BATTLETECH

THE RED CORSAIR

UNEXPECTED GUESTS.............

BURTON'S REDOUBT
DEIA, FEDERATED COMMONWEALTH
19 JUNE 3055

Leftenant Zvi Aras watched the waters of the Speke River flow past, sixty meters below the cliff's edge where his *Enforcer* stood. The water was dirty brown, moving toward pale purple as it cleared and revealed the stones beneath. Deia really was a beautiful world. He'd come to like it since the Zouaves landed to support the militia in garrison. He'd come to like the women, too… *Erica*…

"There, Leftenant," Sergeant Parson said. His oft-repaired *Dervish* pointed with its left-arm box launcher. Zvi frowned. *Parson was right handed*—the *Dervish* didn't have a right arm. *Damn it*. He was getting punchy… too long in the cockpit. Too long since the Kommandant's 'Mech went down without its leg. Zvi directed his sensors along the path Parson indicated, out across the Speke. A cloud of dust was climbing into the sky. *The pirates*.

"Get ready," he told his lance. Acknowledgments flickered on his screen as they squawked their transponders. Zvi backed a few steps away from the edge and dialed a different frequency. "Adam, they're coming again." He looked to his left, where the tanks and two 'Mechs of the Deia Militia were dug in. Sergeant Adam Carerra was the senior man left. "You guys ready?"

"Hot and locked," Carerra said. The squat Manticore wagged its turret at him.

Good man.

The *Enforcer*'s computer pinged at him as it began to identify individual 'Mech models. *Mongoose. Wyvern. Champion. BattleMaster.* Whoever these raiders, these Corsairs, really were, they were well-equipped. Better than the hand-me-downs the Zouaves got from the Kell Hounds. Zvi patted his command couch's arm gently. *Nothing personal, girl*.

Zvi'd seen the news. He knew they'd smashed the garrisons on Kooken's Pleasure Pit and Pasig. Kommandant Zimmer had given a good speech when they'd come in-system.

Reinforcements were coming—Clanners or some nonsense. Not that Zvi bought that. He'd signed on to *fight* the Clanners. Not with them.

The range quickly fell to less than two kilometers, close enough for the *Enforcer*'s optics to start painting accurate imagery across his heads-up display. Zvi studied them, magnifying each 'Mech and then backing his scale off until he saw the whole force. They all showed signs of damage. They hadn't taken the time to refit since their last skirmish near Shasta. Not that they'd granted the Zouaves any time, either.

"Listen up," he said, using a general freak so the Deia boys and girls could hear him too. "They're tough—Hauptmann Beaker learned that the hard way." *Not as hard as Sagetsky would have, the drunken bastard*. "But we've got the high ground, and there's only this ford across the Speke within forty kilometers."

"That's only an hour," Parson cut in.

"An hour we'd be pacing them and raining fire on them," Zvi said patiently.

"Sorry, Leftenant."

"No blood, Sergeant," Zvi said. "We'll hold them here, keep them interested, until the Kommandant gets out here to relieve us or our reinforcements get here." He consciously kept his eyes from flicking down at his ammunition counter for the *Enforcer*'s big autocannon. He already knew what he'd find: three cassette-rounds remaining. Luckily the big ChisComp 43 didn't need ammunition.

"How long, Leftenant?" Parson asked.

"Until it's over."

"We'll hold 'em," Carerra put in. Missile alarms screamed quietly at Zvi. He directed his attention back down at the plain across the river—the Corsair 'Mechs were close enough for long-range missile fire, but the *Enforcer*'s sensors were only detecting fire-control radars— not missile-guidance. He frowned. Then he smiled.

They didn't have any missiles. They'd stripped out most of their ammunition-based weaponry in favor of energy weapons. Without
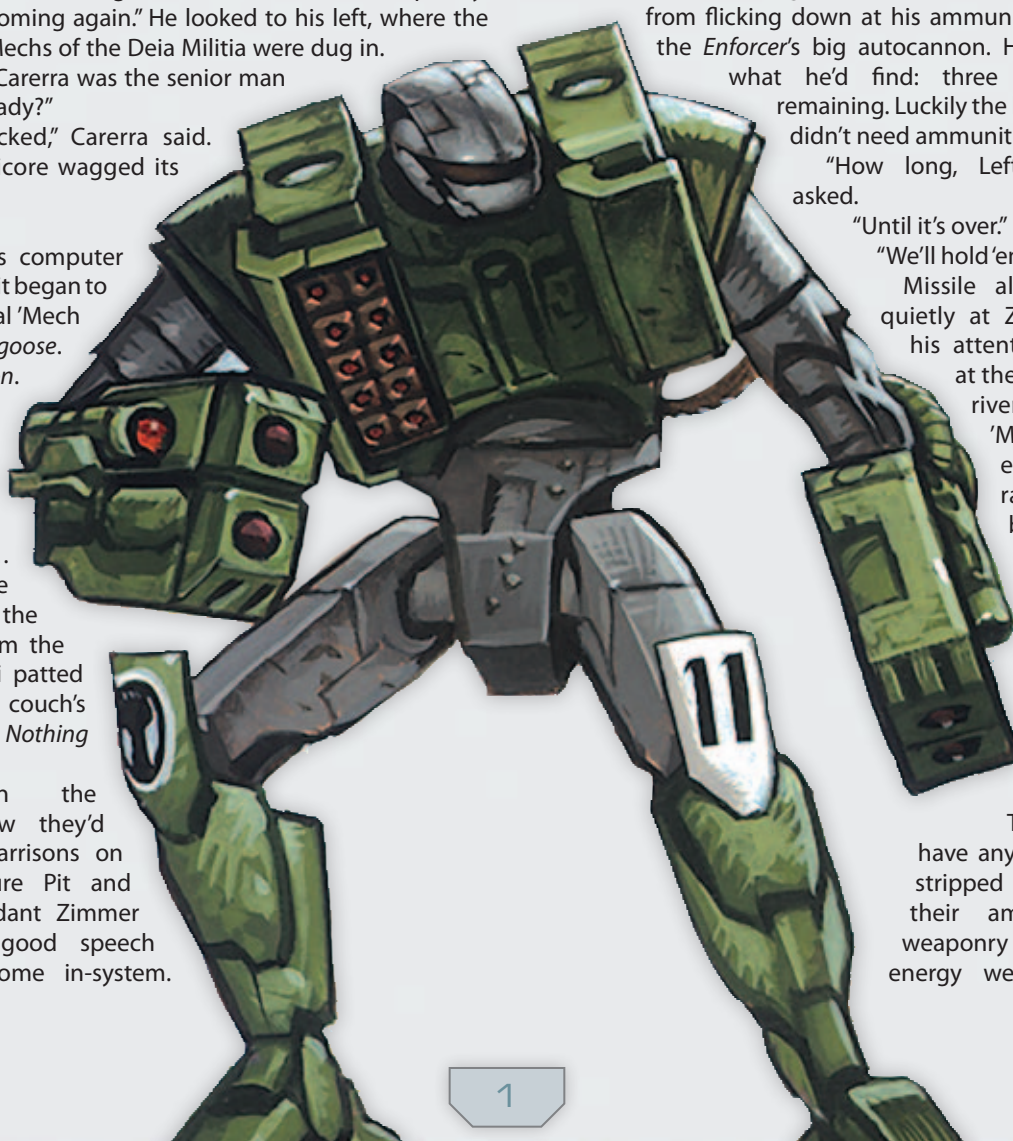
UNEXPECTED GUESTS...............

good bombardment weapons the Corsairs would find it near-impossible to dislodge the Zouaves. *Finally—things are going to turn around*. He chuckled as Parson raised his *Dervish*'s arm and ripple-fired ten long-range missiles at the raiders. Carerra's Manticore did likewise, but neither barrage hit home. The pirate 'Mechs just stood there, barely in range.

I've got nothing but time, Zvi gloated.

Static crackled in his helmet. "Aras!" Zvi started and adjusted his com.

"Sir!"

Kommandant Zimmer's voice was tense. "You've got incoming, son," the CO said.

Zvi checked his sensors—the skies showed clear. "I show only the raiders in front of me, sir," he said. "We can hold them. They can't get across without us taking them hard, sir."

"It's not the raiders I'm worried about," Zimmer said.

"Sir?"

"There are ships coming down in your sector, Leftenant. Clan forces. They're supposed to be our reinforcements. I've got clearances from Lyran State Command and Prince Victor himself on it."

"Okay…"

"They refused to come down behind the raiders in front of you. They're coming down on top of you."

"We've got this line held, sir—"

"They might be hostile."

"What?"

"I said they may be hostile. I've just gone over the recordings—I think he challenged me for possession of the LZ."

The whoosh of firing missiles made Zvi's eyes focus in front of him. Carerra and Parson again—the raider 'Mechs just backed up, out of range. Maybe some gravel from the explosions hit their armor. If luck was with the Zouaves. *And it doesn't sound like it is—*

"Sir, I can't hold against a Clan assault." Zvi looked down the line—the Deia Militia *Griffin* was toeing the edge of the cliff, putting PPC fire into the ground in front of the bandits. *I've got to get the line turned*—"Sir, you've got to get them sorted out."

"Son—"

The *Enforcer*'s sensors pinged a warning. Zvi looked up, craning his neck to try and see through the *Enforcer*'s polarized transpex. Dots appeared through the low clouds—drop packs. *Shit*. He cut the Kommandant's signal and jerked the *Enforcer* around. "Parson—hold the line. I'll be back."

"Leftenant?"

"Hold this ground, Sergeant!" Zvi pushed the *Enforcer* into a run toward the rear, across the mesa. The ground was broken, purple-brown boulders strewn about across a field of shard rock and meter-wide crevasses. His computer painted the nearest LZ barely five hundred meters away. He saw the 'Mech come

down—olive-drab paint atop a pillar of fire. It disappeared behind a rock.

"Identify yourself," Zvi sent.

"I am MechWarrior Sarn," a calm voice said. The 'Mech stepped around the rock, and his sensors quickly identified it: a *Lancelot*. Heavy weapons, good speed, practically no armor. "I challenge you to a combat of warriors, mercenary."

"We're on the same side—"

"Do you surrender?"

Zvi brought the *Enforcer* up short. "The raiders are behind me," he said. "I'll pass you through our lines if you want a crack at them—"

"I will deal with that scum later, mercenary. Do you surrender?"

"No, I—"

The sensor lock warning shrilled a quarter-second before the PPC fire washed across the *Enforcer*'s chest armor, rocking the already-damaged 'Mech. Zvi jerked his controls to the side, trying to clear the line of fire. The big 43 laser's crosshairs flickered atop the *Lancelot* and Zvi fired, burning a scar on its chest armor.

Four more olive-drab 'Mechs strode into view, halting when they saw the *Lancelot* already engaged. Zvi ignored them, praying the laser would cycle while his fingers played across the com board. A *zip-squeal to battalion, then*—"Parson! Action rear!"

"Leftenant!?"

"The Clanners—they're host—" Another PPC shot slammed into the off-balance *Enforcer*, escorted in by laser fire. The *Enforcer* crumpled as the last of its right-leg armor was annihilated and its knee actuator exploded. Zvi braced himself in time for the fall and stabbed at his controls. He jabbed the laser muzzle in the ground and brought the big Federated autocannon to bear. The *slam-slam-slam* of the weapon cycling shook his couch where it hung sideways, digging his restraints painfully into his side through his cooling vest. Zvi held the trigger down.

"You have spirit," the Clanner said.

"Son of a—" The ground shook as the other four Clanners pounded past his 'Mech. "Parson!"

"I don't understa—what the—*look out!*" An explosion filled the com lines. Zvi screamed, adjusted his aim. The *Lancelot* shook beneath the pounding but broke into a run as the *Enforcer*'s autocannon ran dry. Zvi let the 'Mech fall back, trying to get it up on its right arm now that the cannon was useless.

"Goodbye, mercenary," the Clanner said. A shadow brightened all the red alarm lights in Zvi's cockpit. He looked up, saw the *Lancelot*'s gun-arms descend. Screams replaced the explosions on the com line, and a window popped up on his HUD as Parson's 'Mech stopped broadcasting. Carerra's tank was sending gun-camera footage, and its gun was still facing the raider 'Mechs.

They were still standing there, watching.

INTRODUCTION . . . .

Welcome to *Operational Turning Points: Red Corsair,* a campaign book designed to give players the opportunity to fight in one of the landmark conflicts of the Inner Sphere's tumultuous history. The *Operational Turning Points* series is slightly different from the standard *Jihad* or *Historical Turning Points* PDF exclusives; although still offering the same great gameplay opportunities; a *Operational Turning Points* expands the Track section into a more robust campaign setting, using both Mission and Touchpoint Tracks to let players fight a full-fledged, multi-world campaign.

The general information contained in the ***Atlas*** and ***Combatants*** sections gives players the tools needed to fight an infinite number of engagements, while the ***Track*** section gives details on some of the more pivotal battles of the campaign. The ***Track*** sections can be used with stand-alone games set in 3055.

The ***Atlas*** section presents a global overview followed by some quick facts about some of the planets visited in this campaign. Included in this section you will find 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 to give you ideas of 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 of 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 both *Mission* and *Touchpoint* tracks, allowing player groups to build full-fledged campaigns set during the events listed. A general guideline for how to begin fighting the historical campaign is included in ***How to Use the Campaign***. Each of the *Mission* Tracks is reusable, and the *Touchpoints* cover several key battles that occurred during the campaign, 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 two official Record Sheets. The first is the famed custom *BattleMaster* of the Red Corsair, followed by the custom *Man O' War* OmniMech configuration of Conal Ward.

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To read the story of the Red Corsair, see the novel *Natural Selection* by Michael A. Stackpole, and read more about Nelson Geist in "Ghost of Christmas Present" available at BattleCorps.com.

