

BATTLETECH



HISTORICAL TURNING POINTS

MALLORY'S WORLD



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HISTORICAL TURNING POINTS

MALLORY'S WORLD™



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35TP007



The Desolation of Combat



**DESOLATE PASS
MALLORY'S WORLD
DRACONIS MARCH, FEDERATED SUNS
21 OCTOBER 3013**

First Prince Ian Davion's face cracked in a grim, lopsided grin as the enemy *Awesome* crumpled to the broken canyon floor. His battered *Atlas* eased back into the swirling dust, kicked up by the brief but furious battle. The *Awesome* was the last of the Second Sword of Light's command company assault lance, but the rest of the company was drawing near.

Despite the inflated views others might spout in the tabloid tridees, the First Prince knew he was a capable MechWarrior. Even so, he was hardly the match of the truly skilled and formidable samurai of the Combine who were closing on his rearguard position. Ever since sending the rest of his own command lance on up the pass—orders some of them nearly disobeyed until he shouted his throat raw for them to continue the retreat—it felt like he had become one with his 'Mech. Ungainly and slow at the best of times under his guidance, the *Atlas* had since responded with a grace and fluidity he'd never before achieved. Though he was sure the swirling grit played a large part in his enemies' weapons fire going astray, how he'd been able to avoid such violence for so long baffled him. Having single-handedly overcome three enemies only once before in his years of experience, he had in the past half hour dispatched an entire lance of assault 'Mechs from the Draconis Combine's elite Second Sword of Light.

He pursed his lips as he noted a large number of the enemy closing in. Returns were intermittent with the geography of the valley obscuring his sensors. He had read and been told innumerable tales of grand, heroic last stands, though he had never expected to be making one himself. But he knew that without slowing these pursuers, they would overtake his Fourth Davion Guards once again. At least the narrowing of the valley forced the enemy 'Mechs to funnel through one at a time, bringing them one at a time into his targeting reticule.

Ian closed his eyes and took a deep breath, trying to make peace with the God he'd never really had time for. He hoped his men would make it far enough to form a defensible position before he was overcome. A long, slow breath rattled out of him as he tightened his grip on the controls. Through the settling dust he spotted a Drac *Warhammer* briefly among the twists and turns of the pass. Calmly, he took aim at where it would emerge from the last bend in the valley and prepared to fire. Every kill here would stall the enemy's relentless pursuit just that much longer.

The *Warhammer* dashed ungainly from the canyon's cover; the roar of the *Atlas*' class-20 autocannon echoed off the rock walls. The shot slammed home, savaging the *Warhammer*'s left side with a jagged line from leg to torso. The enemy's return fire snapped and flit all around the *Atlas*, slamming into the dirt and scrub nearby, leaving Ian unscathed. Before he could swing his drifting reticule back on target, the *Warhammer* slid behind the next bend in the valley.

Suddenly the comm crackled to life. "Sir! Sir!" The panicky voice belonged to Captain Hillnas, his adjutant in the command company. "Pull back now! The Kell Hounds are here! They'll cover your withdrawal!" For just an instant Ian glanced at the comm panel. In that moment, his fatalism broke – and so did his focus.

It took a second to realize what had happened. No longer did he feel the certainty of death upon his shoulders. Instead, it had fled with Hillnas' words, replaced with hope of potential rescue. All he had to do was hold for a few more minutes and salvation would arrive.

He silently thanked God for the reprieve, his gaze returning to the battlefield before him.

Though he'd taken his eyes from the cockpit's view for only a moment, it was one Ian instantly wanted back.

The dust had blown open as a curtain, and through it stepped the Drac *Warhammer*. He'd missed his opportunity to shove his payload into the enemy machine; now, like a gunfighter from the ancient past, the *Warhammer*'s arms leveled and spat their hellish energies.

Time slowed for the First Prince, crystallizing with diamond clarity. A glint of light from the *Warhammer*'s missile launcher as it caught a hint of sun through the sudden break in the choking dust cloud. The red paint of the Drac's *Warhammer* reflected the waning sunlight. The actinic flare of discharge. In that moment, Ian felt the familiar weight of the neurohelmet, the warm embrace of his command couch, thoughts of his family and friends flashing in a haze of love and longing. As the crackling energies enveloped the cockpit with blue-violet lightning, First Prince Ian Davion thought it was the most beautiful sight he'd ever seen.



HISTORICAL TURNING POINTS

MALLORY'S WORLD TM

Welcome to the next in the series of *Historical Turning Points* campaign books, designed to give players the opportunity to fight in some of the landmark conflicts of the Inner Sphere's tumultuous history.

The general information contained in the **Atlas** and **Combatants** sections gives players the tools needed to fight an infinite number of engagements on Mallory's World, while the **Tracks** section gives details on some of the larger and more pivotal battles of the planetary struggle. The Tracks section can also be used with stand-alone games set in the Third Succession War time frame.

The **Atlas** section presents a global view followed by some quick facts about Mallory's World. Included in this section are terrain tables broken into various categories. These tables can be used as a random chart to determine the maps used in the tracks or simply as a guide as to the types of terrain found on the world. This section also contains a list of various additional terrain types, environment, and other rules that can be used to enhance your game experience. All players should agree whether or not to use any or all of these features before play begins.

The **Combatants** section gives details on the units who participated in the conflict and can be used by players who wish to add authenticity to their game. While the units who actually participated in the battles are noted, in most cases the numbers on each side are left undetermined. This allows the players to pursue the tracks with different forces as they wish. The rough ratio of forces on each side is provided as a guideline. Players should feel free to balance the forces in each track as they see fit, whether by battle value, tonnage, total number of 'Mechs, or whatever else suits them.

The **Tracks** section presents several key battles that occurred on the world, though they are not the only ones. Players wishing to incorporate these tracks into their Chaos Campaign campaigns should use the Warchest Points (WP) listed in the brackets. Optional points are awarded only if the group achieves at least one Objective while using the listed option. Objective points are cumulative as they are achieved, unless otherwise noted.

The **Annex** section contains five official Record Sheets. First is the WHM-6K-YK *Warhammer* of Second Sword of Light commander *Tai-sa* Yorinaga Kurita in his single combat with First Prince Ian Davion. Next is the ARC-2R-MK *Archer* of Kell Hounds' Colonel Morgan Kell during his time on Mallory's World, including his single combat with Yorinaga Kurita in 3016. The others are the Land-Air-'Mechs (LAMs) that were in use during the battle for Mallory's World. For rules on using LAMs in combat, see the quickstart rules in Record Sheets 3085 and the complete rules in *Interstellar Operations*.

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Special thanks from the author: Thanks once more to Ben for allowing me to update another pivotal battle from the rich history of the *BattleTech* Universe.

For more information about the Battle of Mallory's World and the people who took part in it, please see the novels *Warrior: En Garde*, *Warrior: Riposte*, and *Warrior: Coupe*, the BattleCorps scenario "To Save a Prince" and the BattleTech Sourcebooks *The Kell Hounds*, *House Kurita: The Draconis Combine*, and *House Davion: The Federated Suns*. For rules on using LAMs in combat, see the quickstart rules in Record Sheets 3085 and the complete rules in *Interstellar Operations*.

STAR LEAGUE ERA



CLAN INVASION ERA



JIHAD ERA



SUCCESSION WARS ERA



CIVIL WAR ERA



DARK AGE ERA

NOTE!

The last four pages of this PDF are sized for 11" x 17" paper. Please keep this in mind when printing out the document.

MALLORY'S WORLD

Noble Ruler: First Prince Hanse Davion
Appointed Ruler: Governor Blake Allen
Star Type (Recharge Time): G2I (183 hours)
Position in System: 6
Time to Jump Point: 9.12 days
Number of Satellites: 1 (Viktor's Moon)
Surface Gravity: 1.04
Atm. Pressure: Standard (Breathable)
Equatorial Temperature: 37° C (Tropical)
Surface Water: 80 percent
Recharging Station: None
HPG Class Type: B
Highest Native Life: Mammal
Population: 160,000,000 (3016)
Socio-Industrial Levels: D-C-B-C-B



MALLORY'S WORLD

As a prime strategic world within easy striking distance of the Draconis Combine, Mallory's World has felt the tread of Combine boots many times through the centuries. While otherwise unimportant due to a lack of military industry or other lures to the enemy, its location has cursed it to be a focal point of conflict.

Named for a physician who found a cure to the deadly parasites infesting the world's soil, Mallory's World could have been an Eden. Once a lush agricultural world blessed with fertile soil and aided by an exceptionally long growing season, major conflicts during the First and Second Succession Wars and finally the Third Battle for Mallory's World in 3013 rendered three of Mallory's World's four continents unable to sustain crops. Outside the remaining cropland on New Helen, the continents of Juniper, Joshua, and Oregon barely produces enough food for local consumption. Raiding Combine forces have abided by the decades-old agreement to preserve the fields and ranches on New Helen rather than render the world useless in terms of arable land. Without the forests and fields on the three barren continents, the eight months of spring and summer are punctuated by severe windstorms that spawn cataclysmic tornadoes; in contrast, the two months of fall/winter are mild and pleasant.

Home to burgeoning light industry on the three non-farming continents, Mallory's World relies upon imported parts and materials to carry out much of its manufacturing. Much of the output is farm equipment, including tractors and combines. A virtual goldmine was discovered with the 3010 opening of the Mallory's World Diaper Concern, a massive plant on Oregon that turns out billions of disposable diapers for seven of its neighboring Federated Suns systems. The unexpected commodity enriched the company's ownership through filling a niche that few recognized even existed. The semiconductor industry found a boost in Lake Gallium, a unique upwelling of liquid metals that appeared in the last two decades along the equatorial fault lines.

Small cities are scattered about the surface of the four continents, centered on old trading posts from the planet's colonial days. A number of more remote settlements remain ghost towns, mute testimony of the parasite problem that plagued early colonials. With cities growing and sprouting local DropPorts, exchanges for goods between different off-world companies has become entrenched; the planetary government collecting duties through its provision as a "middle man" and clearinghouse. Such arrangements have made Mallory's World a crucial component to localized trade within the Draconis March.

In early 3016, the capital was moved from the recently devastated city of Colterville to Mallory City on Oregon, where a large DropShip platform serves commercial shipping. The capital also serves as the center of the mammoth mercantile bureaucracy that ties many of the Draconis March worlds together.

Despite the gravity, the non-damaged soil is so well-suited to farming that crops grow taller than on many lighter-gravity worlds. The indigenous life is limited to smaller mammals, the largest being the feline-sized Mallorian ferret, a burrowing carnivore with a fearsome bite. The skies were once darkened by countless swarms of screamers: small, raucous birds nearly wiped out for their iridescent and valuable plumage. Those that remain are under Federated Suns Protection status and can be found in the skies above New Helen's farms.

Mapsheets

The following tables represent the categories of terrain that can be found on the battlefields of Mallory's World. Players may either select a map from the appropriate table or randomly determine which map to use, unless otherwise specified by the scenario. MS = *Map Set*, MSC = *Map Set Compilation*, BT = *Classic BattleTech Introductory Box Set*.

MALLORY'S WORLD MAPSHEETS TABLE

URBAN	2D6 Result	Map
	2	Scattered Woods (MS2, MSC2)**
	3	City, Residential (MS6, MSC2)
	4	City Street Grid/Park* #1 (MS4, MSC1)
	5	City, Downtown (MS6, MSC2)
	6	City (Hills/Residential)* #1 (MS3, MSC1)
	7	CityTech Map* (MS2, MSC1)
	8	City (Hills/Residential)* #2 (MS3, MSC1)
	9	City, Skyscraper (MS6, MSC2)
	10	City Street Grid/Park* #2 (MS4, MSC1)
	11	City, Suburbs (MS6, MSC2)
	12	Woodland (MS6, MSC2)**

*Place Light and Medium buildings of varying heights in each non-paved hex.

**On Oregon, Juniper, and Joshua all wooded hexes should be considered level 1 foliage only.

DESERT*	2D6 Result	Map
	2	Scattered Woods (MS2, MSC1)**
	3	Moonscape #1 (MS5, MSC1)
	4	Wide River (MS6, MSC2)
	5	Open Terrain #1 (MS5, MSC1)
	6	Scattered Woods (MS2, MSC2)**
	7	Open Terrain #2 (MS5, MSC1)
	8	City Ruins (MS2, MSC1)
	9	Moonscape #2 (MS5, MSC1)
	10	Wide River (MS6, MSC2)
	11	BattleTech (BT, MS2, MSC1)
	12	BattleForce (MS6, MSC1)

*Players should consider this terrain type to exist on the three non-agricultural continents of Oregon, Juniper, and Joshua. Water hexes on maps represent old and disused reservoirs and dry canal beds; treat water hexes as rough but retaining the indicated depth. On New Helen, use the maps as printed.

**On Oregon, Juniper, and Joshua all wooded hexes should be considered level 1 foliage only.

Optional Rules

If all players agree, the following particular effects from *Tactical Operations (TO)* may be used to add specific aspects of Mallory's World to the battles played out.

Base Terrain Types

- Level 1 Foliage (see p. 36, *TO*)*
- Planted Fields (see p. 38, *TO*)**
- Sheer Cliffs (see p. 39, *TO*)

Weather Conditions

- Moonless Night (see p. 58, *TO*)
- Tornado (see p.61, *TO*)
- Blowing Sand (see p. 62, *TO*)
- Extreme Temperatures (see p. 62, *TO*)

Terrain Modifications

- Fire (see p. 43, *TO*)

Terrain Conditions

- Low Gravity (see p.55, *TO*)

*Continents of Oregon, Juniper, and Joshua only

**Continent of New Helen only

THE BATTLE FOR MALLORY'S WORLD

Seeking to secure the prime agricultural world near their border, Coordinator Takashi Kurita ordered the Warlord of Dieron to seize the planet. Using knowledge from dozens of raids on Mallory's World throughout the centuries, Warlord Vasily Cherenkov dispatched the Second Sword of Light and the Twenty-fourth Dieron Regulars as his invasion force. The Regulars brought with them supporting forces of two armor regiments and five infantry regiments, plus a wing of aerospace fighters and a battalion of artillery. These lesser forces were assigned to guard the rear areas of the Combine forces from enemy attack and did not factor much into the campaign. The Combine regiments made planetfall on 22 September 3013.

Usually well-defended, the assembly of Davion forces elsewhere to raid Halstead Station had stripped the defenders from Mallory's World. The Seventeenth Avalon Hussars, under General Eugene Drivers, transferred in and along with the small planetary militia, served as the sole defense against any Combine raids. The Hussars met the invasion head-on but lost their aerospace wing and most of their infantry and armor regiments; when their 'Mechs attempted a combat drop on the enemy landing zones, they left the conventional forces exposed to Combine aerospace. The Hussars' 'Mechs retreated to Colterville, where they were surrounded by the pursuing Combine ground forces. Rather than follow the Hussars into the city and engage in close urban combat—known to be a specialty of the Hussars—the Combine forces settled in for a siege. They began with an artillery bombardment which was met in turn by counter fire from the trapped defenders.

