

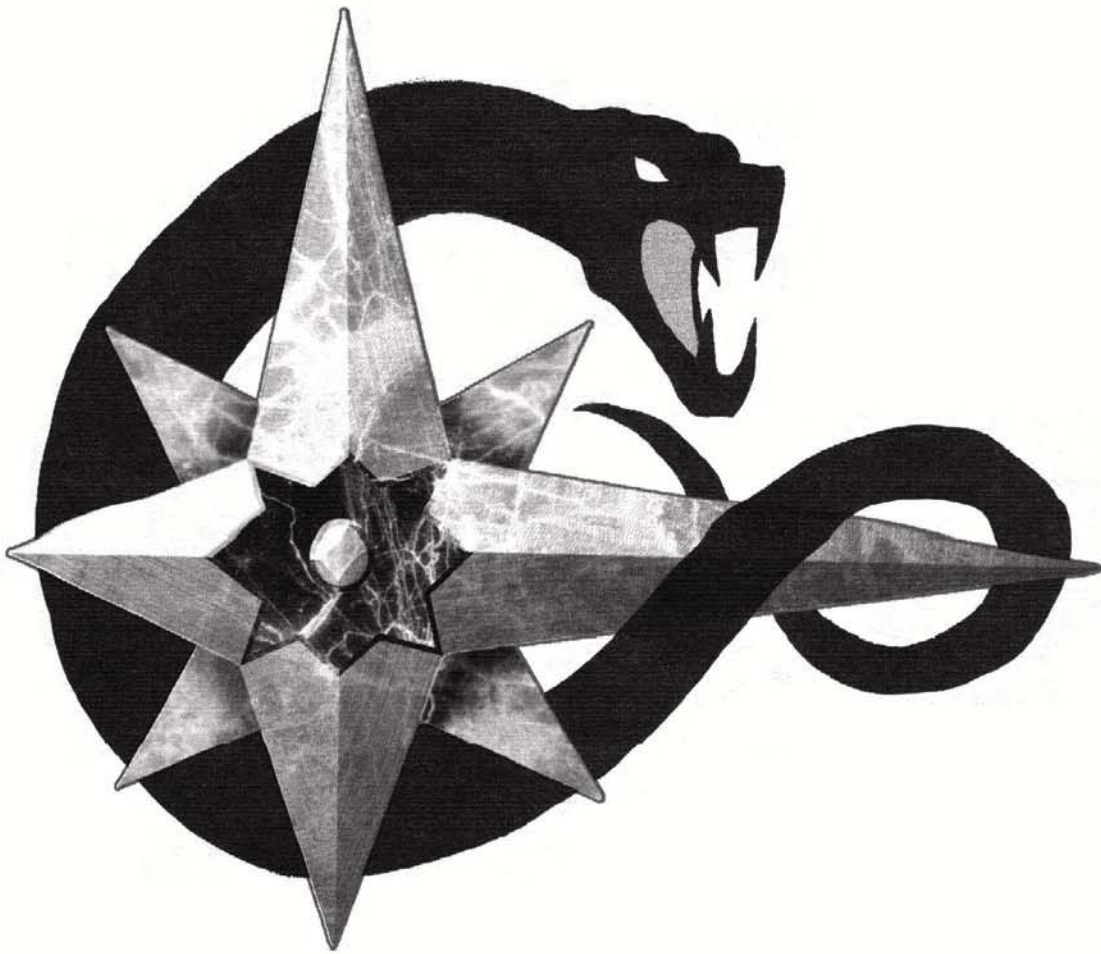
# TWILIGHT OF THE CLANS™



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DAN "FLAKE" GREDELL & RANDALL N. BILLS

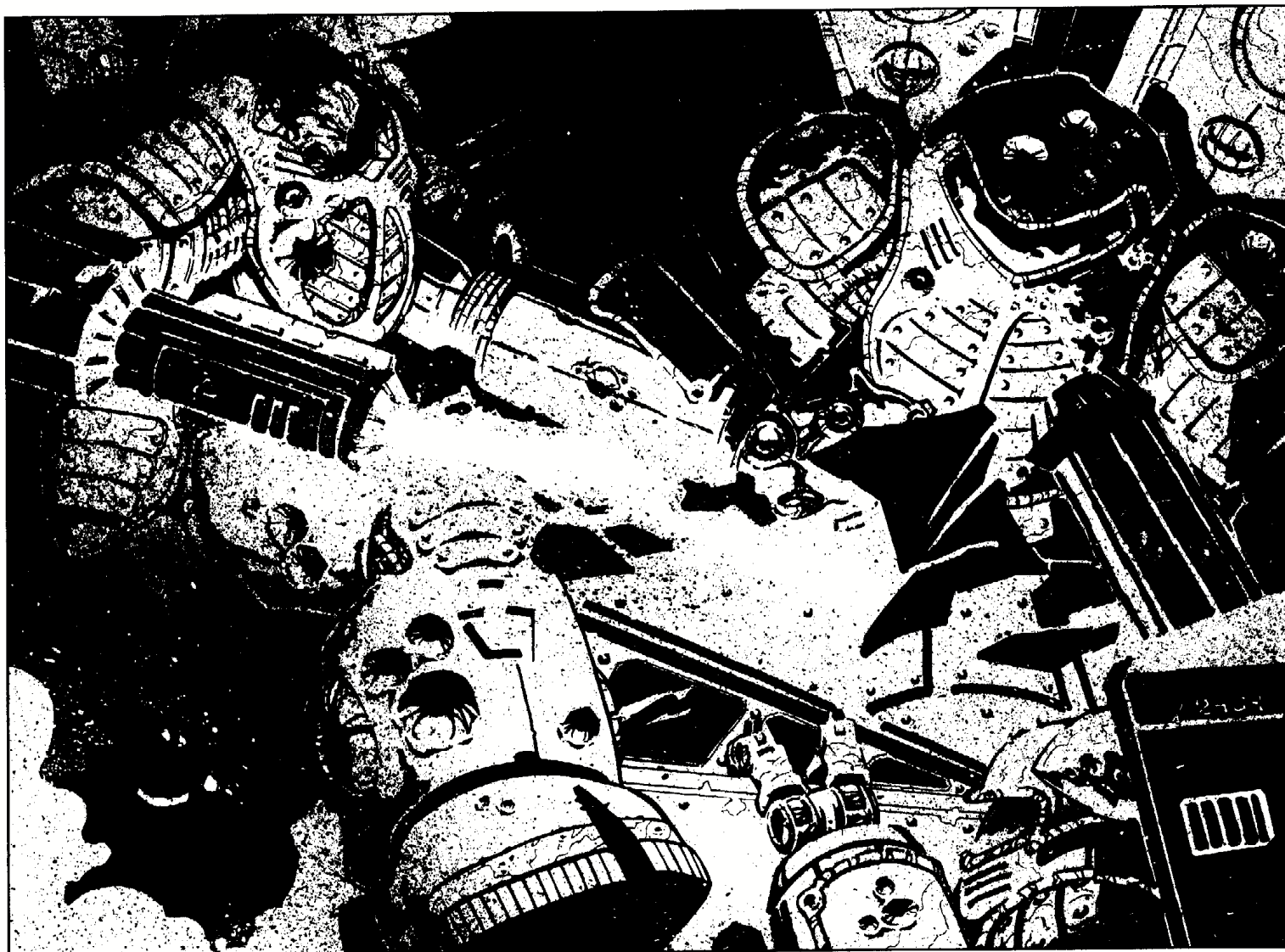
BATTLETECH® 1710



**IT IS AS IT HAS BEEN FORESEEN.  
THE JAGUAR WILL PASS THROUGH THE FLAMES.  
WILL HE COME OUT AGAIN?**

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# TWILIGHT OF THE CLANS



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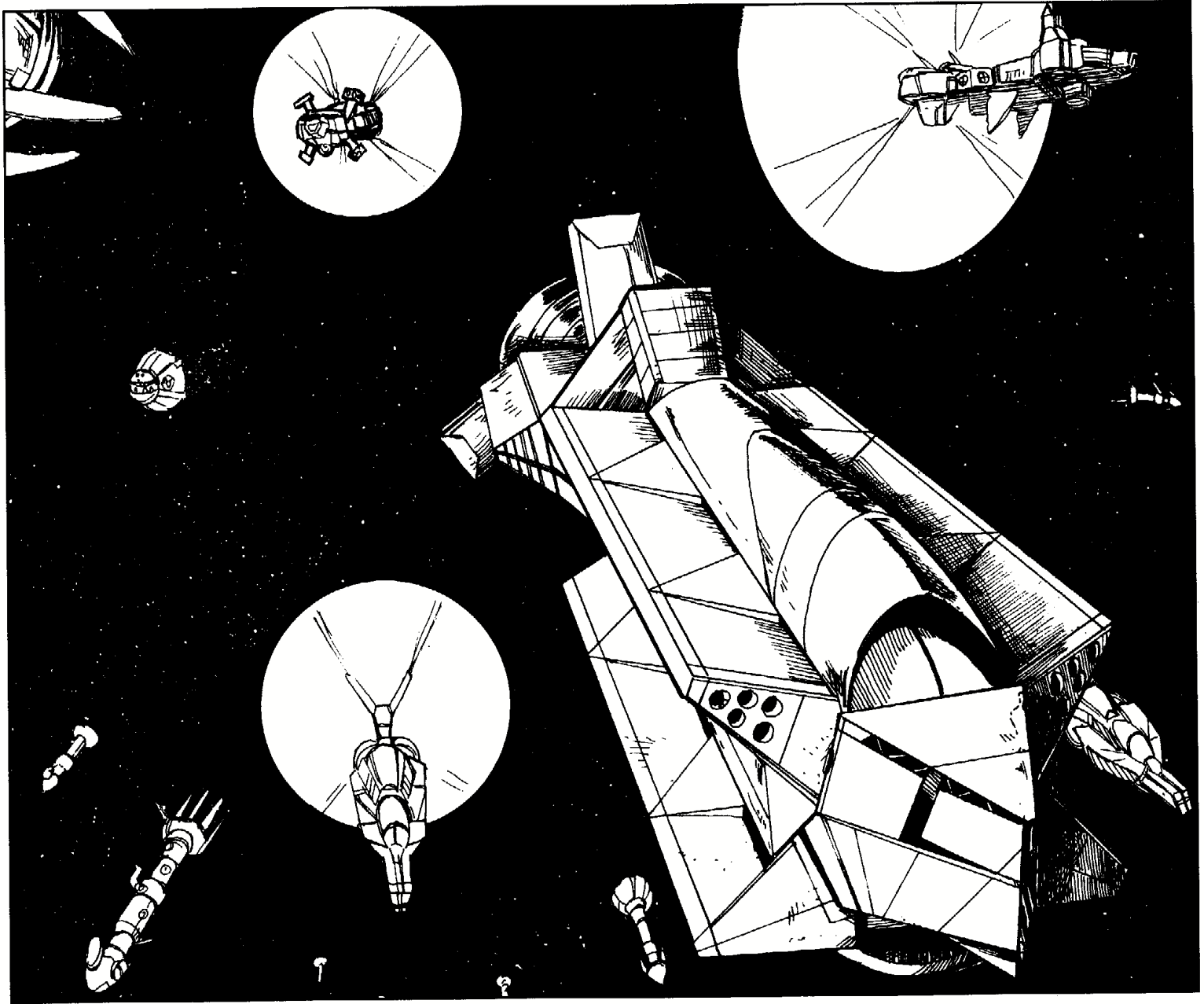
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## INTRODUCTION



In 3058, the Great Houses of the Inner Sphere convened to create the Star League Constitution, resurrecting with a pen what they had failed to accomplish through force of arms—a new Star League. But the main impetus for this historic occasion was to end the Clan threat once and for all. With the Houses united, they could combine their militaries under a single command structure to attack a single Clan and utterly annihilate it—thus proving to the other Clans that the Inner Sphere was a foe worthy of respect. Operation Bulldog, the massive invasion of the Smoke Jaguar Occupation Zone by a multinational force, began in May of 3059. Far more quickly than any

analyst would have predicted possible, the Inner Sphere forces swept the Jaguars before them.

The Inner Sphere knew, however, that destroying the body would not accomplish their ultimate goal of ending the Clan threat if the head was allowed to live. Using information that ComStar acquired from a Clan traitor, the Inner Sphere hatched a daring plan that required a force to travel through uncharted space to directly attack the home of Clan Smoke Jaguar: the planet Huntress. As Operation Bulldog began, Task Force Serpent was well on its way, heading blindly toward its destiny.

## HOW TO USE THIS BOOK

*Twilight of the Clans* is a scenario pack for use with the *BattleTech*, *BattleSpace* and *BattleForce 2* game systems. Most of the scenarios in this book use the standard *BattleTech* rules as published in the *BattleTech Master Rules (BMR)*. To run the scenarios, players will need *BattleTech Map Sets 2, 3, 4* and *5*, as well as miniatures or other markers to represent the 'Mechs and other units on the game board. For some scenarios, players may want to use the building counters from *CityTech, 2nd Edition*.

Complete record sheets for all the BattleMechs and vehicles used in the scenarios appear in *BattleTech Record Sheets 3025 & 3026, 3050, 3055 & 3058* and *3060*, and the *BattleTech Field Manuals Draconis Combine, Free Worlds League* and *Crusader Clans*. Game statistics and illustrations for most of these units appear in the various *Technical Readouts*, though the record sheets contain all the information needed to play. Scenarios that involve aerospace fighters and DropShips may be played using the *AeroBattle* rules in *BattleSpace*, or the rules in the out-of-print *AeroTech* boxed set if players happen to own it. Game statistics for spacecraft used in these scenarios appear in *Technical Readout 3057*.

Each scenario in *Twilight of the Clans* re-creates one of the battles fought between the forces of Task Force Serpent and those Clans they encountered on their mission to conquer Huntress. The rules for each scenario provide all the information needed to play out the battle. Each scenario begins with a personal account of battle and a brief historical background of the engagement. The individual scenarios also include sections titled *Game Set-Up*, *Attacker* and *Defender*, *Victory Conditions* and *Special Rules*.

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

The *Attacker* and *Defender* sections contain details of the scenario combatants. These sections also provide directions for deployment and guidelines for running the scenarios as self-contained games. Assume that all conventional vehicles listed in these sections are standard models unless the text specifically states that they are upgraded or refitted versions. Each pilot's name is followed by his or her skills in parenthesis, with Piloting Skill before the slash and Gunnery Skill after the slash. For example, (4/3) represents Piloting Skill 4 and Gunnery Skill 3. Units that have only Gunnery Skill, such as infantry, have only a single number listed in parenthesis. The descriptions of some vehicle and spacecraft crews have crew quality descriptions rather than individual combatant skills. When playing *BattleSpace* scenarios, refer to page 62 of the *BattleSpace Rulebook* to determine the effects of crew quality.

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

Finally, *Special Rules* lists any rules for the scenario that are not covered in the *BattleTech Master Rules*.

## SPECIAL CAMPAIGN RULES

The *Special Rules* section of each scenario indicates which of the following rules, if any, apply in that scenario.

### CLAN HONOR

The Clan codes of honor, also known as "rules of engagement," are not part of the published *BattleTech* game rules. However, these codes can be used to enhance the roleplaying aspect of *BattleTech*, creating a richer game experience more closely linked to the fictional *BattleTech* universe.

### Honor Levels

Clan honor codes fall into four categories, each dealing with a different part of combat: batchall, zellbrigen, physical attacks and retreat. Because the batchall takes place before the scenario begins, guidelines for its use appear in *Creating Scenarios* (page 97, *BMR*). Within each of the other three categories, a number from 1 to 4 represents the level of commitment to Clan honor required from the troops involved. Honor Level 1 means strict conformity to the Clan codes; Levels 2 and 3 require conformity only under certain circumstances; and Level 4 throws Clan honor out the airlock.

Normally, a fighting force's overall commitment to Clan honor is rated at Level 1, 2, 3 or 4. However, some scenarios may include more than one Honor Level; for example, Honor Level 1 may apply to physical attacks and retreat, while Honor Level 2 applies to zellbrigen. Each Honor Level is determined by the circumstances of the scenario and the particular Clan fighting in it.

Clan dueling rules and restrictions on physical attacks apply only to enemy 'Mechs. Clan MechWarriors may attack conventional vehicles and unarmored infantry targets without reference to Clan honor. Likewise, Clan unarmored infantry and vehicles need not follow the rules of engagement. However, each Elemental Point does follow the code of zellbrigen; each Point is considered a single unit for the purposes of dueling. In addition, each ProtoMech Point is considered a single unit for the purposes of dueling.

### Zellbrigen (Dueling)

Under the rules for ritual dueling, or zellbrigen, Clan players must declare a target for each of their dueling

## WARRIOR OF THE CLAN

'Mechs. A typical declaration might sound something like, "I am MechWarrior Seth of Clan Steel Viper. I pilot the sole *Summoner* in Alpha Star. I hereby invoke the ritual of zellbrigen and challenge the pilot of the *Orion* adorned with the unit designation eleven to a duel of warriors. In this solemn matter, let no one interfere!"

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

At Honor Level 1, the Clan warrior upholds all the rules of dueling regardless of his opponent's actions. At Honor Level 2, the Clan warrior follows the rules of dueling until the Inner Sphere side takes an action that violates the Clan honor code (a third party interfering, a unit involved in one duel firing on a 'Mech involved in another duel, and so on). If this happens, the duel immediately degenerates into a free-for-all. During the Weapon Attack Phase, if a player declares that his unit will fire on a target already involved in a duel, any Clan player whose declaration of zellbrigen follows the Inner Sphere player's "dishonorable attack" may attack that Inner Sphere 'Mech without regard for honor rules. Only the violator may be attacked in this way.

At Honor Level 3, any infringement of Clan honor in the dueling rules renders the entire ritual of zellbrigen null and void, leaving the Clan 'Mechs free to attack any enemy unit without restraint for the remainder of the game. At Honor Level 4, dueling rules do not apply.

Using zellbrigen in a game requires a certain degree of cooperation between players. A crafty Inner Sphere player can exploit the rules of engagement to deny the Clan player any targets at all. For example, a fast Inner Sphere 'Mech could challenge a slow Clan 'Mech and then run and hide, leaving the Clan 'Mech without an opponent and honor-bound not to aid other dueling Clan units. To give players some options in such situations, use the following guidelines to adjudicate the use of zellbrigen in game play.

**1. Making the Challenge:** One of the most important parts of the duel is the actual challenge. This takes place during the Weapon Attack Phase, when attacks are declared. When a Clan unit declares an attack on a unit that it has not attacked before, it is effectively announcing its intention to duel—the Clan player should verbally issue his challenge at this time. Dueling makes Initiative even more important, as Initiative also determines the order of attack declaration and challenges.

If the Inner Sphere side outnumbered the Clan side, it is considered bold (but acceptable) for a single Clan 'Mech to challenge more than one opponent at the same time. All of a single 'Mech's opponents are considered part of the

same duel and may fire on the lone challenger. However, at least one target must be left for each 'Mech on the Clan side. This tradition does not apply to non-'Mech Clan units. In fact, Clan MechWarriors greedy for battlefield glory may force their own armored vehicles, infantry units, or even Elementals out of combat in this way.

Though a single Clan 'Mech may challenge more than one Inner Sphere 'Mech, additional Inner Sphere 'Mechs cannot invite themselves into a duel even if the Clans outnumber their side. Such an action is a breach of zellbrigen.

**2. Refusing a Challenge:** A Clan warrior need not accept a challenge issued by an Inner Sphere warrior, especially if he suspects the challenge is simply a ploy to abuse the ritual of zellbrigen and achieve victory through deceit. As a general rule, a Clan warrior can refuse a challenge from a 'Mech of a different weight class than his own, as long as he issues a challenge against another Inner Sphere 'Mech instead.

Also, though Inner Sphere warriors are not expected to accept or refuse challenges, the Inner Sphere side must abide by Clan honor when Honor Levels 2 or 3 are in effect or else risk touching off a melee. In these cases, the Inner Sphere player is also allowed to refuse challenges from Clan 'Mechs outside the challenged 'Mech's weight class as long as an alternate challenge is made.

If a warrior's challenge is refused for an alternate, the warrior who issued the challenge is free to issue a new challenge against any available targets.

Finally, any challenge must be accepted by Clan 'Mechs if there are no alternate targets in play.

**3. Declaring a Duel Void:** Certain situations may make a duel void, even if strict adherence to the rules of engagement (Honor Level 1) is in force. In these cases the judgment of the players must prevail; however, the players can use the following simple penalty system to judge these situations. The penalty system is intended to enforce the idea that dueling 'Mechs must actively fight one another for the duel to be valid. Because Clan warriors call people without honor *dezgra*, the penalties are referred to as *Dezgra* Points.

Each of the infractions listed below earns the violator a *Dezgra* Point, unless the violator's opponent declines the penalty (which he might do if he decides that the action was tactically appropriate). If a dueling 'Mech accumulates 3 *Dezgra* Points, it is clear that the duel is dishonorable, and so it becomes void in the End Phase of the turn in which the third point was earned. No dueling 'Mech can earn more than 1 *Dezgra* Point per End Phase.

If a dueling unit intentionally ends its movement out of its opponent's line of sight, the unit earns 1 *Dezgra* Point.

If a dueling unit has line of sight to its opponent but intentionally fails to fire at the enemy, the unit earns 1

Dezgra Point. (This guideline assumes that at least one shot must be possible, meaning that the enemy unit is within the firing arc and range of the weapon being fired.)

If a dueling unit ends its movement out of the firing range of all its weapons, the unit earns 1 Dezgra Point.

If the unit earns no Dezgra Points in a turn, it may remove 1 Dezgra Point in the End Phase of that turn. A unit may not, however, eliminate all its Dezgra Points (reduce them to zero) in this way.

Once a unit has accumulated 3 Dezgra Points, any Clan unit may freely fire on it for the remainder of the scenario without violating the dueling rules.

## Physical Attacks

Unlike the formal ritual of dueling, the Clans' dislike of physical attacks in 'Mech combat is an informal, if widespread, custom. No explanation has yet been given for this distaste, though some experts suspect that Nicholas Kerensky chose to encourage a long-range fighting style among the Clans.

At Honor Level 1, a Clan warrior never makes physical attacks in 'Mech combat. At Honor Level 2, a Clan warrior may make a physical attack only if an enemy unit makes one first. During the Physical Attack Phase, if the Inner Sphere player declares a physical attack, any Clan unit whose declaration follows that violation of Clan honor may freely engage that 'Mech in physical combat.

At Honor Level 3, a single physical attack by an Inner Sphere 'Mech allows all Clan warriors to retaliate in kind against all enemy units for the remainder of the game. At Honor Level 4, the taboo against physical attacks no longer applies.

## Retreat

Clan MechWarriors despise their Inner Sphere counterparts because they consider Inner Sphere armies dishonorable warriors fighting in inferior 'Mechs. Therefore, Clan warriors consider retreating from Inner Sphere opponents a disgrace almost beyond redemption. When allowed by the scenario rules to choose whether or not to flee a losing battle, many Clan warriors prefer to fight to the death.

At Honor Level 1, a Clan warrior never retreats. At Honor Level 2, Clan warriors may retreat from enemy 'Mechs that are using advanced technology, but never from 'Mechs, armor or infantry units using 3025 (Level 1) technology.

At Honor Level 3, Clan warriors may retreat from any vantage of enemy 'Mech, but will not retreat from armor or infantry units. At Honor Level 4, Clan warriors may retreat at will.

## FORCED WITHDRAWAL

Under the Forced Withdrawal rule, units must retreat off the battlefield when they are *crippled* (when damage has rendered them useless or in imminent danger of being destroyed; see *Crippling Damage*). A unit making a forced withdrawal must move as quickly as possible toward the edge of the map designated in the Special Rules for the scenario. A unit equipped with MASC does not have to engage that system when forced to withdraw.

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

## Crippling Damage

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

- A BattleMech or OmniMech is considered crippled when: a side torso location is destroyed, the 'Mech takes 2 engine critical hits, it takes 4 or more pilot hits, or all of its weapons are destroyed. If all of a 'Mech's weapons are destroyed and it can no longer move, it is considered destroyed. (The pilot of a destroyed 'Mech may eject normally.)

- A ProtoMech is considered crippled if all of its weapons are destroyed or it takes 4 or more pilot hits. A ProtoMech Point will not begin to withdraw until three or more of its component ProtoMechs are either crippled or destroyed, at which point the entire Point must withdraw.

- A vehicle is considered crippled if it loses all of its armor in a single location or all of its weapons are destroyed.

- An aerospace fighter is considered crippled if it takes a critical hit to its engine or fuel tank, all of its weapons are destroyed or it takes 4 pilot hits.

- An infantry platoon is considered crippled if it loses 21 or more troops (16 for jump platoons).

- An Elemental or battle armor unit (Point or squad) is considered crippled if it loses one-half or more of its members.



## TASK FORCE SERPENT COMPOSITION

**Overall Commander: Marshal Morgan**

**Hasek-Davion**

**Knights of the Inner Sphere**

(Colonel Sir Paul Masters)

Elite Reinforced Regiment

9 DropShips, 1 JumpShip

**11th Lyran Guards**

(Marshal Sharon Bryan)

Elite Reinforced Regiment

6 DropShips, 1 JumpShip

Kingston's Legionnaires

(Colonel Samuel Kingston)

Regular Regiment

6 DropShips

2nd St. Ives Lancers

(Major Marcus Poling)

Veteran Reinforced Battalion

4 DropShips

4th Drakøns

(Överste Carl Sleipness)

Veteran Reinforced Battalion

2 DropShips

1st Kathil Uhlans

(Lieutenant-General Andrew Redburn)

Veteran Reinforced Regiment

4 DropShips, 1 JumpShip

FCS *Antrim*, Fox Class

FCS *Rostock*, Fox Class

**MI6 Detachment**

(Captain Roger Montjar)

2 Elite Teams

1 DropShip

**DEST Detachment**

(Sho-sa Michael Ryan)

3 Elite Teams

3 DropShips

DCS *Haruna*, Kyushu Class

**McLeod's Regiment**

(Colonel William McLeod)

Veteran Reinforced Regiment

10 DropShips

**Royal Black Watch**

(Captain Neil Campbell)

Veteran Company

1 DropShip

**1st Gurkhas**

(Lieutenant-Colonel Michael McPhearson)

Elite Battalion

3 DropShips

**Com Guards 2nd Division**

(Demi-Precentor Regis Grandi)

Elite Regiment

15 DropShips, 4 JumpShips

ISS *Invisible Truth*, Cameron Class

ISS *Ranger*, Lola Class

ISS *Emerald*, Essex Class

ISS *Starlight*, Essex Class

## DEATH OF A CLAN

*... I must remind you that we are an army, and the purpose of an army is to kill people and break things. If we kill enough of the enemy's people, and break enough of his things, we just might be able to convince him that we'll kill and break whatever he has left if he ever bothers us again.*

—General Ariana Winston

At the same conference on Tharkad where the Star League was reformed and Sun-Tzu Liao was named First Lord, the leaders of the Inner Sphere made several momentous military decisions. Foremost was the decision that the only way to prove that the Inner Sphere was the military equal of the Clans was to do what only the Clans themselves had ever done—utterly destroy a Clan. Three choices were available, the three invading Clans that were now Crusaders: Clan Wolf, the Jade Falcons and the Smoke Jaguars. The Nova Cats, though originally Crusader, had recently made overtures to the Draconis Combine to essentially become part of that House, eliminating them from consideration. Both Clans Wolf and Jade Falcon were recovering from an internal war and would be viewed by the Clans as weak targets. Because the goal was to prove the Inner Sphere the peers of the Clans, they refused to risk being accused of defeating only a weak opponent—and so only the Smoke Jaguars were left. By destroying the most powerful of the Crusader Clans, the Star League predicted that the Crusader cause would be so weakened that the invasion of the Inner Sphere, supported mainly by Crusaders, could be ended for good. Individual Clans might still prey on the Inner Sphere, but a unified Clan invasion would no longer be a threat.

Plans were quickly drawn up to launch assaults in waves on the Smoke Jaguar Occupation Zone from bases in the Draconis Combine. The news that the Nova Cats would give up many of their worlds with little fighting lent support to the plan. Just as the military leaders began to map out their strategy, however, shocking news arrived from ComStar: a Smoke Jaguar MechWarrior had defected to ComStar, and brought with him the path to the Jaguar's homeworld of Huntress: the Exodus Road.

The Star League immediately shifted gears, drafting additional plans that called for a long-range strike at Huntress to destroy the Smoke Jaguars simultaneously at home and in the Inner Sphere. An assault group was assembled, made up of units from all the Star League member-states, code-named Task Force Serpent and placed under overall command of Marshal Morgan Hasek-Davion of the Federated Commonwealth. Though it included many diverse types of units, some with political hatreds of their compatriots, the planners judged Task Force Serpent fully capable of accomplishing its mission.

## TASK FORCE SERPENT

From ComStar came the Second Division, a formidable unit including many Tukayyid veterans. By far the most important contribution from ComStar, however, were the four WarShips they added to the effort: a *Cameron* class destroyer, a design rare even during the early Succession Wars; a *Lola* class; and two *Essex* class WarShips fully capable of handing the Smoke Jaguars a painful naval defeat.

The Federated Commonwealth sent two units, the first of which was the First Kathil Uhlans, Marshal Hasek-Davion's old unit. One of the best Commonwealth units not already involved in the attacks in the Occupation Zone (the operation code-named Operation Bulldog), the Uhlans were fanatically loyal to Hasek-Davion and their prince, and stood ready to sacrifice their lives to ensure peace with the Clans. The second unit was made up of two teams of MI6 commandos, special-forces troops nicknamed the "Rabid Foxes." The Foxes were equipped with battle armor, making them

particularly useful. Finally, Prince Steiner-Davion assigned two of his *Fox* class corvettes to the Task Force, adding even more to the assault force's naval might.

In contrast to these worthy contributions, the Capellan Confederation sent Kingston's Legionnaires, a regular regiment of questionable honor. Many at the conference felt that First Lord Liao was sending only token troops in order to claim he supported the effort, but that if he truly believed in the operation he would have sent one of his Warrior Houses or better veteran units. Sun-Tzu claimed that the bulk of his troops were tied up in the so-called Chaos March efforts, but this was considered nothing but a weak excuse. Katherine Steiner, who many assumed agreed with the First Lord regarding the futility of the attack against the Clans, hid her feelings better by sending the elite Eleventh Lyran Guards to join the Task Force.

From the St. Ives Compact came the veteran Second St. Ives Lancers. The Compact initially offered to send the First Lancers, Kai Allard-Liao's unit, but it was deemed more important to keep Kai visible in the Inner Sphere. The Free Rasalhague Republic also sent a veteran unit, the Fourth Drakøns, from their small military. Experienced at fighting the Clans, the Drakøns wanted revenge for the invasion and didn't care which Clan they exacted it on.

The Draconis Combine sent three Draconis Elite Strike Teams, all equipped with *Kage* battle armor. The Combine sent no BattleMechs, because so many of their units were involved in Operation Bulldog, but Coordinator Theodore Kurita did send a *Kyushu* class frigate to complete the Task Force's naval contingent. The Coordinator also seconded to the Task Force a team of *nekekami*, or spirit cats, warriors who had much in common with feudal Japan's ninja. Kurita placed the *nekekami* at the disposal of Marshal Hasek-Davion, though their identities were kept secret from him.

Included as Task Force Serpent's conscience was Captain-General Thomas Marik's Knights of the Inner Sphere, accompanied by the elite Order of the Silver Cross air wing. The Knights were included to keep the Task Force from getting so caught up in destroying the Smoke Jaguars that they forgot about decency and honor.

The Task Force also included a regiment of mercenaries: McLeod's Regiment of the Northwind Highlanders and their infantry support, the First Gurkhas. Another portion of the Highlanders, the Royal Black Watch, also went along, not for pay but as the spiritual descendants of the original Black Watch, the bodyguards of the First Lord. This generation of the Black Watch went to prove to First Lord Liao that they were worthy to be the First Lord's bodyguards once again. No longer mercenary, they were again Star League troops.

The final contingent of the Task Force were also ex-mercenary Star League troops. The Eridani Light Horse, a unit that had refused to go on the Exodus with Aleksandr Kerensky, had kept the traditions of the Star League alive in their hearts and actions. As soon as the Star League was reestablished, the Light Horse presented themselves for inclusion in its military and were accepted. The overall commander of the regiment, General Ariana Winston, was named second-in-command of Task Force Serpent.

## BEYOND THE PERIPHERY

The Task Force went first to the Federated Commonwealth world of Defiance, where they trained against each other and ComStar's Invader Galaxy, honing the skills needed to defeat the Smoke Jaguars. On 1 May 3059, Task Force Serpent left Defiance and began their mission. Intelligence organizations circulated misleading reports concerning the size of the force, downplaying the actual troop count. If any Clan Watch agents caught word of the flotilla, they would likely underestimate its strength. Serpent's route would take them through the Federated Commonwealth and the Outworlds Alliance before reaching the Deep Periphery, and eventually, Huntress. The route was a long one, curving away from the Exodus Road to avoid any Clan contact en route that might risk alerting the homeworlds.

## Eridani Light Horse

(General Ariana Winston)

3 Veteran Reinforced Regiments  
34 DropShips, 13 JumpShips

## Total Units:

Approximately 10 Regiments, 2 Battalions  
98 DropShips, 20 JumpShips  
7 WarShips

## VOICE OF KERENSKY

To all citizens of the Inner Sphere do I, Aleksandr Kerensky, send greetings.

Know that I have taken that remnant of the Star League Defense Force which has remained true to its purpose beyond the boundaries of the Inner Sphere, beyond the Periphery. I have done this, neither out of disappointment with those whom we leave behind, nor out of spite or disdain, as some will say. We have left the Inner Sphere because we love it too much to see it destroyed. In the wake of the Usurper's coup and the long, bitter fighting that has followed, I fear that my forces will be used to do incalculable, possibly irreparable, harm to our society. We are sworn to ward the Star League and its subjects, not destroy it.

