

THE FALL OF TERRA™



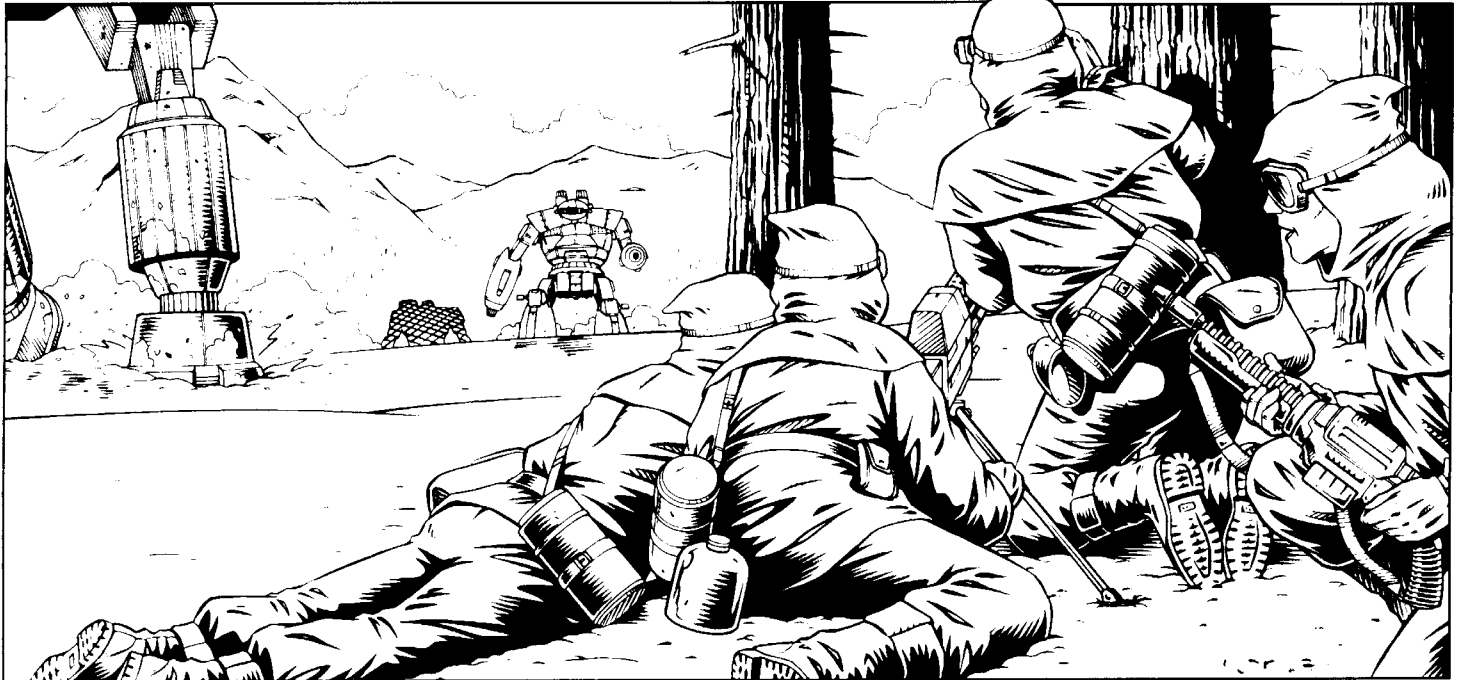
FASA CORPORATION

CHRIS HARTFORD

BATTLETIECH® 1684

THE FALL OF TERRA

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When you go home,
tell them of us, and say,
for your tomorrow,
we gave our today.

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THE FALL OF TERRA

INTRODUCTION

Terra is the homeworld of humanity, the prize of the Inner Sphere. For centuries, this place of history and hope has drawn conquerors and would-be conquerors intent on claiming it as their own. Once the capital world of the Star League and the Terran Hegemony, Terra was plundered and despoiled by Stefan Amaris, whose brutal reign forced the planet's inhabitants to live in fear and depravation. The legendary General Aleksandr Kerensky fought a long and bitter campaign to liberate Terra, but the resulting peace was short-lived. Within months of Kerensky's victory, the Star League collapsed. In 2784, when the Great Houses of the Inner Sphere began girding for war, the general assembled the remnants of the Star League Defense Force and led them on an Exodus beyond the boundaries of known space. Soon after, the Inner Sphere plunged into war yet again, and the prize of Terra was claimed by ComStar, which would maintain the planet as neutral territory for more than 250 years.

In 3050, the descendants of Kerensky's Exodus fleet—the Clans—returned to the Inner Sphere. Intent on humbling the proud armies of the Successor States, the invaders were determined to found a new Star League and claim Terra as the capital of their empire.

The forces of ComStar spared Terra from the invaders' grasp by defeating the Clans on Tukayyid in a battle for control of Terra. But ComStar itself was rent asunder by internal political feuding. In the end, the group known as the Word of Blake fled to the planet Gibson in the Free Worlds League, while the remaining faction held onto the name ComStar, as well as control of Terra.

For six years the two factions bided their time, waiting for the opportunity to destroy one another. Then, as warfare between the Successor States began to plague the Inner Sphere yet again, the Word of Blake saw its chance...

HOW TO USE THIS BOOK

The **Fall of Terra** is a scenario pack for use with the **BattleTech**, **BattleSpace** and **MechWarrior** game systems. Most of the scenarios in this book use the standard **BattleTech** rules found in the **BattleTech Compendium: The Rules of Warfare (BTC)**. Several of the scenarios use rules presented in **BattleSpace**; **MechWarrior, Second Edition (MWII)**; and the **MechWarrior Companion**. **BattleTech Map Sets 2, 3, and 4** are also required to play the scenarios. Game stats for the 'Mechs, vehicles and aerospace ships are found in **BattleTech Technical Readouts, 3025, 3026, 3050, 3055, 3057 and 3058**. Completed record sheets for the 'Mechs and vehicles used in the scenarios can be found in **BattleTech Record Sheets 3025 & 3026, 3050, and 3055 & 3058**.

Each scenario in this book recreates one of the battles fought during the Word of Blake's campaign to take control of Terra. The conflict was fought on a global scale, with several off-world elements, and several of the scenarios are presented as campaigns—the outcome of one scenario affects the other scenarios in the campaign. Rules for playing such campaigns are included in the appropriate scenarios. Additionally, guide-

lines for running each scenario as a self-contained game are included in each scenario.

The rules in each scenario provide the information needed to understand and play the encounter, including guidelines for determining the winner and loser of each battle. Each scenario begins with a personal account of the battle and includes **Situation** and **Aftermath** sections, which provide historical background of the engagement. The individual scenarios also include sections titled **Game Set-up**, **Attacker**, **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 any special terrain features, and suggestions on appropriate **BattleTech** rules to use.

The **Attacker** and **Defender** sections provide rosters of the scenario's combatants and directions for deploying forces. The troop rosters include information on the vehicles used and the skills of the pilots. Assume all conventional vehicles are standard models unless the text specifically states they are upgraded or refitted versions. Some units listed in the rosters, most notably vehicle and spacecraft crews, have Unit Status ratings, rather than individual skill descriptions. When playing **BattleSpace** scenarios, refer to p. 62 of the **BattleSpace Rulebook** to determine the effects of Unit Status ratings. When playing **BattleTech**, consult the following table:

| UNIT STATUS TABLE (INNER SPHERE) | |
|-------------------------------------|------------------------|
| Unit Status | Gunnery/Piloting Skill |
| Green | 5/6 |
| Regular | 4/5 |
| Veteran | 3/4 |
| Elite | 2/3 |

Victory Conditions provides guidelines for determining the outcome of the encounter and vary from scenario to scenario. In combat, action rarely continues until one side is obliterated. Both sides may claim some measure of victory if they achieve their tactical objectives. **Victory Conditions** simulates this conduct by listing specific tactical objectives for one or both opponents in the scenario.

Special Rules lists any rules needed to play the scenario that are not contained in the standard **BattleTech** rules.

WEATHER AND TERRAIN RULES

Many of the battles in this scenario pack take place in bad weather or on irregular terrain. The following rules are designed to simulate these conditions. The **Game Set-up** section in each scenario notes any bad weather or irregular terrain features that apply in that scenario. Unless stated otherwise in the scenario's **Game Set-up** or **Special Rules**, the specified weather and terrain exist in all hexes of all mapsheets used in the scenario.

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

INTRODUCTION

WEATHER AND TERRAIN MODIFIERS TABLE

| | MP Cost per Hex | Piloting Skill Roll Modifier | Weapon Attack Modifier | Heat per Turn |
|---------------------------------|--------------------|---------------------------------|----------------------------------------------|------------------|
| Terrain Type¹ | | | | |
| Mud ² | +1 | +1 | — | — |
| Deep Snow ² | +1 | +1 | — | 1 ³ |
| Ice | +1 ⁴ | +4 | — | — |
| Weather Condition | | | | |
| Thick Fog | +2 ⁴ | — ⁵ | +1 energy weapons | — |
| Falling Snow | +0 | +1 | +1 | -1 |
| Blizzard | +0 | +1 ⁵ | +2 ballistic weapons +1 all other weapons | -2 |
| Dusk | +0 | — | +1 | — |

¹ These terrain modifiers do not apply to hovercraft.

² Units entering this type of terrain are subject to getting stuck (see **Deep Snow and Mud**, below).

³ Only BattleMechs with at least 1 operational heat sink mounted in a leg receive this bonus.

⁴ Does not apply to infantry units. A non-infantry unit entering this terrain may choose to ignore the additional MP cost. However, the unit may fall or crash as a result (see **Fog and Ice**, below).

⁵ Units jumping into Woods hexes must make a Piloting Skill Roll. Apply a +1 modifier if the target hex is Heavy Woods. Failure results in a fall in the target hex from a height of 1 Level.

The Weather and Terrain Modifiers Table summarizes the terrain and weather rules for the **Fall of Terra**.

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

The Piloting Skill modifiers affect any Piloting Skill Roll made while in the particular terrain or condition. Unless specifically noted, players do not need to make Piloting Skill Rolls to enter any of the listed terrain or conditions.

DEEP SNOW AND MUD

Deep snow and mud slow the movement of units and may cause them to become stuck. To simulate the effects of deep snow and mud, use the swampy terrain rules (p. 91, **BTC**), with the following modifications:

Deep snow and mud are not as likely to trap a unit as swampy ground. Therefore, apply a -1 modifier to the Piloting Skill Roll made to determine whether a unit becomes stuck on entering the terrain. Apply the same modifier to Piloting Skill Rolls made to free a stuck unit. For example, an undamaged BattleMech with a Regular MechWarrior would need to roll a 4 or better to avoid becoming stuck. This modifier replaces the usual +1 modifier for Piloting Skill Rolls in these types of terrain.

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

Deep snow terrain rules apply when an area becomes covered with loose snow that is more than a meter deep. Lesser accumulations of loose snow have no measurable effect on battlefield units; treat hard-packed snow as ice or clear terrain, depending on how slippery it is.

The mud rules described here apply to mud less than one meter deep. Use the standard swampy terrain rules for deeper mud.

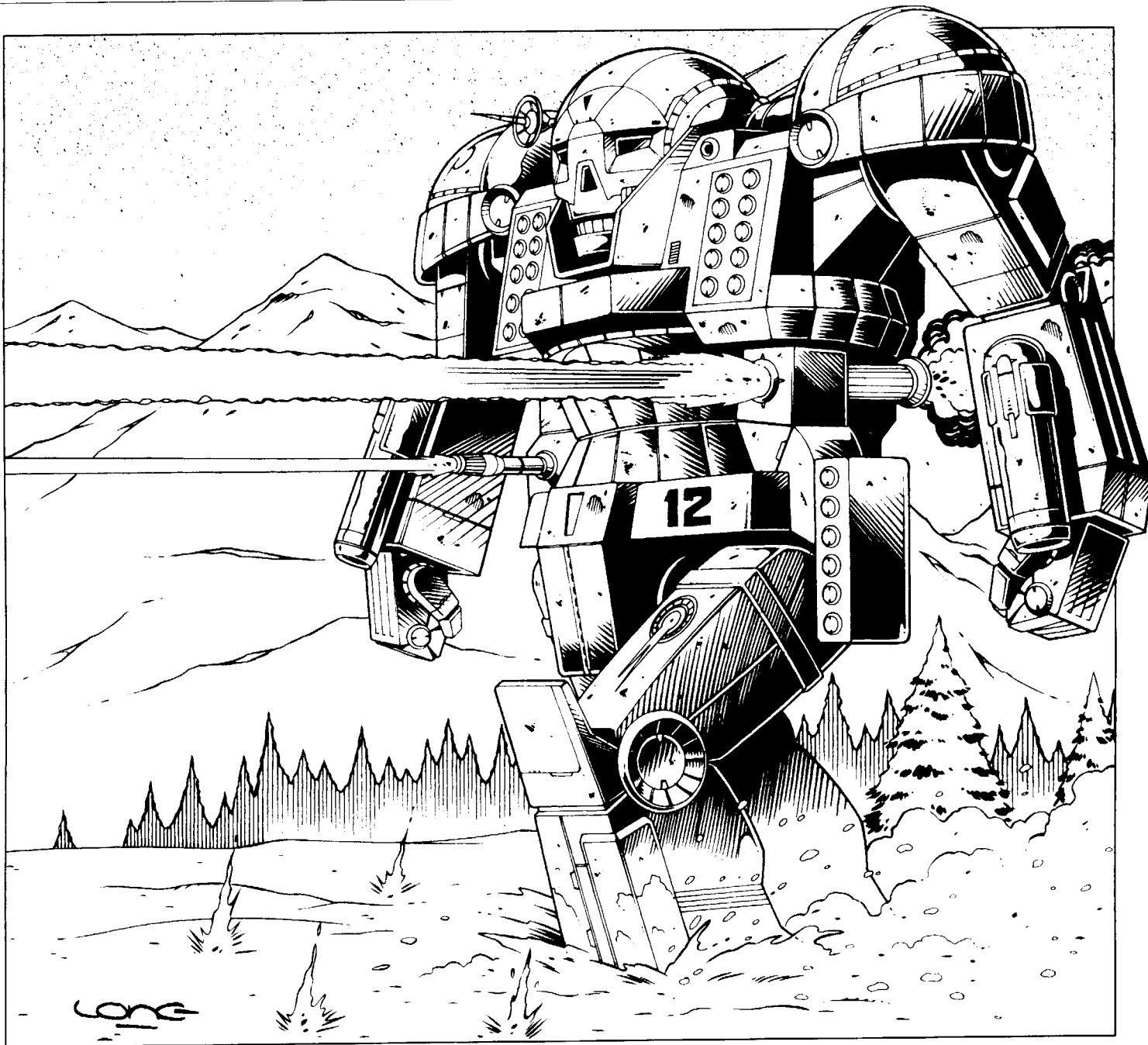
FOG AND ICE

The increased MP cost of entering hexes enveloped by thick fog or covered by ice represents the extra caution needed to avoid tripping, falling or crashing under such conditions. (Units that pay this increased cost are not subject to skidding on ice.) However, lucky or skillful pilots may move through these conditions at full speed without mishap. Any player attempting to do so must announce his intention before moving his unit. After the unit's first hex of movement, the player must make a Piloting Skill Roll for the unit.

If the unit is a BattleMech and the roll fails, the 'Mech immediately falls and must stand up per standard rules before continuing its movement. If the roll succeeds, the 'Mech remains upright. The unit may then move per standard rules. However, the player must make additional Piloting Skill Rolls for each non-Clear hex or elevation change it passes through.

Vehicles moving through thick fog or ice must make Piloting Skill Rolls after their first hex of movement as well. If the roll fails in icy terrain, the vehicle goes into a skid (see p. 23, **BTC**). If the roll fails in thick fog, the vehicle crashes, unless it is in Clear terrain. In Clear terrain, the vehicle simply hits a

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hole or other minor obstruction, which costs the unit an additional 1 MP. In all other terrain, the crash immediately ends the vehicle's movement, and the vehicle sustains damage to its front facing as if it had charged.

If both thick fog and ice are present, the total MP increase per hex is only +2.

Note that all other standard ice rules still apply (p. 89, **BTC**).

INTENTIONAL FIRES

Many weapons can be fired into Woods or Building hexes to intentionally start fires (p. 85, **BTC**). Thick fog, falling snow and blizzard conditions, however, increase the difficulty of starting intentional fires. Therefore, apply a +2 modifier to any fire-starting roll when such weather conditions are present. These conditions also lessen the chance that a fire will spread, so apply a +1 modifier to rolls made to determine the spread of a fire.

OPERATION ODYSSEUS

The rift between ComStar and the Word of Blake grew steadily after the Schism occurred in mid-3052. At first, the conflict between the two groups was little more than a war of words. Although the massive defection of ROM operatives to the Word of Blake provided the organization with a marked advantage in intelligence and covert operations over ComStar, ComStar enjoyed a significant military advantage over its opponent. Approximately fifty Com Guard divisions were deployed at ComStar installations across the Inner Sphere and the Free Rasalhague Republic, while the Word of Blake Militia consisted of only five full divisions and two forming divisions, all stationed on the world of Gibson. As a result, the Word of Blake could do little to make good on its threat to destroy ComStar and reclaim Terra, despite the rash actions of extremist factions within the Word of Blake, such as the Toyama sect. Then, in late 3057, war broke out between the Federated Commonwealth and the Liao-Marik alliance, sowing discord in the Inner Sphere. Word of Blake leaders saw their chance and acted.

GATHERING STORM

The Liao-Marik invasion of the Federated Commonwealth's Sarna March provided the Word of Blake with two immediate opportunities to further its goals of destroying ComStar and capturing Terra. Backed by the military might of the Marik and Capellan invasion forces, Blake Militia units attacked ComStar HPG stations throughout the so-called Chaos March. The militia units successfully captured many stations on Marik-Capellan occupied worlds and continued to battle for other HPG stations in the Chaos March almost a year after the outbreak of hostilities.

But perhaps more important, the movement of large numbers of Marik and mercenary troops in the area near Terra during the offensive enabled the Blake Militia to secretly move three of its five full-strength divisions to within striking distance of Terra. Word of Blake Precentor ROM Alexander Kernoff's brutal purge of suspected spies within the militia forces provided additional protection for the secrecy of the troop movement, and a high-ranking Word of Blake agent within ComStar's ROM successfully suppressed what little information did reach ComStar.

Terra remained fortified by ComStar's powerful Terran Defense Force, however, which effectively prevented the Word of Blake from launching an offensive against the planet. Within months, though, the ongoing conflicts between the emerging petty states of the Chaos March had created a soaring demand for mercenary troops. As a result, many mercenary units employed in the Inner Sphere began to terminate their contracts and head to the Chaos March to earn quick profits. Brion's Legion was one such unit. Employed by ComStar since the Fourth Succession War, Brion's Legion constituted nearly half the strength of ComStar's Terran Defense Force, and so Com Guard leaders made ample efforts to retain the legion when Colonel Octavius Brion announced his intention to terminate the unit's contract. Despite those efforts, the legion left Terra in early December for Pleione in the Tikonov Reaches.

The legion's departure left ComStar leaders with two choices. They could replace the legion with another mercenary unit or a Com Guard unit from elsewhere in the Inner Sphere. Initially, ComStar tried the latter course. Reassigning a Com Guard unit from the Free Rasalhague Republic seemed the logical choice. In response to the War of Refusal between Clans Wolf and Jade Falcon, ComStar had recently bolstered its Rasalhague forces with Com Guard units previously stationed in the Lyons Thumb. But the transfer of forces from the Lyons region to Tukayyid and their subsequent replacement with Draconis Combine units—albeit under the auspices of ComStar—had already angered Archon Katherine Steiner-Davion, and Primus Mori wanted to avoid further aggravating the Lyran Alliance's new ruler. Additionally, Precentor Martial Focht cautioned against weakening Com Guard forces along the Clan border during this volatile time. Reconstituting one of the Com Guard divisions scattered across numerous Inner Sphere worlds provided the only other alternative. That option, however, would undoubtedly prove to be a slowly accomplished logistical nightmare. Therefore, ComStar leaders reached their fateful decision to replace the legion with another mercenary unit.

—Excerpt from WolfNet Classified Report
Gamma 11A2

Who was the traitor in ROM? All intelligence gathered by our operatives within the Word of Blake suggest Demi-Precentor MU/Delta Michelle Ellingham, commanding officer of the counterintelligence division since Damien Constantine's assassination in September 3057.

Born on Sirius in 3018, Ellingham joined ComStar in 3036 and quickly rose through the ranks, attaining the position of field coordinator for the Free Worlds League in 3044. After the mass defections from ComStar in 3052, she transferred to counterintelligence. Her charming nature endeared her to her colleagues, and she even enjoyed good relations with the abrasive Damien Constantine. When Constantine named her deputy for counterintelligence, no one suspected she was the Word of Blake's highest agent in ComStar.

Some of our analysts speculate that Ellingham conducted an illicit affair with Constantine, which facilitated her rapid advancement in ROM and enabled her to orchestrate his assassination when he was no longer useful to her. During the years before the invasion, she apparently built up a web of informants and sympathizers within ROM and used a system of dead-letter drops to identify ROM agents to her Word of Blake contacts. It is now believed that Ellingham's actions led to the executions of more than twenty ComStar agents operating within the Word of Blake.

OPERATION ODYSSEUS

A WOLF IN SHEEP'S CLOTHING

At about the same time that ComStar leaders were reaching their decision, Colonel Evelena Haskell of the 21st Centauri Lancers was using a Word of Blake HPG station to send word to Outreach that her mercenary unit was for hire. The Lancers were one of the units used by Thomas Marik to reclaim Marik worlds lost during the Fourth Succession War. After using the Lancers to bolster Marik forces landing on Wasat, however, Thomas Marik "loaned" the mercenary unit to the Capellan Confederation. The Capellans, in turn, assigned the Lancers to aid McCarron's Armored Cavalry in an assault on Hsien. Skirmishes with the Second FedCom RCT on Hsien left the Lancers bloodied, and many Lancers became convinced that McCarron had used them as cannon fodder. Aggrieved at Thomas Marik's apparent disregard for their unit, the Lancers terminated their contract of almost forty years with the Free Worlds League.

Soon afterward, Colonel Haskell dispatched a message to the mercenary Hiring Hall on Outreach advertising the Lancers' availability. When the message passed through Word of Blake HPG relay stations, Word of Blake operatives quickly passed the information to Precentor Blane of Gibson, who had recently learned of ComStar's search for mercenary troops to replace Brion's Legion on Terra. Blane immediately realized that these circumstances provided the Word of Blake with an unprecedented opportunity to sabotage ComStar's Terran defenses and set the stage for a Word of Blake invasion of Terra. Accompanied by Word of Blake Precentor Martial Trent Arian, Blane traveled to Atrous.

There, Blane and Arian presented their plan to Thomas Marik. By inducing ComStar to hire the Lancers as replacements for Brion's Legion and substituting disguised Word of Blake troops for the mercenaries, the Word of Blake could severely weaken ComStar's Terran defenses and pave the way for a successful invasion of the planet. Although Thomas Marik declined to provide the Word of Blake with direct military support for the invasion, he did agree to provide logistical and transport assets, and ordered Free Worlds military forces and intelligence agencies not to interfere with Word of Blake troop movements and intelligence operations in the area.

Blane and Arian then returned to Gibson by means of a Free Worlds command circuit. The two precentors met with the loose council that controls the Word of Blake, and within hours the council decided to proceed with the plan, code-named Operation Odysseus.

By that time, ComStar leaders had already narrowed their list of potential replacements for Brion's Legion down to a small group of mercenary units that included the 21st Centauri Lancers. The Lancers' reputation, along with some subtle maneuvering by Word of Blake agents within ComStar, resulted in ComStar signing a five-year contract with the mercenary unit on November 30. Under the terms of the contract, the first Lancer units would begin arriving on Terra for garrison duty in January of 3058. With that contract, the Word of Blake had completed the first phase of Operation Odysseus.

Next, elements of the First and Sixth Word of Blake Divisions made landfall on the Lancers' base world of Nestor, where they immediately took the unit's dependents hostage and secured the Lancer facility. When the real Lancers arrived on

the planet, the Word of Blake commander, Precentor Suzanne Mulvanery, made them an offer. If the Lancers kept a low profile for the next few months, Mulvanery explained, the mercenaries could be reunited with their families—now under the Word of Blake's "protection" on Gibson. If they refused the offer, Mulvanery warned the Lancers that her forces would destroy them and said she could not guarantee the safety of the Lancers' families if such hostilities broke out. Colonel Haskell had little option but to comply.

The two Word of Blake divisions immediately began to reorganize themselves to match the reported composition and organization of the real Lancers. Meanwhile, Word of Blake operatives within ComStar made numerous alterations to the Com Guard records to bolster the deception and ensure that the security checks on the new Lancer personnel "recruited to replace losses on Hsien" would not cause any alarm. Their cover in place, the new "Lancers"—led by Mulvanery, now masquerading as Colonel Evelena Haskell—headed to Terra.

Although many observers have criticized ComStar for failing to detect the deception, it seems fair to note that ComStar was operating virtually without its most important leader at the time—Precentor Martial Anastasius Focht. As the Wolf-Jade Falcon War of Refusal reached its peak, Focht had traveled to Morges to meet with Khan Phelan Kell at the request of former IIKhan Ulric Kerensky. Immediately after this meeting, Focht traveled to Tukayyid in anticipation of the war games to be held on that world in March. These events effectively deprived the Com Guard of its best leader at this critical time. Additionally, the Word of Blake infiltration of ComStar's Terran defensive forces coincided precisely with the rotation of veteran Com Guard troops from Terra to Tukayyid, a circumstance that further enhanced the likelihood of Operation Odysseus's success.

The so-called Shadow Lancers arrived on Terra in January 3058 and immediately occupied the facility recently vacated by Brion's Legion at Bowling Green, Kentucky. Within days the disguised Word of Blake units began a series of joint orientation exercises with the Com Guard 201st Division's Alpha and Beta Battalions. Designed to familiarize the new troops with the terrain they were hired to defend and with the operational procedures of the Terran defensive forces, these exercises provided the impostors with ideal preparation for their role in Operation Odysseus. The Shadow Lancers' relative isolation also aided their work. Far removed from the Com Guard HQ at Sandhurst and the main North American Com Guard facility at Salina, the Shadow Lancers' posting at Bowling Green provided them with almost free reign, although several of Precentor ROM Parreau's new TerraSec forces were assigned to observe the newcomers. Despite this surveillance, the Shadow Lancers successfully contacted a number of Word of Blake sympathizers within ComStar, the Com Guard and the Branch of Terran Affairs in preparation for the events about to unfold.

In February, the Jade Falcons struck into the Lyran Alliance, further distracting Com Guard leaders and Focht, who remained on Tukayyid. Preoccupied with his concerns over possible violations of the Truce of Tukayyid and the ability of the Lyran Alliance to defend itself against Jade Falcon predation, Focht paid little attention to ComStar's Terran defense arrangements. By the end of the month, all the Word of Blake forces were in place, and the timetable was set for the assault.

OPERATION ODYSSEUS

When bad weather descended across much of Terra's Northern Hemisphere, confining many Terran defense units to barracks, the Word of Blake made its move.

HOMECOMING

The commander of ComStar's Terran Defense Force, Precentor Lisa Koenigs-Cober, was enroute to the Bowling Green base to witness the Lancers' final exercises before entering active duty when hostilities began late in the afternoon of February 28. As Koenigs-Cober's *Leopard* Class DropShip descended toward the facility, two aerospace fighters approached the vessel and shot it down. Only two 'Mechs and their pilots survived the crash.

Simultaneously, Word of Blake agents across Terra began operations against Com Guard sites. Perhaps the single most important of these agents was computer-systems engineer Satoshi Fujishima. Fujishima was one of a handful of ComStar and civilian personnel hired to overhaul ComStar's computerized base security systems on Terra following the Schism. Fujishima used his position to secretly install a "backdoor" that provided him almost unlimited access to ComStar's Terran computer systems. At the time of the Lancers' attack in Bowling Green, Fujishima was in a small office in the Japanese city of Nagoya. When the attack struck, he used this backdoor to send a command sequence to all Com Guard and Terran Security Force facilities. The command sequence placed each facility in autonomous mode and informed each that it was being overrun by enemy forces. As a result, the defensive systems assumed all personnel present were hostile and trapped a large number of Com Guard troops within their bases. Next, Fujishima sent out a command to change the security-access codes for all the bases, which effectively prevented anyone from resetting the computer systems. As a result, Fujishima effectively neutralized more than 200 ex-SLDF bases maintained by the Com Guard and TerraSec forces. His work done, Fujishima disappeared into the crowds of Nagoya until he could safely make contact with Word of Blake forces.

The primary objective of the Word of Blake forces was ComStar's Hilton Head headquarters complex, however. The system-wide computer lock-down left the complex security in shambles and prevented headquarters personnel from broadcasting requests for help to garrison forces stationed on Terra or any offworld locations. However, the Primus's bodyguard unit of light armor and infantry put up stiff resistance against the armor element of the Shadow Lancers, the Word of Blake unit assigned to capture Hilton Head. As a result, the Shadow Lancer armor abandoned its plans for a frontal assault and settled back into positions from which it could bombard the complex, hoping to either force the defenders to surrender or weaken them for a second assault.

As the initial assault on Hilton Head began, Word of Blake operatives across Terra took action to minimize the Com Guard response to the invasion. Word of Blake operatives who had infiltrated the Com Guard during the previous six years assassinated key ComStar officers and administrators. Meanwhile, Word of Blake aerospace fighters and ground-based agents attacked Com Guard armories, 'Mech garages, barracks and other key sites. The attackers killed many Com Guard crews and pilots and destroyed large amounts of Com Guard weaponry and materiel. At the same time, Word of Blake agents used Siichin—a nerve agent—to neutralize ComStar's heavily fortified ROM headquarters. Within thirty minutes, the Word of Blake's surprise attack had transformed ComStar's Terran force into a scattered, disorganized, leaderless force incapable of mounting a coordinated or effective defense.

To guarantee their control of North America, the remaining Shadow Lancers attacked the three Com Guard bases on the continent. Only the Salina facility, the main North American headquarters for the Com Guard's 201st Division, put up any resistance. Despite the loss of their commanders, the remaining Com Guard troops at Salina rallied to meet the approaching Lancers. However, the attackers badly outnumbered the Com Guard troops, who eventually withdrew under the cover of the raging blizzard and broke through the encircling invading force.

Late in the evening of February 28, the bulk of the Word of Blake invasion flotilla began to arrive insystem, jumping in to a pirate jump point in trans-lunar orbit. As the invasion fleet made its way toward Terra, vessels from Com Guard lunar bases and numerous orbital and surface facilities moved to intercept it. Despite the valiant attempts of these Com Guard forces to destroy the approaching DropShips, the Word of Blake fleet reached Terran orbit.

As the fleet approached Terra, Word of Blake commandos moved to seize control of the remaining ComStar SDS (Space Defense System) sites, which operated independently from the Com Guard general-security computer system. By and large these assaults succeeded, although the raid on the Santo Tomás Andean laser battery turned into a protracted battle, which allowed the Com Guard

—Excerpt from transmissions intercepted on 28 February 3058, shortly before the devastation of the Salina compound by a fuel-air explosive (FAE) device.

Salina Control: Unidentified aircraft bearing zero-nine-six, please identify yourselves.

Lancer 1: Salina Control, this is Lancer Flight Alpha, requesting approach vector for landing.

Salina Control: Negative Lancer Flight, we have zero visibility here. There is a blizzard in progress. Return to Bowling Green.

Lancer 1: No can do, Salina Control. Bowling Green is closed-down and we are bingo fuel. We must land at Salina.

Salina Control: Please hold. ... Lancer Flight, you are cleared to land on runway zero-seven-four left. We're lighting up the ILS.

Lancer 1: Roger Salina Control, we have it. ETA is 7 minutes. See if you can keep a runway open till then.

Salina Control: Roger Lancer Flight, we'll see what we can do...

Salina Control: We read you 4,000 meters out and on the path.

Salina Control: 3,000 meters, a little high.

Salina Control: 2,000 meters. Lancer Flight, you are above the glide path. Abort your landing. I repeat abort your landing.

[Static sounds as a targeting radar paints Salina Control.]

Salina Control: Lancer Flight, turn away, turn away!

[A sonic boom can be heard in the background as the two aircraft pass the control tower, 300 meters above the runway.]

Salina Control: Lancer flight, explain ...
[Loss of signal.]

OPERATION ODYSSEUS

operators at the base to launch their Damocles system. This orbital mirror, launched into orbit with conventional rockets, was intended to form part of a large network of similar mirrors that would compensate for the poor positioning of the SDS bases. Despite the launch of the Damocles mirror, Word of Blake commandos captured the Santo Tomás base before it could pose a major threat to the invasion fleet.

CAPRICIOUS FATE

On the morning of March 1, the remnants of the 201st Division's Alpha and Beta Battalions continued their withdrawal toward the Gunnison Castle Brian in Colorado. Pursued by elements of the Shadow Lancers, the Com Guard troops fought several rearguard actions.

By this time, news of the Word of Blake invasion began to reach the rest of the Inner Sphere. The apparent treachery of the 21st Centauri Lancers prompted the Mercenary Review and Bonding Commission to blacklist the mercenary unit, effectively prohibiting the unit from brokering its services through the Harlech Hiring Hall and warning any potential employers of the unit's treacherous nature.

Information received by General Maeve Wolf during the recent operation on Coventry suggests that Archon-Prince Victor Steiner-Davion, enroute to the Tukayyid war games, offered to support a Com Guard liberation of Terra. Apparently, Steiner-Davion's offer was turned down by Precentor Martial Focht, who was more concerned with the situation developing in the Lyran Alliance.

Unfortunately for the Word of Blake, ComStar Precentor Lisa Koenigs-Cober survived the early attack and arrived at Hilton Head along with one of her lancemates shortly before dawn. The arrival of the two BattleMechs temporarily disrupted the Lancer armor forces, which enabled Com Guard troops to evacuate the Primus and to remove or destroy valuable equipment at Hilton Head. The departing Com Guard troops also set a number of booby traps for the invaders.

By midday, the Word of Blake flotilla began to land troops at key sites across Terra. Primary targets included the Com Guard's Sandhurst headquarters, the seat of Terran government in Geneva and the Court of the Star League in Washington State. Approximately one regiment of Word of Blake troops landed at Sandhurst, while combined-arms battalions landed at Geneva and Unity City. Secondary invasion forces, varying anywhere from a lance to two companies of troops, landed at sites including the Ecole Militaire in Paris, the already pacified ROM headquarters near Cairo, numerous key manufacturing and research sites, along with several Com Guard sites known to have escaped the lockdown.

By evening, Word of Blake Precentor Martial Trent Arian had landed at Sandhurst to supervise the mopping up operations and established his command post. As his first official action, he declared martial law in a broadcast to the Terran people. Having witnessed the carnage of the Clan wars and the hostilities between the True Believers and the local populace on Gibson, he wanted to minimize civilian casualties. He also called on the Com Guard forces to surrender peacefully, but he received no replies.

THE TIDE TURNS?

At the same time that war raged on Terra, Word of Blake troops landed on Terra's moon to secure the Copernicus and Serenity bases, while additional forces attacked the War Academy on Mars and Aphros on Venus. The attackers secured Aphros and the War Academy, although only six 'Mechs survived the battle for the academy. Com Guard troops also provided stiff resistance to a second Word of Blake flotilla attempting to capture the Titan shipyards. After a protracted battle, ComStar reinforcements began to arrive, prompting the Word of Blake forces to withdraw and leaving ComStar in sole control of the Titan yards.

On the morning of March 2, two lances of Shadow Lancer 'Mechs arrived at Hilton Head, and together with the survivors of the Lancer armor units, occupied the facility. However, booby traps left by the retreating Com Guard forces killed many Lancers at the facility.

Meanwhile, Word of Blake forces harried the remnants of the Com Guard's 201st Division through the Front Range, and eventually the Com Guard troops found themselves trapped between their pursuers and forces moving down from Washington State. Although a number of Com Guard 'Mechs survived the battle, the 201st effectively ceased to exist as a unit.

The defenders of Sandhurst were somewhat more fortunate. Unable to hold Sandhurst, they withdrew westward. One force headed to the Salisbury Plain ranges, where it successfully used the various technological training systems situated there to confuse its attackers. Other defenders moved to secure supplies, fighting a series of rearguard actions through the Cotswold and Malvern Hills.

The southern and central Sandhurst forces crossed the Severn River, closely pursued by Word of Blake forces. The tidal nature of the terrain forced the cadre to use the two bridges just north of the city of Bristol or face a running battle with the enemy. Much of the defending force managed to cross before Word of Blake aerospace fighters destroyed the main spans of each bridge, sending several units into the deep tidal waters and preventing any further crossings. The destruction of the bridges also trapped approximately twenty percent of the Sandhurst force between the river and the invaders. Several of the trapped troops surrendered.

At that point, approximately half of the original southern and central Sandhurst force remained. After rejoining the northern task force, they squared off against the invaders in a final battle in West Wales. Both sides were badly mauled during the bloody engagement, but in the end only a few Com Guard troops managed to escape into the mountains before the remaining troops chose surrender over certain annihilation.

Although scattered pockets of resistance remained, the invaders had destroyed the bulk of Terra's defending forces by March 5, giving the Word of Blake effective control of the Terran system. The Titan yards remained the only major Com Guard presence in the system.

OPERATION ODYSSEUS

NEW ORDER

With the cessation of hostilities on March 7, the traitor Satoshi Fujishima emerged from hiding to rendezvous with the victorious Word of Blake forces. Mistakenly believing that both sides wanted him alive, Fujishima traveled from Nagoya to Tokyo on the Linear Central Shinkansen MagLev and then began walking the remaining 400 meters to the Word of Blake-occupied ComStar compound overlooking the Imperial Palace. As he approached the gates, two shots rang out. Fujishima died before hitting the floor. Although Fujishima's assassin(s) remain unidentified, many observers suspect that ComStar ordered his death to prevent him from further aiding the Word of Blake cause. As a result, the Word of Blake occupiers found themselves the victims of their own strategy, unable to "unlock" much of the Com Guard computer security system and unable to access many of ComStar's technological resources.

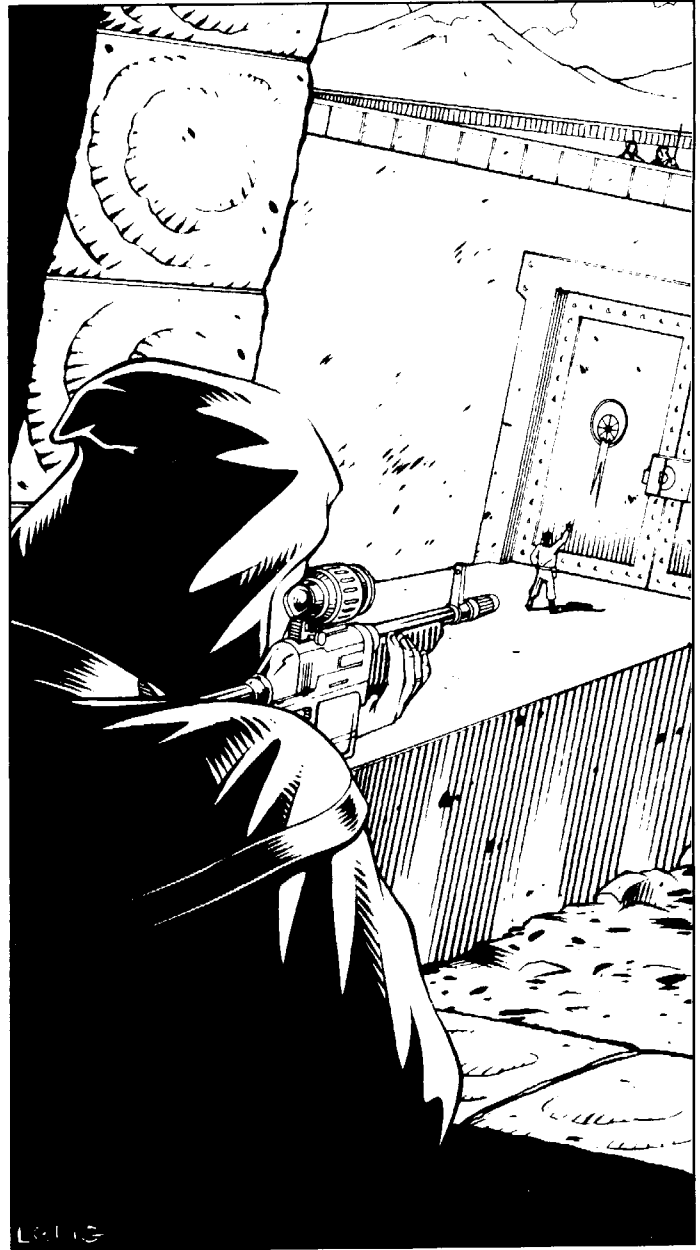
When news of the fall of Terra reached the True Believers on Gibson, the Word of Blake released the true 21st Centauri Lancers and their dependents, and the truth of the "Lancer betrayal" became known. Almost immediately, a number of mercenary units that had been negotiating contracts with the Word of Blake declared their refusal to serve the organization and began looking for alternative employment. However, most observers believe that the Lancer betrayal will not prevent less reputable mercenary units from serving the Word of Blake.