First Prince Ian Davion was surprised by the strength of the Combine assault. Two regiments of 'Mechs plus supporting units indicated more than a simple raid. Having lost six worlds to the Combine in the past few years, Prince Ian was determined not to lose another. He led the Fourth Davion Guards to Mallory's World, confident in their ability to defeat the invaders without reducing the forces gathered elsewhere for the raid on Halstead Station.

The Fourth Guards arrived on 3 October and their speedy tank and 'Mech force immediately assaulted the Second Sword of Light at Colterville, breaking the siege on 10 October. As the DCMS fell back in good order, they split their forces to prevent a possible flanking maneuver by the Guards and Hussars. Thinking to deliver a deathblow to the Sword of Light, Ian led the Guards in pursuit, counting on the Hussars to protect his flank from the Regulars. Seeking some measure of revenge and hoping to impress the First Prince, the Hussars combat-dropped onto the Regulars. With greater numbers and their equipment in better condition, the Regulars handily defeated the Hussars, whose survivors fled back to Colterville, exposing the Guards' flank.

Ian changed the Guards' posture from pursuit to evasion as the Second Sword attempted to catch them in a pincer. It would be more than a week of hit-and-run fighting before reinforcements arrived. The Kell Hounds arrived on 21 October, the same day that the Guards' luck ran out. Bottlenecked in Desolate Pass, where only one 'Mech could pass at a time, Davion ordered his men ahead while he would hold the pursuing Sword of Light. Knowing his *Atlas* would slow down the retreating Guards, he used the narrow pass to his advantage. Prince Davion faced the enemy one at a time, destroying a lance of assault 'Mechs before facing *Chu-sa* Yorinaga Kurita. Despite the First Prince's advantage of size and armament, Yorinaga's skill and speed proved superior and the First Prince was killed. Arriving only minutes too late to save the First Prince, the Kell Hounds slammed into the Second Sword's flank, driving them off so the Prince's body could be recovered.

Rewarded for his action with a commander's promotion, *Tai-sa* Yorinaga Kurita led the triumphant Second Sword off of Mallory's World. They

were replaced with the Second Legion of Vega, a calculated slight by the Coordinator to the Federated Suns defenders.

Reinvigorated by the arrival of the Kell Hounds and seeking revenge, the Seventeenth Avalon Hussars attacked the Second Legion of Vega using another combat drop. When the Legion retreated in good order, they were assaulted on their flanks by the remaining Fourth Davion Guards and the fresh Kell Hounds. The Vegans lost over 90 percent of their force and were effectively destroyed.

The Twenty-fourth Dieron Regulars, who had expected the assault to hit them rather than the Legion, launched another assault on Colterville. However, the positions they had occupied in the October siege were now booby-trapped. As they sought to withdraw in an orderly fashion, the Kell Hounds and Fourth Guards hit their flanks while the Hussars pulled off another combat drop right on top of them. With nowhere to run, the Twenty-fourth managed to break out of the trap and retreat to their DropShips, which they quickly boarded and fled the planet on 17 December. The First Robinson Rangers joined the defense force in February 3014. A series of raids-in-force against numerous Combine worlds ensured that Mallory's World was safe from attack throughout 3014.

Unwilling to let the defeat go lightly, especially in the wake of the DCMS' humiliation by the new First Prince on Halstead Station, the Coordinator ordered the Second Sword of Light and Twenty-fourth Dieron Regulars back to Mallory's World, this time taking the Ninth Benjamin Regulars with them. The Combine force, now under Yorinaga Kurita's command, arrived in late 3014. Slower to proceed to direct conflict, the Combine joined the Davion defenders in consolidating their position and built up supplies via off-world deliveries. The Thirty-sixth Dieron Regulars and rebuilt Second Legion of Vega joined the Combine force in late 3015 after the stalemate for the world had grown tiresome. *Tai-sa* Yorinaga Kurita devised a bold plan in early 3016 to decide the world's fate. Launching a multi-pronged attack, Yorinaga sent the Ninth Benjamin against the Robinson Rangers at Harrison's Ferry, the Twenty-fourth Dieron against the Seventeenth Avalon Hussars at Colterville, and the Second Legion of Vega against the Fourth Davion Guards at Savo. The Thirty-sixth Dieron attacked the Kell Hounds Second Battalion at Cactus Flats, while the Second Sword of Light attacked the Kell Hounds First Battalion at the Twenty-fourth Dieron's 3013 base at Reservoir 13.

What followed is among the most legendary battles in history. Rather than face the numerically-superior force, Morgan Kell, commander of the Kell Hounds, stepped out from cover and issued a personal challenge to any warrior of the Second Sword who would face him. *Tai-sa* Yorinaga Kurita met Kell in single combat before the arrayed forces of both sides. Charging his *Archer* into close combat with Yorinaga's *Warhammer*, Kell exhibited remarkable coordination of his otherwise ungainly 'Mech as he repeatedly evaded the *Warhammer's* fire. Eventually falling prey to the *Warhammer's* superior close range armament, Kell's *Archer* was sent to its knees after a vicious fusillade. Perhaps due to overheating, Yorinaga's next assault against the downed *Archer* went completely astray much as it had during his battle with Ian Davion. Kell then fired his *Archer's* missiles as the 'Mech returned it to its feet, the *Warhammer* reeling. Avoiding another alpha strike, Kell insulted the *Tai-sa* by refusing to fire and executed a bow with the *Archer*. Humiliated, Yorinaga ordered his troops to withdraw and abandon Mallory's World entirely, killing a subordinate who thought to disobey. Yorinaga was stripped of his rank and exiled to a monastery for his defeat. Morgan Kell disbanded the Kell Hounds and, also exiled himself (by choice) to a monastery. Though the battle between these two left them broken warriors, it decided the fate of Mallory's World for years to come.

RANDOM ASSIGNMENT TABLES: MALLORY'S WORLD, 3013-3016

Land-Air 'Mechs (LAMs)

For rules on using LAMs in combat, see the Quick Start rules in Record Sheets 3085; complete rules will be in *Interstellar Operations*. All players must agree to their use. If LAM rules are not being used and the unit is rolled on a Random Assignment Table, reroll the result.

RANDOM ASSIGNMENT TABLE: AEROSPACE AND VEHICLES

AEROSPACE	2D6 RESULT	DRACONIS COMBINE	FEDERATED SUNS
	1	SB-27 Sabre [25]	SPR-8H Sparrowhawk [30]
	2	SL-21 Sholagar [35]	CNT-1D Centurion [30]
	3	SL-17 Shilone [65]	CSR-V12 Corsair [50]
	4	SL-25 Samurai [50]	CSR-V20 Corsair [50]
	5	SL-15 Slayer [80]	STU-K10 Stuka [100]
	6	SL-15A Slayer [80]	STU-K5 Stuka [100]

LIGHT VEHICLES	2D6 RESULT	DRACONIS COMBINE	FEDERATED SUNS
	1	Galleon Light Tank [30]	Hover APC [10]
	2	Skulker Wheeled Scout Tank [20]	Ferret Light Scout VTOL [5]
	3	Scorpion Light Tank [25]	Striker Light Tank [35]
	4	Pegasus Scout Hover Tank [35]	Warrior H-7 Attack Helicopter [21]
	5	Hunter Light Support Tank [35]	Lightning [35]
	6	Harasser Missile Platform [25]	J. Edgar [25]

MEDIUM VEHICLES	2D6 RESULT	DRACONIS COMBINE	FEDERATED SUNS
	1	Hetzer Wheeled Assault Gun [40]	Goblin Medium Tank [45]
	2	Vedette Medium Tank [50]	Vedette Medium Tank [50]
	3	Scimitar Medium Hover Tank [35]	Hetzer Wheeled Assault Gun [40]
	4	Saracen Hover Tank [35]	Condor [50]
	5	Saladin Assault Hover Tank [35]	Goblin Medium Tank [45]
	6	Hetzer Wheeled Assault Gun [40]	Condor [50]

HEAVY VEHICLES	2D6 RESULT	DRACONIS COMBINE	FEDERATED SUNS
	1	LRM Carrier [60]	Manticore Heavy Tank [60]
	2	SRM Carrier [60]	AC/2 Carrier [60]
	3	Bulldog [60]	Pike Support Vehicle [60]
	4	SRM Carrier [60]	LRM Carrier [60]
	5	Manticore Heavy Tank [60]	Von Luckner Heavy Tank [75]
	6	LRM Carrier [60]	SRM Carrier [60]

ASSAULT VEHICLES	2D6 RESULT	DRACONIS COMBINE	FEDERATED SUNS
	1	Schrek PPC Carrier [80]	Behemoth Heavy Tank [100]
	2	Schrek PPC Carrier [80]	Demolisher Heavy Tank [80]
	3	Demolisher Heavy Tank [80]	Partisan Heavy Tank [80]
	4	Demolisher Heavy Tank [80]	Demolisher Heavy Tank [80]
	5	Ontos Heavy Tank [95]	Behemoth Heavy Tank [100]
	6	Behemoth Heavy Tank [100]	Schrek PPC Carrier [80]

RANDOM ASSIGNMENT TABLE: BATTLEMECHS

LIGHT 'MECHS	2D6 RESULT	DRACONIS COMBINE	FEDERATED SUNS
	2	STG-A5 Stinger LAM [30]*	WSP-105 Wasp LAM [30]*
	3	LCT-1E Locust [20]	UM-R60 UrbanMech [30]
	4	STG-3R Stinger [20]	LCT-1V Locust [20]
	5	WSP-1K Wasp [20]	JWN-10N Javelin [30]
	6	JR7-D Jenner [35]	VLQ-A Valkyrie [30]
	7	JR7-D Jenner [35]	VLQ-A Valkyrie [30]
	8	PNT-9R Panther [35]	VLQ-F Valkyrie [30]
	9	PNT-9R Panther [35]	WSP-1D Wasp [20]
	10	JR7-F Jenner [35]	STG-3R Stinger [20]
	11	SDR-5K Spider [30]	WSP-1A Wasp [20]
	12	STG-A5 Stinger LAM [30]*	PNT-9R Panther [35]

MEDIUM 'MECHS	2D6 RESULT	DRACONIS COMBINE	FEDERATED SUNS
	2	ENF-4R Enforcer [50]	PXH-HK2 Phoenix Hawk LAM [50]*
	3	HBK-4G Hunchback [50]	SHD-2D Shadow Hawk [55]
	4	GRF-1N Griffin [55]	WVR-6R Wolverine [55]
	5	PXH-1K Phoenix Hawk [45]	CN9-AH Centurion [50]
	6	PXH-1 Phoenix Hawk [45]	ENF-4R Enforcer [50]
	7	SHD-2H Shadow Hawk [55]	ENF-4R Enforcer [50]
	8	WVR-6R Wolverine [55]	CN9-A Centurion [50]
	9	WVR-6K Wolverine [55]	PXH-1D Phoenix Hawk [45]
	10	SHD-2K Shadow Hawk [55]	WVR-6R Wolverine [55]
	11	HBK-4P Hunchback [50]	DV-6M Dervish [55]
	12	PXH-HK2 Phoenix Hawk LAM [50]*	PXH-1 Phoenix Hawk [45]

HEAVY 'MECHS	2D6 RESULT	DRACONIS COMBINE	FEDERATED SUNS
	2	CPLT-K2 Catapult [65]	TDR-5S Thunderbolt [65]
	3	GHR-5H Grasshopper [70]	WHM-6D Warhammer [70]
	4	CPLT-C1 Catapult [65]	JM6-A JagerMech [65]
	5	WHM-6R Warhammer [70]	ARC-2R Archer [70]
	6	DRG-1N Dragon [60]	MAD-3D Marauder [75]
	7	DRG-1N Dragon [60]	MAD-3R Marauder [75]
	8	DRG-1N Dragon [60]	JM6-S JagerMech [65]
	9	ARC-2K Archer [70]	WMH-6R Warhammer [70]
	10	ON1-K Orion [75]	RFL-3N Rifleman [60]
	11	WHM-6K Warhammer [70]	MAD-3D Marauder [75]
	12	QKD-4G Quickdraw [60]	CRD-3D Crusader [65]

ASSAULT 'MECHS	2D6 RESULT	DRACONIS COMBINE	FEDERATED SUNS
	2	GOL-1H Goliath [80]	VTR-9A Victor [80]
	3	ZEU-6S Zeus [80]	AS7-D Atlas [100]
	4	BNC-3E Banshee [95]	BNC-3E Banshee [95]
	5	CGR-1A1 Charger [80]	STK-3F Stalker [85]
	6	BLR-1G BattleMaster [85]	AWS-8Q Awesome [80]
	7	STK-3F Stalker [85]	BLR-1G BattleMaster [85]
	8	CP-10-Z Cyclops [90]	VTR-9B Victor [80]
	9	AWS-8Q Awesome [80]	BLR-1D BattleMaster [85]
	10	CGR-1A1 Charger [80]	CP-10-Z Cyclops [90]
	11	VTR-9B Victor [80]	AS7-D Atlas [100]
	12	AS7-D Atlas [100]	STK-4N Stalker [85]

* If LAM rules are not being used, reroll this result.

COMMANDERS

EUGENE DRIVERS

Rank: General

Born: 2973 (40 in 3013)

A career soldier, the third son of Mikael and MaryBeth Drivers graduated at the top of his class from the New Avalon Military Academy in 2988. NAMA's lesser status saw talented graduates like Drivers in low demand, compared to those coming out of Albion. Thus, instead of obtaining a billet in the Brigade of Guards, he was assigned to the Seventeenth Avalon Hussars.

Drivers quickly learned the ins and outs of the Hussars' brand of combat: drop into the enemy's midst and slug it out, tactics ideal for urban environments and that overcame poor gunnery skill. Drivers took great risks to outshine rivals for promotion, attaining the rank of Major and commanding the third battalion after five years. Additional promotions were slow to come as the tapering of the Third Succession War provided fewer opportunities to distinguish himself. Instead, he drilled his men constantly in urban combat and combat drops under all conditions. Aided by retirements and added prestige when fellow NAMA graduate Ian Davion became First Prince, Drivers was eventually promoted to General and took command of the Hussars in 3010 upon the sudden death of Marshal Emma O'Brien.

The Hussars deployed to Mallory's World in June 3013 and were training when the Combine invasion force arrived. His first tactical error in attempting combat drops against superior opposition cost him most of his conventional forces and his second would result in the death of the First Prince. Though already known as "Ol' Grimface" after a bout with Bell's Palsy in his 30s, his mood soon came to match his perpetually somber appearance.

The First Prince's death due to Drivers' error was overlooked against his subsequent performance. Repeatedly leading assaults on the Combine invaders, Drivers commanded the planet's defense wonderfully, making amends for his error. No longer seeking promotion but atonement, he was surprised to be promoted to Marshal and given command of the Fourth Davion Guards RCT in February 3016 as Major General Duncan was killed during the liberation of Colterville. The new post was a good fit, with their cavalry style matching his specialties.

