

# BATTLETECH



HISTORICAL TURNING POINTS

# GLENGARRRY



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# GLENGARRRY™

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35TP002



# STICKS IN THE WIND

4 KILOMETERS SOUTH OF HALIDON

GLENGARRY

SKYE MARCH, FEDERATED COMMONWEALTH

17 APRIL 3056

Sergeant Glenn Kellum held his teeth apart just far enough to let his tongue rest between them. The soft tissue absorbed some of the vibration from the Condor's big Jones diesel and the lift fans, but his skin was still raw from rubbing against the hard canvas-covered seat. He'd been in blowers for a decade but no one could take four hours of flank running without side effects. He rocked forward as far as his restraints would allow, almost bringing his helmet into contact with the vision blocks. Sinews in his neck and shoulders crackled. He touched the intercom. "Fuel?"

"Another hour—two, if we slow down," the Condor's driver, Corporal Gomez, said. The driver's compartment was two meters forward, behind a bulkhead and shrouded in blast curtain. Kellum knew Gomez was suffering more than he was—the commander's cupola was in the turret, and the heavy casting absorbed a lot of the vibration.

"We're not slowing down," Kellum mumbled. "Tran—anything?"

The commo tech in the bowels of the Condor broke squelch once in the negative.

"Definitely not slowing down," Kellum muttered. "Cannes?"

"Nothing, TC," the gunner said from beside him. The gunner and the tank commander shared the turret cupola. In smaller blowers the Legion usually made the TC man the gun, but a Condor rated a dedicated gunner. Cannes had been in the Legion for six months, joining from Coltbridge. He'd chafed a bit at being assigned to Halidon when the Skye Guards hit Coltbridge, but the Separatist landing shut him up.

The arrival of a Free Skye fleet had turned Glengarry upside down. The landholders, the mercenary Gray Death Legion, had opposed the Separatists landings from the start, even after that bastard DeVries tried to take over and killed Major de Villar. The Colonel's boy was doing a good job so far, slowing the Free Skye landings by moving Legion 'Mechs around on the maglevs. Kellum eyed the landscape again. *That's what I'm doing out here.* Lieutenant Zappirelli's platoon was tasked to slow the Halidon landing long enough for the reaction 'Mech companies to get here.

*Four blowers against two 'Mech companies.*

Sergeant Wilke's Saracen had fallen first, its steel skirts taken out by the lead *Cataphract's* cannon. M'Dahlia's Scimitar died trying to draw the Separatists' fire while Wilke's crew bailed out. Emma Watts' Drillson was off to the east, blowing up a dust cloud trying to draw some 'Mechs away from the railhead. Where the Legion 'Mechs would appear.

Someday.

"Contact!" Cannes shouted. A red caret appeared on Kellum's screen as a Separatist *Vindicator* strode over the hill. Hatches popped open on its chest and five long-range missiles arrowed toward the Condor, but Gomez flung the blower aside by angling his thrust. Cannes grunted as he worked the controls, bringing the big Whirlwind cannon to bear. The turret sang with the *blam-blam-blam* of the cassette-round cycling, adding its own tremulous vibrations to the fans'.

Kellum ignored it, watching the rounds track across the *Vindicator's* chest. "Target!" he shouted. "Gomez, go! Get us out of here."

"Any Legion unit this net, contact!" Tran shouted into his radios. He read off coordinates. Part of Kellum's mind listened but there was no reply. Every exercise the Legion ran involved all combat arms—Grayson Death Carlyle had pioneered mercenary combined arms when the rest of the Sphere was still using BattleMechs for everything. His platoon—*his blower!*—shouldn't be out here all alone like this.

"And the damn Skye Guards shouldn't be shooting at us either," Cannes said, leaning over and holding his hand over his helmet microphone. "Get it together, TC!"

*I said that out loud?* Kellum squeezed his eyes shut for an instant and then looked at his screens. The caret indicating the *Vindicator* was still coming strong—not as fast as the Condor could move, but it could go over the hillocks and boulders the hovertank had to go around. More signals—phantoms, really, contacts the Condor's computer couldn't identify—blurred the screen behind the *Vindicator*.

"Tran!" Kellum barked. "Anything from Watts?"

"Nothing, TC!"

The turret vibrated as Cannes rotated the Whirlwind toward the Condor's rear. A chunk-chunk announced the loading of a new cassette-round of ammunition. Kellum touched a control and slaved his screen to Cannes' gunnery screen. The distinctive head armor of the *Vindicator* appeared over the crest of a hillock. Cannes dragged his controls, swinging the autocannon barrel to the left and up. The gong-hammer of the Whirlwind's firing filled the turret again. Shells exploded across the *Vindicator's* left arm, smashing armor plates to the ground. Kellum grin bared his teeth. The *Vindicator's* right arm cleared the rim of the hill—

—blue-white light—

—snap-boom—

—the hairs on Kellum's arms and neck stood on end as the Condor rocked. He dialed his screen to a damage schematic but there were no new red scars on the Condor's armor. The PPC had missed, but only barely, and the explosion as it destroyed the ground beside the speeding tank had rocked it as if it had hit. Kellum breathed out—and was slammed against his restraints as the Condor lurched to the other side. "Gomez!"

"It's not my fault!" the driver screamed. A screech arose as the skirts dragged the ground, and Kellum felt the tank lurch to the left and slow. "He threw us into a boulder—"

"Get. Us. Moving." Kellum ground out.

"I can't—"

This time the *Vindicator's* PPC hit, tearing out the armor protecting the Condor's rear side and smashing the engine. The fans' howl died immediately and the Whirlwind, which had been firing, cut out mid-cassette. Cannes swore and slammed his fists against the console. His foot kicked the firing trip again and again.

"TC!" Tran shouted.

"Everybody out!" Kellum shouted. His hands were jerking at the hatch wheel over his head. The lights in the turret flickered and died. "Now!" The hatch wouldn't budge.

"It's Watts!" Tran said. "She says the 'Mechs are here."

"One just killed us, *pendejo*," Gomez spat. His voice echoed down the interior of the tank.

"No, the Legion 'Mechs!"

Kellum pulled his sidearm and slammed the butt of the pistol against the hatch. The wheel shifted a centimeter or so. He spun it open and cracked the hatch—smoke immediately bellowed into the turret. "Maybe they'll have better luck," he said, and pulled himself out of the turret. He looked for the *Vindicator*, but it was already headed back the way it had come, breaking into a run as he watched.

"Or not..."



# HISTORICAL TURNING POINTS GLENGARRY™

**W**elcome to *Historical Turning Points: Glengarry*, 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 general information contained in the **Atlas** and **Combatants** sections gives players the tools needed to fight an infinite number of engagements on Glengarry, while the **Track** section gives details on some of the larger and more pivotal battles of the planetary struggle. The **Track** sections can be used with stand-alone games set in 3056.

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

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

The **Annex** section contains two official Record Sheets. First is the *Zeus* of Leonidas Brannock, combat commander of the Free Skye ground forces on Glengarry. Next is the Hovercraft PPC Carrier, a low-cost conventional unit used by the Legion armored forces.

## CREDITS

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For more information about the Battle of Glengarry, or the Gray Death Legion in general, see the sourcebook *Day of Heroes* or the novel *Blood of Heroes*, by J. Andrew Keith. Additional information about the Legion can be found the novels *Decision at Thunder Rift*, *Mercenary's Star*, *Price of Glory*, *Tactics of Betrayal*, and *Operation: Excalibur* by William H. Keith and *The Dying Time*, by Thomas S. Gressman, as well as several sourcebooks including *Field Manual: Mercenaries* and *The Gray Death Legion*.