As Word of Blake forces began the long process of "cracking open" the sealed Com Guard bases and facilities, Word of Blake representatives on Outreach demanded a seat on the Mercenary Review and Bonding Commission, which denied the request. By the end of March, however, the Free Worlds League and Capellan Confederation had recognized the Word of Blake's authority over Terra. Within a few weeks, the Federated Commonwealth, Lyran Alliance, Draconis Combine and St. Ives Compact recognized the Word of Blake's de facto possession and agreed not to move against Terra—although they stopped short of formally acknowledging the legitimacy of the new Terran rulers.

In contrast, the Free Rasalhague Republic condemned the occupation. (The presence of thousands of Com Guard troops based on Rasalhagian worlds undoubtedly contributed to the Republic's decision.) ComStar issued a similar condemnation but declared that it would not move against Terra while the Clan menace remained—unless the occupiers mistreated the population or the invaders' reported use of biochemical weapons was confirmed.

On Terra, the Word of Blake militia rebuilt, using salvage and material looted from Com Guard storehouses. However, guerrilla groups on all three of the Terran system's inhabited planets continued to strike against the occupying forces. Resistance proved especially tenacious on Terra, where the population of more than six billion provided Com Guard raiders with ample opportunities to hide, but the mining colonies on Mars supported a surprising amount of resistance as well.

In April, the Word of Blake announced that Precentor Martial Trent Arian was assuming the governorship of Terra. Many observers had expected William Blane, Precentor Gibson and de facto leader of the Word of Blake, to assume control of Terra, but apparently the Machiavellian politics within the Word



of Blake necessitated a compromise candidate—and as the "officer on the ground," Arian was the logical choice.

On Arian's instructions, the elected Terran Assembly was suspended indefinitely, leaving the reins of government firmly in his hands. The occupiers also restricted all access to the Terran archives and restricted the admission of non-Terrans to Blake and Earth universities. Arian also canceled a number of technology-related courses at the universities and reassigned the lecturers, but the overall fate of both establishments remains in the balance.

At the time of this writing, Terra remains an open world, although non-Word of Blake visitors now must undergo extensive security checks. It remains to be seen if Terra will remain open to outsiders, or whether its new rulers will revive the isolationism of the pre-Reformation era.

SCENARIO 1: HOLD THE LINE

"That will be all, thank you," said the woman behind the desk. "Please wait outside. I will have a reply for Precentor Eden shortly."

"As you wish, Primus," the messenger said.

Although Primus Sharilar Mori appeared calm on the surface, she seethed at the need to use messengers to communicate with her staff. Only ninety minutes ago, the computer system at Hilton Head had crashed unexpectedly, disrupting communications and operations within the facility and with all other ComStar facilities on Terra. A number of junior staff members had been assigned to courier duty, but for all intents and purposes, operations within the massive complex had ground to a halt.

As the young man left the room, Mori barely suppressed a shudder. *We are the guardians of technology and human civilization, and yet are rendered helpless by a simple hardware failure or power surge.*

She began to look at the sheaf of papers the messenger had brought when the sound of a helicopter landing a short distance from the building attracted her attention. Typically, transport craft were used to move personnel around the city, but this was a Com Guard military vehicle.

She watched as the vehicle's navigator cracked open the canopy, leaped from the craft and dashed across the ferrocrete landing pad to the main operations building. Within moments there was a knock on the Primus's door.

"Enter."

Mori's adjutant, Adept Masaki, entered.

"Primus, I have an Alpha-priority communiqué from Precentor Player," Masaki said with a quiver in her voice.

The Primus of ComStar stared at the younger woman, her eyes widening. The local Com Guard commander's use of the Alpha-priority code signified grave news of a military nature.

"Word of Blake," she said before the younger woman could continue. "So our demons have come back to haunt us..."

SITUATION: COMSTAR FIRST CIRCUIT COMPOUND, HILTON HEAD ISLAND, 1400 HOURS, 28 FEBRUARY 3058

The initial Word of Blake operations on Terra were carried out by Blake agents already on the planet—most notably the so-called Shadow Lancers. ComStar headquarters on Hilton Head Island was perhaps the most important target assigned to the Lancers.

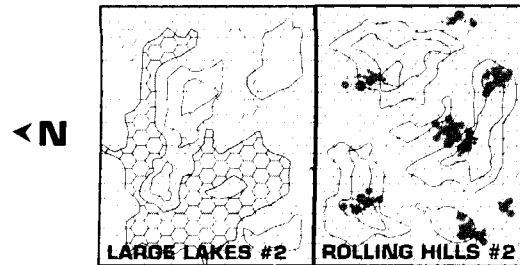
While Lancer BattleMech forces dealt with the two battalions of the Com Guard 201st Division at Salina, the Lancers' armor forces struck Hilton Head. Advancing under the cover provided by bad weather that covered much of North America, the unit had traveled to within fifty kilometers of the Hilton Head headquarters before the defending Com Guard forces detected it.

With their computer and communications sabotaged by the Word of Blake, the Com Guard forces were unable to prevent the Lancers from crossing to the island and seizing control of the city of Hilton Head.

At the First Circuit compound, however, the Com Guard forces rallied and made their desperate stand.

GAME SET-UP

Lay out the **BattleTech** maps as shown. Use the Large Lake #2 map from **BattleTech Map Set 4** and the Rolling Hills #2 map from **BattleTech Map Set 3**. Place a bridge in Hex 0313 of the Lake map. See **Special Rules** for more information.



DEFENDER

The defenders are elements of the Primus's bodyguard unit. All vehicle crews are Regular.

Flight of Arrows II-Lambda

- 2 Zephyrs
- Pegasus
- Saracen
- Nightshade VTOL
- Cyrano VTOL

Great Resistance II-Iota

- 2 Maxims
- Condor
- Drillson
- 1st Hilton Head Rifles (Rifle jump infantry)
- 2nd Hilton Head Rifles (Laser jump infantry)

Deployment

The defender sets up first. Defending units may deploy anywhere south of Hex-row 10xx on the north mapboard. The infantry units may start the game per Hidden Units rules (p. 89, BTC). Both VTOLs start at Level 1 altitude.

ATTACKER

The attackers are elements of the Shadow Lancers' armor battalion. All vehicle crews are Regular.

Reconnaissance Lance

- 2 Vedettes (3058 refit)
- 2 Galleons (3058 refit)

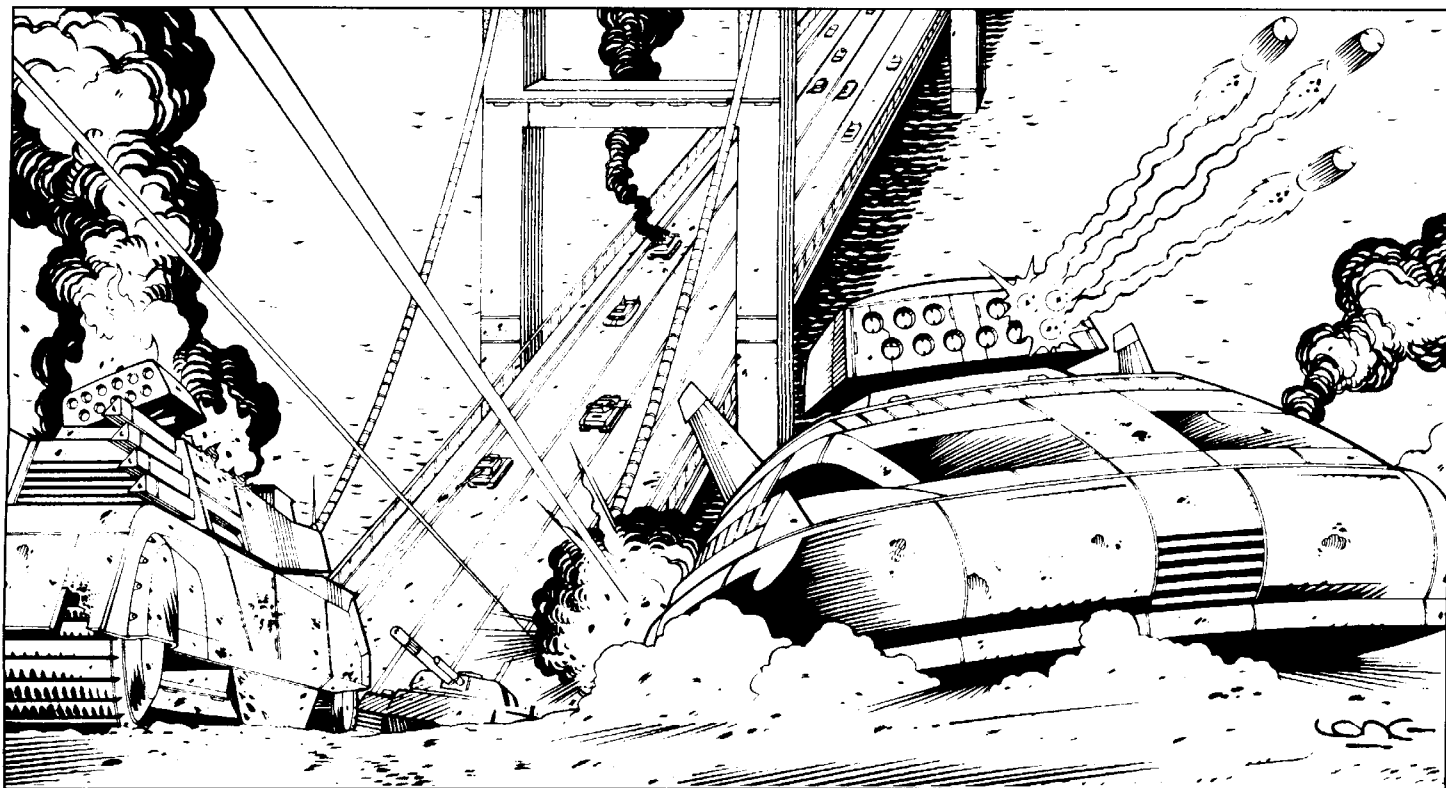
Assault Lance

- 2 Ontoses (3058 refit)
- 2 Pattons

Support Lance

- 2 Manticores
- 2 Bulldogs

HOLD THE LINE



Deployment

The attacker sets up second. Attacking units may deploy anywhere north of Hex-row 04xx on the north mapboard.

VICTORY CONDITIONS

The attacker attempts to capture the First Circuit compound, approximately two kilometers south of the battlefield. The defender's objective is to slow or stop the Lancer assault. The scenario ends when one of the following conditions is met: an attacking unit exits the south map edge, the defending units are destroyed, or half of the attacking force is destroyed or rendered immobile.

The attacker may win a Decisive Victory by exiting any units off the south map edge or destroying all the defending units. The attacker may win a Marginal Victory by destroying or rendering 8 or more of the defender's 12 units immobile.

The defender may win a Decisive Victory by destroying or rendering half or more of the attacking force immobile, provided that more than 4 of his own units remain operational. If 4 or more of the defender's units are rendered useless, he may still win a Marginal Victory.

SPECIAL RULES

Hex 0313 on the Large Lake mapsheet is spanned by a bridge that allows vehicles to cross. (Use the Bridge Movement Rules, p. 21, **BTC**.) This bridge is classified as heavy, with a Construction Factor of 90.

The Hidden Units Special Case Rule (p. 89, **BTC**) is in effect.

The standard rules for Clearing Woods and Fire do not apply in this scenario, and units may not use Inferno SRMs.

AFTERMATH

Initially, the Lancers' armored thrust met little resistance, as Hilton Head's Com Guard and TerraSec defenders withdrew in the face of a superior force. But as the tanks began to approach the First Circuit compound, a number of light and fast units began to harass the invaders, forcing a steadily larger part of the force to devote itself to rearguard duties.

Little more than a company of tanks was available for the first assault on the compound itself, but most of these vehicles were heavy vehicles such as the Ontos. In comparison, the defending force consisted of little more than reconnaissance units and APCs.

Fortunately for the Com Guard defenders, the heavily landscaped approaches to the compound forced the attackers to advance in single file, along heavily defended routes. Using their mobility, the defenders successfully repulsed the initial assault, prompting the Lancers to bring up artillery support and begin an intense bombardment of the compound.

The Lancers continued to shell the compound through the night. At approximately 0500 hours the next day, two Com Guard BattleMechs struck the rear area of the bombarding force. The Mech attack produced few casualties, but it diverted the attention of the Lancer force and enabled the compound defenders to evacuate Primus Mori and sabotage many of the facilities in the compound.

A second Lancer assault met little direct resistance. As the Lancers entered the compound, however, they encountered numerous booby traps, which caused several casualties and destroyed many of the facilities they sought to capture.

SCENARIO 2: WHEN THE BOUGH BREAKS

We had no warning at all when the massive bomb detonated over at the main facility. Our barracks are about two K's from the HQ building, but the blast still blew out all the windows. I was in the mess, having just finished a stint on duty, and was attempting to chat up a redhead in Furillo's command when the blast knocked us to the floor. As people struggled to their feet we could see a hellish fireball rising where a raging blizzard had been only moments before.

One of the squadies started yelling about how someone must've popped a nuke, but one of the officers—Adept Billiere, I think—pointed out that no one was that nuts and said it was probably a fuel-air explosive. Whatever it was, it meant we were under attack.

Within seconds dozens of people were milling about, trying to get into combat kit and get outside to meet whatever threat was incoming. As I jumped into the jeep that would take me to the hangar where my 'Mech was stored, I glanced north at the devastation.

Piles of smoking rubble lay where the HQ building and Alpha Battalion's barracks had stood. About 200 meters out from what I took to be the blast point, a number of reinforced 'Mech hangars still stood, but even these buildings looked like a *Locust* that'd just gone ten rounds with an *Atlas*. I'd heard stories of Tukayyid from some of the guys in the unit, but this was something else altogether. Tukayyid was warfare. This was slaughter.

The jeep screeched to a halt outside Bay 6, and I saw Smilie, my tech, already prepping my *Warhammer*. As I climbed the ladder to the cockpit, I vowed that someone would pay for this.

—Excerpted from *Insanity and the Greater Game*, by Paulo Keating

SITUATION: COM GUARD 201ST DIVISION BASE, SALINA, KANSAS, 1400 HOURS, 28 FEBRUARY 3058

The two Com Guard battalions stationed at Salina, Kansas, were designated as the main security force for the North American continent until the 21st Centauri Lancers were ready for duty. As a result, neutralizing the Salina facility and its troops became imperative once the Word of Blake forces had attacked the Hilton Head compound. If the troops at Salina were not stopped, they could easily repulse the Word of Blake attackers at Hilton Head and the Court of the Star League.

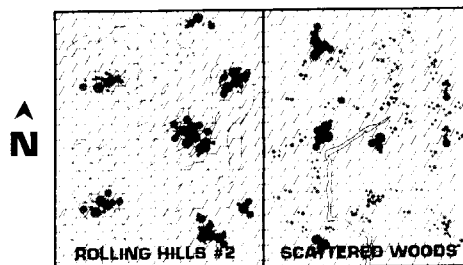
Although her force enjoyed numerical superiority, Lancers commander Suzanne Mulvanery knew the Lancers would take horrendous casualties in a direct assault, and so she settled on a less direct course of action. As the Lancer 'Mech regiment encircled the base, a pair of Lancer fighters approached the base and requested emergency landing clearance from the unsuspecting defenders. After receiving permission to land, the fighters began standard landing approaches, then suddenly

pulled up and dropped a pair of J91 Fuel-Air Explosive (FAE) devices on the base.

The resulting blast destroyed the Salina command structure and killed or injured almost half of the facility's combat-ready troops. A number of junior officers successfully rallied the survivors, however. When these leaders realized that the encircling force would soon move to crush them, they quickly organized an ad-hoc unit structure and led their troops through the Lancer regiment.

GAME SET-UP

Lay out the **BattleTech** maps as shown. Use the Rolling Hills #2 map from **BattleTech Map Set 3** and the Scattered Woods map from **BattleTech Map Set 2**. Due to the blizzard conditions, all Level 0 hexes are covered in deep snow (see **Weather and Terrain Rules**, p. 4). The water hexes on the Scattered Woods map are Depth 1, covered with ice but not frozen solid.



DEFENDER

The defenders are elements of the Com Guard 201st Division, Alpha and Beta Battalions.

1st Provisional Lance

Adept Epsilon-IV Edelle Kearny (*Piloting 4, Gunnery 3*),
AV1-0 *Avatar Prime*
Adept Epsilon-III Daren Moss (*Piloting 5, Gunnery 3*),
EXC-B2 *Excalibur*
Adept Epsilon-II Neil Morris (*Piloting 5, Gunnery 4*),
HGN-732 *Highlander*
Acolyte Epsilon-II Nyen Zur Wyn (*Piloting 5, Gunnery 4*),
BL9 *Black Knight*

2nd Provisional Lance

Adept Epsilon-IV Patrick Billiere (*Piloting 4, Gunnery 4*),
RJN101-A *Rajin*
Adept Epsilon-II Gifty Frimpong (*Piloting 5, Gunnery 4*),
HSR 400-D *Hussar*
Adept Epsilon-II Paulo Keating (*Piloting 5, Gunnery 4*),
WHM-7M *Warhammer*
Acolyte Epsilon-III Nicole Fraser (*Piloting 6, Gunnery 4*),
WTH-2 *Whitworth*

Deployment

No defending units start on the mapboard. Defending units enter from the eastern map edge. The First Provisional Lance enters on Turn 1, and the Second Provisional Lance enters on Turn 2.

WHEN THE BOUGH BREAKS

ATTACKER

The attackers are elements of the encircling Shadow Lancer Second BattleMech Battalion.

Assault Lance

Adept Epsilon-XIV Alex Nash (*Piloting 3, Gunnery 3*),
CRD-5M *Crusader*

Adept Epsilon-IV Min Walters (*Piloting 4, Gunnery 4*),
WHM-7M *Warhammer*

Adept Epsilon-III Toby Rose (*Piloting 5, Gunnery 4*),
GOL-3M *Goliath*

Adept Epsilon-II Lech Stanislov (*Piloting 5, Gunnery 4*),
CES-3R *Caesar*

Pursuit Lance

Adept Epsilon-IV Scott Bruckheimer (*Piloting 5, Gunnery 4*),
ZPH-1A *Tarantula*

Adept Epsilon-II Sebastiane Brock (*Piloting 4, Gunnery 4*),
TR1 *Wraith*

Adept Epsilon-II Huw Martin (*Piloting 5, Gunnery 4*),
WVR 7D *Wolverine*

Acolyte Epsilon-I Devon Hedges (*Piloting 6, Gunnery 5*),
CN9-D *Centurion*

Deployment

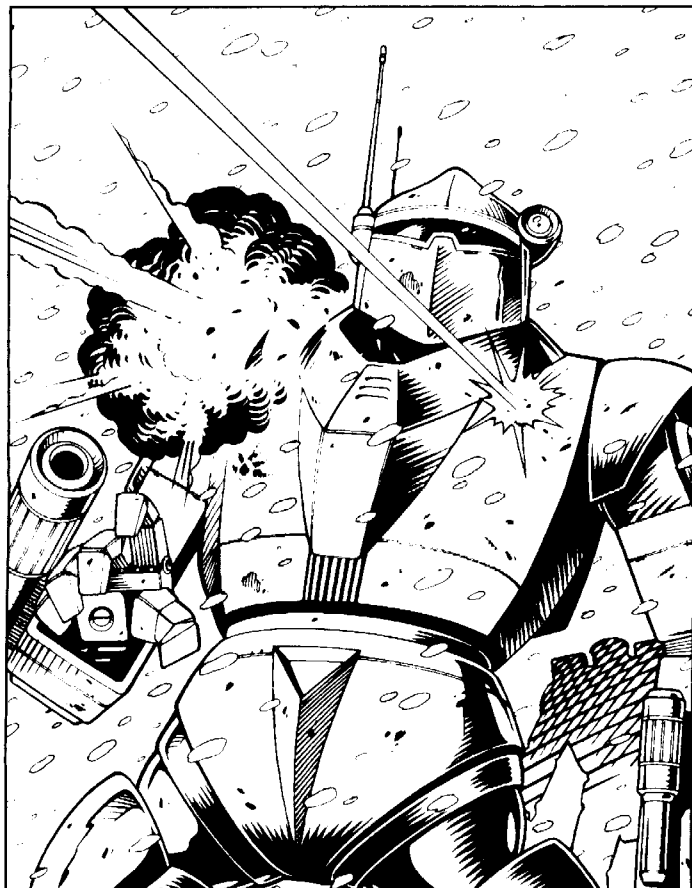
All the attackers start the scenario on the map. They may deploy anywhere on the western (Rolling Hills) map. When deploying, all members of each lance must remain within 5 hexes of all other lance members. Attacker lance members must maintain this spacing during the entire scenario as well.

VICTORY CONDITIONS

The scenario ends when all defender 'Mechs have exited the mapboard or have been destroyed. At that time, tally each player's score per the following guidelines. Then subtract the attacker's score from the defender's and consult the Victory Table to determine the outcome.

The defender receives 5 points for each defender unit that exits the map via the west map edge. (Any defender 'Mech that exits via any other map edge is considered destroyed.) The defender also receives 2 points for each attacker 'Mech destroyed.

The attacker receives 5 points for each defender 'Mech destroyed. Attacker 'Mechs that exit the board may not re-enter but are not considered destroyed for purposes of victory points.



SPECIAL RULES

This scenario is played in Blizzard conditions (see **Weather and Terrain Rules**, p. 4).

The attacker receives an advantage on Initiative Rolls during the first six turns of the scenario. On Turns 1 and 2, the attacker automatically wins the Initiative. On Turns 3 and 4, the attacker receives +2 to all Initiative Rolls. On Turns 5 and 6, the attacker receives +1 to Initiative Rolls.

The units from this scenario also appear in **Scenario 6: Nowhere to Run** and **Scenario 16: End of the Line**. If desired, these scenarios may be played as a three-scenario sequence, with damage and ammunition levels carried over from one scenario to the next (rules are provided in **Scenarios 6 and 16**). If desired, players can also improve the skills of their MechWarriors during the scenarios. To do so, keep track of the number of kills made by each MechWarrior during the scenario. For every 4 BattleMechs a pilot destroys, the controlling player may reduce the MechWarrior's Piloting or Gunnery Skill by 1 (skills may never drop below zero). Skill improvements take place between the scenarios, not during the engagements.

AFTERMATH

Of the forty 'Mechs and vehicles in the Com Guard force at Salina, only twenty-two 'Mechs made it through the encircling Shadow Lancers' line. These survivors fled west, hoping to reach one of several Com Guard supply depots in the Rocky Mountains. However, a number of Lancer units moved to pursue them, and the chase was on.

VICTORY TABLE

| Final Score | Outcome |
|-------------------|--------------------------------|
| 20+ points | Defender wins Decisive Victory |
| 20-6 points | Defender wins Marginal Victory |
| 5 to -5 points | Draw |
| -5 to -19 points | Attacker wins Marginal Victory |
| -20 to -40 points | Attacker wins Decisive Victory |

THE FALL OF TERRA

SCENARIO 3: FREE FALL

Aside from the flashing green numbers scrolling across the head-up display of his face-plate, Adept Rho-VII Matheson had no other indication that he was falling through the sky, thousands of feet above the ground. Inside his power armor (light) suit, he neither felt nor heard the air whipping by him as he plunged downward. On his left and right, the green face-plate displays of his troops shone like glowing emeralds in the velvety darkness of the night time sky.

Matheson checked his altimeter—7,500 meters. The group had already fallen more than twenty kilometers since jumping from their DropShip over the Pacific Ocean and body-planing inland. The group was now nearing the target, and for a brief moment Matheson shuddered—the group would be defenseless if an enemy aerospace fighter passed through the area and spotted them. Still, the likelihood of such an occurrence was quite remote, and the radar-absorbing material of the group's PA(L) suits virtually ensured that their target would not detect their approach.

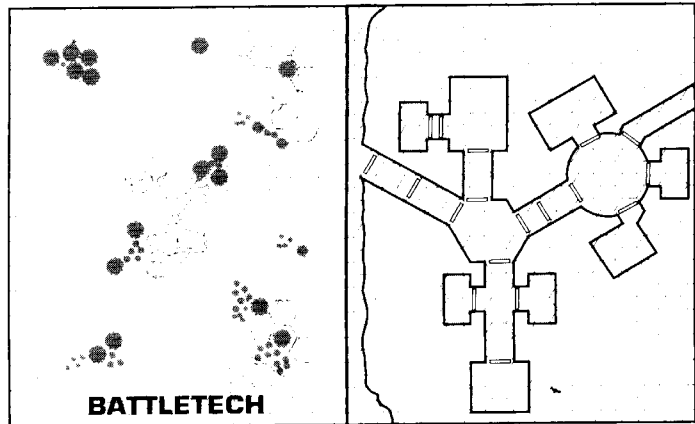
After free-falling another kilometer, Matheson's troops deployed their parachutes. Ordinarily they would not have opened the chutes until later in their jump, but the target lay at an altitude of 5,700 meters above sea level. And in the thinner atmosphere at such a height, their chutes required more time to slow the jumpers' descents.

Even so, the landing was fast, and the myomer musculature of each jumper's suit contracted instantaneously to absorb the impact. Wordlessly, the members of the assault team flipped their harness releases and set off across the mountain-side toward their target.

SITUATION: SANTO TOMÁS LASER BATTERY, CUZCO ADMINISTRATIVE DISTRICT, ANDES MOUNTAINS, 22 10 HOURS, 28 FEBRUARY 3058

Although the Word of Blake already had some troops on the ground, the invaders desperately needed to land the main body of their force as swiftly as possible. Despite the work of the saboteur Fujishima, however, Terra was still protected by the remains of the Space Defense System (SDS), a collection of high-power laser, PPC and missile batteries designed to engage and destroy any vessels in orbit or attempting to land.

Over a period of several weeks, Word of Blake ROM strike teams had slipped into position to capture or destroy numerous SDS sites across the globe. However, several SDS sites, such as the Santo Tomás laser battery in the Andes, were protected by formidable natural defenses that prevented ground-based units from destroying them.



* DETAILED MAP ON P. 71

GAME SET-UP

This is a **MechWarrior** scenario. It may be played as a roleplaying scenario or as a tactical combat scenario. The **MechWarrior Companion (MWC)** is required to play this scenario.

Set up the maps as shown at top. The map on the left can be created by drawing the hallways, rooms, and doors on the back of a standard mapsheet.

DEFENDER

The defenders are the staff and security detachment of the Santo Tomás battery.

Staff

All staff members are Tech archetypes (p. 48, **MWII**), and each is armed with a standard laser pistol.

Adept Zeta-XIX Victor Graham
Adept Zeta-VI Helen Willows
Adept Zeta-III Jason Vir
Adept Zeta-II Benoit Weisser

Security Detachment

Treat security detachment members as Marine archetypes (p. 30, **MWC**), but remove the Gunnery/Spacecraft, Piloting/Spacecraft and Zero-G Operations Skills, and disregard the equipment listed on the archetype. Instead, each detachment member possesses an ablative/flak body suit, an ablative/flak helmet, a medikit, a vibroblade, a military power pack and a standard pistol with 10 reloads. Additional equipment for each character is noted below.

Adept Iota-IV Robert Wheeler (Laser rifle)
Adept Iota-I Xavier Grau (Laser rifle)
Adept Iota-II Gwyneth Carson (Pulse laser rifle)
Adept Iota-II Michiko Tadashi (Laser rifle)
Adept Iota-IV Wallace Anders (Pulse laser rifle)
Acolyte Iota-VI Dani Sulgerbuel (Laser rifle)
Acolyte Iota-III Neil Swan (Laser rifle)

FREE FALL

Deployment

The staff members all start the scenario in the Control Room, although one of the staff members may be placed in the Kitchen or one of the Store Rooms at the defending player's option.

Place two security guards in the Guard Room and one in the Dormitory. The remaining guards may be placed anywhere on either of the two maps except the Armory or the hallway leading to the Armory.

ATTACKER

The attackers are elements of the Word of Blake ROM strike team who have just arrived at Santo Tomás after a HALO (high-altitude, low-opening) drop.

All are Special Forces operative archetypes (p. 31, **MWC**), with an additional Piloting: Battlesuit 3 (4+) Skill. Disregard the equipment listed on the archetype. Instead, each member of the team is equipped with a PA(L) suit, an Advanced Security Bypass Kit, a medikit, grenades (10 micro, 6 mini and 2 maxi; the attacking player chooses the types before the start of the scenario), a vibroblade and a standard pistol with 10 reloads. Additional skills and equipment for each character are noted below.

Adept Rho-VII Willhelm "Bill" Matheson (Laser rifle with JAF-05 flash suppressor, Sternsnacht pistol)

Adept Iota-III Martina O'Toole (Pulse laser rifle with JAF-05 flash suppressor)

Adept Rho-IV Jimi Awolesi (Laser rifle with JAF-05 flash suppressor, Demolitions 4 (5+), a demolition kit, 4 blocks of pentaglycerine)

Adept Rho-III Clive Carr (Gyrojet rifle with 5 reloads)

Adept Iota-II Michael Pieczenik (Laser rifle with JAF-05 flash suppressor)

Deployment

The attackers enter the map from the south map edge during the first round of play.

VICTORY CONDITIONS

To win the scenario, the attackers must gain control of the command center, neutralize any defenders and prevent the battery personnel from using their SDS weapon against the approaching Word of Blake fleet. Any other result is a defender victory and has repercussions in **Scenario 5: Down Into Darkness**.

SPECIAL RULES

This scenario takes place at night. Although the interior of the complex is well lit, the outside is dark. The penalty for partial darkness (night) applies to all Attack Rolls (p. 54, **MWII**).

The attackers' PA(L) suits negate this penalty, and the defenders have access to flares. A flare can be lit and dropped in a hex as a Simple Action or thrown like a grenade. A flare illuminates the hex it lands in, as well as the 6 adjacent hexes for the remainder of the scenario. Units in illuminated hexes may be targeted with no darkness penalty. Lit flares can be picked up safely by any character. Picking up a flare is a Simple Action, while dropping a lit flare is an Incidental Action.

Doors

Various doors are scattered throughout the complex. All are shut and locked at the start of the scenario. Defending characters must spend 1 MP to open a door. Any character must spend 1 MP to close a door.

The attackers must use their security skills and equipment to bypass the locks, gain knowledge of the access codes or destroy the doors to pass through them. Two numbers are listed beside each door marked on the map. The first number is the Tech Level of the lock. The second is the number of points of damage needed to destroy the door.

Any attacking character in the control room can attempt to find the door access codes in the battery's computer system. Each attempt is a Complex Action and requires an unskilled Computer Skill Roll (because none of the attackers have the Computer Skill). Apply a +1 modifier if any defending characters are in the room during the attempt. If the roll succeeds, the character has found the codes and radioed them to his teammates. Starting in the next round, the attacking characters can open any of the doors by spending 2 MP.

Armory

The base armory contains the following equipment:

- 5 flak vests
- 5 Rorynex SMGs with 25 Rorynex SMG reloads
- 4 standard laser pistols
- 2 pump shotguns with 10 pump shotgun reloads
- 20 maxi-grenades, 40 mini-grenades, 60 micro-grenades
- 2 semi-portable support lasers
- 4 high-capacity military power packs
- 20 emergency flares

Half of each type of grenade are explosive grenades. The remaining grenades may be of any type the defending player desires. These types must be decided on before play begins.

Remember that picking up items costs actions (normally one Simple Action per item, subject to gamemaster or opposing player's approval). Picking up and putting on a flak vest is a single Complex Action.

PA(L) Suits

- Tech Level: 4
- Availability: D (custom-made)
- Legality: C
- Cost: 350,000 C-bills
- Power Usage: 1/round
- Energy: 2/3
- Ballistic: 1/2
- Melee: 1/3
- Coverage: Full (helmet and gloves may be removed)
- Damage Capacity: 60
- Movement: Full, no jump
- Physical: 0
- Athletic: 0
- BLD: +1

FREE FALL

Power Armor (Light) suits, more commonly known as PA(L) suits, occupy a middle ground between body armor and full-fledged battle armor suits. Designed for use in special operations, each custom-made PA(L) suit consists of layers of myomer musculature, sheathed in a special "stealth" armor composite. Use the standard **MechWarrior** battle armor rules (pp. 95-97, **MWC**), with the following modifications:

Each suit is custom-tailored for its wearer, so it provides no restriction on the BLD Attribute of the user. Any other individual who uses the suit will receive 1D6 damage for each round he uses the suit and also suffers Athletic and Physical penalties of +2.

PA(L) suits are not equipped with jump packs, medipacks or LSSUs and do not have any integral weaponry. Therefore, the Gunnery/Battlesuit Skill is not required to operate the suit, although Piloting/Battlesuit is required.

A single military power pack supplies energy for a PA(L) suit's musculature, head-up display (HUD) and life-support systems, and may also be used to power external systems via two connection points situated at the suit's waist. The HUD system provides information on the suit's status and acts as rangefinder binoculars and starlight goggles, but it does not provide the wearer with any bonus for tracking and targeting.

A PA(L) suit wearer's hands are protected by a pair of armored gloves, but otherwise the wearer may make full use of his hands to operate equipment or weapons.

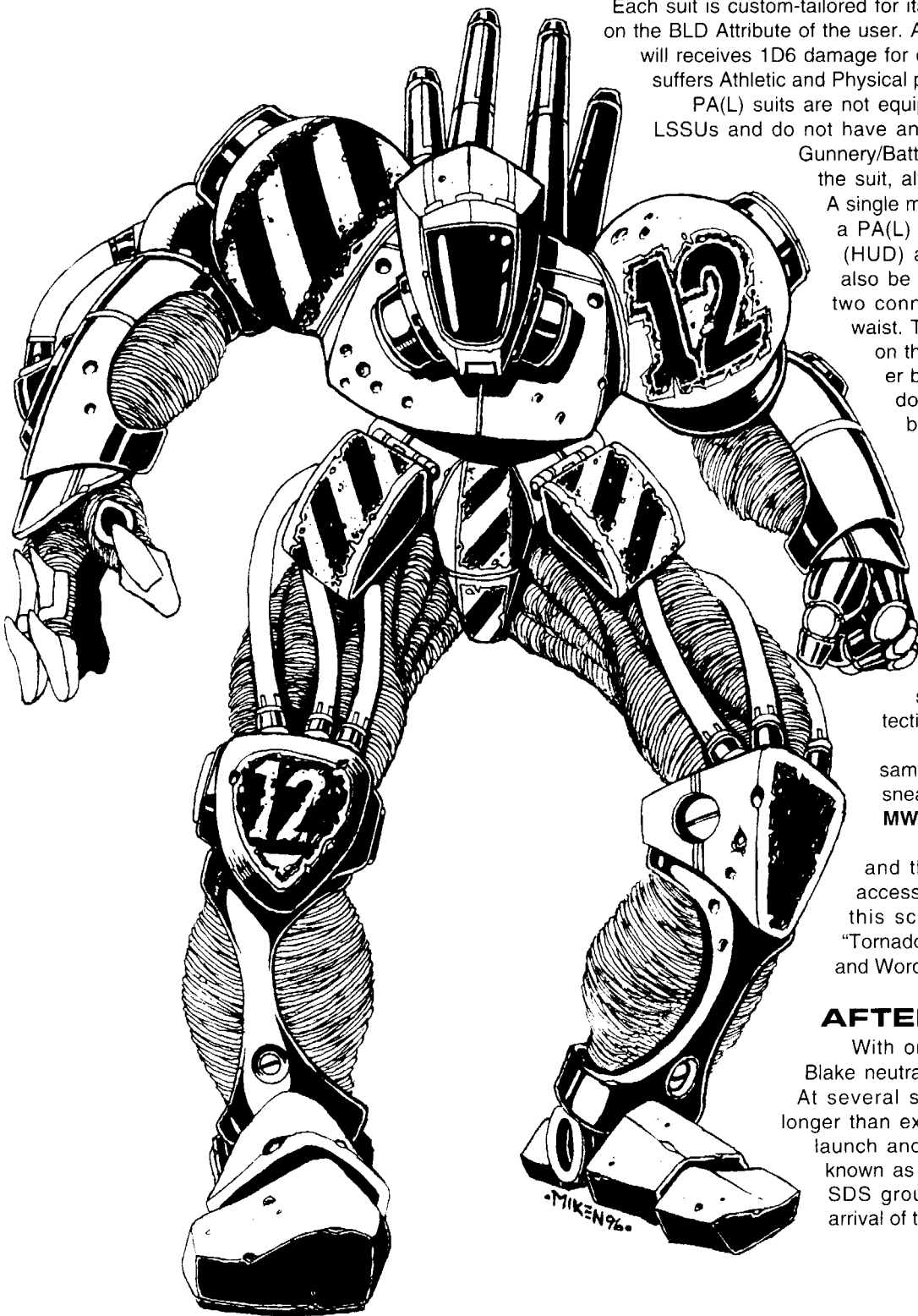
A detachable helmet contains the HUD and respirator systems. The suit can be operated without the gloves and helmet, but the wearer does not gain the benefits of these systems and receives no armor protection on his hands and head.

The PA(L) suit armor also has the same capabilities as an IR sneak, camo sneak and ECM sneak suits (pp. 85, 87, **MWII**).

Currently only ComStar (P series) and the Word of Blake (G series) have access to PA(L) suits. The model used in this scenario is the Word of Blake G12 "Tornado" suit. For game purposes, ComStar and Word of Blake suits function identically.

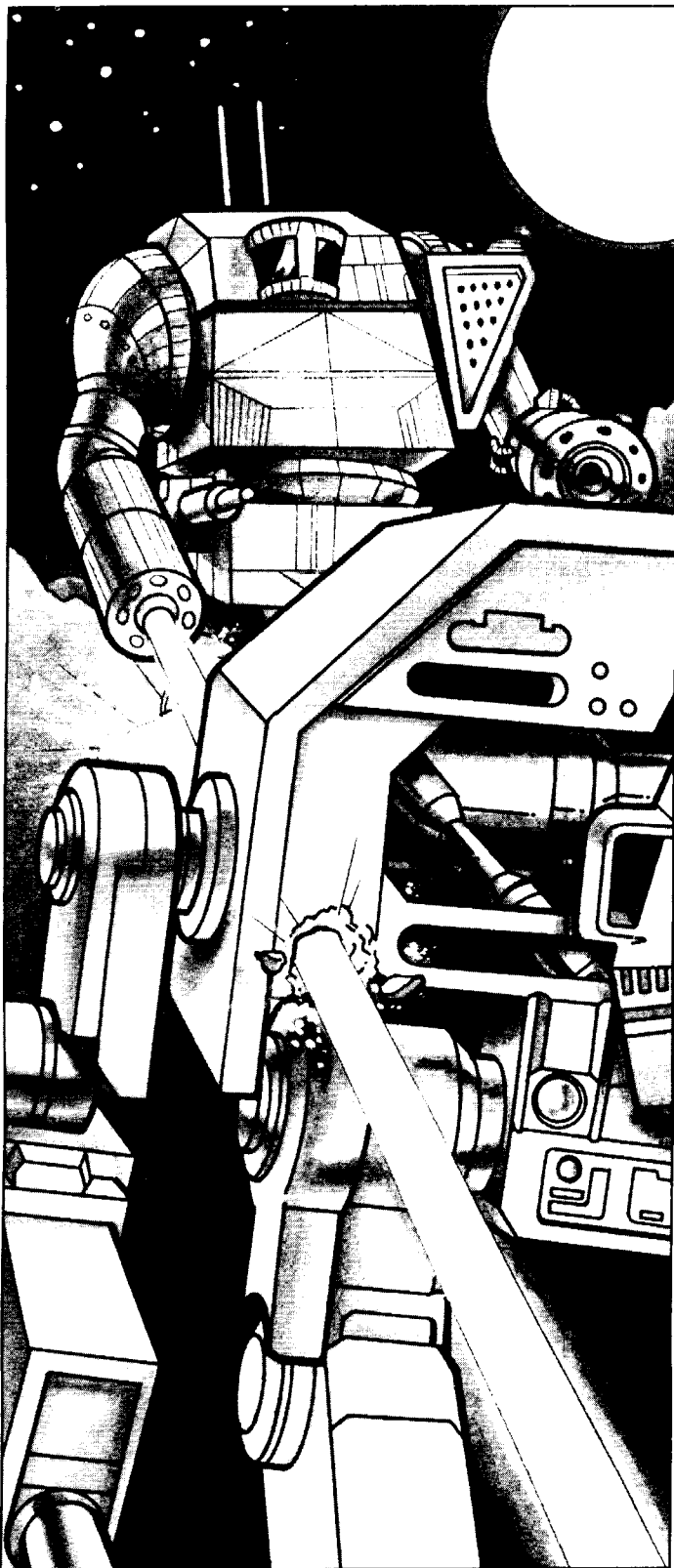
AFTERMATH

With one or two exceptions, the Word of Blake neutralized Terra's SDS sites as planned. At several sites, however, the fighting lasted longer than expected and SDS staff managed to launch and activate the orbital mirror system known as Damocles. Despite this success, all SDS ground bases were seized before the arrival of the Word of Blake fleet.



