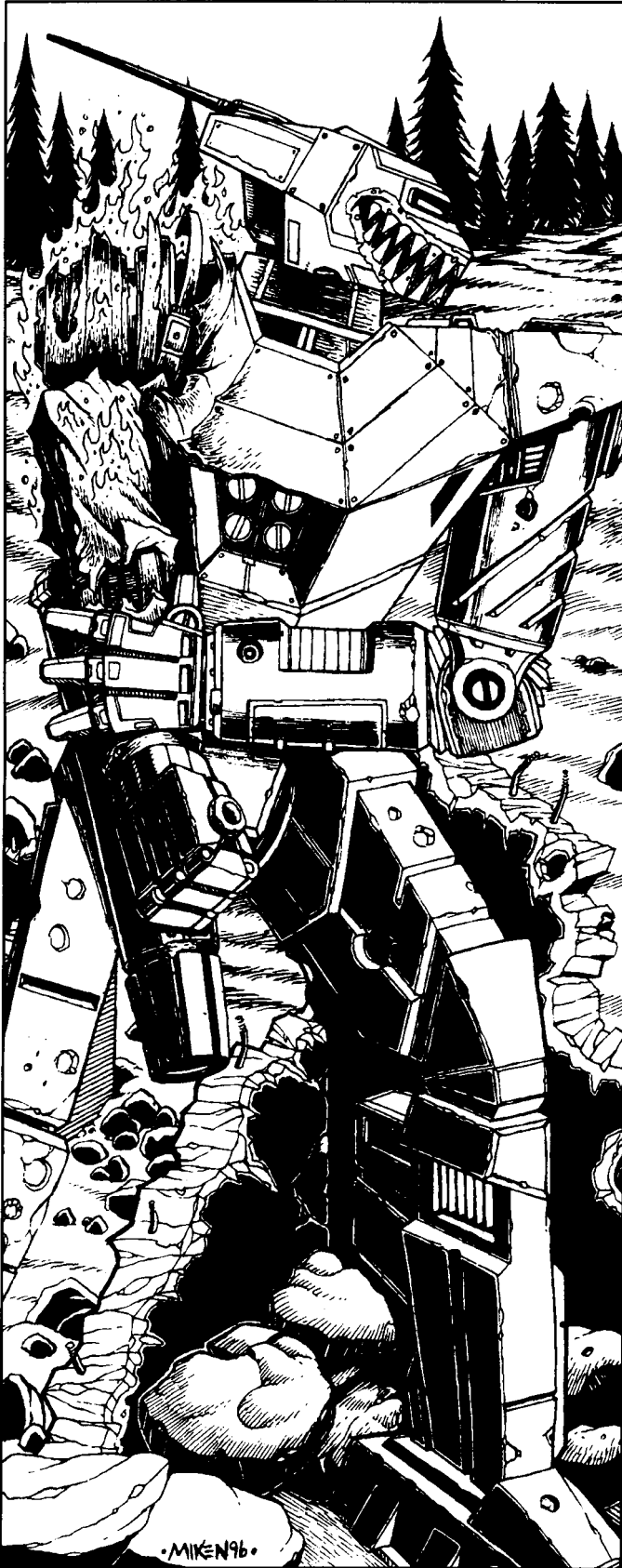
The Tenth Skye Rangers set up first, anywhere south of Hex Row xx05 on the Rolling Hills #1 map. Waco's Rangers and the Crazy Eights set up second, anywhere on the standard **BattleTech** map south of Hex Row xx13.

VICTORY CONDITIONS

The scenario ends when the last Inner Sphere 'Mech has exited the map or been destroyed. The defender wins by exiting as many of his 'Mechs as he can off the north edge of the Heavy Forest #1 map. The attacker wins by destroying as many Inner Sphere 'Mechs as he can. To determine the victory level, calculate each side's total points and consult the Victory Table.

Action	Victory Points
Each Inner Sphere Light 'Mech destroyed	+10
Each Inner Sphere Medium 'Mech destroyed	+15
Each Inner Sphere Heavy 'Mech destroyed	+20
Each Inner Sphere Assault 'Mech destroyed	+30
Each Skye Rangers Light 'Mech exiting map	-5
Each Waco/Crazy Eights Light 'Mech exiting map	-15
Each Skye Rangers Medium 'Mech exiting map	-10
Each Waco/Crazy Eights Medium 'Mech exiting map	-20
Each Skye Rangers Heavy 'Mech exiting map	-15
Each Waco/Crazy Eights Heavy 'Mech exiting map	-25
Each Skye Rangers Assault 'Mech exiting map	-25
Each Waco/Crazy Eights Assault 'Mech exiting map	-35

RESCUE AND PURSUIT



VICTORY TABLE

Total Points	Result
255+	Decisive Clan Victory
165 to 254	Substantial Clan Victory
75 to 164	Marginal Clan Victory
-69 to 74	Draw
-70 to -179	Marginal Inner Sphere Victory
-180 to -260	Substantial Inner Sphere Victory
-261+	Decisive Inner Sphere Victory

SPECIAL RULES

Existing Damage

This engagement occurs just after both sides have fought a vicious battle. If this scenario is being played as a stand-alone game, the players may wish to simulate the damage inflicted on their respective forces during the previous fight. Roll 3D6 + 1 for each Falcon and Skye Rangers 'Mech and 5D6 + 1 for each Waco's Rangers and Crazy Eights 'Mech (the two mercenary forces took the brunt of the assault). The dice roll represents the total amount of damage taken by each unit during the previous fight. Divide each dice-roll result into 4-point groups and apply the points as damage using the Front Hit Location Table. Apply any critical hits that result from this damage, except for the following: third engine hit, second gyro hit, cockpit hit, second hip hit or any result that indicates the destruction of a leg or head, and center torso or side torso for Inner Sphere 'Mechs equipped with extralight engines. To reflect the previous engagement's expenditure of ammunition, each 'Mech begins this scenario with only half (rounding up) the ammunition it normally carries.

Destroyed Status

A 'Mech is considered destroyed when it can no longer move or fire its weapons.

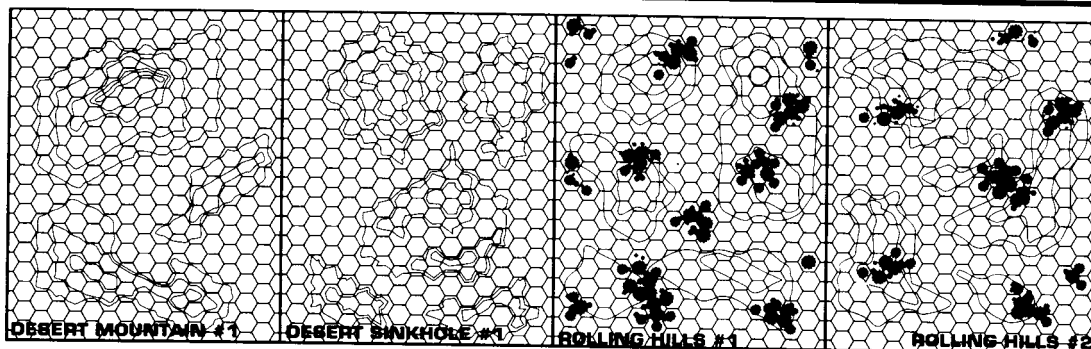
Offboard Artillery

The Clan player may not engage in offboard artillery or missile fire, even if this scenario is being played as part of a "mini-campaign" along with Scenario 12 and the *Naga* survives the previous battle with ammunition to spare.

Three-Player Game

If three players are playing this scenario as part of a "mini-campaign" (one Clan player, one mercenary player and one Skye Rangers player), use the following special rule. Because of the tensions between Hauptmann Trevena and Colonel Rogers, the mercenary player and the Skye Rangers player may not communicate with each other after Turn 3 and until Rogers is killed or his 'Mech is disabled. After that, command of the mercenary forces passes to Captain Lenny Markbright, and the two players may communicate freely. To determine Initiative in a three-player game, each player rolls 1D6. The player with the highest result moves first; the player with the second highest result moves second, and the player with the lowest result moves last.

THE BATTLE OF COVENTRY



SCENARIO 14: THE WOLF BITES BACK

At last we faced worthy opponents in this wretched campaign. From the time our DropShips grounded on this miserable mudball, we had battled only half-trained cadets, poorly equipped militia and second-rate troops from your so-called Great Houses. When Wolf's Dragoons arrived, things changed. You have fallen far from Clan ideals, but you were nonetheless of our kind once, and you seem to retain at least some sense of what is Clanlike.

My Nova was ordered to protect the flank of the Red Tail Cluster as it destroyed your Waco's Rangers. I understand they had a blood feud with you. I am surprised you never granted them a Trial of Grievance. Such an action would have ended their ridiculous Blood Oath and spared many a good warrior a meaningless death, following a commander who was no better than a dead *surat*.

Star Colonel Arimas Malthus had just released us to pursue and destroy the retreating mercenaries—I will not dignify them with the name of warrior—when we received word that you had broken off your initial attack and were swinging around on our flank. I ordered my Nova to halt, wheel ninety degrees to the left and intercept you. I had not realized you were so close. I had barely begun to reorganize my warriors when your lead elements came into view. I took careful aim on the 'Mech closest to my *Warhawk*, which my combat computer alternately identified as a *Marauder* and a *Turkina*. Now I begin to understand the confusion felt by the Inner Sphere puppies who first faced our OmniMechs on Barcelona and Alkalurops, when their "warbook" programs could not identify our machines. Before I could lock my lasers onto the target, it lifted its arms and fired. In that fragment of a second, most of the armor on my *Warhawk*'s right side and arm was blasted away. The sheer devastation those two rounds inflicted on my 'Mech told me that I was not facing a *Marauder*.

For a wild moment, I wondered how you could have stolen the plans for a *Turkina*, smuggled them across the truce line, analyzed the design and built one of your own so soon after we had developed the 'Mech. Then my unknown enemy fired a charged particle stream, and I cast such passing thoughts aside.

The strange machine closed with me in true Clanlike fashion and granted me single combat. Unfortunately, I was bested—forced to eject from my burning *Warhawk* and captured by

some of your Elementals. And you, the lost children of Clan Wolf, have presumed to make me your bondsman . . .

—Excerpted from the official interrogation record of Star Captain Nuala, 305th Falcon Assault Cluster, 23 April 3058

SITUATION

The Dales, Coventry

21 April 3058

1330 hours

Even as Waco's Rangers and the Crazy Eights were walking into a Falcon trap, Colonel Shelly Brubaker of Wolf's Dragoons' Delta Regiment diverted her troops to rescue the beleaguered mercenaries. In a forced march over broken terrain, Brubaker pushed her regiment thirty-five kilometers in just over ninety minutes, maintaining unit integrity all the way. Delta Regiment arrived just in time to launch a spoiling attack on the Red Tail Cluster's right flank; only the Dragoons' timely interruption saved the retreating mercenaries from total destruction.

GAME SET-UP

Lay out the **BattleTech** maps as shown. Use both Rolling Hills maps and the Desert Mountain #1 and Desert Sinkhole #1 maps from **BattleTech Map Set 3**.

Treat all Rough hexes as Light Woods. Treat all sublevel hexes as elevated hexes of the same rating: for example, treat Sublevel 1 as Elevation 1. Consider all elevations above Level 3 to be Level 3.

ATTACKER

The attacker consists of elements of Wolf's Dragoons Delta Regiment.

Commander's Lance, 1st BattleMech Battalion

Colonel Shelly Brubaker (Piloting 3, Gunnery 3),
NSR-9J Nightstar

Captain Nolan VanDorn (Piloting 4, Gunnery 3), *Vulture B*
Lieutenant Edith Wagner (Piloting 4, Gunnery 3),

Mad Cat B

Lieutenant Prescott Coombs (Piloting 4, Gunnery 3),

Ryoken C

1st Company, 2nd BattleMech Battalion Command Lance

Captain Giacomo Pascal (Piloting 4, Gunnery 3), *Gladiator*
Hadden Quinn (Piloting 4, Gunnery 3), *GRF-3M Griffin*

THE WOLF BITES BACK

Kim Watkins (Piloting 4, Gunnery 3), HBK-5M *Hunchback*
Ashur Matava (Piloting 4, Gunnery 3), CN9-D *Centurion*

Second Lance

Lieutenant Ruth Gniseki (Piloting 4, Gunnery 3),
SHD-5M *Shadow Hawk*

Phillip Bell (Piloting 4, Gunnery 4), HOP-4D *Hoplite*
Vic Weaver (Piloting 4, Gunnery 4), FLC-4P *Falcon*
Dean Umbel (Piloting 4, Gunnery 4), FFL-4B *Firefly*

Elemental Battalion, Gamma Star

Captain Henry Schall, 4 Elementals w/Small Lasers
Lieutenant Donna Green, 4 Elementals w/Small Lasers
Sergeant Walter Zoric, 4 Elementals w/Machine Guns
Sergeant Curtis Fong, 4 Elementals Infantry w/Flamers
Sergeant Edwin Nussett, 4 Elementals Infantry w/Flamers

Deployment

The attacker enters via the west edge of either of the Rolling Hills maps in the Movement Phase of Turn 1.

DEFENDER

The defender consists of elements of the Jade Falcons' Red Tail Cluster.

