

THE DRAGON ROARS™



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BATTLETECH® 1704



**Sunset, the dragon weeps;
Night to day as winter, spring;
Sunrise, the dragon roars.**

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THE DRAGON ROARS



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THE DRAGON ROARS

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THE DRAGON ROARS

INTRODUCTION

In 3058, fresh from its devastating war with longtime rival Clan Wolf, Clan Jade Falcon invaded the Lyran Alliance in a show of strength intended to dissuade any opponents who might have hoped to take advantage of the weakened Falcon Clan. After penetrating two hundred light-years into Lyran space, the invaders dug in on the world of Coventry, just short of the Tukayyid Truce line, and challenged the Inner Sphere to send its best troops against them.

In response, the Great Houses of the Inner Sphere formed a joint task force—the first time military commands from every Great House had joined to fight side by side against a common foe since the fall of the Star League. Under the command of ComStar's Precentor Martial Anastasius Focht and Prince Victor Steiner-Davion of the Federated Commonwealth, the task force offered the Falcons *hegira*—the opportunity to withdraw with honor—which the invaders accepted. In the wake of the bloodless victory, Steiner-Davion proposed that the Inner Sphere powers assemble a united force and take the war to the Clans.

The leaders of the Inner Sphere greeted this proposal enthusiastically and, on 3 October 3058, the leaders of every Inner Sphere power assembled on the world of Tharkad to formally discuss the matter. During that meeting, Precentor Martial Anastasius Focht proposed that the leaders form a united front to face the Clans by creating a unified political body and a coalition military force.

The assembled leaders agreed and took the historic step of drafting a new Star League Constitution. Sun-Tzu Liao, Chancellor of the Capellan Confederation, was appointed to the ceremonial post of First Lord. His selection symbolically raised him to equal status with the leaders of the larger and more powerful Great Houses, and served as a strong show of Inner Sphere solidarity.

Almost immediately, the House leaders and their strategists began to devise an ambitious plan to claim the offensive in the war against the Clans. Thus was born Operation Bulldog, one of the largest military operations undertaken in the history of mankind—and perhaps the greatest victory ever achieved by the Great Houses of the Inner Sphere.

HOW TO USE THIS BOOK

The Dragon Roars is a scenario pack for use with the **BattleTech**, **BattleSpace** and **BattleForce 2** game systems. Most of the scenarios in the book use the standard **BattleTech** rules from the **BattleTech Compendium: The Rules of Warfare (BTC: RoW)**. To run the scenarios, players will need **BattleTech Map Sets 2, 3, 4 and 5**, as well as miniatures or other markers to represent the 'Mechs and other units on the game board. For some scenarios, players may wish to use the building counters found in **CityTech, 2nd Edition**.

Complete record sheets for all the **BattleMechs** and vehicles used in the scenarios appear in **BattleTech Record Sheets 3025 & 3026, 3050 and 3055 & 3058**, as well as the **BattleTech Field Manuals Draconis Combine** and **Free Worlds League**. Game statistics and illustrations for most of these units appear in the various **Technical Readouts**, though the record sheets contain all the information needed to play. Scenarios that involve aerospace fighters and DropShips may

be played with the **AeroBattle** rules in **BattleSpace**, or with the rules for **AeroTech** (now out of print) if players have them. Game statistics for spacecraft used in these scenarios appear in **Technical Readout 3057**.

Each scenario in **The Dragon Roars** re-creates one of the battles fought during Operation Bulldog, the SLDF campaign against Clan Smoke Jaguar. 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 background of the engagement. The scenarios also include sections titled **Game Set-Up**, **Attacker** and **Defender**, **Victory Conditions** and **Special Rules**.

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

The **Attacker** and **Defender** sections describe each scenario's combatants in detail, and also provide directions for deployment and guidelines for running the scenarios as self-contained games. Assume that all conventional vehicles listed in these sections are standard models unless the text specifically states that they are upgraded or refitted versions. The descriptions of some units, most notably vehicle and spacecraft crews, list crew quality in place of individual combatants' skills. When playing **BattleSpace** scenarios, refer to page 62 of the **BattleSpace Rulebook** to determine the skills conferred by different levels of crew quality. When playing **BattleTech** scenarios, consult the Unit Quality Table.

UNIT QUALITY TABLE

Unit Quality	Gunnery	Piloting
Green	5	6
Regular	4	5
Veteran	3	4
Elite	2	3

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

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

SPECIAL CAMPAIGN RULES

The **Special Rules** section of each scenario indicates which of the following rules apply in that scenario. For more detailed rules on Clan honor and tactics, see the **BattleTech** game supplement, **First Strike!**

Players familiar with the rules contained in the **Battle of Coventry** scenario pack should note that there are several differences between the Jade Falcon interpretation of Clan battlefield conventions in that book and those presented in **The Dragon Roars**.

INTRODUCTION

CLAN HONOR AND BATTLEFIELD TACTICS

The Clans' code of honor shapes and defines the actions of Clan forces in battle. The militaries of the Successor States used this insight to great effect during the Clans' initial invasion of the Inner Sphere, and as a result several Clans have since toned down or abandoned the limitations imposed by the code. Not so Clan Smoke Jaguar, however.

An extremely traditional-minded Clan, the Jaguars believe that their strict adherence to the martial code set down centuries ago by Clan founder Nicholas Kerensky gives them a moral advantage over their fellow Clans and the Inner Sphere. In most circumstances, Smoke Jaguar forces follow a strict interpretation of Clan battlefield conventions, only adopting more liberal interpretations when faced with a dishonorable enemy. By comparison, the Clan Nova Cat and Wolf Clan in Exile forces active during the operation tended to follow a looser interpretation. However it is applied, the Clan code of battlefield conduct is simulated in game play by using honor levels.

Honor Levels

Honor levels reflect a force's commitment to Clan honor and battlefield conduct. **The Dragon Roars** uses Honor Levels 1 and 2. (For more information about Clan honor levels, see pp. 40–42, **First Strike!**)

Each scenario describes the honor levels that opponents observe when engaged in each of the following battle situations: dueling, physical attacks and retreat. In some cases, opponents observe different honor levels in different situations. For example, a force may observe Honor Level 2 when dueling and Honor Level 1 when in retreat.

Clan dueling rules and restrictions on physical attacks only apply to MechWarriors engaging enemy 'Mechs. Conventional vehicles and infantry may be targeted without reference to Clan honor. Likewise, Clan infantry need not follow the rules of engagement, though Elemental Points often follow the *zellbrigen* (dueling) code.

In all cases, the default honor level for Clan Smoke Jaguar is Honor Level 1. For Nova Cat and Wolf Clan in Exile units, the default is Honor Level 2.

Dueling Rules

Under the rules for ritual dueling, or *zellbrigen*, Clan players must declare targets for each of their dueling 'Mechs. 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 that unit to a duel. A duel ends when one combatant is destroyed, disabled or withdraws from the battlefield.

Clan units following the Honor Level 1 interpretation of *zellbrigen* will uphold all the rules of dueling, regardless of the opponent's actions. MechWarriors adhering to Honor Level 2 will follow the dueling protocol as long as other forces do so. However, under Honor Level 2 rules, if any enemy unit violates *zellbrigen* (a third party interfering, a 'Mech involved in one duel fires on a 'Mech in another duel and so on), a Clan warrior need no longer follow *any* Clan battlefield protocol, turning the engagement into what the Clans call a Grand Melee.

Physical Attacks

Unlike the formal dueling protocol, the Clans' avoidance of physical 'Mech attacks is an informal, if widespread, custom. To reflect this custom, Clan warriors observing Honor Level 1 never make physical attacks. Warriors observing Honor Level 2 may make physical attacks only if an enemy unit makes such an attack first during the Physical Attack Phase of the turn.

Retreating from Battle

Though Clan MechWarriors view withdrawal from battle as a breach of personal honor, many of them accept that such actions may be necessary to preserve their Clan's fighting strength for later battles.

To reflect this, Clan warriors observing Honor Level 1 will not retreat as long as enemy forces remain on the map, even if the Clanners' 'Mechs or vehicles are crippled (see **Forced Withdrawal**, below). Units observing Honor Level 2 may retreat, but only if crippled (see **Forced Withdrawal**), or when the retreat is noted in the scenario's special rules.

FORCED WITHDRAWAL

Under the Forced Withdrawal rule, units retreat off the battlefield when battle damage has rendered them useless. 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 MASC when forced to withdraw.

Withdrawing units may not make physical attacks against enemy units. However, Inner Sphere units may fire at enemy units that lie within their weapons' forward firing arcs and are between the retreating unit and its designated withdrawal edge. Withdrawing Clan units may fire only if fired upon and must obey the same restrictions as Inner Sphere units. Withdrawing units may not torso twist.

Crippling Damage

Any unit that suffers crippling damage must withdraw from the map (Clan units must follow any Clan honor rules that apply). Unless otherwise stated in the Special Rules section of a scenario, crippling damage is defined as follows. (The term "weapons" in the following definitions refers to offensive systems. Defensive and non-combat systems, such as anti-missile and NARC systems, are not considered weapons.)

- A BattleMech or OmniMech is considered crippled when it loses a torso, takes 2 engine hits or 1 gyro hit, loses all of its weapons or heat sinks, 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.)
- A tank is considered crippled if it loses all of its armor in a single location or loses all of its weapons.
- An aerospace fighter is considered crippled if it takes a critical hit to its engine or fuel tank, loses all of its weapons or takes 4 pilot hits.
- An infantry platoon is crippled if it loses 21 or more troops (16 for jump platoons).
- An Elemental or battle-armor unit (Point or squad) is crippled if it loses one-third or more of its members.
- Any ammunition-fed weapon is considered destroyed if its ammunition is depleted.

INTRODUCTION

Immobilized Armor

Ordinarily, the crew of an immobilized tank or infantry transport will abandon the vehicle. However, during the events of **The Dragon Roars**, several armor units demonstrated their resolve and professionalism by remaining with crippled vehicles despite their vulnerability to enemy attack.

To reflect this, roll an additional 1D6 whenever a vehicle is immobilized. On a result of 1-4, the crew bails out per standard rules and the vehicle is considered destroyed for the rest of the scenario. On a result of 5 or 6, the crew stays with the vehicle and may continue to fire its weapons. However, if the immobilized vehicle has also suffered a Turret Locks critical hit, the crew will abandon the vehicle on a result of 1-5.

FIELD UPGRADES

During the first wave of Operation Bulldog, the newly constituted SLDF forces seized several Smoke Jaguar supply dumps (as well as "captured" Nova Cat supplies) and gained large amounts of Clan equipment. The SLDF task force fitted this equipment to its OmniMechs and made good use of it during the invasion's later waves.

Throughout the operation, the SLDF forces deployed OmniMechs featuring Clan technology. To reflect this, for any scenario in Wave 2 or later that contains Draconis Combine units and that also features an Inner Sphere OmniMech as part of the initial set-up force, the player may choose to exchange the assigned OmniMech configuration for one of the appropriate upgrades listed below. A "C" in parentheses following the name of a weapon or piece of equipment indicates that that item is Clan equipment.

INNER SPHERE UPGRADED OMNIMECHS

Raptor

Weapons and Ammo	Location	Critical	Tonnage
ER Large Laser (C)	RA	1	4
ER Large Laser (C)	LA	1	4
ER Medium Laser (C)	RA	1	1
ER Medium Laser (C)	LA	1	1
ER Small Laser (C)	CT	1	.5
C ³ Slave	CT	1	1

Owens

Weapons and Ammo	Location	Critical	Tonnage
MRM 10	RT	2	3
Ammo (MRM) 24	RT	1	1
ER Medium Laser (C)	RA	1	1
ER Medium Laser (C)	LA	1	1
ER Medium Laser (C)	H	1	1

Strider

Weapons and Ammo	Location	Critical	Tonnage
Streak SRM 6 (C)	RA	2	3
Ammo (Streak) 15	RT	1	1
Streak SRM 6 (C)	LA	2	3
Ammo (Streak) 15	LT	1	1
Medium Pulse Laser (C)	H	1	2
Medium Pulse Laser (C)	CT	1	2

Firestarter

Weapons and Ammo	Location	Critical	Tonnage
LRM 10 (C)	RA	2	3.5
Ammo (LRM) 12	RT	2	2
Artemis IV FCS	RA	1	1
ER Large Laser (C)	LA	1	4
ER Large Laser (C)	LA	1	4

BlackJack

Weapons and Ammo	Location	Critical	Tonnage
Medium Pulse Laser (C)	RA	1	2
Medium Pulse Laser (C)	RA	1	2
Medium Pulse Laser (C)	RA	1	2
Large Pulse Laser (C)	RA	2	6
Gauss Rifle* (C)	LA	6	12
Ammo (Gauss) 16	LT	2	2
ER Small Laser	CT	1	.5

*Remove 1 lower arm actuator

Black Hawk-KU

Weapons and Ammo	Location	Critical	Tonnage
Streak SRM 6 (C)	LA	2	3
Ammo (Streak) 15	LT	1	1
Streak SRM 6 (C)	LA	2	3
Ammo (Streak) 15	LT	1	1
ER Large Laser (C)	RA	1	4
ER Large Laser (C)	RA	1	4
C ³ Slave	CT	1	1

Avatar

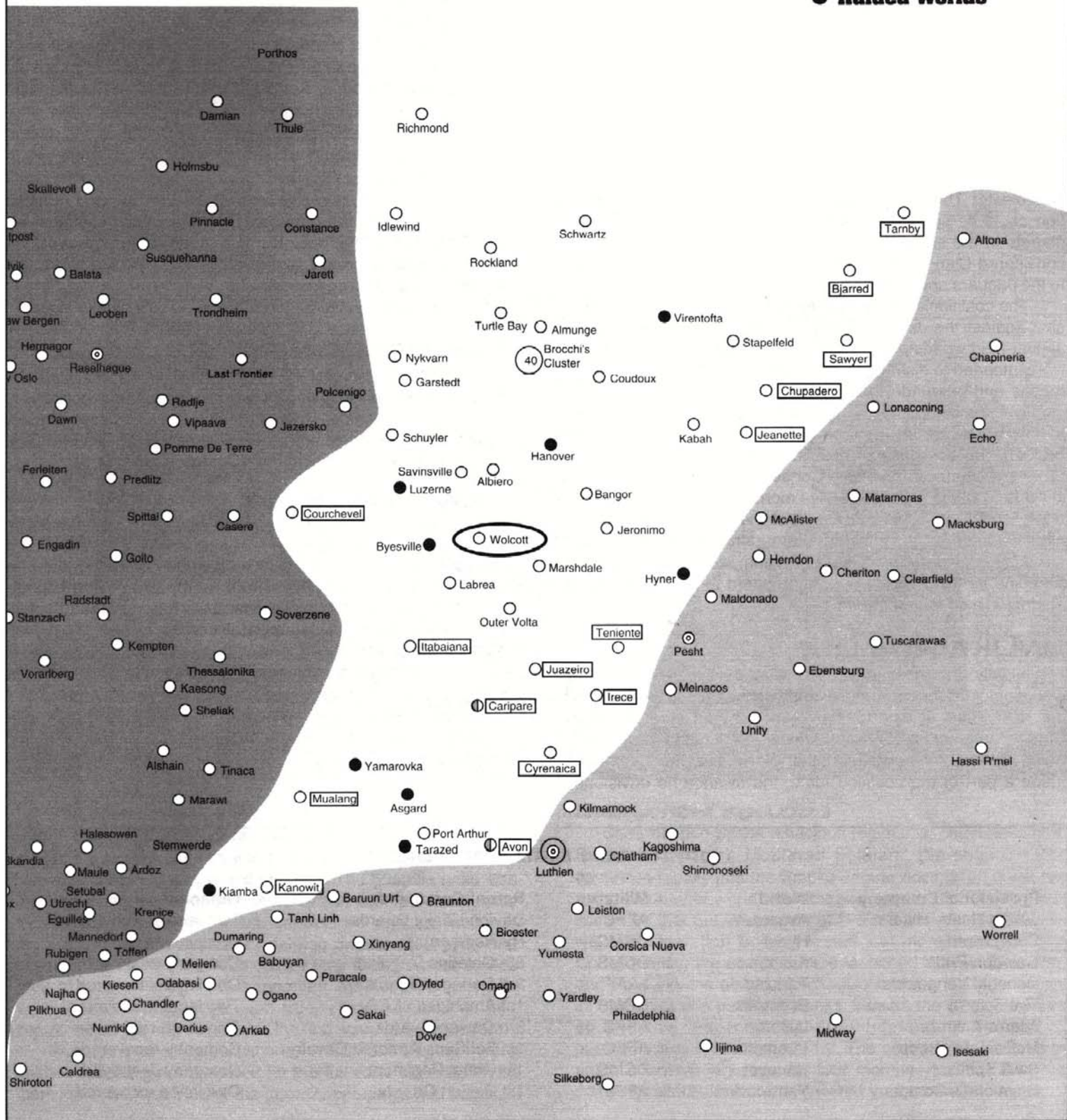
Weapons and Ammo	Location	Critical	Tonnage
MRM 40	RA	7	12
Ammo (MRM) 12	RT	2	2
Gauss Rifle (C)	LA	6	12
Ammo (Gauss) 8	LT	1	1
ER Large Laser	H	1	4
Streak SRM 4 (C)	RT	1	2
Ammo (Streak) 25	RT	1	1

Sunder

Weapons and Ammo	Location	Critical	Tonnage
Large Pulse Laser (C)	RA	2	6
Large Pulse Laser (C)	RA	2	6
LB 10-X AC (C)	LA	5	10
Ammo (LB-X) 20	LT	2	2
ER Medium Laser (C)	LA	1	1
ER Medium Laser (C)	LA	1	1
ER Medium Laser (C)	CT	1	1
ER Medium Laser (C)	H	1	1
Streak SRM 6 (C)	RT	2	3
Ammo (Streak) 15	RT	1	1
Streak SRM 6 (C)	LT	2	3
Ammo (Streak) 15	LT	1	1

OPERATION BIRD DOG

● Raided Worlds



TAKING WAR TO THE ENEMY

The Great House leaders chose to launch their campaign against the Clans with an assault on Clan Smoke Jaguar, because the war between Clans Jade Falcon and Wolf had made the Jaguars the strongest Clan force in Inner Sphere space. By striking at the Jaguars, the House leaders hoped to show all the Clans that the armies of the Inner Sphere could stand united against them and match or exceed them in martial prowess.

The Inner Sphere leaders also targeted the Jaguars because that Clan had concentrated its conquests and forces in Draconis Combine space, meaning that the coalition force could use the Combine government's strict control of news media to more easily prevent news of its plans from leaking to the Clans' intelligence network. Furthermore, Combine Coordinator Theodore Kurita correctly believed that the coalition could persuade Clan Nova Cat—who held Inner Sphere planets in the same corridor occupied by Smoke Jaguar and considered Clan Smoke Jaguar its mortal enemy—to deny aid to the Jaguars and thereby help the Inner Sphere cause.

The coalition's military planners planned to begin the offensive against the Jaguars by inserting small guerrilla units on Jaguar-held worlds prior to the main invasion. These insertions were intended to distract the Jaguars from the coalition's preparations and persuade the Clan to re-assign front-line units to deal with the insurgents. The newly formed SLDF would launch all five waves of the main offensive—code-named Operation Bulldog—in the space of eight months in order to keep the Smoke Jaguars off-balance. Conservative estimates put the conclusion of the first wave at five months, just before the fourth wave launch, and the conclusion of the second wave a year after the start of the invasion. A large strategic reserve, under the command of Morgan Hasek-Davion, would move into the Combine as the invasion began, prepared to blunt any Jaguar attempt at a counteroffensive.

UNLIKELY ALLIES

Initially, the other Inner Sphere leaders met with hostility Coordinator Theodore Kurita's proposal that the coalition exploit the Nova Cats' disdain for the Jaguars by enlisting the Nova Cats as allies in the offensive. Theodore managed to persuade them, however, by pointing out that Clan Nova Cat need not be made a part of the coalition force; the alliance he envisioned

would require no more than a certain minimal cooperation between the Nova Cats and the Inner Sphere. He correctly guessed that the Nova Cats could be persuaded to aid the coalition by simply offering token resistance against coalition forces on worlds in the Nova Cat occupation zones, rather than weakening the Inner Sphere army with all-out fights.

The Nova Cats responded to the Coordinator's initial overtures with an immediate level of cooperation that suggested knowledge of Theodore Kurita's plans. Nova Cat commanders voluntarily revealed the numbers and quality of their "defending" troops by issuing preemptive *batchalls* to DCMS forces, and in several cases bargained down their forces to the point where no actual fighting took place. This indirect aid enabled the coalition to concentrate its forces against the Jaguars and reduced the burden of administering liberated worlds after the offensive.

Reportedly, Theodore Kurita's attempts to persuade the Nova Cats were greatly aided by the visions of a Nova Cat Khan in which a dragon severely mauled a nova cat, and in which a nova cat and a dragon together killed a smoke jaguar.

THE DRAGON ROARS

In one of the largest military campaigns ever launched, the Inner Sphere coalition force rolled over Smoke Jaguar positions in just under four months. The campaign took place in two phases: an advance guerrilla campaign code-named Operation Bird Dog, and an all-out assault code-named Operation Bulldog.

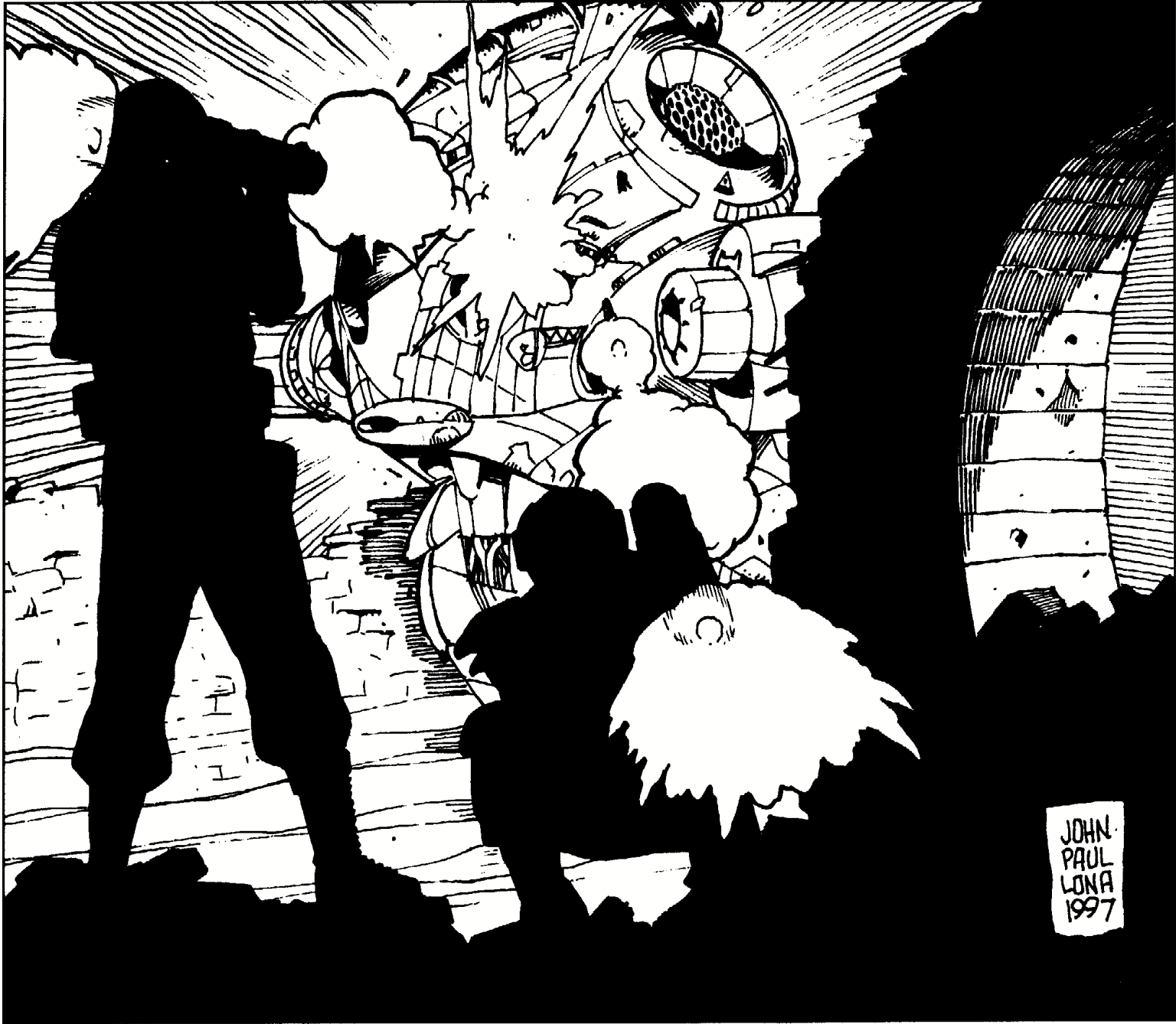
OPERATION BIRD DOG

On 13 May 3059, the Precentor Martial and Prince Victor Steiner-Davion agreed that all was in place for the assault. The word went out that day to launch Operation Bird Dog, the prelude to the main assault. Small, company-strength commands—mostly ad hoc provisional units formed around volunteers from the large regimental commands of the Lyran Alliance, Federated Commonwealth and Draconis Combine—jumped to pirate points at nine worlds behind the Smoke Jaguar front. Armed with Clan and Combine-designed OmniMechs, these units waged guerrilla campaigns against the Smoke Jaguar forces on the targeted worlds until the main invasion force reached them.

OPERATION BIRD DOG FORCES

Provisional Company	World	Military	Parent Command	Outcome
Jake's Heavy Hitters	Asgard	AFFC	Davion Heavy Guards	Two lances recovered
Dark Sword	Hyner	DCMS	Ryukenyon	Company recovered
Galedon Pride	Kiamba	DCMS	5th Galedon Regulars	Company destroyed
Donegal Vanguard	Tarazed	LAFF	3rd Donegal Guards	One lance recovered
The Swarm	Byesville	DCMS	1st Amphigeon LAG	Two lances recovered
Allen's Animals	Luzerne	AFFC	3rd Davion Guards	One lance recovered
McDaniel's Group	Virentofta	AFFC	1st FedSuns Armored Cavalry	Company recovered
Swift Spirits	Hanover	DCMS	1st Ghost Regiment	Company destroyed
Raymond's Company	Yamarovka	AFFC	1st Davion Guards	One lance recovered

TAKING WAR TO THE ENEMY



JOHN
PAUL
LONA
1997

The operation was a resounding success. The advance troops disrupted Clan operations on the targeted worlds and misled the Smoke Jaguars into thinking that the coalition offensive was limited in scope and strength. The guerrilla units also tested the Jaguars' defenses and provided accurate intelligence for the main assault force, and crippled the Jaguars' ability to meet a large-scale assault by raiding Jaguar stockpiles and causing Clan commanders to scatter their forces across a wide area of space. Perhaps most important, the advance units prevented Smoke Jaguar garrison troops from reinforcing their comrades on planets targeted in the first wave of the invasion.

According to all observations, the Smoke Jaguars were neither expecting nor prepared for the full-scale assault that hit them just a few weeks after the guerrilla campaign had begun.

OPERATION BULLDOG

Spearheaded by the tenacious regimental commands of the Draconis Combine Mustered Soldiery, the coalition force advanced rapidly into the Smoke Jaguar occupation zone, capturing world after world with amazing speed. Confounding early estimates that put Wave One at five months' duration, the first wave of Operation Bulldog lasted just more than five days. Consequently, the coalition force launched Waves Two, Three and Four months ahead of schedule and managed to achieve its objectives in a matter of weeks. Indeed, the offensive proved so effective that Inner Sphere commanders deemed the planned Wave Five unnecessary. The coalition wrapped up the entire offensive in just under four months—far less time than computer simulations had suggested the task would require.

THE DRAGON ROARS

UNIT SUMMARIES

OPERATION BULLDOG

The following summary reflects Inner Sphere unit deployment as of May 13, when Operation Bird Dog was launched, and the units' positions throughout the waves of Operation Bulldog.

- Worlds listed in parentheses indicate the unit jumped there to recharge in anticipation of the next wave.
- Worlds listed in brackets indicate that a unit that has moved forward (or remained) to help garrison the world.
- A dash (—) indicates no change in position from one wave to the next. In the case of Smoke Jaguar counterattack (SJCA) worlds, the world name is given to indicate any change in duty (garrison to active).

• Worlds framed by asterisks indicate that the unit is preparing to launch a strike from that world into the Clan-held portion of the Periphery.

Star League Unit	May 13	Wave 1	Wave 2	SJCA	Wave 3	Wave 4
DCMS Forces						
8th Alshain Avengers	Braunton	(Asgard)	Yamarovka	—	—	*Wolcott*
11th Alshain Avengers	Leiston	—	Avon	Meinacos	[Meinacos]	—
14th Alshain Avengers	Herndon	—	—	McAlister	—	Jeronimo
1st Amphigean LAG	Matamoras	(Jeanette)	Almunge	—	Coudoux	Staplefield
2nd An Ting	Meinacos	Irece	Caripare	—	[Caripare]	—
6th An Ting	Wolcott	—	Nykvarn	[Nykvarn]	—	—
4th Arkab	Echo	[Lonaconing]	—	Lonaconing	—	—
3rd Benjamin Regulars	Braunton	Asgard	[Asgard]	—	—	—
9th Benjamin Regulars	Ogano	—	[Kiamba]	—	—	—
17th Benjamin Regulars	Baruun Urt	Port Arthur	[Port Arthur]	—	—	—
2nd Dieron Regulars	Matamoras	Jeanette	Hanover	—	Bangor	Albiero
8th Dieron Regulars	Meinacos	—	—	Meinacos	—	—
22nd Dieron Regulars	McAlister	—	—	McAlister	—	Kabah
42nd Galedon Regulars	Lonaconing	Chupadero	Virentofta	—	—	—
1st Genyosha	Babuyan	Kiamba	(Yamarovka)	—	Schuyler	*Wolcott*
2nd Genyosha	Xinyang	Tarazed	[Tarazed]	—	—	—
1st Ghost	McAlister	—	—	McAlister	—	—
6th Ghost	Altona	Altona	Bjarred/Tarnby	—	Schwartz	[Idlewind]
Izanagi Warriors	Meinacos	Teniente	Juazeiro	—	Outer Volta	*Wolcott*
2nd Legion of Vega	Baruun Urt	Port Arthur	Turtle Bay	—	—	—
11th Legion of Vega	Brocchi's Cluster	—	Turtle Bay	—	Rockland	*Rockland*
16th Legion of Vega	Brocchi's Cluster	—	Turtle Bay	—	Rockland	[Turtle Bay]
2nd Night Stalkers	Matamoras	—	—	Matamoras	—	—
3rd Night Stalkers	Lonaconing	Sawyer	—	—	Schwartz	[Richmond]
4th Pesht Regulars	Luthien	Avon	Avon	—	[Avon]	—
7th Pesht Regulars	Unity	—	—	Meinacos	—	—
1st Proserpina Hussars	Tanh Linh	Kanowit	Mualang	[Mualang]	—	[Yamarovka]
3rd Proserpina Hussars	Braunton	Asgard	[Asgard]	—	—	—
Ryuken-Ni	Wolcott	—	—	—	Marshdale	*Wolcott*
Ryuken-Go	Wolcott	—	Nykvarn	—	Garstedt	[Garstedt]
Ryuken-San	Pesht	—	—	Pesht	—	—
Ryuken-Roku	Wolcott	—	Courchevel	—	Luzerne	[Courchevel]
Ryuken-Yon	Herndon	—	—	Matamoras	—	—
1st Shin Legion	Kilmarnock	Cyrenacia Caripare	[Cyrenacia]	—	—	—
2nd Sword of Light	Pesht	Hyner	Hanover	—	Coudoux	*Coudoux*
5th Sword of Light	Bicester	Port Arthur	[Port Arthur]	—	—	—
7th Sword of Light	Pesht	—	—	Pesht	—	—
8th Sword of Light	Meinacos	(Irece)	Byesville	—	Outer Volta	—
5th Sun Zhang Cadre	Luthien	—	Itabaiana Byesville	—	—	[Courchevel]

UNIT SUMMARIES

Star League Unit	May 13	Wave 1	Wave 2	SJCA	Wave 3	Wave 4
AFFC Forces						
1st Aragon Borderers	McAlister	(Jeanette)	Almunge	—	Coudoux	Staplefield
Davion Assault Guards RCT	McAlister	—	—	McAlister	—	Jeronimo
1st Davion Guards	Bicester	Port Arthur	Yamarovka	—	—	—
3rd Davion Guards RCT	Unity	—	(Courchevel) Luzerne	—	[Luzerne]	—
Davion Heavy Guards RCT	Braunton	Asgard	—	—	Schuyler	*Wolcott*
1st FedSuns Armored Cavalry	Lonaconing	(Sawyer)	Virentofta	—	Schwartz	—
1st Kestrel Grenadiers	Babuyan	Kiamba	[Mualang]	—	—	—
10th Lyran Guards	Wolcott	—	—	—	Schuyler	*Wolcott*
1st Robinson Rangers	Wolcott	—	—	—	—	*Wolcott*
LAAF Forces						
2nd Donegal Guards RCT	Luthien	—	(Itabaiana)	—	—	*Wolcott*
3rd Donegal Guards RCT	Bicester	Tarazed	[Tarazed]	—	—	—
6th Lyran Guards	Wolcott	—	Byesville	—	Garstedt	Savinsville
15th Lyran Guards RCT	[Lonaconing]	—	—	Lonaconing	—	—
3rd Royal Guards	Luthien	(Avon)	Avon	—	[Avon]	—
ComStar Forces						
9th Division	Maldonado	Hyder	—	—	Marshdale	—
11th Division	Dumaring	Kiamba	[Kiamba]	—	—	—
31st Division	Lonaconing	(Chupadero)	Virentofta	—	Rockland	*Rockland*
34th Division	Brocchi's Cluster	—	—	—	Coudoux	Kabah
39th Division	Wolcott	—	—	—	Outer Volta	—
79th Division	Kilmarnock	(Caripare)	Caripare	—	Gardstedt	Savinsville
85th Division	Altona	—	(Tarnby)	—	Schwartz	*Schwartz*
91st Division	Wolcott	—	—	—	Schuyler	*Wolcott*
198th Division	Luthien	(Avon)	Avon	—	[Avon]	—
208th Division	Herndon	(Hyner)	Luzerne	—	—	—
278th Division	Braunton	Asgard	[Asgard]	—	—	—
403rd Division	Tanh Linh	(Kanowit)	Yamarovka	—	—	—
FWLM Forces						
1st Free Worlds Guards	Matamoras	—	—	Matamoras	—	Staplefield
1st Fusiliers of Oriente	Kilmarnock	(Cyrenacia)	Caripare	—	Marshdale	*Wolcott*
1st Regular Hussars	Maldonado	Hyner	[Hyner]	—	—	—
CCAF Forces						
House Daidachi	Matamoras	(Jeanette)	Hanover	—	Bangor	Albiero
1st MAC	Meinacos	(Teniente)	Byesville	—	Garstedt	—
1st Canopian Cuirassiers	[Meinacos]	—	—	Meinacos	[Meinacos]	—
Red Lancers	Wolcott	—	Nykvarn	—	—	—
Harloc Raiders	Wolcott	—	—	—	—	*Wolcott*
FAR Forces						
3rd Drakons	Dumaring	Kiamba	[Kiamba]	—	[Wolcott]	*Wolcott*
St. Ives Forces						
1st St. Ives Lancers	Xinyang	Tarazed	Caripare	—	Schuyler	*Wolcott*
St. Ives Legers	[Meinacos]	—	—	Meinacos	—	—
Clan Wolf-In-Exile						
4th Wolf Guards Assault Cluster	Wolcott	—	Labrea	—	Schuyler	Savinsville

UNIT SUMMARIES

Star League Unit	May 13	Wave 1	Wave 2	SJCA	Wave 3	Wave 4
1st Wolf Legion Cluster	Wolcott	—	Labrea	—	Bangor	Jeronimo
2nd Wolf Legion Cluster	Pesht	—	—	Pesht	—	—
1st Wolf Strike Grenadiers	Wolcott	—	Labrea	—	—	Albiero
2nd Wolf Strike Grenadiers	Tanh-Linh	(Kanowit)	(Yamarovka)	—	—	—
Mercenary Forces						
Crater Cobras	McAlister	(Jeanette)	Hanover	—	—	Albiero
1st Kell Hounds	Pesht	—	—	Pesht	—	Jeronimo
2nd Kell Hounds	Tanh-Linh	(Kanowit)	Yamarovka	—	—	—
Stirling's Fusiliers	Lonaconing	(Sawyer)	Virentofta	—	Rockland	—
Northwind Hussars	Lonaconing	(Sawyer)	Virentofta	—	Rockland	—
Nova Cat Forces						
1st Star League Nova Cat Guards Trinary Alpha	Avon	Avon	Avon	—	—	—
1st Star League Nova Cat Guards Trinary Bravo	Caripare	Caripare	Caripare	—	—	—
1st Star League Nova Cat Guards Trinary Delta	Caripare	Caripare	Caripare	—	—	—
1st Star League Garrison Cluster	Avon	Avon	Avon	—	—	—
3rd Star League Garrison Cluster	Avon	Avon	Avon	—	—	—
5th Star League Regulars	Caripare	Caripare	Caripare	—	—	—
SLDF Nova Cat Lancers	Jeanette	—	—	—	—	Kabah

CLAN SMOKE JAGUAR DEFENSE

The following summary reflects Smoke Jaguar unit deployment as of May 13, when the Star League Defense Force launched Operation Bulldog. The designation Destroyed indicates that the Jaguar unit fought to the last man and so the entire unit has ceased to exist. Captured means that a significant portion of the unit surrendered to the invading forces. Partial/Escape indicates that a significant portion of the unit was destroyed, but that remnants of the unit escaped off-planet. Partial/Capture indicates that a significant portion of the unit was destroyed, but that remnants of the unit surrendered to the invading forces.