FALL OF TERRA

SCENARIO 4: OUT COME THE KNIVES



We were returning from patrol on the Libyan Plateau, about 75 kilometers north of Sitra en route to Cairo, when Kasuga made her move. I was on point as we crossed a section of particularly rough terrain, with Kasuga directly behind me. Now, Madoka and I have had our differences in the past, but nothing that led me to anticipate what she was planning.

Suddenly a barrage of weapons fire slammed into the back of my *Puma*, cutting clean through the 'Mech's back armor and ripping at the *Puma*'s right torso. If the techs at Jo-berg hadn't been so insistent about getting hold of the *Puma*'s targeting computer, it would've been gutted. As it was, I only lost a couple of heat sinks.

I turned as Maddy's *Shadow Hawk* unleashed a second barrage that hit the *Puma*'s left side and sent hazard lights flashing all over the 'Mech's control panel until it looked like a Christmas tree. For a split second, I thanked my lucky stars that I was sitting in a Clan-built 'Mech. The cacophony of curses and recriminations on the comm channel gave me no clue about what was happening, but I didn't hesitate as I dropped my targeting crosshairs onto Maddy's *Shadow Hawk*.

"Now it's my turn," I said as I pulled the triggers.

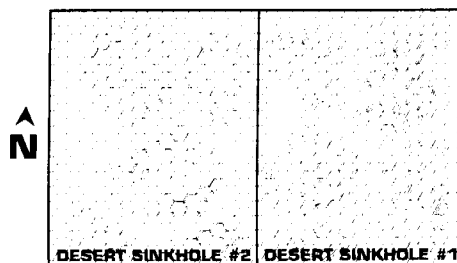
—Excerpted from the report of Demi-Precentor Emily Price, 201st Division

SITUATION: SAHARAN TEST RANGE, MUNKHAFED EL GATTARA, SAHARAN DESERT, 2230 HOURS, 28 FEBRUARY 3058

As the Word of Blake invasion began, mutinies erupted in numerous Com Guard lances and companies. The mutiny in the 201st Division lance under Demi-Precentor Price was fomented by Adept Madoka Kasuga, who persuaded several disaffected MechWarriors in the lance to rise up against Price. Price's *Puma* took several critical hits when the mutineers initially opened fire on the 'Mech, but it remained standing. What followed was one of the bitterest clashes of the conflict.

GAME SET-UP

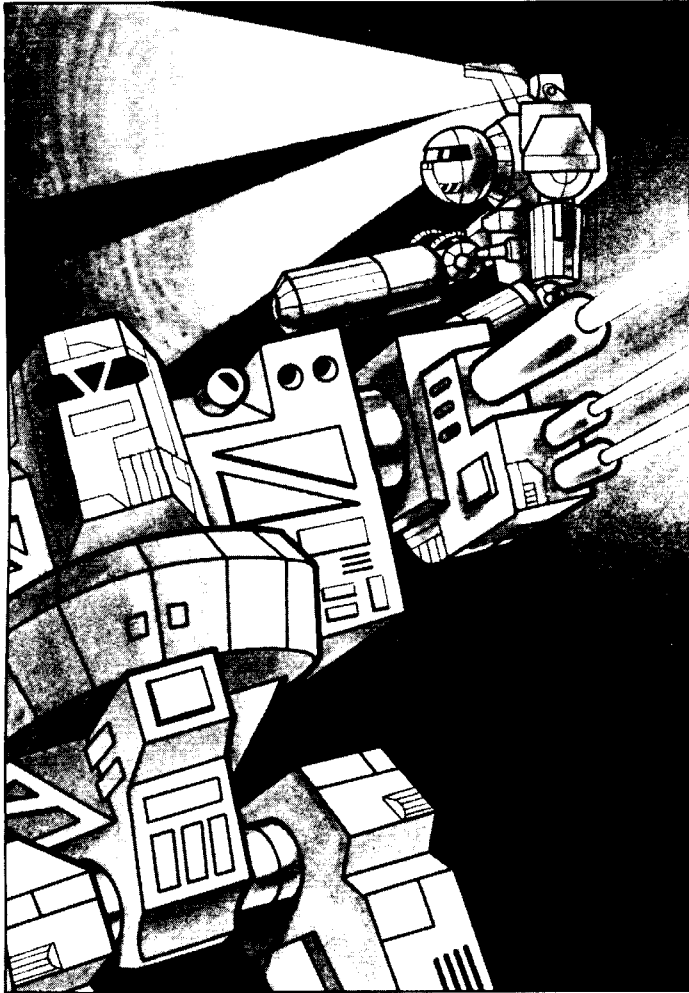
Lay out the **BattleTech** maps as shown. Use the two Desert Sinkhole maps from **BattleTech Map Set 3**.



ATTACKER/DEFENDER

Demi-Precentor Price automatically starts the scenario under the control of the defending player; Adept Kasuga starts

OUT COME THE KNIVES



under the control of the attacking player. The players then alternately select MechWarriors from the remaining lance members. Use a die roll to determine who selects first.

Demi-Precentor Emily Price (*Piloting 3, Gunnery 3*),
*Puma** (1110, 1210)
 Adept Madoka Kasuga (*Piloting 4, Gunnery 4*),
 SHD-5M *Shadow Hawk* (0909, 1009)
 Adept Michael Collins (*Piloting 5, Gunnery 4*),
 ON1-M *Orion* (0706, 0707)
 Adept Meg Graham (*Piloting 4, Gunnery 4*),
 BJ-2 *Blackjack* (0407, 0508)
 Adept John "J" Hague-Moody (*Piloting 5, Gunnery 3*),
 WHM-7M *Warhammer* (0708, 0709)
 Adept Ian Ayliffe (*Piloting 5, Gunnery 4*),
 VT-5M *Vulcan* (0109, 0208)

*Treat Demi-Precentor Price's *Puma* as a *Puma Prime* but replace the targeting computer with 3 Clan double heat sinks.

Deployment

All the 'Mechs start play on the west mapsheet. The specific starting location of each 'Mech is indicated by the numbers that follow the 'Mech's name. The first number indicates the 'Mech's starting hex. The second number is the hex the 'Mech faces when play begins. For example, Price's *Puma* is placed in Hex 1110, facing toward Hex 1210.

VICTORY CONDITIONS

Both sides attempt to destroy as many opponents as possible. Additionally, the defender attempts to exit one or more units of the eastern map edge, toward the Com Guard base at El Qahira (Cairo).

SPECIAL RULES

Due to the advantage of surprise, the attacker (Word of Blake forces) automatically wins the Initiative for Turn 1.

Night combat rules apply (p. 94, **BTC**). The *Warhammer* and the *Vulcan* are equipped with searchlights.

To better represent the sinkhole terrain, treat each hex's elevation as the *lowest* level in the hex. For example, Hex 0145 of the Desert Sinkhole #2 map is Sub Level 2, not Level 0.

Treat Rubble hexes on the map as Rough terrain.

AFTERMATH

With the lance split fairly evenly between mutineer and loyalist, technology and luck determined the victor. Although Kasuga's *Shadow Hawk* grossly outweighed Price's *Puma*, the Clan weapons on the *Puma* made the OmniMech more than a match for the *Shadow Hawk*. Within minutes, Price had crippled Kasuga's machine, prompting Adept Kasuga to eject. Kasuga's defeat seemed to demoralize the other mutineers, who were quickly destroyed by the loyal lance members. Only two of the lance's 'Mechs emerged from the short but bitter skirmish operational.

VICTORY TABLE

| Situation | Outcome |
|------------------------------------------------------------------|-----------------------------------|
| All attacker units destroyed and 0 or 1 defender units destroyed | Defender wins Decisive Victory |
| All attacker units destroyed and 2 defender units destroyed | Defender wins Substantial Victory |
| At least 1 defender unit exits eastern map edge | Defender wins Marginal Victory |
| Both sides destroyed | Draw |
| All defender forces destroyed and 2 attacker units destroyed | Attacker wins Marginal Victory |
| All defender units destroyed and 1 attacker unit destroyed | Attacker wins Substantial Victory |
| All defender forces destroyed and no attacker units destroyed | Attacker wins Decisive Victory |

THE FALL OF TERRA

SCENARIO 5: DOWN INTO DARKNESS

We jumped in at a pirate point just outside lunar orbit and began to burn toward the planet as soon as we detached from our JumpShips. There was little doubt that the Com Guard knew we were coming—but we could only guess how would they react.

We were a little over thirty minutes into the transit when Com Guard aerospace interceptors from the Copernicus base approached the fleet from the port quarter. Fortunately for us, the initial assault contained only two squadrons; our fighters from the *Ingram*, *Griffin* and *Fife* took them out before they could close to effective range.

Two hours later the fleet split into several smaller flotillas. We were part of Task Force Gold, scheduled to land at La Paz before moving to secure the Com Guard base at Manaus. Most of the fleet's DropShips were heading for the Northern Hemisphere—North America, Europe, China and Japan. That left Task Forces Gold and Copper, assigned the Azania landings, with the only Southern Hemisphere targets. That's probably why the Com Guard force chose to concentrate on us.

We were still in breaking posture when we detected the Com Guard fleet boosting from Singapore Orbital. Our radar and ESM clearly showed an *Avenger* and *Achilles* leading the defenders. That's when I knew we were in trouble.

—Excerpted from the report of Precentor Trevor Sladen, Captain, WoBS *Hobart*

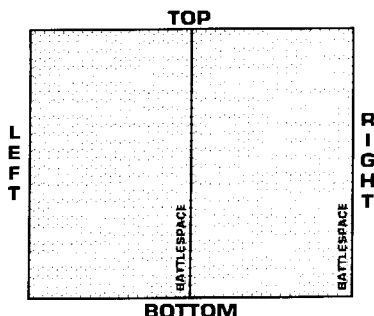
SITUATION: ASSAULT ORBIT, TERRA, 2245 HOURS 28 FEBRUARY 3058

Those who break faith with the Unity shall go down into darkness.
—Traditional Clan oath

Although the Shadow Lancers were already on Terra, the majority of the Word of Blake force had to make landfall via more conventional means. Arriving at a pirate jump point just outside lunar orbit, the Word of Blake invasion fleet made all speed toward the planet, although their passage was contested by Com Guard interceptors.

GAME SET-UP

Lay out the two **BattleSpace** maps as shown. Hex-row 01xx across both mapsheets is the planetary surface. This edge is



referred to as "down." Hex-rows 02xx to 05xx are the atmosphere, while Hex-row 06xx is the space/atmosphere interface.

DEFENDER

The defenders are the following elements of the Com Guard Terran Defense Fleet.

- CSV *Charleston*, *Avenger* Class DropShip (Regular crew)
- CSV *Alexander Nikolayev*, *Achilles* Class DropShip (Veteran crew)
 - 2 LCF-R16 *Lucifers*
- CSV *Jeanne D'Arc*, *Leopard CV* Class DropShip (Regular crew)
 - 2 HMR-HD *Hammerheads*
 - 4 THK-63 *Tomahawks*
- CSV *Casablanca*, *Leopard CV* Class DropShip (Regular crew)
 - 2 RPR-100 *Rapiers*
 - 2 SL17 *Shilones*
 - 2 HCT-213 *Hellcats*
- CSV *Sawakaze*, *Union* Class DropShip (Regular crew)
 - 2 CHP-W10 *Chippewas*
- CSV *Trafalgar*, *Union* Class DropShip (Veteran crew)
 - 2 SYD-Z2A *Seydlitzes*

Deployment

The defenders enter the left edge of the map during the Movement Phase of Turn 1, with a Starting Velocity between 3 and 6. Fighter squadrons may start play aboard or outside their DropShips, at the defending player's discretion.

ATTACKER

The attackers are Task Force Gold (elements of the Word of Blake Liberation Flotilla).

- WoBS *Knox*, *Overlord* Class DropShip (Regular crew)
 - 2 TR10 *Transits*
 - 2 F94 *Stingrays*
 - 2 CSR-V12M *Corsairs*
- WoBS *Azov*, *Overlord* Class DropShip (Regular crew)
 - 2 LCF-R16 *Lucifers*
 - 2 IRN-SD1 *Ironsides*
 - 2 *Lightnings*
- WoBS *Hobart*, *Union* Class DropShip (Regular crew)
 - 2 TR-14 *Transgressor ACs*
- WoBS *DeGrasse*, *Union* Class DropShip (Regular crew)
 - 2 HMR-HD *Hammerheads*
- WoBS *Halland*, *Achilles* Class DropShip (Veteran crew)
 - 2 F700A *Rievers*
- WoBS *Fife*, *Leopard CV* Class DropShip (Regular crew)
 - 2 THK53 *Tomahawks*
 - 2 GTHA-500 *Gothas*
 - 2 HCT-213 *Hellcat IIs*
- WoBS *Perry*, *Hamilcar* Class DropShip (Veteran crew)
 - 2 SL17 *Shilones*

Deployment

The attacking forces enter at the right map edge, between Hexes 1414 and 2614 of the bottom mapsheet or any hexes of the top mapsheet. The units enter during the Movement Phase

DOWN INTO DARKNESS

of Turn 1, with a Starting Velocity between 3 and 6. Fighter squadrons may start play aboard or outside their DropShips, at the attacking player's discretion.

VICTORY CONDITIONS

The scenario ends when all of the attacker's DropShips have landed or been destroyed. To determine the scenario outcome, first tally each player's score per the following guidelines:

The attacker receives points for landing his DropShips at one of the following landing sites: Hex 0104 (west map), Hex 0111 (west map), Hex 0104 (east map) and Hex 0111 (east map). No more than two DropShips may land at each site. If a DropShip lands in any other hex, the attacker receives only half of its listed point value.

The defender receives points for each attacker DropShip destroyed. DropShips destroyed by weapons attacks, failed re-entry or any other cause count.

The point values for each DropShip are listed below.

| DROPSHIP VICTORY POINTS | |
|-------------------------|---------------------|
| DropShip Type | Victory Point Value |
| Overlord | 36 |
| Union | 12 |
| Hamilcar | 8 |
| Other | 5 |

After tallying each player's score, subtract the defender's score from the attacker's score and consult the Victory Table to determine the battle's outcome.

| VICTORY TABLE | |
|---------------|--------------------------------|
| Final Score | Outcome |
| 96 or higher | Attacker wins Decisive Victory |
| 95 to 40 | Attacker wins Marginal Victory |
| 39 to 0 | Draw |
| -1 to -50 | Defender wins Marginal Victory |
| -51 or lower | Defender wins Decisive Victory |

SPECIAL RULES

The standard **BattleSpace** Atmospheric Operations and Crew Quality rules (pp. 32-35 and 62, **BattleSpace** rulebook) are in effect. If any fighters start the scenario aboard DropShips, they launch according to the Launching/Recovering Small Craft rules (p. 50, **BattleSpace** rulebook).

When a fighter squadron fails an atmospheric interface Control Roll, every fighter in the squadron suffers 1 point of damage for each point by which the roll failed (rather than the 5 points described in the **BattleSpace** rulebook).

SDS Base Statistics

Although much of the Terran SDS system was neutralized before the Word of Blake DropShips began landing, several

SDS systems remained operational and threatened the invading DropShips. Players may wish to include such a system in the scenario, especially if the Word of Blake forces failed to take control of the SDS facility in **Scenario 3: Free Fall**.

Use the standard **Surface to Orbit Fire** rules (p. 38, **BattleSpace** rulebook) and the following statistics for the SDS base.

Primary Weapon: 2 heavy naval lasers (6 Fire Factors each, 20-hex range, capable of independent targeting).

Secondary systems: 5 missile batteries (5 Fire Factors each, 20-hex range, capable of independent targeting).

Construction Factor: 280 (i.e., base can absorb 28 points of **BattleSpace** damage before being rendered inoperative). For every 4 points of **BattleSpace** damage inflicted on the base, remove 1 randomly determined weapon system.

Location: Hex 0107, left map.

| TASK FORCE TARGETS | |
|--------------------|-----------------------------------------|
| Task Force | Primary Landing Target |
| Silver | Court of the Star League, North America |
| Steel | Sandhurst, British Isles |
| Zinc | Geneva |
| Bronze | Moscow |
| Lead | Beijing |
| Brass | Kanto, Japan |
| Gold | La Paz, Bolivia |
| Copper | Azania (South Africa) |

AFTERMATH

Shortly after the mid-point of its transit, the Word of Blake flotilla broke into several discrete attack forces. Each force was to make its own way to its target, thus swamping the Terran defenses with simultaneous approaches and landings across the globe.

Com Guard leaders realized they could not prevent all the landings, so they decided to concentrate their forces on three of the Word of Blake task forces: Silver, Gold and Copper. This strategy provided the Com Guard forces with equal or greater strength than their opponents, a balance that resulted in severe casualties on both sides.

In the end, the Com Guard was unable to prevent the bulk of the DropShip landings. Task Force Silver lost only two transport craft and crippled or destroyed all its opponents. However, much of the fighting in North America had been carried out by the Shadow Lancers, and so the success of Task Force Silver's landing was of little tactical importance.

Task Forces Gold and Copper however, lost approximately forty percent of their ships—primarily transport vessels. These forces were the only Word of Blake troops committed to South America and South Africa, so their losses severely hindered the Word of Blake's ability to control and disarm Com Guard forces in those areas. In fact, South America and South Africa remain the focus of guerrilla resistance to the Word of Blake today.

THE FALL OF TERRA

SCENARIO 6: NOWHERE TO RUN

Kearny: All right, Alpha and Beta Battalions, we've got to assume that the Salina base is now in enemy hands. I know many of you probably want to march back there right now and avenge our fallen comrades, but we'd probably only get ourselves killed if we tried that. We may have gotten past the Word of Blake siege line, but we're not out of the forest yet and we're not in any shape to go looking for a scrap. First, we need to replenish our supplies, repair any damage our 'Mechs have sustained, try to figure out what's going on and regroup with other Com Guard units if possible. How're we going to accomplish that? Well, the plan's simple. We're going to keep heading for the supply depots in the Rockies. In the meantime, I want everyone to ...

Backman: Commander Kearny, we have a contact—surface target at 5,000 meters and closing. Bearing 087.

Kearny: Any ID, Liz?

Backman: Signature suggests a *Spider*. Hold on, I've got more. A *P-Hawk*, and some others I can't ID yet.

Kearny: Is it just a patrol lance, or are they on to us?

Backman: Commander, we have real trouble. I count at least ten incoming 'Mechs. The woods and weather are interfering with my sensors, so there might be even more out there. They're closing fast.

Kearny: Kearny to all commanders. We're going to have to fight a rearguard action. First and Second Lances form up on me. The rest of you keep heading west. You know where you're going. Steadman, you're in charge until I get back.

Steadman: [long pause] Roger, boss.

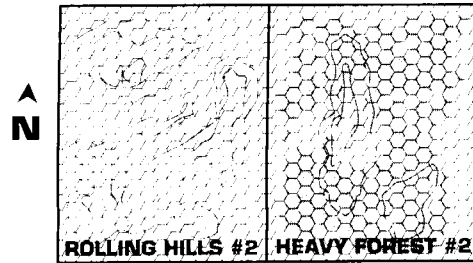
Kearny: Okay, First and Second Lances, listen up. This is our deployment ...

SITUATION: SHARON SPRINGS, KANSAS, 0100 HOURS, 1 MARCH 3058

After escaping the encircling Shadow Lancer forces at Salina, the survivors of the 201st Division's Alpha and Beta Battalions fled west toward the Rocky Mountains. However, the Shadow Lancer force doggedly pursued the fleeing Com Guard troops, forcing them to fight several rearguard actions.

GAME SET-UP

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



DEFENDER

The defenders are elements of the 201st Division's Alpha and Beta Battalions. If playing the scenario as a self-contained battle, simulate previous battle damage and ammunition expenditures by applying the random damage and ammo levels listed after each 'Mech. See **Special Rules** for further information.

1st Provisional Lance

- Adept Epsilon-IV Edelle Kearny (*Piloting 4, Gunnery 3*),
AV1-0 *Avatar Prime*
(Apply 40 points of random damage. Remaining ammunition:
12 LBX rounds, 22 LRM rounds, full load of MG ammo.)
- Adept Epsilon-II Paulo Keating (*Piloting 5, Gunnery 4*),
WHM-7M *Warhammer*
(Apply 36 points of random damage. Remaining ammunition:
10 SRM rounds.)
- Adept Epsilon-II Neil Morris (*Piloting 5, Gunnery 4*),
HGN-732 *Highlander*
(Apply 55 points of random damage. Remaining ammunition:
4 Gauss rifle rounds, 7 LRM rounds, 28 SRM rounds.)

2nd Provisional Lance

- Adept Epsilon-IV Lewis Smith (*Piloting 5, Gunnery 4*),
STK-5M *Stalker*
- Adept Epsilon-III Gary Connon (*Piloting 4, Gunnery 4*),
HBK-5M *Hunchback*
- Adept Epsilon-III Charlotte Aird (*Piloting 5, Gunnery 4*),
CHP-3N *Champion*
- Adept Epsilon-II Lizabet Backman (*Piloting 5, Gunnery 4*),
FLE-17 *Flea*
- Adept Epsilon-I Rick Cowling (*Piloting 5, Gunnery 5*),
JVN-10P *Javelin*
- Acolyte Epsilon-III Abi Ekoku (*Piloting 5, Gunnery 4*),
JR7-K *Jenner*

Deployment

The defenders deploy after the attackers have set up. Defender units deploy on the Heavy Forest mapsheet anywhere between Hex-rows 03xx and 07xx, with any facing the defender chooses.

ATTACKER

The attackers are elements of the Shadow Lancers' Second BattleMech Battalion. If playing the scenario as a self-contained battle, simulate previous battle damage and ammunition expenditures by applying the random damage and ammo levels listed after the affected 'Mechs. See **Special Rules** for further information.

NOWHERE TO RUN

Assault Lance

Adept Epsilon-XIV Alex Nash (*Piloting 3, Gunnery 3*),
CRD-5M *Crusader*

(Apply 20 points of random damage. Remaining ammunition: 7 LRM and 47 SRM rounds.)

Adept Epsilon-IV Min Walters (*Piloting 4, Gunnery 4*),
WHM-7M *Warhammer*

(Apply 29 points of random damage. Remaining ammunition: 12 SRM rounds, 4 AMS rounds.)

Adept Epsilon-III Toby Rose (*Piloting 5, Gunnery 4*),
GOL-3M *Goliath*

(Apply 42 points of random damage. Remaining ammunition: 4 Gauss rifle rounds, 18 LRM rounds.)

Adept Epsilon-II Lech Stanislov (*Piloting 5, Gunnery 4*),
CES-3R *Caesar*

(Apply 30 points of random damage. Remaining ammunition: 10 Gauss rifle rounds.)

Medium Lance

Adept Epsilon-VI Beth Fiorentino (*Piloting 5, Gunnery 4*),
PXH-3M *Phoenix Hawk*

Adept Epsilon-IV Said Taghmaoui (*Piloting 4, Gunnery 4*),
VND-3L *Vindicator*

Adept Epsilon-II Alice Nuwome (*Piloting 5, Gunnery 4*),
STN-3M *Sentinel*

Adept Epsilon-II John Kassovitz (*Piloting 5, Gunnery 4*),
TBT-7M *Trebuchet*

Support Lance

Adept Epsilon-IV Nigel Hytner (*Piloting 3, Gunnery 4*),
SDR-7M *Spider*

Adept Epsilon-II David MacMillan (*Piloting 5, Gunnery 3*),
CPLT-C3 *Catapult*

Adept Epsilon-II Alison Martin (*Piloting 5, Gunnery 4*),
OTL-5M *OstSol*

Adept Epsilon-I Lorna Graham (*Piloting 5, Gunnery 4*),
BMB-12D *Bombardier*

Deployment

The attackers deploy first, anywhere between Hex-rows 10xx and 15xx on the Heavy Forest mapsheet, with any facing the attacker chooses.

VICTORY CONDITIONS

The defender must exit as many of his 'Mechs as possible off the western map edge. The attacker attempts to prevent these 'Mechs from exiting. The scenario continues until all the defender units have exited the map or been destroyed. At that time, tally the number of 'Mechs that successfully exited and consult the Victory Table to determine the outcome.

SPECIAL RULES

This scenario takes place at night. (Use the Night Combat rules on p. 94. **BTC.**) For the purposes of this scenario, only the *Warhammers* are equipped with searchlights.

All Level 0 hexes, except those with Heavy Woods, are covered in deep snow. The weather condition of Falling Snow is in effect as well. (See **Weather and Terrain Rules**, p. 4).

This scenario may be played as part of a three-scenario sequence with **Scenario 2: When the Bough Breaks** and

VICTORY TABLE

Defender 'Mechs

Escaped

Outcome

0-1

Attacker wins Decisive Victory

2-3

Attacker wins Marginal Victory

4-5

Draw

6-7

Defender wins Marginal Victory

8-9

Defender wins Decisive Victory

Scenario 16: End of the Line. If doing so, replace the Com Guard First Provisional Lance with the Com Guard survivors of **Scenario 2**. Similarly, replace the Shadow Lancers Assault Lance with up to eight surviving Shadow Lancer 'Mechs from **Scenario 2** (attacker's choice). All of these 'Mechs must be used "as is"—no repairs or ammo refills are possible between the scenarios. (If players have improved the skills of the pilots of these 'Mechs, use the improved Skill Ratings.)

If desired, players may also improve the skills of their pilots before playing **Scenario 16**. To do so, keep track of the number of kills made by each MechWarrior during the scenario. For every 4 BattleMechs a pilot destroys, the controlling player may reduce the MechWarrior's Piloting or Gunnery Skill by 1 (skills may never drop below zero). Skill improvements must take place between **Scenarios 6** and **16**, not during the engagements.

Random Damage

If playing the scenario as a self-contained battle, random damage is applied to certain 'Mechs to simulate battle damage (affected 'Mechs are noted in the **Defender** and **Attacker** rosters).

Apply all random damage in 5-point clusters, as if it were LRM damage. Each 5-point cluster hits in a randomly determined location on the Front column of the BattleMech Hit Location Table.

To prevent any 'Mech from being destroyed or crippled before the scenario begins, re-roll any hit location or critical hit that would result in any of the following conditions: destruction of a location, an ammunition explosion, a third engine critical hit, a second gyro critical hit, a hip or shoulder actuator critical hit or a cockpit critical hit.

AFTERMATH

The 201st's victory at the battle of Sharon Springs enabled the battered survivors of Salina to continue toward the Com Guard's Castle Brian at Gunnison in the Rocky Mountains. However, the unit's victory did not spell the end of its trials. At Ordway and Pueblo, the remnants of the 201st fought two more bitter battles to fend off their pursuers.

Once the unit entered the Front Range, it successfully broke contact with its pursuers and headed for Gunnison. However, the 201st's problems were far from over.

THE FALL OF TERRA

SCENARIO 7: GIVE ME LIBERTY ...

A loud roar ripped through the air as the *Orion's* Kali-Yama autocannon fired, spraying the buildings along the boulevard with shot. The *Orion's* target, a *Vulcan*, staggered under the impact of hot shrapnel and fell into an office building, raining yet more debris into the street.

Sensing an easy kill, the blocky *Orion* advanced menacingly as the scarecrow-like *Vulcan* struggled to right itself. With little more than thirty meters separating the two combatants, the *Vulcan* seemed doomed.

The *Orion* took one final step, aligning its weapons as it did so. But before it could fire, a volley of shots from the buildings on the north side of the street slammed into the 75-ton monster, stripping a chunk of armor from its side. As the *Orion* staggered from the impact, the 'Mech's pilot swung its left arm around and fired its medium laser and long-range missiles into the building. Within moments the building's facade had crumbled, sending the infantry troops inside scurrying like ants.

Meanwhile, the *Vulcan* regained its footing. MechWarrior Constantine Bramman ignited its jump jets, sending the 'Mech leaping over the buildings and away from the battle site. Bramman hated acting as a decoy for the enemy 'Mechs. Still, things could be worse, he told himself as he glanced at the mangled bodies of infantrymen that littered the street.

SITUATION: GENEVA, EUROPEAN MAINLAND, 1400 HOURS, 1 MARCH 3058

As the center of Terran government, Geneva was one of the sites the Word of Blake needed to capture swiftly to consolidate its conquest. However, the need to capture the Terran Assembly building intact forced the Word of Blake troops to engage their opponents in costly house-to-house fighting.

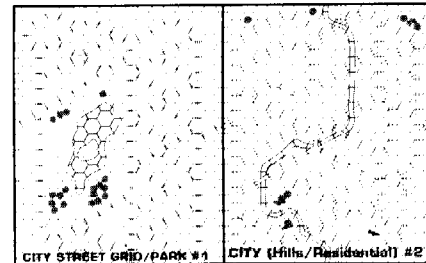
The battle became a test of nerves, with BattleMechs and vehicles taking a secondary role to the opposing infantry troops, a phenomenon rarely seen on the modern battlefield. Were it not for the combatants' giant BattleMechs and sophisticated weaponry, the conflict could easily have been part of the devastating war that wracked Europe 1,100 years earlier.

GAME SET-UP

Lay out the **BattleTech** maps as shown. Use the City (Hills/ Residential) #2 map from **BattleTech Map set 3** and the City Street Grid/Park #1 map from **BattleTech Map Set 4**. Places where the road crosses the water are considered Medium bridges (CF 40).

Place 8 Light buildings, 8 Medium buildings and 3 Heavy buildings on each mapsheet. Each building covers a single hex. Each player takes half of the building counters, then the players alternately place them on the map. No buildings may be placed in water, road, or woods hexes. All buildings must be adjacent to at least 1 hex containing a road. After placing these buildings, place a single 2-hex Medium building (CF 40, Level 4) in Hexes 0505 and 0605 atop the Level 2 hill in the northwest corner of the City (Hills/Residential) map; this building counter represents the Terran Assembly Building.

Use the building counters from **CityTech, Second Edition**. The number printed on each counter represents the elevation level for the building. If these counters are unavailable, assume that all the Light Buildings are Level 1, while all the Medium and Heavy buildings are Level 2.



DEFENDER

The defenders are the Branch of Terran Affairs' security company.

Silent Vigil II-Epsilon

Adept Epsilon-V Laura Michaels (*Piloting 4, Gunnery 3*),
NXS1-A *Nexus*
Adept Epsilon-III Constantine Bramman (*Piloting 4, Gunnery 4*), VT-5M *Vulcan*
Acolyte Epsilon-IV Ian Moore (*Piloting 4, Gunnery 3*),
WTH-2 *Whitworth*
Acolyte Epsilon-II Nick Sharp (*Piloting 5, Gunnery 3*),
UM-R63 *UrbanMech*
Jump Infantry Platoon (Rifle)
Jump Infantry Platoon (Laser)

Primus's Shield II-Pi

Manticore
Striker
Fury
Rhino
Mechanized Infantry Platoon (Rifle)
Mechanized Infantry Platoon (SRM)

Deployment

The defenders deploy first, anywhere on either mapsheet and with any facings desired. Some or all of the units may be placed per standard Hidden Units rules (p. 89, **BTC**).

ATTACKER

The attackers are the following elements of the Second Word of Blake Militia.

Ever True II-Epsilon

Adept Epsilon-VI Alison Ward (*Piloting 5, Gunnery 4*),
STK-5M *Stalker*
Adept Epsilon-IV Brian Blanchard (*Piloting 4, Gunnery 4*),
HCT-5S *Hatchetman*
Adept Epsilon-II Deryk Moreley (*Piloting 4, Gunnery 4*),
MAD-5M *Marauder*
Adept Epsilon-II Atma Singh (*Piloting 5, Gunnery 4*),
BLR-3M *BattleMaster*

GIVE ME LIBERTY...

Acolyte Epsilon-III Jack Kitson (*Piloting 5, Gunnery 3*),
SPR-5F *Spector*
Acolyte Epsilon-II Leonard Metcalf (*Piloting 5, Gunnery 4*),
ON1-M *Orion*

Willing Obedience II-Delta

Adept Epsilon-III Claire Gabb (*Piloting 5, Gunnery 4*),
SHD-5M *Shadow Hawk*
Adept Epsilon-I Iwan Zacharko (*Piloting 3, Gunnery 3*),
TR1 *Wraith*
2 Maxim Heavy Hover Transports (Regular)
2 Foot Infantry Platoons (Machine Gun)

Deployment

The attacker may move the units of Ever True II-Epsilon onto the eastern edge of the mapboard during his first Movement Phase. The units of Willing Obedience II-Delta enter the mapboard via the eastern edge during the attacker's second Movement Phase.

VICTORY CONDITIONS

The scenario lasts until all the units on one side have been destroyed or until 20 turns have been completed. If units on both sides have survived after 20 turns, determine the battle's outcome as follows: If the Terran Assembly building remains intact, the side that "occupies" it at the end of the scenario wins. To occupy the building, a side must have an infantry unit in the Terran Assembly building hexes. If neither side can manage that, one of them can occupy the building by moving a BattleMech into one of the adjacent hexes.

If the Terran Assembly is destroyed during the fighting, the scenario ends immediately and the player who destroyed it loses. However, if both players intentionally damaged the building during the scenario, the scenario ends as a draw—both players have failed to achieve their objectives.

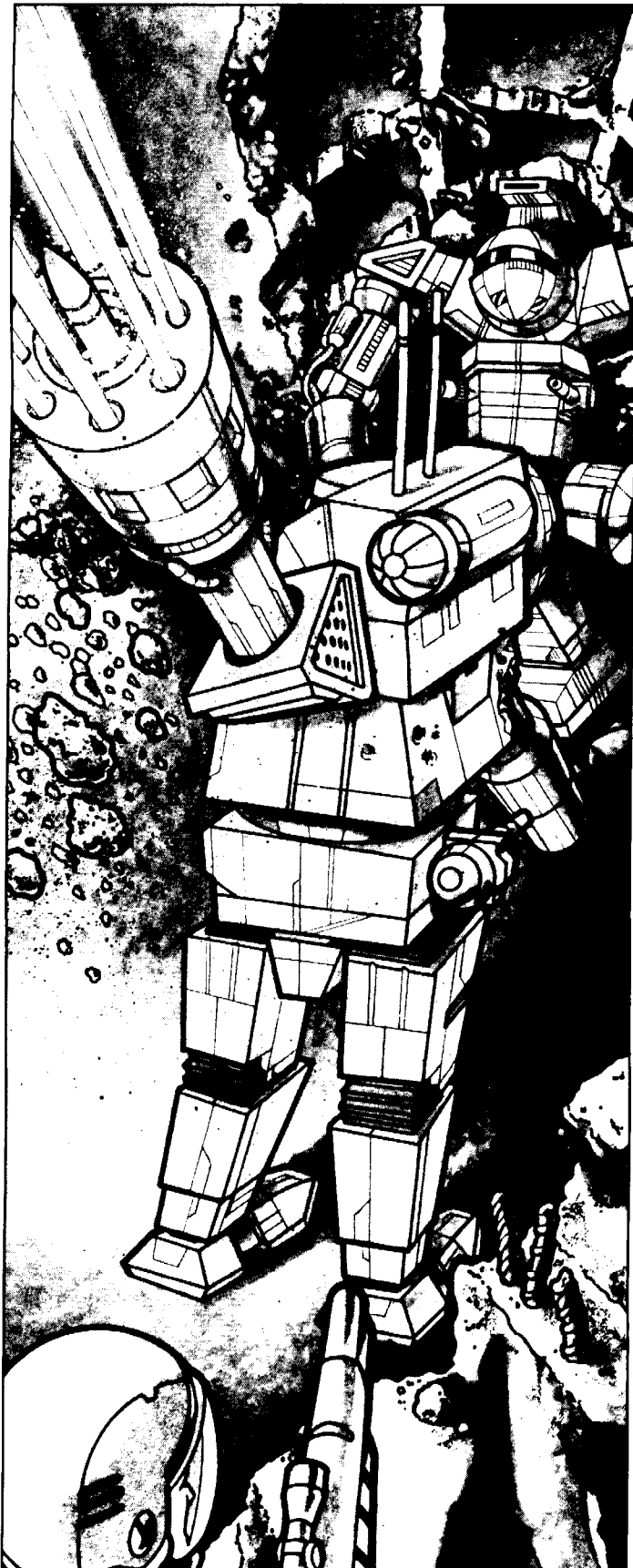
SPECIAL RULES

The weather condition of Falling Snow is in effect for this scenario. Also, the Water hexes on the City Street Grid/Park map are covered with ice. (The river on the other mapsheet is normal Depth 1 Water.) See **Weather and Terrain Rules**, p. 4.

If desired, players may use Double-Blind Rules (p. 7, **BattleTech Tactical Handbook**) during the scenario.

AFTERMATH

Both sides suffered heavy casualties during the close fighting at Geneva, particularly the infantry units that participated. The conflict also left many of the buildings in central Geneva badly damaged; only the Assembly building escaped relatively unscathed. However, even the Assembly bore the scars of four separate Word of Blake assaults, in the form of windows broken, doors blown in, and walls pock-marked by weapons fire. In the end, the Word of Blake captured the Terran Government, but at horrendous cost to themselves and the people of Geneva.



THE FALL OF TERRA

SCENARIO 8: SERVE TO LEAD

From what I can gather, we lost the feed from Hilton Head late in the afternoon, and within moments our computer systems crashed. I was in the middle of giving a lecture to some first-year cadets when the system went berserk. After a few moments of attempting to sort out the problem, I dismissed the class and set off to the Old Building to get one of the techs.

I'd crossed maybe half the distance from the McKenna building to the old college when I became aware of the sound of small-arms fire. I immediately knew something major was going on. But as a retiree, I was in civvies and unarmed, so I wasn't going to dash into a fire fight. Instead, I sprinted back to McKenna to get one of the security staff.

My former rank enabled me to round up a squad of troopers and obtain a set of body armor and a weapon for myself. Things were quiet back at the main building when we arrived, so we proceeded cautiously. A young corporal named Adams, who'd been stationed at Hereford for several years, led the team into the building.

The command staff—everyone from Precentor Halderman on down—was dead. We found the bodies of a few non-Com Guard personnel, all bearing silenced or laser weapons. Apparently, I had heard the sounds of the security staff members killing these assassins.

We took stock of the situation and found that only two senior staff members were alive—both belonged to the catering corps. I was the only person on the scene with any real battle-field command experience, so I took charge of the regiment and secured the base until help arrived. None of us foresaw the coming storm.

—From the journal of Demi-Precentor Sharon Gardbaum, Acting Commander, Sandhurst Training Regiment

SITUATION: COMSTAR MILITARY HEADQUARTERS, SANDHURST MILITARY ACADEMY, BERKSHIRE, BRITISH ISLES, 1330 HOURS, 1 MARCH 3058

“Serve to Lead”

—Motto of the Royal Military Academy at Sandhurst

Sandhurst represented one of the Word of Blake's primary objectives in the battle for Terra. As the command center for the entire Com Guard, the base contained large amounts of materiel, as well as invaluable information on the Com Guard's troop strengths, deployments, facilities, and the like.

The Word of Blake forces carried out their assault on Sandhurst in two phases. Late in the afternoon of February 28, small commando groups penetrated the base security and slipped into the command building. Using silenced weapons, they killed almost all of the base's military command staff. But in a major oversight, the assassins did not attack any of the lecturing staff in outlying buildings.

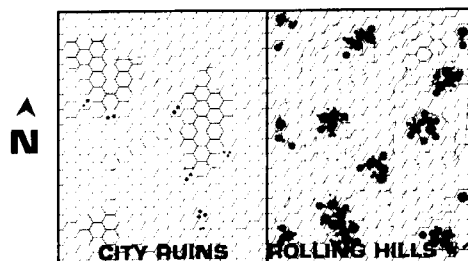
The majority of those lecturers were combat veterans, many with command experience. Demi-Precentor Sharon Gardbaum, formerly military liaison to Tharkad, took command of the training regiment that formed Sandhurst's sole defense force, while other lecturers assumed junior command positions.

When Sandhurst's defenders realized that the Word of Blake forces were readying a ground assault against the base, they hastily planned a withdrawal. But they knew that any withdrawal plan would fail if they did not slow the advancing attackers...

GAME SET-UP

Lay out the **BattleTech** maps as shown. Use the City Ruins map from **BattleTech Map Set 2** and the Rolling Hills #1 map from **BattleTech Map Set 3**. The defender then places the buildings on the City Ruins mapsheet, as indicated in the Sandhurst Buildings table.

| SANDHURST BUILDINGS | |
|---------------------|------------------------|
| Building Type | Hexes |
| Level 3 Medium | 1206, 1208 |
| Level 2 Heavy | 0203, 0306, 0315, 1110 |
| Level 1 Heavy | 1007, 1105 |
| Level 1 Hardened | 0505, 0515 |



DEFENDER

The defender consists of the following elements of the Sandhurst Training Regiment.