STAR LEAGUE ERA

CLAN INVASION ERA

JIHAD ERA

SUCCESSION WARS ERA

CIVIL WAR ERA

DARK AGE ERA

KOOKEN'S PLEASURE PIT

Noble Ruler: Archon Melissa Steiner-Davion
Appointed Ruler: Duke Abelard Meyers
Star Type (Recharge Time): G5V (186 hours)
Position in System: 4
Time to Jump Point: 7.47 days
Number of Satellites: 1 (Joy)
Surface Gravity: 1.0
Atm. Pressure: Standard (Breathable)
Equatorial Temperature: 30° C (Arid)
Surface Water: 43 percent
Recharging Station: Zenith
HPG Class Type: B
Highest Native Life: Mammal
Population (3055): 192,340,000
Socio-Industrial Levels: C-C-D-C-B

When Theophilus Meyers' colonist convoy landed on the world that would be named Kooken's Pleasure Pit it seemed likely that the people knew how their world would come to play out. Positioned strategically astride the travel lanes between the always-hot border the Lyran Commonwealth shared with the Draconis Combine, Kooken's was an easy place for troops moving between the Commonwealth's interior and the front to stop off and rest or refit. The LCAF quickly established a forward logistical base on the world and various private industries established training areas, testing facilities, major media and entertainment industries, and all of the "soft" industries that support soldiers when they're not on active duty. By the time the Second Succession War erupted the Pleasure Pit really was just that. When Archon Alessandro Steiner built up Kooken's tourism trade in the 3000s to compete with the Malthus family on Dustball, most residents shrugged and kept on doing what they were doing.

When the Clan Invasion cut a swath through the Lyran half of the Federated Commonwealth, Kooken's went from rear-area rest and relaxation post to frontline garrison world. Always a population friendly to soldiers, and boasting a 'Mech-equipped militia made up of retired soldiers who'd relocated to Kooken's because of fond memories, the AFFC quickly sent in frontline forces—a regiment of Robinson Rangers from the Davion half of the realm and the Grave Walkers, a long-serving mercenary regiment. After the Truce of Tukayyid these two regiments placed themselves in long-term garrison and began supporting the many irregular operations on Clan-held worlds. The Red Corsair's attack was the first serious attack on the world, and she managed to blood the Robinson Rangers and shatter Kooken's Reserve Militia before escaping.

After the attack a number of Militia MechWarriors were listed as missing in action, including the commander, Kommandant Nelson Geist. It is believed that the Corsair's band captured these warriors and is using them as slave labor, perhaps in preparation for later demanding ransoms. The many military families on-world are already beginning collections to assemble the funds for such ransoms.

DEIA

Noble Ruler: Archon Melissa Steiner-Davion
Appointed Ruler: *Landgrave* Emmet Horn
Star Type (Recharge Time): G5V (186 hours)
Position in System: 6
Time to Jump Point: 7.47 days
Number of Satellites: 1 (Honor)
Surface Gravity: 1.0
Atm. Pressure: Standard (Breathable)
Equatorial Temperature: 24° C (Arid)
Surface Water: 79 percent
Recharging Station: None
HPG Class Type: B
Highest Native Life: Reptile
Population (3055): 235,900,000
Socio-Industrial Levels: C-C-B-B-C

Although the initial settlers on Deia weren't all Deists, the hardships of founding an initial colony soon killed off nearly all of the other groups who first landed, leaving the largely pragmatic Deist survivors in position to affect the growth of their world over the next several centuries. Given its largely secure position in the Lyran Commonwealth's interior during the Succession Wars it was never a major battleground site—until the coming of the Clans in 3050. The Jade Falcons quickly cut a swath through Lyran territory that placed Deia near the new front lines—and forced the world to accept larger AFFC garrisons supported by mercenary forces.

Once the Truce of Tukayyid halted the invasion, Deia found itself again lightly defended as the weakened AFFC shored up direct border worlds and left the second-tier of systems uncovered. The Deian government quickly offered garrison contracts on several mercenary markets, keeping at least a battalion of troops on-hand at all times to supplement their small-but-growing militia. They also secured emergency response contracts from nearby mercenaries such as the Kell Hounds, who sponsored Zimmer's Zouaves, the mercenary battalion on-planet when the Red Corsair attacked Deia after first hitting Kooken's Pleasure Pit, Pasig, and Zhongshan.

The people of Deia are by and large hardworking, quiet folk. Although only lightly populated compared to the Lyran core worlds, Deia is a near-paradisical planet. What keeps more people from settling are the insular natives, whose natural reticence is not understood by outsiders, and the simple pragmatism of its natives, who choose to keep their birthrates low and keep Deia a peaceful, beautiful world. It has only been since 3052 that a larger segment of the government has begun advocating for increased defense spending and military immigration—insular they may be, but they are smart enough to know they cannot keep the Clans away without help.

YEGUAS

Noble Ruler: Archon Melissa Steiner-Davion
Appointed Ruler: Count Adelbert Thorne
Star Type (Recharge Time): G5IV (186 hours)
Position in System: 3
Time to Jump Point: 7.479 days
Number of Satellites: 2 (Cue Ball, Eight Ball)
Surface Gravity: .98
Atm. Pressure: Standard (Breathable)
Equatorial Temperature: 24° C (Arid)
Surface Water: 69 percent
Recharging Station: Zenith
HPG Class Type: B
Highest Native Life: Plant
Population (3055): 1,290,000,000
Socio-Industrial Levels: B-C-B-C-B

Known across the Lyran state for its grasslands and the excellent Terran horses bred there, Yeguas has never played a particularly prominent role in Lyran politics or history. Most Lyran history texts, if they list Yeguas at all, list it as an agricultural world known for its livestock, but that ignores a large part of the agribusiness that goes on there. Certainly the large savannahs make excellent grazing for the prize Andalusians and other equine pursuits on the main continent with the capital, but much of Saddleback, the third-lesser continent in the southern hemisphere, is carpeted with massive farmsteads that produce enough excess luxury crops to ship off-world for considerable profit. In fact, the merchant families of Laumer City on Saddleback's southern coast are perhaps the wealthiest families on Yeguas.

Like Deia, Yeguas escaped much of the Succession Wars but flared to prominence after the Jade Falcon attacks. Although briefly garrisoned it too was left undefended when the AFFC moved its defenses forward, rightly concluding that Clansmen would choose to attack the military units within reach rather than attempt deep penetration raids against soft civilian targets. The government of Yeguas appears to have taken this oft-overlooked datum to heart, and barely increased the size of their militia. They usually disdain mercenaries, but rumors swirl through Laumer City that not all of the Old Families appreciated the short battle on Cue Ball, and have sent hiring agents to Outreach and nearby Galatea.

The horsemen of Yeguas have always shown a preference for enlisting in the LCAF and AFFC in excess of the standard variation of most worlds; curiously, few of them retain their 'Mechs when they retire back home. This has led to the world's militia being made up of curiously few aristocrats, with those who do join being socially shunned for playing at soldier with "the help."

ARC-ROYAL

Noble Ruler: Archon Melissa Steiner-Davion
Appointed Ruler: Grand Duke Morgan Kell
Star Type (Recharge Time): G3V (184 hours)
Position in System: 4
Time to Jump Point: 8.53 days
Number of Satellites: 2 (Deven, Thorwald)
Surface Gravity: 1.01
Atm. Pressure: Standard (Breathable)
Equatorial Temperature: 32° C (Mild-Temperate)
Surface Water: 74 percent
Recharging Station: Zenith, Nadir
HPG Class Type: A
Highest Native Life: Mammal
Population (3055): 2,096,000,000
Socio-Industrial Levels: A-A-A-A-A

Arc-Royal is a beautiful, pastoral world largely influenced by the predominantly early German and English settlers that rose sedately to become one of the premier worlds in that region of space. Its relative distance from the Combine border meant that raids by the Arm of the Dragon were rare, and the Kell family has always maintained a solid Home Defense Force supplemented by the long tradition of service to the Lyran state. The formation of the dreaded Kell Hounds mercenary unit early in the 31st Century only improved the world's security, as did the blood ties between Morgan Kell and the ruling Steiner line through Archon Katrina Steiner's late husband, Arthur Luvon.

The Clan Invasion brought the front lines much closer to Arc-Royal than most of its residents had ever expected, but the patriotic citizens accepted their new lot with aplomb, greatly increasing defense spending and triggering an enlistment surge into the AFFC. The presence of the Kell Hounds, who gained great fame among the Clans for their actions on both Twycross and Luthien, has worried some naysayers but so far the distance between Arc-Royal and the Jade Falcons has kept the Clans from attacking directly.

An expatriate Rasalhague JumpShip carrying refugees followed the Kell Hounds back from Luthien in 3052 and Grand Duke Kell quickly established an area for them to rest and expand, which has brought many Rasalhague expatriates from around the Lyran half of the Commonwealth. These former expatriates are quickly becoming integrated into mainstream Arc-Royal society, although they do have a militant wing espousing a radical form of total war against the Clans who took their homes. The Kell Hounds remain aloof, as most mercenaries choose to do, and instead concentrate on defending the realm from further Clan attacks. Their recent trap for the Red Corsair shows that they're not afraid to fight on Arc-Royal's soil.

ATLAS . . . .

ELISSA

Noble Ruler: None
Appointed Ruler: Khan Natasha Kerensky
Star Type (Recharge Time): F1V (171 hours)
Position in System: 9
Time to Jump Point: 20.26 days
Number of Satellites: 1 (Miranda)
Surface Gravity: .99
Atm. Pressure: Standard (Breathable)
Equatorial Temperature: 19° C (Arid)
Surface Water: 49 percent
Recharging Station: None
HPG Class Type: None
Highest Native Life: Plant
Population (3055): 3,567,000
Socio-Industrial Levels: D-D-C-D-B

A longtime holding of the Elysian Fields, a fief of the Oberon Confederation under the authority of a group called the Inheritors, Elissa was publicly a backwater world held as a nature reserve with the other two Elysian worlds. In return for passage and water rights, the bandit kingdom of Hendrik Grimm guaranteed the security of the Inheritor worlds. In reality, Elissa was heavily mined and scavenged by Grimm's clandestine operations; its inhabitants bullied into poverty to assuage various pirate egos. When the Clans captured Elissa more or less without a fight in 3049 the people breathed a sigh of relief, changed the addresses on their tribute envelopes, and went back to "inheriting" nature.

Clan Wolf briefly occupied the world but quickly relegated it to the backwater status it deserved. In 3052 it became a small repair depot for the Thirty-first Wolf Solahma under Star Colonel Conal Ward. The Cluster was often gone for months at a time, tracking bandits in the nearer Periphery who dared to strike at Clan Wolf's holdings, but it wasn't until 3055 that a flurry of activity began in the mountains above an abandoned mining city. The few indigenous Elissans who saw the traffic to and from orbit ignored it, fearful of bringing the Clan's notice down on them.

In late 3055 a force from the Inner Sphere arrived and attacked Elissa, claiming to be pursuing a notorious pirate called the Red Corsair. Rumors of her presence had been filling the quiet taverns and trading posts near the mountains, but few believed them until a fierce 'Mech battle was fought between the Kell Hounds mercenaries and the Thirty-first Wolf Solahma. A bright red *BattleMaster* was observed in the battle.

MAPSHEETS

The following tables represent the categories of terrain that can be found on the various systems touched by the Red Corsair campaign. 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*.

TERRAIN TABLE

KOOKEN'S PLEASURE PIT
NOTE: MAY USE SAND TERRAIN MODIFICATIONS (SEE P. 39, TO)

	Result	Map
DESERT	1	Desert Hills (BT, MS2, MSC1)
	2	Open Terrain #1 (MS5, MSC1)
	3	Open Terrain #2 (MS5, MSC1)
	4	Desert Mountain #1 (MS3, MSC1)
	5	Desert Mountain #2 (MS3, MSC1)
	6	Desert Sinkhole #1 (MS3, MSC1)
	Result	Map
URBAN OASIS	1	Desert Hills (BT, MS2, MSC1)
	2	Desert Sinkhole #2 (MS3, MSC1)
	3	River Valley (MS2, MSC1)
	4	City (Residential) (MS6, MSC2)
	5	Scattered Woods (MS2, MSC2)
	6	Rolling Hills #1 (MS3, MSC1)

DEIA MAPSHEETS TABLE
NOTE: MAY USE SHEER CLIFFS MODIFICATIONS (SEE PP. 39-40, TO)

	Result	Map
GRASSLAND	1	Rolling Hills #1 (MS3, MSC1)
	2	Rolling Hills #2 (MS3, MSC1)
	3	Open Terrain #1 (MS5, MSC1)
	4	Open Terrain #2 (MS5, MSC1)
	5	Scattered Woods (MS2, MSC2)
	6	BattleTech (BT, MS2, MSC1)

CUE BALL (YEGUAS) MAPSHEETS TABLE
NOTE: MAY USE VACUUM MODIFICATIONS (SEE P. 54, TO)

	Result	Map
MOONSCAPE	1	Rolling Hills #1 (MS3, MSC1)
	2	Rolling Hills #2 (MS3, MSC1)
	3	Moonscape #1 (MS5, MSC1)
	4	Moonscape #2 (MS5, MSC1)
	5	Desert Mountain #2 (MS3, MSC1)
	6	Desert Sinkhole #2 (MS3, MSC1)

ARC-ROYAL MAPSHEETS TABLE
NOTE: MAY USE BUG STORM MODIFICATIONS (SEE PP. 40-41, TO)

	Result	Map
MOCK CITY	1	City (Downtown) (MS6, MSC2)
	2	City Street Grid/Park #1 (MS4, MSC1)
	3	Drop Port #1 (MS7)
	4	Drop Port #2 (MS7)
	5	City Street Grid/Park #2 (MS4, MaSC1)
	6	City (Downtown) (MS6, MSC2)

ELISSA MAPSHEETS TABLE
NOTE: MAY USE PLANTED FIELDS MODIFICATIONS (SEE PP.38-39, TO)

	Result	Map
FOOTHILLS	1	Rolling Hills #1 (MS3, MSC1)
	2	Rolling Hills #2 (MS3, MSC1)
	3	River Valley (MS2, MSC1)
	4	Large Mountain #1 (MS5, MSC2)
	5	Desert Mountain #2 (MS3, MSC1)
	6	Box Canyon (MS6, MSC2)

RANDOM ASSIGNMENT TABLE.....

