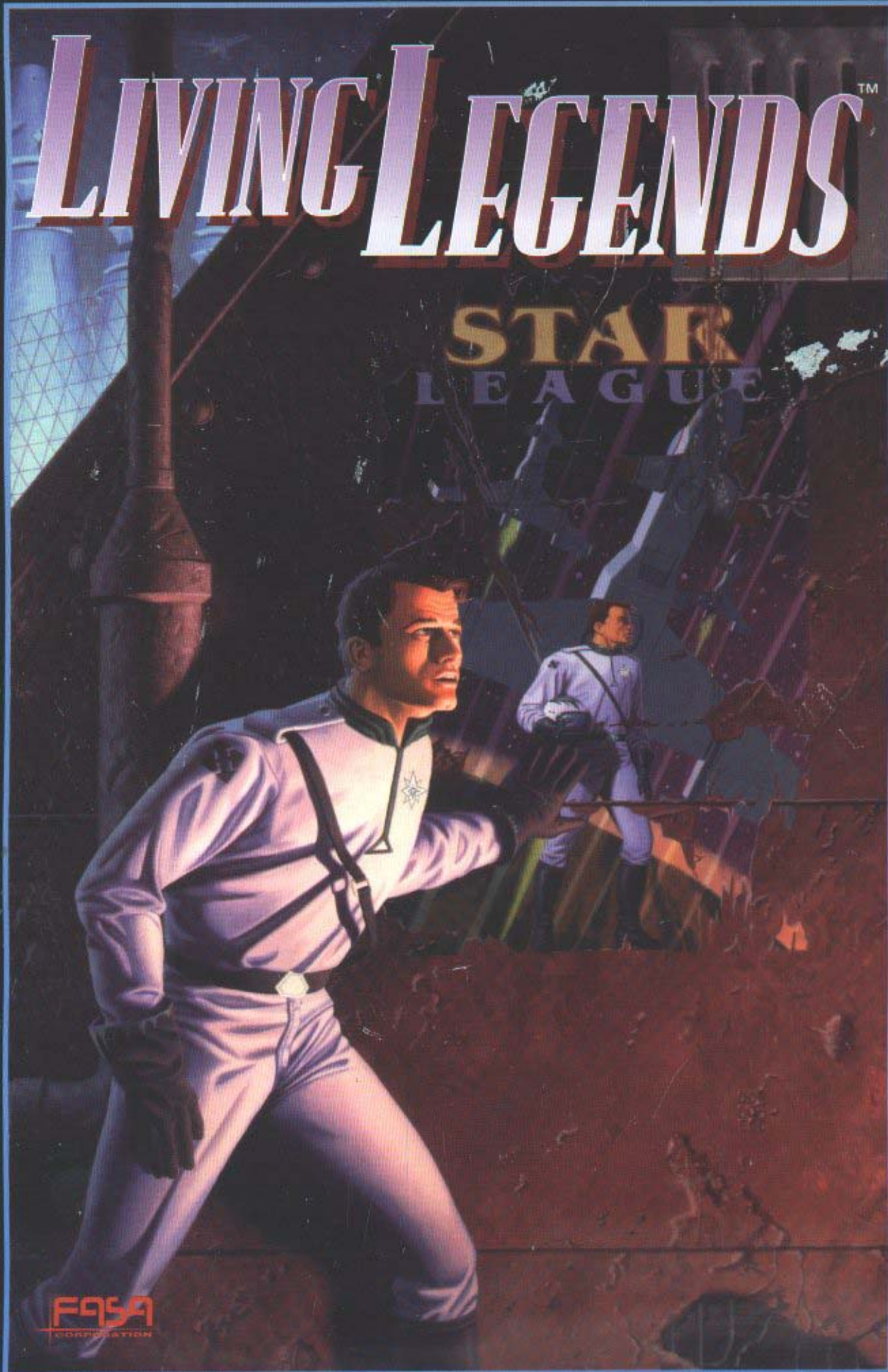


LIVING LEGENDS™

STAR LEAGUE



FASA
CORPORATION

MECHWARRIOR® 1646

CREDITS CONTENTS

Writing	INTRODUCTION	3
Diane Piron-Gelman	How to Use This Book	3
Chris Hartford	Margin of Success Tables	4
Bryan Nystul	Skill Target Numbers	4
	The Story So Far	4
	Plot Synopsis	5
	Getting Started	6
Based on a Concept By	EPISODE 1: UNDER COVER	7
Blaine L. Pardoe	Don't Worry, It's Only Us	8
	Special Delivery	9
Development	EPISODE 2: UNEXPECTED GUESTS	13
Bryan Nystul	Mysterious Strangers	14
	Getting Out	14
Editorial Staff	We're from the Government, and We're Here to Help You	15
<i>Editorial Director</i>	EPISODE 3: THE REAL STORY	18
Donna Ippolito	Truth Be Told	19
<i>Managing Editor</i>	Grand Tour	20
Sharon Turner Mulvihill	Getting to Know You	21
<i>Associate Editors</i>	Hunting Party	21
Diane Piron-Gelman	EPISODE 4: SHOWDOWN	25
Rob Cruz	Secret Conference	26
	Tough Choices	27
Production Staff	Guerrilla War	28
<i>Art Director</i>	Undercover Again	29
Jim Nelson	Final Countdown	32
<i>Project Manager</i>	EPISODE 5: GETTING OUT	35
Mike Nielsen	My Kingdom for a DropShip	36
<i>Cover Art</i>	Here Comes the Cavalry	39
Les Dorscheid	ENDGAME	42
<i>Cover Design</i>	Awarding Adventure Points	43
Joel Biske	Loose Ends	43
<i>Illustration</i>	CAST OF CHARACTERS	44
John Ramirez	Captain James Cromwell	45
<i>Additional Embellishments</i>	Lieutenant Randall Lewis	46
Art Guice	Lieutenant Andrea Sarti	47
<i>Maps</i>	Lieutenant Donald Terry	48
Renaldo Smudgeworthy	Lieutenant Ruth Mitchell	49
Mike Nystul	SOURCEBOOK	50
<i>Layout</i>	The Mission	51
Steve Bryant	The Gear	51
	Roxborough: The Hideout	52
	WarShip Systems	53
	Jump Drive	53
	Layout	53
	The Lioness	54
	Life in Space	54
	Gravity	54
	Atmosphere and Environment Systems	54
	Daily Routine	55
	Communications	55
	Hyperspace Travel	55
	A Brief History of the Star League	56
	Origins	56
	Golden Age	57
	Civil War	57
	Deck Plans	58

BATTLETECH®, MECH®, BATTLEMECH®, and MECHWARRIOR® are Registered Trademarks of FASA Corporation. LIVING LEGENDS™ is a Trademark of FASA Corporation. Copyright © 1995 FASA Corporation. All Rights Reserved.

Printed in the U. S. A.
Published by: FASA Corporation
1100 W. Cermak Road
Suite B305
Chicago, IL 60608

FASA Corporation can be reached on the GEnie computer network (E-Mail—FASA) on SCORPIA'S Roundtable (page B05) and on America OnLine (E-Mail—FASALou (Earthdawn), FASABryan (BattleTech), FASAMike (Shadowrun and General Harassment) or FASA Art (Art Comments) in the Online Gaming area (Keyword "Gaming")). Via InterNet use <AOL Account Name>@AOL.COM, but please, no list or server subscriptions. Thanks!

INTRODUCTION

James Cromwell gazed steadily at the field viewer as the battleROM played out the battle's ugly details. He refused to flinch at any of the damning sights and sounds—he wouldn't give his judges that satisfaction. No matter what the General's pet command staff said, Cromwell's battalion had not died for nothing. They had held the line just long enough to turn the tide, ensuring an SLDF victory. Cromwell savored that thought. He had bought the Star League a victory that no one else could have won. Anyone else would have obeyed the order to retreat. Anyone else wouldn't have had the guts to think for himself. Anyone else would have lost Camp Somerset and probably the planet with it. But he, Major James Cromwell, had known when to buck his orders. He had had the guts to buck the General. No matter what it bought him in the end, that was worth something.