Thus we have left the only homes we have ever known to place the destructive capability of this armada beyond the reach of those who would use it, not for defense, but for conquest. Perhaps, with the might of our 'Mechs and ships out of their reach, the leaders who now grapple with one another will relinquish their dreams of subjugating their neighbors and learn to live in peace with them.

Perhaps, one day, should mankind step back from the brink of the abyss, we, or our children, or our children's children will return, to once more serve and protect and guide the Star League in mankind's quest for the stars.

Fare well.

The first contact the Task Force had with anyone in the Deep Periphery was on 16 November, when DropShips drawing water from a lake were attacked by bandit 'Mechs. The bandits were easily defeated, but a number of them were captured, bringing a previously unaddressed issue to the fore: what to do with them? The Task Force required secrecy, so leaving them on their planet was out of the question, as they could inform the Clans of what they had seen. There was not enough extra food or water to keep them prisoner, and simply executing them was inhuman. Eventually, Marshal Hasek-Davion decided to give the prisoners the option of remaining on-ship as laborers. Those who refused would be marooned on a habitable planet in another system, except for the leaders, who would be court-martialed and executed.

The execution of the pirate leaders had an incredible backlash, nearly alienating both the Eridani Light Horse and the Knights of the Inner Sphere. The Task Force eventually reached an uneasy peace with the two units, but relations remained strained. The issue came to a head on 15 December, when the Task Force unexpectedly encountered a Ghost Bear flotilla. After a fierce naval battle, dubbed "Trafalgar," the SLDF defeated the Ghost Bears and laid claim to an intact *Whirlwind* class WarShip, along with three hundred warriors and more than one thousand civilians. Forced once again to decide the fate of prisoners, Marshal Hasek-Davion this time ordered all prisoners who gave their bond-oath to be accepted as bondsmen, and all others to be marooned. Even the Light Horse and the Knights accepted this solution, and the issue of prisoners was not raised again.

## CHANGING OF THE GUARD

On 3 January 3060, Marshal Morgan Hasek-Davion was found dead in his room. It appeared to be a heart attack, but an examination revealed poison in his system and so a search for the assassin began. His successor, General Ariana Winston, named Lieutenant-General Andrew Redburn as her second-in-command, and together they set about trying to solve the mystery of Hasek-Davion's assassination. A search of all rooms in the *Invisible Truth*, flagship of the Task Force, and its two DropShips produced nothing. A lucky discovery in the Task Force records, however, revealed five people who had no recorded past before joining ComStar. One of them, Lucas Penrose, killed the guards sent to bring him for questioning, then held the ship hostage by claiming he had planted a bomb in an ammunition bay. Taking General Winston as his hostage, Penrose demanded a JumpShip to take him back to the Inner Sphere. General Winston quickly determined that he had not planted a bomb, and shot the assassin with his own pistol. Penrose's motive for murdering Hasek-Davion, and who he was working for, remain a mystery.

During the investigation, the Task Force stumbled upon something entirely unexpected—a broadband microwave transmission made by Aleksandr Kerensky 250 years earlier that stated his reasons for leaving the Inner Sphere. Dubbed the "Voice of Kerensky," the mysterious message brought hope to some and sent shivers down the spines of others. Many considered hearing the voice of a long-dead general so soon after losing their own leader an eerie coincidence; others viewed it as simply one more oddity of the Clans.

## THE CONQUEST BEGINS

The first part of the invasion plan relied on the DEST troopers. Using a Smoke Jaguar Identify Friend or Foe (IFF) code given to them by the Jaguar defector, Trent, the WarShip *Haruna* would jump into Huntress's system and detach a *Broadsword* DropShip, captured from the Ghost Bears at Trafalgar. The DropShip contained the three DEST teams and their *Kage* battle armor. It would fly over Mount Szabo, where the DEST commandos would perform a high-altitude drop as the *Broadsword* broadcast a distress signal, hopefully convincing the Jaguars that the DEST teams were debris from a stricken DropShip. The ship would then head for a secluded landing zone on the continent of Abysmal. The DEST teams' target was the command center in Mount Szabo that controlled Huntress's space-defense system. Unless it was destroyed, the Task Force armada had little chance of making it to the planet intact. The plan worked perfectly, and on 5 March, the rest of Task Force Serpent jumped into Huntress space.

Waiting for them were three Smoke Jaguar WarShips, two *Vincent Mk 42* class vessels and an imposing *Sovetskii Soyuz* class cruiser, a formidable foe. A fierce naval battle ensued; the SLDF suffered major damage to several WarShips and the *Rostock*, one of the *Fox* class corvettes, was completely destroyed. Despite the high cost in materiel, however, the SLDF was victorious, and the Task Force DropShips were quickly burning toward Huntress. The invasion of Huntress had begun.

## War on the Ground

The initial assault targeted several major locations. The Eridani Light Horse had two objectives, both near the city of Looteria: the 151st and 21st would hit a large MechWarrior training facility, and the 71st would capture the pyramid housing the Smoke Jaguars' genetic repository. The Rabid Foxes were assigned to keep watch on Falcon Eyrie, a small Jade Falcon outpost in the Eastern Mountains. SLDF planners were fairly certain that the Jade Falcons would not get involved, but the Rabid Foxes were there to make sure they didn't. The Knights and Kingston's Legionnaires were assigned a training base near the city of New Andery. The Northwind Highlanders and Royal Black Watch would attack

a factory complex near Pahn City, and the Eleventh Lyran Guards had a training base near the city of Bagera as their target. The Second St. Ives Lancers and the Fourth Drakøns were targeting a training base as well, though theirs was on the continent of Abysmal. That left the First Kathil Uhlans, who would seize a factory complex near the city of Myer, and the Com Guard, who would secure the Mount Szabo facility already damaged by the DEST commandos.

For some units, the assaults went smoothly. The Drakøns and Lancers found their target training base almost deserted and were able to eliminate the teaching staff with minimal losses. The Com Guards also easily secured the command facility. The Uhlans faced slightly greater opposition, taking quite a few casualties, but were able to capture the factory complex in the end. The Eridani Light Horse fared well also, suffering only light casualties and successfully seizing the training facility and the genetics repository.

Not all Task Force units fought such easy battles, however. The Northwind Highlanders took heavy casualties when they encountered the never-before-seen ProtoMechs, quasi-BattleMechs that fought like super-Elementals. They still managed to acquire their target mostly intact, despite the fierce defense. The Knights and Legionnaires also encountered ProtoMechs, and in greater numbers than did the Highlanders. Faced with such fanatical opposition, they required reinforcing by the Com Guards before they achieved their mission. The Knights and the Lyran Guards took nearly 50 percent non-recoverable losses, exceeded only by the Legionnaires' nearly 70 percent losses. Facing serious losses and without hope of reinforcements, Marshal Bryan was forced to call for supporting fire from an orbiting WarShip. The devastating bombardment disintegrated several Jaguar 'Mechs and broke the morale of the remaining troops, who were subsequently easily mopped up. That horrifying assault essentially concluded the invasion of Huntress.

## FINISHING THE JOB

The invasion over, Task Force Serpent now began the second phase of its mission: to destroy all barracks, 'Mech hangars, fighter bays, C<sup>3</sup> centers, military repair facilities and any facility that might be used for the construction, storage or transport of war materiel. Basically, they were to take every measure possible to eliminate the war-making capability of Clan Smoke Jaguar. The Task Force units carried out these orders cautiously at first, afraid that civilians might interfere or be harmed in the process, but the dismantling of the Smoke Jaguar war effort proceeded without mishap.

Meanwhile, the IIXhan of the Clans and Khan of the Smoke Jaguars, Lincoln Osis, convened the Grand Council on Strana Mechty. Informing the Council of the assault on



Huntress, Osis made a desperate plea for help from the other Khans. He claimed that the Inner Sphere force would not stop at one Clan, but were a threat to them all which must be stopped immediately. Not everyone agreed, however. Khans Vladimir Ward of Clan Wolf and Marthe Pryde of Clan Jade Falcon led the opposing arguments, proposing that the matter concerned Smoke Jaguar alone and would not affect the other Clans. A final vote showed the balance in their favor: the Clans unanimously opposed involving themselves in the Smoke Jaguar defense. Enraged, Khan Osis left for Huntress with a small force of elite troops seconded for his use, including the two Command Trinaries of the Smoke Jaguar touman and the *Black Lion* class WarShip *Streaking Mist*.

## The War Back Home

Back in the Inner Sphere, Operation Bulldog was a phenomenal success. The Smoke Jaguars had been pushed off world after world far sooner than expected, their units severely mauled in nearly every engagement. Prince Steiner-Davion advanced the timetable of the assault and concluded the entire operation in four months—far less time than computer simulations had predicted for the first wave alone. The surviving Smoke Jaguars fled toward Huntress, unaware that the Star League had also designated their homeworld as a target, with Prince Steiner-Davion and the bulk of Operation Bulldog's units in pursuit. Without the need for stealth, both forces traveled a far straighter and faster route than Task Force Serpent. The Task Force units remained completely unaware of the three forces fast approaching Huntress.

## THE CONQUEST CONTINUES

During the initial assault, the commander of the defense, Galaxy Commander Russou Howell, managed to withdraw a small force and hide in a jungle, biding his time before counterattacking. That time arrived quickly when his unit ran low on food and supplies, prompting a raid against the Northwind Highlander's base. Howell sent a token percentage of his force to assault the Highlander DropShips, but held back the fastest units. Alarmed by the threat to their DropShips, the Highlanders rushed to defend them, all but abandoning their base. The fast-moving attack units took advantage of this opening to rush in and appropriate the needed supplies. The DropShip attack, nothing more than a feint, ended as soon as the supplies were secured and Galaxy Commander Howell and his forces faded back into the night.

On 19 March, the Jaguar forces fleeing the Inner Sphere, the equivalent of two Galaxies, arrived in the Huntress system. The Jaguar transports immediately released their DropShips, and the Clan reinforcements made their way to Huntress. Even as they burned toward the planet, a fierce naval battle began. The retreating forces included two *Vincent Mk 42* corvettes and a *Liberator* class cruiser, a vessel armed with mainly anti-fighter weapons but carrying enough anti-ship firepower to destroy any ship in the Task Force fleet. The Star League flotilla eventually won a desperate victory, at the cost of much of its firepower. The *Invisible Truth* and the *Ranger* were both damaged but battle-ready, as were the captured Ghost Bear *Whirlwind* and the *Haruna*. The *Antrim* took serious damage that could not be repaired in the field, and the *Emerald's* damage was so severe that they abandoned it. The most horrifying encounter of the battle by far resulted in the death of the *Starlight*. Its controls locked, the *Starlight* rammed a Smoke Jaguar *Vincent Mk 42*, entangling the two ships. Seconds later, the *Vincent's* magazines went up, destroying both WarShips in a tremendous explosion.

Warned by Commodore Alain Beresick that the Clan forces were on their way, the Serpent ground forces began preparing for their arrival. To avoid the divide-and-conquer tactics that had worked so well for their own invasion, General Winston separated her forces into three large groups. The Eridani Light Horse, along with the Com Guard troops and the Second St. Ives Lancers, defended the genetics repository and Mount Szabo in Looteria, both sites sacred to the Jaguars. The Kathil Uhlans, Northwind Highlanders and Knights of the Inner Sphere were posted to the southwest near Lake Osis, an area featuring plentiful fall-back points if the fighting went against the Star League forces. The Fourth Drakøns, Kingston's Legionnaires and the Lyran Guards were transferred to the Lunar Range on the continent Abysmal, to act as reinforcements for the other two groups should they become necessary.

The arrival of the Clan DropShips also brought a message to General Winston from Star Colonel Paul Moon, the Smoke Jaguar officer in charge of the reinforcements. Rather than a batchall, it was simply a challenge to meet him on the plains west of Looteria—and General Winston accepted. The battle opened with a salvo of artillery fire from the SLDF army to the north, an attack that included improved-smoke rounds. These rounds produced a much denser smoke than normal and contained pods built to jam probes and other electronics, which gave the SLDF a momentary advantage. Then the Jaguars slammed into the SLDF lines, possessed by a berserk fury. Eventually, however, they were thrown back and withdrew to their DropShips.

A contingent of the Clan reinforcements also attacked the army stationed to the south, launching frenzied attack after attack in an attempt to eradicate the Inner Sphere blight from their homeworld. The Smoke Jaguar forces received a boost with the arrival of the Shroud Keshik, under the command of saKhan Brandon Howell, in addition to the Jaguar's Heart, a group of MechWarriors called out of retirement by Lincoln Osis to help defend Huntress. The Khan's forces had arrived mere days before, jumping in at a pirate point to avoid the SLDF navy. The addition of saKhan Howell's forces forced the southern army to withdraw into the Dhuan Swamp to regroup, where they surveyed the butcher's bill. The Highlanders were more or less intact, but the Knights were down to only quarter-strength, and the Uhlans to about one-third. Andrew Redburn, the southern army commander, ordered a withdrawal further into the swamp.

## A Blow to Morale

Meanwhile, the northern army came under attack again. Ignoring the rest of the SLDF force, the Smoke Jaguars concentrated on the spaceport, which was defended by the Com Guard. The Light Horse took advantage of the Jaguars'

singlemindedness to attack their vulnerable flank, causing the Clan forces to withdraw. Unfortunately for the northern army, the Jaguars withdrew directly into the St. Ives Lancers, sending the Lancers running. The Jaguars capitalized on the situation and set off a general rout among the defenders. By the end of the battle, the Smoke Jaguars had regained control of the capitol city of Lootera.

The southern army suffered much the same fate. Pursuing Clan 'Mechs set off a general rout that ended with more than half the southern army killed, crippled or scattered. The Royal Black Watch acted as rearguard for the fleeing troops, and soon reported renewed attacks by the Clan force. The Uhlans were also under attack, and only the Knights reinforcing them saved the unit and drove the Jaguars back.

The ilKhan had finally made his presence known in Lootera, adding the Jaguar's Den Command Trinary to the troops there. SLDF scouts immediately informed General Winston of the ilKhan's presence. Winston decided to conduct a surprise assault on his location using a raid-in-force that very night. The raid went poorly for the SLDF troops; the Jaguars easily repulsed them and forced them to withdraw into the Jaguar's Fangs mountains. Osis then decided to return to Lootera to assume overall command of the Huntress defense.

## Deep Into the Jaguar's Fangs

General Winston took her troops deep into the mountains, and brought the Drakøns and Legionnaires over to support the northern army. The southern army was to continue retreating through the swamp as well, and were sent the Lyran Guards for reinforcements. The Clan warriors continued to harass both forces as they withdrew, but each assault in the swamp cost the Jaguars almost as much as it did the SLDF. Convinced that his situation was now hopeless, ilKhan Osis chose to return to Strana Mechty.

The assaults on the northern army forced them deeper and deeper into the mountains. Eventually, the Jaguars flanked the SLDF troops, traveling through a secret mountain pass to destroy the invaders' base camp. The Clan forces caused incredible carnage: the DCMS had only two troopers left, and the St. Ives Lancers could boast only one functioning BattleMech. Of the remaining forces, those in the best shape were at half-strength; the majority were far worse off than that. When the Smoke Jaguars made another push, the northern army nearly collapsed in the fierce fighting. General Winston died in this battle, just minutes before news of reinforcements reached the beleaguered army. A contingent of elite forces led by Victor Steiner-Davion spelled the end for the Smoke Jaguars, already defeated except in their pride.

Ten days later, the conquest of Huntress was over. Little remained of Task Force Serpent. Nearly all units had

## RESULTS OF THE GREAT REFUSAL

### Wolf (Draw) vs. St. Ives Compact (Draw)

Golden Keshik vs. 1st St. Ives Lancers

### Jade Falcon (Win) vs. ComStar (Lose)

Turkina Keshik vs. Invader Galaxy

### Blood Spirit (Lose) vs. Draconis Combine (Win)

Blood Guard Keshik vs. 1st Genyosha

### Star Adder (Win) vs. Free Worlds League (Lose)

Adder Command Keshik vs. 1st Free Worlds Guards

### Ice Hellion (Lose) vs. Star League Defense Force (Win)

7th Attack Cluster vs. Nova Cat Keshik

### Fire Mandrill (Lose) vs. Capellan Confederation (Win)

Kindraa Command Trinary vs. Red Lancers

### Hell's Horses (Lose) vs. Free Rasalhague Republic (Win)

Alpha Keshik vs. 3rd Drakøns

### Smoke Jaguars (Lose) vs. Federated Commonwealth (Win)

Command Trinary vs. 10th Lyran Guards

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suffered at least 80 percent losses. For the men and women of Task Force Serpent, the nightmare was over. They had done their job and done it well, and now it was time to rest. The next step would be handled by Prince Steiner-Davion and his forces.

## ON TO STRANA MECHTY

Having proven themselves worthy by defeating the Jaguars, the Inner Sphere forces were now set to challenge the Clans as a whole to a Trial of Refusal for the original invasion. If the Inner Sphere won, the vote to launch Operation Revival would be overturned and the invasion would cease. The worlds each Clan had taken thus far in the Inner Sphere, however, would not change hands unless the previous owners felt it necessary to take them by force. If the Clans won, the Truce of Tukayyid would be repudiated and the Clans would be free to continue the invasion. Prince Steiner-Davion traveled to Strana Mechty and issued the challenge to the Khans of the Clans, and the Clans accepted.

The Inner Sphere decided to field one company from each nation of the SLDF to fight the bodyguard Binary and Khan of each Clan, though the Nova Cats elected to fight on the SLDF side. Choosing to consider the invasion a Crusader matter, the Warden Clans declined to participate, leaving the Crusader Clans, Smoke Jaguar, Ice Hellion, Jade Falcon, Blood Spirit, Fire Mandrill, Star Adder, Hell's Horses and Wolf, to fight the Refusal. Whichever side won more battles would win the Trial. Prince Victor Steiner-Davion killed ilKhan Lincoln Osis in hand-to-hand combat during the Trial, and both Nova Cat Khans also died. When the dust settled, the Inner Sphere had won the Trial, restoring peace. Leaving Paul Masters as liaison to the Clans, Prince Steiner-Davion set out on his journey back to the Inner Sphere ...

## PERSONALITIES

The following individuals played pivotal roles in the battle for Huntress.

### GENERAL ARIANA WINSTON

**Rank/Position:** General/Commander of the Eridani Light Horse and Overall Commander of Task Force Serpent following the death of Marshal of the Armies Morgan Hasek-Davion

**Year of Birth:** 3011 (age 48)

**BattleMech:** CP-11-A *Cyclops*

**Piloting/Gunnery Skill:** 2/3



#### Profile

Because her father, Colonel Charles Winston, was the commander of the Twenty-first Striker Regiment, General Ariana Winston was practically raised by the members of the Light Horse. Considering this early immersion in the military, it was only natural that she accepted the traditions

that unit espoused and joined the Light Horse shortly after her nineteenth birthday. She struggled through basic training; her father had ordered that she be shown no special treatment, and her poor study skills made it difficult for her to meet the standards set by the unit. But through sheer determination, a trait for which she would become famous, she graduated at the top of her class and was assigned to a strike lance of the Twenty-first Striker Regiment.

Winston served with distinction and honor throughout her career and rose rapidly through the ranks. Much to her surprise (but not to those who served with and under her), she assumed command of the entire Eridani Light Horse when General William Erik Petersen retired in 3045. As the years passed, Houses fought, the Clans arrived and her unit participated in endless battles, she consistently maintained the high moral code by which all Light Horsemen judge themselves.

Not surprisingly, her small stature has led many an opponent to underestimate the attractive Light Horse commander. However, when Marshal of the Armies Morgan Hasek-Davion was given command of Task Force Serpent, she was his first choice for second-in-command, a strong

testament to her consummate leadership skills and battlefield acumen.

General Ariana Winston was slain in battle against Clan Smoke Jaguar on 30 March 3060, on the planet Huntress in the Kerensky Cluster of Clan Space. She died as she had lived, leading her unit in battle, never willing to send her troops into a situation where she herself would not go.

### LEFTENANT-GENERAL ANDREW REDBURN

**Rank/Position:** Leftenant-General/Commander of the First Kathil Uhlans

**Year of Birth:** 3003 (age 56)

**BattleMech:** AS7-K *Atlas*, WR-DG-02FC *War Dog*, *Daishi*

**Piloting/Gunnery Skill:** 3/2

#### Profile

Leftenant-General Andrew Redburn's decades-spanning career began when he graduated from the Warrior's Hall on New Syrtis in the Capellan March of the Federated Suns in 3024. He was immediately assigned to a training cadre, the pet project of Prince Hanse Davion. The training cadres were formed from and staffed by MechWarriors who had never attended a military academy, but who had received their training on the remaining frontiers of the Federated Commonwealth. As the Fourth Succession War began, Redburn took command of the Delta Company training cadre. Though the regular army units openly disparaged the training cadres, that attitude soon changed as Redburn led the Delta Company to victory after victory against seemingly impossible odds. In one of the final battles of that war, he was promoted to major. His company merged with other, similar units to form the First Kathil Uhlans, under the command of Morgan Hasek-Davion.

When Morgan was promoted to Marshal of the Armies of the Federated Commonwealth, Redburn was promoted to Leftenant-General and given command of the First Kathil Uhlans. He was instrumental in planning their many successful operations during the Clan invasion. Though he is nearing sixty and his auburn hair has begun to show gray, his imposing height and piercing brown eyes still mark him as a consummate leader of men.

### COLONEL SIR PAUL MASTERS

**Rank/Position:** Count of Gibson/Knight-Commander of the First Knights of the Inner Sphere, later Star League Ambassador to the Clans

**Year of Birth:** 3012 (age 47)

**BattleMech:** ANV-3M *Anvil*, *Nobori-nin*

**Piloting/Gunnery Skill:** 1/2



## Profile

The only son of Hero of the League Jean Masters, a Force Commander in the First Marik Militia during the period just before the Fourth Succession War, Paul grew up on tales of bravery and courage in a 'Mech cockpit. Admitted to the Allison MechWarrior Institute, he graduated with honors in 3030,

gaining the rank of Lieutenant, Junior Grade, and a posting to his mother's old unit.

Paul rose quickly through the ranks and became friends with Thomas Marik after serving as Thomas's aide during the Andurien uprising of the late 3030s—a friendship that would change Paul's life forever. In 3054, Thomas arranged for Paul to visit him on Atreus, and presented to Paul his plan for a unit of elite MechWarriors to bring the concept of chivalry back to the Inner Sphere. After reading Thomas Malory's *Le Morte D'Arthur* practically in one sitting, Paul enthusiastically embraced the idea and became one of the founding members of the Knights of the Inner Sphere.

Paul's first mission as a Knight was to investigate a volatile situation on the planet Gibson, an investigation that led to the first battle for the Knights as a whole and Paul's title of Count of Gibson. Paul now commands the First Knights of the Inner Sphere, and he and his unit were chosen to be the "conscience" for Task Force Serpent, so that the brutal necessity of destroying an enemy's ability to wage war would not turn the Task Force into raging killers. Though this role occasionally caused friction with the other members of the Task Force, Paul completed his mission to everyone's satisfaction and was assigned as the SLDF liaison to the Clans after the Great Refusal.

## SHO-SA MICHAEL RYAN

**Rank/Position:** *Sho-sa*/Commander of the DEST forces assigned to Task Force Serpent

**Date of Birth:** 3028 (age 31)

## Profile

*Sho-sa* Michael Ryan has the distinction of being one of the only officers of non-Japanese descent to command a Draconis Elite Strike Team. That he was chosen as overall commander of the teams assigned to Task Force Serpent by Coordinator Theodore Kurita himself is a testament to his abilities.

A native of the planet Junction in the Proserpina Prefecture of the Draconis Combine, he applied to and was accepted at the Sun Tzu School of Combat. He excelled at coordinating disparate forces of the military (aerospace, BattleMech, infantry, armor) to achieve a goal—a skill that the Sun Tzu School of Combat, contrary to most Draconis Combine military schools, tries hard to instill in its students. He graduated in 3050 and immediately submitted an application to the Internal Security Force for acceptance into the Draconis Elite Strike Team school on the planet Pesht. He graduated in 3054 with an excellent record of cooperation, leadership and determination, and was assigned to DEST Two. There he served with distinction as the assistant team leader in a number of covert operations against both the Smoke Jaguars and Nova Cats. When DEST Six was formed in August of 3057, Ryan was promoted to *Tai-i* and designated to lead the newest team.

Ryan is a competent officer and an imaginative field commander. His training in both conventional and non-conventional warfare, and his ability to integrate the two into one deadly strike package, made him a natural choice for promotion to *Sho-sa* and leadership of the Task Force Serpent DEST forces.

## COMMODORE ALAIN BERESICK

**Rank/Position:** Commodore/Commander of Task Force Serpent's naval assets

**Year of Birth:** 3011 (age 48)

**WarShip:** ISS *Invisible Truth*, *Cameron* class battlecruiser

## Profile

Born in the Draconis Combine, Alain developed a love for space early on and enlisted in ComStar in order to pursue a naval career. Soon enough, Adept I Theta Alain was a crewman on a ComStar JumpShip, and he rose rapidly through the ranks, becoming a JumpShip captain in 3047.

His superiors took note of Alain's efforts during the battle for Tukayyid, as he tirelessly pushed his crew and his ship to get the ground forces to Tukayyid in time. In 3053, he was transferred to ComStar's secret Luyten 68-28 base, where several WarShips were kept hidden, and given command of a *Cameron* class battlecruiser. His talents were again put to the test in 3058, when Word of Blake renegades sent the WoBS *Deliverance*, an *Essex* class destroyer, to keep the ComStar WarShips busy during the Word of Blake assault on Terra. Alain and his crew successfully repulsed the *Deliverance*, becoming one of the few Inner Sphere crews in two hundred years to win a naval battle.

Alain's name was at the top of the list when the reformed Star League organized the Task Force Serpent naval assets. His time in the Task Force has proven his



ability beyond any doubt, as he led his WarShips to victory against Clan WarShips on two separate occasions.

## **ILKHAN LINCOLN OSIS**

**Rank/Position:** Khan of Clan Smoke Jaguar/ilKhan of the Clans

**Year of Birth:** 3014 (age 45)

### **Profile**

When Khan Leo Showers of Clan Smoke Jaguar became ilKhan in late 3048, he left open the position of Khan. Lincoln Osis, the most popular ristar in the Smoke Jaguars at that time, defeated saKhan Sarah Weaver in her bid to become Khan. That Lincoln Osis was able to achieve what no other Smoke Jaguar Elemental had by becoming Khan is a testament to his tactical genius and supreme tenacity.

On the plains of Tukayyid, however, his tactical ability could not save his Clan from the overwhelming strategic superiority of the ComStar forces arrayed against him. Clan Smoke Jaguar retreated from the field with more than 50 percent losses and no leadership—saKhan Sarah Weaver died when her *Masakari* exploded and Khan Lincoln Osis was thought dead. Brandon Howell, who held the remnants of three Galaxies together and successfully withdrew them from Tukayyid, became Khan for a short time, but when Lincoln Osis reappeared like a phoenix rising from the ashes of his defeat, Howell stepped aside to let Osis reassume command of Clan Smoke Jaguar. Brandon Howell became saKhan.

When ilKhan Elias Crichell was killed and the Clans traveled back to Strana Mechty to elect a new ilKhan, Lincoln made his bid for the position and was elected. Shortly thereafter, Operation Bulldog began. As the reborn Star League swept the Jaguar forces before them, ilKhan Lincoln Osis tried desperately to keep this shameful information from the rest of the Clans. When the news finally broke, however, the Clans unanimously agreed that this was a Smoke Jaguar problem, and the Clan would either survive or cease to exist, thereby proving their worth.

Lincoln Osis, tenth ilKhan of the Clans, died during the successful Trial of Refusal by the Inner Sphere against the Clan invasion, when Prince Victor Steiner-Davion, commander of the Star League Expeditionary Force, cut off the ilKhan's head with a katana.

## **GALAXY COMMANDER RUSSOU HOWELL**

**Rank/Position:** Galaxy Commander/Commander of the defenses of Huntress

**Year of Birth:** 3019 (age 40)

**BattleMech:** *Vulture*

**Piloting/Gunnery Skill:** 3/2

### **Profile**

Once a good warrior, Russou Howell has reached the end of his usefulness to the Clan military, and he looks it. Early in his career, Russou served in the Beta Striker Trinary of Beta Galaxy, alongside his sibmate Trent, the man who revealed the Exodus Road to ComStar. Russou won his Bloodname late in life, but received a promotion to Star Captain soon after. He was then ordered by Star Colonel Paul Moon to kill Trent, whom Moon considered to be a stain on Clan honor, on the battlefield. Because of an elaborate hoax perpetrated by ComStar, Russou believes he did so, and guilt from that act has driven him to abuse alcohol.

After killing Trent, Russou was remarkably successful in his Trials of Position, to the point where he suspected his superiors were arranging for easy Trials, for no reason he could discern. Immediately after the death of his sibmate, he became a Star Colonel, followed quickly by a successful bid for the rank of Galaxy Commander and a posting to Huntress to command the defenses there. Overall commander of the Iron Guard and Watchmen Galaxies when the Task Force Serpent forces arrived, Russou's troops were quickly overwhelmed and forced to retreat into a hidden mountain camp. He and his men launched a counterattack against Task Force Serpent along with ilKhan Lincoln Osis.

Russou was last seen leaving a building just minutes before it exploded. He is currently missing.

## **STAR COLONEL PAUL MOON**

**Rank/Position:** Star Colonel/Commander of the Third Jaguar Cavaliers, Delta Galaxy

**Year of Birth:** 3019 (age 40)

### **Profile**

Paul took part in the Clan invasion, participating in attacks on Jeronimo and Marshdale and leading the assault on Idlewind. Paul also participated in the ill-fated attack on Luthien where, despite his personal bravery, the Smoke Jaguars were handed their heads in defeat.

Paul, who hated the traitor Trent early on, did everything he could to destroy him, attempts that ironically pushed Trent to treason. He lost his leg trying to kill Trent in battle—which he failed to do but believed Russou Howell had accomplished. The leg was regrown by Clan medics, and Paul fought the Operation Bulldog troops until the Smoke Jaguars were forced to retreat from the Inner Sphere.

Upon the arrival of the retreating forces at Huntress, Paul was given command of the remaining forces to attack the Task Force Serpent troops planetside. His command did not last long, however, as he was wounded by artillery almost immediately, which destroyed his right arm and upper shoulder. He was captured by ComStar medics, who saved his life. He is currently a bondsman in the care of ComStar.

## SCENARIO 1: TRAFALGAR

I fear that I have lost all respect for the ground-pounders of our task force—their eternal bickering and talk of “conscience” and “the need to keep the killing frenzy from affecting the troops once the assault on Huntress begins.” Ignorant fools! The worst of the bunch are those high-and-mighty Knights of the Inner Sphere. And even that bunch of pansies is exceeded by their king fool, Colonel Paul Masters. He continually admonishes everyone who will listen that war should be honorable, and that we must always try to think of the enemy as men. Not two days ago I heard him speaking with units on our ship. “The Smoke Jaguars need to be defeated, but not at the price of our souls,” he said. Faugh!!! Have they already forgotten Trafalgar? To think that these mighty MechWarriors look down their noses at us. What folly. I know what war is—anyone in the naval arm of a military throughout the Inner Sphere does; perhaps even amongst the Clans. War is about killing. General Winston knows this, why can’t the others see it? Perhaps it is because when they sit in their tin cans, they only fight another tin can. A glorified skirmish between single opponents, fit for a parade day. But space combat is different. Every autocannon blast, every flight of missiles, every searing beam of energy you unleash on your foe has the potential to kill dozens, if not hundreds of people. And when you speak of WarShips, the stakes are even higher. I did not enjoy ordering the missile launch that killed who-knows-how-many people and began the first large-scale WarShip battle in hundreds of years, but it is my job. I kill, so that more killing will not happen. And as for losing my soul ... perhaps it is better if I lose my soul, than to have thousands, if not hundreds of thousands, lose their lives. Which is what will happen if we do not stop this Clan invasion.

—Excerpt from the journal of Captain Mercia Winslow

### SITUATION

*Unnamed Star System, Deep Periphery*  
15 December 3059

As Task Force Serpent began its long trek into the depths of the Periphery on their way to the planet Huntress, it was only logical to assume that at some point they might run into enemy naval forces. On 15 December 3059, at 1810 hours, the *Cameron Class WarShip Invisible Truth* jumped into an unnamed star system. Her crew immediately picked up distant signatures from other ships already in-system. The two forces began maneuvering toward one another at once, while a *Ghost Bear Invader Class JumpShip* tried to jump out of the system in order to bring word to the Clans of the Inner Sphere task force. Determined to keep their journey a secret at all costs, the Inner Sphere forces leapt into action, and the first large-scale WarShip battle fought in more than 200 years began.

The fighting was fast and furious, as the *Ghost Bear* naval elements attempted to keep their Inner Sphere counterparts from reaching the *Winter Wind*. As the Star Captain of the *Winter Wind* tried desperately to quick-charge his drives to jump out of system, the Inner Sphere task force overwhelmed the *Ghost Bears*. In the end, the *Winter Wind* ran out of time and was boarded before she could flee.

### GAME SET-UP

Lay out the *BattleSpace* maps as shown on page 18.

### Deployment

The attacker enters via the right map edge during the Movement Phase of Turn 1. The attacking units have a starting Velocity of 3.



### ATTACKER

The attacker consists of elements of the naval assets of Task Force Serpent.