RANDOM ASSIGNMENT TABLE: RED CORSAIR, 3055

The Random Assignment Tables are meant to be used by players wishing to determine their forces randomly, or help them determine the likely equipment used by each side during the campaign. Players are not required to use these tables, especially when using player-group units. To randomly assign pilot quality, see the appropriate tables in *Total Warfare* (see p. 273, *TW*).

LIGHT 'MECHS

2D6	KELL HOUNDS	CLAN WOLF/RED CORSAIR	MILITIA (OTHER)
2	Dasher	Jenner IIC	WLF-2 Wolfhound
3	Locust IIC	SDR-5V Spider	PNT-10K Panther
4	LCT-3M Locust	HER-1S Hermes	COM-2D Commando
5	WSP-3M Wasp	MON-66 Mongoose	UM-R90 UrbanMech
6	JR7-D Jenner	STG-5M Stinger	LCT-1V Locust
7	WLF-2 Wolfhound	MCY-97 Mercury	STG-3G Stinger
8	COM-5S Commando	THE-N Thorn	WSP-3M Wasp
9	WLF-2 Wolfhound	LCT-3M Locust	VLK-QD Valkyrie
10	Koshi	HSR-200-D Hussar	LCT-3M Locust
11	Vixen	Locust IIC	ALM-7D Fireball
12	Uller	Jenner IIC	DRT-3S Dart

MEDIUM 'MECHS

2D6	KELL HOUNDS	CLAN WOLF/RED CORSAIR	MILITIA (OTHER)
2	Fenris	Dragonfly	CN9-D Centurion
3	Hellhound	Griffin IIC	HBK-4G Hunchback
4	GRF-3M Griffin	WVN-5N Wyvern	CDA-2A Cicada
5	PHX-3D Phoenix Hawk	CRB-27 Crab	PHX-1 Phoenix Hawk
6	BJ-2 Blackjack	GRF-1N Griffin	ENF-4R Enforcer
7	SHD-5M Shadow Hawk	STN-3L Sentinel	GRF-1N Griffin
8	WVR-7M Wolverine	CN9-A Centurion	DV-6M Dervish
9	TBT-5M Trebuchet	KTO-20 Kintaro	WVR-6R Wolverine
10	HCT-5S Hatchetman	WVR-6R Wolverine	HCT-3F Hatchetman
11	Black Hawk	Shadow Hawk IIC	VND-3L Vindicator
12	Ryoken	Black Hawk	SHD-5M Shadow Hawk

HEAVY 'MECHS

2D6	KELL HOUNDS	CLAN WOLF/RED CORSAIR	MILITIA (OTHER)
2	Thor	Vulture	MAD-5D Marauder
3	MAD-5S Marauder	BL6-KNT Black Knight	DRG-1G Grand Dragon
4	TDR-7M Thunderbolt	GLT-3N Guillotine	GHR-5H Grasshopper
5	ARC-4M Archer	ARC-2R Archer	RLF-3N Rifleman
6	WHM-7M Warhammer	CHP-1N Champion	TDR-5S Thunderbolt
7	ARC-4M Archer	BMB-1D Bombardier	WHM-6R Warhammer
8	QKD-5M Quickdraw	EXT-4D Exterminator	MAD-3R Marauder
9	TDR-5M Thunderbolt	FLS-8K Flashman	ARC-2R Archer
10	ON1-M Orion	LNC25-01 Lancelot	CRD-3L Crusader
11	MAD-5S Marauder	EXT-4D Exterminator	CTF-3D Cataphract
12	Mad Cat	Loki	CES-3R Caesar

ASSAULT 'MECHS

2D6	KELL HOUNDS	CLAN WOLF/RED CORSAIR	MILITIA (OTHER)
2	Masakari	Man O'War	AS7-K Atlas
3	ZEU-9S Zeus	THG-11E Thug	ZEU-6T Zeus
4	BNC-5S Banshee	CRK-5003-1 Crockett	ZEU-6T Zeus
5	AWS-9M Awesome	AWS-8Q Awesome	AWS-8Q Awesome
6	BLR-3M BattleMaster	HGN-732 Highlander	BNC-3S Banshee
7	STK-5S Stalker	BLR-1G BattleMaster	BNC-3S Banshee
8	BNC-5S Banshee	STK-3F Stalker	ZEU-6S Zeus
9	ZEU-9S Zeus	KGC-000 King Crab	ZEU-6S Zeus
10	MAD-5A Marauder II	CRK-5003-1 Crockett	BLR-1G BattleMaster
11	Gladiator	THG-11E Thug	ZEU-9S Zeus
12	Daishi	Man O'War	MAL-1R Mauler

THE PATH OF THE CORSAIR . . . .

In 3055 pirate raiders descended on Kooken's Pleasure Pit on the Jade Falcon border and forced the battalions of the Robinson Rangers into a near-routed retreat. The Kooken Reserve Militia, a second-line force made up of local Kooken's citizens and retired MechWarriors, quickly stepped in to fill the gap while the Rangers consolidated and the Grave Walkers desperately tried to get around from the other side of the planet. The raiders—calling themselves the Corsairs, after their leader, the eponymous Red Corsair—shattered the Reserve Militia more quickly than they had the Rangers and raided several nearby food and water repositories. Taking only foodstuffs and other low-value (in traditional pirate terms) items, along with a number of captured Reserve Militia MechWarriors, they boosted off Kooken's Pleasure Pit before the Grave Walkers could get in range. A month later they recreated their success on Pasig, again breaking the defenders, claiming slaves, and departing before reinforcements could get in range.

Because the raiders seemed to have come from Clan space, and because they used Clan equipment, ComStar prevailed on the Federated Commonwealth government to allow the Clans to police the pirates up. Despite the proximity of Jade Falcon forces the ilKhan dispatched a Wolf Clan *solahma* unit to the area, with orders to preserve the truce and destroy the pirates. The Thirty-first Wolf Solahma was given clearance to travel through Federated Commonwealth systems and began the pursuit, while all local garrisons were placed on alert with orders to report any contact with the Corsairs at the earliest possible moment.

The Corsairs' next target was Zhongshan, a lightly defended world that bled its militia to the bone trying to stop the Corsairs while at the same time reporting their location. The pirates were on-world long enough for the Thirty-first Wolf Solahma to reach Zhongshan's jump point and declare a challenge, but the Red Corsair herself had been injured during the battle by a freak cockpit hit and the Corsairs chose to withdraw in the face of the Clan Wolf troops before the pursuers could reach the ground and engage them. It appeared that, once again, the Red Corsair had managed to elude her captors. The Wolves jumped out of Zhongshan almost immediately after the Corsairs departed, for all appearances intent on continuing the search.

In June 3055, the Corsairs appeared in the Deia system and immediately burned in-system. The defenders—a mercenary battalion called Zimmer's Zouaves and the Deia militia— attempted to hold them off but were quickly overwhelmed. The Thirty-first Wolf Solahma, alerted by hyperpulse generator transmission that the pirates were there, quickly jumped to Deia and pursued them into the system while they were busy destroying much of the Zouaves and the militia. The remnants of the Zouaves drew back into final defensive positions on good ground and settled in to wait for the Wolf forces to arrive and crush the pirates. Instead, the Wolf forces dropped into the same sector the Zouaves were defending and destroyed them first, wishing to claim the position. In the ensuing chaos, the Corsairs lifted off-world and escaped.

Enraged by the Thirty-first's actions, Prince Victor Steiner-Davion ordered the Kell Hounds into action as the lead unit in pursuing the pirates, with orders to destroy the Thirty-first if they took any further action against friendly forces. The Hounds and the Wolves attempted to set an ambush at the Corsair's next likely target, Great X, but were foiled when the Corsairs detected the Wolf JumpShip and fled out of the system. The pursuers split up, trying to trace the pirates to their next destinations. By luck of the draw, the Thirty-first Wolf Solahma located them in the Yeguas system, where they accepted the Wolves' challenge and met them in a short but vicious clash on Cue Ball, Yeguas' airless moon. The pirates further dictated the time of the battle, a time the Wolves would have to rush to meet. Which they did—and were quickly embarrassed by the Corsair's fresh troops. After initial skirmishing in which the Solahma's exhaustion showed, Star Colonel Conal Ward pulled back and the Corsairs again escaped.

Using intelligence gained during the action at Yeguas, the combined Kell Hound-Clan forces laid another ambush in the asteroid belt of Zanderij, using the Kell Hounds' aerospace fighters to attack the Corsair's two *Overlord*-class DropShips. The ambush was a success, destroying one of the two DropShips, but the other escaped. The Hounds celebrated: half the pirates were dead, and they had taken few losses themselves. In addition, one of the pirate prisoners had escaped to bring them valuable intelligence about their enemy: Kommandant Nelson Geist, the former commander of the Kooken Reserve Militia and the Red Corsair's personal slave for many months. Using what intelligence Geist could provide, the Hounds laid another ambush, this time on their homeworld of Arc-Royal.

Letting out that both regiments were off-world, the Kell Hounds lured an overconfident (and mysteriously resupplied) Red Corsair to the ground near Denton, where the Hounds had ostensibly constructed a new base for themselves. As she moved her forces out to destroy the base and threaten the city of Old Connaught, the Kell Hounds and the Thirty-first Wolf Solahma sprang their trap. Emplaced explosives destroyed one of the Corsairs' two DropShips, while the two regiments of Kell Hounds emerged from hiding and shattered the ground forces of the pirates. In the end a handful of 'Mechs along with the Red Corsair herself escaped back to orbit and jumped away, but the pirates' raiding days were over. All that remained was to locate the Red Corsair and bring her to justice. As the Clan Wolf forces returned to their occupation zone, Nelson Geist gave Khan Phelan Ward the key: the Red Corsair's home base was Elissa, in the Periphery region of the Wolf Clan Occupation Zone.

Taking the Kell Hounds, Khan Ward set out through the Occupation Zones to Elissa. When he reached the system he was shocked to find the Thirty-first Wolf Solahma already there, waiting for them. Star Colonel Conal Ward was in league with the Red Corsair, hoping to use her actions to break the truce and resume the invasion of the Inner Sphere. The Kell Hounds quickly landed and moved to attack the Thirty-first, while Nelson Geist watched the battle. As the combat began Geist overcame his guard and escaped into the abandoned city, a place the Red Corsair had shown him over and over again in sims. His actions paid off, for he encountered the Red Corsair preparing a nuclear weapon to destroy the entire valley, Kell Hounds and Khan Phelan Ward. He stopped her, and died in the doing.

PERSONALITIES................................

Reputation in the Lyran armed forces. He possesses a 4-TP level Connection and a +4 Skill Roll modifier for Administration, Leadership, and Protocol. Because he was injured fighting the Jade Falcons, he also has a –3 TP-level Handicap.

NELSON GEIST

Rank: Kommandant, commander of Kooken's Reserve Militia
Born: 3007 (48 in 3055)

First distinguishing himself as a Nagelring cadet while on detached duty with Gregg's Long Striders on Ford in 3027, Nelson Geist served an admirable career in first the Lyran Commonwealth Armed Forces and then the Armed Forces of the Federated Commonwealth, culminating in his injury during the AFFC's failed defense of Wotan against the Jade Falcons. Geist retired after that, returning home to his family on Kooken's Pleasure Pit and assuming the post of Kommandant of the Kooken Reserve Militia.

Geist's family life is marred by discord between himself and his daughter-in-law, Dorete. Widowed when Nelson's son Jon was killed by the Nova Cats on Teniente in 3052, Dorete is adamant that her twin sons—Nelson's grandsons—not join the military, a topic that she and Nelson regularly butt heads over.

Kommandant Geist pilots an upgraded *BattleMaster*, a 'Mech he captured in combat in 3027 on Ford and piloted all through his service to the LCAF and AFFC. His 'Mech was destroyed by the Red Corsair's own *BattleMaster* on Kooken's Pleasure Pit, but his body was not recovered, leading most to assume he was captured with several other warriors of the Reserve Militia.

Special Abilities: A graduate of the Nagelring, Nelson Geist is a Veteran-level MechWarrior and Officer with a 3-level

RED CORSAIR

Rank: Commander of the Corsairs
Born: Unknown

The red-headed woman known as the Red Corsair is an enigma; she has never answered to any other name aside from Red Corsair, and even intercepted radio communications have her using the callsign "Corsair" rather than any other identifying marks. She leads her band of pirate raiders from the cockpit of a customized *BattleMaster*, which has been fully outfitted with Clan technology. That technology leads many to believe she must be a ferocious warrior to have captured such equipment from the Clans, although conspiracy-mongers are already claiming she's the first serious pirate leader to emerge from the Clans—perhaps a member of their so-called Dark Caste. (She was later identified as the Jade Falcon warrior Nekane Hazen.)

In combat she acts much like a Clansman might—her raiders, the Corsairs, issue challenges to the mercenary or regular forces defending the worlds she attacks, and she goes out of her way to engage them in combat first before

attempting to claim any booty her raiders might be after. With nearly a regiment or more of BattleMechs at her command, the Red Corsair is powerful enough to use these tactics at her whim. Units of the AFFC from the Lyran State Command have already been alerted if they're within 100 light years of her last target, and rumors have both the Kell Hounds and the Tenth Lyran Guards RCT both canceling leaves and preparing to move in pursuit. Scandalvids from near the Clan border have also begun claiming a Clan force is tracking her, which is surprising and unprecedented.

