

BATTLETECH™

8604

THE SPIDER AND THE WOLF



KERENSKY // N 7

FASA CORPORATION

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HISTORY OF THE INNER SPHERE

By the middle of the twenty-fourth century, mankind has taken to the stars. Unfortunately, he has taken his warring nature with him. In 2571, a Star League was formed in an attempt to peacefully ally the major star systems. This attempt eventually failed because, as always in human history, power-hungry man and women waited eagerly to take advantage of the first sign of weakness.

Civil War

In 2751 the First Lord of the Star League was killed leaving his eight-year-old son, Richard, as sole heir. Aleksandr Kerensky, commander of the Regular Army, was named Richard's Regent and Protector, but the Lords of the High Council immediately took advantage of the opportunity to seize control of the Star League.

When Richard Cameron finally came of age and was able to take over the duties of First Lord, the Council Leaders were firmly entrenched in their positions of power. Frustrated, Richard ordered all household forces disbanded. Enraged, the Leaders forced Richard to back down and rescind his order. As relations worsened between the Council and the First Lord, the military situation worsened in the Outworlds as more and more of the territories rebelled. General Kerensky was forced to pull increasingly greater amounts of the Regular's Army strength away from Terra to try to put down the rebellion.

Weakened by this drain of military forces, Terra fell easily to a coup led by Stefan Amaris in 2766. Amaris executed Richard and his entire family and declared himself First Lord. When news of this reached Kerensky in 2767, he immediately declared war against Amaris. Both sides called upon the other Lords of the Star League for aid.

Kerensky was eventually victorious, but the cost was devastating. Communications to the Outworlds were severed, hundreds of millions were dead, the administrative functions of the League were severely damaged. When the High Council reconvened, matters only grew worse. Kerensky was ordered to disperse his troops to create garrisons for the member states. An attempt to select a new First Lord failed, as each of the six states backed his own candidate. The only thing the Council managed to succeed in doing was to appoint Jerome Blake as Minister of Communications, charging him with the task of restoring the League's communication network. His creation of ComStar was an overwhelming success, but not quite in the way the Council had hoped.

In 2781, the Council disbanded. The Lords returned home, each preparing for war, each eagerly trying to buy the services of Kerensky and the Regular Army. General Kerensky summoned his commanders to a secret meeting. In November of that year, almost three-fourths of the Regular Army troops abandoned their posts. Joining with Kerensky, they boarded a fleet of ships. The assembled armada jumped outward, disappearing beyond the boundaries of known space.

The Succession Wars

With Kerensky and the Army out of the picture, the Lords lost no time in going to war. When Minoru Kurita declared himself First Lord of the Star League in 2786, the other Lords quickly followed suit. The First Succession War that followed was unparalleled in brutality. Cities were destroyed, millions of civilians killed, vast industrial centers wiped out. Trade and commerce between all worlds were disrupted. By 2815, the warring States had lost most of their hyperspace ship building capacity.

An uneasy peace was obtained in 2821, brought about mainly by exhaustion. The five remaining ruling Houses Davion, Marik, Steiner, Kurita, and Liao rebuilt their military might as best they could with their surviving scientists and crippled industries. War broke out again almost immediately.

The Second Succession War was every bit as deadly and destructive as the First. Technology sunk to a level barely above that of twentieth century Earth. The Warlords were forced to cannibalize existing equipment to keep fighting. This war ended in 2863.

The Third Succession War began in 2866 and continues to the present. War has become a fact of everyday life now for most people. Fortunately for them, the level of destruction has decreased. All of the Houses see clearly that the survival of humanity itself teeters on the brink. Though armies still fight over the possession of industrial facilities, the facilities themselves are carefully preserved by both sides. Major 'Mech battles are fought in stages, with truces that allow Techs to repair the damaged machines. Mercenary 'Mech units often surrender to superior forces, paying a ransom for off-world release. Everyone recognizes the sanctity of any House's Jump Ships, strictly obeying the prohibition placed on attacking such craft, without which the war for supremacy could not be waged at all.

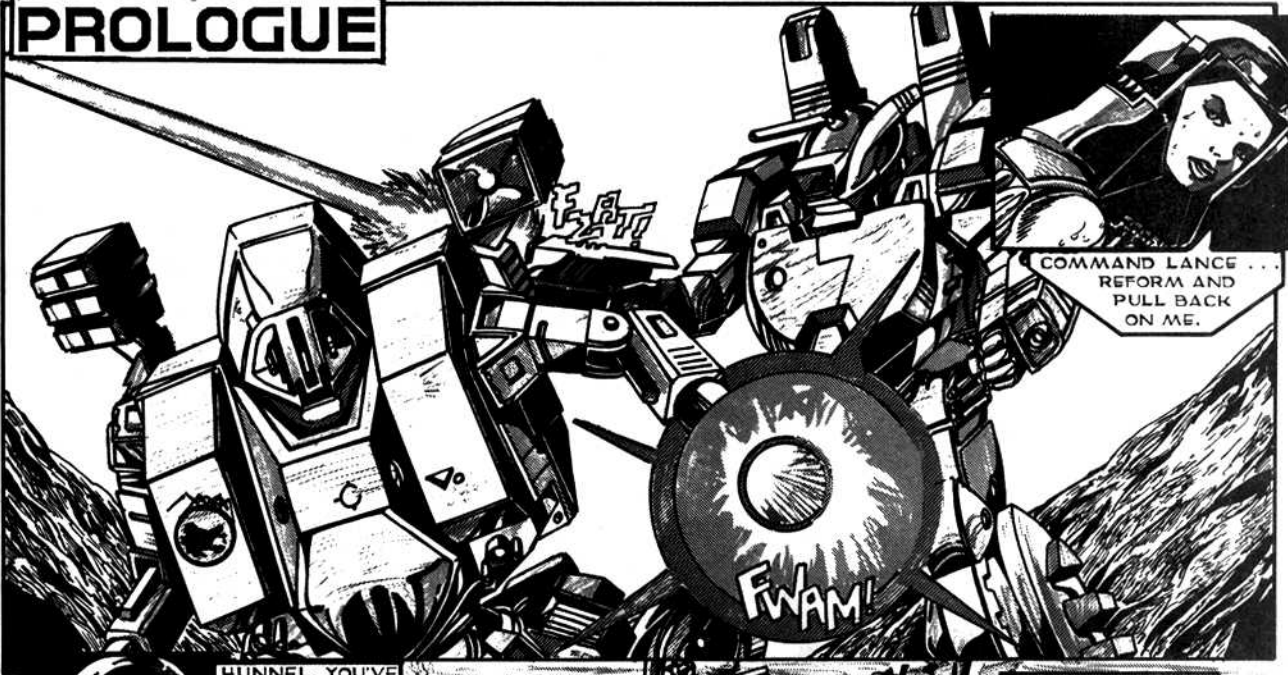
Another result of this destructive war has been the rise of feudalism throughout the Inner Sphere, since the central Houses no longer possess either the military resources or the administrative machinery to rule their territories. Each Warlord rules a hierarchy of nobles, awarding them authority over worlds, often in exchange for the pledged service of the BattleMechs.

A powerful and mysterious force has arisen in the universe with the creation of ComStar. Originally created to simply restore communication, ComStar was transformed by its brilliant, mystical creator, Jerome Blake, into an organization whose goal is to wait until the Houses destroy themselves, then it will step in and take over. Often, however, ComStar is not content with patience, takes a more active role in helping this fall along. Meanwhile, ComStar has evolved into a secret society steeped in strange rituals.

There is, in addition, the ever present threat of pirates to all the worlds. As the war spread, bandit kings took over rulership of the Outworlds, raiding any and all of the Houses at will.

As of this time in history, chaos reigns.

PROLOGUE



COMMAND LANCE ...
REFORM AND
PULL BACK
ON ME.

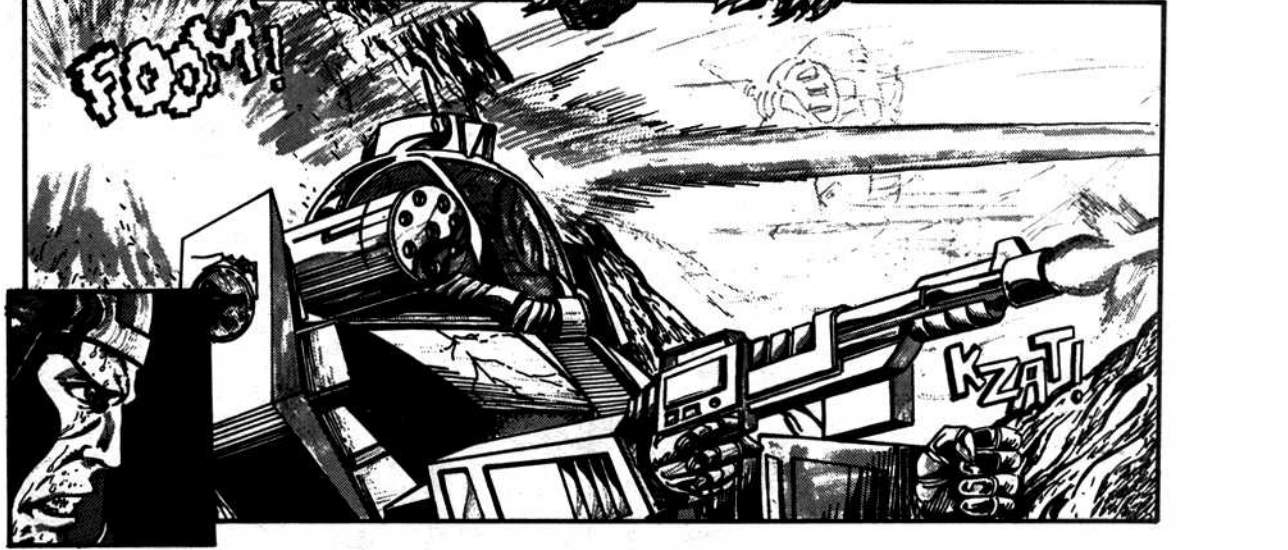


HUNNEL, YOU'VE
GOT A 'MECH AT
YOUR BACK ...



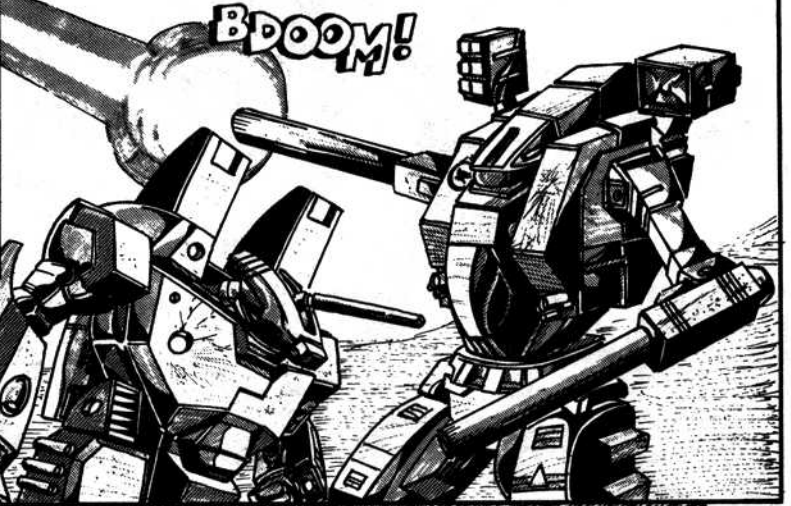
I'VE GOT HIM, MAC.

MY SCANNERS SHOW
ANOTHER COMPANY OF 'MECHS
COMIN' IN ON THE LEFT PERIMETER.
E.T.A. FOUR-AND-A-HALF MINUTES.





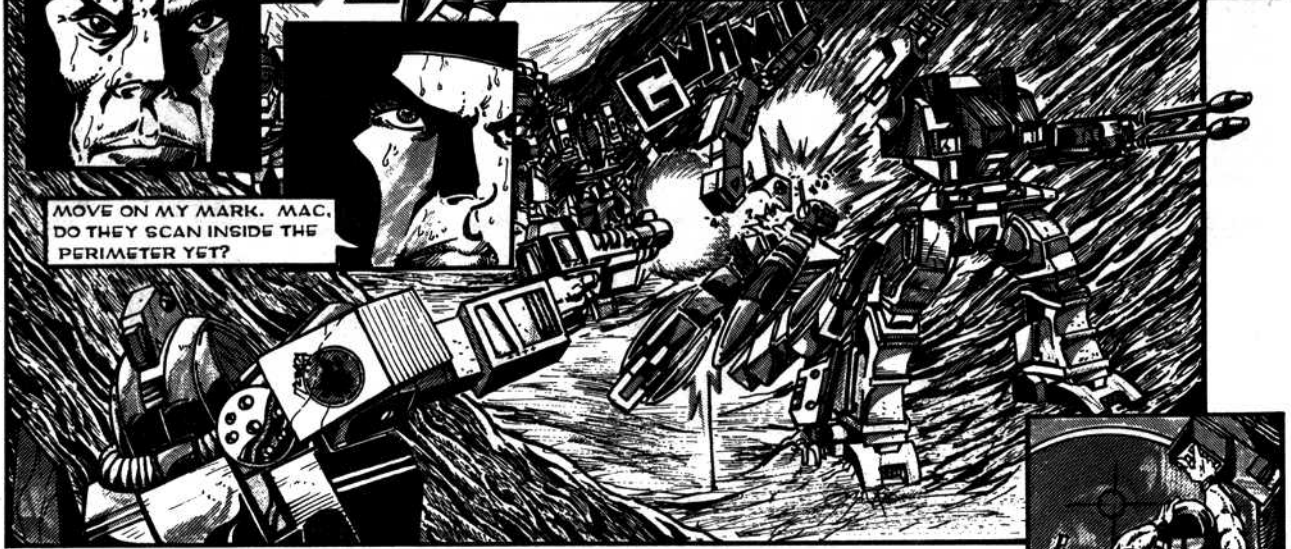
BLADE'S BLOOD! WE HAVE TO HOLD FOR SEVEN TO GIVE THE COLONEL TIME. IKEDA?



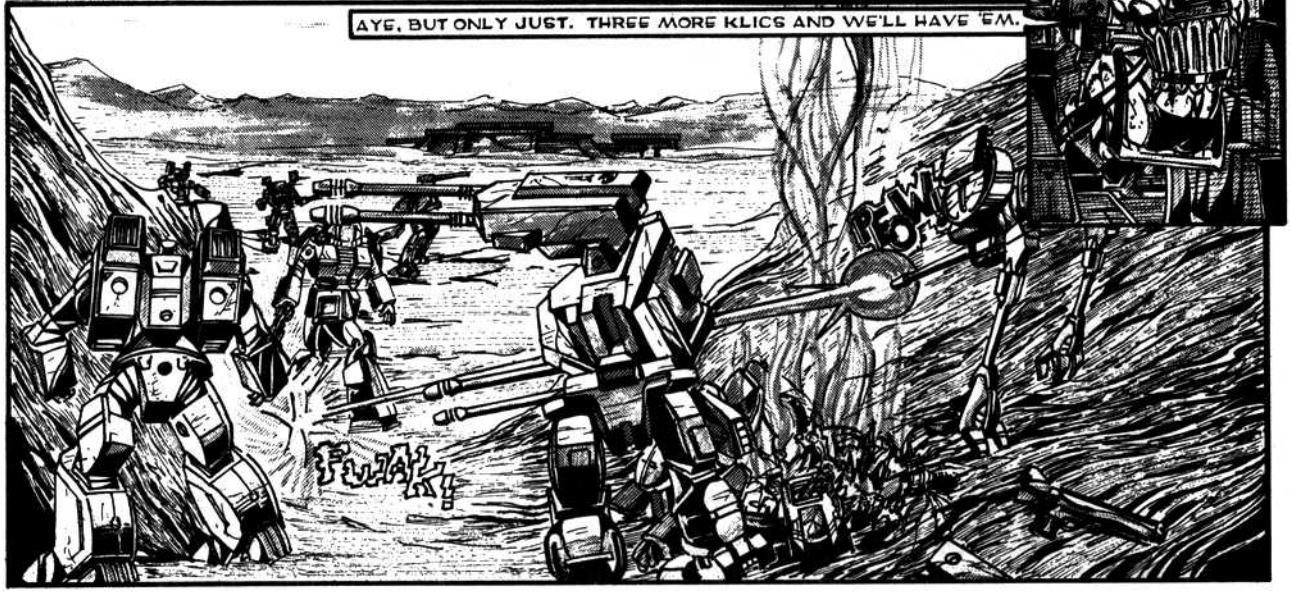
HERE, CAPTAIN!



MOVE ON MY MARK. MAC, DO THEY SCAN INSIDE THE PERIMETER YET?



AYE, BUT ONLY JUST. THREE MORE KLICKS AND WE'LL HAVE 'EM.



SPRING THE TRAP . . . NOW!!

INITIATE

LOCK ON.

FIRE!



HUNNEL!



HUNNEL!

ALL RIGHT, YOU SONUVA...

CRASH!!

BITCH!!

BOBBY! ... NO! ...

BLOODOM!

HUNNEL, PUNCH OUT. MY SCANS SHOW YOU'RE GOING CRIT. YOUR'E OUT OF TIME!

CAPTAIN? YOU KNOW THIS GRIFFIN'S BEEN IN MY FAMILY FOR FIVE GENERATIONS...

I UNDERSTAND, BOBBY.

I SCAN THOSE MECHS AT 30 DEGREES. YOU CLEAR THAT, LYNN?

YEAH, BOBBY. I GOT 'EM.

YEAH, WELL... I FIGURE YOU FOLKS HAVE JUST ENOUGH TIME TO MAKE THE BUNKER. I'LL HOLD IT TOGETHER AS LONG AS I CAN.




YOU HEARD THE MAN. LET'S MOVE!
WE'VE GOT TO MAKE THAT BUNKER
BEFORE IT BLOWS.

BUT CAPTAIN, YOU'RE NOT JUST . . . I MEAN . . .


I KNOW WHAT YOU MEAN, LYNN.
YOU'VE BEEN A MECHWARIOR
LONG ENOUGH TO UNDERSTAND
WHAT IT MUST FEEL LIKE TO BE
WITHOUT A MECH. IT'S HIS
DECISION.




WRITTEN & ILLUSTRATED BY GIDEON
CO-WRITTEN BY SCOTT OEHLER
COVER ART BY DAVID DEITRICK



AFTER THE EXPLOSION, WOLF'S DROPSHIPS WERE ABLE TO MAKE IT TO THE SITE PRIOR TO THE REGROUPING OF THE ENEMY FORCES.




ALTHOUGH CALLOWAY VI WAS LOST, THEY MANAGED TO PULL OUT SMOOTHLY AND WITH A MINIMUM OF LOST MATERIAL. THAT WAS A LITTLE OVER SIX MONTHS AGO.

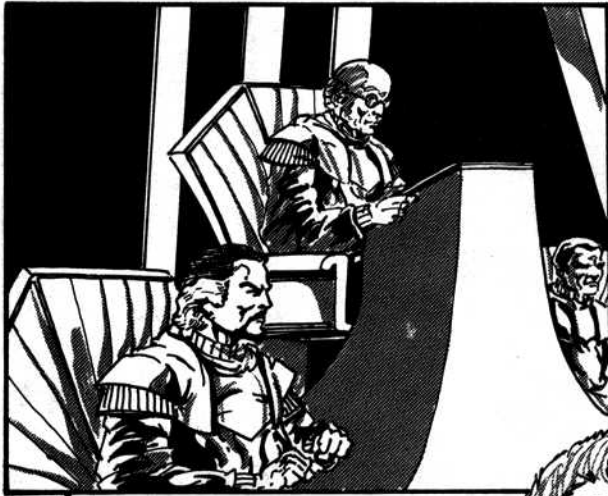


PERHAPS A BIT OF HISTORICAL DATA WOULD AID YOU MEMBERS OF THE FIRST CIRCUIT. JAIME WOLF AND HIS DRAGOONS FIRST APPEARED IN THE INNER SPHERE NINE YEARS AGO.