Trinary Charlie

Charlie Beak 1

Star Captain Nadia (Piloting 3, Gunnery 3), *Man O' War*
MechWarrior Fernard (Piloting 4, Gunnery 3), *Loki*
MechWarrior Stillman (Piloting 4, Gunnery 3), *Ryoken*
MechWarrior Ebba (Piloting 4, Gunnery 3), *Black Hawk*
MechWarrior Swain (Piloting 4, Gunnery 3), *Uller A*

Charlie Eye

Star Commander Plummer (Piloting 4, Gunnery 3),
Black Hawk
MechWarrior Vevina (Piloting 4, Gunnery 3), *Puma D*

Trinary Delta

Delta Nova

Star Captain Nuala (Piloting 4, Gunnery 3), *Mad Cat*
MechWarrior Alvina (Piloting 4, Gunnery 3), *Ryoken*
MechWarrior Theodric (Piloting 4, Gunnery 3), *Dragonfly*
MechWarrior Cyrillus (Piloting 4, Gunnery 3), *Cougar*
MechWarrior Erika (Piloting 4, Gunnery 3), *Uller*
Point Commander Uhler, 4 Elementals w/Small Lasers
Point Commander Hyder, 4 Elementals w/Machine Guns
Point Commander Elrad, 4 Elementals w/Machine Guns
Point Commander Alaine, 4 Elementals w/Flamers
Point Commander Ivy, 4 Elementals w/Small Lasers

Deployment

The defender sets up first, anywhere on the Desert Sinkhole #1 or Rolling Hills #1 map north of Hex Row 07xx. All defending OmniMechs must initially face the north map edge.

VICTORY CONDITIONS

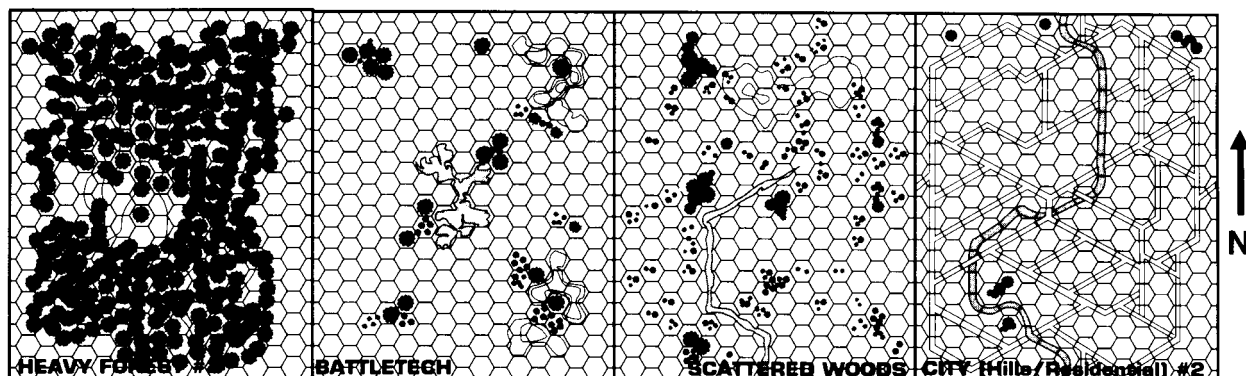
The scenario ends when one side or the other has been completely destroyed or forced off the map. The side with the last remaining 'Mech on the map is the winner.



SPECIAL RULES

The Forced Withdrawal rule (see **Forced Withdrawal**, p. 4) is in effect for this scenario. When forced to withdraw, the attacker's forces must retreat off the west edge of either of the Rolling Hills maps. The defender's forces must withdraw off the north or east edge of the Desert Mountain #1 map.

THE BATTLE OF COVENTRY



SCENARIO 15: THE VISE TIGHTENS

Frankie,

First, I'm still in one piece. I know the news has been bad, saying that a lot of the DMM militia units here on Coventry got wiped out during the Falcon invasion. Mostly, that's true. My company didn't get tossed into the meat grinder that some did, so we did all right.

The worst fighting I saw was sometime after the Coventry Expeditionary Force landed. There was a lot of back-and-forth fighting between the mercs and the Clanners. I heard that the worst of it came when Wolf's Dragoons jumped in and tried to save Waco's Rangers. I guess there's still some animosity between the Dragoons and the Falcons, being as how the Dragoons were once Clanners themselves.

After that multiple cluster-frag, we got pushed right back into Lietnerton and had to dig in to keep the Falcons from over-running our position. The militia got hammered pretty badly during the initial invasion, so the CEF paired us up with the remnants of the Tenth Skye. General Niemyer stuck us on the north side of town. I guess she figured that because the Falcons were all in the south, we'd be less likely to see trouble. She was wrong.

Three days ago, a big force of Clan OmniMechs, along with a bunch of their second-line machines, came busting out of the woods headed right toward our position. Why the devil the Clanners decided to launch an attack right in the middle of the worst thunderstorm I'd seen in years beats the heck out of me.

Right away, Hauptmann Greer called for artillery and air support. The bigwigs back at CEF command knew we didn't have the horsepower to hold out against a determined attack, so they sent over a couple artillery rounds. Big stuff, probably Thumpers or maybe even Long Toms, I dunno. Trouble is, artillery just seems to get the Clanners good and torqued off. Something to do with their sense of "honor," whatever that means.

We managed to kick them back after about fifty minutes of close-in fighting—real hand-to-hand stuff, if you know what I mean. CEF command sent us a bunch more artillery besides. I'll tell you, that was no place for poor bloody infantry to be. So of course, where did they stick my platoon? Right in the middle of the lines. Natch.

We chased the Falcons away, finally—cleaned out five of their 'Mechs, including a *Warhammer* IIC. Big assault job, that 'Mech. But we lost six 'Mechs of our own and a half a hundred

ground pounders. Most of my platoon got shot up, but I expect to get most of them back in a couple of weeks. Firizetti, Boggs and Toland are gone for good, though.

Anyhow, I know you'll probably get this letter after all the shooting is over, so I'll try to get an HP Gram out to you as soon as I can. Tell Mom I miss her, and I'm OK. Say "Hi" to Sara for me and give each of my nieces a kiss from their uncle.

I'll write again when I can.

Chet

—Excerpted from a letter written by Sergeant-Major Rochester Craft, Coventry Militia, to his brother, 11 May 3058

SITUATION

Lietnerton, Coventry

08 May 3058

0630 hours

Following the ill-fated assault on Port St. William, the Coventry Expeditionary Force fell back to its base in Lietnerton, where it dug in and prepared to wait out a siege. The Jade Falcons were quick to oblige.

In the early morning hours of May 8, under cover of a heavy thunderstorm, elements of the Jade Falcons' 305th Assault Cluster slipped quietly around Lietnerton's heavily defended perimeter and launched a surprise assault on the Coventry Militia and Skye Rangers units assigned to protect the northern approaches to the town.

GAME SET-UP

Lay out the **BattleTech** maps as shown. Use the Heavy Forest #2 from **BattleTech Map Set 4**, the city (Hills/Residential) #2 map from **BattleTech Map Set 3**, the standard **BattleTech** map (from the **BattleTech** boxed set or **BattleTech Map Set 2**) and the Scattered Woods map from **BattleTech Map Set 2**.

The defending player should place eight L1, four L2 and six L3 building counters in any non-paved clear terrain hex, inside the confines of the street grid on the City (Hills/Residential) #2 map.

ATTACKER

The attacker consists of elements of the Jade Falcon Eyrise Cluster.

Trinary Alpha **Alpha Beak 1**

Star Captain Wayne Von Jankmon (Piloting 4, Gunnery 3),
Thor C

THE VISE TIGHTENS

MechWarrior Luna (Piloting 4, Gunnery 4), *Galahad*
 MechWarrior Agenor (Piloting 4, Gunnery 4),
Warhammer IIC
 MechWarrior Sawdon (Piloting 4, Gunnery 4), *Hellhound*
 MechWarrior Denzil (Piloting 4, Gunnery 4), *Vixen*

Alpha Beak 2

Star Commander Denton (Piloting 4, Gunnery 3), *Vulture*
 MechWarrior Mira (Piloting 4, Gunnery 4), *Vixen*
 MechWarrior Goldwin (Piloting 4, Gunnery 4), *Baboon*
 MechWarrior Reina (Piloting 4, Gunnery 3), *Peregrine*

Alpha Beak 3

Star Commander Cladda (Piloting 3, Gunnery 3), *Ryoken*
 MechWarrior Lenox (Piloting 4, Gunnery 4), *Hellhound*
 MechWarrior Janna (Piloting 4, Gunnery 4), *Peregrine*
 MechWarrior Hasket (Piloting 4, Gunnery 4), *Baboon*

Deployment

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

DEFENDER

The defender consists of elements of the 141st Coventry Donegal March Militia and the Tenth Skye Rangers.

Alpha Company, 141st Coventry Donegal March Militia Command Lance

Hauptmann Arturo Fuentes (Piloting 4, Gunnery 3),
CPLT-C1 Catapult
 M. J. Laco (Piloting 5, Gunnery 4), *JM6-S JagerMech*
 Karen Ardara (Piloting 5, Gunnery 4), *DV-6M Dervish*

Fire Lance

Leftenant Holly Ridl (Piloting 4, Gunnery 4),
CN9-A Centurion
 Nick Mateer (Piloting 5, Gunnery 4), *TBT-5N Trebuchet*
 Teresa Lopez (Piloting 5, Gunnery 4), *BJ-1 Blackjack*

1st Infantry Support Company (3 Platoons)

Leftenant Marco Glover, Foot SRM Platoon
 Sergeant Major Rochester Craft, Foot Machine Gun
 Platoon
 Sergeant Simon Burnworth, Foot Rifle Platoon

10th Skye Rangers 3rd Battalion, 3rd Company Command Lance

Hauptmann Andrew Kowal (Piloting 4, Gunnery 3),
QKD-5M Quickdraw
 Brodie Dyer (Piloting 4, Gunnery 4), *ENF-5D Enforcer*
 James Perroz (Piloting 5, Gunnery 4),
HCT-5S Hatchetman
 Lucian Obley (Piloting 5, Gunnery 4), *RVN-3L Raven*

Deployment

The defender sets up first anywhere on the Scattered Woods or City (Hills/Residential) #2 maps, between Hex Row 08xx on the Scattered Woods map and 07xx on the City (Hills/Residential) #2 map. Up to six defending 'Mechs may begin the game in improved positions. Defending infantry platoons may begin the game either in an improved position or in a building (see **Special Rules**).

VICTORY CONDITIONS

The scenario ends when the last Clan 'Mech is either destroyed or withdraws from the map. The attacker wins by exiting as many of his 'Mechs as he can off the east map edge. The defender wins by damaging enough of the attacker's 'Mechs that the attacker must abandon the assault (see **Special Rules**). When the sixth Clan 'Mech is destroyed or forced to leave the map, the Clan player must begin to withdraw his entire force.

To determine the victory level, calculate each side's total Victory Points and consult the Victory Table.

Action	Victory Points
Each Clan OmniMech exiting map	+15
Each Clan second-line 'Mech exiting map	+10
Each Ranger 'Mech destroyed	+10
Each Militia 'Mech destroyed	+8
Each infantry platoon destroyed	+4
Each Clan second-line 'Mech forced to withdraw	-8
Each Clan OmniMech forced to withdraw	-10
Each Clan second-line 'Mech destroyed	-10
Each Clan OmniMech destroyed	-15

VICTORY TABLE

Total Points	Result
250+	Decisive Clan Victory
159 to 249	Substantial Clan Victory
69 to 158	Marginal Clan Victory
-40 to 68	Draw
-41 to -96	Marginal Inner Sphere Victory
-97 to -154	Substantial Inner Sphere Victory
-155+	Decisive Inner Sphere Victory

SPECIAL RULES

Improved Positions

During game set-up, the defender may deploy up to 6 of his 'Mechs in Improved Positions (see p. 92, **BTC:RoW**). These protected defensive positions may only be established in Clear hexes on the Scattered Woods or City (Hills/Residential) #2 maps. The defender should write down the location of each Improved Position.