Unit Name	May 13	Wave 1	Wave 2	SJCA	Wave 3	Wave 4
Alpha Galaxy						
Galaxy Command Trinary	Marshdale	—	—	—	Escaped	—
9th Jaguar Cavaliers	Marshdale	—	—	—	Partial/Escape	—
6th Jaguar Dragoons	Labrea	—	Captured	—	—	—
Beta Galaxy						
Galaxy Command Trinary	Avon	—	Partial/Escape	Outer Volta	Destroyed	—
362nd Assault Cluster	Kiamba	Destroyed	—	—	—	—
267th Battle Cluster	Outer Volta	—	—	Meinacos Partial/ Escape	—	—
1st Jaguar Guards	Avon	—	Partial/Escape	Outer Volta	Destroyed	—
2nd Jaguar Guards	Caripare	—	Partial/Escape Schuyler	—	Escaped	—
Delta Galaxy						
Galaxy Command Trinary	Jeronimo	—	—	Pesht Destroyed	—	—
3rd Assault Cluster	Jeronimo	—	—	Pesht Destroyed	—	—

UNIT SUMMARIES

Unit Name	May 13	Wave 1	Wave 2	SJCA	Wave 3	Wave 4
3rd Jaguar Cavaliers	Hynar	Destroyed	—	—	—	—
19th Striker Cluster	Kabah	—	—	Matamoros Partial/Escape	—	—
Epsilon Galaxy						
Galaxy Command Trinary	Asgard	Destroyed	—	—	—	—
4th Jaguar Dragoons	Asgard	Destroyed	—	—	—	—
7th Jaguar Dragoons	Tarazed	Destroyed	—	—	—	—
6th Striker Cluster	Luzerne	—	Partial	—	Destroyed	—
Zeta Galaxy						
Galaxy Command Trinary	Bangor	—	—	—	Escaped	—
5th Garrison Cluster	Idlewind	—	—	—	Escaped	—
47th Garrison Cluster	Richmond	—	—	—	Escaped	—
189th Garrison Cluster	Schwartz	—	—	—	Partial/Escape	—
2nd Jaguar Regulars	Bangor	—	—	McAlister Destroyed	—	—
11th Jaguar Regulars	Albiero	—	—	—	—	Destroyed
Kappa Galaxy						
Galaxy Command Trinary	Luzerne	—	Partial	—	Destroyed	—
3rd Garrison Cluster	Savinsville	—	—	—	—	Partial/ Capture
4th Garrison Cluster	Luzerne	—	Partial	—	Destroyed	—
17th Garrison Cluster	Hanover	—	Partial/Escape	—	Coudoux Partial/Escape	—
19th Garrison Cluster	Staplefield	—	—	—	—	Partial/ Capture
51st Garrison Cluster	Bangor	—	—	—	Partial/Escape	—
Nu Galaxy						
Galaxy Command Trinary	Schuyler	—	—	—	Partial/Escape	—
4th Jaguar Regulars	Schuyler	—	—	—	Partial/Escape	—
12th Jaguar Regulars	Schuyler	—	—	—	Partial/Escape	—
124th Garrison Cluster	Nykvarn	—	Destroyed	—	—	—
143rd Garrison Cluster	Garstedt	—	—	—	Partial/Escape	—
168th Garrison Cluster	Port Arthur	Destroyed	—	—	—	—
Pai Galaxy						
Galaxy Command Trinary	Byesville	—	Destroyed	—	—	—
7th Garrison Cluster	Kabah	—	—	—	—	Partial/ Capture
8th Garrison Cluster	Coudoux	—	—	—	Partial/Escape	—
10th Garrison Cluster	Rockland	—	—	—	Partial/Escape	—
11th Garrison Cluster	Yamarovka	—	Destroyed	—	—	—
17th Jaguar Regulars	Byesville	—	Partial/Escape	—	Garstedt Partial/Escape	—
Omega Galaxy						
Galaxy Command Trinary	Jeronimo	—	—	—	Escaped	—
151st Garrison Cluster	Virentofta	—	Destroyed	—	—	—
27th Garrison Cluster	Staplefield	—	—	Lonaconing Partial/Escape	—	—
10th Jaguar Regulars	Jeronimo	—	—	—	—	Destroyed

THE DRAGON ROARS

SCENARIOS

Tremb'ling ground, frightened
Jaguar's flight trailing lost stars
'Ware the Dragon's roar

Ohayo, citizens of the Dragon.

This day, the Draconis Combine takes its long-denied vengeance. Nearly ten years after the invaders first darkened the Inner Sphere with their misguided campaign, seven years since they darkened Luthien's skies with their DropShips and fighters and stained her ground with the blood of fallen samurai, we have triumphed.

This day the Smoke Jaguars are no more.

Under the flag of the new Star League, forces of the Draconis Combine Mustered Soldiery, supported by a coalition force from across the Inner Sphere, have retaken every world lost to the Smoke Jaguars, and have regained those originally lost to the Nova Cats as well. It is a day of rejoicing, and of beginning to make the Dragon's realm whole once more.

Bringing our lost worlds fully back into the Dragon's coils will not be an easy task. The invaders left scars that must be healed, sundered families to be reunited and families that will forever know the grief of separation. But in spite of these hardships, I know that every citizen of the Combine will do his or her part. For ours is a realm in which even the lowliest citizen may serve to his highest capacity, with no bar save his own merit to the form of that service. We will rise above the chaos and the pain, and we will be forever stronger.

This day, the Dragon walks proudly.

—Address by Coordinator Theodore Kurita to the Draconis Combine, 1 October 3059

We have met the enemy, and they are ours.

I can think of no better salutation than these timeless words of Oliver Perry's. The Smoke Jaguars have folded before the coordinated might of the Inner Sphere. They are shattered beyond threat and possibly beyond hope of recovery. Considering our victories, and the speed with which we accomplished them, our losses are minor. And for those who have laid down life or limb in pursuit of this worthy achievement, we have nothing but the utmost respect and gratitude that they gave of themselves so selflessly.

The new Star League, here in its infancy, has taken its first strong step forward. It is now our responsibility to continue the march, to not surrender our momentum, and to build on the foundations laid in this past year.

Let this be the start of something grand.

—Transmitted message from Prince Victor Steiner-Davion to the people of the Federated Commonwealth, received 3 November 3059



WAVE ONE: THE KATANA FALLS

On 20 May 3059, Prince Victor Steiner-Davion and Precentor Martial Focht dispatched messages to fifteen worlds along the Smoke Jaguar occupation zone border. Every message was different, but each contained the key words that would send more than forty regiments against their primary invasion targets. Seventeen of these regiments, which had been holding at their home-system jump points, carefully timed their jumps and arrived at the pirate points around the five targeted Smoke Jaguar worlds within the space of four hours. The assault came as such a surprise to the Jaguars that on four worlds, the new Star League Defense Forces landed uncontested.

On the planet Hyner, the Third Jaguar Cavaliers paraded out for battle, straight into the arms of the waiting SLDF. By the time the Smoke Jaguars began staging defensive actions, they had already lost the battle. Though the Draconis Combine's Second Sword of Light took moderate losses, the battle for Hyner was wrapped up in less than three days.

The SLDF won another impressive victory on the world of Port Arthur. Initially, SLDF commanders believed the planet was defended only by a small garrison unit of Smoke Jaguar bondsmen piloting captured Inner Sphere 'Mechs. The SLDF's plan was to quickly eliminate these defending forces and prepare Port Arthur as a staging area for three DCMS regiments slated to participate in the second wave of the invasion. Acting on their most recent intelligence, the SLDF commanders sent the First Battalion of the First Davion Guards into Port Arthur as part of Operation Bird Dog, the prelude to the main assault on Smoke Jaguar-held worlds. Expecting only slight resistance, the Guards were almost overwhelmed when the defending Clan bondsmen fought well above the attackers' initial expectations. Knowing that no reinforcements would arrive for almost two weeks, the Guards set up a methodical plan of attack that would leave them in control of Port Arthur.

The hard-fought, days-long battle was nearing its conclusion when the Guards suddenly came under fierce fire from Clan 'Mechs sporting Jaguar colors. Far from being poorly defended, Port Arthur was currently occupied by the Jaguars' 168th Garrison Cluster, which had been stationed on the planet's southern continent and which had arrived at the battle site to force the Inner Sphere invaders off-world. But even as the 168th began to engage the Davion Guards, Inner Sphere reinforcements arrived—three DCMS regiments that vastly outnumbered the Jaguar force. The arriving regiments shattered the Clan Cluster, finishing it as an effective fighting force before nightfall. Survivors unable to flee the planet were hunted down over the next two days. Those who did escape became unwitting participants in the naval battle that followed.

On the worlds of Kiamba and Asgard, the Smoke Jaguar commanders reacted too late to effectively deploy their aerospace forces. Faced with overwhelming odds—each front-line Clan cluster facing four SLDF regiments—the Jaguar units were swept aside by the SLDF's coalition forces, which suffered only minimal losses.

The planet Tarazed's defenders were more alert than their luckless fellows, but made the fatal mistake of granting their attackers *safcon* in response to Kai Allard-Liao's *batchall*, recalling their aerospace forces and allowing the SLDF DropShips to land unmolested. The Seventh Jaguar Dragoons chose the Krychek Mountains as the place of battle. Unfortunately, the Dragoons did not comprehend the size of the force arrayed against them, and so their chosen site proved disastrous. As the Seventh moved toward a network of canyons, the SLDF regiments cut them off and decimated them. The battle, and with it the first wave of Operation Bulldog, ended after just five days.

The SLDF, bringing an overwhelming force against an unprepared enemy, found the resulting fighting as swift and deadly as a well-placed blow from a katana. In less than one week, the SLDF forces had achieved objectives that their tacticians had predicted would take five months to attain. The Jaguars had their victories, to be sure, but these were too minor to reverse the momentum of the Inner Sphere's assault. And the astounding SLDF victory in the first wave allowed Victor Steiner-Davion to begin allocating supplies for the third wave early, moving up the entire assault timetable by months.

The SLDF force also targeted nine Nova Cat worlds during the first wave, each to be taken by a DCMS regiment backed up by one or two supporting regiments. None of these supporting units needed to land, however, as the Nova Cats held to their pre-emptive *batchalls*. True to their agreement with the Inner Sphere coalition, they effectively surrendered the worlds to the DCMS units in order to aid the SLDF effort against the Cats' longtime rival and enemy.

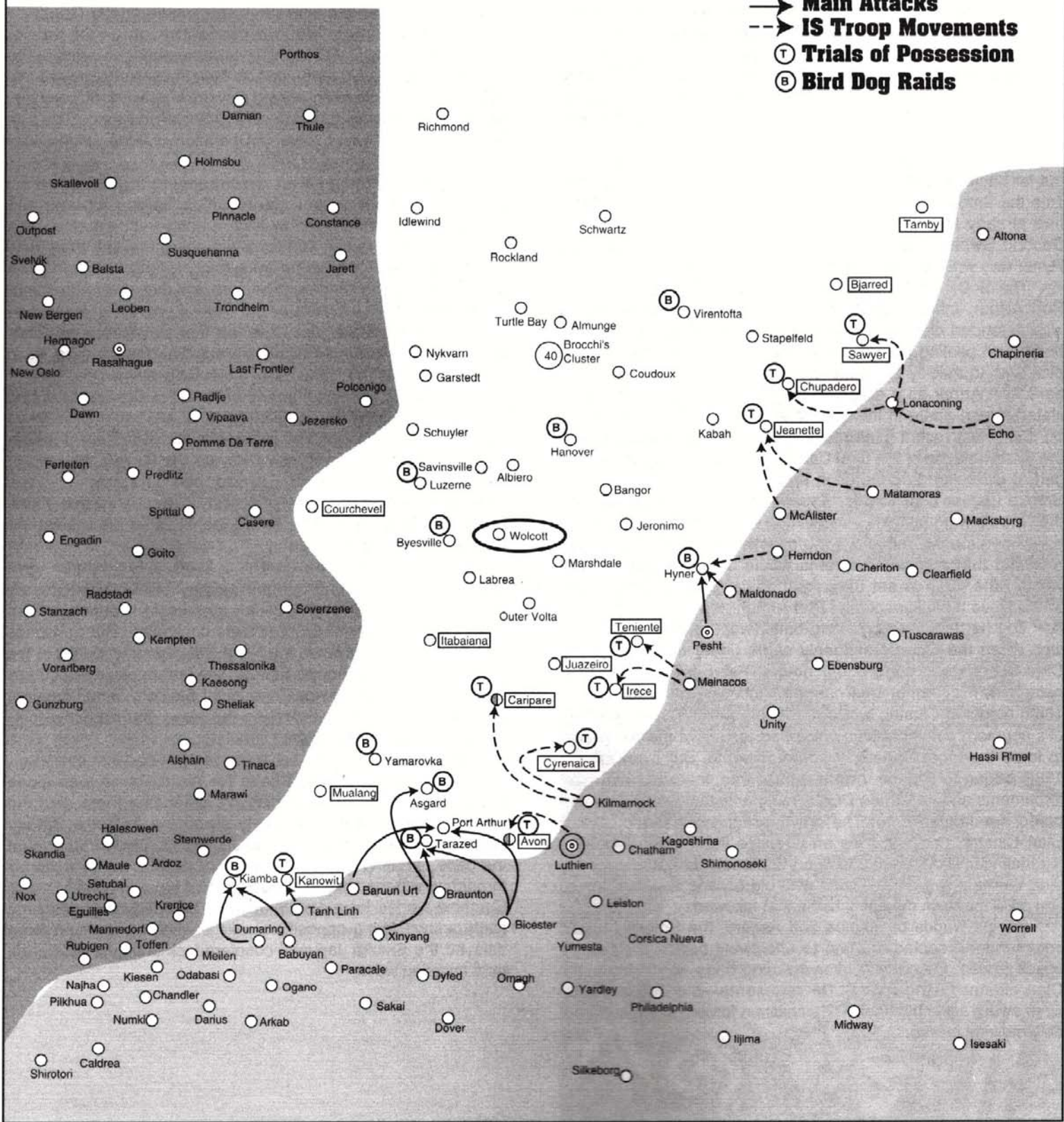
On the worlds of Kanowit and Avon, actual battles were fought to preserve honor on both sides. These two worlds, sitting on the leading edge of Clan conquests in Inner Sphere space, demanded a show of serious contention. But on worlds farther from the front lines, the Nova Cats demanded less in the way of combat. Indeed, on Sawyer, the farthest-away world targeted in the first wave, the Third Night Stalkers' wing commander won the planet by defeating the Nova Cat garrison commander in an aerospace fighter simulator.

By the end of the first wave the Jaguars had lost every border world they possessed save for Avon, which was close enough to Luthien, with its massive defending force, that the SLDF considered it an unlikely staging area for a Smoke Jaguar counterattack. The Nova Cat worlds filled in the rest of the gaps, creating an unbroken line of SLDF-controlled worlds through which the Smoke Jaguars would have to pass to reach Combine worlds for a counterattack. The difficulty of defeating such overwhelming opposition while fighting an invasion force delayed the Smoke Jaguars' counterattack until just before the third invasion wave.

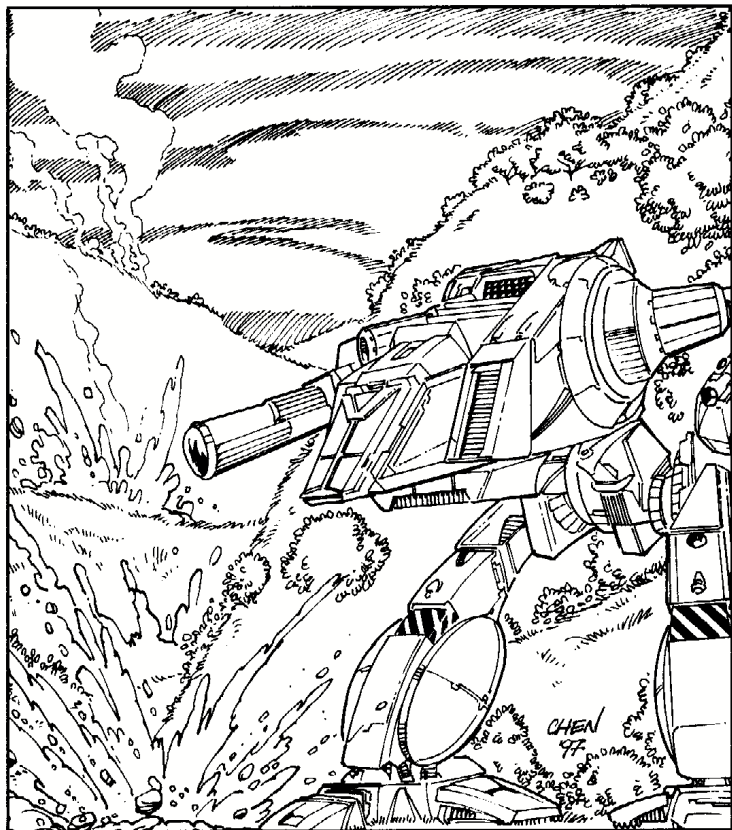
WAVE ONE: THE KATANA FALLS

WAVE ONE

- ➔ Main Attacks
- - ➔ IS Troop Movements
- Ⓣ Trials of Possession
- Ⓟ Bird Dog Raids



THE DRAGON ROARS



SCENARIO 1: HUNTING THE HUNTER

Patient Dragon roars
Fire destroys the yellow bird
The Smoke Jaguar falls

Honor. An abstract concept, but one that links our culture with that of the Clans. However, where the Clans focus on personal honor, the tenets of Bushido dictate that the honor of the individual be subservient to that of the master—in our case, the Draconis Combine—and so in many cases personal honor must be sacrificed for the good of the larger body. Together, these tenets are ninjo and giri; honor and duty, a razor's edge along which all samurai must walk.

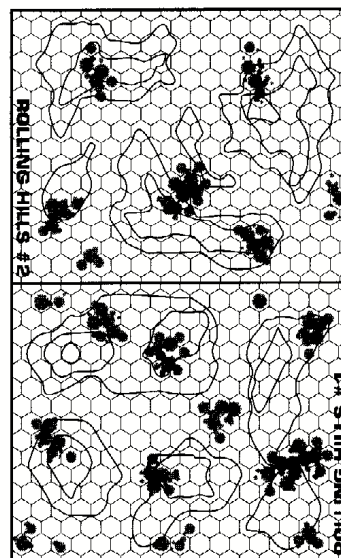
During the recent operation on Hyner, this dilemma was made abundantly clear to *Tai-i* Shigeru Hirotsu. His assault company was given the task of dislodging the Third Jaguar Cavaliers' Second Trinary Battle from the Kelian Wolds. As Hirotsu's force approached, the Jaguar commander, Ramon Showers, issued a batchall. After brief negotiations, the two forces engaged in honorable duels. However, it soon became apparent that the two lances Hirotsu had committed to the battle were greatly overmatched by their Clan opponents. Knowing that his responsibility to the Dragon came before his personal honor, Hirotsu called in fire support from the troops not engaged in the conflict. Duty to the Dragon had won.

—Excerpted from *Honor Lies: The Code of Bushido in the Dark Crusade*, by Ieyasu Umezawa

SITUATION

Kelian Wolds, Hyner
Smoke Jaguar Occupation Zone
26 May 3059

Like many first-wave engagements, the battle for Hyner was distinctly one-sided. The Second Sword of Light faced off against the Third Jaguar Cavaliers, with the First Regular Hussars and the Ninth Com Guard Division as support. As it turned out, the Second Sword of Light did not need the help,



but handily crushed the defenders. However, not everything went the Second Sword's way. Several officers attempted to engage the enemy in duels based on Clan terms, hoping for greater glory in winning such a difficult battle. The battle of the Kelian Wolds was one such encounter.

GAME SET-UP

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

ATTACKER

The attacker consists of elements of Shigeru's Assault Company, part of the Second Sword of Light's Fourth Battalion. The support lance does not engage in the battle unless called upon for fire support or reinforcements.

Command Lance

Tai-i Shigeru Hirotsu (Piloting 4, Gunnery 3),
DRG-5K *Grand Dragon*
Chu-i Michael Kendall (Piloting 3, Gunnery 3),
GRM-R-PR29 *Grim Reaper*
Shinya Ayanami (Piloting 4, Gunnery 3), SR1-OD *Strider*
Karin Morraine (Piloting 2, Gunnery 3), WVR-7K *Wolverine*

Fire Lance

Chu-i Yuu Watanabe (Piloting 3, Gunnery 3),
FS9-OE *Firestarter*
Kashira Harumi Yamaguchi (Piloting 4, Gunnery 3),
BHKU-OA *Black Hawk-KU*
Arno Mbeki (Piloting 3, Gunnery 3), DAI-01 *Daikyu*
Nance Jayawardene (Piloting 3, Gunnery 3),
MTR-5K *Maelstrom*

HUNTING THE HUNTER

Support Lance

Chu-i Hikaru Meyer (Piloting 3, Gunnery 3),
AV1-OC Avatar
 Suzuyo Kamitani (Piloting 4, Gunnery 3),
BJ2-OB Blackjack
 Kashira Barend Toet (Piloting 3, Gunnery 3),
OBK-M10 O-Bakemono
 Jo Gipps (Piloting 2, Gunnery 3), *NDA-1K No-Dachi*

Deployment

The attacker enters from the east edge of either mapsheet during the Movement Phase of Turn 1.

DEFENDER

The defenders consist of the Second Trinary Battle of the Third Jaguar Cavaliers.

Alpha Battle Star

Star Captain Hashka Komolosi (Piloting 4, Gunnery 3),
Puma B
 MechWarrior David (Piloting 3, Gunnery 2), *Hankyu C*
 MechWarrior Chun (Piloting 3, Gunnery 3), *Ryoken C*
 MechWarrior Lisl (Piloting 3, Gunnery 3), *Uller Prime*
 MechWarrior Brant (Piloting 4, Gunnery 3), *Shadow Cat B*

Beta Battle Star

Star Commander Kathryn Myers (Piloting 3, Gunnery 3),
Mad Cat B
 MechWarrior Pitr (Piloting 4, Gunnery 3), *Vulture A*
 MechWarrior Siegfried (Piloting 3, Gunnery 2), *Ryoken C*
 MechWarrior Aiko (Piloting 2, Gunnery 3), *Vulture B*
 MechWarrior Cicero (Piloting 5, Gunnery 3), *Kingfisher D*

Deployment

The defender sets up first. The 'Mechs of Alpha Battle Star may begin the scenario in any hex north of hex row 09xx on Rolling Hills Map #2. The 'Mechs of Beta Battle Star may begin the scenario in any hex south of the same row.

VICTORY CONDITIONS

The scenario ends when one side has no 'Mechs remaining on the board. Once this occurs, calculate the point total for each side, then subtract the Smoke Jaguar score from that of the Second Sword of Light and consult the Victory Level Table.

Action	Victory Points
<i>Second Sword of Light</i>	
Each Clan 'Mech destroyed	15
Call in artillery support	-15

VICTORY LEVEL TABLE

Total Points	Outcome
51 or greater	Decisive SLDF Victory
31 to 50	Substantial SLDF Victory
11 to 30	Marginal SLDF Victory
-10 to 10	Draw
-30 to -11	Marginal Clan Victory
-31 to -50	Substantial Clan Victory
-51 or lower	Decisive Clan Victory

Call in reinforcement lance	-30
<i>3rd Jaguar Cavaliers</i>	
Each SLDF 'Mech destroyed	10
<i>Either side</i>	
Possession of the battlefield (any operational 'Mechs remaining on the map at the end of the scenario)	10

SPECIAL RULES

The following special rules apply during this scenario.

Honor Level

The Smoke Jaguars must adhere to Honor Level 1 rules (see **Clan Honor and Battlefield Tactics**, p. 5).

Reinforcements and Fire Support

Tai-i Hirotsu has committed only two of his lances to the battle with the Smoke Jaguars, though the third remains in the area. The Combine player may call for reinforcements and/or fire support from these units, though at the price of a lesser victory than he might otherwise have won.

If the Combine player requests fire support, the support lance's *O-Bakemono* may fire either standard or homing Arrow IV missiles (see **Arrow IV Missile Artillery System**, p. 113, **BTC:RoW**). For game purposes, assume that the firing 'Mech is 1 mapboard away from the target hex, which gives the missiles a flight time of 1 turn (see **Artillery**, pp. 77-80, **BTC:RoW**).

If the Combine player calls in reinforcements, the support lance will enter via the east mapsheet during the Movement Phase of the third turn after the request was made. The controlling player can opt to have the *O-Bakemono* remain off-map.

Special Abilities

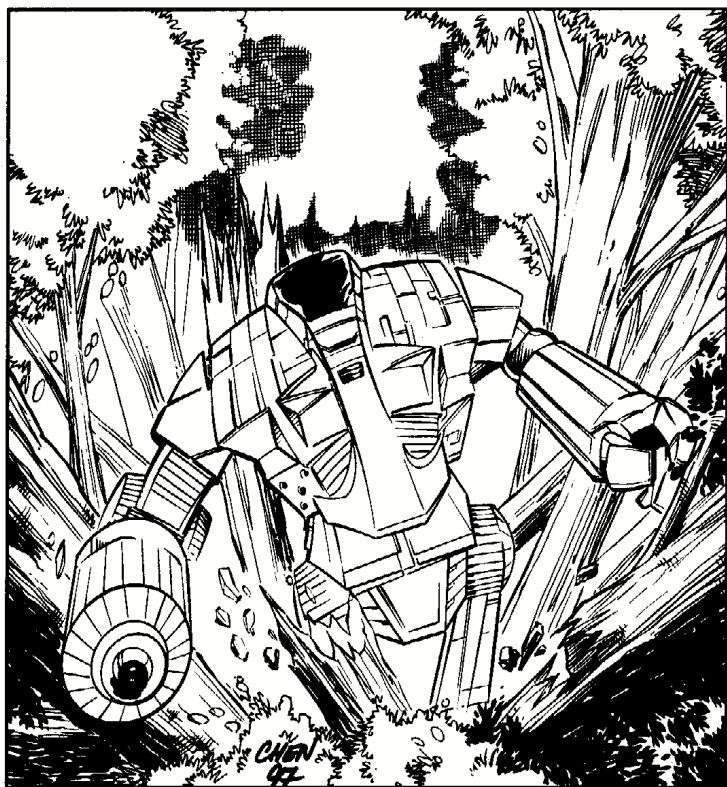
The Combine player receives a +2 bonus to his Initiative rolls, and automatically wins Initiative if the Second Sword outnumbered its opponents by two to one.

The Third Jaguar Cavaliers are adept at seizing and holding the initiative. To reflect this, if the Jaguar player won the Initiative in the previous turn, he gains a +2 bonus to his current Initiative roll. The Jaguar player gains an additional +1 bonus to his Initiative roll for each enemy 'Mech destroyed in the previous turn over and above the Third's own losses. For example, if two SLDF units are destroyed and only one Clan unit is lost, the Cavaliers gain a +1 bonus. Had the Cavaliers lost no 'Mechs, the bonus would be +2.

AFTERMATH

Tai-i Hirotsu's arrogant decision to commit only two lances at the Kelian Wolds did not sit well with many in the SLDF command or the DCMS. His abortive attempt to adhere to a rigid interpretation of Bushido inflicted needless casualties on his forces and came within a hair's breadth of costing the DCMS a victory. He recognized his error and committed his reserves in time to secure a victory for the SLDF, but at the cost of most of his unit. Given the near-disaster, the *Tai-i* was fortunate that his *Grand Dragon* fell to the Jaguars, thus sparing him the dubious reward of the Honor of Wakizashi—a medal awarded high-ranking officers who place personal honor above their duty to House Kurita and who are allowed to commit seppuku rather than face the dishonor of execution.

THE DRAGON ROARS



SCENARIO 2: WILD JUSTICE

"Revenge is a kind of wild justice, which the more man's nature runs to, the more ought law to weed it out."

—Francis Bacon

They ran, *Chu-sa* Onoyoko Akagi's *Sunder* leading the company down from Odin's Retreat where the rest of the Third Benjamin and the Proserpina Hussars were pounding what remained of the Fourth Jaguar Dragoons. *Chu-sa* Akagi had been with the unit in 3052, when the Clans had driven the Third Benjamin off Asgard. She remembered that month in hell, before the final retreat, all too vividly.

"Do unto others as they have done unto you," she said to herself, a faint smile playing across her face.

One of the Clan Trinaries had slipped away from the Retreat and dropped down onto the Ragnarok Plains, presumably heading toward some pre-determined rendezvous point or hidden DropShip. Akagi's company had set off in pursuit, but until now had been unable to close on the fleeing Jaguar unit. Akagi's scanners now showed the unit battling an SLDF company—part of the Davion Heavy Guards, according to the tactical computer. Akagi's forces closed the gap quickly, until they were five hundred meters distant, screened from the Jaguars' view by a small hill.

The unit knew the attack plan. Concentrate fire against the largest Clan 'Mechs, using mostly energy weapons to conserve ammunition.

"At them!" Akagi called over the commnet, and the Third Benjamin charged into the melee. "Command lance, with me. Target the *Daishi*!"

Fire converged on the massive machine and it stumbled. The Third Benjamin sped forward, some going over and others around the hillock. The *Daishi* struggled to rise, but a second volley shattered it, tearing into its already damaged back and destroying vital systems. The twisted hulk fell to the ground.

The Jaguars turned to face the new threat, and a maelstrom of fire leapt at the DCMS troops. Miyajima's *Grand Dragon* went down, the Gauss rifle slug from a Jaguar *Loki* decapitating the 'Mech in a single volley. The Clan 'Mech did not survive long enough to fire again.

A few dozen meters to Akagi's right, *Chu-i* Tohjoh's *Kintaro* lost an arm. With his 'Mech's remaining arm, he made a spectacular physical attack that disabled a Clan *Gladiator*. Akagi stepped alongside the *Kintaro* just in time to protect the damaged machine from a pair of Jaguar *Masakaris*. Her *Sunder* staggered in the firestorm from the twin enemy 'Mechs, but did not fall. Akagi fired back with autocannon and lasers.

A *Stealth* rose above the trees, firing as it came, making pock-marks bloom on the flank of one *Masakari*. The Davions were counterattacking; the vise was closing on the Clan enemy. They didn't stand a chance.

SITUATION

Ragnarok Plains, Asgard

Smoke Jaguar Occupation Zone

29 May 3059

Two battalions of the Third Benjamin Regulars spearheaded the assault on Asgard, redeeming their honor after having been decimated and evicted from the world more than seven years earlier. While the Davion Heavy Guards and 278th Com Guard Division occupied key sites and staged recon patrols, the Third Benjamin and the Third Proserpina Hussars moved against the Fourth Jaguar Dragoons. As one of the two Clusters involved in the original 3052 engagement, the Fourth Dragoons received no quarter from their opponents and were swiftly driven back by sustained air attacks and ground assaults.

In a supreme irony, the retreating Fourth chose to follow the same route they had forced the Third Benjamin to take years before, but they lacked the resources or inclination to fight the protracted defensive campaign in Odin's Retreat that had marked the DCMS defense of the world. The Jaguar unit was unlikely to survive a week, let alone the month the Third Benjamin managed to stay alive.

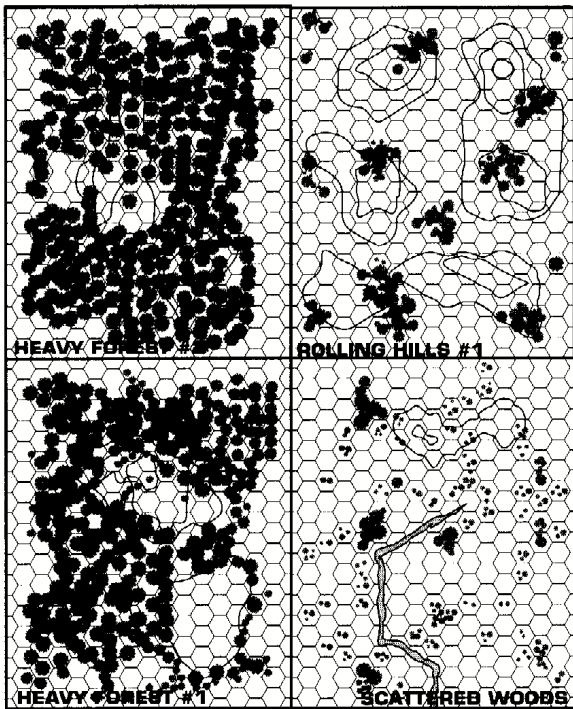
Also present at the battle was the Command Trinary for Epsilon Galaxy. Seeing the dangers of the Fourth's position, the Trinary's commander opted for a tactical withdrawal from the Retreat ... straight into a Davion Heavy Guards company. With relish, the Epsilon Command Trinary attacked the lighter Davion unit in hopes of a quick victory. They had not counted on pursuit by the command company of the Third Benjamin's Second Battalion.

GAME SET-UP

Lay out the **BattleTech** maps as shown. Use both Heavy Forest maps from **BattleTech Map Set 4**, the Rolling Hills #1 map from **BattleTech Map Set 3** and the Scattered Woods map from **BattleTech Map Set 2**.

Treat all wooded hexes as Light Woods.

WILD JUSTICE



ATTACKER

The attacker consists of Epsilon Galaxy's Command Trinary. Each Elemental Point consists of 5 Elementals with small lasers, except where noted.

Alpha Command Nova

- Galaxy Commander Jin Mehta (Piloting 2, Gunnery 2), *Daishi Prime*
- Star Captain Hilliard Levi (Piloting 3, Gunnery 2), *Ryoken D*
- MechWarrior Emmeline (Piloting 3, Gunnery 3), *Gladiator A*
- MechWarrior Kabir (Piloting 3, Gunnery 3), *Loki B*
- MechWarrior Eric (Piloting 3, Gunnery 2), *Mad Cat A*
- Star Commander Esther, Elemental Point 1
- Point Commander Indra, Elemental Point 2
- Point Commander Alix, Elemental Point 3
- Point Commander Robert, Elemental Point 4

Bravo Command Nova

- Star Commander Conal (Piloting 3, Gunnery 2), *Fenris C*
- MechWarrior Yvgeny (Piloting 4, Gunnery 2), *Masakari C*
- MechWarrior Ari (Piloting 4, Gunnery 1), *Loki Prime*
- MechWarrior Robyn (Piloting 3, Gunnery 3), *Night Gyr C*
- MechWarrior Jarvis (Piloting 3, Gunnery 2), *Loki B*
- Star Commander Suliman, Elemental Point 1
- Point Commander Anita, Elemental Point 2
- Point Commander Mark, Elemental Point 3
- Point Commander Gustav, Elemental Point 1

Delta Command Star

- Star Commander Herod (Piloting 4, Gunnery 3), *Masakari A*
- MechWarrior Drake (Piloting 3, Gunnery 4), *Ryoken B*
- MechWarrior Arash (Piloting 4, Gunnery 2), *Mad Cat A*
- MechWarrior Guerrard (Piloting 3, Gunnery 2), *Thor C*
- MechWarrior Lucas (Piloting 3, Gunnery 2), *Vulture C*

Deployment

The attacker enters from the east mapsheet edge during the Movement Phase of Turn 1.

DEFENDER

The defender consists of Third Company, Second Battalion, Davion Heavy Guards.