- ISS *Invisible Truth*, *Cameron class WarShip*  
(Veteran crew)
- Iron Wings II-Pi
  - 2 HCT-213 *Hellcats*
  - 4 GTHA-500 *Gothas*
- Sanctity Above All II-Pi
  - 2 THK-63 *Tomahawks*
  - 4 RPR-100 *Rapiers*
- Harmonious One II-Pi
  - 2 HMR-HD *Hammerheads*
  - 2 AHB-443 *Ahabs*
  - 2 RPR-100 *Rapiers*
- Haruna, *Kyushu class WarShip*  
(Regular crew)
- ichi* Flight
  - 2 F-700A *Rievers*
  - 2 SL-17R *Shilones*
  - 2 SL-21 *Sholagars*
- ni* Flight
  - 2 SL-21L *Sholagars*
  - 4 SPR-H5K *Sparrowhawks*
- san* Flight
  - 6 SL-15R *Slayers*
- Dojo*, *Avenger class DropShip*  
(Regular crew, updated version)
- Hainan*, *Avenger class DropShip*  
(Regular crew, updated version)
- Bisan*, *Achilles class DropShip*  
(Veteran crew, updated version)
- ichi* Lance
  - 2 SL-15 R *Slayers*
  - 2 NL-42 *Battle Taxies* (cargo: 20 DEST troops in Kage battle armor)
- Antrim*, *Fox class WarShip* (Regular crew)
- Alpha Squadron
  - 2 SYD Z4 *Seydlitzes*
  - 2 SYD Z3A *Seydlitzes*
  - 2 SPR-6D *Sparrowhawks*
- Beta Squadron
  - 4 CSR-V20 *Corsairs*
  - 2 STU-D6 *Stukas*
- Ranger*, *Lola III class WarShip*  
(Regular crew)
- Might of Valor II-Pi
  - 2 TRN-3T *Tridents*
  - 4 *Centurions*

# WIND OF THE CLANS

## ATTACKER (continued)

*Starlight*, Essex class WarShip  
(Regular crew)  
Falcon Plucking II-Pi  
2 *Sabres*  
2 SPD-502 *Spads*  
2 SW-606 *Swifts*

*Emerald*, Essex class WarShip  
(Regular crew)  
White Bear Maulers II-Pi  
2 ZRO-114 *Zeros*  
4 THK-53 *Tomahawks*

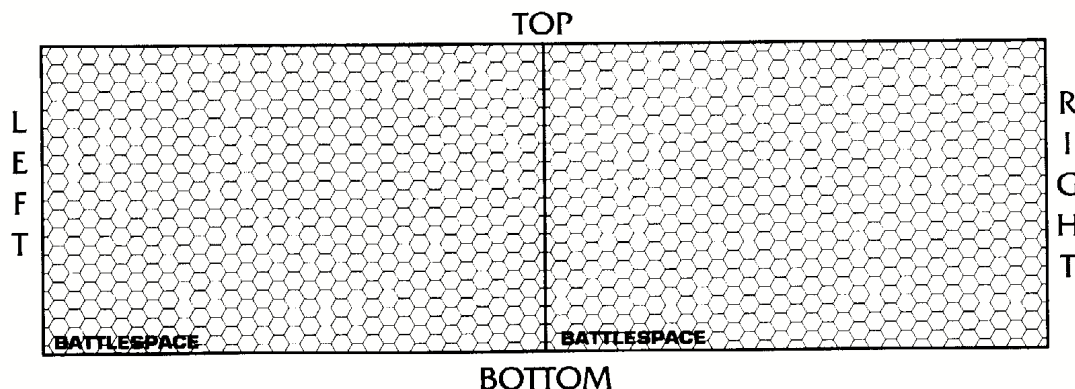
## DEFENDER

The defender consists of a Ghost Bear naval convoy.

*Shining Claw*, Congress class WarShip (Veteran Crew)  
Slashing Star  
4 *Visigoths* (Prime configuration)  
2 *Visigoths* (Configuration A)  
4 *Kirghiz* (Configuration B)  
*Ice Storm*, Union-C class DropShip (Veteran Crew)  
*Sanguine Rime*, Union-C DropShip (Veteran Crew)

*Fire Fang*, Whirlwind class WarShip (Veteran Crew)  
Paw Star  
2 *Scythas* (Configuration A)  
2 *Jengiz* (Configuration A)  
4 *Jengiz* (Configuration C)  
2 *Sabutais* (Configuration B)

*Ursus*, Whirlwind class WarShip (Veteran Crew)  
Alpha Star  
2 *Sullas* (Configuration A)  
2 *Sullas* (Configuration B)  
2 *Turks* (Configuration B)  
4 *Turks* (Configuration C)



The defender deploys first and may place his units anywhere within 3 hexes of the left map edge, with a starting Velocity of 0.

## VICTORY POINTS

Action	Points
Each Defender WarShip destroyed	+10
Each Defender DropShip destroyed	+3
Each Defender fighter Star destroyed	+2
<i>Winter Wind</i> destroyed	+0
<i>Winter Wind</i> disabled	+5
<i>Winter Wind</i> boarded	+25
Each Attacker WarShip destroyed	-5
Each Attacker DropShip destroyed	-2
Each Attacker fighter squadron or small craft destroyed	-1
<i>Winter Wind</i> escapes	-25

## VICTORY LEVEL TABLE

Total Points	Results
55 or higher	Decisive Inner Sphere victory
32 to 54	Substantial Inner Sphere victory
9 to 31	Marginal Inner Sphere victory
-8 to 8	Draw
-31 to -9	Marginal Clan victory
-54 to -32	Substantial Clan victory
-55 or lower	Decisive Clan victory

Phase of each subsequent turn, the target number is reduced by 1. In Turn 15, the engines are completely charged and the ship will jump at the end of Turn 16.

To determine the victory level, calculate each side's total points and consult the the Victory Level Table. The *Winter Wind* is considered disabled if its K-F drive is destroyed or if it suffers critical damage to its field initiator, drive coil or drive controller.

## SPECIAL RULES

The rules for crew quality (p. 62, *BattleSpace* rulebook) and boarding actions (pp. 36-37 and p. 40, *BattleSpace*) apply in this scenario.

## DropShips/Aerospace Fighters

## VICTORY CONDITIONS

The scenario ends when the *Winter Wind* jumps out of system or in the End Phase of the turn in which she is boarded or destroyed. Though unlikely, the scenario also ends if all the attacker's WarShips are destroyed.

The defender's JumpShip, the *Winter Wind*, is attempting to quick-charge its drives and rapidly jump out of system in the hope of bringing news of the Inner Sphere force back to the Clans. The exact time it will jump is unknown. Beginning in the End Phase of Turn 10, the Clan player rolls 1D6, showing the result to his opponent. If the result is a 6, the *Winter Wind* has completed charging its drive and will jump at the end of the following turn. Any other result means the engines are still charging. During the End

## OVERBURN EFFECTS TABLE

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

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

All fighters start the scenario aboard their parent DropShips or WarShips. They are launched according to the Launching/Recovering Small Craft rules (p. 50, *BattleSpace*). In addition, all DropShips start the scenario docked with their parent WarShip or JumpShip (See *Docking*, pp. 49-50, *BattleSpace*).

### Overburn

Under the Overburn rule, aerospace fighters may temporarily generate Heat Points that exceed their heat sink limits, a practice known as overburning. Any time a fighter overburns, however, the stress of the excess heat reduces the effectiveness of other systems on the fighter and may even destroy the craft.

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

$$\text{Heat Points} - \text{Number of heat sinks} = \text{Overburn}$$

Consult the Overburn Effects Table. All overburn effects begin at the start of the following turn and remain in effect until the overburn level changes or is reduced to 0.

No fighter may overburn by more than 15 Heat Points. Additionally, any Heat Points that a fighter does not dissipate are carried forward to the next turn. As in *BattleTech*, unused heat-dissipation capacity cannot be carried forward into the next turn.

*A Lightning (equipped with 12 heat sinks) generates 26 Heat Points during a turn. During the End Phase of the turn, the gamemaster calculates its Overburn at 14. The Lightning suffers the appropriate penalties during the following turn (+3 target modifier on Control and To-Hit Rolls), but the fighter generates no additional Heat Points, and so its heat sinks reduce its Overburn to 2 during the End Phase of the second turn. During the third turn, the fighter receives a +1 target modifier on Control and To-Hit Rolls. By the fourth turn, the fighter's heat sinks have reduced its Overburn to 0, so it suffers no overburn effects.*



*Winter Wind, Invader class  
JumpShip (Veteran Crew)  
Arctic Frost, Union-C class  
DropShip (Veteran Crew)*

*Blue Kodiak, Union-C class DropShip  
(Veteran Crew)  
Ice Dart, Broadsword class DropShip  
(Regular Crew)*

## ATTACKER



The attacker consists of all three teams of DEST assigned to Task Force

Serpent. Unlike standard DCMS deployment for battle armor, each battle armor squad of the DEST is a unit consisting of five Kage battle armor troopers. Each trooper is armed with a standard small laser.

### Draconis Elite Strike Teams

#### Team 6

*Sho-sa* Michael Ryan (2), Kage Squad A  
Kashira Raiko (2), Kage Squad B

#### Team 5

*Tai-i Ju* Akida (2), Kage Squad C  
Kashira Wu Takeda (2), Kage Squad D

#### Team 4

*Tai-i* Keji Tetsunaba (2), Kage Squad E  
Kashira Omi Blaine (2), Kage Squad F

## DEFENDER



The defender consists of four Points of Smoke Jaguar Elementals. Each Elemental Point consists of five Elementals

with small lasers. Because of the risk of setting off a cave-in, none of the Elementals are equipped with SRMs.

### Smoke Jaguar Command Center Elemental Star

Star Commander Joan (3),

Elemental Point 1

Point Commander Jatik (4),

Elemental Point 2

Point Commander Suth (4),

Elemental Point 3

Point Commander Lynx (4),

Elemental Point 4

where I was or what I was doing until you grabbed me. Something terrible occurred in the depths of that structure and I am not sure I can undo it. Please, *Sho-sa*, do not worry that I will fail you. I will perform as I have always done. But once we have accomplished this task the Coordinator has given us and we return to the Inner Sphere, I think I will leave. I know a girl on Pesht ... she has been good to me in the past. Perhaps she will consent to have me. *Domo arigato, Sho-sa*, for letting me take up so much of your time.

—Excerpt from a taped interview between *Sho-sa* Michael Ryan and *Chu-i* Chow Kerai



## SCENARIO 2: AND IN THE DARKNESS BIND THEM

I have been in more battles than I care to think about. I sought out the DEST program on Pesht and through sheer strength of *ki*, proved that I had the spirit to be part of the *otoko no yoru*. Night men ... of course you would know as well as I why we name ourselves that, *Sho-sa*. The night is our friend, our lover. No ill can occur in the soft caress of her dark touch. How many times have I been inserted into enemy territory and accomplished my mission? No, I know you have probably reviewed my record, so you know exactly how many times I have been sent out, but I do not wish to know. It was only a rhetorical question. But this time was different. I am not sure what it was. As our teams fought and died in those spartan, sterile corridors of the Jaguar command center ... something seemed to happen. I have never seen such vicious fighting. Don't look at me as if I am crazy. You know as well as I that we have both been in terrible situations in the Clan Occupation Zones. Yes, the guerrilla fighting that goes on can be atrocious. But never have I seen such hatred unleashed. Both sides stood over mutilated corpses—former comrades—and continued to fire their weapons. It was as if we had been bound by something, a strange ... I do not know. I was moving in a blood-red haze and did not know

## SITUATION

Jaguar Command Center, Huntress, Kerensky Cluster, Clan Space  
2 March 3060

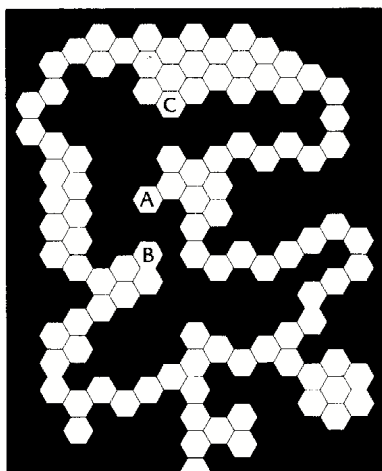
As the rest of Task Force Serpent prepared to jump in-system and begin the invasion of Huntress in earnest, the first part of the operation was already underway. Knowing that Huntress contained planetary defenses that could wreak havoc on the incoming DropShips of the task force, the first mission was to destroy the command and control center for those orbital

# NIGHT OF THE CLAW

facilities. Not only would this ensure that no large-scale weapons could be brought to bear against the attacking DropShips, but the destruction of the command centers would also severely disrupt the defending Jaguars' ability to coordinate a defense. No force in the Inner Sphere was better equipped or trained for infiltration and target elimination than the Draconis Elite Strike Teams of the Draconis Combine.

Having been inserted into the Jaguar's Fangs mountain range days earlier, the DEST teams made their way toward the command center. In the cover of darkness, the three DEST teams in their Kage battle armor infiltrated the command center and made contact with determined Elemental resistance.

The fighting was deadly and vicious in the depths of the Jaguar command center, but the DEST emerged triumphant. Though the defenders were Clan Elementals, they were outnumbered by the attackers, and most of the warriors were old enough to be assigned to a solahma unit. Because Clan Smoke Jaguar never believed it possible that the Inner Sphere might find a way to attack their homeworld, they left their crucial command center weakly defended. The Clan warriors were simply no match for the elite of the Inner Sphere.



## GAME SET-UP

Place one *BattleTech* mapsheet face-down as shown. Draw the walls indicated directly on the map, or use slips of construction paper or poster board to represent the walls and corridors of the Jaguar command center.

## Deployment

The attacker enters the command center door during the Movement Phase of Turn 1.

The defender deploys first, using the Hidden Units rules (see *Special Rules*) before the beginning of the game.

## VICTORY CONDITIONS

The scenario ends when all of the attacking or defending units have been destroyed, or when the attackers achieve their objective. The attacker wins by destroying the command center. The defender wins by destroying all the attacking units.

The attacker wins a Decisive Victory if he destroys the equipment in hexes A, B and C and loses less than 25 percent of his force. He wins a Marginal Victory if he destroys the equipment in hexes A, B and C.

The defender can only win a Decisive Victory, and does so by destroying all the attacking units.

## SPECIAL RULES

The following special rules apply during this scenario.

### Smoke Jaguar Command Center

The letters A, B and C on the command center map indicate the three most vital computer consoles for the entire complex. To destroy the equipment in each hex, an attacking unit must begin its turn adjacent to the hex and spend the entire turn destroying the equipment—it may not move or make weapons attacks in that turn. During the Movement Phase of the following turn, the unit may move and attack normally.

### Hidden Units

At the start of the game, the Smoke Jaguar player secretly hides his four Points of Elementals in any Clear hex on the map. He should write down the number of each hex in which a unit is hidden.

The hidden units will remain hidden until they attack or move, or until the attacking player moves a unit into their hex, attempts to move into their hex or ends his movement adjacent to their hex.

When the attacking player moves a unit into or ends a unit's movement adjacent to a hex occupied by a defending unit, the hidden unit may immediately fire a pointblank shot. The attack is resolved normally, but because they are surprised by the hidden unit, the attacking unit may not return fire until the following turn. In other words, in this situation each Point of Elementals of the defending player gets one "free" round of fire before the attacker can return fire on that unit.

### Honor Level

The Smoke Jaguars need not adhere to the rules of Clan honor in this scenario (use Honor Level 4).

### Variations

For those players who wish to make this battle a little more interesting, you can play using the MechWarrior rules for personal combat found on pp. 52–59 of *MechWarrior, 2nd Edition* and pp. 39–41 of the *MechWarrior Companion*.



## ATTACKER

The attacker consists of elements of the Eridani Light Horse Seventy-first Light Horse Regiment, Seventeenth Recon Battalion. The Fourteenth Recon Platoon is equipped with lasers and is trained in anti-Mech maneuvers.

### Battalion Command Lance

Major Josephine Maresso (3/2),  
MTR-5K *Maelstrom*  
Captain Chas Hook (3/3), CTS-6Y *Cestus*  
Lieutenant Ronald Boice (4/3),  
PTR-4D *Penetrator*  
Lieutenant Edwin Dahm (4/3),  
CES-3R *Caesar*

### Command Lance, 14th Recon Company

Captain Gladys Muller (5/3),  
TDR-9SE *Thunderbolt*  
Lieutenant Russell Andrey (4/4),  
NGS-4S *Nightsky*  
Paul Fiset (5/3), CN9-D *Centurion*  
Mike Kaplan (5/4), DV-7D *Dervish*

### Strike Lance, 14th Recon Company

Lieutenant Michael Gau (4/4),  
BH-305 *Battle Hawk*  
Paul Cukie (4/4), BJ-2 *Blackjack*  
Donald Dyehouse (5/4), ENF-5D *Enforcer*  
Helen Balles (5/4), WLF-2 *Wolfhound*

### Recon Platoon, 14th Recon Company

Motorized Infantry Platoon (4)

Inner Sphere troops occupied the genetics repository. They took great care to ensure that everything in the repository remained intact, however, because General Winston knew that any damage to their genetic heritage would send the Smoke Jaguars into a killing frenzy. Later in the campaign, the SLDF forces used the site as a field hospital, hoping the significance of the site would keep them safe from Clan attack.

## SCENARIO 3: STRIKE AT THE HEART

The roar of air streaming by at high speed filled Paul Fiset's ears, distracting him from the numbers scrolling down the screen in front of him. He trusted his *Centurion* and the crew that had prepped it for the combat drop; what Paul was unsure of was *himself*. He'd never done a live orbital drop before, and while everything seemed to be going well, he couldn't see through the large ceramic pod to the outside world and be absolutely *sure*.

The temperature began to rise in his cockpit, which told him that the outer covering had burned away. A loud tone sounded, alerting Paul that he had one minute before the pod opened; he spent the rest of that minute praying. Finally, the pod fell away, showing him the sky and allowing his 'Mech's sensors to discover his location. Not bad. A bit off, but not bad for his first time. Now came the hard part—slowing himself with the rockets built into his 'Mech's drop pack.

"I sure hope these things work," he thought, as he plummeted toward the ground in what could very well be his 50-ton metal coffin. "I really, truly do."

### SITUATION

*Field of Heroes, Huntress, Kerensky Cluster, Clan Space*  
12 March 3060

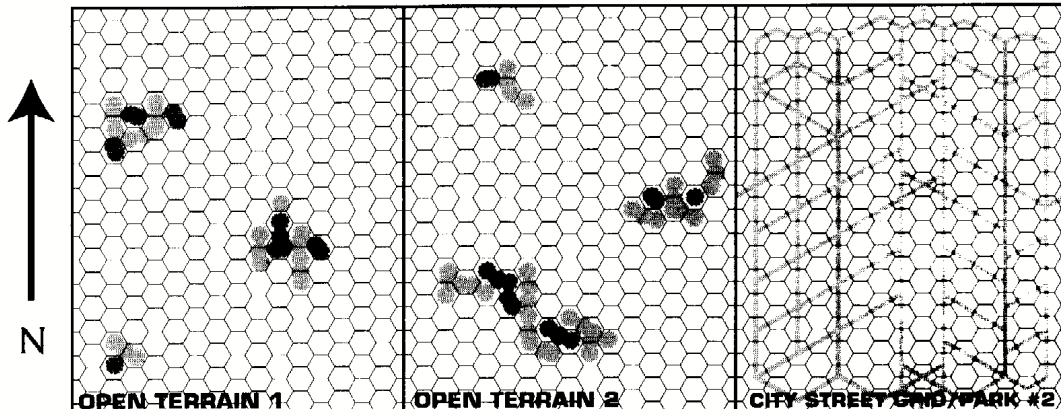
One of the primary targets of the initial SLDF attack was Clan Smoke Jaguar's genetics repository, where the genetic legacies used by the Clan to create trueborn warriors were stored. General Winston chose the Seventy-first Light Horse Regiment for the task of capturing the repository, despite the fact that they had been mauled on Coventry by the Jade Falcons and thus were understrength.

Colonel Sandra Barclay led her regiment in a combat drop near the Field of Heroes, but several minor mishaps resulted in the Seventy-first being scattered across northern Looteria. The Seventy-first regrouped quickly and pressed on toward the Field of Heroes, encountering Smoke Jaguar warriors in captured Inner Sphere 'Mechs and second-line 'Mechs. As the rest of the Seventy-first engaged the enemy, the Seventeenth Recon Battalion pressed toward the objective.

The Star League assault quickly swept aside the defending Clan forces and the

### GAME SET-UP

Lay out the *BattleTech* mapsheets as shown. Use the City Street Grid/Park #2 map from *BattleTech Map Set 4*, and both Open Terrain maps from *BattleTech Map Set 5*. Treat the following hexes on the City Street Grid/Park #2 map as statues (see *Statues*, p. 23 for rules): 0205, 0212, 0302, 0316, 0506, 0512, 0602, 0615, 0806, 0811, 0903, 0915, 1107, 1111, 1203,



1214, 1407, 1410, 1501, 1504, 1514, 1517. Use Building counters from *CityTech, 2nd Edition* or any other appropriate markers to represent the statues.

## Deployment

The attackers enter from the west map edge during the Movement Phase of Turn 1.

The defenders deploy first and begin the scenario anywhere on the City Street Grid/Park #2 map, with any facing (see also *Statues*, below).

## VICTORY CONDITIONS

The scenario ends when one side has been destroyed or (in the case of the Eridani Light Horse) has withdrawn.

The SLDF player wins a Decisive Victory if all Jaguar units are destroyed with the loss of no more than 5 Light Horse units, a Substantial Victory if they lose no more than 8 units, and a Marginal Victory if at least one SLDF unit remains functional at the end of the battle.

The Clan player wins a Decisive Victory if all SLDF units are destroyed or forced to withdraw, a Substantial Victory by destroying or forcing the withdrawal of more than 8 SLDF units, and a Marginal Victory for destroying or forcing the withdrawal of more than 4 units.

Due to the fanatical nature of both the attack and the defense, this encounter cannot end in a Draw.

Victory levels for each side are calculated separately and both sides may claim victory.

## SPECIAL RULES

The following special rules apply during this scenario.

### Forced Withdrawal

The Forced Withdrawal rule is in effect for the Eridani Light Horse only (see *Forced Withdrawal*, p. 7). The Smoke Jaguars are defending the genetic legacies of their Clan and so will not withdraw for any reason. The SLDF force must withdraw from the west map edge.

### Honor Level

The Smoke Jaguars must adhere to Honor Level 3 rules for this scenario (see *Clan Honor*, p. 5).

### Statues

Rows of stone statues depicting famous Smoke Jaguar warriors and BattleMechs radiate out from the genetic repository onto the Field of Heroes. Treat statue hexes like Light Woods hexes for purposes of attack modifiers and LOS. For stacking purposes, statue hexes are treated as if already occupied by one BattleMech.

Statue hexes may be targeted with weapons fire or physical attacks by Inner Sphere forces only. They are considered immobile targets, and each statue can sustain 20 points of damage before collapsing. Hexes containing collapsed statues are considered Rubble.



## DEFENDER

The defender consists of two Stars from the Iron Guard Galaxy's Thirty-third Assault Cluster, Trinary Battle and the Genetics Defense Elemental Star. Each Elemental Point is a unit consisting of five Elementals with machine guns.

### Alpha Battle Star

Star Captain Glenn Kotare (3/3),  
*Rifleman IIC*  
 MechWarrior Arkady (3/3),  
*Hunchback IIC*  
 MechWarrior Dominic (3/2), *Griffin IIC*  
 MechWarrior Nikolai (4/3), *Galahad*  
 MechWarrior Patrick (3/2), *Jenner IIC*

### Bravo Battle Star

Star Commander Claudio (3/3),  
 HTM-27T *Hatamoto-chi*  
 MechWarrior Marcus (4/3),  
 DRG-5K *Grand Dragon*  
 MechWarrior Keith (4/4),  
 PNT-10K *Panther*  
 MechWarrior Lori (4/3), JR7-K *Jenner*  
 MechWarrior David (3/3),  
 SDR-7M *Spider*

### Genetics Defense Elemental Star

Star Commander Jeremy (3),  
 Elemental Point 1  
 Point Commander Rod (4),  
 Elemental Point 2  
 Point Commander Barbara (4),  
 Elemental Point 3  
 Point Commander Gail (4),  
 Elemental Point 4  
 Point Commander Wayne (4),  
 Elemental Point 5



# TWILIGHT OF THE CLAWS



## ATTACKER

The attacker consists of elements of the Iron Guard Galaxy, Thirty-third Assault Cluster.

### Trinary Command, Bravo Command Star

Star Captain Dani Wimmer (2/2), *Vulture*  
MechWarrior Jas Furey (2/3),

*Black Hawk*

MechWarrior Renata (3/3),

*Black Hawk-A*

MechWarrior Alexi (2/3), *Ryoken*

MechWarrior Darius (3/2), *Koshi*

### Binary ProtoMech, Alpha Star

Point 1 (3), 2 *Harpies*, *Gorgon*,  
2 *Minotaurs*

Point 2 (3), 2 *Centaurs*, *Roc*, 2 *Gorgons*

Point 3 (2), 5 *Rocs*

Point 4 (4), 2 *Hydras*, 2 *Rocs*, *Gorgon*

Point 5 (3), 3 *Sirens*, 2 *Satyrs*



## DEFENDER

The defender consists of the Second Company, Second Battalion of the First Knights of the Inner Sphere.

### Alpha Lance

Captain Dame Annalise Proctor (3/2),  
P1B *Perseus*

Lieutenant Sir Charles Murray (3/2),  
ALB-3U *Albatross*

Sir Harry Bertram (4/2),

WVR-7M *Wolverine*

Dame Lydia Chachor (3/2),

MON-66 *Mongoose*

### Bravo Lance

Lieutenant Sir Carl Ostenson (2/3),  
AWS-9M *Awesome*

Sir John Lorek (4/2), ALB-3U *Albatross*

Dame Marcie Kane (2/2),

FS9-OB *Firestarter*

Sir Ralph Murdock (3/2),

HER-5S *Hermes II*

### Charlie Lance

Lieutenant Dame Donna Carr (3/2),  
MAD-5M *Marauder*

Sir Robert Holmes (4/3),

GLT-5M *Guillotine*

Sir Austin Boyle (3/3), BJ2-OC *Blackjack*

Sir Jarvis Muto (3/3), THE-N *Thorn*



## SCENARIO 4: AN UNPLEASANT SURPRISE

**Proctor:** Remember, people, we don't know who else is in this jungle. Check your IFFs before you fire, because some of Third Bats' Knights might be in the area. They got spread all over creation in here, though none should be this far out. Just confirm before you cut loose ...

**Chachor:** Captain, my probe is picking up several contacts about 120 meters ahead ... looks like Elementals, but they're giving me weird readings.

**Proctor:** Pull back and wait for us, Dame, we're on our way.

**Chachor:** Roger that, Captain. Wait—I see them now ... what the hell *is* that thing? Captain, I'm seeing some sort of super Elemental. Pulling bac—

**Proctor:** Dame? (long pause) Dame? All right, Knights, move in and keep your eyes open for those things, whatever they are!

### SITUATION

*Shikari Jungle, Huntress, Kerensky Cluster, Clan Space*  
12 March 3060

After a relatively easy trip into their assault zone, a combined group of Knights of the Inner Sphere and Kingston's Legionnaires, commanded by Colonel Sir Paul Masters, touched down just east of the city of New Andery. The DropShips landed in the jungle just east of the target—a Smoke Jaguar cadet training facility. The SLDF forces easily overwhelmed the Jaguar cadets, eliminating them quickly and with few losses.

# WALLOUT OF THE CLAN

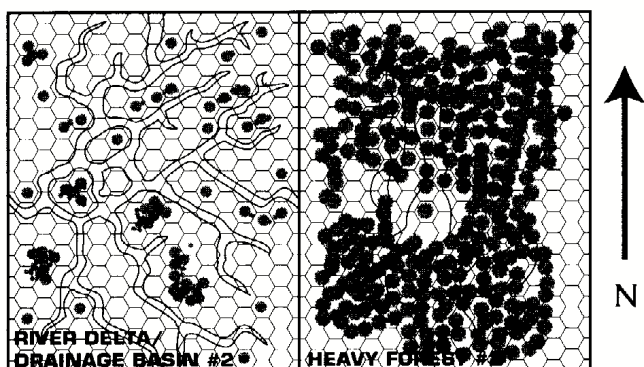
Soon afterward, however, infantry pickets reported an incoming Clan force. In response, Masters ordered the Legionnaires to establish a defensive position in the jungle, with the Knights making a flanking maneuver to encircle the Smoke Jaguars after they encountered the Legionnaires. Unfortunately, the plan fell apart when another, larger group of Clan troops hit the Knights' Third Battalion, forcing Masters to send several companies from his other two battalions to reinforce the Third. What those reinforcements would encounter would shock and dismay them, as yet another Smoke Jaguar secret was revealed ...

The shock of the ProtoMechs combined with a vicious counterattack allowed the Smoke Jaguars to retake the training base and press the Knights and Legionnaires into the outskirts of New Andery. When he realized that his force was down less than half-strength, Masters requested reinforcements. The Smoke Jaguars returned before those reinforcements could arrive, making a dedicated push into the SLDF lines. Just when the SLDF forces seemed about to break, the Jaguars were hit by 'Mechs executing a combat drop nearly on top of their positions—the Com Guard had arrived.

The Com Guard quickly pushed the Smoke Jaguars out, retaking the training base and eliminating nearly all resistance. But the cost of the operation was high. The Knights suffered 50 percent non-recoverable losses, and the Legionnaires were down to approximately 35 percent strength. Only the Com Guard had come through the battle relatively unscathed. Such vicious fighting would set the tone for the rest of the conquest of Huntress.

## GAME SET-UP

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



## Deployment

The attacker sets up first and may begin the scenario deployed anywhere within 10 hexes of the east map edge.

Any number of ProtoMechs may be set up before the game begins using the *Hidden Units* rules (p. 77, *BMR*).

The Knights of the Inner Sphere enter from the west map edge during the Movement Phase of Turn 1.

## VICTORY CONDITIONS

The scenario ends when one side has been destroyed or forced to withdraw, or when the last remaining SLDF 'Mech exits the east map edge. When either of these occurs, total the points for the damage done by the Smoke Jaguar force and consult the Victory Level Table.

Action	Victory Points
Per Inner Sphere 'Mech destroyed	10
Per Inner Sphere 'Mech forced to withdraw	6

## VICTORY LEVEL TABLE

Total Points	Results
100 or higher	Decisive Clan victory
86 to 99	Substantial Clan victory
75 to 85	Marginal Clan victory
60 to 74	Draw
45 to 59	Marginal Inner Sphere victory
21 to 44	Substantial Inner Sphere victory
20 or lower	Decisive Inner Sphere victory

## SPECIAL RULES

The following special rules apply during this scenario.

### Forced Withdrawal

The Forced Withdrawal rule is in effect (see *Forced Withdrawal*, p. 7). The SLDF force must withdraw from the west edge of the map. The Smoke Jaguars must withdraw from the east map edge.

### Honor Level

The Smoke Jaguars must adhere to Honor Level 3 rules for this scenario (see *Clan Honor*, p. 5). Note that all ProtoMechs in a Point are considered by honor rules to be part of the same group, much like Elementals, and so all five members of the Point may fire on the same target.

### Surprise

The Inner Sphere units are unaware of the existence of ProtoMechs, and so are utterly surprised when they first encounter them. To simulate this, for 4 turns following the first turn in which a ProtoMech is spotted by the SLDF troops (LOS is established) the defenders suffer a -2 penalty to their Initiative roll. In the fifth and subsequent turns they recover from their shock and fight normally.



## ATTACKER

The attacker consists of the Royal Black Watch Company.

### Command Lance

Captain Neil Campbell (3/2),  
HGN-732 *Highlander*  
Sergeant Geoff Dundee (3/3),  
BL-6-KNT *Black Knight*  
Sergeant James Caldwell (4/3),  
CRB-27 *Crab*  
Private Annette McHenry (4/4),  
CRB-27 *Crab*

### Assault Lance

Master Sergeant Julien Franks (2/3),  
WVE-5N *Wyvern*  
Private Kensie Gray (3/3),  
THG-11E *Thug*  
Sergeant William Jameson (4/3),  
BL-6-KNT *Black Knight*  
Sergeant Darwin Adtikson (4/3),  
ARC-4M *Archer*

### Pursuit Lance

Master Sergeant Tim McCaniheigh (3/3),  
CN9-D *Centurion*  
Sergeant Juels Martin (3/3),  
CRB-27 *Crab*  
Private Daniel Cobbs (4/3),  
HER-1S *Hermes*  
Sergeant Brian Hayes (3/3),  
MON-66 *Mongoose*



## DEFENDER

The defender consists of elements of the Watchman Galaxy, Forty-eighth Battle Cluster.

### 48th Battle Cluster, Tertiary Battle

#### Alpha Battle Star

Star Colonel Cara (3/2), *Ryoken B*  
MechWarrior Jif (4/3), *Hellhound*  
MechWarrior Jon (4/4), *Rifleman IIC*  
MechWarrior Rill (5/4), *Rifleman IIC*  
MechWarrior Belna (4/3), *Peregrine*

### Reinforcements

#### Binary ProtoMech, Bravo Star

Point 1 (3), 2 *Harpies*, *Hydra*, *Gorgon*,  
*Minotaur*  
Point 2 (2), 3 *Sirens*, 2 *Satyrs*  
Point 3 (3), 3 *Centaur*s, *Gorgon*, *Roc*  
Point 4 (2), 5 *Rocs*  
Point 5 (3), 3 *Hydras*, 2 *Deltas*

## SCENARIO 5: THE BOGGARTS UNMASKED

After the fighting for the factory complex had subsided, we recovered several of the new "miniature" BattleMechs which my Highlanders had almost immediately tagged boggarts, so named for a particularly annoying type of goblin from Celtic mythology. The pilots of the half-scale 'Mechs were thin and wiry, looking more like Clan aerospace pilots than either a hulking Elemental or a MechWarrior. Dark blue geometric shapes like angular tattoos patterned their arms, legs and faces. It was apparent to the salvage crew that the enhanced-imaging neural interface, whose subcutaneous circuits produced the tattooing effect, must be necessary to operate the miniature 'Mechs, for the men themselves were cramped into a fetal position inside the chest cavity of the machines. The fact that the units were so small, yet were extremely maneuverable and took devastating firepower to destroy, worries me greatly. Though I believe we simply do not possess the technology to match anything like this, I have ordered my men to recover as many of these half-'Mechs as possible for examination by our scientists when we return to the Inner Sphere. I fear what this new weapon might mean for our future battles with the Smoke Jaguars and pray it does not fall into the hands of any other Clans.