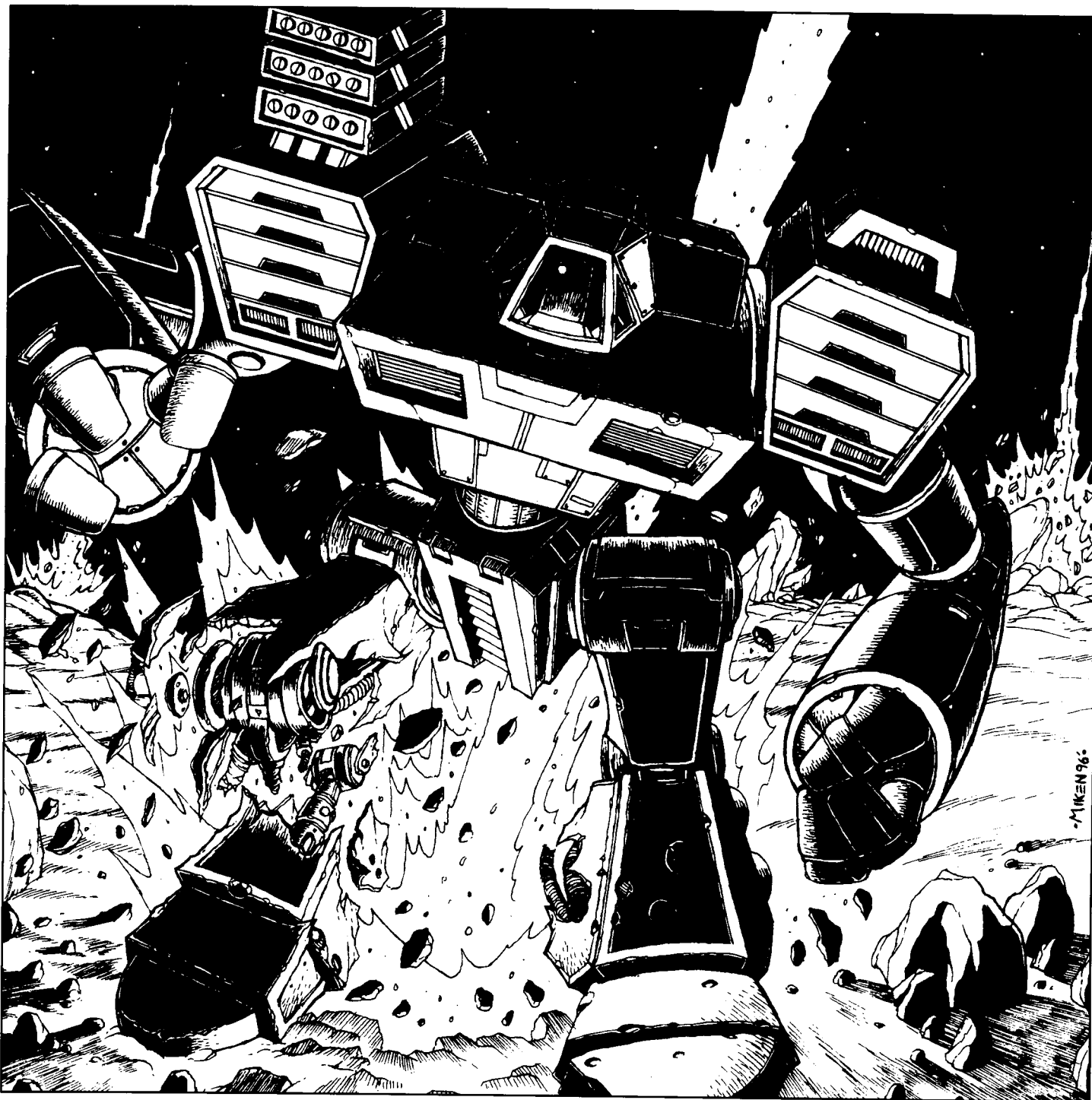
Forced Withdrawal

The Forced Withdrawal rule (see **Forced Withdrawal**, p. 4) is in effect for this scenario. The attacker withdraws off the west map edge, the defender off the east map edge.

Storm Modifiers

To simulate the heavy thunderstorm that was raging during this battle, apply a +1 to-hit modifier to all energy weapons and a +2 to-hit modifier to all ballistic weapons fired. The cooling effect of the heavy rain causes heat sinks to dissipate 1 extra point of heat per turn.

THE VISE TIGHTENS



Artillery Support

Beginning In Turn 5, the defender may call for artillery support a total of four times during the scenario. To determine if artillery support is available at any given time, the defending player should roll 2D6 during the Initiative Phase of the turn in which he calls for artillery and add the turn number to the dice roll result. On a total result of 14, artillery support is available

and will arrive during the Offboard Attack Phase of the following turn. Conduct all artillery support using the Offboard Artillery rules (see pp. 77–80, **BTC:RoW**). To determine what type of artillery is available, roll 2D6 and consult the Random Artillery Support Table (see **Special Campaign Rules**, p. 3).

The bad weather affects artillery support; apply a +2 to-hit modifier to offboard artillery spotting rounds and fire-for-effect.

THE BATTLE OF COVENTRY

SCENARIO 16: CHARGING THE LIGHT HORSE

As our name suggests, the Eridani Light Horse prefers to fight a mobile battle. Sometimes, though, that's just not possible.

During the later stages of the Coventry campaign, we were forced on the defensive. That's not so bad—I'd fought defensive battles before, including engagements against the Clans. But in all those other battles, we could maneuver to some degree. When the Falcons pushed us back into Lietnerton, we had nowhere to go. We were backed right up against the Cross-Divides and encircled by Clan forces. It reminded me of the old medieval sieges they taught us about at the Academy.

In the early morning of 8 May, the Falcons tried to break through the defenses north of town. When we got word, I wanted to move my reserve force up there to reinforce the lines. But General Winston wouldn't allow it. She said the Skye Rangers and Coventry Militia would have to stand or fall on their own. She was right, of course. The indigs held, and the Falcons were thrown back—but from what I understand, it was close.

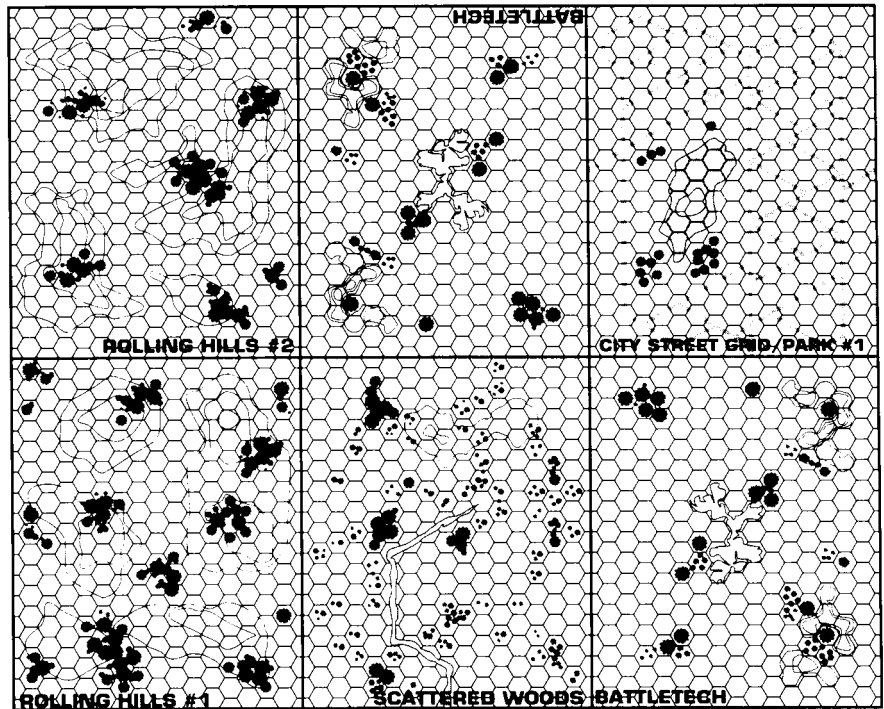
I don't know if the Clanners decided that our strong defenses on the north meant we'd be weak in the south—but the next day they lined up a full Cluster and threw it at our lines. We had prepared positions, good artillery and on-call aerospace support. When I saw their 'Mechs and Elementals coming out of the mist, I figured we had them cold.

Was I wrong. Just as the Falcons came into range, my sensors started screeching. I couldn't believe what I was seeing: incoming artillery. I keyed my commlink and shouted, "Incoming rounds!" at about the same time as half of the regiment.

The artillery fire scattered a bit. Most of it landed to the rear of our positions. I guess the Clanners aren't used to laying down protective fire. We only took a couple of minor hits, but the houses and apartment buildings behind us got smashed up pretty badly.

I called in counter-battery fire, squawked for air-cover and directed the supporting fire as best I could. For most of the battle I had to sit back and watch, shuttling forces to weak spots in the line, plugging holes and adjusting the artillery spreads.

Twice, the Falcons got so close that I had to fire my own weapons. I got one kill—a big, ugly monster of an assault 'Mech, a *Man O' War*, that came busting through our lines. He had a few cracks in his torso armor and one arm didn't seem to be working right. (Thank God for that. I found out later it was a "C" model, and the broken arm was a 21-cm autocannon.) I fed him a couple of Gauss slugs that staggered him pretty good, and then I popped him again and finished him off with a couple laser pulses. The pilot punched out and tried to escape, but our infantry caught up with him. He was determined not to be taken alive, but the ground pounders wrestled him to the dirt.



After the fighting subsided, I got a call from our intelligence section. The boys down in intel told me that the warrior whose 'Mech I'd killed was asking for me—kept saying he was my bondsman. General Winston thought it was funny. She said I was the only one in the Light Horse with my own pet Clanner.

—Excerpted from *Boots and Saddles: The Eridani Light Horse on Coventry*, by Colonel Sandra Barclay, New Avalon Publishing Company, 3059

SITUATION

Lietnerton, Coventry

09 May 3058

0845 hours

Having attacked the northern flank of Lietnerton's defenses and been repulsed with heavy losses, the Jade Falcons made another attempt to break the embattled town's perimeter.

Just after dawn on May 9, the 305th Assault Cluster moved into attack position. As the lead elements of the Cluster closed with the entrenched Eridani Light Horse, the Jade Falcons broke with tradition and laid down a barrage of Thumper and Arrow IV artillery fire. Under cover of the exploding shells, the Falcons surged forward.

Colonel Sandra Barclay of the Light Horse immediately called for her own artillery support and reinforcements. The battle rapidly escalated as aerospace fighters from both sides became entangled in a low-altitude dogfight. When the engagement finally spluttered to a halt five hours later, the field was littered with broken 'Mechs and smashed aerospace fighters—but the Light Horse lines had not shifted.

CHARGING THE LIGHT HORSE

GAME SET-UP

This scenario is intended for use with the **BattleTech** and **AeroBattle (BattleSpace)** or **AeroTech** rules.

Lay out the **AeroTech** Low Altitude mapsheet or one **BattleSpace** mapsheet. Treat the six hexes in the center of the **BattleSpace** mapsheet as the six **BattleTech** maps.

Lay out the **BattleTech** maps as shown. Use both Rolling Hills maps from **BattleTech Map Set 3**, City Street Grid/Park #1 map from **BattleTech Map Set 4**, two standard **BattleTech** maps (from the **BattleTech** boxed set or **BattleTech Map Set 2**) and the Scattered Woods map from **BattleTech Map Set 2**.

The defending player should place eight L1, four L2, six L3 and four M1 building counters in any non-paved Clear hex, within the confines of the street grid on the City Street Grid/Park #1 map. No building counters may be placed on the island (Hexes 0515-0609).

ATTACKER

The attacker consists of elements of the Jade Falcons' 305th Assault Cluster.

Alpha Beak 1

Star Captain Jacob Hazen (Piloting 3, Gunnery 3), *Thor*
MechWarrior Doeag (Piloting 4, Gunnery 3), *Ryoken*
MechWarrior Lastin (Piloting 4, Gunnery 3), *Loki*
MechWarrior Philo (Piloting 4, Gunnery 3), *Vulture*
MechWarrior Hamnet (Piloting 4, Gunnery 3), *Vulture*

Alpha Beak 2

Star Commander Kraig (Piloting 4, Gunnery 3),
Man O' War C
MechWarrior Axel (Piloting 4, Gunnery 4), *Loki A*
MechWarrior Roland (Piloting 4, Gunnery 4), *Black Hawk*
MechWarrior Una (Piloting 4, Gunnery 4), *Thor*
MechWarrior Newall (Piloting 4, Gunnery 4), *Loki*

Alpha Eye

Star Commander Woart (Piloting 4, Gunnery 3), *Uller C*
MechWarrior Hodgdon (Piloting 4, Gunnery 3), *Dasher A*
MechWarrior Corry (Piloting 4, Gunnery 3), *Uller A*
MechWarrior Caryl (Piloting 4, Gunnery 4), *Cougar B*
MechWarrior Nita (Piloting 4, Gunnery 4), *Koshi A*

Delta Strider 1

Star Commander Van Thastus, 4 Elementals w/Small Lasers
Point Commander Aart, 4 Elementals w/Small Lasers
Point Commander Sardul, 4 Elementals w/Machine Guns
Point Commander Belva, 4 Elementals w/Machine Guns
Point Commander Larkin, 4 Elementals w/Flamers

Echo Wing 1

Star Captain Janice Folkner, (Piloting 4, Gunnery 3), *Sulla*
Pilot Dervilia (Piloting 4, Gunnery 3), *Sulla*
Pilot Cronyn (Piloting 4, Gunnery 4), *Scytha*
Pilot Murdoch (Piloting 4, Gunnery 4), *Avar*
Pilot Quixano (Piloting 4, Gunnery 4), *Avar*

Artillery Support

3 Arrow IV Homing Missiles
3 Rounds Sniper Fire
1 Round Long Tom Fire
3 Counter-Battery Missions

Deployment

Trinary Alpha and Delta Strider 1 enter via the southwest corner of the Rolling Hills #1 map, between Hexes 0110 and 0817, during the Movement Phase of Turn 1. Echo Wing 1 enters the left-hand edge of the **BattleSpace/AeroTech** map during the AeroSpace Movement Phase of Turn 4.

DEFENDER

The defender consists of elements of the Eridani Light Horse.