General Aleksandr Kerensky stepped forward and snapped the field viewer off. Silence reigned in the war room. Cromwell could feel the hostility radiating toward him from his fellow officers. He fixed his gaze on the dark field viewer, refusing to look any of them in the eye. They weren't worth his acknowledgment—they hated him because he'd shown them up. They'd see him ruined out of sheer spite, jealous that he had acted where they would simply have done what they were told.

Slow footsteps came toward him, then stopped. After several seconds, Cromwell unwillingly looked up. General Kerensky stood in front of him, his expression cold.

"You were ordered to retreat, major," Kerensky said softly.

"Yes, sir," Cromwell answered.

"Why didn't you?"

Cromwell squared his shoulders as best he could, ignoring the pull of the bandages over his burns. "Your orders were incorrect, sir. You would have lost us Camp Somerset."

"Very likely," Kerensky acknowledged, his voice quiet and deceptively mild. He took a few steps away from Cromwell. The sound of his boot heels echoed loudly in the dead-silent room.

Cromwell blinked at Kerensky's back, momentarily thrown off guard. He had expected a tirade, not an admission of error. The great General Kerensky never admitted mistakes.

Kerensky turned to face him, and the look in his eyes made Cromwell afraid for the first time since entering the war room. "Camp Somerset was a position we could afford to lose. It had virtually no strategic value. You sacrificed an entire battalion for a worthless victory, major. Decent officers don't waste valuable soldiers to take useless objectives. Hundreds of brave men and women died because you wanted a little battlefield glory. Their blood is on your hands—and all for a bit of ground worth less than nothing to the SLDF."

"The press seemed to think the battle of Somerset was worth quite a bit," Cromwell snapped. "Every holoivid viewer in the Inner Sphere saw what I did as a tremendous victory for the Star League."

"And you think that excuses you?" The edge in Kerensky's voice was as sharp as tempered steel.

"So court-martial me, General." Cromwell began to smile. "Go ahead. Do your worst. But keep in mind one thing—the public needs heroes. As far as they're concerned, I am one, and your opinion be damned. In fact, if you break me, the press will call me a scapegoat for your failures on New Vandenburg. I doubt you'd like that very much, General. You can't afford to punish me."

"Oh, yes I can." Kerensky walked over to Cromwell and stood close to him, leaving him a scant few inches of breathing space. "You want to be a hero? All right. I'll make you a hero. You'll command a new unit—one full of kindred spirits. Glory hounds, discipline problems—a real band of brothers for you. Of course, even the worst soldiers deserve better than you for a commanding officer, so you will command them only on paper—at the rank of captain. Real command of this unit will lie elsewhere. You and your men will be in the forefront of the toughest, most hopeless battles. This trial by fire may make decent soldiers of some of them—the truly hopeless cases, like you, will receive heroes' deaths with far more honor than you deserve. You and your unit are expendable, Captain Cromwell. Do you understand?"

Cromwell swallowed hard. "You can't—you can't do this."

"Then step down, captain. Resign your commission. As you so astutely pointed out, I can't afford to court-martial you. Nor will I allow you to keep command in the SLDF. Take the position offered you or leave the Star League Army. Your choice."

"I accept my new command—sir," Cromwell growled through gritted teeth. Then he continued, so softly that only Kerensky could hear, "And I will live to see you all in Hell."

HOW TO USE THIS BOOK

All the information in this book is for the gamemaster only, except for the sections clearly marked as passages to be read aloud to the players. Before beginning the adventure, the gamemaster should read and familiarize himself with the story line and various plot elements. The gamemaster and players should also have a working knowledge of the rules in **MechWarrior, Second Edition**, and **CityTech, Second Edition**, or the **BattleTech Compendium: The Rules of Warfare**. The gamemaster needs **BattleTech Map Set 4** and **Technical Readouts 3050** and **3055** to run the adventure, as well as a working knowledge of the expansion rules from **MechWarrior Companion**. Gamemasters and players may also find **BattleSpace** and **Technical Readout 3057** useful, although not required.

Living Legends is presented in five parts called **Episodes**. Each Episode represents a major plot element. In most cases, each contains enough material for one gaming session.

Each Episode contains one or more **Events**, plot developments that move the story forward. Each Event section describes what happens and why, and explains how to deal in game terms with the decisions the player characters may make in each situation. For example, the characters may need information from a major character who frequents a particular bar every night. The Event gets the player characters to the bar, then helps the gamemaster determine what happens when they walk in. Several events also contain one or more **Complications**, optional subplots



Introduction

that the gamemaster may use to make things a bit more interesting—and usually more difficult—for the player characters.

Each **Episode** also contains a **Reference Sheet**, which provides profiles and statistics for non-player characters that appear in the **Episode**. Profiles and statistics for major non-player characters appear in the **Cast of Characters** section.

Following the Episodes is the **End Game** section, which wraps up the adventure and offers suggestions for awarding Adventure Points. This section also lists possibilities for ongoing plot lines based on this adventure.

Cast of Characters provides vital information for major non-player characters. The **Sourcebook** section contains detailed background information that gamemasters may find helpful in adding color to the adventure. The section includes descriptions of the player characters' mission and the equipment the Explorer Corps supplies to the characters, material on WarShip systems, descriptions of life in space and hyperspace travel, and a brief history of the Star League.

Throughout **Living Legends**, special instructions to the gamemaster appear in **boldface** type.

MARGIN OF SUCCESS TABLES

At times, Margin of Success tables are used to determine how much information the players receive when questioning contacts or other non-player characters or when physically investigating an area. Each table lists different information for different Margins of Success. Unless otherwise noted, players should receive the information for all margins of success up to and including the Margin of Success rolled. For example, a character who rolls a Margin of Success of 4 receives the information for that level, plus all the information for Margins of Success of 1, 2, and 3.

SKILL TARGET NUMBERS

With regard to skills, **MechWarrior** uses two values: the skill level and the skill target. The skill level represents how much training a character has with that particular skill. The skill target represents the number that the character must match or surpass on a roll of 2D6 to succeed in a skill attempt. In this adventure, all skill targets are represented by a number in parentheses. Unless otherwise noted, all skill targets are unmodified.

THE STORY SO FAR

Captain James Cromwell, commander of an SLDF unit known as the Lionhearts, has gone down in Inner Sphere history as one of the heroes of the liberation of Terra. Though his specific exploits have been forgotten in the mists of time, many people in the Inner Sphere of 3058 regard him and his unit as having a rightful place among the many heroic soldiers of the SLDF. The truth about Captain Cromwell, however, is somewhat different. Far from being a hero, Cromwell is an egotist and a fool who was more than willing to sacrifice the lives of the soldiers under his command for his own glory. His conduct earned him the enmity of General Kerensky, and the Clans have kept his name alive as among the greatest criminals of the Inner Sphere.

In one of the early battles of the Periphery rebellion, Cromwell disobeyed a direct order from Kerensky to fall back to a stronger position. His unit was massacred as a result. Though he richly deserved a court-martial for his actions, General Kerensky knew that the public regarded Cromwell as a hero and that disciplinary action against him would have caused trouble that the SLDF could ill afford. Unable to prosecute Cromwell for his misdeeds and unwilling to give him real command again, Kerensky chose to exact justice in another way. He placed Cromwell in nominal command of a new unit made up of misfits and disciplinary problems. Kerensky then proceeded to send this new unit on suicide missions, with the intent of allowing Cromwell to die in battle. To prevent Cromwell from foiling his plan, Kerensky assigned him a minder—Lieutenant Randall Lewis, a diligent executive officer loyal to Kerensky. The unit—and Cromwell—survived long enough to help liberate Terra, and their daring exploits earned them the nickname Lionhearts.