COMSTAR HEADQUARTERS ON EARTH



HIS DROPSHIPS PULLED INTO ORBIT AROUND DELIOS VI, ONE OF DAVION'S FRONTIER WORLDS. THOUGH IT WAS PRACTICALLY UNDEFENDED, WOLF DIDN'T ATTACK, BUT INSTEAD OFFERED HIS SERVICES TO HOUSE DAVION IN RETURN FOR NORMAL PAY AND THE LANDS OF NEW VALENCIA FOR THE DURATION OF THEIR FIVE YEAR CONTRACT. WOLF POLITELY BUT FIRMLY REBUFFED ALL INQUIRIES INTO HIS REGIMENT'S ORIGINS.



WHY DIDN'T HIS INITIAL APPEARANCE AROUSE SUSPICION?

I'M AFRAID, PRIMUS, THAT WE HAVE ONLY RECENTLY GATHERED THIS INFORMATION. WOLF HAS BEEN VERY SUCCESSFUL AT HIDING NOT ONLY HIS ORIGINS, BUT THEIR SUSPICIOUS NATURE.

I SHOULD THINK SO, IF THE FINEST INTELLIGENCE SERVICE IN THE INNER SPHERE TOOK NINE YEARS TO UNCOVER THESE FACTS.

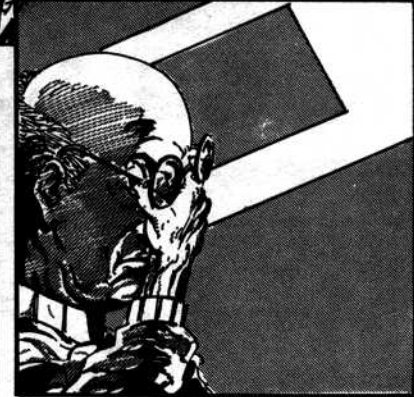
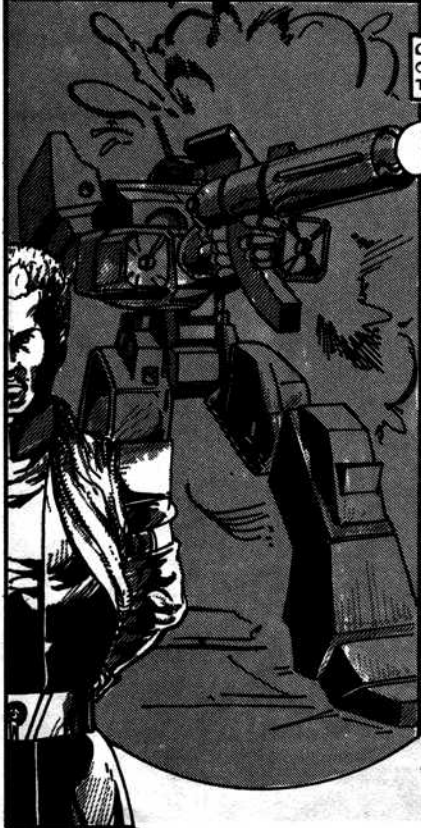
I APOLOGIZE, PRIMUS, BUT EVEN ROM HAS ITS LIMITS.

CONTINUE . . .

THANK YOU, PRIMUS. AS I SAID, WOLF NEGOTIATED SERVICE WITH DAVION, AND THEN CARRIED OUT A STRING OF SUCCESSFUL CAMPAIGNS FOR THE HOUSE INCLUDING . . .

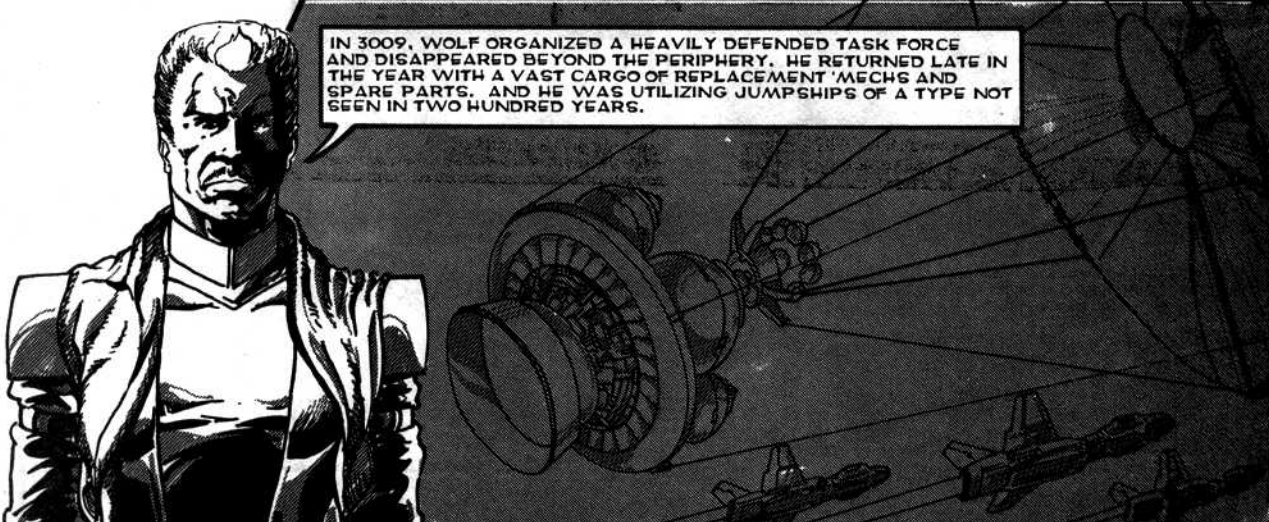


COMPLETELY DESTROYING TWO OF HOUSE LIAO'S REGIMENTS IN THE BATTLE OF HALLORAN V.



AND A HIGHLY SUCCESSFUL ASSAULT ON NEW ARAGON.





IN 3009, WOLF ORGANIZED A HEAVILY DEFENDED TASK FORCE AND DISAPPEARED BEYOND THE PERIPHERY. HE RETURNED LATE IN THE YEAR WITH A VAST CARGO OF REPLACEMENT 'MECHS AND SPARE PARTS. AND HE WAS UTILIZING JUMPSHIPS OF A TYPE NOT SEEN IN TWO HUNDRED YEARS.




WHAT?! IMPOSSIBLE!



NEVERTHELESS, PRIMUS, WOLF SOMEHOW HAS ACCESS TO NEW 'MECHS AND PARTS. AND MORE IMPORTANT ... NEW DESIGNS.

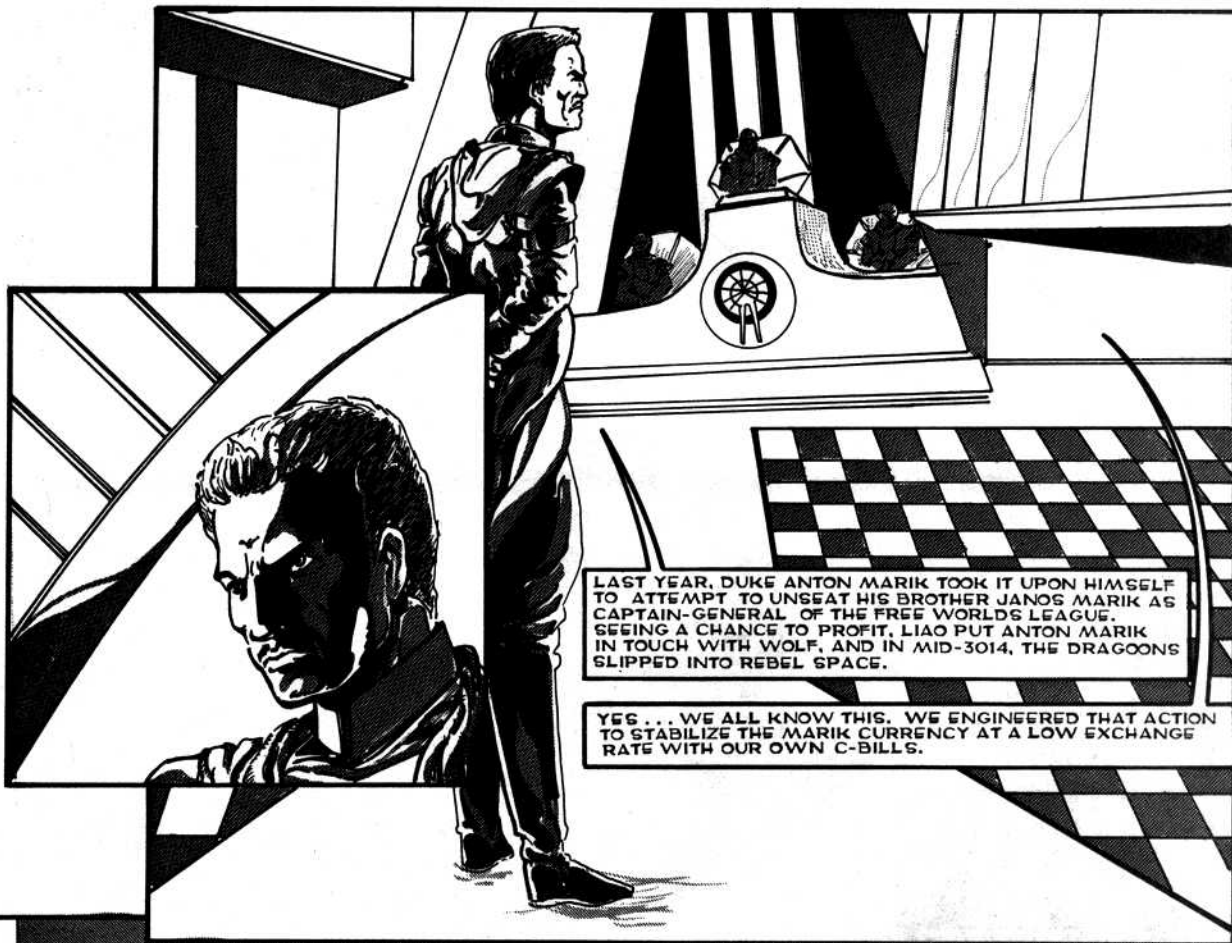
DO YOU REALIZE THE IMPLICATIONS OF WOLF HAVING AN UNKNOWN 'MECH FACTORY?

I BELIEVE I DO. AN OPERATIONAL 'MECH FACTORY THAT WE CANNOT OBSERVE.



IN 3010, COLONEL WOLF ADVISED PRINCE ANDREW THAT HE DID NOT INTEND TO RENEW HIS CONTRACT WITH HOUSE DAVION, AND SUMMARILY SHIFTED HIS LOYALTY TO HOUSE LIAO. AFTER THEY BATTLED JANOS MARIK'S FORCES TO A HALT IN 3012, LIAO HAD WOLF'S PEOPLE SITTING GARRISON THOUGH ALL OF 3013.





LAST YEAR, DUKE ANTON MARIK TOOK IT UPON HIMSELF TO ATTEMPT TO UNSEAT HIS BROTHER JANOS MARIK AS CAPTAIN-GENERAL OF THE FREE WORLDS LEAGUE. SEEING A CHANCE TO PROFIT, LIAO PUT ANTON MARIK IN TOUCH WITH WOLF, AND IN MID-3014, THE DRAGONS SLIPPED INTO REBEL SPACE.

YES... WE ALL KNOW THIS. WE ENGINEERED THAT ACTION TO STABILIZE THE MARIK CURRENCY AT A LOW EXCHANGE RATE WITH OUR OWN C-BILLS.

A TASK SIMPLIFIED BY MY MANIPULATION OF ANTON'S MENTAL INSTABILITY.

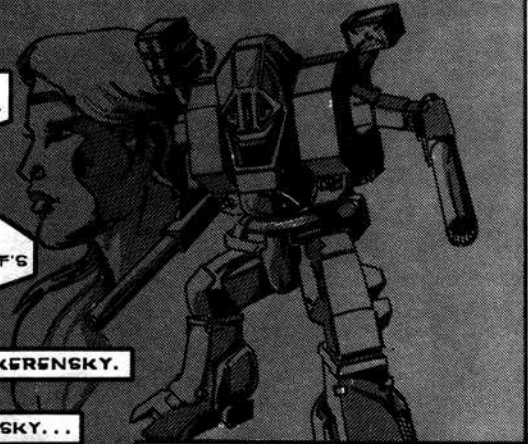
IT WAS BECAUSE OF MY POSITION THERE THAT I UNCOVERED WHAT MUST BE THE KEY TO WOLF'S SUPPLIERS...

THOUGH OF LATE A MERE LIEUTENANT IN A LINE COMPANY... SHE HAS MANAGED TO TAKE THE DREGS OF WOLF'S DRAGONS AND TURN THEM INTO A HARDENED FIGHTING UNIT...

CAPTAIN NATASHA KERENSKY.

ANOTHER KERENSKY...

YOU CAN'T MEAN...



INDEED...
ALEKSANDR KERENSKY...
THE LAST REIGN OF THE STAR
LEAGUE... THE OLD RULING
BODY OF EARTH.

IT WAS KERENSKY'S DAMNABLE DESERTION OF THE INNER
SPHERE ALONG WITH HUNDREDS OF SCIENTISTS AND
TECHNICIANS, AND ALL THE MECHWARRIORS STILL LOYAL
TO HIM... THAT BROUGHT ABOUT THE COLLAPSE OF SOCIETY
INTO THE SUCCESSOR STATES OF TODAY. AS WELL AS THE
SCIENTIFIC STAGNATION OF OUR CULTURE.



HOWEVER, IF WOLF IS IN LEAGUE...
SO TO SPEAK... WITH KERENSKY'S
GROUP, THE THREAT TO OUR HOLD
ON THE VARIOUS SUCCESSOR STATES
IS OBVIOUS. I DO HAVE A PLAN,
OF COURSE, THAT WILL MAKE WOLF
JOURNEY BACK HOME SOONER THEN HE
ANTICIPATES... GIVING US THE
OPPORTUNITY TO FOLLOW...

AND I WILL USE THOSE
CLOSEST TO HIM...

I WOULD
HEAR MORE.

AND OUR... THAT IS,
COMSTAR'S MONOPOLY
OF ALL INTERSTELLAR
COMMUNICATIONS AND
INDEED, MOST TECHNOLOGY.

AGAINST HIM!





THE ARROGANCE !!!

HE'LL SOON BE OF NO FURTHER USE.

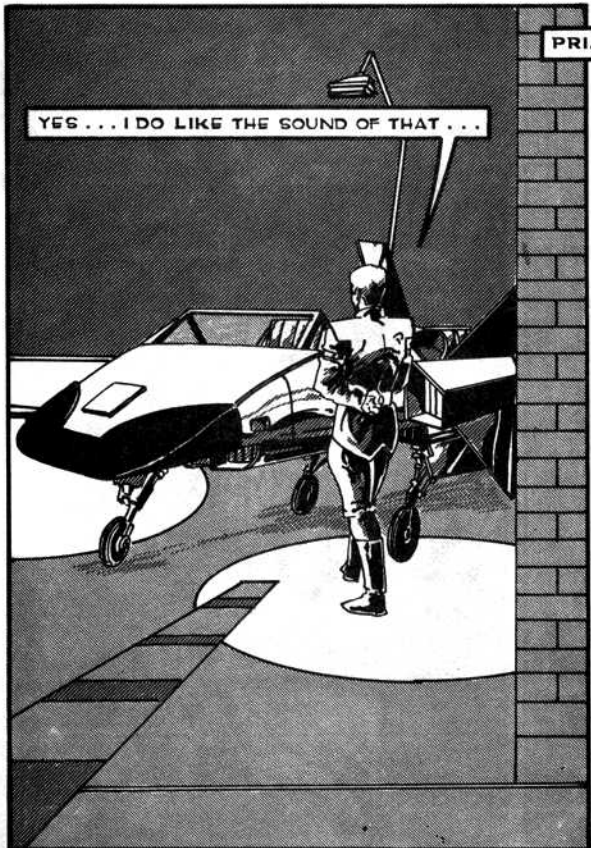
PERFECT. EVERYTHING IS GOING ACCORDING TO PLAN. SOON I'LL HAVE THAT POMPOUS OLD FOOL'S TITLE.

PATIENCE, MATTEN...

WHAT IF HE SUCCEEDS?

KRISTOFUR LACKS THE SUBTLETY TO EXPLOIT SUCH A VICTORY.

SOON THE PRIMUS WILL BE OF NO FURTHER USE.



YES... I DO LIKE THE SOUND OF THAT...

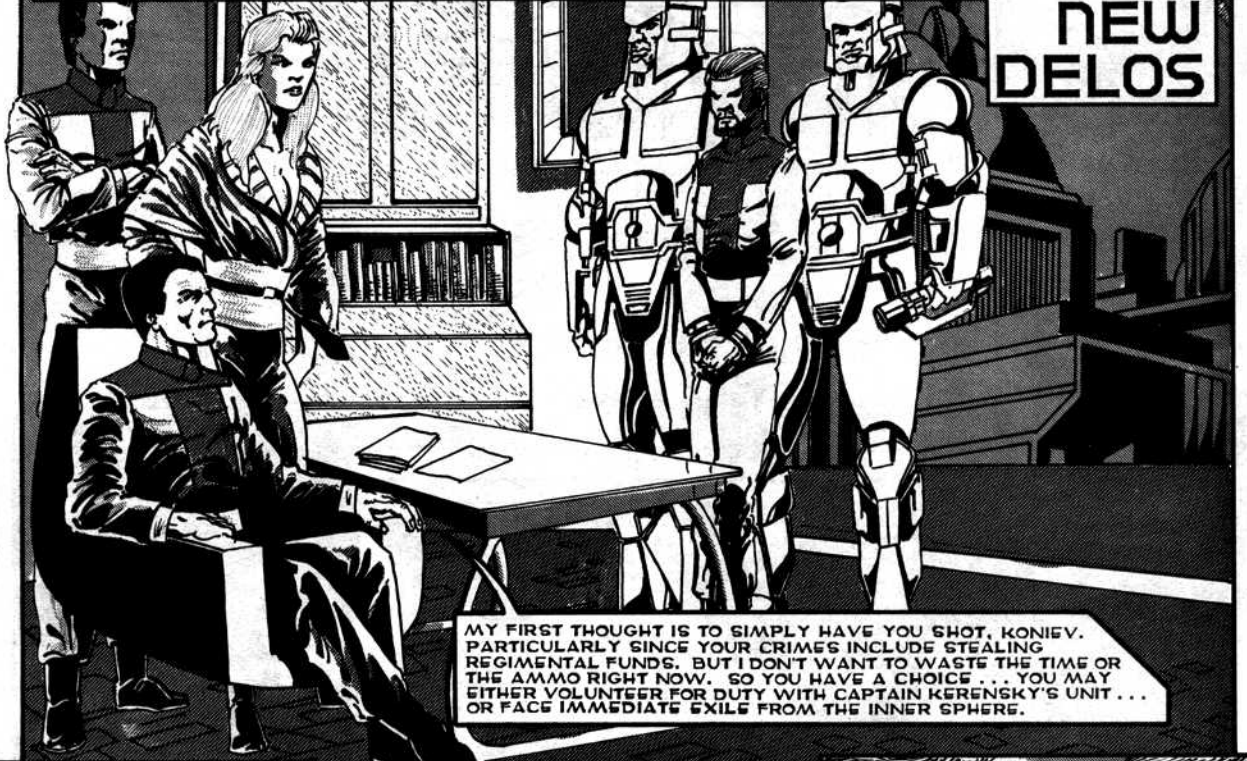


PRIMUS VEGAR KRISTOFUR !!!



HA!
HA!
HA!