Command Lance

- Hauptmann Rache McDowell (Piloting 4, Gunnery 3), *STH-1D Stealth*
- Leslie Heymann (Piloting 3, Gunnery 3), *BSW-X1 Bushwacker*
- Stephen Price (Piloting 4, Gunnery 3), *CN9-D Centurion*
- Mark Abrahams (Piloting 2, Gunnery 3), *TBT-7M Trebuchet*

Pursuit Lance

- Leftenant Osias Eisenburg (Piloting 3, Gunnery 3), *NGS-4S Nightsky*
- Sergeant Pamela Culpán (Piloting 4, Gunnery 3), *GRF-3M Griffin*
- Naji Murad (Piloting 3, Gunnery 3), *DV-7D Dervish*
- Roland Wardell (Piloting 3, Gunnery 3), *HCT-5S Hatchetman*

Assault Lance

- Leftenant Clarence Galia (Piloting 3, Gunnery 3), *PXH-3D Phoenix Hawk*
- Sergeant Ishtiaqa Shah (Piloting 3, Gunnery 3), *LNK-9C Lynx*
- Patsy Tang (Piloting 4, Gunnery 3), *GRF-3M Griffin*
- Leo Sells (Piloting 3, Gunnery 3), *ASN-23 Assassin*

Deployment

The defenders deploy first. The Davion Heavy Guards should be placed within 5 hexes of Hex 0101 on the Scattered Woods map.

VICTORY CONDITIONS

The scenario ends when one side has been destroyed or has withdrawn. Once either of these conditions occurs, calculate each side's point total, then subtract the SLDF score from the Clan score and consult the Victory Level Table.

Action	Victory Points
SLDF	
Per Clan 'Mech destroyed	+15
Per Clan 'Mech forced to withdraw	+7

VICTORY LEVEL TABLE

195 or higher	Substantial Clan Victory
156 to 194	Decisive Clan Victory
86 to 155	Marginal Clan Victory
25 to 85	Draw
-54 to +24	Marginal Inner Sphere Victory
-94 to -54	Substantial Inner Sphere Victory
-95 or lower	Decisive Inner Sphere Victory

WILD JUSTICE

Per Elemental Point destroyed	+2
Per Elemental Point forced to withdraw	+1
<i>Clan Smoke Jaguar</i>	
Per Inner Sphere 'Mech destroyed	+10
Per Clan 'Mech exiting the west map edge	+8
Per Elemental Point exiting the west map edge	+2
Change to Honor Level 2	-20

SPECIAL RULES

The following special rules apply during this scenario.

Forced Withdrawal

The Forced Withdrawal rule is in effect (see **Forced Withdrawal**, p. 5). Davion Heavy Guard units must withdraw off the west map edge. Third Benjamin Regulars and Epsilon Galaxy Command Trinary units must withdraw off the east map edge.

Random Damage

To reflect damage sustained in earlier battles, Clan units in this scenario and units of the Third Benjamin Regulars begin with pre-existing damage. Roll 3D6 - 2 for each Jaguar 'Mech or Elemental Point and 2D6 - 1 for each Third Benjamin Regulars 'Mech. The dice roll represents the total amount of damage taken by each unit during a previous fight. Divide each dice-roll result into 5-point groups and apply the points as damage using the Front/Rear column of the BattleMech Hit Location Table (p. 39, **BTC:RoW**). For Elemental Points, choose a single Elemental at random and apply any critical hits that result from this damage, except for the following: third engine hit, second gyro hit, cockpit hit, second hip hit, any result that indicates the destruction of a leg or head and any result that indicates the destruction of the center torso or a side torso for Inner Sphere 'Mechs equipped with extralight engines. Individual Elementals may be eliminated by random damage.

Ammunition Expenditure

The 'Mechs of the Epsilon Galaxy Command Trinary and the Third Benjamin Regulars have had no time to re-arm since their battle at Odin's Retreat and are operating with less than a full load of ammunition. To simulate this shortage, both the Epsilon Galaxy Command and Third Benjamin players roll 2D6 for every ammunition magazine in each 'Mech when filling out the BattleMech record sheets. Subtract the die-roll 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 a player achieves results of 9 and 8 respectively for an LB 10-X autocannon (normal ammo capacity 10) and an LRM-10 missile launcher (normal ammo capacity 24), the LB10-X has 1 round (10 - 9 = 1) and the LRM has 16 rounds (24 - 8 = 16) available for the scenario.

The Davion Heavy Guards begin the scenario with a full ammunition load.

Honor Level

The Smoke Jaguars must adhere to Honor Level 1 rules, until the turn in which the Third Benjamin Regulars arrive on the map. At that point, the Smoke Jaguars may switch to the less strict Honor Level 2 rules. Doing so incurs a victory point penalty, however (see **Victory Conditions**, above).

Reinforcements

Before the Initiative Phase in every turn beginning with Turn 3, the SLDF player rolls 2D6 + 1. If the roll result is equal to or less than the turn number, the Third Benjamin Regulars arrive as reinforcements. These units enter from the east map edge during the following turn's Movement Phase.

Command Company, Second Battalion, Third Benjamin Regulars

Command Lance

Chu-sa Onyoko Akagi (Piloting 4, Gunnery 3),
SD1-O *Sunder Prime*

Tai-i Sally Miyajima (Piloting 5, Gunnery 3),
DRG-5K *Grand Dragon*

Chas Perrin (Piloting 4, Gunnery 3), AS7-K *Atlas*
Mokona Ohkawa (Piloting 3, Gunnery 3),
QKD-5M *Quickdraw*

Hunter Lance

Chu-i Hidekazu Moriyama (Piloting 4, Gunnery 3),
KIM-2A *Komodo*

Kashira Bin Rowsman (Piloting 3, Gunnery 4),
KIM-2A *Komodo*

Roul Ravera (Piloting 3, Gunnery 3), RTX-1OE *Raptor*
Rashik Devji (Piloting 5, Gunnery 3), JM6-DD *JagerMech*

Pursuit Lance

Chu-i Yoshiro Tohjoh (Piloting 3, Gunnery 3),
KTO-2O *Kintaro*

Kashira Yukiko Imai (Piloting 4, Gunnery 2),
PXH-3K *Phoenix Hawk*

Frankie Burgoyne (Piloting 3, Gunnery 4),
ASN-23 *Assassin*

Gerrald Devereux (Piloting 3, Gunnery 3),
WTH-2 *Whitworth*

Special Abilities

During this scenario, the Third Benjamin Regulars receive a +1 to-hit bonus when engaging in physical combat. The Davion Heavy Guards may ignore the Attacker Movement Modifier penalty provided they move no faster than walking speed and do not jump.

The Epsilon Galaxy Command Trinary receives a +1 initiative bonus. However, during the Initiative Phase of each turn, the Clan player may voluntarily forfeit this bonus prior to rolling Initiative. If he does so, add a +1 to-hit modifier for units attacking the Command Trinary.

AFTERMATH

The Asgard campaign was short and brutal, like many battles of the first wave of the invasion. The Jaguars withdrew into Odin's Retreat, where the SLDF force surrounded them. The Davion Heavy Guards and the 278th Com Guard Division sealed the two major routes into the mountains, while the DCMS units drove into the Jaguar positions. A number of Clan units attempted to flee, but found themselves facing the FedCom or ComStar units, or else chased down by the vengeful DCMS units. Extensive use of artillery and concentrated fire limited the SLDF's losses; no Jaguar units escaped the planet.

THE DRAGON ROARS

SCENARIO 3: TRIAL OF POSITION

I almost lost myself in the ceremony of the moment.

The two Clan 'Mechs—a *Supernova* and a *Shadow Cat*—marched side-by-side across the open field the Nova Cats had chosen for combat. According to the rules set down by the Clanners, I knew the pilots couldn't communicate with each other, and so I felt an eerie sense of communion as both 'Mechs stopped and raised their arms in a perfectly synchronized salute. As the lead 'Mech for my Challenge Group, I raised the arms of my *Komodo* in salute to the *Shadow Cat*, my intended target.

I throttled the *Komodo* into a run toward the *Shadow Cat*, needing to close in to make use of my medium lasers. As I approached, the *Supernova* lowered its arms and fired its full salvo of six large lasers at me. Two of them sliced into my BattleMech's armor—not bad, considering the range. I felt more appreciation for Clan dueling formalities than fear of facing the huge assault machine. The *Supernova* was the largest Clan 'Mech to take the field that day, but in choosing it the Star Colonel had handicapped himself by driving his heat up quickly and impairing his own targeting system.

Then the huge monster was suddenly flying at me, riding jump jets and cutting loose again with four of its lasers. Three laser blasts caught me and almost sent me to the ground. At that moment, I realized that regardless of formalities, these Cats were fighting to win.

—*Chu-i Teya Omassahiro of the Fourth Pesht Regulars*

SITUATION

Bristol Levels, Avon

Smoke Jaguar Occupation Zone

2 June 3059

Though limited in scale, the formal contest against the Nova Cats on Avon was one of the most violent engagements between the DCMS and Nova Cat forces. Avon was a front-line world, and Nova Cat honor demanded a true battle, no matter how heavily the Cats stacked the deck against themselves.

The Nova Cat leadership on Avon decided to fight the battle as a series of Clan-style Trials of Position, with Kurita forces acting as the Challenge Group for each. Because Star Colonels and Star Captains would be doing the fighting, the Clan would have to defeat all Kurita challengers to retain autonomy. If defeated, the Nova Cat forces would be absorbed into the Draconis Combine and re-deployed as SLDF units. When the Kurita High Command then offered to pit regular warriors against the Nova Cat elite, the Clan officers intentionally bid themselves down to lesser 'Mechs or 'Mechs with a slight design flaw that the Kurita forces could exploit.

GAME SET-UP

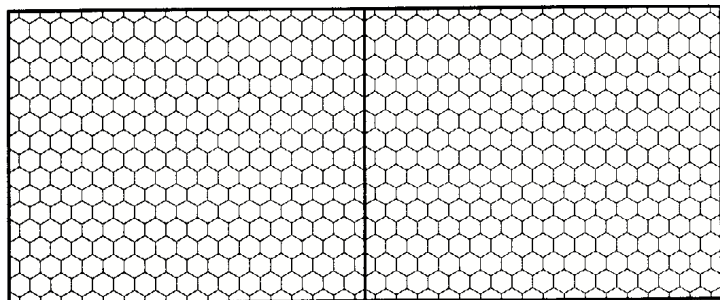
The defending Nova Cat player may choose any two **BattleTech** maps per Trial. Lay out the mapsheets as shown.

ATTACKER

The attacking force consists of members of the Fourth Pesht Regulars, Second and Third Battalions, divided into six Challenge Groups.



TRIAL OF POSITION



Challenge Group 1

Chu-i Teya Omassahiro (Piloting 5, Gunnery 4),
SD1-OA Sunder
Jason Otaku (Piloting 5, Gunnery 4), *WVR-7K Wolverine*
Kashira Katakana (Piloting 5, Gunnery 4),
PXH-3K Phoenix Hawk

Challenge Group 2

Chu-i Phil Ortega (Piloting 5, Gunnery 4),
MAD-5D Marauder
Chou Yamasaki (Piloting 5, Gunnery 4), *GRF-1N Griffin*
Sung Kosiridam (Piloting 5, Gunnery 4), *CRD-4K Crusader*

Challenge Group 3

Chu-i Samson Moon Lee (Piloting 5, Gunnery 4),
AS7-K Atlas
Kashira Jusiral Oblak (Piloting 5, Gunnery 4),
DRG-5K Grand Dragon
Patrick Torsibo (Piloting 5, Gunnery 4), *GRF-1DS Griffin*

Challenge Group 4

Chu-i Wendell Chung (Piloting 5, Gunnery 4),
MAL-1R Mauler
Lee Tastuma (Piloting 5, Gunnery 4), *MAD-5D Marauder*
Shigeru Asano (Piloting 5, Gunnery 4), *CRB-27 Crab*

Challenge Group 5

Chu-i Tashu Yoshida (Piloting 5, Gunnery 4),
CRK-5003-2 Katana
Haji Tok Do (Piloting 5, Gunnery 4), *WVR-7K Wolverine*
Kashira Richard Ojima (Piloting 5, Gunnery 4),
WVR-6K Wolverine

Challenge Group 6

Chu-i Hohiro Bok (Piloting 5, Gunnery 4), *SD1-O Sunder*
Jeong Tsien (Piloting 5, Gunnery 4), *KTO-20 Kintaro*
Jarvek Williams (Piloting 5, Gunnery 4), *ON1-K Orion*

Deployment

The attacker sets any two Challenge Groups on the map within 10 hexes of the east map edge. The three 'Mechs in each group must deploy together, with no more than 3 hexes separating any two 'Mechs. The two groups must be set at least 6 hexes apart at their closest point to each other.

DEFENDER

The defenders consist of the Star Colonel of each Nova Cat Cluster on Avon and the Star Colonel's chosen partner, a trinary Star Captain.

First Nova Cat Guards

Star Colonel Calvin Rosse (Piloting 2, Gunnery 1),
Mad Cat Prime
Star Captain Dara Nostra (Piloting 3, Gunnery 2),
Nobori-nin C

First Garrison Cluster

Star Colonel Elianna Deleportis (Piloting 3, Gunnery 2),
Supernova
Star Captain Ricardo Devalis (Piloting 3, Gunnery 3),
Shadow Cat B

Third Garrison Cluster

Star Colonel Anna Keating (Piloting 2, Gunnery 2), *Thor B*
Star Captain Brent Lossey (Piloting 2, Gunnery 3),
Loki Prime

Deployment

One pair of Nova Cat defenders (the Clan player's choice) moves onto the map from the west map edge during the Movement Phase of Turn 1. The other defenders remain off the map until their Trial of Position begins. Once a Trial has been resolved, subsequent pairs move on to the mapsheets in the same manner as the first.

VICTORY CONDITIONS

A battle is over when the Clan 'Mechs are crippled or destroyed, or all Kurita forces on the map are crippled or destroyed. For a Decisive Victory, the SLDF player must win all three Trials, for a Substantive Victory two Trials, and for a Marginal Victory one Trial. Losing all three Trials represents a humiliating defeat.

The Clan player wins a Decisive Victory if his forces destroy or cripple four out of six SLDF 'Mechs in each Trial, a Substantive Victory for three out of six 'Mechs, and a Marginal Victory for any other result, including winning any Trial. Under these circumstances, the Clan player cannot achieve a draw or lose.

SPECIAL RULES

The following special rules apply during this scenario.

Terms of Battle

The attacker may not fire any weapons or move until the defender has announced a weapon attack during the Weapon Attack Phase of a turn. The attacker may then join in with his own weapon-attack declarations and attacks in that same phase, and may begin moving his units during the Movement Phase of the following turn. Neither side may make physical attacks.

Special Abilities

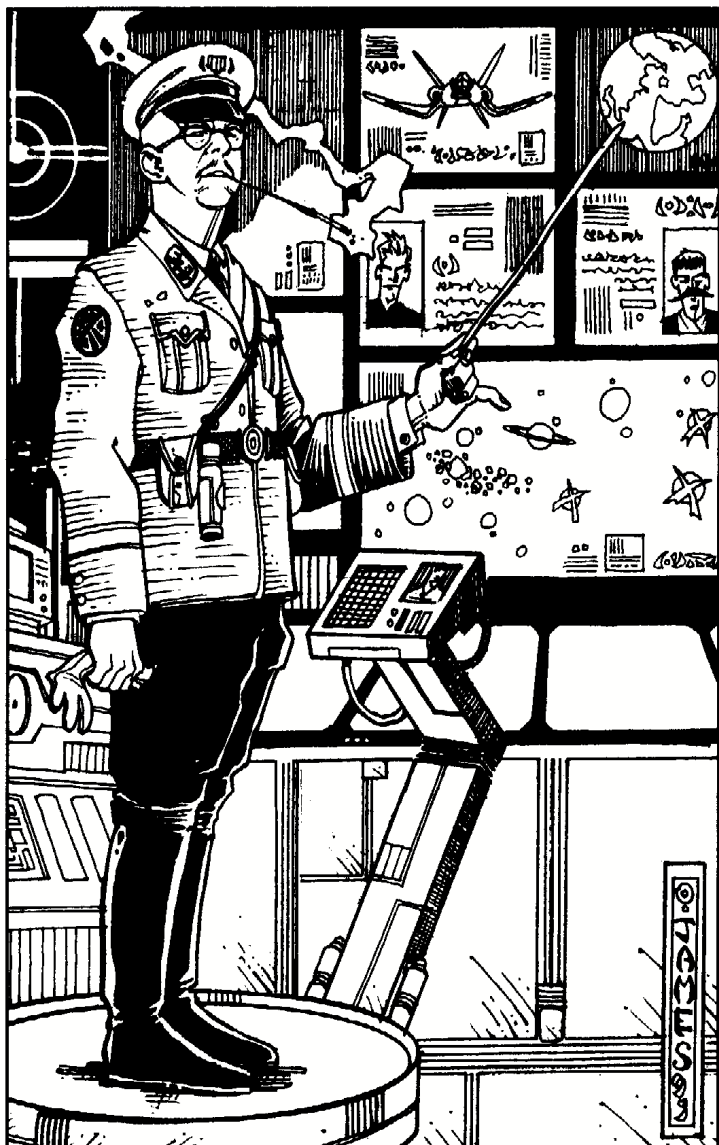
The Fourth Pesht warriors automatically lose Initiative for the first three turns.

AFTERMATH

The Nova Cats crippled three or more SLDF 'Mechs in each Trial, and were hard pressed to find a way to lose the battle. In the first Trial, the First Nova Cat Guards crippled five SLDF machines, and only managed to "lose" the engagement because Star Colonel Calvin Rosse turned on his partner and crippled her 'Mech before being brought down by the remaining Fourth Pesht warrior. The rules of the melee allow such actions, giving the Star Colonel four "kills" in keeping with his rank. Following the battle on Avon, the Nova Cat Clusters became the SLDF Nova Cats and assisted in a major battle against Clan Smoke Jaguar in the invasion's second wave.

THE DRAGON ROARS

WAVE TWO: DRIVING FORWARD



Despite the phenomenal success of the first invasion wave, the second wave commenced only a few days ahead of schedule on 26 June 3059. Troop movements and supply routes for the various waves had been set months before the assault began, and Prince Victor Steiner-Davion felt that changing them at the last moment might severely disrupt the entire assault. However, he added three more targeted planets to the second wave, bringing the total to eleven Jaguar-held worlds. By targeting more than twice the number of worlds taken in the first wave, Prince Victor hoped to further shock and demoralize the new SLDF's Clan opponents.

The planets of Turtle Bay and Almunge stood undefended, and so fell to the SLDF without any loss of lives or materiel. In a gesture he hoped would in some small way atone for their loss, Victor Steiner-Davion assigned the Legions of Vega to retake Turtle Bay, the unit that had lost the world to the Jaguars nearly ten years earlier. The Eleventh, Sixteenth and elements of the Second Legion all took part in the planet's liberation.

The Nova Cat halves of Avon and Caripare had been taken during the first wave, and now SLDF forces and Nova Cat Clusters used the Nova Cat-controlled areas as staging bases from which to hit Jaguar forces on those worlds. Faced with apparent collaboration between the Nova Cats and the Inner Sphere, the Smoke Jaguar commanders did not fight to the death, but instead pulled back to worlds deeper in the Smoke Jaguar occupation zone.

Similarly, on Byesville and Hanover, Smoke Jaguar commanders managed to salvage at least part of their commands and fell back to nearby worlds not currently under attack. The Byesville garrison Cluster was able to bring itself nearly back to full strength. The Hanover forces were less lucky. Mauled by an impressive array of SLDF regiments, they barely escaped with two Trinaries and meager Elemental and aerospace support.

No Smoke Jaguar warriors escaped the worlds of Yamarovka, Virentofta, Nykvarn or Labrea. The fighting on the first two worlds—especially Yamarovka—was fierce and costly. On that world, the Smoke Jaguars fought to the last warrior in defense of vital facilities. The fighting on Labrea was no less fierce, but only involved six warriors, as Phelan Kell's exiled Clan Wolf forces used traditional Clan combat tactics to capture an entire front-line Cluster.

Though the world of Luzerne boasted few resources and virtually no military industry, the world became the site of one of the stiffest challenges the SLDF faced during the entire assault. A disastrous approach resulted in a WarShip battle, and only half the assault force made it to the planet's surface. Expecting to meet a single garrison Cluster, the SLDF force found itself facing a newly formed front-line Cluster as well. The Jaguars scattered the SLDF units across the face of the planet, and only two battalions managed to form any kind of cohesive force to face the Jaguars. Within hours it seemed that Luzerne would become the final graveyard for two good regiments.

As the battles raged for all the Jaguar worlds, Clan Nova Cat continued to offer token fights that enabled the DCMS to retake Nova Cat worlds and claim Nova Cat warriors as bondsmen. Actual 'Mech combat between DCMS and Nova Cat forces took place only on the world of Mualang. On the other five targeted Nova Cat worlds, DCMS forces prevailed with personal combat or token challenges. On the world of Bjarred, the confrontation was settled with a single coin toss. *Tai-sa* Katherine Oltion allowed Star Colonel Olivia Drummond to make the call, and was apparently struck speechless when the Star Colonel called out, "Edge." Before leaving the Nova Cats as the new DCMS garrison on Bjarred, Oltion had the opportunity to ask Star Colonel Drummond about her choice. Drummond's reply was concise and eloquent. "Imagine the victory," she said, "if I had won."

By 7 July 3059, the Draconis Combine had reclaimed all of the targeted worlds lost to Clan Nova Cat, and organized hostilities had ceased on all targeted Smoke Jaguar worlds save for Luzerne. On Luzerne, the beleaguered SLDF forces had barricaded themselves into defensible positions, from which they engaged in minor skirmishes with their Jaguar opponents. This pattern would remain intact until the start of the invasion's third wave.

THE DRAGON ROARS

SCENARIO 4: FOOL ME TWICE ...

It was a by-the-book combat separation, at least as far as any WarShip operation is by the book nowadays. The *Harmonious Thought* went inertial, probably for less than twenty seconds, during which all four DropShips undocked. It was a precision-timed maneuver, arranged so as not to destabilize the *Harmonious Thought's* run-in vector. We felt a brief nudge from the belly maneuvering thrusters as we pushed clear of the massive *Sovetskii*—then a second, harder kick from the port thrusters to ensure we'd be well away when her engines re-lit.

They did so, and the *Thought* seemed to leap away at her maximum 1.5 G's of acceleration. But our aft screens dispelled that illusion, showing us the looming view of the planet Luzerne. We were the ones falling away from the WarShip, while the *Thought* merely continued her braking maneuvers. Our smaller displacement and higher thrust-to-mass ratio allowed us to brake later—and harder—than our transport.

As we plunged onward, slow-moving, several points of light resolved themselves on the screen: the Clan vessels in orbit around the planet. Our target. More likely, our death. Vessels like ours, though designed for action against behemoths like those ahead of us, stood little chance of survival. One or two solid hits from their main weapons and we'd be little more than orbiting debris. That's why the fighters had orders to precede us into the combat area. They wanted to give us some kind of fighting chance—but the bottom line was, we were expendable. Even the *Thought* was expendable, so long as the transports got through. *Tai-sho* Chamfort's task was to get the transports and the 'Mechs to the ground. It was a hard decision, but the right one.

We were just the tools. Expendable tools.

—Excerpt from *The Expendables: The Luzerne Debacle*, by Captain Kip Monroe, Commander of the FCS *Alacrity*, New Avalon Military Press, 3059

SITUATION

Approach Vector

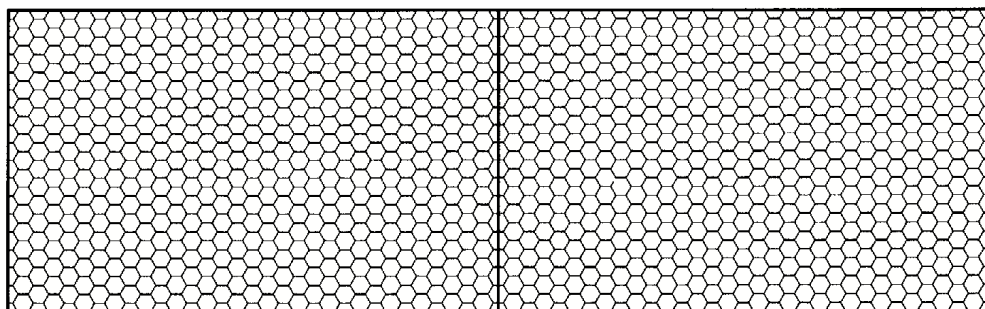
Luzerne

Smoke Jaguar Occupation Zone

29 June 3059

On 7 July 3055, the DCMS and Explorer Corps staged a daring raid against the Smoke Jaguar command post on Luzerne. The outcome of that raid added considerably to the Inner Sphere's knowledge of Clan equipment, particularly of their naval vessels. Almost four years later, the Combine forces returned to Luzerne, this time to eject the Smoke Jaguars.

The plan called for the SLDF task force to jump to a little-known planetoid on the fringes of the Luzerne system, using the rock's minor gravitational stable point for their void jump. From there, the SLDF's DropShips would proceed in-system under EMCON (EMission CONtrol) conditions, using an inertial transfer to make an almost undetectable approach to the planet. They reckoned without the Jaguars' preparations.



Under normal circumstances, the plan—a variant of that used in the 3055 raid—would have bypassed the Jaguar picket ships with little problem. However, with the SLDF assault in full swing, the Jaguar patrol vessels, fearing a repeat of their trouncing four years earlier, withdrew to near orbit. When the SLDF fleet emerged from EMCON eleven hours out from the planet, their sensors revealed the danger that lay before them.

The Smoke Jaguars' new Sixth Strike Cluster had been preparing for a raid against the Ghost Bears when the Inner Sphere attack began, and consequently the Jaguars had assembled a strong escort fleet. Supplemented by the patrol ships, the fleet was a formidable force. With memories of 3055 still strong in the minds of some of the Clan garrison, the Jaguar commander refused the SLDF fleet's request for *safcon*. *Tai-sho* Blaise Chamfort had little choice but to continue in against the Jaguar ships. In a desperate gamble, he pushed forward his small detachment of combat DropShips and the fleet's escorting WarShip, hoping to break through the defenders' line before the arrival of the DropShips carrying the assault troops.

GAME SET-UP

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

Attacker

The attacker consists of the combined naval flotillas of the Third Davion Guards RCT and the 208th Division. The *Sovetskii Soyuz* and *Titan* vessels used in this scenario are the Star League versions (pp. 50 and 57, respectively, **BattleSpace** rulebook) rather than the Clan versions presented in **Technical Readout: 3057**. Each carries 18 fighters rather than 20, and the *Sovetskii Soyuz* does not have a lithium-fusion battery system.

The attacking force also includes a flotilla of troop transports, which enter the map during Turn 4 (see **Reinforcements** under **Special Rules**, below).

Attack Flotilla

CSV *Harmonious Thought*, *Sovetskii Soyuz* class WarShip (Veteran crew)

Vigilant Wings II-Pi

2 RPR-100 *Rapiers*

2 HCT-213 *Hellcats*

2 GTHA-500 *Gothas*

Blake's Redoubt II-Pi

2 HMR-HD *Hammerheads*

4 THK-63 *Tomahawks*

FOOL ME TWICE...

Steadfast Will II-Pi

4 GTHA-500 *Gothas*

2 AHB-443 *Ahabs*

FCS *Alacrity*, *Avenger* class DropShip

(Elite crew, updated version)

FCS *Claymore*, *Claymore* class DropShip (Veteran crew)

CSV *Terra's Shield*, *Titan* class DropShip (Veteran crew)

Wisdom through Devotion II-Pi

4 SL-17 *Shilones*

2 IRN-SD1 *Ironsides*

Swift Justice II-Pi

6 *Centurions*

Faith's Messengers II-Pi

2 RPR-100 *Rapiers*

2 STU-K5 *Stukas*

2 *Eagles*

Troop Transports

Overlord (Veteran crew, updated version)

2 CHP-W10 *Chippewas*

2 STU-K5 *Stukas*

2 *Eagles*

Union (Regular crew, obsolete version)

2x CSR-V12 *Corsairs*

Union (Regular crew, updated version)

2x LCF-R16 *Lucifers*

Excalibur (Veteran crew, obsolete version)

Gazelle (Regular crew, updated version)

Condor (Regular crew, updated version)

Deployment

The SLDF flotilla enters from the right map edge during the Movement Phase of Turn 1. The fleet has a velocity of 10 and is heading left. However, because the vessels are decelerating and the advanced-movement rules are in effect, the vessels are facing right.

DEFENDER

The defender consists of the naval elements of the Sixth Striker Cluster, Epsilon Galaxy.

Snow Leopard, *Congress* class Frigate (Veteran crew)

Hammer Star

4 *Jengiz* (2 Prime, 1 A variant, 1 B variant)

2 *Scythia* Primes

4 *Khirgiz* (1 Prime, 2 A variants, 1 C variant)

Storm Cat, *Lola III* class Destroyer (Regular crew)

Pouncer Star

2 *Batu* Primes

4 *Turks* (1 Prime, 2 A variants, 1 C variant)

4 *Visigoths* (2 Primes, 2 A variants)

Overlord-C class DropShip (Veteran crew)

Carrier class DropShip (Regular crew)

Sprint Star

4 *Vandals* (2 A variants, 1 B variant, 1 C variant)

6 *BashKirs* (1 Prime, 2 A variants, 2 B variants, 1 C variant)

Sasanid class DropShip (Veteran crew)

Lion class DropShip (Veteran crew)

Deployment

The Jaguar forces begin the scenario on the map and may be deployed anywhere within 10 hexes of the left map edge, with a starting velocity and heading of the Clan player's choosing.

VICTORY CONDITIONS

The scenario ends when all of one side's forces have been destroyed or have exited the map. Victory in the scenario is determined by the number of SLDF vessels that survive the encounter and exit off the left map edge. However, the proximity of Luzerne limits the practical exit velocity of these vessels (see **Special Rules**, below).

Add together all the points earned in the scenario for each side and consult the Victory Level Table.

ACTION	VICTORY POINTS
<i>Overlord</i> lands safely	15
<i>Union</i> lands safely	5
<i>Gazelle</i> lands safely	2
<i>Condor</i> lands safely	3
<i>Excalibur</i> lands safely	15
CSV <i>Harmonious Thought</i> survives	8
Per surviving fighter squadron	1
Per surviving attacker DropShip (<i>Titan</i> , <i>Claymore</i> , <i>Avenger</i>)	4
Per Clan fighter Star destroyed	1
Per Clan DropShip destroyed	5
Per Clan WarShip destroyed	15

VICTORY LEVEL TABLE

Less than 20	Decisive Clan Victory
21 to 40	Substantial Clan Victory
41 to 57	Marginal Clan Victory
58 to 74	Draw
74 to 89	Marginal Inner Sphere Victory
90 to 105	Substantial Inner Sphere Victory
106+	Decisive Inner Sphere Victory

SPECIAL RULES

The following special rules apply during this scenario.

Fighter Overburn

The fighter units in this scenario may use the Overburn rules (pp. 87–8, **Explorer Corps**). The Overburn rules allow aerospace fighters to temporarily generate Heat Points that exceed their sink limits. Any time a fighter overburns, however, the stress of the excess heat reduces the effectiveness of other systems on the fighter and may even destroy the craft.

To simulate this phenomenon, calculate the overburn of a fighter unit during the End Phase of each turn using the following formula:

Heat Points – Number of heat sinks = Overburn

Consult the Overburn Effects Table. All overburn effects begin at the start of the following turn and remain in effect until the overburn level changes or is reduced to 0. No fighter may overburn by more than 15 Heat Points, and any Heat Points that cannot be dissipated are carried forward into the next turn.

FOOL ME TWICE...



As in **BattleTech**, unused heat-dissipation capacity cannot be carried forward into the next turn.

Leaving the Map

The primary objective of the SLDF player is to land his troops on Luzerne. To do so, he must exit the transport vessels in the reinforcement flotilla (see **Reinforcements**, below) off the left map edge. The force's proximity to the planet, however,

places a limit on the velocity of craft leaving the board. Only vessels exiting the left map edge with a velocity equal to or less than double their Maximum Thrust count will land safely and thus count for victory points. Vessels leaving the map at a greater velocity are not destroyed, but will find it difficult to attain orbit and land in their designated drop zones. Vessels leaving any other map edge, or traveling at more than double their Maximum Thrust, do not count for victory points. Once a vessel has left the map, it may not re-enter the battle. Fighters and the CSV *Harmonious Thought* score points for surviving the scenario rather than exiting the map.

OVERBURN EFFECTS TABLE

Overburn	Effect
1	None
2-4	+1 Target Modifier on Control and To-Hit Rolls.
5-7	+2 Target Modifier on Control and To-Hit Rolls.
8-10	+2 Target Modifier on Control and To-Hit Rolls. Roll 1D6; fighter unit shuts down on a result of 6.*
11-13	+3 Target Modifier on Control and To-Hit Rolls. Roll 1D6; fighter unit shuts down on a result of 5 or 6.*
14-15	+3 Target Modifier on Control and To-Hit Rolls. Roll 1D6; fighter unit shuts down on a result of 4 or 5. On a result of 6, one fighter is destroyed (cross off one Armor line on record sheet, determined randomly) and remaining fighters in unit shut down.*

* A shut-down fighter may not fire weapons or spend Thrust Points (heat sinks continue to operate, however). The fighter remains shut down until its Overburn Level drops to 0.

Reinforcements

During the Movement Phase of Turn 4, a second flotilla of SLDF vessels enters the map from the right edge. This flotilla has the same beginning speed and orientation as the other SLDF ships. The vessels are the first wave of troop transports, representing a sizable portion of the incoming task force.

AFTERMATH

As a result of poor intelligence, bad planning and sheer bad luck, the naval assault on Luzerne turned into a disaster. The Clans engaged the inbound fleet, an Inner Sphere-style tactic the SLDF had not expected the Jaguars to use and for which they were ill-prepared. Only half the transports managed to run the Jaguar blockade, and those that did were mauled. As a result, instead of one concentrated landing, SLDF troops were scattered across the planet, making the ensuing ground battle much harder.

The force that made planetfall was both smaller than intended and completely disorganized. Worse yet, the SLDF discovered that its target, the Jaguars Fourth Provisional Garrison Cluster, was not alone. The Sixth Strike Cluster, a front-line unit still in the process of filling its ranks, was also on Luzerne and eager for battle. The hunters had become the hunted.

FOOL ME TWICE...



THE DRAGON ROARS

SCENARIO 5: ZELLBRIGEN

To: Star Colonel Logan Moon, Trinary Commander of the Sixth Jaguar Dragoons

From: Khan Lincoln Osis of Clan Smoke Jaguar

Your request for reinforcements is denied. My remaining front-line commands are needed to launch a counter-offensive that will force the Inner Sphere back on the defensive. I must hold garrison forces in reserve to exploit any advantage gained. The success of this plan is paramount to the survival of your command.

Your proposal for a dynamic defensive-line strategy is likewise denied. The other Khans are maneuvering to take advantage of our Clan's misfortune. I expect a challenge, possibly within the next few weeks. The successes or failures of the Sixth Dragoons reflect directly on me, and I will not have them look like weaklings cowering before our enemies. You will take the offensive and engage the forces of the false Clan. See the attached file for my tactical advice. I expect confirmation of ex-Khan Phelan's death within the week.

—24 June 3059, Strana Mechty

SITUATION

*Colodney River Valley, Labrea
Smoke Jaguar Occupation Zone
29 June 3059*

Khan Phelan Kell of the Wolf-Clan-in-Exile guessed that the Sixth Jaguar Dragoons would be on Labrea, and convinced Prince Victor to add that world to the list of targets for the second wave of assaults. He then pledged his Wolves-in-Exile to defeating them. Phelan Kell understood that to fully be accepted by other Inner Sphere warriors, his people needed to undertake this assignment alone and thereby prove that they were willing to bleed for the defense of the Inner Sphere against their former fellow Clans.

Khan Phelan did not anticipate Star Colonel Logan Moon's reaction, however. Under the direct orders of Jaguar Khan Lincoln Osis, Moon marched his forces out to do battle rather than remaining on the defensive. Khan Phelan then offered zellbrigen, formal dueling, as a means of allowing the Star Colonel and his warriors to save their honor and their lives rather than spend them foolishly for Khan Osis's benefit.

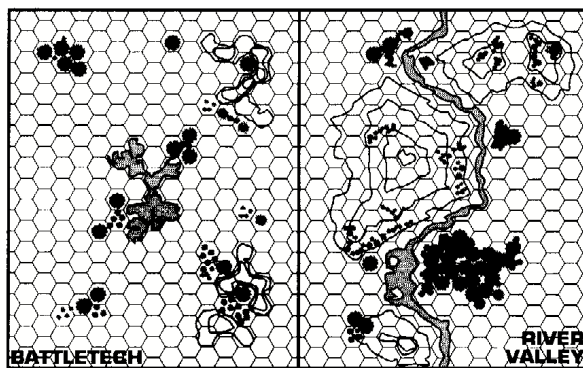
GAME SET-UP

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

ATTACKER

The attacking force consists of three warriors of Clan Wolf-in-Exile, including Khan Phelan Kell.

Khan Phelan Kell (Piloting 1, Gunnery 1), *Gladiator A*
Star Colonel Ranna Kerensky (Piloting 1, Gunnery 1),
Masakari C
Star Captain Ragnar (Piloting 3, Gunnery 2), *Ferris D*



Deployment

The three Clan Wolf warriors enter from the west map edge during the Movement Phase of Turn 1. All three 'Mechs must be at least 8 hexes distant from each other at the end of the Movement Phase.