After the collapse of the Star League, the Lionhearts joined the Exodus fleet. Kerensky, disgusted that Cromwell still lived, gave him and the most intractable of his misfits the job of jumping behind the Exodus fleet to scout for pursuers and deal with any who showed their heads. To allow Cromwell to complete his mission efficiently, Kerensky gave him the *Manassas*, a prototype WarShip that could cover ten more light-years per jump than other capital ships. The technology was still experimental, and the possibility remained that something might go wrong on one of the ship's jumps—an event that Kerensky half-hoped for, as it would rid him and his followers of Cromwell. Kerensky also sent Lieutenant Lewis along on the scouting mission to keep Cromwell in line should the *Manassas* actually live up to its designers' best expectations. Both Lewis and Cromwell had standing orders to jump to a pre-arranged rendezvous point—the Periphery planet of Schwartz—once they had determined that no pursuit was forthcoming.

In time the *Manassas* fulfilled its mission and made ready for the jump to Schwartz. Unfortunately, the jump went awry. The *Manassas* ended up near a planet about thirty-five light-years away from the rendezvous, with its jump drive and communications crippled. Cromwell had no alternative but to order a landing and attempt to fix the ship so that he and his troops could rejoin the Exodus fleet.

The Lionhearts spent six months planetside, jury-rigging repairs to the drive as best they could. During this time, it became increasingly clear to more and more members of the unit that their commander was an overbearing fool, and tensions within the Lionhearts between Cromwell's dwindling supporters and growing detractors began to fester. With the expectation of swiftly rejoining the Exodus, however, no one thought seriously of mutiny.

With the repairs finished, the *Manassas* prepared for a second attempt to reach the rendezvous point. This jump also went awry, with far more serious consequences. The jerry-built repairs to the experimental jump drive sent the *Manassas* far off course—not in space, but in time. The *Manassas* appeared over Schwartz three hundred years in the future, smack in the middle of the Clan Smoke Jaguar occupied zone.

Introduction

PLOT SYNOPSIS

About two months before the arrival of the *Manassas* in 3058, the player characters—an Explorer Corps team—are sent on an undercover mission into Smoke Jaguar space. Their target is the planet Schwartz, an isolated agricultural world used to replenish WarShip food stores and give Clan warriors much-needed rest off the front lines. A small solahma garrison and a WarShip undergoing resupply form the planet's defensive force. Posing as local Inner Sphere workers, whom the Smoke Jaguars routinely press into service as menial laborers, the player characters ferry supplies from the surface to the Smoke Jaguar WarShip *Lioness*, in orbit above the world. Once aboard the WarShip, they must plant a sensor on its communications array. The sensor allows them to monitor Clan transmissions from a planetside listening post.

Assuming they succeed in this mission, the player characters bury themselves among the locals and listen for the next two months to routine and increasingly dull transmissions, none of which provide any clues to the location of the Clan homeworlds. Just as they are beginning to think that this listening post will never tell them anything useful, they overhear some startling transmissions. A strange WarShip—not Clan, and certainly not anything from the Inner Sphere so far as the Smoke Jaguars know—has abruptly appeared at Schwartz's jump point, identifying itself by an SLDF code. Not only is the ship unfamiliar to the Jaguars, its design is also significantly different than any they have seen. It somewhat resembles a Clan ship but differs from Clan designs in many respects. This WarShip—the *Manassas*—throws the Smoke Jaguars into confusion. Their captain is planetside, checking out some land with an eye to settling it after the Clans have conquered the Inner Sphere, and his subordinates will take no action without his approval. The ranking Jaguar officer identifies himself to the *Manassas* crew and curtly orders the ship to hold its position while the Smoke Jaguar captain returns to the *Lioness*. The *Manassas* responds by cautiously asking which Star League member-state the Smoke Jaguars represent, but receives no reply.

The player characters, hearing all this, realize that something extremely strange is going on. The SLDF code, the obvious consternation and confusion of the Clans at its appearance and the mention of the Star League government suggest that this mysterious ship is worth contacting. The player characters may even get a glimmer of the bizarre truth—that the *Manassas* is a Star League WarShip astray in time. Determined to get in touch with the *Manassas* before the Jaguars collect their wits, the player characters abandon their listening post and travel to the JumpShip, the *Persephone* (which is hovering at a pirate point out of sight of the Clan ship). Once aboard the *Persephone*, they send a tight-beam transmission to the *Manassas*. They warn the *Manassas* of the Clans' hostile intent, offer general assistance and suggest a rendezvous on the nearby planet of Roxborough where they can fill the *Manassas* in on events in the Inner Sphere. Just as they finish this transmission, the *Lioness* opens communications—the captain has arrived, and he orders the *Manassas* to prepare to be boarded. Not liking the sound of this, Cromwell orders the *Manassas* to jump to Roxborough.

The *Manassas* and the player characters both reach Roxborough, where the characters meet the Lionhearts face-to-face for the first time. Over the ensuing five or six days, while both ships recharge their jump drives, the player characters tell Cromwell and the Lionhearts what's going on in the Inner Sphere. They may or may not tell the whole truth, but they identify the Clans as invaders and paint as horrible a picture of them as possible.

During this time, the player characters are also trying to gather information about the *Manassas*. Seeing it up close, they realize that it is very different from Clan WarShips or even the few Star League-era WarShips they are acquainted with. They make every effort to find out why the *Manassas* is different and why the Clans seemed to want it enough to board it instead of blowing it out of the sky. If they discover that it carries the only working prototype of an advanced jump drive—a jump drive far beyond what either the Clans or the Inner Sphere possess—they may begin to lay down a scheme for getting the *Manassas* safely into ComStar's hands. In addition, the characters sense the simmering discontent among the Lionhearts and must decide how—and whether—to deal with it.

Meanwhile, the Lionhearts are drawing their own conclusions about what to do. The course of action they choose depends on what the player characters tell them, but the ranks of the senior officers are riven by dissension. Some want to fight the invaders. Others want to strike off on their own in hopes of catching the Exodus fleet (or want to join the Clans, if the player characters tell the whole truth). Still others want to opt out altogether and make a nice home on beautiful Roxborough.

Some of this latter group—a small band of crewmen acting on garbled rumors that filtered down from the officers' discussions—decide to abandon ship. As no SLDF soldier can be allowed to abandon his post, Cromwell asks the player characters to go after the strays because the player characters know the planet best and can cope with any dangers it might hold. The player characters track down the fugitives just in time to save them from being devoured by native predators.

No matter what decision the Lionhearts ultimately make about their next move, Cromwell acts on his own secret plan. He wants to go back to Schwartz and claim it as his personal fiefdom. He has no desire to join the Exodus fleet (or the Clans), and doesn't particularly want to serve the Star League (or the Successor States) either. He wants to rule his own little planet, and to hell with the rest of the universe. He pumps the player characters for information on the Clan WarShip's capabilities, and he orders his loyalists among the technicians to work on better repairs to the jump drive. Once confident that he can take on the Smoke Jaguar ship and win, he announces his plan to return to Schwartz.

Lieutenant Lewis and other officers disgusted with Cromwell—including the *Manassas*'s chief engineer, Lieutenant Andrea Sarti—try but fail to dissuade him. They arrive via shuttle on the *Persephone*, hoping to enlist the characters' support in stopping Cromwell's crazy plan. In the middle of the conference, however, the *Manassas* disappears. Fearing that Cromwell has put his plan in motion, the officers and the player characters jump back to Schwartz.



Introduction

They arrive at Schwartz to see a battle going on between the *Manassas* and the *Lioness*. Apparently, the Clan captain has decided to keep all the glory of capturing the *Manassas* for himself and has not called in any reinforcements. However, he doesn't appear to need any. Clan Elementals are in the process of executing an efficient and ruthless boarding action and will easily seize control of the ship if unopposed. If the player characters have yet to discover the truth about the *Manassas*, they learn about its capabilities now from Lieutenants Lewis and Sarti. Once informed of the unique technology aboard the *Manassas*, the player characters must destroy the WarShip before the Smoke Jaguars have a chance to study its workings too closely. Such advanced technology must not be allowed to fall into Clan hands, or the laborious technological progress that the Inner Sphere has made over the past six years will all have been for nothing.