WOLF'S DRAGOONS HEADQUARTERS, NEW DELOS



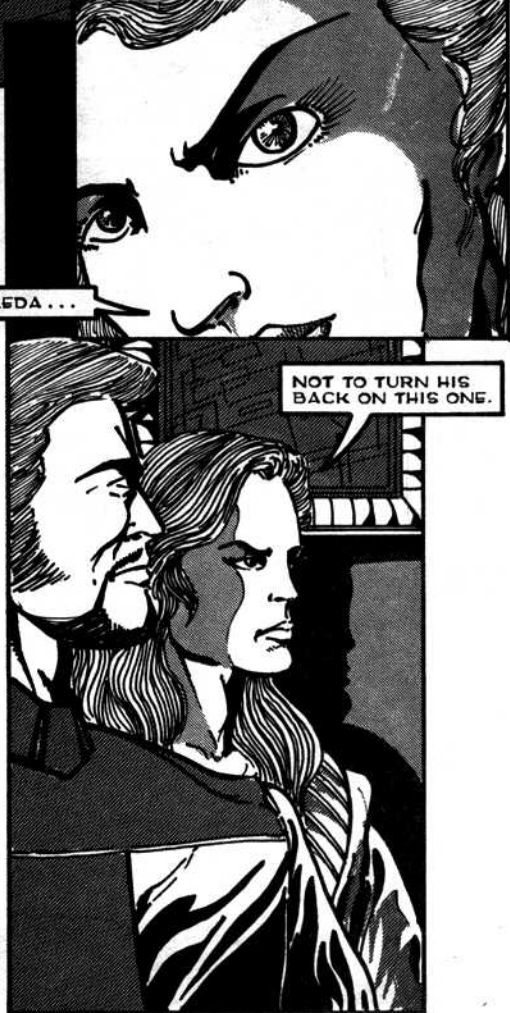
MY FIRST THOUGHT IS TO SIMPLY HAVE YOU SHOT, KONIEV. PARTICULARLY SINCE YOUR CRIMES INCLUDE STEALING REGIMENTAL FUNDS. BUT I DON'T WANT TO WASTE THE TIME OR THE AMMO RIGHT NOW. SO YOU HAVE A CHOICE . . . YOU MAY EITHER VOLUNTEER FOR DUTY WITH CAPTAIN KERENSKY'S UNIT . . . OR FACE IMMEDIATE EXILE FROM THE INNER SPHERE.



WHY, COLONEL, I WOULD CONSIDER IT AN HONOR TO SERVE UNDER CAPTAIN KERENSKY.



I'LL HAVE MAC ASSIGN HIM TO IKEDA'S FIRE LANCE.



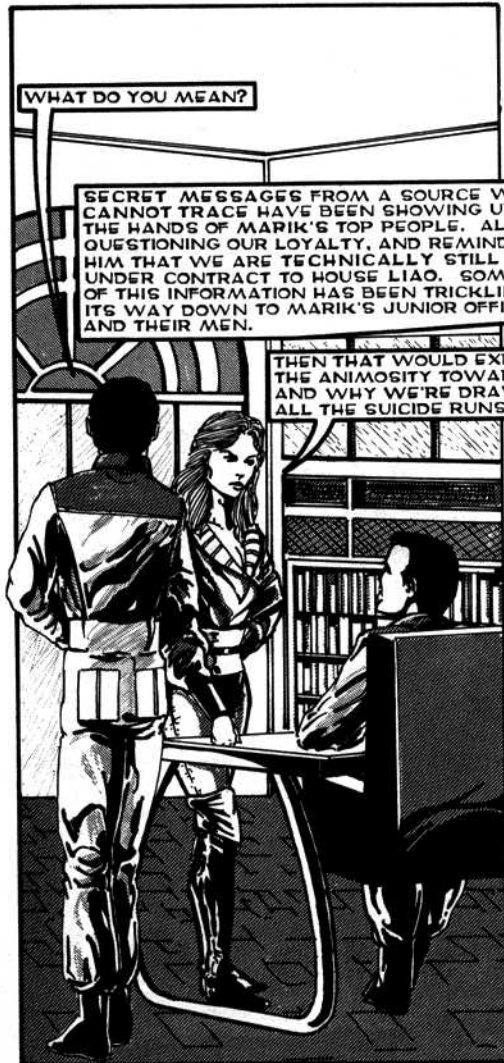
AND WARN IKEDA . . .

NOT TO TURN HIS BACK ON THIS ONE.



ALL RIGHT, EVERYBODY OUT! NOT YOU, CAPTAIN...

I DON'T THINK YOU'LL LIKE WHAT YOU'RE ABOUT TO HEAR, BUT I THINK YOU SHOULD KNOW ...



WHAT DO YOU MEAN?

SECRET MESSAGES FROM A SOURCE WE CANNOT TRACE HAVE BEEN SHOWING UP IN THE HANDS OF MARIK'S TOP PEOPLE. ALL QUESTIONING OUR LOYALTY, AND REMINDING HIM THAT WE ARE TECHNICALLY STILL UNDER CONTRACT TO HOUSE LIAO. SOME OF THIS INFORMATION HAS BEEN TRICKLING ITS WAY DOWN TO MARIK'S JUNIOR OFFICERS AND THEIR MEN.

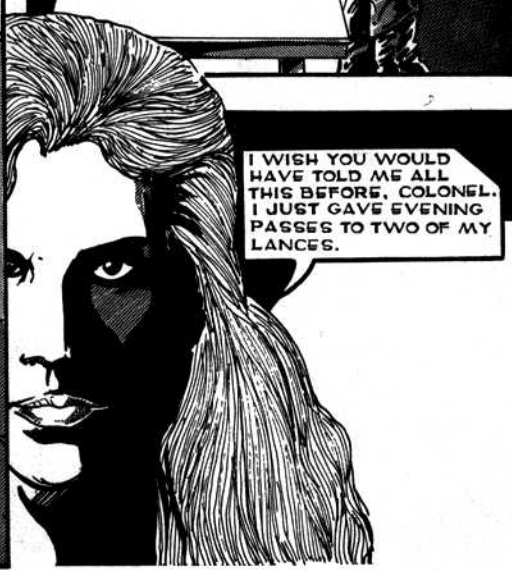
THEN THAT WOULD EXPLAIN THE ANIMOSITY TOWARD US, AND WHY WE'RE DRAWING ALL THE SUICIDE RUNS.



WHAT NOW?

I BELIEVE SOMEONE OUT THERE IS TRYING TO SABOTAGE OUR UNIT.

I INTEND TO HAVE IT OUT WITH MARIK TOMORROW OVER THIS. THAT'S WHY IT'S SO CRITICAL FOR YOU TO KEEP THE WIDOWS ON A TIGHT LEASH.



I WISH YOU WOULD HAVE TOLD ME ALL THIS BEFORE, COLONEL. I JUST GAVE EVENING PASSES TO TWO OF MY LANCES.

SIN STREET, NEW DELOS



THIS LOOKS ... INTERESTING. SHALL WE?

THOSE ARE MARIK REGULARS COMING OUT OF THERE, SHERIDAN. I THINK THAT'S A PLACE WE HAD BETTER AVOID.



AWW, COME ON... THIS'LL BE GREAT.

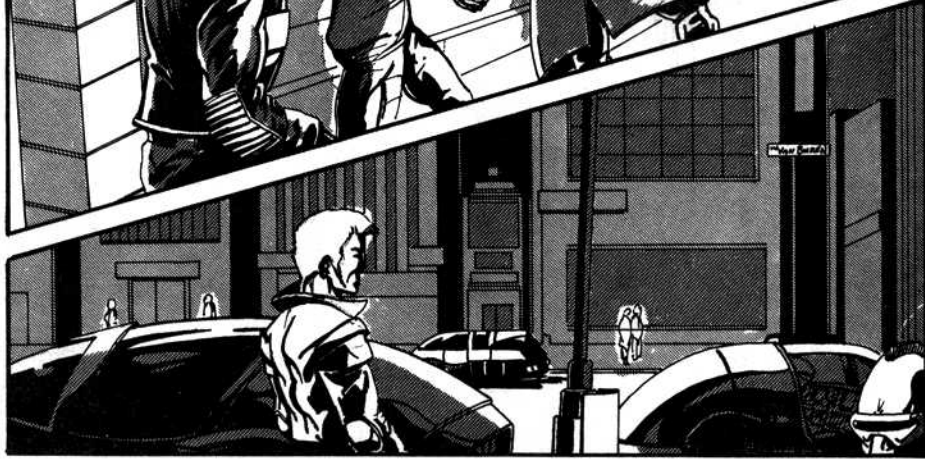
UPSTAIRS

BLAKE'S BLOOD/
SHERIDAN!



YOU KNOW WE CAN'T LEAVE HER IN THERE ALONE, LIEUTENANT.

I KNOW, WILLIAMS ... SHE MIGHT KILL SOMEONE.



MEANWHILE...



HERE WE ARE! WHAT HAPPENED TO THE MUSIC?

DRAW FOUR, BARKEEP... FOR MYSELF AND MY FRIENDS.

SAY, CRUTCH... WHEN WAS THE LAST TIME WE SAW A TWO-CREDIT HOOKER?

WHEN WAS THE LAST TIME YOU GOT HOLOS FROM HOME?

WHY, YOU LITTLE . . .



NOW WAIT, FRIEND, WE DON'T WANT ANY TROUBLE. AFTER ALL, WE'RE ALL ON THE SAME SIDE.

THAT AIN'T WHAT I'VE HEARD . . .



YEAH . . . AND ISN'T IT TRAGIC WHEN SIBLINGS MARRY?

SHERIDAN!



THOK!



I KNEW THIS WOULD BE INTERESTING!

WHAT THE HELL?!



JGRK!



INTERESTING, MY ASS!



THIS LOOKS LIKE OUR TABLE.

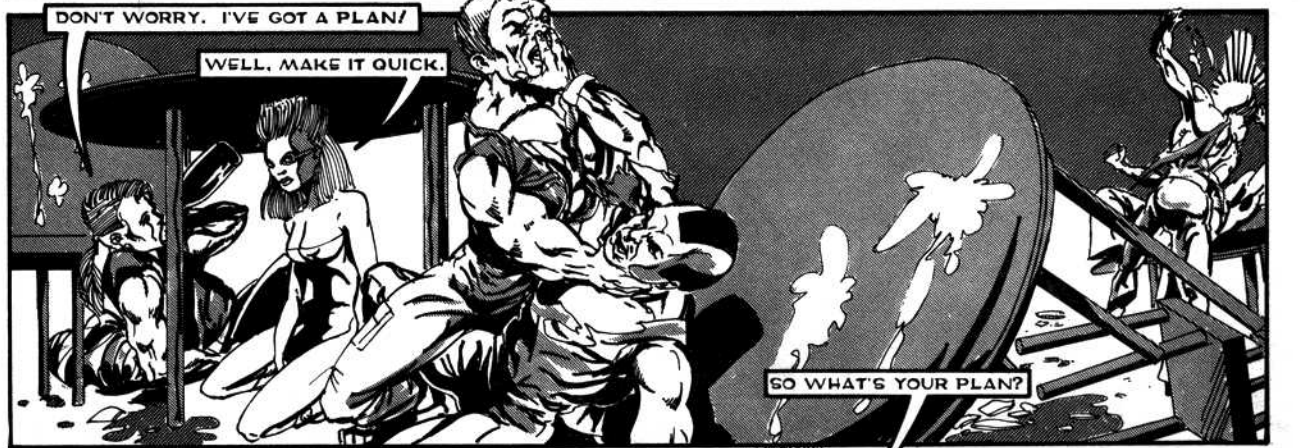
LET US TAKE OUR LEAVE, MY DEAR.

UHHH ... SURE.





HEY! HE CAN'T DO THAT TO MY LIEUTENANT.



DON'T WORRY. I'VE GOT A PLAN!

WELL, MAKE IT QUICK.

SO WHAT'S YOUR PLAN?



THIS!

WHY DID YOU HESITATE BEFORE HELPING OUT?



HI.

I CAN'T WASTE GOOD LIQUOR. BY THE WAY, LIEUTENANT, I WANT YOU TO MEET MUFFY, THE GIRL OF MY DREAMS.



GO ON . . . I'LL GET THE OTHERS.

O.K. COME ON, MUFFY.



NOW I HAVE TO GET SHERIDAN. .
WONDERFUL.

I LOVE IT!

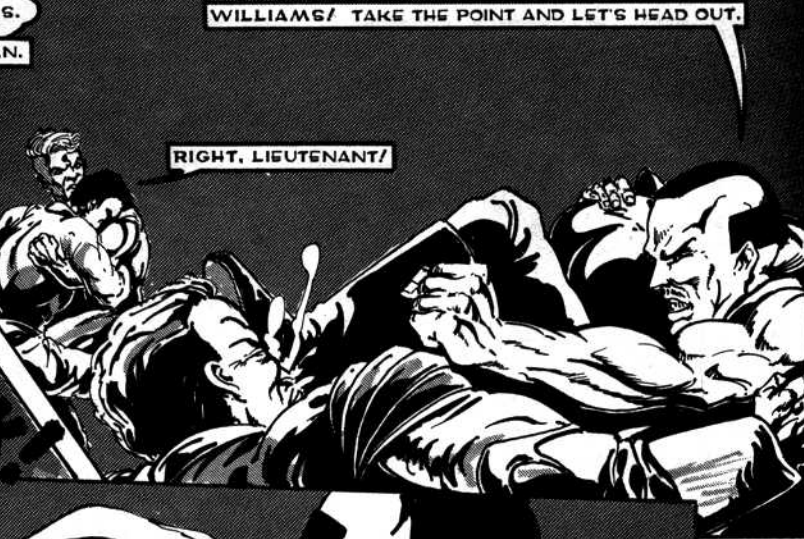


SHERIDAN!



I DON'T NEED THIS.

GORRY, SHERIDAN.



WILLIAMS! TAKE THE POINT AND LET'S HEAD OUT.

RIGHT, LIEUTENANT!



SMACK



SHERIDAN, IF THE CAPTAIN
FINDS OUT ABOUT THIS . . .



GO MUFF, WHAT'S A NICE GIRL LIKE YOU DOING IN A DIVE LIKE THIS?

LOOKING FOR SOMEONE CHEAP AND SUPERFICIAL.

PERFECT.



OH, DAMN!




UMN ...

HI ...

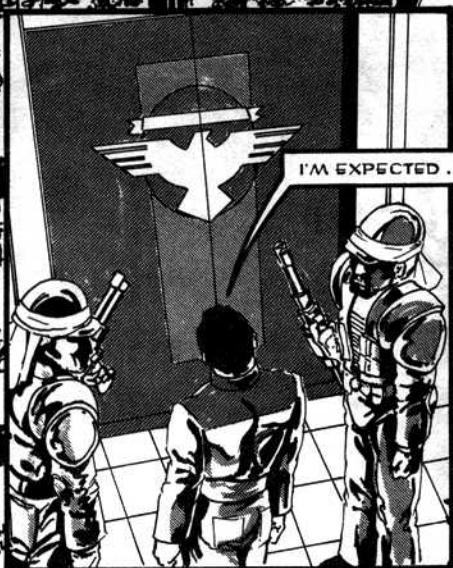
WELL CAPTAIN ...

AH IT'S NOT ...



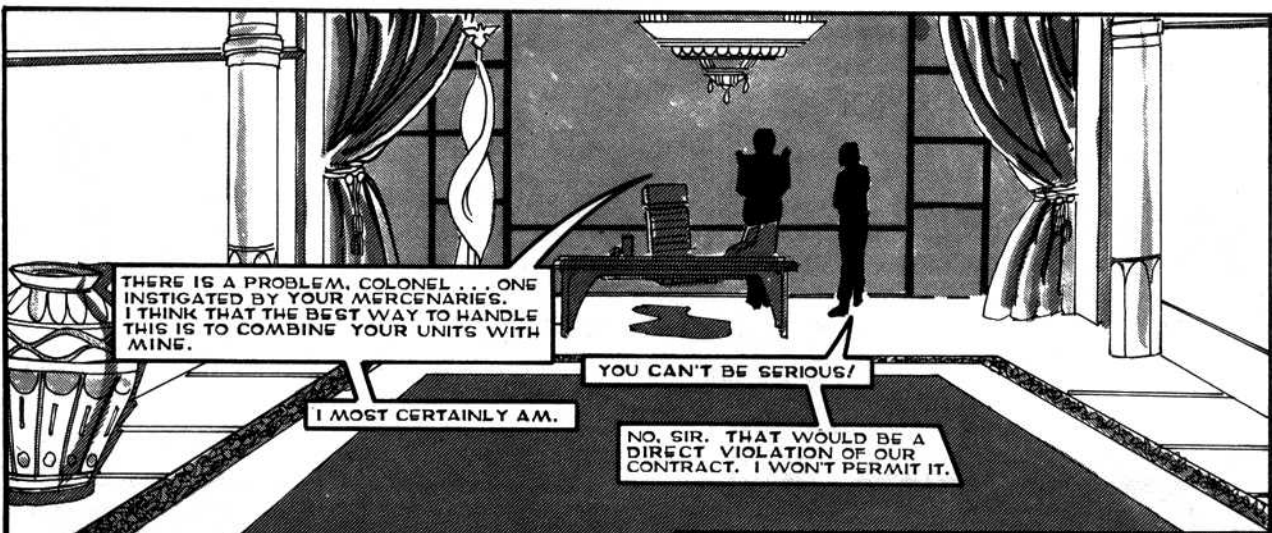
I DON'T EVEN WANT TO HEAR IT, IKEDA.

HEADQUARTERS OF ANTON MARIK SELF-DECLARED CAPTAIN-GENERAL OF THE FREE WORLDS LEAGUE NEW DELOS



DATE: JULY, 3014

I AM NOT ENTIRELY SURE THAT YOU WILL COME TO THINK SO COLONEL WOLF.



THERE IS A PROBLEM, COLONEL . . . ONE INSTIGATED BY YOUR MERCENARIES. I THINK THAT THE BEST WAY TO HANDLE THIS IS TO COMBINE YOUR UNITS WITH MINE.

YOU CAN'T BE SERIOUS!

I MOST CERTAINLY AM.

NO, SIR. THAT WOULD BE A DIRECT VIOLATION OF OUR CONTRACT. I WON'T PERMIT IT.

YOU ARE IN NO POSITION TO ARGUE, COLONEL WOLF.

ON THE CONTRARY, DUKE. IF YOU VIOLATE OUR CONTRACT, THE BROKERS ON TAU CETI WOULD STILL COMPENSATE US, AND YOU'D BE MINUS YOUR MOST EFFECTIVE STRIKE FORCE.

YOUR BEST STRATEGY WOULD BE TO USE MY REGIMENTS FOR HIT-AND-RUN ATTACKS. I'VE WORKED OUT A DETAILED PLAN. .

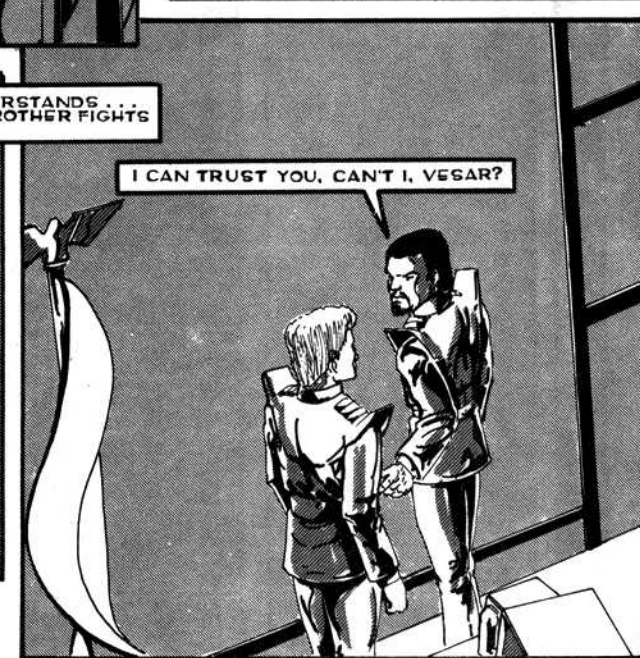
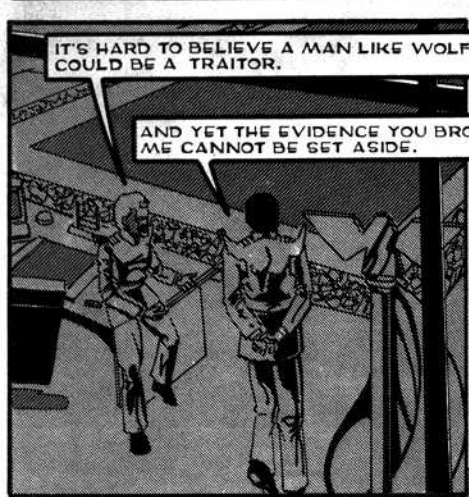
THAT WILL BE FINE, COLONEL. LEAVE JOSHUA HERE TO ACT AS LIAISON, AND GIVE ALL THE SPECIFICS TO COLONEL MENDOZA. YOU MAY LEAVE.