Special Abilities: Eugene Drivers is a Veteran-level MechWarrior and officer with a 25-year career in the AFFS. He commands a frontline RCT with a 9-TP Rank (general) and 7-TP Connection (AFFS) and is *In For Life* (*Draconis March*). He is an excellent BattleMech commander, with Skill Roll Modifiers of +7 to Leadership, +3 to Strategy, and +6 to Tactics rolls for Land-based combat.



TAI-SA YORINAGA KURITA

Rank: *Tai-sa*

Born: 2980 (33 in 3013)

A distant relation to the Coordinator, Yorinaga Kurita is a feared and skilled warrior out of the Sun Zhang MechWarrior Academy, graduating at age 21. Best-suited to the individual honor battles the Draconis Combine's samurai elite prefer, he leads his subordinates more through fear of his wrath and by his superior example as a MechWarrior. Respecting only those with ability in whatever their chosen field, he nonetheless disdains any who are of lesser status than his own as a MechWarrior.

After four years in the Sun Zhang Academy Cadre, Yorinaga had distinguished himself in numerous battles with Lyran and Federated Suns forces and was assigned to command a company in the Second Sword of Light. Quickly rising through the ranks, he took over the second battalion in 3008 when his predecessor committed *seppuku* after a failed mission. Running his battalion with an iron fist, he rigidly obeyed commands from regimental commander *Tai-sa* Aritomo Goto.

When the Second Sword had the Fourth Davion Guards cornered at Desolate Pass, Yorinaga charged to the fore, trailing only an assault lance from the regimental command company in pursuing the enemy into the narrow pass. As he watched an enemy MechWarrior stand and fight, destroying the assault lance, Yorinaga exulted in the potential honor to be won against the skilled warrior. When the enemy *Atlas* (whom he later found was piloted by the First Prince) fell rather quickly, Yorinaga was disappointed but accepted the promotion to command of the Second Sword that his victory won him.

When Coordinator Takashi ordered him back to Mallory's World to seize the planet permanently, he led a task force of five regiments. Dividing his force to fight the defenders in their various bases, he led his Second Sword against a mere battalion of mercenaries. When the mercenary *Archer* humiliated him by bowing in the midst of the battle, Yorinaga ordered all Combine forces to quit Mallory's World immediately, going so far as to destroy a Combine *Panther* whose pilot questioned the order. His disgrace saw him stripped of his rank and command and exiled by the Coordinator to a monastery.

Special Abilities: Yorinaga Kurita is an Elite-level MechWarrior (Gunnery 1, Piloting 2) and officer in the DCMS, commanding their most prestigious unit, the Second Sword of Light. He is a graduate of the Sun Zhang MechWarrior Academy and has a 9-TP Rank (*Tai-sa*) and Reputation (+4) for killing First Prince Ian Davion (3014-onward). He is an ambidextrous Marksman, has a Custom Vehicle, and is an able commander, with +3 Skill Roll Modifiers to all Leadership and Strategy rolls, and +7 to Tactics rolls for Land-based combat.



COMBATANTS

This section lists the combat units active in the battle for Mallory's World. Each synopsis lists the unit's arrival date on Mallory's World; if there is no end date, the unit was present through the conclusion of the campaign. The Experience Level indicates which column to roll on using the Random Skills Table (see *TW*, p.273) for the combatants.

RAT shows which Random Assignment Tables (see Mallory's World, 3013-3016 RAT, pg. **XX**) to roll units from if randomly determining a force. Abbreviations in italics are suggestions for advanced RAT options. To build a unit (if not using a player-defined unit from a campaign), follow the Unit Generation rules in *Total Warfare* (see p. 264, *TW*). For the faction tables to roll from, locate the RAT entry for each combatant (Mercenary forces can roll on either); take care not to select any units which had not yet been constructed; this will require, in general, using the lowest-quality rated columns (D or F), as more advanced equipment generally fills in the higher-rated columns (such as A, B, C); alternately, when applicable, choose a variant of the unit that did exist in 3025 in place of one created later, since those unit types were common for centuries prior to the end of the Third Succession War.

If using the included Mallory's World, 3013-3016 RAT, choose a variant specific to the force/nation involved to give a specific flavor to the forces used. Mercenary forces can choose any variant, while variants of generic character are always available if no specific national variant exists.

Unit Abilities are special game rules that apply to that unit in combat. Keep in mind these rules are optional and all players should agree to their use before gameplay begins. The *Notes* section gives in-universe details on the unit to help give players a "feel" for the command during the battle for Mallory's World.

Seventeenth Avalon Hussars [Federated Suns]

CO: General Eugene Drivers

Average Experience: Veteran

RAT: Federated Suns, *FMFS*, *FMU*

Unit Abilities: The Hussars are excellent close range fighters. For any turn when a combat unit has short range for all of its weapons, even if directed at multiple targets, that unit adds +1 to To-hit rolls that turn. When the Seventeenth makes a combat drop, any unit that succeeds in its landing roll adds +1 on To-hit rolls for attacks made that turn. Those which fail their roll take 2d6 damage (5-point groupings) regardless of the margin of failure. Hussars MechWarriors ignore all PSR modifiers required when on paved terrain. The Hussars cancel any Initiative bonuses of DCMS forces facing them.

Notes: A unit with a long history of fighting the DCMS, the Hussars pride themselves on their mobility and skills in close combat. Their vehicle assets are a combination of fast vehicles and slow assault tanks, the latter being used mostly for defensive purposes. Their 5 infantry regiments are the pride of the Hussars Brigade, composed exclusively of jump infantry troops. Their aerospace fighter compliment is down to a half-wing after a nasty fight with the Combine in 3012.

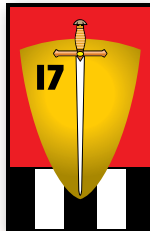
Fourth Davion Guards RCT [Federated Suns] (3 Oct 3013)

CO: Major General Charlemagne Duncan

Average Experience: Elite

RAT: Federated Suns, *FMFS*, *FMU*, *AToW*

Unit Abilities: When fighting DCMS troops, the Fourth Guards add +1 MP to their Running MP and add +1 to PSRs made to avoid falls from Charge or DFA attacks. Their hovercraft and fast tank assets add the bonus MP to their



Cruising MP and recalculate their Flank MP accordingly when facing DCMS troops. When the 'Mechs and vehicles of the Guards fight in the same battle, they add +1 to all Initiative rolls, but not when cooperating with other allied units. When determining forces randomly with RATs, use only the Light and Medium 'Mech and Vehicle tables; the Guards may re-roll 1 entire lance of 'Mechs per battalion, taking whichever result is best (this is not per 'Mech, so either the entire first or second lance is kept). Further, the player may choose any 'Mech desired from the Light or Medium RAT for each company commander.

Notes: The Fourth Guards are a light and fast RCT. They possess no infantry assets, instead using four regiments of fast tanks and hovercraft in addition to their regiment of light and fast BattleMechs. As part of the Brigade of Guards, the Fourth are among the best of the best in the AFFS. Their recruits always come from the best academy graduates and they always face the enemy without fear. Their equipment is always in the best state of repair.

Kell Hounds [Mercenary – Federated Suns] (21 Oct 3013)

CO: Colonel Morgan Kell

Average Experience: Veteran

RAT: Mercenary, *FMFS*, *FMU*, *FMMr*, *MS2*, *FMLA*

Unit Abilities: The two BattleMech battalions carry a command lance each and can use either RAT included herein, or any Lyran Commonwealth/House Steiner RAT for the era. They have a lance of LAMs in Second Battalion, one *Phoenix Hawk*, two *Stingers* and a *Wasp*. (A complete TO&E for the period of this product can be found in the *Kell Hounds* sourcebook.) When determining skills randomly, add +2 to all Skill Level roll results.

Notes: Though a young mercenary unit, the Kell brothers' insistence on hiring only the best MechWarriors and buying only the best equipment garnered the unit respect before they ever fired a shot. Their dedication to duty and unique solutions to problems endeared them to the Lyran Commonwealth. In order to show that it was not their relationship to the Archon that spawned their repute, they took a contract with the Federated Suns in February 3013, quickly humiliating the DCMS by acquiring one of their JumpShips through deception. Their prestige saw them gain as a recruit one Daniel Allard in early 3016, the youngest NAMA graduate in history and son of the notable Quintus Allard. The two BattleMech battalions are divided between the Kells, with Patrick commanding the First and Morgan the Second. Their fighter wing and infantry battalion see less action than their BattleMechs.

First Robinson Rangers [Federated Suns] (5 Feb 3014)

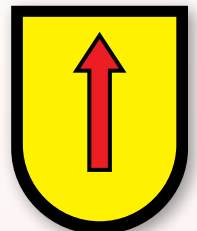
CO: Field Marshal Aaron Sandoval

Average Experience: Veteran

RAT: Federated Suns, *FMFS*, *FMU*

Unit Abilities: The Robinson Rangers add +1 to all Initiative rolls when facing DCMS forces. When randomly rolling 'Mechs, replace any *Enforcer* rolled with a *Shadow Hawk* and any *Valkyrie* rolled with a *Stinger*. When fighting on a world in the Draconis March, they will never retreat due to Forced Withdrawal.

Notes: A unit renowned for its hatred of the Draconis Combine, they are always eager for a scrap. Commanded by the Duke of the Draconis March himself, they receive the best troops the Robinson Battle Academy turns out. Their dedication to the entire March as a whole is well-known and respected on both sides of the border.



Mallorian Militia [Federated Suns]**CO:** Colonel Ambrose Meriwether**Average Experience:** Green**RAT:** House Davion, House Kurita, *FMFS, FMDC*

Unit Abilities: When engaged in combat, roll 2d6 at the start of every turn. On a roll of 7 or less, regardless of the locale or opposition, the Mallorian Militia will flee towards the nearest map edge and will only fire at units directly in their path (within their front firing arc) to freedom.

Notes: The planetary militia of Mallory's World tends to congregate in and around the Trading Post, safe from conflict on New Helen. Composed mostly of farmers and ranch-hands, they spend six weeks a year in uniform, rotating with their friends and neighbors in the duty. They have never engaged in direct combat.

**Second Sword of Light [Draconis Combine]****(22 Sept 3013—29 Oct 3013, 5 Dec 3014 – 2 Feb 3016)****CO:** *Tai-sa* Aritomo Goto (till 21 Oct 3013, then *Tai-sa* Yorinaga Kurita)**Average Experience:** Elite**RAT:** Draconis Combine, *FMDC, FMU*

Unit Abilities: When determining 'Mechs via RAT, the Second Sword player may reroll up to 6 times per company and choose whichever result is preferred. The Second Sword excels at all forms of combat though their samurai code leads them to prefer single combat. While rare, when any Second Sword MechWarrior engages in an honor duel he adds +1 to Initiative rolls and +1 to all PSRs. When beginning a fight at 1:1 odds, the Second Sword cancel any Initiative abilities or bonuses of their enemies for the entire battle.

Notes: The Second Sword of Light is known as the Coordinator's Own, as it is the unit of record for Takashi Kurita himself. Thus, the unit commander carries only the rank of *Tai-sa* while commanders of regiments are typically *Tai-shos*. As the unit which carried out much of the Kentares Massacre, the unit's BattleMechs wear that world's flag across their back, as a reminder that personal honor must be set aside when carrying out the Coordinator's orders. The Second are the most prestigious regiment in the DCMS, and their equipment is always in perfect repair.

**Twenty-fourth Dieron Regulars****(22 Sept 3013—17 Dec 3013, 5 Dec 3014 – 2 Feb 3016)****CO:** *Tai-sho* Nobutake Kondo (until Dec 3013, then *Tai-sho* Simlin Toshirov)**Average Experience:** Veteran**RAT:** Draconis Combine, *FMDC, FMU*

Unit Abilities: The Twenty-fourth add +1 bonus to all Initiative rolls when fighting as a combined arms unit. When their BattleMech force outnumbers the enemy (of all unit types) by 2:1 at the start of any turn they add +1 to To-hit rolls when combining fire on a single target. When rolling on the Lance Weight Composition Table (see p. 265, *TW*) for the Twenty-fourth's 'Mechs, use the Heavy Lance column.

Notes: The Twenty-fourth is a workhorse regiment in the DCMS. Tasked with fighting in any terrain against any enemy under any conditions, they always fight fiercely and with caution. Their home district bordering both the Lyran Commonwealth and the Federated Suns has acquainted them with both enemies numerous times through the years. They are a heavy 'Mech unit used as one of the Warlord's hammers. Their conventional forces outnumber their 'Mechs.

**Second Legion of Vega [Draconis Combine]****(5 Nov—15 Dec 3013, 7 May 3015—2 Feb 3016)****CO:** *Tai-sho* Harukichi Hyakutake**Average Experience:** Regular (till 3014, Green 3015-3016)**RAT:** Draconis Combine, *FMDC, FMU*

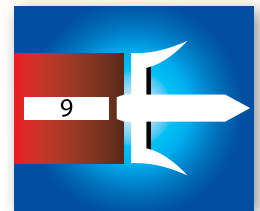
Unit Abilities: When determining units randomly via RAT, roll twice for each unit. The opposing player then chooses which of the roll results will apply. The Second Legion always loses Initiative the first 6 turns of any battle and thereafter subtract 2 from all Initiative rolls. This penalty applies to allied units as well, due to the poor discipline of the Vegan troops.

Notes: A collection of misfits and washouts from honorable regiments, the Legion of Vega is much like a penal institution in which the prisoners pilot BattleMechs. While still expected to carry out their orders like any other unit in the DCMS, the Vegans are expected to do so with no logistical support to speak of. While they routinely suffer enormous casualties, there is never a shortage of jetsam the Coordinator can assign to this lowliest of postings.

**Ninth Benjamin Regulars [Draconis Combine]****(7 May 3015—2 Feb 3016)****CO:** *Tai-sho* Shiro Weyhu**Average Experience:** Veteran**RAT:** Draconis Combine, *FMDC, FMU*

Unit Abilities: The Ninth Benjamin are excellent city fighters and they automatically win the Initiative the first turn of combat when urban terrain is on the map, gaining a +2 bonus to Initiative rolls afterwards. They add +2 to all PSRs required for any reason while fighting in a city. Assign 2d6+5 damage (5-point groups) to all 'Mechs and tanks prior to combat to reflect poor logistics. When randomly determining 'Mechs, the Ninth should have 2 medium or heavy 'Mechs for every light or assault.

Notes: The Benjamin Regulars have a poor relationship with the Combine's quartermasters, resulting in poor supplies and a poor state of repair on their equipment. Their current duty station is Proserpina, a Prefecture capital where the Proserpina Hussars are given first priority. The Ninth are a medium 'Mech unit with a specialty in urban combat.