True Students II-Alpha

Adept Epsilon-IV Gareth Pidgeon (*Piloting 5, Gunnery 4*),

CLN-7V *Chameleon*

Acolyte Epsilon-I Andy Ryan (*Piloting 5, Gunnery 5*),

CLN-7V *Chameleon*

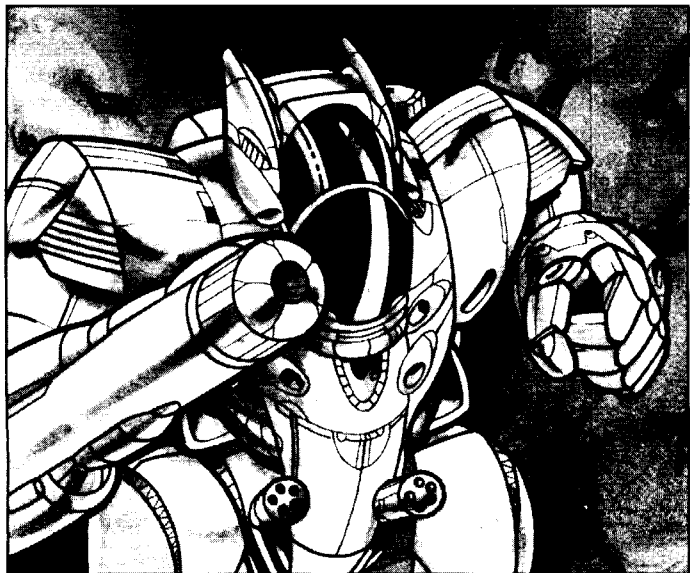
Acolyte Epsilon-I Elaine Cunningham (*Piloting 6, Gunnery 4*), LCT-3M *Locust*

Acolyte Epsilon-I Rebecca Wynberg (*Piloting 5, Gunnery 4*), LCT-3M *Locust*

Acolyte Epsilon-I Kia Middlebeck (*Piloting 6, Gunnery 5*), CPLT-C1 *Catapult*

Acolyte Epsilon-I Katsumi Mikimoto (*Piloting 5, Gunnery 5*), ARC-5S *Archer*

SERVE TO LEAD



Warriors for Truth II-Alpha

- Adept Epsilon-III Francois Lehronique (*Piloting 5, Gunnery 4*), HBK-5M *Hunchback*
- Acolyte Epsilon-I Carlo Glenesk (*Piloting 5, Gunnery 4*), BJ-2 *Blackjack*
- Acolyte Epsilon-III Kate Willis (*Piloting 4, Gunnery 3*), WHM-7S *Warhammer*
- Acolyte Epsilon-I Edward Pask (*Piloting 5, Gunnery 4*), CRD-5M *Crusader*
- Acolyte Epsilon-I Hassan Okrand (*Piloting 5, Gunnery 4*), MAD-5D *Marauder*
- Acolyte Epsilon-I Julie Birchall (*Piloting 5, Gunnery 4*), CP 11-A *Cyclops*

Deployment

The defenders deploy on the west mapsheet. Place the 'Mechs of True Students within 3 hexes of Hex 0404. The 'Mechs of Warriors for Truth begin play within 3 hexes of Hex 1109.

ATTACKER

The attackers are elements of the Word of Blake's Task Force Steel.

Shield of Justice II-Alpha

- Adept Epsilon-V Aeneas Parvus (*Piloting 5, Gunnery 4*), CHP-1N *Champion*
- Adept Epsilon-IV Neil "Garfield" Barret (*Piloting 5, Gunnery 4*), TYM-1A *Toyama**
- Adept Epsilon-III Zabu Weah (*Piloting 4, Gunnery 4*), GRN-D-01 *Grand Crusader*
- Adept Epsilon-II Roberto Maldini (*Piloting 5, Gunnery 5*), ALB-3U *Albatross*
- Adept Epsilon-II Sean Lamb (*Piloting 4, Gunnery 5*), VRR-9K *Victor*
- Adept Epsilon-II Nigel Piggot (*Piloting 5, Gunnery 3*), MAD-5D *Marauder*

* See **New Equipment**, p. 61.

Deployment

The attackers enter from the eastern map edge during their first Movement Phase.

VICTORY CONDITIONS

The scenario ends when all the units of one side have been destroyed or exited the mapboard.

The defender must prevent the attacker units from exiting the western edge of the map for as long as possible. If the defender prevents 'Mechs from exiting past Turn 4, he receives points at the end of each turn. After Turn 5, the defender receives 5 points; after Turn 6, he receives 6 points; after Turn 7, 7 points; and so on. The defender stops receiving these points as soon as an attacker 'Mech successfully exits the map. Additionally, the defender gains 5 points for each attacker 'Mech destroyed and for each defender 'Mech that exits the western map edge after Turn 6. Defending units earn no points if they exit off any other map edge or exit before or during Turn 6.

The attacker receives 10 points for each attacking 'Mech that exits the western map edge or remains operational after all the defenders have been destroyed or withdrawn. A 'Mech that is unable to move for any reason is considered inoperational when determining victory.

After play has ended, tally up each player's score. Then subtract the attacker's score from the defender's score and consult the Victory Table to determine the outcome.

VICTORY TABLE

| Final Score | Outcome |
|--------------|--------------------------------|
| 30 or more | Defender wins Decisive Victory |
| 29 to 11 | Defender wins Marginal Victory |
| 10 to -10 | Draw |
| -11 to -29 | Attacker wins Marginal Victory |
| -30 or lower | Attacker wins Decisive Victory |

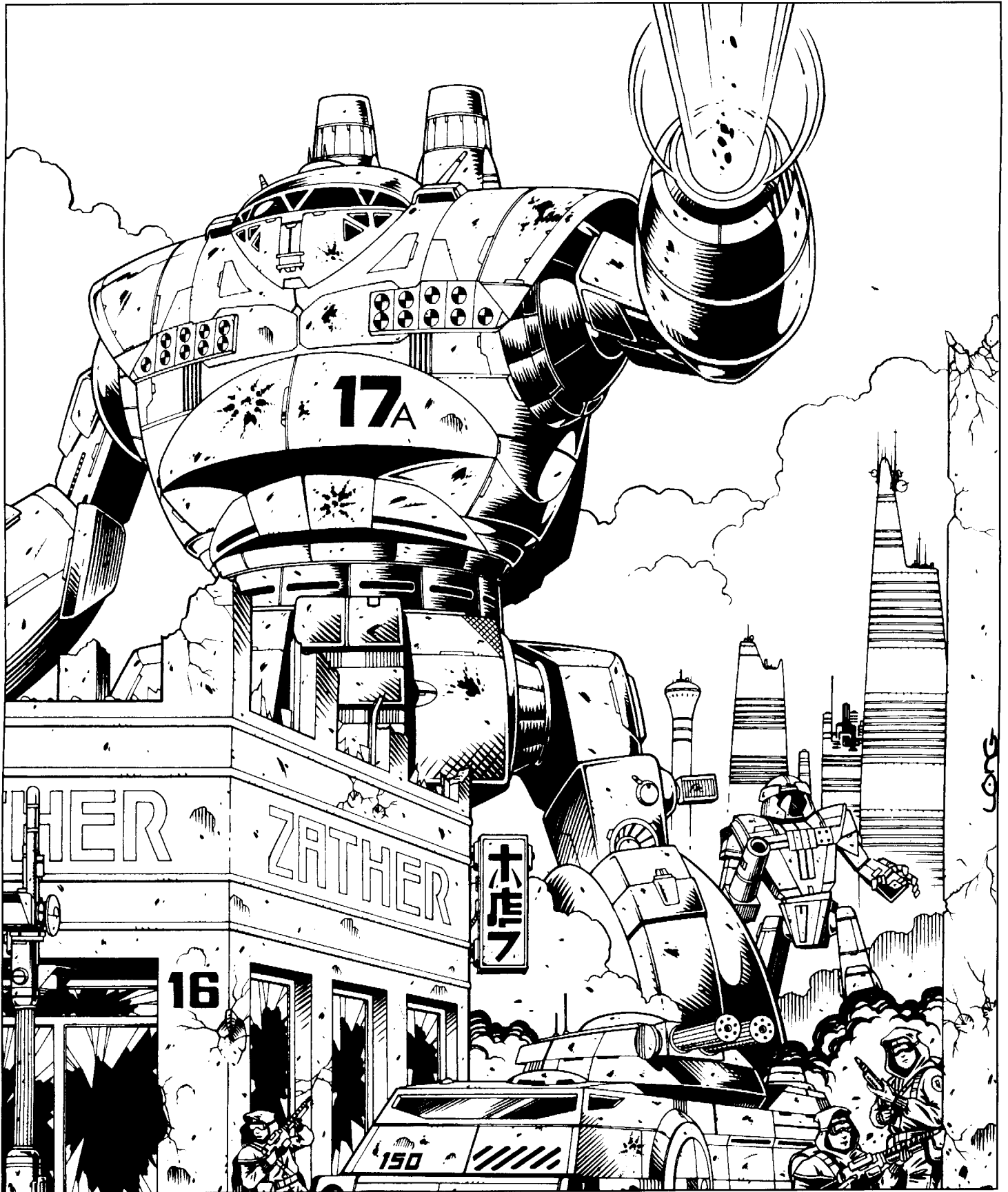
SPECIAL RULES

The adverse weather condition of Fog affects units on both mapsheets. (See **Weather and Terrain Rules**, p. 5.)

Each building starts the scenario with the maximum Construction Factor possible for the building's type. None of the buildings has a basement.

AFTERMATH

During the battle at Sandhurst, a small contingent of Com Guard troops held back a vastly superior Word of Blake force for almost fifteen minutes—although at a very high price. Of the twenty-four 'Mechs in the Com Guard contingent, only seven remained operational after the battle—and three were so badly damaged that they had to be abandoned shortly after the withdrawal. However, the defenders' valiant effort enabled almost fifty Com Guard 'Mechs and vehicles to escape Sandhurst and engage the invaders in a series of vicious running battles during the next few days.



SCENARIOS 9-12: MINI-CAMPAIGN RULES

By far the largest single detachment of Com Guard forces to survive the initial Word of Blake Assault was the Sandhurst training regiment. Despite the bombing of their main barracks and the assassination of their commanding officer, the Sandhurst troops managed to make an orderly withdrawal from the 1,300-year-old college. On a land mass as small as the British Isles, however, where to withdraw to became an urgent question.

The Word of Blake's main assault force had grounded at Heathrow, the London Metroplex's major spaceport, a scant 25 kilometers to the northeast of Sandhurst. The cadets could not hope to escape that way. Sketchy intelligence reports also indicated Word of Blake landings on mainland Europe—in Paris, Geneva and Northern Germany, preventing any escape to the continent. That left the Sandhurst cadets few options. They might find transport at one of the cargo ports in northern or western Britain, or they might flee to Ireland or North America via one of the trans-Atlantic tunnels. The final option was to hole up and hide from the Blakists, either waiting for extraction or waging a guerrilla war against the invaders.

No matter which option they chose, the troops first needed to slip from the Word of Blake Militia's clutches, which meant heading west. A volunteer detachment formed a screening force (see **Scenario 8**, p. 27) to engage the enemy, allowing the main force time to withdraw.

The main force split into three task forces, each approximately a company in strength, and made their way toward a pre-designated rendezvous point. In addition, each task force had an objective. Task Force Saber headed north through the Chiltern, Cotswold and Malvern Hills, "liberating" supplies from a Com Guard base near the Welsh border en route to the rendezvous. Task Force Foil headed due west to secure the bridges across the River Severn. Task Force Epee had the job of luring as much of the Blakist force as possible onto the Salisbury Plain training grounds, where the presence of numerous training devices would even the odds between the forces.

The structure of both players' total forces for the mini-campaigns are given below.

COM GUARD FIRST TRAINING DIVISION (LIGHT): SANDHURST TRAINING REGIMENT

Lost Innocence II-Delta

Demi-Precentor Epsilon-VI (retired) Sharon Gardbaum
(*Piloting 4, Gunnery 3*), CHP-1N *Champion*
Adept Epsilon-II Derek Wildgust (*Piloting 4, Gunnery 4*),
ARC-4M *Archer*
Adept Epsilon-II Anne Jaruszewski (*Piloting 5, Gunnery 4*),
CLN-7N *Chameleon*
Cadet Epsilon-II George Onorati (*Piloting 5, Gunnery 3*),
CDR-3R *Crusader*
Ontos Tank (3058 refit, regular crew)
Rommel Tank (regular crew)

Acid Rain II-Alpha

Adept Epsilon-III Martin Bennet (*Piloting 4, Gunnery 4*),
ON1-M *Orion*
Adept Epsilon-IV Nigel Atkin (*Piloting 4, Gunnery 4*),
BLR-3M *BattleMaster*
Cadet Epsilon-II Jan Motyka (*Piloting 5, Gunnery 4*),
GLT-3N *Guillotine*
Cadet Epsilon-II Viktor Bekvalac (*Piloting 5, Gunnery 3*),
CPLT-C1 *Catapult*
Cadet Epsilon-II Charley Washington (*Piloting 5, Gunnery 4*),
MAD-5D *Marauder*
Cadet Epsilon-II Duncan Fergusson (*Piloting 5, Gunnery 4*),
CRK-5003-1 *Crockett*

Harsh Justice II-Alpha

Adept Epsilon-I Naomi Kiszka (*Piloting 3, Gunnery 5*),
ASN-21 *Assassin*
Cadet Epsilon-III Ola Ndiou (*Piloting 5, Gunnery 4*),
LCT-1V *Locust*
Cadet Epsilon-II Sinjun Delamir (*Piloting 5, Gunnery 5*),
WSP-3M *Wasp*
Cadet Epsilon-II Paulo Sanchez (*Piloting 5, Gunnery 4*),
HER-3S *Hermes*
Cadet Epsilon-II Fatima Backley (*Piloting 5, Gunnery 4*),
JVN-10P *Javelin*
Cadet Epsilon-II Marilyn Kildare (*Piloting 5, Gunnery 4*),
STH-1D *Stealth*

Blake's Hounds II-Alpha

Adept Epsilon-VI Chantelle Leroux (*Piloting 4, Gunnery 4*),
BJ2- *Blackjack*
Cadet Epsilon-I Thomas Gossard (*Piloting 5, Gunnery 4*),
PNT-6R *Panther*
Cadet Epsilon-I Alfredo Silenzi (*Piloting 6, Gunnery 5*),
WVE-5N *Wyvern*
Cadet Epsilon-I Lindsey Fulton (*Piloting 6, Gunnery 4*),
WTH-2 *Whitworth*
Cadet Epsilon-II Rashida Chlightai (*Piloting 5, Gunnery 4*),
PXH-3M *Phoenix Hawk*
Cadet Epsilon-I Ciaran O'Shea (*Piloting 4, Gunnery 5*),
SCP-10 *Scorpion*

Silent Death II-Alpha

Adept Epsilon-IV Marcel Leuty (*Piloting 4, Gunnery 4*),
KTO-19 *Kintaro*
Cadet Epsilon-II Harold Young (*Piloting 5, Gunnery 4*),
OSR-2D *Ostroc*
Cadet Epsilon-II Felix Harper (*Piloting 5, Gunnery 4*),
WVR-7D *Wolverine*
Cadet Epsilon-I Margaret Grimes (*Piloting 6, Gunnery 4*),
CRB-27 *Crab*
Cadet Epsilon-II Hugh Proctor (*Piloting 5, Gunnery 4*),
WHM-7M *Warhammer*
Cadet Epsilon-II Mohammed Mushfaq (*Piloting 5, Gunnery 4*),
CGR-3K *Charger*

Swift Feet II-Lambda

J. Edgar Hovertank (regular crew)
J. Edgar Hovertank (regular crew)
Saladin Assault Hovertank (regular crew)

MINI-CAMPAIGN RULES

Hetzer Wheeled Assault Vehicle (regular crew)
Partisan ADV (3058 refit, regular crew)
Sprint VTOL (regular crew)

True Faith II-Mu

Chaparral Artillery Tank (regular crew)
Padilla Artillery Tank (regular crew)
Maxim Heavy Hover Transport (regular crew)
Maxim Heavy Hover Transport (regular crew)
Foot Infantry Platoon (rifle)
Foot Infantry Platoon (SRM)

Ready Support II-Lambda

J-27 Ordnance Transport (regular crew)
J-27 Ordnance Transport (regular crew)
MASH Truck (regular crew)
135-K Coolant Truck (regular crew)
Flatbed Truck* (regular crew)
Flatbed Truck* (regular crew)

Sandhurst Provisional II-Iota

Wheeled APC (regular crew)
Wheeled APC (regular crew)
Foot Infantry Platoon (rifle)
Jump Infantry Platoon (laser)
Jump Infantry Platoon (SRM)
Mechanized Infantry Platoon (rifle)

*See **New Equipment**, page 61.

WORD OF BLAKE MILITIA, TASK FORCE STEEL, ALPHA AND BETA BATTALIONS

BLAKE'S MESSENGERS III-BETA

Blake's Vision II-Alpha

Adept Epsilon-IV Rie Kotobuka (*Piloting 4, Gunnery 4*),
MCY-99 *Mercury*
Adept Epsilon-II Miki Koishikawa (*Piloting 5, Gunnery 4*),
STG-3R *Stinger*
Adept Epsilon-II Peter Marsh (*Piloting 4, Gunnery 3*),
OTT-7J *Ostscout*
Adept Epsilon-I Jini Goulding (*Piloting 4, Gunnery 4*),
LCT-1V *Locust*
Acolyte Epsilon-III Frances Elston (*Piloting 5, Gunnery 4*),
HER-1S *Hermes*
Acolyte Epsilon-II Delphine Guerrard (*Piloting 5, Gunnery 4*),
LCT-1S *Locust*

The Faithful II-Alpha

Adept Epsilon-VI Beth Laurence (*Piloting 4, Gunnery 4*),
PXH-1 *Phoenix Hawk*
Adept Epsilon-IV Diane Erin (*Piloting 4, Gunnery 4*),
HMR-3M *Hammer*
Adept Epsilon-II Klaus Erkhart (*Piloting 5, Gunnery 4*),
WTH-2 *Whitworth*
Adept Epsilon-I Brian Wilkes (*Piloting 4, Gunnery 5*),
ASN-23 *Assassin*

Adept Epsilon-I Johanna Harris (*Piloting 5, Gunnery 4*),
WSP-1A *Wasp*
Acolyte Epsilon-III Guiseppe Tonolini (*Piloting 5, Gunnery 4*),
FS9-H *Firestarter*

Ever Vigilant II-Alpha

Adept Epsilon-III Mariane Thackery (*Piloting 5, Gunnery 4*),
HUR-W0 *Huron Warrior*
Adept Epsilon-III Juana Garcia (*Piloting 5, Gunnery 4*),
HBK-5M *Hunchback*
Adept Epsilon-II Laura Kaye (*Piloting 4, Gunnery 4*),
DV-6M *Dervish*
Adept Epsilon-I Caroline Noone (*Piloting 4, Gunnery 4*),
STN-4L *Sentinel*
Acolyte Epsilon-II Richard Auton (*Piloting 3, Gunnery 4*),
GRF-3M *Griffin*
Acolyte Epsilon-II Mike Harrison (*Piloting 5, Gunnery 3*),
CRB-27 *Crab*

Swift Justice II-Alpha

Adept Epsilon-V Clodagh Roche-Kelly (*Piloting 5, Gunnery 4*),
KTO-19 *Kintaro*
Adept Epsilon-III Tony Reeves (*Piloting 5, Gunnery 4*),
BJ-2 *Blackjack*
Adept Epsilon-III Max Aitchison (*Piloting 3, Gunnery 4*),
GRF-3M *Griffin*
Adept Epsilon-II Charles Smith (*Piloting 4, Gunnery 4*),
SCP-10 *Scorpion*
Adept Epsilon-I David Marsland (*Piloting 5, Gunnery 4*),
TBT-7M *Trebuchet*
Acolyte Epsilon-II Modupe Olorwe-Okere (*Piloting 5, Gunnery 5*),
SHD-5M *Shadow Hawk*

Martyr's Wisdom II-Alpha

Precentor Epsilon-II Sam Ling (*Piloting 4, Gunnery 4*),
OTL-5M *Ostsol*
Adept Epsilon-I Theresa Oyakami (*Piloting 5, Gunnery 4*),
RFL-5M *Rifleman*
Adept Epsilon-III Oonagh Sheehan (*Piloting 5, Gunnery 5*),
TDR-7M *Thunderbolt*
Adept Epsilon-III Will Clarke (*Piloting 5, Gunnery 4*),
BCN-3R *Buccaneer*
Acolyte Epsilon-I George Hick (*Piloting 5, Gunnery 4*),
TMP-3M *Tempest*
Acolyte Epsilon-I Bruce Rioch (*Piloting 4, Gunnery 4*),
EXC-B2 *Excalibur*

Cleansing Fire II-Delta

Adept Epsilon-III Alessandro Gallo (*Piloting 4, Gunnery 4*),
TBT-7M *Trebuchet*
Adept Epsilon-II Carolyn Dampier (*Piloting 4, Gunnery 4*),
CPLT-C3 *Catapult*
Adept Epsilon-II Chi Kit Tsang (*Piloting 5, Gunnery 4*),
GLT-5M *Guillotine*
Acolyte Epsilon-II Ro Armstrong (*Piloting 5, Gunnery 4*),
TDR-7M *Thunderbolt*
Padilla Artillery Tank (regular crew)
Padilla Artillery Tank (regular crew)

MINI-CAMPAIGN RULES

THE HUNTERS III-KAPPA

Foe Hammers II-Alpha

- Precentor Epsilon-III John Christopher (*Piloting 4, Gunnery 4*), WHM-7M *Warhammer*
- Adept Epsilon-III Alex Beelaerts (*Piloting 5, Gunnery 4*), MAD-5M *Marauder*
- Adept Epsilon-II Richard Murray (*Piloting 5, Gunnery 5*), STK-5M *Stalker*
- Adept Epsilon-II Celine D'Orio (*Piloting 4, Gunnery 4*), VTR-9B *Victor*
- Acolyte Epsilon-II Isabella Lepkowska (*Piloting 3, Gunnery 3*), AS7-K *Atlas*
- Acolyte Epsilon-I Ian Arding (*Piloting 4, Gunnery 4*), CRD-5M *Crusader*

The Steadfast II-Alpha

- Adept Epsilon-IV John Kelly (*Piloting 5, Gunnery 4*), BLR-5M *BattleMaster*
- Adept Epsilon-III Giorgio Locatelli (*Piloting 5, Gunnery 5*), ON1-M *Orion*
- Adept Epsilon-II Atul Kochar (*Piloting 4, Gunnery 4*), AWS-8Q *Awesome*
- Adept Epsilon-I Gregor Muratovic (*Piloting 5, Gunnery 4*), WR-DG-02FC *War Dog*
- Adept Epsilon-I Tasamin Doe (*Piloting 4, Gunnery 4*), ARC-4M *Archer*
- Acolyte Epsilon-II Alix Gwithian (*Piloting 5, Gunnery 4*), MR-VR *Cerebus*

The Swift II-Gamma

- Adept Epsilon-II Ravi Battacharya (*Piloting 5, Gunnery 4*), GRF-3M *Griffin*
- Adept Epsilon-II Tessa Cogan (*Piloting 5, Gunnery 3*), SHD-5M *Shadow Hawk*
- Galleon Light Tank (3058 refit, regular crew)
- Regulator Hover tank (regular crew)
- Saracen Medium Hover Tank (regular crew)
- Striker Light Tank (regular crew)

Persistence of Faith II-Lambda

- Alacorn Heavy Tank (regular crew)
- Ontos Heavy Tank (refit, regular crew)
- Pike Support Vehicle (regular crew)
- Von Luckner Heavy Tank (regular crew)
- Von Luckner Heavy Tank (regular crew)
- Demon Tank (regular crew)

The Swarm II-Iota

- Karnov UR (3058 refit, regular crew)
- Karnov UR (3058 refit, regular crew)
- Foot Infantry Platoon (rifle, anti-Mech trained)
- Foot Infantry Platoon (laser, anti-Mech trained)
- Jump Infantry Platoon (SRM)
- Jump Infantry Platoon (rifle)

Firm Backbone II-Lambda

- Puma Tank (regular crew)
- Mobile Headquarters (regular crew)

- 135-K Coolant Truck (regular crew)
- J-27 Ordnance Transport (regular crew)
- J-27 Ordnance Transport (regular crew)
- M.A.S.H. Truck (regular crew)

DETERMINING FORCES FOR THE CAMPAIGN

Each player secretly divides his forces into three groups before play begins. The exact divisions for each player are described below.

COM GUARDS

The Com Guard player divides his forces into task forces Epee, Saber, and Foil (as described above). He may assign whole Level II units to any of the three task forces, but may not divide the Level II units or trade individual 'Mechs and vehicles from one Level II to another. Support forces, however (Ready Support II-Lambda), may be divided and attached to any task force.

Task Force Epee

This task force's main objective is to draw as many Word of Blake forces as possible onto the Salisbury Plain training grounds. Task Force Epee functions as a diversion so that the other two task forces will have a better chance to fulfill their objectives and get away. The units in this task force will take part in Scenarios 9, 11, and 12.

Task Force Saber

This task force has been assigned to obtain supplies for the entire Sandhurst contingent. It will take part in Scenarios 10 and 12.

Task Force Foil

Task Force Foil's objective is to secure the bridges across the River Severn into Wales. This group will participate in Scenarios 11 and 12.

WORD OF BLAKE

The Word of Blake player divides his forces into groups A, B, and C. Though the player may assign his forces to these groups in any way he chooses, the groups should be fairly evenly split, as they will be assigned randomly to the mini-campaign scenarios. The Word of Blake player may assign Level II units to any of the three task forces, but may not divide Level II units or trade individual 'Mechs and vehicles from one Level II unit to another. Support forces, however (Firm Backbone II-Lambda) may be divided and attached to any of the three groups.

After both players have decided how to divide their forces, the Word of Blake player rolls a die and consults the following table to determine which of his task forces will participate in which scenarios. Cross-reference the result of the die roll with the letter assigned to each task force to find the scenarios in which that task force will take part. Because survivors from all three groups participate in Scenario 12, that scenario does not appear on the table.

MINI-CAMPAIGN RULES

| Die Roll | Task Force | | |
|-------------|------------|-------|-------|
| | A | B | C |
| 1-2 | 9, 11 | 11 | 10 |
| 3-4 | 11 | 10 | 9, 11 |
| 5-6 | 10 | 9, 11 | 11 |

REPAIR AND RESUPPLY

Players may not carry out repairs in the field during the campaign. However, both sides may use their ordnance transports to load or unload ammunition after each scenario, provided that an ordnance transport took part in the scenario (and survived), and that the appropriate type of ammunition is available.

The players should determine the type of ammunition carried on each truck before the start of the campaign. They may choose any **BattleTech** ammunition, provided it is acquired in full-ton lots. Each J-27 Ordnance Transport may carry up to eleven tons of ammunition. If a J-27 Ordnance Transport suffers an ammunition hit, not only is it destroyed, but the explosion will also damage nearby units. For each full ton of ammunition that the transport holds, inflict 1 point of damage on units in the transport's hex and all adjacent hexes.

Each flatbed truck can carry up to six tons of ammunition, and can also carry additional ammunition as unprotected cargo (see rules for Cargo Carriers, p. 81, **BTC**). However, ammunition in such an unprotected location is very likely to explode. Any attack that damages the ammunition (meaning any attack that strikes the truck) causes all ammunition on board to explode. This destroys the truck and causes damage to nearby units as described above for J-27s.

SPECIAL UNITS

The vehicles described below, though not directly involved in combat, play a major role in an ongoing campaign. The following rules are intended to approximate the impact special units have on a battle. These rules are optional Level 3 rules and not appropriate for tournament play.

MOBILE HEADQUARTERS

Any player with an operational Mobile Headquarters in a scenario gains +2 to his initiative roll, provided the vehicle did not move in the previous turn.

M.A.S.H. TRUCK

A M.A.S.H. unit allows the effective treatment of casualties following an engagement. After each scenario in the campaign, any player whose forces included a M.A.S.H. unit (provided it survived the scenario) may "heal" 1 damage box for all injured MechWarriors, and may recover up to 2 damage boxes on all damaged infantry platoons. Infantry platoons destroyed in the scenario cannot be revived by a M.A.S.H. unit.

Attacking a M.A.S.H. unit is against the currently accepted rules of warfare. Intentionally attacking an enemy M.A.S.H. unit will shift the victory conditions of that scenario 1 level in the enemy's favor.

COOLANT TRUCK

Coolant trucks are useful for cooling off overheating BattleMechs, as well as being capable firefighting units. Any BattleMech adjacent to a coolant truck may hook up to it for a turn. During the Heat Phase of that turn, and every Heat Phase thereafter in which it remains attached, a BattleMech hooked up to a coolant truck can dissipate an additional 10 points of heat. A player may announce his intention to detach a BattleMech from a coolant truck during the End Phase of any turn. Detaching takes up all of the following turn, after which the 'Mech can move and operate normally.

A 'Mech hooked up to a coolant truck is immobile, and so the standard -4 modifier to the to-hit number apply to attacks against it. It can also be the target of aimed shots. The 'Mech stays immobile for the entire cooling process—hookup, cooling, and detachment.

Each coolant truck has five hookup points. Light and medium 'Mechs (up to 55 tons) use only a single hookup point to gain the coolant benefits. Heavy and assault 'Mechs (60 tons and up) use two hookup points.

Currently accepted rules of warfare offer a 'Mech hooked up to a coolant truck a certain degree of immunity from battle. Provided the cooling 'Mech makes no attacks, no one will fire on it. If the 'Mech engages in hostile action, however, enemy units may fire at the offender with impunity.

Coolant trucks equipped with vehicle flamers (such as the 135-K model) may fire coolant through them instead of burning fuel. A player must announce his intention to fire coolant before the weapons are fired; firing coolant still consumes a "shot" of ammo.

Coolant may be fired at a 'Mech to reduce its heat level, though this does not work nearly as efficiently as hooking it up. The shot is resolved as a normal flamer attack. If the attack hits, the coolant stream reduces the target's Heat Level by 2 rather than inflicting damage.

Coolant may also be fired at a burning hex (or a 'Mech that has been hit by an Inferno SRM) to put the fire out. Roll against the to-hit number as in a normal attack (applying the immobile target modifier if firing at a hex). If the shot hits the target, the coolant puts out the fire in that hex (or the burning 'Mech stops burning).

EXPERIENCE

Keep track of the number of kills made by each pilot. For every 4 units a pilot destroys, he or she may improve his Piloting or Gunnery skill per the Skill Improvement rules (p. 17, **BTC**). These improvements take place between scenarios, not during engagements.

SCENARIO 9: FIELDS OF CAMLANN

I'd been to Salisbury Plain many times as a child. Dad loved history and legends, and he took us to see the ancient sites of Stonehenge and Avebury. He'd told us the story of King Arthur's great battle here, at Camlann, at the end of his reign. It wasn't the stories and ancient sites that attracted me most, though. It was something far more modern.

My dad once brought my brother Peter and I to an open day at the training grounds. It was the first time I'd ever seen a BattleMech. An old *Wasp* stood by the gates, and to a twelve year-old it looked huge. Now I know the *Wasp* is one of the smallest classes of 'Mechs, but back then I thought of it as a giant knight in armor, fighting the forces of evil. I tried to imagine what King Arthur would've done with an army of BattleMechs.

This was a couple of years after the FedCom/Draconis Combine war, what some call the War of '39, and the Com Guards were trying to bolster recruitment. That a military facility existed on the plains was an open secret. There had been tank and artillery ranges in this spot for more than a thousand years, ever since the days of the British Empire. However, during the Succession Wars, and particularly before the Com Guards' existence was revealed in the 3030's, the modern use of the site had been concealed from the rest of the universe.

On that long-ago visit, I saw a mock battle between two lances of 'Mechs. The fight was so fierce it raised clouds of dust in the air in that arid summer. I suppose that trip was one of the things that drew me to the Com Guards, and ultimately led me to this situation.

There were 'Mechs out on the Salisbury Plain again, but this time it wasn't an exercise or demonstration. They were here for conquest, and the notions of an awestruck schoolgirl began to seem strangely prophetic.

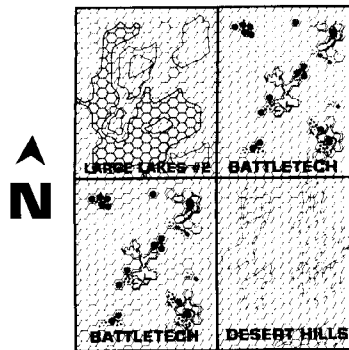
—From the journal of Demi-Precentor Sharon Gardbaum, Acting Commander, Sandhurst Training Regiment

SITUATION: SALISBURY TRAINING GROUNDS, WILTSHIRE, BRITISH ISLES 1530 HOURS, 1ST MARCH 3058

The Com Guard Task Force Epee withdrew onto the Salisbury Plain military range, hoping to lure a large part of the Word of Blake forces into a series of ambushes. While technicians worked frantically to circumvent the security lockout on the numerous battlefield training aids, the 'Mechs, vehicles and infantry moved into concealed positions and waited.

GAME SET-UP

Lay out the **BattleTech** maps as shown. Use the Large Lake #2 map from **BattleTech Map Set 4**, the Desert Hills map from **BattleTech Map Set 2**, and 2 standard **BattleTech** maps (from the **BattleTech** boxed set and/or **Map Set 2**).



DEFENDER

The defenders are Task Force Epee of the Sandhurst Training Regiment, as indicated by the mini-campaign rules (beginning on p. 30).

Deployment

The defenders may begin the scenario anywhere on the two west mapsheets. Some units may begin the scenario hidden (see **Special Rules**, below).

ATTACKER

The attackers are elements of the Word of Blake Militia, Task Force Steel. To determine which groups in the task force are involved in the battle, see the mini-campaign rules.

Deployment

The attackers enter via the east map edge during their first Movement Phase.

VICTORY CONDITIONS

The Com Guard's objective is to inflict as many casualties as they can on the enemy while taking as little damage as possible. The Word of Blake Militia's objectives are to destroy as many Com Guard units as possible, and then continue off the west edge of the map in pursuit of the main Com Guard force.

The battle continues until one side has been destroyed or withdrawn, or 20 turns have elapsed, at which point the Com Guard force will automatically withdraw. When the scenario has ended, determine each side's score using the following table:

| CONDITION | POINTS |
|-----------------------------------------------------------------------------------|--------|
| Enemy 'Mech destroyed | 10 |
| Enemy vehicle destroyed | 5 |
| Enemy infantry unit destroyed | 3 |
| Friendly combatant unit* exiting the west map edge after Turn 5 (Com Guards only) | 5 |
| Friendly combatant unit* exiting the west map edge any time (Word of Blake only) | 8 |
| Control of the battlefield at the end of the scenario | 20 |

*Combatant units are any units in the scenario with the exception of trucks, ordnance transports, M.A.S.H. units, coolant trucks and Mobile Headquarters.

FIELDS OF CAMLANN

To determine the margin of victory, subtract the Word of Blake player's score from that of the Com Guard player and compare the result to the following table.

| | |
|--------------------|---------------------------|
| 75+ points | Defender Decisive Victory |
| 21 to 75 points | Defender Marginal Victory |
| -20 to +20 points | Draw |
| -21 to -75 points | Attacker Marginal Victory |
| -76 or less points | Attacker Decisive Victory |

SPECIAL RULES

This scenario is played in foggy weather conditions.

The Com Guards have managed to activate several systems on the range, and will use them to disrupt their pursuers according to the following rules.

Minefields

The Com Guard task force has managed to place five command-detonated minefields (p. 93, **BTC**) in the area. The defending player should write down the locations of these mines before the start of the scenario.

Hidden Units

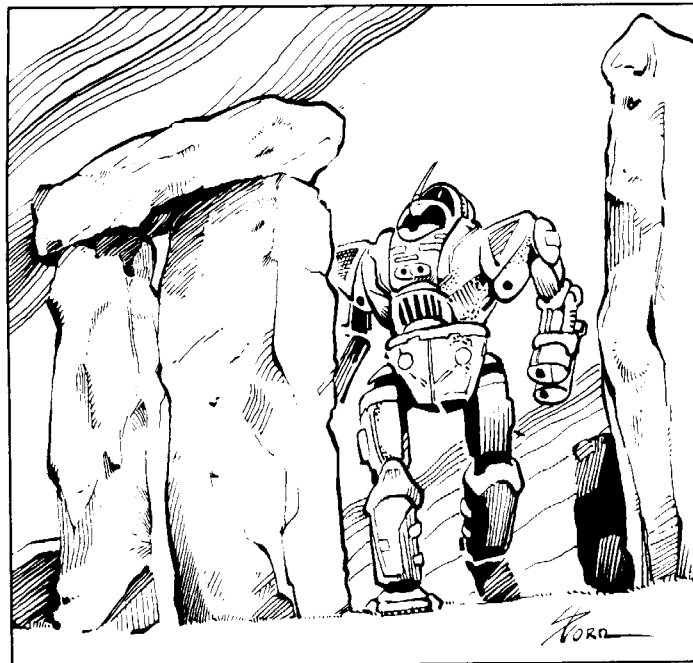
In addition to planting mines, the defenders managed to conceal several vehicles and 'Mechs in specially prepared positions. Up to 50 percent of the defending force may begin the scenario hidden (see p. 89, **BTC**). These hidden units may be detected by normal means or with a Beagle active probe. Any hidden unit attacking or moving becomes visible.

These prepared positions also count as improved positions (see p. 92, **BTC**), and may be used as such by units even after they have become visible. Treat these improved positions as Light buildings with a CF of 15.

Ghosts

The Salisbury military range is equipped with several devices for simulating combat. One such device can create a "ghost" image of a BattleMech that shows up on an enemy 'Mech's sensors. Four such devices exist in this part of the range, and the defending player should write down their locations before the start of the scenario. The defender may place them in any non-water hexes on any part of the playing area. The defender also chooses the type of BattleMech that each ghost represents.

Each ghost 'Mech is treated as an extra Com Guard BattleMech, except that it cannot move, fire weapons, or make use of any special equipment. A ghost 'Mech can only change facing, drop prone, and stand up. The Word of Blake can identify ghosts as such by hitting them with weapons fire or moving a unit adjacent to them. (A Beagle active probe can identify a ghost within its detection range.) The ghost unit is immediately "destroyed" when identified. (Destroying ghost 'Mechs does not add to the Word of Blake's victory point total.)



Artillery

In addition to any on-board assets, the defender may use the range's artillery system: a fixed-emplacement Long Tom cannon. To simulate the Long Tom, use the artillery rules (pp. 77-80, **BTC**). However, the Com Guards have only had time to pre-designate two hexes, and they also have limited ammunition: only 7 rounds, 2 smoke and 5 conventional. For purposes of time in-flight, treat the gun emplacement as being 4 map-sheets away from the playing area.

Withdrawal

The Com Guards must delay the approaching Word of Blake forces, and may not withdraw any combat units before the Movement Phase of Turn 6. Any Com Guard units exiting the map before Turn 6 do not gain victory points.

Word of Blake forces may gain victory points for exiting units off the west map edge at any point during the scenario.

AFTERMATH

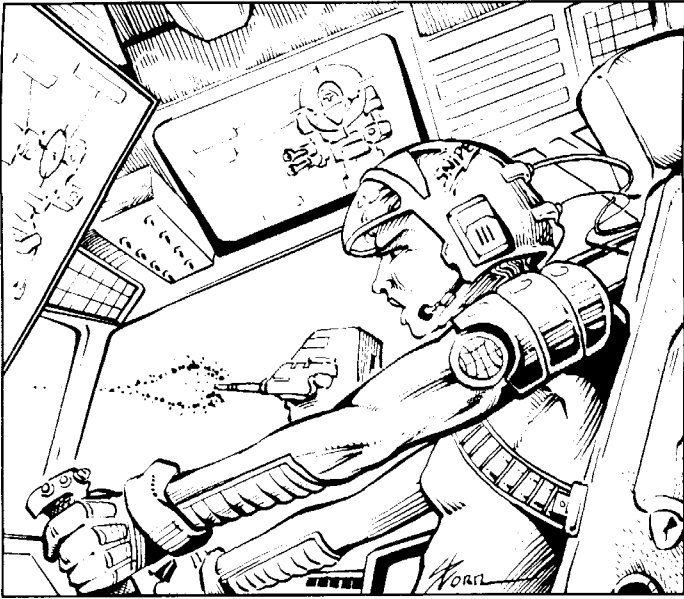
The first warning the Blakist troops had of the ambush came when an artillery round exploded in the middle of their formation, killing a number of infantry and causing extensive damage to several 'Mechs.

As they moved to form a defensive perimeter, Com Guard troops began to snipe at the shocked Blakist unit. Within minutes, however, the Blakist troops rallied and counterattacked. The Com Guards used various decoy devices to sow confusion in the enemy ranks, allowing them to withdraw with minimal casualties.

During the engagement, the Com Guards lost two BattleMechs, with another four taking some degree of damage. The Word of Blake Militia lost five BattleMechs, with another six damaged.

THE FALL OF TERRA

SCENARIO 10: WHO DARES WINS



They made little effort to hide their destination, but the head start they gained at Sandhurst made it difficult for us to hinder them. The terrain didn't help. A lot of it was wooded, and the major roads never seemed to head where we wanted to go.