DEFENDER

The defending warriors are the leaders of the Sixth Jaguar Dragoons 'Mech Trinaries.

Star Colonel Logan Moon (Piloting 2, Gunnery 1), *Daishi A*
Star Captain Jase Wimmer (Piloting 3, Gunnery 3),
Turkina B
Star Captain Acacia Showers (Piloting 2, Gunnery 2),
Shadow Cat A

Deployment

The defenders begin within 5 hexes of the river, on the eastern bank. They should be placed at least 8 hexes apart from each other.

VICTORY CONDITIONS

The battle continues until all three duels have been fought. The SLDF player wins a Decisive Victory by winning all three duels, a Substantive Victory for winning two, and a Marginal Victory for winning one. The Clan player wins a Marginal Victory if he wins one duel, a Substantive Victory for winning two, and a Decisive Victory if he wins all three.

SPECIAL RULES

The following special rules apply during this scenario.

Honor Level

Both sides must adhere to Honor Level 1 rules for this scenario (see **Clan Honor and Battlefield Tactics**, p. 5).

Initiative

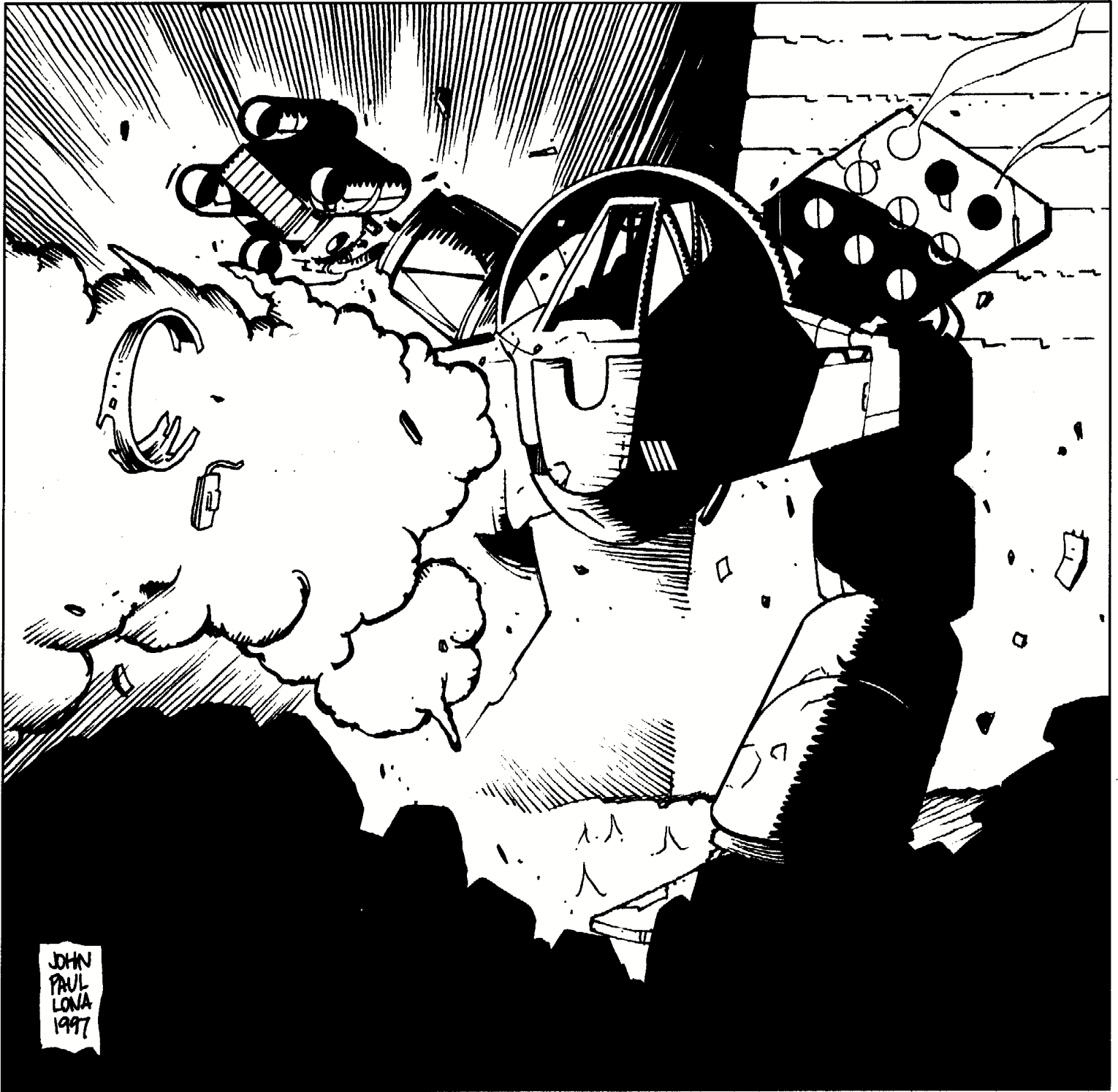
Three one-on-one duels occur on the map at the same time. Roll Initiative for each duel separately.

Special Abilities

Khan Phelan Kell may sacrifice 1 Movement Point (Walking or Running) to add a +1 penalty to his opponent's to-hit target number.

Star Colonel Logan Moon receives a -1 bonus to his Piloting target number, provided he has no damage that interferes with piloting (no negative modifiers for leg or gyro damage).

ZELLBRIGEN



Star Captain Jase Wimmer may substitute a +1 penalty to his Piloting target number for a -1 bonus to his Gunnery target number.

Star Captain Ragnar can coax an extra hex of Running movement from his 'Mech whenever he wins Initiative.

AFTERMATH

In a short but intense battle, all three Wolf Clan warriors triumphed in the Colodney Valley. Phelan Kell pushed his 'Mech's heat limit early to cause heavy damage quickly, while relying on

distance and maneuvering to keep Logan Moon from bringing the full advantages of Moon's *Daishi* against him. Ranna Kerensky also fought a longer-range battle, but relied more on superior targeting than maneuvering. Star Captain Ragnar closed immediately with his opponent, forcing a fast, close-in battle with lasers for which his 'Mech was much better suited than his enemy's.

The Wolf-Clan-in-Exile added the defeated Sixth Jaguar Dragoons to their TO&E, re-designating them the Third Wolf Legion.

THE DRAGON ROARS

SCENARIO 6: THE DARKEST HOUR

The green tint of the *Whitworth's* image-enhancement system made the landscape look eerie and unreal. Tracer fire from a position two dozen meters to the right shot through the night sky like spears, the burning phosphorus clearly showing the helix-shaped flight path of the spin-stabilized projectiles. In the distance, the phosphorus trail leapt skyward. Moments later, the Clan 'Mech from which it had ricocheted was illuminated by a succession of explosions as the other shells in the volley struck home.

Light from the explosions splashed across the landscape, revealing several other OmniMechs in the attacking group. Hauptmann Sarah Collier fired. Two groups of long-range missiles arced over the battlefield, lofted toward the left-most enemy 'Mech, a *Puma*. Shortly before reaching the top of their trajectory, the rocket motors winked out and the missiles began to fall toward their target, following the beam of the fire-control system.

Collier almost didn't see the Clan 'Mech fire, so focused was she on the outbound missiles. The heavy autocannon mounted in the boxy 'Mech's left arm spat a cloud of shotgun-like pellets while the right-arm weapon appeared to blink several times in quick succession. The ensuing laser blast tore into the *Whitworth's* right arm, stopping just short of penetrating the armor.

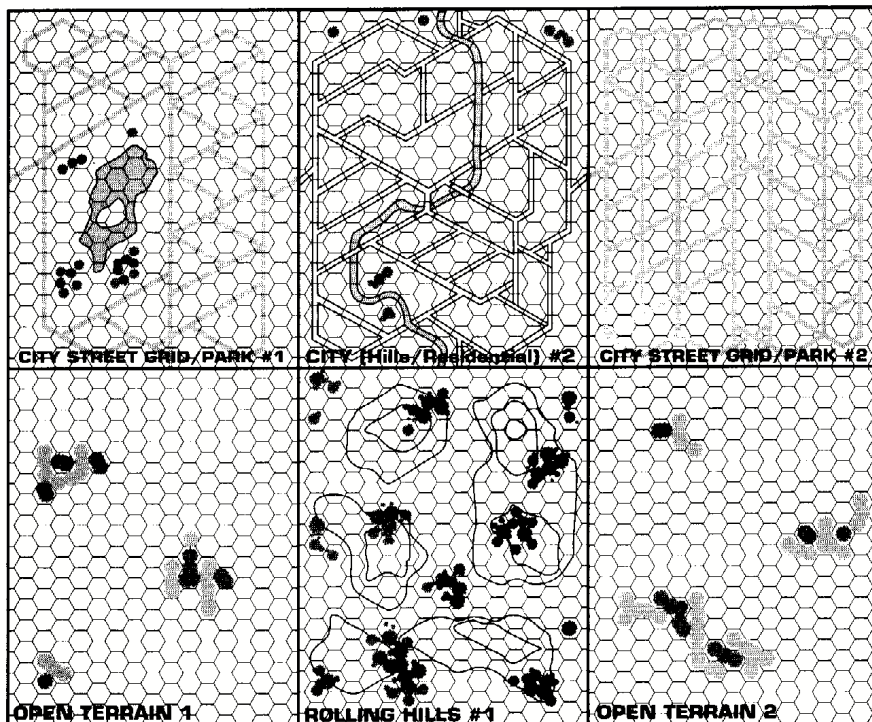
Collier stamped down hard on the left steering pedal and yanked the throttle into reverse. The cluster round pinged off the *Whitworth's* armor-skin and gouged streaks into the building behind which her 'Mech now stood.

"Wake up, girl," she said to herself as the gyros fought to maintain balance. "Next time you daydream on the battlefield, it'll be your last." The battle had been raging for two hours, and she'd been riding in the 'Mech for six. And there was no sight of a let-up. It was going to be a long night.

SITUATION

Southern approaches of Thün
Luzerne
Smoke Jaguar Occupation Zone
9 July 3059

One of three SLDF bastions during the five-week battle for Luzerne, Thün became a focus for many of the SLDF forces on the planet. Survivors of both the Twentieth Com Guard Division and the Third Davion Guards formed an ad-hoc combined-arms force approximately two battalions strong. Perhaps the strongest ally of the SLDF was the nature of the Jaguar foe it faced. As a front-line unit, the Sixth Striker assumed command, but they were both new to the world and incomplete as a unit. While not much of an obstacle to the hunter-killer missions staged against the stragglers, these handicaps proved a major hindrance when planning assaults on SLDF strongholds.



More than a week passed before the Jaguars brought their forces to bear against Thün, by which time the SLDF troops were dug in and ready for the Clan assault. It came as a multi-pronged attack under cover of darkness, stretching the defenders' capabilities to their limits.

GAME SET-UP

Lay out the **BattleTech** maps as shown. Use both City Street Grid/Park maps from **BattleTech Map Set 4**, the City (Hills/Residential) # 2 map and the Rolling Hills #1 map from **BattleTech Map Set 3** and both Open Terrain maps from **BattleTech Map Set 5**.

The SLDF player should place sixteen Light, fifteen Medium, ten Heavy and two Hardened buildings in any non-road hexes on the three city maps. He or she should also place and note the location of eight command-detonated minefields (see p. 93, **BTC: RoW**) anywhere on the map.

ATTACKER

The attackers consist of elements of Assault Trinary Beta, Sixth Strike Cluster. Each Elemental Point is a unit consisting of five Elementals with small lasers, except where otherwise noted.

Alpha Strike Nova

Star Captain Tatiana Kotare (Piloting 3, Gunnery 2), *Puma B* MechWarrior Ludmilla (Piloting 2, Gunnery 2), *Ryoken D* MechWarrior Terrence (Piloting 5, Gunnery 2), *Ryoken Prime* MechWarrior Osian (Piloting 4, Gunnery 1), *Uller Prime** MechWarrior Gunthe (Piloting 1, Gunnery 1), *Black Hawk C* Point Commander Nanase, Elemental Point 1
Point Commander Kristen, Elemental Point 2

Beta Battle Nova

Star Commander Adrian (Piloting 2, Gunnery 1), *Hankyu A* MechWarrior Francois (Piloting 2, Gunnery 3), *Grendel A*

THE DARKEST HOUR

MechWarrior Yusef (Piloting 2, Gunnery 2), *Vulture B*
 MechWarrior Nils (Piloting 2, Gunnery 3), *Shadow Cat B*
 MechWarrior Geidar (Piloting 4, Gunnery 2),
Mad Cat Prime

Point Commander Jean, Elemental Point 1
 Point Commander Laszlo, Elemental Point 2
 (Machine Guns)

Gamma Assault Nova

Star Commander Manuel (Piloting 3, Gunnery 2),
Ryoken A

MechWarrior Michi (Piloting 2, Gunnery 3), *Masakari C*
 MechWarrior Delwyn (Piloting 3, Gunnery 2), *Daishi B*
 MechWarrior Zviad (Piloting 3, Gunnery 1), *Thor D**
 MechWarrior Colyn (Piloting 3, Gunnery 2), *Black Hawk A*
 Point Commander Yuri, Elemental Point 1 (Machine Guns)
 Point Commander Naran, Elemental Point 2
 (Machine Guns)

Delta Elemental Star

Star Commander Penny, Elemental Point 1
 Point Commander Graham, Elemental Point 2
 Point Commander Manfred, Elemental Point 3 (Flamers)
 Point Commander Shem, Elemental Point 4 (Flamers)
 Point Commander Dale, Elemental Point 5 (Machine Guns)

* Searchlight-equipped unit. See **Night Combat** (p. 94, **BTC:RoW**).

Deployment

The attacking Smoke Jaguar troops deploy first and begin the scenario anywhere within 3 hexes of the southern map edge. Each 'Mech or Elemental Point should begin the scenario within 3 hexes of another member of the same Star.

DEFENDER

The defenders consist of elements of the Third Davion Guards and the 208th Com Guard Division, grouped as the Beta SLDF Battalion (Provisional). Each battle-armor squad is a unit consisting of four Infiltrator battle-armored troopers.

1st SLDF Provisional BattleMech Lance

Hauptmann Sarah Collier (Piloting 4, Gunnery 3),
WHT-2 Whitworth
 Lieutenant Franciszek Shultz (Piloting 5, Gunnery 3),
ASN-23 Assassin
 Joanna Lustig (Piloting 4, Gunnery 2), *VLK-QD Valkyrie*
 Patrick Hurley (Piloting 5, Gunnery 4), *UM-R73 UrbanMech*

2nd SLDF Provisional BattleMech Lance

Lieutenant Arthur Jones (Piloting 3, Gunnery 3),
STH-1D Stealth
 Lieutenant Dina Gardner (Piloting 2, Gunnery 1),
ENF-5D Enforcer
 Geo Eldred (Piloting 4, Gunnery 3), *CES-3R Caesar*
 Richard Busse (Piloting 3, Gunnery 3),
TDR-7M Thunderbolt

3rd SLDF Provisional BattleMech Lance

Adept Conroy Maduneme (Piloting 3, Gunnery 1),
MCY-97 Mercury
 Adept Hillary Critchard (Piloting 2, Gunnery 2),
AXM-1N Axman
 Acolyte John Klein (Piloting 3, Gunnery 3),
BNC-5S Banshee

Said Zäba (Piloting 3, Gunnery 2), *VTR-9K Victor*
 Zed Muraoka (Piloting 4, Gunnery 1), *KGC-000 King Crab*

1st SLDF Provisional Armor Lance

Alacorn* (Veteran crew)
 Striker* (Refit, Veteran crew)
 Vedette* (Refit, Veteran crew)
 Saladin* (Veteran crew)

2nd SLDF Provisional Armor Lance

Fury* (Veteran crew)
 Typhoon* (Veteran crew)
 Challenger X* (Veteran crew)
 Challenger X* (Veteran crew)

3rd SLDF Provisional Armor Lance

Hunter* (Refit, Veteran crew)
 Harasser* (Veteran crew)
 Warrior H8* (Refit, Veteran crew)
 Yellow Jacket* (Veteran crew)

1st SLDF Provisional Infantry Company

Foot Infantry Platoon (Rifles)
 Foot Infantry Platoon (Rifles)
 Foot Infantry Platoon (Rifles)
 Foot Infantry Platoon (Machine Guns, Anti-'Mech trained)
 Foot Infantry Platoon (Machine Guns, Anti-'Mech trained)
 Jump Infantry Platoon (Lasers)
 Battle-Armor Squad A

* Searchlight-equipped unit. See **Night Combat** (p. 94, **BTC:RoW**).

Deployment

The SLDF forces may deploy anywhere on the three city maps. Eligible units may use the **Hidden Units** rule (see p. 89, **BTC:RoW**).

VICTORY CONDITIONS

The scenario ends when one side has been destroyed, withdrawn or otherwise left the map. Once any of these occurs, calculate each side's point total as follows:

- +10 points per Clan 'Mech destroyed
- +5 points per Clan 'Mech forced to withdraw
- +5 points per Elemental Point destroyed
- +1 point per Elemental Point forced to withdraw
- 8 points per Clan 'Mech exiting the north map edge
- 4 points per Elemental point exiting the north map edge
- 10 points per Inner Sphere 'Mech destroyed
- 5 points per Inner Sphere 'Mech forced to withdraw
- 4 per vehicle destroyed
- 2 per vehicle forced to withdraw

VICTORY LEVEL TABLE

Total Points	Results
-180 or lower	Decisive Clan Victory
-179 to -141	Substantial Clan Victory
-140 to -101	Marginal Clan Victory
-100 to -50	Draw
-49 to 30	Marginal Inner Sphere Victory
21 to 100	Substantial Inner Sphere Victory
101 or higher	Decisive Inner Sphere Victory

THE DARKEST HOUR

- 2 per infantry platoon destroyed
- 1 per infantry platoon forced to withdraw

Once the individual scores are calculated, subtract the SLDF score from the Clan score and consult the Victory Level Table.

SPECIAL RULES

The following special rules apply during this scenario.

BattleTech Special Case Rules

Night-combat rules (p. 94, **BTC:RoW**) are in effect throughout this scenario.

The following Optional/Special Case rules from the **BattleTech Compendium: The Rules of Warfare** are also in effect: **Anti-BattleMech Infantry** (pp. 75–77), **Basements** (pp. 80–81), **Ejection** (pp. 83–84; the default auto-eject is operational), **Fire** (pp. 84–86), **Hidden Units** (p. 89) and **Minefields** (p. 93). Other optional rules may be used if both players agree.

Forced Withdrawal

The Forced Withdrawal rule is in effect (see **Forced Withdrawal**, p. 5). The SLDF force must withdraw from the north edge of the map. The Sixth Strike Cluster must withdraw from the south map edge.

Honor Level

The Smoke Jaguars must adhere to Honor Level 2 rules for this scenario (see **Clan Honor and Battlefield Tactics**, p. 5).

Random Damage

To reflect damage sustained in the campaign on Luzerne, most Inner Sphere units in this scenario begin with pre-existing damage. Roll 2D6 for each SLDF unit. The roll result represents the total amount of damage taken by each unit during a previous fight. Divide each result into 5-point groups and apply the points as damage using the Front/Back column of the BattleMech Hit Location Table (p. 39, **BTC:RoW**). Apply any critical hits that result from this damage, except for the following: third engine hit, second gyro hit, cockpit hit, second hip hit, any result that indicates the destruction of a leg or head and any result that indicates the destruction of the center torso or side torso for Inner Sphere 'Mechs equipped with extralight engines.

The Clan forces begin the scenario undamaged.

Ammunition Expenditure

The SLDF units have had no time to re-arm since their earlier battles. To simulate this ammunition shortage, roll 2D6 for every ammunition magazine in each SLDF 'Mech or vehicle when filling out the BattleMech and vehicle record sheets. Subtract the result from the number of rounds normally carried in that magazine to determine the number of rounds available during this scenario. For example, if the Inner Sphere player achieves results of 9 and 8 respectively for an LB 10-X autocannon (normal ammo capacity 10) and an LRM 10 launcher (normal ammo capacity 24), the LB 10-X has 1

round ($10 - 9 = 1$) and the LRM has 16 rounds ($24 - 8 = 16$) available for the scenario.

The Clan 'Mechs begin the scenario with a full ammo load.

Rearming

Limited technical resources and materiel are available to repair and rearm damaged 'Mechs and vehicles. All SLDF forces are armed with standard ammunition (conventional shells and missiles), but players may opt to swap part of this ammunition (in full tons per standard **BattleTech** rules) for any of the special submunitions listed below. The SLDF player may begin the scenario with less than the full load of ammunition in each 'Mech or vehicle, keeping the remainder in reserve. Such rearming takes place before the scenario begins.

'Mechs or vehicles equipped with the Artemis IV targeting system must use Artemis IV-type ammunition to gain the system's benefits. They may fire standard missiles, but without the benefits of the targeting system.

Missiles

- 9 tons LRM
- 3 tons LRM (Swarm)
- 2 tons LRM (Thunder)
- 7 tons LRM (Artemis IV)
- 10 tons SRM
- 1 tons SRM (Inferno)
- 6 tons SRM (Artemis IV)
- 2 tons NARC

Autocannon Rounds

- 3 tons AC-2
- 7 tons AC-5
- 4 tons AC-10
- 4 tons AC-10 (Cluster)
- 3 tons AC-20
- 6 tons Gauss
- 5 tons MG
- 8 tons AMS

Repairs

The Thün bastion is somewhat poorly equipped with spare parts, so the units there generally have to make do with jury-rigged repairs. Repairs may be attempted per the **Scavenging and Repair** rules (see pp. 94–95, **BTC:RoW**), but only one repair attempt may be made per damaged system. Points from the parts are used on a one-for-one basis when replacing armor

Parts

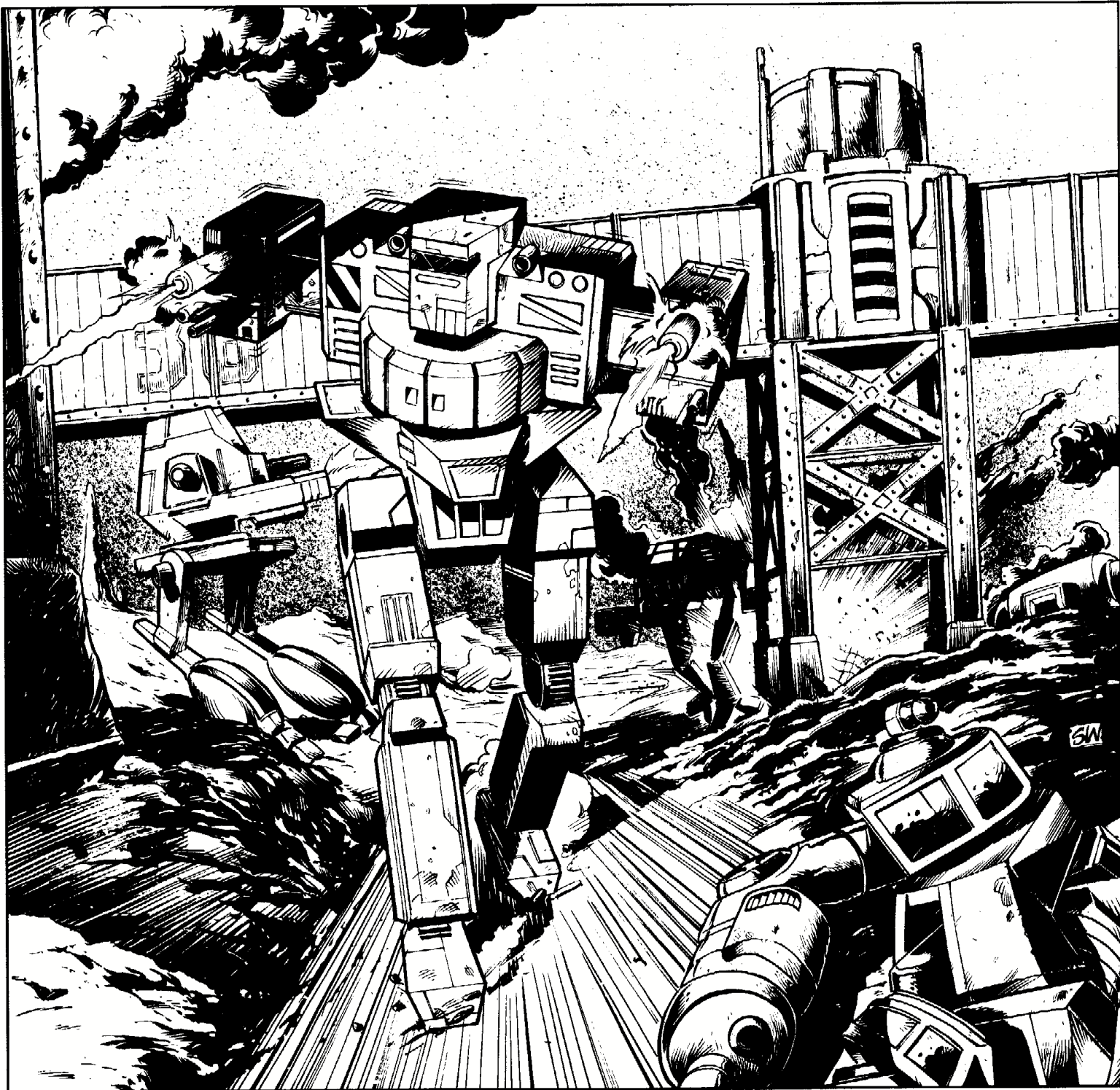
- 22 tons (672 points) Armor (Standard)
- 14 tons (610 points) Armor (Ferro Fibrous)
- 155 points Internal Structure (Standard)
- 150 points Internal Structure (Endo Steel)
- 8 Heat Sinks (Standard)
- 8 Heat Sinks (Double)
- 15 points Myomer Musculature

Weapons

- PPCs: 1 Standard, 1 ER
- Lasers, Large: 1 Standard, 2 ER, 1 Pulse
- Lasers, Medium: 2 Standard, 2 Pulse
- Lasers, Small: 2 Standard, 1 Pulse
- Autocannon: 1 AC-5, 1 Ultra 5
- 1 AC-10, 1 LB 10-X
- 1 AC-20
- 1 Gauss Rifle
- 2 Machine Guns
- 1 LRM-5, 2 LRM-10, 1 LRM-15, 1 LRM-20
- 1 SRM-2, 2 SRM-4, 1 SRM-6, 1 Streak-2

or repairing internal structure—for example, replacing 10 armor points on a 'Mech will take 10 points from the spare-parts pool. For simplicity, assume it takes 1 point of myomer to repair each damaged actuator, or 3 points for a complete replacement. Such repairs take place before the scenario begins.

THE DARKEST HOUR



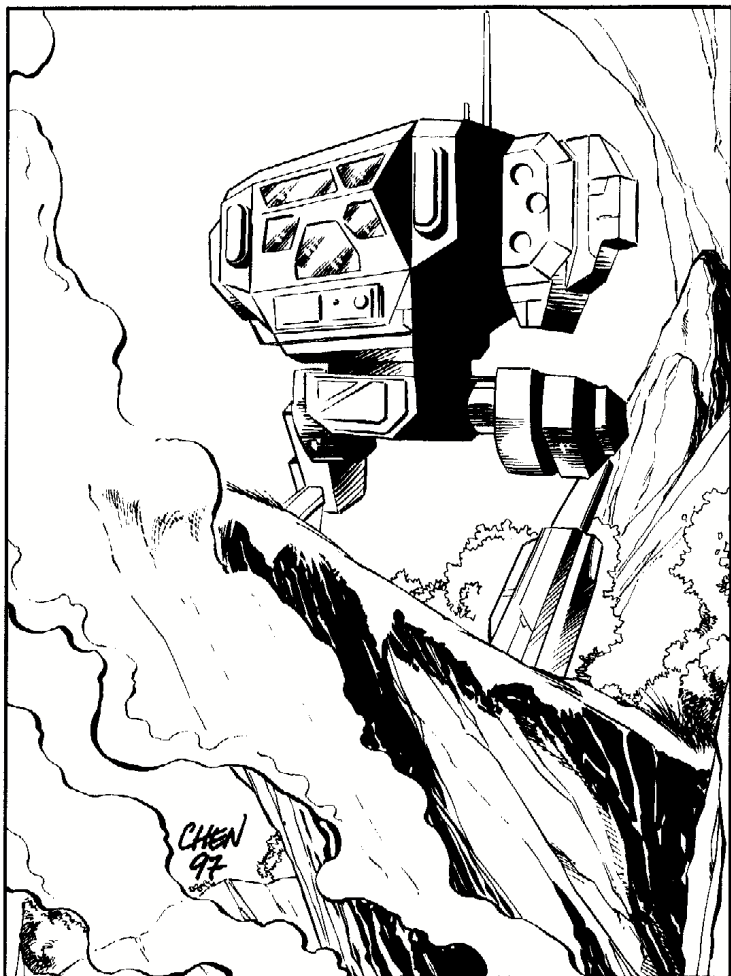
The ad-hoc nature of the SLDF force gives them a -1 Initiative penalty.

The Clan player gains a +1 bonus to his Initiative roll, provided that units of only one Jaguar Cluster are on the battlefield. If both Clusters are involved in the battle, the Jaguar player's Initiative roll suffers a -1 penalty.

AFTERMATH

The battle for Thün was bloody for both sides, with neither force holding a decisive advantage. A handful of Clan 'Mechs broke through the perimeter, causing considerable damage to the heart of the town, but that damage was minor compared to the outskirts, where the battle raged for hours. In the end, the Jaguars withdrew and the two sides settled into a siege pattern, broken by occasional raids. It took the arrival of the Ryukenroku on 1 August to break the cycle and tilt the advantage decisively in favor of the SLDF.

SMOKE JAGUAR COUNTERATTACK



Victor Steiner-Davion and Anastasius Focht had expected and planned for a Smoke Jaguar counteroffensive—but in retaliation for the first wave, not in anticipation of the third.

On July 27, as the initial reports of Jaguar attacks first passed through the HPG network to the planet Wolcott, Prince Victor grew concerned that this unexpected offensive indicated a stronger Smoke Jaguar presence than the resistance encountered during the first two waves had suggested. ComStar's intelligence network and Khan Phelan Kell's analysis of the situation quickly laid these concerns to rest, however. The SLDF commanders then began examining the counterattack, trying to determine how it could affect the imminent third invasion wave and what it would take to meet the new threat.

They concluded that the Smoke Jaguar offensive was a weak attempt to match the success of the first wave of the SLDF assault. The Clan had not committed nearly enough forces to achieve any lasting victory, and even if the Jaguars successfully captured the targeted SLDF supply bases, the third invasion wave could proceed as planned because the third-wave forces had already been fully supplied. At worst, a successful Jaguar counterattack could push back the fourth wave by a few months. But unless the Smoke Jaguars brought in heavy reinforcements, the garrison forces on all five targeted Combine worlds could handily defeat the attacking Jaguars or

be easily reinforced from nearby planets. In the end, these SLDF predictions proved accurate.

The Smoke Jaguars' Delta Galaxy Command led the newly formed Third Assault Cluster in a desperate bid to capture the important world of Pesht. The Jaguars' chances of victory were slim from the start, however, and Jaguar aerospace assets abandoned the Clan's ground forces soon after their combat drop. Encountering civilian resistance, the Jaguars began scorched-earth attacks, savaging the world as they fought a running battle with the SLDF forces that lasted several days.

From intercepted 'Mech comm traffic, SLDF analysts later determined that the assault Cluster had expected to meet the Seventh Sword of Light, Ryuken-san, and the First Kell Hounds, but not the Second Wolf Legion that smashed in from the flank to annihilate the Galaxy Command Trinary. Left to their own devices, the warriors of the Third Assault Cluster threw themselves at the Kell Hounds, thinking the mercenaries would break. Instead, the Hounds became the anvil on which the Seventh Sword and Ryuken shattered the Clan force. Within a few days, the SLDF forces had hunted down the last remaining Jaguar Stars.

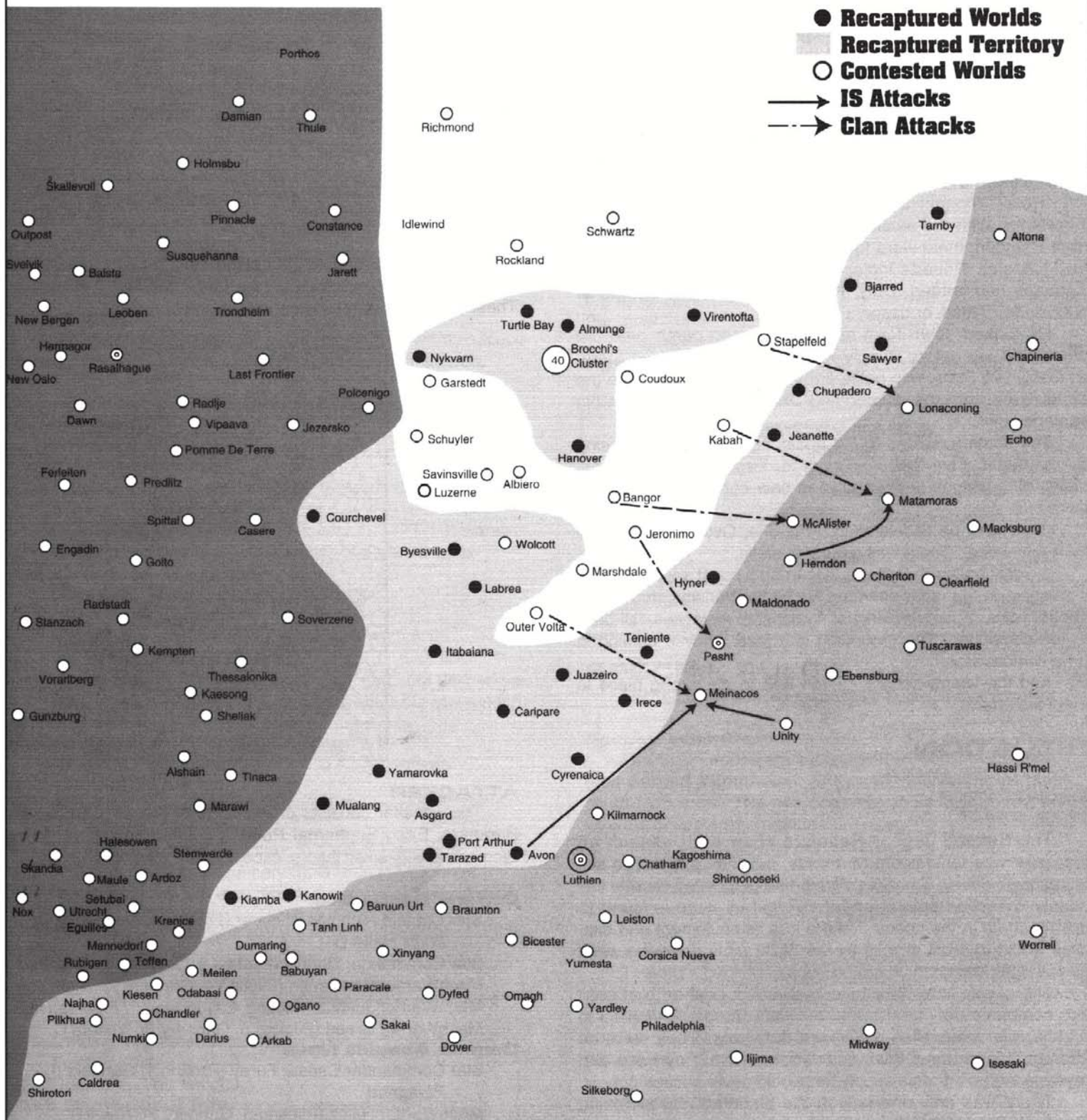
On McAlister, the Smoke Jaguars managed to destroy or damage several SLDF supply bases. In fact, the Jaguar garrison Cluster caused so much damage in so short a time that Victor Steiner-Davion reminded the SLDF forces not to become complacent no matter how well the invasion was going. Eventually, however, the Jaguar troops succumbed to an overwhelming SLDF presence.

The battles for the worlds of Matamoras and Meinacos proceeded similarly. On both planets, front-line Jaguar Clusters struck with enormous force, but the Inner Sphere defenders managed to hold on until reinforcements from nearby worlds arrived. On Matamoras, civilians valiantly helped the two garrison regiments thwart the Nineteenth Strike Cluster's offensive. Frustrated at every turn by effective civilian countermeasures, the Nineteenth was forced to group its units together for protection. Later, the Ryuken-yon regiment staged a night-time combat drop into the Jaguar-controlled area and managed to break the Jaguars' back in a coordinated offensive movement with Matamoras's two garrison regiments.