**Thirty-sixth Dieron Regulars [Draconis Combine]****(2 Jan 3016—2 Feb 3016)****CO:** *Tai-sho* Raizo Tanaka**Average Experience:** Veteran**RAT:** Draconis Combine, *FMDC, FMU*

Unit Abilities: When fighting on terrain where the majority of hexes are clear, the Thirty-sixth adds +2 to all Initiative rolls and +1 to all To-hit rolls. If they outnumber the enemy (comparing 'Mech numbers only) at the start of any turn, the Thirty-sixth also gain 1 running MP on clear terrain when they are the attacker. As a light 'Mech unit, use the Light or Medium columns only when rolling on the Lance Weight Composition Table (see p. 265, *TW*).

Notes: The Thirty-sixth are a fast cavalry unit who excel in open field combat. Their conventional units are primarily hovercraft and VTOLs, with their infantry complement serving to protect their rear areas. They lack aerospace assets, but their tactics adhere to a non-static philosophy, reducing their vulnerability to enemy aerospace attack.



PRINCELY RESCUE

SITUATION

Outskirts of Colterville
Mallory's World
Federated Suns
 10 October 3013

The invasion of Mallory's World by the Draconis Combine surprised the on-world defenders, the Seventeenth Avalon Hussars, who retreated to their base of operations in Colterville. The Combine BattleMech forces quickly surrounded the city and called in their lesser regiments to participate in the siege. The arrival of the Fourth Davion Guards brought hope to the defenders trapped in the city. Fighting hard for nearly a week, the Guards finally struck a hard wedge at the Combine invaders in hopes of breaking through the siege.

GAME SETUP

Recommended Terrain: Open Terrain, Flatlands, Urban Ruins

The Defender must determine which map edge leads in the direction of the city of Colterville. Defending units cannot exit the map in this direction.

Attacker

Recommended Forces: Fourth Davion Guards

Attacking units set up on the map at least 12 hexes from the cityward map edge, facing the defenders. The Attacker's force is a combined-arms force with a 4:1 ratio of vehicles to 'Mechs; the Attacker outnumbers the Defender 2:1.

Defender

Recommended Forces: Second Sword of Light

Defending units set up on the map first within 3 hexes of the map edge nearest Colterville, facing in the direction of the city (with rear firing arcs facing the Attackers). Half of the Combine force is conventional units (evenly divided in numbers between vehicles and infantry platoons).

WARCHEST

Track Cost: 500

Optional Bonuses

+100 Artillery support (Attacker only). Friendly units in the city aid the Attacking units against the Combine Defenders by firing 2 tubes each of Sniper and Thumper artillery from a distance of 3 mapsheets from the Colterville map edge. Each artillery unit has Gunnery skill 3 and can fire starting on Turn 3. Each gun has 4 total rounds to fire; the artillery units cannot target the same hex in a turn.

+400 Even odds. The Guards attacked a concentration of forces, resulting in a 1:1 ratio of attacker to defender.

+200 Hotfoot (Defender only). The Combine forces set up conventional minefields to protect their positions from just such an attack. Assign 1 hex as a minefield for each defending 'Mech on the map. Record locations prior to the start of play when the Defending units are setting up on the map. (See *Minefields*; pp. 207-211, *TO*)

OBJECTIVES

- 1. Break the Siege!** Kill or drive all enemy units off the map. [250]
- 2. Hamstring them.** Kill or capture half or more of the opposing units. [250]

SPECIAL RULES

The following rules are in effect for this track:

Forced Withdrawal

Both sides are operating under *Forced Withdrawal* rules (see p. 258, *TW*) unless negated by special unit rules.

AFTERMATH

The surprise and savagery of the Davion attack drove off the elite Second Sword of Light and the other Combine units, breaking the siege of Colterville and temporarily turning the tide of the battle for Mallory's World. Trying to capitalize on their momentum, the Fourth Davion Guards pursued the fleeing Sword of Light into the desert while the Seventeenth Avalon Hussars carried out their repairs quickly so as to support their liberators. Command of the world shifted from General Drivers of the Hussars to First Prince Ian Davion, commanding the Fourth Guards and leading the pursuit. In the assault, the Fourth Guards' General Duncan was killed.

JUST DROPPIN' IN

SITUATION

Reservoir 13
Mallory's World
Federated Suns
18 October 3013

Determined to redeem the Hussars before the First Prince, General Drivers elected to execute a combat drop directly onto the Twenty-fourth Dieron Regulars' position and tear them apart. Unfortunately for Drivers, the Regulars did not suffer in numbers or disrepair.

GAME SETUP

Recommended Terrain: Open Terrain, Desert Flatlands, Scattered Woods

Set up a minimum of 4 maps for this scenario. If any water hexes are present, treat them as rough hexes with the same depth as the water hex, to reflect the desert conditions having dried up the river/lake beds. Designate one map edge as the Hussars' home edge.

Attacker

Recommended Forces: Seventeenth Avalon Hussars

The Hussars execute a combat drop on the first turn of the game (see *Special Rules*); they must drop on the map farthest from their home edge. Any retreating Attacking units must leave via their home edge; units are considered captured by the Defenders if they leave by any other map edge. The Hussars use only BattleMechs in this track, equal in number to the Defenders' Mechs.

Defender

Recommended Forces: Twenty-fourth Dieron Regulars

The Twenty-fourth's forces set up on the map prior to the Turn 1. They may deploy anywhere provided they are at least 2 hexes from any map edge. The Regulars' force should include combat vehicles and unarmored infantry platoons. The ratio of forces should be 1:3:5 ('Mechs:Vehicles:Infantry platoons). There are no Hidden Units in this track.

WARCHEST

Track Cost: 500

Optional Bonuses

+300 Night Fight. The battle occurs during a *Full Moon Night* (see p. 58, *TO*).

OBJECTIVES

1. Show Who's Boss! Kill or capture more than half the opposing units. **[500]**

2. Escape. (Attacker only) Half the Attackers are able to retreat off their home map edge after Turn 9. **[50 for each unit]**

3. Triumph. (Defender only) As many of the Defender's units survive the track to fight again. **[50 for each unit]**

SPECIAL RULES

The following rules are in effect for this track:

Combat Drop

Use the rules for *Dropping Troops* (see pp. 22-23, *SO*) for the insertion of the Seventeenth Avalon Hussars during Turn 1 via Low Altitude Drop. They may drop up to 3 lances per turn in each location (west, central, east) of interest, provided they are on map-sheets furthest from their declared home edge.

Forced Withdrawal

The Attacker is operating under *Forced Withdrawal* rules (see p. 258, *TW*).

AFTERMATH

Drivers' miscalculation led to disaster. While his unit would have matched up well with the Regulars' Mechs given the surprise combat drop, the numerous Regular tanks and infantry units tore the Hussars apart. They fled the field in poor order, leaving behind half of their comrades. Drivers was less than successful at impressing the First Prince, who now was forced to consider the Hussars combat-ineffective while the Fourth Guards were dangerously exposed in the desert. The Second Sword of Light quickly wheeled about and charged their former pursuers.

THE NOBILITY OF DEFEAT

SITUATION

*Bastard Flats
Mallory's World
Federated Suns
19 October 3013*

The mauling of the Hussars at the hands of the Twenty-fourth Dieron Regulars meant that the Fourth Davion Guards had an exposed flank. With the Regulars closing in, the Guards' pursuit of the Second Sword of Light became a trap for the First Prince's forces. *Tai-sa* Aritomo Goto ordered the Sword of Light to wheel and attack the Guards in the desert.

GAME SETUP

Recommended Terrain: Open Terrain, Desert Flatlands, Rolling Hills
The Attacker and Defender should have equal 'Mech numbers for this scenario, but the Guards have their vehicle assets with them as well. The Guards should have a 3:1 ratio of vehicles to 'Mechs. Select a home map edge for the Guards. They set up on the map furthest from this home edge. The opposite map edge is the Attacker's home edge.

Attacker

Recommended Forces: Second Sword of Light
The Second Sword set up within 6 hexes of the Defender's home edge. The Second may retreat off any map edge other than the Defender's home edge and be considered escaped. Any unit exiting via the Guards home edge is considered captured.

Defender

Recommended Forces: Fourth Davion Guards
The Guards must set up on the map furthest from their home edge, within 6 hexes of the outer map edge. They may only retreat off their home map edge. Any Guard unit exiting from any other edge is considered captured.

WARCHEST

Track Cost: 500

Optional Bonuses

+200 Hard Fight. The opponent has called in their conventional forces, which have the same number of vehicles as their 'Mechs.

+200 Artillery. The opponent calls in artillery strikes without pre-sighted target hexes. Each side begins firing their 4 artillery tubes (2 Sniper, 2 Thumper) starting on Turn 1 from a distance of 5 mapsheets from their home edge. Artillery gunnery skill is 4 for both sides.

OBJECTIVES

- 1. Flee! (Attacker only)** The Attacker must prevent the Defender from exiting half its force off the home map edge. **[250]**
- 2. Hit 'em if you got 'em.** Kill or capture half or more of the opposing units. **[500]**
- 3. No man left behind. (Defender only)** More than half the Attackers do not make it off the home map edge **[250]**

SPECIAL RULES

The following rule is in effect for this track:

Forced Withdrawal

Both sides are operating under *Forced Withdrawal* rules (see p. 258, *TW*).

AFTERMATH

The Guards held their own but knew they could not stay in combat with the Dieron Regulars closing in. The Guards managed to retreat in good order. They moved off towards Desolate Pass, knowing that the pincer movement of the two Combine forces would be prevented by the terrain.

THE DEFEAT OF NOBILITY

SITUATION

*Desolate Pass
Mallory's World
Federated Suns
21 October 3013*

After two days of constant progress, the Guards finally reached Desolate Pass. However, the pursuing Combine forces had closed the gap steadily on their prey. They finally caught the Guards as the Davion force was funneling through the pass. Knowing he could not be the cause of their annihilation, First Prince Ian Davion ordered his command company to precede him into the pass. He did not tell them of his intent to stay behind and cover their retreat at any cost.

GAME SETUP

Recommended Terrain: Narrow Pass (specialized map; see below)

The map should be a long narrow pass one hex in width with a wall height of at least 9 elevation levels. The pass should not be straight but very convoluted to present a difficulty for the Sword of Light forces to get at the First Prince. Using a map such as Scattered Woods with a single hex river through the map for this track is recommended, but with a greater depth, as in a deep dry river bed.

Attacker

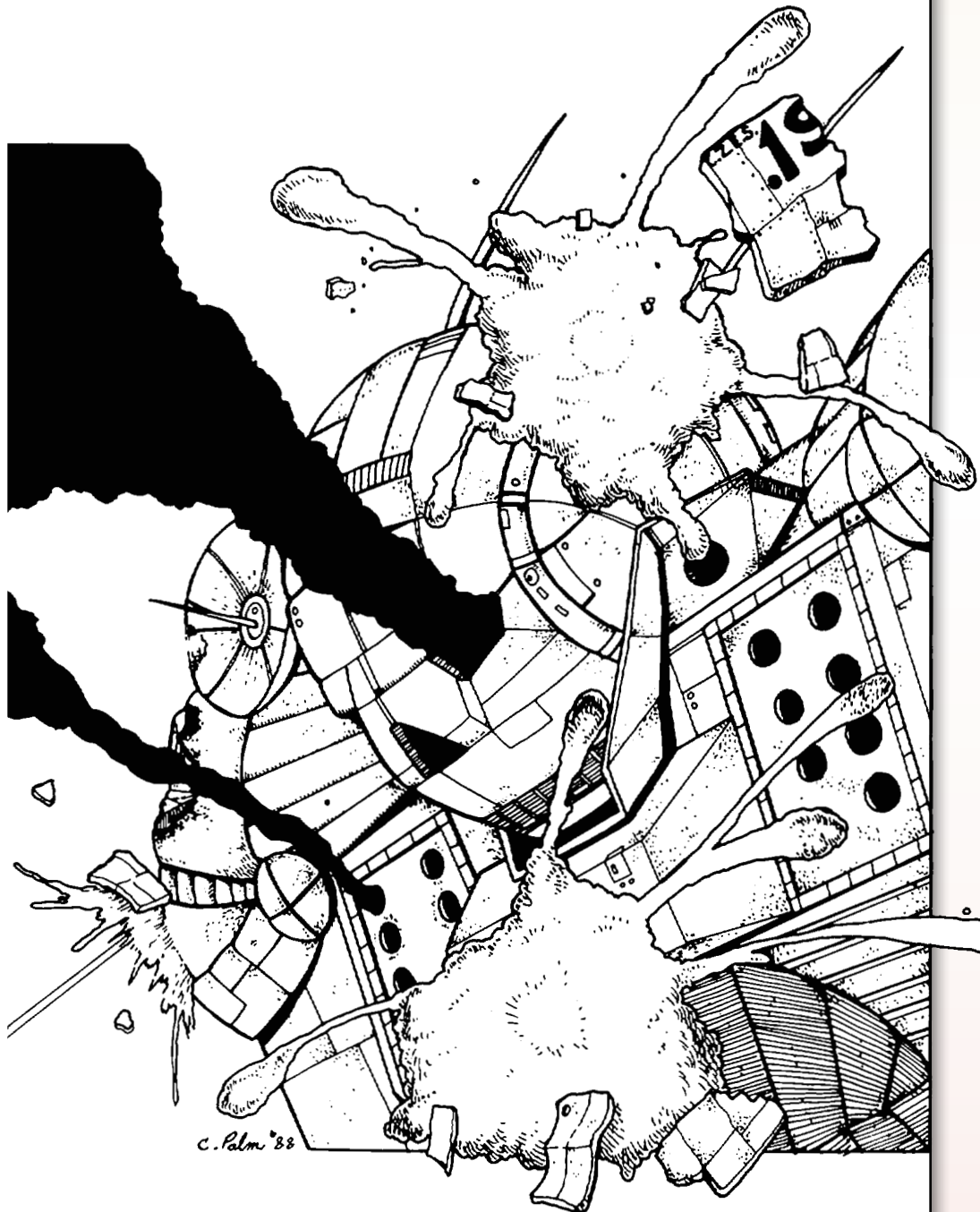
Recommended Forces: First Prince Ian Davion

Davion is at the controls of his *Atlas*, slightly damaged from the constant fighting over the past two days. Randomly assign 1d6 5-point damage groupings to his *Atlas*, using the Front hit location table and rerolling any locations that would cause the 'Mech to be destroyed. Davion is set up in the pass just past a sharp turn, so that line of sight can exist only between Davion, who is blocking the pass, and the Sword of Light 'Mechs who must fight him one at a time. Davion has skills of Gunnery 3 / Piloting 3 and has additional skills that manifest themselves in this battle. (See *Special Rules*, below.)

Defender

Recommended Forces: Second Sword of Light

An assault lance of the Second Sword of Light's Command Company has assumed the lead into the pass. They precede the rest of the Sword of Light force, including *Chu-sa* Yarinaga Kurita.



Yorinaga Kurita's skills are Gunnery 1 / Piloting 2, with the Marksman special ability (see p.220, *AToW*). Determine the skills of the other four MechWarriors randomly using the Random Skills Table (see p. 273, *TW*); when rolling, add +2 to the roll.