The Com Guard forces cut north toward Oxford, and then across the Vale of the White Horse and the Thames Valley before heading into the Cotswold Hills. Our force chose a less direct route, making use of the motorway system that led to Oxford, and then winding around the Cotswolds.

By the time we reached Breedon Hill they were only a few kilometers ahead, and we knew we'd be upon them soon. Fortunately for them, the Malvern Hills lay along the line of advance, and part of the Com Guards made a stand there while others continued on toward Hereford.

I knew the terrain would be a nightmare. The broad plain of the Severn Valley lay to the west of the hills, almost flat for the fifteen kilometers between Breedon Hill and Worcestershire Beacon. The main ridge line rose sharply from this plain, soaring to more than 400 meters above sea level in the space of a few kilometers. Behind the main ridge lay a series of secondary ridges, most of which were heavily wooded, promising a difficult struggle ahead.

In the Iron Age the local inhabitants had built forts on these hilltops, which were still visible thousands of years later. Now the Com Guards meant to stand and fight here, and I had to admire their commander's choice of battleground. As I ordered my men forward, I hoped that not too many of them would be buried here.

—From "Thin Red Line: The British Isles Campaign" by Precentor John Christopher, Commander, Task Force Steel, Word of Blake Militia

**SITUATION: COLWALL STONE, MALVERN HILLS, APPROXIMATELY 25 KM EAST OF THE COM GUARD FACILITY AT HEREFORD, HEREFORDSHIRE, BRITISH ISLES
1700 HOURS,
1ST MARCH 3058**

The Com Guards' Task Force Saber evaded contact with the enemy for three hours, before being forced to turn and fight. The area they chose was ideal defensive terrain, forcing the attackers to approach across open countryside before climbing a steep ridge.

That they would inflict heavy casualties on the pursuers was not in doubt; but whether they could delay the Blakists long enough to allow a secondary force to reach Hereford and remove much-needed supplies was another story. Shortly before nightfall, the Word of Blake troops began their assault.

GAME SET-UP

Lay out the 3 **BattleTech** maps as shown. Use the Heavy Forest #2 map from **BattleTech Map Set 4**, the Desert Mountains #1 map from **BattleTech Map Set 3** and a standard **BattleTech** map (from the **BattleTech** boxed game or **Map Set 2**).

DEFENDER

The defenders are Task Force Saber of the Sandhurst Training Regiment (see the mini-campaign rules, beginning on p. 30).

Deployment

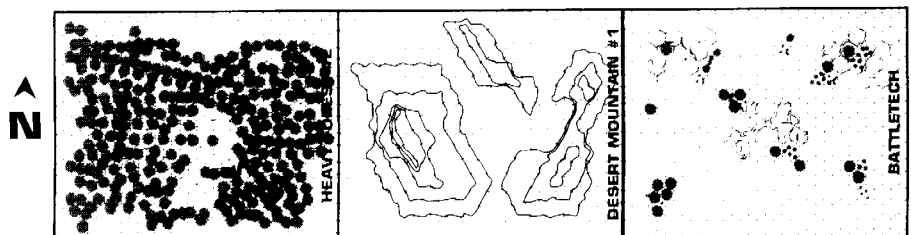
The defending player sets up first, placing all his units on the center (Desert Mountains) map, in any hexes and with any facings desired.

ATTACKER

The attackers are elements of the Word of Blake Militia Task Force Steel (see mini-campaign rules).

Deployment

The attacking player may set up some or all of his forces within 3 hexes of the east edge of the map, after the defender has set up. Any attacking units not deployed at the beginning of the scenario may enter the map during any Movement Phase. Units that will enter the map in a particular turn must be placed



WHO DARES WINS

off the map near the east map edge at the beginning of the turn. These units are considered in play in order to facilitate the proper initiative and movement sequence.

VICTORY CONDITIONS

The defender's objective is to move a lance (6 units) of 'Mechs or vehicles off the left map edge to join up with personnel who have been retrieving supplies from the Hereford facility. Doing this earns the defender 10 victory points. Once the supply party has left the board, the defending player receives an additional 5 points for every 30 seconds (3 complete game turns) before the attacker starts to move units off the west map edge in pursuit.

The defending player receives an additional 5 points for each attacking 'Mech or vehicle destroyed or rendered immobile. However, for each Com Guard 'Mech destroyed or rendered immobile, the defender takes a penalty of -10 points.

Calculate the defending player's total score and then consult the following table to determine the margin of victory.

| POINTS | MARGIN OF VICTORY |
|--------------------|---------------------------|
| 40 points or more | Defender Decisive Victory |
| 11 to 39 points | Defender Marginal Victory |
| -10 to +10 points | Draw |
| -39 to -11 points | Attacker Marginal Victory |
| -40 points or less | Attacker Decisive Victory |

SPECIAL RULES

This scenario occurs during a light snowfall.

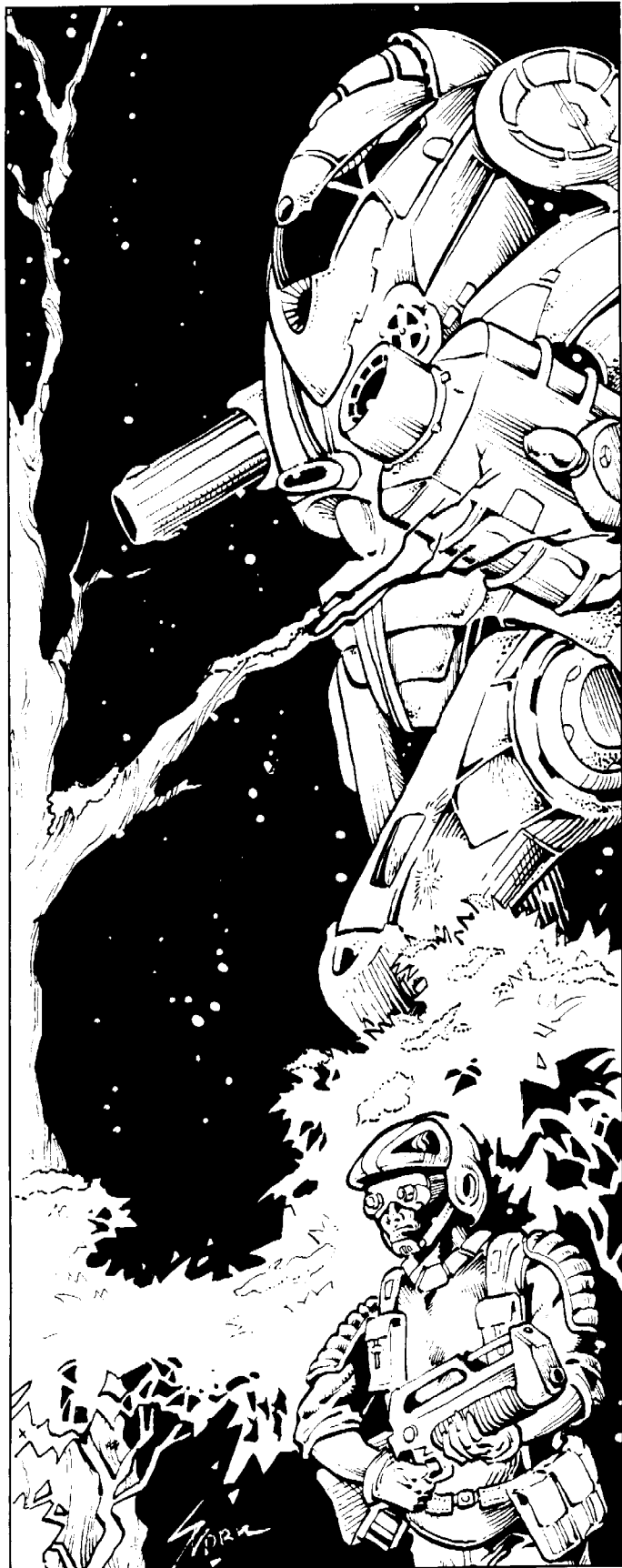
The battle begins shortly before nightfall and continues into dusk. To simulate this, use the following rules: the first 8 turns of the scenario take place in daylight, and all subsequent turns take place during dusk (see the weather rules, p. 4 of the Introduction).

AFTERMATH

The battle at Malvern proved costly for the Word of Blake, with the attackers taking considerably more casualties than the Com Guard troops. A number of Blakist units were badly damaged during the approach, but the assault on the ridge-line proved especially disastrous. The combination of bad weather and difficult terrain slowed the assaulting troops' progress, leaving them exposed to heavy fire.

When the attackers eventually reached the crest of the hill, the defenders melted away into the forests, leaving the Word of Blake with little to show for their efforts. However, the Com Guards had some bad luck of their own; they arrived at Hereford to find the base deserted and most of the supplies gone.

Information obtained since the battle suggests that the Blake's Wrath special-forces unit, who used the facility as their headquarters, had withdrawn to one of the British Isles' major cities. The unit's commander, Demi-Precentor Martial David Burnside, realized that his unit would be of greatest use in operations behind enemy lines and had taken unilateral action. That the Com Guards fought a major battle to obtain non-existent supplies was one of the many ironies of the war.



SCENARIO 11: CROESO Y CYMRU*

We'd planned for a small holding force to delay the enemy at Almondsbury, with a second fall-back position at Aust Village. However, the Blakists wanted revenge after the debacle on Salisbury Plain. They hit our screening force hard, giving us little choice but to fall back.

The Aust position was stronger, and we had nowhere else to fall back to anyway. If we lost control of Aust Village, we'd also lose control of the bridges, meaning we'd have to travel 25 kilometers further north to cross the Severn—and we'd likely be fighting across every inch of that ground.

The vehicles were the first to cross, the hovers skimming across the river while the others lumbered across the bridges. I assigned several 'Mechs to act as escort. They'd barely gotten halfway across when disaster struck.

A pair of Stingrays dropped through the cloud cover about a kilometer ahead of us, their target obvious. Several of our 'Mechs tried to engage them, but they passed over us in seconds. They screamed over the northern bridge, unleashing a deadly barrage of PPC and laser fire.

I felt sick. I couldn't see the bridge for the cloud of smoke and dust rising into the air, but I didn't need to. The cries of my men over the comlink told me that the Stingrays had severely damaged the main span; dozens of Com Guards had died, either in the blast or in the fall to the river. I could hear them turning around for another strafing run. Thank God they had no bombs.

We could only pray that they wouldn't demolish the Redwick bridge, or else we'd have to wade across the river. The situation had gone in seconds from difficult to desperate, and I knew I'd be lucky to escape with a fraction of my force intact.

—From the journal of Demi-Precentor Sharon Gardbaum, Acting Commander, Sandhurst Training Regiment

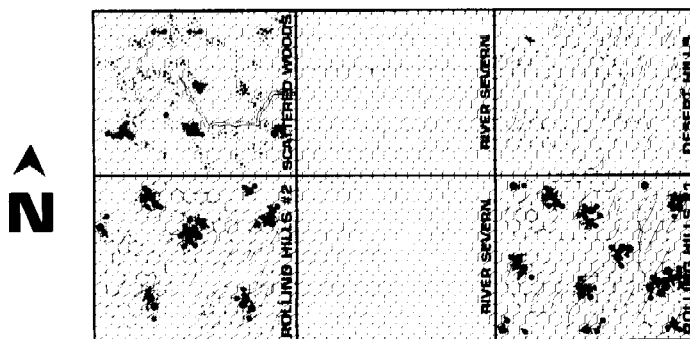
SITUATION: SEVERN BRIDGES, AUST, BRITISH ISLES 1900 HOURS, 1ST MARCH 3058

The Com Guard force fled westward, intending to cross the River Severn into Wales. Both sides converged on the bridges north of Bristol, the Com Guards hoping to cross before their pursuers arrived. Their head start proved insufficient, however, and Demi-Precentor Gardbaum found herself in a difficult situation. She needed cross a major river while under attack by a superior force. To make matters worse, the weather in the area was clear enough to allow for an air attack.

*"Croeso Y Cymru," meaning "Welcome to Wales," is printed on signs by every road leading from England into Wales.

GAME SET-UP

Lay out the **BattleTech** maps as shown. Use both of the Rolling Hills maps from **BattleTech Map Set 3**, along with the Desert Hills and Scattered Woods maps from **BattleTech Map Set 2**. In addition, two blank maps (the reverse side of any standard maps) represent the River Severn. The 08xx hex rows of both river maps represent the two main bridges across the estuary. (Note: Some of the newer maps have hexes on the back, but they are not numbered. If these maps are used, the bridge will be the hexes that correspond with the crease lines. See the diagram below for bridge and tower placement.)



DEFENDER

The defenders are Task Force Foil of the Sandhurst Training Regiment (see the mini-campaign rules, beginning on p. 30), plus any surviving units of Task Force Epee from **Scenario 9**.

Deployment

The defending units enter via the east map edge during the Movement Phase of Turn 1.

ATTACKER

The attackers are elements of the Word of Blake Militia Task Force Steel (see mini-campaign rules).

Deployment

The Word of Blake Militia enters the mapboard via the east map edge during the Movement Phase of Turn 3.

VICTORY CONDITIONS

The defending player's primary objective is to cross the river and exit his forces from any map edge west of the river. The percentage of the defender's force (measured in units) that manages to escape determines the margin of victory, according to the following table.

UNITS ESCAPING

75% or more
50 to 74%
25 to 49%
Less than 25%

MARGIN OF VICTORY

Defender Decisive Victory
Defender Marginal Victory
Attacker Marginal Victory
Attacker Decisive Victory

SPECIAL RULES

This scenario takes place at night; use Night Combat rules (p. 94, **BTC**).

Air Strikes

The clear weather allows the Word of Blake forces to make use of air support. They have six medium aerospace fighters (two TR10 Transits, two HCT-213B Hellcat IIs and two F94 Stingrays), stationed 2 turns of flight due east of the battlefield. None of the fighters may be equipped with bombs, though they may make strafing runs on the battlefield.

The first pair may enter the board on turn 1 (simultaneously with the defenders). The second pair arrives in Turn 3, the third in Turn 5. Players may use **AeroTech** rules, **BattleSpace** rules, or the aerospace support rules on pp. 70-75, **BTC**.

The Bridges

The two bridges differ slightly in design. The northern bridge (Aust) is a single-span suspension bridge, with towers in Hexes 0804 and 0814. The southern bridge (Redwick) consists of five towers (in Hexes 0801, 0805, 0809, 0813 and 0817) with shorter spans.

Treat each of the towers as Hardened buildings with a CF of 100. Each hex of the bridges has a CF of 50, and is treated as a Heavy building. Contrary to normal building/bridge rules, these bridge sections can support twice their CF; that is, a CF 50 bridge section can support 100 tons.

Because the bridges are suspended, destroying an individual hex of a bridge section will not cause the hexes on either side to collapse. However, destroying a bridge tower will cause all the bridge sections between that tower and its neighbors (and/or the shore) to collapse. The bridges are high enough above the water that any unit falling off a bridge is considered destroyed.

The Word of Blake player should keep in mind that destroying the bridges may make victory easier in this scenario, but will also have a profound negative impact on his forces' chances in Scenario 12.

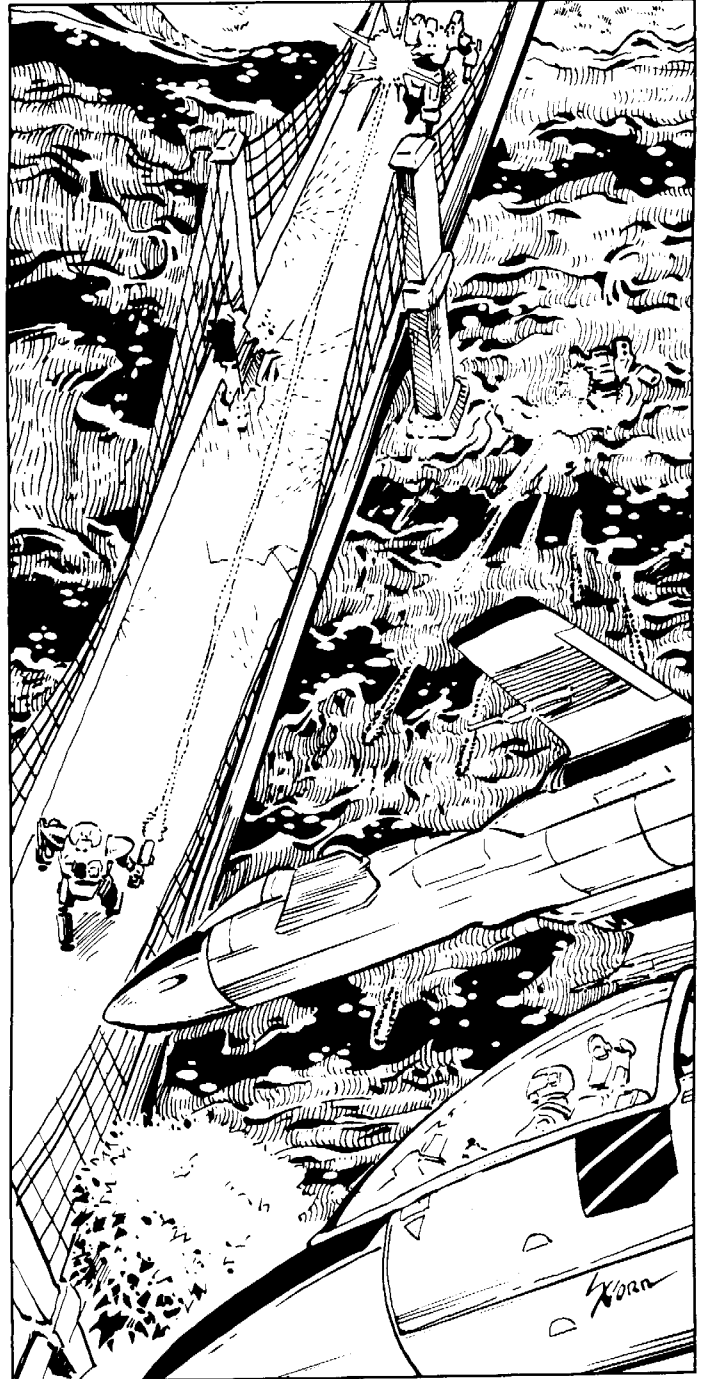
The River

The Severn River at this point is considerably wider and deeper than standard **BattleTech** rivers. The hexes closest to the bank (xx01 and xx17 rows) are Depth 1 water, the xx02 and xx16 rows are Depth 2, rows xx03 and xx15 are Depth 3, and all other river hexes are Depth 4. (See maps above for illustration.)

In addition, the river tides have piled up a deep layer of silt, making fording the river very difficult. In addition to standard rules for moving into and through water, and the special case rules for Underwater Combat (pp. 95-98, **BTC**), the river bed should be treated as mud (see Weather and Terrain rules, p. 5, **Introduction**).

Forced Surrender

Any defending units unable to escape from the battlefield because of damage, movement restrictions or other factors will surrender once all the other defending units have exited the map. Surrendered units may not take part in Scenario 12.



AFTERMATH

The battle at the bridges was the war's worst disaster for the Com Guard. The destruction of the bridges trapped a large number of the Guard on the wrong side of the river, forcing them to surrender when the situation became untenable.

The collapse of the bridges and the battle that followed cost the Com Guard high casualties. Together with the survivors of the Hereford operation, less than fifty percent of the original force remained.

THE FALL OF TERRA

SCENARIO 12: SEASON'S END

The *Warhammer* rose from the river and began to lumber across the open ground toward the town. A Com Guard *Blackjack* tracked the approaching 'Mech, firing both of its extended-range large lasers. One beam of light passed to the right of its intended target; the other scored a hit on the *Warhammer's* leg, vaporizing armor with a flash.

A *Victor* to the *Warhammer's* left fired its autocannon at the *Blackjack*. The massive shell struck the target's left torso. The impact spun the 'Mech around and sent it crashing to the earth in a cloud of snow. A split second later the fallen 'Mech's missile supply detonated, scattering body parts across a twenty-meter area.

Another 'Mech appeared, approaching through the fire and clouds of smoke that poured from the wrecked *Blackjack*. The *Warhammer's* targeting computer identified the 'Mech as a *Champion*, one of the Star League designs used by ComStar and few others. The *Warhammer* outweighed it by ten tons and outclassed it in every department save speed. From the way the *Champion* was moving, the pilot certainly knew how to handle the machine.

A flash of light split the sky as the *Warhammer* discharged its PPCs—first the left, then the right. The *Champion* pilot, somehow anticipating the attack, ducked to the right. Both beams passed harmlessly above it. As the *Champion* moved, the LB-X autocannon in its right torso barked, firing a cloud of pellets at the *Warhammer*. Several struck home, some chipping the *Warhammer's* armor while others ricocheted off the hillside. The hits caused the *Warhammer* to rock slightly, but none did serious damage.

While he waited for his weapons to recycle, the *Warhammer* pilot tracked the Com Guard 'Mech. In the eight seconds it took for the PPCs to re-charge, the *Champion* ducked behind a building. Slowing his 'Mech, the *Warhammer* pilot began to stalk his prey.

SITUATION: LAMPETER, DYFED, WALES, BRITISH ISLES 1000 HOURS, 2ND MARCH 3058

As the Sandhurst survivors continued to head west, they realized that pursuit would overtake them before they reached the tunnels to Ireland and beyond. Their commander decided to scatter the force, going to ground and fighting a guerrilla campaign. However, the Word of Blake was so close behind that the Com Guards would have to fight their way clear.

The Com Guards chose to engage the advance elements of the enemy, thereby creating sufficient confusion to allow some troops to escape. They made their stand near the river Teifi, where the terrain would disrupt the enemy formation. The market town of Lampeter lay nearby, and the Com Guards set up a command post in the archaic buildings of the town's college.

GAME SET-UP

Lay out the **BattleTech** maps as shown. Use the Large Lakes #2, Heavy Forest #1 and River Delta/Drainage Basin #2 maps from **BattleTech Map Set 4**, the Rolling Hills #2 map from **BattleTech Map Set 3**, the Mountain Lake map from **BattleTech Map Set 2**, and a standard **CityTech** map.

Place 1 large 2-hex Light building (Level 3) in hexes 1107 and 1108 of the **CityTech** mapsheet to represent the college. Hex 0801 on the Mountain Lake map is bridged. The defender should place 10 Light and 10 Medium buildings on the paved area of the **CityTech** map to form a rough street pattern, in the hex numbers listed below:

Level 3 Medium: 0710, 0908, 0910, 1111

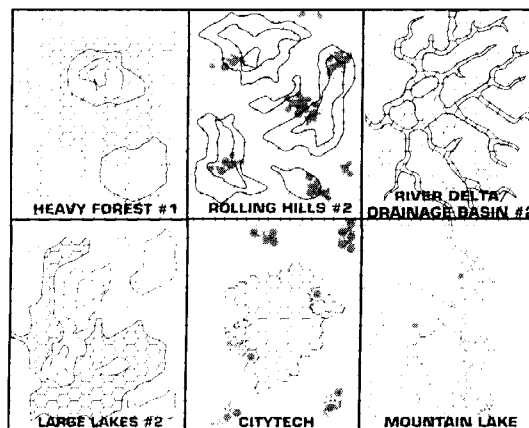
Level 2 Medium: 0905, 0913, 1110, 1208

Level 1 Medium: 0714, 1105

Level 3 Light: 0707, 0708, 0713, 0907

Level 2 Light: 0705, 0711, 0911, 1210

Level 1 Light: 0406, 0507



DEFENDER

The defenders are the remaining forces of the Sandhurst Training Regiment (all survivors of scenarios 10 and 11).

Deployment

The defending forces set up first. They may be placed anywhere except on the two east mapsheets, with any facings desired.

ATTACKER

The attackers are elements of the Word of Blake Militia Task Force Steel (see **Deployment** for specifics).

Deployment

If at least one of the bridges remained up (no sections or towers destroyed) in Scenario 11, all the surviving Word of Blake forces may participate in this scenario. If both bridges were destroyed, only those units that were on the two western mapboards at the end of Scenario 11 may immediately participate in this scenario. In either case, these forces enter the map via the east edge during the Movement Phase of Turn 1.

SEASON'S END

Two *Leopard* class DropShips are available to transport units who have already crossed the bridges, or those who have been trapped. Each *Leopard* may carry four units. Any units transported by DropShip may enter the map from any side, also during Turn 1. However, the units carried by a particular DropShip must all enter via the same mapsheet and from the same direction.

A third *Leopard* class DropShip arrives at the beginning of Turn 5, carrying Precentor Martial Trent Arian and a lance of BattleMechs. The 'Mechs of Precentor Martial Arian's lance may enter the battlefield from any side, but must all enter via the same mapsheet and from the same direction. These units enter the map during the Movement Phase of Turn 5.

Precentor Martial's Honor Guard

- Precentor Martial Trent Arian (*Piloting 3, Gunnery 2*),
GRN-D-01 *Grand Crusader*
- Adept Jill "Kayleigh" Holmen (*Piloting 4, Gunnery 3*),
GRH-5J *Grasshopper*
- Adept Richard Price (*Piloting 4, Gunnery 4*),
CP 11-A *Cyclops*
- Adept Oliver Myles (*Piloting 5, Gunnery 4*),
WHM-7M *Warhammer*

VICTORY CONDITIONS

The objective of both sides is to eliminate the opponent's ability to fight on or force the enemy to surrender. Continue playing until one player's forces have all been destroyed, surrendered, or withdrawn from the battlefield. Once this happens, consult the Points Table below to determine the number of points scored by each side. Then subtract the attacker's score from the defender's and consult the Victory Table to determine the outcome.

| POINTS TABLE | |
|---------------------------------------------------------|--------|
| Condition | Points |
| Control of the battlefield at the end of the scenario | 30 |
| Enemy 'Mech destroyed | 25 |
| Enemy 'Mech surrendering | 10 |
| Enemy vehicle destroyed | 15 |
| Enemy infantry platoon destroyed | 10 |
| Killing Precentor Martial Arian (Com Guard only) | 20 |
| Friendly 'Mech withdrawing* (Com Guard only) | 5 |
| Friendly vehicle withdrawing* (Com Guard only) | 3 |
| Friendly infantry platoon withdrawing* (Com Guard only) | 2 |

*See **Withdrawal and Pursuit**, below.

| VICTORY TABLE | |
|---------------|---------------------------|
| Final Score | Margin of Victory |
| 100 or more | Defender Decisive Victory |
| 11 to 100 | Defender Marginal Victory |
| -20 to 10 | Draw |
| -21 to -100 | Attacker Marginal Victory |
| -100 or lower | Attacker Decisive Victory |

SPECIAL RULES

This scenario takes place in foggy weather conditions.

The river in Hex 0801 on the Mountain Lake mapsheet is spanned by a bridge. Use the bridge movement rules on p. 21, **BTC**. This bridge is classified as Medium, with a Construction Factor of 40.

Forced Surrender

Any unit suffering major damage may be forced to surrender if an enemy unit moves within 3 hexes of it. For these purposes, major damage is defined as follows:

Being rendered immobile, including gyro destruction (BattleMech or vehicle)

Taking 2 engine critical hits (BattleMech)

Losing 1 or more legs and/or both arms (BattleMech)

Losing 50 percent or more internal structure (BattleMech or vehicle)

Losing 75 percent or more of unit personnel (infantry).

Surrender is not automatic. Roll 2D6 for each unit that may surrender during the End Phase. If the "capturing" unit (the one within 3 hexes) is a 'Mech, the damaged unit will surrender on a result of 8 or higher. If the capturing unit is a vehicle, the damaged unit surrenders on a result of 10 or better. If the captor is an infantry platoon, the damaged unit surrenders on a result of 12 or better.

Target numbers for these dice rolls may be modified by the presence of friendly and hostile units in the vicinity. For each friendly unit within 5 hexes of the damaged unit, reduce the chance of surrender by 2. For each hostile unit within 5 hexes, increase the chance of surrender by 2. These modifiers are cumulative.

A unit that surrenders is immediately removed from the map.

Withdrawal and Pursuit

Com Guard units may withdraw from the map at any point during the scenario, but have only a limited amount of terrain in which to maneuver. Any units not successfully pursued score victory points as indicated above.

Word of Blake forces may choose to pursue any Com Guard unit withdrawing from the map. To do this, the pursuer must exit the same mapsheet from the same edge as the unit it is pursuing within 3 turns of the target's withdrawal. Handle pursuit and engagement as follows:

The pursuer's chances for success are based on the Running/Flanking MP of both units, modified for any critical hits taken. If a unit has a damaged gyro, use its Walking MP instead, and consider it non-jump capable when modifying the chance of successful pursuit.

SEASON'S END

If the pursuer has a lower MP than the target, pursuit automatically fails. If the pursuer has the same MP as the target, pursuit succeeds on a 2D6 roll of 9 or better. If the pursuer has a higher MP than the target, pursuit succeeds on a 2D6 roll of 7 or better. Modify the target number for the success of attempted pursuit as follows:

| | |
|--------------------------|----|
| Target is assault 'Mech | +5 |
| Target is heavy 'Mech | +3 |
| Target is medium 'Mech | +1 |
| Target is light 'Mech | +0 |
| Target is vehicle | -1 |
| Target is infantry unit | +5 |
| Target is jump-capable | +1 |
| Pursuer is assault 'Mech | -5 |
| Pursuer is heavy 'Mech | -3 |
| Pursuer is medium 'Mech | -1 |
| Pursuer is light 'Mech | +0 |
| Pursuer is vehicle | +1 |
| Pursuer is infantry unit | +2 |
| Pursuer is jump-capable | -1 |

A Word of Blake Phoenix Hawk (MP 6/9/6) pursues a Com Guards Awesome (MP 3/5/0). As the Phoenix Hawk is faster than the Awesome (with a running speed of 9 versus 5), the base target number for successful pursuit is 7. However, the target is an assault 'Mech, so the target number is modified by +5 (raising it to 12). The Phoenix Hawk is a medium 'Mech, and so a -1 penalty applies. This reduces the Phoenix Hawk's target number to 11. The Phoenix Hawk is jump-capable, and so the target number drops by another -1, resulting in a final target number of 10. If the attacker rolls a result of 10 or better, pursuit will be successful. Had the situation been reversed, the Phoenix Hawk would have automatically escaped because the Awesome has a lower MP.

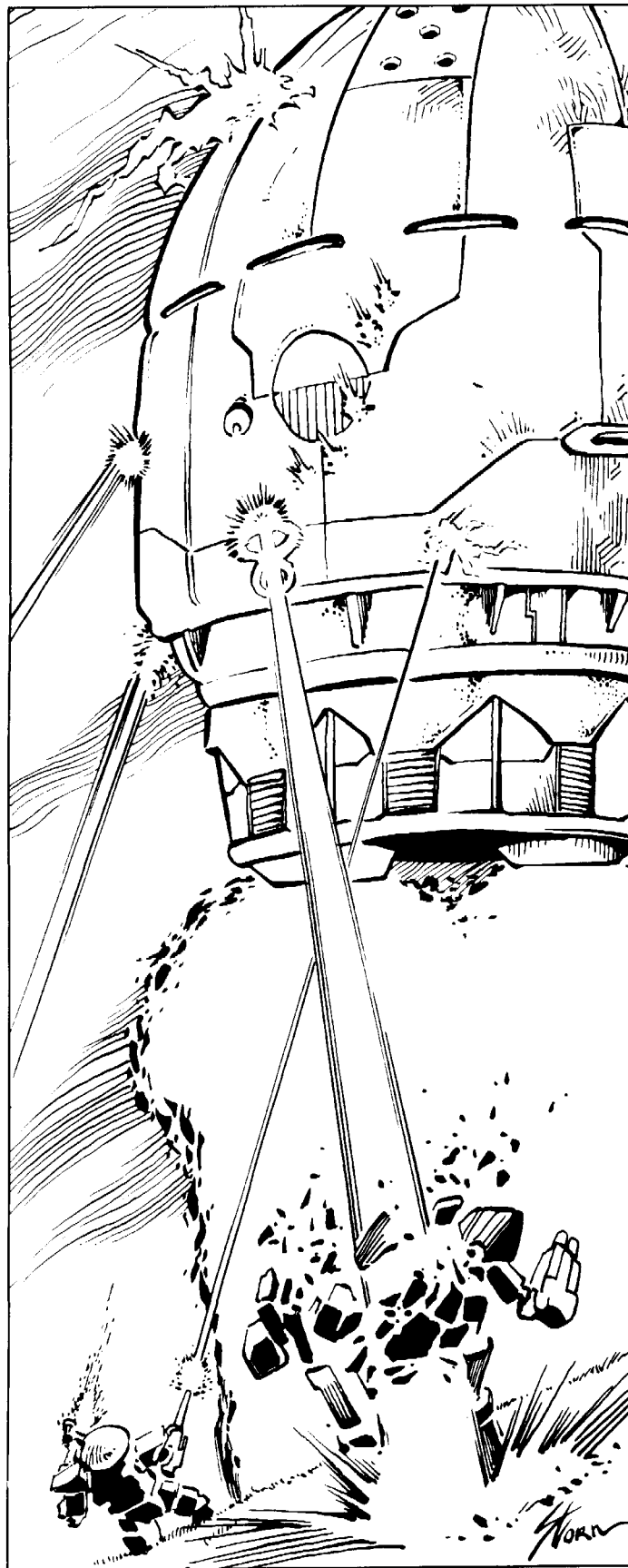
A successful pursuit roll indicates that the pursuer prevented the withdrawing unit from escaping, and the defending player does not get victory points for that unit's withdrawal. Regardless of success or failure, the pursuing unit may not return to the scenario.

AFTERMATH

The Com Guard troops opened fire as the enemy crossed the Teifi, taking advantage of the enemy's restricted mobility. However, the use of DropShips to ferry troops meant that the Word of Blake had a larger force than expected, and they made a multi-pronged attack.

Though the initial fighting went the Com Guard's way, the number and relative freshness of Task Force Steel soon turned the tables. Word of Blake Precentor Martial Trent Arian arrived to oversee the battle, and his lance swiftly became embroiled in the fighting. A number of Gardbaum's troops attempted to disengage and go to ground, but most were pursued and captured. Little more than a lance is believed to have escaped the battle.

By 2 P.M., the battle was over, signaling the end of large-scale resistance in the British Isles. However, all is not peaceful—a number of terrorist incidents have occurred in recent months.



THE FALL OF TERRA

SCENARIO 13: INTERESTING TIMES

The first we knew of the troubles was when we saw the contrails of the Blakist DropShips descending into Beijing. The base computer was off-line for repair, so we'd not had any information feed for a couple of days, and hadn't been affected by the lockdown.

At first we didn't know the DropShips were hostile, but not long after we got the base systems back on line, we began to pick up TerraSec short-range communications from the city. We knew then that the Word of Blake had invaded. We also found out that they didn't know we were at liberty, and so we decided to pay them a visit.

We had six Level II units, approximately equal to battalion strength, almost evenly split between 'Mechs, armor and infantry. That's a great combination for garrison duty, but the infantry wasn't going to be too useful on the fast raid we intended. So we reorganized a bit, committing two-thirds of our 'Mech force to the assault, with the remainder made up of vehicles.

We approached from the north and met two enemy Level II units, one of which was slightly under strength. It looked like an even fight. Luckily, we were able to bombard them with the Arrow-IV system as they moved out to engage us, reducing their effectiveness—but we still had a pretty tough battle to look forward to.

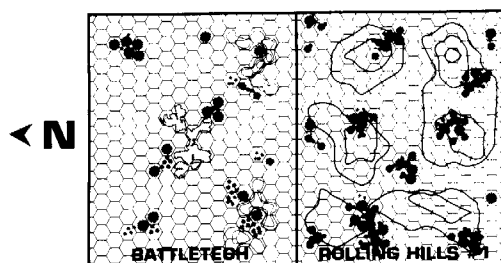
—Excerpt from *The Long March* by Demi-Precentor Edward Gibson, Rasalhague Press, August 3058

SITUATION: BEIJING, HEBEI ADMINISTRATIVE DISTRICT, CHINA 1315 HOURS, 2ND MARCH 3058

For years, the Com Guards had used several of the Star League facilities scattered across Terra. The Word of Blake's computer "attack" locked these facilities down, trapping the occupants of many and rendering others useless as fallback sites. The T'ienchen Castle Brian was one of a very small number that escaped the lockdown, and the Com Guard force stationed there mobilized to fight the invaders.

GAME SET-UP

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



DEFENDER

The defenders are elements of the Third Division of the Word of Blake Militia (Pure Thoughts/Actions IV-Iota).

Careful Planning II-Kappa

Adept Epsilon-III Samuel Lambert (*Piloting 6, Gunnery 3*),
RFL-5M *Rifleman*
Adept Epsilon-II Pierre Marchant (*Piloting 5, Gunnery 4*),
HBK-4G *Hunchback*
Acolyte Epsilon-I Chun Ip (*Piloting 5, Gunnery 4*),
CN9-D *Centurion*
Maxim Heavy Hover Transport (veteran crew)
Foot Infantry Platoon (rifle)

Blake's Fist II-Beta

Adept Epsilon-V Effen Asprilla (*Piloting 4, Gunnery 3*),
MAD-5D *Marauder*
Adept Epsilon-IV Gillian Nottan (*Piloting 5, Gunnery 4*),
ARC-4M *Archer*
Adept Epsilon-II Dana O'Reilly (*Piloting 5, Gunnery 4*),
CRD-5M *Crusader*
Adept Epsilon-II Stuart Culyer (*Piloting 4, Gunnery 5*),
CGR-3K *Charger*
Adept Epsilon-I Ian Morgan (*Piloting 4, Gunnery 4*),
VTR-9K *Victor*
Regulator Hovertank (regular crew)

Deployment

The defender sets up first anywhere on the south map.

ATTACKER

The attackers are elements of Delta Battalion, 201st Division of the Com Guard.

Divine Foresight II-Epsilon

Demi-Precentor Edward Gibson (*Piloting 4, Gunnery 3*),
ST-8A *Shootist*
Adept Epsilon-V Paula Bradbrook (*Piloting 5, Gunnery 4*),
BLR-3M *BattleMaster*
Adept Epsilon-III John West (*Piloting 4, Gunnery 4*),
RVN-3L *Raven*
Adept Epsilon-II Andrew Coish (*Piloting 5, Gunnery 4*),
BCN-3R *Buccaneer**
Padilla artillery tank (regular crew)
Demon wheeled tank (veteran crew)

Blake's Mission II-Mu

Adept Epsilon-IV Sharen Adzhed (*Piloting 5, Gunnery 3*),
WHM-7M *Warhammer*
Adept Epsilon-III Richard Willey (*Piloting 4, Gunnery 4*),
WVE-9N *Wyvern*
Adept Epsilon-I Stefan Schwarz (*Piloting 5, Gunnery 4*),
ASN-23 *Assassin*
Acolyte Epsilon-III Louise Myers (*Piloting 4, Gunnery 3*),
CRB-27 *Crab*
Zephyr Hover (veteran crew)
Condor Hover (veteran crew)

*See **New Equipment**, p. 61.

INTERESTING TIMES

Deployment

The Com Guard force enters the north edge of the map during the attacking player's first Movement Phase.

VICTORY CONDITIONS

Each side receives 10 points for each enemy 'Mech destroyed, 5 points for each vehicle, and 2 points for each infantry platoon. Enemy units that withdraw are worth half their destroyed value (rounding up to 3 points for vehicles). When all the forces on one side have been destroyed or withdrawn, the scenario ends. Subtract the defender's score from the attacker's, and compare the result to the following table to determine the margin of victory.

FINAL SCORE

45+
0 to 45
-30 to -1
-30 or less

VICTORY

Attacker Decisive Victory
Attacker Marginal Victory
Defender Marginal Victory
Defender Decisive Victory

SPECIAL RULES

Units may exit the map from any edge. Exiting units are considered withdrawn, and may not re-enter the map.