### STAR LEAGUE ERA



### CLAN INVASION ERA



### JIHAD ERA



### SUCCESSION WARS ERA



### CIVIL WAR ERA



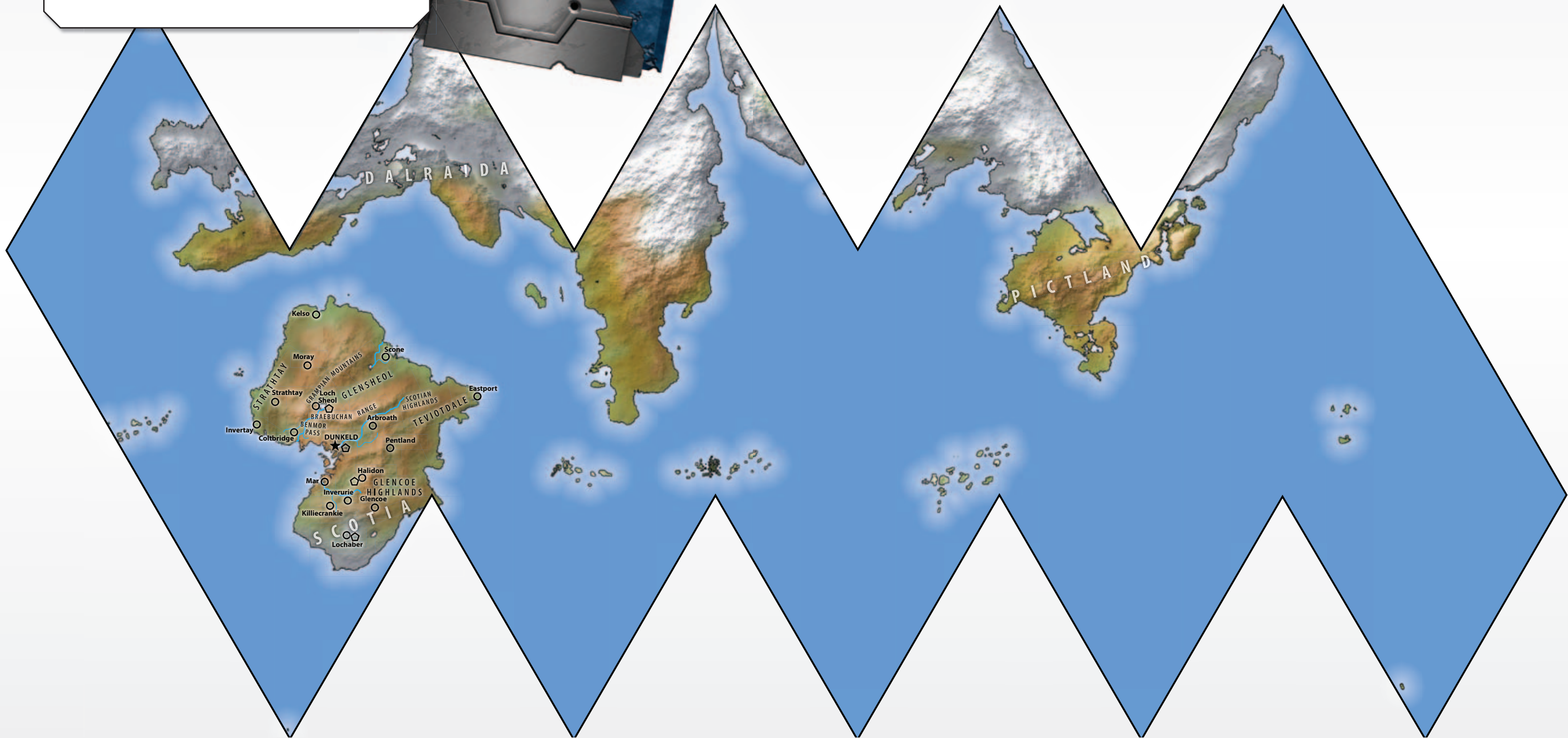
### DARK AGE ERA

## NOTE!

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

### GLENGARRY, 3056

**Noble Ruler:** Archon Prince Victor Steiner-Davion  
**Appointed Ruler:** Baron Grayson Death Carlyle  
**Star Type (Recharge Time):** K1IV (192 hours)  
**Position in System:** 3 (of 4)  
**Time to Jump Point:** 5.00 days  
**Number of Satellites:** 1 (Celine)  
**Surface Gravity:** 0.97  
**Atm. Pressure:** Standard (Breathable)  
**Equatorial Temperature:** 29° C (Arid)  
**Surface Water:** 65 percent  
**Recharging Station:** None  
**HPG Class Type:** B  
**Highest Native Life:** Reptile  
**Population:** 123,334,000  
**Socio-Industrial Levels:** C-C-B-C-B



# GLENGARRY

Glengarry is a prime representative of the decline — technological and societal — forced by the Succession Wars that rocked the post-Star League Inner Sphere. During the Star League Glengarry was a small but growing colony, close enough to the bosom of the Terran Hegemony that it met many of its needs through trade rather than infrastructure. The arts flourished as artists, philosophers, and other great thinkers flocked to the quiet pastoral world, and the capital (and main settlement) at Dunkeld quickly grew into a metropolis to rival any in the Inner Sphere. Architects shaped the city into a symbol of peaceful expression, a shape that still survives today in the form of the Municipal Center in West Dunkeld.

The fall of the Star League was a disaster for the entire Inner Sphere, and for Glengarry especially. Although Dunkeld was a fine city it lacked the infrastructure to support itself. The disruption of trade when Amaris claimed the Hegemony was a warning flare, but the fall of the Hegemony in the wake of Amaris' defeat and Kerensky's Exodus sealed Glengarry's fate. The world was claimed by the Lyran Commonwealth in the scramble by all the Successor States to claim the bones of the Hegemony, but it had no time or resources to devote to supporting an overpopulated city on a militarily-worthless world—and thus began Dunkeld's (and Glengarry's) decline as the population shrunk and its city and settlements spread into smaller and smaller self-sufficient packets.

Today Dunkeld remains the center of Glengarry, but it is a largely ghost city of fond histories and unemployed journeymen. Where more developed worlds would use technology, Glengarry uses people. Roles that are often considered menial on other worlds are held by respectable, hardworking people who take pride in a job done well regardless of its stature. For many years Glengarry was used by the Lyran aristocracy as a convenient sop to purchase loyalty—prior to the assignation of Grayson Death Carlyle the barony had been passed often. The Council of Twenty operates the civilian governmental bureaucracy and acts as a conduit between the people and the baron when one is in residence. The Governor General functions as the Council's chief executive, a role currently held by Roger DeVries, a former shipping magnate who settled on Glengarry and began a family. The arrival of the Gray Death Legion has brought a gentle wave of optimism to the world and its people, as the Carlyle family's widely-known stance about the free spread of knowledge—and the Legion's military reputation—have brought welcome capital, both theoretical and financial—to the world.

## MAPSHEETS

The tables at right represent the categories of terrain that can be found on the battlefields of Glengarry. 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*.

## GLENGARRY MAPSHEETS TABLE

| BROKEN RIDGES | 1D6 Result | Map                            |
|---------------|------------|--------------------------------|
|               | 1          | Scattered Woods (MS2, MSC2)    |
|               | 2          | Mountain Lake (MS2, MSC1)      |
|               | 3          | Open Terrain #2 (MS5, MSC1)    |
|               | 4          | Desert Hills (CBT, MS2, MSC1)  |
|               | 5          | Large Mountain #1 (MS5, MSC2)  |
|               | 6          | Desert Mountain #1 (MS3, MSC1) |

| DUNKELD | 1D6 Result | Map                                   |
|---------|------------|---------------------------------------|
|         | 1          | Scattered Woods (MS2, MSC2)           |
|         | 2          | City Downtown* (MS6, MSC2)            |
|         | 3          | City Street Grid/Park #1* (MS4, MSC1) |
|         | 4          | City Ruins* (MS2, MSC1)               |
|         | 5          | CityTech Map* (MS2, MSC1)             |
|         | 6          | CityTech Map* (MS2, MSC1)             |

| OUTSKIRTS | 1D6 Result | Map                                     |
|-----------|------------|---|
|           | 1          | Scattered Woods (MS2, MSC2)             |
|           | 2          | City (Suburbs) (MS6, MSC2)              |
|           | 3          | CityTech Map* (MS2, MSC1)               |
|           | 4          | City (Hills/Residential) #2 (MS3, MSC1) |
|           | 5          | Open Terrain #1 (MS5, MSC1)             |
|           | 6          | BattleTech (CBT, MS2, MSC2)             |

\*Place 10 Light and Medium buildings of varying heights and sizes on the map in any 10 non-paved hexes. Roll 2D6—the player with the highest roll result may determine the size, CF, and placement of all ten buildings.

## OPTIONAL RULES

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

### Terrain Modifications

Sheer Cliffs (see p. 39, TO)  
 Fire (see p. 43, TO)  
 Planted Fields (see p. 38, TO)  
 Rough (Ultra) (see p. 39, TO)  
 Rubble (Ultra) (see p. 39, TO)  
 Mud (see p. 50, TO)  
 Rails (see p. 51, TO)

### Weather Conditions

Wind (see pp. 61-62, TO)  
 Rain (see p. 58, TO)  
 Bog Down (see p. 62-63, TO)

# RANDOM ASSIGNMENT TABLE

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 Battle of Glengarry. 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)

## RANDOM ASSIGNMENT TABLE: GLENGARRY, 3056

| LIGHT VEHICLES | 1D6 RESULT | GRAY DEATH LEGION         | FREE SKYE GUARDS          |
|----------------|------------|---------------------------|---------------------------|
|                | 1          | Ferret Light Scout VTOL   | Savannah Master           |
|                | 2          | Savannah Master           | Savannah Master           |
|                | 3          | Harasser Missile Platform | Centipede Scout Car       |
|                | 4          | Saladin Assault Hovertank | Saracen Hovertank         |
|                | 5          | Scorpion Light Tank       | Hunter Light Support Tank |
|                | 6          | Hunter Light Support Tank | Scorpion Light Tank       |

| MEDIUM VEHICLES | 1D6 RESULT | GRAY DEATH LEGION          | FREE SKYE GUARDS         |
|-----------------|------------|----------------------------|--------------------------|
|                 | 1          | Condor Heavy Hovertank     | Drillson Heavy Hovertank |
|                 | 2          | Plainsman Medium Hovertank | Vedette Medium Tank      |
|                 | 3          | Drillson Medium Hovertank  | Goblin Medium Tank       |
|                 | 4          | Maxim Heavy Hover APC      | Condor Heavy Hovertank   |
|                 | 5          | Goblin Medium Tank         | Bulldog Medium Tank      |
|                 | 6          | Hetzer Wheeled Assault Gun | Blizzard APC             |

| HEAVY VEHICLES | 1D6 RESULT | GRAY DEATH LEGION    | FREE SKYE GUARDS     |
|----------------|------------|----------------------|----------------------|
|                | 1          | Manticore Heavy Tank | Rommel Heavy Tank    |
|                | 2          | Brutus Heavy Tank    | Patton Heavy Tank    |
|                | 3          | Rommel Heavy Tank    | Pike Support Vehicle |
|                | 4          | Zhukov Heavy Tank    | Patton Heavy Tank    |
|                | 5          | Partisan Heavy Tank  | Manticore Heavy Tank |
|                | 6          | Patton Heavy Tank    | Partisan Heavy Tank  |

| ASSAULT VEHICLES | 1D6 RESULT | GRAY DEATH LEGION     | FREE SKYE GUARDS         |
|------------------|------------|-----------------------|--------------------------|
|                  | 1          | Behemoth Heavy Tank   | Demolisher Heavy Tank    |
|                  | 2          | Behemoth Heavy Tank   | Demolisher Heavy Tank    |
|                  | 3          | Demolisher Heavy Tank | Behemoth Heavy Tank      |
|                  | 4          | Demolisher Heavy Tank | Behemoth Heavy Tank      |
|                  | 5          | Schrek PPC Carrier    | Behemoth Heavy Tank      |
|                  | 6          | Schrek PPC Carrier    | Alacorn Mk.VI Heavy Tank |

| INFANTRY | 1D6 RESULT | GRAY DEATH LEGION             | FREE SKYE GUARDS         |
|----------|------------|-------------------------------|--------------------------|
|          | 1          | Gray Death Scout Battle Armor | Infiltrator Battle Armor |
|          | 2          | Motorized                     | Motorized                |
|          | 3          | Foot                          | Motorized                |
|          | 4          | Foot                          | Foot                     |
|          | 5          | I.S. Standard Battle Armor    | Foot                     |
|          | 6          | I.S. Standard Battle Armor    | Jump                     |