The player characters' *Persephone* lacks the power to destroy the *Manassas*, and no Inner Sphere naval force can be brought to Schwartz in time to do any good (assuming that any of the Inner Sphere's new WarShips can be spared). The only way to destroy the *Manassas* is to board it and plant explosives in strategic spots, directed by Lieutenant Sarti. To maximize their chances of getting aboard the *Manassas* and reaching the drive room unnoticed, the player characters need a diversion. They decide to split up, with the MechWarriors among them dropping down to Schwartz and engaging the solahma garrison in a hot guerrilla war. The garrison reports the attack to the WarShip, whose captain sends a large chunk of his fighting personnel down to the planet to assist. While the Smoke Jaguars have their hands full on the surface, the rest of the player characters and Lieutenant Sarti shuttle over to the *Manassas*, board her, sneak to the drive room to plant the charges and get out as fast as they can.

The Lionhearts' Chief of Security, Donald Terry, volunteers to go on the sabotage mission and feed the team vital information on getting around the ship's security. Unknown to the player characters, Terry is a fanatical supporter of Cromwell. Having learned that Cromwell is in the brig on the *Manassas*, Terry determines to save his captain. At the first available opportunity, he takes Sarti hostage and threatens to kill her unless the player characters agree to save Captain Cromwell before planting the explosives. The player characters need Lieutenant Sarti's expertise to carry off the sabotage and so must either give in to Terry's demands (with all the risky, extra sneaking around that the attempt entails) or disarm him and save Sarti. Meanwhile, the clock is ticking for the MechWarriors down on the planet, who are fighting a shoot-and-run campaign against a much more powerful foe. They can only keep up the battle for so long before the Jaguars pound them to jelly.

Assuming the sabotage mission succeeds, the player characters must get off the *Manassas* and down to Schwartz without being discovered. There, they must pick up their MechWarrior comrades and hotfoot it to the *Persephone*. Assuming they make it aboard the *Persephone*, they depart Schwartz via the pirate point and make it back to safety. On arrival back in civilization, the NPCs are taken away by ComStar officials for "debriefing" and are never heard from again.



GETTING STARTED

Living Legends is designed for three to six player characters, members of a mercenary unit or free traders. They are hired by ComStar to work for the Explorer Corps, so they should be available for long-term missions with good pay and a high degree of potential danger. The players' group should include at least two or three MechWarriors with access to their own 'Mechs. As this adventure involves undercover espionage work, skills such as Impersonation, Perception, and Stealth are quite useful as well. Although NPCs can take up some of the slack, at least one player character with the Demolitions Skill is recommended.

The Explorer Corps provides the group with gear and transport. If the group owns a civilian-class DropShip, they may use it. Otherwise a DropShip is provided for them. Due to the special needs of this mission, the group must use the JumpShip provided by the Explorer Corps, even if they have a JumpShip of their own.

The adventure can be set in any year between the Truce of Tukayyid (3052) and 3058. The action begins in Brocchi's Cluster in the Smoke Jaguar occupied zone. Assume the players arrive there without incident by travelling through uninhabited systems.

THE SITUATION

In **Episode 1: Under Cover**, the player characters must smuggle themselves aboard the Clan Smoke Jaguar WarShip *Lioness*, currently hovering at the zenith jump point over the tiny agricultural world of Schwartz in the Clan Smoke Jaguar occupied zone. Their goal is to plant a transmitter in the WarShip's communications system and monitor the ship's transmissions. This episode consists of two events, which take the player characters from their arrival in the Schwartz system through the completion of their undercover mission.

The episode begins with the player characters arriving at Schwartz's jump point, where the Smoke Jaguars immediately demand that the *Persephone* identify itself.



DON'T WORRY, IT'S ONLY US

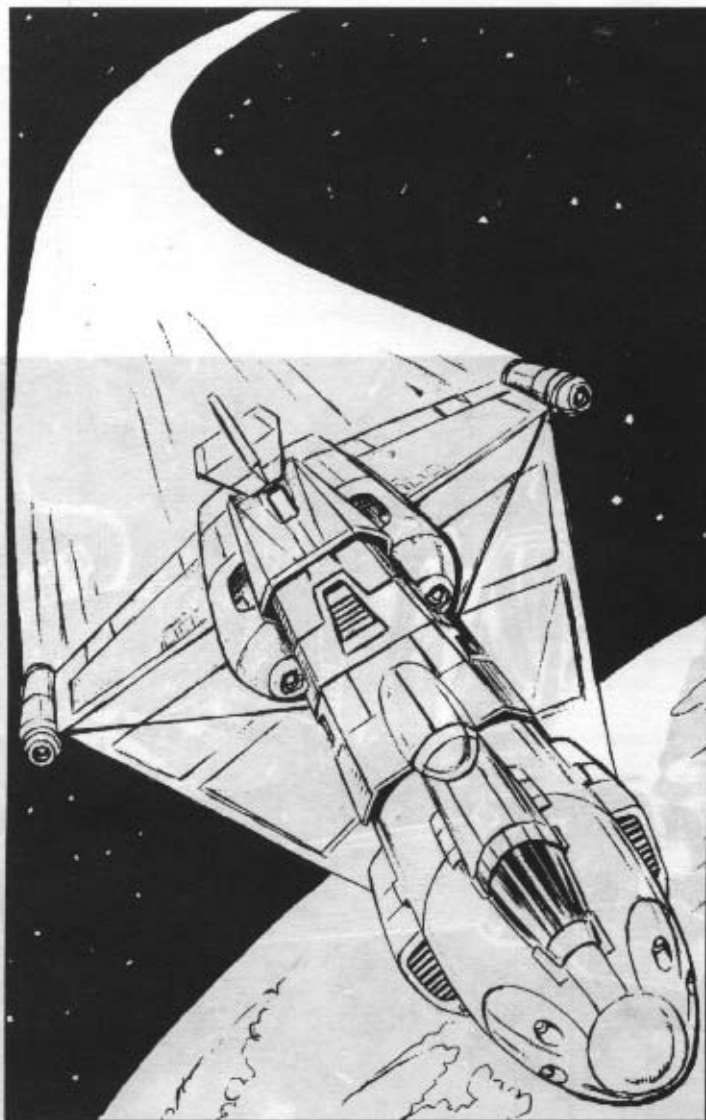
ComStar has provided the Explorer Corps team with a plausible cover identity—they are small-time, local Periphery traders making what little profit they can by ferrying supplies from planets to Clan WarShips in orbit. The Clans, lacking large numbers of their own merchants and laborers in the occupied zones, are only too happy to use residents of Clan-occupied worlds as a de facto laborer caste.

In keeping with their pose as local traders in need of whatever cash or goods they can get to keep afloat, the player characters arrive at Schwartz's jump point in a battered-looking JumpShip.

Read the following section aloud to the players:

Your DropShip burns toward the jump point and the *Persephone*, which will take you to Schwartz. For the past ten days you have been awaiting your pickup from BC426, a small uninhabited planetoid concealed in the coreward edge of Brocchi's Cluster. You've checked your equipment and gone over your orders, and you're as sure as you can be that nothing will go wrong. Despite all your preparations, however, you can't quite suppress a bit of nervous excitement. Even the best-laid plans have a habit of going awry in unexpected ways.

The *Persephone* looms into view; the sight of it shocks you breathless. How can anything so beaten-up still jump through space? This flying wreck looks as though nothing but spit, baling wire, and plenty of prayers are keeping it together. On the bright side, it ought to convince the Clans that you really are just a band of dirt-poor traders out for whatever pay you can get.