The SLDF got luckier on the world of Lonaconing. With no reinforcements readily available, Victor Steiner-Davion expected the defending SLDF units to take heavy losses. But the Clan commander opted to use feints and diversionary maneuvers rather than a direct assault against the planet's defenders. This tactical miscalculation enabled Lonaconing's SLDF garrison troops to severely damage several Jaguar targets while avoiding large-scale engagements with the enemy.

Finally, on 13 August 3059, the Jaguar commanders abandoned their counterattack and recalled their forces. Nearly 99 percent of the Lonaconing attack force managed to withdraw from battle, but only about half of the Meinacos attackers and a handful of Jaguar units on Matamoras managed to escape. Though the Jaguars preserved most of their aerospace assets, recovered many damaged OmniMechs and hit a few SLDF supply bases, the counteroffensive was ultimately too little, too late.

SMOKE JAGUAR COUNTERATTACK



THE DRAGON ROARS

SCENARIO 7: DIVINE WIND

The Yellow Bird strikes
Dragon and Fox-Cub stand firm
Kamikaze blows

The voices crackled over the comm line, sharp with alarm. "Supply Fort Blade is currently under attack by two Stars of Jaguar troops. The garrison force is weak; the Fourteenth Alshain are moving to assist, but they won't arrive for thirty—that's three-zero—minutes. Blade command staff are currently preparing to be overrun. Supply Fort Bamboo reported sighting Clan forces twenty minutes ago; they've been off-air since. We assume they *have* been overrun."

"How?" thought *Sho-sa* Ishigaki from the cockpit of his *Firestarter*. With the recent arrival of the Fourteenth Avengers from Herndon, there were four crack regiments of BattleMechs on McAlister. Reports indicated that only two or three Clan Trinaries had landed. Only a madman would attack against such odds ... mad, or desperate.

He looked down from his mountain-top perch onto the plains that lay before Supply Fort Silk. They were out there. Probably two Stars, with battle-armor support. He had seen the drive flares from the descending DropShips clearly from his vantage point.

The comm crackled to life again. "*Sho-sa*, we're tracking an overflight. Five thousand meters. Tagged as *Overlord-C* class, sir." Ishigaki looked up and saw contrails against the deep blue sky.

"Seems to be decelerating. Wait one. Overflight seems to be fragmenting." There was a burst of static.

Ishigaki realized what was occurring a scant second before it dawned on the radar operator. He hit the transmit stud on his control yoke. "Kuso! Avalanche! Avalanche! All lances, fall back to the compound. The grounding is a fake. They're coming in for a combat drop."

And the twenty-second Dieron was in the wrong place to meet the attack.

SITUATION

Supply Fort Silk, McAlister
Draconis Combine
27 July 3059

The Second Jaguar Regulars knew their assault on McAlister was tantamount to suicide, but they planned to sell themselves dearly. The Clan Watch had pinpointed several key supply collection points, and the Regulars were inbound to destroy them in the hopes that the loss of equipment and supplies would forestall attacks by the SLDF units using the world as a staging base.

The supply forts were heavily guarded, each with at least two companies of 'Mechs and auxiliary troops positioned in highly defensible sites with fixed defenses. They were as impregnable as the DCMS could make them. Any force that managed to penetrate a supply fort would never escape it.

There was only one flaw in the planning; the attacking Smoke Jaguars didn't care about surviving.

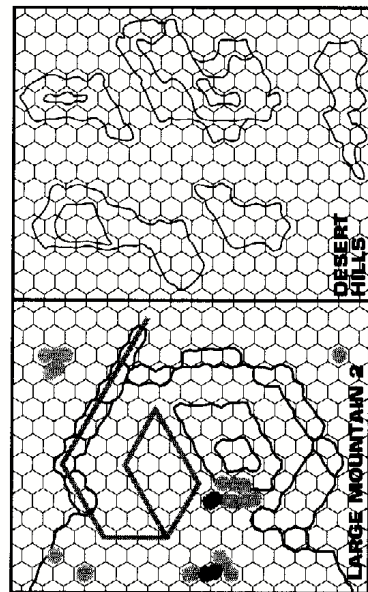
GAME SET-UP

Lay out the **BattleTech** maps as shown. Use the Desert Hills map from **BattleTech Map Set 2** and the Large Mountain #2 map from **BattleTech Map Set 5**.

Place the following buildings (representing bunkers) on the Large Mountain mapsheet as follows. For more information, see **Bunkers (Special Rules, below)**.

Building	Hex Type	CF	Bunker Weapons
0704	HD1	100	2 ER Large Lasers, 1 LRM-20
0711	HD1	100	4 ER Large Lasers
0814	HD1	100	2 ER Large Lasers, 1 LRM-20
1206	HD1	100	2 ER Large Lasers, 1 LRM -10
0313	H1	75	1 AC10, 2 Medium Lasers
0403	H1	75	1 AC10, 2 Medium Lasers
1103	H1	75	1 AC10, 2 Medium Lasers
1211	H1	75	1 AC10, 2 Medium Lasers

The defender should also place eight 1-hex Medium and eight 1-hex Light buildings on the Large Mountain mapsheet. These represent various warehouses and barracks.



ATTACKER

The attacker consists of elements of the Second Jaguar Regulars. Each Elemental Point is a unit consisting of five Elementals with small lasers, except where otherwise noted.

Gamma Battle Star

Star Captain Nicholas Wimmer (Piloting 4, Gunnery 2),
Black Hawk B

Star Commander Dannis (Piloting 5, Gunnery 4), *Galahad*
MechWarrior Konstantin (Piloting 4, Gunnery 2), *Night Gyr*
MechWarrior Juanita (Piloting 4, Gunnery 2), *Rifleman IIC*
MechWarrior Creed (Piloting 5, Gunnery 3), *Vulture C*

Gamma Assault Nova

Star Commander Caesar Furey (Piloting 1, Gunnery 0),
Peregrine

MechWarrior Heinz (Piloting 3, Gunnery 3), *Koshi B*
MechWarrior Nathan (Piloting 3, Gunnery 2), *Puma A*

DIVINE WIND

MechWarrior Max (Piloting 4, Gunnery 2), *Ryoken D*
 MechWarrior Ronson (Piloting 5, Gunnery 3),
Hunchback IIC

Point Commander Jey Perez, Elemental Point 1
 Point Commander August, Elemental Point 2
 Point Commander Dent, Elemental Point 3 (Machine Guns)
 Point Commander Rig, Elemental Point 4 (Flamers)

Gamma Omega Star

Star Commander Hessop (Piloting 5 Gunnery 3) *Puma D*
 MechWarrior Sovinda (Piloting 4, Gunnery 3),
Shadow Hawk IIC

MechWarrior Piers (Piloting 3, Gunnery 3), *Griffin IIC*
 MechWarrior Reza (Piloting 4, Gunnery 3), *Ryoken Prime*
 MechWarrior Shun (Piloting 3, Gunnery 3), *Hunchback IIC*

Deployment

The attacker sets up second. He may choose to deploy some or all of his forces within 4 hexes of the north map edge. Alternatively, units may be held in reserve and brought onto the map in a combat drop later in the scenario. See **Clan Combat Drop (Special Rules)**.

DEFENDER

The defender consists of elements of the Twenty-second Dieron Regulars, supported by the Davion Assault Guards.

Elements of Twenty-second Dieron Regulars Strike Lance

Sho-sa Akito Ishigaki (Piloting 4, Gunnery 4),
FS9-A Firestarter
Chu-i Alan McFarland (Piloting 4, Gunnery 3),
HM-1 Hitman
 Raphael Burman (Piloting 5, Gunnery 4), *WFT-1 Wolftrap*
 Malachai Ross (Piloting 4, Gunnery 4), *LNx-9Q Lynx*

Battle Lance

Chu-i Keiko Miura (Piloting 4, Gunnery 3),
BJ2-OC Blackjack
 Kashira James Hill (Piloting 5, Gunnery 4),
BHKU-OB Black Hawk-KU
 Jack Musikant (Piloting 4, Gunnery 3), *QKD-5M Quickdraw*
 Fumi Hunada (Piloting 4, Gunnery 2), *MAD-5D Marauder*

Elements of Davion Assault Guards

Assault Lance, Charlie Company

Leftenant Autumn Robson (Piloting 4, Gunnery 4),
AXM-2N Axman
 Sergeant Herbert Norton (Piloting 4, Gunnery 3),
NGS-4S NightSky

Vijay Lim (Piloting 3, Gunnery 3), *CN9-D Centurion*
 Al Weiss (Piloting 3, Gunnery 3), *CTF-3D Cataphract*

Urban Assault Lance, 2nd Armored Regiment

Typhoon Urban Assault Vehicle (Veteran crew)
 Typhoon Urban Assault Vehicle (Veteran crew)
 Pilum Heavy Tank (Veteran crew)
 Pilum Heavy Tank (Veteran crew)

Fire Support Lance, 2nd Armored Regiment

Demolisher (Veteran crew)
 Ontos (Refit, Veteran crew)
 Fulcrum (Veteran crew)
 Chaparral (Veteran crew)

1st Provisional Infantry Company

Foot Infantry Platoon (Rifles)

Foot Infantry Platoon (Rifles)
 Jump Infantry Platoon (Machine Guns)
 Jump Infantry Platoon (SRMs)

Deployment

The defending player sets up first and may place his units anywhere on the Large Mountain map or within 5 hexes of the south edge of the Desert Hills map.

VICTORY CONDITIONS

The scenario ends when all of one side's forces have been destroyed or forced to withdraw. When either of these occurs, total the points for the damage done by the Smoke Jaguar force and consult the Victory Table.

ACTION	VICTORY POINTS
Per Light building destroyed	2
Per Medium building destroyed	4
Per bunker destroyed	1
Per Inner Sphere 'Mech destroyed	5
Per Inner Sphere vehicle destroyed	3
Per Inner Sphere infantry platoon destroyed	2
Per Inner Sphere 'Mech forced to withdraw	3
Per Inner Sphere vehicle forced to withdraw	2
Per Inner Sphere infantry platoon forced to withdraw	1

VICTORY TABLE

Total Points	Results
100 or higher	Decisive Clan Victory
78 to 99	Substantial Clan Victory
55 to 77	Marginal Clan Victory
43 to 54	Draw
32 to 42	Marginal Inner Sphere Victory
21 to 31	Substantial Inner Sphere Victory
20 or lower	Decisive Inner Sphere Victory

SPECIAL RULES

The following special rules apply during this scenario.

Forced Withdrawal

The SLDF troops are subject to the Forced Withdrawal rule (see **Forced Withdrawal**, p. 5) and must withdraw from the south map edge. The rule does not apply to the Clan troops, who are on a suicide mission.

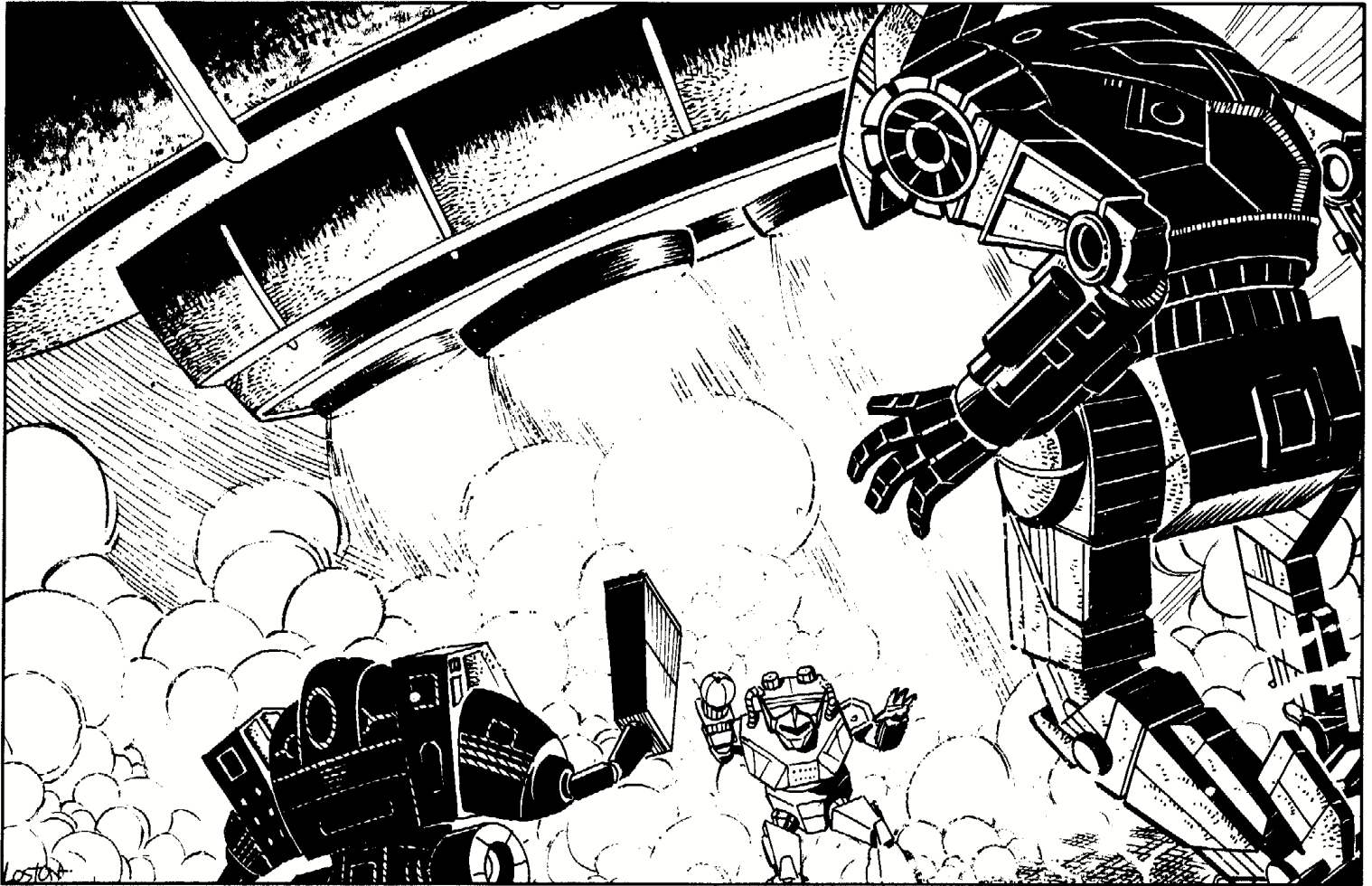
Honor Levels

The special nature of their mission means that the Smoke Jaguar troops may ignore all honor rules during this scenario.

Bunkers

The eight bunkers placed on the mapsheet before the scenario begins have a 360-degree arc of fire and may engage any Clan units during the SLDF player's Weapon Attack Phase. The bunkers do not count as units when determining Initiative and movement order. They have no heat or ammunition limits. The weapons in each bunker cease to operate when that bunker's CF is reduced to 0.

DIVINE WIND



Clan Combat Drop

The Clan player may call for reinforcements in the End Phase of any turn after the first, provided he states his intention to do so. Any Clan forces previously held in reserve arrive during the Movement Phase of the third turn following the call for reinforcements. The reinforcement 'Mechs land in accordance with the Dropping Troops rules (see p. 82, **BTC:RoW** or pp. 37-38, **BattleSpace** rulebook) and may be placed on either map. Assume that 'Mechs without jump jets are fitted with detachable jump-packs for this operation.

Special Abilities

The Third Jaguar Regulars gain a +1 bonus to all Initiative rolls. The Regulars also may overrun the defending units. When the Clan player wins Initiative, he should note the Margin of Success (number of points by which the roll result exceeds the opponent's Initiative Roll result). Divide the Margin of Success by 2 and round fractions down. The result indicates the number of Clan units that may move, designate and resolve their firing before any other units move and fire. A negative Margin of Success has no effect. If the number of overrunning units allowed exceeds the number of units the Regulars have at their disposal, simply ignore the excess move/fire slots.

An overrun-capable force rolls an Initiative of 11, while their opponents roll a 6. The Margin of Success is 5 (11 - 6). Two units of the overrun-capable force may move and fire before any other movement is allowed ($5 \div 2 = 2.5$, rounded down to 2).

The SLDF force gains a +2 bonus to all Initiative rolls while Sho-sa Ishigaki of the Twenty-second Dieron is in charge. If Ishigaki's 'Mech is destroyed, reduce the Initiative bonus to +1. Davion Assault Guards units apply a -1 modifier to their to-hit numbers in any turn in which they do not move.

AFTERMATH

Two Trinaries of the Second Jaguar Regulars assaulted McAlister, badly damaging two supply forts and destroying a third. The loss of supplies from these sites prevented the deployment of troops from McAlister into the SLDF Liberation Zone, though the effect on the overall SLDF campaign was minimal. The Fourteenth Alshain, Davion Assault Guards and Twenty-second Dieron were all later involved in Wave 4 operations on the worlds of Kabah and Jeronimo.

However, the realization that such a small second-line force had managed to wreak such damage brought home to the SLDF command how lucky they had been so far during Operation Bulldog.

SCENARIO 8: BAITING THE JAGUAR

Tai-sa Tracy Miyazaki blinked burning sweat from her eyes as she triggered a full salvo of her *Grand Titan's* pulse lasers. The heat in her cockpit, already stifling, jumped into the extreme red range. She slapped the override to prevent an automatic engine shutdown even as she yelled her defiance at the Clan *Daishi* that was bearing down on her like a technological juggernaut.

"Alshain Avengers, we are in position. Clear the field."

Tracy heard the recall order and ignored it. Her people would not be leaving the field. Her hands tightened on the BattleMech's controls and she bared her teeth in a death's-head grin. Another salvo of laser fire scoured the *Daishi*. She weathered its return fire, her vision swimming as a slug from the Clanner's Gauss rifle punched through her machine's torso and cracked the engine shielding, dumping even more heat into the cockpit.

"Eleventh Alshain. We are ready to strike. Pull back now!"

Tracy opened the command channel. "You know what we're here for, Avengers," she gasped, the hot air pulling the breath from her throat. "Show them the Dragon's will." Tracy rocked her feet forward and throttled her 'Mech into a run. The hundred-ton *Grand Titan* ate up the ground in long strides, heading straight toward the *Daishi*.

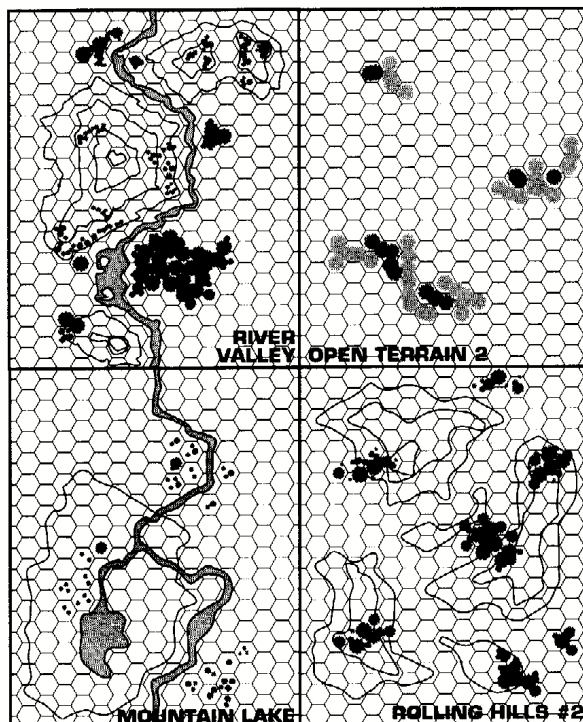
The *Daishi's* weapons thundered again, tearing through the last of her shielding to release the full destructive potential of the *Grand Titan's* fusion reactor. But too late. Even as the fire washed up through her cockpit, *Tai-sa* Tracy Miyazaki felt the impact as her 'Mech slammed into the *Daishi*. A scream escaped through her clenched teeth: loud, long and filled with primal rage.

SITUATION

Tierra del Noche, Meinacos
Draconis Combine
12 August 3059

The Eighth Dieron Regulars, the St. Ives Cheveau Legers, and the First Canopian Cuirassiers defended Meinacos against the Smoke Jaguars' 267th Battle Cluster, engaging the Clanners in a deadly dance as both sides fought for dominance. The Eleventh Alshain Avengers, on their way to the planet Marshdale, were diverted to Meinacos to bolster the world's defenders. The Seventh Pesht Regulars were also called in from Unity, but arrived too late to affect the final outcome.

As the Eighth Dieron spearheaded a drive against the Jaguar unit's flank, the officer core of the Eleventh Alshain engaged and lured away two Stars of the Battle Cluster. The Canopian Cuirassiers managed to cut off a Clan retreat, then readied themselves to saturate the area with artillery. When the Eleventh Alshain failed to retreat as planned, the Cuirassiers sent a 'Mech company forward, supported by artillery, to aid the Avengers.



GAME SET-UP

Lay out the **BattleTech** mapsheets as shown. Use the River Valley and Mountain Lake maps from **BattleTech Map Set 2**, the Rolling Hills #2 map from **BattleTech Map Set 3** and the Open Terrain #1 map from **BattleTech Map Set 5**.

ATTACKER

The attacking force is Beta Galaxy's 267th Battle Cluster, Second Tertiary Battle.

Alpha Battle Star

Star Captain Evan Wimmer (Piloting 4, Gunnery 1),
Daishi A

MechWarrior Johan (Piloting 3, Gunnery 3), *Masakari A*
MechWarrior Lisse (Piloting 3, Gunnery 2),
Cauldron-Born C

MechWarrior Ash (Piloting 3, Gunnery 1), *Mad Cat B*
MechWarrior Rafia (Piloting 4, Gunnery 2), *Man O' War B*

Bravo Battle Star

Star Commander Roberta Kotare (Piloting 4, Gunnery 2),
Masakari Prime

MechWarrior Keith (Piloting 3, Gunnery 2),
Black Hawk Prime

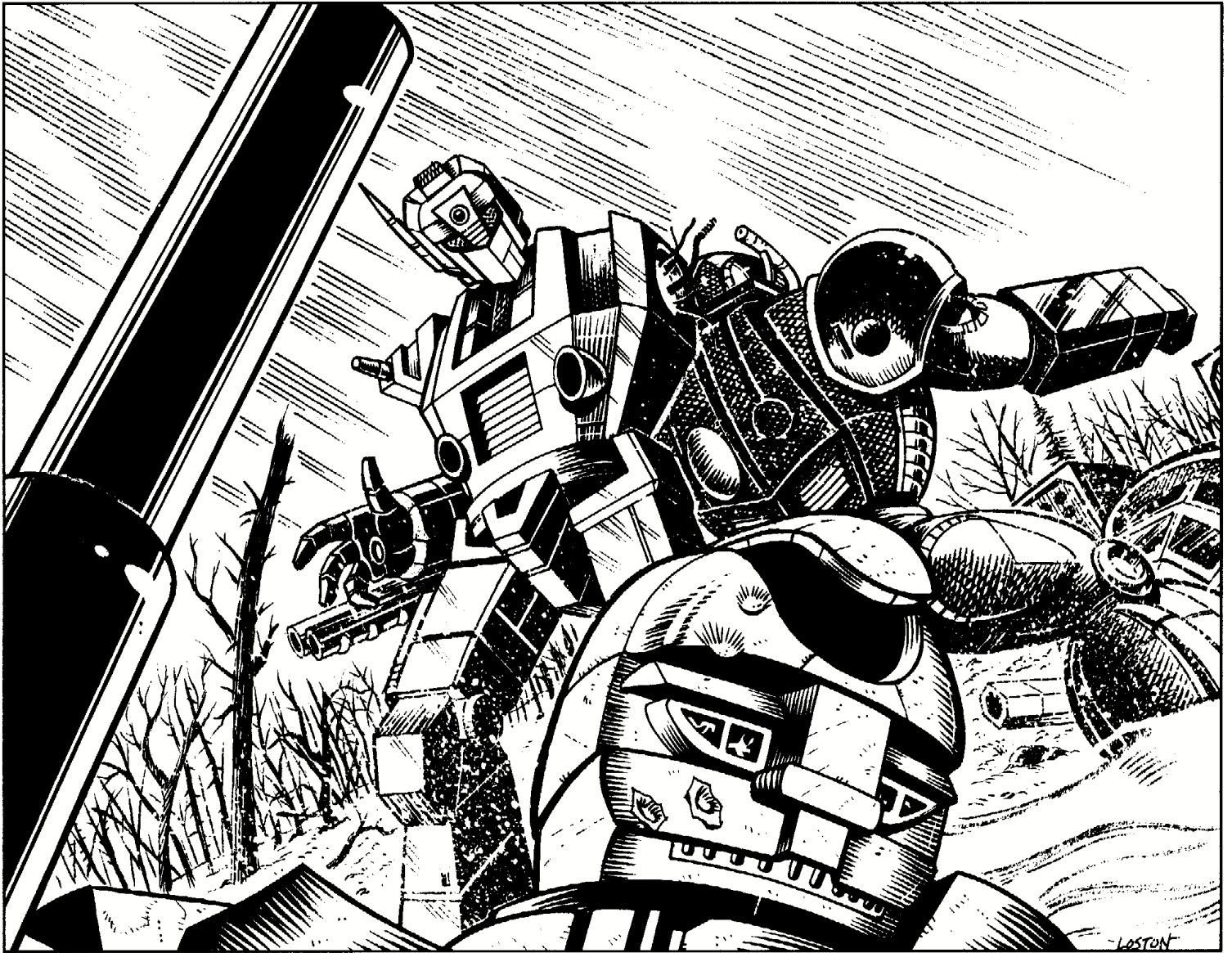
MechWarrior Russell (Piloting 4, Gunnery 2), *Vulture Prime*
MechWarrior Timm (Piloting 3, Gunnery 4),
Cauldron-Born B

MechWarrior Matt (Piloting 3, Gunnery 3), *Thor A*

Deployment

The attacking force enters from the south map edge on Turn 3, in pursuit of the Eleventh Alshain.

BAITING THE JAGUAR



DEFENDER

The defending force consists of two lances from the Eleventh Alshain Avengers and a company from the First Canopian Cuirassiers.

Eleventh Alshain Avengers, First Lance

Tai-sa Tracy Miyazaki (Piloting 3, Gunnery 1),
T-IT-N10M *Grand Titan*
Tai-sa George Gibson (Piloting 3, Gunnery 2),
SD1-OB *Sunder*
Chu-sa Ti Lo Sun (Piloting 4, Gunnery 3),
MAD-5D *Marauder*
Sho-sa Eva Grahmsdotter (Piloting 4, Gunnery 2),
CRK-5003-2 *Katana*

Second Lance

Chu-sa Sari Masuhira (Piloting 4, Gunnery 2),
AKU-1X *Akuma*
Chu-sa Palmer Yoshio (Piloting 4, Gunnery 3),
ON1-M *Orion*

Sho-sa James Rivers (Piloting 4, Gunnery 3),
AV1-OC *Avatar*

Sho-sa Kammie Williams (Piloting 3, Gunnery 3),
KIM-2 *Komodo*

First Canopian Cuirassiers

First Company

Command Lance

Major Danai Centrella (Piloting 3, Gunnery 3),
BNC-5S *Banshee*
Commander Julia Fox (Piloting 5, Gunnery 4),
CGR-1A1 *Charger*
Sam Kowolski (Piloting 5, Gunnery 4), CN9-A *Centurion*
Jon Bonell (Piloting 4, Gunnery 3), VND-1R *Vindicator*

Assault Lance

Commander Jill Ferrel (Piloting 4, Gunnery 3),
FLS-8K *Flashman*
Ensign Karla Wood (Piloting 6, Gunnery 4),
WHM-7H *Warhammer*
Ferri Larson (Piloting 5, Gunnery 4), ARC-2R *Archer*
Brent Jacobson (Piloting 4, Gunnery 3),
GHR-5H *Grasshopper*

BAITING THE JAGUAR

Pursuit Lance

Commander Scott Williamson (Piloting 5, Gunnery 4),
QKD-4G *Quickdraw*

Frank Doll (Piloting 5, Gunnery 4), WFT-1 *Wolftrap*
Trina McVey (Piloting 5, Gunnery 4), HER-1A *Hermes*
Ensign Jewels Far (Piloting 6, Gunnery 4),
PNT-9R *Panther*

Deployment

The Eleventh Alshain enters from the south map edge during the Movement Phase of Turn 1 and proceeds north. The Cuirassiers enter from the north edge one lance at a time (player's choice) beginning on Turn 7.

VICTORY CONDITIONS

The battle continues until one side is destroyed.

The SLDF player wins a Decisive Victory if the Eleventh Alshain cripples or destroys all Jaguar 'Mechs with the loss of no more than twelve SLDF units, a Substantive Victory if they lose no more than sixteen units, and a Marginal Victory if at least one SLDF 'Mech remains functional at the end of the battle.

The Clan player wins a Decisive Victory if the 267th cripples or destroys all the SLDF forces, a Substantive Victory by destroying more than sixteen SLDF 'Mechs, and a Marginal Victory for destroying more than twelve 'Mechs. In Clan eyes, destroying eight to twelve enemy 'Mechs is considered a Draw; anything else is a defeat.

Victory levels for each side are calculated separately, and may overlap.

SPECIAL RULES

The following special rules apply during this scenario.

Modifications

The Eleventh Alshain may alter three 'Mechs in the First Lance to carry C³ slave units by exchanging 1 ton of equipment for the C³ slave (the *Sunder's* computer).

Random Damage

To reflect damage sustained in previous battles, most units in this scenario begin with pre-existing damage. Roll 1D6 for each Eleventh Alshain unit and 1D6 + 2 for each Clan unit. Divide each dice roll result into 5-point groups and apply the points as damage using the Front/Back column of the BattleMech 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, any result that indicates the destruction of a leg or head and any result that indicates the destruction of the center torso or side torso for Inner Sphere 'Mechs equipped with extralight engines.

The Canopian units begin the scenario undamaged.

Special Abilities

The SLDF player receives a +2 Initiative bonus. Once his force is reduced to four or fewer 'Mechs, the Eleventh Alshain player also gains a -2 to-hit bonus to the target number for any physical attack.

Warriors of the First Canopian Cuirassiers may ignore a partial cover to-hit penalty as long as no other terrain or cover is affecting line of sight. Cuirassier units receive a -1 Initiative penalty if Danai Centrella's 'Mech is crippled or destroyed, and a -2 Initiative penalty if Danai Centrella is killed.

Warriors of First Trinary Battle may forgo all movement in order to fire at the end of the Movement Phase. Movement modifiers generated by targeted 'Mechs are halved, rounded down. Whenever the Trinary wins Initiative, the Clan player may move and fire one unit for every point by which the Clan player beat the SLDF player's Initiative roll.

Honor Levels

The Smoke Jaguars must adhere to Honor Level 2 rules for this scenario (see **Clan Honor and Battlefield Tactics**, p. 5). If the SLDF player challenges any Clan 'Mech to single combat during the End Phase of a turn, the Clan player must oblige and commit to single combat in the following turn and thereafter until one 'Mech or the other is destroyed. The challenging 'Mech may weigh up to 20 tons more or less than the Clan 'Mech. If the SLDF player violates the single combat, no more such challenges may be issued. No more than half of the Clan units may be involved in single combat at any given time.

Artillery

Beginning on Turn 8, the SLDF player may call in Sniper artillery bombardment (four shots per turn) per the rules on pages 77-80, **BTC:RoW**. The Snipers are effectively located two mapsheets away, so flight time is 2 turns. The spotters are in Hexes 0711 of the Mountain Lake map and 0505 of the Rolling Hills #2 map. They may not move and cannot be attacked. Once the Cuirassiers are on the map, any command lance units may also act as spotters for the artillery. Additionally, the SLDF player chooses any four hexes prior to game play and designates those hexes as artillery targets (see p. 78, **BTC:RoW**). Artillery fire from any of the Snipers aimed at one of the four designated hexes automatically hits its target.

AFTERMATH

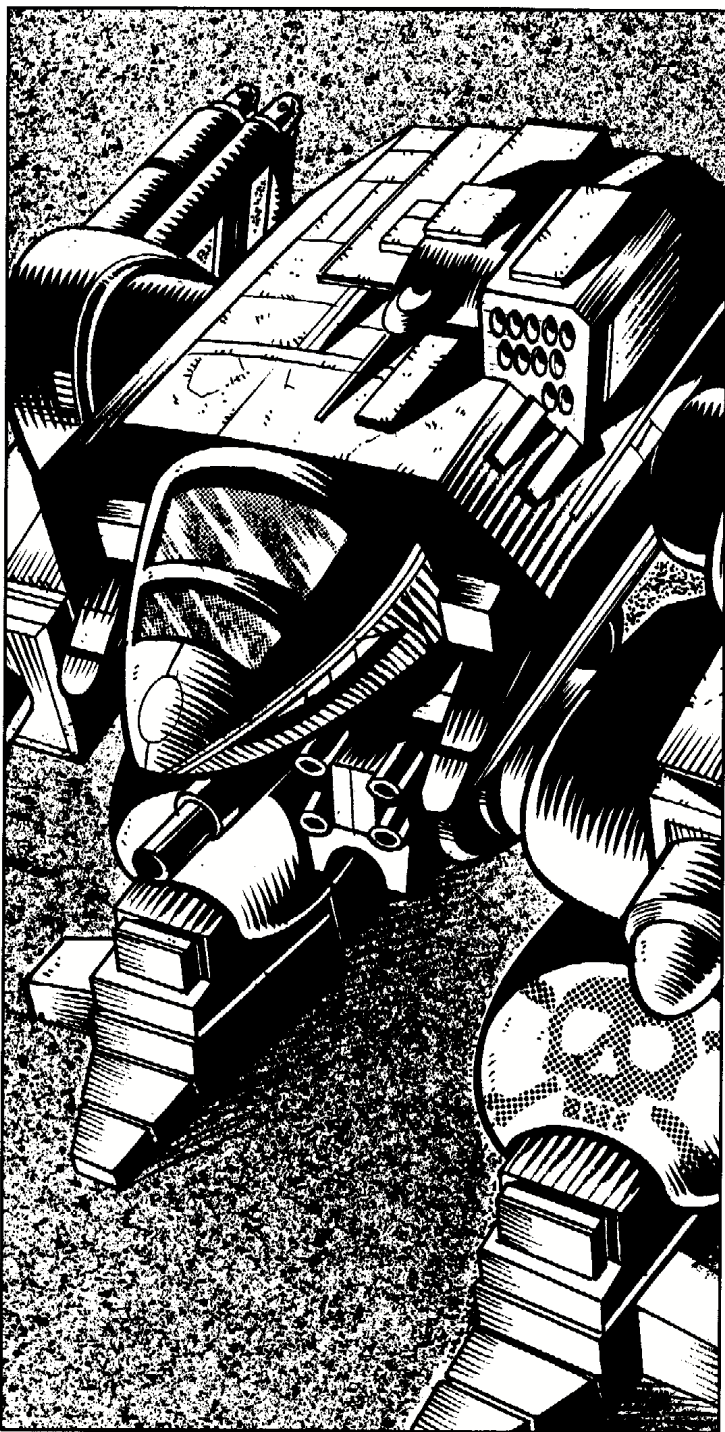
The Eleventh Alshain Avengers acquitted themselves with honor, their ferocity and tenacity shining testaments to the Dragon's will in action. All eight Alshain warriors died in the battle, but managed to destroy a full Star of Clan OmniMechs first.

The First Canopian Cuirassiers, despite their lack of technological upgrades, fought with nearly equal skill. They moved forward in full strength, engaging the Jaguars three-on-one when possible. The long-range hitting power of the Clan 'Mechs hurt them at first, but as soon as they closed sufficiently they switched to six-on-one odds and quickly brought down several Jaguar 'Mechs. The Cuirassiers' artillery accounted for one of the Clan *Masakaris*, hitting it dead-on.

With two fresh battalions of Cuirassiers threatening the Clan flank and heavy pressure at the forefront of the battle, Star Colonel Diane Perez pulled her forces back to a mountainous area to regroup. At about the same time, the recall order for all Jaguar forces sounded, and the 267th retreated to their DropShips and left Meinacos without another major engagement.

THE DRAGON ROARS

WAVE THREE: BRINGING DOWN THE JAGUAR



Victor Steiner-Davion and Anastasius Focht had hoped to gain the element of surprise with eight assaults planned during the Smoke Jaguar counterattack in the summer of 3059. However, because some Smoke Jaguar commanders put little faith in the feasibility of the Jaguar counterassault, they reserved their strength for fighting further battles with the SLDF and so were well prepared for the first time since the beginning of the invasion. Much of the credit for this readiness must go to

Alpha Galaxy Commander Brendon Corbett, who was named the in-theater commander after the SLDF drove Beta Galaxy Command off Avon; many other Jaguar commanders who might have been considered for the position had been killed or irredeemably disgraced in previous invasion waves.

The first evidence of the Jaguars' new battle readiness appeared when the Ryuken-roku encountered heavy resistance at Luzerne. As reinforcements arrived, however, the battle quickly shifted in favor of the SLDF. Still, the Smoke Jaguars fought with determination and refused to relinquish the world. The battle for Luzerne officially ended on August 8, only a few days before the Clan aborted its counteroffensive.