GOOD DAY, YOUR LORDSHIP.

YOU HEARD?

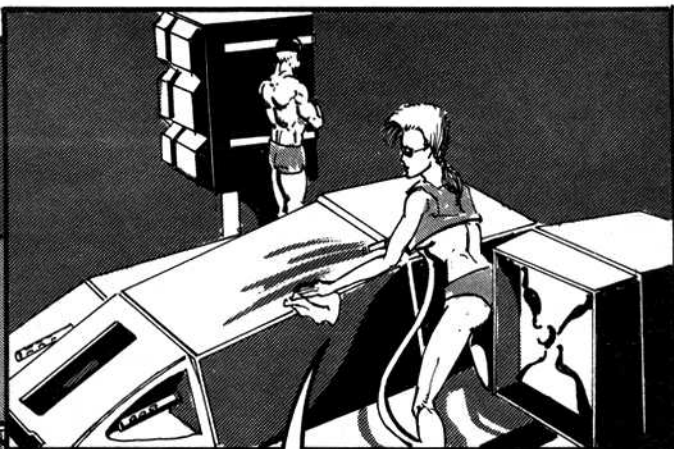


YES, I HEARD.



THIS WOULD BE A HELL OF A LOT EASIER IF YOU HADN'T HIT ME SO DAMN HARD.

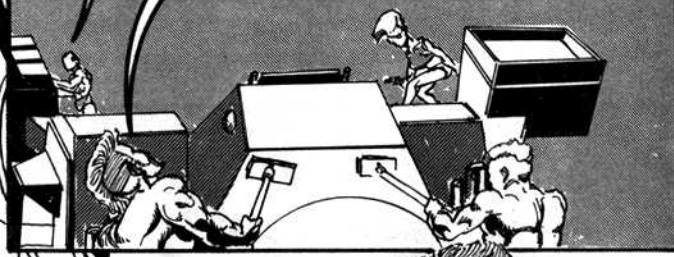
HELL, IF HE HADN'T HIT YOU, WE WOULD STILL BE THERE.



I DIDN'T SAY NOT TO HIT ME, JUST NOT SO HARD, LORD, HOW MY HEAD HURTS.

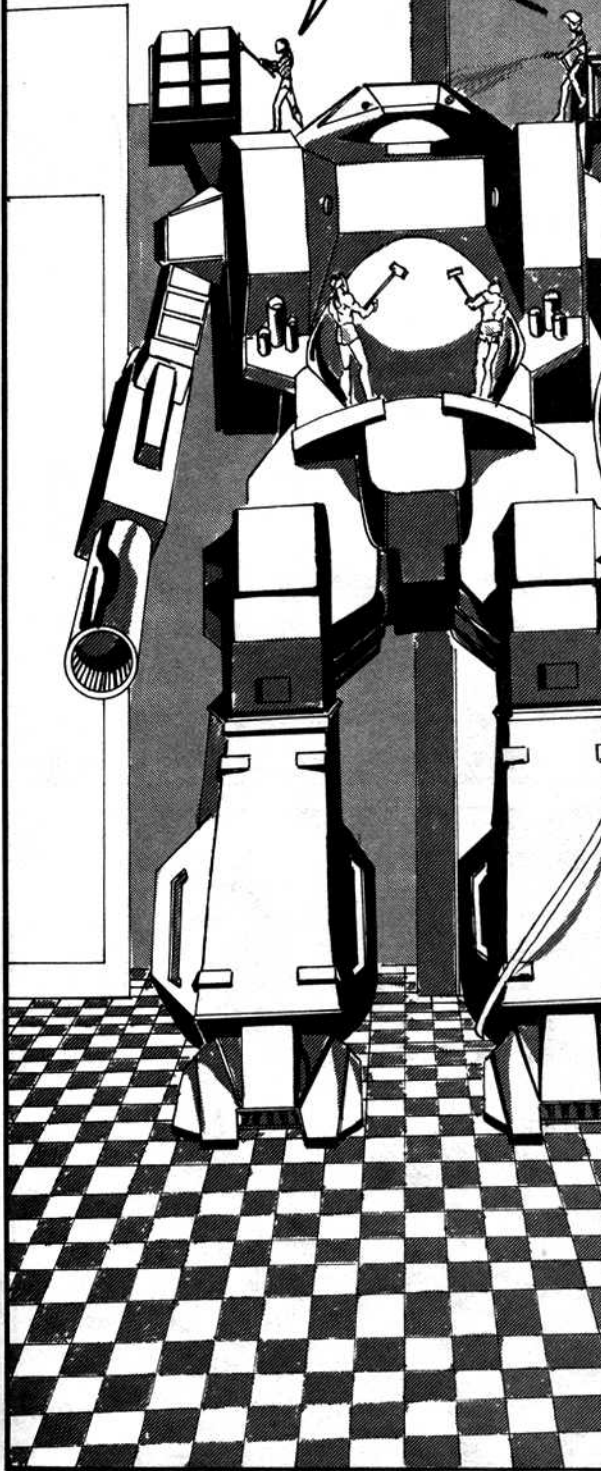
THE LADY ABOUT GAVE YOU A PERMANENT PAIN IN SOME OTHER DIRECTIONS.

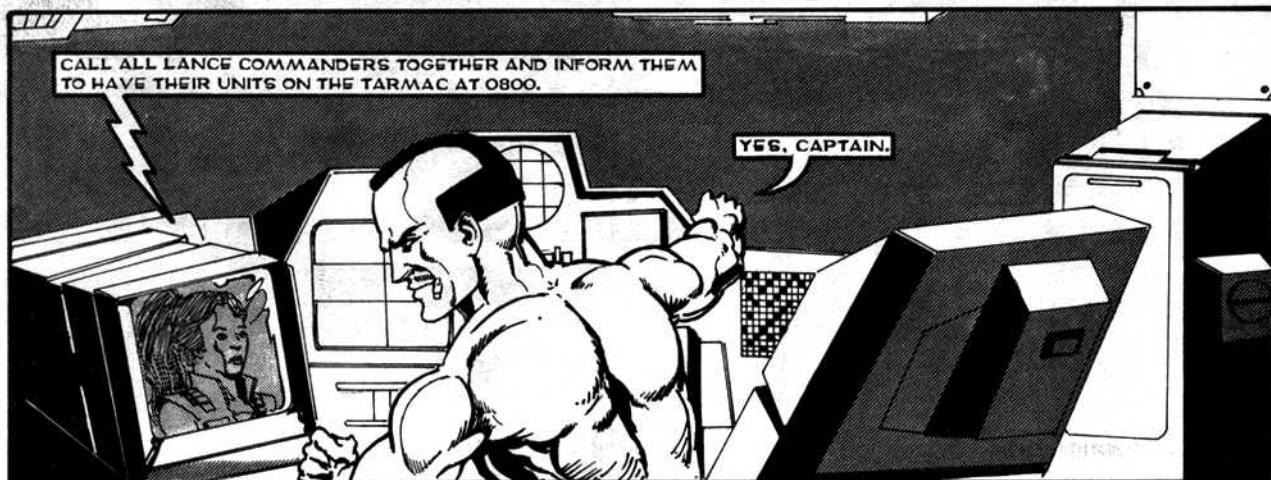
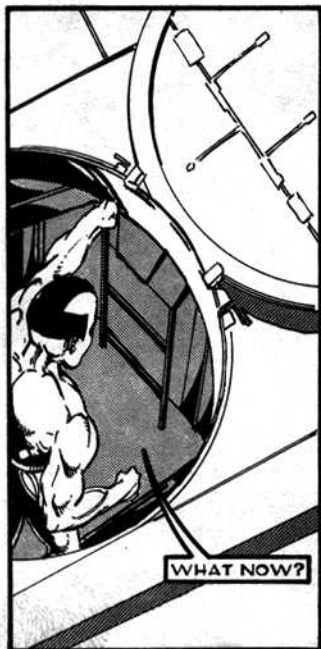
YOUR HEAD? MY LIFE IS SHATTERED! THE GIRL OF MY DREAMS IS GONE.



SORRY I MISSED HER.

ALL IN ALL, I FIGURE WE GOT OFF EASY. HOW LONG CAN IT TAKE TO WASH TEN 'MECHS?





FINAL CHECK... ALL PERSONNEL
SOUND OFF TO YOUR LANCE COMMANDERS.
COMMAND LANCE, REPORT!

MECHWARRIOR
COLIN MACLAREN,
MARAUDER, CHECK!

MECHWARRIOR
LYNN SHERIDAN,
CRUSADER, CHECK!

"FIRE LANCE, REPORT!"
MECHWARRIOR
MICHAEL ANDREWS
SHADOW HAWK,
CHECK!

MECHWARRIOR
NIKOLAI KONIEV,
WASP, CHECK!

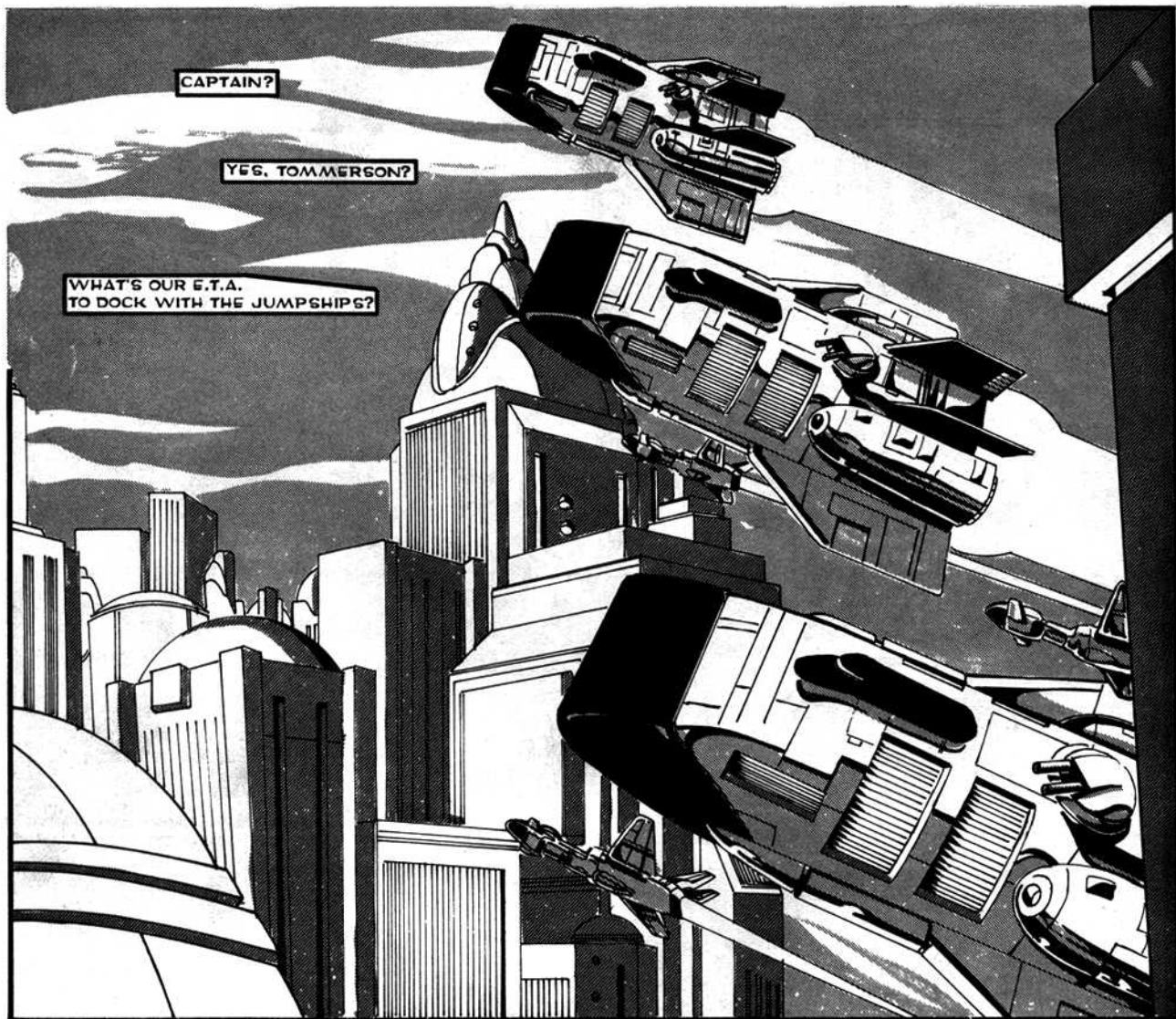
MECHWARRIOR
AKIRA HARLOWE,
THUNDERBOLT, CHECK!

LIEUTENANT
TAKIRO IKEDA,
ARCHER, CHECK/
FIRE LANCE, CHECK!

RECON LANCE, REPORT!
MECHWARRIOR
PIET NICHOLS,
PHOENIX HAWK, CHECK!

MECHWARRIOR
STEVE TOMMERSOM,
HORNET, CHECK!

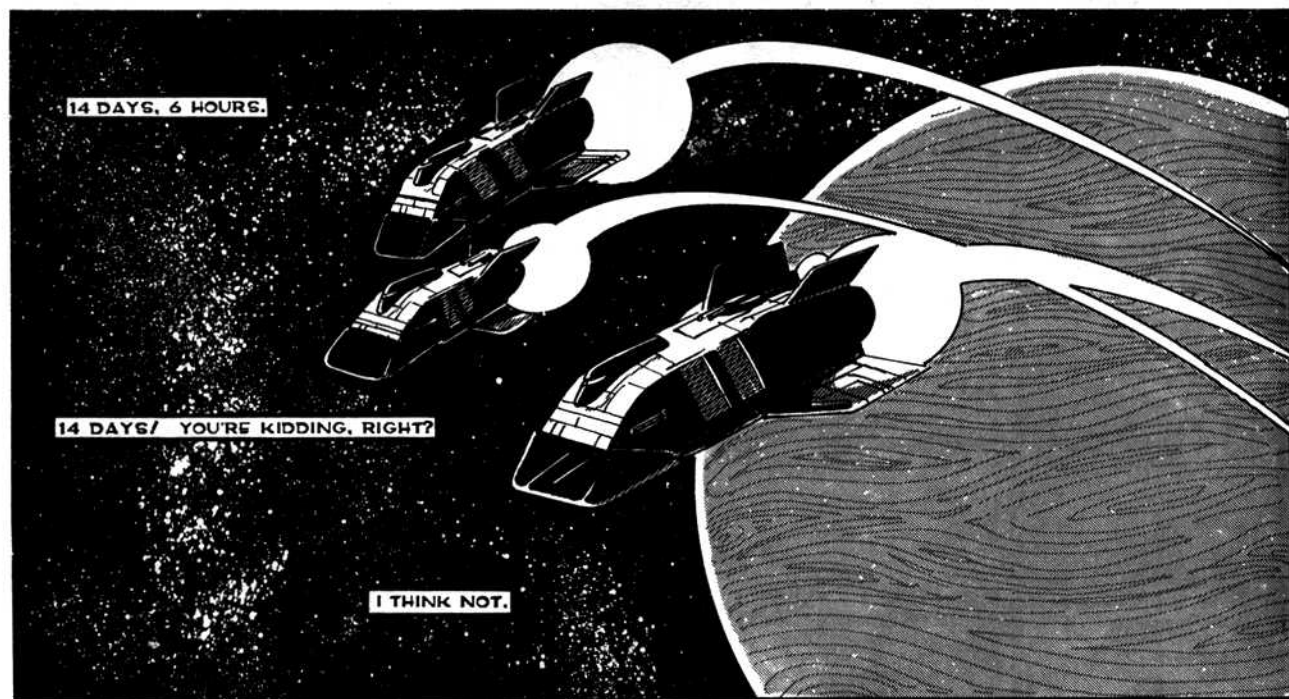
LIEUTENANT
ARTHUR WILLIAMS,
LOCUST, CHECK/
RECON LANCE, CHECK!



CAPTAIN?

YES, TOMMERSON?

WHAT'S OUR E.T.A.
TO DOCK WITH THE JUMPSHIPS?



14 DAYS, 6 HOURS.

14 DAYS/ YOU'RE KIDDING, RIGHT?

I THINK NOT.



15 DAYS AND 21 HOURS
OUT OF NEW DELOS

ZENITH JUMP POINT, ARIEL

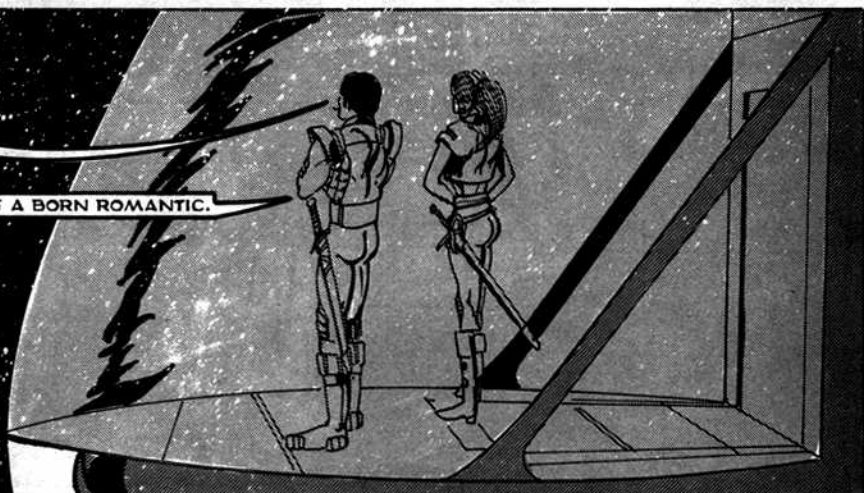
I LOVE THIS PART, THE WAY THOSE SAILS UNFURL . . .

MAC, YOU KNOW THOSE AREN'T SAILS. THEY'RE JUST
ENERGY COLLECTORS FOR THE KEARNY/FUCHIDA DRIVE.

OF COURSE, I KNOW.
BUT I LIKE TO THINK OF
THEM THAT WAY.

MAC, YOU'RE A BORN ROMANTIC.

YEAH . . . WELL . . .
WE SHOULD BE GETTING BACK.



**ELSEWHERE
ABOARD...**

COLONEL WOLF?

HAVE OUR MEN RECOVERED
FROM THE TRANSIT EFFECTS?

DAMN IT!
WHAT NOW?

NOT YET, SIR, BUT THERE'S
A MESSAGE ON THE COMSTAR LINK.

A MESSAGE FOR YOU, SIR.
IT'S SUBSPACE ACROSS THE COMSTAR RELAY.


SO I'VE BEEN TOLD.




THIS IS COLONEL JAIME WOLF
BEGIN TRANSMISSION.



TO COLONEL JAIME WOLF,
FROM DUKE ANTON MARIK,
CAPTAIN-GENERAL OF
THE FREE WORLDS LEAGUE.



THIS IS TO INFORM YOU
THAT MAJOR JOSHUA
WOLF AND 27 MEMBERS
OF YOUR HOUSEHOLD AND
STAFF HAVE BEEN
ARRESTED.



THEY WILL CONTINUE TO BE HELD UNTIL SUCH TIME AS YOU
COMPLY WITH MY ORDERS TO PLACE YOUR UNITS AT THE
DISPOSAL OF MY LINE OFFICERS. FAILURE TO OBEY THESE
ORDERS WILL RESULT IN THE EXECUTION OF ALL PRISONERS
WITHIN 14 STANDARD DAYS FROM THIS TRANSMISSION.



SIR, THEY WANT TO KNOW
IF YOU WISH TO REPLY?