Special Abilities: An Elite-level Clan MechWarrior, the Red Corsair is a fearsome battlefield opponent and a charismatic leader. She possesses the Marksman and Blood Stalker special abilities. However, as a pirate leader, she receives a –3-level negative Reputation in the Inner Sphere and a –6-level negative Reputation in Clan space. When facing militia opponents or mercenary Inner Sphere troops, she receives the Demoralizer special ability, but this ability has no effect on House or Clan troops.

CONAL WARD

Rank: Star Colonel, Thirty-first Wolf Solahma
Born: 2993 (62 in 3055)

Born into the same age class as ilKhan Ulric Kerensky, Conal Ward was a powerful figure in Clan Wolf's warrior caste during Operation Revival. Galaxy Commander of Delta Galaxy during the invasion, Conal rose to the position of Loremaster for Clan Wolf in 3051, when Ulric was promoted from Wolf Khan to ilKhan of all the Clans. A devout Crusader who sees the invasion of the Inner Sphere as the birthright of every Wolf, he often butted heads with Ulric and his replacement as Wolf Khan, Natasha Kerensky. Shortly after Tukayyid, however, Conal surprised all observers by endorsing Phelan Ward's ascension to saKhan of the Wolves and resigned his post as Loremaster and Galaxy Commander to accept command of a *solahma* Cluster.

Of an age with Ulric Kerensky, Conal Ward is a scarecrow of a man with piercing eyes and black hair. He pilots a *Man O' War* OmniMech despite his status as *solahma,* which most assume is out of respect for his former positions. He is a capable MechWarrior but his true talents are found in the political arena. Under his command the Thirty-first Wolf Solahma has become a Cluster of Crusader-minded warriors fanatically loyal to their commander and the bane of any pirate groups ignorant enough to operate in or near the Wolf Clan Occupation Zone.

Special Abilities: Conal Ward is a Veteran-level Clan MechWarrior, but it is his political ambitions that truly define him. Ward receives a +5 Skill Roll modifier in Negotiation and a +4 in Acting, and can be regarded as a 3-TP level Connections Trait to any Wolf Clan character whose espouses a Crusader point of view. His command of a *solahma* Cluster, however, means that in relation to any other Clan characters he receives a –2 level negative Reputation.

COMBATANTS.................

This section lists the combat units active in the Red Corsair campaign. The Experience Level indicates which column to roll on using the Random Skills Table (see p. 273, *TW*) for the combatants.

RAT shows which Random Assignment Tables (see p. 7) 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*). To see which faction tables to roll from, see the RAT entry for each combatant; take care not to select any units which had not yet been constructed; this will require, in general, using the lowest-quality rated columns (C, D, or F), as more advanced equipment generally fills in the higher-rated columns (such as A and B); alternately, when applicable, choose a variant of the unit that did exist in 3055 in place of one created later.

For a more advanced game, utilizing a broader range of 'Mechs, vehicles and battle armor, players should feel free to also utilize the RATs in *Field Manual: Lyran Alliance (FMLA), Field Manual: Mercenaries, Revised (FMM), Mercenaries Supplemental (MS1), Mercenaries Supplemental II (MS2), Mercenaries Supplemental Update (MSU)* and *A Time of War (ATOW)*. Note that because these materials have a later in-universe date than this campaign, players participating in an authentic era campaign will need to choose a variant of the unit that did exist in 3055 in place of one created later. (Visit your local game store to purchase these additional products, or order them directly from www.battlecorps.com/catalog; PDFs for some products are also available.)

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 Red Corsair campaign.

FIRST KELL HOUND REGIMENT

CO: Lieutenant Colonel Daniel Allard
Average Experience: Elite
RAT: Kell Hounds, *FMM, MS1, MS2, MSU, ATOW*
Unit Abilities: When rolling on Random Assignment Tables, a Kell Hound player may substitute one Clan 'Mech for every three Inner Sphere 'Mechs rolled (unless using the Kell Hound RAT (see p. 7)). Widely acknowledged as some of the most experience soldiers anywhere, the First Kell Hounds negate any Initiative bonuses the opposing player receives after Turn 6 in any game; if the game continues past Turn 18, any Initiative bonuses the opposing player had received become negative penalties.

Notes: Formed on Galatea when Morgan Kell was a young man, the First Kell Hounds have built a battle record that any mercenary would kill for: protectors of the body of slain Ian Davion on Mallory's World; nemesis of the Genyosha in the Fourth Succession War; participants in the great victory over the Jade Falcons on Twycross and saviors of Luthien in 3052. The First Hounds are the elite of the elite, and not even the vaunted Wolf's Dragoons would hesitate to acknowledge them as peers.

SECOND KELL HOUND REGIMENT

CO: Lieutenant Colonel Scott Bradley
Average Experience: Elite
RAT: Kell Hounds, *FMM, MS1, MS2, MSU, ATOW*
Unit Abilities: When rolling on Random Assignment Tables, a Kell Hound player may substitute one Clan 'Mech for every three Inner Sphere 'Mechs rolled (unless using the Kell Hound RAT (see p. 7)). The Second Hounds are adept at fighting in adverse conditions—reduce any environmental penalties (day/night, weather, gravity) by 1 (to a minimum of zero). Also, the Second Hounds can use Off-Map Movement (see p. 192, *TO*).

Notes: Formed from funds left to the Kells after the death of Archon Katrina Steiner in 3040, the Second Hounds have trained hard at the difficult hands of the First Hounds to become their near-equals in combat and ability. Few people outside the Hounds can even tell a difference between them, and the uninformed don't often realize there are two regiments—there are just the Kell Hounds and the enemies they defeat. The Scrapping Pack, as they're called, have taken to becoming expert soldiers in every conceivable environment, adding deadly versatility to the Kell Hounds' arsenal.

ZIMMER'S ZOUAVES

CO: Kommandant Israel Zimmer
Average Experience: Green
RAT: Militia/Other, *FMLA*
Unit Abilities: When rolling to determine units randomly, apply a –2 penalty to any rolls to determine weight class and unit experience. In addition, because they are such poorly-trained troops, any opponent with the Bank the Initiative special ability (see p. 192, *TO*) may bank 1 additional Initiative (to a total of 3).

Notes: A new arrival on the mercenary scene, the Zouaves are a young unit sponsored by the Kell Hounds as sort of a "farm team" for the larger unit. The Zouaves are made up of retired officers and green recruits, a mix that Hanse Davion proved useful in his training battalions before the Fourth Succession War. Only time will tell if Kommandant Zimmer can meld these disparate warriors into a cohesive unit.

COMBATANTS.....................

THIRTY-FIRST WOLF SOLAHMA

CO: Star Colonel Conal Ward
Average Experience: Veteran
RAT: Clan Wolf/Red Corsair
Unit Abilities: Because of their wish to die honorably in the service of their Clan, the warriors of the Thirty-first Wolf Solahma will always begin any combat under *zellbrigen*, using Clan Honor Level 2 (see p. 274, *TW*). Additionally, for every Star deployed roll 2D6; on a result of 10 or better, one warrior of that Star may receive one special ability of the player's choice (see pp. 219-225, *ATOW*).

Notes: The *solahma* Clusters of the Clans are where old warriors go to die. Seen by frontline Clan soldiers as incompetent and dishonorable men and women who've outlived their usefulness, these units are used for bandit hunting and other actions deemed beneath honorable Clan warriors. What this really means, though, is that while most *solahma* have accepted their fate, there remain a few elite warriors who don't accept their being "put out to pasture" and manage to excel in combat still.
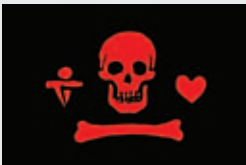
THE CORSAIRS

CO: Red Corsair
Average Experience: Veteran
RAT: Clan Wolf/Red Corsair
Unit Abilities: The Corsairs (when not using the Clan Wolf/Red Corsair RAT (see p. 7)) may replace any randomly determined Inner Sphere 'Mech with a Star League-era 'Mech of the same tonnage. In addition, in any Turn where they outnumbered their opponents during the End Phase of the previous turn, they receive a +2 bonus to their Initiative Rolls. In any turn where the Red Corsair was active (not crippled, shut-down, or destroyed) the Corsairs may use the Force the Initiative special ability (see p. 192, *TO*).

Notes: The Corsairs are fierce warriors—no one who's faced them in combat disputes that. While their history is unknown, their tactics aren't. They fight much like the Clans do, locating and engaging planetary garrison forces and only moving to capture and piracy operations once they've defeated the defenders—as if their true mission is to savage military forces, not enrich themselves. It wasn't until they were baited onto Arc-Royal by the Kell Hounds that they were destroyed as a pirate force.

KOOKEN'S RESERVE MILITIA

CO: Kommandant Nelson Geist
Average Experience: Green
RAT: Militia/Other
Unit Abilities: When randomly determining experience levels, increase the result of every third roll by +1. When facing a Clan force, the Reserve Militia receives a –2 penalty to all Initiative Rolls. When fighting bandits, they may use the Off-Map Movement special ability (see p. 192, *TO*).

Notes: The Kooken Reserve Militia for years was a sinecure for retiring LCAF officers who found they liked life on Kooken during their service and returned there. Once the Clans invaded and shifted the border farther into the Lyran interior, the Reserve Militia became a much more important force: Kooken's position on the line meant periodic Clan raids, and although the regular AFFC forces on-world usually held the line, the Reserve Militia never knew when it would be called up. Its first—and last—notable action was against the Red Corsair's pirates, who shattered the unit.

HOW TO USE THE CAMPAIGN......

This campaign is designed to be played with a minimum of two players—one player uses either the Red Corsair or the Inner Sphere force, while the other provides the opposition. More players are welcome to participate—those groups with a large number of players may decide to have a single person gamemaster (GM) and spearhead Track setups and answer any rules questions that may arise during the course of gameplay.

Players are welcome to supplement or expand on the rules listed with those from *Total Warfare, Tactical Operations,* or *Strategic Operations.* An ideal example is using the buildings rules from *Total Warfare* during certain tracks, or the advanced weather and environment rules from *TacOps* and *StratOps.* If using additional rules not presented in this product, all players must agree to their use. Any questions that arise from using those rules should be decided by either group consensus or by a neutral GM. As a last resort, players may simply roll the dice to settle an issue.

To give an idea on how this campaign system can be run, the following example is provided.

THE SETUP: INNER SPHERE

CAMPAIGN RULES

Players using Inner Sphere for this campaign have access to all of the units listed on their faction's Random Assignment Tables (see p. 7). However, if the player unit is already constructed (a mercenary group, say, or a small House command) they may elect to use their initial units and use the RATs for supplement in repair or expansion.

Players may begin the campaign with one of the following tracks: *Defend*, *Interdict*, or *Touchpoint: Kooken's Pleasure Pit*. When determining Opposing Forces, the rolling player may choose from the Clan Wolf/Red Corsair Random Assignment Tables.

THE SETUP: RED CORSAIR

CAMPAIGN RULES

Players using Red Corsair forces for this campaign have access to all of the units as listed on the Clan Wolf/Red Corsair Random Assignment Table. However, if the player unit is already constructed (a pirate group, say, or a small Clan command) they may elect to use their initial units and use the RATs for supplement in repair or expansion.

Players may begin the campaign with one of the following tracks: *Strike*, *Assault*, or *Touchpoint: Kooken's Pleasure Pit*. When determining Opposing Forces, the rolling player should choose from the Militia/Other tables (see p. 7).
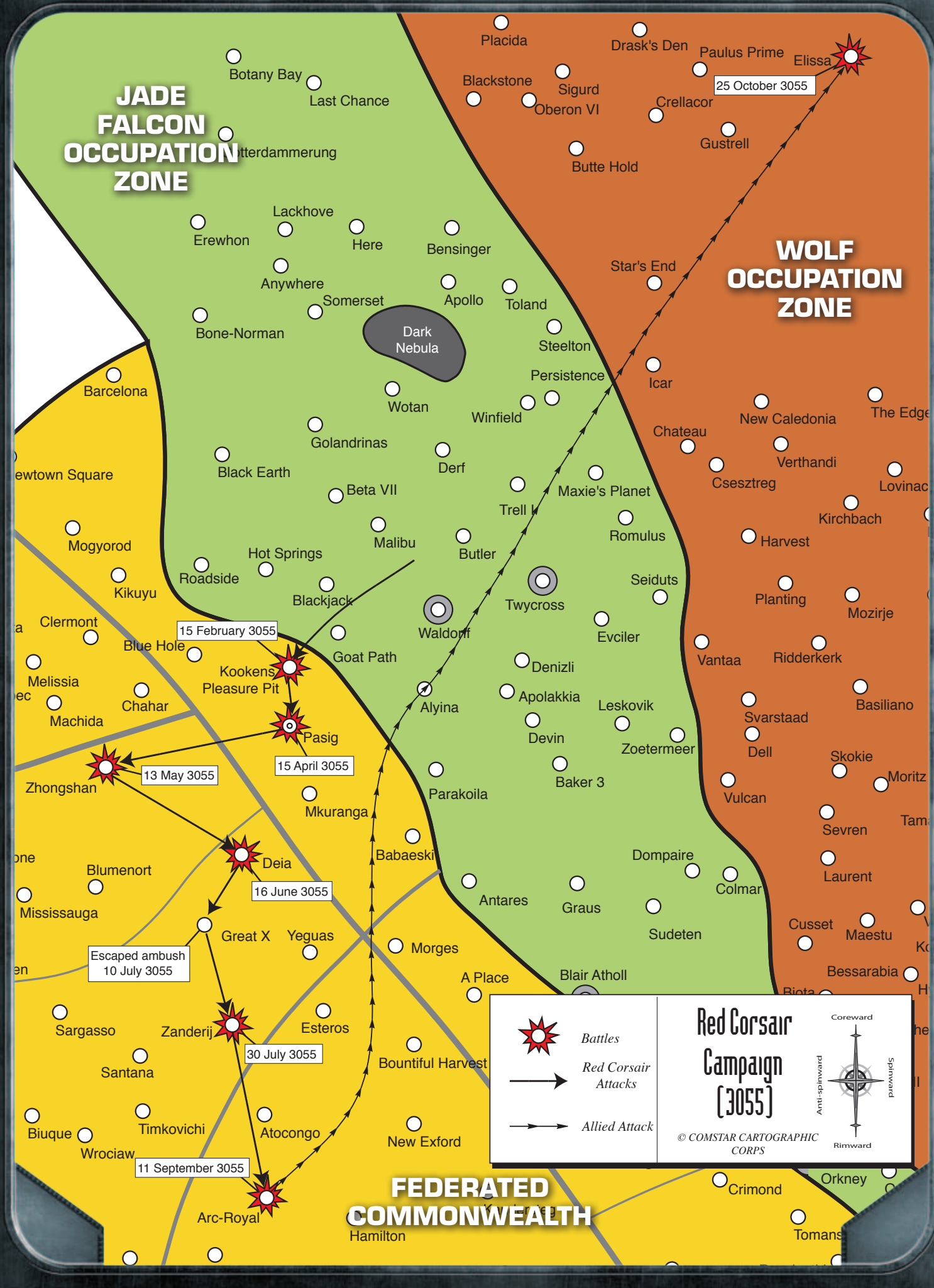
RUNNING YOUR GAMES