The Jaguars' Alpha Galaxy Command and Ninth Jaguar Cavaliers made a similar showing on the planet Marshdale. The Galaxy Command Trinary, operating as an elite tactical strike force, severely damaged the Fusiliers of Oriente and managed to decimate a full company of the Ryuken-ni. But the Ninth Cavaliers could not stand up to the main force of the assault, and on August 12 the Clan unit began to collapse under the relentless pressure of the Ryuken-ni and Ninth Com Guard Division.

The Smoke Jaguar forces on Bangor and Schuyler also put up strong defenses, but never stood a chance against the SLDF regiments arrayed against them. With Victor Steiner-Davion leading his "Dream Team" against Schuyler, Bangor was forced to contend with the Second Dieron, First Wolf Legion and the Capellan House Diadachi.

The remnants of Beta Galaxy Command Trinary and the First Jaguar Guards ended up trapped on Outer Volta, having sent their ships to support the 267th Battle Cluster's assault on Meinacos. Beset by the Izanagi Warriors and Eighth Sword of Light, supported by the Com Guard Thirty-ninth Division, the Clan forces were crushed in five days.

The Smoke Jaguars offered only token resistance on the worlds of Rockland, Coudoux, Garstedt and Schwartz. On-planet SLDF commanders all expected a massive counterattack that never came.

No one foresaw how the third wave—and the main thrust of the SLDF assault against the Clan occupation zone—would end. The Smoke Jaguars fought defensive battles for the most part, using liberal rules of engagement and staging several delaying actions. They seemed to be waiting for something, but exactly what remains unclear. In hindsight, some analysts believe Galaxy Commander Corbett wished to test the strength of the new SLDF and Jaguar defensive strategies during the third assault wave.

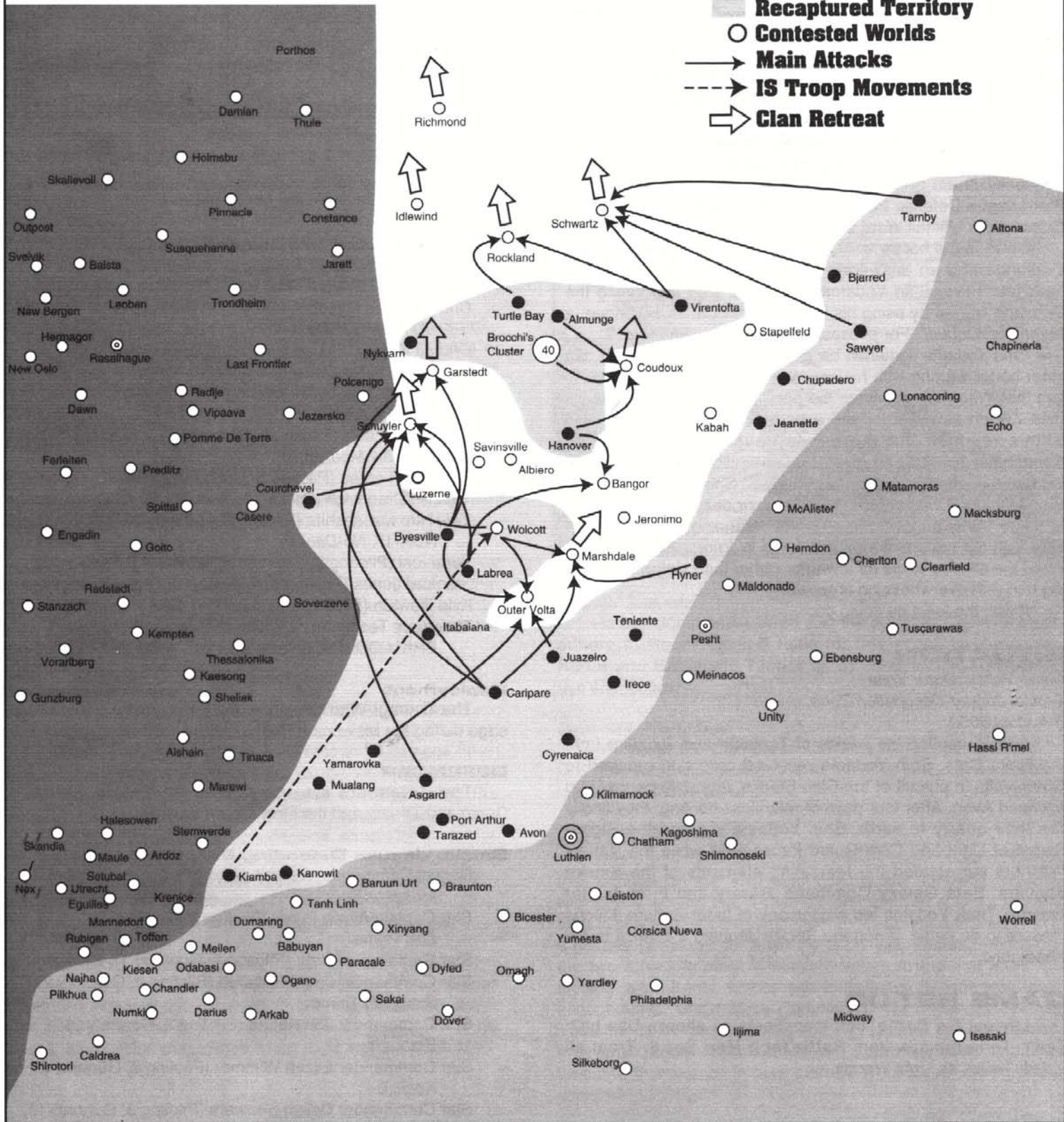
In any case, Smoke Jaguar leaders effectively abandoned the Inner Sphere on August 13, ordering their forces to evacuate the occupation zone and return to Clan space aboard any available ship. No one knows at this time whether the recall was ordered by Khan Lincoln Osis or Galaxy Commander Corbett.

This decision enabled more than half of the Clan's forces stationed on third-wave target worlds, as well as counterassault forces, to escape intact, along with complete commands from at least two garrisoned worlds left undisturbed by battle.

WAVE THREE: BRINGING DOWN THE JAGUAR

WAVE THREE

- Recaptured Worlds
- Recaptured Territory
- Contested Worlds
- Main Attacks
- - - IS Troop Movements
- ⇨ Clan Retreat



THE DRAGON ROARS

SCENARIO 9: NO MERCY

Tai-sa Shin Yodama walked his *Dragon Fire* up the small hill and paused at its top. Below, in the hollow formed by a ring of hills, waited the remnants of Beta Galaxy Command and the First Jaguar Guards. All along the hilltops, 'Mechs of the Izanagi Warriors stood in silent contemplation of the enemy force beneath them. One dozen battered OmniMechs out of what had been five front-line Clan Trinaries—one dozen once-proud warriors.

These were the men he had come to kill.

The *tai-sa* tuned his communications system to an open frequency. "I am Shin Yodama of the Izanagi Warriors, senior Star League Defense Force commander present. Does Galaxy Commander Mikhail Ward still live?"

Down in the hollow, a *Masakari* raised its arms in apparent challenge and an answering voice crackled to life in Shin's headset. "I live, Shin Yodama," the voice said, surprising the Combine warrior by using his full name. "You wish zellbrigen, a formal duel, *quiaff?* For possession of my remaining force?"

Shin Yodama tightened his grip on his 'Mech's controls, his inner honor warring with his sense of loyalty. It did not surprise him that Ward had survived; the past five days had proven the man's worth as a warrior and a leader of men. Ward deserved Shin's respect, but there was never any choice. The Coordinator himself had given Yodama his orders when sending him to Outer Volta. *No mercy*. "Neg," Shin replied in proper Clan fashion. "I was ordered to verify your death. Now I am able to do so." Shin paused, sized up the defending force, and then called off the names of eleven Izanagi Warriors. He would give Ward the chance to die as a warrior rather than simply obliterating him with overwhelming firepower.

It was the least he could do.

SITUATION

Marin Valley, Outer Volta

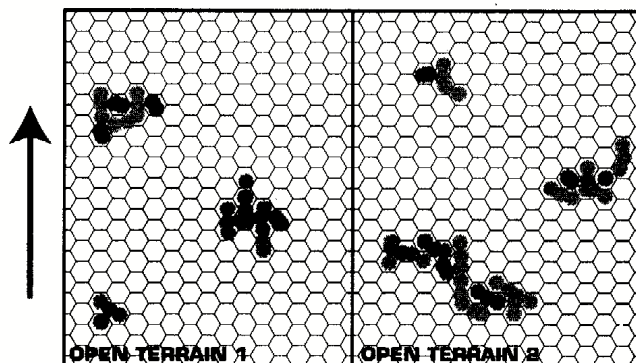
Smoke Jaguar Occupation Zone

5 August 3059

After accepting the worlds of Teniente and Juazeiro from the Nova Cats, Shin Yodama received orders to proceed to Outer Volta in pursuit of the Clan Smoke Jaguar force that had escaped Avon. After four days of relentless hunting, they finally ran their quarry to earth. Shin Yodama ordered the Eighth Sword of Light and Com Guard forces back while the Izanagi Warriors surrounded the remaining elements of the Smoke Jaguars' Beta Galaxy Command Trinary and First Jaguar Guards. Then Yodama led a company of Inner Sphere 'Mechs forward to do battle, giving the Smoke Jaguars a chance to die honorably.

GAME SET-UP

Lay out the **BattleTech** mapsheets as shown. Use both Open Terrain maps from **BattleTech Map Set 5**. Treat all woods hexes as Light Woods.



ATTACKER

The attacking force consists of an elite company of the Izanagi Warriors.

Izanagi Warriors Provisional Company

Tai-sa Shin Yodama (Piloting 2, Gunnery 3),
DGR-3F Dragon Fire
Chu-sa Sajori Mitsotisa (Piloting 4, Gunnery 2),
SD1-OA Sunder
Chu-sa Yeng Sum Lee (Piloting 3, Gunnery 3),
NDA-1K No-Dachi
Sho-sa Bjorg Geftsson (Piloting 3, Gunnery 2),
AKU-1X Akuma
Tai-i Terry Pauls (Piloting 2, Gunnery 1),
MTR-5K Maelstrom
Tai-i Rick Larsen (Piloting 3, Gunnery 3), *DAI-01 Daikyu*
Tai-i Uri Dragovich (Piloting 4, Gunnery 1), *ARC-4M Archer*
Tai-i Hiro Massashita (Piloting 2, Gunnery 3),
NDA-1K No-Dachi
Yeda Iosi (Piloting 3, Gunnery 3), *BLR-3M BattleMaster*
Stanford Jones (Piloting 3, Gunnery 2), *BNC-5S Banshee*
Kyle Newton (Piloting 3, Gunnery 1), *KIM-2 Komodo*
Thaddeus Tessahara (Piloting 4, Gunnery 3),
BHKU-OC Black Hawk-KU

Deployment

The Izanagi Warriors enter from the south or east map edge during the Movement Phase of Turn 1.

DEFENDER

The defenders are the remnants of Beta Galaxy's Command Trinary and the First Jaguar Guards.

Smoke Jaguar Defending Force

Galaxy Commander Mikhail Ward (Piloting 2, Gunnery 2),
Masakari B
Star Captain Alexis Furey (Piloting 2, Gunnery 3),
Loki Prime
Star Captain Jax Wirth (Piloting 3, Gunnery 1), *Ryoken D*
Star Commander Jaquie Corbett (Piloting 3, Gunnery 2),
Dragonfly Prime
Star Commander Jon Kotare (Piloting 2, Gunnery 2),
Black Hawk C
Star Commander Elizah Wimmer (Piloting 3, Gunnery 2),
Koshi B
Star Commander Deliah Showers (Piloting 3, Gunnery 2),
Vulture A

NO MERCY

MechWarrior Sampson (Piloting 3, Gunnery 3),
Dragonfly C

MechWarrior Troy (Piloting 1, Gunnery 4), *Loki B*

MechWarrior Georgia (Piloting 3, Gunnery 2), *Koshi Prime*

MechWarrior Cameron (Piloting 2, Gunnery 2), *Hankyu C*

MechWarrior Rathe (Piloting 2, Gunnery 3), *Feris A*

Deployment

The defenders begin play anywhere within 15 hexes of the mapsheets' northwest corner (Hex 0101).

VICTORY CONDITIONS

The battle continues until one side is defeated.

Using single combat (zellbrigen), the SLDF player wins a Decisive Victory if the Izanagi Warriors defeat the entire Smoke Jaguar force and lose less than six 'Mechs, a Substantive Victory if they lose less than eight 'Mechs, and a Marginal Victory if they have at least one operational 'Mech at the end of the battle. If the scenario is not played as single combat, downgrade the victory achieved to the next lower level (for example, a Marginal Victory is considered a Draw).

The Clan player wins a Decisive Victory if the Smoke Jaguars destroy or cripple all enemy 'Mechs. Destroying at least eight enemy 'Mechs wins the Clan player a Substantive Victory, destroying six 'Mechs a Marginal Victory. Destroying four to six 'Mechs is a Draw for the Clan force; anything else is a defeat.

SPECIAL RULES

The following special rules apply during this scenario.

No Exit

No units may withdraw off any map edge, and no 'Mech may be pushed off any edge. Treat successful Pushing attacks that effectively shove a 'Mech off the map as if the pushed 'Mech had fallen in an occupied hex (the attacker would not move into the enemy unit's hex, but would remain in his same hex).

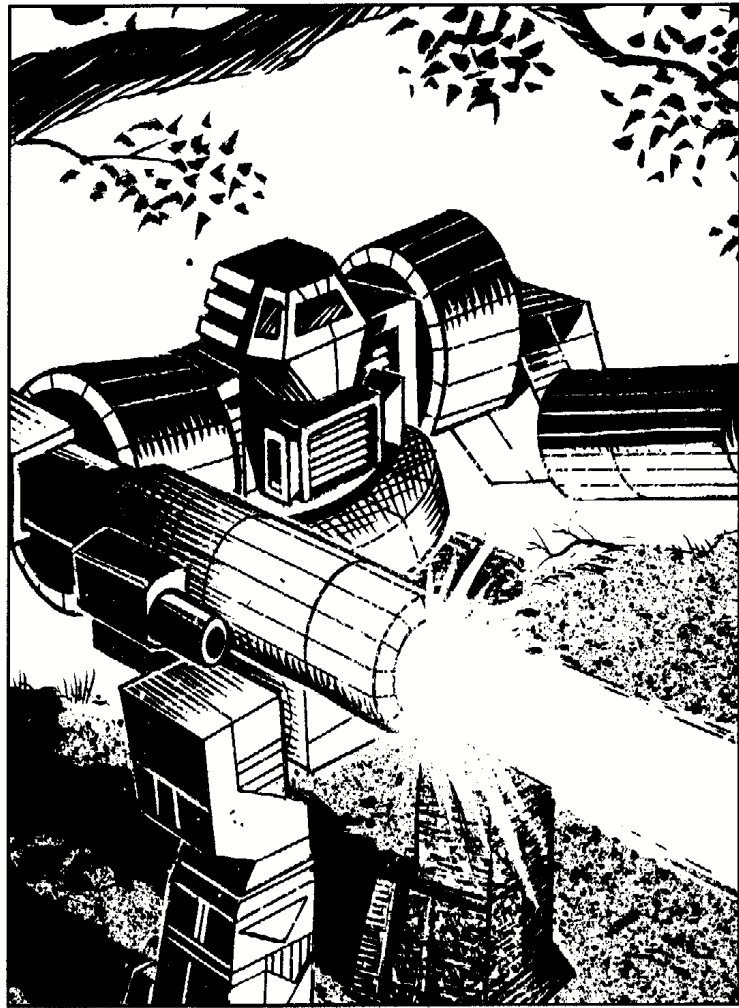
Random Damage

To reflect damage sustained in earlier battles, the Clan force begins with pre-existing damage. Roll 1D6 + 4 for each Clan unit. The dice roll result represents the total amount of damage taken by each unit during a previous fight. Divide each result into 5-point groups and apply the points as damage using the Front/Back column of the BattleMech 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, any result that indicates the destruction of a leg or head and any result that indicates the destruction of the center torso.

The Izanagi Warriors begin the scenario undamaged.

Ammunition Expenditure

The Clan units have had no time to rearm since previous battles. To simulate this ammunition shortage, the Clan player must remove half the ammo (rounding down) from each of his 'Mechs' ammunition magazines when filling out the BattleMech record sheets.



Honor Levels

Galaxy Commander Ward and the two Star Captains must adhere to Honor Level 2 rules for this scenario (see **Clan Honor and Battlefield Tactics**, p. 5). All other Clan units may use any tactics.

Special Abilities

Whenever the Clan player declares that a unit will make a Charging Attack, he receives a +1 Initiative bonus in the following turn's Initiative Phase.

AFTERMATH

When Shin Yodama led his company down into the hollow, they understood that they must destroy any surviving Jaguars with overwhelming fire. Yodama's unit enjoyed a slight advantage in strength, but the Jaguars' ferocity negated this edge. As a gesture of respect for a worthy opponent, Yodama permitted the two forces to meet in single combat. In the first round of fighting, eight Kurita 'Mechs and four Jaguar 'Mechs won their engagements, with Galaxy Commander Ward falling to *Tai-sa* Yodama. Then the remaining forces matched up, after which only one Jaguar 'Mech remained standing. Shin Yodama defeated this warrior in less than thirty seconds, claiming an astounding victory.

THE DRAGON ROARS

SCENARIO 10: 300 SPARTANS

The Inner Sphere *Panther* crouched by the outcropping, using the stone pillar to shield itself from the enemy's pulse lasers. The broken shell of the *Raptor* several meters away testified to the Spheroids' earlier carelessness. The Jaguar MechWarrior tracking the *Panther* vowed to leave this Spheroid 'Mech to the vultures as well. It was long past time to teach these warriors of a false Star League a lesson.

MechWarrior Michael stepped his *Ryoken* to the left, out of the crevice he'd been using for cover, and onto the valley floor. As his machine shot forward he simultaneously ducked and torso twisted to the right, bringing his arm-mounted lasers to bear against the enemy 'Mech. The *Panther* saw the move, but its pilot was an instant too slow. Michael's lasers punched half a dozen glowing holes in its torso; the stream of missiles that hit a moment later removed any trace of the burns. Fire wreathed the *Panther's* head and upper torso. It remained standing, but made no move to return fire.

"Dead or unconscious," Michael thought. "Now there are ten of them to five of us. Too easy." A predatory grin crept across his face. "Far too easy."

SITUATION

Nürnberg Canyon
Thuringen Mountains, Garstedt
Smoke Jaguar Occupation Zone 8
August 3059

Wave Three of the SLDF assault saw a number of battles in which the Jaguars offered little resistance before withdrawing and surrendering possession of the planet. In one regard, the battle for the world of Garstedt was one such conflict, with a small Smoke Jaguar force acting as rear guard while the remaining Jaguar troops boarded their DropShips and fled. Yet the battle itself was atypical of Clan fighting tactics, taking place in the close confines of the Nürnberg Canyon. Though classed as second-line troops, the Seventeenth Regulars—who had fought the SLDF on Byesville in the invasion's second wave—proved that even Clan rear-echelon warriors were a force to be reckoned with.

GAME SET-UP

Lay out the **BattleTech** maps as shown. Use both Deep Canyon maps from **BattleTech Map Set 5** and the Rolling Hills #1 map from **BattleTech Map Set 3**.

The sides of the canyon are high and steep, impassable to ground-based forces. Therefore, no units may exit the east or west map edges. Treat

the canyon-edge hexes (those of the same elevation as Hexes 0101 and 1501 on each map) as Level 10 elevation. Treat the half-hexes along the long edges of the Deep Canyon maps as impassable terrain.

ATTACKER

The attacker consists of Beta Company, Third Battalion of the Ryuken-go.

Recon Lance

Tai-i Magnus Apella (Piloting 3, Gunnery 3), DMO-1K *Daimyo*
Chu-i Masako Kanzaki (Piloting 4, Gunnery 3),

BJ2-OC *Blackback*

Sharan Kerr (Piloting 4, Gunnery 3), OW-1C *Owens*

Yuko Nogami (Piloting 3, Gunnery 3), SDR-9K *Venom*

Battle Lance

Chu-i Robert Hughes (Piloting 4, Gunnery 3),

PNT-10K *Panther*

Kashira Naomi Shiina (Piloting 3, Gunnery 3),

RTK1-OA *Raptor*

Kohyama Murata (Piloting 3, Gunnery 3),

qPXH-3K *Phoenix Hawk*

Gunsho Montague Fisher (Piloting 3, Gunnery 4),

DAI-05 *Daikyu*

Assault Lance

Chu-i Oliver Murray (Piloting 2, Gunnery 3), AV-1B *Avatar*

Kashira Iris Ogu (Piloting 3, Gunnery 3),

BHKU-OC *Black Hawk KU*

Martin Isepp (Piloting 3, Gunnery 3), SR1-OE *Strider*

Pip Zissimou (Piloting 2, Gunnery 3), MR-V2 *Cerebus*

Deployment

The attacking player deploys first and may place his units anywhere within 10 hexes of the south map edge.

DEFENDER

The defender consists of elements of Tertiary Echo, Seventeenth Jaguar Regulars. Each Elemental Point consists of five Elementals with small lasers, except where otherwise noted.

Gamma Battle Star

Star Commander An Wirth (Piloting 3, Gunnery 2),

Shadow Cat A

MechWarrior Michael (Piloting 3, Gunnery 3), *Ryoken A*

MechWarrior Lee (Piloting 3, Gunnery 2), *Thor Prime*

MechWarrior Maud (Piloting 3, Gunnery 3), *Masakari Prime*

MechWarrior Ghent (Piloting 2, Gunnery 3), *Dasher D*

Point Commander Oswald, Elemental Point 1

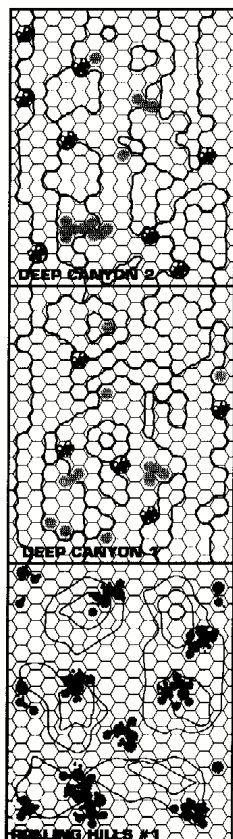
Point Commander Manami, Elemental Point 2

Deployment

Gamma Battle Star may deploy anywhere on the two Deep Canyon maps, provided that each 'Mech or Elemental Point can reach the canyon floor during the Movement Phase of Turn 1.

VICTORY CONDITIONS

The scenario ends when all the forces of one side (including reinforcements) have been destroyed or forced to withdraw. To calculate the victory level, add up the Victory Points for each side, then subtract the SLDF score from the Clan score and consult the Victory Table.



300 SPARTANS

ACTION	VICTORY POINTS
<i>Smoke Jaguars</i>	
Per Inner Sphere 'Mech destroyed	10
Per Inner Sphere 'Mech forced to withdraw	5
Per Jaguar 'Mech voluntarily withdrawn after Turn 15	5
<i>SLDF</i>	
Per Clan 'Mech destroyed or forced to withdraw	6
Per SLDF 'Mech exiting the northern end of the canyon	4
Per surviving SLDF 'Mech	3

VICTORY TABLE

Total Points	Results
60 or higher	Decisive Clan Victory
35 to 59	Substantial Clan Victory
13 to 34	Marginal Clan Victory
-3 to 12	Draw
-25 to -4	Marginal Inner Sphere Victory
-47 to -26	Substantial Inner Sphere Victory
-48 or lower	Decisive Inner Sphere Victory

SPECIAL RULES

The following special rules apply during this scenario.

Forced Withdrawal

The Forced Withdrawal rule is in effect (see **Forced Withdrawal**, p. 5). The Jaguars withdraw from the north map edge. The Ryuken-go withdraw from the south map edge. After Turn 15, Clan units may withdraw voluntarily. Such withdrawing units do not count toward the SLDF Victory Point total.

Honor Level

The Smoke Jaguars must adhere to Honor Level 2 rules for this scenario (see **Clan Honor and Battlefield Tactics**, p. 5).

Reinforcements

Both sides may receive reinforcements during the scenario. The Clan player may receive reinforcements beginning in the Initiative Phase of Turn 2. In this and subsequent turns, the Clan player rolls 1D6. If the result is lower than the number of the current turn, reinforcements arrive from Alpha Assault Star. Clan reinforcements enter from the north map edge.

Alpha Assault Star

Star Captain Sun-Ji Furey (Piloting 3, Gunnery 2), *Daishi A*
 MechWarrior Sana (Piloting 3, Gunnery 3), *Mad Cat B*
 MechWarrior Rynn (Piloting 4, Gunnery 3),
Cauldron Born B
 MechWarrior Naseem (Piloting 3, Gunnery 3), *Uller B*
 MechWarrior Yurido (Piloting 3, Gunnery 2), *Thor A*
 Point Commander Gudrun, Elemental Point 1
 Point Commander Kyu, Elemental Point 2

The SLDF player may receive reinforcements beginning in the Initiative Phase of Turn 5. In this and subsequent turns, the SLDF player rolls 2D6. On a result of 10 or higher, one lance of McCarron's Armored Cavalry arrives (starting with Able, then

Bravo, then Charlie). For each turn since the last successful call for reinforcements, reduce the necessary result by 1. For example, if the player successfully called for reinforcements in the previous turn, the result needed would remain 10. If two turns then pass without the arrival of SLDF reinforcements, the result needed drops to 8. SLDF reinforcements enter from the south map edge during the Movement Phase of the turn in which the player successfully rolls for reinforcements.

McCarron's Armored Cavalry

Christobal's Regiment, Monsoon Company

Able Lance

Captain Ellis Rankin (Piloting 2, Gunnery 2),

VND-3L *Vindicator*

Commander Allen Radinovski (Piloting 2, Gunnery 3),

BJ2-OA *Blackjack*

Corey Hepworth (Piloting 4, Gunnery 3), DV-7D *Dervish*

Jim Locke (Piloting 2, Gunnery 3), SNK-1V *Snake*

Bravo Lance

Commander Wang Zhao (Piloting 3, Gunnery 2),

WHM-7M *Warhammer*

Karen Codgebury (Piloting 2, Gunnery 3),

QKD-5M *Quickdraw*

Frederich Brennan (Piloting 2, Gunnery 2), THR-1L *Thunder*

Robert Greer (Piloting 2, Gunnery 2), TBT-7M *Trebuchet*

Charlie Lance

Commander Isiah Thurber (Piloting 3, Gunnery 3),

WHM-7M *Warhammer*

Ariston Wellesley (Piloting 3, Gunnery 2), CPLT-C3 *Catapult*

Jill Budgell (Piloting 3, Gunnery 2), STK-5M *Stalker*

Li Xing (Piloting 2, Gunnery 1), BLR-3M *BattleMaster*

Special Abilities

The Clan player may place a 'Mech in overwatch rather than moving it. That 'Mech may fire at any point later in the turn, even during the Movement Phase. A unit on overwatch may attack any unit within LOS and appropriate firing arcs, but may not torso twist. The overwatch attack is resolved immediately, with damage taking effect before the next unit moves (or the current unit continues its movement). Use the distance the target has moved up to the point of the attack to calculate the to-hit modifier for target movement. Overwatch fire also suffers a +2 to-hit penalty.

The 'Mechs of the Ryuken-go gain a +1 to-hit modifier when engaging in physical attacks. In addition, if the Ryuken-go destroyed an enemy unit in the previous turn, they gain a +2 Initiative bonus.

Provided they move no faster than half their Walking speed, the 'Mechs of Christobal's Regiment do not suffer the standard to-hit modifier for attacker movement.

AFTERMATH

Hard pressed by the SLDF troops, Trinary Echo held the Nürnberg Canyon for more than four hours, allowing the remainder of the Seventeenth Jaguar Regulars and the 143rd Battle Cluster to evacuate Garstedt. Only when a light company of Ryuken-go circled behind the remaining Clan 'Mechs were the Jaguars dislodged. By the end of the battle, it had become a swirling melee, with Clan and Inner Sphere 'Mechs in hand-to-hand combat. Only two Clan warriors survived the battle, but they had delayed more than a regiment of Inner Sphere troops, earning themselves a place in the history books.

THE DRAGON ROARS

SCENARIO 11: BREAKING THE RIDGE

"Renny, are you all right?"

"My 'Mech needs repair. Jammer's going to have my head, but I guess techs were born to suffer. I'm fine, though."

"Me too. (Pause) Keep your eyes open."

"No need, I think, Victor."

"What do you mean?"

"Those look like DropShips to me—and 'Mechs running toward them, raising that cloud of dust."

(Long pause) "But these are Smoke Jaguars—Clanners. They don't run."

"They *didn't* run—until today."

"Then what we just fought were an Omega Star, left here to delay us while the others got away?"

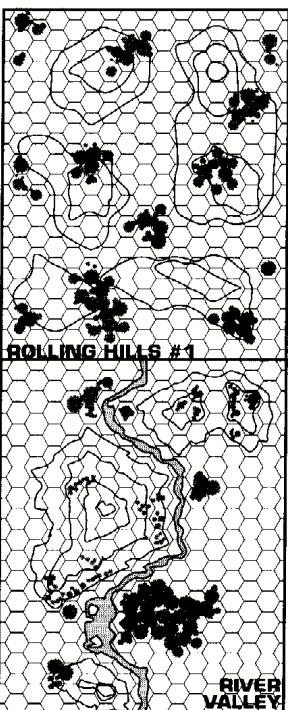
"Looks like it. (Pause) You should be smiling, Victor. We broke them. We won."

—Transcript of 'Mech communication logs between Prince Victor Steiner-Davion and Lieutenant Renny Sanderlin

SITUATION

*Mitsuhamma Ridge, Schuyler
Smoke Jaguar Occupation Zone
13 August 3059*

The SLDF hit the world of Schuyler on 10 August 3059, with what Prince Victor called a "Dream Team" of units: the Tenth Lyran Guards, the First Genyosha, the Davion Heavy Guards RCT, the St. Ives Lancers, the Fourth Wolf Guards and the Com Guard Ninety-first Division. They faced determined opposition by two well-prepared garrison Clusters, but the Jaguars could not stand against such a concentration of force. For three days the SLDF advanced steadily, herding the Clanners ahead of them. One Cluster broke at Olasin Fjord under pressure from the St. Ives Lancers, Wolf Guard and Com Guards. The second Cluster gained the Mitsuhamma Ridge and appeared determined to hold it. With the First Genyosha and Davion Heavy Guards flanking the Clan force, pinning it in place, Prince Victor led his Tenth Lyran Guards against the Cluster, determined to meet them as befitted a samurai of the Dragon.



GAME SET-UP

Lay out two **BattleTech** mapsheets as shown. Use the River Valley map from **BattleTech Map Set 2** and the Rolling Hills #1 map from **BattleTech Map Set 3**.

The river is in the middle of a switchback defile. This means that BattleMechs can walk on the River hexes, or within two hexes on either side. Trees, rubble or hills that fall into this range are valid underlying terrain. Terrain beyond this range is considered either a drop-off or a cliff face, and cannot be traversed. Ignore the standard effects on movement and cover for Water hexes.

ATTACKER

The attacker consists of Prince Victor Steiner-Davion and Lieutenant Renny Sanderlin.

Archon-Prince Victor Steiner-Davion (Piloting 4, Gunnery 2),
Daishi A
Lieutenant Renny Sanderlin (Piloting 4, Gunnery 2),
PTR-4D Penetrator

Deployment

The attackers enter the map from the south map edge during the Movement Phase of Turn 1, keeping to the restrictions mentioned above. Victor begins the scenario in the lead.

DEFENDER

The defender consists of Omega Star of the Fourth Jaguar Regulars, left behind to cover the main force's retreat.

Fourth Jaguar Regulars, Omega Star

Star Commander Elyssia Furey (Piloting 4, Gunnery 3),
Man O' War A
MechWarrior Damon (Piloting 4, Gunnery 2), *Hankyu C*
MechWarrior Shane (Piloting 3, Gunnery 3), *Peregrine*
MechWarrior Tanya (Piloting 3, Gunnery 4), *Grendel Prime*
MechWarrior Grant (Piloting 4, Gunnery 3), *Shadow Cat A*

Deployment

Place the *Grendel* within 2 hexes of Hex 0910 and the *Shadow Cat* within 2 hexes of Hex 1005. Keep both in the defile as defined above. Place the *Man O' War* on the northern map, at the end of the defile (Hex 0816), and the other two 'Mechs on the northern map at least 10 hexes from the *Man O' War*.

VICTORY CONDITIONS

The battle continues until one side is destroyed.

The SLDF player wins a Decisive Victory if both Prince Victor and Renny Sanderlin have functioning 'Mechs after crippling or destroying all five Clan 'Mechs. (For purposes of deciding victory levels, a 'Mech missing a leg is not considered functional.) The SLDF player wins a Substantive Victory if both SLDF 'Mechs gain the ridge, but one of them is crippled or destroyed before putting down the last two Clan machines. If at least one SLDF 'Mech is partly operational and all five Clan 'Mechs are crippled or destroyed, the SLDF player wins a Marginal Victory. If both 'Mechs are lost in battle or Prince Victor is killed, the SLDF player loses the scenario.

The Clan player wins a Decisive Victory by crippling or destroying the SLDF 'Mechs while losing no more than one Clan 'Mech. If the Clan forces lose only two 'Mechs, the Clan player wins a Substantive Victory; if only three 'Mechs, a Marginal Victory. Losing four 'Mechs or more is a defeat for the Clan player, even if Clan units are the only ones left standing.

Both sides can lose in this scenario.

BREAKING THE RIDGE

SPECIAL RULES

The following special rules apply during this scenario.

Line of Sight

A Clan 'Mech cannot move or fire until it has line of sight to Victor or Renny. Line of sight is blocked if it crosses a hex not considered part of the defile (as defined above).

Random Damage

The *Grendel* and *Shadow Cat* have sustained damage from aerospace fighters prior to this fight. To reflect this, the Clan player rolls 2D6 + 1 for each 'Mech. The result is the amount of damage done. Apply this damage in 5-point groups using the Front/Back BattleMech 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, head or center torso.

Special Abilities

Victor Steiner-Davion receives a -2 bonus to his to-hit target number for weapon attacks if he uses half or less of his Movement Points for any given turn in which he Walks, and a -1 bonus for using half or less of his Movement Points in a turn in which he Runs.

If Star Commander Elyssia Furey forgoes all Movement, her 'Mech may fire at the end of the Movement Phase with half the standard Target Movement Modifier (rounded up).

Honor Levels

The Smoke Jaguars must adhere to Honor Level 2 rules for this scenario (see **Clan Honor and Battlefield Tactics**, p. 5). As the SLDF 'Mechs move up the defile, the Clan player may only attack the machine in the lead. Once the SLDF 'Mechs are on the ridge, the Clan warriors may violate Honor Level 2 only if the SLDF MechWarriors do so first.