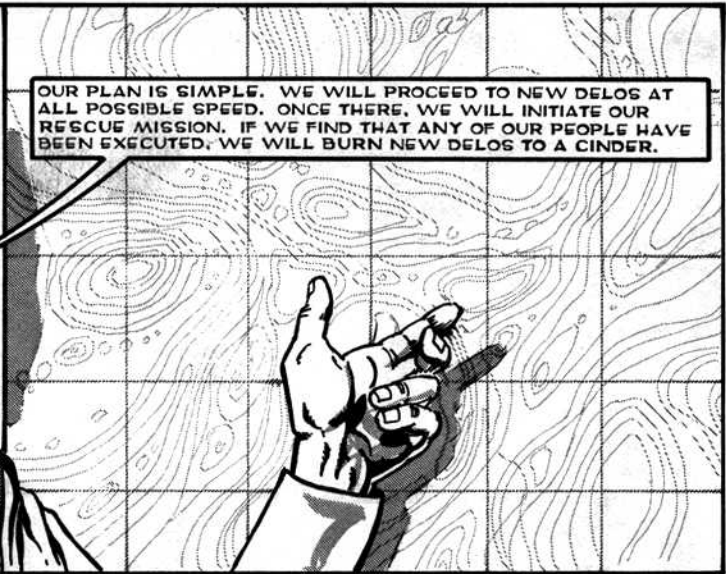
YES, I WILL REPLY...



BUT I WILL DELIVER
IT IN PERSON.



OUR PLAN IS SIMPLE. WE WILL PROCEED TO NEW DELOS AT ALL POSSIBLE SPEED. ONCE THERE, WE WILL INITIATE OUR RESCUE MISSION. IF WE FIND THAT ANY OF OUR PEOPLE HAVE BEEN EXECUTED, WE WILL BURN NEW DELOS TO A CINDER.



ANY PROBLEMS?

NONE HERE, SIR.



DISMISSED! CAPTAIN KERENSKY, YOU WILL REMAIN.

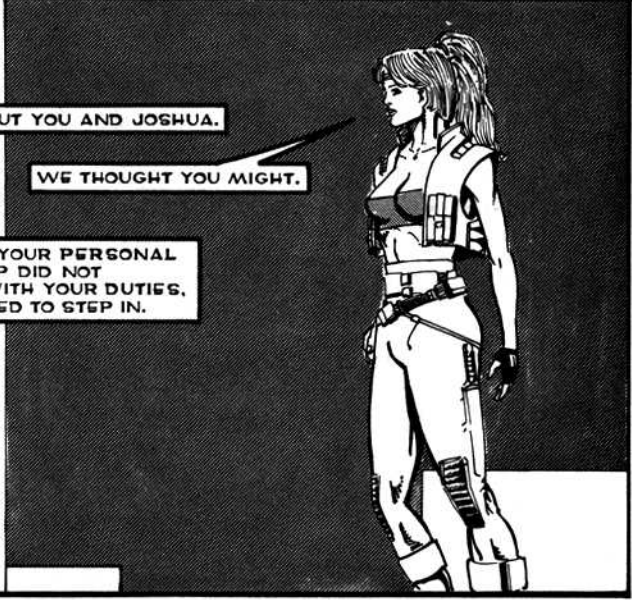
YES, SIR.



I KNOW ABOUT YOU AND JOSHUA.

WE THOUGHT YOU MIGHT.

AS LONG AS YOUR PERSONAL RELATIONSHIP DID NOT INTERFERE WITH YOUR DUTIES, I SAW NO NEED TO STEP IN.





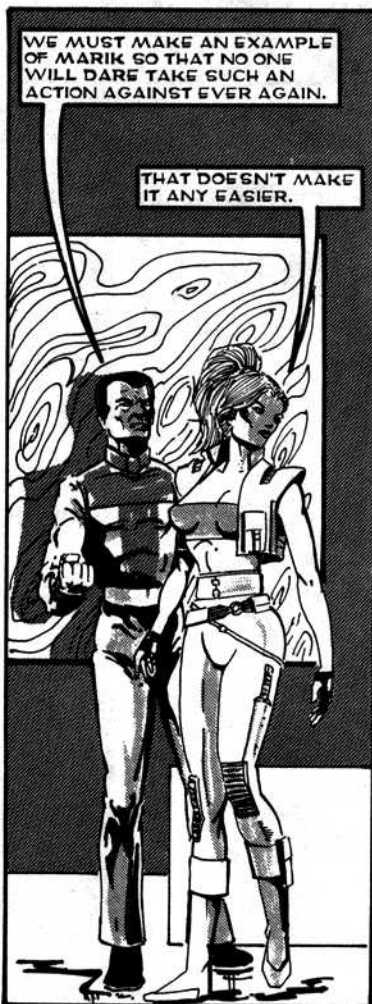
EVEN THOUGH YOUR COMPANY ISN'T AT FULL STRENGTH, I WANT YOU TO LEAD THE STRIKE FORCE AGAINST MARIK'S STRONGHOLD.

THEN, YOU THINK THE DUKE WILL EXECUTE HIM?



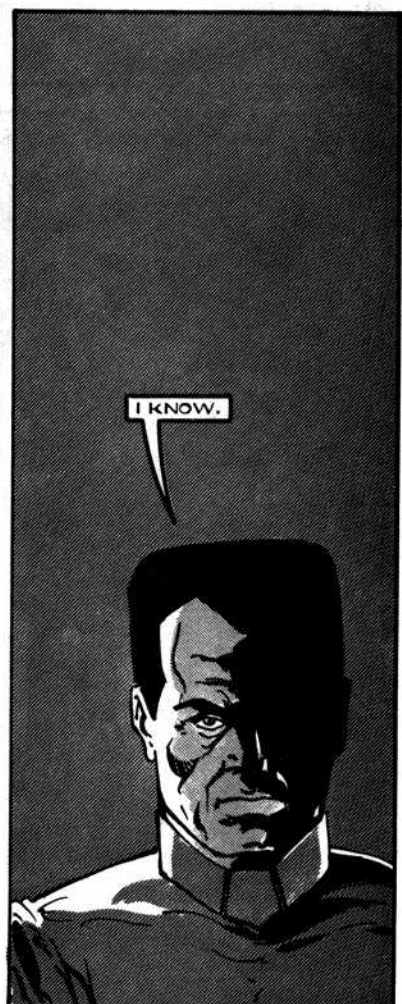
THAT'S NOT THE POINT.

WE HAVE TO ESTABLISH, NOW, WHAT HAPPENS WHEN SOMEONE TAKES ONE OF OUR PEOPLE.



WE MUST MAKE AN EXAMPLE OF MARIK SO THAT NO ONE WILL DARE TAKE SUCH AN ACTION AGAINST EVER AGAIN.

THAT DOESN'T MAKE IT ANY EASIER.



I KNOW.

ANTON MARIK'S HEADQUARTERS NEW DELOS

IT'S UNTHINKABLE...
NO RESPONSE...
NO RESPONSE AT ALL.
HOW DARE HE?

AND WHAT IF
HE DOESN'T?
WHAT THEN?

THERE ARE STILL SEVERAL
HOURS LEFT. ONCE WOLF
REALIZES WE AREN'T
MAKING IDLE THREATS,
HE WILL COMPLY
WITH YOUR ORDERS.

WHY, THEN IT'S SIMPLE...

WE KILL HIS BROTHER.

THAT'S RIGHT, DUKE... KILL ME...
THEN KILL THE OTHERS. JAIME WILL
BURN THIS PLANET TO A CINDER.

WE WERE EXPENDABLE
FROM THE FIRST MINUTE.
HE LIFTED THOSE DROPSHIPS.
HE KNEW SOMETHING LIKE
THIS WOULD HAPPEN. . .



I WAS LEFT BEHIND SO WE'D FIND OUT WHERE YOUR LOYALTIES LIE.



NOW HE KNOWS... EVERYTHING.



BOP!

NOW!

WAP!



GET DOWN, MILORD.

FWAM!





OH GODS, OH GODS...
YOU'VE DONE IT...
YOU'VE KILLED HIM.



IT HAD TO BE SO. YOUR
GRACE. HE INTENDED
TO KILL YOU. MORE
PROOF OF WOLF'S
TREACHERY.

BUT THE BLOOD...
GODS. THE BLOOD.



INFORM WOLF OF THE EXECUTION OF
HIS BROTHER AND THE OTHERS.
THAT SHOULD CATCH HIM OFF GUARD.



FINE, FINE. JUST REMOVE THIS
THING FROM MY PRESENCE.

ON WOLF'S DROPSHIP UPON RETURN TO NEW DELOS

ANYTHING?

NOTHING, SIR.

I CAN'T UNDERSTAND IT... HE SHOULD KNOW WE'RE HERE.

GET ME KERENSKY'S COMPANY.

YES

SEEP!
SEEP!
SEEP!

YES?

CAPTAIN KERENSKY, STATUS?

READY, COLONEL. AWAITING DROP.

IT'S A DANGEROUS STRATAGEM, CAPTAIN. TRYING TO SLIP YOUR COMPANY PAST THEM WHILE THEIR AEROSPACE FIGHTERS ARE BUSY WITH OUR MAIN BODY... SCANS ALREADY INDICATE THAT MARIK HAS NAPLAMED THE FOREST BEHIND AND TO THE SIDE OF HIS ESTATE.

HE'S GOING TO TRY AND MAKE IT IMPOSSIBLE TO CROSS THAT STRETCH SO HE CAN CONCENTRATE HIS FIRE POWER IN THE FRONT.

I UNDERSTAND, COLONEL. WHO'S LEADING THE RESCUE PARTY?

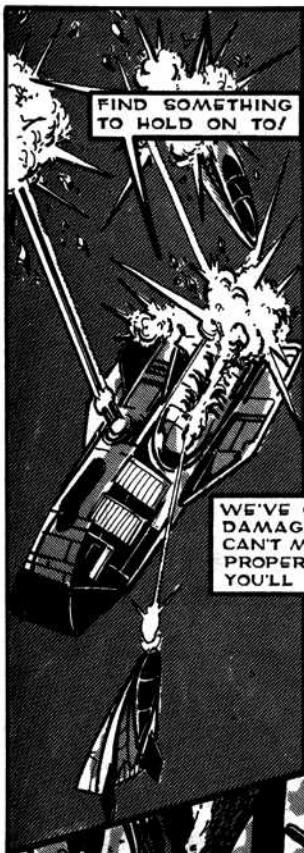
THERE ISN'T NEED FOR ONE.

CAPTAIN KERENSKY, MY BROTHER AND THE REST
WERE EXECUTED BEFORE WE ENTERED ORBIT.



I'M SORRY.



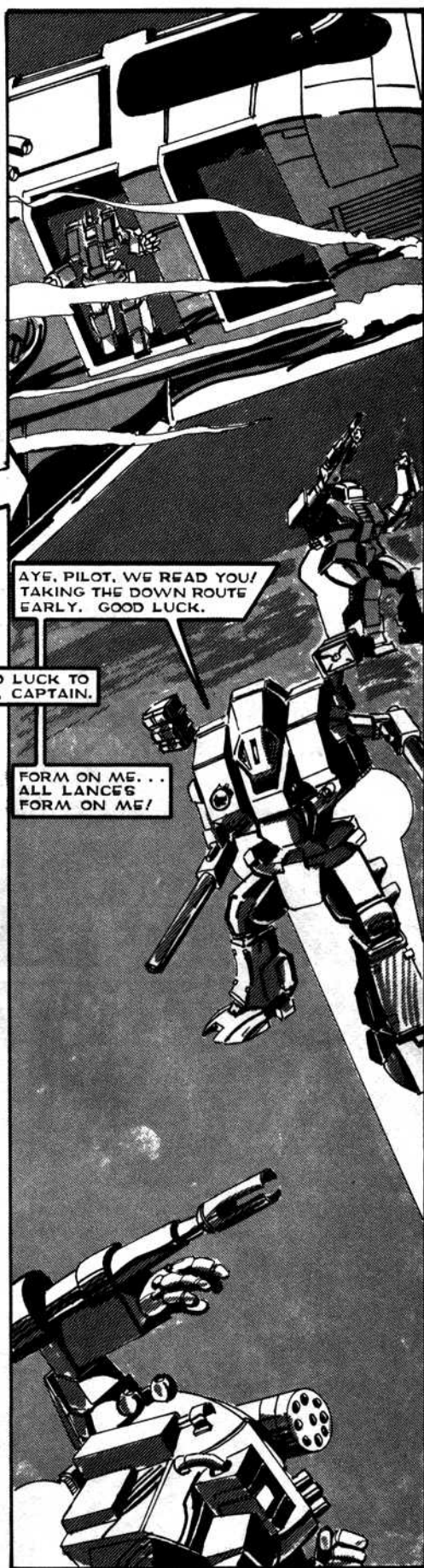


FIND SOMETHING TO HOLD ON TO!

WE'VE GOT CONTROL DAMAGE HERE... CAN'T MAINTAIN PROPER ALTITUDE. YOU'LL HAVE TO BAIL OUT!



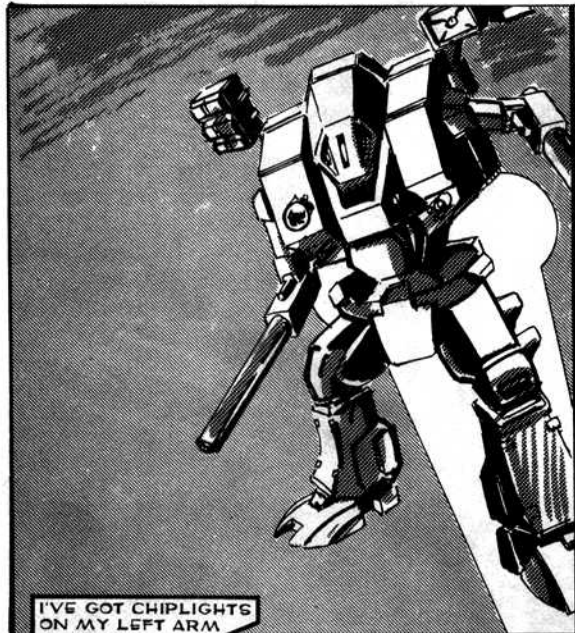
KERENSKY TO PILOT... WHAT'S HAPPENING?



AYE, PILOT, WE READ YOU! TAKING THE DOWN ROUTE EARLY. GOOD LUCK.

GOOD LUCK TO YOU, CAPTAIN.

FORM ON ME... ALL LANCES FORM ON ME!



I'VE GOT CHIPLIGHTS ON MY LEFT ARM ACTUATORS.



REPORT STATUS... WE MAKE THE JUMP ALL RIGHT?



CAPTAIN, WILLIAMS IS OUT OF THE FIGHT I THINK HIS NECK'S BROKE. LOOKS LIKE JET FAILURE.

DAMN! LEAVE HIM... WE DON'T HAVE TIME NOW.

AYE, CAPTAIN.



WE HAVE TO GO THROUGH THAT?



YEAH, OR DIE TRYING.

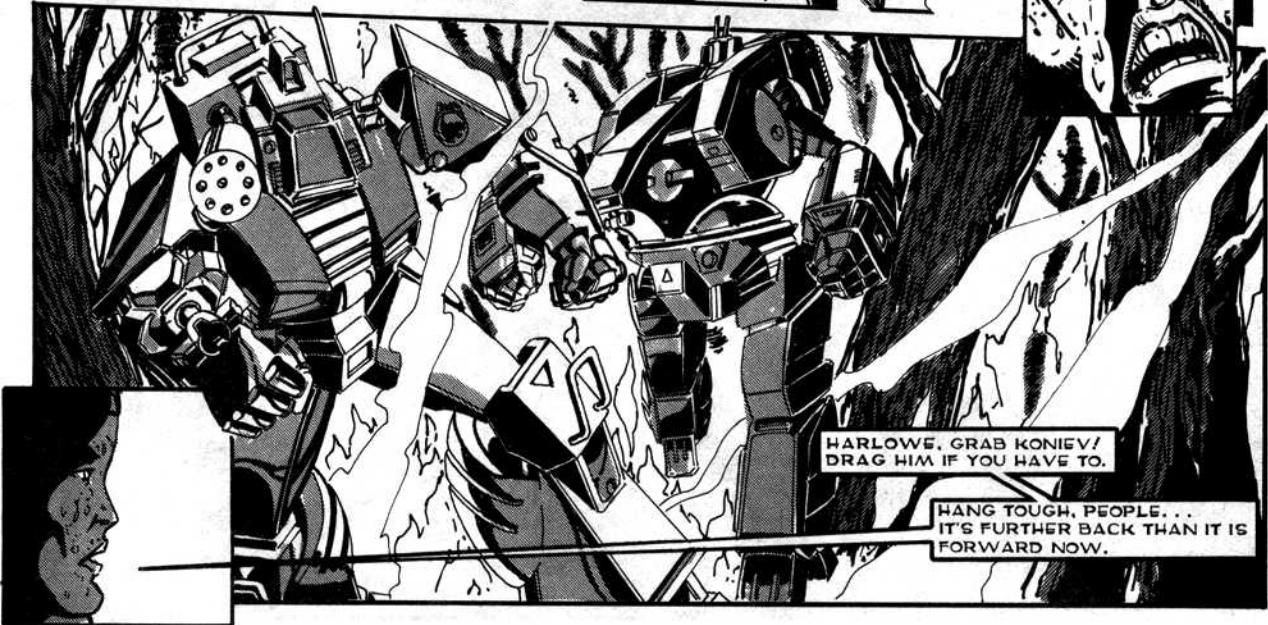


STATUS?

I'VE GOT CHIPLIGHTS ON COOLING OVERLOAD ALREADY, CAPTAIN.

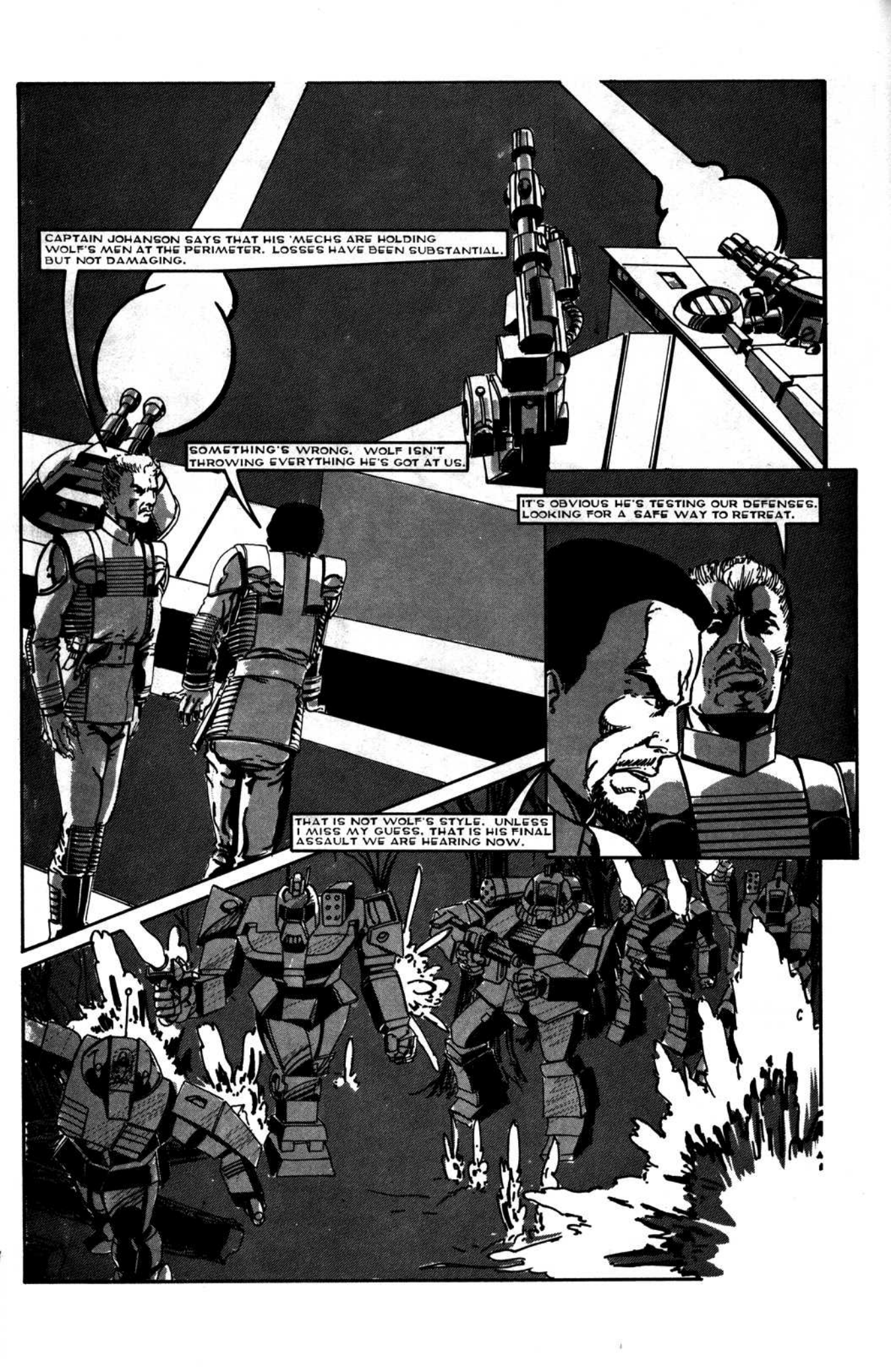
SAME HERE, CAPTAIN.