While players and gamemasters are free to design and play these tracks (and the campaign as a whole) however they wish, a basic method may be played to give players some feel for the actual events of the Red Corsair campaign. The beginning enumerated in *The Setup* above offers one way to launch your player groups into the campaign; certainly enterprising gamemasters and players can find their own ways in, and the *Next Track* section of each offers suggestions of where to take the player-character groups after they've finished that Track. The *Mission* Tracks may be combined, replayed, or skipped in any order you wish: since they represent experiences rather than specific engagements there will be little repetition.

It is recommended that players proceed through the Touchpoint tracks in order, however, since each world corresponds to a certain wave of the campaign. The Tracks are presented in chronological order for each world the Red Corsair struck, but if a player group is a Kell Hound unit, some gamemastering may be needed to involve the Hounds in the early Tracks.

Red Corsair Campaign (3055)

JADE FALCON OCCUPATION ZONE

WOLF OCCUPATION ZONE

FEDERATED COMMONWEALTH

Botany Bay
Last Chance
Götterdämmerung
Lackhove
Erewhon
Here
Anywhere
Somerset
Bone-Norman
Barcelona
Newtown Square
Dark Nebula
Wotan
Golandrinas
Black Earth
Beta VII
Mogyorod
Hot Springs
Malibu
Roadside
Kikuyu
Blackjack
Clermont
Blue Hole
Kookens Pleasure Pit
Goat Path
Melissia
Chahar
Machida
Pasig
Zhongshan
Mkuranga
Blumenort
Deia
Mississauga
Great X
Yeguas
Morges
A Place
Blair Atholl
Sargasso
Zanderij
Esteros
Santana
Bountiful Harvest
Biuque
Timkovichi
Atocongo
Wrociaw
New Exford
Arc-Royal
Hamilton

Placida
Drask's Den
Paulus Prime
Elissa
Blackstone
Sigurd
Oberon VI
Crellacor
Butte Hold
Gustrell
Star's End
Icar
New Caledonia
The Edge
Chateau
Verthandi
Csesztreg
Lovinac
Persistence
Steelton
Winfield
Maxie's Planet
Romulus
Harvest
Kirchbach
Toland
Derf
Trell I
Butler
Seiduts
Planting
Mozirje
Waldorff
Twycross
Evciler
Vantaa
Ridderkerk
Alyina
Denizli
Svarstaad
Basiliano
Apolakkia
Leskovik
Dell
Skokie
Parakoila
Devin
Zoetermeer
Moritz
Baker 3
Vulcan
Sevren
Tama
Babaeski
Dompaire
Laurent
Antares
Graus
Colmar
Cusset
Maestu
Sudeten
Bessarabia
Biota
Crimond
Orkney
Tomans

Apollo
Bensinger

25 October 3055
15 February 3055
15 April 3055
13 May 3055
16 June 3055
Escaped ambush 10 July 3055
30 July 3055
11 September 3055

Legend

Battles
Red Corsair Attacks
Allied Attack

© COMSTAR CARTOGRAPHIC CORPS

Coreward
Spinward
Anti-spinward
Rimward

DO NOT OPEN

MISSION: STRIKE..................

These Corsairs think they're invincible, like they can just run around and do whatever they want… well, this is our world, and we know all the ways to sneak up on them when they least expect it. Maybe they embarrassed the old man when he went out to meet them, but they've got to sleep sometime.

These Spheroids, so in love with their fortifications and their contingency plans. As if *we* are not warriors enough to locate *them* where they hide, to strike where they are weak. Our purpose is their destruction, not owning territory or capturing cities. We will strike them where they lay, and they will cower even more.

GAME SETUP

Recommended Terrain: Any (or roll from the appropriate table (see p. 6) for whichever world the GM determines the Mission takes place.

The Defender places the mapsheets in any legal position and designates one edge as the Defender's home edge. Place 1D6 Medium (CF 45) buildings of Level 1 height at least 10 hexes from the Defender's home edge.

Attacker

Recommended Forces: Any

The Attacker consists of a portion of the player force. The Attacker must enter from the opposite edge from the Defender's home map edge. This edge is then designated the Attacker's home edge.

Defender

Recommended Forces: Any

The Defender is a portion of the planetary defender's (or invader's) force. The Defender's force should be 125 percent of the Attacker's force.

The Defender sets up all forces on the half of the playing area closest to the Defender's home edge. None of his units may be inside any of the buildings established during Game Setup, although they can be adjacent.

WARCHEST

Track cost: 100 WP

Optional Bonuses

+50 Special Terrain: Apply the Special Terrain/Environment modifications listed on the mapsheet tables (see p. 6).

+25 Mushy Ground: Apply a +1 modifier to all Piloting Skill Rolls.

+50 Night Combat: A lack of ambient light degrades the ability of BattleMechs to target and hit an opposing unit. Apply a +2 To-hit modifier to all weapon attacks.

OBJECTIVES

1. ID/Scan all of the Defender's buildings: Scanning must be done within 4 hexes of an enemy building at the end of the Movement phase and in lieu of any attack. Scanning may be completed by spending one complete turn within four hexes of the target. Units with equipment that have "probe" in the title may scan targets within 6 hexes. A unit that is scanning without a probe may not fire any weapons during the time it takes to complete a scan; multiple buildings may be scanned at the same time. Line of sight is not required. **[Reward: 100]**

2. Seek and destroy! At least half of the opposing player's force must be crippled or destroyed. **[Reward: 100]**

SPECIAL RULES

The following rules are in effect for this track:

Off-Map Movement

The Attacker may assign up to half its force with Off-Map Movement orders (see pp. 192-193, *TO*). This may only occur once during the Track.

NEXT TRACK

Inner Sphere: *Defend*, *Assault*, *Interdict*, or the next Touchpoint (*Touchpoint: Kooken's Pleasure Pit* if none have been taken previously).

Red Corsair: *Defend*, *Assault*, *Interdict*, or the next Touchpoint (*Touchpoint: Kooken's Pleasure Pit* if none have been taken previously).

MISSION: DEFEND . . . .

Where did these guys come from? I mean, I've seen the holos of old Star League tech, heard the codgers talk about the time this or that pirate came back from the Deep Periphery with some 300-year-old trinket and scared the crap out of everybody, but come on! These aren't the Clans! These're pirates… aren't they?

They have the audacity to attack us? We are the Corsairs—we attack them and they fear us. This affront must be dealt with immediately else we become no better than any other pirate band. The deer does not attack the wolf—the deer flees, and we follow!

GAME SETUP

Recommended Terrain: Any (or roll from the appropriate table (see p. 6) for whichever world the GM determines the Mission takes place.

The Defender places the mapsheets in any legal position and designates one edge as the Defender's home edge. The Attacker's home map edge is the opposite edge.

Attacker

Recommended Forces: Any

The Attacker should be equal to 125 percent of the Defender's force. 75 percent of the Attacker's force should be placed during Game Setup. The rest will enter during the End Phase of Turn (2D6+6).

Defender

Recommended Forces: Any

The Defender is a portion of the player's force. The Defender begins the game with all units on the battlefield. No unit may be within twelve hexes of the Attacker's home map edge.

The Defender should place four Level 1 150 CF Heavy Buildings somewhere within eight hexes of the Defender's home map edge.

WARCHEST

Track Cost: 100 WP

Optional Bonuses

+50 Special Terrain: Apply the Special Terrain/Environment modifications listed on the mapsheet tables (see p. 6).

+50 Night Combat: A lack of ambient light degrades the ability of BattleMechs to target and hit an opposing unit. Apply a +2 To-hit modifier to all weapon attacks.

+50 Surprised! The Defender rolls Initiative with a –3 modifier for the first ten turns.

OBJECTIVES

1. Not So Fast! Cripple or Destroy all of the Attacker's force that entered the game on Turn 1. **[Reward: 100]**

2. Cut 'em Down to Size: Cripple or destroy the enemy commander's BattleMech. **[Reward: 100]**

3. Target Acquired: Destroy all four of the Defender's buildings **[Reward: 100]**

SPECIAL RULES

The following rules are in effect for this track:

Forced Withdrawal

The Attacker's force follows the *Forced Withdrawal* rules once 50 percent of his force is crippled or destroyed (see p. 258, *TW*).

Salvage

The *Salvage* rules (see pp. 192-193, *SO*) may be used by the player that achieves two Objectives.

Commander

One of the units on each side is a field commander. Select one unit and assign it a Gunnery Skill Level of 3 and Piloting Skill Level of 3 (unless all units already have better Skill Levels). If the unit containing the commander is destroyed, that player must apply a –2 modifier to all subsequent Initiative rolls.

NEXT TRACK

Inner Sphere: *Strike, Assault, Interdict,* or the next Touchpoint (*Touchpoint: Kooken's Pleasure Pit* if none have been taken previously).

Red Corsair: *Strike, Assault, Interdict,* or the next Touchpoint (*Touchpoint: Kooken's Pleasure Pit* if none have been taken previously).

MISSION: ASSAULT ....

> *Bloody pirates—they think they can just come here, burn our homes, kill our friends. We'll show them. Right-minded people don't put up with this sort of trash. Just because you won the first round doesn't mean you've won the war. We're soldiers, you freaking cowards. We don't run away.*

> Look at them – all lined up, thinking they can stop us. We are the Corsairs – we are not going to just sidle up to you and challenge. We are going to crush you, before you even have a chance to fear. We are going to rip your hearts out and let you watch them stop beating – and we are going to do it right now.

GAME SETUP

Recommended Terrain: Any (or roll from the appropriate table (see p. 6) for whichever world your player group is currently on.

The Defender places the mapsheets in any legal position and designates one edge as the Defender's home edge. The Attacker will enter from the opposite map edge.

Attacker

Recommended Forces: Any

The Attacker is a portion of the player's force equal to 75 percent of the Defender's force. If rolling units randomly, the Attacker may roll for his or her units after the Defender has selected theirs. The Attacker's forces begin the game within five hexes of the Attacker's home edge.

Defender

Recommended Forces: Any

The Defender is a portion of the planetary defender's force (or the invader's force, if this is a counterattack). The Defender's force should begin the game anywhere within twelve hexes of the Defender's home map edge. The Defender, if choosing units randomly, should be one average Skill Level lower than the Attacker.

WARCHEST

Track Cost: 200 WP

Optional Bonuses:

+50 Special Terrain: Apply the Special Terrain/Environment modifications listed on the mapsheet tables (see p. 6).

+50 Night Combat: A lack of ambient light degrades the ability of BattleMechs to target and hit an opposing unit. Apply a +2 To-hit modifier to all weapon attacks.

+50 Heavy Rains: Rain obscures vision, so apply a +1 To-hit modifier to all weapons fire made in rainfall. Additionally, apply a +1 modifier to all Piloting Skill Rolls.

OBJECTIVES

1. Hammer: Cripple or destroy at least 75 percent of the enemy force. **[Reward: 200]**

2. Superior Firepower: Cripple or destroy the units of the two best enemy pilots (as determined by skill; if there are more than two, the enemy player may select which two pilots for the objective). **[Reward: 100]**

SPECIAL RULES

The following rules are in effect for this track:

Salvage

The *Salvage* rules (see pp. 192-193, *SO*) may be used by the player that achieves two Objectives.

Commander

One of the units on each side is a field commander. Select one unit and assign it a Gunnery Skill Level of 3 and Piloting Skill Level of 3 (unless all units already have better Skill Levels). If the unit containing the commander is destroyed, that player must apply a −2 modifier to all subsequent Initiative rolls.

NEXT TRACK

Inner Sphere: *Strike*, *Defend*, *Interdict*, or the next Touchpoint (*Touchpoint: Kooken's Pleasure Pit* if none have been taken previously).

Red Corsair: *Strike*, *Defend*, *Interdict*, or the next Touchpoint (*Touchpoint: Kooken's Pleasure Pit* if none have been taken previously).

MISSION: INTERDICT . . . .