## RANDOM ASSIGNMENT TABLE: GLENGARRY, 3056

| LIGHT 'MECHS | 2D6 RESULT | GRAY DEATH LEGION | FREE SKYE GUARDS |
|--------------|------------|-------------------|------------------|
|              | 2          | VLK-QD Valkyrie   | DRT-3S Dart      |
|              | 3          | LCT-3M Locust     | LCT-1E Locust    |
|              | 4          | STG-3G Stinger    | LCT-3M Locust    |
|              | 5          | COM-5S Commando   | JVN-10P Javelin  |
|              | 6          | JR7-K Jenner      | COM-5S Commando  |
|              | 7          | WLF-2 Wolfhound   | COM-5S Commando  |
|              | 8          | PNT-10K Panther   | VLK-QD Valkyrie  |
|              | 9          | COM-5S Commando   | WSP-3M Wasp      |
|              | 10         | RVN-3L Raven      | WSP-3M Wasp      |
|              | 11         | SDR-7M Spider     | WLF-2 Wolfhound  |
|              | 12         | Uller             | ALM-7D Fireball  |

| MEDIUM 'MECHS | 2D6 RESULT | GRAY DEATH LEGION   | FREE SKYE GUARDS    |
|---------------|------------|---------------------|---------------------|
|               | 2          | ENF-4R Enforcer     | CLNT-3-TU Clint     |
|               | 3          | HBK-5M Hunchback    | HER-5M Hermes II    |
|               | 4          | GRF-3M Griffin      | SHD-5M Shadow Hawk  |
|               | 5          | PHX-3D Phoenix Hawk | CN9-D Centurion     |
|               | 6          | TBT-5M Trebuchet    | GRF-3M Griffin      |
|               | 7          | SHD-5M Shadow Hawk  | HCT-5S Hatchman     |
|               | 8          | WVR-7M Wolverine    | HCT-5S Hatchman     |
|               | 9          | WVR-7M Wolverine    | DV-7D Dervish       |
|               | 10         | DV-7D Dervish       | WVR-7M Wolverine    |
|               | 11         | CN9-D Centurion     | PHX-3S Phoenix Hawk |
|               | 12         | Black Hawk          | VND-3L Vindicator   |

| HEAVY 'MECHS | 2D6 RESULT | GRAY DEATH LEGION   | FREE SKYE GUARDS   |
|--------------|------------|---------------------|--------------------|
|              | 2          | DRG-1G Grand Dragon | QKD-5M Quickdraw   |
|              | 3          | GHR-5H Grasshopper  | TDR-7M Thunderbolt |
|              | 4          | MAD-3R Marauder     | CTF-3D Cataphract  |
|              | 5          | WHM-7M Warhammer    | ARC-4S Archer      |
|              | 6          | CTF-3L Cataphract   | GHR-5H Grasshopper |
|              | 7          | ARC-4M Archer       | MAD-5S Marauder    |
|              | 8          | DRG-5K Grand Dragon | WHM-7M Warhammer   |
|              | 9          | ARC-4M Archer       | ON1-M Orion        |
|              | 10         | ON1-M Orion         | RFL-3M Rifleman    |
|              | 11         | WHM-7M Warhammer    | FLC-8R Falconer    |
|              | 12         | Thor                | JM6-DD JagerMech   |

| ASSAULT 'MECHS | 2D6 RESULT | GRAY DEATH LEGION   | FREE SKYE GUARDS    |
|----------------|------------|---------------------|---------------------|
|                | 2          | GOL-3M Goliath      | AWS-9M Awesome      |
|                | 3          | ZEU-9S Zeus         | AS7-K Atlas         |
|                | 4          | BNC-5S Banshee      | BNC-5S Banshee      |
|                | 5          | AWS-9M Awesome      | ZEU-9S Zeus         |
|                | 6          | BLR-3S BattleMaster | ZEU-9S Zeus         |
|                | 7          | STK-5S Stalker      | BNC-5S Banshee      |
|                | 8          | HGN-732 Highlander  | STK-5S Stalker      |
|                | 9          | CGR-3K Charger      | BLR-3S BattleMaster |
|                | 10         | ZEU-9S Zeus         | CP-11-A Cyclops     |
|                | 11         | VTR-9K Victor       | PPR-5S Salamander   |
|                | 12         | AS7-K Atlas         | BRZ-A3 Berserker    |

# THE BATTLE OF GLENGARRY

The assassination of Archon Melissa Steiner-Davion in 3055 sent shockwaves through Lyran society, but in the always-secessionist Isle of Skye those shockwaves washed the sand off of pent-up dreams of Skye independence that had been buried by the Archon's late husband, Prince Hanse Davion of the Federated Suns. By April 3056 the Isle of Skye had nearly exploded into open rebellion, but most of the Federated Commonwealth bureaucracy believed the threat would never rise to that level.

They were wrong.

On the first of April a Free Skye Separatist flotilla of six *Invader*-class JumpShips entered the Glengarry system and released their DropShips and aerospace cover, quickly destroying the few Gray Death Legion aerospace assets at the jump point. They were unable to stop one of the Legion's JumpShips from escaping, but they controlled the jump point and soon the nearby orbital stations. Commanded by General-Kommandant von Bulow, a senior officer of the Free Skye rebellion, the rebel flotilla moved in-system, announcing the secession of the Isle of Skye and claiming Glengarry. The Legion, split with half its strength in garrison on the Clan border and Colonel Grayson Death Carlyle away on Tharkad, tried to decide how to respond. Governor-General DeVries, however, chose to take matters into his own hands to protect Glengarry and assured General-Kommandant von Bulow of Glengarry's neutrality. When the Legion's officers refused to abide by his decision, he placed the Legion's officers in custody.

Led by Davis Clay and the senior free officer, Tech Major Alard King, the cadet corps of the Legion led an assault against the Planetary Guard facilities where the Legion officers were being held and freed them, despite opposition from the Glengarry militia loyal to DeVries and the murder of the senior Legion field officer on-world, Major Gomez de Villar. As the militia fled into the hinterlands the Legion tried to consolidate to face the incoming Skye Separatist forces. The loss of Major de Villar represented a critical loss in the Legion's command structure, a hole that Major Davis McCall convinced young Alex Carlyle to fill. Only a Carlyle could hold the Legion together, with dissent erupting across Glengarry and large Skye forces landing.

Young Carlyle knew his short Legion forces couldn't hope to face the entire strength of the Skye rebels in the open field, so he approved a plan to use the few BattleMech companies available to the Legion as fast-reaction forces mounted on Glengarry's maglev trains. Conventional and infantry forces would be deployed to disrupt likely enemy landing zones until the 'Mech forces arrived.

The first rebel landing came at Dunkeld itself, a small force lured down to the spaceport under the guise of DeVries' safe-conduct. A small force of Legion 'Mechs and infantry, supported by its scant aerospace forces, engaged the Skye 'Mechs and lured them into an ambush using a damaged Legion DropShip as a massive mine. With their cover blown after their victory at Dunkeld, the Legion prepared for the Skye onslaught.

The next landing the Skye rebels attempted fell at Loch Sheol, a fishing community on the shores of Glengarry's largest freshwater lake. A company of the Fourth Skye Guards, reinforced by a tank platoon and a company of infantry, grounded in two DropShips in the badlands outside the city. By moving his 'Mech forces aboard the maglev, Alex Carlyle was able to catch the arriving force before it was fully deployed, using his limited strength to overwhelm the few debarked defenders and forcing the Separatists to surrender. The Legion forces celebrated their victory but were interrupted by the news that a second force was headed toward the maglev terminal city of Coltbridge. Carlyle quickly ordered his 'Mechs back aboard the maglev while Major Davis McCall took a second reaction force toward the landing.

At Coltbridge the Fourth Skye performed a hot-drop outside the maglev terminal, facing the single company of Gray Death Legion 'Mechs available to stop them. These Skye forces were heavier than the landing at Loch Sheol, and included the overall ground combat commander of the Skye Guards, Hauptmann-General Leonidas Brannock. It was only the timely arrival of Alex Carlyle's battered forces from Loch Sheol that kept the Gray Death from being overrun, and the cost in casualties was still high before the Legion forced the Skye forces to withdraw toward an emergency landing zone where their DropShips could retrieve them.

As the Legion consolidated after Loch Sheol and Coltbridge, however, orbital warning systems showed a much larger Skye force headed for a landing zone near Halidon, a mining city high in the Monaghan Highlands. Fully two companies of Skye 'Mechs, supported by infantry and armor, landed to face only the small conventional forces assigned to harry them until the Legion 'Mechs arrived. Although the reaction 'Mech company tried to hold them, and succeeded until the rest of the Legion arrived, the Skye force was still too strong and the Legion retreated. The Skye Guards had finally broken the Legion's momentum.

The next several months found the Legion playing cat-and-mouse with the Skye Guards, using Legion doctrine established as far back as Verthandi to hide and strike the Separatists where they were weak. Based out of a hidden DropShip, the Legion survived and received a boon when Major Khaled's Second 'Mech Battalion returned from garrison duty and ran the Skye blockade. Although they took serious losses in space the reinforcements gave the Legion fresh hope, which they put to good use at engagements at Killiecrankie and Inverurie. By the time Grayson Carlyle arrived back on Glengarry at the head of the Northwind Highlanders, the damage already done by the Legion on Glengarry helped crush the Separatists and the abortive Skye rebellion ended.

## COMMANDERS

### ALEXANDER CARLYLE

**Rank:** Colonel (Cadet), commander of Gray Death Legion

**Born:** 3037 (19 in 3056)

The only son of Grayson Death Carlyle and Lori Kalmar-Carlyle, Alexander Durant Carlyle knew from the time he was old enough to understand that someday the Gray Death Legion would be his to command. He began his MechWarrior training much as his father had been trained, as an apprentice with the Legion. It wasn't until the Legion moved to Glengarry and opened the Brander Training Center that he began his MechWarrior studies in earnest, with a dedicated 'Mech assigned for his training. It was here that the Legion's trainers began to shape him for his future role as commander of the entire Legion by making him cadet-officer in charge of the other trainees.