Command Lance, Light Horse Command Company

Colonel Sandra Barclay (Piloting 3, Gunnery 3),
MR-V2 Cerberus
Captain Daniel Umsont (Piloting 4, Gunnery 3),
WHM-7M Warhammer
Geoffery Feather (Piloting 4, Gunnery 3), *OSR-2D Ostrac*
Tommy Stough (Piloting 4, Gunnery 4),
WVR-7D Wolverine

1st Armored Infantry Platoon

Lieutenant Dallas Bell, 3 Armored Infantrymen w/Small Lasers
Montgomery Ko, 3 Armored Infantrymen w/Small Lasers
Wanda Tierney, 3 Armored Infantrymen w/Machine Guns

2nd Company

Sergeant Jules Carey, Jump Rifle Platoon

Elements of 14th Recon Company, 17th Recon Battalion

Command Lance

Captain Setsuo Omoto (Piloting 4, Gunnery 3),
TMP-3M Tempest
Brendan Kilrain (Piloting 4, Gunnery 3), *VND-3L Vindicator*
Vittorio Conforti (Piloting 4, Gunnery 4),
WTC-4M Watchman
Carla Artice (Piloting 4, Gunnery 4), *CDA-3M Cicada*

Reinforced Strike Lance

Lieutenant Jamal Duhamel (Piloting 4, Gunnery 4),
CN9-D Centurion
E. M. Catanese (Piloting 4, Gunnery 3), *GLT-5M Guillotine*
Mary Jean Tebbets (Piloting 4, Gunnery 4),
HBK-5M Hunchback
Cyrus Allegro (Piloting 5, Gunnery 4), *RVN-3L Raven*
Lieutenant Ronald Boice (Piloting 4, Gunnery 4),
JR7-K Jenner

Recon Lance

Lieutenant Elizabeth Jordan (Driving 4, Gunnery 3),
Pegasus Scout Hovertank (3058 refit)
Donald Nickles (Driving 5, Gunnery 4),
Pegasus Scout Hovertank (3058 refit)
Sergeant To Loc (Driving 4, Gunnery 3),
Pegasus Scout Hovertank (3058 refit)
Sergeant Peter Ryckman (Driving 4, Gunnery 4),
Pegasus Scout Hovertank (3058 refit)

CHARGING THE LIGHT HORSE

Elements of the 101st Air Cavalry Command Lance

Captain Bonnie Schieken (Piloting 3, Gunnery 3),
HCT-213B *Hellcat II*

Lieutenant Paul Coester (Piloting 4, Gunnery 3),
HCT-213B *Hellcat II*

Dennis MacCarthy (Piloting 5, Gunnery 4),
CSR-V12 *Corsair*

Timothy Frayer (Piloting 4, Gunnery 4), CSR-V12 *Corsair*

Strike Lance

Lieutenant William Welty (Piloting 4, Gunnery 3),
SPR-6D *Sparrowhawk*

Thad Johnson (Piloting 4, Gunnery 4),
SPR-6D *Sparrowhawk*

Artillery Support

3 Arrow IV Homing Missiles

5 Rounds Thumper Artillery Fire

1 Round Sniper Artillery Fire

1 Round Long Tom Artillery Fire

3 Counter-Battery Fire Missions

Deployment

The Light Horse's ground units set up first anywhere on the north standard **BattleTech** map, City Street Grid/Park #1 map or south standard **BattleTech** map, east of Hex Row 06xx on the north standard **BattleTech** map and north of Hex Row xx07 on the south standard **BattleTech** map. The defender may place up to 12 of his 'Mechs or vehicles in Improved Positions (see **Special Rules**). The Light Horse's aerospace assets enter the **BattleSpace/AeroTech** map during the AeroSpace Movement Phase of Turn 4.

VICTORY CONDITIONS

The scenario ends when the last Clan 'Mech exits the map or is destroyed. The attacker wins by exiting as many of his 'Mechs as he can off the east edge of the south standard **BattleTech** map. The defender wins by damaging enough of the attacker's 'Mechs to force him to abandon the assault (see **Special Rules**). When the tenth Clan 'Mech is destroyed or forced off the map, the Clan player must begin to withdraw his entire force.

To determine the victory level, calculate each side's total points and consult the Victory Table.

Action	Victory Points
Each Clan OmniMech exiting map	+15
Each Elemental Point exiting map	+10
Each Light Horse 'Mech destroyed	+10
Each Light Horse fighter destroyed	+10
Each Light Horse vehicle or armored infantry squad destroyed	+8
Each infantry platoon destroyed	+4
Each Elemental Point forced to withdraw	-8
Each Clan OmniMech forced to withdraw	-10
Each Clan fighter destroyed	-10
Each Elemental Point destroyed	-10
Each Clan OmniMech destroyed	-15

VICTORY TABLE

Total Points	Result
550+	Decisive Clan Victory
549 to 362	Substantial Clan Victory
181 to 361	Marginal Clan Victory
-91 to 180	Draw
-92 to -203	Marginal Inner Sphere Victory
-204 to -314	Substantial Inner Sphere Victory
-315+	Decisive Inner Sphere Victory

SPECIAL RULES

Improved Positions

During game set-up, the defender may deploy up to 12 of his 'Mechs and/or vehicles in Improved Positions (see p. 92, **BTC:RoW**). These protected defensive positions may only be established in Clear hexes on the City Street Grid/Park #1 or the south standard **BattleTech** maps. The defender should write down the location of each Improved Position.

Forced Withdrawal

The Forced Withdrawal rule (see **Forced Withdrawal**, p. 4) is in effect for this scenario. The attacker withdraws via the west edge of the Rolling Hills #1 map, the defender via the east edge of the same map. Aerospace fighters on both sides withdraw via the edge through which they entered.

Fighter Ordnance

During set-up, each player may designate any or all of his aerospace fighters as carrying air-to-ground ordnance (see pp. 72-74, **BTC:RoW**). All types of air-to-ground ordnance are available to both sides.

Artillery Support

Each side has artillery fire support missions listed among its forces. These missions may be called in at any time during the game. Once a mission is used, that specific mission may not be called in again. Artillery fire will arrive during the Offboard Attack Phase of the next turn after the support was requested.

Counter-Battery Fire

Each side also has 3 counter-battery fire missions. These missions may only be used against enemy artillery support. A player may call for counter-battery fire during the Targeting Phase of any turn following the arrival of enemy artillery fire. Each counter-battery mission has a To-Hit Number of 8 or higher. If the fire mission hits, the enemy loses one of his remaining fire missions; the specific mission lost is up to the player targeted by the counter-battery fire. Any counter-battery mission called in is used up; players may not correct counter-battery fire that misses its target. Aerospace fighters may not make counter-battery attacks during this scenario.

THE BATTLE OF COVENTRY

SCENARIO 17: STORMY SKIES

Much of the later fighting on Coventry was characterized by short, violent struggles that ended almost as suddenly as they began. In many cases, the Inner Sphere forces could only react to the Jade Falcons' assaults, rather than carrying the fight to them.

In an attempt to interrupt the Falcons' momentum and break what had deteriorated into the siege of Lietnerton, the CEF commanders, along with General Niemyer of the Coventry Provisional Militia, decided to launch a massive air strike against the Falcon positions opposite the entrenchments occupied by Wolf's Dragoons.

The plan called for a so-called fighter sweep in which each fighter carrying air-to-ground ordnance would swoop down on the Clan positions and release their bombs at pointblank range. Each fighter would then return to the top of the "marshaling stack" to await its next turn. During any subsequent passes, the fighters would use their own weapons to strafe any ground targets that survived the bombing. The strike was planned for 10 May, when the meteorological officers attached to the Skye Rangers predicted a sky overcast with high, thin clouds and light winds.

Unfortunately, the forecast was wrong.

No sooner had the strike force lifted off than the weather began to deteriorate rapidly. Winston and Niemyer considered aborting the mission but decided to go ahead because they might not get another chance at it.

As the first wave of fighters swung into the line of attack, the second unforeseen event of the day occurred. A patrol of Jade Falcon OmniFighters, undetected by the interceptor escort, slipped in and engaged the attack ships. Three of the Skye Rangers' fighters were hit and forced to drop their bomb loads before reaching the target. Soon, the stormy summer skies were filled with rolling, wheeling fighters locked in a classic "furball."

By the time Niemyer finally recalled the mission, only 30 percent of the attack ships had been able to deliver their payloads. The failure of the air strike forced the CEF to cancel the planned break-out by Wolf's Dragoons, and the siege of Lietnerton continued.

—Excerpted from *Falcons Resurgent: The Coventry Campaign*, by James Wesson, Tharkad Publishing Co., 3059

SITUATION

Lietnerton, Coventry
10 May 3058
0945 hours

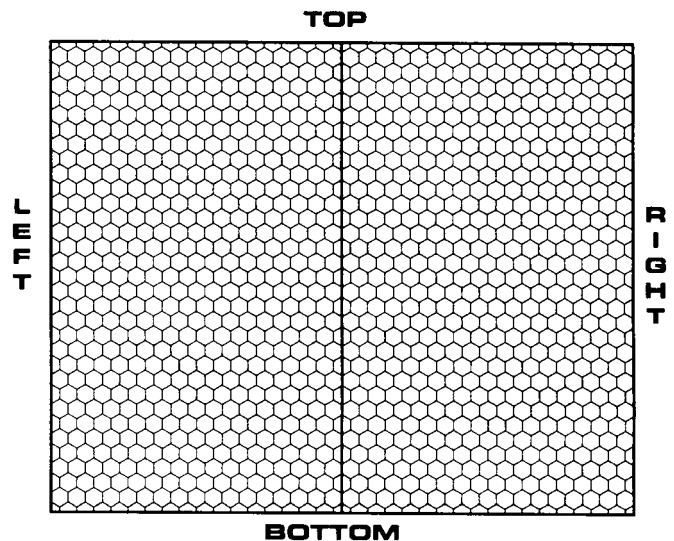
As the siege of Lietnerton wore on, the CEF planners launched a massive air strike against the Jade Falcons. The first wave of fighters, flown by the Skye Rangers and the Eridani Light Horse, unexpectedly ran into a Clan OmniFighter patrol. The resulting dogfight forced many of the Inner Sphere fighters to drop their payloads in order to increase their maneuverability. Therefore, only a small portion of the air-to-ground ordnance intended for the Clan positions ever struck its target. A brewing thunderstorm only made the fighting conditions

worse. Instead of a quick and lethal air strike, the Coventry Expeditionary Force found itself embroiled in a fierce air battle, in which both sides ultimately suffered heavy losses.

GAME SET-UP

This scenario is for use with the AeroBattle (**BattleSpace**) or **AeroTech** game system.

Lay out the **AeroTech** Low Altitude mapsheet or both **BattleSpace** maps as shown. Designate the four center hexes as the **BattleTech** mapsheet hexes.



ATTACKER

The attacker consists of elements of the Tenth Skye Rangers and the Eridani Light Horse.

Skye Rangers Aerospace Fighter Wing Command Lance

Hauptmann Kristen Reeve (Piloting 4, Gunnery 4),
CHP-W7 *Chippewa*
Lieutenant Edgar Van Den Has (Piloting 5, Gunnery 4),
CHP-W7 *Chippewa*

Gold Lance

Lieutenant Harvey Kusimerek (Piloting 5, Gunnery 4),
LCF-R16 *Lucifer*
Lieutenant Colleen York (Piloting 5, Gunnery 4),
LCF-R16 *Lucifer*

71st Light Horse Regiment, 11th Recon Battalion

Air Lance, 14th Recon Company

Lieutenant Hudson Sloan (Piloting 4, Gunnery 4),
SPR-6D *Sparrowhawk*
Favor Carson (Piloting 4, Gunnery 4),
SPR-6D *Sparrowhawk*

Air Lance, 16th Recon Company

Lieutenant Louis Dallo (Piloting 4, Gunnery 4),
CSR-V12 *Corsair*
Tanya Galliot (Piloting 5, Gunnery 4), CSR-V12 *Corsair*

STORMY SKIES

Recon Lance, 101st Air Cavalry

Lieutenant Mehitabel Weisman (Piloting 4, Gunnery 4),
F-90 *Stingray*

T. J. Murray (Piloting 5, Gunnery 4), F-90 *Stingray*

Yusef Al-Mallah (Piloting 5, Gunnery 4),
SPR-6D *Sparrowhawk*

Lori Tzou (Piloting 5, Gunnery 4), SPR-6D *Sparrowhawk*

Deployment

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

DEFENDER

The defender consists of elements of the Jade Falcons Fifth Battle Cluster, Trinary Echo.

Echo Wing 2

Star Commander Mandy Regner (Piloting 4, Gunnery 3),
Sabutai

Pilot Marta (Piloting 4, Gunnery 3), *Sabutai*

Pilot Antrim (Piloting 4, Gunnery 4), *Turk*

Pilot Boothe (Piloting 4, Gunnery 4), *Turk*

Pilot Hrothgar (Piloting 4, Gunnery 4), *Sulla*

Pilot Erna (Piloting 4, Gunnery 4), *Sulla*

Pilot Hoyt (Piloting 4, Gunnery 4), *Batu A*

Pilot Durant (Piloting 4, Gunnery 4), *Batu*

Pilot Legrand (Piloting 4, Gunnery 4), *Avar*

Pilot Lyria (Piloting 4, Gunnery 4), *Avar*

Deployment

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

VICTORY CONDITIONS

The scenario ends when the last Inner Sphere fighter has been destroyed or forced to withdraw. The attacker wins by delivering as much air-to-ground ordnance as he can to the **BattleTech** map hexes (see **Special Rules**). The defender wins by preventing the attacker from achieving his objective.

To determine the victory level, calculate each side's total points and consult the Victory Table.