> *It doesn't matter if they've overrun every other unit so far—they can't get past us. Behind us are our homes, our families. Our factories and our hospitals. Behind us are our wounded, and all that stands between them and death, destruction, or slavery is our steel and our spines and our honor.*

These stupid Spheroids think they can challenge us, but going around our forces to try and strike dishonorably at our rear - as if the technicians and laborers were warriors, to defend the landing zone. The true province of a warrior is combat with his equals - so we will stand in their way, and we will stop them, and then we will teach them the error of their ways.

GAME SETUP

Recommended Terrain: Any (or roll from the appropriate table (see p. 6) for whichever world your player group is currently on.

The Defender places the mapsheets in chase position (see p. 262, *TW*) and designates one edge as the Defender's home edge. The opposite map edge is the Attacker's home edge.

Attacker

Recommended Forces: Any

The Attacker is a portion of enemy force equal to 100 percent of the Defender's force. If rolling units randomly, the Attacker should roll for his or her units before the Defender has selected theirs. The Attacker's forces begin the game within five hexes of the Attacker's home edge.

Defender

Recommended Forces: Any

The Defender is a portion of the player group's force. The Defender's force should begin the game anywhere within eight hexes of the Defender's home map edge.

WARCHEST

Track Cost: 200 WP

Optional Bonuses:

+50 Special Terrain: Apply the Special Terrain/Environment modifications listed on the mapsheet tables (see p. 6).

+50 Night Combat: A lack of ambient light degrades the ability of BattleMechs to target and hit an opposing unit. Apply a +2 To-hit modifier to all weapon attacks.

+50 Heavy Rains: Rain obscures vision, so apply a +1 To-hit modifier to all weapons fire made in rainfall. Additionally, apply a +1 modifier to all Piloting Skill Rolls.

OBJECTIVES

1. Hammer: Cripple or destroy at least 75 percent of the enemy force. **[Reward: 200]**

2. Interdiction: Cripple or destroy the enemy's fastest units, one unit for every 4 fielded. **[Reward: 100]**

3. Stop them Cold: For every unit the Attacker succeeds in retreating off the Defender's home map edge, or every Attacking unit the Defender cripples or destroys before they can escape off the Defender's home map edge. **[Reward: 25]**

SPECIAL RULES

The following rules are in effect for this track:

Salvage

The *Salvage* rules (see pp. 192-193, *SO*) may be used by the player that achieves two Objectives.

Commander

One of the units on each side is a field commander. Selects one unit and assign it a Gunnery Skill Level of 3 and Piloting Skill Level of 3 (unless all units already have better Skill Levels). If the unit containing the commander is destroyed, that player must apply a –2 modifier to all subsequent Initiative rolls.

NEXT TRACK

Inner Sphere: *Strike, Assault, Defend,* or the next Touchpoint (*Touchpoint: Kooken's Pleasure Pit* if none have been taken previously).

Red Corsair: *Strike, Assault, Defend,* or the next Touchpoint (*Touchpoint: Kooken's Pleasure Pit* if none have been taken previously).

TOUCHPOINT: KOOKEN'S PLEASURE PIT...

They went through the Rangers like a scythe through the chaff, friend. I'm not kidding—we'd been hiding behind the Robinson Rangers for a couple of years by then. A Clan unit or some bandit upstart would come in, poke his nose around, get her tail singed, that sort of thing. The Rangers would roll out, beat the living tar out of them, and the bad guys'd pop like a naranji. Sure, we told the dependents we were doing the world's work—keeping the Pit safe, that's what the Reserve Militia was for. We all knew it was bollocks—for Kerensky's sake, we're called the Reserve Militia. The Red Corsair showed us that it was all true. Maybe we should've listened more to the kommandant on maneuvers.

It was easier than she had warned us to expect. The Red Corsair led us to Kooken's Pleasure Pit – who names these worlds, honestly? – and told us we could expect a decent fight, but she was wrong. The Rangers came out so full of hubris that it was not even really a battle – we smashed their first probes and then hit them hard, dead center, and broke their line of advance. They retreated behind a screen of militia – old has-beens, worse than *solahma* – and we charged right into them, as well. At least they showed some spirit, even if their equipment was old when the Exodus launched and some of their pilots might have been alive at the same time...

SITUATION

Kooken's Pleasure Pit
Federated Commonwealth
15 February 3055

With no discernable source, more than two battalions of 'Mech-equipped pirates dropped on Kooken's Pleasure Pit, challenging the Robinson Rangers to a fight and then bloodying the unit's nose when they blundered into the Corsairs' heavy firepower. The Corsairs, and their leader, who claimed to be the Red Corsair of early 31st Century fame, were excellent pilots and had advanced weaponry—both Star League-era and even some Clan machines. When the Rangers pulled back, the Kooken Reserve Militia stepped in to hold the line while the Rangers regrouped, but the pirates shattered their lines as well. Most of them were killed, although several small groups fought well enough to earn the Corsairs' respect and be taken as slaves.

GAME SETUP

Recommended Terrain: Kooken's Pleasure Pit: Desert, Urban Oasis (see p. 6).

Place 4 mapsheets side by side with the long edges together. The Attacker may arrange the maps in any way he or she wishes, and should choose one map edge as the Attacker's home map edge. The opposite edge will be the Defender's home map edge.

Attacker

Recommended Forces: The Corsairs

The Attacker's forces deploy after the Defender's, anywhere within six hexes of the Attacker's home map edge. The Attackers should not exceed 75 percent of the Defender's strength.

Defender

Recommended Forces: Kooken's Reserve Militia

The Defender should place his or her units first, anywhere within fifteen hexes of the Defender's home map edge. In addition, twenty-five percent (round down) of the Defender's force may begin the game using Hidden Unit rules (see p. 259, *TW*).

WARCHEST
Track Cost: 300 WP
Optional Bonuses:

+50 Special Terrain: Apply the Special Terrain/Environment modifications listed on the mapsheet tables (see p. 6).

+100 This is no Sim: Players should use the Advanced Firing rules (see pp. 84-87, *TO*).

+100 Hot Time: Players should use the Fire and Smoke rules (see pp. 43-48, *TO*).

OBJECTIVES

1. Close the Door: Destroy, Cripple, or Force to Withdraw 75 percent of the enemy force. **[Reward: 300]**

2. Cut Off the Head: Cripple or destroy the 'Mech of the enemy commander. **[Reward: 100]**

3. Even the Odds: For each enemy unit destroyed, regardless of Objectives 1 and 2. **[Reward: 25]**

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 (see pp. 11-12).

Commanders

Each side has a commander on the field. The Attacker should roll 1D6; on a result of 5 or 6 their commander is the Red Corsair and should pilot her custom *BattleMaster* (see p. 29). Otherwise,

TOUCHPOINT: KOOKEN'S PLEASURE PIT...

the Attacker may select one unit and assign it Gunnery 2, Piloting 3 Skill Levels.

The Defender should also roll 1D6; on a result of 4-6, their commander is Nelson Geist, who pilots a BLR-3S *BattleMaster*. Otherwise, the Defender may select one unit and assign it Gunnery 3, Piloting 4 Skill Levels.

AFTERMATH

The Corsairs broke the Kooken Reserve Militia and took many prisoners. They disengaged from the Robinson Rangers and then raided a series of small foodstuff and other non-critical item repositories before retreating to their DropShips and boosting off-world. The Grave Walkers, whose garrison post was around the world from the battle site, reached the area barely two hours after the pirates left, but neglected to follow the pirates to the jump point. The pirates were transported by a *Congress*-class WarShip.

NEXT TRACK

Inner Sphere: *Strike, Assault, Defend, Interdict,* or *Touchpoint: Deia.*

Red Corsair: *Strike, Assault, Defend, Interdict,* or *Touchpoint: Deia.*
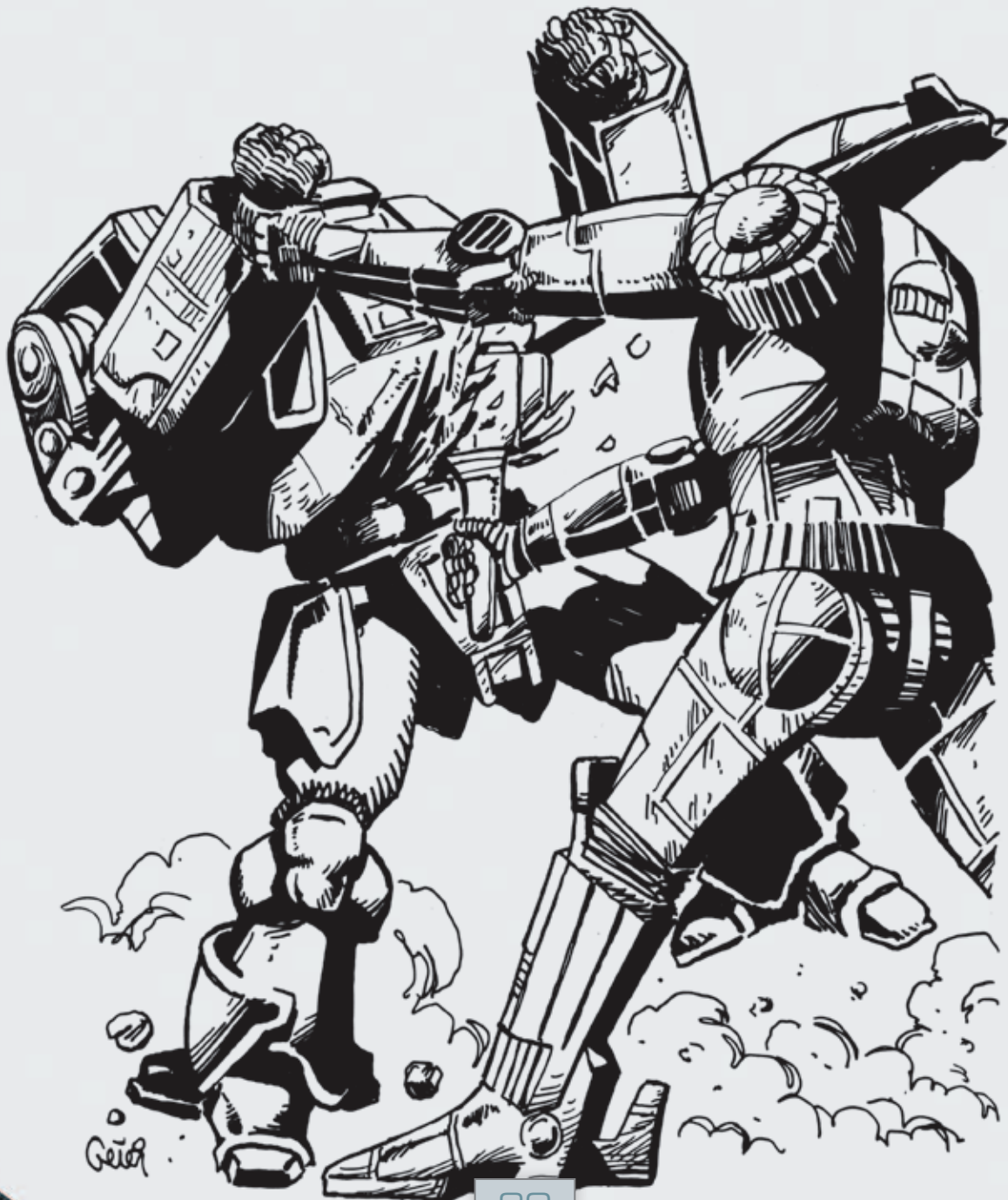
TOUCHPOINT: DEIA....................

The Kommandant says these are the same bandits what hit Pasig and Kooken's—rumor mill says Zhongshan too, but of course nothing from Lyran State Command yet. They came in sedate but then some crazy-haired woman got on the horn and challenged us to a fight. Sounds like a Clanner to me, but the Kommandant says they don't have no OmniMechs. Seems like a good thing—my boys is mostly in Locusts anyway. Bet we can still give 'em a good wallopin', though. At least until the Hounds get here.

According to what we have gleaned from news broadcasts, the Zouaves claim to be affiliated with the Kell Hounds. The Smoke Jaguars and the Nova Cats claim they are good warriors—and certainly the nestlings on Twycross fell easily enough—but being affiliated with something is not the same as being equal to it. This Kommandant Israel rebuffed the Red Corsair's challenge. A pity. Bidding down fewer of us might have saved them.

SITUATION

Sector 3342
Deia, Federated Commonwealth
19 June 3055

Zimmer's Zouaves were a young mercenary battalion on a garrison contract on Deia. One of several small commands sponsored by the Kell Hounds, the Zouaves' purpose on Deia was not to throw back a determined assault, but rather blunt it and tie the attackers in place long enough for reinforcements to arrive and pound the attacker from two sides. The opponent the Zouaves expected were the Jade Falcons, a hidebound Clan easily distracted with honor duels and tricks of *zellbrigen*.

The opponent the Zouaves got was the Corsairs, a ferocious force who believed in shock and prowess.

GAME SETUP

Recommended Terrain: Deia: Grasslands (see p. 6)

Use at least four mapsheets for every three lances (round up) of Defenders. Roll 1D6 to determine who chooses their home map edge first (high roll wins). The loser's home map edge is the opposite.

Attacker

Recommended Forces: The Corsairs

The Attackers are the Red Corsair's pirate raiders. The Attacker's strength should be 75 percent of the Defender's, and all of the Attacker's force should begin the game on the board before Turn 1, anywhere within five hexes of the Attacker's home map edge.

Defender

Recommended Forces: Zimmer's Zouaves

The Defenders are the mercenary battalion Zimmer's Zouaves. The Defender should choose his forces before the Attacker, and place at least 50 percent of them on the board before Turn 1 anywhere within five hexes of the Defender's home map edge. Up to 50 percent of the Defender's units may begin the game as Hidden Units (see p. 259, *TW*); place anywhere on the same mapsheet(s) as the Defender's home map edge.