I'M LOSING LEG AND FOOT ACTUATORS. TOTAL SHUT-DOWN.



HARLOWE, GRAB KONIEV! DRAG HIM IF YOU HAVE TO.

HANG TOUGH, PEOPLE... IT'S FURTHER BACK THAN IT IS FORWARD NOW.

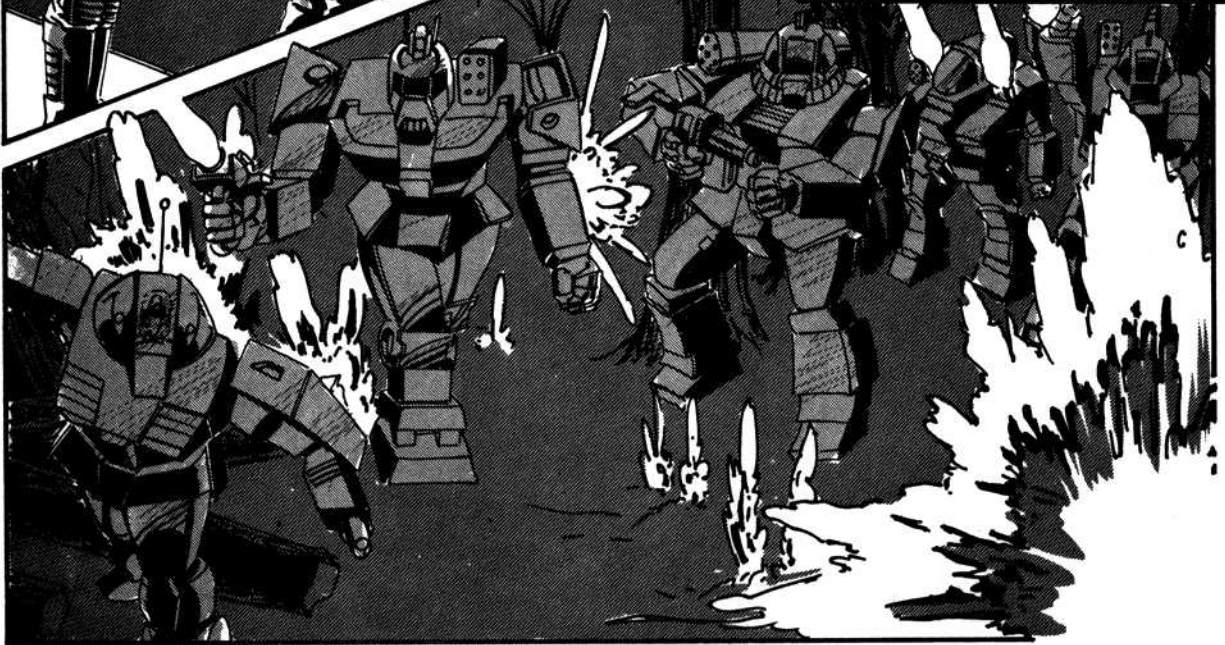


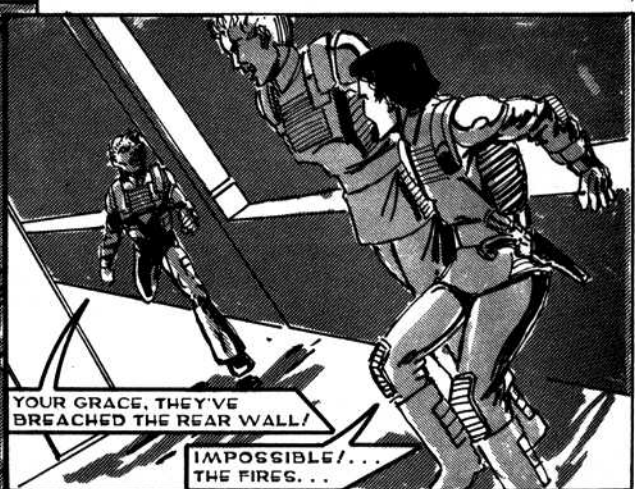
CAPTAIN JOHANSON SAYS THAT HIS 'MECHS ARE HOLDING WOLF'S MEN AT THE PERIMETER. LOSSES HAVE BEEN SUBSTANTIAL, BUT NOT DAMAGING.

SOMETHING'S WRONG. WOLF ISN'T THROWING EVERYTHING HE'S GOT AT US.

IT'S OBVIOUS HE'S TESTING OUR DEFENSES. LOOKING FOR A SAFE WAY TO RETREAT.

THAT IS NOT WOLF'S STYLE. UNLESS I MISS MY GUESS, THAT IS HIS FINAL ASSAULT WE ARE HEARING NOW.



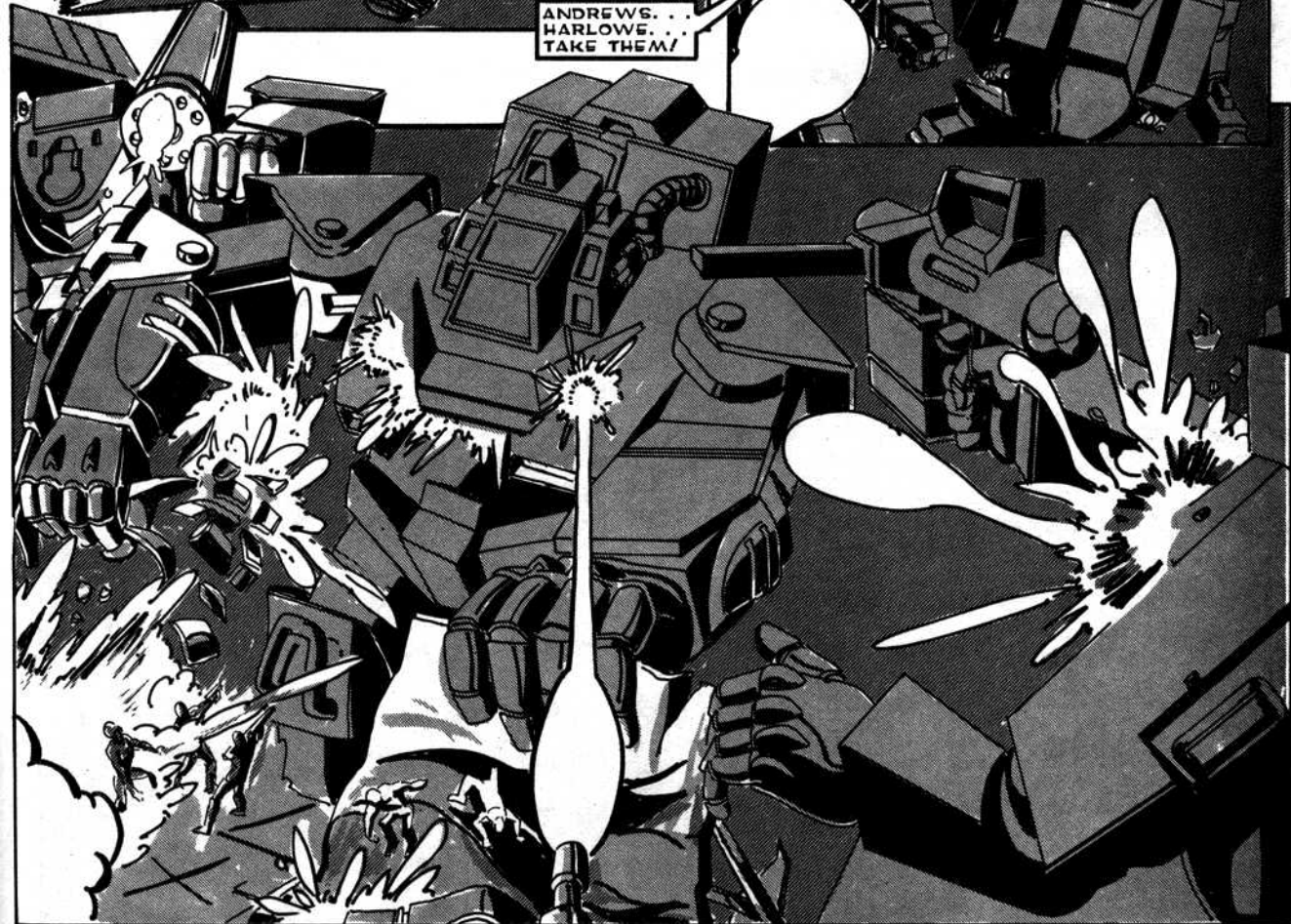
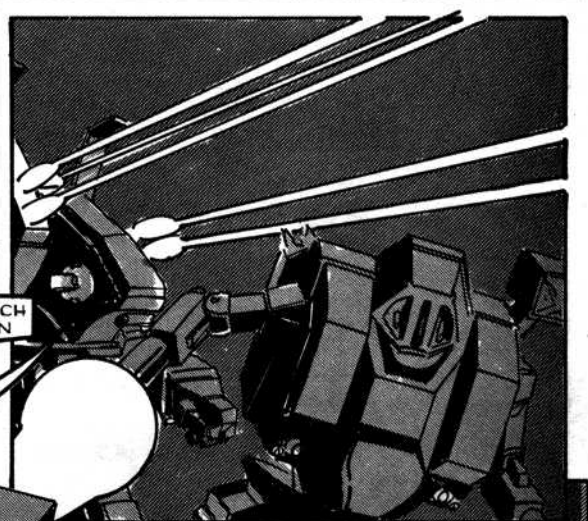


YOUR GRACE, THEY'VE BREACHED THE REAR WALL!

IMPOSSIBLE!... THE FIRES...

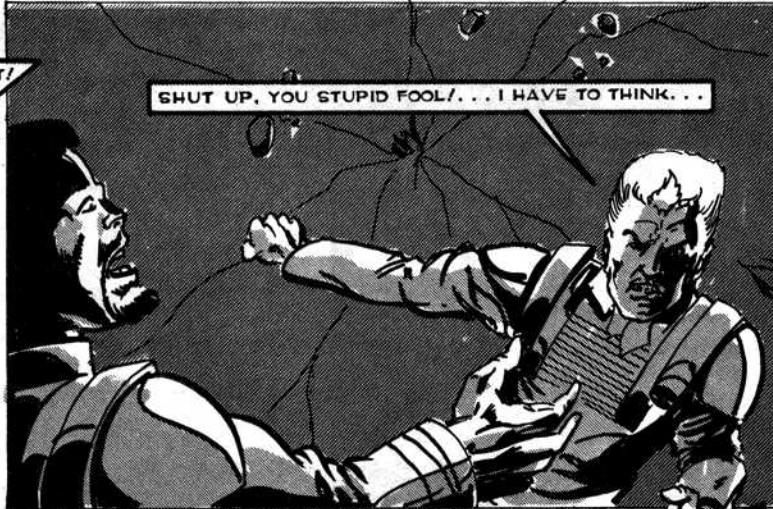
IKEDA, MOVE YOUR MEN TO BREACH THE WALL! TAKE OUT THOSE GUN EMPLACEMENTS!

ANDREWS... HARLOWE... TAKE THEM!

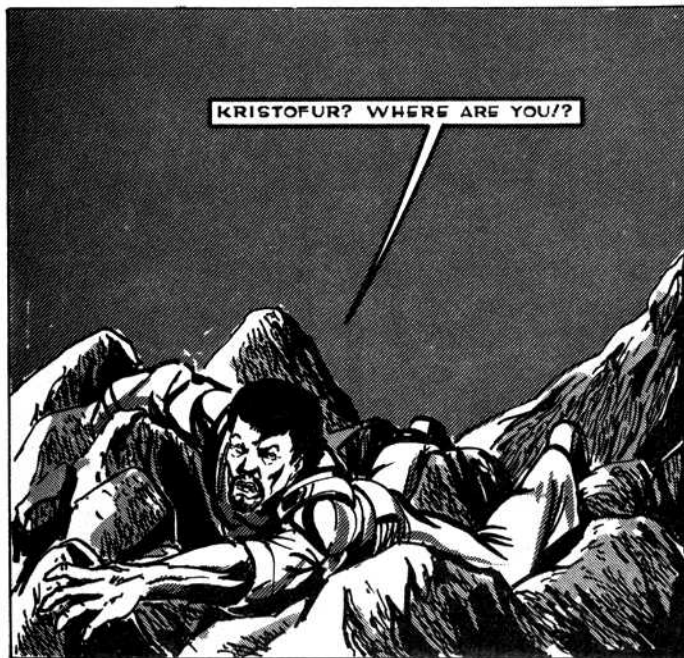




THIS IS YOUR FAULT!
YOU DID THIS. . .



SHUT UP, YOU STUPID FOOL! . . . I HAVE TO THINK. . .



KRISTOFUR? WHERE ARE YOU??



NO! YOU CAN'T LEAVE ME.
IT'S NOT MY FAULT!!

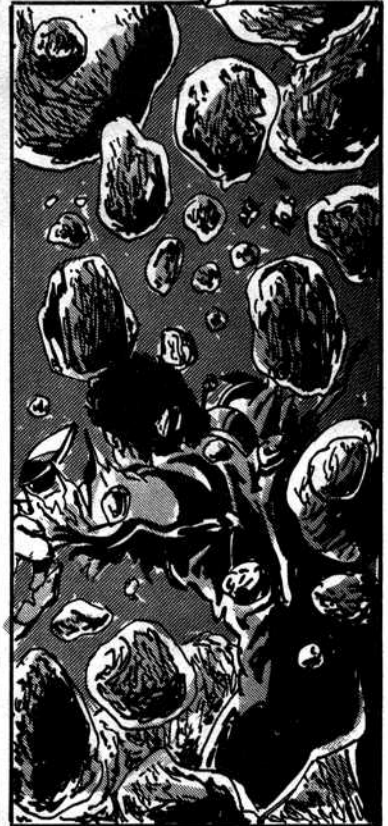


MARIK!!

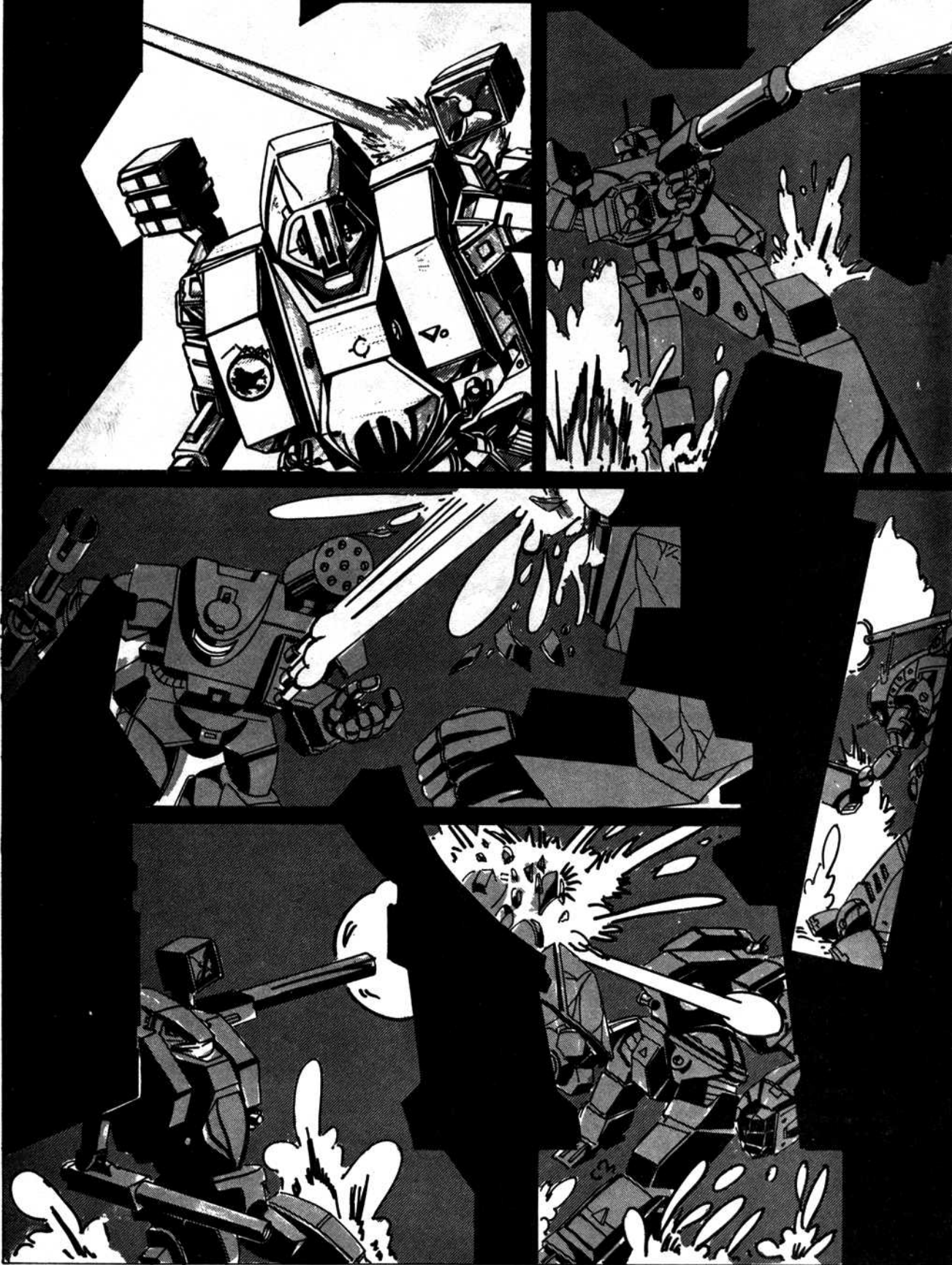
NO. NO. NO. STAY AWAY! IT'S HIS FAULT!



YOU PATHETIC BASTARD! KILLING YOU NOW WOULD BE MERCIFUL!



THE FIGHT RAGED INTO THE NIGHT AND CONTINUED THROUGH THE NEXT TWO DAYS. WOLF'S REGIMENT MERCILESSLY CARRIED OUT JOSHUA'S THREAT TO BURN THE PLANET TO A CINDER.



EPILOGUE

**COMSTAR
HEADQUARTERS,
EARTH**

WHY, PRIMUS?

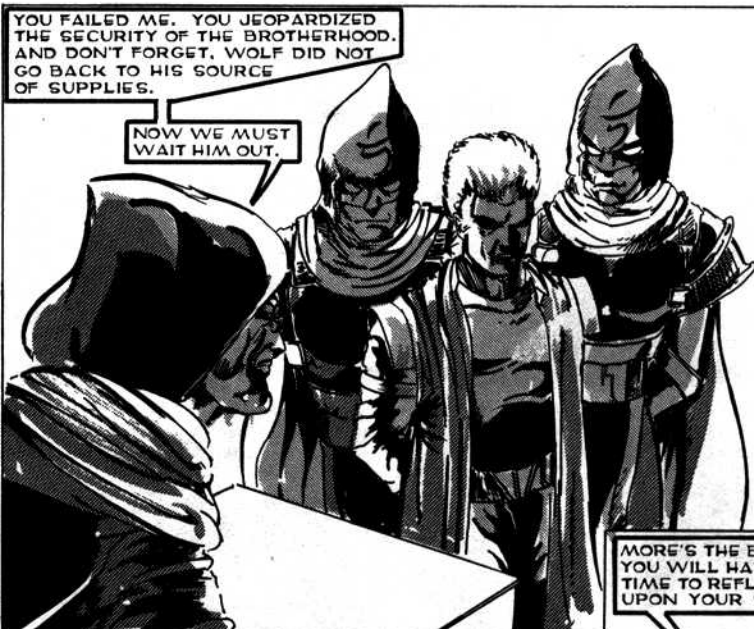
YOU FAILED ME. YOU JEOPARDIZED
THE SECURITY OF THE BROTHERHOOD.
AND DON'T FORGET, WOLF DID NOT
GO BACK TO HIS SOURCE
OF SUPPLIES.