AFTERMATH

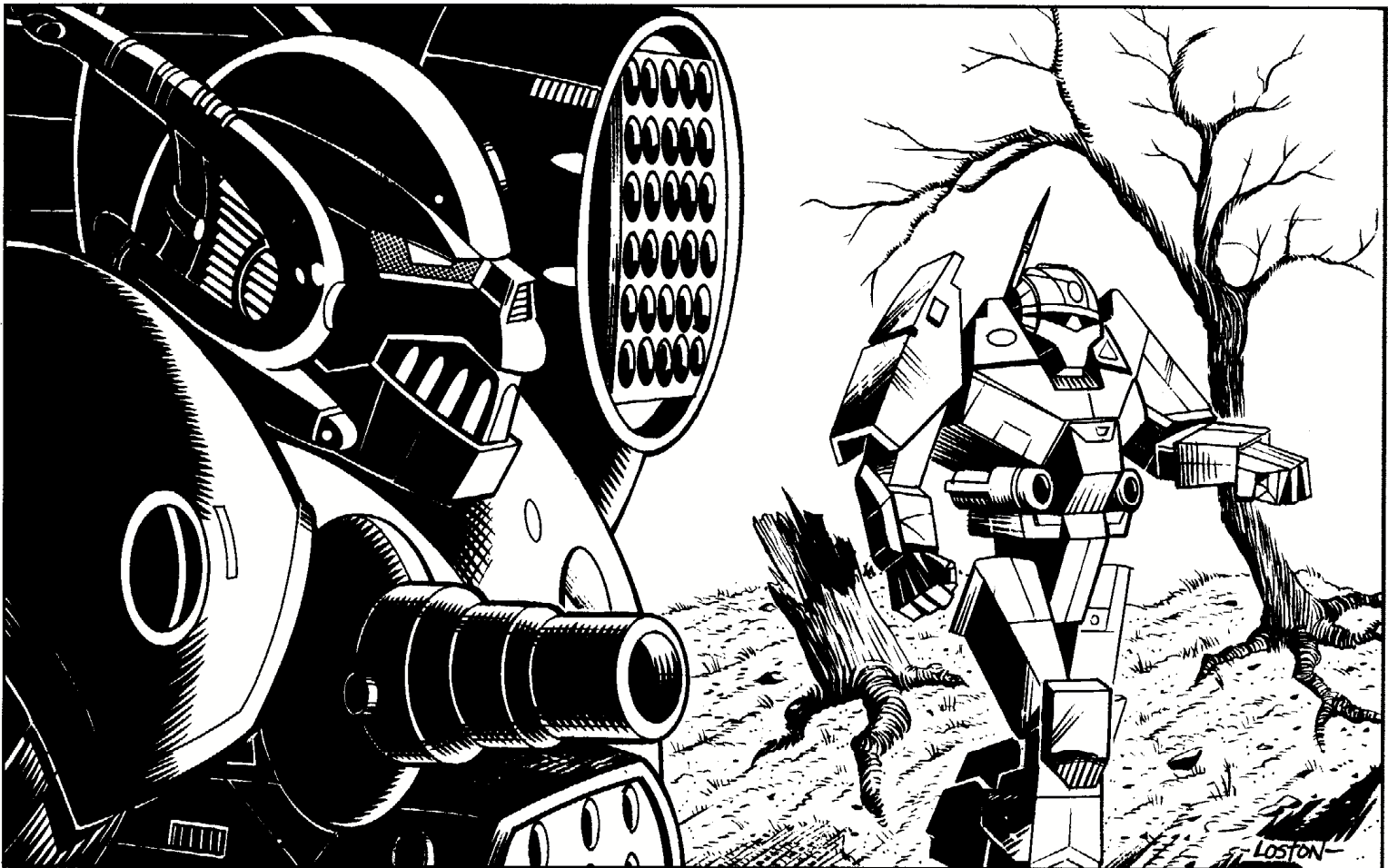
Prince Victor led the way past the first two Clan 'Mechs and then let Lieutenant Sanderlin take the fore. Sanderlin's *Penetrator* held up under the Clan *Man O' War's* weapons, and the combined fire of both Inner Sphere 'Mechs together put the Clan 'Mech down. Then the two SLDF machines crested the ridge together and split up to go one-on-one with the *Hankyu* and the *Peregrine*. They quickly dispatched both of their Smoke Jaguar opponents.

Not until later did they realize they had fought an Omega Star of the Fourth Jaguar Regulars, sacrificed so that the bulk of the Clan forces could escape. Having been handed several humiliating defeats, the Jaguars were fleeing the Inner Sphere en masse. With the battle for Schuyler over and the Jaguars on the run, Prince Victor returned to Wolcott to oversee the final stages of the assault.



THE DRAGON ROARS

WAVE FOUR: CLEAN-UP



With the Smoke Jaguars in flight, Victor Steiner-Davion and Anastasius Focht realized that the main assault was over and the Inner Sphere had won a resounding victory. Always wary of being overconfident, however, Prince Victor kept the SLDF forces battle-ready while planning a final sweep to remove all traces of the Smoke Jaguars' military forces from the Inner Sphere. As Victor led several units into the Periphery to follow the fleeing Smoke Jaguars, Phelan Kell commanded the final few battles that took place in the Draconis Combine.

On the worlds of Savinsville and Staplefield, garrison Clusters of Kappa Galaxy fought long enough to satisfy their honor. With no hope of escape, the garrison Cluster commanders finally negotiated Trials of Possession with their SLDF counterparts. The bidding was similar to the Nova Cat preemptive batchalls fought earlier in the invasion; the Smoke Jaguars knew they would lose and so planned to save face before succumbing. On Savinsville, the Jaguar forces were officially captured by the Fourth Wolf Guards Assault Cluster, while on Staplefield the First Amphigean Light Assault Group claimed the defeated forces.

The garrison Cluster left behind to defend Kabah held out much longer before agreeing to Trials of Possession. Staging several delaying actions, the garrison troops hoped to hold out

until ships returned from Matamoros to pull them off-world. Only when the Twenty-second Dieron finally convinced the Cluster commander that no rescue was forthcoming did the Cluster initiate Trials of Possession. These challenges were split almost evenly between the Dieron Regulars and the supporting Nova Cat Cluster.

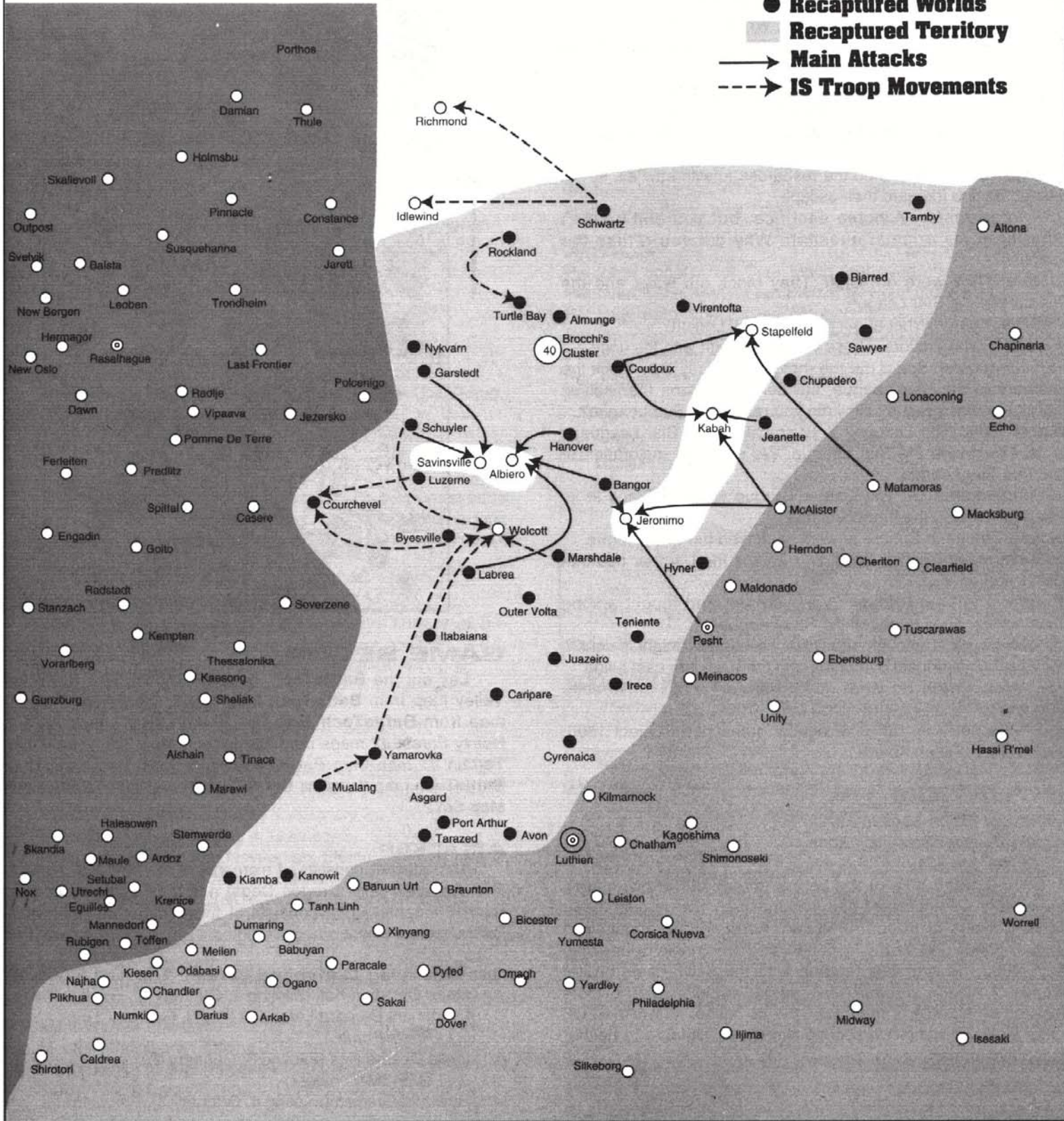
On Jeronimo and Albieron, however, the Smoke Jaguars fought to the death. The SLDF forces on each planet claimed some salvage and a few prisoners, but little else. Only the Capellan Confederation's House Daidachi warriors managed to claim any worthwhile assets, capturing a Jaguar storage depot full of supplies and technicians. Though all the on-planet SLDF forces split the supplies between them per regulations, the technician prisoners elected to become bondsmen to the Daidachi.

When the invasion's fourth wave officially wrapped up on 18 September 3059, every Smoke Jaguar world in the former occupation zone was pacified under an SLDF garrison. All Nova Cat-occupied worlds were under SLDF administration, but out of respect for their unlikely ally, the SLDF posted military forces on very few of those planets. The exceptions were worlds along the Ghost Bear occupation zone border, where hostilities were considered likely.

WAVE FOUR: CLEAN-UP

WAVE FOUR

- Recaptured Worlds
- Recaptured Territory
- Main Attacks
- - -> IS Troop Movements



THE DRAGON ROARS

SCENARIO 12: LET SLIP THE DOGMA OF WAR

ISF interrogator: When the Star League forces landed on Jeronimo, you refused their batchall. Why?

Kotare: Star League forces? Surat spawn. Money soldiers and traitors.

ISF interrogator: So you wasted your entire Cluster?

Kotare: The death of warriors in battle is never a waste.

ISF interrogator: Even when abandoned? The Omega Galaxy Command Tertiary fled Jeronimo in July.

Kotare: Triage. We lacked the resources to withdraw all, so we stayed behind to guard their escape.

ISF interrogator: A noble sacrifice, but you still haven't answered my original question. Why did you refuse the batchall?

Kotare: They were not Clan. They mock our ways and the memory of the Star League.

ISF interrogator: What about the First Wolf Legion?

Kotare: (Spits) Traitors. Those who break faith with the unity—

ISF interrogator: Spare me the rhetoric. You say they mock the memory of the Star League, but don't the Clans themselves honor the Star League? Why did you refuse the Star League?

Kotare: What Star League? Your so-called new Star League is a lie. We revere the Star League. We seek the restoration of the *true* Star League.

ISF interrogator: So you want a League with the Clans at its head rather than the Inner Sphere?

Kotare: The Inner Sphere powers destroyed the Star League.

ISF interrogator: I think you'll find Amaris the Usurper has that distinction.

Kotare: The Great Houses were corrupt and fought among themselves. They betrayed the Star League.

ISF interrogator: I thought the Clans believed in "might is right"?

Kotare: The strongest overcome and the weak are cast aside.

ISF interrogator: So what does that say about the Smoke Jaguars?

—Except from ISF interrogation transcript, Subject 1508:
Star Colonel Ralph Kotare

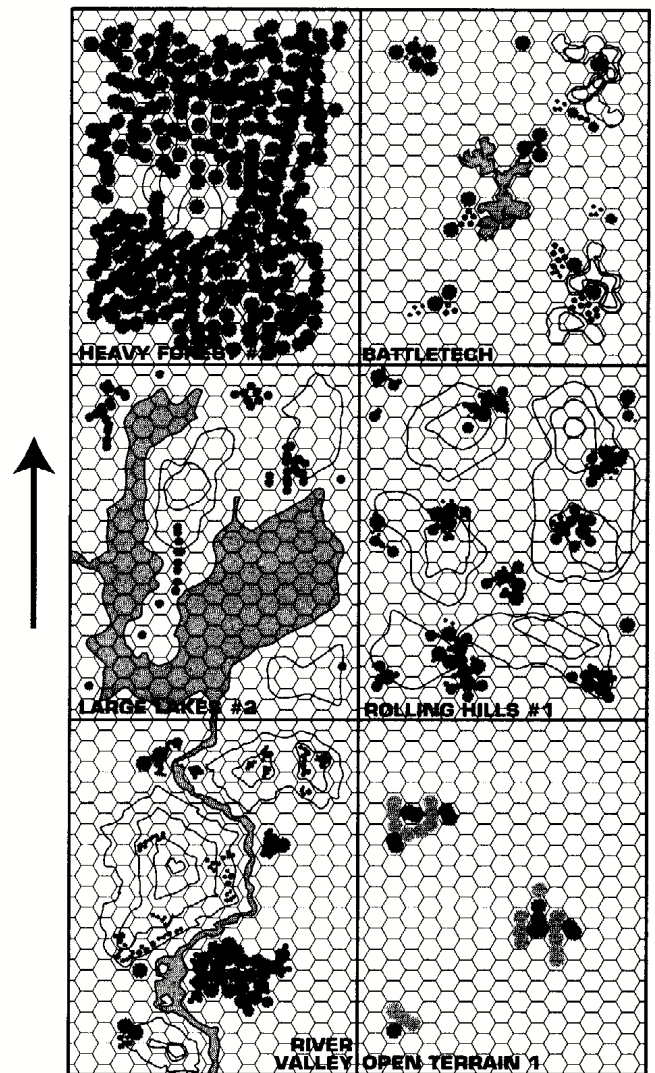
SITUATION

Stormcast Plains, Jeronimo

Smoke Jaguar Occupation Zone

15 September 3059

Though the bulk of the Jaguar forces in the occupation zone were eliminated or had withdrawn by mid-August, scattered pockets of troops remained. Four worlds remained in Jaguar hands, the troops stationed on them unable or unwilling to retreat. The strongest resistance to the SLDF came on the worlds of Albiero and Jeronimo, where hard-line Clan officers insisted on a battle to the death. On Jeronimo, four elite SLDF units faced off against a second-line Clan Cluster, and neither side gave quarter.



GAME SET-UP

Lay out the **BattleTech** maps as shown. Use the River Valley map from **BattleTech Map Set 2**, the Rolling Hills #1 map from **BattleTech Map Set 3**, the Large Lakes #2 and Heavy Forest #2 maps from **BattleTech Map Set 4**, the Open Terrain #1 map from **BattleTech Map Set 5** and a standard **BattleTech** map (from the **BattleTech** boxed set or **BattleTech Map Set 2**).

ATTACKER

The attacker consists of elements of the First Kell Hounds First Battalion (The Dragon Dogs) and the First Wolf Legion. Each Elemental Point consists of five Elementals with small lasers, except where otherwise noted.

1st Battalion Command Lance, 1st Kell Hounds

Major Christian Kell (Piloting 1, Gunnery 1), *Ryoken* Prime
Lieutenant Bernard Lamb (Piloting 3, Gunnery 1),

Puma Prime

Lydia Desmoulins (Piloting 3, Gunnery 2),

TMP-3M *Tempest*

Rowland Gracian (Piloting 4, Gunnery 3), *Ferris* Prime

LET SLIP THE DOGMA OF WAR

Fire Support Lance, 1st Kell Hounds

Lieutenant Barbara Huss (Piloting 3, Gunnery 3),

CES-3R *Caesar*

Gerard Nabokov (Piloting 4, Gunnery 2),

PTR-4D *Penetrator*

Sergeant Helen Selden (Piloting 2, Gunnery 1),

ON1-K *Orion*

Kurt Rifkin (Piloting 3, Gunnery 2), MAD-5D *Marauder*

Command Star, 1st Wolf Legion

Star Colonel Evantha Fetladral, Elemental Point 1

Star Commander Anatole Kerensky

(Piloting 1, Gunnery 2), *Mad Cat Prime*

MechWarrior Clifford (Piloting 2, Gunnery 2), *Thor D*

MechWarrior Golm (Piloting 1, Gunnery 2), *Loki Prime*

MechWarrior Hollif (Piloting 3, Gunnery 1), *Fenris D*

MechWarrior Edora (Piloting 2, Gunnery 2), *Daishi Prime*

Point Commander Adri, Elemental Point 2

Assault Star, Trinary Alpha, 1st Wolf Legion

Star Commander Cosmo Carns (Piloting 3, Gunnery 2),

Man O' War C

MechWarrior Mhong (Piloting 3, Gunnery 2),

Black Hawk Prime

MechWarrior Llewellyn (Piloting 3, Gunnery 2),

Ryoken Prime

MechWarrior Iona (Piloting 1, Gunnery 1), *Vulture B*

MechWarrior Piero (Piloting 2, Gunnery 2), *Mad Cat Prime*

Point Commander Jana, Elemental Point 1

Point Commander Arlee Shaw, Elemental Point 2

Deployment

The two Kell Hound Lances enter from the south map edge during the Movement Phase of Turn 1. The Wolf Legion troops enter from the east map edge during the Movement Phase of Turn 4.

DEFENDER

The defender consists of the Command Trinary of the Tenth Jaguar Regulars. Each Elemental Point consists of five Elementals with small lasers, except where otherwise noted.

Alpha Command Binary

Star Colonel Ralph Kotare (Piloting 2, Gunnery 1),

Shadow Cat A

Star Captain Sia (Piloting 3, Gunnery 4), *Goshawk*

MechWarrior Anura (Piloting 4, Gunnery 2), *Hunchback IIC*

MechWarrior Bevan (Piloting 3, Gunnery 2), *Rifleman IIC*

MechWarrior Lea (Piloting 4, Gunnery 3), *Galahad*

Point Commander Mari Nevversan, Elemental Point 1

Point Commander James, Elemental Point 2

Point Commander Colum, Elemental Point 3 (Flamers)

Point Commander Lytton, Elemental Point 4

Point Commander Nicholas, Elemental Point 5

Alpha Strike Binary

Star Commander Saran (Piloting 4, Gunnery 2),

Dragonfly Prime

MechWarrior Francois (Piloting 4, Gunnery 4), *Mad Cat C*

MechWarrior Ihara (Piloting 2, Gunnery 2), *Galahad*

MechWarrior Miguel (Piloting 3, Gunnery 4), *Vulture A*

MechWarrior Ezra (Piloting 4, Gunnery 3) *Loki Prime*

Point Commander Nadine, Elemental Point 1
(Machine Guns)

Point Commander William, Elemental Point 2
(Machine Guns)

Point Commander Hector, Elemental Point 3

Point Commander Soren, Elemental Point 4

Point Commander Maynard, Elemental Point 5
(Machine Guns)

Deployment

The defending player deploys first. He may set up his forces anywhere on the Large Lakes or Rolling Hills map.

VICTORY CONDITIONS

The scenario ends when one side has been destroyed or forced to withdraw. When this occurs, add up the Victory Points and consult the Victory Table.

ACTION	VICTORY POINTS
Per Inner Sphere/Wolf Clan 'Mech destroyed	10
Per Inner Sphere/Wolf Clan Elemental Point destroyed	5
Per Inner Sphere/Wolf Clan 'Mech forced to withdraw	8
Per Inner Sphere/Wolf Clan Elemental forced to withdraw	3
Per Jaguar 'Mech destroyed	-5
Per Jaguar Elemental Point destroyed	-3

VICTORY TABLE

Total Points	Results
151 or higher	Decisive Clan Victory
100 to 150	Substantial Clan Victory
61 to 100	Marginal Clan Victory
16 to 60	Draw
-9 to 15	Marginal Inner Sphere Victory
-49 to -10	Substantial Inner Sphere Victory
-50 or lower	Decisive Inner Sphere Victory

SPECIAL RULES

The following special rules apply during this scenario.

Forced Withdrawal

The Forced Withdrawal rule is in effect (see **Forced Withdrawal**, p. 5) for the SLDF troops. SLDF units must withdraw from the south map edge. Jaguar forces will not withdraw.

Random Damage

To reflect damage sustained in an earlier engagement, most units in this scenario begin with pre-existing damage. Roll 2D6 - 2 for each SLDF (Kell Hounds or Wolf Legion) unit and 2D6 + 1 for each Clan unit. The dice roll represents the total amount of damage taken by each unit during a previous fight. Divide each dice-roll result into 5-point groups and apply the points as damage using the Front/Back column of the BattleMech Hit Location Table or to a randomly determined battle-armored Elemental. Apply any critical hits that result from this damage, except for the following: third engine hit, second gyro hit, cockpit hit, second hip hit, any result that indicates the destruction of a leg or head and any result that indicates the

LET SLIP THE DOGMA OF WAR



destruction of the center torso or side torso for Inner Sphere 'Mechs equipped with extralight engines.

Elementals may be eliminated by random damage.

Ammunition Expenditure

The SLDF units have had no time to rearm since their earlier battles. To simulate this ammunition shortage, the SLDF player rolls 2D6 for every ammunition magazine in each SLDF 'Mech or vehicle when filling out the BattleMech and vehicle 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, respectively, for an LB 10-X autocannon (normal ammo capacity 10) and an LRM-10 launcher (normal ammo capacity 24), the LB 10-X has 1 round ($10 - 9 = 1$) and the LRM has 16 rounds ($24 - 8 = 16$) available for the scenario.

The Clan 'Mechs begin the scenario with a full ammo load.

Honor Rules

The Smoke Jaguars must adhere to Honor Level 2 rules for this scenario (see **Clan Honor and Battlefield Tactics**, p. 5).

Special Abilities

While Star Colonel Kotare remains in the battle, the Tenth Jaguar Regulars gain a +2 bonus to their Initiative roll. However, if the Star Colonel is eliminated, the unit instead suffers a -1 Initiative penalty.

MechWarriors of the First Kell Hounds may draw fire, making their 'Mechs appear as tempting targets. When using this ability, a Kell Hounds 'Mech should designate a Jaguar 'Mech as its opponent. If the Kell Hound 'Mech is the closest valid target for the designated Jaguar 'Mech, the Jaguar 'Mech must shoot at the Kell Hound unit, even if it presents a more difficult target than another unit.

Adept at mobile warfare, the MechWarriors of the First Wolf Legion suffer only half the normal to-hit penalty (round up) for their own movement.

AFTERMATH

The bloody fighting on Jeronimo lasted for three days, finally ending when the First Kell Hounds and Davion Assault Guards forced the Clan Cluster out of the Topside Woods and onto Stormcast Plain. Harried by air attacks and artillery barrages, the Clan unit broke, and proved little match for the First Wolf Legion and the Fourteenth Alshain. Humiliated on McAlister, the Fourteenth Alshain sought and got its revenge on Jeronimo. Of the sixteen Jaguar survivors, fourteen were taken by the Kell Hounds and the Wolf Legion. To his shame, Star Colonel Kotare was among them; he is currently undergoing debriefing on the Draconis Combine capital of Luthien.

THE DRAGON ROARS

BATTLEFORCE SCENARIO: IN THE DRAGON'S COILS

Galaxy Commander Mikhail Ward halted his *Warhawk* on the crest of a small hill and surveyed his force. His command Star arranged themselves around him, and nearby a double column of OmniMechs paraded past. Beta Galaxy Command, the First Jaguar Guards and an Omega Trinary left behind by the 267th Battle Cluster before they left for the counterassault against the world of Meinacos—this was all that was left to Mikhail Ward. The misfortunes of war had deprived him of his base world, then shattered his Galaxy into its component Clusters, and finally driven him into the role of the hunted.

Four days had passed since the attacking Inner Sphere regiments had forced him from Outer Volta's capital city. The running battles he had fought since were not the style of combat he preferred, but Khan Osis had ordered him to delay the Inner Sphere units for as long as possible. The Eighth Sword of Light continued to hound him from behind, and the Com Guard forces harried his flanks. And somewhere ahead were the Izanagi Warriors, ready to claim another piece of his command.

Laser fire bit into his 'Mech's shoulder, melting armor and shocking Ward from his reverie. Battle-honed reflexes took over; he swiveled the *Warhawk* to face the enemy even as his command unit formed up on him and moved to challenge the new threat. A company of Inner Sphere 'Mechs, painted gold with black accents, broke cover from a small grove of trees and moved to flanking positions. Off to his right another company broke cover, and reports of enemy contact on both flanks flooded the battle channel.

The *stravagi* Izanagi Warriors had found him again.

SITUATION

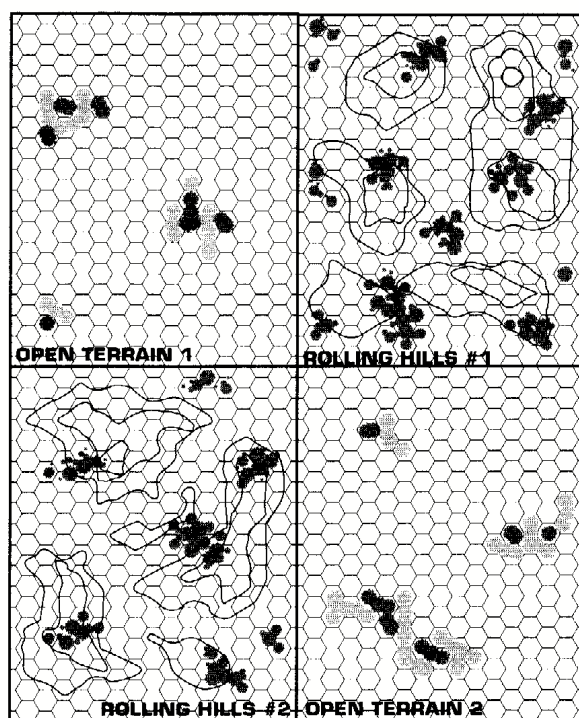
Oshira Foothills, Outer Volta
Smoke Jaguar Occupation Zone
4 August 3059

After fleeing Avon with the remnants of his command Trinary and the First Jaguar Guards, Galaxy Commander Mikhail Ward arrived on Outer Volta, only to receive orders from Jaguar Khan Lincoln Osis that Ward was to give up his transport vessels to the 267th Battle Cluster for a counterassault against the Combine world of Meinacos. By the beginning of the invasion's third wave, signaled by the arrival of three Inner Sphere regiments on Outer Volta, those vessels had yet to return. The Khan's final orders had been to delay the Inner Sphere forces for as long as possible. Four days and several skirmishes later, the Izanagi Warriors finally forced Mikhail Ward into a direct engagement.

GAME SET-UP

This scenario is for use with the **BattleForce 2** game system.

Lay out **BattleTech** mapsheets as shown. Use both Rolling Hills maps from **BattleTech Map Set 3** and the Open Terrain maps from **BattleTech Map Set 5**. Treat all woods hexes on the Open Terrain maps as Light Woods.



ATTACKER

The attacking force consists of elements of two battalions from the Izanagi Warriors, supported by two companies from the Eighth Sword of Light. Units marked with an asterisk (*) are command units. Each command unit's subordinate units (its chain of command) are shown in brackets [] after the asterisk. Units marked with a dagger symbol (†) are battalion command lances and are used to determine victory for the scenario.

Izanagi Warriors, First Battalion

Command Lance† (MH1)* [MA1, MH2, MM1, MH4, MM5, ML5]
DGR-3F *Dragon Fire*, Elite
NDA-1K *No-Dachi*, Elite
BLR-3M *BattleMaster*, Elite
DRG-5K *Grand Dragon*, Veteran

1st Company

Alpha Lance (MA1)* [ML1]
SD1-0A *Sunder*, Elite
AKU-1X *Akuma*, Elite
HTM-27T *Hatamoto-Chi*, Veteran
AWS-9M *Awesome*, Veteran

Bravo Lance (ML1)

HM-1 *Hitman*, Elite
SDR-9K *Venom*, Veteran
JR7-K *Jenner*, Elite
JR7-K *Jenner*, Veteran

2nd Company

Alpha Lance (MH2)* [MH3, ML2]
DRG-5K *Grand Dragon*, Veteran
WHM-7M *Warhammer*, Regular
DAI-01 *Daikyu*, Veteran
NDA-1K *No-Dachi*, Veteran
Bravo Lance (MH3)
NDA-1K *No-Dachi*, Veteran

IN THE DRAGON'S COILS

MAD-5D *Marauder*, Veteran
GHR-5J *Grasshopper*, Regular
DAI-01 *Daikyu*, Veteran

Charlie Lance (ML2)

PNT-10K *Panther*, Veteran
PNT-10K *Panther*, Regular
PNT-10K *Panther*, Veteran
PNT-10K *Panther*, Regular

3rd Company

Alpha Lance (MM1)* [MM2, ML3]
GRM-R-PR29 *Grim Reaper*, Veteran
KIM-2 *Komodo*, Veteran
KIM-2 *Komodo*, Veteran
PXH-3M *Phoenix Hawk*, Regular

Bravo Lance (MM2)

BHKU-OB *Black Hawk-KU*, Veteran
DMO-1K *Daimyo*, Veteran
PXH-3M *Phoenix Hawk*, Regular
KTO-2O *Kintaro*, Regular

Charlie Lance (ML3)

HM-1 *Hitman*, Veteran
HM-1 *Hitman*, Regular
SDR-7M *Spider*, Veteran
JR7-K *Jenner*, Veteran

Izanagi Warriors, Second Battalion

Command Lance† (MH4)* [MM3, MM4]

NDA-1K *No-Dachi*, Elite
MTR-5K *Maelstrom*, Elite
BNC-5S *Banshee*, Elite
WHM-7M *Warhammer*, Veteran

1st Company

Alpha Lance (MM3)

DMO-1K *Daimyo*, Veteran
KTO-2O *Kintaro*, Regular
KIM-2 *Komodo*, Veteran
KIM-2 *Komodo*, Regular

Bravo Lance (MM4)

PXH-3M *Phoenix Hawk*, Veteran
GRF-3M *Griffin*, Veteran
WVR-7D *Wolverine*, Regular
HBK-5M *Hunchback*, Veteran

2nd Company

Alpha Lance (MM5)* [ML4, MM6]

SD1-OB *Sunder*, Veteran
RTX1-OD *Raptor*, Veteran
RTX1-OD *Raptor*, Veteran
SR1-OC *Strider*, Regular

Bravo Lance (ML4)

AV1-OC *Avatar*, Veteran
OW-1 *Owens*, Regular
OW-1B *Owens*, Veteran
OW-1C *Owens*, Regular

Charlie Lance (MM6)

BJ2-OB *Blackjack*, Regular
BJ2-OB *Blackjack*, Veteran
OW-1 *Owens*, Veteran
NG-C3A *Naginata*, Veteran

3rd Company

Alpha Lance (ML5)* [MH5, MA2]

JR7-K *Jenner*, Veteran

SDR-9K *Venom*, Veteran

SDR-9K *Venom*, Regular

HM-1 *Hitman*, Veteran

Bravo Lance (MH5)

DRG-5K *Grand Dragon*, Veteran
ARC-4M *Archer*, Regular
ARC-4M *Archer*, Veteran
BLR-3M *BattleMaster*, Regular

Charlie Lance (MA2)

HTM-27T *Hatamoto-Chi*, Veteran
AKU-1X *Akuma*, Regular
BNC-5S *Banshee*, Veteran
OBK-M1O *O-Bakemono*, Veteran

Eighth Sword of Light, First Battalion

Command Lance† (MH6)* [MA3, MM7]

NDA-1K *No-Dachi*, Elite
NDA-1K *No-Dachi*, Veteran
HTM-27T *Hatamoto-Chi*, Elite
DGR-3F *Dragon Fire*, Elite

1st Company

Alpha Lance (MA3)* [ML6]

HTM-27T *Hatamoto-Chi*, Veteran
AKU-1X *Akuma*, Veteran
BNC-5S *Banshee*, Veteran
OBK-M1O *O-Bakemono*, Veteran

Bravo Lance (ML6)

JR7-K *Jenner*, Regular
SDR-9K *Venom*, Veteran
SDR-9K *Venom*, Regular
HM-1 *Hitman*, Veteran

3rd Company

Alpha Lance (MM7)* [MM8, MH7]

BHKU-O *Black Hawk-KU*, Veteran
KIM-2 *Komodo*, Veteran
GRM-R-PR29 *Grim Reaper*, Regular
DAI-01 *Daikyu*, Veteran

Bravo Lance (MM8)

GRM-R-PR-29 *Grim Reaper*, Veteran
GRM-R-PR29 *Grim Reaper*, Regular
PXH-3M *Phoenix Hawk*, Veteran
DKO-1K *Daimyo*, Veteran

Charlie Lance (MH7)

DRG-3F *Dragon Fire*, Veteran
WHM-7M *Warhammer*, Regular
MAD-5D *Marauder*, Regular
AWS-9M *Awesome*, Regular

Deployment

The attacker sets up anywhere within 2 hexes of the north or south map edges.

DEFENDER

The defenders are the remnants of Beta Galaxy's Command Trinary and the First Jaguar Guards from Avon, and an Omega Trinary from the 267th Battle Cluster. These forces have been reorganized by Mikhail Ward into an efficient Clan Cluster. Units marked with an asterisk (*) are command units. Each command unit's subordinate units (its chain of command) are shown in brackets [] after the asterisk.

IN THE DRAGON'S COILS

Trinary Command (Beta Command and First Jaguar Guards Elementals)

Command Star (MH10)* [MM13, IB6, MH11, MA4, MH12]

Masakari B, Elite
Vulture A, Elite
Cauldron-Born Prime, Elite
Black Hawk C, Elite
Mad Cat B, Elite

Striker Star (MM13)

Dragonfly Prime, Elite
Shadow Cat B, Veteran
Loki Prime, Elite
Loki B, Elite
Ryoken A, Elite

Elemental Star (IB6)

Elemental Point w/Small Lasers, Veteran
 Elemental Point w/Small Lasers, Elite
 Elemental Point w/Small Lasers, Veteran
 Elemental Point w/Small Lasers, Veteran
 Elemental Point w/Small Lasers, Elite

Trinary Striker (First Jaguar Guards)

Striker Command (MH11)* [MM14, ML10]

Mad Cat Prime, Elite
Night Gyr A, Elite
Vulture Prime, Veteran
Cauldron-Born A, Elite
Ryoken C, Elite

Striker Alpha (MM14)

Black Hawk A, Veteran
Dragonfly B, Veteran
Hankyu Prime, Elite
Feris A, Veteran
Koshi Prime, Veteran

Striker Bravo (ML10)

Puma A, Veteran
Puma Prime, Elite
Uller C, Veteran
Dasher Prime, Veteran
Dasher B, Veteran

Binary Assault (First Jaguar Guards)

Assault Command (MA4)* [MA5]

Gladiator Prime, Elite
Man O' War A, Veteran
Daishi Prime, Veteran
Daishi B, Veteran
Night Gyr B, Veteran

Assault Alpha (MA5)

Masakari Prime, Veteran
Masakari A, Veteran
Daishi A, Veteran
Mad Cat Prime, Veteran
Gladiator A, Veteran

Trinary Omega (267th Battle Cluster)

Omega Command (MH12)* [MM15, ML11]

Nobori-nin Prime, Elite
Rifleman IIC, Veteran
Rifleman IIC, Veteran
Galahad, Veteran
Grizzly, Veteran

Omega Alpha (MM15)

Hunchback IIC, Veteran
Griffin IIC, Veteran
 BMB-12D *Bombardier*, Regular
 BMB-12D *Bombardier*, Regular
 KTO-19 *Kintaro*, Regular

Omega Bravo (ML11)

Piranha, Regular
Locust IIC, Veteran
 MCY-99 *Mercury*, Regular
 MCY-99 *Mercury*, Regular
 MON-66 *Mongoose*, Regular

Deployment

The defender sets up first anywhere on the map.

VICTORY CONDITIONS

The scenario ends when all of the Clan forces have been destroyed or have withdrawn from the map. The Clan forces understand that they are badly outnumbered. Under orders to execute a delaying action, they are attempting to destroy the command lance of each battalion arrayed against them. They will then attempt to withdraw in order to fight another day.

During the End Phase of the first turn in which the Clan force destroys an Inner Sphere battalion command lance (marked with a †), roll 1D6. On a result of 1–3, the Clan player will begin to withdraw his forces off the north map edge. On a result of 4–6, the Clan player will begin to withdraw his forces off the south map edge. All remaining Clan forces must leave the map by that same edge.

To determine the Victory Level, consult the Victory Table below.

VICTORY TABLE

Action	Result
Clan player destroys all 3 IS command (†) lances and exits one or more of his own units off the map	Decisive Clan Victory
Clan player destroys 1–2 IS command (†) lances and exits one or more of his own units off the map	Marginal Clan Victory
Clan player destroys no IS command (†) lances and does not exit any of his own forces off the map	Clan Defeat
Inner Sphere force destroys all Clan units	Decisive Inner Sphere Victory
Inner Sphere force destroys more than half of the Clan units	Marginal Inner Sphere Victory
Inner Sphere force destroys less than half of the Clan units	Inner Sphere Defeat

SPECIAL RULES

The following special rules apply throughout this scenario.

SPECIAL ABILITIES

All three units of the Izanagi Warriors' Second Battalion, Second Company are C³-equipped.

HONOR RULES

Standard **BattleForce 2** Clan Honor rules are in effect.

IN THE DRAGON'S COILS



COMMAND LISTS

The following command lists apply to this scenario. The Inner Sphere Command list includes the new command, Sacrifice for the Dragon!

Sacrifice for the Dragon!

This command was designed for use with this scenario. Players also may use this command in conjunction with the standard command list in the **BattleForce 2** game system when designing their own scenarios.