—Communiqué passed to Colonel MacLeod by Chief Tech Charles McCormick following the battle for the factory complex near Pahn City.

## SITUATION

*Factory complex near Pahn City, Huntress, Kerensky Cluster, Clan Space*  
12 March 3060

One of the Northwind Highlanders' more important objectives was to secure one of the few factory complexes on Huntress. Colonel MacLeod, with a good understanding of the Clans and the effect the appearance of the Royal Black Watch Company might have on the defending Jaguars, allowed the Watch to spearhead the drive. The defending forces, as expected, broke formation and rushed furiously to do battle against the Black Watch, whom they saw as betrayers of Kerensky because the traditional guards of the First Lord had accepted the legitimacy of the new Star League. This reaction matched MacLeod's plan exactly, for it allowed him to send a flanking force past the main enemy formation to attack the factory complex directly. The sudden appearance of the new ProtoMechs threw the attacking forces into confusion and the battle degenerated into a free-for-all.

Surprised by the ProtoMechs, the Highlanders allowed themselves to be pushed back by the defending forces. The success of the flanking attack on the factory complex rallied the Highlanders, and they renewed their push. The second-line 'Mechs and pilots of the Watchman Galaxy quickly collapsed before the concerted attack by the Highlanders.

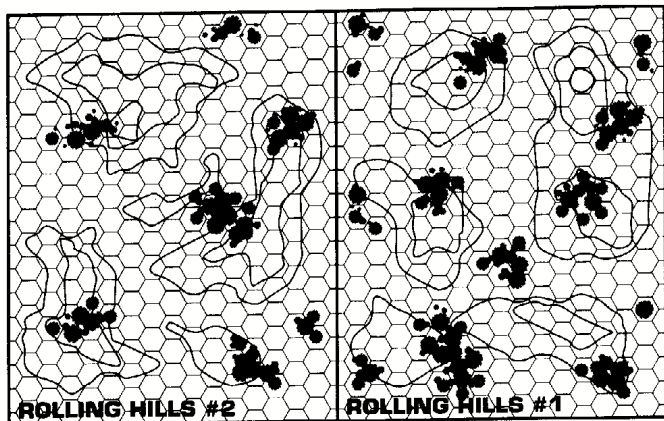
## GAME SET-UP

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

## Deployment

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

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



## VICTORY LEVEL TABLE:

Total Points	Results
145 or higher	Decisive Inner Sphere victory
75 to 144	Substantial Inner Sphere victory
20 to 74	Marginal Inner Sphere victory
-15 to 19	Draw
-60 to -16	Marginal Clan victory
-120 to -61	Substantial Clan victory
-121 or less	Decisive Clan victory

Beginning on Turn 5, the defender receives reinforcements as the ProtoMechs arrive on the battlefield. At the beginning of the Movement Phase of Turn 5, the defender moves the five Points of ProtoMechs onto the mapsheet through the east map edge. For purposes of counting units to decide whether a side outnumbers the other, at the beginning of Turn 5 the ProtoMechs are considered to be a part of the defending forces and count toward the defender's unit total.

### VICTORY CONDITIONS

The scenario ends when either the attacker's or defender's units are destroyed or withdrawn from the map.

The attacker wins by keeping the defending units on the map long enough to destroy them. The defender wins by destroying as many attacking units as possible while withdrawing as many units as possible (see *Special Rules*). To determine the level of victory, calculate each side's total points and consult the Victory Table.

Action	Victory Points
Per Clan 'Mech destroyed	20
Per ProtoMech destroyed	3
Per Inner Sphere 'Mech destroyed	-10
Per Clan 'Mech withdrawn	-5
Per Clan ProtoMech withdrawn	-1

### SPECIAL RULES

When the defending Smoke Jaguars first encounter the 'Mechs bearing the emblem of the Royal Black Watch, their fury at what they consider the highest blasphemy knows no bounds. They immediately charge relentlessly but recklessly into battle. To simulate this, for the first four turns the defender suffers a -2 modifier to his Initiative roll, but adds an additional -1 to-hit modifier when calculating all to-hit numbers. In the fifth and subsequent turns, the defender no longer receives these modifiers.

### Defender Withdraw

During the battle, the defending forces begin to realize that they are being pinned down and that a flanking force is slipping past them to attack the factory complex they are supposed to defend. At the beginning of Turn 8, the defending player rolls D6. On a result of 1, he may immediately begin to withdraw his forces via the east map edge. If he does not roll a 1, the scenario continues. At the beginning of each subsequent turn, the defending player rolls D6, adding 1 to the target number from the preceding turn, until Turn 13, when he may automatically begin to withdraw his forces.

### Honor Level

The Smoke Jaguars, considering the Inner Sphere troops arrayed against them to be dezgra, use Honor Level 4 for this scenario.

### Surprise

The Inner Sphere units have never seen ProtoMechs before, and are utterly surprised when they first encounter them. To simulate this, the four turns following the first turn in which a ProtoMech is spotted by the SLDF troops (LOS is established), the attackers suffer a -2 penalty to their Initiative roll. In the fifth and subsequent turns, they no longer suffer this penalty.



## ATTACKER

The attacking force consists of elements from Alpha Cluster, Trinary Striker and Trinary Elemental of the Smoke

Jaguars' Provisional Galaxy. Each Elemental Point is a unit consisting of five Elementals with small lasers, except where otherwise noted.

### Alpha Striker Star

Star Captain Aldo Wirth (2/2), *Masakari A*  
 MechWarrior Gina (4/4), *Vulture Prime*  
 MechWarrior Stanislaw (4/3), *Ryoken B*  
 MechWarrior Karel (3/3), *Vulture B*  
 MechWarrior Arden (2/3), *Man O' War A*

### Bravo Striker Star

Star Commander Corley Kotare (3/2),  
*Shadow Cat Prime*  
 MechWarrior Jerome (1/4), *Puma Prime*  
 MechWarrior Michael (4/3), *Hankyu C*  
 MechWarrior Kyung (4/3), *Ferris Prime*  
 MechWarrior Marc (2/4), *Koshi Prime*

### Charlie Striker Star

Star Commander Perry Wimmer (2/2),  
*Cauldron-Born A*  
 MechWarrior Cordin (3/3), *Ryoken Prime*  
 MechWarrior Dale (3/4), *Vulture C*  
 MechWarrior Paulus (3/2), *Ryoken D*  
 MechWarrior Jac (2/3), *Black Hawk B*

### Alpha Star

Star Commander Emil Perez (3),  
 Elemental Point 1  
 Point Commander Saul (4),  
 Elemental Point 2  
 Point Commander Haeger (4),  
 Elemental Point 3  
 Point Commander Rand (4),  
 Elemental Point 4 (Machine Guns)  
 Point Commander Wayne (4),  
 Elemental Point 5 (Machine Guns)

### Bravo Star

Star Commander Oleg Nevversan (4),  
 Elemental Point 6  
 Point Commander Joseph (4),  
 Elemental Point 7  
 Point Commander Smitty (4),  
 Elemental Point 8 (Flamers)  
 Point Commander Karl (4),  
 Elemental Point 9 (Flamers)

### Charlie Star

Star Commander Brenda (4),  
 Elemental Point 10

## SCENARIO 6: AFTER THE SMOKE CLEARS

MechWarrior Julius struggled with the controls of his *Stormcrow*, silently urging the balky machine to quit fighting him and align itself properly with the DropShip's 'Mech bay door. A relatively new pilot, Julius had been transferred to the Inner Sphere just eight months before the surats attacked the Occupation Zone. Now, he was one of the few surviving members of his Cluster.

'Mechs were lined up in rows behind Julius's machine, restlessly waiting to disembark so they could fight in defense of Huntress. Some of the pilots were impatient and tapped the *Stormcrow* with their 'Mechs' humanoid arms, showing their displeasure at being forced to wait. Julius hurried to get himself correctly lined up, but not because of any pressure from his Starmates. No, one thing alone drove MechWarrior Julius to move with all speed onto the battlefield: his righteous anger.

The Inner Sphere had attacked his homeworld. For that insult, they would perish at his hand. The way of the Smoke Jaguars demanded it.

### SITUATION

*Lootera Plains, Huntress, Kerensky Cluster, Clan Space*  
 26 March 3060

When the Smoke Jaguar forces fleeing Operation Bulldog arrived in-system at Huntress, the Star League WarShips could not prevent the Clan DropShips from landing on the planet. The commander of the newly arrived Clan forces, Star Colonel Paul Moon, challenged General Winston to meet him on the plains west of Lootera with all her forces, and she accepted. By laying down rounds of improved smoke artillery to reduce the Clan advantage of greater weapon range and jam their active probes, and following those with standard explosive rounds, General Winston was able to keep the Clan forces in relative chaos almost until the moment they engaged the Star League units. Unfortunately, the Inner Sphere use of artillery drove the Clan pilots into a savage fury, making them even deadlier opponents.

The Smoke Jaguar forces smashed into the center of the SLDF lines, mauling the Inner Sphere units with savage attacks and being mauled in return. The tide of battle shifted when the Clan reserve Cluster entered the fray and changed once again when the SLDF flanks swung in to partially surround the Jaguars. Assailed from nearly all sides, the Clan forces withdrew in disarray to their DropShips, leaving the SLDF in possession of Lootera. Star Colonel Paul Moon was found and taken captive by ComStar medics as he lay nearly unconscious on the battlefield, having been incapacitated by the early artillery barrages.

### GAME SET-UP

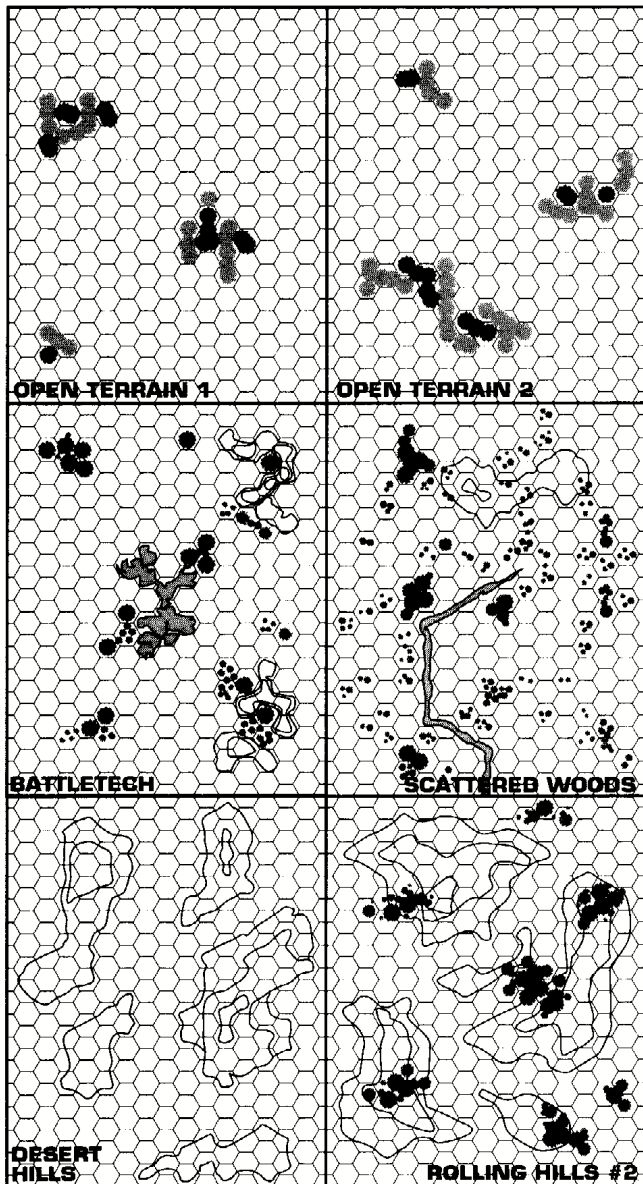
Lay out the *BattleTech* mapsheets as shown. Use both Open Terrain maps from *BattleTech Map Set 5*, the Rolling Hills #2 map from *BattleTech Map Set 3*, the Desert Hills and Scattered Woods maps from *BattleTech Map Set 2* and the *BattleTech* map from *BattleTech Map Set 2* or the *BattleTech* boxed set. Treat all Water hexes as Clear.

### Deployment

The attackers enter the map from the north map edge during the Movement Phase of Turn 1.

The defending player sets up first. He may deploy his forces anywhere on the Desert Hills and Rolling Hills #2 maps.

# TWILIGHT OF THE CLANS



## VICTORY CONDITIONS

The battle continues until one side is destroyed.

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

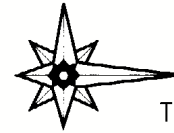
The Clan player wins a Decisive victory if he cripples or destroys all SLDF 'Mechs with the loss of no more than ten 'Mechs and/or Elementals, and a Marginal victory if at least one Clan unit remains functional at the end of the battle. The Clan player cannot earn a Substantial victory.

## SPECIAL RULES

The following special rules apply during this scenario.

## ATTACKER (continued)

Point Commander Steven (4),  
Elemental Point 11  
Point Commander Marty (4),  
Elemental Point 12  
Point Commander Seth (4),  
Elemental Point 13



## DEFENDER

The defenders consist of two companies of the Eridani Light Horse Twenty-first Striker Regiment, Seventh Striker Battalion.

### 11th Company, Red Seven Lance

Major Frank Bleeker (3/3),  
AWS-9M *Awesome*  
Lieutenant Marianne Winsor (5/4),  
FLC-8R *Falconer*  
Deidre Sain (4/3), TDR-9SE *Thunderbolt*  
John Oerter (4/3), HBK-5M *Hunchback*

### 11th Company, Blue Seven Lance

Lieutenant Porter Cormany (4/3),  
CN9-D *Centurion*  
Joe Weems (4/3), HCT-5S *Hatchetman*  
Alan Avery (5/4), SCP-10 *Scorpion*  
Bernard Mallins (4/4), BZK-F3 *Hollander*

### 11th Company, Gold Seven Lance

Lieutenant Emma Snyder (5/3),  
JR7-K *Jenner*  
Paul Jonic (4/4), BH-305 *Battle Hawk*  
Dani Zehr (5/4), SCB-9A *Scarabus*  
Andrew Gailey (4/3), NTK-2Q *Night Hawk*

### 12th Company, Silver Lance

Captain Mary Saint-John (2/3),  
DGR-3F *Dragon Fire*  
Lieutenant Teresa Panico (4/4),  
MR-V2 *Cerberus*  
Alexander Jordan (4/3), ON1-M *Orion*  
John Germaine (5/4),  
HRC-LS-9000 *Hercules*

### 12th Company, Black Lance

Lieutenant Richard Aicher (3/3),  
PPR-5S *Salamander*  
Jas Eilert (4/4), MDG-1A *Rakshasa*  
Alexander Kovic (4/3), LGB-7V *Longbow*  
Frank McAuley (3/4), TBT-7M *Trebuchet*

### 12th Company, Purple Lance

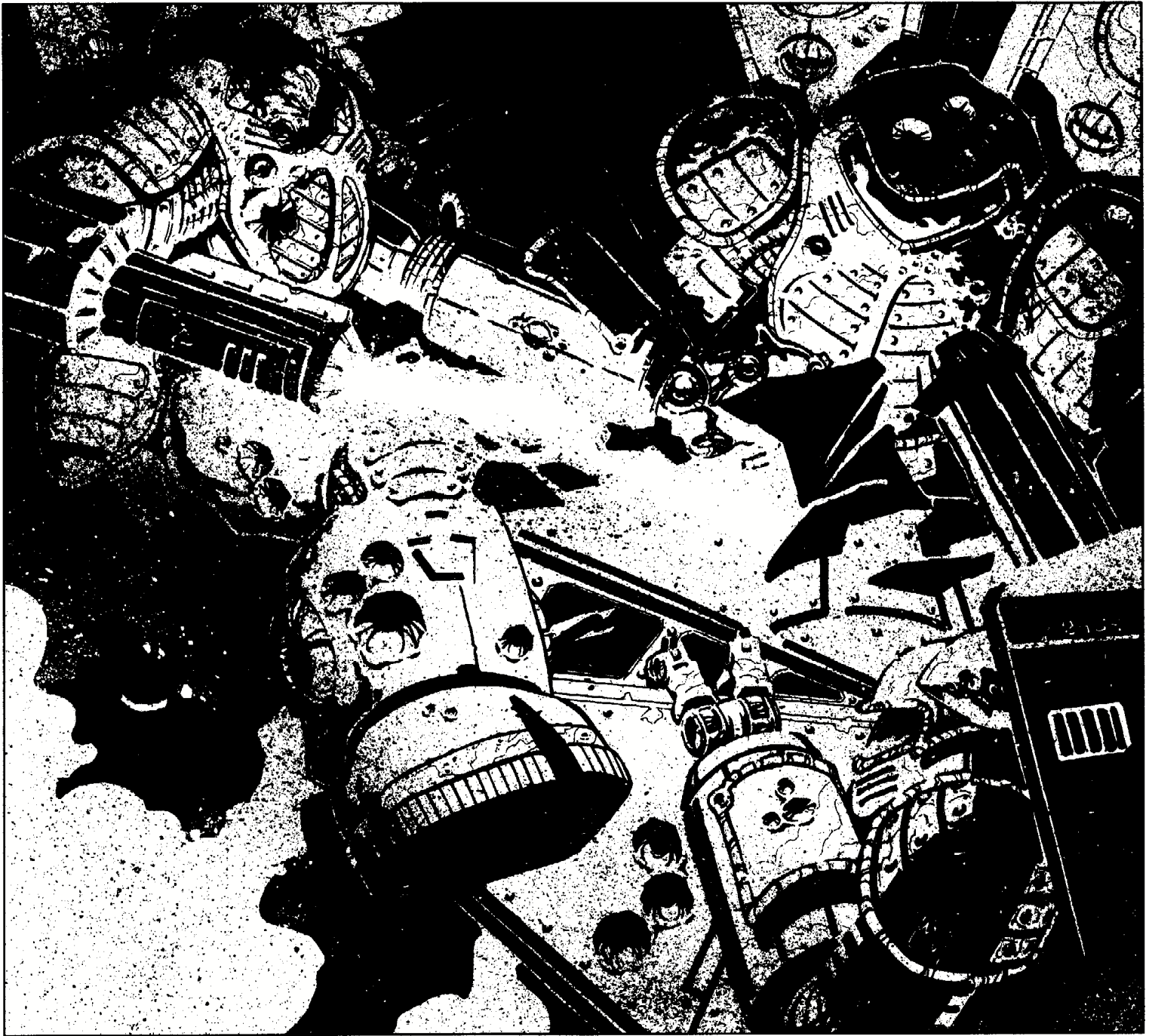
Lieutenant Manuel Tagadar (4/4),  
PLG-3Z *Pillager*  
John Hides (5/3), MAD-5D *Marauder*  
Teri Mazza (5/4), HGN-732 *Highlander*  
Arthur Black (4/4), STK-5M *Stalker*

## Random Damage

The Smoke Jaguar forces were bombarded with artillery just prior to this battle. To reflect this, apply 10 points of damage in 5-point groups to each Clan 'Mech using the Front/Back column of the BattleMech Hit Location Table, applying damage to the front. Apply critical hits resulting from this damage as normal, except for the following: third engine hit, second gyro hit, cockpit hit, second hip hit, any result that indicates the destruction of a leg or head, ammunition hit and any result that indicates the destruction of the center torso. All Elementals begin the game with each member of the Point having taken 3 points of damage.

## Honor Levels

Infuriated by the Inner Sphere's use of artillery, the Smoke Jaguar forces do not obey Clan honor rules for this scenario (Honor Level 4). They may make physical attacks, and need not follow the dueling rules.



## Elemental Transport

The Elementals entered the battle mounted on OmniMechs, then dropped off for combat. To represent this, the Elemental points of Alpha, Bravo, and Charlie Elemental Stars begin the game mounted on the OmniMechs of Alpha, Bravo and Charlie Supernova Stars, respectively, per the Mechanized Battle Armor rules (p. 59, *BMR*).

## Special Abilities

Driven berserk by the SLDF's use of "barbarian" tactics, all Smoke Jaguar 'Mechs gain a -2 bonus to the to-hit number of any physical attack. Because of the chaos caused among the Jaguars by the artillery-launched smoke rounds, the SLDF forces add +1 to their Initiative rolls for the first 8 turns of the game, after which the Jaguars return order to their ranks.



## ATTACKER

The attacking force is the Shroud Keshik's Charlie Command Star and one Point of Delta Command Star. The Elemental Point consists of five Elementals armed with small lasers.

### Charlie Command Star

Star Commander Dahl Hildenrath (2/1),  
*Daishi B*  
MechWarrior Ronald Montizima (2/2),  
*Man O' War A*  
MechWarrior Steven Showers (3/2),  
*Mad Cat Prime*  
MechWarrior David Osis (2/2),  
*Cauldron-Born A*  
MechWarrior Jason Kotare (1/3),  
*Night Gyr B*

### Delta Command Star Detachment

Point Commander Reuel Perez (2),  
Elemental Point



## DEFENDER

The defender consists of elements of the First Kathil Uhlans, First Battalion, Third Company.

### Bravo Lance

Leftenant Peter Kocol (4/3),  
*CES-3R Caesar*  
Sergeant Dan Sheldon (3/3),  
*STK-5S Stalker*  
Kelly Wickman (4/4), *VTR-9K Victor*  
Melvyn Both (5/4),  
*WR-DG-02FC War Dog*

### Charlie Lance

Leftenant Hugh Muncy (4/4),  
*MDG-1A Rakshasa*  
Madeleine Geiger (2/3),  
*CN9-D Centurion*  
Glen Culley (5/4), *BJ2-0C Blackjack*  
Gerald Frake (5/4), *BSW-X1 Bushwacker*

'Mechs, but theirs were battered, in some cases barely functional. The Uhlans suffered the worst—only forty-six 'Mechs from that regiment survived. Almost half of the southern defenders had been destroyed or scattered.

After reviewing the state of his troops, Redburn ordered a further withdrawal into the Dhuan Swamp.

## GAME SET-UP

Lay out the *BattleTech* maps as shown. Use the *BattleTech* map from *BattleTech Map Set 2* or the *BattleTech* boxed set, and the Scattered Woods map from *BattleTech Map Set 2*.

## SCENARIO 7: TAMING THE LIONS

Huntress. The word sends shivers down my spine. Even now, now that we have won, I don't want to think about that place. I lost more friends and comrades there than I even knew I had. I still feel guilt, from time to time, for surviving when they didn't. I thought I hated the Smoke Jaguars before I joined the Task Force. That's nothing compared to what I feel now. It's a hollow hate, though, as the Jags are no more—but still I feel that fire in my heart. My analyst tells me this feeling is consuming me. To tell the truth, I don't think I care anymore.

I keep flashing back to the assault near the Dhuan Mountains, when the Jags just kept coming and coming, like automatons. By the third assault, I was numb—everything I did was by instinct. No rest, no time to make plans, just two walls crashing into each other over and over. Then, when I heard the Jags had been reinforced by their saKhan, I was glad. Isn't that strange? Glad because I knew we couldn't hold them, and that meant a retreat would be ordered.

Huntress. I learned there what war unchecked is really like. May God have mercy on my soul.

—Excerpt from the journal of Hauptmann Robert Goerne, First Kathil Uhlans

## SITUATION

*Dhuan Mountains, Huntress,  
Kerensky Cluster, Clan Space  
26 March 3060*

To adequately defend Huntress without spreading her lines too thin, General Winston sent a group consisting of the First Kathil Uhlans, the Knights of the Inner Sphere and MacLeod's Highlanders, under the overall command of Andrew Redburn, to the southeast corner of the continent of Jaguar Prime. She considered this a large enough force to hold the area.

The southern defenders immediately came under fire from Smoke Jaguar forces, and despite major losses, were able to hold out against three separate assaults. The fourth push, however, broke the defending line because it included saKhan Brandon Howell, leading the Shroud Keshik and the newly formed Jaguar's Heart. These units were equipped exclusively with undamaged heavy- and assault-class OmniMechs and Elemental support. The power of the saKhan's troops overwhelmed and then routed the Inner Sphere forces.

The Inner Sphere forces executed a fighting withdrawal and regrouped at the edge of the Dhuan Swamp. It was at the rendezvous point that the Inner Sphere troops learned the price of the fighting—and it was a high one. MacLeod's units were the best off, with sixty-five surviving BattleMechs, including the Royal Black Watch Company. The Knights of the Inner Sphere also had sixty-five surviving



# TWILIGHT OF THE CLANS

## Deployment

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

The defender deploys first and begins the scenario within 10 hexes of the southern map edge, facing that edge.

## VICTORY CONDITIONS

The scenario ends when one side has been destroyed, withdrawn or otherwise left the map. As soon as one of these conditions is fulfilled, calculate each side's point total and consult the Victory Level Table.

- +20 points per Inner Sphere 'Mech destroyed
- 15 points per each Clan 'Mech destroyed
- 10 points per each Clan 'Mech forced to withdraw
- 5 points per Elemental Point destroyed
- 1 point per Elemental Point forced to withdraw
- 15 points per Inner Sphere 'Mech exiting the north map edge

## SPECIAL RULES

The following special rules apply during this scenario.

### Forced Withdrawal

The Forced Withdrawal rule is in effect (see *Forced Withdrawal*, p. 7). The Uhlans must withdraw from the north edge of the map. The Smoke Jaguars must withdraw from the south map edge.

### Honor Level

The Smoke Jaguar units are not bound by Clan honor rules because of Inner Sphere actions earlier in the battle (Honor Level 4 Dueling and Retreat). The Smoke Jaguar 'Mechs still may not make physical attacks (Honor Level 2 Physical Attacks).

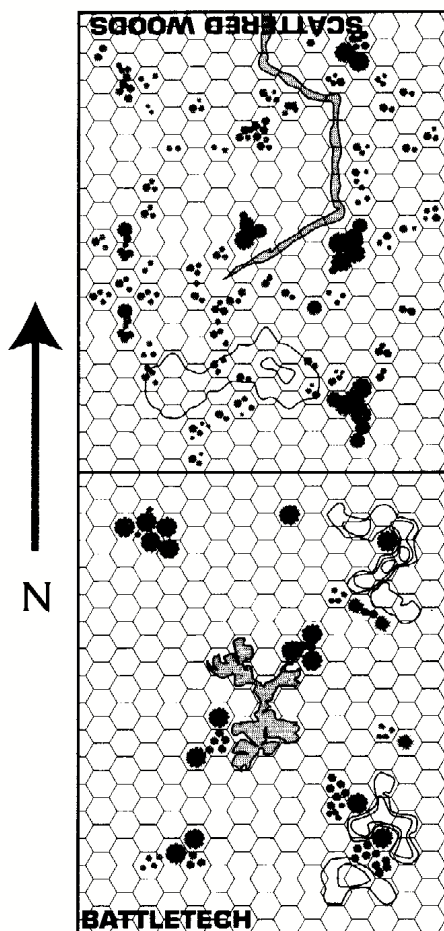
### Ammunition Expenditure

The Inner Sphere units have had little time to re-arm since their earlier battles. To simulate this ammunition shortage, roll 1D6 for every ammunition slot in each Inner Sphere 'Mech when filling out the BattleMech record sheets. Subtract the result from the number of rounds normally carried in that slot to determine the number of rounds available during this scenario. For example, if the Inner Sphere player achieves a result of 5 for an LB-10X autocannon ammo slot (normal ammo capacity per slot 10), the LB-10X slot has 5 rounds ( $10 - 5 = 5$ ) rather than 10. Single-shot (OS) weapons are not affected by this rule.

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

## VICTORY LEVEL TABLE

Total Points	Results
100 or higher	Decisive Clan victory
46 to 99	Substantial Clan victory
11 to 45	Marginal Clan victory
-5 to 10	Draw
-49 to -6	Marginal Inner Sphere victory
-99 to -50	Substantial Inner Sphere victory
-100 or lower	Decisive Inner Sphere victory



## Random Damage

To reflect damage sustained in Clan Smoke Jaguar's constant attacks, the Inner Sphere units in this scenario begin with pre-existing damage. Roll 2D6 for each Inner Sphere unit. Divide each result into 5-point groups and apply the points as damage using the Front/Back column of the BattleMech Hit Location Table (p. 33, *BMR*). All damage is applied to the Front. Apply any critical hits that result from this damage, except for the following: third engine hit, second gyro hit, ammunition explosion, cockpit hit, second hip hit,

any result that indicates the destruction of a leg or head and any result that indicates the destruction of the center torso or side torso for 'Mechs equipped with XL engines.

The Clan forces begin the scenario undamaged.

TRAIL OF THE CLAW





## ATTACKER

The attacker consists of elements of the Smoke Jaguar Provisional Galaxy, Charlie Cluster, Trinary Battle.

### Alpha Battle Star

Star Captain Jas Wimmer (3/3),  
*Ryoken Prime\**  
 MechWarrior Devon (4/3),  
*Vulture Prime\**  
 MechWarrior Erin (5/3), *Ryoken A\**  
 MechWarrior Coleman (4/3), *Ferris D\**  
 MechWarrior Troy (4/4), *Mad Cat A\**

### Bravo Battle Star

Star Captain Cleary (4/4), *Hellhound*  
 MechWarrior Wu (4/3), *Griffin IIC*  
 MechWarrior Barret (5/3),  
*Shadow Hawk IIC*  
 MechWarrior Leon (5/4), *Jenner IIC*  
 MechWarrior Thomas (4/4),  
*Hunchback IIC*



## DEFENDER

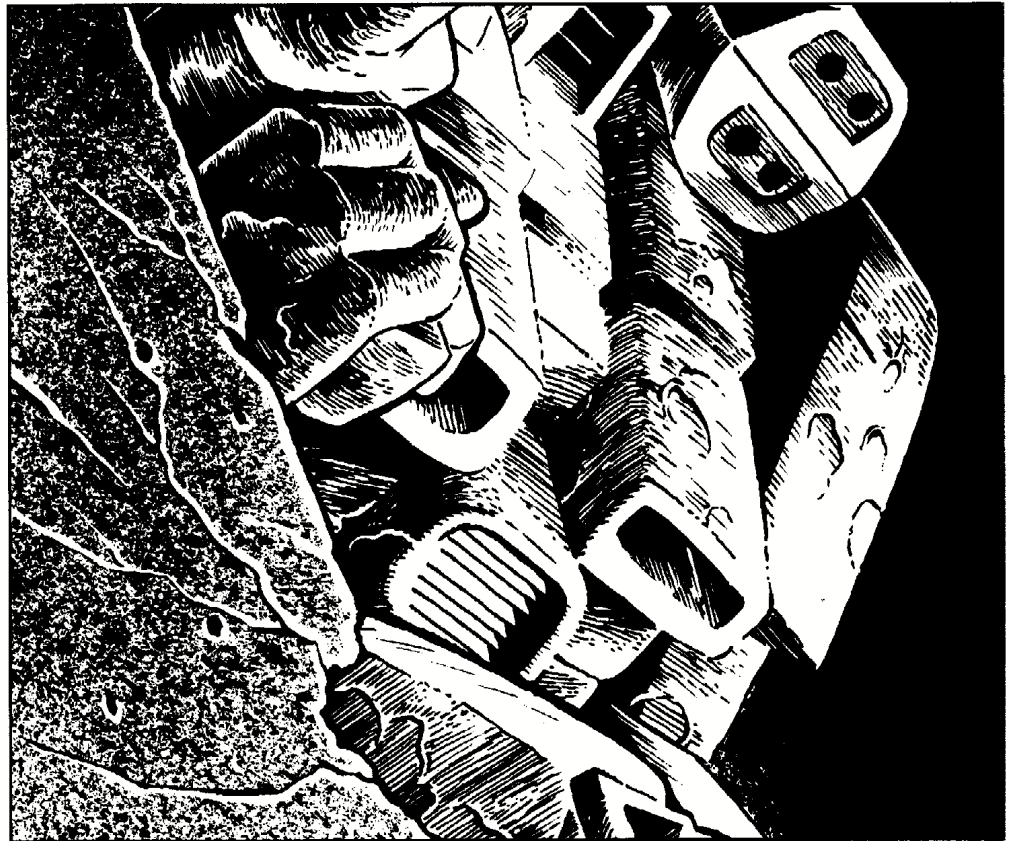
The defenders consist of elements of the Com Guard Second Division, Living Word III-Delta. All vehicles are the upgraded versions found in *Technical Readout: 3058*.

### Orderly Ranks II-Alpha

Adept Epsilon-XII Raymond Jonser (4/3),  
*AV1-0A Avatar*  
 Adept Epsilon-IV Brian O'Hara (4/4),  
*KGC-001 King Crab*  
 Adept Epsilon-IV Agnes Skinner (4/4),  
*BL-9-KNT Black Knight\**  
 Adept Epsilon-III David Zardzin (4/3),  
*FLS-8K Flashman*  
 Adept Epsilon-III Chloe Barret (5/4),  
*EXC-C1 Excalibur*  
 Adept Epsilon-VI David Hughs (4/4),  
*RJN101-A Rajjin\**

### Sword of Justice II-Delta

Adept Epsilon-IX Mimi Ozaki (4/3),  
*BL-6-KNT Black Knight\**  
 Adept Epsilon-III Mark Renn (5/4),  
*CRK-5003-1 Crockett*  
 Acolyte Epsilon-VI Barry Binder (5/4),  
*ST-8A Shootist\**  
 Acolyte Epsilon-II James Fields (5/4),  
*GRM-R-PR29 Grim Reaper*  
 Ontos Heavy Tank\* (4/3), Refit  
 SRM Carrier\* (3/2), Refit



## SCENARIO 8: GROUND OF CONTENTION

"Mimi, any sign of the Jags? The Light Horse should stop 'em, but it pays to be cautious."

"Sorry, Raymond. No joy. None of the scout vehicles the Precentor sent out have reported anything, either. Looks like we're in for a long night."

"I hope so. The idea of fighting among these hangars and air traffic control buildings gives me the willies. I saw all the city fighting I need to on Tukayyid, against the Ghost Bears."