NOW WE MUST
WAIT HIM OUT.

MORE'S THE BETTER.
YOU WILL HAVE MUCH
TIME TO REFLECT
UPON YOUR SINS.

YOU WILL DO SO ON
ALPHA HYDRI.
SUCH IS OUR MERCY.

MY LORD PRIMUS, THAT'S
FIVE PARSECS FROM ANY
INHABITED REGION.



ON NEW DELOS

NOT BAD FOR A BUNCH OF LOSERS AND MISFITS, JOSHUA. YOU'D HAVE BEEN PROUD OF THEM.

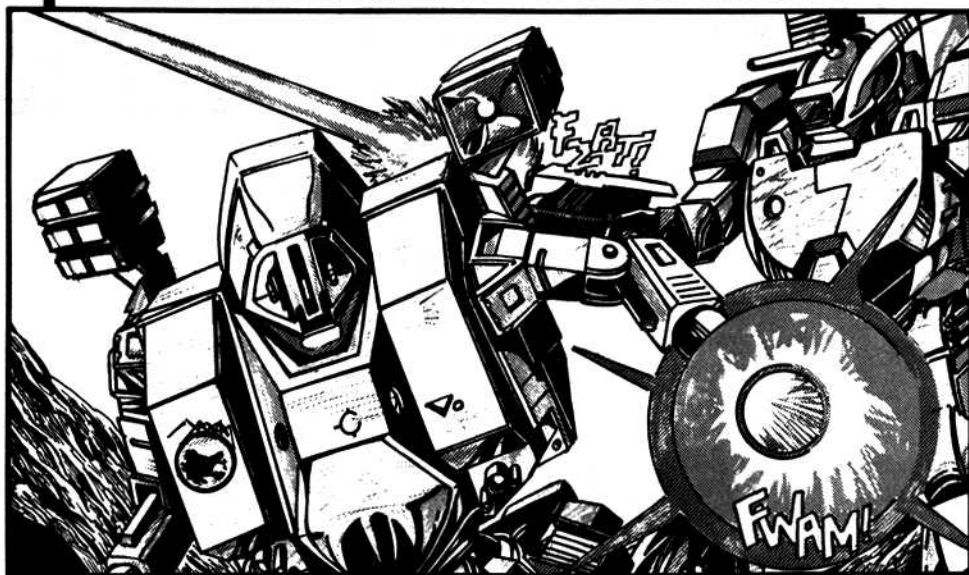
HE PAID, JOSHUA. THERE'LL NEVER BE ANOTHER OF THIS REGIMENT'S MEN OR FAMILIES TAKEN.

I HOPE THAT THOUGHT IS A COMFORT TO YOU.

JOSHUA WOLF
WIFE: M. PARENT, BROTHER:
DIED - 3015

END

NATASHA'S SURPRISE



THE BIGGER THEY ARE...



NOT A DROP TO DRINK



NATASHA'S SURPRISE

HOLD BACK THE TIDE

Ridin' a 'Mech can be pretty great sometimes. Like when things go right and you thunder your 'Mech under a conquering flag through the city streets.

But just as often things can go very, very wrong. And then it's not so much fun.

Take the time on Calloway VI. We 'd been ridin' pretty high against Janos Marik's regiments all across the Free Worlds League. It had been a good contract, and it looked like a bonus was in the offing if we could just hang together a little longer. Nova Roma, Emris IV, and Sophie's World fell like limestone under the feet of our 'Mechs. Then came Calloway VI, and the party was over for good.

First, the DropShips scattered us across the zone with reckless abandon. Then there was the little matter of the communication foul-up and the master plan codes being assigned improperly. Some days it just doesn't pay to power up. By the time that mess was worked out, the Marik loyalists had tactical position on us, and the rout was on.

The Marik revolutionary forces were making rubble on their way back to the DropShips. Someone had to hold back the tide while the rest of the Dragoons got offworld. Our company got the job.

We knew where the enemy would be coming from and when they would be coming. The only route open to them was through the canyons to the north. That would funnel them right into our hands. If we only knew what to do with them once we got them....

We had another problem—the oil refinery. It had originally been our objective. Now it had turned from asset to liability. It was going to be hard defending that timebomb without taking a lot of heat.

Ikeda and I looked at what we had to work with, which to me was nothing more than a lot of sand. But it was more than that to Ikeda.

"Captain," Ikeda said, "if it's so high you can't get over it—"

Smiling, I continued the phrase, "And so wide you can't go around it—"

"Well, then, Captain," he said, grinning, "just maybe we can go lower than most people think."

(continued on following page, column 2)

GAME SET-UP

Layout the two **BattleTech** maps as shown on page 5, with their blank sides up. Use extra dice, preferably of the same color, to mark the location of the refinery storage tanks. Have each of these die set with one pip showing on top of the die. Prepare **BattleTech** Record Sheets for each 'Mech involved in the action. Before play begins, roll one die to determine randomly the direction of the wind.

This scenario is designed for use with **BattleTech** Advanced Rules, using the Optional Rules for fires and their spread.

Defender:

Black Widow Company, as of 3014, consists of:

Command Lance

- Warhammer* (Kerensky; *Piloting* Skill 4, *Gunnery* Skill 4)
- Marauder* (Maclaren; *Piloting* Skill 4, *Gunnery* Skill 4)
- Crusader* (Sheridan; *Piloting* Skill 5, *Gunnery* Skill 5)

Fire Lance

- Archer* (Ikeda; *Piloting* Skill 5, *Gunnery* Skill 4)
- Shadow Hawk* (Andrews; *Piloting* Skill 4, *Gunnery* Skill 3)
- Wasp* (Koniev; *Piloting* Skill 4, *Gunnery* Skill 4)
- Thunderbolt* (Harlow; *Piloting* Skill 5, *Gunnery* Skill 3)

Recon Lance

- Phoenix Hawk* (Nichols; *Piloting* Skill 5, *Gunnery* Skill 4)
- Stinger* (Tommersom; *Piloting* Skill 4, *Gunnery* Skill 4)
- Locust* (Williams; *Piloting* Skill 4, *Gunnery* Skill 3)

Deployment:

The Black Widow company sets up first on any hex location south of the border line as shown on the Northern map.

Kerensky can hide as many 'Mechs as she wants under the sand dunes that surround the plant. Prior to the start of the scenario, the Black Widow player secretly writes down the hex number location of as many hidden 'Mechs as desired. The location of these 'Mechs will not be known to the attacking player until the hidden 'Mechs reveal themselves. (SEE **Hidden 'Mechs** below.)

Attacker:

Command Lance

- Battlemaster* (Sukarto; *Piloting* Skill 4, *Gunnery* Skill 3)
- Marauder* (Ryan; *Piloting* Skill 4, *Gunnery* Skill 4)
- Marauder* (Hawkes; *Piloting* Skill 5, *Gunnery* Skill 5)
- Thunderbolt* (Cirtan-Smyth; *Piloting* Skill 5, *Gunnery* Skill 4)

Fire Lance

- Rifleman* (Chandar; *Piloting* Skill 5, *Gunnery* Skill 4)
- Phoenix Hawk* (Kavala; *Piloting* Skill 5, *Gunnery* Skill 4)
- Phoenix Hawk* (O'Connel; *Piloting* Skill 4, *Gunnery* Skill 3)

Recon Lance

- Wasp* (Murdock; *Piloting* Skill 4, *Gunnery* Skill 4)
- Valkyrie* (Dumbala; *Piloting* Skill 4, *Gunnery* Skill 3)
- Valkyrie* (Petrov; *Piloting* Skill 3, *Gunnery* Skill 3)
- Wasp* (Emerson; *Piloting* Skill 4, *Gunnery* Skill 4)

Deployment:

The Attacker may enter his 'Mechs from any hex along the northern border of the map.

Victory Conditions:

BOTH PLAYERS are subject to the following rewards and penalties:

- | | |
|----------------------------------|-----------------|
| Per enemy 'Mech destroyed | 1 point per ton |
| Per oil tank destroyed | -20 points |
| Per machinery building destroyed | -30 points |

SITUATION: 1115 HOUR (TST) 3014, CALLOWAY VI

DEFENDING PLAYER receives:

Per enemy remaining after turn 10 1 point per ton

ATTACKING PLAYER receives:

Per 'Mech off south border 1 point per ton

At the conclusion of Turn 10, the points are totaled. The player with the most points is the winner. To show his level of victory simply subtract the losing player's points from the victor's total and use the following chart.

Rating	Point Difference
Total Victory	300 POINTS
Strategic Victory	200 POINTS
Tactical Victory	100 POINTS
Marginal Victory	50 POINTS
Even Exchange	25 POINTS OR LESS

Special Rules:

1. **The Wind:** Once at the beginning of each turn, check to determine if the direction of the wind has changed. The Defender rolls the die. On a result of 2-5, nothing changes. If the result is a 1, the wind shifts one hexside clockwise. If the result is 6, the wind shifts one hexside counterclockwise.

2. **The Refinery:** The now-abandoned refinery is a timebomb waiting to go off. There are two types of structures in the refinery itself: equipment and storage tanks. Both will burn furiously once they catch fire. If the storage tanks catch fire, they may blow up, causing additional damage.

Check for the starting of accidental or intentional fires according to the Optional Rules. The refinery machinery buildings will catch fire on a roll of 6 or less. Because the storage tanks are more resistant to such fires, they will catch on a roll of 5 or less.

In addition, each turn a storage tank burns (including the first turn it is on fire), check if the tank explodes. For each turn a tank burns:

a. Roll 2D6. Add the number on top of the die representing the storage tank. If the total is 5 or more, the tank explodes.

b. If the storage tank explodes, any 'Mech in the same hex as the tank will immediately take 10 points of damage and 5 additional points of heat. The oil spilling from the tank will fill the six hexes surrounding the tank, causing fires in all of them. Any 'Mechs in those hexes will take 3 points of damage from the explosion and normal additional heat from the fires.

c. If the storage tank does not explode, the fire continues to burn normally. However, the longer the tank burns, the more likely it is that it will blow up. Therefore, increase the number on the top of the storage tank die by 1. For example, if the die representing the storage tank showed a one on top, turn the die so that it now shows a 2.

The dunes themselves will not burn, unless a tank blows up and spills burning oil into such a hex. All fires started will burn until the end of the scenario. Note that the effects of smoke and the spreading of the fires may change with the wind.

3. **Hidden 'Mechs:** Before the combat begins, Natasha Kerensky has the option of burying many of her 'Mechs in the dunes surrounding the refinery. These remain off the board until they emerge and enter the battle.

These hidden 'Mechs appear at the beginning of Kerensky's Movement Phase. When they emerge, they are placed on the board in the hex that was written down before play began. A 'Mech that has just emerged may not move during the current turn, but may fire. The 'Mech may then move normally in subsequent turns. Any 'Mechs rising from the sand in this way generate 2 points of heat.

Advance elements of the Marik Loyalist forces are approaching a position held by Natasha Kerensky of Wolf's Dragoons during the Battle for Calloway VI. The Loyalists' approach from the north is channeled through canyons into an area of drifting sands surrounding a much-prized oil refinery.

While the Loyalists are aware that the Widows are in the immediate area, Kerensky's exact position is unknown. Having had sufficient time to prepare, Captain Kerensky has hidden her troops in the sand dunes in an effort to surprise the Loyalists and gain the upper hand.

Kerensky has been ordered to hold this position for as long as necessary in order to ensure the safe departure of the retreating Dragoons. The Loyalists must try to blast Kerensky out of their way, for if they can cross the southern border quickly enough, they can catch the Dragoons at their most vulnerable, while loading their DropShips.

The Dragoon's need just a little more time. Kerensky's goal is to give it to them.



(continued from previous page)

So we cooked up a little surprise party for Janos Marik. The sand dunes around the refinery were perfect for the reception Ikeda planned. Too bad we had worked so hard to take that oil-cracker intact, but it couldn't be helped now. If we could hold our ground and the refinery, too, so much the better. If not... Well, you can't lose what you never really had.

So we waited down below where they couldn't see us. We were buying time for people we knew, comrades who had put theirs on the line for us. Now it was our turn.

Just a little time, that's all they needed.

Just a little time....

THE BIGGER THEY ARE...

'MECH JUSTICE

That coolant-sucker Marik turned out to be a cracked block after all. Here we campaign hard for him across the Marik stars to oust his brother, and then he goes crazy on us! Orders old Wolf to throw his men away, all in the name of his 'cause'. We hadn't even been paid on time! Why would we join up with some crusade for a guy whose transmission had slipped?

Then Marik shows what kind of gutless wonder he is by terminating Wolf's brother, just 'cause Wolf won't go along with his static-brained scheme.

We can live without pay. But blood demands blood!

Wolf landed first with the heavy guns. His troops came down like doom on New Delos. Wolf's forces were justice—'Mech justice.

Everything Marik had left he put up against the Dragoons. He even napalmed the forest behind him, just so that he could keep his good front toward Wolf.

But Kerensky had seen the blood of her comrades flow because of Marik's treachery. Nothing less than the killer's blood would do for her now.

She landed her lance in the middle of that napalm hell. She drove them through the deadly inferno until she reached the fortress city of Anton Marik, asleep under the New Delos moons.

The beauty of it was lost on Kerensky. All she wanted was Anton Marik, and she would tear apart every building in town brick by brick to find him.

And when Natasha found Marik, what would she do? Then she'd get *really* angry.



GAME SET-UP

Lay out one of the **CityTech** maps as shown with the color side up.

Prepare **BattleTech** Record Sheets for each 'Mech involved in the action. In addition, you will have to prepare sheets for the armor units and Marik's Elite Guard that are still stationed at his headquarters. Before play begins, roll 1 die to randomly determine the wind direction.

This scenario is designed for use with **CityTech** and the Optional Rules for gun emplacements.

Defender:

The majority of Marik's forces are tied up elsewhere in a prolonged engagement with the main elements of Wolf's Dragoons. Only the Elite Guard and a few stragglers are available to come to Marik's defense.

Anton Marik's Elite Guard, Foot Infantry:

- 3 Machine Gun Platoons (Full Complement)
- 1 Flamer Platoon (15 men)
- 1 SRM Platoon (10 men)

Mechanized Infantry

- 3 Rifle Platoons (Full Complement)
- 2 Machine Gun Platoons (Full Complement)
- 2 Portable Laser Platoons (Full Complement)
- 1 SRM Platoon (10 men)

Defense Emplacements

City Perimeter

- 5 Hardened emplacements, each containing:
 - 2 Autocannon/5 (60 rounds total)
 - 2 Six-pack SRMs
 - 2 15-pack LRMs

Anton Marik's Residence

- 3 Hardened emplacements form walls around court
- 3 Hardened emplacements (one at the end of each wall) with:
 - 1 Large Laser each
 - 2 Machine Guns (60 rounds total) each
 - 3 Six-pack SRMs each

Fighting Vehicles

- 3 Vedette Light Tanks
- 1 Demolisher Heavy Tank

'Mechs

- 1 *Stalker* (Piloting Skill 4, Gunnery Skill 3)*
- 2 *Crusaders* (Piloting Skill 5, Gunnery Skill 4)*
- 2 *Warhammers* (Piloting Skill 4, Gunnery Skill 4)*

* Special rules for deployment of these units. SEE below.

Deployment:

The Defender places the platoons and fighting vehicles on the board first. Emplacements are indicated on the map.

The only 'Mechs available to Marik are the five that are here to be repaired. Each of these must start the game inside one of the three repair buildings (H3) at the north end of town. Before the game begins, the Marik player must write down in which of the three buildings each 'Mech is being housed.

SITUATION: 2230 HOUR (TST), 22 October 3014, NEW DELOS

The 'Mechs in the repair facility are powered down. It will take time to ready them for battle. At the beginning of Marik's Movement Phase, that player should roll 2D6. If the result plus the turn number is greater than 14, a 'Mech has been successfully activated. (NOTE: This means that there is no possibility of a 'Mech being activated during the first two turns of the scenario.) When activated, these 'Mechs are fully operational. If one 'Mech is successfully activated, the Marik player may continue to attempt to activate another 'Mech until he fails. Once a failed activation occurs, however, no further 'Mech activations may take place for the Marik player during that turn.

Attacker:

Black Widow Company, see *Natash's Surprise* for 'Mechs and stats.

Deployment:

The Black Widow Company may enter from any side of the map board for the duration of this scenario.

Victory Conditions:

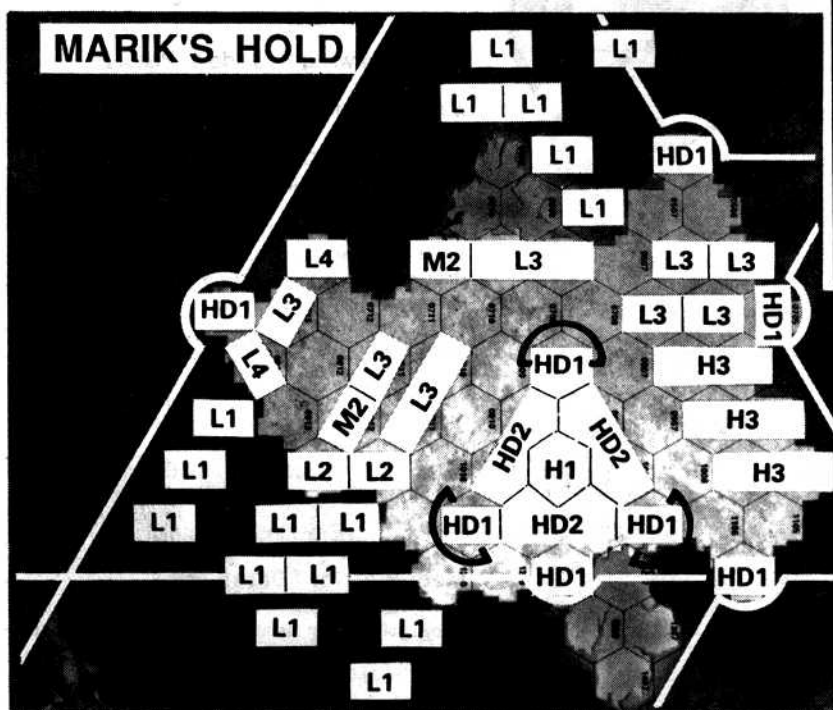
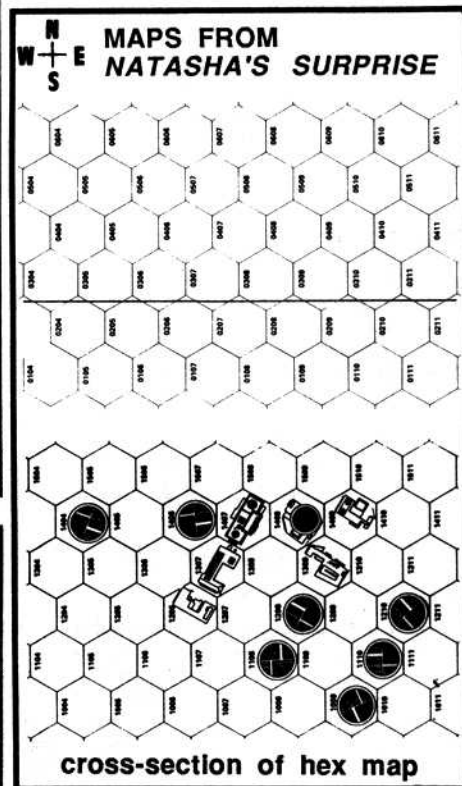
The attacker wins the scenario if they manage to reduce Marik's Headquarters (presumably with Marik in it) to rubble. Marik's HQ is the heavy building ringed by hardened emplacements at hex 1008 on the map.

The Defender wins by preventing the attackers from reaching their objective.