The command Sacrifice for the Dragon! allows one element of a unit to acknowledge his duty to the Dragon and sacrifice himself in a berserk, suicidal physical assault on a enemy unit in an attempt to quickly destroy that enemy unit.

A single Heavy or Assault element of the Inner Sphere unit may make a Pointblank charge attack with a base to-hit number equal to the target's MP or the attacker's MP, whichever is higher. All other standard modifiers apply. The effect of the Pointblank charge attack is that the player replaces the attacking element's Pointblank damage value with the element's MP times 2 (plus overheat, if desired) for this single attack. If the Pointblank charge attack succeeds, the attacking element is immediately destroyed.

Command	MP	Attacks	Other Effects
Sacrifice for the Dragon!	—	—	One Heavy or Assault element in unit may Charge

Command Lists

Counter Number	Inner Sphere	Counter Number	Clan
1	Alpha Strike	11	Alpha Strike
2	Sacrifice for the Dragon!	12	Alpha Strike
3	Evasive Action	13	Evasive Action
4	Doubletime March	14	Fall Back!
5	Charge!	15	Stand and Shoot
6	Stand and Shoot	16	Stand and Shoot
7	Fall Back!	17	Fall Back!
8	Careful Aim	18	Careful Aim
9	Ambush	19	Doubletime March
10	Stand and Shoot	20	Alpha Strike

AFTERMATH

The Izanagi Warriors caught Mikhail Ward in a bad situation, scoring several critical hits with their opening volleys. The battle swiftly degenerated into a brutal exchange of weapons fire, in which the Smoke Jaguars never recovered the initiative. Mikhail Ward directed fire against the faster Izanagi recon 'Mechs in time for only a dozen of his warriors to escape the blood bath. Unfortunately for the Jaguars, the Inner Sphere troops tracked them down the next day and finished them off.

THE DRAGON ROARS

FINAL WORDS



"As of 1 November 3059, the ISF is prepared to verify that no organized Smoke Jaguar military force remains within the Draconis Combine. We do not deny the possibility that isolated units, certainly no larger than a Star, may still be operating in the wilderness areas of some recaptured planets. Such forces, however, are cut off from their lines of supply and communication, and so pose no threat to the security of the Dragon."

—*Tai-i* Ukia Assigi, news liaison, Voice of the Dragon ISF

The Bureau of Administration, in cooperation with the SLDF, can now release the following facts and figures.

The DCMS lost four of its new WarShips; two *Kyushu* class frigates, one *Kirishima* cruiser, and one *Tatsumaki* class destroyer. All other damaged WarShips can be repaired. In retaliation, we have destroyed two Clan WarShips and captured two others. The rest of the SLDF force lost five WarShips, destroyed four and captured three.

Ground forces achieved an even more glorious ratio of victory against losses. Even with the near-catastrophe on Luzerne, we estimate that the SLDF inflicted more than twice as much materiel damage on the Jaguars as the Jaguars did on our forces, while losing less than a quarter of the lives lost by the Smoke Jaguars. With the supplies and 'Mechs salvaged from the battlefields, the SLDF's losses in resources are insignificant. And, as befits the Combine's efforts, our regiments averaged among the best in all categories.

—Excerpt from report by *Chu-sa* Sova Gregory,
Propaganda Department, Bureau of Administration

It is doubtful that we will ever know for certain the strength of the Smoke Jaguar forces that escaped us in the recent invasion. However, after analyzing all available information, the ISF is willing to make the following declaration. The Smoke Jaguars' front-line strength cannot possibly exceed twelve Trinaries (approximately three Clusters, or one Galaxy), and is likely closer to ten Trinaries. We estimate their second-line/garrison strength at no greater than eight Clusters (two to three Galaxies). We assume that appropriate supporting forces escaped as well, and include those in our estimate. These totals do not include forces remaining in Clan space.

—Excerpt from report by *Chu-sa* Orano Meshita,
Metsuke, ISF

"Our own analysts find no flaw in the Combine's assertions. Where assumptions have been made, they are clearly conservative. Taking all the data into consideration, we agree that the Smoke Jaguars are mortally wounded. Even if they survive predation by other Clans, it is highly unlikely that they can mount a strong enough force to ever threaten the Inner Sphere again."

—Hauptmann Davis Lynch, spokesman,
Federated Commonwealth MIO

PERSONALITIES



PRECENTOR MARTIAL ANASTASIUS FOCHT

Rank/Position: Precentor Martial of ComStar
Year of Birth: 2972 (age 87)

BattleMech: AS7-K Atlas
'Mech Piloting Skill: 2
'Mech Gunnery Skill: 1

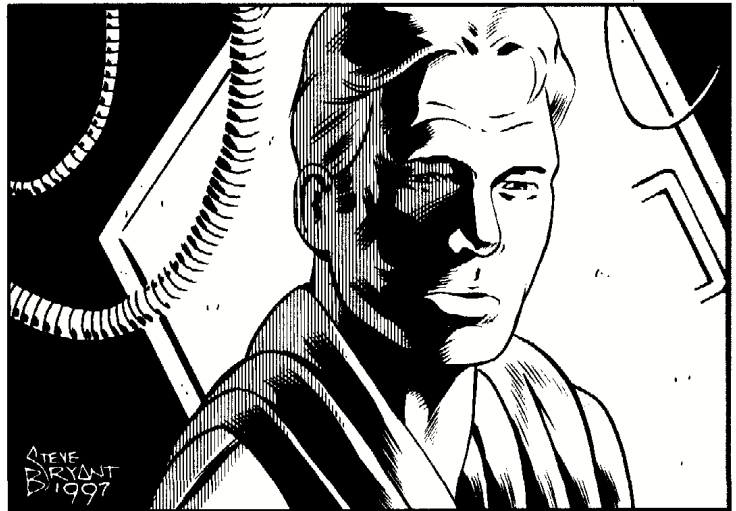
Profile:

The first six or seven decades of Focht's life, the period prior to his joining ComStar, remain largely a mystery. His accent suggests a Lyran origin, but this does not mesh with hints that he has known Coordinator Theodore Kurita for many years. His bearing clearly indicates a lifetime spent in military service, and he bears numerous scars that testify to past battles. Most notable is the loss of his right eye, over which he wears a patch.

He entered service with ComStar in the 3030s, after spending time as part of a monastic order. In 3043 he became the first, and to date only, Precentor Martial of ComStar. When the Clans invaded the Inner Sphere in 3050, he was the natural choice to act as ambassador to Kerensky's militaristic descendants, and became a close associate of Khan (later ilKhan) Ulric Kerensky.

When the Clans revealed their true objective in the Inner Sphere, Focht planned and led the proxy battle for Terra, which was fought on the world of Tukayyid in the Rasalhague Free Republic. Focht owes much of his fame to that battle, which has prompted many to mention his name alongside those of Alexander, Napoleon and Aleksandr Kerensky as one of the great military leaders of history. Since then, though claiming little patience for politics, he has put considerable energy into the reformation of ComStar—actions which have placed him at odds with many in the order. Numerous people throughout the Inner Sphere regard him, rather than Primus Sharilar Mori, as the leader of ComStar, a fact Focht attributes to his higher public profile.

Respected by all parties, Focht was a natural choice as commander of the counterattack against the Clans. All the Inner Sphere powers trusted him, and the Clans feared him. Though he did not originate the battle plan, his dramatic and successful execution of the operation has further bolstered his fame, especially within the Draconis Combine.



ARCHON-PRINCE VICTOR STEINER-DAVION

Rank/Position: Archon-Prince of the Federated Commonwealth/Commander of the Tenth Lyran Guards (The Revenants)
Year of Birth: 3030 (age 29)

BattleMech: *Daishi*
'Mech Piloting: 4
'Mech Gunnery: 2

Profile:

Victor Ian Steiner-Davion has been fighting the Clans since the first days of the Clans' initial invasion of the Inner Sphere. He planned the Clan defeat on the world of Twycross, and faced a Jade Falcon drive on the world of Alyina specifically meant to result in his capture. He also planned and led the rescue of Hohiro Kurita, heir to the throne of the Draconis Combine, when Hohiro and his unit were trapped behind Clan lines on the planet Teniente.

In the following years, Prince Victor drove himself to learn everything he could about his enemy, determined to defeat the Clans when the Truce of Tukayyid expired. In 3058, the battle against Clan Jade Falcon forces for the world of Coventry showed the armies of the Inner Sphere that they could indeed work together to end the Clan menace. Roughly a year and a half later, as the Precentor Martial's hand-picked lieutenant, Prince Victor was finally able to lead a major assault against the Clans, backed by military units from every Inner Sphere realm that forged themselves into a new Star League Defense Force.

PERSONALITIES

The success of Operation Bulldog is a testament to the Prince's indefatigable will. To him goes the credit for the successful integration of SLDF forces with those of the DCMS. Prince Victor managed the timetables and force allocations, guided by Precentor Martial Focht, and never succumbed to overconfidence, even in the light of stunning victories. His relentless pursuit of the Smoke Jaguars drove them out of the Inner Sphere faster and with fewer casualties than anyone had dreamed possible.



HEIR-DESIGNATE HOHIRO KURITA

Rank/Position: Heir to the Dragon/Commander of the First Genyosha

Date of Birth: 3023 (age 36)

BattleMech: *Sunder, Daishi*

'Mech Piloting: 3

'Mech Gunnery: 2

Profile:

Hohiro graduated from the Sun Zhang MechWarrior Academy and Wisdom of the Dragon university with honors, showing the same natural MechWarrior ability as his father, Coordinator Theodore Kurita. In contrast to past heir-designates, Hohiro has a close relationship with his father.

The Clan invasion of the Inner Sphere was not kind to Hohiro. Captured on the world of Turtle Bay, he was smuggled off-planet, only to find himself once again caught behind Clan lines on Teniente. Only the rescue operation mounted by Prince Victor Steiner-Davion saved Hohiro from capture by the Clans once more. Hohiro was then attached to the Genyosha, where Master Warrior Narimasa Asano helped train Hohiro as an elite warrior. Eventually, Asano paid Hohiro the highest possible compliment by surrendering command of the First Genyosha to his young protégé.

Hohiro acquitted himself well in Operation Bulldog. On the world of Kiamba, he led SLDF forces to one of the operation's first astounding victories. He then worked his way along the Jaguar-Ghost Bear border to participate in the assault on Schuyler.



KHAN PHELAN KELL

Rank/Position: Khan, Wolf Clan in Exile/Commander of the Fourth Wolf Assault Guards

Date of Birth: 3031 (age 28)

BattleMech: *Wolfhound IIC, Gladiator*

'Mech Piloting: 1

'Mech Gunnery: 1

Profile:

Phelan Kell, son of the famed mercenary leader Morgan Kell, was captured by Clan Wolf in the first days of the Clan invasion of the Inner Sphere. Backed by then-ilKhan Ulric Kerensky, Phelan went from lowly bondsman to adopted member of Clan Wolf's warrior caste in record time. He became the youngest warrior ever to win a Bloodname and rise to the position of Khan.

When Clan Wolf fought its Trial of Refusal with Clan Jade Falcon, Ulric Kerensky foresaw the outcome and recognized that the Warden-oriented Wolves—those who believed, as he did, that the duty of the Clans was to safeguard the Inner Sphere rather than remake it in the Clans' image—would need to join the Inner Sphere or be destroyed. He gave Phelan the responsibility for making this move, and the young warrior accepted. Phelan's Wolf-Clan-in-Exile took up residence on the world of Arc-Royal, home of the Kell Hounds, where they worked to rebuild their strength separate from the rest of the Clans.

Phelan acted as an invaluable advisor to Prince Victor and the Precentor Martial during Operation Bulldog, committing his Wolves to the defense of the Inner Sphere. On Labrea, he won possession of Jaguar Khan Lincoln Osis's prized command, the Sixth Jaguar Dragoons. After the third wave of the Inner Sphere assault, Phelan was placed in command of the few remaining Inner Sphere operations while Prince Victor led forces into the nearby Periphery to finish off all known Jaguar support bases.

PERSONALITIES



DUKE KAI ALLARD-LIAO

Rank/Position: Heir to the St. Ives Compact/Commander of the First St. Ives Lancers

Year of Birth: 3030 (age 29)

BattleMech: CN9-YLW2 *Centurion*, PTR-4D *Penetrator*

'Mech Piloting: 0

'Mech Gunnery: 0

Profile:

The oldest child of Duchess Candace Liao of St. Ives and Justin Allard, the former head of Federated Commonwealth Intelligence, Kai is regarded as the greatest warrior of modern times. With such extraordinary parents, Kai was pushed to excel, though the formidable talents of his parents and siblings skewed his perceptions of his own abilities and often caused him to second-guess himself.

Kai graduated from the New Avalon Military Academy in 3049 and was assigned to the Tenth Lyran Guards, later becoming a close friend of Prince Victor Steiner-Davion. Kai shot to fame in the Second Battle of Twycross, destroying the Falcon Guards Cluster almost single-handedly in the canyon known as the Great Gash.

After training with Wolf's Dragoons on the world of Outreach during the year-long break in Clan-Inner Sphere hostilities, Kai returned to the front lines. Though feared lost on the planet Alyina, he survived the battle with the Falcons there and later went on to rescue both Inner Sphere and Clan troops from ComStar's Operation Scorpion (a misguided attempt to take over the Inner Sphere while both sides were otherwise engaged in the Battle of Tukayyid).

The Kai who emerged from his trial by fire on Alyina was a new man, his experiences having stripped away much of the self-doubt that had previously plagued him. He resigned his commission with the AFFC and traveled to the game world of Solaris, where he soon became champion of its famous 'Mech battles. However, attempts to foment war between the Federated Commonwealth and the Free Worlds League drew him back into Successor State politics. Though willing to support his mother, Duchess Candace Liao, Kai seems unwilling to

succeed her. It is likely that his younger sister, Kuan Yin, will be the next ruler of the St. Ives Compact.

During Operation Bulldog, Kai led the St. Ives contingent of the SLDF coalition force and commanded the assault on Tarazed. He also participated in the battle for Caripare and formed part of Prince Victor's "Dream Team" in the assault on Schuyler. His whereabouts since the cessation of hostilities remains unknown.

He is married to Doctor Deirdre Lear, and they have two children.



GALAXY COMMANDER BRENDON CORBETT

Rank/Position: Galaxy Commander/Commander of the Jaguar Spirit Keshik

Year of Birth: 3024 (age 35)

BattleMech: *Masakari*

'Mech Piloting: 1

'Mech Gunnery: 3

Profile:

Already a Star Captain, Brendon won his Bloodname at the age of twenty-four, just before the Clan invasion of the Inner Sphere commenced. He showed a natural aptitude for 'Mech piloting, exploiting terrain and his enemy's maneuvers, that would leave less experienced warriors lying in a broken 'Mech. His one weakness lay in strategic and tactical planning, which he labored to correct throughout the Clan invasion. On Tukayyid, he proved his success in doing so when he rallied remnants of the Smoke Jaguars' Alpha Galaxy and rescued Jaguar Khan Lincoln Osis, then led a fighting withdrawal back to the Smoke Jaguar landing zone.

After Tukayyid, backed by Khan Osis, Brendon Corbett fought for and won the position of Star Colonel in the re-forming Sixth Jaguar Dragoons. After seeing to the unit's resurrection, he petitioned for the re-formation of Alpha Galaxy and then won for himself the title of Galaxy Commander. Brendon Corbett is one of the youngest warriors ever to rise to this rank.

PERSONALITIES

In Operation Bulldog, Galaxy Commander Corbett again proved his talents when he took over for the disgraced Beta Galaxy Commander Mikhail Ward as in-theater commander. His restructuring of Smoke Jaguar tactics around a defensive strategy undoubtedly saved many Jaguar commands and allowed the Clan to pull back in an organized fashion once the recall order was given.



GALAXY COMMANDER MIKHAIL WARD

Rank/Position: Galaxy Commander/In-theater Commander of Clan Smoke Jaguar, Commander of Beta Galaxy

Year of Birth: 3018 (age 41)

BattleMech: *Masakari*

'Mech Piloting: 2

'Mech Gunnery: 2

Profile:

The commander of the Smoke Jaguars' Beta Galaxy, and in-theater commander until his death on the planet Outer Volta, Mikhail Ward was born to a Clan Wolf sibko on the world of Roche in 3018. He swiftly proved himself a capable warrior and cunning leader, winning the Ward Bloodname in 3044. However, during the Wolf Clan's Trial of Refusal against the decision to invade the Inner Sphere, Mikhail was taken as *isorla* by Clan Smoke Jaguar. After a short period as a bondsman, Mikhail returned to the rank of warrior, this time in his adoptive Clan.

Fighting with the First Jaguar Guards in the Clan invasion of the Inner Sphere, he saw action on the worlds of Almunge, Albiero, Tarazed and Luthien. With the Guards mauled in the latter battle, Mikhail found himself promoted to Star Captain in the preparations for the decisive battle on Tukayyid. Tukayyid was a crucible, for the Clans and for Mikhail personally. The Com Guards decisively defeated the Smoke Jaguars, destroying Alpha Galaxy and severely damaging Beta Galaxy in the desperate battle of the Racice Delta. After three days of fighting there, the Com Guards shattered the First Jaguar Guards, leaving Mikhail the sole surviving officer.

As the Jaguars rebuilt, Mikhail Ward tested out as first a Star Colonel and later as a Galaxy Commander. He assumed command of Beta Galaxy in late 3054, at the age of 36. To

achieve such high rank so young was a major achievement even by Clan standards, causing many Clansmen to regard him as a *ristar*.

An excellent tactician and strategist, Ward was in-theater commander during Operation Bulldog. However, his inability to see the big picture cost the Jaguars dearly, and by early August his superiors considered him *dezgra*.

On 5 August, Galaxy Commander Mikhail Ward met a warrior's death in battle against *Tai-sa* Shin Yodama on Outer Volta.



GALAXY COMMANDER JIN MEHTA

Rank/Position: Galaxy Commander/Commander of Epsilon Galaxy

Date of Birth: 3023 (age 36)

BattleMech: *Daishi*

'Mech Piloting: 2

'Mech Gunnery: 2

Profile:

A staunch Crusader, Galaxy Commander Jin Mehta typifies the Smoke Jaguars: aggressive, tenacious and single-minded. He leads by example, usually from the cockpit of his *Daishi*, though his tactical abilities are somewhat limited. However, his ability to plan and coordinate large-scale operations made him a natural Galaxy Commander—and a target for Operation Bulldog.

Inner Sphere intelligence reports placed Mehta and his command Trinary on Tarazed, and the Great Houses sent appropriate forces to neutralize the Clan leader. However, the reports proved erroneous; Mehta and his Epsilon Galaxy Command Trinary were actually on Asgard, overseeing preparations for a resumption of hostilities against the Inner Sphere. On Asgard, Mehta managed to break away from the encircling Inner Sphere forces in the mountains known as Odin's Retreat, only to stumble into elements of the Davion Heavy Guards. The engagement with that unit slowed the Epsilon troops long enough for the Third Benjamin Regulars to overtake them. With the exception of the still-forming Sixth Strike Cluster on the planet Luzerne, no Epsilon Galaxy troops survived Wave One of Operation Bulldog.

BATTLEFORCE[®] 2

INNER SPHERE RECORD SHEET

ID: MM3 Name: Alpha Lance Cmd:

Element	MP	PB	M	L	Wt./	Armor
	OV	+0	+2	+4	Skill	
DMO-1K Daimyo	5	3	3	1	M/-1	○○○
□	—	1	2	3	S	●●●
KTO-20 Kintaro	5	4	3	—	M/+0	○○○○
□	1	1	2	3	S	●●●●
KIM-2 Komodo	5J	5	5	—	M/-1	○○○
□ emc, tag	—	1	2	3	S	●●
KIM-2 Komodo	5J	5	5	—	M/+0	○○○
□ ecm, tag	—	1	2	3	S	●●

ID: ML5 Name: Alpha Lance* Cmd: MH5, MA2

Element	MP	PB	M	L	Wt./	Armor
	OV	+0	+2	+4	Skill	
JR7-K Jenner	7	3	2	—	L/-1	○○
□	1	1	2	3	S	●●●●
SDR-9K Venom	8J	2	2	—	L/-1	○○
□	1	1	2	3	S	●
SDR-9K Venom	8J	2	2	—	L/+0	○○
□	1	1	2	3	S	●
HM-1 Hitman	7	2	2	—	L/-1	○○
□ ecm, prb, tag	—	1	2	3	S	●

ID: MM4 Name: Bravo Lance Cmd:

Element	MP	PB	M	L	Wt./	Armor
	OV	+0	+2	+4	Skill	
PXH-3M Phoenix Hawk	6J	2	2	1	M/-1	○○○
□	1	1	2	3	S	●●
GRF-3M Griffin	5J	3	2	2	M/-1	○○○○
□ if	—	1	2	3	S	●●
WVR-7D Wolverine	5J	3	2	1	M/+0	○○○○
□	—	1	2	3	S	●●
HBK-5M Hunchback	4	4	3	—	M/-1	○○○○
□	—	1	2	3	S	●●●●

ID: MH5 Name: Bravo Lance Cmd:

Element	MP	PB	M	L	Wt./	Armor
	OV	+0	+2	+4	Skill	
DRG-5K Grand Dragon	6	3	2	2	H/-1	○○○○
□	—	1	2	3	S	●●
ARC-4M Archer	4	4	4	3	H/+0	○○○○○
□ if	—	1	2	3	S	●●●●●
ARC-4M Archer	4	4	4	3	H/-1	○○○○○
□	—	1	2	3	S	●●●●●
BLR-3M BattleMaster	4	6	5	1	A/+0	○○○○○○
□	—	1	2	3	S	●●●●●●

ID: MM5 Name: Alpha Lance* Cmd: ML, MM6

Element	MP	PB	M	L	Wt./	Armor
	OV	+0	+2	+4	Skill	
SD1-0B Sunder	4	5	4	2	A/-1	○○○○○○○
□ omni, c3m, c3m	—	1	2	3	S	●●●
RTX1-0D Raptor	7	3	1	—	L/-1	○
□ omni, c3s, prb, tag	—	1	2	3	S	●
RTX1-0D Raptor	7	3	1	—	L/-1	○
□ omni, c3s, prb, tag	—	1	2	3	S	●
SR1-0C Strider	6	2	1	—	M/+0	○○○
□ omni, c3s	—	1	2	3	S	●●●

ID: MA2 Name: Charlie Lance Cmd:

Element	MP	PB	M	L	Wt./	Armor
	OV	+0	+2	+4	Skill	
HTM-27T Hatamoto-Chi	4	3	2	1	A/-1	○○○○○
□	2	1	2	3	S	●●●●●
AKU-1X Akuma	3	6	4	1	A/+0	○○○○○○○
□	2	1	2	3	S	●●●●●●
BNC-5S Banshee	4	5	3	2	A/-1	○○○○○○○
□	2	1	2	3	S	●●●●●
OBK-M10 O-Bakemono	4	4	2	3	A/-1	○○○○○○○
□ artA	1	1	2	3	S	●●●●

ID: ML4 Name: Bravo Lance Cmd:

Element	MP	PB	M	L	Wt./	Armor
	OV	+0	+2	+4	Skill	
AV1-0C Avatar	4	3	3	3	H/-1	○○○○○
□ omni, c3m	—	1	2	3	S	●●●
OW-1 Owens	8	2	1	1	L/+0	○○○
□ omni, tag, c3s, prb, if	—	1	2	3	S	●
OW-1B Owens	8	3	1	—	L/-1	○○○
□ omni, tag, c3s, prb	—	1	2	3	S	●
OW-1C Owens	8	3	2	—	L/+0	○○○
□ omni, tag, c3s, prb	—	1	2	3	S	●

ID: MH6 Name: Command Lance* Cmd: MA3, MM7

Element	MP	PB	M	L	Wt./	Armor
	OV	+0	+2	+4	Skill	
NDA-1K No-Dachi	5	4	2	1	H/-2	○○○○○
□	2	1	2	3	S	●●●
NDA-1K No-Dachi	5	4	2	1	H/-2	○○○○○
□	2	1	2	3	S	●●●
HTM-27T Hatamoto-Chi	4	3	2	1	A/-2	○○○○○○○
□	2	1	2	3	S	●●●●●●
DRG-3F Dragon Fire	4	6	5	3	H/-2	○○○○○○○
□ ecm	—	1	2	3	S	●●●●

ID: MM6 Name: Charlie Lance Cmd:

Element	MP	PB	M	L	Wt./	Armor
	OV	+0	+2	+4	Skill	
BJ2-0B Blackjack	4J	3	2	2	M/+0	○○○○○
□ omni, c3s	—	1	2	3	S	●●
BJ2-0B Blackjack	4J	3	2	2	M/-1	○○○○○
□ omni, c35	—	1	2	3	S	●●
OW-1 Owens	8	2	1	1	L/-1	○○○
□ omni, tag, c3s, prb, if	—	1	2	3	S	●
NG-C3A Naginata	3	5	5	5	A/-1	○○○○○○○
□ c3m, if	—	1	2	3	S	●●●●●●

ID: MA3 Name: Alpha Lance* Cmd: ML6

Element	MP	PB	M	L	Wt./	Armor
	OV	+0	+2	+4	Skill	
HTM-27T Hatamoto-Chi	4	3	2	1	A/-1	○○○○○
□	2	1	2	3	S	●●●●●
AKU-1X Akuma	3	6	4	1	A/-1	○○○○○○○
□	2	1	2	3	S	●●●●●●
BNC-5S Banshee	4	5	3	2	A/-1	○○○○○○○
□	2	1	2	3	S	●●●●●
OBK-M10 O-Bakemono	4	4	2	3	A/-1	○○○○○○○
□ artA	1	1	2	3	S	●●●●

BATTLEFORCE[®] 2

INNER SPHERE RECORD SHEET

ID: ML6 Name: Bravo Lance Cmd:

Element	MP	PB	M	L	Wt./	Armor
	OV	+0	+2	+4	Skill	
JR7-K Jenner	7	3	2	—	L/+0	○○
<input type="checkbox"/>	1	1	2	3	S	●●●
SDR-9K Venom	8J	2	2	—	L/-1	○○
<input type="checkbox"/>	1	1	2	3	S	●
SDR-9K Venom	8J	2	2	—	L/+0	○○
<input type="checkbox"/>	1	1	2	3	S	●
HM-1 Hitman	7	2	2	—	L/-1	○○
<input type="checkbox"/> ecm, prb, tag	—	1	2	3	S	●

ID: _____ Name: _____ Cmd: _____

Element	MP	PB	M	L	Wt./	Armor
	OV	+0	+2	+4	Skill	
_____	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	—	1	2	3	S	_____
_____	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	—	1	2	3	S	_____
_____	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	—	1	2	3	S	_____

ID: MM7 Name: Alpha Lance* Cmd: MM8, MH7

Element	MP	PB	M	L	Wt./	Armor
	OV	+0	+2	+4	Skill	
BHKU-0 Black Hawk-KU	5J	6	5	—	H/-1	○○○○○
<input type="checkbox"/> omni	1	1	2	3	S	●●
KIM-2 Komodo	5J	5	5	—	M/-1	○○○
<input type="checkbox"/> ecm, tag	—	1	2	3	S	●●
GRM-R-PR29 Grim Reaper	5	3	3	2	M/+0	○○○○○
<input type="checkbox"/> if	—	1	2	3	S	●●
DAI-01 Daikyu	5	4	3	3	H/-1	○○○○○
<input type="checkbox"/>	—	1	2	3	S	●●●

ID: _____ Name: _____ Cmd: _____

Element	MP	PB	M	L	Wt./	Armor
	OV	+0	+2	+4	Skill	
_____	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	—	1	2	3	S	_____
_____	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	—	1	2	3	S	_____
_____	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	—	1	2	3	S	_____

ID: MM8 Name: Bravo Lance Cmd:

Element	MP	PB	M	L	Wt./	Armor
	OV	+0	+2	+4	Skill	
GRM-R-PR29 Grim Reaper	5	3	3	2	M/-1	○○○○○
<input type="checkbox"/> if	—	1	2	3	S	●●
GRM-R-PR29 Grim Reaper	5	3	3	2	M/+0	○○○○○
<input type="checkbox"/> if	—	1	2	3	S	●●
PXH-3M Phoenix Hawk	6J	2	2	1	M/-1	○○○
<input type="checkbox"/>	1	1	2	3	S	●●
DMO-1K Daimyo	5	3	3	1	M/-1	○○○
<input type="checkbox"/>	—	1	2	3	S	●●●

ID: _____ Name: _____ Cmd: _____

Element	MP	PB	M	L	Wt./	Armor
	OV	+0	+2	+4	Skill	
_____	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	—	1	2	3	S	_____
_____	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	—	1	2	3	S	_____
_____	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	—	1	2	3	S	_____

ID: MH7 Name: Charlie Lance Cmd:

Element	MP	PB	M	L	Wt./	Armor
	OV	+0	+2	+4	Skill	
DGR-3F Dragon Fire	4	6	5	3	H/-1	○○○○○○○
<input type="checkbox"/> ecm	—	1	2	3	S	●●●
WHM-7M Warhammer	4	5	4	2	H/+0	○○○○
<input type="checkbox"/>	—	1	2	3	S	●●●●
MAD-5D Marauder	4J	4	3	1	H/+0	○○○○○
<input type="checkbox"/>	2	1	2	3	S	●●●
AWS-9M Awesome	4	5	3	2	A/+0	○○○○○○○
<input type="checkbox"/>	1	1	2	3	S	●●●

ID: _____ Name: _____ Cmd: _____

Element	MP	PB	M	L	Wt./	Armor
	OV	+0	+2	+4	Skill	
_____	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	—	1	2	3	S	_____
_____	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	—	1	2	3	S	_____
_____	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	—	1	2	3	S	_____

ID: _____ Name: _____ Cmd: _____

Element	MP	PB	M	L	Wt./	Armor
	OV	+0	+2	+4	Skill	
_____	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	—	1	2	3	S	_____
_____	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	—	1	2	3	S	_____
_____	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	—	1	2	3	S	_____

ID: _____ Name: _____ Cmd: _____

Element	MP	PB	M	L	Wt./	Armor
	OV	+0	+2	+4	Skill	
_____	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	—	1	2	3	S	_____
_____	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	—	1	2	3	S	_____
_____	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	—	1	2	3	S	_____

BATTLEFORCE[®] 2

CLAN RECORD SHEET

ID: MH12 Name: Omega Command* Cmd: MM15, ML11

Element	MP	PB	M	L	Wt./	Skill				Armor
						OV	+0	+2	+4	
Nobori-nin Prime	5J	4	3	1	M/-2	○	○	○	○	
<input type="checkbox"/> omni, if, tag, prb	2	1	2	3	S	●	●	●	●	
Rifleman IIC	3J	6	5	4	H/-1	○	○	○	○	
<input type="checkbox"/> prb	—	1	2	3	S	●	●	●	●	
Rifleman IIC	3J	6	5	4	H/-1	○	○	○	○	
<input type="checkbox"/> prb	—	1	2	3	S	●	●	●	●	
Galahad	4	3	3	3	H/-1	○	○	○	○	
<input type="checkbox"/>	—	1	2	3	S	●	●	●	●	
Grizzly	4J	5	4	3	H/-1	○	○	○	○	
<input type="checkbox"/>	—	1	2	3	S	●	●	●	●	

ID: MM15 Name: Omega Alpha

Element	MP	PB	M	L	Wt./	Skill				Armor
						OV	+0	+2	+4	
Hunchback IIC	4J	4	4	—	M/-1	○	○			
<input type="checkbox"/>	2	1	2	3	S	●	●	●	●	
Griffin IIC	6J	3	2	2	M/-1	○	○	○		
<input type="checkbox"/> if	1	1	2	3	S	●	●	●	●	
BMB-12D Bombardier	5	3	2	2	H/+0	○	○	○	○	
<input type="checkbox"/> if	—	1	2	3	S	●	●	●	●	
BMB-12D Bombardier	5	3	2	2	H/+0	○	○	○	○	
<input type="checkbox"/> if	—	1	2	3	S	●	●	●	●	
KTO-20 Kintaro	5	4	3	—	M/+0	○	○	○	○	
<input type="checkbox"/>	1	1	2	3	S	●	●	●	●	

ID: ML11 Name: Omega Bravo

Element	MP	PB	M	L	Wt./	Skill				Armor
						OV	+0	+2	+4	
Piranha	9	5	2	—	L/+0	○	○			
<input type="checkbox"/>	—	1	2	3	S	●	●	●	●	
Locust IIC	8	5	5	—	L/-1	○	○			
<input type="checkbox"/>	—	1	2	3	S	●	●	●	●	
MCY-99 Mercury	8	2	1	—	L/+0	○				
<input type="checkbox"/>	—	1	2	3	S	●	●	●	●	
MCY-99 Mercury	8	2	1	—	L/+0	○				
<input type="checkbox"/>	—	1	2	3	S	●	●	●	●	
MON-66 Mongoose	8	2	2	—	L/+0	○	○			
<input type="checkbox"/> prb	—	1	2	3	S	●	●	●	●	

ID: _____ Name: _____ Cmd: _____

Element	MP	PB	M	L	Wt./	Skill				Armor
						OV	+0	+2	+4	
<input type="checkbox"/>	—	1	2	3	S					
<input type="checkbox"/>	—	1	2	3	S					
<input type="checkbox"/>	—	1	2	3	S					
<input type="checkbox"/>	—	1	2	3	S					
<input type="checkbox"/>	—	1	2	3	S					

ID: _____ Name: _____ Cmd: _____

Element	MP	PB	M	L	Wt./	Skill				Armor
						OV	+0	+2	+4	
<input type="checkbox"/>	—	1	2	3	S					
<input type="checkbox"/>	—	1	2	3	S					
<input type="checkbox"/>	—	1	2	3	S					
<input type="checkbox"/>	—	1	2	3	S					
<input type="checkbox"/>	—	1	2	3	S					

ID: _____ Name: _____ Cmd: _____

Element	MP	PB	M	L	Wt./	Skill				Armor
						OV	+0	+2	+4	
<input type="checkbox"/>	—	1	2	3	S					
<input type="checkbox"/>	—	1	2	3	S					
<input type="checkbox"/>	—	1	2	3	S					
<input type="checkbox"/>	—	1	2	3	S					
<input type="checkbox"/>	—	1	2	3	S					

ID: _____ Name: _____ Cmd: _____

Element	MP	PB	M	L	Wt./	Skill				Armor
						OV	+0	+2	+4	
<input type="checkbox"/>	—	1	2	3	S					
<input type="checkbox"/>	—	1	2	3	S					
<input type="checkbox"/>	—	1	2	3	S					
<input type="checkbox"/>	—	1	2	3	S					
<input type="checkbox"/>	—	1	2	3	S					

ID: _____ Name: _____ Cmd: _____

Element	MP	PB	M	L	Wt./	Skill				Armor
						OV	+0	+2	+4	
<input type="checkbox"/>	—	1	2	3	S					
<input type="checkbox"/>	—	1	2	3	S					
<input type="checkbox"/>	—	1	2	3	S					
<input type="checkbox"/>	—	1	2	3	S					
<input type="checkbox"/>	—	1	2	3	S					

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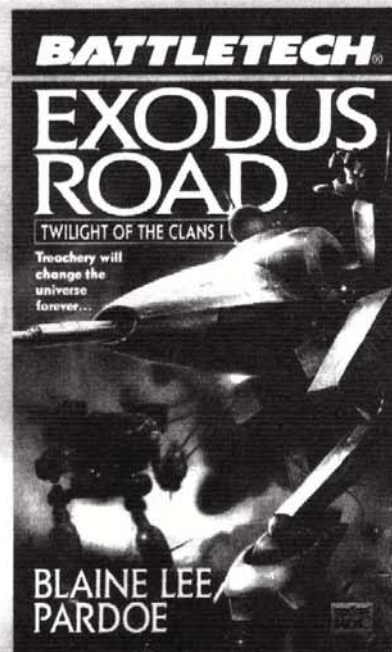
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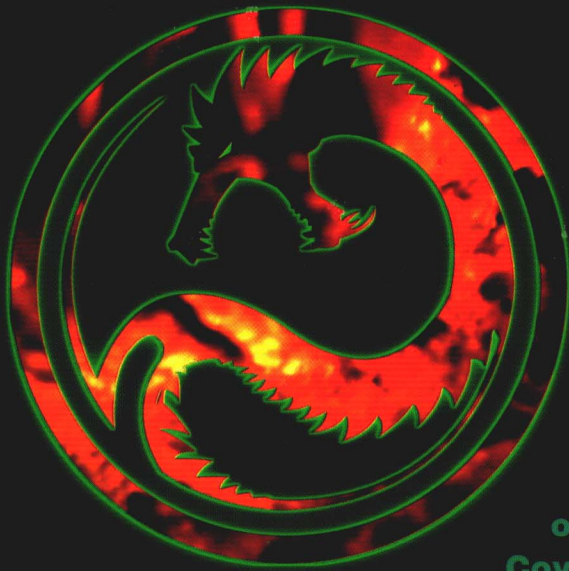
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