WARCHEST

Track Cost: 600

Optional Bonuses

+100 Wide pass. The pass is wider (2 hexes instead of 1) where the First Prince establishes his line, allowing 2 'Mechs to approach at once around the corner.

+100 Show them honor. The First Prince challenges the Sword of Light warriors to single combat to decide the victor in the battle. He must defeat an enemy *Atlas* of the same configuration (but without any starting damage), then roll 2d6. On a 7+, the Sword of Light honors the challenge and lets the First Prince retreat unopposed with his men.

OBJECTIVES

1. Cover the retreat. (Attacker only) The First Prince must survive until the Guards reach the escape distance as noted in *Special Rules*. [500]

2. Kill the Prince. (Defender only) Destroy the First Prince's *Atlas* before the *Retreating Forces* (see *Special Rules*) countdown reaches 30. [500]

SPECIAL RULES

The following rules are in effect for this track:

First Prince

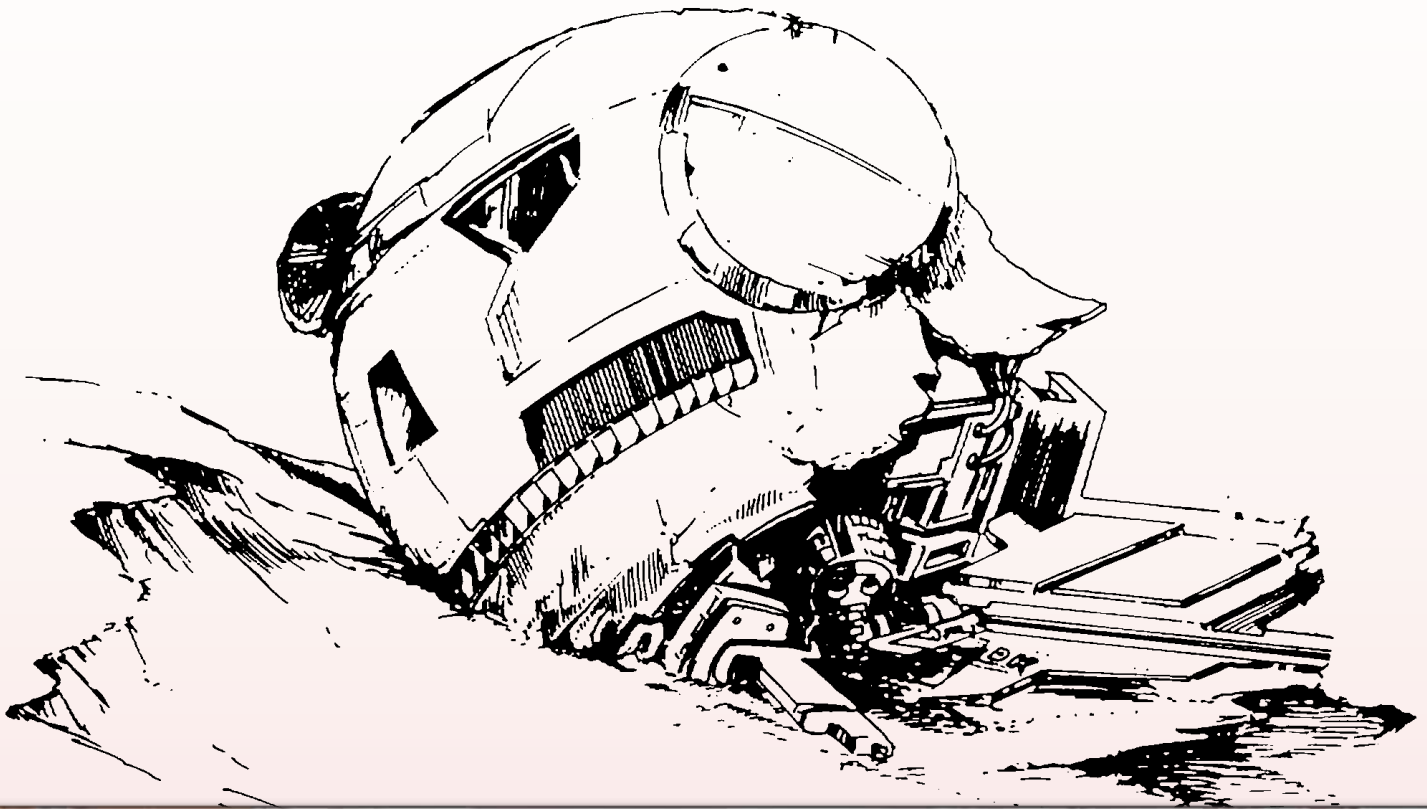
First Prince Ian Davion possesses the following special traits at the start of this Track: Edge (10 points) (see *AToW*, pp. 42-43), Natural Grace (BattleMech piloting), and Combat Intuition (see p. 225, *AToW*; consider Ian to have WIL 3).

Retreating Forces

As the Fourth Davion Guards retreat through Desolate Pass, keep a count, starting at 0 on turn 1. For each turn that the First Prince survives, add 1d6/2 (round normally) to the count. This represents the distance in hexes that the Guards are putting between themselves and the battle. When the count reaches 30, the Guards have escaped the Combine forces. Only at this point can Ian Davion attempt to retreat. At this point, Ian Davion loses the Traits noted in *Special Rules* and must try to escape the enemy forces by retreating alone through the pass. Should he exit the map, it must be at least 3 turns before a Combine 'Mech exits via the same point. If the latter happens, place another (river) mapsheet for the First Prince to retreat through, though the pass has widened to 3 hexes. Should he escape off this map as well but not more than 3 turns before an enemy 'Mech, place another map where the pass has widened to 5 hexes. The next map will be open terrain. If the First Prince escapes off the open terrain map, he is considered to have escaped alive.

AFTERMATH

First Prince Ian Davion stood fast and gave no ground to the enemy. He single-handedly killed a lance of assault 'Mechs of the Second Sword of Light, the Combine's most elite unit. Then *Chu-sa* Yorinaga Kurita stepped into the pass and attacked the First Prince. Distracted by a message that the Kell Hounds had arrived and would be able to affect a rescue, Davion's fate was realized. Kurita landed a well-placed PPC shot to the head of Davion's *Atlas*, killing the First Prince instantly. The Kell Hounds arrived in time to drive off the Sword of Light before they could despoil the First Prince's body, which was then recovered by the now-vengeful Guards. As a reward for killing the First Prince, Yorinaga was promoted to *Tai-sa* and given overall command of the Second Sword of Light, who rotated off Mallory's World, with the Second Legion of Vega taking their place in the invasion force. Both sides consolidated their positions and repaired their battle damage over the next six weeks.



VIVE I VEGANS

SITUATION

Harrison's Ferry
Mallory's World
Federated Suns
15 December 3013

After six weeks of repairing and regrouping after the First Prince's death, the Davion forces looked to exact vengeance on the Second Legion of Vega, since the perpetrators of the First Prince's death lifted off from Mallory's World shortly after their nation-changing victory. At the urging of Morgan Kell, General Eugene Drivers grouped the survivors (augmented by green replacements) of the Seventeenth Avalon Hussars and Fourth Davion Guards with the newly-arrived Kell Hounds for an assault on the Second Legion of Vega after allowing the Combine forces to overhear communications indicating that the Dieron Regulars were the target. While the Regulars prepared a defense for an attack that would never manifest, Drivers sent the Hounds and Guards in on the Vegans' flanks, while the Hussars again performed one of their signature combat drops on the flanked enemy. With nowhere to run, the Vegans had to stand and fight.

GAME SETUP

Recommended Terrain: Desert Flatlands

Lay out at least 3 maps so that their short edges are connected, making a long narrow map. The Defender chooses one of the short ends as home edge. Deployment on the map takes place according to standard Initiative-type method, alternating between the Defender and Attacker as though the Defender had lost Initiative. Once all the Vegans, Guards and Hounds are deployed, Turn 1 can begin.

Attacker

Recommended Forces: Seventeenth Avalon Hussars, Fourth Davion Guards, Kell Hounds

Only BattleMech units are eligible for this track.

The Guards and Hounds set up on the map on the first hexrow of the long map edges. Deployment alternates with Defending unit placement. The Seventeenth Avalon Hussars will perform a Combat Drop on Turn 1. Since the Guards and Hussars recently received replacement troops, designate one MechWarrior from each lance as a replacement with skills of Gunnery 5 / Piloting 6.

The Attacking units (Fourth Davion Guards and Kell Hounds) deploy on the first hex row along the long edges of the map at any point they wish, as long as stacking limitations are not violated.

The Attacking force is 130% of the Defender's deployed force.

Defender

Recommended Forces: Second Legion of Vega

Only BattleMech units are eligible for this track.

The Defender must set up within 6 hexes of the map edge opposite their home edge. The Legion of Vega must transit the length of the map and exit via their home map edge to escape the Davion trap and reach their DropShips. Units exiting via any other edge are considered captured by the Davion forces.

The Legion has been without re-supply since their arrival and suffer a -1 penalty to all Gunnery rolls due to poor morale. Reduce all ammunition by half (round down) in all critical slots.

WARCHEST

Track Cost: 750

Optional Bonuses

+200 Aero support. Both sides call in their aerospace fighters; 4 medium fighters are available to each side for attacks starting on Turn 3. Each fighter carries 2 HE bombs in addition to their standard armament. Select fighters from the appropriate RAT.

-300 Scavengers. Both sides manage to re-supply. All Legion ammunition bins are full, while the Third Hussars Green replacements per company are bumped to Regular skills of Gunnery 4 / Piloting 5.

OBJECTIVES

1. Vengeance is Sweet. (Attacker only) Prevent the Defenders from escaping off their home map edge. [750]

2. Slip the Noose. (Defender only) Exit at least one lance worth of 'Mechs off the home map edge. [750]

SPECIAL RULES

The following rules are in effect for this track:

Combat Drop

Use the rules for *Dropping Troops* (see p. 22, *SO*) for the insertion of the Seventeenth Avalon Hussars during Turn 1 via Low Altitude Drop. They may drop 3 lances per map, per turn until the entire force (2 battalions maximum) is deployed.

Forced Withdrawal

The Defender is operating under *Forced Withdrawal* rules (see p. 258, *TW*). After the death of the First Prince, the Federated Suns forces will not retreat from any battle for any reason.

AFTERMATH

Though it was meted out against the Second Legion of Vega instead of the hated Second Sword of Light, the Federated Suns forces got some measure of revenge for the death of Ian Davion. The Second Legion of Vega was obliterated, allowing the Davions to focus on the Twenty-fourth Dieron Regulars, who were now alone on the planet.

RETURN TO THE SCENE

SITUATION

*Outskirts of Colterville
Mallory's World
Federated Suns
17 December 3013*

Seeking retribution for being tricked into a defensive posture while the Second Legion of Vega was destroyed, the Twenty-fourth Dieron Regulars returned to Colterville with the intent of sacking the city. In returning to the positions they occupied during the siege in October, they found their bunkers and redoubts booby trapped. Trying to withdraw rather than suffer more damage, they were attacked by the opportunistic Davion forces, who offered no quarter. The Regulars asked for none. When the Seventeenth Avalon Hussars pulled off a combat drop in the rear of the retreating Regulars, the orderly withdrawal turned chaotic.

GAME SETUP

Recommended Terrain: Desert Flatlands

Set up 6 maps in a 3-long by 2-wide arrangement; more can be used as long as the playing area is one map longer than it is wide. The Defender chooses one of the short edges as the Defender's home edge.

Attacker

Recommended Forces: Kell Hounds, Fourth Davion Guards, Seventeenth Avalon Hussars

The Seventeenth Avalon Hussars execute a combat drop in the third turn. They must aim for hexes within 6 hexes of the Defender's Home Edge. The Defender must exit the map via their home edge or be considered captured.

The Attacking force is 150% of the Defender's deployed force. The Attacker's home edge is the opposite of the Defender's home edge. The Attacker must set up within 3 hexes of their home edge.

Only BattleMech units are eligible for this track.

Defender

Recommended Forces: Twenty-fourth Dieron Regulars

With little ability to face such a determined defense, and pinned against the mined area to their rear, the Regulars seek only to escape the field to their DropShips and quit Mallory's World entirely. For all Defending units, apply 1d6 5-point damage groupings to the legs to reflect the damage taken by the explosives planted in their former siege emplacements. Reroll any results that would destroy or cripple the unit.

Only BattleMech units are eligible for this track.

WARCHEST

Track Cost: 800

Optional Bonuses

+100 Artillery Support. Both sides can call in artillery strikes from their 4 artillery tubes (2 Sniper and 2 Thumper) beginning on Turn 1 at a distance of 5 mapsheets from their home edge. Each side gets 5 pre-targeted hexes on the mapsheets closest to Colterville (the mapsheets the Regulars start on). Add 1d6 to the scatter distance of the Davion artillery.

+200 Even Odds. (Attacker only) The Davion forces have taken more damage than the Regulars. Reduce the Attacker's force to 100% of the Defender's deployed force.

+200 Motivated Retreat. (Defender only) Any Combine unit that does not fire during the Fire Phase gains 1 extra Running MP in the Movement Phase of the next turn. This bonus is not cumulative.

OBJECTIVES

1. None Shall Pass. (Attacker Only) Prevent half the Defending units from exiting via their home edge. [750]

2. Run Free. (Defender Only) Exit half the Defending unit via the home edge. [750]

3. Cripple them. Kill or capture more than half the enemy units. [500]

4. Friendly Fire! The artillery units are too eager in their firing and strike friendly units. [-150 for each friendly unit struck]

SPECIAL RULES

The following rules are in effect for this track:

Combat Drop

Use the rules for *Dropping Troops* (see pp. 22-23, SO) for the insertion of the Seventeenth Avalon Hussars during Turn 1 via Low Altitude Drop. They may drop 3 lances per map per turn until their entire force (2 battalions maximum) is deployed.

Forced Withdrawal

The Defender is operating under *Forced Withdrawal* rules (see p. 258, TW). After the death of the First Prince, the Federated Suns forces will not retreat from any battle for any reason.

AFTERMATH

Finding that an animal is most definitely more dangerous when cornered, the forces arrayed against the Regulars were hard-put to prevent their successful, if panicked, retreat. The Regulars punched a hole through the Davion line and poured through it without looking back. Finding their DropShips safely guarded by their auxiliary forces, the Regulars boarded and fled the planet as quickly as they were able. The year 3013 closed with a clear victory for the Federated Suns, but at a terrible cost. While the Combine forces retreated, they soon returned. Both sides consolidated their positions, preparing for a final showdown.

THE MORE THINGS CHANGE...

SITUATION

Colterville
Mallory's World
Federated Suns
31 January 3016

As part of *Tai-sa* Yerinaga's ultimate push for control of Mallory's World, the Seventeenth Avalon Hussars were secure in their base at Colterville when the Twenty-fourth Dieron Regulars came calling.