Action	Victory Points
Each HE, inferno or cluster bomb dropped	+2
Each FASCAM minefield dropped	+2
Each Arrow IV missile launched	+2
Each strafing run or strike attack completed	+3
Each Clan fighter destroyed or forced to withdraw	+10
Each Inner Sphere fighter destroyed after completing an air strike	-5
Each Inner Sphere fighter forced to withdraw before completing an air strike	-15
Each Inner Sphere fighter destroyed before completing an air strike	-20

VICTORY TABLE

Total Points	Result
300+	Decisive Inner Sphere Victory
190 to 299	Substantial Inner Sphere Victory
80 to 189	Marginal Inner Sphere Victory
79 to -86	Draw
-87 to -192	Marginal Clan Victory
-193 to -299	Substantial Clan Victory
-300+	Decisive Clan Victory

SPECIAL RULES

Fighter Ordnance

During game set-up, the Inner Sphere player must decide how many of his fighters will be carrying air-to-ground ordnance. The same fighter may not carry different types of ordnance.

Ground Attacks

In order to claim the Victory Points allotted for making a particular type of attack, an Inner Sphere fighter must follow the normal rules for making a ground attack (see pp. 84-86, **BattleSpace**, or pp. 21-22, **AeroTech**).

Strafing

In addition to bombing runs, each fighter may make one strafing run or strike attack.

Interceptors

At least 2 Skye Rangers and 4 Light Horse fighters must be assigned to provide air cover for the strike ships. These fighters may not carry air-to-ground ordnance, but may make strafing or strike attacks.

Forced Withdrawal

The Forced Withdrawal rule (see **Forced Withdrawal**, p. 4) is in effect for this scenario. The attacker withdraws via the east map edge, the defender via the west map edge.

THE BATTLE OF COVENTRY

PERSONALITIES

HAUPTMANN CARADOC "DOC" TREVENA

Age: 36

Home Planet: Kestrel

Mech Types: CN9-D *Centurion*, PTR-4D *Penetrator*

Current Assignment: Commander, Second Company,
First Battalion, Tenth Skye Rangers

MechWarrior Data

Attributes

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

Characteristics

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

Edge: 4

Advantages

Extra Edge
Sixth Sense
Natural Aptitude (Leadership)

Skills

Bureaucracy	4	(4+)
Computer	2	(6+)
Gunnery/Mech	4	(3+)
Leadership	3	(5+)
Negotiation	2	(6+)
Piloting/Mech	3	(4+)
Protocol	2	(6+)
Small Arms	2	(5+)
Streetwise	3	(5+)
Survival	1	(6+)
Tactics	3	(4+)
Technician/Mech	2	(5+)

Though Hauptmann Caradoc (Doc) Trevena began his military career in 3043 with the Lyran Armed Forces, he saw little combat and attracted little notice until his tenure with the Tenth Skye Rangers. In fact, when the Eleventh Lyran Guards joined the Lyran Alliance during the recent Marik-Liao invasion of the



Sarna March, many Lyran Alliance Armed Forces commanders viewed the unit's commander as nothing more than a "paper veteran," untested and unfit for battle. When Trevena resisted the LAAF command's efforts to force him into an early retirement, he found himself transferred to the Tenth Skye Rangers.

Trevena proved the LAAF command wrong, however, when the Jade Falcons invaded Coventry and he led the Tenth Rangers in a brilliant campaign against the Falcon forces. While awaiting the arrival of the Coventry Expeditionary Force, Trevena and his troops used guerrilla tactics and successfully tied down a Falcon force more than three times its own size. And even after the relief forces arrived on Coventry, Trevena's Tenth Rangers continued to play a major role in the effort to drive the Falcons off the planet.

During the fighting, Trevena proved himself a tough, resourceful and cunning field commander. He has an innate grasp of leadership skills that some officers never develop, demonstrated by his ability to mold a band of misfits and outcasts into an effective combat unit. If Trevena has a fault, it's his concern for his troops. He would gladly face death himself but constantly worries that his orders may cause his troops to die unnecessarily.

PERSONALITIES

LEFTENANT ISOBEL MURDOCH

Age: 30

Home Planet: Novara

'Mech Type: HBK-5M *Hunchback*

Current Assignment: Executive Officer: Second Company, First Battalion, Tenth Skye Rangers

MechWarrior Data

Attributes

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

Characteristics

Athletic	8+
Physical	7+
Mental	9+
Social	10+

Edge: 3

Advantages

Toughness

Skills

Computer	3	(6+)
Gunnery/'Mech	4	(3+)
Leadership	2	(8+)
Piloting/'Mech	3	(4+)
Small Arms	2	(5+)
Survival	1	(8+)
Tactics	2	(7+)
Technician/'Mech	2	(7+)
Unarmed Combat	2	(6+)

After enlisting in the AFFC in 3051, Isobel Murdoch was posted to the Twenty-sixth Lyran Guards as a replacement, shortly before that unit saw action against Clan Wolf on Thun. During the battle of Jagger Bay, Murdoch destroyed two light OmniMechs before enemy fire destroyed her *Wolverine*. Miraculously, she managed to evade capture and make her way back to the Guards' base at Logan Delta. Shortly after she was evacuated from Thun, along with the rest of the shattered regiment, Murdoch was reassigned as a lance leader with the Fifteenth Lyran Regulars on Hood IV.

Murdoch served with the Regulars until November of 3057, when she reprimanded a subordinate for being drunk on duty. As fate would have it, that subordinate was a second cousin to Kommandant Mark Rohm, the aide to Chahar Command's Hauptmann General David Mayer. Within days Murdoch had been transferred to the Tenth Skye Rangers.



Prior to the invasion of Coventry, Lieutenant Murdoch was the only combat veteran in First Battalion's Second Company. Understandably, her battle experience, as well as her drive for personal excellence and excellence in those under her command, quickly attracted Hauptmann Trevena's interest.

PERSONALITIES

COLONEL SHELLY BRUBAKER

Age: 34

Home Planet: Outreach

'Mech Type: NSR-9J *Nightstar*

Current Assignment: Commander: Delta Regiment, Wolf's Dragoons

MechWarrior Data

Attributes

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

Characteristics

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

Edge: 5

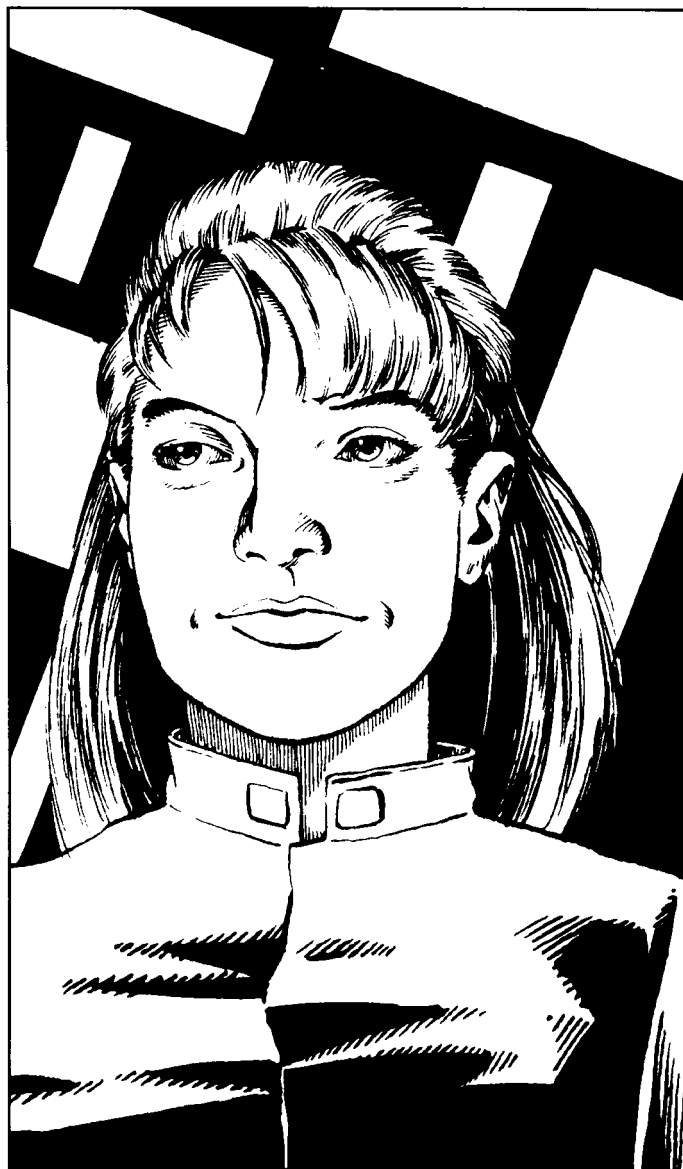
Advantages

Combat Sense
Extra Edge

Skills

Administration	2	(4+)
Blade	2	(5+)
Computer	2	(4+)
Gunnery/'Mech	5	(1+)
Interrogation	2	(5+)
Leadership	3	(4+)
Medtech	2	(4+)
Negotiation	2	(5+)
Piloting/'Mech	4	(2+)
Small Arms	2	(4+)
Strategy	3	(3+)
Survival	1	(5+)
Tactics	3	(3+)
Technician/'Mech	2	(4+)
Training	3	(4+)
Unarmed Combat	2	(5+)

Colonel Shelly Brubaker is a veritable archetype of a Dragoon officer. Born on Outreach in 3024, she raced through the Dragoons' training program. After testing out as a lance corporal in 3046, Brubaker soon amassed a combat record unmatched by any other warrior in her company. She progressed rapidly through the ranks and assumed command of Delta regiment in 3054, upon the retirement of Colonel Kathleen Dumont.



Brubaker is tough, capable, fiercely loyal to the Dragoons and ruthless when the need arises. Additionally, the Delta Regiment commander possesses a cheerful optimism, a valuable trait frequently undervalued by mercenary units. As a MechWarrior, Brubaker has been described as a sniper. Indeed, any who have seen her deliberate, almost mechanical, style of fighting could easily imagine her coldly lining up the sights of a precision rifle on the heart of some unsuspecting enemy.

PERSONALITIES

KHAN MARTHE PRYDE

Age: 38

Home Planet: Eden

'Mech Type: *Thor*

Current Assignment: Khan of the Jade Falcons/Commander:
Turkina Keshik

MechWarrior Data

Attributes

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

Characteristics

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

Edge: 3

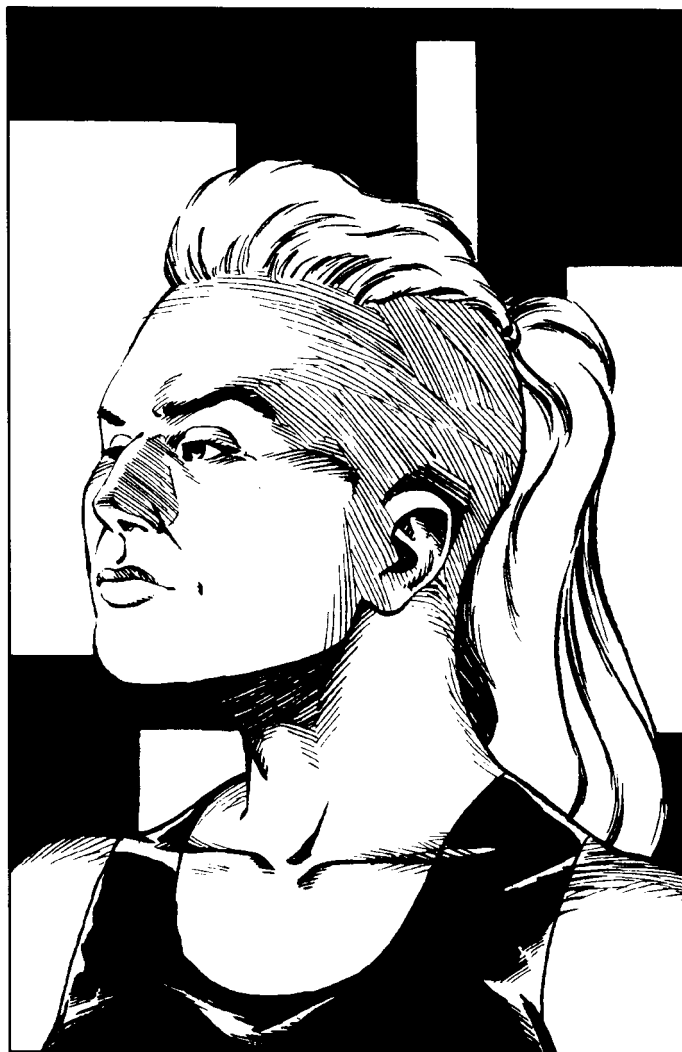
Advantages

Combat Sense

Skills

Acrobatics	2	(6+)
Blade	2	(6+)
Gunnery/'Mech	6	(1+)
Interrogation	3	(5+)
Leadership	5	(3+)
Medtech	1	(7+)
Negotiation	2	(6+)
Perception	2	(7+)
Piloting/'Mech	5	(2+)
Running	2	(6+)
Small Arms	3	(4+)
Strategy	2	(6+)
Survival	1	(7+)
Swimming	1	(7+)
Tactics	4	(4+)
Technician/'Mech	1	(7+)
Training	2	(6+)
Unarmed Combat	4	(4+)

As sibkin to Aidan Pryde, one of Clan Jade Falcon's greatest heroes, Marthe Pryde has always felt driven to excel. Her innate talents and impressive motivation first garnered attention during Pryde's tenure as a Star Commander in the Gyrfalcon Eyrie Cluster's Trinary Bravo. Her competency on the battlefield soon began earning her the honor and acclaim of her fellow Clansmen, and she rapidly progressed through the ranks. By the time the Clans invaded the Inner Sphere, Pryde was com-



mander of the Second Falcon Jaegers Cluster. Shortly after the Jade Falcon-Wolf Refusal War, her peers promoted her to saKhan of the Falcons. Shortly thereafter, Vlad Ward of the Wolf Clan killed Falcon Khan Elias Crichell, and Pryde assumed the mantle of Falcon senior Khan.