The DropShip docks, and you board the battered *Persephone*. After stowing your gear, your navigator punches in the coordinates for Schwartz. You feel the familiar, sickening sensation of being stretched out thin in all directions, as if your limbs were made of rubber. The stretched feeling ends abruptly; dizzy and a little nauseous, you turn on the *Persephone*'s communications array.

Even before you receive any signal through the post-jump static, you know you are not alone. Through your main viewport you see a massive York Class WarShip slide into view, a swarm of OmniFighters streaking from its belly toward your helpless craft.

Suddenly, a harsh voice crackles over your comm system. "This is Star Colonel Anton Wirth of the *Lioness*. You have entered Smoke Jaguar territory. Identify yourself and state your business immediately!"

RESEARCH ON SCHWARTZ

Margin of Success

0-1

2

3+

Result

"Yeah, the Jags are a pain in the butt. But I gotta tell ya, war is good for business!"

"I hear the ship comin' in—the *Lioness*—is gonna be takin' on enough food to stay in space for a year. It'll take more'n a month just to load the thing!"

"Some people say that Clan garrison forces are sub-standard. Don't believe it for a second. The troops they put here are battle-hardened veterans, although their machines are in need of more than a paint job, if you know what I mean."

The Smoke Jaguar authorities demand the *Persephone's* ID as a matter of course, but are not likely to suspect anything out of the ordinary unless the player characters give themselves away. As long as they behave in a manner consistent with their cover identity, the Smoke Jaguars accept their identification and allow them to land. The players decide how they reply—as long as they respond promptly and sound sufficiently obsequious, the Smoke Jaguars accept their answer at face value. If they delay too long before answering or are foolish enough not to reply at all, they rouse suspicion. In that case, the Smoke Jaguars may refuse them permission to land or may allow them to land but keep them under close surveillance. Tight scrutiny, of course, makes carrying out the rest of their mission much harder.

To preserve their cover, the player characters should leave their Mechs and heavy weapons on the *Persephone*. After dropping off the DropShip, the *Persephone* spends a week recharging then leaves the Schwartz system. Using its lithium-fusion battery, it immediately returns to the system at a pre-arranged pirate point where it remains until the mission is either finished or aborted.

Once on Schwartz, the player characters must arrange to get supplies aboard their DropShip and obtain permission to ferry their cargo to the WarShip. The amount of goods to be transported far exceeds the capacity of available DropShips and shuttles, so this should not be too difficult. (At the gamemaster's discretion, the characters may have to do some hunting around to find cargo.) Each character may make a Scrounge, Negotiation, or Streetwise skill roll. Any success yields a source of cargo to ferry to the WarShip. A good margin of success also yields information. Consult the Research On Schwartz table above to determine what information is discovered.

Keep in mind that the average Smoke Jaguar warrior does not concern himself with the doings of "Inner Sphere freebirth scum"—unless the player characters do something to attract attention. Particularly bored Clan warriors may amuse themselves by casually insulting the player characters or making them jump through unnecessary hoops, but smart player characters will resist the temptation to rise to the bait. The rest of this adventure depends on the player characters successfully planting their listening device, so do not make the player characters' lives too miserable early on.



SPECIAL DELIVERY

As a routine practice, the Smoke Jaguars require a reliable member of the Clan's merchant caste to board every Inner Sphere DropShip servicing Clan WarShips. This "efficiency officer" is responsible for observing the Inner Sphere workers and ensuring that they carry out their designated tasks exactly as they should. Clan Smoke Jaguar learned the hard way not to underestimate the destructive power of unsupervised Inner Sphere freebirths and takes no chances with them.

When the player characters have finished loading up the DropShip, read the following section aloud:

You notify the Smoke Jaguar authorities that you've finished loading your cargo hold and receive a terse order to stand by. Several minutes crawl past, with no word from the garrison. Suddenly you hear the clang of boot heels on the DropShip's entrance ramp. Two Clan warriors enter, escorting a third trooper in a style of Smoke Jaguar uniform that you haven't seen before. The man is tall and lanky, too thin for his height, and his untidy black hair is worn far too long for a MechWarrior. Though he carries himself with a prideful air, his bearing is a pale echo of the warriors' arrogance.

The warriors do not even acknowledge your presence. Instead, the taller of the two addresses the thin man, saying, "You know your orders, freebirth." The man flushes a dull red but is clearly afraid to reply. As the warriors leave the ship, the thin man draws himself up to his full height. Sweeping his gaze over you with a superior sneer, he says, "You may address me as Efficiency Officer Lesko. Should I have occasion to give you orders, you will follow them. You have my Clan's permission to bring your supplies aboard the *Lioness*—we may depart when ready."

RESEARCH ON SCHWARTZ



The player characters must somehow avoid Lesko's watchful eye to accomplish their mission once aboard the Clan WarShip. They can accomplish this in a variety of ways. Some team members can manufacture a crisis requiring Lesko's attention, allowing one or more other player characters to slip away and plant the sensor. Or the team can invent a plausible excuse to fiddle around with the communications equipment ("I was a ComStar acolyte—I know something about these systems. If the Star Captain will permit an unworthy freebirth to be of assistance, I believe I can fix the problem."). Or the player characters can simply knock Lesko over the head and keep him well out of sight until they have left the *Lioness* far behind. They might even kill him, though the disappearance of the efficiency officer might arouse unwelcome suspicion when they arrive back on Schwartz. Leaving Lesko alive poses less of a risk than it might appear. If he points an accusing finger at the player characters, the Clan warriors are likely to punish him just as severely for failing in his duty. Lesko knows this, and if he sees no apparent harm to the WarShip he may simply decide to keep his mouth shut.

In any case, the specific course of events in the WarShip is less important than dealing with Lesko. The gamemaster can invent a series of hurdles for the characters to jump or simply state that they are successful in planting the device.

After the device is in place, the player characters return to the planet and set up a listening post in the woods, away from the prying eyes of the city. From there, part of the group monitors transmissions from the ship. The remaining members of the group continue to lead the lives of innocent merchants ferrying cargo to the *Lioness*.

COMPLICATION: UNWELCOME ATTENTION

If the player characters devise a sufficiently ingenious way of dealing with Lesko, the gamemaster may allow them to plant the sensor without further incident. Most of the Clan crewmen aboard the *Lioness* regard the player characters as so much mobile furniture whose doings are beneath notice, and so they may plausibly plant the sensor without detection.

If the gamemaster wants to make the player characters' lives difficult, however, he can have a Clan crewman or security guard notice their activities. Do not have the Clansman catch the characters in the act or see the device, but make it a close call. Make the characters sweat. If the player characters do attract attention, they must deal with the Clansman quickly and quietly. However, they must also make sure that whatever they do does not make matters worse. Shooting the Clansman dead, for example, is a bad idea. Clobbering him is somewhat less foolish, but still risky—even if they make sure he stays out cold and undiscovered until they have left the ship, the Clansman's report of their actions will likely prompt a thorough search of the WarShip to find out what the "dirty freebirths" were doing. In this case, the ship's crew is likely to find the sensor and the characters' mission will be in ruins. Talking their way out of trouble is by far the player character's best option.