WARCHEST

Track Cost: 400 WP

Optional Bonuses:

+50 Special Terrain: Apply the Special Terrain/Environment modifications listed on the mapsheet tables (see p. 6).

+100 Zellbrigen: The Corsairs must adhere to Honor Level 2 *zellbrigen* (see p. 274, *TW*).

+100 Hard Hitters: Use the Glancing Blows/Direct Blows rules (see pp. 80-81, *TO*).

OBJECTIVES

1. Victory! Destroy, Cripple, or Force to Withdraw at least 50% of the enemy force. **[Reward: 300]**

2. Not so Fast! For every unit attempting to leave the map under Forced Withdrawal rules that is destroyed. (per unit; units destroyed before being forced to withdraw do not count) **[Reward: 50]**

SPECIAL RULES

The following rules are in effect for this track:

Forced Withdrawal

The *Forced Withdrawal* rules (see p. 258, *TW*) are in effect.

AFTERMATH

The Zouaves attempted to meet the Corsairs on the field, hurt them, and withdraw to begin their campaign of hit-and-fade attacks. That was what they attempted. What happened was the Zouaves advanced to contact against the raiders instead of waiting behind fortifications and got a third of their strength shattered in the first skirmish, including Kommandant Zimmer's *Marauder*. Hopes were buoyed by the arrival of the Thirty-first Wolf Solahma, who were to drop and help kill the Corsairs… but the *solahma* dropped instead on the last bastion of the Zouaves and the Deia Militia, shattering them. The Corsairs escaped in the confusion.

In response, the Kell Hounds were activated to follow the Corsairs, and Khan Phelan Ward of the Wolves came into the Commonwealth to oversee the actions of the Thirty-first Wolf Solahma personally.

NEXT TRACK

Inner Sphere: *Strike, Assault, Defend, Interdict,* or *Touchpoint: Yeguas.*

Red Corsair: *Strike, Assault, Defend, Interdict,* or *Touchpoint: Yeguas.*

TOUCHPOINT: YEGUAS . . . .

You know, you can see pretty good onto Cue Ball from Laumer City. Not from downtown, but you can get outside of town, away from the lights, and see the mountains and the craters and sometimes make out the shadows from the craters. We was all out watching them, that night, let me tell you. There was a rodeo in town, at the Dome. No one was there. The matador killed two big bulls—maybe six people watching. The matador's family, maybe. The rest of us was out watching the show from Cue Ball's sat feeds. A DropShip's drive flare is bright enough to see against the ground—and, when a 'Mech goes up it makes a pretty good flash. Wasn't much else to do anyway—the Count Thorne's boys was busy loading the "tribute" into the Corsair's DropShips, so's they'd stay up there.

I do not know what she is thinking, letting me ride front-seat for her. Not even Bryan pretends to understand the Red Corsair, and there's no way a half-handed former kommandant is going to. She said she'd let Spider and the others go last time-maybe this time, too? Maybe even let me go, too, if I do well enough against these Wolves for her? Maybe let me go enough that I can get a 'Mech, get back out here, and kick her red-rooted ass for what she's done?

SITUATION

Cue Ball
Yeguas, Federated Commonwealth
30 July 3055

After a failed intercept in the Great X system, the Corsairs fled to Yeguas, hoping to strike there while their enemies scoured nearby star systems for them after the withdrawal from Great X. Although the raiders entered the system at a pirate point near Yeguas itself, the Clan Wolf JumpShip that followed them there arrived at the system's normal jump point. The Red Corsair, haughty as well, challenged the Wolves to combat on Cue Ball, Yeguas' airless moon, if they could get there fast enough. She sent her DropShips to demand tribute from lightly-defended Yeguas while she waited on Cue Ball with her 'Mechs.

GAME SETUP
Recommended Terrain: Moonscape (see p. 6)
Set up at least 4 mapsheets in any legal configurations. Roll 1D6 to determine who chooses their home map edge first (high roll wins). The loser's home map edge is the opposite edge.

Attacker
Recommended Forces: Thirty-first Wolf Solahma
The Attacker should deploy anywhere within six hexes of his or her home map edge, after the Defender has deployed his or her units. The Attacker's force should be 100 percent of the Defender's. The Attacker suffers a -1 penalty on all Initiative, Piloting, and Gunnery skill rolls for the duration of the track, due to the heavy gravities sustained during the in-system burn.

Defender
Recommended Forces: The Corsairs
The Defender should deploy his or her units first, anywhere within six hexes of the Defender's home map edge.

WARCHEST
Track Cost: 400 WP
Optional Bonuses:
+50 Special Terrain: Apply the Special Terrain/Environment modifications listed on the mapsheet tables (see p. 6).
+100 Lightfoot: Use the Low Gravity rules (see p. 55, *TO*). The gravity is 0.5-G.

OBJECTIVES
1. Victory! Destroy or Cripple the enemy force. **[Reward: 300]**
2. Salvage: For each enemy unit Crippled (see p. 258, *TW*) roll 2D6; on a result of 6 or more, see Salvage (see pp 192-193, *SO*). **[Reward: 50]**
3. Preserve your Force: Annihilate the enemy without losing more than 50 percent of your force. **[Reward: 200]**

AFTERMATH
The action on Cue Ball was the only battle between the Thirty-first Wolf Solahma and the Red Corsair's forces that was not directly observed by the forces of the Inner Sphere—not that they missed much. The Thirty-first, anxious to close with the Corsairs, burned in-system at two gravities, overstressing both their equipment and their pilots. The MechWarriors were fatigued and sloppy, and piloting errors cost them nearly as much damage as enemy fire. The fresh Corsairs, who'd planned on the Solahma's actions, inflicted a few wounds and withdrew, jumping out from their pirate point before the Wolf forces were even halfway back to their JumpShip.

The Inner Sphere leaders in charge of the anti-Red Corsair campaign decided to change tactics, and planned a lure the Red Corsair would not be able to resist: Arc-Royal.

NEXT TRACK
Inner Sphere: *Strike, Assault, Defend, Interdict, Touchpoint: Zanderij,* or *Touchpoint: Arc-Royal.*

Red Corsair: *Strike, Assault, Defend, Interdict, Touchpoint: Zanderij,* or *Touchpoint: Arc-Royal.*

TOUCHPOINT: ZANDERIJ . . . .

Finally! A chance to show Dad that I'm a warrior too, even if I'm not one of his precious MechWarriors. The great Morgan Kell's daughter, an aerojock. I think Mom always approved—God, I miss you—but I know I've seen that look Dad gets when he's lying when he tells me how proud of me he is. It's different when he talks about Phelan—that's pride, even if he does hurt sometimes about the Clan thing. We all do.

But not today. Today Raven Squad and me'll show Dad and Dan and all the others what we can do. We'll poke the Red Corsair's eggs to the yolk, out here in death pressure, and we'll cut her off at the legs. The whole Commonwealth will hear about it: Kell Hounds Kill Red Corsair in Space; Famous MechWarrior Dies in Vacuum. And it'll be my doing. My fighter, my wing, my squad.

Dad'll see.

I do not know why they gave the Red Corsair only BattleMechs when she first left—any idiot knows you have to travel through space and air to get to a planet to raid it, and fighters are the escorts through both environments. Whatever the reason, we are here now. Perhaps if we get a chance to resupply, we can get some fighters to put in the old girl's fighter bays. *Overlords* are powerful vessels, but sometimes I hear *Lioness* pining for her eagles...

SITUATION

Asteroid Field
Zanderij, Federated Commonwealth
20 August 3055

After the inconclusive battle at Yeguas, the Kell Hounds and the Thirty-first Wolf Solahma regrouped and set ambushes in several systems. The likely pirate points in the Zanderij system were situated near sizable asteroid fields, so the Kell Hound aerospace fighter wings, supported by a Star of Clan Wolf aerospace fighters, set a dual ambush—one at the jump point, and another at a likely pirate point. Commanding the pirate point force was Morgan Kell's daughter, Caitlin Kell—who found her force in combat when the *Congress*-class *Fire Rose* appeared and dropped two *Overlord*-class DropShips.

GAME SETUP

Recommended Terrain: Space
Lay out the mapsheets in any legal arrangement. Roll 1D6: the highest roll result chooses one map edge as their home map edge; the roll loser's home map edge is the opposite map edge.

Attacker

Recommended Forces: Kell Hounds, Clan Wolf
The Attacker deploys his or her units within four hexes of the Attacker's home map edge. All units begin with zero Velocity.

Defender

Recommended Forces: Corsairs
The Defenders are the two *Overlord*-class DropShips of the Red Corsair (historically, these were the only units present; players may, of course, use any units they like for better gameplay). The Defender deploys his or her forces within four hexes of the Defender's home map edge, with a starting Velocity of 16.

WARCHEST

Track Cost: 300 WP
Optional Bonuses:
  +100 Asteroids: Use the Asteroids rules (see pp. 44-45, *SO*).
  +100 Debris: Use the Debris rules (see pp. 44-45, *SO*).

OBJECTIVES

1. Escape (Defender): The Defender must retreat both DropShips off the Defender's home map edge, but only after turn 8 or destroying at least two of the Attacker's units. **[Reward: 200]**
2. Abyssal (Attacker): For each Defender DropShip destroyed. **[Reward: 200]**
3. Clear the Skies: Destroy or force uncontrolled off the map all enemy units. **[Reward: 200]**

SPECIAL RULES

The following rules are in effect for this track:

Fire Rose

The Red Corsair's forces arrived on the *Congress*-class WarShip *Fire Rose*, which loiters off the map-board. Any Defender forces that retreat off the Defender's home map are assumed to be within its defensive umbrella. However, any Attacking units that stray to within three hexes of the Defender's home map edge are subject to attack: on a result of 8 or more on a 2D6 roll, apply 1D6+2 8-point large laser hits to the attacking unit. More than one Attacking unit can be attacked per turn, to a maximum of 4 barrages (4 1D6 rolls).

AFTERMATH

The Kell Hound/Clan Wolf ambush was a success—one of the Red Corsair's two *Overlord*-class DropShips was destroyed in the ambush among the asteroids of the Zanderij system. Losses among the Kell Hound and Wolf pilots were moderate, although each was mourned, but news of the successful attack spread quickly through the nearby worlds. All systems within range were warned to be on the lookout

TOUCHPOINT: ZANDERIJ . . . .

for the Corsairs, as everyone expected the Red Corsair's blood to be up for a bloody vengeance.

However, the capture after the battle of former Kooken Reserve Militia officer Nelson Geist resulted in intelligence that let the Kell Hounds anticipate the Red Corsair's movements. A plan was quickly crafted, one intended to sucker the pirates into a final battle on the Kell Hounds' terms.

NEXT TRACK

Inner Sphere: *Strike*, *Assault*, *Defend*, *Interdict*, or *Touchpoint: Arc-Royal*.

Red Corsair: *Strike*, *Assault*, *Defend*, *Interdict*, or *Touchpoint: Arc-Royal*.

TOUCHPOINT: ARC-ROYAL ....

> *They tried to tell me it was important—that I was Mark Allard, son of the great Dan Allard, nephew of the great Phelan Kell—and that I got to stand up to the Red Corsair. But it was all fake—I got to say a few lines on an HV screen, shout at a woman thousands of kilometers away who had to fight her way through the whole of the Hounds and Clan Wolf Cluster and Uncle Phelan and Dad and everyone else to get to me. Yeah, I feel like a big man.*
>
> *Uncle Phelan let me be in his Star during that sim with Victor Davion—why can't I be in a 'Mech today? Arc-Royal is my home, too! I can pilot a 'Mech. These pirates may be good troops but I'm an Allard! I shouldn't be hiding in a bunker under the Clonarfs, running coffee for Dad.*

> The Kell Hounds call themselves elite troops – mercenaries, Steiner loyalists, personal troops of a nobleman, whatever – but they are not here. They are away on other worlds, defending their Steiner paymasters from us. But we are here – on Arc-Royal, where they call home. Where their families are, where their bases are. If we hit them hard enough, here, now, we can bring them all scurrying back to protect their "investments." Then we can get on with the Corsair's plan.

SITUATION

Denton Flats
Arc-Royal, Federated Commonwealth
11 September 3055

With the Red Corsair fatally weakened—or so they thought—the Kell Hounds and Khan Ward laid a trap for the Corsair that she should be unable to resist: they announced that their homeworld of Arc-Royal was nearly undefended. Going so far as to send their DropShips and JumpShips to another system to confuse any informants who may give word to the Red Corsair, they hastily built a trap for the Corsairs near the abandoned city of Denton, forty kilometers from the capital at Old Connaught. They concealed the Kell Hounds and the Thirty-first Wolf Solahma nearby and let Mark Allard, Dan Allard's son, answer when the Red Corsair took the bait.

GAME SETUP
Recommended Terrain: Mock City (see p. 6)
Lay out the mapsheets in any legal configuration. The Attacker may choose his or her home map edge first, and the Defender's home map edge is the opposite.

Attacker
Recommended Forces: Kell Hounds
The Attacker's strength is equal to 125 percent of the Defenders; half should deploy at the start of play, within ten hexes of the Attacker's home map edge. The remaining units will enter from the Attacker's home map edge at Turn 1D6+6.

Defender
Recommended Forces: The Corsairs
The Defender may deploy his or her units before the Attacker, within four hexes of the Defender's Home Map Edge.