The current Falcon invasion of the Lyran Alliance is solely the brainchild of Khan Pryde. The Falcon Clan remains dangerously weakened from the Refusal War, and Pryde believes that the operation will project the image of a strong, fearless Falcon Clan to potential enemies who may be contemplating attacks against the depleted Falcon ranks.

PERSONALITIES

GALAXY COMMANDER ROSENDO HAZEN

Age: 32

Home Planet: Dagda

Mech Type: *Loki*

Current Assignment: Commander: Jade Falcon Gamma
Galaxy

MechWarrior Data

Attributes

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

Characteristics

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

Edge: 4

Advantages

Extra Edge

Skills

Gunnery/Mech	5	(1+)
Interrogation	1	(7+)
Leadership	3	(5+)
Medtech	1	(7+)
Negotiation	1	(7+)
Piloting/Mech	4	(2+)
Small Arms	2	(4+)
Strategy	1	(7+)
Survival	1	(7+)
Tactics	3	(5+)
Technician/Mech	2	(7+)
Training	1	(7+)
Unarmed Combat	3	(2+)

Born to a sibko drawn from Hazen and Pryde genetic material, Rosendo was not the largest or strongest fledgling his Falcons had ever trained. However, he was the most willing. Rosendo spent long hours studying strategy, tactics and the history of the Clans. By the time he was twelve years old, he could recite from memory most of the Jade Falcon version of the Remembrance. During his blooding, Rosendo wrestled for himself the rank of Star Captain. As a result, he was given a *Galahad* and assigned to lead Bravo Beak of the Peregrine Eyrie Cluster.



Over the years, he progressed through the Clan's military and political ranks until he became one of Marthe Pryde's closest advisors. In the aftermath of the Trial of Refusal with the Wolf Clan, Rosendo fought for and won the right to command Jade Falcon Galaxy.

Galaxy Commander Hazen is a vehement proponent of the Crusader philosophy and a staunch defender of Jade Falcon tradition, and he seems destined to become Falcon Loremaster one day—if he survives long enough.

PERSONALITIES

STAR COLONEL ARIMAS MALTHUS

Age: 28

Home Planet: Unknown

'Mech Types: *Man O' War, Hellhound*

Current Assignment: Commander: Jade Falcon Gamma Galaxy

MechWarrior Data

Attributes

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

Characteristics

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

Edge: 4

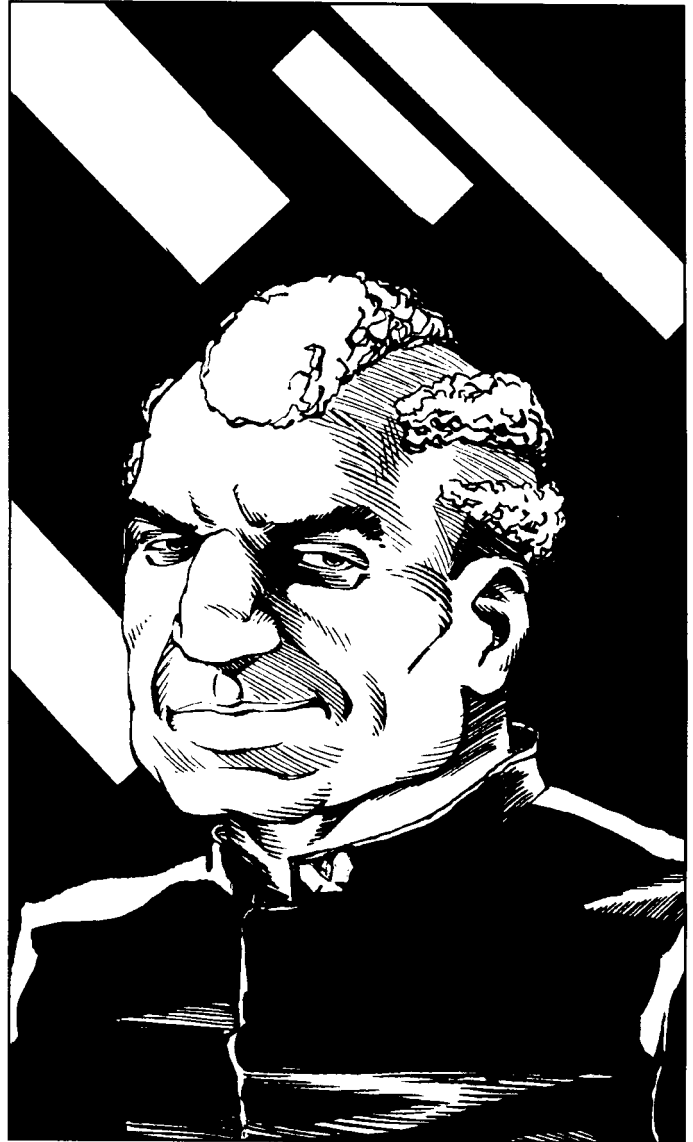
Advantages

Extra Edge
Sixth Sense

Skills

Gunnery/'Mech	4	(2+)
Interrogation	2	(5+)
Leadership	2	(6+)
Medtech	1	(5+)
Negotiation	1	(7+)
Perception	2	(3+)
Piloting/'Mech	4	(2+)
Small Arms	2	(4+)
Special Interest (Intelligence Analysis)	2	(4+)
Strategy	3	(3+)
Survival	1	(5+)
Tactics	3	(3+)
Technician/'Mech	1	(5+)
Training	1	(7+)
Unarmed Combat	2	(3+)

The product of a genetic engineering program begun by Elias Crichell, Star Colonel Arimas Malthus is perhaps the closest thing the Jade Falcons have to an intelligence analyst. Specifically bred for intelligence and combat ability, Arimas and his sibkin were raised in the Crusader tradition from the time they were able to grasp such concepts. Arimas grew into a skilled and cunning warrior. His ability to "read" opponents and



accurately predict their actions attracted the attention of Kael Pershaw, the head of the Falcon arm of the Clan Watch. Though recruiting Arimas was a break with the Falcon tradition of using only unblooded warriors as intelligence officers, Pershaw's decision paid off. After receiving training as an analyst, Arimas was reassigned to the Jade Falcon Galaxy command. During the Wolf-Falcon Refusal War, Arimas accurately predicted Wolf troop movements. Arimas won the Malthus Bloodname in the spate of Bloodright trials that followed the Wolf-Falcon war.

THE BATTLE OF COVENTRY

COUGAR

Mass: 35 tons
Chassis: Endo Steel
Power Plant: 175 XL
Cruising Speed: 54.8 kph
Maximum Speed: 86.2 kph
Jump Jets: None
Jump Capacity: None
Armor: Ferro-Fibrous
Armament:
19 tons of pod space available
Manufacturer: Unknown
Communications System: Unknown
Targeting and Tracking System: Unknown

OVERVIEW

Following the Trial of Refusal against Clan Wolf, Khan Marthe Pryde of Clan Jade Falcon set two priorities in the rebuilding of her decimated fighting forces. Her first priority, set in motion by her predecessor, Khan Elias Crichell, was to fill the ranks as quickly as possible by stepping up the Jade Falcon genetic breeding program. Her second priority was to bring new and deadly OmniMechs to the field of battle. With the successful field testing of four new OmniMechs—the *Fire Falcon*, *Black Lanner*, *Night Gyr* and *Turkina*, all lethal machines—Khan Pryde put herself and her Clan firmly on the path back to dominance. But Khan Pryde was not yet satisfied. Knowing she had already taxed her Clan to the limit to field these new machines, she took an unprecedented step. Instead of building a new OmniMech from the ground up, she assigned the Jade Falcon scientist caste the job of modifying a proven design into an even deadlier war machine. Building on a stock chassis from a Clan *Adder*—designated *Puma* by Inner Sphere forces—Clan Jade Falcon technicians managed to field a virtually new design in roughly half the time normally required to construct and test a new OmniMech. Code named the *Cougar*, this design completes the Star of new OmniMechs that Khan Pryde intends to use to place her Clan firmly back in its former position of power.

CAPABILITIES

When Jade Falcon technicians first began to modify the *Puma* chassis, they gave the *Cougar* more pod space to allow for a greater variety of larger weapons. To accommodate this move, they replaced the 210 XL engine with a 175 XL model. Though some Clan MechWarriors complained that the resulting loss of speed in a light 'Mech would have devastating consequences, the overall consensus was that the increased firepower more than made up for the new 'Mech's slower movement rate.

Building on the *Puma*'s proven track record, the designers closely followed its most common configurations. The increased tonnage granted by the smaller and lighter engine enabled them to upgrade most of the OmniMech's systems while keeping to the *Puma* designer's philosophy of ranged combat; kill the enemy before he can kill you. The *Cougar*'s most common configuration makes efficient use of the Clans' deadly pulse lasers, giving this OmniMech a distinct advantage against even the swiftest of opponents. Two LRM-10 racks complement the lasers.

In an experimental blending of accurate long-range missile fire and mobility, the *Cougar A* has immense potential as a rapid-deployment, indirect fire platform. The designers came up with Configuration B as a tribute to the *Puma*, which received that name from Inner Sphere opponents because of the savagery of its primary configuration. The *Cougar B* is every bit as lethal as the *Puma* primary, but its greater heat-dissipation capacity gives it the potential to eclipse its progenitor.

The C configuration seems to add weight to the observations of many Inner Sphere military analysts that the Jade Falcons have learned their lesson about dependence on ammunition. Its bristling array of lasers—a type of configuration used for the *Black Lanner* and *Turkina* designs already fielded by the Falcons—makes the accompanying Gauss rifle seem like an afterthought.

The *Cougar*'s final configuration, with its devastating combination of an Ultra autocannon and extended-range large laser, appears to be a direct upgrade of the *Puma D*. Only combat can decide the age-old question of whether speed or firepower truly wins a battle.

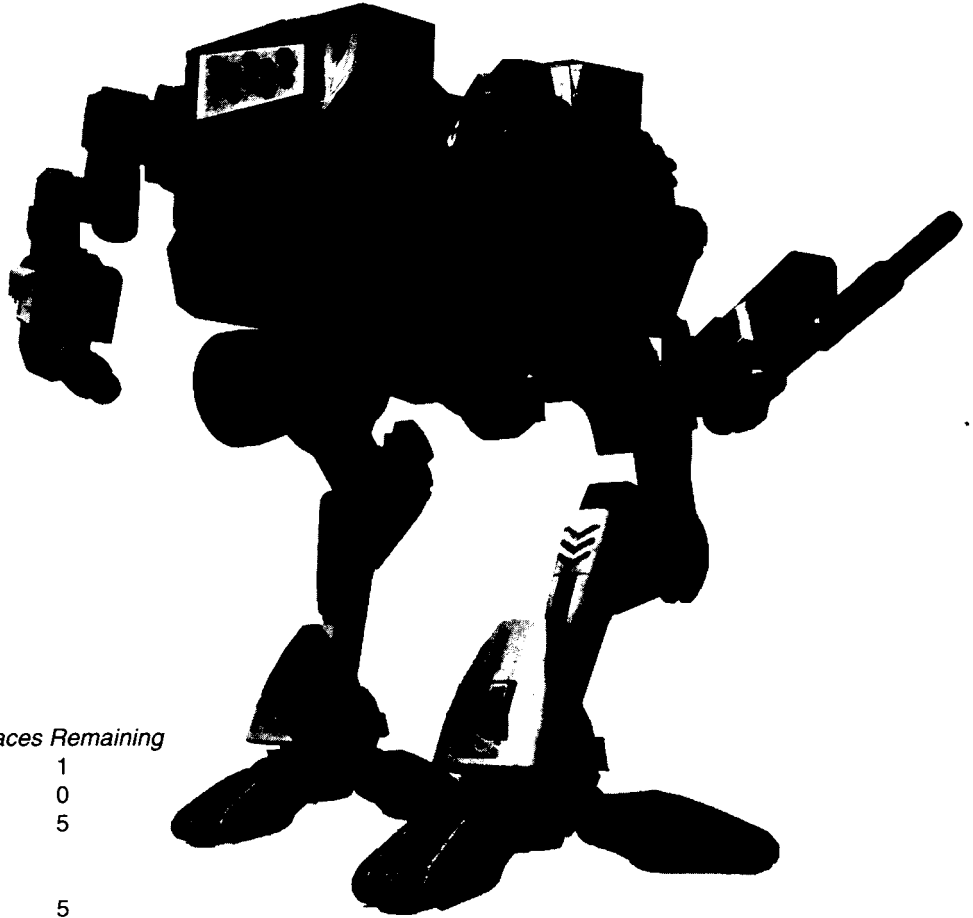
DEPLOYMENT

Thus far, the *Cougar* has been reported only among Jade Falcon forces, where it first appeared during the battle of Coventry. Because it was built on the original *Puma* chassis and looks very similar to that 'Mech, many Inner Sphere units mistakenly believed they knew the *Cougar*'s capabilities. Not many lived to learn from their mistake.