"Yeah, city fighting is way too vicious to—CONTACT! We have multiple incoming Jags, Omnis and Echoes. Sorry, Raymond, looks like we've got no choice."

"Roger that. On my way."

—Transcript of 'Mech communication logs between Adept Epsilon-XII Raymond Jonser and Adept Epsilon-IX Mimi Ozaki

### SITUATION

*Lootera, Huntress, Kerensky Cluster, Clan Space*  
 27 March 3060

After a full day of defending the SLDF position in Lootera, General Ariana Winston received word that the Smoke Jaguars were planning to launch a night attack. The general chose to form her battle line south of the city, leaving the St. Ives Lancers to guard the SLDF headquarters and form a tactical reserve. The Com Guard were ordered into the spaceport to defend it or, if necessary, destroy it. The Smoke Jaguars failed to fall in with this plan, however, and instead engaged in a

\* Searchlight-equipped unit. See *Night Combat* (p. 81, BMR).

# WIND OF THE CLAN

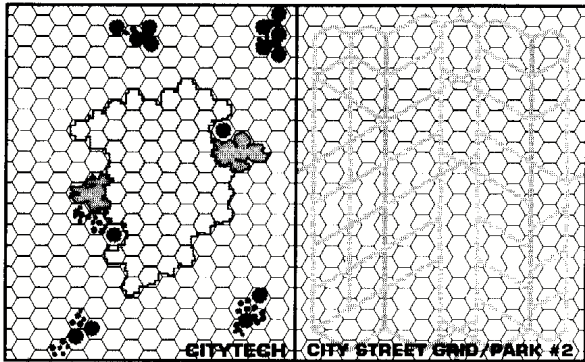
flank attack in an attempt to take the spaceport. They avoided most of the SLDF forces and slammed directly into the Com Guard.

The Com Guard were quickly relieved by the 151st Regiment of the Eridani Light Horse, but not before being pushed clear of the spaceport by the Jaguar assault. The Jaguars were driven north and out of the spaceport by the force of the Light Horse assault, and pushed straight into the flank of the embattled St. Ives Lancers, who were defending against yet another Jaguar flanking maneuver against the SLDF headquarters. Shocked by this new assault, the Lancers broke and ran, triggering a general rout among the Inner Sphere forces. The Smoke Jaguars declined to pursue, choosing instead to consolidate their position in Lootera, and the Inner Sphere troops eventually regrouped at a point northwest of the city.

## GAME SET-UP

Lay out the *BattleTech* maps as shown. Use the CityTech map from the *CityTech* boxed set or *BattleTech Map Set 2*, and the City Street Grid/Park #2 map from *BattleTech Map Set 4*.

The defending player should place the following buildings in any hexes desired on the City Street Grid/Park #2 map: four Level 1 Heavy, four Level 2 Heavy, two Level 1 Hardened, two Level 2 Hardened, six Level 2 Medium, two Level 4 Medium.



## Deployment

The attackers enter from the west map edge during the Movement Phase of Turn 1.

The defenders deploy first and begin the scenario anywhere on the City Street Grid/Park #2 map. Each member of each Com Guard unit must be within 3 hexes of at least one other member of that Level II unit. For example, each member of the Orderly Ranks must be within 3 hexes of at least one other member of the Orderly Ranks unit.

## VICTORY CONDITIONS

The end of the battle is determined by the special rule

Turn Limit, below. When the battle ends, calculate the total points for each side and consult the Victory Level Table.

Action	Victory Points
Per Com Guard 'Mech destroyed	+15
Per Com Guard vehicle destroyed	+8
Per Com Guard 'Mech crippled/forced to withdraw	+8
Per Com Guard vehicle crippled/forced to withdraw	+4
Per Smoke Jaguar 'Mech destroyed	-20
Per Smoke Jaguar 'Mech crippled/forced to withdraw	-12

## VICTORY LEVEL TABLE

Total Points	Results
100 or higher	Decisive Clan victory
70 to 99	Substantial Clan victory
45 to 69	Marginal Clan victory
44 to 10	Draw
-30 to 9	Marginal Inner Sphere victory
-60 to -31	Substantial Inner Sphere victory
-61 or lower	Decisive Inner Sphere victory

## SPECIAL RULES

The following special rules apply during this scenario.

### BattleTech Special Case Rules

Night-combat rules (p. 81, *BMR*) are in effect throughout this scenario.

### Forced Withdrawal

The Forced Withdrawal rule is in effect (see *Forced Withdrawal*, p. 7). The Com Guard must withdraw from the east edge of the map. The Smoke Jaguars must withdraw from the west map edge.

### Honor Level

The Smoke Jaguars must adhere to Honor Level 3 rules for this scenario (see *Clan Honor*, p. 5). Targeting a searchlight on a unit is considered declaring an attack on that unit for the purposes of dueling.

### Turn Limit

Because the Eridani Light Horse 151st Regiment is en route to reinforce the Com Guard, the Smoke Jaguars have a limited amount of time to accomplish their objective. To reflect this, the scenario will end when all units on one side are destroyed or crippled, or when Turn 15 ends, whichever comes first.



## ATTACKER

The attacker consists of elements of the Jaguar's Den and the forces that fled from the Smoke Jaguar Occupation Zone in the Inner Sphere.

Star Captain Devlin (3/2), *Thor* Prime  
MechWarrior Fitz (3/3), *Nobori-nin* A  
Star Commander Joha (3/2), *Masakari* A  
MechWarrior Mel (3/3), *Daishi* Prime



## DEFENDER

The defender consists of elements of the Eridani Light Horse, the Com Guard and St. Ives Lancers.

### Eridani Light Horse

General Ariana Winston (3/3),  
CP-11-C *Cyclops*  
Lieutenant James Finch (4/3),  
HRC-LS-9000 *Hercules*  
Captain Julie Marshal (4/4),  
STK-5M *Stalker*  
Lieutenant Geoff Smith (3/3),  
GHR-5J *Grasshopper*

### Com Guards

Adept Epsilon-VI Sharon Till (3/2),  
RJN101-A *Raijin*  
Adept Epsilon-X Timothy Niles (3/3),  
CRK-5003-1 *Crockett*

### 2nd St. Ives Lancers

Captain Justin Chung (3/3),  
VTR-9K *Victor*

The slaughter that took place in the canyons and arroyos of the Jaguar's Fangs mountains defied all conventional military wisdom. The Smoke Jaguars simply refused to concede defeat and fought like madmen. The northern army of Task Force Serpent tried desperately to push back the onslaught of Smoke Jaguar warriors, but could barely contain their advances. In the eleventh hour, word reached Task Force Serpent that forces from Operation Bulldog, under the command of Prince Victor Steiner-Davion, had arrived on Huntress. The massive influx of fresh Inner Sphere troops spelled doom for the Smoke Jaguars and the battle was over. In a bitterly ironic circumstance, however, General Ariana Winston was slain while she valiantly defended her command from destruction, only minutes before the message of the inbound reinforcements arrived.

## GAME SET-UP

Lay out the *BattleTech* mapsheet as shown. Use the Deep Canyon #2 map from *BattleTech Map Set 5*.

## Deployment

The attacker enters via the north map edge during the Movement Phase of Turn 1. The defender sets up first, anywhere on the map.

## SCENARIO 9: THE FINAL STAND

Antonescu sighed and hung his head. Unexpected and against all hope, Task Force Bulldog had made the long trip from the Inner Sphere, somehow arriving at Huntress just as the embattled Task Force Serpent seemed to have run out of options. It was almost too good to be true, a rescue straight out of an adventure holo vid. Except that this was real life, and they had not arrived in time to save Ariana Winston.

"Message to Prince Victor. Magyar understands and will comply. Magyar out."

With trembling hands, Antonescu unlocked and removed his heavy neurohelmet. The crimson stain had finally faded from his sight, but his vision was by no means clear. He looked up the narrow, bloodstained mountain pass to the broken hulk of what had once been the command 'Mech for the entire Light Horse brigade.

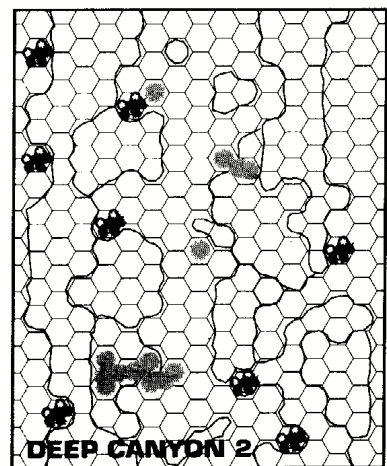
"I'm sorry, Ariana," he whispered. "I'm sorry I wasn't able to help you. I'm sorry ... ." The halting words were swallowed by the first shallow gasp of sorrow, and tears welled up in Antonescu's eyes.

—Excerpt from *Across the Deep Dark*, a novel in progress about Task Force Serpent, New Avalon Press

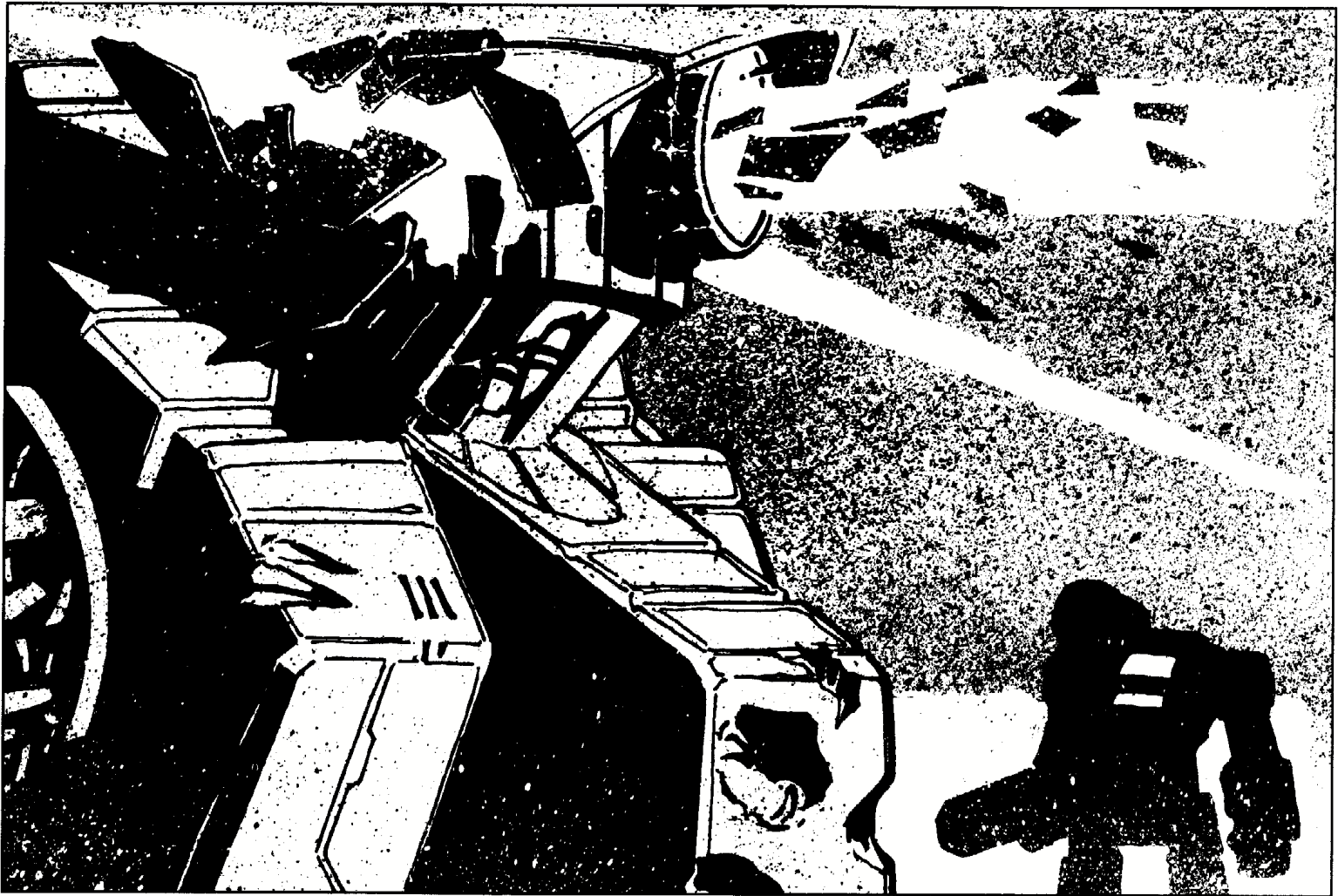
## SITUATION

*Jaguar's Fangs, Huntress, Kerensky Cluster, Clan Space*  
30 March 3060

As the Smoke Jaguar reinforcements helped to push back the Inner Sphere armies stationed both north and south, the remnants of the northern army, under direct command of General Ariana Winston, found refuge in the craggy defiles of the Jaguar's Fangs mountains. But the Smoke Jaguars, smelling blood, continued to push forward through a withering hail of fire to destroy more and more Inner Sphere 'Mechs. Each Clan unit that fell was replaced by another unit as they relentlessly pushed the northern army further into the mountain peaks. With nowhere else for her troops to go, General Winston made her way to the fore of the fighting, deciding that the time had arrived for a final stand.



## WALCH OF THE CLAN



### VICTORY CONDITIONS

The scenario ends when one side has been destroyed. The defender wins a Decisive victory if he has destroyed the attacking forces and General Ariana Winston's 'Mech is still operational. He wins a Marginal victory if he destroys the attacking forces. The attacker wins a Decisive victory if he destroys all the defending units. He wins a Marginal victory if he destroys the *Cyclops* of General Ariana Winston.

### SPECIAL RULES

The following special rules apply during this scenario.

#### Forced Withdrawal

The Smoke Jaguars are in a frenzy of blood lust and the Task Force Serpent units can no longer retreat. Both sides will fight until they are completely destroyed.

#### Random Damage

To reflect damage sustained in earlier engagements, all units in this scenario begin with pre-existing damage. Roll  $1D6 + 3$  for each defending unit and  $2D6 - 1$  for each attacking unit. The dice roll represents the number of 5-

point groups of damage taken by each unit during previous battles. Apply the damage as a series of 5-point attacks using the Front column of the BattleMech Hit Location Table. Apply any critical hits that result from this damage, except for the following: third engine hit, second gyro hit, cockpit hit, second hip hit, any result that indicates the destruction of a leg or head and any result that indicates the destruction of the center torso (or side torso for Inner Sphere 'Mechs equipped with extralight engines).

#### Ammunition Expenditure

Neither the attacking or defending units in this scenario have had time to rearm since their previous battle. To simulate this ammunition shortage, all units are carrying only half the usual load of ammo. Divide the number of shots held in each ammunition critical slot by 2, rounding down.

#### Honor Rules

The Smoke Jaguars have completely done away with Clan honor by this point in the campaign and are operating at Honor Level 4.



## ATTACKER

The attackers consist of elements of units drawn from nations and independent groups across the entire Inner Sphere. Each pair of units is representative of the full company that took part in each battle.

### Battle 1

Federated Commonwealth  
Archon-Prince Victor Steiner-Davion  
(4/2), *Daishi A*  
Danai Centrella (4/3), *FLC-8R Falconer*

### Battle 2

St. Ives Compact  
Duke Kai Allard-Liao (0/0), *Ryoken B*  
Colonel Adele Tsang (3/3),  
*PLG-3Z Pillager*

### Battle 3

Draconis Combine  
*Tai-sa Hohiro Kurita (3/2), Daishi Prime*  
*Chu-sa Takasuima Nerii (3/2),*  
*NDA-1K No-Dachi*

### Battle 4

ComStar  
Precentor VII Harris Harvison (3/2),  
*BL-6-KNT Black Knight*  
Demi-Precentor Julius Havanna (4/2),  
*ST-8A Shootist*

### Battle 5

Free Worlds League  
Colonel Dana Briggs (3/2), *P1B Perseus*  
Force Commander Nisa Geller (4/2),  
*MR-5M Cerberus*

### Battle 6

Capellan Confederation  
Colonel Andre Elias (3/2),  
*EMP-6A Emperor*  
Major Chu Duk-Lo (3/3),  
*THR-1L Thunder*

### Battle 7

Free Rasalhague Republic  
Överste Joan Dahlstrom (3/3),  
*SPT-N2 Spartan*  
Överste-Löjtnant Stephan Igursson (3/3),  
*FLS-8K Flashman*

### Battle 8

Clan Nova Cat  
Khan Severen Leroux (3/2), *Scythia A*  
saKhan Lucien Carns (2/2),  
*Shadow Cat Prime*

## SCENARIO 10: THE GREAT REFUSAL

From the blackness of her destroyed *Blood Kite's* cockpit she rages. Unable to see the continuing battle because of the mud in which her 'Mech has been entombed, she snarls like a blind, wounded animal—primal, wild and frightened. Bloody hands are raised once again to smash already destroyed console equipment, tear out wiring and shatter glass—she is oblivious to the multiple cuts that spill her blood, covering the equipment in gore. A drop of blood flies from her hand and strikes her face, and she gasps as if splashed by a bucket of water.

*Calm*, she thinks. *I must calm my rage*. She forces her hands to rest on her strong thighs, willing her body to stillness. Closing her eyes, she breathes deep, pushing her focus to a pin-point of awareness. As calm invades her, rational thought returns—*I know why I am afraid. I have been beaten by strag Inner Sphere barbarians*, she thinks as her breathing finally returns to normal. *How is that possible?*

Knowing that she has finally mastered her own emotions, she opens her eyes to a red-lit scene from hell. Her wrecked 'Mech cockpit is streaked with blood, illuminated only by red emergency safety lighting that activated when her 'Mech shut down. *It is possible*, she continues, *because I severely underestimated them. They may be strag dogs and barbarians, but they are rabid, feral and dangerous dogs. I know that I am the pinnacle of what a warrior can be—and yet here I lie defeated. If they have beaten me, then the other Crusader Clans stand no chance of victory. We have lost the Trial of Refusal*, she thinks, and her hands begin to shake once more with fury. *No! I and my Clan have long known that this was not the right time for the true Clan invasion! But it was necessary to fight and defend the Crusader philosophy and our own honor! We fought for unity among the Clans in this invasion, and this defeat means that unity will be destroyed!*

"Ha!" she yells out suddenly, grasping her legs tightly. The action causes the most severe lacerations on her hands to tear further open, yet her only reaction is a tightening around the eyes. She has long used pain to focus her thoughts. "When have the Clans ever stood united with us ... " she whispers.

She watches as the blood crawls slowly down her long fingers. "So, then. I admit that I, and hence my Clan, have been mistaken. The Inner Sphere is immensely more dangerous than I ever imagined. However, that only means that **we** must be more careful." She brushes her blond hair away from her eyes, blood smearing her forehead, to look beyond her metal grave and into the future.

"We will retreat for now ... but we will regroup. And as I breathe, I, Karianna Schmitt, Khan of Clan Blood Spirit, swear by the Founder that we will come when they least expect us and pull down this sham Star League—created by deluded despots—and replace it with the one true Star League, with the true inheritors of the Great Father's legacy at its helm!"

### SITUATION

*Strana Mechty, Kerensky Cluster, Clan Space*  
23 April 3060

With the victory of Task Force Serpent on Huntress and Clan Smoke Jaguar shattered beyond redemption, it seemed as if the dream of every Inner Sphere warrior—the end of the Clan invasion—was finally at hand. But the last act of this play had yet to reach the stage. Victor Steiner-Davion, with several elite units drawn from across the Inner Sphere, set out for Strana Mechty to finish what had begun a



decade before. Upon arriving at Strana Mechty, they asked for and received safcon and presented their challenge to the Grand Council of the Clans: a Trial of Refusal against the Clan invasion, repudiating the go-vote that started Operation Revival. After heated debate, the Crusader Clans accepted the challenge: if the Clans won, the Truce of Tukayyid would be repudiated and the invasion would begin again; if the Inner Sphere won, the united Clan invasion would end, once and for all.

Though the Clans fought well, they once again demonstrated the failing that has caused their recent defeats and the ultimate annihilation of Clan Smoke



## DEFENDER

The defender consists of elements from the eight Crusader Clans. Each pair of units is representative of the full Binary that took part in each battle.

### Battle 1

Clan Smoke Jaguar  
 iiKhan Lincoln Osis (2),  
 Elemental Point w/Small Lasers  
 Star Colonel Kit Furey (2/1), *Masakari C*

### Battle 2

Clan Wolf  
 Khan Vladimir Ward (2/1),  
*Mad Cat Prime*  
 saKhan Marialle Radick (3/2),  
*Man O' War A*

### Battle 3

Clan Blood Spirit  
 Khan Karianna Schmitt (1/0), *Blood Kite*  
 saKhan Troy Boques (2/1),  
*Battle Cobra B*

### Battle 4

Clan Jade Falcon  
 Khan Marthe Pryde (2/2), *Thor Prime*  
 saKhan Samantha Clees (2/2),  
*Black Hawk Prime*

### Battle 5

Clan Star Adder  
 Khan Cassius N'Buta (3/2), *Kingfisher D*  
 saKhan Tabitha Paik (2/1),  
*Cauldron-Born Prime*

### Battle 6

Clan Fire Mandrill  
 Khan Amanda Carrol (2/2), *Masakari A*  
 saKhan Garret Sainze (3/2),  
*Man O' War C*

### Battle 7

Clan Hell's Horses  
 Khan Malavai Fletcher (2),  
 Gnome Battle Armor Point  
 saKhan Tanya Delaurel (3/2),  
*Man O' War C*

### Battle 8

Clan Ice Hellion  
 Khan Asa Taney (2/2), *Visigoth Prime*  
 saKhan Sellen Cage (3/2),  
*Linebacker Prime*



# TWILIGHT OF THE CLANS

Jaguar: their inability to recognize and accept the true capabilities of Inner Sphere warriors. When the smoke cleared, only Clans Jade Falcon and Star Adder had secured a victory, and Clan Wolf had fought to a draw. The rest of the Clans suffered defeat, losing the Crusader faction their Trial of Refusal and putting an end to Operation Revival. Despite of this decisive defeat, the Clans remain aggressive toward the Inner Sphere. Khan Vladimir Ward of Clan Wolf best exemplifies this attitude, claiming that his Clan did not vote in favor of the Great Refusal and so was not bound by its results. Though the Grand Council has not ratified any such loopholes, one Clan's willingness to fight on a technicality proves that though the Clans may be a diminished threat, they remain a threat nonetheless.

## GAME SET-UP

Each of the eight battles will use a separate *BattleTech* map.

- Battle 1, Desert Mountain #2 map from *BattleTech Map Set 3*.
- Battle 2, Open Terrain #1 map from *BattleTech Map Set 5*.
- Battle 3, Deep Canyon #2 map from *BattleTech Map Set 5*.

- Battle 4, Mountain Lake map from *BattleTech Map Set 2*.
- Battle 5, River Delta/Drainage Basin #2 map from *BattleTech Map Set 4*.
- Battle 6, Rolling Hills #1 map from *BattleTech Map Set 3*.
- Battle 7, Desert Hills map From *BattleTech Map Set 2*.
- Battle 8, standard *BattleTech* map (from the *BattleTech* box set or *BattleTech Map Set 2*).

## Deployment

For each battle, the attacker enters via any map edge during the Movement Phase of Turn 1.

For each battle, the defender deploys first, placing his units anywhere on the map before the beginning of the game.

## VICTORY CONDITIONS

Each battle is over when one side has been destroyed. The side with a functioning unit left on the map when the battle has ended is the winner. If both sides are destroyed simultaneously, the battle is considered a draw. Once all eight battles have been fought, tally up the number of wins and losses to determine whether the Inner Sphere or the Clans have won the Great Refusal. In the event of a tie, the winning side is the one that scored more total kills.

## SPECIAL RULES

Each of the eight battles of this scenario are fought separately. Because the order in which they are fought is irrelevant, players may simply choose one of the battles or roll randomly to determine which battle they will play first. Once a battle has been chosen, lay out the appropriate map and begin play.

## Battle Armor

When deploying the defending forces, the Point of Elementals of the Smoke Jaguars and the Hell's Horses Point in Gnome armor may be placed either in a separate hex or riding the appropriate OmniMech.

## Honor Level

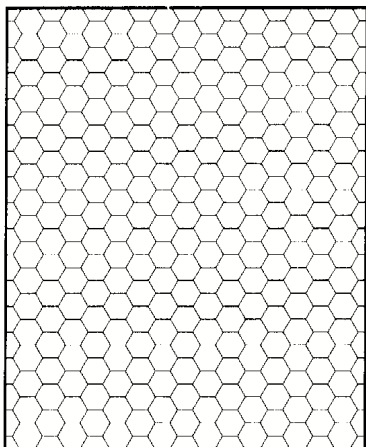
Both sides acknowledge the grave importance of this Trial. The Clan side must abide by Honor Level 2, and it is in the Inner Sphere side's best interest to not break the rules of honor. Not only does a melee situation reduce their chances of winning, but the Grand Council is less likely to honor the result if the battles are not fought according to Clan traditions.

## Battle 4

During the battle, saKhan Clees' *Black Hawk* suffered malfunctions in the right arm. To simulate this in the game, all attacks made with weapons in the *Black Hawk's* right arm suffer an additional +2 to-hit modifier.

## Battle 8 Aerospace

Players may use either AeroBattle from *BattleSpace* or the out-of-print *AeroTech* to resolve the aerospace portion of Battle 8. If using the AeroBattle rules from *BattleSpace*, both aerospace fighters begin the game at Level 3 with a Velocity of 5 (see p. 83, *BattleSpace*). In *AeroTech*, the fighters begin play on the Low Altitude Map. In either case, play the *BattleTech* portion separately, and use the results of the air and ground battles to determine the overall winner. If one side won both the ground and air battles, that side won Battle 8. If the victories were split, the battle is a draw.



## CAMPAIGN: HUNTRESS



This section and the following two sections (*Conquest of Huntress* and the *BattleForce Roster Lists*) forms a massive campaign that uses all aspects of the *BattleForce 2* (BF2) game system, recreating the entire invasion from the moment the first WarShips and JumpShips of Task Force Serpent arrive in-system until the last shots ring out.

This section provides an overview and includes rules for expanding the planetary assault scenario, *Conquest of Huntress*, into a full-blown campaign. This section also offers rules for playing any battle in the campaign as a single encounter.

The *Conquest of Huntress* scenario (p. 43) recreates the invasion of Huntress as a large-scale planetary assault game. Use the Planetary Assault Map: Huntress 3060 (page 64) as a guide to create the required map on the back of your standard planetary assault maps.

The *BattleForce Roster Lists* (p. 46) provide players with the ability to take the invasion of Huntress to a new level, by providing a comprehensive BF2 list of every unit that fought on both the Inner Sphere and the Smoke Jaguar sides. This allows players to play out each engagement of units in the *Conquest of Huntress* scenario as *BattleForce* engagements. See p. 104 of the *BattleForce 2* rulebook for rules on how to integrate the planetary assault and *BattleForce 2* games. The *Selecting Mapsheets* section provides players with easy map generation tables for every *BattleForce* engagement.

### Selecting Mapsheets

Once battle is engaged in the planetary assault scenario and players want to then move their game to a standard set of *BattleTech* maps to engage in standard *BattleForce 2* game play, determine the terrain for the battle by selecting mapsheets.

Before selecting mapsheets, determine how many mapsheets you want to use. For most *BattleForce 2* play, one mapsheet for every five total units works best. For example, a scenario that pits one company of attackers against one company of defenders (six units total) will work best with two mapsheets. A scenario that pits one battalion of attackers against a battalion of defenders (twenty total units) will work best with four mapsheets.

The overall terrain found in the planetary assault hex in which the battle is taking place will have an impact on which maps you use for the *BattleForce* battle. Consult the Terrain Conversion Table to determine which table to use when selecting maps. To generate the specific mapsheets used, follow the *Selecting Mapsheets* rules in *BattleTech Master Rules*, pp. 100–102.

### INDIVIDUAL BATTLEFORCE ENGAGEMENTS

Players may not wish to play out the entire campaign for Huntress using the integrated system of the Planetary Assault and *BattleForce 2* games. This section provides a list of most of the individual engagements that occurred on Huntress. Players can choose from the list to play a single *BattleForce 2* game from within the conflict. The list shows the units that fought in each engagement. The exact composition of those units appears in the *BattleForce Roster Lists*, starting on page 46.

Unlike most military engagements, where forces fight until a specific goal is reached, all of the combat that occurred on Huntress was to the last man. This equates to the Stand-up Fight scenario (see p. 52 of the *BattleForce 2* rulebook). However, players may instead choose to roll randomly on the Scenario Type Table (p. 52, BF2) to help add diversity to their game, or they may simply choose a scenario type.

The majority of the battles fought on Huntress were large-scale conflicts that pitted whole regiments and Galaxies against one another. In addition, several times in the battle for Huntress, the sides were weighted heavily in one direction or the other. Players should feel free to modify the size of any engagement or balance the forces on each side using the Point System on page 62 of the *BattleForce 2* rulebook.

Finally, use the appropriate Terrain Tables to randomly generate maps.

## TERRAIN CONVERSION TABLE

Planetary Assault Hex	Specific Map Table
Plains	Table 2: Hill Terrain
Woods	Table 6: Wooded Terrain
Mountains	Table 3: Mountain Terrain
Water*	Table 5: Wetlands Terrain
Desert	Table 4: Badlands Terrain
Arctic	Table 1: Flatlands Terrain

\* This does not apply to Ocean hexes.

### MECHWARRIOR TRAINING FACILITY

#### Inner Sphere

Eridani Light Horse  
 151st Light Horse Regiment  
 21st Striker Regiment

#### Clan

Iron Guard Galaxy  
 Galaxy Command Trinary  
 12th Solahma Cluster  
 The Watchmen Galaxy  
 44th Solahma Cluster  
 Trinary Fighter

#### Terrain Table

Table 2: Hill Terrain

### SMOKE JAGUAR GENETIC REPOSITORY

#### Inner Sphere

Eridani Light Horse  
 71st Light Horse Regiment

#### Clan

The Watchmen Galaxy  
 Galaxy Command Trinary  
 44th Solahma Cluster

#### Terrain Table

Table 2: Hill Terrain

### NEW ANDERY TRAINING BASE

#### Inner Sphere

1st Knights of the Inner Sphere  
 Kingston's Legionnaires

#### Clan

Iron Guard Galaxy  
 33rd Assault Cluster

#### Terrain Table

Table 6: Wooded Terrain

### PAHN CITY FACTORY COMPLEX

#### Inner Sphere

McLeod's Regiment, Northwind Highlanders

#### Clan

The Watchmen Galaxy  
 48th Battle Cluster

#### Terrain Table

Table 2: Hill Terrain

### BAGERA TRAINING FACILITY

#### Inner Sphere

11th Lyran Guards

#### Clan

Iron Guard Galaxy  
 77th Solahma

#### Terrain Table

Table 6: Wooded Terrain

### LOOTERA PLAINS

#### Inner Sphere

Eridani Light Horse (All 3 Regiments)  
 2nd St. Ives Lancers  
 Com Guard 2nd Division

#### Clan

Smoke Jaguar Provisional Galaxy

#### Terrain Table

Table 1: Flatlands Terrain

### DHUAN SWAMP

#### Inner Sphere

1st Kathil Uhlans  
 1st Knights of the Inner Sphere  
 McLeod's Regiment, Northwind Highlanders

#### Clan

Shroud Keshik Command Trinary  
 The Jaguar's Heart  
 The Jaguar's Den

#### Terrain Table

Table 4: Badlands



## CONQUEST OF HUNTRESS

The following planetary assault scenario recreates the conquest of Huntress by Task Force Serpent, the titanic struggle by Inner Sphere forces to annihilate Clan Smoke Jaguar and conquer their home planet. While the Star League waged war on the Smoke Jaguar Occupation Zone in the Inner Sphere, a long-range strike was made against the Smoke Jaguar's capital world. Not satisfied that destroying the body would be enough, it was Task Force Serpent's goal to cut off and destroy the head.

### SITUATION

*Huntress Planetary System, Kerensky Cluster, Clan Space  
5 March 3060*

With the Draconis Elite Strike Teams already engaged in battle to defeat the orbital defenses of Huntress, Task Force Serpent jumped in-system. The JumpShips, most of them equipped with lithium-fusion batteries, jumped out of the system again as soon as their DropShips had detached and begun the run to Huntress. Screened by Task Force Serpent's WarShips, the DropShips began the assault that would change the course of history.

### GAME SET-UP

Place both planetary assault mapsheets face down, as shown. Draw the planet of Huntress directly on the maps (see p. 64 for the Planetary Assault Map). The planet Huntress itself is located in Hex 0803 of the System Diagram.



### DEFENDER

The defenders are the Smoke Jaguars' Huntress garrison, comprising The Iron Guard and The Watchmen Galaxies, as well as various ad hoc units.

#### The Iron Guard Galaxy

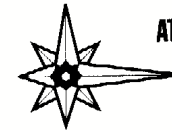
- 33rd Assault Cluster: Heavy 'Mech Sm Nova Cluster (C1/Veteran) MH10
- 12th Solahma Cluster: Heavy 'Mech Lg Cluster (IU/Veteran) MH11
- 77th Solahma Cluster: Medium 'Mech Lg Cluster (IU/Regular) MM14

#### The Watchmen Galaxy

- 48th Battle Cluster: Heavy 'Mech Sm Nova Cluster (C1/Veteran) MH12
- 63rd Solahma Cluster: Light 'Mech Lg Cluster (IU/Regular) ML10
- 44th Solahma Cluster: Medium 'Mech Lg Cluster (C2/Regular) MM16
- Trinary Fighter: Heavy Fighter Trinary (IU/Veteran) FM4

#### Huntress Security Fleet

- Pouncing Fury: Space Craft Group (Large WarShip/Veteran) WH2



### ATTACKER

The attackers are Task Force Serpent.