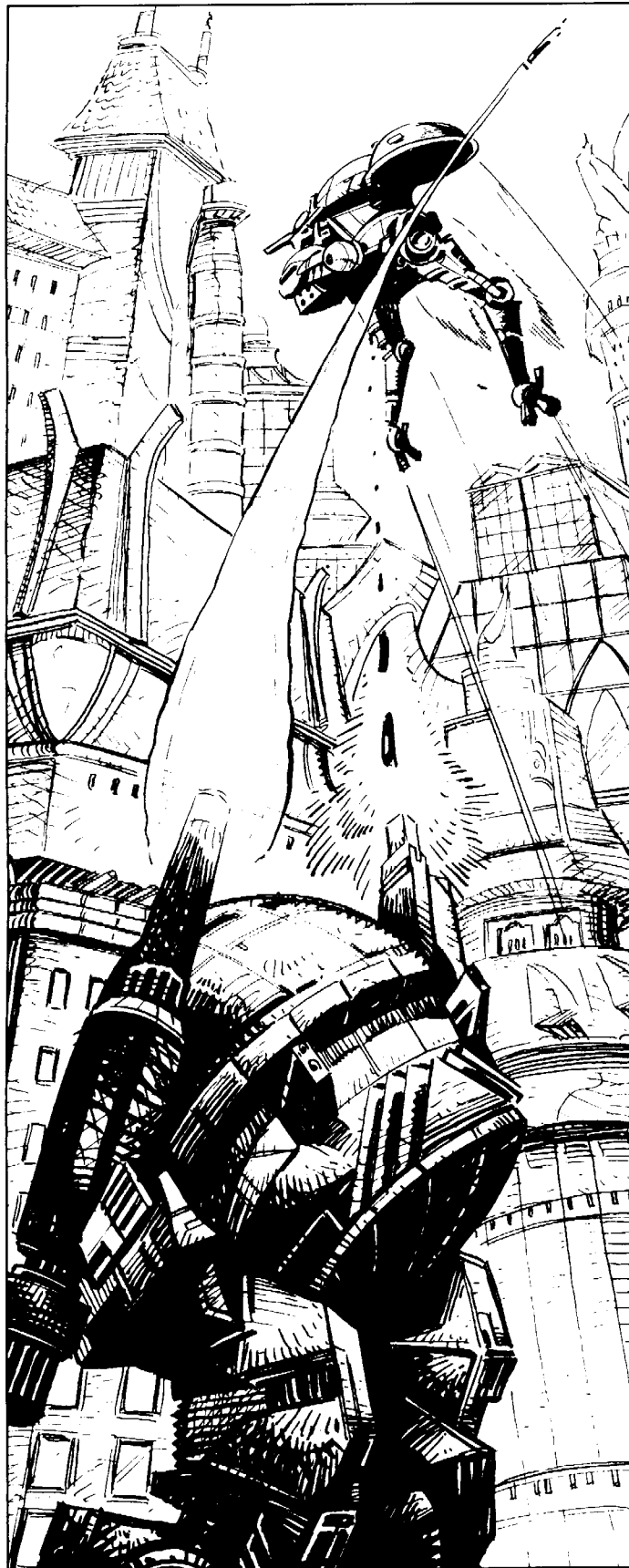
The attacker's Padilla tank may not remain off board and fire as off-board artillery. It must enter with the other units, firing its weapon using the on-board artillery rules (p. 80, **BTC**).

AFTERMATH

The Com Guard forces did well in the battle, crippling or destroying more than half the opposing force. Reinforcements coming from Beijing eventually forced them to withdraw to T'ienchen, where they continued to raid the occupying forces.

Despite several attempts by the Word of Blake to destroy this obstacle to their occupation, Delta Battalion of the 201st Com Guard division remain in control of the base, fulfilling the role of the Castle Brian: to hinder the actions of an occupying force and to harass them where possible. Unlike Stefan Amaris almost 300 years earlier, the Word of Blake troops were not prepared to use nuclear weapons to destroy the facilities, having seen the effects of battlefield atomics on Gibson.

The attrition of combat has rapidly reduced the number of troops stationed at T'ienchen, and the Word of Blake Militia is expected to succeed in storming the site within the next few months.



SCENARIO 14: GOD OF WAR



We'd been ordered to seize control of Gate 4, one of the entrances to the War Academy, and we knew that even against cadets we'd have a hard fight. The terrain around the site—in fact, throughout that whole region of Mars—was a series of twisting canyons and dead ends. If the cadets hadn't had to defend the gate, they could have led us in circles for months. As it was, they had the upper hand at the beginning—striking from cover, retreating when we moved to engage them. Eventually we managed to push them away from the door, but they kept up the hit-and-run attacks while we spent the longest minutes I've ever known trying to open the wretched thing.

Some cadet's *Whitworth* kept lobbing LRM rounds at us from cover, crippling Vincent's *Quickdraw* as he worked on the door. We had to drag the wreckage clear before trying again. By the time Darren blasted his way in, only his *Marauder* and Helen's *Grasshopper* were operational.

Their *Marauder* caught me with its Gauss rifle, tearing away most of my 'Mech's torso, including the gyro. The *Phoenix Hawk* just flopped to the ground. I decided discretion was the better part of valor, and punched out.

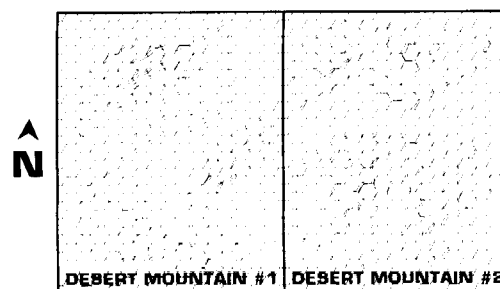
—Excerpt from a post-battle interview with Adept Liam Daley

SITUATION: WAR ACADEMY, NOCTIS LABYRINTHUS, MARS 2000 HOURS, 2ND MARCH 3058

One of the Word of Blake's key targets was the War Academy of Mars, a major Star League site. Like Sandhurst, the site was defended by cadets, though its design made it harder to capture. The battle for Mars turned into a series of lance-on-lance engagements throughout the Noctis Labyrinthus as the Blakists sought entry into the facility.

GAME SET-UP

Lay out the **BattleTech** maps as shown. Use the Desert Mountains #1 and #2 from **BattleTech Map Set 3**.



DEFENDER

The defenders are an ad hoc lance of Academy students.

- Demi-Precentor Eta-IV Peter Hamel (*Piloting 4, Gunnery 3*), MAD-5M *Marauder*
- Adept Epsilon-III Ali Sepahi (*Piloting 5, Gunnery 4*), AS7-S *Atlas*
- Cadet Epsilon-I Louise Vacher (*Piloting 6, Gunnery 4*), AN1-M *Orion*
- Cadet Epsilon-I Theodora Nakpodia (*Piloting 5, Gunnery 5*), HBK-4G *Hunchback*
- Cadet Epsilon-I Aidan Meath (*Piloting 6, Gunnery 3*), SHD-2K *Shadow Hawk*
- Cadet Epsilon-I Brian Thomas (*Piloting 5, Gunnery 4*), WTH-2 *Whitworth*

Deployment

The defenders set up first anywhere on the western map (Desert Mountain #1).

ATTACKER

The attackers are elements of the Fifth Division of the Word of Blake Militia (The Chosen).

Hand of Toyama II-Alpha

- Adept Epsilon-VI Liam Daley (*Piloting 5, Gunnery 4*), PHX-3S *Phoenix Hawk*
- Adept Epsilon-II Sam Brown (*Piloting 4, Gunnery 3*), VLK-QD *Valkyrie*
- Acolyte Epsilon-I Wayne Parsons (*Piloting 4, Gunnery 5*), SDR-5V *Spider*
- Adept Epsilon-III Helen Priestley (*Piloting 4, Gunnery 3*), GHR-5H *Grasshopper*
- Acolyte Epsilon-II Darren Merriman (*Piloting 5, Gunnery 4*), MAD-5S *Marauder*
- Acolyte Epsilon-II Vincent Tan (*Piloting 5, Gunnery 4*), QKD-4H *Quickdraw*
- Acolyte Epsilon-I Mark West (*Piloting 5, Gunnery 4*), WVR-7K *Wolverine*

Deployment

The attacker sets up second anywhere within 3 hexes of the eastern map edge.

GOD OF WAR

VICTORY CONDITIONS

The attacker wins by forcing his way into the War Academy. The defender wins by keeping the attacker out. The specific margin of victory is determined as follows.

| CONDITIONS | VICTORY |
|------------------------------------------------------------------------------------------------------------------|------------------------------|
| Entering the academy, destroying all defending 'Mechs, and losing 4 or fewer 'Mechs | Attacker Decisive Victory |
| Entering the academy and destroying all defending 'Mechs, but losing more than 4 'Mechs | Attacker Substantial Victory |
| Entering the academy | Attacker Marginal Victory |
| Preventing attacker from entering the academy | Defender Marginal Victory |
| Preventing attacker from entering the academy and destroying all attacking 'Mechs, but losing more than 3 'Mechs | Defender Substantial Victory |
| Preventing attacker from entering the academy, destroying all attacking 'Mechs, and losing 3 or fewer 'Mechs | Defender Decisive Victory |

SPECIAL RULES

Star League-era terraforming has made the atmosphere on Mars sufficiently substantial that rules for fighting in vacuum do not apply. Low gravity, however, remains a factor (see p. 90, **BTC**). The gravity on Mars is 0.38 G. Note that a unit's movement cannot be more than doubled by the effects of gravity.

The armored door to the War Academy is situated between hexes 0914 and 1014 of the western mapboard. It has a CF of 110. However, its position means that it can only be attacked from Hex 0914, and attacking 'Mechs may not charge at it.

AFTERMATH

Though they ultimately gained control of the War Academy, the Word of Blake sustained major casualties on Mars. Approximately a battalion of cadets almost destroyed a slightly larger Blakist force, leaving only six 'Mechs in operational condition.

With a little luck, the Com Guards might have held Mars and forced the Word of Blake to rethink their strategy. Their narrow loss of the planet, however, removed a potentially major thorn in the Word of Blake's side.



THE FALL OF TERRA

SCENARIO 15: PER ARDUA AD ASTRA

"Per Ardua ad Astra"

(Through adversity to the stars)

—Motto of a 20th-century air force, now used by the naval arm of the Com Guard

"Captain Brannigan, we have an emergence signature," Boyer said.

I looked up from my noteputer toward him. The young tech had logged plenty of hours of sim time, but he was still new at this. It took him a second or two to get the coordinates.

"Bearing 0260⁰ by 27⁰," he continued. "Range 50,000 kilometers ... correction, sir. Multiple emergence signatures!"

I figured I might as well ask, though I had my suspicions about the answer. "Any IFF, Mister Boyer?"

"They lit up as soon as they came through, sir. Two *Invaders*, Blake's Providence and Serene Wisdom. The third is a *Magellan*, the Far Thought." He hesitated. "They're all Word of Blake, sir."

Damn. I'd hoped we would have more time. After a second, I gave my communications officer the only order I could. "Chaudri, get the squadron commanders on the blower and tell them to launch as soon as possible. And tell *Dai-i* Otanashi to get her ship clear. The Dracs are neutral in this."

"She's already on the line sir," he answered. "She says she's Explorer Corps and the Corps uses this facility, so it's within her orders to defend it."

Bloody Dracs and their code of honor. Still, it'd be useful to have that beast of hers on our side. "Tell her the Hatakaze may boost when ready." I turned back to Boyer. "Any news on the hostiles?"

"They've just released their DropShips, sir," said Boyer. "I count seven drive plumes, all vectored toward us."

A full load. That didn't bode well. "Any idea as to their ETA?"

"Without knowing the ship classes—I'm afraid it's guesswork, sir. Assuming Unions and a 1-gee burn, I'd say about 100 minutes. If they boost at max, maybe 65 minutes. If they have attack ships, they could be here in as little as 45." Boyer began to look worried.

I shook my head, with a small smile I hoped Boyer might find reassuring. "They won't come in that fast. They want the yards intact." I carefully omitted the end of the thought that passed through my mind ... *except for us*.

—From the personal journal of Niall Brannigan, captain of Warwick Station

SITUATION: TITAN CONSTRUCTION YARDS, TITAN, SATURN, 2300 HOURS, 2ND MARCH 3058

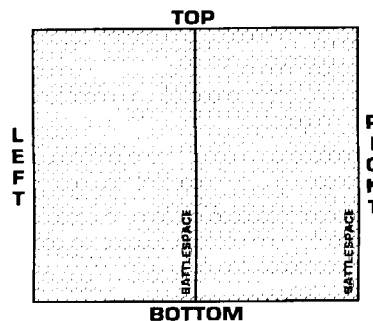
Having seized control of the O'Neil yards at Terra, the Word of Blake turned their sights toward the larger facility at Titan—one of the few sites tooled up to manufacture WarShips. Possession of these yards would give the Word of Blake an immeasurable advantage in resources.

To secure the yards, however, the Blakist forces would

have to go through a Bastion-class station and swarms of fighters, as well as a Draconis Combine carrier. The commander of the DCS Hatakaze, recently refitted at Titan, swiftly volunteered to aid in the site's defense.

GAME SET-UP

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



DEFENDER

The defenders are the Titan Yards defense squadron, under the overall command of Captain Niall Brannigan.

Titan Yards Defense Squadron

CSV Avenging Sword (*Leopard* class, upgraded version, regular crew, 2 Marine points), with 1 aerospace fighter lance (2 AHB-443 Ahabs)

DCS Hatakaze (*Okinawa* class, regular crew, 4 Marine points), with 3 fighter squadrons

Squadron 1: 2 STR-K15 *Stukas*, 2 *Thunderbirds* and 2 F100-*Rievers*

Squadron 2: 2 LCF-16KR *Lucifer IIs*, 2 IRN-SD1 *Ironsides* and 2 CSR-V12M *Sand Hawks* (Corsairs)

Squadron 3: 2 *Centurions* and 4 SYD-Z2A *Seydlitzes*

CSV Swift Justice (*Condor* class, obsolete version, regular crew, 25 Marine points)

Warwick Station (*Bastion* class; Hex 1304, right map; veteran crew, 170 Marine points), with 6 fighter squadrons

Squadron 1: 2 *Sabers*, 2 TRN-3T *Tridents* and 2 SYD-Z4 *Seydlitzes*

Squadron 2: 2 RGU-133E *Rogues*, 2 THK-63 *Tomahawks*, 2 HCT-213B *Hellcat IIs*

Squadron 3: 2 F-92 *Stingrays*, 2 HCT-213 *Hellcats*, 2 SL-17 *Shilones*

Squadron 4: 4 LCF-16KR *Lucifer IIs*, 2 THK-63 *Tomahawks*

Squadron 5: 2 HMR-HD *Hammerheads*, 2 *Eagles*, 2 AHB-443 Ahabs

Squadron 6: 2 *Thunderbirds*, 2 STU-K5 *Stukas*, 2 SL15A *Slayers*

Deployment

The defending DropShips are placed on the mapsheet first, anywhere on the right mapboard, with a starting velocity from 0–3. All fighters may begin the scenario aboard their transports or may be placed within 2 hexes of the carrying vessel, with a starting velocity from 0–3.

PER ARDUA AD ASTRA

In addition to the fighting forces, the defending player must set up the facilities listed below in the hexes indicated. These yards, habitats and factories are not equipped for combat; instead, they are the targets of the attacking Word of Blake forces. The factories are armed with 18 small pulse lasers apiece; none of the other facilities have weapons. (For more information, see pp. 200-203, **Technical Readout: 3057**.)

TITAN YARDS FACILITIES

- Large Unpressurized Yard (Hex 1211, right map; green crew, 22 Marine points)
- Large Pressurized Yard (Hex 1511, right map; green crew 20 Marine points)
- 3 Small Unpressurized Yards (Hexes 1208, 0706 and 0811, right map; green crew, 13 Marine points each)
- 2 Small Pressurized Yards (Hexes 1813 and 2010, right map; green crew, 11 Marine points each)
- 2 Large Factories (Hex 1707 and 2106, right map; green crew, 14 Marine points each)
- 2 Small Habitats (Hexes 1113 and 1710, right map; green crew, 10 Marine points each)

ATTACKER

The attackers are elements of the Word of Blake Liberation Flotilla, under the overall command of Precentor Gregory Zwick.

Liberation Flotilla

- Divine Redemption (*Fury* class, obsolete version, veteran crew, 5 Marine points), transporting 4 platoons of Marines (112 Marine points total)
- Faith Eternal (*Union* class, obsolete version, regular crew, 5 Marine points), with 1 aerofighter lance (2 TR-13 *Transgressors*)
- Enlightened Vision (*Intruder* class, upgraded version, veteran crew, 6 Marine points), transporting 3 platoons of Marines (84 Marine points total), with 1 aerofighter lance (2 *Sabers*)
- Seeker of Justice (*Hamilcar* class, regular crew, 5 Marine points), with 2 aerofighter lances (2 F700A *Rievers*, 2 TR-14 *Transgressor* ACs)
- True Believer (*Hannibal* class, veteran crew, 6 Marine points), transporting 4 platoons of Marines (112 Marine points total)
- Pride of Gibson (*Leopard CV* class, upgraded version, veteran crew, 2 Marine points), with 1 fighter squadron (4 F92 *Stingrays*, 2 GTHA-500 *Gothas*)
- Avenging Fury (*Avenger* class, obsolete version, veteran crew, 15 Marine points)

Deployment

The attackers enter the left map edge during their first Movement Phase, with a starting velocity of 3-6. Fighters start the scenario aboard their transports, but may launch as soon as the DropShips enter the map (see **Special Rules**, below).

VICTORY CONDITIONS

The scenario ends when all the attacking or defending craft have been destroyed.

The attacker's objective is to seize control of the yards, factories and habitats. To determine the specific margin of victory, see below. Any result other than those described below is a draw.

| | |
|-------------------------------------------------------------------------------------------------|---------------------------|
| 7+ yards captured while losing half or less of attacking DropShip fleet | Attacker Decisive Victory |
| 5-7 yards captured or 7+ yards captured while losing more than half of attacking DropShip fleet | Attacker Marginal Victory |
| 1-4 yards captured, attacking DropShip fleet subsequently destroyed | Defender Marginal Victory |
| No yards captured and all attacking DropShips destroyed | Defender Decisive Victory |

SPECIAL RULES

The rules for crew quality (p. 62, **BattleSpace** rulebook) apply in this scenario. If any fighters start the scenario aboard DropShips, they are launched according to the Launching/Recovering Small Craft rules (p. 50, **BattleSpace**).

Rules of Engagement

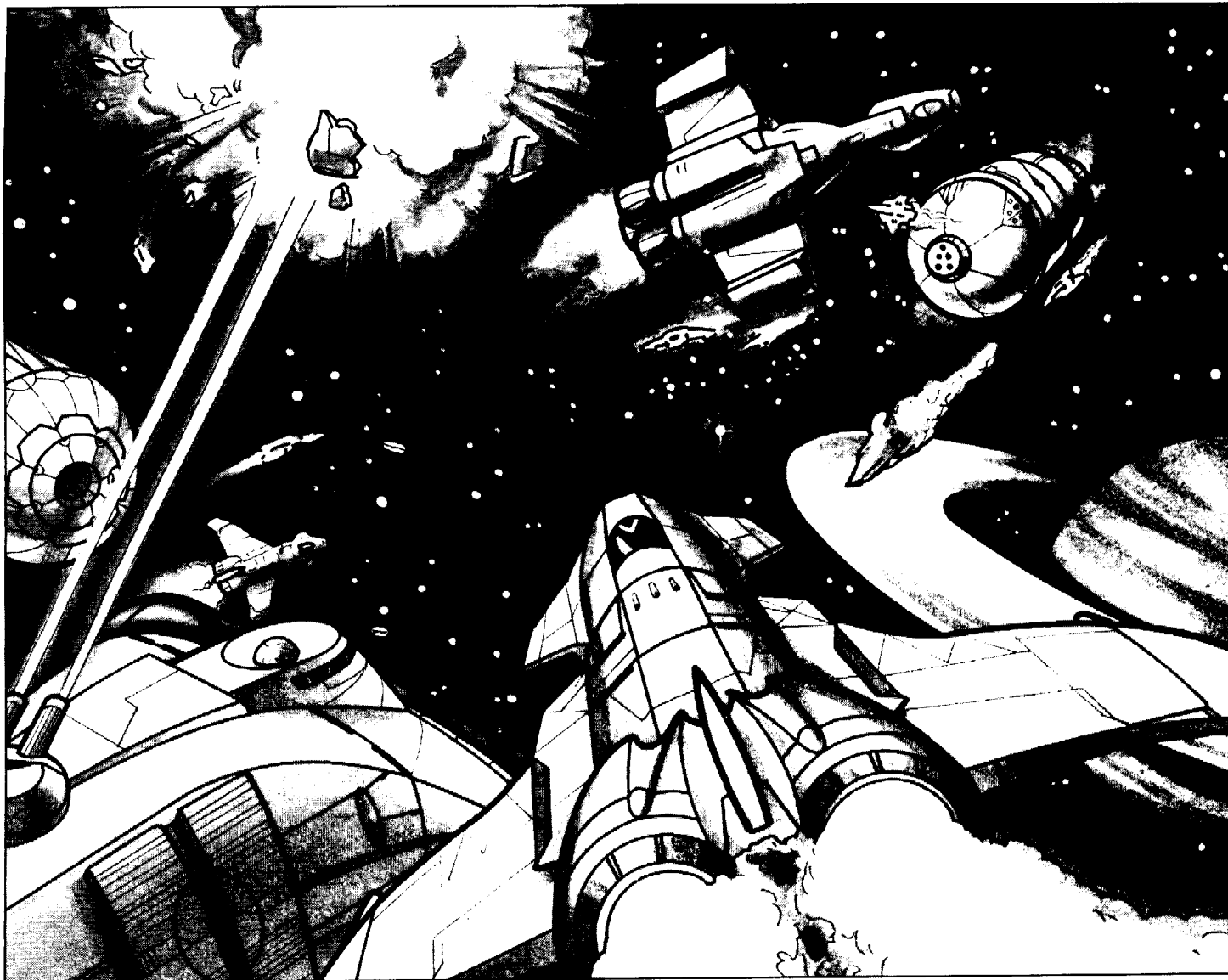
The Word of Blake flotilla is operating under strict rules of engagement that prohibit them from firing on a yard, habitat or factory unless its troopers fire on them first. The exception is the Bastion space station, which may be engaged at will. The Com Guard forces have no set rules of engagement, but may not fire on a yard, habitat or factory held by their own people.

Boarding Actions

The Boarding Action rules (pp. 36-37 and p. 40, **BattleSpace**) apply in this scenario. To drop troops onto a station, yard, and so on, the attacking DropShip must end the turn in the same hex as the target facility, with a velocity of 0. In the Movement Phase of the following turn, the attacker may send any number of his marines from the DropShip across to the target. The number of marines carried by each transport and the number of marines defending each facility are indicated above. Standard boarding rules apply to any attempts to use marines against operational DropShips: the attacker must match velocity, grapple, then attack. The weapon systems of each facility remain under the control of the defender until the defending troops have been eliminated or surrendered.

Out-of-Control Ships

In addition to the standard rules for out-of-control vessels (p. 12, **BattleSpace**), the following special rules apply to this scenario. For any out-of-control DropShip entering a hex occupied by a yard, factory, and so on, the ship's controlling player must roll 2D6. On a result of 10 or better, the DropShip collides with the facility, destroying it and the ship.



The player controlling an out-of-control fighter squadron must make a similar roll. A result of 10 or better indicates that some or all of the fighters strike the facility. If this happens, make a second 2D6 roll and look up the result on the Fighter Hits table (p. 19, **BattleSpace**). Cross-reference the dice roll result with the number of fighters remaining in the unit to find the number of fighters striking the facility. Each of these fighters is destroyed (remove 1 row of armor from the fighter squadron), and each inflicts an amount of damage on the station equal to the fighter's velocity.

AFTERMATH

Having lost the element of surprise, the Word of Blake ships found their path blocked by a wall of fighters that inflicted considerable damage as the Blakist fleet pushed through to the yards. The attack craft *Avenging Fury* moved to bombard Warwick Station, but came under heavy attack from the Combine ship *Hatakaze* and was forced to withdraw.

Meanwhile, Blakist troops landed on a number of shipyards and seized control. However, the defending fighters proved more than a match for the light fighter screens carried by the Word of Blake DropShips, and they soon realized that the ships would be lost unless they withdrew.

Precentor Zwick ordered his ships to withdraw, but was forced to leave behind a number of Blakist troops. Com Guard forces soon recaptured those facilities, marking the end of this decisive battle.

Approximately two hours after the battle ended, a *Dante* class WarShip jumped in system in response to a plea for reinforcements and took up position to guard the yards. This vessel, the *Narbonne*, showed signs of recent battle damage. Wolfnet analysts have yet to determine the source of the damage and the base from which the WarShip had been operating.

SCENARIO 16: END OF THE LINE

"Invalid access code. Access denied."

Edelle Kearny was getting sick of that message. They'd arrived at the Gunnison base half an hour earlier and transmitted the code to unlock the huge 'Mech-sized doors, but gotten no response. So Edelle had undogged the canopy of her battered 'Mech and started trying manual codes.

After a full fifteen minutes of effort, the doors still refused to open. Edelle had already considered and rejected blasting her way through; the doors were designed to defeat all sorts of laser-designated weapons, and the comparatively light-weight weapons on her 'Mech would barely make a scratch. Besides, destroying the doors would gain them nothing. The Blakists were hot on their trail, and only the Castle Brian was strong enough to protect them. They had to get inside before pursuit showed up, or all of them were dead.

"Boss, we have two lances of 'Mechs moving up the valley. ETA three minutes," reported Adept George Lint. Since Liz Backman's death at Pueblo, George had acted as the unit's backstop, reporting approaching enemy forces.

"Roger that," Kearny replied via her headset mike. "Just give me a few minutes." Ignoring the sudden tightness of her throat, she turned to the keypad for one last attempt.

"Invalid access code. Access denied."

"Damn!" Edelle slammed her hand into the keypad just as an explosion echoed through the valley.

"Here they come, Boss!" George shouted over the headset. "Less than one minute until contact; they're already firing!"

Edelle's anger and fear drained away, leaving her calm and cold. She turned away from the keypad and walked back to her 'Mech, listening to the thunder of BattleMech footsteps getting louder and nearer. As she climbed the ladder to her cockpit, she remembered part of a Kipling poem from her youth:

Then it's Tommy this, an' Tommy that, an' "Tommy, 'ow's yer soul?"

But it's "Thin red line of 'eroes" when the drums begin to roll.

The drums begin to roll, my boys, the drums begin to roll,

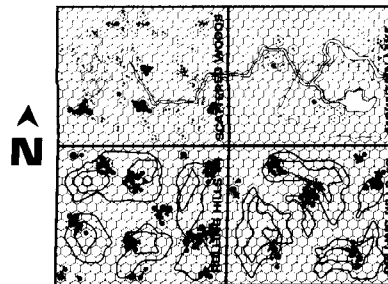
Oh, it's "Thin red line of 'eroes" when the drums begin to roll.

SITUATION: NEAR GUNNISON, COLORADO, NORTH AMERICA 1900 HOURS, 2ND MARCH 3058

Under attack before learning of the computer lockdown, the troops heading for the Gunnison Castle Brian found themselves unable to enter their expected shelter. Trapped by Blakist forces in a box canyon, with no knowledge of what was keeping the doors shut against them, they had little choice but to fight.

GAME SET-UP

Lay out the **BattleTech** maps as shown. Use the Mountain Lake and Scattered Woods maps from **BattleTech Map Set 2**, and the Rolling Hills #1 and #2 maps from **BattleTech Map Set 3**. Sheer cliffs form the north, west and south edges of the map, and so no 'Mechs may exit or be forced to leave these map edges.



DEFENDER

The defenders are elements of the Com Guard 201st Division. All four 'Mechs in the First Provisional Lance have random damage (see **Special Rules**, p. 51) and limited ammunition. The *Avatar Prime* has 5 rounds of autocannon ammo and 9 LRMs; the *Stalker* has 22 SRMs and 24 LRMs, but no narc pods; the *Hunchback* has 1 round of autocannon ammo; and the *Jenner* has 18 SRMs left.

First Provisional Lance

- Adept Epsilon-IV Edelle Kearny (*Piloting 4, Gunnery 3*),
AV1-0 *Avatar Prime* (apply 75 points random damage)
- Adept Epsilon-IV Lewis Smith (*Piloting 5, Gunnery 4*),
STK-5M *Stalker* (apply 45 points random damage)
- Adept Epsilon-III Gary Connon (*Piloting 4, Gunnery 4*),
HBK-5M *Hunchback* (apply 30 points random damage)
- Acolyte Epsilon-III Abi Ekoku (*Piloting 5, Gunnery 4*),
JR7-K *Jenner* (apply 20 points random damage)

Second Provisional Lance

- Adept Epsilon-III Stuart Hockin (*Piloting 5, Gunnery 4*),
DV-7D *Dervish*
- Adept Epsilon-II Nick Evans (*Piloting 5, Gunnery 4*),
GRF-3M *Griffin*
- Adept Epsilon-II George Lint (*Piloting 4, Gunnery 4*),
OTL-5M *Ostsol*
- Adept Epsilon-I Susanne Westphal (*Piloting 5, Gunnery 4*),
TBT-7M *Trebuchet*

Deployment

The defenders set up first, anywhere on the Scattered Woods or Rolling Hills #1 maps, with any facing.

ATTACKER

The attackers are elements of the Shadow Lancers Second BattleMech Battalion. The 'Mechs in the support lance all have random damage (see **Special Rules**, p. 51), and some have limited ammunition. The *Catapult* is down to 2 Arrow IV rounds; the *Ostsol's* AMS system is out of ammo; and the *Bombardier* has 7 LRMs and 19 SRMs, but no AMS ammo.

Support Lance

- Adept Epsilon-IV Nigel Hytner (*Piloting 3, Gunnery 4*),
SDR-7M *Spider* (apply 20 points random damage)
- Adept Epsilon-II David MacMillan (*Piloting 5, Gunnery 3*),
CPLT-C3 *Catapult* (apply 45 points random damage)
- Adept Epsilon-II Alison Martin (*Piloting 5, Gunnery 4*),
OTL-5M *Ostsol* (apply 50 points random damage)
- Adept Epsilon-I Lorna Graham (*Piloting 5, Gunnery 4*),
BMB-12D *Bombardier* (apply 35 points random damage)

END OF THE LINE

Assault Lance

Adept Epsilon-III Antoinette Keogh (*Piloting 5, Gunnery 4*),
T-IT-N10M *Grand Titan*
Adept Epsilon-II Hadrian Barrowcliffe (*Piloting 5, Gunnery 4*),
ZEU-9S *Zeus*
Adept Epsilon-II Gareth Griffiths (*Piloting 4, Gunnery 4*),
TDR-7M *Thunderbolt*
Adept Epsilon-II Paul Hucknall (*Piloting 5, Gunnery 4*),
JM6-DD *JagerMech*

Pursuit Lance

Adept Epsilon-IV Anton Ricks (*Piloting 4, Gunnery 4*),
ENF-5D *Enforcer*
Adept Epsilon-II Karl Mueller (*Piloting 5, Gunnery 4*),
WVE-9N *Wyvern*
Acolyte Epsilon-III Taron Morgan (*Piloting 4, Gunnery 5*),
CDA-3M *Cicada*
Acolyte Epsilon-I Richard Pirie (*Piloting 6, Gunnery 5*),
HER-5S *Hermes II*

Deployment

The attackers may be deployed up to six hexes in from the east map edge.

VICTORY CONDITIONS

The scenario continues until one side has been destroyed, surrenders or withdraws from the map. If the Com Guard troops surrender or are destroyed, the Shadow Lancers win the engagement. If the Lancers are destroyed or forced to withdraw, the Com Guards win the scenario. (For more information, see **Morale**, below.)

SPECIAL RULES

This scenario is played in deep snow; snowdrifts cover all non-water hexes.

It is recommended that this scenario be played in conjunction with **Scenario 2: When the Bough Breaks** (p. 14), and **Scenario 6: Nowhere To Run** (p. 23). In this case, replace the Com Guards First Provisional Lance and the Shadow Lancers' support lance with the survivors of both sides from **Scenario 6**. These 'Mechs are used as-is; players may not make repairs or refill their ammunition stocks between scenarios. Note that as a result of experience gained in scenarios 2 and 6, the skill levels indicated in the above rosters may have changed.

Random Damage

If this scenario is played on its own rather than as a continuation from **Scenario 6**, random damage will be inflicted on certain 'Mechs to represent combat damage from previous battles. The amount of damage is listed with each 'Mech in the rosters above. Apply this damage in 5-point clusters, just like standard LRM damage. Each 5-point cluster should apply to a randomly determined location on the Front column of the BattleMech Hit Location Table.

To prevent any 'Mech from being destroyed or crippled before the scenario begins, re-roll any hit location that would result in part of the 'Mech being destroyed or rendered useless. Also re-roll any critical hit that would result in any of the following conditions: destruction of a location; an ammunition explosion; a third engine critical hit; a second gyro critical hit; a hip or

shoulder actuator critical hit; or a cockpit critical hit. If a critical hit is inflicted but the only possible result is one of these conditions, disregard the critical hit.

Morale

Having fought a running battle for the best part of two days, both sides are reaching the end of their endurance and morale is at a low ebb. The Lancers know that if they hit the 201st hard enough, the Com Guard force will break and surrender. The 201st knows that their only hope is to damage the Shadow Lancers enough to force them to back off, allowing the Com Guards to escape the canyon.

To simulate this situation, each side begins with a Morale score of 20, which rises or falls as follows:

| | |
|----------------------------------------------------------------------------------------------------------|----|
| Com Guards 'Mech destroyed (Lancers only) | +1 |
| Lancer 'Mech destroyed (Com Guards only) | +2 |
| Friendly 'Mech destroyed | -2 |
| Friendly 'Mech rendered immobile | -1 |
| Friendly commander's 'Mech destroyed (Kearny for the 201st, Nash or Hytner for the Shadow Lancers) | -2 |

Keep a running tally of the Morale scores throughout the scenario. When a side's Morale score reaches 12 or less, that side may surrender (201st Division) or withdraw (Shadow Lancers). During the End Phase of each turn in which a side's Morale score is 12 or less, each player should make a morale check by rolling 2D6. If the result is equal to or greater than the side's current Morale score, that side *breaks*.

If the 201st Division breaks, it surrenders immediately and the scenario ends in victory for the Word of Blake.

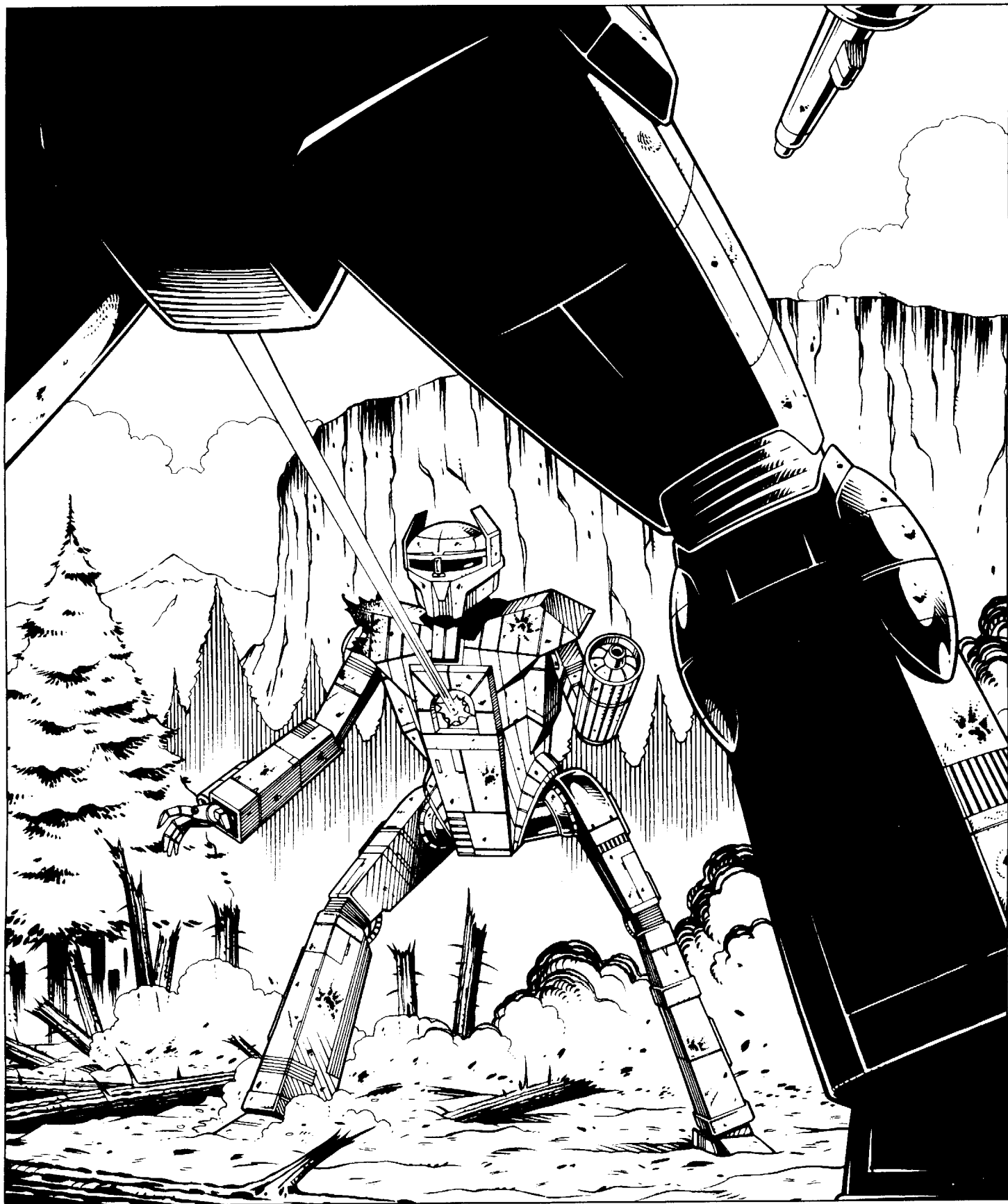
If the Shadow Lancers break, they make an orderly withdrawal. All units must take the shortest route towards the western map edge, but may make a "fighting withdrawal" if the attacking player so desires. The attacker should continue to make a morale check in each End Phase. A second break means that his forces flee the field; all units must face west and move toward the western map edge at maximum speed. Attacking units may fire weapons as they flee, but may not make any torso twists. The scenario ends in a Com Guards victory when the last Lancer 'Mech exits the map. If the only Lancer 'Mechs remaining on the board are immobile at any time after the Lancers break a second time, the Lancers lose.

AFTERMATH

The battle at Gunnison effectively ended the Com Guards' battle for North America. Before being crushed, however, Kearny's command managed to destroy a number of pursuers, and several members of the 201st evaded capture. These survivors formed the nucleus of several North American resistance cells, and continue to harass the Word of Blake wherever possible.

The Word of Blake was glad to see the end of the fighting in North America. Pacification freed up a number of troops for peacekeeping duties and transfer to other theatres, in particular the under-strength South American and African operations.

END OF THE LINE



WAR WITHOUT END

The doors banged open as the guards entered the hall. The prisoner held between them was barely conscious, her feet dragging along the floor. A massive bruise covered the right side of her face, swelling one eye shut—the result of a hasty ejection from a BattleMech. The MechWarrior bodysuit she wore was bloodied and torn, with bandaging and synth-skin peeking out from the rips. Her wrists were bound with a pair of resilient plastic cuffs.

The troopers hauled her to her feet and stepped back. She stood swaying, attempting to focus with her one good eye on the two figures in front of her. One was a slim young man in his late twenties, someone she knew. The other was older, mid-fifties or so. His rank insignia confirmed her suspicions about his identity. Only two people held that rank, and she knew Focht was on Tukayyid.

The younger man spoke. "Hello, Sharon. It's been a while."

Demi-Precentor Sharon Gardbaum glared at him. "When you ran away to join the Blakies, I never thought we'd meet again, let alone like this."

He smiled. "You knew we'd come. The only question was when. I got this job because I knew the lay of the land here better than most. If others had done their jobs properly, you and I wouldn't be having this conversation."

She gave a harsh laugh. "Meaning if others had done their jobs properly, I would've been dead. Murdered like the others at Sandhurst. Cheers. That makes me ever so happy. Do you do this to all your old flames?"

Seeing his companion at a loss for words, the older man spoke. "What Precentor Christopher meant, Miss Gardbaum, is that if others had done their jobs, there would have been no resistance and minimal casualties. A number of officers would have died, but that outcome was inevitable—and their deaths would have spared many soldiers' lives. We did not expect people outside the military structure to take control of the regiment ... though with the benefit of hindsight, we should have."

Sharon looked him in the eye. "Are you satisfied with what your people did?"

"Satisfied?" He shook his head. "No, I'm not satisfied. I'm a soldier. I don't enjoy this carnage any more than you do, but since you chose to lead your cadets in a hopeless battle against a vastly superior force, we had little choice."

"It was butchery," she spat.

"It was warfare," he snapped back. "And you share the blame. Those cadets had no officers until you appeared. You led them to their doom, not I. Will your precious Focht be proud of what you did?"

She said nothing, regarding him silently and steadily. "They followed your orders," he continued, raising his voice and striding toward her. "Did what you said. Are you *satisfied* to have their blood on your hands?"

He paused, taking a moment to regain his composure. When he spoke again, his tone was measured. "We never wanted a bloodbath. Now we control Terra. Your futile attempts to resist are over."

He turned to leave, but had only taken two steps when the sound of her voice made him stop.

"That's where you're wrong Trent Arian," she said in a hoarse whisper. "It's not over. It'll never be over while any of the Com Guards remain alive."

—Excerpt from *Flames Against the Dark; A Call to Resistance*, an anonymous pamphlet presumed to be the work of the Terran underground

Though major hostilities had ended by the second week of March with the Word of Blake claiming victory, the battle for Terra was far from over. Numerous small groups of Com Guards had survived the initial conflict and gone into hiding, from which they began to wage guerrilla war against their oppressors. Most of these were infantry troopers, but in several more remote parts of the planet a few Com Guard BattleMechs remained in the field. Most surviving 'Mech forces were lance size or smaller and in poor condition, but a few forces up to company strength remained to challenge the Blakist occupation.