WARCHEST
Track Cost: 500 WP
Optional Bonuses:
+50 Special Terrain: Apply the Special Terrain/Environment modifications listed on the mapsheet tables (see p. 6).
+100 It's Been a Long Battle: 2D6 units of both sides receive 1D6-1 5-point clusters of damage, rolled on the front hit column. Reroll any result that calls for a critical hit.
+100 It Ends... Too Soon: Use the Extreme Range rules (see p. 85, *TO*)

OBJECTIVES
1. Destroy: Destroy or Cripple the opposing force. **[Reward: 400]**
2. Elite, Ha!: Destroy the opposing force before the Attacker's reinforcements arrive. **[Reward: 400]**

SPECIAL RULES
The following rules are in effect for this track:

Commanders
Each side should, before gameplay begins, openly designate one unit as the force commander. If this unit is destroyed, that side suffers a -2 Initiative Roll penalty for the remainder of the Track. The Defender's commander should be the Red Corsair's *BattleMaster* (see p. 29).

AFTERMATH
Despite the surprise of the Red Corsair arriving at Arc-Royal with both a new DropShip (and the 'Mechs to fill it) and a fighter screen, the greatest surprise was her use of a *Black Lion*-class battlecruiser in place of the *Congress*-class frigate seen previously. These assets were not enough to pull victory from the Kell Hounds' trap, however, as the pre-emplaced explosives destroyed one of her DropShips on the fake spaceport pad at Denton before the Kell Hounds and more demolitions destroyed the bulk of the rest. In the end barely

TOUCHPOINT: ARC-ROYAL ....

a handful of 'Mechs and fighters, the Red Corsair among them, survived to retreat back to their last DropShip and escape off-world.

Their work done, the Thirty-first Wolf Solahma left Arc-Royal to return to the Clan Wolf Occupation Zone. Colonel Allard and Khan Ward prepared reports announcing the destruction of the Red Corsair's force when former prisoner Nelson Geist revealed his secret to them: he'd located the Red Corsair's base. The Kell Hounds and Khan Ward left Arc-Royal as quickly as the ships could be summoned, in pursuit.

NEXT TRACK

Inner Sphere: *Strike*, *Assault*, *Defend*, *Interdict*, or *Touchpoint: Elissa.*

Red Corsair: *Strike*, *Assault*, *Defend*, *Interdict*, or *Touchpoint: Elissa.*

TOUCHPOINT: ELISSA . . . .

You know, we see the Clans as this monolithic group of crazy warmongers who just want to fight people and don't really care about the lives and destinies they destroy along the way—but I tell you, we learned different at Elissa. We'd been on-ship for months, going through Clan system after Clan system with only the Colonel's boy's say-so to keep them from blasting us out of space with any of a dozen WarShips we passed along the way. But then we get to the target world and who's there waiting for us but the same damn Clanners who couldn't be bothered to shoot the damn pirates in the first place. No wonder! They were in cahoots! Rebels, against the ilKhan or their general or their god or something… I don't know.

I just know the Colonel said shoot 'em.

The gall of the freeborn, bringing his lucre-warrior offspring with him! Into our Occupation Zone, no less! None of us understood when the Clan Council confirmed him as Khan after Garth Radick died on Tukayyid, but he was at least a warrior. His codex proved that beyond a doubt – but to bring mercenaries into Clan space? And then use those mercenaries against Clan Wolf warriors? The Star Colonel was right to lead us as he did—Phelan "Kell" and his ilk need to be cut out of the Wolf's bosom. They are a cancer – and when we prove that by defeating them, we will have finally secured our place in the Remembrance!

SITUATION

Elissa
Clan Wolf Occupation Zone
25 October 3055

Pursuing the Red Corsair across the Clan Occupation zones, Khan Phelan Ward of Clan Wolf gained safe passage for the Kell Hounds on the ilKhan's authority long enough to get them to Elissa. Arriving to a challenge, the Wolf Khan accepted it, expecting to find the Red Corsair using vitriol and anger in place of BattleMechs. To his amazement, Star Colonel Conal Ward of the Thirty-first Wolf Solahma demanded to know the Khan's batchall—the *solahma* troops were in league with the Red Corsair in an effort to destabilize the Tukayyid truce, and would defend Elissa from the Kell Hounds.

With little choice, the Kell Hounds dropped, ready for combat, while Nelson Geist, who'd accompanied the flotilla as a prisoner, escaped his guard and sped into the city, looking for the Red Corsair herself.

GAME SETUP

Recommended Terrain: Foothills (see p. 6)

Arrange the mapsheets in any legal configuration. The Defender chooses his home map edge first, and the Attacker's home map edge is the opposite.

Attacker

Recommended Forces: Kell Hounds

The Attacker's force is equal to 125 percent of the Defender's; they should be deployed before Turn 1 within five hexes of the Attacker's home map edge. To simulate the presence of the Clan Wolf Star, 1D6-1 randomly-determined units may be replaced with Clan OmniMechs.

Defender

Recommended Forces: Thirty-first Wolf Solahma, The Corsairs

The Defender should choose his or her forces before the Attacker, but may deploy them after the Attacker has placed his units. They should deploy anywhere within 10 hexes of the Defender's home map edge.

WARCHEST

Track Cost: 500 WP
Optional Bonuses:

+50 Special Terrain: Apply the Special Terrain/Environment modifications listed on the mapsheet tables (see p. 6).

+200 It's Been a Long Battle: 2D6 units of both sides receive 1D6-1 5-point clusters of damage, rolled on the front hit column. Reroll any result that calls for a critical hit.

+200 Endgame: Use the Advancing Firing rules (see pp. 84-87, *TO*).

+100 Codex: Any combat between Clan warriors must be fought at Clan Honor Level 1 *zellbrigen* (see p. 274, *TW*)

OBJECTIVES

1. It Ends Here: Destroy or Cripple all enemy forces. [**Reward: 400**]

2. Cut Off the Head: Using *zellbrigen*, destroy the enemy command 'Mechs without losing either of your own. **[Reward: 200 / 0 if zellbrigen is broken]**

SPECIAL RULES

The following rules are in effect for this track:

Commanders

Each side should, before gameplay begins, openly designate two units as the force commanders (for a total of 4). If these units are destroyed, that side suffers a -2 Initiative Roll penalty (cumulative) for the remainder of the Track.

TOUCHPOINT: ELISSA ....

For players wishing historical accuracy, the Attacker commanders should be Khan Phelan Ward and Lieutenant Colonel Daniel Allard.(Players can choose to place Khan Ward in a *Wolfhound IIC* (see p. 10, *Tukayyid)* and Colonel Allard in a modified WLF-1 *Wolfhound*, if historical accuracy is desired.) The Defender commanders should be the Red Corsair and Star Colonel Conal Ward, piloting their custom 'Mechs (see pp. 29-30).

No Retreat

Neither side will retreat from battle for any reason.

AFTERMATH

The engagement on the plains near the foothills of the mined-out mountains of Elissa where the Red Corsair had made her base was almost anti-climactic. The two regiments of the Kell Hounds faced down the single Cluster of *solahma* Clansmen and outnumbered them almost four-to-one. Even Khan Ward's single-combat with Conal Ward was an undisputable victory for the Khan, but it wasn't until after the battle that the leaders realized a more important and personal battle had been fought in the city ruins.

Nelson Geist had infiltrated the city and located the Red Corsair, out of her 'Mech, just as she was preparing to detonate a nuclear mine and destroy the Kell Hounds and Khan Ward on the battlefield. The atrocity, which would be blamed on the mercenaries who'd penetrated the Wolf Occupation Zone, would be enough to force the ilKhan to repudiate the Truce of Tukayyid and resume the invasion of the Inner Sphere. Luckily for all, Geist managed to kill the Red Corsair before she could trigger the weapon, although he died in the process.

The Thirty-first Wolf Solahma was struck from the rolls of the Wolf Clan and the Kell Hounds returned to Arc-Royal to refit their forces and watch for more incursions from the across the Jade Falcon border. Given the upheaval approaching, they wouldn't have long to wait.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: BLR-1G BATTLEMASTER RED CORSAIR

Movement Points:		Tonnage:	85
Walking:	4	Tech Base:	Inner Sphere
Running:	6		(Avdanced)
Jumping:	0		Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Command Console	HD	—	[E]	—	—	—	—
1	Lg, Pulse Laser (C)	CT	10	10 [P]	—	6	14	20
2	Med. Pulse Laser (C)	RT	4	7 [P]	—	4	8	12
1	Med. Pulse Laser (C)	RT(R)	4	7 [P]	—	4	8	12
2	Med. Pulse Laser (C)	LT	4	7 [P]	—	4	8	12
1	Med. Pulse Laser (C)	LT(R)	4	7 [P]	—	4	8	12
1	ER PPC (C)	RA	15	15 [DE]	—	7	14	23
1	ER PPC (C)	LA	15	15 [DE]	—	7	14	23

Cost: 21,556,694 C-bills   **BV:** 2,472

WARRIOR DATA

Name: _____

Gunnery Skill: ____   **Piloting Skill:** ____

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

ARMOR DIAGRAM

Head (9)
Left Torso (28)
Right Torso (28)
Left Arm (28)
Center Torso (44)
Right Arm (28)
Left Leg (33)
Center Torso Rear (9)
Right Leg (33)
Left Torso Rear (8)
Right Torso Rear (8)

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. ER PPC (C)
6. ER PPC (C)

Left Torso
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Medium Pulse Laser (C)
4. Medium Pulse Laser (C)
5. Medium Pulse Laser (C) (R)
6. Endo Steel

4-6
1. Endo Steel
2. Endo Steel
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

Head
1. Life Support
2. Sensors
3. Cockpit
4. Command Console
5. Sensors
6. Life Support

Center Torso
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Large Pulse Laser (C)
6. Large Pulse Laser (C)

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

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
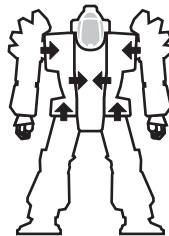4. Double Heat Sink
5. ER PPC (C)
6. ER PPC (C)

Right Torso
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Medium Pulse Laser (C)
4. Medium Pulse Laser (C)
5. Medium Pulse Laser (C) (R)
6. Endo Steel

4-6
1. Endo Steel
2. Endo Steel
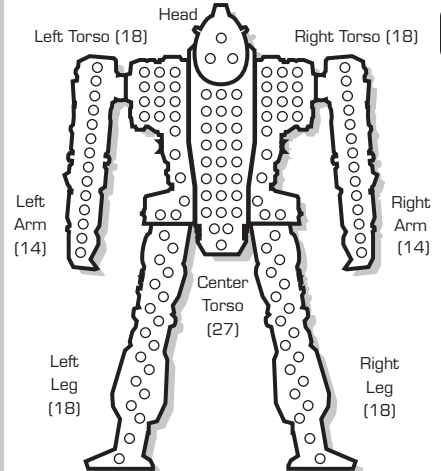3. Endo Steel
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

Damage Transfer Diagram

CATALYST game labs

INTERNAL STRUCTURE DIAGRAM

Head
Left Torso [18]
Right Torso [18]
Left Arm [14]
Center Torso [27]
Right Arm [14]
Left Leg [18]
Right Leg [18]

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

HEAT DATA

Heat Level*	Effects
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 Sinks: 21 (42) Double

○○○
○○○
○○○
○○○
○○○
○○○
○○○
○○

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: MAN O'WAR CONAL

Movement Points:		Tonnage:	80
Walking:	5	Tech Base:	Clan
Running:	8		Clan Invasion
Jumping:	0		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ECM Suite	CT	—	[E]	—	—	—	6
1	Light TAG	CT	—	[E]	—	4	8	12
2	Streak SRM 6	LT	4	2/Msl	—	4	8	12
				(M,C)				
2	ER PPC	RA	15	15 [DE]	—	7	14	23
1	A-Pod	RL	—	[PD,OS,AI]	—	—	—	—
1	A-Pod	LL	—	[PD,OS,AI]	—	—	—	—

Cost: 26,754,149 C-bills   **BV:** 2,580

WARRIOR DATA

Name: _____

Gunnery Skill: ____   Piloting Skill: ____

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

ARMOR DIAGRAM

Left Torso (24)   Head (9)   Right Torso (24)

Left Arm (23)   Center Torso (30)   Right Arm (23)

Left Leg (24)   Center Torso Rear (10)   Right Leg (24)

Left Torso Rear (10)   Right Torso Rear (10)

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Ferro-Fibrous
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso (CASE)
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Streak SRM 6
4. Streak SRM 6
5. Streak SRM 6
6. Streak SRM 6

4-6
1. Ammo (Streak) 15
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. A-Pod
6. Roll Again

Head
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Light TAG
6. ECM Suite

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

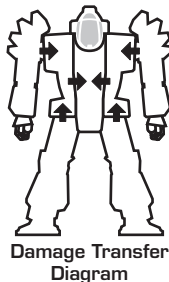**Damage Transfer Diagram**

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. ER PPC
4. ER PPC
5. ER PPC
6. ER PPC

4-6
1. Ferro-Fibrous
2. Roll Again
3. Roll Again
4. Roll Again
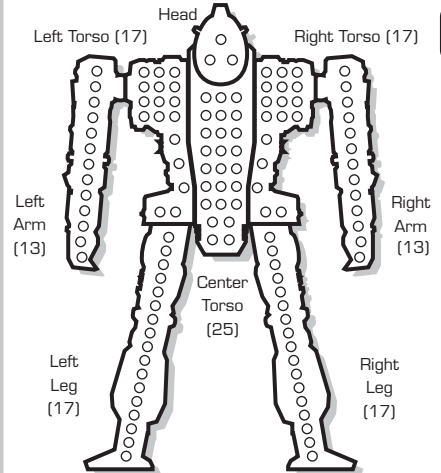5. Roll Again
6. Roll Again

Right Torso
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

4-6
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. A-Pod
6. Roll Again

INTERNAL STRUCTURE DIAGRAM

Head

Left Torso [17]   Right Torso [17]

Left Arm [13]   Right Arm [13]

Center Torso [25]

Left Leg [17]   Right Leg [17]

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

HEAT DATA

Heat Sinks: 16 (32) Double

Heat Level*	Effects
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