When the Skye Separatists attacked Glengarry Cadet Carlyle was in Dunkeld, attending the Day of Heroes celebration. Captured with the Legion leadership, he was freed in the raid that freed the Legion officers from the prison cells of the Glengarry militia, and that action showed much of the Legion that perhaps the son of the Old Man might have what it took to command the Legion one day. Of course, that day came much sooner than anyone could have imagined as he was pressed into overall command of the Legion when the Skye Guards attacked.

The campaign across Glengarry in 3056 was a particularly brutal form of hell for the young MechWarrior, as he learned from terrible experience the cost of commanding men and women in battle, getting to know them, to like them, and to see them taken away under the guns of the enemy. By the time the retreat from Halidon forced the Legion through Ryco Pass, Carlyle had taken about all he could. During the final engagement he snapped, breaking formation and rushing forward to destroy an advancing Skye Guards scout lance single-handedly.

With the experience and support of such long-time Legion officers as Davis McCall, Hassan Ali Khaled, and Charles Bear to draw on, Alex Carlyle led the Legion from small victory to small victory, managing to hold out

and deny the Skye Guards victory until Glengarry was relieved by the Northwind Highlanders.

**Special Abilities:** Alexander Carlyle is a Veteran-level MechWarrior who quickly learned his task during the Battle of Glengarry. He possesses a 3-TP Equipped Trait, as well as a 4-TP Fast Learner Trait and 2-TP Reputation. Alex has +3 Skill Roll Modifiers to all Leadership and Tactics rolls.

### LEONIDAS BRANNOCK

**Rank:** Hauptmann General, commander of the Fourth Skye Guards  
**Born:** 3000 (56 in 3056)

A graduate of the Sanglamore Academy on Skye, Leonidas Brannock is a consummate 'Mech officer and Skye loyalist. His first posting after Sanglamore was to the Skye Rangers, where he served as both a lance and company commander in the Fourth Succession War against the Draconis Combine. It was seeing the raiding into the Isle of Skye that followed the Fourth War, and then Hanse Davion's heavy-handed treatment of the secessionists in 3034 that pushed Brannock into the Free Skye camp. It wasn't until he rose to the rank of colonel, however, that he came to the attention of Duke Ryan Steiner and the Free Skye leadership.

In 3056 then-Lieutenant General Brannock was serving on the Duke of Skye's military staff when General-Kommandant von Bulow tapped him to lead the newly-formed Fourth Skye Guards. The Guards were made up of elements of the Fourth and Tenth Skye Rangers, units that had deserted almost *en masse* and declared for Free Skye when the Glengarry campaign was secretly announced. Brannock's years of experience with the Skye military made him the perfect choice to be the Guards' combat commander, and he quickly formed a staff and brought his regiment together.

The fighting on Glengarry ended up being some of the hardest fighting Hauptmann General Brannock had ever seen. Angered by the lack of success during the initial landings at Dunkeld and Loch Sheol, Brannock dropped with the Coltbridge forces to make sure the Skye landings succeeded. His anger at being pushed out of Coltbridge bordered on disbelief, and he kept his field headquarters moving with the front line of the Skye advance until the Legion disappeared into a guerilla campaign. The constant low-level actions against his troops, combined with the pressure from General-Kommandant von Bulow to crush the Legion before reinforcements could arrive, was a constant grind on Brannock's nerves and confidence, and by the time he was captured with his staff by a detachment of Highlanders in December 3056 he was a nearly-broken man.

**Special Abilities:** Leonidas Brannock is a Veteran-level MechWarrior and officer with a long career in the AFFC and LCAF before it. He is a Skye loyalist with a 10-TP Rank (hauptmann general) and 5-TP In For Life (Free Skye). He is an excellent leader, with +6 Skill Roll Modifiers to all Leadership, Strategy, and Tactics rolls.

## COMBATANTS

This section lists the combat units active in the Glengarry 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 Table (see p. 6) to roll units from if randomly determining a force. 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*).

*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.

*Notes* contain a brief notation of the skills, history, or attitude of the historical formations.

### GRAY DEATH LEGION

#### First 'Mech Battalion

**CO:** Acting Colonel Alexander Carlyle

**Average Experience:** Veteran

**RAT:** Gray Death Legion

**Unit Abilities:** The First 'Mech Battalion may use the Off-Map movement rules (see p. 192, *TO*) for up to half its force in any track, and receives a +2 Initiative bonus for any turn Alex Carlyle is active on the field.

**Notes:** First 'Mech Battalion (The Gray Death) is the lead unit of the Legion. The Gray Death contains several MechWarriors still active who were among the first recruited by Grayson Death Carlyle on Galatea before the Legion's first formal contract on Verthandi, and they have remained at the forefront of every Legion action since.



#### Second 'Mech Battalion (26 September 3056)

**CO:** Major Hassan Ali Khaled

**Average Experience:** Veteran

**RAT:** Gray Death Legion

**Unit Abilities:** The Second 'Mech Battalion is the most aggressive battalion in the Legion, reflecting the attitude of its former-Saurimat Commando commanding officer.

Second may use the Overrun and Communications Disruption special abilities (see p. 193, *TO*) and gains a +2 Initiative bonus during any turn when Major Khaled is active on the field.

**Notes:** Second 'Mech Battalion (Hassan's Assassins) doesn't have the history of First 'Mech Battalion but they have more than enough attitude to make up for it. Major Khaled encourages his subordinate officers by example to be the most aggressive MechWarriors possible, fully utilizing the elite Legion armored infantry to exploit any weakness in any enemy. Even the Jade Falcons have felt the steel of Hassan's Assassins—and Grayson Carlyle is quite happy to let the Assassin loose on any tough problem.



### FOURTH SKYE GUARDS

**CO:** Hauptmann General Leonidas Brannock

**Average Experience:** Regular

**RAT:** Free Skye Guards

**Unit Abilities:** The Fourth Skye Guards are a young unit, but they inherited a number of abilities from their parent units, the Skye Rangers. No opponent may Force the Initiative against the Skye Guards unless more than half their original force is disabled or destroyed in any game. Additionally, any Skye Guards force composed of more than fifty percent assault 'Mechs receives a +1 Initiative bonus for as long as none of the assault 'Mechs are destroyed or disabled.

**Notes:** The Fourth Skye Guards were amalgamated on Skye from elements of the Fourth and Tenth Skye Rangers who elected to back Richard Steiner's military adventurism. Most of the 'Mech elements came from the Tenth Skye Rangers, but the conventional forces were drawn from the Fourth's supporting regiments. The *ad hoc* Skye Guards regiment was formed to give the disparate Skye Ranger units experience working together, and to start them thinking of themselves as Skye Guards, rather than Skye Rangers.



# PRISON BREAK

## SITUATION

*Dunkeld*

*Glengarry, Federated Commonwealth*

*4 April 3056*

Under threat of invasion Glengarry's civilian leader, Governor-General Roger DeVries, tried to strike a deal for the Legion's neutrality with General-Kommandant von Bulow before the invasion fleet reached orbit. He hoped to keep combat from wrecking the delicate recovery Glengarry had been experiencing, and he had the full weight of the Planetary Guard to back him. DeVries stealthily scooped up the senior Legion officers and their families and ensconced them in the Residence near Castle Hill, intending to use them as a lever against the rank-and-file Legion.

The Legion, however, takes care of its own.

## GAME SETUP

*Recommended Terrain:* Light Urban (see p. 263, *TW*) or *Dunkeld* (see p. 5).

Place 4 mapsheets 2x2, and place 2D6+4 Medium Buildings (CF 75) on the map (each player may allocate half, with any leftovers being placed by the Defender). The Defender should designate one building as the Residence.

## Attacker

*Recommended Forces:* Gray Death Legion

The Attackers are the cadet BattleMech company and a scratch infantry and armor force. The Attacker should field one unarmored infantry platoon and one armored vehicle for every two 'Mechs. None of the units should have an Experience Level of Elite. The Attacker may determine his or her home map edge first, but deploys his units after the Defender. All units must deploy within four hexes of the Attacker's home map edge.

In addition to the forces above, the attacker also receives two Hover APCs (see p. 15, *TRO3039*).

## Defender

*Recommended Forces:* Glengarry Planetary Guard

The Defender's force should equal 125 percent of the Attacker's and have a Green Experience Level. When determining units randomly, roll on the *Random Combat Vehicle Assignment Table: Inner Sphere* (see p. 270, *TW*). The Defender should have an equal number of infantry platoons as the Attacker. The Defender's home map edge is opposite the edge chosen by the Attacker.

## WARCHEST

**Track Cost:** 200 WP

## Optional Bonuses:

**[+50] It Only Knocks Once:** use Opportunity Fire and Opportunity Fire: Firing on the Move rules (see p. 86, *TO*).

**[+50] Marksmen:** Use the Bracing and Careful Aim rules (see p. 84, *TO*).

*Madre de Dios, he was stupid enough to take my Dad!  
I mean, most of us never trusted Cait's dad—His Excellency, the Governor-General Roger DeVries, through the grace of God and Gray Carlyle's coin the leader of Glengarry when the adults weren't looking—but we never expected him to make a move with a pendejo invasion fleet coming in! That's like arguing about the price of wood right before a tornado, comprende?*

*We'll get him—and you—out, Mom. I know we will. Uncle Alard is in charge, and we both know he's not just a wrench-monkey. Dave Clay is running the 'Mechs, and we've got enough bodies to fill out a company each of armor and PBIs. We'll go through the Planetary Guard like a wolf through the sheep, Mom—you'll see.*

*I hope I get to tell you this all in person—if I don't, I know you'll see I was every bit the jock Dad is. I know you'll see I'm every bit the Legionnaire Alex is, even if his dad is the Colonel and mine's only a major...*

*Just kidding. I love you, Mom. And Dad.*

*I'm coming to get you.*

—personal correspondence, found in the locker of Cadet-MechWarrior Cristiano de Villar.