Episode 1 Reference Sheet



LESKO

Attributes: BLD 2 (10+), REF 4 (8+), INT 5 (7+), LRN 4 (8+),
CHA 3 (9+)

Characteristics: Athletic (12+), Physical (9+), Mental (9+),
Social (10+)

Skills: Administration 1 (8+), Appraisal 2 (7+), Bureaucracy 1 (9+),
Communications/Conventional 1 (8+), Gunnery/Spacecraft 1
(8+), Negotiation 2 (8+), Piloting/Spacecraft 3 (6+), Scrounge 2
(8+), Zero-G Operations 1 (11+)

Equipment: Light Environment Suit, Noteputer

WF	CONDITION	SAVE	1	2	3	4	5	6	7	8
1	GOOD	3+	☐	☐	☐	☐	☐	☐	☐	☐
2	FAIR	5+	☐	☐	☐	☐	☐	☐	☐	☐
3	POOR	7+	☐	☐	☐	☐	☐	☐	☐	☐
4	SERIOUS	10+	☐	☐	☐	☐	☐	☐	☐	☐
5	CRITICAL	11+	☐	☐	☐	☐	☐	☐	☐	☐

CLAN WARSHIP CREW

Attributes: BLD 3 (8+), REF 4 (8+), INT 3 (9+), LRN 4 (8+),
CHA 3 (9+)

Characteristics: Athletic (11+), Physical (11+), Mental (11+),
Social (12+)

Skills: Communications/Conventional 1 (10+),
Gunnery/Spacecraft 2 (9+), Small Arms 2 (9+),
Technician/Spacecraft 2 (9+), Unarmed Combat 2 (9+), Zero-
G Operations 2 (9+)

Equipment: Light Environment Suit

WF	CONDITION	SAVE	1	2	3	4	5	6	7	8
1	GOOD	3+	☐	☐	☐	☐	☐	☐	☐	☐
2	FAIR	5+	☐	☐	☐	☐	☐	☐	☐	☐
3	POOR	7+	☐	☐	☐	☐	☐	☐	☐	☐
4	SERIOUS	10+	☐	☐	☐	☐	☐	☐	☐	☐
5	CRITICAL	11+	☐	☐	☐	☐	☐	☐	☐	☐

CLAN WARSHIP SECURITY GUARDS

Attributes: BLD 6 (8+), REF 4 (8+), INT 4 (9+), LRN 3 (8+), CHA
2 (10+)

Characteristics: Athletic (10+)*, Physical (11+)*, Mental (11+),
Social (12+)

Advantages: Toughness

Skills: Blade 2 (8+)*, Gunnery/Spacecraft 1 (9+), Interrogation 2
(10+), Medtech 1 (10+), Small Arms 2 (8+), Unarmed Combat
3 (7+)*, Zero-G Operations 2 (8+)*

Equipment: Marine Combat Environment Suit (Energy All;
Ballistic 1/2; Melee 1/2; DC 50; Movement 1/2), Stunstick
(Damage 1D6-2 + Special), Pump Shotgun (Range 1-3/4-5/6-
8; Damage 3D6+2; 6 Shots + 6 Reloads)

*Modified for armor encumbrance.

WF	CONDITION	SAVE	1	2	3	4	5	6	7	8
1	GOOD	3+	☐	☐	☐	☐	☐	☐	☐	☐
2	FAIR	5+	☐	☐	☐	☐	☐	☐	☐	☐
3	POOR	7+	☐	☐	☐	☐	☐	☐	☐	☐
4	SERIOUS	10+	☐	☐	☐	☐	☐	☐	☐	☐
5	CRITICAL	11+	☐	☐	☐	☐	☐	☐	☐	☐

WF	CONDITION	SAVE	1	2	3	4	5	6	7	8
1	GOOD	3+	☐	☐	☐	☐	☐	☐	☐	☐
2	FAIR	5+	☐	☐	☐	☐	☐	☐	☐	☐
3	POOR	7+	☐	☐	☐	☐	☐	☐	☐	☐
4	SERIOUS	10+	☐	☐	☐	☐	☐	☐	☐	☐
5	CRITICAL	11+	☐	☐	☐	☐	☐	☐	☐	☐

A black and white illustration of a city skyline, featuring a prominent skyscraper in the center. The image is heavily stylized with a high-contrast, almost graphic quality. A large, bold, stylized 'EPI' logo is overlaid on the right side of the image, partially obscuring the cityscape. The logo is composed of thick, blocky letters. The background shows various other buildings and structures, creating a dense urban scene. The overall aesthetic is reminiscent of mid-20th-century graphic design or propaganda art.



Unexpected

pick up intriguing transmitters from the houses—a Walkie-Talkie or a similar device has already appeared in the Schyzos system, identifying itself by an SLDF code. The player character must get from the player's house to the transmitter and contact the transmitter and contact the transmitter.

Unidentified vessel, can you tell us an ID? Repeat. This is the WarShip Minnesota, please identify."

Guests

THE SITUATION

In **Episode 2: Unexpected Guests**, the player characters pick up intriguing transmissions from the *Lioness*—a WarShip of unfamiliar design has abruptly appeared in the Schwartz system, identifying itself by an SLDF code. The player characters must get from the planet's surface to the *Persephone* without being spotted and contact the WarShip before the Smoke Jaguars take action against it.



MYSTERIOUS STRANGERS

Several weeks pass between **Episode 1** and **Episode 2**, during which the player characters have done nothing but take turns monitoring the *Lioness's* transmissions. The transmissions have included very little of interest, and nothing at all that might point the way to the Clan homeworlds. The player characters are just beginning to get bored with their mission when the following transmissions come over the line.

Read the following section aloud to the players:

If you have to listen to one more day of routine Clan JumpShip communications, you just might go crazy. You wanted an easy job, and so far it looks like you got one with a vengeance. You wonder if the Smoke Jaguars have ever thought of using recorded transmissions as a secret weapon—if they played them for long enough at Inner Sphere units, the Jaguars could bore their opponents to death.

Suddenly, something crackles over the line that makes you sit up and take notice. The *Lioness's* communications array has picked up something you can't quite believe you're hearing. "This is the SLDF WarShip *Manassas*," says a pleasant, deep voice. You don't recognize the speaker, but you're sure he's not one of the Jaguars who usually gets on the squawkbox. "Unidentified vessel, can you give us an ID? Repeat, this is the WarShip *Manassas*. Please identify."

The player characters can hear every transmission that the *Lioness* sends or receives. If they continue to listen, they hear the Smoke Jaguars' reply after several seconds of silence: "This is the WarShip *Lioness* of the Clan Smoke Jaguar Naval Reserve. You will stand by and await further instructions." After several more silent seconds—perhaps as long as a minute or two—the *Manassas* replies, "Please clarify your ID, *Lioness*. To what corps is the Clan Smoke Jaguar Naval Reserve attached?" Another

interval of silence passes—then the *Lioness* says, "*Manassas*—the name of your captain is James Cromwell?" The *Manassas* replies in the affirmative. Almost immediately, the Smoke Jaguars respond, "You will await the return of our commanding officer, Star Colonel Anton Wirth." If the *Manassas* makes any further attempts to communicate with the *Lioness*, they receive no reply.

The captain of the Smoke Jaguar WarShip, Star Colonel Anton Wirth, is down on Schwartz when the *Manassas* arrives, checking out some choice real estate with an eye to settling it after the conquest of the Inner Sphere is complete. In his absence, the rest of the *Lioness's* crew can reach no consensus about what to do. Faced with an occurrence as anomalous as the unexpected arrival of what appears to be an SLDF WarShip—different enough in design from their own ships to possibly be worth further study and commanded by a man whose name marks him as a great war criminal—the crew and officers of the *Lioness* will do nothing without the Star Colonel's approval. While the Smoke Jaguars contact Wirth and bring him back aboard ship, the player characters can take some action of their own. Whether or not they believe that the *Manassas* really is a Star League-era vessel, they should realize that contacting the strange WarShip and finding out more about it is much more likely to be useful than sitting tight and monitoring another several weeks' worth of routine Clan transmissions.

The characters may contact the *Manassas* from their listening post, but the Smoke Jaguars will pick up any transmission from the post. To safely contact the *Manassas*, the characters must get first to their DropShip and then to the *Persephone*. From the *Persephone*, they can make a tight-beam laser transmission that the Smoke Jaguars cannot overhear. This means that the characters must either pack up their listening post or leave it behind for an indefinite length of time. If they leave it abandoned but functioning, the Smoke Jaguars may discover it during their absence. If the player characters pay a local citizen to watch it for them, their "employee" may decide there is more profit in telling the Smoke Jaguars about it than in attempting to conceal anti-Clan skulduggery. Or the citizen may betray the post's location through simple ineptitude or bad luck.

Whatever the player characters decide to do, they must act fast. Once Star Colonel Wirth returns to the *Lioness*, the Clansmen waste little time before taking action.