GAME SETUP

Recommended Terrain: Urban

Taking a page from the Hussars, the Regulars perform a combat drop into Colterville. They face not only the Hussars, but the redeployed Mallorian Militia. Since Colterville suffered artillery bombardment in 3013, up to half the buildings may be replaced with rubble at the players' option. Designate one map edge as the Attacker's home edge, with the Defender's home edge on the opposite side.

Attacker

Recommended Forces: Twenty-fourth Dieron Regulars

The Regulars brought only their 'Mechs to the fight. Designate one unit as *Tai-sho* Timlin Toshirov. Any Attacking units that leave the map must do so via their home map edge or be considered captured.

The Attacker's force is 100% of the Defender's deployed force.

Defender

Recommended Forces: Seventeenth Avalon Hussars, Mallorian Militia

All conventional forces (Hussars and Militia) may begin as Hidden Units. All Hussars infantry regiments are of Green skill level. Designate one BattleMech as piloted by General Eugene Drivers.

Half of the Defender's force must be composed of vehicles.

WARCHEST

Track Cost: 500

Optional Bonuses

+100 Artillery support. Both sides call in Artillery support from a distance of 5 mapsheets from their home edge. The Attacker

Note: The following five Tracks occur on the same date, a plan designed by *Tai-sa* Yerinaga Kurita to begin simultaneously across the surface of Mallory's World. At the players' discretion, the Attacking units can be shuffled from those shown to present a different outcome for the world's fate. Note that the Defending units should not be shuffled, as they were deployed to specific locations before *Tai-sa* Yerinaga's plan came to fruition. For the Defending units, consider their full TO&E to be present for these battles, as they were in their bases when the Combine attackers arrived, unless otherwise indicated.

has 4 each Long Toms, Snipers and Thumpers, but no pre-sighted hexes. The Defender has 2 each Snipers and Thumpers, and has 5 pre-sighted hexes (recorded before Turn 1).

OBJECTIVES

- 1. Finish This.** Kill or capture half of the enemy units. [250]
- 2. Cut off the Head.** Kill or capture the enemy commander. [500]
- 3. Raze the City. (Attacker only)** The Attacker will stop at nothing to root out the Defender. [25 per destroyed building hex; only applies to buildings destroyed after the start of the track]
- 4. Protect the City. (Defender only)** The Defender must protect the buildings in the planetary capital. [-25 per destroyed building hex; only applies to buildings destroyed after the start of the track]

SPECIAL RULES

The following rules are in effect for this track:

Forced Withdrawal

The Attacker is operating under *Forced Withdrawal* rules (see p. 258, *TW*). After the death of the First Prince, the Federated Suns forces will not retreat from any battle for any reason.

AFTERMATH

The battle ended in its infancy, with the hidden infantry and tank units jousting with the dropping Regulars 'Mechs. The Regulars were making a good showing when the order came from *Tai-sa* Kurita to withdraw to their landing zone and evacuate the planet. However, the damage to the city was severe enough that the capital was relocated to New Helen's Mallory City.

...THE MORE THEY STAY THE SAME

SITUATION

Old Man Stapleton's Ranch

Mallory's World

Federated Suns

31 January 3016

Though few survived the destruction of the Vegans two years earlier, in part at the hands of the Fourth Guards, there was enough of a feeling of hatred for any prestigious Federated Suns unit to fire up the Combine forces for a stand-up fight. Combining a ground advance with a combat drop, the Vegans managed to surround the Guards. Though the Guards were a much better skilled unit, the Vegans brought enough 'Mechs to match the combined total of Guards 'Mechs and tanks.

GAME SETUP

Recommended Terrain: Open Terrain, Scattered Woods

Set up 6 maps in a 3-long by 2-wide arrangement. The Defending player chooses either the left or right edge of the map as home edge. The opposite edge is the Attacker's home edge. The Defender sets up on the map first on the middle 2 maps. The Attacker sets up on the outer 4 maps, at least 3 hexes from the middle map edges. Attacking units can exit the map only via their home edge; units leaving via any other edge are considered captured.

Attacker

Recommended Forces: Second Legion of Vega

Only the Legion's BattleMechs deployed for this fight. The Attacker's force is 100% of the Defender's deployed force.

Defender

Recommended Forces: Fourth Davion Guards

The Guards must deploy 3 vehicle units for every BattleMech.

WARCHEST

Track Cost: 500

Optional Bonuses

+250 Even odds. The number and type of units on each side is equal.

OBJECTIVES

- 1. Shatter them!** Kill or capture 75% of the opposing units. [500]
- 2. Cripple them!** Kill or capture at least half of the opposing units. [250]

SPECIAL RULES

The following rules are in effect for this track:

Forced Withdrawal

The Attacker is operating under *Forced Withdrawal* rules (see p. 258, *TW*). The Guards will not retreat from a Combine unit on the world where their failure led to the First Prince's death.

Order to Retreat

After experiencing the loss of the First Prince just over two years ago, the Guards are less likely than their on-world allies to allow the enemy to pull out without a challenge. Roll 2d6. On a result of 9+, the Guards refuse to allow a free retreat and attack the Combine forces, giving no quarter.

AFTERMATH

Despite having a superior number of 'Mechs, the Legion's poor training and low morale saw them fall apart before the Guards' determined, well-coordinated counterattack. Even before the *Tai-sa's* order came to end combat operations, the Legion of Vega had been put to flight and chased to their DropShips by the elite Guards.

LET'S DO THIS

SITUATION

Outskirts of Harrison's Ferry
Mallory's World
Federated Suns
 31 January 3016

Sent against one of the Combine's most-hated enemies, the First Robinson Rangers, from whom the feeling was mutual, the Ninth Benjamin Regulars made a fast approach in hopes of catching the Rangers in the city. However, alert Rangers scouts spotted the incoming enemy and moved to catch them on the plains outside Harrison's Ferry in hopes of negating the Regulars' preference for city fighting.

GAME SETUP

Recommended Terrain: Urban, Desert Flatlands

Set up 6 mapsheets. Designate one edge as the Attacker's home edge. The Defender's home edge will be opposite. On the Defender's home edge, set up 1 map to have urban terrain; this is the edge of Harrison's Ferry.

Attacker

Recommended Forces: Ninth Benjamin Regulars

Designate one unit as the Regulars CO *Tai-sho* Shiro Weyhu. The Attacker's force is 100% of the Defender's deployed force.

Only BattleMech units are eligible for this track.

Defender

Recommended Forces: First Robinson Rangers

Designate one unit as the Rangers CO Field Marshal Aaron Sandoval.

Only BattleMech units are eligible for this track.

WARCHEST

Track Cost: 500

Optional Bonuses

+250 City Fight. The Regulars advanced faster than the Rangers expected, with the city of Harrison's Ferry hosting the battle in the center of downtown. The opponent may place up to 4 Hidden Units before the start of the game.

OBJECTIVES

1. Remember Kentares! Kill or capture half or more of the enemy units. [700]

2. Cut off the Head. Kill or capture the enemy commander. [200]

SPECIAL RULES

The following rules are in effect for this track:

Forced Withdrawal

The Attacker is operating under *Forced Withdrawal* rules (see p. 258, *TW*).

Order to Retreat

Even more than the other Federated Suns units on Mallory's World, the Robinson Rangers harbor a deep-seated hatred for the Combine and will not simply allow their attackers to retreat safely. Beginning during the End Phase of Turn 10 roll 2d6. On a result of 8+, the order is received. When the order is received, the Regulars will begin to withdraw off their home edge as if operating under *Forced Withdrawal* rules. The Rangers pursue the Regulars as they retreat. Place another row of maps beyond the Attacker's home edge. The Rangers will pursue them until they retreat off the next map row.

AFTERMATH

When the order came in from *Tai-sa* Kurita, the Regulars began to withdraw. The Rangers, however, were not content to let an opportunity escape. They pursued the Regulars and gave the final day of combat on Mallory's World its one major battle. Chasing the Regulars all the way to their staging area, the Rangers did not cease firing until the Combine DropShips lifted out of range. While they took heavy losses, they exulted in not letting the enemy retreat unchallenged.

OUTNUMBERED

SITUATION

Cactus Flats
Mallory's World
Federated Suns
 31 January 3016

After months of nothing but probing raids, the Kell Hounds were shocked when an entire regiment of 'Mechs plus supporting units arrived at their doorstep. Mobilizing quickly, they charged out across the Cactus Flats to slow the enemy as much as possible while their DropShips loaded as much as possible of their ancillary personnel.

GAME SETUP

Recommended Terrain: Desert Flatlands

The Defender chooses one map edge as the Kell Hounds' home edge and sets up on the map before the start of play at least 10 hexes from their home edge. The opposite map edge is the Attacker's home edge, from which the Attacker enters the map during the movement phase of Turn 1.

Attacker

Recommended Forces: Thirty-sixth Dieron Regulars

The Regulars have brought their conventional vehicle forces with them. Their vehicles outnumber their 'Mechs 2:1. The Attacker's force is 200% of the Defender's deployed force; at least half of the Attacker's force must equal the Defender's BattleMech force in either weight or numbers.

Defender

Recommended Forces: Kell Hounds Second Battalion

With Morgan Kell visiting the First Battalion at Reservoir 13, the Second are without their command lance. Further, the aerospace assets were called to New Helen by a feint from *Tai-sa* Kurita and are unavailable to aid in the defense. However, Major Richard O'Cieran's infantry battalion and the DropShips *Lugh* (*Overlord*-class) and *Nuada Argetian* (*Union*-class) are present and may be set up on the map as Defending units. The infantry may begin the battle as Hidden Units. If the DropShips are used, they must be placed in the first hexrow of the Defender's home edge. As mercenaries, the Kell Hounds have the option to retreat from battle, but they must exit via their home edge; units exiting via any other edge are considered captured.

WARCHEST

Track Cost: 200

Optional Bonuses

+200 Aerospace support. The Kell Hounds' aerospace assets gave their all to return and aid their comrades. They were pursued by an equal number of Regulars' fighters. Beginning on Turn 6, the fighters on both sides are available for ground attacks. Randomly roll fighters from the appropriate RAT.

OBJECTIVES

1. End This. Kill or capture at least half of the enemy units. [250]

SPECIAL RULES

The following rules are in effect for this track:

Extreme Temperatures

The desert heat at the height of the Mallorian summer causes temperatures to spike to (50+3d6) °C. (See p.62, *TO*)

Forced Withdrawal

Both sides are operating under *Forced Withdrawal* rules (see p. 258, *TW*).

AFTERMATH

Vastly outnumbered and facing fresh troops, the Kell Hounds could do little but retreat to the protective umbrella of their DropShips. Unwilling to retreat off-world, Lieutenant Colonel Patrick Kell began to load his forces onto the DropShips to relocate to another site when the Regulars received the withdrawal order from *Tai-sa* Kurita. The Hounds were astonished when the Regulars simply ceased fire and began to pull back from the battle.

THE DUEL

SITUATION

Reservoir 13
Mallory's World
Federated Suns
31 January 3016

As the Second Sword of Light's entire 'Mech regiment arrived at Reservoir 13, Morgan Kell knew his comrades could not win the day, not when outnumbered three to one and facing the best warriors in the Draconis Combine. Seized by desperation, he surprised everyone by stepping his *Archer* from cover and offering a challenge of single combat to the Sword of Light. Their commanding officer stepped his *Warhammer* forward and accepted the challenge.

GAME SETUP

Recommended Terrain: Open

Set up one map with clear terrain (such as the back side of a mapsheet). The Defender is placed on one edge, the Attacker on the opposite edge.

Attacker

Recommended Forces: Second Sword of Light's CO, *Tai-sa* Yorinaga Kurita

Yorinaga Kurita has the special abilities noted in *Commanders*.

Defender

Recommended Forces: Kell Hounds CO, Colonel Morgan Kell

Morgan Kell has Gunnery 2 / Piloting 2 skills. Morgan Kell can gain special abilities in this battle as noted in *Special Rules*.

WARCHEST

Track Cost: 500

OBJECTIVES

- 1. Kill Your Enemy.** Kill the opposing commander. **[500]**
- 2. Make Him Submit.** Force the surrender of the opposing commander. **[350]**
- 3. Humiliate Him.** Embarrass the opposing commander (see *Special Rules*). **[600]**

SPECIAL RULES

The following rules are in effect for this track:

Morgan Kell

Morgan Kell matured as a MechWarrior in his fight with Yorinaga Kurita. Realizing his people would be overwhelmed in the battle focused him on combat as never before; always a talented Mech-

Warrior, he had never really had to apply himself in a life or death situation. The experience would change his combat performance ever after, as he suddenly accessed his full potential. Beginning the next turn after any turn in which he suffers a critical hit and lasting through the completion of the battle, Morgan possesses the following special traits: Edge (5 points) (see pp. 42-43, *AToW*), Natural Grace (BattleMech piloting), and Combat Intuition (see p. 225, *AToW*;; consider Morgan to have WIL 5).

Humiliation

At any time in the Movement Phase of Turn 11 or later, Morgan Kell may announce his intent not to fire during the Fire Phase. Instead, he may attempt to execute a bow to his enemy. The Defending player must make a PSR with a +6 modifier, plus any modifiers for critical damage; with a successful PSR, he is considered to have bowed properly to the Attacker. The Attacker then has the opportunity to respond in kind, rolling a PSR with the same +6 modifier and any modifiers for critical damage. Should the Attacker fail this PSR, he has been humiliated and concedes defeat immediately. Should the Attacker succeed, he has matched the Defender and the combat continues until one or the other surrenders or is killed.

AFTERMATH

As Morgan Kell's battered *Archer* steadied its feet and bowed to Yorinaga Kurita's *Warhammer*, no one outside the battle was aware of the implications. Upon seeing his enemy show him respect and honor, Yorinaga was unable to continue the battle. Conceding defeat, he went so far as to order all Combine forces to leave Mallory's World with him, since he was the commander of all forces present. When a lower officer thought to target Kell's *Archer*, Yorinaga killed the 'Mech and MechWarrior with a devastating fusillade.