## OBJECTIVES

**1.) Escape!** The Legion forces are attacking to free the captured Legion officers from Planetary Guard custody. For the Attacker to win they must complete the Fast Getaway special rule below. If they fail, the Defender has prevented the escape. **(Reward: 150)**

**2.) Show Them Who's Boss.** Destroy or disable the enemy force. **(Reward: 150)**

## SPECIAL RULES

*The following rules are in effect for this track:*

### Fast Getaway

In order to free the hostages, one Legion BattleMech and one of the Hover APCs must spend two turns adjacent to the building designated The Residence without moving or firing. Once this is complete, the Hover APC must retreat off the Attacker's home map edge.

If the Hover APC carrying the escapees is destroyed or suffers a Crew Killed critical hit the escapees are killed. If it is only disabled, they may be picked up by the other Hover APC as if they were a standard infantry unit.

## AFTERMATH

The attack against the Planetary Guard succeeded very well considering the untrained soldiers forced to carry it out. The PG put up a spirited defense, including armored vehicles, infantry teams, and air support from the nearby Dunkeld spaceport. Two Legion 'Mechs and their pilots were killed, as were several vehicle crews and infantry squads, although they effectively destroyed the Planetary Guard.

Most damaging, however, was the death of Major Gomez de Villar, First Battalion's commanding officer. The lack of a senior officer would force the Legion to adopt an unorthodox leadership solution—Alex Carlyle.

# BAKE UNTIL WARM

## SITUATION

*Dunkeld*

*Glengarry, Federated Commonwealth*

*7 April 3056*

When orbital scans revealed a section of the invasion fleet maneuvering to land in Dunkeld spaceport, per the agreement reached with Governor-General DeVries, Colonel Carlyle and the Legion immediately planned an ambush to take the lead company down. Using the heavily-armored hangar buildings scattered around the tarmac, a reinforced company of 'Mechs, vehicles, and armored infantrymen hid from the incoming DropShips until the invaders were down and deployed, then struck while one of the functional Legion *Union*-class DropShips tried to escape.

## GAME SETUP

*Recommended Terrain:* Blank

Use at least 6 mapsheets arranged 3x2 horizontally. Use either the blank white back sides, or use any maps and ignore any indicated terrain. All hexes are Paved hexes. Place six three-hex Hardened Buildings along bottom edge of the map, and two three-hex Hardened Buildings along the right edge. The Defender's units must begin play within two hexes of the inside-facing-edges of these buildings. The Defender deploys his or her units after the Attacker has placed his.

### Attacker

*Recommended Forces:* Fourth Skye Guards

The Attackers are Colonel Wilhelm Streiger's company of the Skye Guards. The Attackers should be 125 percent of the Defender's strength. The Attackers deploy before the Defender, anywhere within ten hexes of the top-left edge of the map (opposite the Legion forces).

### Defender

*Recommended Forces:* Gray Death Legion, First Battalion

The Defenders are the Gray Death Companions company of First Battalion, along with supporting armored infantry and vehicles. The Defender should use one armored infantry squad and one armored vehicle for each two BattleMechs.

## WARCHEST

**Track Cost:** 300 WP

### Optional Bonuses:

**[+100] Elite Skillset:** Use the Extreme Range and Linked Fire rules (see pp. 85-86, *TO*).

## OBJECTIVES

**1.) Hurt 'Em!** For every enemy unit destroyed or disabled, cumulative. **(Reward: 75 each)**

**2.) Send 'Em Running.** For any unit that reaches Forced Withdrawal (see p. 258, *TW*) levels of damage, roll 2D6. On a result of 9 or higher, that unit will retreat. For every enemy unit forced to withdraw, cumulative. **(Reward: 50 each)**

**3.) This is OUR World.** Achieve Objective 1 for more than fifty percent of the enemy's force before *Deimos* lifts. **(Reward: 100)**

*I have to admit, when he laid out the plan I saw a lot of his daddy in him. The Old Man would have loved this plan—well, all except the blowing up the DropShip part of it. He was murder on anyone putting a round into some lostech, and it wasn't like the Legion was rolling in DropShips. Denniken asked about it, but the boy had a good answer. "Either we blow it up with them in it or we wait for them to repair it and then shoot it down—which would you prefer?"*

*Kid's got balls, talking to a Companion lance leader like that. I'd have smacked him, Colonel's son or not.*

*Still, there's a lot of them, and only the Companions to face them, plus the kid's cadet lance with some of Lucci's battlesuit psychos running around. I only hope they don't roll in any more than a company assault force in the first wave—that whole fleet comes down and we're toast.*

—journal of Lieutenant Freida Bergstrom

## SPECIAL RULES

*The following rules are in effect for this track:*

### Deimos

One of the reasons the Legion chose to stand in Dunkeld spaceport was to make sure its functional DropShip *Deimos* could escape. At the start of play roll 2D6 and add 9 to the result to determine which turn the DropShip's engines become functional. During the End Phase of that turn, the Defender rolls 2D6. On a result of 8 or more, the DropShip's engines light and it will escape the following turn. For each turn the roll fails, reduce the roll target by 1 until success is achieved.

Once the *Deimos* lifts, the Legion forces will begin to retreat according to Forced Withdrawal rules (see p. 258, *TW*).

### The Trap

On the turn following the *Deimos*' escape, the crippled DropShip *Medea* will explode, dealing 2D6 x 10 points of damage to every unit within fifteen hexes of the top edge of the map. Apply this damage during the End Phase of the turn, in 5-point clusters; half the damage for units 8+ hexes away from the exploding DropShip.

## AFTERMATH

Despite their sudden appearance the Legion forces were unable to quickly overcome the Skye Guards' initial force and had to slug it out until the Legion's DropShip was able to start its drives and escape. Once that critical task was passed the Legion forces maneuvered the Skye Guards into taking cover amongst the support structures of the crippled *Union*-class DropShip *Medea*. Once they were in the basket, the Legion detonated the DropShip's drive and fuel bunkers, destroying most of the Skye Guard force.

With their DropShip safely hidden away in the mountains the Legion began repairing their damage and preparing for the inevitable next assault, certain the Skye Guards wouldn't underestimate them in the next fight.

# LOCH SHEOL

## SITUATION

*Loch Sheol*

*Glengarry, Federated Commonwealth*

*11 April 3056*

The first overt move to land forces on Glengarry after the defeat at the spaceport fell on the small community of Loch Sheol, when four Free Skye DropShips fell out of orbit and grounded outside of town. The Legion, having made a great show of keeping its forces around Dunkeld for orbital observers, snuck a company of 'Mechs to Loch Sheol on maglev cargo cars. The Legion force unloaded without being detected and moved quickly toward the Free Skye landing zone, hoping to take the unsuspecting Separatists by surprise.

## GAME SETUP

*Recommended Terrain:* Badlands, Hill, (see p. 263, *TW*), Broken Ridges (see p. 5)

Designate one edge the Attacker's home edge. The Defender's home edge is the opposite edge.

## Attacker

*Recommended Forces:* Gray Death Legion, First Battalion

The Attacker deploys second, from within four hexes of the Attacker's home map edge.

## Defender

*Recommended Forces:* Fourth Skye Guards

The Defender's force should be 75 percent of the Attackers. The force deploys anywhere ten hexes from the Defender's home map edge. The Defender may deploy up to 25 percent of his units as Hidden Units (see p. 259, *TW*).

## WARCHEST

**Track Cost:** 300 WP

## Optional Bonuses:

**[+100] Rough Country:** Use any of the Terrain rules (see p. 5).

**[+150] Desperation:** Use the Extreme Range rules (see p. 85, *TO*).

*It was nice to see Streiger get his uppity ass handed to him at Dunkeld. We watched some of the recorded imagery from overhead while we dropped—I hate to see the Legion win, but damn it was nice seeing that cocksure rooster get blown down by that cascade Dropper.*

*Of course, with Streiger having blown Dunkeld the general put my company down in the backwoods of a backwoods world, some place called Loch Sheol on our maps. The briefing papers say it's a fishing town—fishing! I mean, sure, it's in a good place to watch the Legion's flank if they break out of Castle Hill and it's got a tidal plain that's dry this season and large enough to land our DropShips.*

*But fish? I hate the smell of fish. Maybe we can move quickly away from there, get it stuck in with the Legion. We're too far away from Dunkeld for their 'Mechs to march.*

*--recovered from the personal recordings of Hauptmann Ann Ison-Price.*

## OBJECTIVES

**1.) Destroy!** Destroy or Force to Withdraw all enemy units. (**Reward: 300**)

**2.) Preserve your Force:** Destroy the enemy without losing more than 50 percent of your force. (**Reward: 250**)

## SPECIAL RULES

*The following rules are in effect for this track:*

### Forced Withdrawal

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

## AFTERMATH

The Legion's stealthy reaction to the Skye Guards landing and excellent recon lances allowed them to catch the Skye Guards force with half their equipment still embarked on the DropShips. The Legion quickly overcame the few picket units unloaded and, when faced with a company-scale bombardment of their DropShips, the Skye Guards force surrendered to the Gray Death Legion and Alexander Carlyle. Before the Legion could celebrate their victory, however, Major McCall reported he was responding to a second landing at Coltbridge. Alex Carlyle and his forces quickly re-boarded the maglevs and sped back.

# THREE-FLUGE

## SITUATION

Coltbridge  
Glengarry, Federated Commonwealth  
11 April 3056

Even as the Legion forces under Alex Carlyle were accepting the surrender of the Free Skye force in Loch Sheol, a second, larger force was hot-dropping near the small city of Coltbridge. Reaction companies under the command of weapons master Davis McCall sped to contest the landing but were too late to hit the Skye Guards before they'd secured their landing zone. Still, the Legion pressed forward, determined to throw this latest attack into retreat as well. The numbers were against them, but they were the Gray Death Legion on their home turf. They'd stood against the Jade Falcons on Pandora—they could handle Skye Separatists...