#### Task Force Serpent Fleet

- Space Craft Group (Large WarShip/Veteran) WH1
- 2 Space Craft Groups (Small WarShips/Veteran) WM1, WM2
- 4 DropShip Fleets (Lg Trans/Veteran) DH1, DH2, DH3, DH4
- 4 DropShip Fleets (Med Trans/Veteran) DM1, DM2, DM3, DM4
- DropShip Fleet (Assault/Veteran) DA1
- 2 DropShip Fleets (Sm Trans/Veteran) DL1, DL2

#### 1st Knights of the Inner Sphere

- 1st Battalion: Heavy 'Mech Bn (IU/Elite) MH1
- 2nd Battalion: Heavy 'Mech Bn (IU/Elite) MH2
- 3rd Battalion: Heavy 'Mech Bn (IU/Elite) MH3
- 1st Wing: Heavy Fighter Wing (IU/Elite) FH1

#### 11th Lyran Guards

- 1st Battalion: Medium 'Mech Bn (IU/Elite) MM1

# NIGHT OF THE CLAW

## ATTACKER (continued)

- 2nd Battalion: Assault 'Mech Bn (IU/Elite) MA1
- 3rd Battalion: Heavy 'Mech Bn (IU/Elite) MH4

## Kingston's Legionnaires

- 1st Battalion: Medium 'Mech Bn (IU/Regular) MM2
- 2nd Battalion: Medium 'Mech Bn (IU/Regular) MM3
- 3rd Battalion: Infantry Bn (Regular) IN1

## 2nd St. Ives Lancers

- 1st Battalion: Heavy 'Mech Bn (IU/Veteran) MH5

## 4th Drakøns

- 1st Battalion: Medium 'Mech Bn (IU/Veteran) MM4

## 1st Kathil Uhlans

- 1st Battalion: Heavy 'Mech Bn (IU/Veteran) MH6
- 2nd Battalion: Medium 'Mech Bn (IU/Veteran) MM5
- 3rd Battalion: Heavy Vehicle Bn (Veteran) GH1

## McLeod's Regiment, Northwind Highlanders

- 1st Battalion: Medium 'Mech Bn (IU/Veteran) MM6
- 2nd Battalion: Heavy 'Mech Bn (IU/Veteran) MH7
- 3rd Battalion: Medium 'Mech Bn (IU/Veteran) MM7

## 1st Gurkhas

- 1st Battalion: Infantry Regiment (Elite) IN2

## Com Guards 2nd Division (The Falconeers IV-Epsilon)

- Living Word III-Delta: Assault 'Mech Bn (IU/Elite) MA2
- Hidden Hand III-Kappa: Assault Vehicle Bn (Elite) GA1
- Dark Regret III-Beta: Medium 'Mech Bn (IU/Elite) MM8

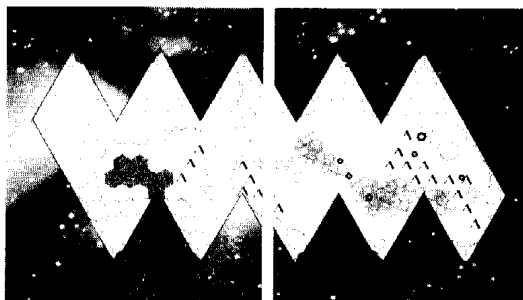
## 71st Light Horse Regiment, .

### Eridani Light Horse

- 11th Recon Battalion: Medium 'Mech Bn (IU/Regular) MM9
- 17th Recon Battalion: Medium 'Mech Bn (IU/Regular) MM10
- 82nd Heavy Cavalry: Infantry Regiment (Regular) IN3

The scenario begins on 5 March. This planetary assault scenario is played on the larger scale (see page 94, *BF2*). Treat Huntress as a Major World for purposes of determining control of hexes.

This scenario does not use bases; instead, base counters represent cities, while city counters represent fortresses. Two training facilities are represented by Objective counters.



Place cities and fortresses as follows. Use Base counters to represent the following cities: Lootera, Hex G23; New Andery, Hex K20.

Use City counters to represent the following fortresses: Mount Szabo (Veteran), Hex G22; Bagera (Veteran), Hex H23; Pahn City (Veteran), Hex J19; Myer (Regular), Hex I18.

Use Objective counters to represent the following bases: New Andery Training Facility, Hex L20; Abysmal Training Facility, Hex J08.

## Deployment

The Smoke Jaguar player deploys first.

The Iron Guard Galaxy is deployed as follows: Thirty-third Assault Cluster within one hex of New Andery (Hex K20), Twelfth Solahma Cluster within one hex of Lootera (Hex G23), and Seventy-seventh Solahma Cluster within one hex of Bagera (Hex H23).

The Watchmen Galaxy is deployed as follows: Forty-eighth Battle Cluster within one hex of Pahn City (Hex J19), Sixty-third Solahma Cluster within one hex of Myer (Hex I18), Forty-fourth Solahma Cluster within one hex of Mount Szabo (G22), and Trinary Fighter in Lootera (Hex G23).

The Huntress Security Fleet is deployed in Huntress's orbit, in any desired Orbit Zone.

The Task Force Serpent player deploys second. The Task Force Serpent fleet has already arrived at the Zenith jump point at the beginning of Turn 1. The Task Force Serpent player should assign units to DropShips before beginning the game.

## VICTORY CONDITIONS

The scenario can be won by either the attacker or defender at any point after the fourth turn following the turn in which an attacking unit lands on Huntress. If one side controls all objective settlements in the End Phase of a turn, that side wins. The Objective settlements consist of every city and fortress, plus the Abysmal Training Facility in Hex J08. The scenario automatically ends after the End Phase of the tenth turn following the turn in which an attacking unit lands on Huntress. To determine the winner and level of victory, consult the Victory Table.

## SPECIAL RULES

The following special rules apply to this scenario.

### Orbital Bombardment

Task Force Serpent held firmly to its determination that arbitrary orbital bombardment not be used against the Jaguars. They did use their WarShips to make

## VICTORY TABLE

Action	Result
Smoke Jaguar forces are eliminated within 4 turns after the first attacking unit lands on Huntress	Decisive Task Force Serpent victory
All Objective settlements seized by Turn 4	Substantial Task Force Serpent victory
All Objective settlements seized by Turn 7	Marginal Task Force Serpent victory
All Objective settlements seized by Turn 10	Draw
At least 1 Objective settlement remains under Smoke Jaguar control in Turn 10	Marginal Smoke Jaguar victory
At least 3 Objective settlements remain under Smoke Jaguar control in Turn 10	Substantial Smoke Jaguar victory
More than 5 Objective settlements remain under Smoke Jaguar control in Turn 10 or all Task Force Serpent forces eliminated	Decisive Smoke Jaguar victory

several support strikes, but these were directed by ground-based observers. To simulate this, the attackers may not use orbital bombardment until at least one attacking ground unit has landed on the planet. Furthermore, the target of any orbital bombardment must be in a hex with an attacking unit, or in a hex adjacent to an attacking unit.

### Defenders of Huntress

The Jaguars are defending their homeworld, so they may not attack any of their own settlements. Further, they were not anticipating an attack, and so they are low on supplies. To simulate this, the defenders may generate no more than one supply convoy per turn, even if they are in possession of a City.

### Smoke Jaguar Reinforcements

The Smoke Jaguar reinforcements arrive via JumpShip in the End Phase of the turn in which an attacking unit lands on Huntress. The Provisional Galaxy arrives at the Zenith point, while the rest of the reinforcements arrive in Hex 0703 on the Planetary System Map. The Smoke Jaguar player should assign units to DropShips before they arrive.

Use the following counters to represent the DropShips of the Smoke Jaguar reinforcements. For large transports (Lg Trans), use the naval transport (NT) counters.

### Khan's Reinforcements

- Space Craft Group (Medium WarShip/Elite) WM3
- DropShip Group (Lg Trans/Elite) NT4
- Khan's Cluster: Assault 'Mech Lg Nova Cluster (C1/Elite) MA4
- Fighter Cluster: Heavy Fighter Trinary (C1/Elite) FH3

### Provisional Galaxy

- Space Craft Group (Medium WarShips/Veteran) WM4
- DropShip Fleet (Lg Trans/Veteran) NT5
- DropShip Fleet (Assault/Veteran) DA2
- Alpha Cluster: Heavy 'Mech Sm Nova Cluster (C1/Elite) MH13
- Bravo Cluster: Heavy 'Mech Lg Cluster (C2/Veteran) MH14
- Charlie Cluster: Heavy 'Mech Sm Nova Cluster (C1/Veteran) MH15
- Delta Cluster: Heavy 'Mech Lg Cluster (C2/Veteran) MH16
- Echo Cluster: Heavy 'Mech Lg Nova Cluster (C1/Veteran) MH17
- Fighter Trinary: Heavy Fighter Trinary (C1/Elite) FH4
- Fighter Binary: Light Fighter Trinary (C1/Veteran) FL3

### ATTACKER (continued)

1st Wing: Medium Fighter Wing (Veteran) FM1

### 151st Light Horse Regiment, Eridani Light Horse

- 15th Heavy Cavalry Battalion: Light 'Mech Bn (IU/Elite) ML1
- 8th Recon Battalion: Light 'Mech Bn (IU/Elite) ML2
- 6th Recon Battalion: Medium 'Mech Bn (IU/Elite) MM11
- 2nd Wing: Medium Fighter Wing (Elite) FM2
- 21st Striker Regiment, Eridani Light Horse
- 3rd Striker Battalion: Heavy 'Mech Bn (IU/Veteran) MH8
- 5th Striker Battalion: Light 'Mech Bn (IU/Veteran) ML3
- 7th Striker Battalion: Heavy 'Mech Bn (IU/Veteran) MH9
- 1st Armored Infantry Battalion: Battle Armor Bn (IS/Veteran) IB1
- 3rd Wing: Medium Fighter Wing (Veteran) FM3

## BATTLEFORCE ROSTER LISTS

The following list can be used to recreate any battle between the forces of Clan Smoke Jaguar and Task Force Serpent. Each unit has an overall rating (Green, Regular, Veteran or Elite) that is considered to be the experience level of each element in the unit. If an OmniMech does not have a letter designation indicating a configuration (A, B and so on) it is the Primary configuration of that OmniMech.

Each unit of Task Force Serpent follows the standard chain of command for its type of military organization (see pp. 9-11, *BattleForce 2* rulebook).

### TASK FORCE SERPENT

#### 1ST KNIGHTS OF THE INNER SPHERE

##### 1st Battalion

Command Lance (Elite)

- ANV-3M *Anvil*
- P1C *Perseus*
- ALB-3U *Albatross*
- LGB-7V *Longbow*

##### 1st Company

Alpha Lance (Elite)

- CHP-1N *Champion*
- ALB-3U *Albatross*
- BJ2-O *Blackjack*
- SHD-5M *Shadow Hawk*

Bravo Lance (Elite)

- MR-5M *Cerberus*
- APL-1M *Apollo*
- TDR-7M *Thunderbolt*
- WVR-7M *Wolverine*

Charlie Lance (Elite)

- HRC-LS-9000 *Hercules*
- ON1-M *Orion*
- WHM-7M *Warhammer*
- ARC-4M *Archer*

##### 2nd Company

Alpha Lance (Elite)

- T-IT-N10M *Grand Titan*
- AS7-K *Atlas*
- BLR-3M *BattleMaster*
- AWS-9M *Awesome*

Bravo Lance (Veteran)

- ALB-3U *Albatross*
- TR1 *Wraith*
- STK-5M *Stalker*

ON1-M *Orion*

Charlie Lance (Veteran)

- TMP-3M *Tempest*
- SHD-5M *Shadow Hawk*
- WVR-7M *Wolverine*
- TBT-7M *Trebuchet*

##### 3rd Company

Alpha Lance (Elite)

- TBT-7M *Trebuchet*
- ALB-3U *Albatross*
- ARC-4M *Archer*
- CRD-5M *Crusader*

Bravo Lance (Elite)

- AWS-9M *Awesome*
- TDR-7M *Thunderbolt*
- PXH-3M *Phoenix Hawk*
- HER-5S *Hermes II*

Charlie Lance (Veteran)

- WR-DG-02FC *War Dog*
- HBK-5M *Hunchback*
- CDA-3M *Cicada*
- SDR-7M *Spider*

##### 2nd Battalion

Command Lance (Elite)

- P1 *Perseus*
- ALB-3U *Albatross*
- MR-5M *Cerberus*
- CP-11-A *Cyclops*

##### 1st Company

Alpha Lance (Elite)

- ANV-3M *Anvil*
- HMR-3M *Hammer*
- AS7-K *Atlas*
- AWS-9M *Awesome*

Bravo Lance (Veteran)

- TMP-3M *Tempest*
- WHM-7M *Warhammer*
- GLT-5M *Guillotine*
- CRD-5M *Crusader*

Charlie Lance (Elite)

- T-IT-N10M *Grand Titan*
- ALB-3U *Albatross*
- HBK-5M *Hunchback*
- PXH-3M *Phoenix Hawk*

##### 2nd Company

Alpha Lance (Elite)

- P1B *Perseus*
- ALB-3U *Albatross*
- WVR-7M *Wolverine*
- MON-66 *Mongoose*

Bravo Lance (Elite)

- AWS-9M *Awesome*
- ALB-3U *Albatross*

FS9-0B *Firestarter*

HER-5S *Hermes II*

Charlie Lance (Veteran)

- MAD-5M *Marauder*
- GLT-5M *Guillotine*
- BJ2-OC *Blackjack*
- THE-N *Thorn*

##### 3rd Company

Alpha Lance (Elite)

- HRC-LS-9000 *Hercules*
- APL-1M *Apollo*
- BLR-3M *BattleMaster*
- ON1-M *Orion*

Bravo Lance (Veteran)

- TR1 *Wraith*
- WVR-7M *Wolverine*
- PXH-3M *Phoenix Hawk*
- VT-5M *Vulcan*

Charlie Lance (Veteran)

- MR-5M *Cerberus*
- ALB-3U *Albatross*
- AWS-9M *Awesome*
- MAD-5M *Marauder*

##### 3rd Battalion

Command Lance (Elite)

- BMB-12D *Bombardier*
- P1A *Perseus*
- TR1 *Wraith*
- ANV-3M *Anvil*

##### 1st Company

Alpha Lance (Elite)

- T-IT-N10M *Grand Titan*
- ALB-3U *Albatross*
- CP-11-A *Cyclops*
- ON1-M *Orion*

Bravo Lance (Elite)

- WR-DG-02FC *War Dog*
- RFL-5M *Rifleman*
- HBK-5M *Hunchback*
- HER-5S *Hermes II*

Charlie Lance (Elite)

- MR-5M *Cerberus*
- JA-KL-1532 *Jackal*
- VT-5M *Vulcan*
- CDA-3M *Cicada*

##### 2nd Company

Alpha Lance (Elite)

- STK-5M *Stalker*
- WHM-7M *Warhammer*
- SDR-7M *Spider*
- MON-66 *Mongoose*

Bravo Lance (Elite)

- TR1 *Wraith*

# WIND OF THE CLAW



ALB-3U *Albatross*  
 GLT-5M *Guillotine*  
 HER-3S *Hermes*  
 Charlie Lance (Veteran)  
 TMP-3M *Tempest*  
 SHD-5M *Shadow Hawk*  
 APL-1M *Apollo*  
 MAD-5M *Marauder*

### 3rd Company

Alpha Lance (Elite)  
 T-IT-N10M *Grand Titan*  
 AWS-9M *Awesome*  
 SDR-7M *Spider*  
 HER-3S *Hermes*  
 Bravo Lance (Veteran)  
 ANV-3M *Anvil*  
 HMR-3M *Hammer*  
 ARC-4M *Archer*  
 TBT-7M *Trebuchet*  
 Charlie Lance (Veteran)

ALB-3U *Albatross*  
 GHR-5J *Grasshopper*  
 FLS-8K *Flashman*  
 EXT-4D *Exterminator*

### 1st Wing

#### 1st Squadron

Alpha Lance (Elite)  
 2 F-700 *Rievers*  
 Bravo Lance (Elite)  
 2 F-92 *Stingrays*  
 Charlie Lance (Elite)  
 2 IRN-SD1 *Ironsides*

#### 2nd Squadron

Alpha Lance (Elite)  
 2 F-92 *Stingrays*  
 Bravo Lance (Elite)  
 2 *Eagles*  
 Charlie Lance (Elite)  
 2 F-14-S *Cheetahs*

### 3rd Squadron

Alpha Lance (Elite)  
 2 F-92 *Stingrays*  
 Bravo Lance (Elite)  
 2 *Thunderbirds*  
 Charlie Lance (Elite)  
 2 F-14-S *Cheetahs*

## 11TH LYRAN GUARDS

### 1st Battalion

Command Lance (Elite)  
 BNC-5S *Banshee*  
 ZEU-9S *Zeus*  
 TDK-7X *Thunder Hawk*  
 DVS-2 *Devastator*

### 1st Company

Alpha Lance (Elite)  
 EMP-6A *Emperor*  
 T-IT-N10M *Grand Titan*



# NIGHT OF THE CLAW

AS7-S Atlas

BNC-5S Banshee

Bravo Lance (Elite)

END-6Q Enfield

FLC-8R Falconer

MAD-5S Marauder

WHM-7S Warhammer

Charlie Lance (Elite)

FNHK-9K Falcon Hawk

STH-1D Stealth

BH-305 Battle Hawk

PXH-3S Phoenix Hawk

## 2nd Company

Alpha Lance (Elite)

MTR-5K Maelstrom

MR-V2 Cerberus

GAL-2 GLS Gallowglas

BNC-5S Banshee

Bravo Lance (Veteran)

BHKU-0 Black Hawk-Ku

PTR-4D Penetrator

FLC-8R Falconer

GHR-5J Grasshopper

Charlie Lance (Elite)

FS9-0 Firestarter

NGS-4S Nightsky

PXH-3S Phoenix Hawk

COM-5S Commando

## 3rd Company

Alpha Lance (Elite)

DGR-3F Dragon Fire

WR-DG-02FC War Dog

ZEU-9S Zeus

AWS-9M Awesome

Bravo Lance (Veteran)

CTS-6Y Cestus

WTC-4M Watchman

CES-3R Caesar

TDR-9S Thunderbolt

Charlie Lance (Elite)

NGS-4S Nightsky

SCB-9A Scarabus

DRT-3S Dart

FS9-S Firestarter

## 2nd Battalion

Command Lance (Elite)

TDK-7X Thunder Hawk

NSR-9J Nightstar

EMP-6A Emperor

ZEU-9S Zeus

## 1st Company

Alpha Lance (Elite)

DGR-3F Dragon Fire

MR-V2 Cerberus

BNC-5S Banshee

CP-11-A Cyclops

Bravo Lance (Elite)

END-6Q Enfield

CES-3R Caesar

TDR-9S Thunderbolt

WVR-7D Wolverine

Charlie Lance (Veteran)

NTK-2Q Night Hawk

STH-1D Stealth

BH-305 Battle Hawk

COM-5S Commando

## 2nd Company

Alpha Lance (Veteran)

CTS-6Y Cestus

WR-DG-02FC War Dog

PTR-4D Penetrator

GAL-1GLS Gallowglas

Bravo Lance (Elite)

BSW-X1 Bushwacker

FLC-8R Falconer

CES-3R Caesar

AXM-1N Axman

Charlie Lance (Veteran)

FNHK-9K Falcon Hawk

BZK-F3 Hollander

DRT-3S Dart

FS9-S Firestarter

## 3rd Company

Alpha Lance (Elite)

MTR-5K Maelstrom

GUN-1ERD Gunslinger

STK-5S Stalker

ZEU-9S Zeus

Bravo Lance (Veteran)

T-IT-N10M Grand Titan

PPR-5S Salamander

AS7-S Atlas

ARC-5S Archer

Charlie Lance (Veteran)

NGS-4S Nightsky

SCB-9A Scarabus

FS9-S Firestarter

COM-5S Commando

## 3rd Battalion

Command Lance (Elite)

TDK-7X Thunder Hawk

NSR-9J Nightstar

ZEU-9S Zeus

BRZ-A3 Berserker

## 1st Company

Alpha Lance (Elite)

END-6Q Enfield

FLC-8R Falconer

CP-11-A Cyclops

MAD-5S Marauder

Bravo Lance (Elite)

BSW-X1 Bushwacker

CES-3R Caesar

AXM-1N Axman

GRF-1DS Griffin

Charlie Lance (Elite)

FNHK-9K Falcon Hawk

STH-1D Stealth

BH-305 Battle Hawk

COM-5S Commando

## 2nd Company

Alpha Lance (Elite)

MTR-5K Maelstrom

WR-DG-02FC War Dog

ZEU-9S Zeus

AWS-9M Awesome

Bravo Lance (Veteran)

PPR-5S Salamander

ZEU-9S Zeus

ARC-5S Archer

GRF-1DS Griffin

Charlie Lance (Veteran)

NTK-2Q Night Hawk

BZK-F3 Hollander

DRT-3S Dart

FS9-S Firestarter

## 3rd Company

Alpha Lance (Elite)

DGR-3F Dragon Fire

FLC-8R Falconer

MAD-5S Marauder

WHM-7S Warhammer

Bravo Lance (Elite)

MR-V2 Cerberus

GAL-1GLS Gallowglas

MAD-5S Marauder

GHR-5J Grasshopper

Charlie Lance (Veteran)

2 Fulcrum Heavy Hovortanks

2 Centipede Scout Cars

## KINGSTON'S LEGIONNAIRES

### 1st Battalion

Command Lance (Elite)

CTF-3L Cataphract

GLT-5M Guillotine

EMP-6A Emperor

BJ2-0 Blackjack

### 1st Company

Alpha Lance (Veteran)

STC-2C Striker

HUR-WO-R4L Huron Warrior

AWS-9M Awesome

MAD-5M Marauder

# WARRIOR OF THE CLAW

## Bravo Lance (Regular)

TR1 *Wraith*  
WVR-7M *Wolverine*  
SHD-5M *Shadow Hawk*  
GRF-3M *Griffin*

## Charlie Lance (Regular)

SNK-1V *Snake*  
CPLT-C3 *Catapult*  
VND-3L *Vindicator*  
RVN-3L *Raven*

## 2nd Company

### Alpha Lance (Veteran)

WR-DG-02FC *War Dog*  
AS7-K *Atlas*  
STK-5M *Stalker*  
CTF-3L *Cataphract*

### Bravo Lance (Regular)

HUR-WO-R4L *Huron Warrior*  
GHR-5J *Grasshopper*  
TDR-7M *Thunderbolt*  
HBK-5M *Hunchback*

### Charlie Lance (Regular)

JA-KL-1532 *Jackal*  
VND-3L *Vindicator*  
RVN-3L *Raven*  
PXH-3M *Phoenix Hawk*

## 3rd Company

### Alpha Lance (Regular)

THR-1L *Thunder*  
SCP-10 *Scorpion*  
GRF-3M *Griffin*  
PXH-3M *Phoenix Hawk*

### Bravo Lance (Regular)

TR1 *Wraith*  
SNK-1V *Snake*  
WVR-7M *Wolverine*  
SHD-5M *Shadow Hawk*

### Charlie Lance (Veteran)

ZPH-1 *Tarantula*  
VND-3L *Vindicator*  
RVN-3L *Raven*  
VT-5M *Vulcan*

## 2nd Battalion

### Command Lance (Veteran)

T-IT-N10M *Grand Titan*  
THR-1L *Thunder*  
EMP-6A *Emperor*  
CP-11-A *Cyclops*

## 1st Company

### Alpha Lance (Veteran)

THR-1L *Thunder*  
SCP-10 *Scorpion*  
GRF-3M *Griffin*  
TBT-7M *Trebuchet*

## Bravo Lance (Regular)

APL-1M *Apollo*  
GHR-5J *Grasshopper*  
CTF-3L *Cataphract*  
ARC-4M *Archer*

## Charlie Lance (Regular)

SNK-1V *Snake*  
CPLT-C3 *Catapult*  
VND-3L *Vindicator*  
RVN-3L *Raven*

## 2nd Company

### Alpha Lance (Veteran)

STK-5M *Stalker*  
GOL-3M *Goliath*  
AWS-9M *Awesome*  
GHR-5J *Grasshopper*

### Bravo Lance (Regular)

TR1 *Wraith*  
WVR-7M *Wolverine*  
SHD-5M *Shadow Hawk*  
GRF-3M *Griffin*

### Charlie Lance (Veteran)

JA-KL-1532 *Jackal*  
VND-3L *Vindicator*  
RVN-3L *Raven*  
VT-5M *Vulcan*

## 3rd Company

### Alpha Lance (Veteran)

HUR-WO-R4L *Huron Warrior*  
BLR-3M *BattleMaster*  
GHR-5J *Grasshopper*  
CTF-3L *Cataphract*

### Bravo Lance (Regular)

APL-1M *Apollo*  
SNK-1V *Snake*  
ARC-4M *Archer*  
TDR-7M *Thunderbolt*

### Charlie Lance (Regular)

JA-KL-1532 *Jackal*  
VND-3L *Vindicator*  
RVN-3L *Raven*  
HER-5S *Hermes II*

## 3rd Battalion

### Command Lance (Veteran)

2 Po Heavy Tanks  
2 Zhukov Heavy Tanks

## 1st Company

### Alpha Lance (Regular)

4 Hover APCs

### Bravo Lance (Regular)

4 Tracked APCs

### Charlie Lance (Regular)

2 Hover APCs  
2 Heavy Hover APCs

## 2nd Company

### Alpha Platoon (Regular)

1 Platoon Foot Laser Infantry

### Bravo Platoon (Regular)

1 Platoon Foot MG Infantry

### Charlie Platoon (Regular)

1 Platoon Foot MG Infantry

## 3rd Company

### Alpha Platoon (Veteran)

1 Platoon Foot Laser Infantry

### Bravo Platoon (Regular)

1 Platoon Foot Flamer Infantry

### Charlie Platoon (Regular)

1 Platoon Foot SRM Infantry

## 2ND ST. IVES LANCERS

### Command Lance (Elite)

CES-3R *Caesar*  
PLG-3Z *Pillager*  
EMP-6A *Emperor*  
BJ2-O *Blackjack*

## 1st Company

### Alpha Lance (Veteran)

PLG-3Z *Pillager*  
AS7-S *Atlas*  
AWS-9M *Awesome*  
MAD-5D *Marauder*

### Bravo Lance (Veteran)

VTR-9K *Victor*  
ON1-M *Orion*  
HCT-5S *Hatchetman*  
BJ-2 *Blackjack*

### Charlie Lance (Veteran)

BL-6-KNT *Black Knight*  
MAD-5D *Marauder*  
CPLT-C3 *Catapult*  
RVN-3L *Raven*

## 2nd Company

### Alpha Lance (Veteran)

WR-DG-02FC *War Dog*  
JM6-DD *JagerMech*  
ENF-5D *Enforcer*  
VND-3L *Vindicator*

### Bravo Lance (Veteran)

T-IT-N10M *Grand Titan*  
CN9-D *Centurion*  
PXH-3D *Phoenix Hawk*  
RVN-3L *Raven*

### Charlie Lance (Regular)

PTR-4D *Penetrator*  
GHR-5J *Grasshopper*  
CTF-3D *Cataphract*  
VND-3L *Vindicator*

# NIGHT OF THE CLAW

## 3rd Company

Alpha Platoon (Veteran)  
1 Platoon Foot Laser Infantry  
Bravo Platoon (Veteran)  
1 Platoon Foot SRM Infantry  
Charlie Platoon (Regular)  
1 Platoon Foot MG Infantry

## 4TH DRAKØNS

Command Lance (Elite)  
T-IT-N10M *Grand Titan*  
WR-DG-02FC *War Dog*  
GRM-R-PR29 *Grim Reaper*  
CP 11-A *Cyclops*

### 1st Company

Alpha Lance (Veteran)  
HTM-27T *Hatamoto-Chi*  
CRK-5003-2 *Katana*  
TDR-7M *Thunderbolt*  
RFL-5M *Rifleman*  
Bravo Lance (Veteran)  
FLS-8K *Flashman*  
DRG-5K *Grand Dragon*  
KTO-20 *Kintaro*  
STN-3M *Sentinel*  
Charlie Lance (Veteran)  
PNT-10K *Panther*  
JR7-K *Jenner*  
SDR-7M *Spider*  
HER-3S *Hermes*

### 2nd Company

Alpha Lance (Veteran)  
HGN-732 *Highlander*  
MAD-5D *Marauder*  
GHR-5J *Grasshopper*  
QKD-5K *Quickdraw*  
Bravo Lance (Regular)  
CGR-3K *Charger*  
CHP-1N *Champion*  
CRB-27 *Crab*  
OSR-2D *Ostroc*  
Charlie Lance (Regular)  
PNT-10K *Panther*  
JR7-K *Jenner*  
MON-66 *Mongoose*  
WSP-3M *Wasp*

### 3rd Company

Alpha Lance (Veteran)  
Fury  
2 Rhinos  
Schreck PPC Carrier  
Bravo Lance (Veteran)  
2 Demons  
Partisan Heavy Tank  
Manticore Heavy Tank

Charlie Lance (Veteran)  
Lightning  
2 Beagle Tanks  
Saladin Assault Hover Tank

## 1ST KATHIL UHLANS

### 1st Battalion

Command Lance (Elite)  
*Daishi*  
AS7-K *Atlas*  
DVS-2 *Devastator*  
CP-11-A *Cyclops*

### 1st Company

Alpha Lance (Veteran)  
DVS-2 *Devastator*  
GUN-1ERD *Gunslinger*  
PTR-4D *Penetrator*  
VTR-9K *Victor*  
Bravo Lance (Veteran)  
QKD-5M *Quickdraw*  
HBK-5M *Hunchback*  
WR-DG-02FC *War Dog*  
MDG-1A *Rakshasa*  
Charlie Lance (Veteran)  
SPR-5F *Spector*  
NGS-4S *Nightsky*  
STH-1D *Stealth*  
SCB-9A *Scarabus*

### 2nd Company

Alpha Lance (Veteran)  
BRZ-A3 *Berserker*  
FLC-8R *Falconer*  
VTR-9K *Victor*  
AWS-9M *Awesome*  
Bravo Lance (Regular)  
QKD-5M *Quickdraw*  
AXM-1N *Axman*  
WR-DG-02FC *War Dog*  
MAD-5D *Marauder*  
Charlie Lance (Veteran)  
HER-5S *Hermes II*  
SR1-0 *Strider*  
NGS-4S *Nightsky*  
WLF-2 *Wolfhound*

### 3rd Company

Alpha Lance (Veteran)  
T-IT-N10M *Grand Titan*  
PTR-4D *Penetrator*  
AWS-9M *Awesome*  
CTF-3D *Cataphract*  
Bravo Lance (Veteran)  
CES-3R *Caesar*  
STK-5S *Stalker*  
VTR-9K *Victor*  
WR-DG-02FC *War Dog*

Charlie Lance (Regular)  
MDG-1A *Rakshasa*  
CN9-D *Centurion*  
BJ2-0C *Blackjack*  
BSW-X1 *Bushwacker*

## 2nd Battalion

Command Lance (Elite)  
DVS-2 *Devastator*  
CP 11-A *Cyclops*  
PTR-4D *Penetrator*  
FLC-8R *Falconer*

### 1st Company

Alpha Lance (Veteran)  
NSR-9J *Nightstar*  
GUN-1ERD *Gunslinger*  
MAD-5D *Marauder*  
CES-3R *Caesar*  
Bravo Lance (Veteran)  
LGB-7V *Longbow*  
ARC-5S *Archer*  
CRD-5S *Crusader*  
DV-7D *Dervish*  
Charlie Lance (Regular)  
FS9-0 *Firestarter*  
NGS-4S *Nightsky*  
WVR-7D *Wolverine*  
PXH-3D *Phoenix Hawk*

### 2nd Company

Alpha Lance (Veteran)  
T-IT-N10M *Grand Titan*  
WR-DG-02FC *War Dog*  
GHR-5J *Grasshopper*  
HCT-5S *Hatchetman*  
Bravo Lance (Veteran)  
MDG-1A *Rakshasa*  
FLC-8R *Falconer*  
WVR-7D *Wolverine*  
ENF-5D *Enforcer*  
Charlie Lance (Veteran)  
TLN-5W *Talon*  
STH-1D *Stealth*  
SCB-9A *Scarabus*  
ALM-7D *Fireball*

### 3rd Company

Alpha Lance (Regular)  
BRZ-A3 *Berserker*  
WR-DG-02FC *War Dog*  
CN9-D *Centurion*  
BLM-3S *BattleMaster*  
Bravo Lance (Veteran)  
CES-3R *Caesar*  
TDR-7M *Thunderbolt*  
JM6-DD *JagerMech*  
BJ-2 *Blackjack*

# NIGHT OF THE CLAW

Charlie Lance (Regular)  
FNHK-9K *Falcon Hawk*  
STH-1D *Stealth*  
VLK-QD *Valkyrie*  
JVN-10P *Javelin*

## 3rd Battalion

Command Lance (Elite)  
Challenger X MBT  
2 Alacorn MK VI Heavy Tanks  
Partisan Air Defense Tank

### 1st Company

Alpha Lance (Veteran)  
Ontos Heavy Tank (3058 upgrade)  
2 Brutus Assault Tanks  
Typhoon Urban Assault Vehicle

Bravo Lance (Regular)  
2 Pilum Heavy Tanks  
2 Rhinos

Charlie Lance (Veteran)  
2 Pegasus Scout Hover tanks  
(3058 upgrade)  
2 Saladin Assault Hover Tanks

### 2nd Company

Alpha Lance (Veteran)  
2 Striker Light Tanks  
(3058 upgrade)  
2 Galleon Light Tanks

Bravo Lance (Regular)  
2 Hunter Light Support Tanks  
(3058 upgrade)  
2 Galleon Light Tanks

Charlie Lance (Veteran)  
2 Centipede Scout Cars  
2 Lightnings

### 3rd Company

Alpha Lance (Veteran)  
2 Typhoon Urban Assault Vehicles  
Demolisher Heavy Tank  
Po Heavy Tank

Bravo Lance (Veteran)  
2 Manticore Heavy Tanks  
(3058 upgrade)  
2 Vedette Medium Tanks  
(3058 upgrade)