Starved of resources and vastly outnumbered, these small bands face a bleak future. Their small size and diverse nature, however, give them a temporary advantage against the occupiers by making them that much harder to track down and destroy. At least in the short term, they are likely to tie up much of the Word of Blake's military machine.

The information in this and the following section, **Terra in 3058**, allows players to stage **BattleTech** and **MechWarrior** campaigns on postwar Terra. This section offers information on postwar troop distribution and available equipment; **Terra in 3058** provides general background information on Terra in the mid-31st century.

TROOP PLACEMENTS

The bulk of the Word of Blake Militia made planetfall in North America and Europe to deal with the Com Guards stationed there. They soon spread across the planet, taking control of various facilities and enforcing co-operation from local governments.

Including the troops masquerading as the 21st Centauri Lancers, seven Word of Blake divisions made landfall on Terra—the equivalent of twelve regiments, of which more than 50 percent were infantry and conventional troops. Approximately 370 'Mechs took part in the assault. All of the attacking units survived, though some—most notably Task Forces Steel, Gold and Copper—sustained major casualties at the hands of the Com Guard and had to be reorganized after the fighting ended.

Following the cessation of hostilities on 7 March, Precentor Martial Arian began to reorganize and redeploy his forces to keep control of the planet they had won. The Shadow Lancers were reassimilated into the main body of the militia along with material salvaged from the Com Guard forces, restoring the Blakist force to seven divisions. Precentor Martial Arian stationed one division on each of Terra's main continents and one on Mars, with a nominal force guarding Antarctica. Most of these units spend their time investigating the various Com Guard and Star League bases scattered across Terra, though a number are being forced to deal with increasing Com Guard guerrilla activity.

WAR WITHOUT END

COM GUARD ACTIVITY

Though large-scale organized resistance ended with the destruction of the 201st Division and the Sandhurst Training Regiment, a number of smaller units remain active five months after the outbreak of hostilities. Most of these are infantry forces, made up of Com Guard and TerraSec personnel who refused to surrender to the Blakists, as well as many operatives from the Com Guards special-forces unit, Blake's Wrath. A few armor and BattleMech units remain at fighting strength, but their operations are limited to less populous areas of Asia, Africa and South America. Few of the resistance units are above Level II strength, though fragmentary evidence suggests that some Level III forces may have survived at hidden bases in Amazonia and Tien Shan in central Asia.

The T'ienchen Castle Brian (see **Scenario 13**, p. 43) remains in the hands of Com Guard troops, but the Word of Blake's Fourth Division is close to having the defenders contained.

THE ONGOING CAMPAIGN

Players interested in running postwar-Terra campaigns should keep in mind one key factor about the ongoing conflict—it has degenerated into a guerrilla war between two grossly mismatched powers, and so is wildly unpredictable. The Word of Blake occupiers have a vast military, but lack the necessary information to identify and eliminate their opponents. The surviving Com Guards have reliable information on the deployment of the Word of Blake forces, but lack the materiel and numbers to effectively oust them. Therefore, most of the "battles" between the two sides are likely to be acts of espionage and terrorism, with both

sides attempting to gain information and hinder the other's operations. Blake's Wrath, a Com Guard elite special-forces unit, is extensively involved in such activities, with operatives scattered across Terra and Mars. Players interested in espionage may wish to base a MechWarrior campaign around such an event; for more information on espionage and other mission-based campaigns, see the **MechWarrior Companion**.

Overt military actions can also occur, but not regularly. The Com Guards lack supplies, and cannot afford to squander the resources they have. The Word of Blake, though not lacking in resources, does not have the information needed to bring its resources to bear. Aerospace forces play little part in Terran campaigns, because the Com Guards have few aerospace fighters available. They do have some BattleMechs, but the difficulty of getting parts and facilities to make repairs means that the resistance forces use 'Mechs only in do-or-die situations.

EQUIPMENT

Much of the MechWarrior equipment listed in the **MechWarrior Companion** is available in the Terran system, though usually only through the black market (see p. 85, **MechWarrior Companion**). Large-scale military hardware such as vehicles and BattleMechs, as well as parts and ammunition for them, are much harder to come by. Because the black market is the primary source, the base price of such military equipment begins at about 150 percent of normal costs, rising to 200 or 300 percent for vehicles.

WORD OF BLAKE DEPLOYMENT, 3RD AUGUST 3058 HQ: SANDHURST, TERRA (COMMANDER: PRECENTOR MARTIAL TRENT ARIAN)

| Unit | Deployment | Headquarters |
|----------------------------------------------------------------------------------------|---------------|--------------------------|
| 1st Division (True Devotion IV-Beta) (Commander: Precentor Shin-Ichi Yoshizumi) | North America | Salina, Kansas |
| 2nd Division (Stern Resistance IV-Mu) (Commander: Precentor Daphne Chrysler) | Europe | Sandhurst, British Isles |
| 3rd Division (Pure Thought/Actions IV-Iota) (Commander: Precentor Randolph Kanni) | Africa | Nairobi, Kenya |
| 4th Division (Blake's Boldest IV-Chi) (Commander: Precentor Jake Rule) | Asia | Sian, China |
| 5th Division (The Chosen IV-Kappa) (Commander: Precentor Trenton Endicott) | Australasia | Brisbane, Australia |
| 6th Division (True Believers III-Iota) (Commander: Precentor Lane Brandenburg-Curi) | South America | Manaus, Amazonia |
| 7th Division (The Glorious III-Chi) (Commander: Precentor Anna Friel) | Mars | Koryo, Chryse Planetia |

WAR WITHOUT END



COM GUARD BATTLEMECHS (3055, 3058)

| Name | Tonnage | Technical Readout | OmniMech |
|-------------------------------|---------|----------------------|----------|
| NXS1-A <i>Nexus</i> | 25 | 3058 | No |
| ZPH-1A <i>Tarantula</i> | 25 | 3055 | No |
| HM-1 <i>Hitman</i> | 30 | 3055 | No |
| SCB-9A <i>Scarabus</i> | 30 | 3055 | No |
| OW-1s <i>Owens</i> | 35 | 3058 | Yes |
| SDR-9K <i>Venom</i> | 35 | 3055 | No |
| SR1 <i>Strider</i> | 40 | 3058 | Yes |
| FS9-O <i>Firestarter</i> | 45 | 3058 | Yes |
| STH-1D <i>Stealth</i> | 45 | 3055 | No |
| BJ2-O <i>Blackjack</i> | 50 | 3058 | Yes |
| CLN-7V <i>Chameleon</i> | 50 | 3058 | No |
| MLN-1A <i>Merlin</i> | 50 | 3058 | No |
| RJN101-A <i>Raijin</i> | 50 | 3058 | No |
| GRM-R-PR29 <i>Grim Reaper</i> | 55 | 3055 | No |
| TR-1 <i>Wraith</i> | 55 | 3055 | No |
| AV1-O <i>Avatar</i> | 70 | 3058 | Yes |
| EXC-B2 <i>Excalibur</i> | 70 | 3058 | No |
| ST-8A <i>Shootist</i> | 70 | 3058 | No |
| WR-D-02FC <i>War Dog</i> | 75 | 3055 | No |
| PPR-5S <i>Salamander</i> | 80 | 3055 | No |
| SPT-N2 <i>Spartan</i> | 80 | 3058 | No |
| LGB-7Q <i>Longbow</i> | 85 | 3058 | No |
| T-IT-N10M <i>Grand Titan</i> | 100 | 3055 | No |

WORD OF BLAKE BATTLEMECHS (3055, 3058)

| Name | Tonnage | Technical Readout | OmniMech |
|---------------------------------|---------|----------------------|----------|
| HMR-3M <i>Hammer</i> | 30 | 3055 | No |
| KA-KL-1532 <i>Jackal</i> | 30 | 3055 | No |
| FNHK-9K <i>Falcon Hawk</i> | 35 | 3058 | No |
| FS9-O <i>Firestarter</i> | 45 | 3058 | Yes |
| BJ2-O <i>Blackjack</i> | 50 | 3058 | Yes |
| HUR-WO R4L <i>Huron Warrior</i> | 50 | 3055 | No |
| APL-1M <i>Apollo</i> | 55 | 3055 | No |
| TR-1 <i>Wraith</i> | 55 | 3055 | No |
| ANV-3M <i>Anvil</i> | 60 | 3055 | No |
| TMP-3M <i>Tempest</i> | 65 | 3055 | No |
| EXC-B2 <i>Excalibur</i> | 70 | 3058 | No |
| ST-8A <i>Shootist</i> | 70 | 3058 | No |
| WR-DG-02G-FC <i>War Dog</i> | 75 | 3055 | No |
| GRN-D-01 <i>Grand Crusader</i> | 80 | 3058 | No |
| LGB-7Q <i>Longbow</i> | 85 | 3058 | No |
| ALB-3U <i>Albatross</i> | 95 | 3055 | No |
| MR-V2 <i>Cerebus</i> | 95 | 3055 | No |
| T-IT-N10M <i>Grand Titan</i> | 100 | 3055 | No |

AVAILABLE BATTLEMECHS (3050, 3055, 3058)

| 'Mech Type/Tech Readout | Dice Roll Result |
|----------------------------|------------------|
| Light or Medium/3050 | 4+ |
| Heavy or Assault/3050 | 6+ |
| Light or Medium/3055 | 6+ |
| Heavy or Assault/3055 | 7+ |
| Light or Medium/3058 | 7+ |
| Heavy or Assault/3058 | 8+ |
| Inner Sphere OmniMech/3058 | 11+ |

If they wish, players may choose the composition of Word of Blake or Com Guard forces already on-planet. Both sides regularly use the equipment in **Technical Readout: 3025** and **Technical Readout: 3026**, and so 'Mechs and vehicles from these books are automatically available. They also use much of the equipment in **Technical Readout: 3050**, but that equipment is harder to get. Designs from **Technical Readout: 3055** and **Technical Readout: 3058** are even less common. Players wishing to use 3050, 3055, or 3058 'Mechs must roll 2D6 for each 'Mech. The dice roll result determines whether or not the 'Mech is available, according to the table below. Clan 'Mechs are unavailable.

The following BattleMech tables list the 3055 and 3058 'Mech designs commonly used by each side, though players may choose others subject to the limitations already given.

THE FALL OF TERRA

Star: Sol
Type: G2V
Time to Jump Point: 9 days
Recharging Station: Both
Planetary system: 9 major bodies, numerous minor planetoids

Planet II: Venus
Mean Orbital Radius: 108,200,000 km
Orbital Eccentricity: 0.007
Equatorial Diameter: 12,104 km
Escape Velocity: 10.3 km/sec
Axial Inclination: 3°
Atmosphere: Nitrogen, oxygen, carbon dioxide
Mean Atmospheric Pressure: 1,700 millibars
Mean Surface Temperature: 60° C
Surface Gravity: 0.88
Population: 5,000

Planet III: Terra
Mean Orbital Radius: 149,600,000 km
Orbital Eccentricity: 0.017
Equatorial Diameter: 12,756 km
Escape Velocity: 11.2 km/sec
Axial Inclination: 23° 17'
Atmosphere: Nitrogen, oxygen
Mean Atmospheric Pressure: 1,000 millibars
Mean Surface Temperature: 22° C
Surface Gravity: 1.0
Population: 6,012,000,000

Planet IV: Mars
Mean Orbital Radius: 227,900,000 km
Orbital Eccentricity: 0.093
Equatorial Diameter: 6,787 km
Escape Velocity: 5.0 km/sec
Axial Inclination: 23° 59'
Atmosphere: Nitrogen, oxygen, carbon dioxide
Mean Atmospheric Pressure: 650 millibars
Mean Surface Temperature: 10° C
Surface Gravity: 0.38
Population: 4,000,000

TERRA IN 3058

The discovery of the Kearny-Fuchida hyperdrive system early in the 22nd century saved Terra from environmental catastrophe by allowing a mass exodus to the stars and reducing the pressure on the planet's overtaxed resources. Fewer people, combined with cleaner technologies and a greater awareness of the environment's importance, allowed Terra to recover from thousands of years of neglect.

From the 19th to the early 22nd centuries, humans had migrated in great numbers to Terra's cities. Many chose to stay in the huge metroplexes even after large-scale emigration to colony worlds had vastly reduced the overall number of humans on Terra. The largest metroplexes—the Eastern American Seaboard, London, Paris, the Ruhr, Kanto (Tokyo and Yokohama) and Java—supported close to 50 million people each. Among those who left humanity's homeworld, ties to their new worlds and interstellar nations replaced Terran national identities. Those who remained tended to see themselves as superior to their "colonial cousins," even colonists within the Terran Hegemony, because living on the motherworld of the human race tied them to thousands of years of human history.

The Amaris coup of 2766, with its resulting disasters and deprivations, dealt Terra's pride a severe blow. Many Terrans who had looked down on what they termed "newcomers" among the interstellar nations (some of which were nearly five centuries old) joined the mad rush to leave the planet as the Rim Worlds troops advanced. The Amaris forces prevented vast numbers of people from leaving, often at gunpoint. Within weeks of the first assault, the Terran economy, dependent on resources from other worlds in the Hegemony, collapsed. Between atrocities committed by Amaris troops, mass starvation, and epidemics that swept the planet during the occupation, almost 50 million people died before the Star League Defense Forces liberated the planet in 2779.

Once free of Amaris, almost half the Terran population fled their shattered home for other worlds. Most of those who remained were either too poor or too stubborn to leave. Under the eye of troops from the former member-nations of the defunct Star League, Terra's natives set about rebuilding their world. In the years that followed, local cultural identities became the people's principal means of lifting themselves above the devastation.

Because of this experience, even today, a thousand years since humans first traveled to the stars, Terra has the widest mix of cultures, languages, religions and ethnic groups of any human-inhabited planet. Terra's dazzling linguistic diversity is merely one example. Though the language of government is Galactic Standard English, which all Terran citizens learn at school, over a hundred other languages are in everyday use—more than in the rest of the Inner Sphere. Many citizens speak French, German, Spanish or Mandarin as their first language, with Portuguese, Japanese and Cantonese running these a close second. To outsiders this array of tongues seems like a recipe for chaos, but Terrans take pride in their multi-ethnic culture.

Hopes that this pride in diversity would prompt the people of Terra to resist the Word of Blake's takeover have sadly proved false. The few anti-Blakist marches that do take place are invariably suppressed by Word of Blake troops, often by force. Most Terrans do not seem to care who actually runs the planetary government as long as their day-to-day lives remain unaffected. Solid anti-Blakist sentiment appears only on Mars, much of it originating with Mars-based mining corporations. Unlike Terra, which is largely self-sufficient except for a few minerals mined on Mars and in the asteroid belt, Mars relies on the rest of the Inner Sphere for the goods needed to maintain its existence. The mining corporations welcomed Primus Sharilar Mori's reformation of ComStar, using its loosening of restrictions to open new markets for their goods. The Word of Blake has re-imposed and even tightened restrictions on access to Terra, steps to which the corporations are fiercely opposed.

During much of ComStar's reign over Terra, the restrictions it imposed on access to the planet ensured Terra's neutrality and spared the Terran system the devastation of the Succession Wars. Its relative isolation also enabled ComStar to conceal its bur-

TERRA IN 3058

geoning military might during the early 31st century. Since the time of Primus Hollings York, large regions of the planet have served as military training areas, and only after the revelation of the Com Guard's existence following the Fourth Succession War did ComStar allow visitors to approach the "cradle of humankind" without special invitations. Not until the ComStar Reformation of 3052 did Terra once again become open to the general public.

Whole generations of humanity had been denied the opportunity to visit their race's homeworld, and the slackening of restrictions made Terra an overnight magnet for tourists who wished to visit the lands of their ancestors or the holy sites of their religions. Among the most popular sites were the old Terran Hegemony capital of Geneva (since transformed into the head office of the Branch of Terran Affairs) and ComStar's headquarters at Hilton Head. The former Star League Capital, the Court of the Star League (also known as Unity City) has remained sealed since the reign of the mad Primus, Dwight Kurstan. Though plans were initiated to open the site to the public, growing sentiment within ComStar and the Terran population at large convinced the backers of those plans to let the site remain closed until the re-creation of the Star League. Since the Word of Blake occupation, work crews have been denied access to the Court.

OCCUPIED TERRA

In addition to reimposing access restrictions, the Word of Blake has reintroduced several security checks for those traveling to Terra. Publicly, they claim that stringent security is a temporary but necessary measure to thwart terrorist elements (such as the Com Guard Resistance); once the terrorist threat is gone, security will be eased. It remains to be seen, however, whether the Blakist forces will keep their implied promise and restore free access to Terra, or whether they will ultimately return to pre-Reformation practices.

Currently, individuals wishing to travel to Terra must obtain a landing visa from Word of Blake personnel at an HPG station, an embassy, or through one of several licensed travel companies. The use of complex verigraphs and security codes makes such visas almost impossible to forge, though well-equipped intelligence organizations such as the Draconis Combine's ISF or Wolfnet may have managed to obtain real documents from which to make high-grade copies.

All vessels traveling to or from Terra must first dock at either the nadir (Brandenburg) or zenith (Versailles) recharging stations before proceeding in-system. Any vessel failing to do so is assumed hostile and may face military action. After each vessel and its passengers undergo several security checks, the craft is allowed continue toward the planet. (Restrictions on access to Terra do not prevent ships from using Terra's nadir and zenith jump points as stepping-stones for travel across the Inner Sphere.)

This tight security makes the insertion of military operatives particularly dangerous. The Word of Blake, in conjunction with the Free Worlds League intelligence agency SAFE, has developed a massive database of known mercenaries and intelligence operatives, forcing foreign agencies to rely on less experienced personnel. Needless to say, smuggling large-scale military hardware or large amounts of equipment is especially difficult (if not impossible).

IN-ATMOSPHERE AND SURFACE TRANSPORTATION

Security is tightest around transport hubs on Terra, especially the aerospace ports of major cities, from which conventional and trans-orbital passenger aircraft depart. Security around sub-orbital cargo DropShip flights and dirigible cargo/cruise aircraft is slightly less stringent than for interplanetary vessels. However, casual use of air travel is not recommended for those wishing to avoid the attentions of the Word of Blake.

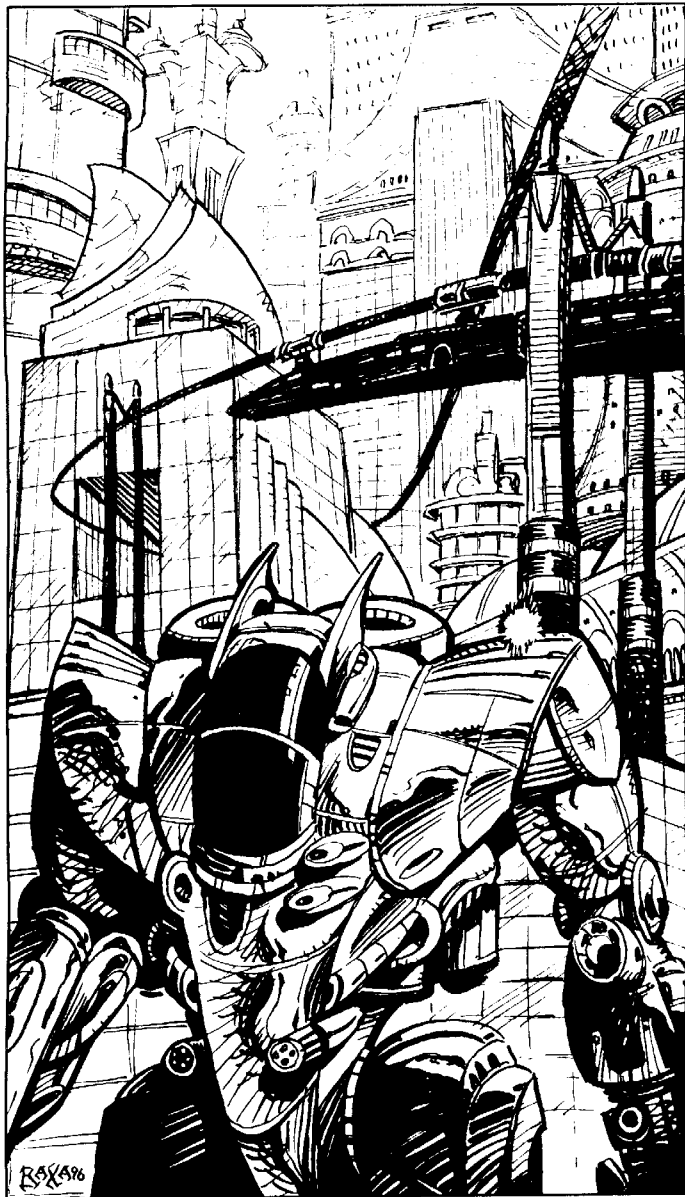
For people who want to avoid run-ins with the authorities, trains or private cars are the best choice. In both cases, large amounts of commuter traffic make security checks difficult to impose, though individuals may fall afoul of periodic spot-checks. One drawback to private cars—all of which are fusion-powered—is the extensive use of auto-navigation systems that allow onboard computers to control the vehicle. To aid route planning and traffic management, the auto-nav system passes route and destination information to a central database, allowing a vehicle to be tracked. Disabling the system is only an option for travelers intending to avoid major expressways; as there is no speed limit on these roads, manual control of vehicles is prohibited. Lesser highways and roads in rural areas have speed limits of 150 kph and allow manual control. In urban areas, where the speed limit is 50 kph, manual control of vehicles is compulsory.

Rail travel is less flexible than a private car, but provides a much faster means of crossing great distances. In many areas, most notably the crowded European and Asian metroplexes, maglev trains make up much of the transport system. These trains can reach speeds in excess of 500 kph. Some rail lines, such as the North America-Europe line running under the Atlantic Ocean and the two trans-Mediterranean links (one at Gibraltar, the other between Sicily and Tunisia) run at speeds up to 1,000 kph. Within a few hours of planting a bomb, a resistance fighter can take a high-speed train several thousand miles to another continent without ever having to pass through the stringent security checks needed for air travel.

All road bridges on Terra have load signs posted, indicating the maximum weight each bridge may support. Different figures are given for hovercraft, tracked or wheeled vehicles and BattleMechs, reflecting the differing surface pressures each type of machine exerts. These signs allow military forces to move vehicles along highway routes without placing either the bridges or the transport at risk.

ECONOMY

After 250 years of relative isolation from the rest of the Inner Sphere, the three inhabited planets of the Terran system have developed a more or less self-sufficient economy geared toward providing equipment, materials and services comparable with those found elsewhere in human-occupied space. In fact, Terra generates a surplus of goods that are sold to trading consortiums across the Inner Sphere. Despite being of no better quality in most cases than goods produced elsewhere, items labeled "Made on Terra" sell for a premium because of most buyers' sentimental attachment to anything connected with humanity's homeworld. These exports generate currency for Terra and provide funds that can be used for various purposes,



and so the Word of Blake has every reason to allow the export trade to continue.

The manufacture of military equipment remains a major Terran industry. Only since the battle of Tukayyid has Terra's level of military exports dropped, and that only briefly because of the need to replace Com Guards losses. However, individuals may find obtaining military equipment on Terra extremely difficult. The Word of Blake occupation has given rise to a black market for military goods and related information. Many black market cells are linked to the anti-Blakist resistance, selling surplus materiel in order to buy other equipment and hardware needed for their operations; others are simply in it for the profit. The cities of Berlin, Chicago, Calcutta and Wuhan are major black-market centers, but are also heavily policed.

Since the occupation, Precentor Martial Arian has halted the export of military equipment to the Draconis Combine, Federated Commonwealth and Lyran Alliance.

GOVERNMENT AND LAW ENFORCEMENT

Contrary to popular opinion within the Successor States, Terra was never ruled by the whim of ComStar's Primus. Instead, real control fell to the monolithic bureaucracy of the Branch of Terran Affairs (BTA), based in Geneva, Switzerland. While nominally carrying out broad policies dictated by ComStar (and now the Word of Blake), the Branch of Terran Affairs makes much of its own policy and has proved successful in the rehabilitation and efficient management of the planet.

The BTA operates through several administrative districts, most of which correspond to the old Hegemony provinces. The provinces in turn relate to pre-Terran Alliance national boundaries, except for large territories such as the former USA, Russia, Brazil and China. The sheer size of these regions made it necessary to break them down administratively into smaller units, mostly based on internal divisions.

Each administrative district enacts BTA policy in its territory, collects taxes, and provides municipal services. Law and order, the province of ROM until the ComStar Reformation, has since fallen under the jurisdiction of the Terran Security Service (TerraSec), an offshoot created by the BTA.

As part of the ComStar Reformation, Primus Mori resurrected the Terran Assembly, providing for elected civilian representatives from each administrative district. The Assembly held its first session on 23 January 3057, and others occurred regularly throughout the year. This experiment in democracy was short-lived, however; following the Blakist victory at the Battle of Geneva, Precentor Martial Trent Arian ordered the Assembly temporarily suspended. The Word of Blake has yet to say publicly when it will allow the Assembly to meet again. Meanwhile, rumors of secret meetings presumably associated with the resistance are running rampant.

Having succeeded in taking Terra, the Word of Blake threatened to revert to the fierce factionalism that had been its hallmark. Sensing that the most serious threat to the victory lay within his own organization, Precentor Martial Trent Arian called an emergency session of the Word of Blake's ruling conclave and pointed out that Terra could not be ruled by committee. He pushed for the appointment of a Primus or a planetary governor, whichever would cause the least dissent among Blakist ranks.

Unable or unwilling to appoint a Primus, the conclave named Arian as military governor, surprising many who expected the mantle to fall on Precentor Blane of Gibson or some other more political figure. Arian's first action was to confirm the martial law he had imposed after landing at Sandhurst, giving the Word of Blake Militia the ultimate power on the planet. Under martial law, Blakist troops have taken over many of the powers previously given to TerraSec, causing considerable resentment with the Terran Security Service and prompting numerous overt and covert defections to the resistance movement. TerraSec continues to carry out what little is left of its job, but the Precentor Martial is keeping a wary eye on the organization. Efforts to bring the resistance to heel are spearheaded by the Word of Blake ROM, which has devoted the bulk of its resources to hunting down suspected resisters and operatives of foreign intelligence agencies. ROM has yet to move into its onetime base in Egypt, choosing instead to operate from a temporary facility at Koryo on Mars. This site, which ROM helped

capture, seems an unusual choice, as it lies more than 500 kilometers from the nearest major Martian city. However, the site's isolation on Chryse Planitia and the presence of the Word of Blake's Seventh Division nearby provides ROM with excellent protection against strikes by the opposition.

The Terran Security Service remains a nominally civilian police force, though most of its members have had military training or experience with the Com Guards. They combine ROM's security arm (and most of the personnel who formerly made up that service) with various functions of the Branch of Terran Affairs, operating as an independent entity (insofar as the Word of Blake will allow). TerraSec is divided into thousands of prefectures, each of which reports to a district headquarters, which in turn reports to the BTA in Geneva. Prefectures vary wildly in size; many urban prefectures cover only a few dozen square kilometers, while some rural prefectures cover hundreds or even thousands. TerraSec personnel do not routinely carry firearms, and prior to the invasion could easily obtain any weapons or other equipment as needed. Under martial law, the Word of Blake Militia is keeping tight control over TerraSec's weapons stores, parceling them out to TerraSec members with great reluctance.

EXPLORER CORPS

Since its inception in 2960, ComStar's deep-space exploration service has used Terra as its home base. Over the years, the Explorer Corps has extended ComStar's knowledge of the universe well beyond the established boundaries, until the Com Guard's desperate need of funds following the battle of Tukayyid forced ComStar to severely curtail the Corps' operations. With minimal funding, the Corps might have ceased to exist had not Theodore Kurita, Coordinator of the Draconis Combine, proposed a compromise. The Draconis Combine would help fund the Corps in exchange for their efforts toward a single goal—discovering the location of the Clan homeworlds. Primus Mori, herself a former member of the Explorer Corps, agreed without hesitation.

With Combine vessels joining the Corps, the numerous shipyards in the Terran system worked to capacity providing maintenance and upgrades. The recent loss of most of the Terran yards to the Word of Blake may hamper Explorer Corps operations in the long run, but for the moment Draconis Combine yards are managing to carry out the essential work.

Currently, the fate of the JumpShip and WarShip yards at Titan remains unknown. Though the deployment of capital ships should keep the Word of Blake from seizing control of the facility, the possibility of a raid-in-force prevents the shipyards from going back to business as usual. The Com Guard forces at the shipyards are reportedly considering expanding the security cordon around the yards, or dismantling the Titan facility and shipping it piece by piece to Rasalhague or the Draconis Combine. Neither option has much support, however. The former would require a major naval commitment by the Com Guard that Precentor Martial Focht seems unwilling to make. The second option would require at least five years to carry out and would prevent any work from being done in the yards during that time.

MILITARY FORCES

The Word of Blake Militia and the Com Guard share the same unusual military structure, based around the combined-arms principle.

Roman numerals designate the different unit sizes. The smallest unit, Level I, represents a single BattleMech, vehicle, artillery piece, aerospace fighter or infantry platoon. A Level II unit, roughly analogous to an Inner Sphere lance, contains six Level I units. A Level III unit, equivalent to a battalion and often referred to as such, contains six Level II units. The largest standard unit, Level IV, corresponds to a division and contains six Level III units, equivalent to two regiments of troops.

In addition to Levels I through IV, the Com Guard also uses Level V to designate an army made up of six Level IV units. Heavy losses on Tukayyid, however, reduced most Com Guard armies to four Level IV units. The Word of Blake does not use the Level V designation.

Some units within both militaries use the lance, company, battalion, and regiment formations common to the Great Houses of the Inner Sphere. Most of these are training or ad hoc units, but some—especially those consisting of new recruits—are combat units. At least one Com Guard unit is organized in a manner similar to the Clans' Star-Trinary-Cluster-Galaxy grouping, most likely for training purposes.

In addition to size, each Com Guard and Word of Blake unit uses a Greek letter to indicate a unit's composition of BattleMechs, armor, artillery, aerospace fighters and infantry. Generally, units with letters earlier in the Greek alphabet contain a larger number of BattleMechs, while those nearer the end contain more infantry or support elements. Word of Blake units contain more BattleMechs compared to Com Guard units; in fact, BattleMechs often make up as much as 75 percent of a Blake Militia division, but less than 40 percent of a typical Com Guard unit.

The lowest rank within both militaries is cadet, used for anyone undergoing basic training who has yet to officially become part of the Com Guards or Word of Blake Militia. In the Com Guards, cadet rank applies to all trainees in the first six months of basic training, after which they advance to the rank of acolyte. Personnel undergoing the full three-year military science course designed for training officers at Sandhurst, the Ecole Militaire in Paris, and the War Academy of Mars, retain the rank of cadet for the first two years, advancing to acolyte in their third year. Upon graduation, these cadets automatically gain the officer rank of adept rather than the enlisted rank of acolyte.

Acolyte is the lowest active-service rank, used to designate Level I personnel. The next rank is adept, a hybrid rank given to junior officers and senior troopers. Adept is the lowest command rank.

The next rank, demi-precentor, was informally in use for years but only officially recognized after the Reformation. Both the Word of Blake and the Com Guards use this rank to signify a Level III command position. In the Word of Blake, however, the title of demi-precentor is not the officer's true rank. A Word of Blake demi-precentor is officially either a senior adept (ten or more years service) or a junior precentor (less than five years of service).

TERRA IN 3058



The highest field rank in both militaries is precentor. A precentor commonly commands a Level IV (Division) or Level V (Army) unit. They may also command Level III units, especially within the Word of Blake Militia where the preceding rank of demi-precentor is not officially sanctioned. Promotion in rank occurs following the recommendation of a superior, or automatically after 25 years of service at a given rank.

Both organizations designate overall command positions with the ranks of demi-precentor martial and precentor martial. Demi-precentor martials oversee particular service branches such as infantry, armor, special forces and so forth. The precentor martial is the supreme commander of the military, responsible only to the Primus (ComStar) or Ruling Conclave (Word of Blake). ComStar's current Precentor Martial is Anastasius Focht; Precentor Martial Trent Arian serves the Word of Blake.

All ranks are designated with a Greek letter and a Roman numeral. The numeral signifies the number of years of service at that rank, while the letter signifies the service branch. The Com Guards and the Word of Blake Militia use the following Greek letters for various service branches:

Epsilon: MechWarrior
Pi: Aerospace pilot
Iota: Infantry
Xi: DropShip crewman
Lambda: Ground armor crewman/pilot
Theta: JumpShip operations/crewman
Zeta: Military technician

STAR LEAGUE BASES

Of the 500 SLDF bases on Terra, ComStar used 200, along with all twenty of the massive Star League fortresses known as Castles Brian. These facilities served as staging and storage complexes for the Com Guard, and with only a few exceptions have been sealed since the Word of Blake invasion by the Blakists' computerized "lockdown." The Word of Blake is attempting to reopen them, but each facility must be tackled individually. The process may take months or even years to complete.

Castles Brian

North America

Hilton Head, South Carolina
Gunnison, Colorado
Tacoma, Washington
Port Alfred, Quebec

South America

Manaus, Brazil (Amazonia Administrative District)
Curitiba, Brazil (Parana Administrative District)
Tinogasta, Argentina

Europe

Sandhurst, British Isles
Bochum, Germany
Sverdlovsk, Russia

Africa

Cairo, Egypt
Magadi, Kenya
Thabana, Lesotho, Azania

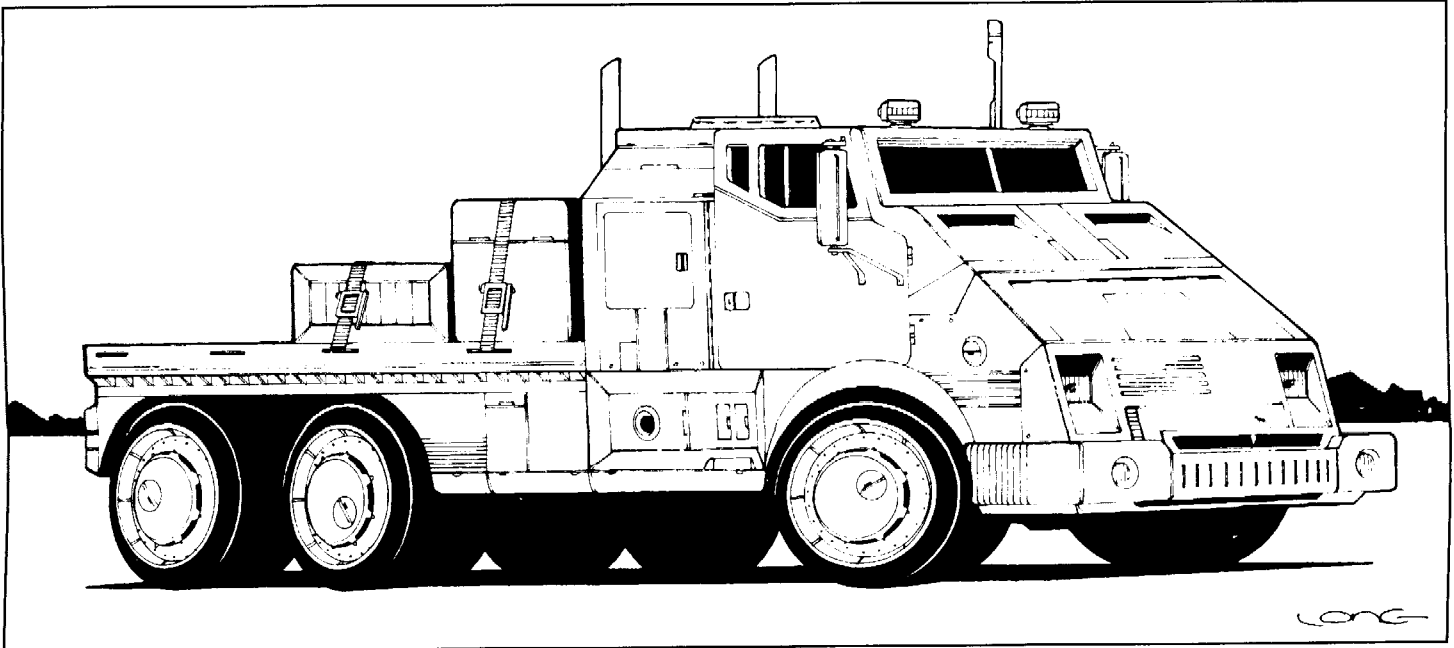
Asia

T'ienchen, China (Heibei Administrative District)
Takayama, Japan
Ipoh, Malaysia
Katmandu, Nepal
Columbo, Sri Lanka

Australasia

Glen Valley, Australia
White Cliffs, New Zealand

THE FALL OF TERRA



NEW EQUIPMENT

This section provides background information and rules for new 'Mechs and vehicles used in this scenario pack.

FLATBED TRUCK

Mass: 10 tons
Movement Type: Wheeled
Power Plant: Generic 30 Internal Combustion
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Armor: Lightweight steel body panels
Armament:
 None as standard
Communications System: Various
Targeting and Tracking System: None as standard

OVERVIEW

This standard flatbed truck is used for small-scale hauling of goods on planets throughout the Inner Sphere. The spacious armored cab carries the driver and six tons of cargo, while the flatbed trailer can accommodate up to ten more tons of unprotected cargo. Loading up the trailer significantly reduces the vehicle's speed.

VARIANTS

Though the standard truck is unarmed, in war zones such as the Chaos March or the Clan front some trucks mount defensive weapons. The simplest and most common variant sacrifices one-third of the internal cargo space for a forward-firing SRM 2 launcher and fifty reloads. Other truckers have attempted to beef up the truck's poor armor plating, usually without much success as the frame cannot support heavy armor.

Type: **Flatbed Truck**
 Technology Base: Inner Sphere
 Tonnage: 10

| Equipment | | Mass |
|---------------------|-----|------|
| Internal Structure: | | 1 |
| Engine: | 30 | 2 |
| Type: | ICE | |
| Cruising MP: | 5 | |
| Flank MP: | 8 | |
| Heat Sinks: | 0 | |
| Control Equipment: | | 5 |
| Lift Equipment: | | 0 |
| Power Amplifier: | | 0 |
| Turret: | | 0 |
| Armor Factor: | 8 | .5 |

| | Armor Value |
|----------|-------------|
| Front | 2 |
| R/L Side | 2 |
| Rear | 2 |

| Weapons and Ammo | Location | Tonnage |
|------------------|----------|---------|
| Cargo | Body | 6 |

[Cost: 26,250 C-Bills; Combat Value: 172]

NEW EQUIPMENT

BCN-3R BUCCANEER

Mass: 55 tons
Chassis: Standard
Power Plant: Vox 330 XL
Cruising Speed: 65 kph
Maximum Speed: 97 kph
Jump Jets: None
Jump Capacity: None
Armor: Kallon FWL Special Ferro-Fibrous
Armament:
 1 Irian Weapon Works 60mm SRM 6 with Artemis FCS
 1 Diverse Optics Sunbeam Extended Range Large Laser
 4 Diverse Optics Type 18 Medium Lasers
 1 Starflash Medium Pulse Laser
Manufacturer: Gibson Federated BattleMechs
Primary Factory: Gibson
Communications System: Easy Talk 2
Targeting and Tracking System: RCA Instatrac Mark XIII with Artemis IV system

OVERVIEW

After their arrival on Gibson, the Word of Blake had far more pilots than 'Mechs. To solve this problem, Precentor Martial Trent Arian called for the mass production of several new 'Mech designs using materials produced in the Free Worlds League.

One design rushed into production was the *Buccaneer*, a prototype ComStar 'Mech that had yet to be manufactured on Terra. After a swift redesign to accommodate League-produced parts, the 'Mech went through an accelerated trial program and entered production in late 3055.

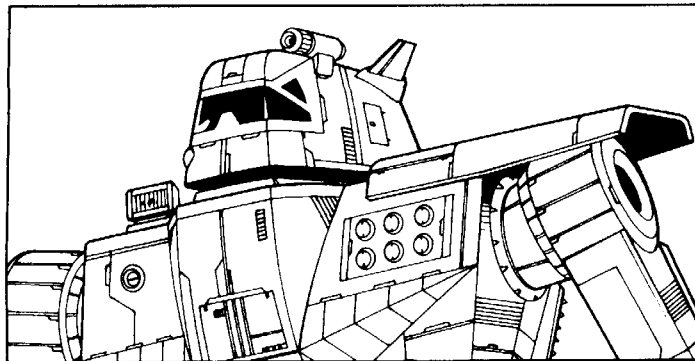
CAPABILITIES

Built around a compact Vox 330 XL engine, the *Buccaneer* has above-average maneuverability for its size and is capable of speeds up to 95 kph. When forced by weight restrictions to choose between jump jets and additional weapons and armor, the designers chose the latter option, and so the *Buccaneer* is a sturdy opponent on the battlefield.

Intended for close combat in cities or other restricted terrain, the *Buccaneer* was designed with a hatchet in its left hand. This wicked weapon, built around an ultra-dense core of depleted uranium, allows the *Buccaneer* to severely damage opponents within arm's reach. A battery of lasers and an Irian Weapon Works 60mm SRM launcher provide additional close-in support. As long as the *Buccaneer* does not use its major long-range weapon, a Diverse Optics Sunbeam extended-range large laser, it can easily manage its heat output. The Sunbeam laser makes overheating more of a problem, but compensates for this with its ability to do damage at long distances.