## GAME SETUP

*Recommended Terrain:* Flatlands, Light Urban (see p. 263, *TW*), Outskirts (see p. 5)

Designate one map edge north; the Defender may choose his or her home map edge. The Attacker's home map edge is the opposite.

### Attacker

*Recommended Forces:* Gray Death Legion, First Battalion

The Attacker's strength is equal to 75 percent of the Defenders and should deploy at the start of play, within ten hexes of the Attacker's home map edge. Reinforcements equal to 50 percent of the initial Defending force will enter from the Attacker's home map edge at Turn 15, or the Movement Phase following the turn that half of the original Attacking force is Crippled or Destroyed (see p. 258, *TW*).

The attacker should use one armored infantry squad for every three BattleMechs.

### Defender

*Recommended Forces:* Fourth Skye Guard

The Defending force is the lead company of the Fourth Skye Guard reinforced by the regimental headquarters lance and supporting forces. The defender should use one armored vehicle for every three BattleMechs.

## WARCHEST

**Track Cost:** 500 WP

### Optional Bonuses:

**[+100] Old Scars:** 1D6 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's Dark:** Use the Full Moon Night/Glare rules (see p. 58, *TO*).

*What do you mean, Ison-Price surrendered? Surrendered? To mercenaries? Did she even try to fight?*

*What? No, I don't want to mount a rescue force. That woman surrendered, she can just sit in her cell until we clear this rabble out and take over. Then—maybe—I'll let her back into a cockpit.*

*No, I don't see how they got here. Maybe they took the train.*

*That was a joke. You can't—*

*How would you even get 'Mechs on a maglev?*

*Flatbed cars. I'm an idiot. Signal Asgard and get all the cameras retasked. We need to see the maglev lines.*

*No, I don't want recall. We're down—we'll deal with this bunch and move on. Just get me pictures!*

*--intercepted transmissions between Hauptmann General Leonidas Brannock and his staff*

## OBJECTIVES

**1.) Destroy.** Destroy or Force the Withdrawal of the opposing force. **(Reward: 300)**

**2.) Professionals:** Destroy or Cripple all units before the reinforcements arrive. **(Reward: 200)**

## SPECIAL RULES

*The following rules are in effect for this track:*

### Commanders

Before gameplay begins the Attacker should designate one unit as the force commander. Players wishing to be historically accurate should use a HGN-732 *Highlander* piloted by Major Davis McCall. The Defender's commander should be Hauptmann General Brannock's *Zeus* (see p. **XX**). If the commander is destroyed, that side suffers a -2 Initiative Roll penalty for the remainder of the Track.

### Forced Withdrawal

Both sides are operating under Forced Withdrawal rules (see p. 258, *TW*), unless negated by special unit rules (see p. 8).

## AFTERMATH

The Legion assault on the Free Skye landing zone went poorly from the start, and it was only the last-minute arrival of Alex Carlyle's force from Loch Sheol that tipped the balance back in favor of the Legion. Behind a screen of medium 'Mechs the Skye Guards withdrew to an emergency LZ and fled, leaving the Legion to take stock.

Coltbridge marked the turning point of the campaign for the Skye Guards. While they had suffered several setbacks, they had finally done enough damage to the Legion that the next engagement would go much more according to Free Skye's plans.

# HIGH-VALUE REAL ESTATE

## SITUATION

*Halidon*

*Glengarry, Federated Commonwealth*

*17 April 3056*

The Skye Guards, certain that the Legion couldn't hope to respond to attacks everywhere at once, quickly pushed a force into the hills around Halidon before the Legion could recover from its wounds at Coltbridge. Their strategy was simple: get enough boots on the ground and the Legion would have to back down, instead of pushing the Skye Guards back out of landing zones. Once they had a secure base on the ground they could land the entire force and take the war to the Legion.

The Gray Death Legion, of course, needed to prevent that from happening.

## GAME SETUP

*Recommended Terrain:* Mountain, Hill (see p. 263, *TW*), Broken Ridges (see p. 5)

Set up the mapsheets in any legal configuration. The Defender may choose his or her home map edge; the Attacker's home map edge is the opposite map edge.

### Attacker

*Recommended Forces:* Fourth Skye Guards

The Attacker deploys his entire force within nine hexes of the Attacker's home map edge. The Attacker should be 150 percent of the Defender's force. The Attacker should deploy one armored vehicle for every three BattleMechs.

### Defender

*Recommended Forces:* Gray Death Legion, First Battalion

One-half of the Defender's units should be deployed half the distance to the Attacker's home edge; the remaining units within four hexes of the Defender's home edge. The forward-deployed units may be deployed using Hidden Unit rules (see p. 259, *TW*).

## WARCHEST

**Track Cost:** 600 WP

### Optional Bonuses:

**[+200] Old Scars:** 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] Terrain:** Use the Terrain rules (see p. 5).

*Sometimes you just want to take a break, right?*

*I mean, we'd just trained down to Loch Sheol and beat the skivvies off some lady captain before getting right back on the train to go to Coltbridge and pull the Major's hat out of the fire. So we're looking around at Coltbridge station, noticing all the newly-extra room on the cars, when the alert sounds and someone yells out we've got Skye Droppers headed for Halidon.*

*Halidon. Another damn train ride.*

*No chance to repair. Barely enough time to load some more missiles and cannon shells. Two of the techs tried welding on replacement armor while we were moving—one of them died when he fell off the car.*

*Here's hoping the Skye people run out of DropShips before we run out of bodies.*

—a note found in the cockpit of Winston Royale's *Commando*.

## OBJECTIVES

**1.) Cut 'Em Down!** Destroy or Cripple enemy units. Cumulative (**Reward: 100 each**)

**2.) Survive.** Per unit left on the map (for the Attacker) or withdrawn off (for the Defender). Cumulative (**Reward: 50 each**)

## SPECIAL RULES

*The following rules are in effect for this track:*

### Commanders

Before gameplay begins each side may 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. Players wishing for historical accuracy should use Alexander Carlyle in his ARC-4M *Archer* and Leonidas Brannock in his *Zeus* (see p. XX).

### Forced Withdrawal

Both sides are operating under Forced Withdrawal rules (see p. 258, *TW*), unless negated by special unit rules (see p. 8).

## AFTERMATH

The Legion attempted to contest the landing at Halidon but the Free Skye forces were too strong, and the Legion was forced to retreat. Instead of letting them go, as the Legion had so far, the Skye Guards closely pursued them, trying to pin the Legion and destroy it while they had the chance. The Legion fled, its orderly retreat quickly turning into a rout, until it reached a defensible position at Ryco Pass. There, the Legion turned and stood while its more-damaged units fled, stood as the Legion had at Thunder Rift on Trell I and in Regis on Verthandi and on the plains of Helm.

Stood, and paid in blood.

# COMPANION

## SITUATION

Ryco Pass

Glengarry, Federated Commonwealth

17 April 3056

The Skye Guards pushed the Legion hard all the way to Ryco Pass, but the damage done to the Guards meant that the pursuit became ragged, with the lighter, leading elements of the Guards being the only ones able to keep up with the fleeing Legion. When the Gray Death reached Ryco Pass several 'Mechs stopped and turned around, ready to ambush the following Separatists and open the Legion's lead. As the firing began Alex Carlyle seemed to go berserk, charging the enemy single-handedly. The Free Skye assault stumbled as the *Archer* entered the midst of the light and medium 'Mechs.

Alex's closest friend, Davis Carlyle Clay, followed...

## GAME SETUP

*Recommended Terrain:* Flatland (see p. 263, *TW*)

Designate on map edge north. The Defender may choose his or her home map edge. The Attacker's home map edge is the opposite map edge.

## Attacker

*Recommended Forces:* Gray Death Legion, First Battalion

The Attackers enter from their home map edge. The Attacker's force should contain one heavy 'Mech for every two light or medium 'Mechs of the Defender.

## Defender

*Recommended Forces:* Fourth Skye Guards

The Defenders should equal 150 percent (rounded up) of the number of Attackers. They may deploy first, anywhere within six hexes of their home map edge. Additionally, reinforcements equal to 50 percent of the Attacker's original force arrive on Turn (2D6+2).

## WARCHEST

**Track Cost:** 500 WP

## Optional Bonuses:

**[+100] You're Dead:** Both sides may designate one unit to use the Blood Stalker special rule (see pp. 219-220, *ATOW*) before the start of play.

**[+100] Terrain:** Use the Terrain rules (see p. 5).

## OBJECTIVES

**1.) This Ends Now.** Destroy or disable the enemy force. (**Reward: 400**)

**2.) Even the Odds.** For each enemy unit destroyed. (**Reward: 50 each**)

**3.) Cut Off The Head.** Destroy the enemy commander's 'Mech. (**Reward: 100**)

*Since my first day in the Legion I've been inculcated with the myth of Delmar Clay. Delmar Clay, who fought with the Old Man and Davis McCall on Verthandi and Sirius and Helm and Altai and everywhere else. Delmar Clay, the former Roughrider who found a home in the Legion, a wife in Terri, and a son in Davis Carlyle Clay. My friend Dave Clay.*

*My dead friend.*

*I was on the retreat from Halidon—I was there listening to Alex try to hold it together, to get the Legion to stand up to 'Mechs like they were bullies instead of juggernauts. I heard the anguish in his voice when he finally ordered the retreat. I heard Dingo Jack Murphy argue with him, and Alex slap him down like he was a thirty-year-sergeant rather than a twenty-year-old cadet. And then we made Ryco Pass, and Alex turned back to hold them off...*

*... and Dave Clay went to help.*

*Alex came back.*

*—from the journal of Caitlin DeVries.*

## SPECIAL RULES

*The following rules are in effect for this track:*

## COMMANDERS

The Attacker must designate one unit as the commander; if this unit is destroyed, the Attackers will immediately retreat from the Attacker's home map edge whether they have completed their objective(s) or not.

The Defender's commander will grant his force a +1 Initiative bonus for every turn that he is active.

## AFTERMATH

The Legion assault on the trailing forces of the Skye Guards was strong enough to force the Guards to break off the pursuit, but the worst of the damage to the Gray Death Legion had already been done. Many 'Mechs and vehicles had been disabled and abandoned, granting the Skye Guards much-needed salvage and captives. The Guards withdrew toward Halidon as the landings began in earnest, and von Bulow had soon transferred his headquarters to the ground.