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Archer Morgan ARC-2R

Movement Points: **Tonnage:** 70
 Walking: 4 **Tech Base:** Inner Sphere (Intro)
 Running: 6 **Era:** Star League
 Jumping: 0

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser(R)	CT	3	5 [DE]	—	3	6	9
1	LRM 20	RT	6	1/Msl [M,C,S]	6	7	14	21
1	LRM 20	LT	6	1/Msl [M,C,S]	6	7	14	21
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Medium Laser	LA	3	5 [DE]	—	3	6	9

Cost: BV: 1,477

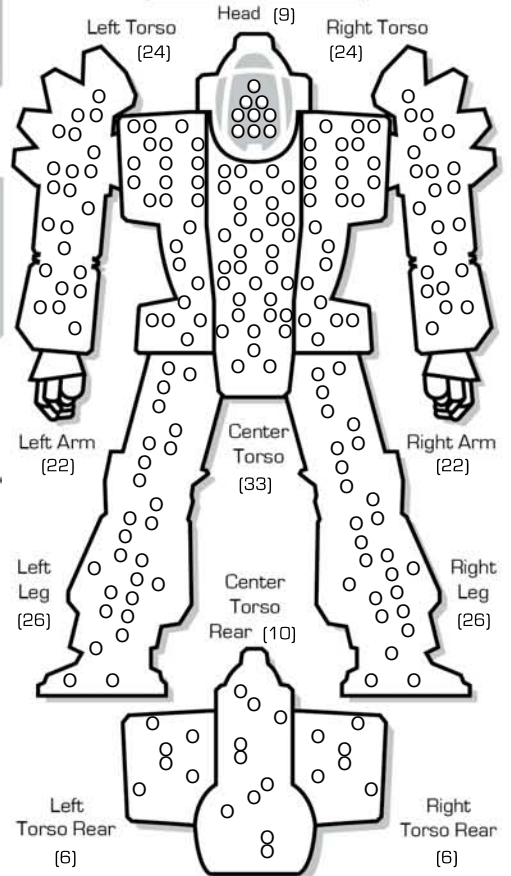
WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



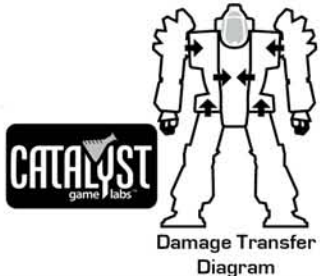
ARMOR DIAGRAM



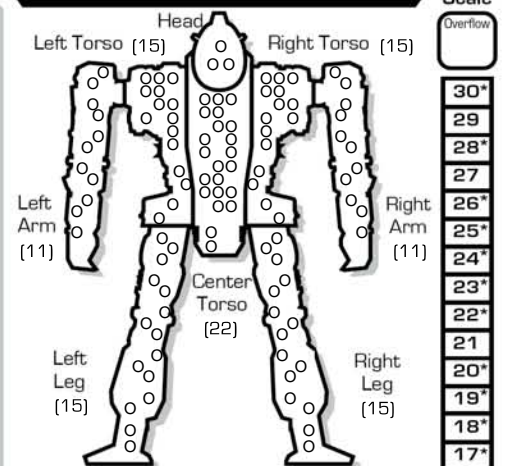
CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Medium Laser	6. Roll Again
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Medium Laser	6. Roll Again
Center Torso	1. Roll Again	2. Roll Again	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
Left Torso	1. LRM 20	2. LRM 20	3. LRM 20	4. LRM 20	5. LRM 20	6. Ammo [LRM 20] 6
Right Torso	1. LRM 20	2. LRM 20	3. LRM 20	4. LRM 20	5. LRM 20	6. Ammo [LRM 20] 6
Left Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again
Head	1. Life Support	2. Sensors	3. Cockpit	4. Roll Again	5. Sensors	6. Life Support
Center Torso	1. Fusion Engine	2. Fusion Engine	3. Fusion Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. Gyro	2. Fusion Engine	3. Fusion Engine	4. Fusion Engine	5. Medium Laser (R)	6. Medium Laser (R)
Right Torso	1. Gyro	2. Fusion Engine	3. Fusion Engine	4. Fusion Engine	5. Medium Laser (R)	6. Medium Laser (R)

Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (10) Single
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

Heat Scale	Overflow
30*	
29	
28*	
27	
26*	
25*	
24*	
23*	
22*	
21	
20*	
19*	
18*	
17*	
16	
15*	
14*	
13*	
12	
11	
10*	
9	
8*	
7	
6	
5*	
4	
3	
2	
1	
0	

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Warhammer Yorinaga WHM-6K

Movement Points: **Tonnage:** 70
 Walking: 4 **Tech Base:** Inner Sphere
 Running: 6 (Intro)
 Jumping: 0 **Era:** Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	Small Laser	RT	1	3 [DE]	—	1	2	3
1	SRM 6	RT	4	2 [Msi] [M,C]	—	3	6	9
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	Small Laser	LT	1	3 [DE]	—	1	2	3
1	PPC	RA	10	10 [DEX]	3	6	12	18
1	PPC	LA	10	10 [DEX]	3	6	12	18

Cost: BV: 1,305

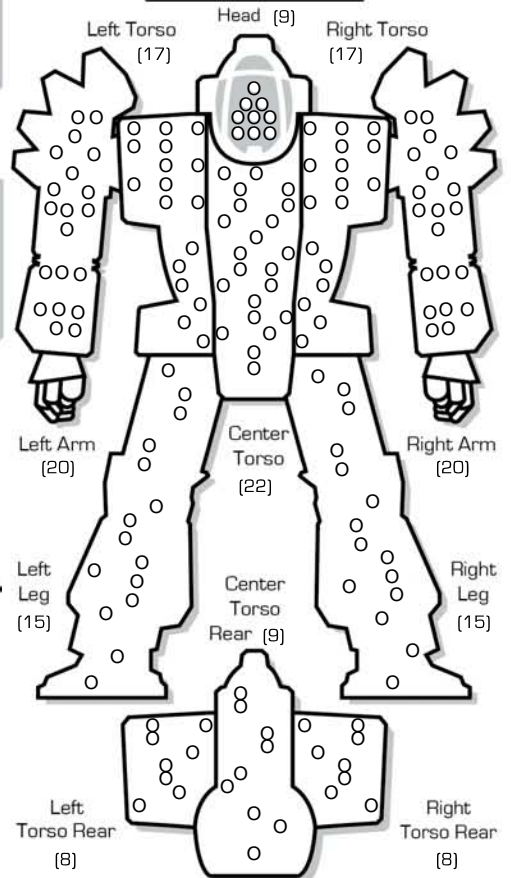
WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



ARMOR DIAGRAM



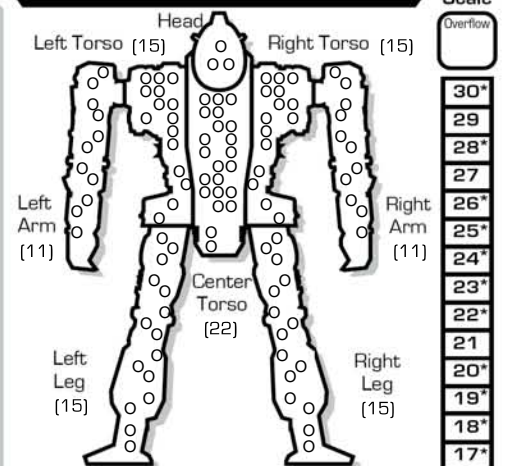
CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. PPC	5. PPC	6. PPC
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. PPC	5. PPC	6. PPC
Center Torso	1. Roll Again	2. Roll Again	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
Left Torso	1. Heat Sink	2. Heat Sink	3. Heat Sink	4. Medium Laser	5. Small Laser	6. Roll Again
Right Torso	1. SRM 6	2. SRM 6	3. Medium Laser	4. Small Laser	5. Ammo (SRM 6) 15	6. Roll Again
Left Leg	1. Roll Again	2. Roll Again	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Heat Sink	6. Heat Sink
Head	1. Life Support	2. Sensors	3. Cockpit	4. Roll Again	5. Sensors	6. Life Support
Left Torso Rear	1. Gyro	2. Fusion Engine	3. Fusion Engine	4. Fusion Engine	5. Heat Sink	6. Heat Sink
Right Torso Rear	1. Roll Again	2. Roll Again	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again

Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 20 (20) Single
30	Shutdown	○ ○
28	Ammo Exp. avoid on 8+	○ ○
26	Shutdown, avoid on 10+	○ ○
25	-5 Movement Points	○ ○
24	+4 Modifier to Fire	○ ○
23	Ammo Exp. avoid on 6+	○ ○
22	Shutdown, avoid on 8+	○ ○
20	-4 Movement Points	○ ○
19	Ammo Exp. avoid on 4+	○ ○
18	Shutdown, avoid on 6+	○ ○
17	+3 Modifier to Fire	○ ○
15	-3 Movement Points	○ ○
14	Shutdown, avoid on 4+	○ ○
13	+2 Modifier to Fire	○ ○
10	-2 Movement Points	○ ○
8	+1 Modifier to Fire	○ ○
5	-1 Movement Points	○ ○

Heat Scale	Overflow
30*	
29	
28*	
27	
26*	
25*	
24*	
23*	
22*	
21	
20*	
19*	
18*	
17*	
16	
15*	
14*	
13*	
12	
11	
10*	
9	
8*	
7	
6	
5*	
4	
3	
2	
1	
0	

BATTLETECH

LAND-AIR BATTLEMECH RECORD SHEET

LAM DATA

Type: PHX-HK2 PHOENIX HAWK LAM

Tonnage: 50 Tech Base: Inner Sphere (Advanced) Star League

Movement Points:

BattleMech Mode	AirMech Mode	Fighter Mode
Walking: 5	Cruising: 15	Safe Thrust: 5
Running: 8	Flank: 23	Max Thrust: 8
Jumping: 5		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng	Aero
1	Large Laser	RT	8	8 [DE]	—	5	10	15	8 (M)
1	Medium Laser	RA	3	5 [DE]	—	3	6	9	5 (S)
1	Machine Gun	RA	0	2	—	1	2	3	2 (S)
									[DB, AI]
1	Medium Laser	LA	3	5 [DE]	—	3	6	9	5 (S)
1	Machine Gun	LA	0	2	—	1	2	3	2 (S)
									[DB, AI]

Fuel: 80

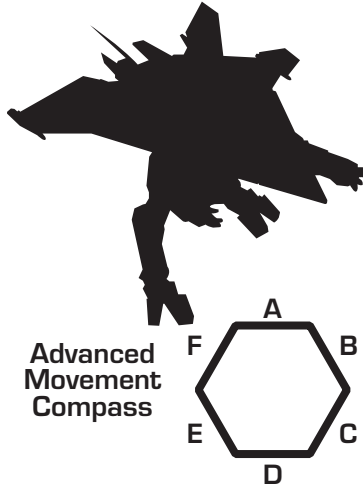
WARRIOR DATA

Name: _____

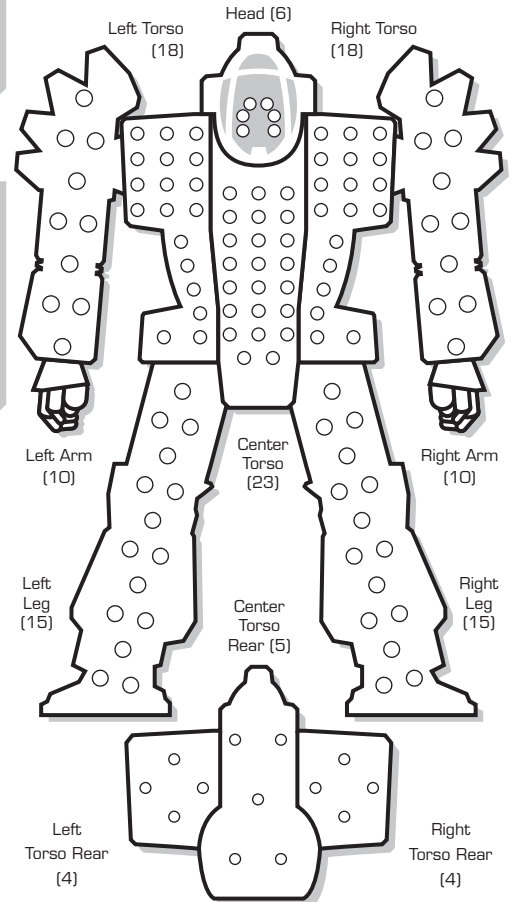
BattleMech Gunnery Skill: _____ Piloting Skill: _____

Aerospace Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Laser
- Machine Gun

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- Landing Gear
- Avionics
- Heat Sink
- Jump Jet
- Jump Jet
- Ammo (MG) 200

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Avionics
- Sensors
- Life Support

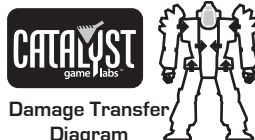
Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Landing Gear
- Jump Jet

Avionics ○○○○
 Engine Hits ○○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Landing Gear ○
 Life Support ○

Structural Integrity
 ○○○○○○○○○○
 ○○○○○○



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Laser
- Machine Gun

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

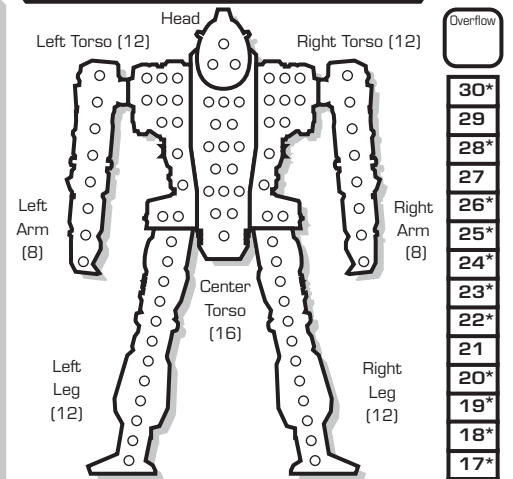
- Landing Gear
- Avionics
- Heat Sink
- Jump Jet
- Jump Jet
- Large Laser