DEPLOYMENT

The Word of Blake has given several *Buccaneers* to the Free Worlds League as part of an ongoing technology exchange, but the majority of these 'Mechs remain in service with the Word of Blake Militia. The first units saw action in the Nestor campaign, in which the Blake Militia defeated the 21st



Centauri Lancers before taking their place as part of Operation Odyssey.

The 'Mech's first real test came during the Terra campaign, with several deployed in Task Forces Steel, Silver and Brass. The most notable was piloted by Adept Will Clark in the Sandhurst campaign; Adept Clark accounted for three Com Guard BattleMechs in the twenty-two hours of near-continuous fighting that raged across the southern British Isles.

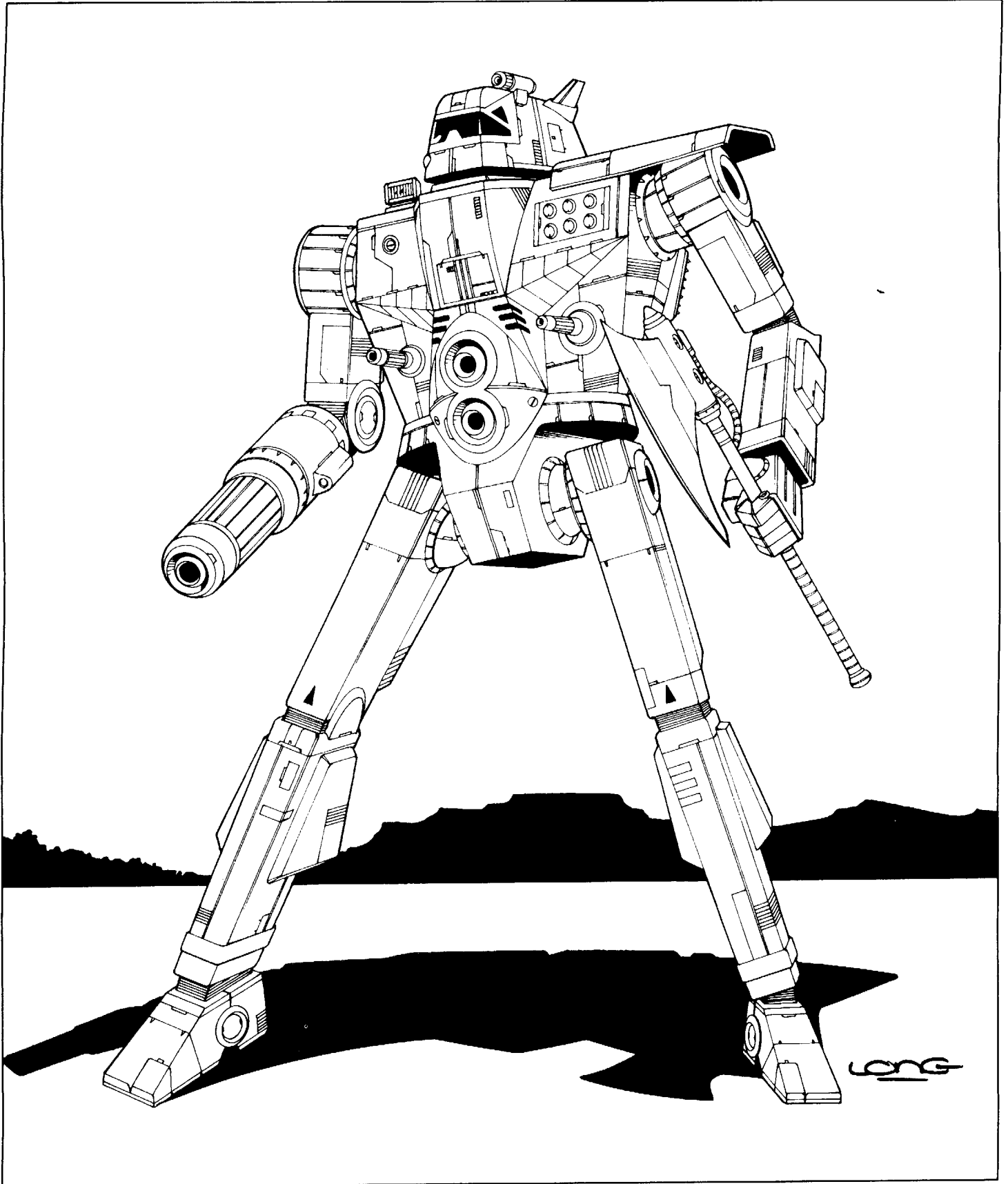
Type: **Buccaneer**
 Technology Base: Inner Sphere
 Tonnage: 55

| Equipment | | Mass |
|---------------------|---------------------------|--------------------|
| Internal Structure: | | 5.5 |
| Engine: | 330 XL | 12.5 |
| Walking MP: | 6 | |
| Running MP: | 9 | |
| Jumping MP: | 0 | |
| Heat Sinks: | 10 [20] | 0 |
| Gyro: | | 3 |
| Cockpit: | | 3 |
| Armor Factor: | 179 | 10 |
| | <i>Internal Structure</i> | <i>Armor Value</i> |
| Head | 3 | 9 |
| Center Torso | 18 | 27 |
| Center Torso (rear) | | 9 |
| R/L Torso | 13 | 19 |
| R/L Torso (rear) | | 6 |
| R/L Arm | 9 | 17 |
| R/L Leg | 13 | 25 |

| Weapons and Ammo | Location | Critical | Tonnage |
|--------------------|----------|----------|---------|
| Hatchet | LA | 4 | 4 |
| SRM 6 | LT | 2 | 3 |
| Artemis IV FCS | LT | 1 | 1 |
| Ammo (SRM) 15 | LT | 1 | 1 |
| ER Large Laser | RA | 2 | 5 |
| Medium Laser | H | 1 | 1 |
| 2 Medium Lasers | CT | 2 | 2 |
| Medium Laser | RT | 1 | 1 |
| Medium Pulse Laser | LT | 1 | 2 |

[Cost: 11,622,520 C-Bills; Combat Value: 3,285.]

NEW EQUIPMENT



NEW EQUIPMENT

TYM-1A TOYAMA

Mass: 75 tons
Chassis: Endo Steel
Power Plant: 300 VLAR XL
Cruising Speed: 43 kph
Maximum Speed: 65 kph
Jump Jets: None
Jump Capacity: None
Armor: Durallex Heavy
Armament:
 2 Diverse Optics Sunbeam Extended Range Large Lasers
 1 Doombud LRM 20
 3 Magna Mark II Medium Lasers
 1 Emperor Code Red LB 10-X Autocannon
Manufacturer: Gibson Federated BattleMechs
Primary Factory: Gibson
Communications System: Basix 200
Targeting and Tracking System: Garret a99

OVERVIEW

Like the *Buccaneer* and the *Grand Crusader*, the *Toyama* was designed and built especially for the Word of Blake following the exodus to Gibson. Unlike many other new Word of Blake 'Mechs, the *Toyama* was designed by an outsider—Dr. Thaddeus Anable, a military technology consultant with the Free Worlds League's Heliopolis design labs. As part of an arrangement with Captain-General Thomas Marik, Anable passed the design to the Word of Blake, who put it into production in early 3057.

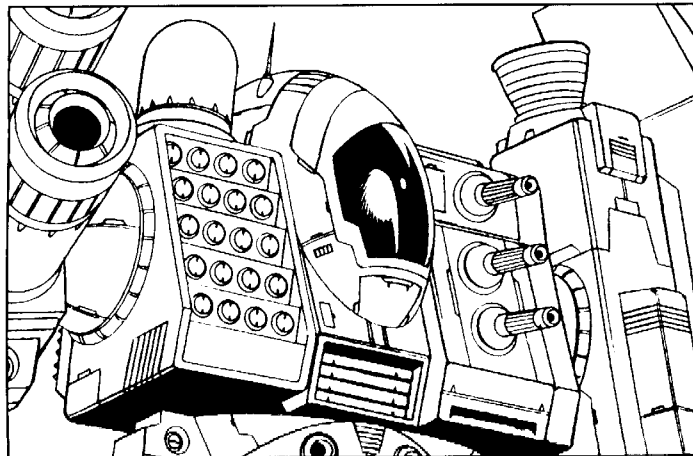
CAPABILITIES

Designed as a multi-purpose 'Mech, the *Toyama* can engage in extended operations without needing to resupply. Its main weapons are a pair of Diverse Optics Sunbeam extended-range large lasers mounted in the right arm; a Doombud LRM 20 in the torso and an Emperor Code Red autocannon in the left arm provide additional firepower in short engagements. With adequate storage capacity for two full tons of autocannon ammunition, the *Toyama* can carry a mix of rounds, allowing the pilot to tailor the 'Mech's loadout to his own preference or mission requirements. A cluster of lasers in the 'Mech's torso provide additional firepower, though their effective range is less than 300 meters and their tracking capabilities are limited.

The *Toyama* also carries a state-of-the-art defensive measure in the right torso. The Guardian ECM system limits the effectiveness of advanced targeting and tracking systems used in close proximity to the 'Mech. Plans originally called for an anti-missile system to be installed alongside the ECM system, but space considerations ultimately caused the designers to omit the anti-missile system in favor of a larger LRM launcher.

DEPLOYMENT

To date, the *Toyama* has only been deployed with the Word of Blake Militia. Plans to ship several to the Atrean Dragoons were postponed when the Word of Blake launched Operation Odyssey, an operation in which the Blakist forces are known to have used at least four *Toyamas*.



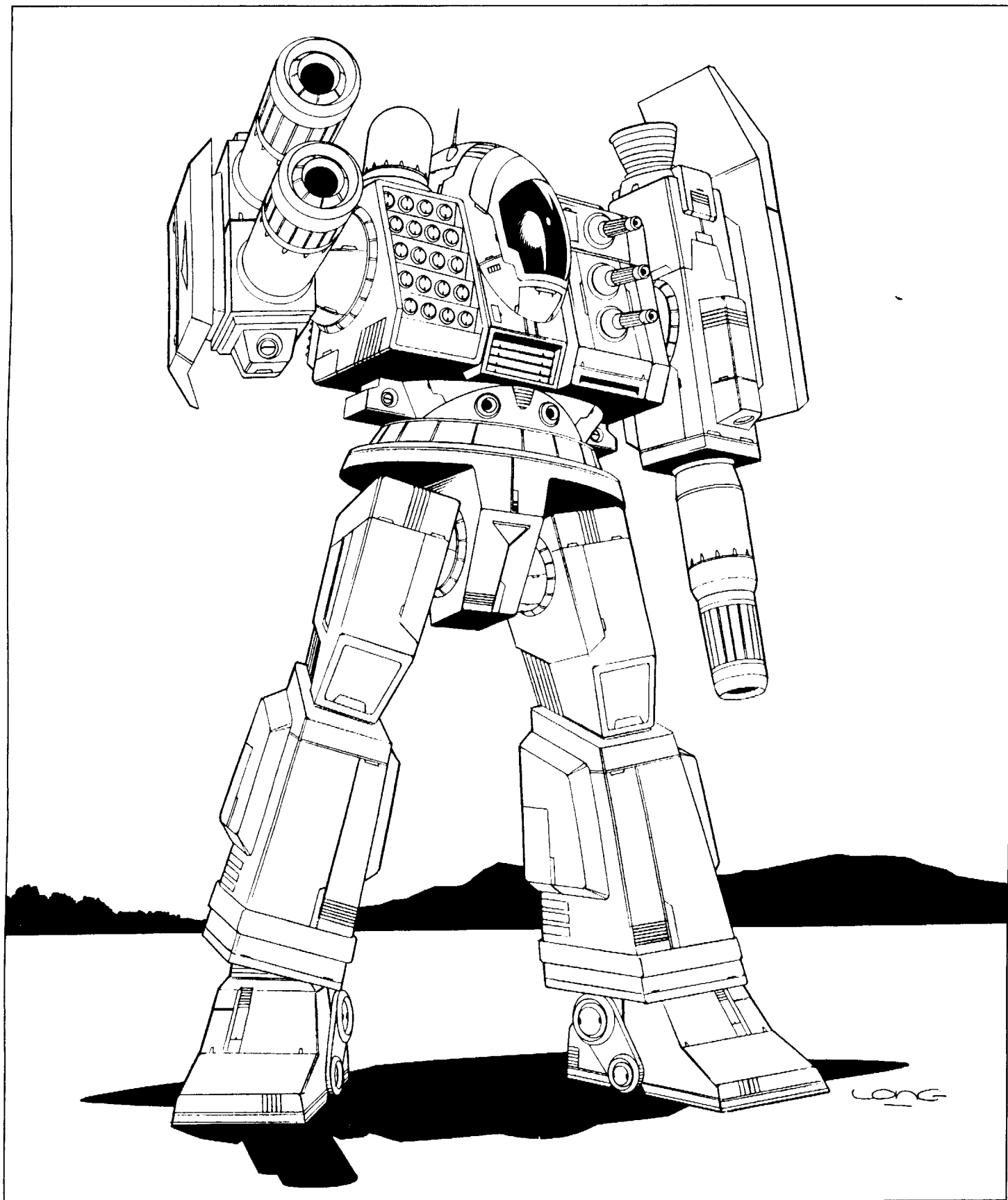
Type: **Toyama**
 Technology Base: Inner Sphere
 Tonnage: 75

| Equipment | | Mass |
|---------------------|---------------------------|--------------------|
| Internal Structure: | | 4 |
| Engine: | 300 XL | 9.5 |
| Walking MP: | 4 | |
| Running MP: | 6 | |
| Jumping MP: | 0 | |
| Heat Sinks: | 14 [28] | 4 |
| Gyro: | | 3 |
| Cockpit: | | 3 |
| Armor Factor: | 192 | 12 |
| | <i>Internal Structure</i> | <i>Armor Value</i> |
| Head | 3 | 9 |
| Center Torso | 23 | 30 |
| Center Torso (rear) | | 9 |
| R/L Torso | 16 | 20 |
| R/L Torso (rear) | | 7 |
| R/L Arm | 12 | 20 |
| R/L Leg | 16 | 25 |

| Weapons and Ammo | Location | Critical | Tonnage |
|--------------------|----------|----------|---------|
| 2 ER Large Lasers | RA | 4 | 10 |
| LRM 20 | RT | 5 | 10 |
| Ammo (LRM) 12 | RT | 2 | 2 |
| 3 Medium Lasers | LT | 3 | 3 |
| Guardian ECM Suite | RT | 2 | 2 |
| LB 10-X AC | LA | 6 | 11 |
| Ammo (LB-X) 20 | LA | 2 | 2 |

[Cost: 16,330,125 C-Bills; Combat Value: 4,929]

NEW EQUIPMENT



PERSONALITIES

TRENT ARIAN WORD OF BLAKE PRECENTOR MARTIAL

Age: 57

Birthplace: Otho, Draconis Combine

Mech Type: GRN-D-01 *Grand Crusader*

Attributes

| | | |
|-----|---|------|
| BLD | 4 | (8+) |
| REF | 5 | (7+) |
| ITN | 6 | (6+) |
| LRN | 6 | (6+) |
| CHA | 5 | (7+) |

Characteristics

| | |
|----------|----|
| Athletic | 9+ |
| Physical | 7+ |
| Mental | 6+ |
| Social | 7+ |

Advantages:

Reputation

Skills

| | | |
|-----------------------------------|---|------|
| Administration | 2 | (4+) |
| Blade | 1 | (8+) |
| Bureaucracy | 3 | (4+) |
| Communications/Conventional | 2 | (4+) |
| Communications/HPG | 1 | (5+) |
| Computer | 1 | (5+) |
| Drive/Ground | 2 | (5+) |
| Gunnery/BattleMech | 5 | (2+) |
| Interrogation | 3 | (4+) |
| Leadership | 4 | (3+) |
| MedTech | 1 | (5+) |
| Navigation | 1 | (5+) |
| Negotiation | 3 | (4+) |
| Piloting/BattleMech | 4 | (3+) |
| Protocol | 1 | (6+) |
| Small Arms | 2 | (5+) |
| Special Interest: Napoleonic Wars | 2 | (4+) |
| Strategy | 4 | (2+) |
| Survival | 1 | (5+) |
| Tactics | 2 | (4+) |

Edge: 3

A solidly built man in his fifties, Trent Arian joined ComStar shortly before the Fourth Succession War. As one of several ComStar personnel selected for service in the then-secret Com Guard, he attended Sandhurst College between 3027 and 3030.

When the Com Guard's existence came to light in the 3030's, Arian saw active service against Periphery pirates, and



by 3040 he commanded a battalion of the 83rd Division (The White Cyclones). When rioting hit the Federated Commonwealth world of Islamabad, Arian's battalion policed and acted as mediators in some of the worst-hit cities.

Following his promotion to Precentor in 3052, Arian found himself commanding the 85th Division in the battle against the Clans on Tukayyid. During the six days of that titanic conflict, two BattleMechs were shot from under him. Though badly wounded, Precentor Arian refused to quit the field until Clan Diamond Shark withdrew.

Upon his return to Terra for rest and refit, he learned of Primus Waterly's fall and the changes that her successor intended to make in ComStar. Unable to honorably serve under Primus Mori and Precentor Martial Focht, Arian departed for Gibson with almost a battalion of MechWarriors. After his appointment as the Word of Blake's Precentor Martial, he set about creating an army from the organization's ragged assortment of troops and equipment. Trent Arian is largely responsible for the success of the Word of Blake Militia, though many people have learned to curse rather than praise him for that achievement.

A capable if inflexible leader, Trent Arian understands the horrors of warfare through his experiences in the battles of Tukayyid and Gibson. Despite his love of combat, he knows that violence begets violence, and fears that when battle is forced on them his devout MechWarriors will forget honor and remember only hatred.

Despite advancing age, Arian retains a commanding presence. His bulk belies his skill in a BattleMech, which he can pilot better than many younger and fitter MechWarriors. Many people underestimate Arian's brilliance, misled by his habitually impassive, almost bored expression. He misses nothing that goes on around him, however, and those inclined to dismiss him as a graying old man quickly learn to respect the sharp intellect lurking beneath the surface.

PERSONALITIES

ADEPT EDELLE KEARNY ACTING COMMANDER, COM GUARD 201ST DIVISION, ALPHA AND BETA BATTALIONS

Age: 31

Birthplace: Krimari, Magistracy of Canopus

Mech Type: AV1-0 *Avatar*

Attributes

| | | |
|-----|---|------|
| BLD | 3 | (9+) |
| REF | 6 | (6+) |
| ITN | 5 | (7+) |
| LRN | 3 | (9+) |
| CHA | 5 | (7+) |

Characteristics

| | |
|----------|-----|
| Athletic | 9+ |
| Physical | 7+ |
| Mental | 10+ |
| Social | 8+ |

Advantages:

None

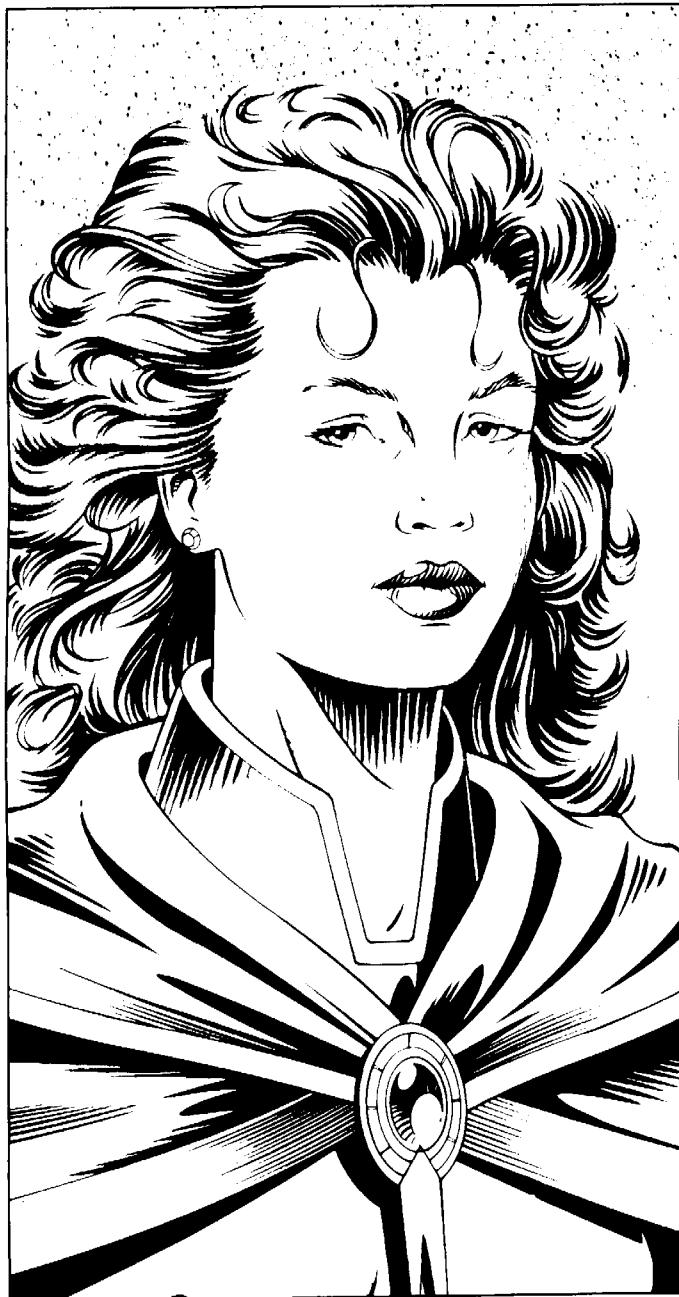
Skills

| | | |
|---------------------|---|------|
| Gunnery/BattleMech | 4 | (3+) |
| Leadership | 3 | (5+) |
| MedTech | 1 | (9+) |
| Negotiation | 2 | (6+) |
| Perception | 2 | (8+) |
| Piloting/BattleMech | 3 | (4+) |
| Seduction | 3 | (5+) |
| Small Arms | 2 | (5+) |
| Strategy | 1 | (9+) |
| Survival | 1 | (9+) |
| Tactics | 2 | (8+) |

Edge: 1

Recruited into the Com Guard in 3048, Edelle Kearny saw ComStar as a means of getting away from home and seeing the glories of the Inner Sphere. Unfortunately for her, the Clan juggernaut arrived just as she was completing her basic training. On Tukayyid she fought under the command of Trent Arian in the 85th Division, and received the Star of Honor for her actions against Clan Diamond Shark. Severe injuries kept her from resuming her duties until May 3054, when she transferred to the 201st Division on Terra.

With her red hair, green eyes and distinctive accent, she broke several hearts at the Salina base on Terra and became adept at manipulating people. A natural tactician and leader, Edelle rose to command a Level II unit within six months of her arrival, and by late 3056 regularly acted as force commander in small unit engagements. Many of the 201st's officers died in the Word of Blake's initial assault on Terra, and Edelle found herself unexpectedly in command of an ad-hoc unit of survivors, fighting a running battle against the Shadow Lancers.



Slim and petite, Edelle Kearny looks nothing like the "typical" MechWarrior. Her vivacious nature, combined with sparkling green eyes, long red hair and a charming Irish brogue, have earned her a long procession of suitors (and the callsign "Heartbreaker"). Her quick smile hides a cold, calculating mind, and she is not afraid to use her charms to get what she wants.

The only flaw in her appearance is a faint scar that runs down the left side of her face from her temple to the base of her jaw. She usually arranges her hair to conceal the scar, which was inflicted during the fierce fighting on Tukayyid.

PERSONALITIES

SUZANNE MULVANERY COMMANDER, SHADOW LANCERS

Age: 42

Birthplace: Tatlawiksuk, Federated Commonwealth

'Mech Type: GHR-5J *Grasshopper*

Attributes

| | | |
|-----|---|------|
| BLD | 3 | (9+) |
| REF | 4 | (8+) |
| ITN | 5 | (7+) |
| LRN | 6 | (6+) |
| CHA | 5 | (7+) |

Characteristics

| | |
|----------|-----|
| Athletic | 11+ |
| Physical | 9+ |
| Mental | 7+ |
| Social | 8+ |

Advantages:

Combat Sense

Title: Baronet

Skills

| | | |
|---------------------|---|------|
| Administration | 3 | (4+) |
| Bureaucracy | 2 | (6+) |
| Computer | 2 | (5+) |
| Gunnery/BattleMech | 6 | (3+) |
| Impersonation | 2 | (6+) |
| Leadership | 4 | (4+) |
| MedTech | 1 | (6+) |
| Negotiation | 2 | (6+) |
| Piloting/BattleMech | 5 | (4+) |
| Small Arms | 2 | (7+) |
| Strategy | 4 | (3+) |
| Swimming | 2 | (9+) |
| Tactics | 4 | (3+) |

Edge: 2

The fourth child of a minor Federated Commonwealth noble family, Suzanne Mulvanery was able to indulge her enthusiasms without the restrictions placed on her older siblings. A headstrong child, she was eight years old when she told her parents that she would be a MechWarrior when she grew up. Her parents believed she would grow out of the idea, but she showed no signs of doing so as she grew older, and so they used their influence to ensure she would not find a place in any Commonwealth military academy.

On her eighteenth birthday Suzanne left home, using money she had saved to visit a number of worlds. During her travels she encountered Com Guard garrison troops, and she joined the Com Guard in the fall of 3034. Despite endless hours of training and practice, however, Suzanne lacked the innate ability necessary to be a great 'Mech pilot. Her aptitude for strategy and tactics, as well as managing the military bureau-



cracy, allowed her to escape a low-level career of backwater garrison duty and slowly rise through the ranks.

During the battle of Tukayyid, Suzanne assumed command of the 167th Division when her commanding officer was killed, receiving a field promotion to Precentor. Following the battle, she chose to join the Word of Blake, where she was given command of the First Division of the Word of Blake Militia.

In Trent Arian, she found a kindred spirit—a fellow soldier, not a politician or a religious fanatic. The two became close friends, and rumors suggest they may even have been lovers. Whatever the case, Mulvanery enthusiastically accepted her role when Precentor Blane and Precentor Martial Arian outlined the plan for the conquest of Terra.

Mulvanery's force played one of the most dangerous roles in the campaign. Masquerading as the 21st Centauri Lancers, she led an advance force of Blakist troops onto Terra and then waited for the signal to attack. On January 2, 3058, Mulvanery's Shadow Lancers became the first Word of Blake unit to return to Terra, beginning the elaborate deception that would culminate in the battle for Terra almost two months later.

A solidly built woman in her early forties, Suzanne Mulvanery wears her blond hair short and cut back from her temples for better contact with her neurohelmet. Her severe haircut perfectly matches her preferred style of dress: a MechWarrior jumpsuit or fatigues. She avoids make-up and jewelry, as neither of them do anything to increase combat effectiveness. Her one concession to style over practicality is a pair of aviator-style glasses, which make her pale blue eyes look much bigger than they are.

PERSONALITIES

DEMI-PRECENTOR SHARON GARDBAUM ACTING COMMANDER, SANDHURST TRAINING REGIMENT

Age: 28

Birthplace: London, Terra

'Mech Type: CHP-1N *Champion*

Attributes

| | | |
|-----|---|------|
| BLD | 3 | (9+) |
| REF | 5 | (7+) |
| ITN | 5 | (7+) |
| LRN | 6 | (6+) |
| CHA | 5 | (7+) |

Characteristics

| | |
|----------|-----|
| Athletic | 10+ |
| Physical | 8+ |
| Mental | 7+ |
| Social | 8+ |

Advantages:

Natural Aptitude: SI/Linguistics

Skills

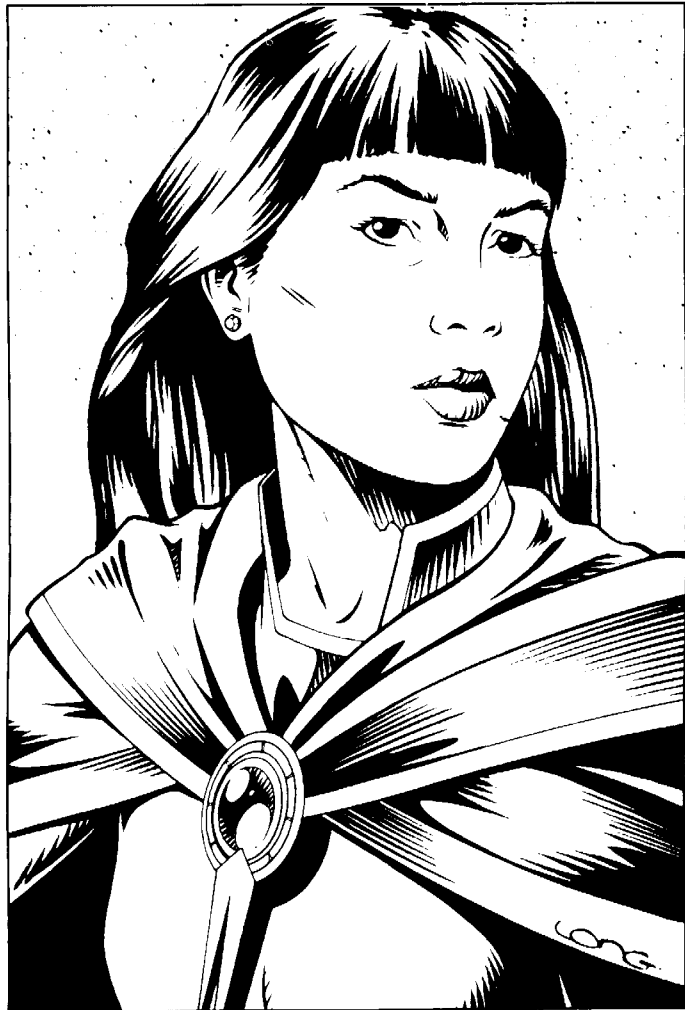
| | | |
|---------------------|---|------|
| Bureaucracy | 2 | (6+) |
| SI/Linguistics | 4 | (3+) |
| Gunnery/BattleMech | 5 | (3+) |
| Leadership | 2 | (6+) |
| MedTech | 1 | (6+) |
| Piloting/BattleMech | 4 | (4+) |
| Protocol | 2 | (6+) |
| Small Arms | 1 | (7+) |
| Strategy | 1 | (6+) |
| Tactics | 1 | (6+) |
| Training | 3 | (5+) |

Edge: 1

Note: Sharon Gardbaum is left-handed.

Born on Terra to a German father and an English mother, Sharon Gardbaum was a natural linguist, speaking German, French and Japanese as well as her native English from a young age. She entered service with the Branch of Terran Affairs diplomatic staff at the age of 17, and after three years of hopping from post to post found herself on Tharkad during the Clan invasion.

Following the battle of Tukayyid, she worked closely with both the Com Guard and the AFFC, acting as a military liaison officer. With the nominal status of demi-precentor, the post required at least minimal ability to operate a BattleMech, and so Sharon underwent several training courses to qualify. Surprisingly, she showed considerable aptitude, and earned Epsilon-grade qualifications in 3053.



While on Tharkad, Sharon met and become romantically involved with John Christopher, a fellow Terran native and a Com Guard MechWarrior. Christopher's defection to the Word of Blake in 3054 shattered her world, and after numerous minor assignments, Sharon Gardbaum returned to Terra in mid-3057 to take up a lecturer's post in languages at the Sandhurst academy.

Despite her MechWarrior training, Sharon Gardbaum was not part of the military chain of command at Sandhurst, and so was not a target in the assassinations carried out by the Word of Blake. As the highest-ranked surviving member of ComStar with military training, she took charge of the Sandhurst Training Regiment and evacuated the base. Gardbaum and her troops made a fighting retreat across the English countryside, desperately seeking escape from their Word of Blake pursuers.

Tall and slim, Sharon Gardbaum rarely smiles, seeming to take life a little too seriously. Her straight black hair falls to her shoulders and a long fringe in front often falls across her large dark eyes. She has an almost compulsive habit of sweeping her hair back with the back of her hand. She also uses her long, graceful hands a great deal when talking, gesturing emphatically and causing her numerous bracelets to jingle. Other pieces of jewelry she regularly wears are a pair of diamond stud-earrings and a pendant with the ComStar logo.

PRECENTOR JOHN CHRISTOPHER COMMANDER, WORD OF BLAKE TASK FORCE STEEL

Age: 27
Birthplace: Nottingham, Terra
'Mech Type: WHM-7M *Warhammer*

Attributes

| | | |
|-----|---|------|
| BLD | 4 | (8+) |
| REF | 5 | (7+) |
| ITN | 5 | (7+) |
| LRN | 4 | (8+) |
| CHA | 4 | (8+) |

Characteristics

| | |
|----------|----|
| Athletic | 9+ |
| Physical | 8+ |
| Mental | 9+ |
| Social | 9+ |

Advantages:

Well Connected (Word of Blake)
Ambidextrous

Skills

| | | |
|---------------------|---|------|
| Administration | 1 | (8+) |
| Gunnery/BattleMech | 4 | (4+) |
| MedTech | 1 | (8+) |
| Leadership | 3 | (6+) |
| Piloting/BattleMech | 4 | (4+) |
| Protocol | 2 | (7+) |
| Small Arms | 2 | (6+) |
| Strategy | 2 | (7+) |
| Tactics | 2 | (7+) |
| Unarmed Combat | 2 | (7+) |

Edge: 2

Born and raised on Terra, John Christopher grew up with ComStar as an inescapable part of daily life. His father was a junior officer in the Com Guard, serving first as a MechWarrior with the Terran garrison and later as a survival instructor at Sandhurst.

Following in his father's footsteps, Christopher joined the Com Guard in 3048, graduating from Sandhurst in time to serve on Tukayyid. Fighting with the 282nd Division against Clan Wolf, he destroyed two Wolf Spider OmniMechs, and was subsequently granted the Star of Honor.

Following the battle, he assumed command of the Com Guard force on Tharkad, where he became heavily involved in the exchange of military intelligence regarding the Clans. This brought him into contact with Demi-Precentor Sharon Gardbaum, whom he helped to gain 'Mech piloting qualifications. The two became close friends, and eventually began a covert love affair. During this period, however, Christopher began to have doubts about ComStar.



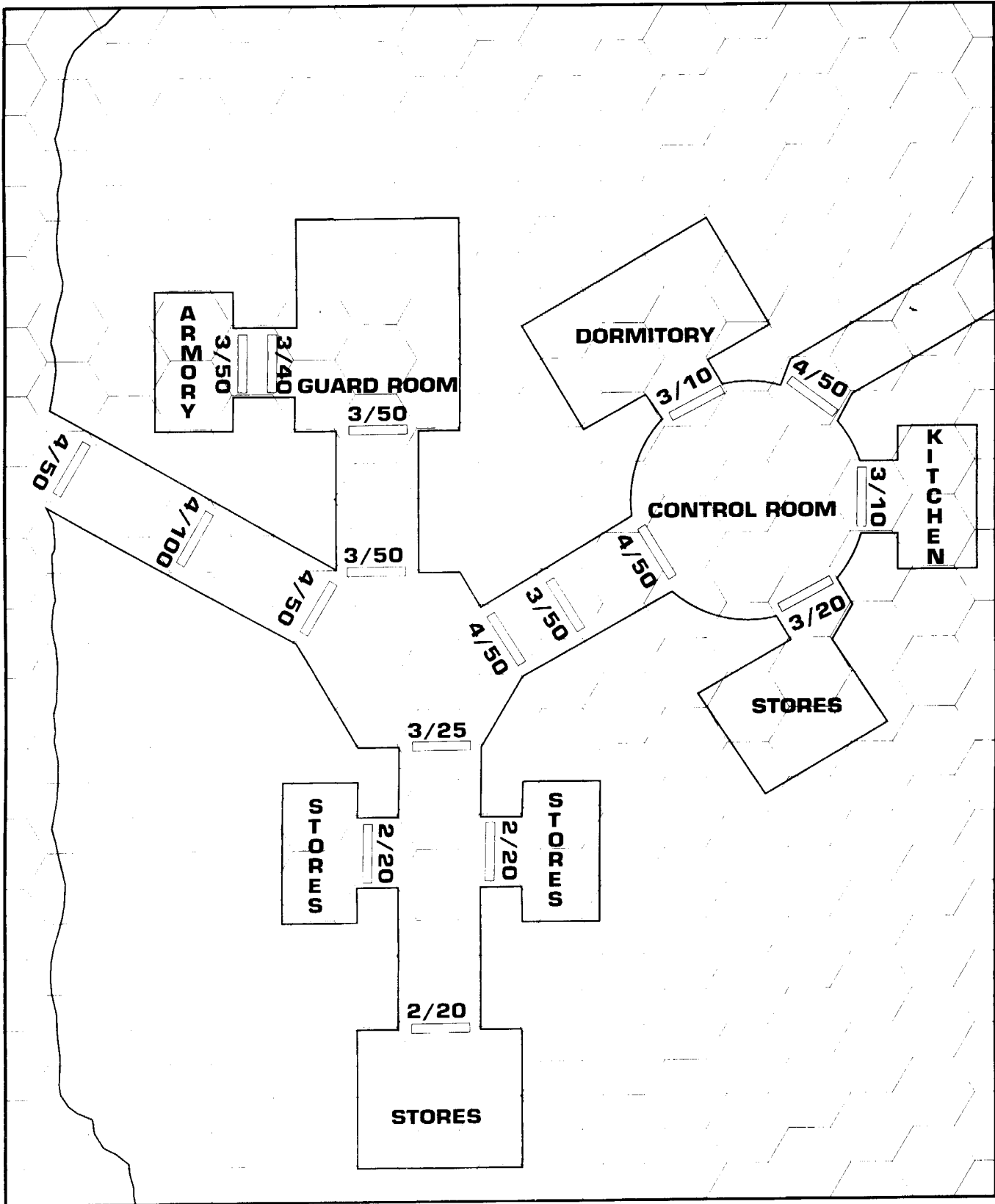
He had heard stories of Primus Waterly's removal and the pact between Precentor Martial Focht and Primus Mori, but had dismissed them as Word of Blake propaganda. But the rumors persisted, and his position as garrison commander allowed him access to information not generally available. He could not disprove the ComStar version of the events surrounding former Primus Waterly's downfall, but he became increasingly suspicious.

In mid-3054 one of his father's former colleagues, Daphne Chrysler, defected to the Word of Blake. The defection of someone Christopher had known since childhood, and in whom he had great faith, removed the last vestiges of doubt in his mind. In October of 3054, he too switched allegiance to the Word of Blake.

Arriving on Gibson, he met with Daphne Chrysler, who introduced him to Precentor Martial Trent Arian. With the Precentor Martial's approval, Chrysler offered Christopher a battalion command position in the Second Division of the Word of Blake Militia. Though it was technically a lesser command position than the one he had held on Tharkad, Christopher gladly accepted.

When Operation Odysseus began, Arian selected John Christopher to command Task Force Steel, the force assigned to pacify the Sandhurst Military Academy. Having been raised on the island of Britain, his knowledge of the terrain was a major advantage. His knowledge of more than the terrain ultimately influenced the outcome of the war for Terra.

John Christopher is always immaculately groomed, from his slicked-back brown hair to his spotlessly shining boots. His bearing is precise and elegant, his diction clear and crisp. He wears a neatly trimmed mustache and beard, which do not conceal the V-shaped scar that runs across his right cheek. He parades the scar as a badge of honor, claiming it comes from a duel in his allegedly misspent youth. A few people know better.



SANTO TOMAS LASER BATTERY



A BROTHERHOOD DIVIDED, A PLANET IN FLAMES

BETRAYED!

"SINCE THE BATTLE OF TUKAYYID, COMSTAR HAS BEEN TORN ASUNDER. THE MISGUIDED BLAKISTS STILL ADHERE TO THE OLD WAYS THAT SHROUDED TECHNOLOGY IN A VEIL OF MYSTICISM FOR HUNDREDS OF YEARS. WHILE THE INNER SPHERE WAS CAUGHT UP IN THE JADE FALCON ATTACK ON COVENTRY, THE WORD OF BLAKE STRUCK TERRA QUICKLY AND WITHOUT MERCY, USING DEEP-COVER AGENTS TO CRIPPLE US FROM WITHIN. FROM THIS TERRIBLE BLOW, COMSTAR—AND TERRA—MAY NEVER RECOVER."

—FROM THE DIARY OF SHARILAR MORI,
PRIMUS OF COMSTAR

CLEANSE THE EARTH!

"THE LIES OF FOCHT'S COMSTAR HAVE GONE UNANSWERED LONG ENOUGH. THE TIME HAS COME TO DRIVE THE HERETICS FROM THE CRADLE OF HUMANITY. THEN THE PURIFYING LIGHT OF BLAKE'S TRUE VISION WILL SHINE AGAIN ON TERRA, THE GLEAMING GEM SET AT THE HEART OF THE INNER SPHERE. THEN ALL WILL KNOW THAT THE TRUE COMSTAR, THE WORD OF BLAKE, HAS RETURNED TO GUIDE THEM THROUGH THE DARKNESS OF IGNORANCE."

—FROM AN ADDRESS TO THE WORD OF BLAKE
MILITIA BY PRECENTOR DEMONA AZIZ

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