The Legion withdrew to their secreted DropShip base and tried to repair their losses, but too many 'Mechs and MechWarriors had been lost—including Dave Clay, son of Legion legend Delmar Clay and Alex Carlyle's best friend. The Legion shifted to a guerilla stance, and the mission simply became survive until the rest of the Legion returned to relieve them.

# TO THE PIPES

## SITUATION

*Inverurie*

*Glengarry, Federated Commonwealth*

*26 November 3056*

After months of guerilla fighting the Skye Guards assembled for a final push into the Glencoe Highlands to try and root out the Legion 'Mechs for once and all. Assisted by retired Legionnaire Charles Bear, who owned an estate in the Glencoes, the Legion mimicked the actions of the original Gray Death Legion on Helm thirty years before by striking first one, then the other rebel column.

The first column the Legion crushed at Killiecrankie, a victory that demoralized the Skye Guards and brought a welcome dose of enthusiasm to the Legionnaires. With that column crushed and the other closing in on critical Legion storage caches, the Gray Death marched toward Inverurie and the final confrontation with the Skye Guards.

## GAME SETUP

*Recommended Terrain:* Mountain, Hills (see p. 263, *TW*), Broken Ridges (see p. 5)

Set up two mapsheets for each company (or fraction thereof) of forces involved (eg. 2 companies = 4 mapsheets). Designate one edge north. The Defender may choose his home map edge. The opposite is the Attacker's home map edge.

### Attacker

*Recommended Forces:* Gray Death Legion, Second Battalion

The Attackers deploy anywhere within five hexes of the Attacker's home map edge.

### Defender

*Recommended Forces:* Fourth Skye Guards

The Defenders may deploy anywhere on the mapsheet containing their home edge, and up to 25 percent may deploy as Hidden Units (see p. 259, *TW*).

## WARCHEST

**Track Cost:** 800 WP

### Optional Bonuses:

**[+100] Weather:** Use any of the Weather rules (see p. 5).

**[+100] Terrain:** Use any of the Terrain rules (see p. 5).

## OBJECTIVES

**1.) This Ends Now.** Destroy or disable the enemy force. (**Reward: 500**)

**2.) I Like These Odds.** For each enemy unit destroyed without losing a friendly unit. (**Reward: 100**)

**3.) Cut Off The Head.** Destroy the enemy commander's 'Mech. (**Reward: 200**)

*It felt good to beat those bastards at Killiecrankie. We've been running for so long, hitting and fading, watching as the bloody damn Skye bastards do whatever they want with Glengarry. It was good to give them some payback, take a serious hammer to their plans. God—er, Allah—knows the Major enjoyed pounding on them for a change, and if there's something everyone should see it's The Assassin in a good old fashioned homicidal giddy.*

*It feels like old home week, anyway. The Bear came in a while ago, Charles Bear himself, from the old bunch. One of the Old Man's Companions, strutting in with his old Crusader to help the Legion out. You should have seen McCall's reaction when he walked in—I don't know if Mac was going to hit him or hug him or just sit down and have a good laughing cry. It was worse than when the Assassin brought us back. No one cries at Khaled.*

*Except maybe those Skye bastards. They're crying now...*

—from the journal of Quinn Missonak

## SPECIAL RULES

*The following rules are in effect for this track:*

### Commanders

Before gameplay begins each side may 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. Players wishing for historical accuracy should use Alexander Carlyle in his ARC-4M *Archer* and Leonidas Brannock in his *Zeus* (see p. **XX**).

### Forced Withdrawal

Both sides are operating under Forced Withdrawal rules (see p. 258, *TW*), unless negated by special unit rules (see p. 8).

## AFTERMATH

The failure of the Skye Guards' attack into the Glencoe Highland marked the turning point of the campaign back into the Legion's favor. The Guards were still a potent force but they couldn't muster the strength to both campaign outside of Dunkeld and maintain control against an increasingly-hostile population. Legion psychological warfare troops had been filtering battle ROMs of the Legion's victories into the city for months, and the tone of the underground was pro-Legion, anti-Skye Guard.

Von Bulow's requests by JumpShip to Skye for more troops went unanswered, and he grew increasingly agitated as the months passed without response. No ships entered the Glengarry system, as if the jump points were interdicted, but none of the Skye plans had called for that. His frustration began to wear on his subordinates, even Hauptmann General Brannock.

When a flotilla emerged at the jump point on 30 November 3056, von Bulow initially breathed a sigh of relief until the ships signaled. He was shocked to see Colonel Grayson Death Carlyle returning home with the balance of the Legion and support from the Northwind Highlanders. Once the Highlanders made landfall it was only a matter of time. Combined with the intelligence provided by Alex Carlyle's Legionnaires, the last Skye Guardsman was policed up before the new year, and the Second Skye Rebellion brought to an end.

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: ZEUS LEONIDAS

Movement Points: **Tonnage:** 80  
 Walking: 4 **Tech Base:** Inner Sphere  
 Running: 6 Star League  
 Jumping: 0

### Weapons & Equipment Inventory (hexes)

| Qty | Type                    | Loc | Ht    | Dmg           | Min | Sht | Med | Lng |
|-----|-------------------------|-----|-------|---------------|-----|-----|-----|-----|
| 1   | Med. Pulse Laser        | CT  | 4     | 6 [P]         | —   | 2   | 4   | 6   |
| 1   | ER Large Laser          | LT  | 12    | 8 [DE]        | —   | 7   | 14  | 19  |
| 1   | Med. Pulse Laser LT(R)  | 4   | 6 [P] | —             | 2   | 4   | 6   |     |
| 1   | LRM 20 w/Artemis IV FCS | RA  | 6     | 1/Msl [M,C,S] | 6   | 7   | 14  | 21  |
| 1   | Gauss Rifle             | LA  | 1     | 15 [DB,X]     | 2   | 7   | 15  | 22  |

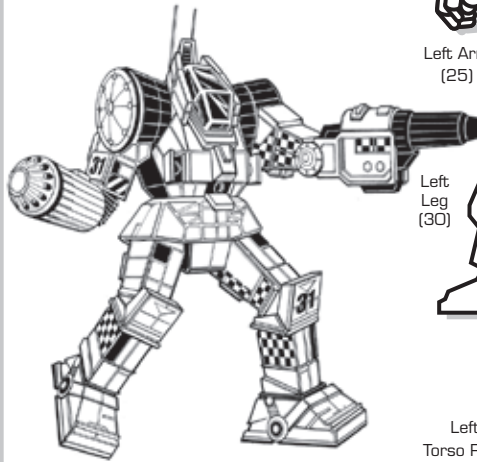
Cost: 18,161,200 C-bills

BV: 1,878

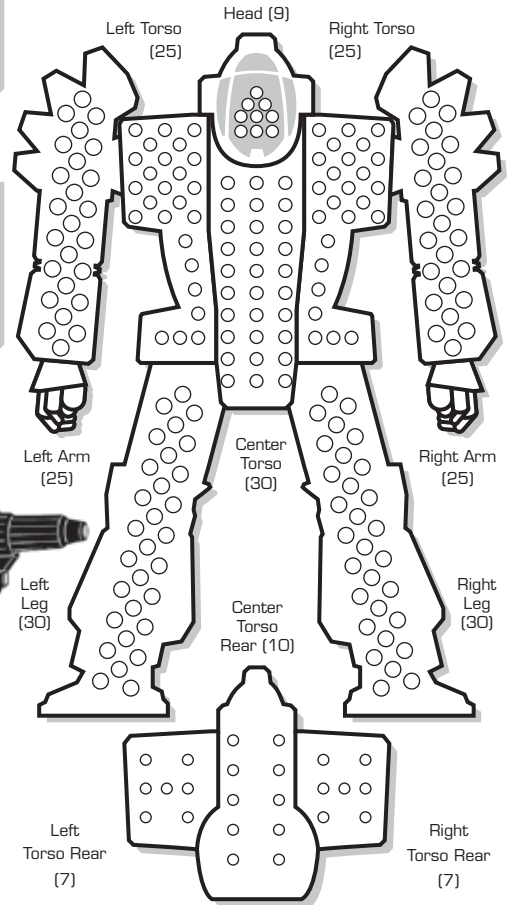
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 1-3 4. Gauss Rifle
- 5. Gauss Rifle
- 6. Gauss Rifle

- 1. Gauss Rifle
- 2. Gauss Rifle
- 3. Gauss Rifle
- 4-6 4. Gauss Rifle
- 5. Ammo (Gauss) 8
- 6. Ammo (Gauss) 8

#### Left Torso

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 3. XL Fusion Engine
- 1-3 4. Medium Pulse Laser (R)
- 5. ER Large Laser
- 6. ER Large Laser

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

#### Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Ferro-Fibrous
- 6. Ferro-Fibrous

#### Head

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

#### Center Torso

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

- 1. Gyro
- 2. XL Fusion Engine
- 3. XL Fusion Engine
- 4-6 4. XL Fusion Engine
- 5. Medium Pulse Laser
- 6. Ferro-Fibrous

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

#### Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 1-3 4. LRM 20
- 5. LRM 20
- 6. LRM 20

- 1. LRM 20
- 2. LRM 20
- 3. Artemis IV FCS
- 4-6 4. Ammo (LRM 20 Artemis) 6
- 5. Ammo (LRM 20 Artemis) 6
- 6. Ferro-Fibrous

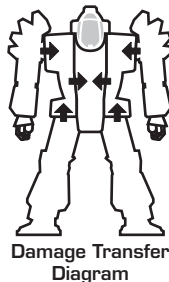
#### Right Torso

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 3. XL Fusion Engine
- 1-3 4. Ferro-Fibrous
- 5. Ferro-Fibrous
- 6. Ferro-Fibrous