Charlie Lance (Veteran)  
2 Yellow Jacket Gunships  
Cyrano  
Cavalry Attack Helicopter

## RABID FOX TEAMS 3 AND 4

Team 3 (Elite)  
Infiltrator battle armor squads:  
2 Infiltrator

Team 4 (Elite)  
Standard battle armor squads:  
2 Small Laser

## DEST TEAMS 4, 5, 6

Team 4 (Elite)  
Kage battle armor squads: 2 Kage

Team 5 (Elite)  
Kage battle armor squads: 2 Kage

Team 6 (Elite)  
Kage battle armor squads: 2 Kage

## MACLEOD'S REGIMENT NORTHWIND HIGHLANDERS

### Regimental Command Company

Command Lance (Elite)  
HUR-WO-R4L *Huron Warrior*  
GAL-1GLS *Gallowglas*  
GHR-5J *Grasshopper*  
SCP-1N *Scorpion*

Support Lance (Elite)  
WHM-7M *Warhammer*  
SHD-5M *Shadow Hawk*  
JM6-DD *JagerMech*  
WTH-2 *Whitworth*

Recon Lance (Elite)  
VLK-QD *Valkyrie*  
PXH-3K *Phoenix Hawk*  
SCB-9A *Scarabus*  
JR7-K *Jenner*

### Regimental Old Guard

Command Lance (Elite)  
ON1-V *Orion*  
PTR-4D *Penetrator*  
WHM-7M *Warhammer*  
WTH-2 *Whitworth*

Fire Lance (Veteran)  
ARC-4M *Archer*  
APL-1M *Apollo*  
PPR-5S *Salamander*  
CRD-5M *Crusader*

Pursuit Lance (Veteran)  
ENF-5D *Enforcer*  
DV-7D *Dervish*  
FS9-S *Firestarter*  
GRF-3M *Griffin*

### Air Wing

Command Lance (Elite)  
2 TR-11 *Transits*

Support Lance (Veteran)  
2 TR-11 *Transits*

Recon Lance (Veteran)  
2 TR-7 *Thrushes*

## 1st Battalion

Command Lance (Elite)  
MAD-5A *Marauder II*  
CES-3R *Caesar*  
AXM-1N *Axman*  
MAL-1R *Mauler*

### 1st Company

Command Lance (Veteran)  
TBT-7M *Trebuchet*  
BZK-F3 *Hollander*  
GLT-5M *Guillotine*  
CRB-27 *Crab*

Fire Lance (Veteran)  
CRD-5M *Crusader*  
TBT-7M *Trebuchet*  
GRF-3M *Griffin*  
QKD-5M *Quickdraw*

Pursuit Lance (Veteran)  
FS9-S *Firestarter*  
PXH-3D *Phoenix Hawk*  
SCB-9A *Scarabus*  
SDR-9K *Venom*

### 2nd Company

Command Lance (Veteran)  
GLT-3N *Guillotine*  
CRB-27 *Crab*  
WHM-7M *Warhammer*  
PTR-4D *Penetrator*

Support Lance (Regular)  
CRD-5M *Crusader*  
SCP-1N *Scorpion*  
RFL-5M *Rifleman*  
WHM-7M *Warhammer*

Recon Lance (Veteran)  
NGS-4S *Nightsky*  
VT-4M *Vulcan*  
KIM-2 *Komodo*  
SHD-5M *Shadow Hawk*

### 3rd Company

Command Lance (Veteran)  
WVR-7M *Wolverine*  
HER-4K *Hermes III*  
HBK-5M *Hunchback*  
HBK-5M *Hunchback*

Support Lance (Veteran)  
GOL-3M *Goliath*  
ZEU-9S *Zeus*  
BNC-5S *Banshee*  
CPLT-C3 *Catapult*

Pursuit Lance (Regular)  
SCB-9A *Scarabus*  
ASN-23 *Assassin*  
BJ-2 *Blackjack*  
BSW-X1 *Bushwacker*

## 2nd Battalion

Command Lance (Elite)  
 VTR-9K *Victor*  
 TMP-3M *Tempest*  
 TDR-9SE *Thunderbolt*  
 GUN-1ERD *Gunslinger*

### 1st Company

Command Lance (Veteran)  
 GLT-5M *Guillotine*  
 VTR-9K *Victor*  
 TDR-9S *Thunderbolt*  
 VND-3L *Vindicator*

Fire Lance (Veteran)

GRF-3M *Griffin*  
 WTH-2 *Whitworth*  
 WHM-7S *Warhammer*  
 DV-7D *Dervish*

Pursuit Lance (Regular)

WVR-7D *Wolverine*  
 CLNT-2-3U *Clint*  
 COM-5S *Commando*  
 ENF-5D *Enforcer*

### 2nd Company

Command Lance (Veteran)  
 HCT-5S *Hatchetman*  
 CRB-27 *Crab*  
 HBK-5M *Hunchback*  
 GRF-3M *Griffin*

Support Lance (Veteran)

RFL-5M *Rifleman*  
 MAD-5D *Marauder*  
 LNX-9C *Lynx*  
 OSR-2D *Ostroc*

Recon Lance (Veteran)

VLK-QD *Valkyrie*  
 QKD-5K *Quickdraw*  
 PXH-3S *Phoenix Hawk*  
 SHD-5M *Shadow Hawk*

### 3rd Company

Command Lance (Veteran)  
 WHM-7M *Warhammer*  
 WTC-4M *Watchman*  
 JM6-DD *JagerMech*  
 PNT-10K *Panther*

Support Lance (Regular)

JM6-DD *JagerMech*  
 RFL-5M *Rifleman*  
 TMP-3M *Tempest*  
 KIM-2 *Komodo*

Pursuit Lance (Veteran)

GAL-1GLS *Gallowglas*  
 WVR-7M *Wolverine*  
 WFT-1 *Wolf Trap*  
 PNT-10K *Panther*

## 3rd Battalion

Command Lance (Elite)  
 PTR-4D *Penetrator*  
 LNX-9R *Lynx*  
 VTR-9K *Victor*  
 STY-3C *Starslayer*

### 1st Company

Command Lance (Veteran)  
 PTR-4D *Penetrator*  
 FLC-8R *Falconer*  
 TDR-7M *Thunderbolt*  
 PXH-3S *Phoenix Hawk*

Fire Lance (Veteran)

WHM-7M *Warhammer*  
 ANV-3M *Anvil*  
 GUN-1ERD *Gunslinger*  
 MAD-5A *Marauder II*

Pursuit Lance (Regular)

PXH-3M *Phoenix Hawk*  
 CDA-3M *Cicada*  
 DMO-1K *Daimyo*  
 ENF-5D *Enforcer*

### 2nd Company

Command Lance (Veteran)  
 FLC-8R *Falconer*  
 STY-3D *Starslayer*  
 DRG-5N *Dragon*  
 NGS-4S *Nightstky*

Support Lance (Veteran)

ANV-3M *Anvil*  
 GUN0-1ERD *Gunslinger*  
 WHM-7M *Warhammer*  
 MR-5M *Cerberus*

Recon Lance (Veteran)

HER-3S *Hermes*  
 GRF-3M *Griffin*  
 LNX-9Q *Lynx*  
 NGS-4S *Nighstky*

### 3rd Company

Command Lance (Veteran)  
 4 Schiltrons  
 Support Lance (Veteran)  
 4 Schiltron B  
 Pursuit Lance (Veteran)  
 4 Sprints (C3 Variant)

## ROYAL BLACK WATCH COMPANY

Command Lance (Elite)  
 HGN-732 *Highlander*  
 BL-6-KNT *Black Knight*  
 CRB-27 *Crab*  
 CRB-27 *Crab*  
 Assault Lance (Elite)  
 WVE-5N *Wyvern*

THG-11E *Thug*  
 BL-6-KNT *Black Knight*  
 ARC-4M *Archer*  
 Pursuit Lance (Veteran)  
 CN9-D *Centurion*  
 CRB-27 *Crab*  
 HER-1S *Hermes*  
 MON-66 *Mongoose*

## FIRST GURKHAS

### 1st Company

Command Platoon (Elite)  
 1 Platoon Foot Laser Infantry  
 Support Platoon (Elite)  
 1 Platoon Foot SRM Infantry  
 Recon Platoon (Elite)  
 1 Platoon Foot MG Infantry

### 2nd Company

Command Platoon (Elite)  
 1 Platoon Foot Laser Infantry  
 Support Platoon (Veteran)  
 1 Platoon Foot SRM Infantry  
 Recon Platoon (Elite)  
 1 Platoon Foot Flamer Infantry

### 3rd Company

Command Platoon (Elite)  
 1 Platoon Jump Laser Infantry  
 Support Platoon (Elite)  
 1 Platoon Jump Flamer Infantry  
 Recon Platoon (Veteran)  
 1 Platoon Jump MG Infantry

## COM GUARD 2ND DIVISION (THE FALCONEERS IV-EPSILON)

### Living Word III-Delta

Strength of Will II-Alpha (Elite)  
 SPT-N2 *Spartan*  
 RJN101-A *Raijin*  
 HGN-732 *Highlander*  
 THG-11E *Thug*  
 EXC-C1 *Excalibur*  
 EXT-4D *Exterminator*  
 Unity in Truth II-Gamma (Elite)  
 GRM-R-PR29 *Grim Reaper*  
 CRB-27 *Crab*  
 2 Furies  
 Puma  
 Rhino  
 Fortune's Friend II-Alpha (Elite)  
 CHP-3N *Champion*  
 FLS-8K *Flashman*  
 CRB-27 *Crab*

# WALCH OF THE CLAN

BMB-12D *Bombardier*  
CHP-1N *Champion*  
KTO-19 *Kintaro*

## Orderly Ranks II-Alpha (Veteran)

AV1-0A *Avatar*  
KGC-001 *King Crab*  
FLS-8K *Flashman*  
BL-9-KNT *Black Knight*  
EXC-C1 *Excalibur*  
RJN101-A *Raijin*

## High Wisdom II-Lambda (Elite)

Swift Wind Scout Car  
Beagle  
2 Lightnings  
2 Zephyrs

## Sword of Justice II-Delta (Veteran)

BL-6-KNT *Black Knight*  
CRK-5003-1 *Crockett*  
ST-8A *Shootist*  
GRM-R-PR29 *Grim Reaper*  
Ontos Heavy Tank (3058 upgrade)  
SRM Carrier (3058 upgrade)

## Hidden Hand III-Kappa

### Crushing Force II-Alpha (Elite)

KGC-001 *King Crab*  
HGN-732 *Highlander*  
ST-8A *Shootist*  
CP 11-A *Cyclops*  
AS7-K *Atlas*  
TDR-7M *Thunderbolt*

### Blake's Hammer II-Alpha (Elite)

GRM-R-PR29 *Grim Reaper*  
OSR-2D *Ostroc*  
ON1-M *Orion*  
WVE-9N *Wyvern*  
LNC 25-01 *Lancelot*  
STN-3L *Sentinel*

### Falcon Masters II-Lambda (Elite)

2 Ontos Heavy Tanks  
(3058 upgrade)  
2 Magis  
2 SRM Carriers

### Stout Defense II-Lambda (Veteran)

2 Demons  
4 Burkes

### Night Fighters II-Lambda (Elite)

3 Heavy Hover APCs  
3 Beagles

### Bottled Chaos II-Rho (Elite)

6 Platoons Foot MG Infantry

## Dark Regret III-Beta

### Broken Steel II-Alpha (Elite)

ST-8A *Shootist*  
CRK-5003-1 *Crockett*  
GLT-3N *Guillotine*  
LNC 25-01 *Lancelot*

WHM-7M *Warhammer*  
ON1-M *Orion*

### Lineholders II-Alpha (Elite)

HGN-732 *Highlander*  
THG-11E *Thug*  
AS7-K *Atlas*  
STK-5M *Stalker*  
FLS-8K *Flashman*  
BL-6-KNT *Black Knight*

### Crazy Thoughts II-Alpha (Elite)

KGC-000 *King Crab*  
CRK-5003-1 *Crockett*  
THG-11E *Thug*  
BLR-3M *BattleMaster*  
ON1-M *Orion*  
AS7-K *Atlas*

### The Fallen II-Alpha (Veteran)

CRB-27 *Crab*  
WVE-5N *Wyvern*  
STN-3L *Sentinel*  
HBK-5M *Hunchback*  
SCP-10 *Scorpion*  
KTO-19 *Kintaro*

### Deadly Adepts II-Alpha (Elite)

NXS1-A *Nexus*  
MON-66 *Mongoose*  
HSR-200-D *Hussar*  
HSR-400-D *Hussar*  
MCY-99 *Mercury*  
THE-N *Thorn*

### Skin of Steel II-Gamma (Elite)

GRM-R-PR29 *Grim Reaper*  
CHP-1N *Champion*  
CRB-27 *Crab*  
3 Squads of Standard Small Laser  
Infantry

## ERIDANI LIGHT HORSE

### Command Company

#### Alpha Lance (Elite)

CP-11-A *Cyclops*  
AS7-K *Atlas*  
GHR-5J *Grasshopper*  
HRC-LS-9000 *Hercules*

#### Bravo Lance (Elite)

HGK-5M *Hunchback*  
KTO-20 *Kintaro*  
MAD-5D *Marauder*  
OTL-5M *Ostsol*

#### Charlie Lance (Elite)

Lightning  
J. Edgar Light Hover Tank  
LCT-3D *Locust*  
PXH-1 *Phoenix Hawk*

## 71ST LIGHT HORSE REGIMENT (WHITE HORSE)

### Command Company

Command Lance (Veteran)  
MR-V2 *Cerberus*  
WHM-7M *Warhammer*  
OSR-2D *Ostroc*  
WVR-7D *Wolverine*

### Security Lance (Veteran)

WHM-7M *Warhammer*  
RFL-5D *Rifleman*  
QKD-5M *Quickdraw*  
WVR-7M *Wolverine*

### Artillery Lance (Veteran)

4 Mobile Long Tom Artillery

### 1st Motorized Infantry Platoon (Veteran)

1 Platoon Motorized MG Infantry

### 2nd Motorized Infantry Platoon (Veteran)

1 Platoon Motorized Flamer Infantry

### 11th Recon Battalion

#### Command Lance (Veteran)

BNDR-01A *Bandersnatch*  
BJ-2 *Blackjack*  
FLC-8R *Falconer*  
BLR-3M *BattleMaster*

### 3rd Recon Company

#### Command Lance (Regular)

HBK-5M *Hunchback*  
CLN-7V *Chameleon*  
CPLT-C4 *Catapult*  
CLNT-2-3U *Clint*

#### Strike Lance (Regular)

WTH-2 *Whitworth*  
CRD-5M *Crusader*  
GHR-5J *Grasshopper*  
LNX-9Q *Lynx*

#### Recon Lance (Regular)

2 Sprint Scout Helicopters  
2 Warrior H8 Attack Helicopters

#### Air Lance (Veteran)

2 SPR-6D *Sparrowhawks*

### 10th Recon Company

#### Command Lance (Veteran)

ON1-V *Orion*  
SHD-5M *Shadow Hawk*  
VND-3L *Vindicator*  
TBT-7K *Trebuchet*

#### Strike Lance (Regular)

WHM-7S *Warhammer*  
MAD-5M *Marauder*  
MLN-1A *Merlin*  
T-IT-N10M *Grand Titan*

#### Recon Lance (Regular)

FS9-S *Firestarter*  
VT-5S *Vulcan*

FS9-S *Firestarter*  
SDR-9K *Venom*  
Air Lance (Veteran)  
2 SPR-6D *Sparrowhawks*  
**11th Recon Company**  
Command Lance (Regular)  
TDR-9S *Thunderbolt*  
TDK-7Y *Thunder Hawk*  
WHM-7M *Warhammer*  
WR-DG-02 FC *War Dog*  
Strike Lance (Regular)  
RFL-5M *Rifleman*  
ANV-3M *Anvil*  
ARC-4M *Archer*  
DVS-2 *Devastator*  
Recon Lance (Veteran)  
4 Pegasus Scout Hovertanks  
(3058 upgrade)  
Air Lance (Veteran)  
2 CSR-V20 *Corsairs*  
**17th Recon Battalion**  
Command Lance (Veteran)  
MTR-5K *Maelstrom*  
CTS-6Y *Cestus*  
PTR-4D *Penetrator*  
CES-3R *Caesar*  
**14th Recon Company**  
Command Lance (Veteran)  
TDR-9SE *Thunderbolt*  
NGS-4S *NightSky*  
CN9-D *Centurion*  
DV-7D *Dervish*  
Strike Lance (Regular)  
BH-305 *Battle Hawk*  
BJ-2 *Blackjack*  
ENF-5D *Enforcer*  
WLF-2 *Wolfhound*  
Air Lance (Veteran)  
2 SPR-6D *Sparrowhawks*  
Recon Platoon (Regular)  
1 Platoon Motorized Laser Infantry  
**16th Recon Company**  
Command Lance (Regular)  
TMP-3M *Tempest*  
VND-3L *Vindicator*  
WTC-4M *Watchman*  
CDA-3M *Cicada*  
Strike Lance (Regular)  
CN9-D *Centurion*  
GLT-5M *Guillotine*  
HBK-5M *Hunchback*  
JR7-K *Jenner*  
Air Lance (Veteran)  
2 CSR-V20 *Corsairs*  
Recon Platoon (Regular)  
1 Platoon Motorized MG Infantry

**101st Air Cavalry**  
Command Lance (Veteran)  
2 CSR-V20 *Corsairs*  
Strike Lance (Veteran)  
2 LCF-R16 *Lucifers*  
Recon Lance (Veteran)  
2 SPR-6D *Sparrowhawks*  
**82nd Heavy Cavalry Battalion**  
**81st Tank Company**  
Command Lance (Veteran)s  
2 Vedette Medium Tanks  
2 Brutus Assault Tanks  
Fire Lance (Regular)  
2 Po Heavy Tanks  
2 LRM Carriers  
Strike Lance (Regular)  
2 Striker Light Tanks  
2 Vedette Medium Tanks  
**12th Motorized Infantry Company**  
Alpha Platoon (Regular)  
1 Platoon Motorized Laser Infantry  
Bravo Platoon (Regular)  
1 Platoon Motorized Laser Infantry  
Charlie Platoon (Regular)  
1 Platoon Motorized Laser Infantry  
Delta Platoon (Regular)  
1 Platoon Motorized Laser Infantry

## **151ST LIGHT HORSE REGIMENT (DARK HORSE)**

**Regimental Command Company**  
Command Lance (Elite)  
HRC-LS-9000 *Hercules*  
BLR-3M *BattleMaster*  
CN9-D *Centurion*  
CPLT-C3 *Catapult*  
Security Lance (Elite)  
STK-5M *Stalker*  
CGR-SB *Charger*  
ARC-4M *Archer*  
MAD-5D *Marauder*  
Artillery Lance (Elite)  
2 Mobile Long Tom Artillery  
Chaparral  
CPLT-C3 *Catapult*  
1st Motorized Infantry Platoon (Elite)  
1 Platoon Motorized MG Infantry  
2nd Motorized Infantry Platoon (Elite)  
1 Platoon Motorized MG Infantry  
**50th Heavy Cavalry Battalion**  
Battalion Command Lance (Elite)  
MAD-5M *Marauder*  
LNX-9R *Lynx*  
TDR-7M *Thunderbolt*

OTL-5M *Ostsol*  
**1st Recon Company**  
Command Lance (Elite)  
GHR-5J *Grasshopper*  
QKD-5M *Quickdraw*  
PXH-3K *Phoenix Hawk*  
T-IT-N10M *Grand Titan*  
Strike Lance (Elite)  
CHP-1N *Champion*  
GHR-5J *Grasshopper*  
BRZ-A3 *Berserker*  
AWS-9M *Awesome*  
Support Lance (Elite)  
4 LRM Carriers  
Recon Lance (Elite)  
2 Partisan Air Defense Tanks  
(3058 upgrade)  
2 AC/2 Carriers  
Air Lance (Elite)  
2 LCF-R16 *Lucifers*  
**1st Heavy Assault Company**  
Command Lance (Elite)  
GHR-5J *Grasshopper*  
MR-5M *Cerberus*  
CES-3R *Caesar*  
CTF-3L *Cataphract*  
Strike Lance (Elite)  
AWS-9M *Awesome*  
WHM-7M *Warhammer*  
GLT-5M *Guillotine*  
PTR-4D *Penetrator*  
Recon Lance (Elite)  
VT-5M *Vulcan*  
ENF-5D *Enforcer*  
FS9-S *Firestarter*  
HM-1 *Hitman*  
1st Armored Infantry (Veteran)  
Squad 1: 4 Standard MG Armored  
Infantry  
Squad 2: 4 Standard MG Armored  
Infantry  
Squad 3: 4 Standard MG Armored  
Infantry  
Air Lance (Elite)  
2 CHP-W10 *Chippewas*  
**3rd Heavy Assault Company**  
Command Lance (Elite)  
HBK-5M *Hunchback*  
GUN-1ERD *Gunslinger*  
GRF-3M *Griffin*  
SHD-5M *Shadow Hawk*  
Strike Lance (Veteran)  
PNT-10K *Panther*  
VTR-9K *Victor*  
WHM-7S *Warhammer*  
WTH-2 *Whitworth*

Recon Lance (Elite)  
 WLF-2 *Wolfhound*  
 VT-5S *Vulcan*  
 HER-3S *Hermes*  
 BZK-G1 *Hollander*  
 4th Motorized Infantry Platoon (Elite)  
 1 Platoon Motorized Laser Infantry

**8th Recon Battalion**  
 Battalion Command Lance (Elite)  
 PTR-4D *Penetrator*  
 VND-3L *Vindicator*  
 TBT-7M *Trebuchet*  
 ON1-V *Orion*

**5th Recon Company**  
 Command Lance (Elite)  
 NGS-4S *Nightstky*  
 PXH-3K *Phoenix Hawk*  
 FLC-8R *Falconer*  
 TDR-9SE *Thunderbolt*

Strike Lance (Elite)  
 TBT-7M *Trebuchet*  
 HGN-733 *Highlander*  
 KIM-2 *Komodo*  
 MAD-5M *Marauder*

Recon Lance (Veteran)  
 2 Pegasus Scout Hover tanks  
 (3058 upgrade)  
 2 Saracen Medium Hover Tanks

Air Lance (Elite)  
 2 SL-15A *Slayers*

**6th Recon Company**  
 Command Lance (Elite)  
 NGS-4S *Nightstky*  
 DV-7D *Dervish*  
 GHR-5J *Grasshopper*  
 STY-3D *Starslayer*

Strike Lance (Veteran)  
 SNK-1V *Snake*  
 SPR-5F *Spector*  
 ARC-4M *Archer*  
 TMP-3M *Tempest*

Recon Lance (Elite)  
 4 J. Edgar Light Hover Tanks

Air Lance (Elite)  
 2 CSR-V20 *Corsairs*

**9th Recon Company**  
 Command Lance (Elite)  
 SHD-5M *Shadow Hawk*  
 TLN-5W *Talon*  
 CRD-5M *Crusader*  
 CRB-27 *Crab*

Strike Lance (Elite)  
 WHM-7M *Warhammer*  
 DVS-2 *Devatator*  
 CP-10-C *Cyclops*  
 GAL-1GLS *Gallowglas*

Recon Lance (Veteran)  
 SDR-5K *Spider*  
 JA-KL-1532 *Jackal*  
 ENF-5D *Enforcer*  
 FS9-S *Firestarter*

Air Lance (Elite)  
 2 TR-10 *Transits*

**6th Recon Battalion**  
 Battalion Command Lance (Elite)  
 GHR-5J *Grasshopper*  
 ANV-3M *Anvil*  
 BJ-2 *Blackjack*  
 HMR-3M *Hammer*

**2nd Recon Company**  
 Command Lance (Elite)  
 STK-5M *Stalker*  
 WHM-7M *Warhammer*  
 VTR-9K *Victor*  
 WR-DG-02FC *War Dog*

Strike Lance (Elite)  
 HRC-LS-9000 *Hercules*  
 CRD-5M *Crusader*  
 OSR-2D *Ostroc*  
 NSR-9J *Nightstar*

Support Lance (Veteran)  
 ARC-4M *Archer*  
 APL-1M *Apollo*  
 TBT-7K *Trebuchet*  
 RFL-5M *Rifleman*

Recon Lance (Elite)  
 PNT-10K *Panther*  
 SDR-5K *Spider*  
 SCB-9A *Scarabus*  
 SCP-1N *Scorpion*

Air Lance (Elite)  
 2 *Eagles*

**4th Recon Company**  
 Command Lance (Elite)  
 RFL-5D *Rifleman*  
 QKD-5M *Quickdraw*  
 PLG-3Z *Pillager*  
 ENF-5D *Enforcer*

Strike Lance (Veteran)  
 PPR-5S *Salamander*  
 PPR-5S *Salamander*  
 CRD-5M *Crusader*  
 GOL-1H *Goliath*

Support Lance (Elite)  
 2 Drillson Heavy Hover Tanks  
 2 Saladin Assault Hover Tanks

Recon Lance (Veteran)  
 4 *Beagles*

Air Lance (Elite)  
 2 SYD Z4 *Seydlitzs*

**8th Recon Company**  
 Command Lance (Elite)

QKD-4G *Quickdraw*  
 CN9-D *Centurion*  
 BSW-X1 *Bushwacker*  
 RFL-5M *Rifleman*  
 Strike Lance (Elite)  
 WHM-7M *Warhammer*  
 AWS-9M *Awesome*  
 MDG-1A *Rakshasa*  
 BLR-3M *BattleMaster*  
 Support Lance (Veteran)  
 2 Badger Tracked Transports  
 2 Cavalry Attack Helicopters  
 Recon Lance (Elite)  
 ASN-23 *Assassin*  
 BJ-2 *Blackjack*  
 FS9-S *Firestarter*  
 KIM-2 *Komodo*  
 Air Lance (Elite)  
 2 SPR-6D *Sparrowhawks*

## 21ST STRIKER REGIMENT

**Command Company**  
 Command Lance (Elite)  
 ON1-M *Orion*  
 KW1-LH2 *Lineholder*  
 SCP-1N *Scorpion*  
 QKD-5K *Quickdraw*

Security Lance (Elite)  
 ZEU-9S *Zeus*  
 IMP-2E *Imp*  
 JM6-DD *JagerMech*  
 HBK-5M *Hunchback*  
 Artillery Lance (Elite)  
 4 CPTL-C3 *Catapults*

**3rd Striker Battalion**  
 Battalion Command Lance (Elite)  
 HRC-LS-9000 *Hercules*  
 GAL-1GLS *Gallowglas*  
 DRG-5K *Grand Dragon*  
 RFL-5M *Rifleman*

**9th Company**  
 Command Lance (Veteran)  
 JM6-DD *JagerMech*  
 BLR-3M *BattleMaster*  
 BNDR-01A *Bandersnatch*  
 PXH-3K *Phoenix Hawk*

Strike Lance (Veteran)  
 CN9-D *Centurion*  
 ENF-5D *Enforcer*  
 CLNT-2-3U *Clint*  
 CES-3R *Caesar*

Recon Lance (Veteran)  
 VLK-QD *Valkyrie*  
 PNT-10K *Panther*



# WARRIOR OF THE CLANS

HM-1 *Hitman*  
SDR-9K *Venom*

## 14th Company

Command Lance (Veteran)  
VND-3L *Vindicator*  
TBT-7K *Trebuchet*  
ON1-V *Orion*  
PXH-3K *Phoenix Hawk*  
Strike Lance (Regular)  
VND-3L *Vindicator*  
RFL-5D *Rifleman*  
MDG-1A *Rakshasa*  
KTO-20 *Kintaro*

Recon Lance (Veteran)  
ASN-23 *Assassin*  
MCY-98 *Mercury*  
SCP-1N *Scorpion*  
SPR-5F *Spector*

## 85th Company

Command Lance (Veteran)  
2 STU-K10 *Stukas*  
Support Lance (Veteran)  
2 SL-17R *Shilones*  
Strike Lance (Veteran)  
2 F-92 *Stingrays*  
Recon Lance (Veteran)  
2 SYD Z4 *Seydlitzs*

## 5th Striker Battalion

Battalion Command Lance (Elite)  
VTR-9K *Victor*  
ON1-V *Orion*  
TMP-3M *Tempest*  
SNK-1V *Snake*

## 4th Company

Command Lance (Veteran)  
JM6-DD *JagerMech*  
HUR-WO-R4L *Huron Warrior*  
KW1-LH2 *Lineholder*  
GHR-5J *Grasshopper*  
Strike Lance (Veteran)  
FS9-S *Firestarter*  
ALM-7D *Fireball*  
HM-1 *Hitman*  
GRF-3M *Griffin*  
Recon Lance (Veteran)  
RVN-3L *Raven*  
RVN-3L *Raven*  
BZK-F3 *Hollander*  
SDR-7M *Spider*  
Air Lance (Veteran)  
2 SPR-6D *Sparrowhawks*

## 7th Company

Command Lance (Veteran)  
GHR-5J *Grasshopper*  
SHG-2E *Shogun*  
SHD-5M *Shadow Hawk*

VTR-9K *Victor*  
Strike Lance (Regular)  
VLK-QD *Valkyrie*  
WTC-4M *Watchman*  
VND-3L *Vindicator*  
TBT-7M *Trebuchet*  
Recon Lance (Veteran)  
COM-5S *Commando*  
JVN-10P *Javelin*  
JR7-K *Jenner*  
FNHK-9K *Falcon Hawk*  
Air Lance (Veteran)  
2 CSR-V20 *Corsairs*

## 25th Heavy Assault Company

Command Lance (Veteran)  
CN9-D *Centurion*  
CTS-67 *Cestus*  
SNK-1V *Snake*  
PXH-3K *Phoenix Hawk*  
Strike Lance (Veteran)  
TMP-3M *Tempest*  
VTR-9K *Victor*  
TDR-9S *Thunderbolt*  
WHM-7M *Warhammer*  
1st Air Lance (Veteran)  
2 LCF-R16 *Lucifers*  
2nd Air Lance (Veteran)  
2 TR-13A *Transgressors*

## 7th Striker Battalion

Battalion Command Lance (Veteran)  
MR-5M *Cerberus*  
CGR-3K *Charger*  
CN9-D *Centurion*  
ENF-5D *Enforcer*

## 11th Company

Red Seven Lance (Veteran)  
AWS-9M *Awesome*  
FLC-8R *Falconer*  
TDR-9SE *Thunderbolt*  
HBK-5M *Hunchback*  
Blue Seven Lance (Veteran)  
CN9-D *Centurion*  
HCT-5S *Hatchetman*  
SCP-10 *Scorpion*  
BZK-F3 *Hollander*  
Gold Seven Lance (Veteran)  
JR7-K *Jenner*  
BH-305 *Battle Hawk*  
SCB-9A *Scarabus*  
NTK-2Q *Night Hawk*

## 12th Company

Silver Lance (Veteran)  
DGR-3F *Dragon Fire*  
MR-V2 *Cerberus*  
ON1-M *Orion*  
HRC-LS-9000 *Hercules*

Black Lance (Veteran)  
PPR-5S *Salamander*  
MDG-1A *Rakshasa*  
LGB-7V *Longbow*  
TBT-7M *Trebuchet*  
Purple Lance (Veteran)  
PLG-3Z *Pillager*  
MAD-5D *Marauder*  
HGN-732 *Highlander*  
STK-5M *Stalker*  
Brown Lance (Veteran)  
2 SYD Z4 *Seydlitzs*

## 27th Company

Green Lance (Veteran)  
ENF-5D *Enforcer*  
CDA-3M *Cicada*  
PTR-4D *Penetrator*  
NGS-4S *Nightsky*  
White Lance (Regular)  
JR7-K *Jenner*  
JVN-10P *Javelin*  
KIM-1 *Komodo*  
SNK-1V *Snake*  
Platinum Lance (Veteran)  
STK-5S *Stalker*  
STY-3C *Starslayer*  
WVR-7K *Wolverine*  
JR7-K *Jenner*

## 1st Armored Infantry Battalion

Battalion Command Lance (Elite)  
CES-3R *Caesar*  
BSW-X1 *Bushwacker*  
ANV-3M *Anvil*  
CLNT-2-3U *Clint*

## Tin Can Company

Command Lance (Veteran)  
2 Brutus Assault Tanks  
2 Manticore Heavy Tanks  
(3058 upgrade)  
Strike Lance (Veteran)  
4 Partisan Air Defense Tanks  
(3058 upgrade)  
Recon Lance (Veteran)  
2 Harasser Missile Platforms  
Centipede Scout Car  
Tracked APC

## Alpha Company

1st Platoon (Veteran)  
1 Platoon Motorized Laser Infantry  
2nd Platoon (Regular)  
1 Platoon Motorized Laser Infantry  
3rd Platoon (Veteran)  
1 Platoon Motorized SRM Infantry  
4th Platoon (Regular)  
1 Platoon Motorized SRM Infantry

# TWILIGHT OF THE CLANS

## **Bravo Company**

- 1st Platoon (Veteran)
  - 1 Platoon Jump Rifle Infantry
- 2nd Platoon (Veteran)
  - 1 Platoon Jump MG Infantry
- 1st Armored Infantry (Regular)
  - Standard battle armor Squads:
  - 3 Machine Gun

## **Boomer Company**

- Command Lance (Veteran)
  - 4 Mobile Long Tom Artillery
- AA Lance (Veteran)
  - 4 CPLT-C3 *Catapults*