Type: **Cougar**
Technology Base: Clan OmniMech
Tonnage: 35

Equipment		Mass
Internal Structure:	Endo Steel	2
Engine:	175 XL	3.5
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		2
Cockpit:		3
Armor Factor:	106	5.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	8
Center Torso	11	14
Center Torso (rear)		6
R/L Torso	8	12
R/L Torso (rear)		4
R/L Arm	6	11
R/L Leg	8	12

COUGAR



Weight and Space Allocation

Location	Fixed	Spaces Remaining
Head		1
Center Torso	2 Endo Steel	0
Right Torso	2 XL Engine Double Heat Sink 3 Ferro-Fibrous	5
Left Torso	2 XL Engine 5 Endo Steel	5
Right Arm	Double Heat Sink	6
Left Arm	Double Heat Sink	6
Right Leg	2 Ferro-Fibrous	0
Left Leg	2 Ferro-Fibrous	0

Weapons and Ammo Location Critical Tonnage

Primary Weapons Configuration

Large Pulse Laser	LA	2	6
LRM 10	LT	1	2.5
Ammo (LRM) 12	LT	1	1
Large Pulse Laser	RA	2	6
LRM 10	RT	1	2.5
Ammo (LRM) 12	RT	1	1

Alternate Configuration A

Small Pulse Laser	H	1	1
ER Medium Laser	LA	1	1
Ammo (LRM) 12	LA	2	2
LRM 20	LT	4	5
Artemis IV FCS	LT	1	1
ER Medium Laser	RA	1	1
Ammo (LRM) 12	RA	2	2
LRM 20	RT	4	5
Artemis IV FCS	RT	1	1

Alternate Configuration B

ER Medium Laser	H	1	1
ER PPC	LA	2	6
Double Heat Sink	LA	2	1
2 Double Heat Sinks	LT	4	2
ER PPC	RA	2	6
Double Heat Sink	RA	2	1
2 Double Heat Sinks	RT	4	2

Alternate Configuration C

ER Medium Laser	H	1	1
Gauss Rifle	LA	6	12
Ammo (Gauss) 16	LT	2	2
ER Medium Laser	RA	1	1
ER Medium Laser	RA	1	1
ER Medium Laser	RA	1	1
ER Medium Laser	RA	1	1

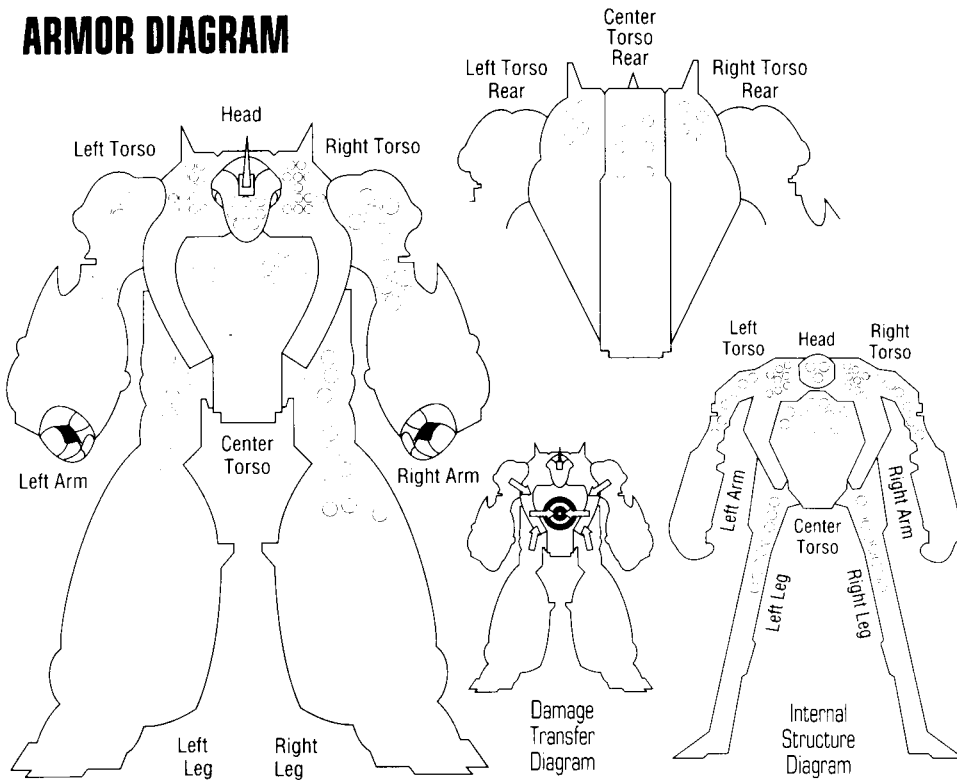
Alternate Configuration D

ER Large Laser	LA	1	4
SRM 4	LT	1	1
Ultra AC/10	RA	4	10
Ammo (Ultra) 20	RT	2	2
SRM 4	RT	1	1
Ammo (SRM) 25	RT	1	1

BATTLETECH®

BATTLEMECH RECORD SHEET

ARMOR DIAGRAM



Mech Data

Type: **Cougar Prime** Tonnage: **35**
 Movement Points:
 Walking: **5** Technology Base:
 Running: **8** Clan
 Jumping: **0** 3058

Weapons Inventory

Type	Location	Heat	Damage	Min.	Short	Med.	Long
1 Lg. Pulse Laser	RA	10	10	-	6	14	20
1 Lg. Pulse Laser	LA	10	10	-	6	14	20
1 LRM 10	RT	4	1	-	7	14	21
1 LRM 10	LT	4	1	-	7	14	21

Ammo Type	Rounds
LRM 10	24

Total Heat Sinks: 10 (20)

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ Double

Auto Eject

Operational Disabled

Warrior Data

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken

1	2	3	4	5	6
3	5	7	10	11	Dead

Consciousness #

Heat Scale

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

Critical Hit Table

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Heat Sink-Fixed
 - Heat Sink-Fixed
 - Large Pulse Laser
- 1-3
- Large Pulse Laser
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Left Torso (Case)

- XL Engine
 - XL Engine
 - LRM 10
 - Ammo (LRM 10) 12
 - Endo Steel
 - Endo Steel
- 1-3
- Endo Steel
 - Endo Steel
 - Endo Steel
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - XL Engine
 - XL Engine
 - XL Engine
 - Endo Steel
 - Endo Steel
- 4-6

Engine Hits ○ ○ ○
 Gyro Hits ○ ○ ○
 Sensor Hits ○ ○ ○
 Life Support ○

Cost **6,065,440**

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Heat Sink-Fixed
 - Heat Sink-Fixed
 - Large Pulse Laser
- 1-3
- Large Pulse Laser
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Right Torso (Case)

- XL Engine
 - XL Engine
 - Heat Sink-Fixed
 - Heat Sink-Fixed
 - LRM 10
 - Ammo (LRM 10) 12
- 1-3
- Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

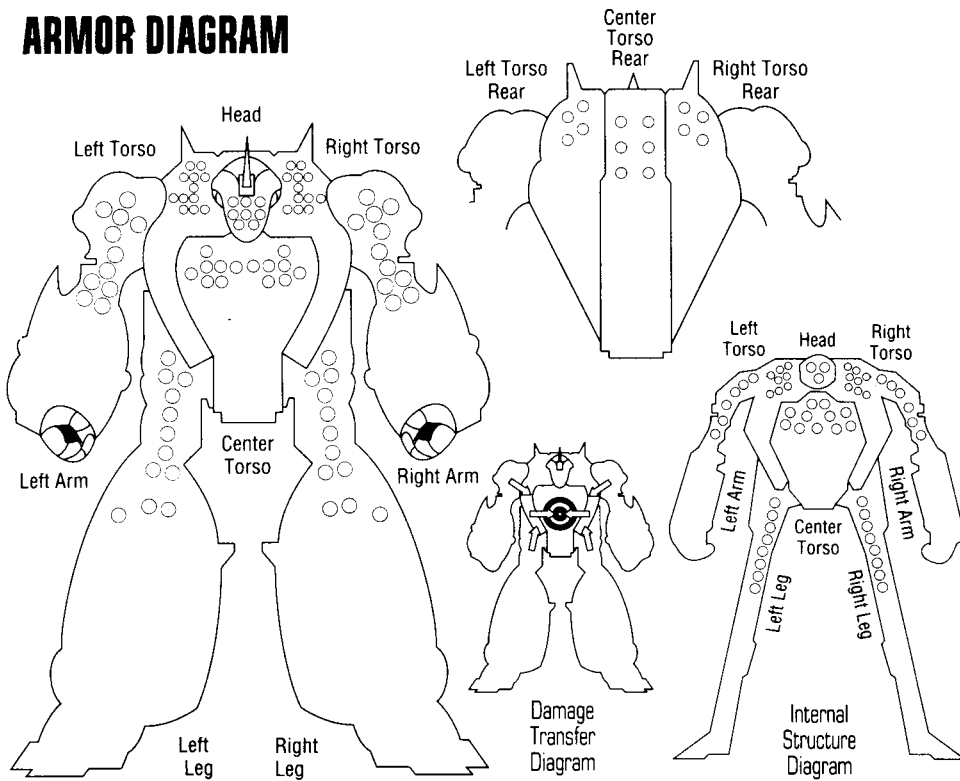
Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

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BATTLEMech RECORD SHEET

ARMOR DIAGRAM



Mech Data

Type: **Cougar A** Tonnage: **35**
 Movement Points:
 Walking: **5** Technology Base:
 Running: **8** Clan
 Jumping: **0** 3058

Weapons Inventory

Type	Location	Heat	Damage	Min.	Short	Med.	Long
1 ER Medium Laser	RA	5	7	-	5	10	15
1 ER Medium Laser	LA	5	7	-	5	10	15
1 Small Pulse Laser	H	2	3	-	2	4	6
1 LRM 20	LT	6	1	-	7	14	21
1 LRM 20	RT	6	1	-	7	14	21

Ammo Type

LRM 20

Rounds

24

Total Heat Sinks: 10 (20)

○○○○○○○○○○

Double

Auto Eject

Operational

Disabled

Warrior Data

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken

1	2	3	4	5	6
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Consciousness #

3	5	7	10	11	Dead
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Left Arm (Case)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Heat Sink-Fixed
- Heat Sink-Fixed
- ER Medium Laser

- Ammo (LRM 20) 6
- Ammo (LRM 20) 6
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- XL Engine
- XL Engine
- LRM 20
- LRM 20
- LRM 20
- LRM 20

- Artemis IV FCS
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

Critical Hit Table

Head

- Life Support
- Sensors
- Cockpit
- Small Pulse Laser
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Engine
- XL Engine
- XL Engine
- Endo Steel
- Endo Steel

Engine Hits ○○○○
 Gyro Hits ○○○○
 Sensor Hits ○○○○
 Life Support ○

Cost **6,919,315**

Right Arm (Case)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Heat Sink-Fixed
- Heat Sink-Fixed
- ER Medium Laser

- Ammo (LRM 20) 6
- Ammo (LRM 20) 6
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

- XL Engine
- XL Engine
- Heat Sink-Fixed
- Heat Sink-Fixed
- LRM 20
- LRM 20

- LRM 20
- LRM 20
- Artemis IV FCS
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

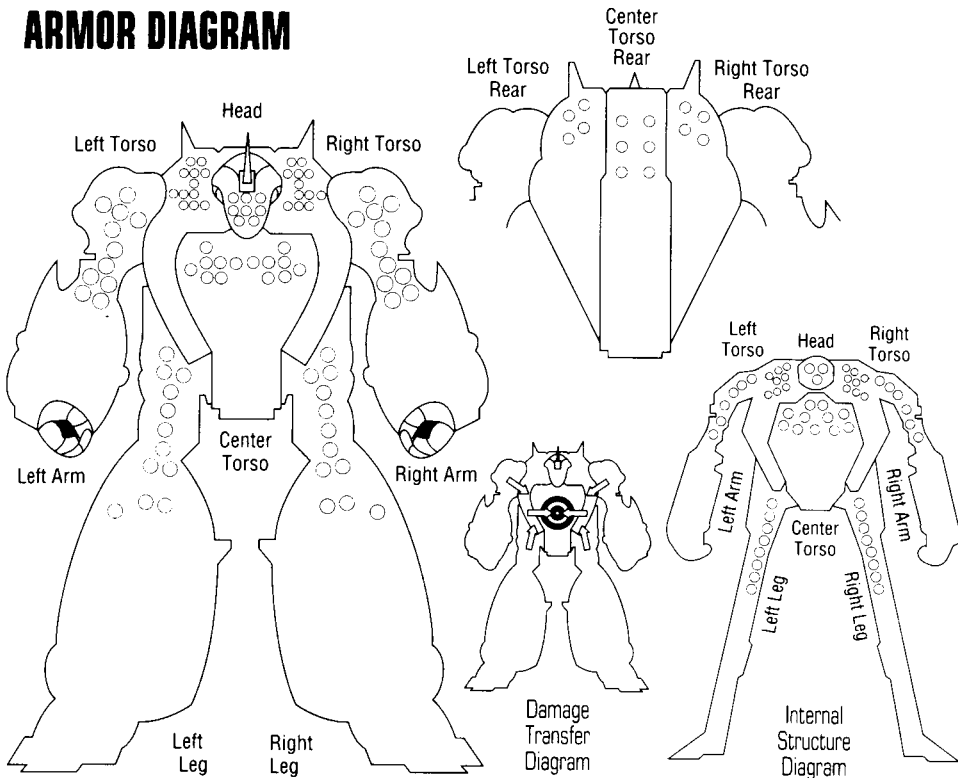
Heat Scale

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

BATTLETECH®

BATTLEMECH RECORD SHEET

ARMOR DIAGRAM



Mech Data

Type: **Cougar B** Tonnage: **35**
 Movement Points:
 Walking: **5** Technology Base:
 Running: **8** Clan
 Jumping: **0** 3058