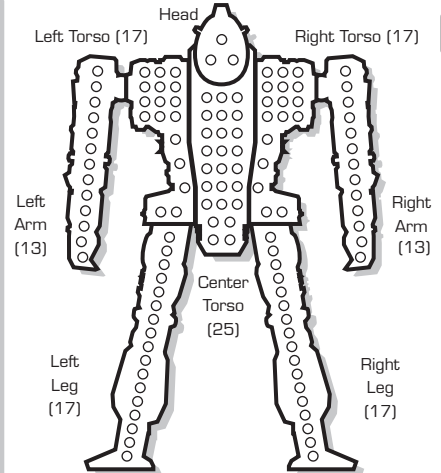
- 1. Ferro-Fibrous
- 2. Ferro-Fibrous
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 4-6 6. Roll Again

#### Right Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Ferro-Fibrous
- 6. Ferro-Fibrous



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

### Heat Scale

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

# BATTLETECH

## ARMOR DIAGRAM

## HOVER VEHICLE RECORD SHEET

### VEHICLE DATA

Type: PPC HEAVY WEAPONS CARRIER

Movement Points: **Tonnage:** 20  
 Cruising: 8 **Tech Base:** Inner Sphere  
 Flank: 12 **Clan Invasion**  
 Movement Type: Hover  
 Engine Type: Fusion

### Weapons & Equipment Inventory (hexes)

| Qty | Type | Loc | Dmg     | Min | Sht | Med | Lng |
|-----|------|-----|---------|-----|-----|-----|-----|
| 1   | PPC  | T   | 10 [DE] | 3   | 6   | 12  | 18  |

Cost: 553,000 C-bills

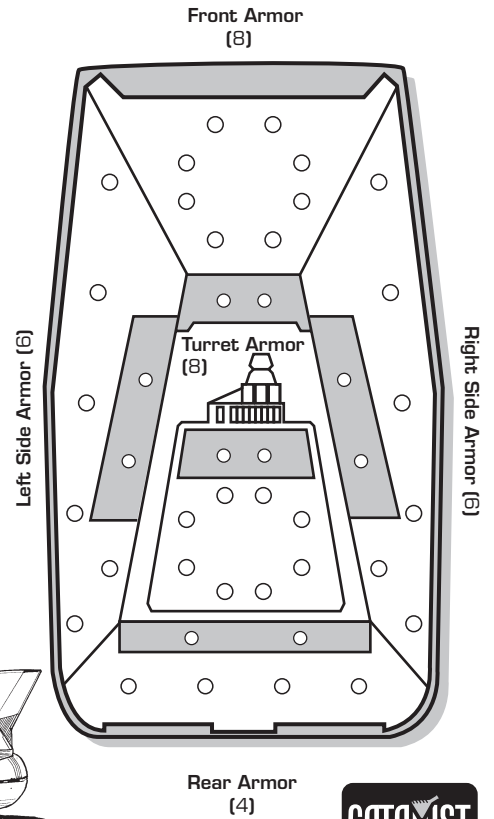
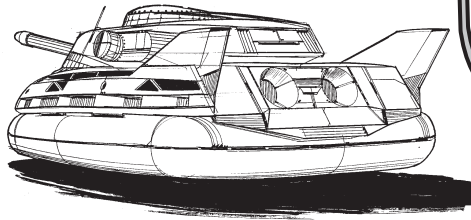
BV: 445

### CREW DATA

Crew: 2  
 Gunnery Skill:      Driving Skill:       
 Commander Hit  +1 Driver Hit  +2  
Modifier to all Skill rolls Modifier to Driving Skill rolls

### CRITICAL DAMAGE

Turret Locked  Engine Hit   
 Sensor Hits  +1  +2  +3  D  
 Motive System Hits  +1  +2  +3  
 Stabilizers  
 Front  Left  Right   
 Rear  Turret



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## GROUND COMBAT VEHICLE HIT LOCATION TABLE

| 2D6 Roll | ATTACK DIRECTION  |                   |                   |
|----------|-------------------|-------------------|-------------------|
|          | FRONT             | REAR              | SIDES§            |
| 2*       | Front (critical)  | Rear (critical)   | Side (critical)   |
| 3        | Front†            | Rear†             | Side†             |
| 4        | Front†            | Rear†             | Side†             |
| 5        | Right Side†       | Left Side†        | Front†            |
| 6        | Front             | Rear              | Side              |
| 7        | Front             | Rear              | Side              |
| 8        | Front             | Rear              | Side (critical)*  |
| 9        | Left Side†        | Right Side†       | Rear†             |
| 10       | Turret            | Turret            | Turret            |
| 11       | Turret            | Turret            | Turret            |
| 12*      | Turret (critical) | Turret (critical) | Turret (critical) |

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret, if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 §Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

## MOTIVE SYSTEM DAMAGE TABLE

| 2D6 Roll | EFFECT*  |
|----------|--|
| 2-5      | No effect  |
| 6-7      | Minor damage; +1 modifier to all Driving Skill Rolls   |
| 8-9      | Moderate damage; -1 Cruising MP, +2 modifier to all Driving Skill Rolls                          |
| 10-11    | Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls |
| 12+      | Major damage; no movement for the rest of the game. Vehicle is immobile.                         |

| Attack Direction Modifier: | Vehicle Type Modifiers: |
|----------------------------|-------------------------|
| Hit from rear              | Tracked, Naval          |
| Hit from the sides         | Wheeled                 |
|                            | Hovercraft, Hydrofoil   |
|                            | WIGE                    |

\*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

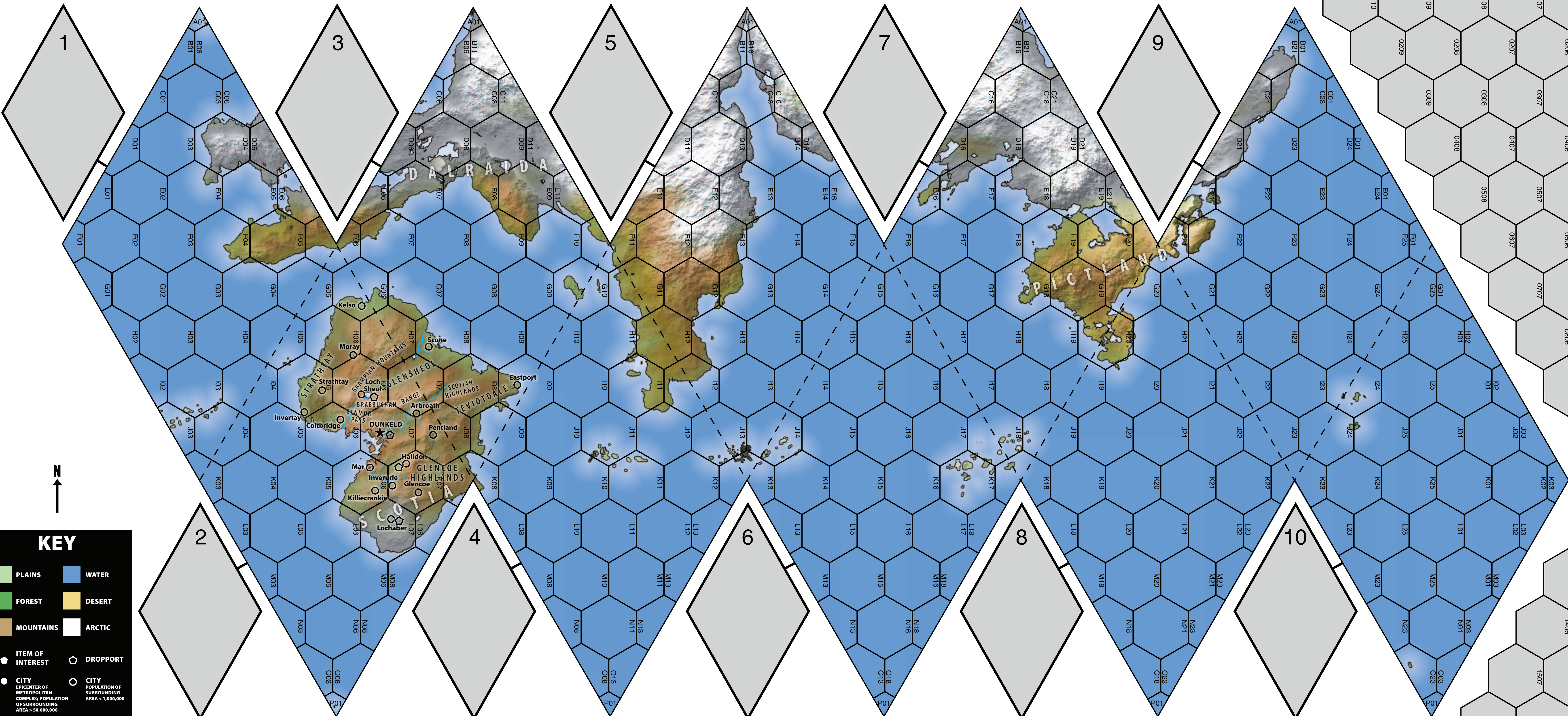
## GROUND COMBAT VEHICLE CRITICAL HITS TABLE

| 2D6 Roll | LOCATION HIT       |                    |                    |                    |
|----------|--------------------|--------------------|--------------------|--------------------|
|          | FRONT              | SIDE               | REAR               | TURRET             |
| 2-5      | No Critical Hit    | No Critical Hit    | No Critical Hit    | No Critical Hit    |
| 6        | Driver Hit         | Cargo/Infantry Hit | Weapon Malfunction | Stabilizer         |
| 7        | Weapon Malfunction | Weapon Malfunction | Cargo/Infantry Hit | Turret Jam         |
| 8        | Stabilizer         | Crew Stunned       | Stabilizer         | Weapon Malfunction |
| 9        | Sensors            | Stabilizer         | Weapon Destroyed   | Turret Locks       |
| 10       | Commander Hit      | Weapon Destroyed   | Engine Hit         | Weapon Destroyed   |
| 11       | Weapon Destroyed   | Engine Hit         | Ammunition**       | Ammunition**       |
| 12       | Crew Killed        | Fuel Tank*         | Fuel Tank*         | Turret Blown Off   |

\*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.  
 \*\*If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.



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**KEY**

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