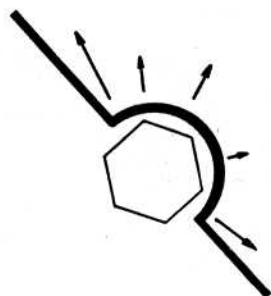
Special Rules:

Should a repair building come under attack, the 'Mech inside it may also take damage. Use the normal rules for determining such damage, as described on page 28 of in *CityTech*. A 'Mech that has not been activated will take normal damage. It is the responsibility of the player with the 'Mech to record and keep track of all such damage.

When Wolf attacked New Delos to avenge his brother's murder, he chose Kerensky's Black Widow Company as his main striking force. While the rest of the regiment pinned down Duke Anton's House-hold Guard, Kerensky led her 'Mechs on a daring advance through the middle of a raging forest fire. Cloaked by the flames and dense smoke, the company broke through Anton's main line of defense without being detected.



Arrows shown in diagram below show direction of firing arcs surrounding hexes.



NOT A DROP TO DRINK

AN EVENING PASS:

Sin Street. Now *there's* a place you can't write home to mom about. Even the post-holos from this place are banned in at least half the communities I've visited. The other half probably just don't read their mail.

So why are we here? 'Cause it beats *not* being here, I guess. You toss your life around inside one of those 'Mechs, staring down death for a few hours, and then you spend the rest of the time sitting around waiting for the call to do it all over again. Just when you think you can't take it any more, the Captain gives you a pass. And you end up here, on Sin Street.

It ain't all bad. You can see some pretty good vids, the booze is a cut above rot gut, and the food is great if you got the stomach for it. Best of all, there's plenty of people to talk to, and it's the talk you need most.

But when the talk goes bad and the blood runs hot, then you know that your leave is about to end in one glorious, shining moment .

Break the bottle.

Spit in his eye.

You're a MechWarrior and there's one thing you do well...

You're gonna brawl tonight!

SITUATION SET-UP

Barroom brawls are among the most typical occurrences in the lives of MechWarriors. With their tinder-dry tempers and fierce loyalties, any small spark can start MechWarriors blazing.

The following barroom brawl follows the one portrayed in *The Spider and the Wolf*. However, it may be easily adapted to suit any typical bar that your characters may visit .

The Players:

This incident begins with the characters simply looking for a little R&R. They really didn't intend to end up as the floor show.

Captain Natasha Kerensky

BODY	7
DEX	9
LRN	9
CHA	9

Brawling 2, Blade 3, Pistol 3

MechWarrior Data:

Natasha Kerensky is both a beautiful woman and a highly professional soldier noted for her skill and courage. She is regarded as a top-notch officer, and rules her company with a firm hand. Demanding absolute loyalty from her troops, she returns that loyalty one hundredfold. If Kerensky merely hears about the brawl, she will pretend that she didn't. If she catches her troops in the act, however, she will reprimand them severely and detail them to wash by hand every 'Mech in the Widow lances.

MechWarrior Lynn Sheridan

BODY	8
DEX	8
LRN	6
CHA	5

Brawling 4, Blade 1, Pistol 3

MechWarrior Data:

Lynn Sheridan is a compulsive gambler, but with her life, not her money. She thrives on combat, and if she can't get it in a 'Mech, she'll take it any way it comes.

Lieutenant Takiro Ikeda

BODY	9
DEX	8
LRN	7
CHA	6

Brawling 4, Blade 2, Pistol 2

MechWarrior Data:

An aggressive and talented battlefield commander, Ikeda rose quickly through the ranks from MechWarrior to Lieutenant. (Some say too quickly, but generally not to his face.) He has more than proven himself, both in battle and in his leadership capabilities. He is level-headed and will try to get his men out of a bad situation if possible. But he will certainly not run!

MechWarrior Mirth Harlowe

BODY	9
DEX	7
LRN	6
CHA	7

Brawling 2, Blade 1, Pistol 2

MechWarrior Data:

Harlowe is a skilled MechWarrior who performs well in combat. Off the battle-field, however, his philosophy is "make love, not war!" He works well with female MechWarriors, considering them friends and equals. His main interest in the bar is Muffy, the kind of sweet, cute, and cuddly woman that attracts him. Harlowe will become involved in the brawl only if pushed past his limit.

MechWarrior Arthur Williams

BODY	8
DEX	7
LRN	6
CHA	7

Brawling 3, Pistol 1

MechWarrior Data:

Williams is cool and quiet. An observer of life, he enjoys going out on the town to view the infinite variety of the human con-dition. He is intensely loyal to his friends, however, and will immediately pitch in to help if they are in trouble. Williams will obey and follow Ikeda's lead without question.



SITUATION: LATE HOURS (unsure) 3014/ NEW DELOS

NPCs:

MechWarrior Percy MacArthur

BODY 10
DEX 6
LRN 5
CHA 4

Brawling 3, Pistol 2

MechWarrior Data:

Known as Mack to his few friends, MacArthur detests the name Percy. Mere mention of the name will send him into a rage. Though he considers himself a lady's man, he detests female MechWarriors because, according to him, a woman's place is in the home, not in a 'Mech. Rumor has it, however, that he is simply bitter because he was once blown off the battlefield by a female warrior. MacArthur is a mean drunk, who will pick a fight with anyone that crosses his path.

Mechwarrior Crutch Branan

BODY 8
DEX 7
LRN 6
CHA 7

Brawling 2, Blade 1, Pistol 1

MechWarrior Data:

Crutch acts the part of Mack's pet monkey, following him from place to place, generally playing the giggling cheering section for his friend. He has the kind of sniveling, whining voice that can set your teeth on edge. Crutch is a dirty fighter, and will almost certainly have a concealed weapon.

Mechwarrior Dirth Parmenter

BODY 9
DEX 7
LRN 6
CHA 7

Brawling 3, Pistol 1

MechWarrior Data:

Dirth is angry, and he's looking for someone to take it out on. Originally from Terra, Dirth had glorious dreams of space travel. He has finally realized that a trip to the local holo in his old home town is just as interesting and a whole lot safer! Now he's stuck on the other side of the universe with a war to fight and no way to get home. Worse, still, Muffy reminds him of a girl he dated in his old home town. Muffy is with Dirth at the beginning, but will drop him for Harlowe.



Assorted Drunks:

Comrades of the Percy, Crutch, and Dirth, these characters will immediately jump into the fray when their leaders attack.

Drunk	1	2	3	4	5
BODY	6	6	7	7	8
DEX	7	6	6	6	5
LRN	8	7	6	6	5
CHA	6	6	7	8	6
Brawling	3	2	2	3	3
Pistol	2	1	—	1	1
Blade	1	2	3	—	—

Muffy:

BODY 7
DEX 8
LRN 6
CHA 9

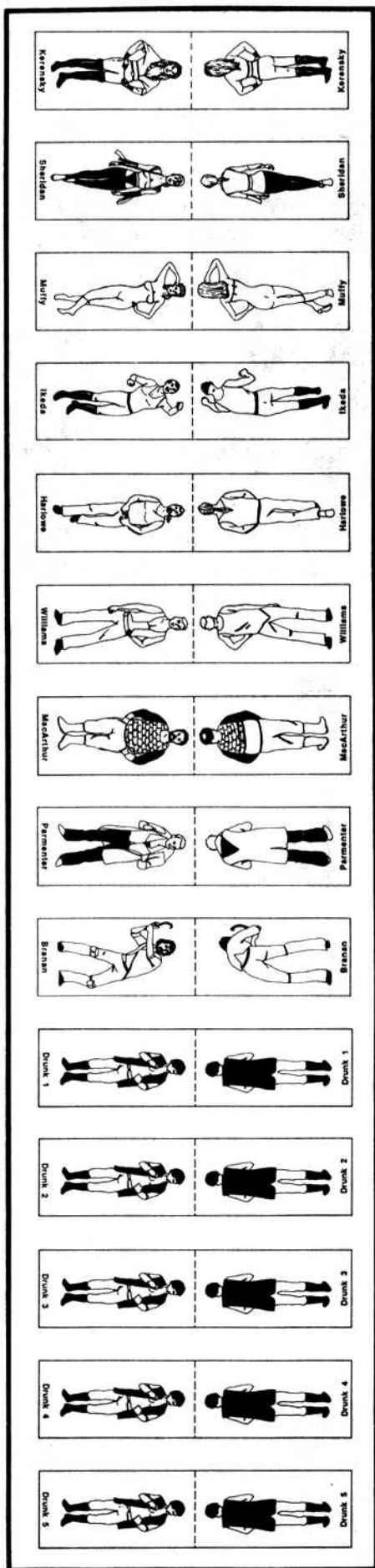
Brawling 0, Blade 3, Pistol 1

MechWarrior Data:

The master data banks yield little information on Muffy, who appears to be a little short in the data bank department herself. What she lacks in intellect, however, she makes up for in other areas. Muffy has fallen instantly in love with Harlowe. She will leave Dirth to strike up some stimulating conversation with the handsome MechWarrior.



PLAYING PIECES



Special Rules:

1. Movement: Due to the furniture and people in the bar, the area is considered to be lightly obstructed. Use the following as a Terrain Effects table for movement in the bar:

Crawl	1
Walk	1
Dodge	2
Run/Sprint	2

2. Expanded Melee: While the MechWarrior RPG does give rules concerning melee (or hand-to-hand) combat, the following expanded rules should help combat to proceed more smoothly.

Melee takes place whenever two characters engage in physical combat in the *same* hex. Characters must also be in the same hex in order to engage in melee combat. The only exception is when something is thrown during the fight.

3. Obtaining Weapons: A character can always plant his fist in someone's face, but having a little help doesn't hurt. Before he can swing a bottle at someone, however, a character must have it in his hand first.

Following are the MP costs for picking up objects for use in melee:

Bottle	1 MP
Chair	2 MP
Table	3 MP

In addition to spending MP, a character must make a successful Saving Roll to pick up the object. Use these as guidelines for appropriate modifiers to the Saving Roll against the character's DEX.

Crawling	DEX-4
Walking	DEX-1
Running	DEX+4
Dodging	DEX+2

4. To-Hit: A character's ability to hit his opponent is determined by the following:

Melee Combat =	Dex-Skill Class+Modifiers
Thrown Objects =	Dex+(1 per hex distance)+Modifier*-skill

*If the target is taken by surprise, there will be no modifiers. Otherwise, all modifiers apply.

5. Damage: Brawling is the fine art of kicking, punching, scratching, or whatever is required to win the day. Because of this, damage taken during such a free-for-all can be assigned anywhere. The hit location is determined by the referee or the player whose character is receiving the damage.

Damage is calculated as follows:

Brawling Damage	1D6+(body-6)
Dagger/Knife	1D6+3
Bottle (Unbroken/first use)	1D6
Bottle (Broken & used as knife)	1D6+3
Chair (Unbroken/first use)	1D6+3
Chair (Broken from previous use)	1D6-2 (minimum 1)
Table (Unbroken/first use)	1D6+5
Table (broken from previous use)	1D6+2 (as club)

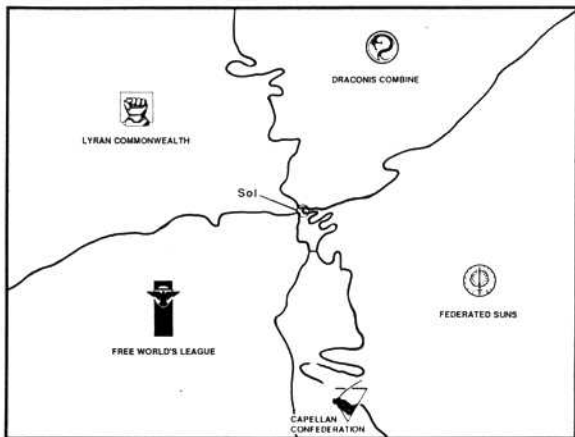
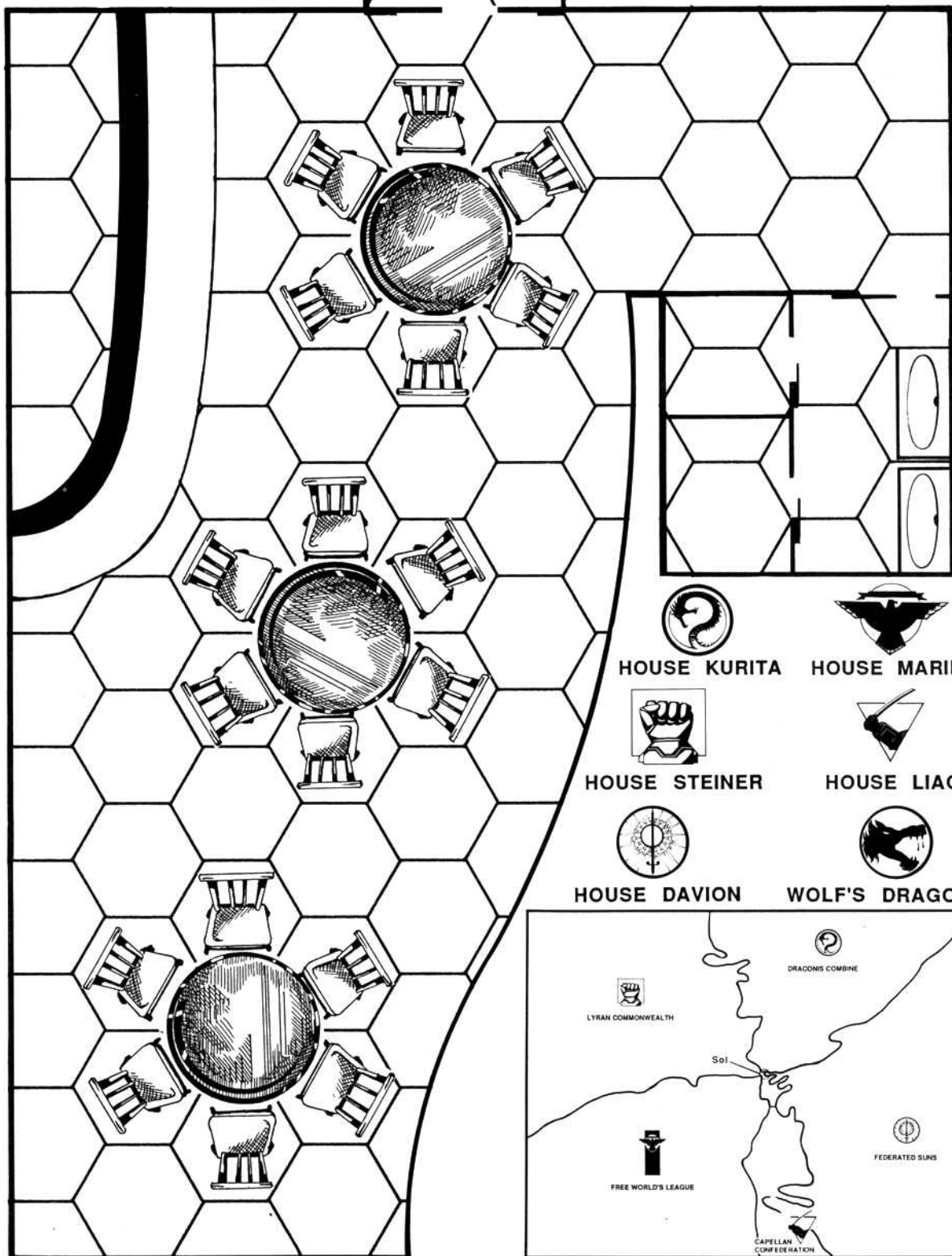
Thrown objects such as a chair, table, unbroken bottle, etc. do one-half the damage listed here.

Victory Conditions:

Aware that someone is attempting to sabotage her unit, Captain Kerensky is on her way to Sin Street to make certain her troops don't get into any trouble. If she catches her people brawling, she will reprimand and punish them severely. In order to win, therefore, the members of Kerensky's lances must be out of the bar by the time their Captain will arrive. With any other outcome, they will be washing down all the 'Mechs by hand.

THE BAR

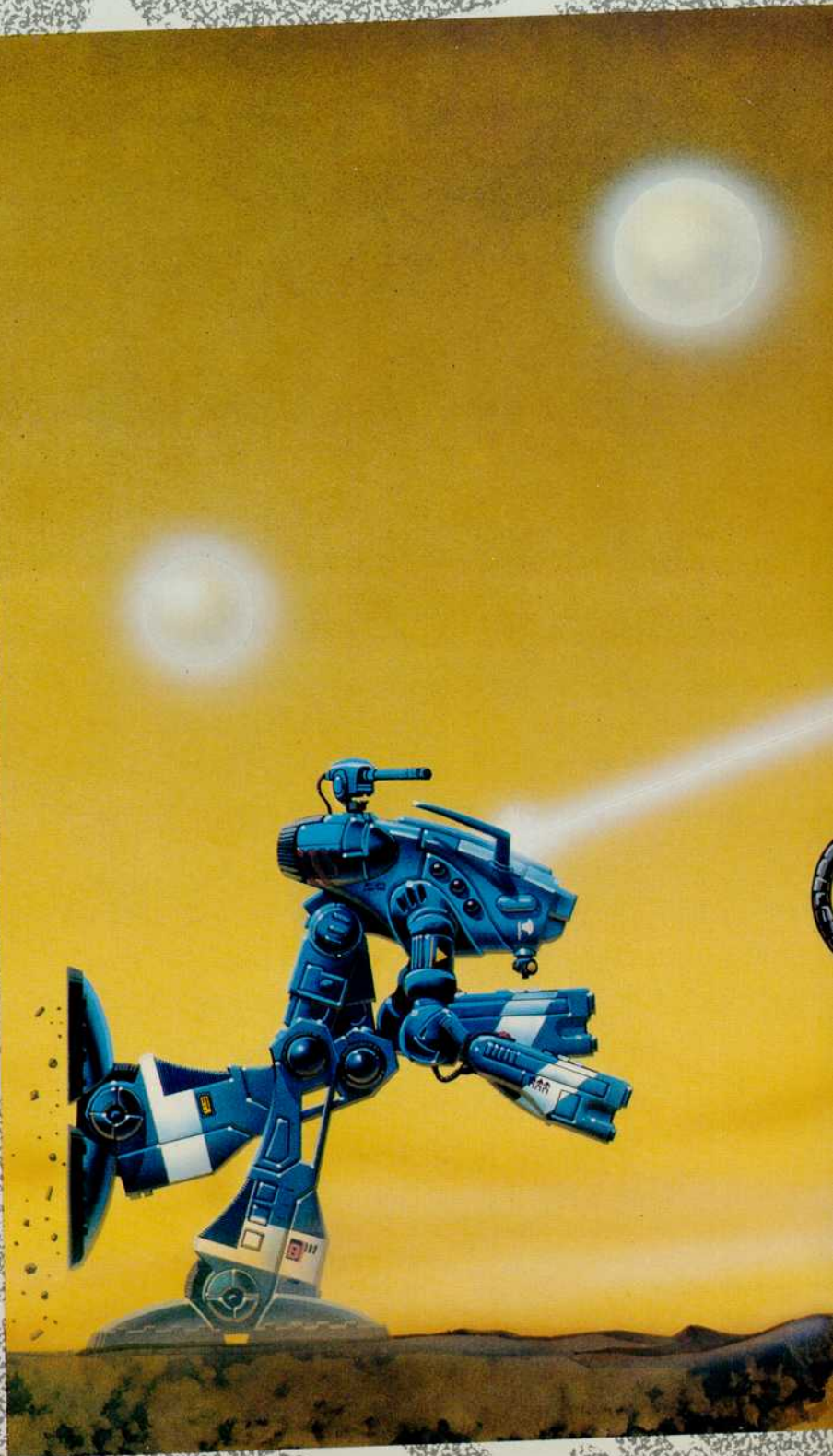
Each Hex = 1.5 Meters



HOUSE LOGOS AND
MAP OF THE SUCCESSOR STATES
C. 3014 AD

*The beginning of
a legend...*

Here is *Natasha Kerensky*,
the infamous *Black Widow*,
in one of her unit's first and
most daring missions...
a deadly mission of
revenge against *Anton
Marik*, the rebel of the
Free Worlds League.



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ISBN 1-55560-017-4 FASA695