GETTING OUT

The player characters' DropShip is on a landing pad at the local spaceport where the Clan planetary garrison can keep an eye on it, so sneaking aboard without being noticed is easier said than done. Fortunately for the player characters, the garrison is a small one made up entirely of solahma troops. These aging MechWarriors see their current assignment as deeply shaming—watching over scattered small farming settlements full of snivelling freebirth cowards is no task for a true warrior. As a result, many of them are less than enthusiastic about doing their duty.

Unexpected Guests

GUARD TABLE

Die Roll	Result
1-2	No guard
3-4	One guard
5-6	Two guards

The DropShips at the spaceport are lightly guarded. The Smoke Jaguars don't really expect trouble from the locals and are only guarding against the outside possibility that a lone farmer may actually find the gumption to steal or sabotage a ship. If the player characters are reasonably cautious, they can sneak aboard their DropShip without incident.

Several solahma warriors patrol the spaceport on foot at regular intervals. To determine the presence of these guards near the player characters' DropShip, one player (or, if the player characters split up, one character from each group) must roll 1D6 at the beginning of every round the player characters spend sneaking toward their DropShip. Consult the Guard Table above to determine whether any guards are present.

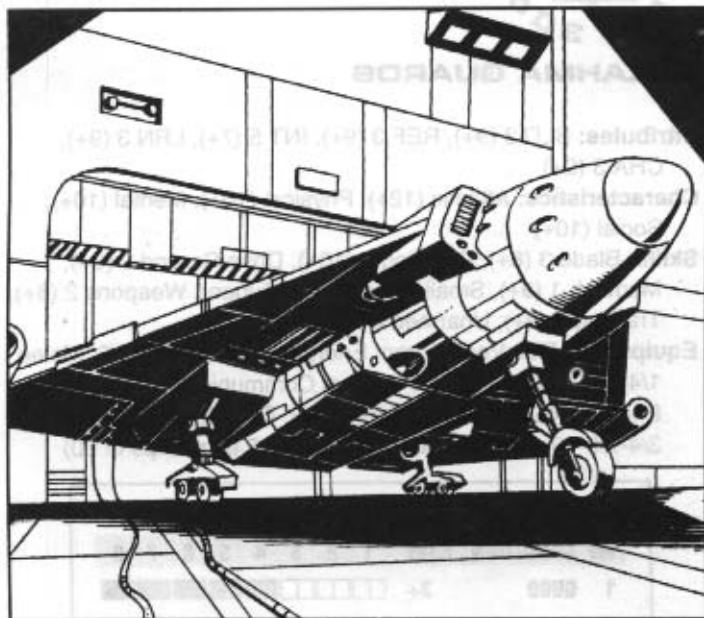
If a guard is present, make a Perception Skill Roll for the guard. Apply a -1 modifier to the roll target number for each character in the group that encounters the guard. If the roll succeeds, the guard spots the player characters and either engages them in combat or demands that they stop, depending on how threatening the group looks (gamemaster's discretion). Some fast-talking can buy the group some time here.

If the guard does not spot the group, the player characters may either attempt to sneak past the guard using the Stealth Skill (p. 30, *MW II*) or engage the guard in combat. If the player characters choose combat, however, they risk jeopardizing their chances to get off-planet and contact the *Manassas*. Once the shooting starts, roll 1D6 at the beginning of each round and consult the Guard Table to determine if any reinforcements arrive. The combat continues until a round ends with no guards present, at which point the player characters immediately move to the DropShip.

If the player characters succeed in sneaking aboard their DropShip, allow them to lift off without further trouble. The garrison troops almost certainly spot them once they lift off, but the troops are not in a position to do anything about it immediately. The DropShip heads for a pirate point above Schwartz, where the *Persephone* waits.



Assuming the player characters decide to contact the *Manassas*, they must decide how to present themselves. They will want to appear friendly and should choose an approach likely to gain them the confidence of the



personnel aboard the ship. They may identify themselves as members of ComStar or even the Explorer Corps, but if the people aboard the *Manassas* actually are who they claim to be, ComStar and the Explorer Corps will mean nothing to them. The *Manassas* is an SLDF WarShip somehow astray in time, and so the player characters best serve their own cause by identifying themselves as part of an organization that the *Manassas* personnel will recognize and feel comfortable with. The player characters' best bet is to call themselves members of some department of the Star League government—ComStar's predecessor, the Department of Communications, is a logical choice.

Whatever the player characters decide to say, they should present themselves as allies and the Clans as enemies. They should also offer to assist the *Manassas* in some way. Ideally, the players will realize that gathering information about the *Manassas* is best done somewhere other than Schwartz—having a Clan Smoke Jaguar WarShip of uncertain intentions breathing down the backs of their necks is not conducive to the completion of time-consuming investigations. If the player characters want to propose a rendezvous with the *Manassas* elsewhere, remind them of Roxborough—the Explorer Corps has used this isolated world as a base of operations, and so far it is safe from Clan intruders (see page 52 for more about Roxborough).

Just as the transmissions between the *Manassas* and the *Persephone* end, the Smoke Jaguar WarShip begins to move. Although the player characters are unable to see the action from their location at the pirate point, they overhear the following message broadcast from the *Lioness*: "This is Star Colonel Anton Wirth of the *Lioness*, to the WarShip *Manassas*. Prepare to be boarded!"

This threatening gesture from the Smoke Jaguars gives the *Manassas* crew any final impetus it needs to trust the player characters. If the player characters do not think to suggest a rendezvous at Roxborough on their own, prompt them to do so.

SOLAHMA GUARDS

Attributes: BLD 3 (9+), REF 3 (9+), INT 5 (7+), LRN 3 (9+),
CHA 3 (9+)

Characteristics: Athletic (12+), Physical (10+), Mental (10+),
Social (10+)

Skills: Blade 3 (8+), Climbing 2 (10+), Drive/Ground 2 (8+),
Medtech 1 (9+), Small Arms 3 (7+), Support Weapons 2 (8+),
Training 1 (9+), Unarmed Combat 2 (10+)

Equipment: Flak Vest (Torso; Energy 2 pts; Ballistic 1/2; Melee
1/4; DC 25), Helmet w/Personal Communicator (Head;
Energy 1/4; Ballistic 2/3; Melee 1/2; DC 15), SMG (Range 1-
3/4-7/8-10; Damage 3D6; 50 Shots + 2 extra clips of 50)

WF	CONDITION	SAVE	1	2	3	4	5	6	7	8
1	GOOD	3+	☐	☐	☐	☐	☐	☐	☐	☐
2	FAIR	5+	☐	☐	☐	☐	☐	☐	☐	☐
3	POOR	7+	☐	☐	☐	☐	☐	☐	☐	☐
4	SERIOUS	10+	☐	☐	☐	☐	☐	☐	☐	☐
5	CRITICAL	11+	☐	☐	☐	☐	☐	☐	☐	☐

WF	CONDITION	SAVE	1	2	3	4	5	6	7	8
1	GOOD	3+	☐	☐	☐	☐	☐	☐	☐	☐
2	FAIR	5+	☐	☐	☐	☐	☐	☐	☐	☐
3	POOR	7+	☐	☐	☐	☐	☐	☐	☐	☐
4	SERIOUS	10+	☐	☐	☐	☐	☐	☐	☐	☐
5	CRITICAL	11+	☐	☐	☐	☐	☐	☐	☐	☐

WF	CONDITION	SAVE	1	2	3	4	5	6	7	8
1	GOOD	3+	☐	☐	☐	☐	☐	☐	☐	☐
2	FAIR	5+	☐	☐	☐	☐	☐	☐	☐	☐
3	POOR	7+	☐	☐	☐	☐	☐	☐	☐	☐
4	SERIOUS	10+	☐	☐	☐	☐	☐	☐	☐	☐
5	CRITICAL	11+	☐	☐	☐	☐	☐	☐	☐	☐