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

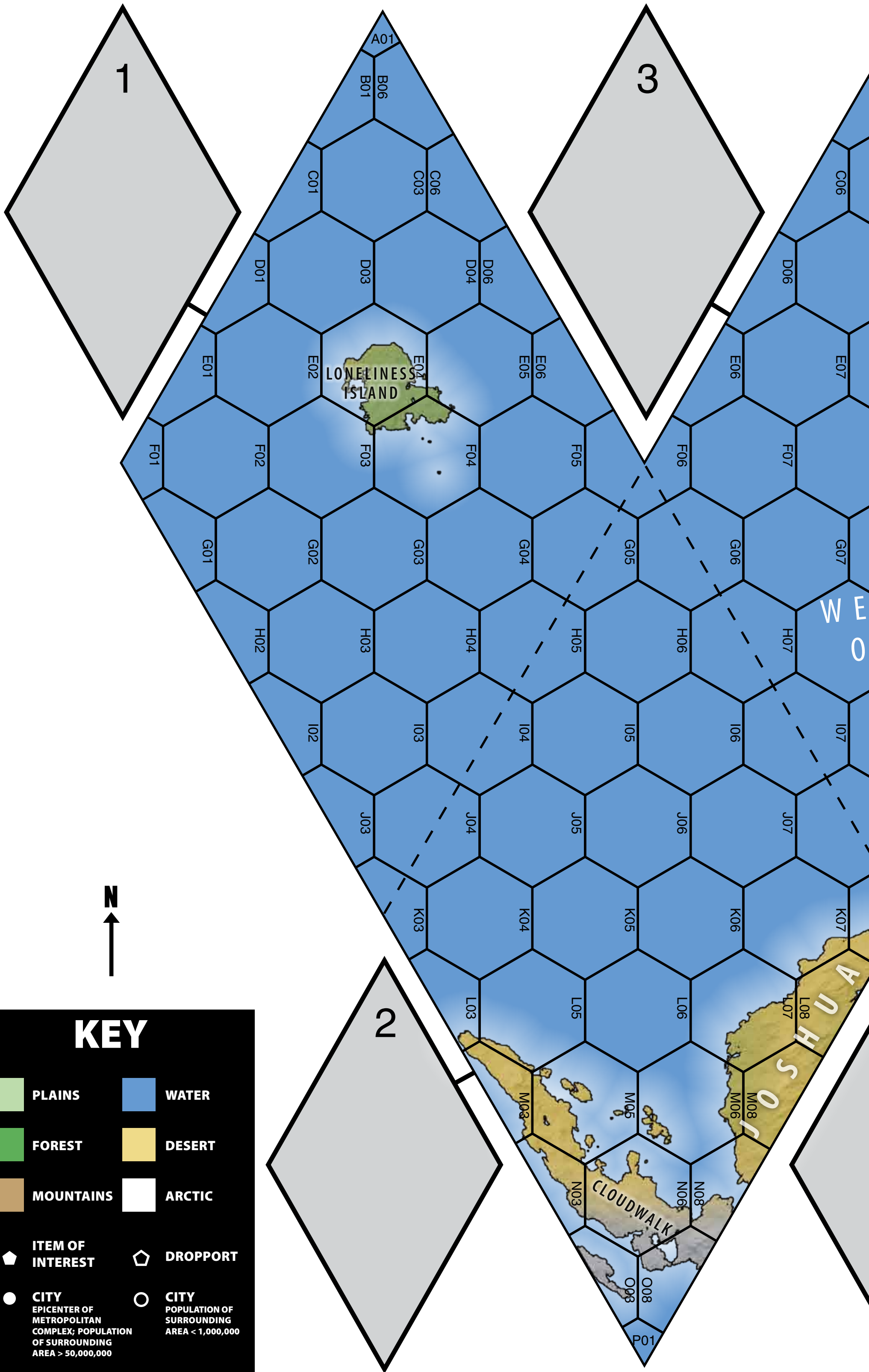
INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	12
28	Ammo Exp. avoid on 8+	Single
26	Shutdown, avoid on 10+	(AirMech +3)
25	-5 Movement Points /Rand. Movement 10+	○○
24	+4 Modifier to Fire	○○○
23	Ammo Exp. avoid on 6+	○○○○
22	Shutdown, avoid on 8+	○○○○○
20	-4 Movement Points /Rand. Movement 8+	○○○○○○
19	Ammo Exp. avoid on 4+	○○○○○○○
18	Shutdown, avoid on 6+	○○○○○○○○
17	+3 Modifier to Fire	○○○○○○○○○
15	-3 Movement Points /Rand. Movement 7+	○○○○○○○○○○
14	Shutdown, avoid on 4+	○○○○○○○○○○○
13	+2 Modifier to Fire	○○○○○○○○○○○○
10	-2 Movement Points /Rand. Movement 6+	○○○○○○○○○○○○○
8	+1 Modifier to Fire	○○○○○○○○○○○○○○
5	-1 Movement Points /Rand. Movement 5+	○○○○○○○○○○○○○○○

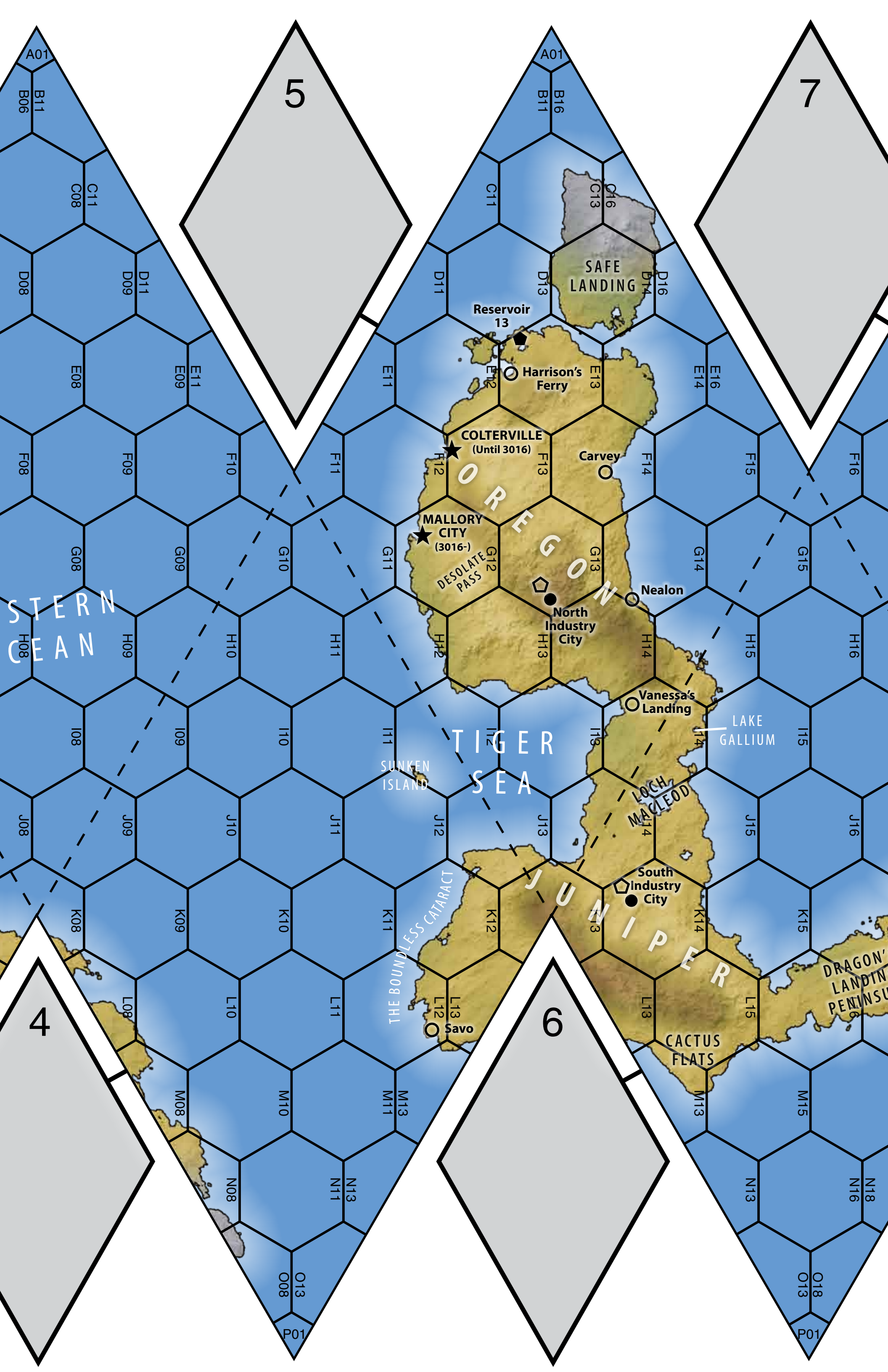
Heat Scale
Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
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11
10*
9
8*
7
6
5*
4
3
2
1
0

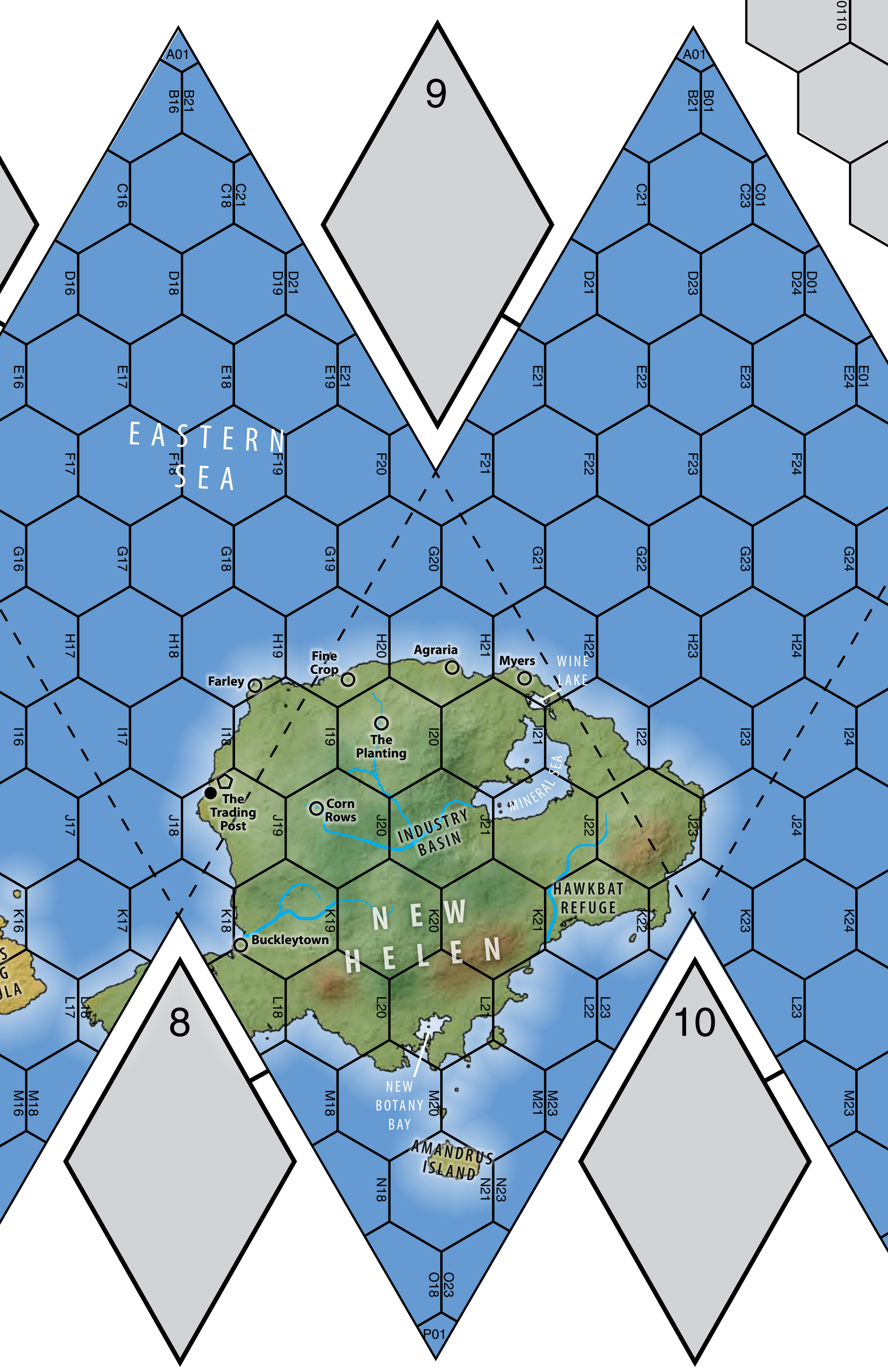


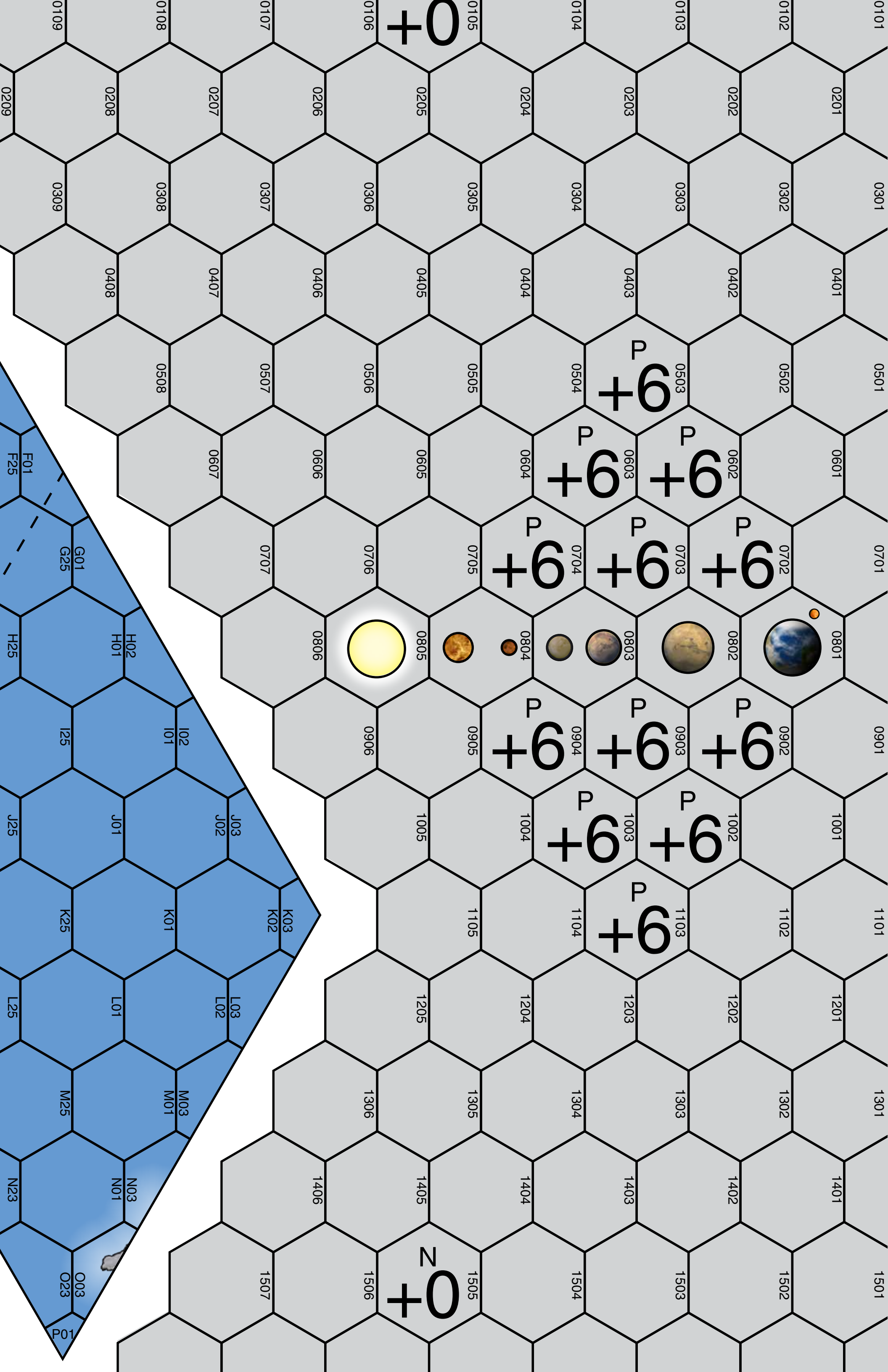
KEY

- | | | | |
|--|---|---|--|
|  | PLAINS |  | WATER |
|  | FOREST |  | DESERT |
|  | MOUNTAINS |  | ARCTIC |
|  | ITEM OF INTEREST |  | DROPPORT |
|  | CITY
EPICENTER OF METROPOLITAN
COMPLEX; POPULATION
OF SURROUNDING
AREA > 50,000,000 |  | CITY
POPULATION OF
SURROUNDING
AREA < 1,000,000 |









0+

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