Weapons Inventory

Type	Location	Heat	Damage	Min.	Short	Med.	Long
1 ER PPC	LA	15	15	-	7	14	23
1 ER PPC	RA	15	15	-	7	14	23
1 ER Medium Laser	H	5	7	-	5	10	15

Ammo Type Rounds

Total Heat Sinks: 16 (32)

○○○○○○○○○○○○○○○○ Double

Auto Eject

Operational Disabled

Warrior Data

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken 1 2 3 4 5 6
 Consciousness # 3 5 7 10 11 Dead

Heat Scale

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

Critical Hit Table

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Heat Sink-Fixed
 - Heat Sink-Fixed
 - Heat Sink-Pod
 - Heat Sink-Pod
- 1-3**
- ER PPC
 - ER PPC
- 4-6**
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Head

- Life Support
- Sensors
- Cockpit
- ER Medium Laser
- Sensors
- Life Support

Center Torso

- XL Engine
 - XL Engine
 - XL Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3**
- Gyro
 - XL Engine
 - XL Engine
 - XL Engine
 - Endo Steel
 - Endo Steel
- 4-6**

Left Torso

- XL Engine
 - XL Engine
 - Heat Sink-Pod
 - Heat Sink-Pod
 - Heat Sink-Pod
 - Heat Sink-Pod
- 1-3**
- Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Roll Again
- 4-6**

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Heat Sink-Fixed
 - Heat Sink-Fixed
 - Heat Sink-Pod
 - Heat Sink-Pod
- 1-3**
- ER PPC
 - ER PPC
- 4-6**
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Right Torso

- XL Engine
 - XL Engine
 - Heat Sink-Fixed
 - Heat Sink-Fixed
 - Heat Sink-Pod
 - Heat Sink-Pod
- 1-3**
- Heat Sink-Pod
 - Heat Sink-Pod
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Roll Again
- 4-6**

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

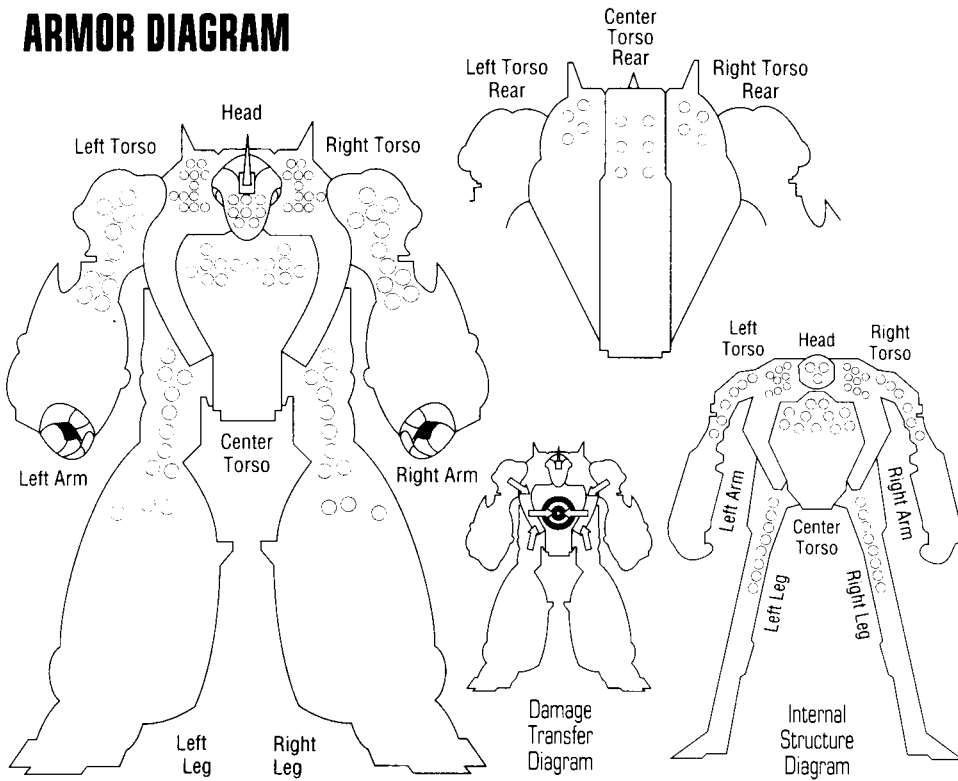
Engine Hits ○○○
 Gyro Hits ○○○
 Sensor Hits ○○○
 Life Support ○

Cost **6,069,659**

BATTLETECH®

BATTLEMECH RECORD SHEET

ARMOR DIAGRAM



Mech Data

Type: **Cougar C** Tonnage: **35**
 Movement Points:
 Walking: **5** Technology Base:
 Running: **8** Clan
 Jumping: **0** 3058

Weapons Inventory

Type	Location	Heat	Damage	Min.	Short	Med	Long
1 Gauss Rifle	LA	1	15	2	7	15	22
1 ER Medium Laser	H	5	7	-	5	10	15
4 ER Medium Laser	RA	5	7	-	5	10	15

Ammo Type	Rounds
Gauss Rifle	16

Total Heat Sinks: 10 (20)

○○○○○○○○○○ Double

Auto Eject

Operational Disabled

Warrior Data

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken

1	2	3	4	5	6
3	5	7	10	11	Dead

 Consciousness #

Left Arm (Case)

- 1. Shoulder
- 2. Upper Arm Actuator
- 1-3 3. Heat Sink-Fixed
- 4. Heat Sink-Fixed
- 5. Gauss Rifle
- 6. Gauss Rifle
- 1. Gauss Rifle
- 2. Gauss Rifle
- 3. Gauss Rifle
- 4. Gauss Rifle
- 5. *Roll Again*
- 6. *Roll Again*

Left Torso

- 1. XL Engine
- 2. XL Engine
- 1-3 3. Ammo (Gauss) 8
- 4. Ammo (Gauss) 8
- 5. *Endo Steel*
- 6. *Endo Steel*
- 1. *Endo Steel*
- 2. *Endo Steel*
- 3. *Endo Steel*
- 4. *Roll Again*
- 5. *Roll Again*
- 6. *Roll Again*

Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. *Ferro-Fibrous*
- 6. *Ferro-Fibrous*

Critical Hit Table

Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. ER Medium Laser
- 5. Sensors
- 6. Life Support

Center Torso

- 1. XL Engine
- 2. XL Engine
- 3. XL Engine
- 1-3 4. Gyro
- 5. Gyro
- 6. Gyro
- 1. Gyro
- 2. XL Engine
- 3. XL Engine
- 4. XL Engine
- 5. *Endo Steel*
- 6. *Endo Steel*



Cost **6,197,486**

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 1-3 4. Heat Sink-Fixed
- 5. Heat Sink-Fixed
- 6. ER Medium Laser
- 1. ER Medium Laser
- 2. ER Medium Laser
- 3. ER Medium Laser
- 4. *Roll Again*
- 5. *Roll Again*
- 6. *Roll Again*

Right Torso

- 1. XL Engine
- 2. XL Engine
- 1-3 3. Heat Sink-Fixed
- 4. Heat Sink-Fixed
- 5. *Ferro-Fibrous*
- 6. *Ferro-Fibrous*
- 1. *Ferro-Fibrous*
- 2. *Roll Again*
- 3. *Roll Again*
- 4. *Roll Again*
- 5. *Roll Again*
- 6. *Roll Again*

Right Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. *Ferro-Fibrous*
- 6. *Ferro-Fibrous*

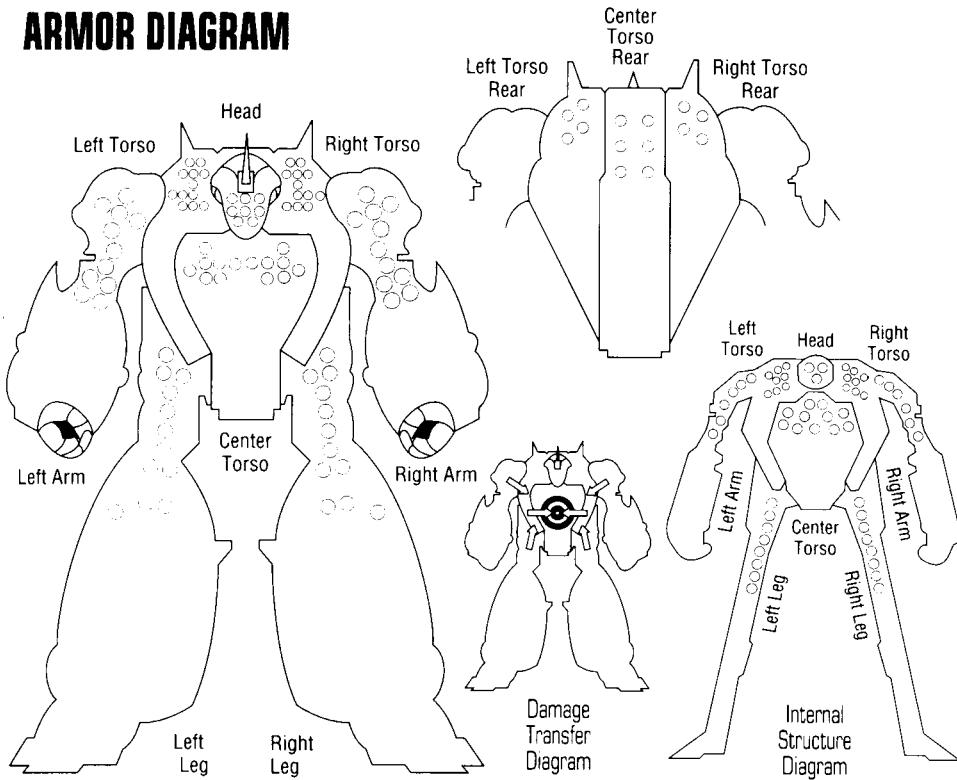
Heat Scale

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

BATTLETECH®

BATTLEMECH RECORD SHEET

ARMOR DIAGRAM



Mech Data

Type: **Cougar D** Tonnage: **35**
 Movement Points:
 Walking: **5** Technology Base:
 Running: **8** Clan
 Jumping: **0** 3058

Weapons Inventory

Type	Location	Heat	Damage	Min.	Short	Med.	Long
1 Ultra AC 10	RA	3	10	-	6	12	18
1 ER Large Laser	LA	12	10	-	8	15	25
1 SRM 4	RT	3	2	-	3	6	9
1 SRM 4	LT	3	2	-	3	6	9

Ammo Type	Rounds
Ultra AC 10	20
SRM 4	25

Total Heat Sinks: 10 (20)

○○○○○○○○○○ Double

Auto Eject

Operational Disabled

Warrior Data

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken

1	2	3	4	5	6
---	---	---	---	---	---

Consciousness #

3	5	7	10	11	Dead
---	---	---	----	----	------

Heat Scale

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

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Heat Sink-Fixed
- Heat Sink-Fixed
- ER Large Laser

- 1-3
- Roll Again
 - Roll Again
 - Roll Again

- 4-6
- Roll Again
 - Roll Again
 - Roll Again

Left Torso

- XL Engine
- XL Engine
- SRM 4
- Endo Steel
- Endo Steel
- Endo Steel

- 1-3
- Endo Steel
 - Endo Steel
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

Critical Hit Table

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- XL Engine
- XL Engine
- XL Engine
- Gyro
- Gyro
- Gyro

- 1-3
- Gyro
 - XL Engine
 - XL Engine
 - XL Engine
 - Endo Steel
 - Endo Steel

Engine Hits	○○○
Gyro Hits	○○○
Sensor Hits	○○○
Life Support	○

Cost **6,114,798**

Right Arm

- Shoulder
- Upper Arm Actuator
- Heat Sink-Fixed
- Heat Sink-Fixed
- Ultra AC 10
- Ultra AC 10

- 1-3
- Roll Again
 - Roll Again
 - Roll Again

- 4-6
- Roll Again
 - Roll Again
 - Roll Again

Right Torso (Case)

- XL Engine
- XL Engine
- Heat Sink-Fixed
- Heat Sink-Fixed
- SRM 4
- Ammo (Ultra AC 10) 10

- 1-3
- Ammo (Ultra AC 10) 10
 - Ammo (SRM 4) 25
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous



REMATCH: CLAN vs INNER SPHERE

A failed alliance tears a nation apart. Ancient rivals join forces. The winds of change are blasting across the worlds of the Inner Sphere, and the battle for Coventry is the center of the storm!

In early 3058, following the disastrous Trial of Refusal with Clan Wolf, Clan Jade Falcon launches a brutal campaign against the Lyran Alliance to regain its status among the invading Clans. As the Lyran Alliance tries desperately to marshal the necessary troops to stop this invasion at Coventry, military forces from all the major powers in the Inner Sphere converge on the war-torn planet. With massive troops poised on both sides of the conflict, the battle for Coventry threatens to explode into an all-out war with the Clans once again! Will the Truce of Tukayyid hold?

The **Battle of Coventry** is a **BattleTech** scenario pack that describes the savage conflict between Clan Jade Falcon and defending forces of the Inner Sphere on the planet Coventry. A detailed description of the hard-fought battle, along with seventeen scenarios and special campaign rules, allows players to recreate the events that unfolded in the **BattleTech** novel **Malicious Intent**—and perhaps even change the course of history.

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