## **SMOKE JAGUAR FORCES**

### **KHAN OSIS'S BODYGUARD**

#### OmniMech Bodyguard Star (Elite)

- Daishi*
- Masakari*
- Cauldron-Born*
- Night Gyr*
- Ryoken*

#### Elemental Bodyguard (Elite)

- Elemental Points:
- 1 Small Laser
- 1 Machine Gun

### **THE JAGUAR'S DEN**

#### Alpha Command Star (Elite)

- Daishi*
- Masakari*
- Cauldron-Born*
- Night Gyr*
- Kingfisher*

#### Bravo Command Star (Elite)

- Nobori-Nin*
- Daishi A*
- Ryoken A*
- Vulture*
- Cauldron-Born A*

#### Charlie Command Star (Elite)

- Masakari C*
- Ryoken*
- Vulture C*
- Nobori-nin A*
- Gladiator*

#### Delta Command Star (Elite)

- Elemental Points:
- 2 Small Laser
- 2 Machine Gun
- 1 Flamer

#### Echo Command Star (Elite)

- Elemental Points:
- 2 Small Laser
- 2 Machine Gun
- 1 Flamer

#### Gamma Command Star (Elite)

- 2 *Kirghizs*
- 2 *Jagatais*
- 2 *Sullas*
- 2 *Sulla As*
- 2 *Bashkirs*

#### Omega Command Star (Elite)

- 2 *Visigoths*
- 2 *Visigoth As*
- 2 *Sullas*
- 2 *Jagatais*
- 2 *Bashkirs*

### **THE SHROUD KESHIK**

#### Alpha Command Star (Elite)

- Gladiator*
- Vulture C*
- Ryoken B*
- Loki*
- Nobori-nin B*

#### Bravo Command Star (Elite)

- Thor D*
- Masakari B*
- Puma*
- Ryoken*
- Cauldron-Born C*

#### Charlie Command Star (Elite)

- Daishi B*
- Man O' War A*
- Mad Cat*
- Cauldron-Born A*
- Night Gyr B*

#### Delta Command Star (Elite)

- Elemental Points:
- 2 Small Laser
- 2 Machine Gun
- 1 Flamer

#### Echo Command Star (Elite)

- 2 *Visigoths*
- 2 *Jagatais*
- 2 *Sullas*
- 2 *Sulla Bs*
- 2 *Bashkir Bs*

### **THE JAGUAR'S HEART**

#### **Trinary Battle**

- Alpha Star (Elite)
  - Vulture*
  - Loki A*

#### *Mad Cat A*

#### *Night Gyr A*

#### *Masakari*

#### Bravo Star (Veteran)

#### *Mad Cat*

#### *Kingfisher C*

#### *Daishi B*

#### *Man O' War*

#### *Masakari A*

#### Charlie Star (Veteran)

#### *Black Hawk B*

#### *Thor*

#### *Gladiator A*

#### *Vulture*

#### *Cauldron-Born*

#### **Binary Assault**

#### Alpha Star (Veteran)

#### *Thor*

#### *Man O' War A*

#### *Daishi*

#### *Vulture B*

#### *Masakari C*

#### Bravo Star Elements (Veteran)

#### *Kingfisher B*

#### *Man O' War C*

#### *Cauldron-Born B*

### **THE WATCHMEN GALAXY**

#### **Galaxy Command Trinary**

#### Alpha Command Star (Elite)

#### *Vulture*

#### *Ryoken A*

#### *Ryoken*

#### *Shadow Cat*

#### *Fennis*

#### Bravo Command Star (Veteran)

#### *Nobori-Nin*

#### *Dragonfly*

#### *Puma*

#### *Koshi C*

#### *Black Hawk*

#### Charlie Command Star (Veteran)

#### *Puma-A*

#### *Grendel*

#### *Koshi*

#### *Koshi A*

#### *Hankyu*

#### **48th Battle Cluster**

#### **Trinary Command**

#### Alpha Command Star (Veteran)

#### *Ryoken B*

#### *Vulture A*

#### *Man O' War*

# WALLOTT OF THE CLUB

Thor A  
 Uller  
 Bravo Command Star (Veteran)  
 Loki  
 Masakari  
 Ryoken D  
 Mad Cat  
 Black Hawk A  
 Charlie Command Star (Veteran)  
 Cauldron-Born  
 Ryoken B  
 Fenris D  
 Hankyu B  
 Koshi B

### Trinary Battle

Alpha Battle Star (Veteran)  
 Ryoken B  
 Hellhound  
 Rifleman IIC  
 Rifleman IIC  
 Peregrine  
 Bravo Battle Star (Regular)  
 Griffin IIC  
 Shadow Hawk IIC  
 Griffin IIC  
 Peregrine  
 Jenner IIC

Charlie Battle Star (Veteran)  
 Warhammer IIC  
 Rifleman IIC  
 Hellhound  
 Galahad  
 Rifleman IIC

### Trinary Striker

Alpha Striker Star (Veteran)  
 Behemoth  
 Warhammer IIC  
 Hellhound  
 Rifleman IIC  
 Galahad

Bravo Striker Star (Regular)  
 Viper  
 Galahad  
 Peregrine  
 Hunchback IIC  
 Griffin IIC

Charlie Striker Star (Veteran)  
 Jenner IIC  
 Shadow Hawk IIC  
 Hellhound  
 Griffin IIC  
 Peregrine

### Binary Elemental

Alpha Star (Veteran)  
 Elemental Points:  
 2 Small Laser

2 Machine Gun  
 1 Flamer  
 Bravo Star (Regular)  
 Elemental Points:  
 2 Small Laser  
 2 Machine Gun  
 1 Flamer

### Binary ProtoMech

Alpha Star (Regular)  
 ProtoMech Points:  
 Minotaur  
 Gorgon  
 Roc  
 Hydra  
 Satyr  
 Bravo Star (Regular)  
 ProtoMech Points:  
 Harpy  
 Siren  
 Centaur  
 Roc  
 Hydra

### 63rd Solahma Cluster

#### Trinary Command

Alpha Command Star (Veteran)  
 ASN-23 Assassin  
 CRB-27 Crab  
 FFL-4B Firefly  
 FLC-4N Falcon  
 HER-3S Hermes  
 Bravo Command Star (Veteran)  
 HBK-5M Hunchback  
 HNT-171 Hornet  
 JVN-10P Javelin  
 KIM-2 Komodo  
 JR7-K Jenner

Charlie Command Star (Veteran)  
 MON-66 Mongoose  
 PNT-10K Panther  
 NXS1-A Nexus  
 PNT-10K Panther  
 SNK-1V Snake

#### Trinary Assault

Alpha Assault Star (Regular)  
 THE-S Thorn  
 SDR-5K Spider  
 VND-3L Vindicator  
 FLC-4N Falcon  
 VLK-QD Valkyrie  
 Bravo Assault Star (Regular)  
 WTH-2 Whitworth  
 WVE-5N Wyvern  
 TR1 Wraith  
 FS9-S Firestarter  
 FLE-4 Flea

Charlie Assault Star (Veteran)  
 FS9-S Firestarter  
 DRT-3S Dart  
 DMO-1K Daimyo  
 ENF-5D Enforcer  
 LCT-3D Locust

### Trinary Striker

Alpha Striker Star (Regular)  
 HCT-5S Hatchetman  
 OTT-7J Ostscout  
 VT-5S Vulcan  
 MCY-97 Mercury  
 END-6Q Enfield  
 Bravo Striker Star (Veteran)  
 JVN-10P Javelin  
 HM-1 Hitman  
 NTK-2Q Night Hawk  
 WFT-1 Wolf Trap  
 BJ-2 Blackjack

Charlie Striker Star (Regular)  
 HER-5S Hermes II  
 JVN-10P Javelin  
 ZPH-1A Tarantula  
 JVN-10P Javelin  
 THE-S Thorn

### Trinary Battle

Alpha Battle Star (Regular)  
 HOP-4D Hoplite  
 LCT-3M Locust  
 OTT-7K Ostscout  
 SHD-5M Shadow Hawk  
 TBT-7M Trebuchet  
 Bravo Battle Star (Veteran)  
 JA-KL-1532 Jackal  
 SCP-1N Scorpion  
 RTX1-0 Raptor  
 SNK-1V Snake  
 VT-5M Vulcan

Charlie Battle Star (Regular)  
 BZK-F3 Hollander  
 NGS-4S Night sky  
 RJN101-A Raijin  
 VLK-QD Valkyrie  
 COM-5S Commando

### Binary Fighter

Alpha Star (Veteran)  
 2 Kirghiz-As  
 2 Turks  
 2 AHB-443 Ahabs  
 2 HMR-HD Hammerheads  
 2 HCT-213B Hellcat IIs  
 Bravo Star (Veteran)  
 2 Sullia-Cs  
 2 Batus  
 2 RPR-100 Rapiers  
 2 SWF-606 Swifts

# WARRIOR OF THE CLAN

2 IRN-SD1 *Ironsides*

## 44th Solahma Cluster

### Trinary Command

Alpha Command Star (Veteran)

*Griffin IIC*  
*Jenner IIC*  
*Peregrine*  
*Hellhound*  
*Locust IIC*

Bravo Command Star (Veteran)

*Hunchback IIC*  
*Galahad*  
*Rifleman IIC*  
*Griffin IIC*  
*Viper*

Charlie Command Star (Veteran)

*Warhammer IIC*  
*Marauder IIC*  
*Hellhound*  
*Behemoth*  
*Galahad*

### Trinary Striker

Alpha Striker Star (Regular)

*Hunchback IIC*  
*Rifleman IIC*  
*Hellhound*  
*Shadow Hawk IIC*  
*Peregrine*

Bravo Striker Star (Regular)

*Hellhound*  
*Locust IIC*  
*Griffin IIC*  
*Peregrine*  
*Hunchback IIC*

Charlie Striker Star (Veteran)

*Hunchback IIC*  
*Rifleman IIC*  
*Warhammer IIC*  
*Behemoth*  
*Marauder IIC*

### Trinary Battle

Alpha Battle Star (Regular)

*Warhammer IIC*  
*Hunchback IIC*  
*Griffin IIC*  
*Shadow Hawk IIC*  
*Griffin IIC*

Bravo Battle Star (Regular)

*Jenner IIC*  
*Peregrine*  
*Peregrine*  
*Locust IIC*  
*Griffin IIC*

Charlie Battle Star (Regular)

*Rifleman IIC*

*Shadow Hawk IIC*

*Hellhound*

*Hunchback IIC*

*Griffin IIC*

### Binary Assault

Alpha Assault Star (Regular)

*Warhammer IIC*  
*Marauder IIC*  
*Behemoth*  
*Galahad*  
*Rifleman IIC*

Bravo Assault Star (Regular)

*Warhammer IIC*  
*Viper*  
*Rifleman IIC*  
*Rifleman IIC*  
*Galahad*

## THE IRON GUARD GALAXY

### Galaxy Command Trinary

Alpha Command Star (Elite)

*Vulture*  
*Ryoken D*  
*Grendel B*  
*Daishi*  
*Thor B*

Bravo Command Star (Veteran)

*Puma B*  
*Koshi D*  
*Dasher*  
*Dragonfly A*  
*Fenris B*

Charlie Command Star (Veteran)

*Grendel C*  
*Shadow Cat A*  
*Ryoken*  
*Puma D*  
*Ryoken C*

### 33rd Assault Cluster

#### Trinary Command

Alpha Command Star (Veteran)

*Daishi B*  
*Daishi*  
*Man O' War B*  
*Night Gyr D*  
*Thor C*

Bravo Command Star (Veteran)

*Vulture*  
*Black Hawk*  
*Black Hawk A*  
*Ryoken*  
*Koshi*

Charlie Command Star (Veteran)

*Vulture B*  
*Vulture-C*  
*Nobori-nin A*  
*Loki B*  
*Ryoken*

### Trinary Battle

Alpha Battle Star (Veteran)

*Rifleman IIC*  
*Hunchback IIC*  
*Griffin IIC*  
*Galahad*  
*Jenner IIC*

Bravo Battle Star (Regular)

*HTM-27T Hatamoto-Chi*  
*DRG-5K Grand Dragon*  
*PNT-10K Panther*  
*JR7-K Jenner*  
*SDR-7M Spider*

Charlie Battle Star (Veteran)

*Galahad*  
*Hunchback IIC*  
*Galahad*  
*Hunchback*  
*Hellhound*

### Trinary Striker

Alpha Striker Star (Veteran)

*Peregrine*  
*Jenner IIC*  
*Griffin IIC*  
*Griffin IIC*  
*Hellhound*

Bravo Striker Star (Regular)

*Rifleman IIC*  
*Shadow Hawk IIC*  
*Griffin IIC*  
*Hellhound*  
*Warhammer IIC*

Charlie Striker Star (Veteran)

*Locust IIC*  
*Jenner IIC*  
*Peregrine*  
*Griffin IIC*  
*Hellhound*

### Binary Elemental

Alpha Star (Veteran)

Elemental Points:  
2 Small Laser  
2 Machine Gun  
1 Flamer

Bravo Star (Veteran)

Elemental Points:  
2 Small Laser  
2 Machine Gun  
1 Flamer

# TRINITY OF THE CLANS

## Binary ProtoMech

Alpha Star (Regular)  
ProtoMech Points:  
*Minotaur*  
*Gorgon*  
*Roc*  
*Hydra*  
*Satyr*

Bravo Star (Regular)  
ProtoMech Points:  
*Harpy*  
*Siren*  
*Centaur*  
*Roc*  
*Hydra*

## 12th Solahma Cluster

### Trinary Command

Alpha Command Star (Veteran)  
*ARC-4M Archer*  
*APL-1M Apollo*  
*HTM-27T Hatamoto-Chi*  
*GLT-3N Guillotine*  
*MAD-5M Marauder*

Bravo Command Star (Veteran)  
*DRG-5N Dragon*  
*GHR-5J Grasshopper*  
*FLS-8K Flashman*  
*BL-6-KNT Black Knight*  
*GRM-R-PR29 Grim Reaper*

Charlie Command Star (Veteran)  
*BL-6-KNT Black Knight*  
*CP-11-A Cyclops*  
*THG-11E Thug*  
*CRD-5M Crusader*  
*LNC25-01 Lancelot*

### Trinary Assault

Alpha Assault Star (Regular)  
*VND-3L Vindicator*  
*AS7-D Atlas*  
*STN-3L Sentinel*  
*ENF-5D Enforcer*  
*KTO-19 Kintaro*

Bravo Assault Star (Regular)  
*AWS-9M Awesome*  
*EXT-4D Exterminator*  
*GHR-5J Grasshopper*  
*GOL-3M Goliath*  
*GLT-5M Guillotine*

Charlie Assault Star (Veteran)  
*LNC25-01 Lancelot*  
*MR-5M Cerberus*  
*CPLT-C3 Catapult*  
*CES-3R Caesar*  
*BJ-2 Blackjack*

## Trinary Striker

Alpha Striker Star (Regular)  
*CRK-5003-1 Crockett*  
*MAD-5S Marauder*  
*STK-5M Stalker*  
*WHM-7M Warhammer*  
*RFL-5D Rifleman*

Bravo Striker Star (Veteran)  
*TDR-9S Thunderbolt*  
*DV-7D Dervish*  
*WHM-7M Warhammer*  
*CHP-1N Champion*  
*STC-2D Striker*

Charlie Striker Star (Regular)  
*CGR-3K Charger*  
*FLS-8K Flashman*  
*MAD-5M Marauder*  
*QKD-5K Quickdraw*  
*KGC-000 King Crab*

### Trinary Battle

Alpha Battle Star (Regular)  
*THG-11E Thug*  
*GHR-5J Grasshopper*  
*VTR-9K Victor*  
*T-IT-N10M Grand Titan*  
*EXT-4D Exterminator*

Bravo Battle Star (Veteran)  
*HGN-732 Highlander*  
*LNC25-01 Lancelot*  
*ON1-V Orion*  
*CRD-5M Crusader*  
*GAL-1GLS Gallowglas*

Charlie Battle Star (Regular)  
*MAD-5D Marauder*  
*GLT-3N Guillotine*  
*RFL-5D Rifleman*  
*CTF-3D Cataphract*  
*AS7-D Atlas*

### Binary Fighter

Alpha Star (Veteran)  
2 *Avars*  
2 *Sullas*  
2 *ZRO-144 Zeros*  
2 *THK-63 Tomahawks*  
2 *TRN-3T Tridents*

Bravo Star (Veteran)  
2 *Jagatai As*  
2 *Sullas*  
2 *GTH-500 Gothas*  
2 *RGU-133E Rogues*  
2 *SPD-502 Spads*

## 77th Solahma Cluster

### Trinary Command

Alpha Command Star (Veteran)  
*CRB-27 Crab*  
*BJ-2 Blackjack*  
*TDR-9SE Thunderbolt*  
*WHM-7M Warhammer*  
*LNC25-01 Lancelot*

Bravo Command Star (Veteran)  
*GHR-5J Grasshopper*  
*GRM-R-PR29 Grim Reaper*  
*JA-KL-1532 Jackal*  
*OSR-2M Ostroc*  
*TDR-9S Thunderbolt*

Charlie Command Star (Veteran)  
*CLNT-2-3U Clint*  
*STN-3L Sentinel*  
*WVR-7K Wolverine*  
*ZEU-9S Zeus*  
*CN9-D Centurion*

### Trinary Striker

Alpha Striker Star (Regular)  
*BSW-X1 Bushwacker*  
*KTO-19 Kintaro*  
*JM6-DD JagerMech*  
*IMP-2E Imp*  
*GLT-3N Guillotine*

Bravo Striker Star (Regular)  
*STN-3L Sentinel*  
*GHR-5J Grasshopper*  
*HBK-5M Hunchback*  
*CN9-A Centurion*  
*CRB-27 Crab*

Charlie Striker Star (Veteran)  
*BJ-2 Blackjack*  
*OTL-5M Ostsol*  
*CLNT-2-3U Clint*  
*HSR-200-D Hussar*  
*FS9-S Firestarter*

### Trinary Battle

Alpha Battle Star (Regular)  
*CDA-3M Cicada*  
*WVE-5N Wyvern*  
*MAD-5D Marauder*  
*VTR-9K Victor*  
*FS9-S Firestarter*

Bravo Battle Star (Regular)  
*CLN-7V Chameleon*  
*DRG-5K Grand Dragon*  
*OTL-5M Ostsol*  
*STN-3L Sentinel*  
*HBK-5M Hunchback*

Charlie Battle Star (Regular)  
*WVE-5N Wyvern*  
*KTO-19 Kintaro*  
*SHD-5M Shadow Hawk*

# TWILIGHT OF THE CLANS

FNHK-9K *Falcon Hawk*  
LNC25-01 *Lancelot*

## Binary Assault

Alpha Assault Star (Regular)  
GHR-5J *Grasshopper*  
OSR-2M *Ostroc*  
GOL-3M *Goliath*  
WHM-7M *Warhammer*  
WVE-5N *Wyvern*  
Bravo Assault Star (Regular)  
HBK-5M *Hunchback*  
HER-5S *Hermes II*  
STN-3L *Sentinel*  
STY-3D *Starslayer*  
STDH-1D *Stealth*

## SMOKE JAGUAR PROVISIONAL GALAXY

### Alpha Cluster

#### Trinary Command

Alpha Command Star (Elite)

*Thor*  
*Gladiator*  
*Masakari B*  
*Ferriis C*  
*Uller*

Bravo Command Star (Elite)

*Masakari*  
*Man O' War*  
*Ryoken A*  
*Mad Cat*  
*Vulture*

Charlie Command Star (Elite)

*Man O' War C*  
*Dragonfly*  
*Loki*  
*Grendel*  
*Hankyu B*

#### Trinary Battle

Alpha Battle Star (Elite)

*Ryoken*  
*Vulture*  
*Uller*  
*Puma*  
*Cauldron-Born*

Bravo Battle Star (Elite)

*Uller*  
*Dragonfly*  
*Koshi*  
*Puma*  
*Grendel*

Charlie Battle Star (Veteran)

*Hellhound*  
*Galahad*  
*Griffin IIC*

*Peregrine*  
*Hunchback IIC*

### Trinary Striker

Alpha Striker Star (Veteran)

*Masakari A*  
*Vulture*  
*Ryoken B*  
*Vulture B*  
*Man O' War A*

Bravo Striker Star (Veteran)

*Shadow Cat*  
*Puma*  
*Hankyu C*  
*Ferriis*  
*Koshi*

Charlie Striker Star (Veteran)

*Cauldron-Born A*  
*Ryoken*  
*Vulture C*  
*Ryoken D*  
*Black Hawk B*

### Trinary Elemental

Alpha Star (Veteran)

Elemental Points:  
3 Small Laser  
2 Machine Gun

Bravo Star (Elite)

Elemental Points:  
2 Small Laser  
1 Machine Gun  
2 Flamer

Charlie Star (Elite)

Elemental Points:  
4 Small Laser  
1 Machine Gun

### Trinary Fighter

Alpha Star (Elite)

2 *Kirghiz Bs*  
2 *Sabutais*  
2 *Sabutai As*  
2 *Jagatais*  
2 *Batus*

Bravo Star (Veteran)

2 *Visigoths*  
2 *Visigoth Cs*  
2 *Jagatais*  
2 *Turks*  
2 *Sullas*

Charlie Star (Elite)

2 *Sullas*  
2 *Sulla As*  
2 *Batu Bs*  
2 *Bashkirs*  
2 *Turk Bs*

### Bravo Cluster

#### Trinary Command

Alpha Command Star (Elite)

*Mad Cat*  
*Masakari A*  
*Daishi*  
*Vulture*  
*Kingfisher*

Bravo Command Star (Elite)

*Masakari*  
*Man O' War B*  
*Thor*  
*Ryoken C*  
*Puma*

Charlie Command Star (Elite)

*Loki*  
*Man O' War*  
*Ryoken*  
*Vulture C*  
*Gladiator*

#### Trinary Assault

Alpha Assault Star (Veteran)

*Hunchback IIC*  
*Rifleman IIC*  
*Galahad*  
*Warhammer IIC*  
*Griffin IIC*

Bravo Assault Star (Veteran)

*Warhammer IIC*  
*Hellhound*  
*Shadow Hawk IIC*  
*Rifleman IIC*  
*Viper*

Charlie Assault Star (Veteran)

*Rifleman IIC*  
*Marauder IIC*  
*Behemoth*  
*Hunchback IIC*  
*Rifleman IIC*

#### Trinary Striker

Alpha Striker Star (Regular)

*Jenner IIC*  
*Peregrine*  
*Griffin IIC*  
*Jenner IIC*  
*Hellhound*

Bravo Striker Star (Veteran)

*Rifleman IIC*  
*Shadow Hawk IIC*  
*Griffin IIC*  
*Galahad*  
*Hunchback IIC*

Charlie Striker Star (Veteran)

*Warhammer IIC*  
*Galahad*  
*Rifleman IIC*

# NIGHT OF THE CLAW

*Hellhound*  
*Behemoth*

## **Trinary Battle**

Alpha Battle Star (Veteran)

*Rifleman IIC*  
*Griffin IIC*  
*Shadow Hawk IIC*  
*Griffin IIC*  
*Hellhound*

Bravo Battle Star (Veteran)

*Peregrine*  
*Jenner IIC*  
*Peregrine*  
*Jenner IIC*  
*Griffin IIC*

Charlie Battle Star (Regular)

*Marauder IIC*  
*Behemoth*  
*Warhammer IIC*  
*Rifleman IIC*  
*Viper*

## **Charlie Cluster**

### **Trinary Command**

Alpha Command Star (Elite)

*Cauldron-Born B*  
*Masakari*  
*Nobori-nin*  
*Thor*  
*Vulture*

Bravo Command Star (Elite)

*Ryoken A*  
*Ryoken C*  
*Night Gyr B*  
*Puma*  
*Shadow Cat A*

Charlie Command Star (Elite)

*Mad Cat B*  
*Thor C*  
*Loki A*  
*Thor*  
*Vulture A*

### **Trinary Striker**

Alpha Striker Star (Veteran)

*Nobori-nin C*  
*Koshi C*  
*Hankyu B*  
*Puma C*  
*Dasher*

Bravo Striker Star (Veteran)

*Cauldron-Born A*  
*Vulture B*  
*Ryoken C*  
*Ryoken*  
*Loki B*

Charlie Striker Star (Elite)

*Daishi A*  
*Black Hawk C*  
*Shadow Cat A*  
*Masakari*  
*Puma*

### **Trinary Battle**

Alpha Battle Star (Veteran)

*Ryoken*  
*Vulture*  
*Ryoken A*  
*Fenris D*  
*Mad Cat A*

Bravo Battle Star (Veteran)

*Hellhound*  
*Griffin IIC*  
*Shadow Hawk IIC*  
*Jenner IIC*  
*Hunchback IIC*

Charlie Battle Star (Elite)

*Gladiator A*  
*Kingfisher D*  
*Masakari C*  
*Vulture*  
*Man O' War*

### **Trinary Elemental**

Alpha Star (Veteran)

Elemental Points:  
2 Small Laser  
2 Machine Gun  
1 Flamer

Bravo Star (Veteran)

Elemental Points:  
2 Small Laser  
2 Machine Gun  
1 Flamer

Charlie Star (Veteran)

Elemental Points:  
2 Small Laser  
2 Machine Gun  
1 Flamer

### **Binary Fighter**

Alpha Star (Veteran)

2 *Kirghizs*  
2 *Kirghiz Cs*  
2 *Sabutais*  
2 *Sabutai Bs*  
2 *Batus*

Bravo Star (Veteran)

2 *Visigoths*  
2 *Visigoth Bs*  
2 *Bashkirs*  
2 *Bashkir Bs*  
2 *Turks*

## **Delta Cluster**

### **Trinary Command**

Alpha Command Star (Elite)

*Daishi*  
*Masakari B*  
*Man O' War C*  
*Mad Cat*  
*Night Gyr*

Bravo Command Star (Elite)

*Cauldron-Born A*  
*Vulture B*  
*Ryoken B*  
*Ryoken D*  
*Fenris*

Charlie Command Star (Elite)

*Grendel D*  
*Dragonfly D*  
*Puma A*  
*Koshi*  
*Dasher B*

### **Trinary Assault**

Alpha Assault Star (Veteran)

*Shadow Hawk IIC*  
*Hunchback IIC*  
*Rifleman IIC*  
*Griffin IIC*  
*Griffin IIC*

Bravo Assault Star (Regular)

*Galahad*  
*Rifleman IIC*  
*Rifleman IIC*  
*Griffin IIC*  
*Peregrine*

Charlie Assault Star (Veteran)

*Griffin IIC*  
*Hellhound*  
*Jenner IIC*  
*Peregrine*  
*Warhammer IIC*

### **Trinary Striker**

Alpha Striker Star (Regular)

*Griffin IIC*  
*Marauder IIC*  
*Warhammer IIC*  
*Shadow Hawk IIC*  
*Hunchback IIC*

Bravo Striker Star (Veteran)

*Warhammer IIC*  
*Marauder IIC*  
*Hunchback IIC*  
*Hunchback IIC*  
*Viper*

Charlie Striker Star (Elite)

*Griffin IIC*  
*Jenner IIC*  
*Locust IIC*

# WALIGHT OF THE CLAWS

*Peregrine*  
*Jenner IIC*

## **Trinary Battle**

Alpha Battle Star (Veteran)

*Rifleman IIC*  
*Rifleman IIC*  
*Marauder IIC*  
*Galahad*  
*Hunchback IIC*

Bravo Battle Star (Veteran)

*Hunchback IIC*  
*Hellhound*  
*Behemoth*  
*Shadow Hawk IIC*  
*Rifleman IIC*

Charlie Battle Star (Veteran)

*Behemoth*  
*Warhammer IIC*  
*Hunchback IIC*  
*Rifleman IIC*  
*Viper*

## **Echo Cluster**

### **Trinary Command**

Alpha Command Star (Elite)

*Kingfisher B*  
*Man O' War*  
*Mad Cat D*  
*Loki B*  
*Vulture*

Bravo Command Star (Elite)

*Masakari*  
*Man O' War B*  
*Vulture A*  
*Ryoken C*  
*Black Hawk*

Charlie Command Star (Elite)

*Daishi*  
*Daishi B*  
*Night Gyr D*  
*Mad Cat B*  
*Vulture B*

## **Trinary Assault**

Alpha Assault Star (Elite)

*Ryoken D*  
*Ryoken A*  
*Nobori-nin B*  
*Thor B*  
*Grendel A*

Bravo Assault Star (Elite)

*Hankyu C*  
*Hankyu A*  
*Koshi A*  
*Puma D*  
*Uller D*

Charlie Assault Star (Veteran)

*Man O' War*  
*Vulture*  
*Ryoken*  
*Cauldron-Born B*  
*Grendel D*

## **Trinary Striker**

Alpha Striker Star (Regular)

*Warhammer IIC*  
*Rifleman IIC*  
*Griffin IIC*  
*Jenner IIC*  
*Hellhound*

Bravo Striker Star (Veteran)

*Shadow Hawk IIC*  
*Warhammer IIC*  
*Peregrine*  
*Griffin IIC*  
*Galahad*

Charlie Striker Star (Regular)

*Locust IIC*  
*Peregrine*  
*Jenner IIC*  
*Griffin IIC*  
*Jenner IIC*

## **Trinary Battle**

Alpha Battle Star (Veteran)

*Griffin IIC*  
*Shadow Hawk IIC*  
*Hellhound*  
*Hunchback IIC*  
*Rifleman IIC*

Bravo Battle Star (Veteran)

*Rifleman IIC*  
*Jenner IIC*  
*Peregrine*  
*Griffin IIC*  
*Hellhound*

Charlie Battle Star (Veteran)

*Rifleman IIC*  
*Hunchback IIC*  
*Shadow Hawk IIC*  
*Galahad*  
*Warhammer IIC*

## **Trinary Support**

Alpha Support Star (Veteran)

*Rifleman IIC*  
*Peregrine*  
*Jenner IIC*  
*Jenner IIC*  
*Locust IIC*

Bravo Support Star (Veteran)

*Warhammer IIC*  
*Behemoth*  
*Hellhound*  
*Rifleman IIC*  
*Hunchback IIC*

Charlie Support Star (Regular)

*Behemoth*  
*Warhammer IIC*  
*Galahad*  
*Rifleman IIC*  
*Viper*

## **Trinary Elemental**

Alpha Star (Veteran)

Elemental Points:  
2 Small Laser  
2 Machine Gun  
1 Flamer

Bravo Star (Veteran)

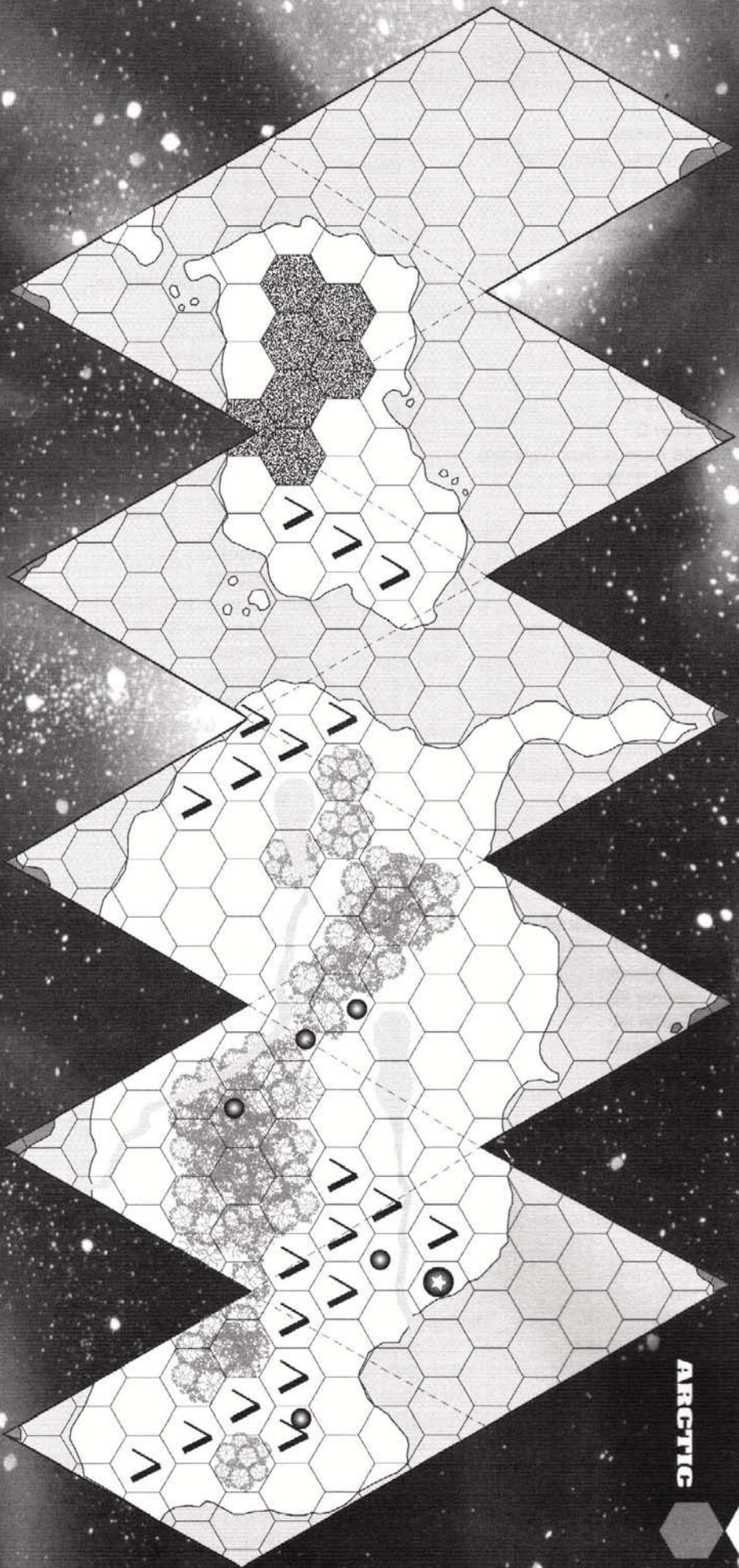
Elemental Points:  
2 Small Laser  
2 Machine Gun  
1 Flamer

Charlie Star (Veteran)

Elemental Points:  
2 Small Laser  
2 Machine Gun  
1 Flamer



# PLANETARY ASSAULT MAP: HUNTRESS



-  JUNGLE
-  MOUNTAINS
-  DESERT
-  WATER
-  CITY
-  CAPITAL
-  ARCTIC

# THE STAR LEAGUE STRIKES BACK!

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