WF	CONDITION	SAVE	1	2	3	4	5	6	7	8
1	GOOD	3+	☐	☐	☐	☐	☐	☐	☐	☐
2	FAIR	5+	☐	☐	☐	☐	☐	☐	☐	☐
3	POOR	7+	☐	☐	☐	☐	☐	☐	☐	☐
4	SERIOUS	10+	☐	☐	☐	☐	☐	☐	☐	☐
5	CRITICAL	11+	☐	☐	☐	☐	☐	☐	☐	☐

GUARD TABLE

WF	CONDITION	SAVE	1	2	3	4	5	6	7	8
1	GOOD	3+	☐	☐	☐	☐	☐	☐	☐	☐
2	FAIR	5+	☐	☐	☐	☐	☐	☐	☐	☐
3	POOR	7+	☐	☐	☐	☐	☐	☐	☐	☐
4	SERIOUS	10+	☐	☐	☐	☐	☐	☐	☐	☐
5	CRITICAL	11+	☐	☐	☐	☐	☐	☐	☐	☐

WF	CONDITION	SAVE	1	2	3	4	5	6	7	8
1	GOOD	3+	☐	☐	☐	☐	☐	☐	☐	☐
2	FAIR	5+	☐	☐	☐	☐	☐	☐	☐	☐
3	POOR	7+	☐	☐	☐	☐	☐	☐	☐	☐
4	SERIOUS	10+	☐	☐	☐	☐	☐	☐	☐	☐
5	CRITICAL	11+	☐	☐	☐	☐	☐	☐	☐	☐

WF	CONDITION	SAVE	1	2	3	4	5	6	7	8
1	GOOD	3+	☐	☐	☐	☐	☐	☐	☐	☐
2	FAIR	5+	☐	☐	☐	☐	☐	☐	☐	☐
3	POOR	7+	☐	☐	☐	☐	☐	☐	☐	☐
4	SERIOUS	10+	☐	☐	☐	☐	☐	☐	☐	☐
5	CRITICAL	11+	☐	☐	☐	☐	☐	☐	☐	☐

WF	CONDITION	SAVE	1	2	3	4	5	6	7	8
1	GOOD	3+	☐	☐	☐	☐	☐	☐	☐	☐
2	FAIR	5+	☐	☐	☐	☐	☐	☐	☐	☐
3	POOR	7+	☐	☐	☐	☐	☐	☐	☐	☐
4	SERIOUS	10+	☐	☐	☐	☐	☐	☐	☐	☐
5	CRITICAL	11+	☐	☐	☐	☐	☐	☐	☐	☐

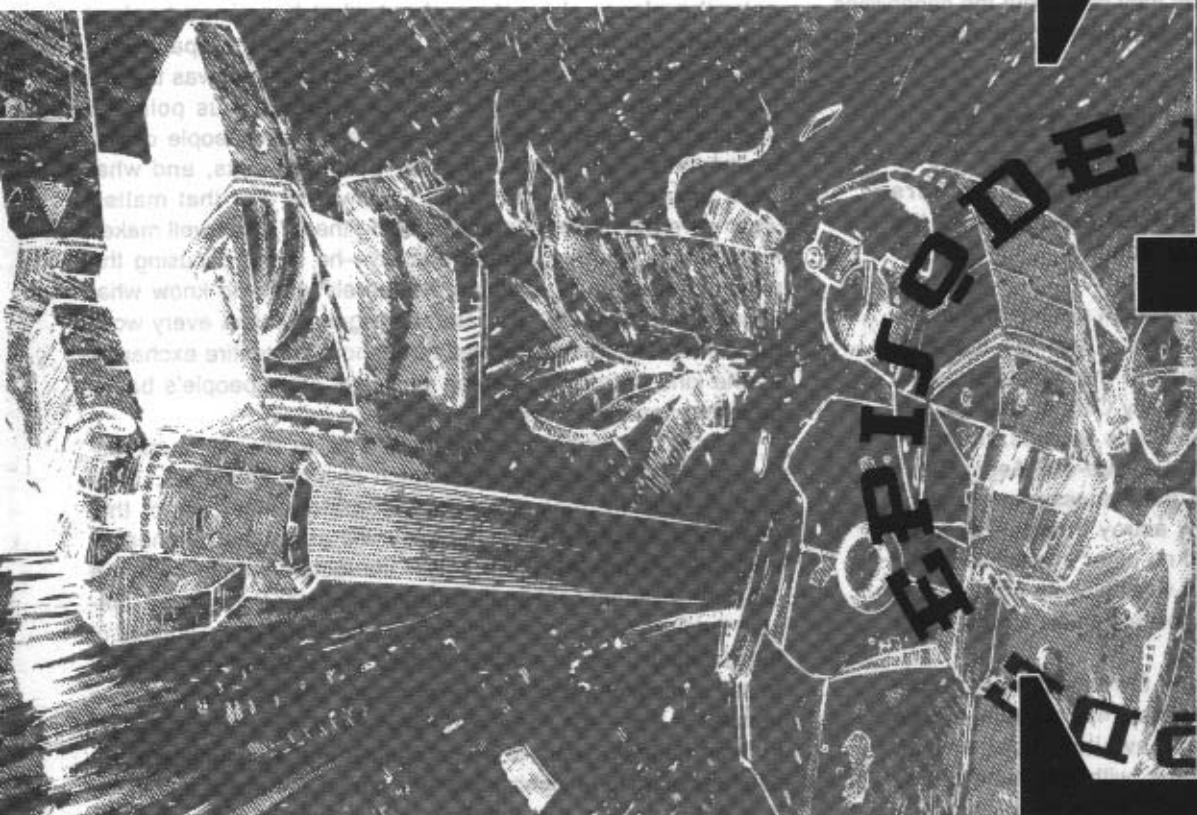
WF	CONDITION	SAVE	1	2	3	4	5	6	7	8
1	GOOD	3+	☐	☐	☐	☐	☐	☐	☐	☐
2	FAIR	5+	☐	☐	☐	☐	☐	☐	☐	☐
3	POOR	7+	☐	☐	☐	☐	☐	☐	☐	☐
4	SERIOUS	10+	☐	☐	☐	☐	☐	☐	☐	☐
5	CRITICAL	11+	☐	☐	☐	☐	☐	☐	☐	☐

LIVING LEGENDS

Cromwell, Sam and Mitchell dislike Cromwell, but so far have had no reason to openly resist his command. For more information on these people, see the Cast of Characters starting on page 48.

CONFERENCE WITH THE LIONHEARTS

Cromwell and his officers escort the player characters to a private conference room containing a long oval table surrounded by comfortable chairs. This is the room where Cromwell customarily holds briefings for his senior officers and selected staff members. Once everyone is seated, Cromwell



player characters should do so, though they need not specify the precise duration in time that the Manassas has traveled. Beyond that, the player characters have several options. They may tell the whole truth—that they are working for Comstar rather than the Department of Communications, that the Star League has not existed for three centuries and has instead been replaced by the Successor States, and that the Clank are the descendants of the Exodus fleet. Alternatively, they may pretend that the Star League still survives in some form and is under attack by Comstar. They may also tell the truth about the fall of the Clank, but only if they mention the Clank by name. If the player characters reveal that they work for Comstar rather than the Department of Communications, the fact that they initially misrepresented themselves may make the Lionhearts bit suspicious of the player characters' story. However, if the characters explain fully and frankly why they acted as they did, the Lionhearts accept their story.

THE SITUATION

On arrival at Rockborough, the player characters shuffle over to the Manassas, where they meet Captain Cromwell and the Lionhearts for the first time. They update the Lionhearts about the situation in the inner Sol system and the player characters aid in the fight against the Clank. The Lionhearts then bid the player characters join the senior officers' briefing. The player characters join the Manassas and are introduced to the senior officers. The player characters are then taken to the one-of-a-kind secret

some book you read in the past. Their expressions are a mix of interest and wariness, as if they want to know but don't quite yet. A tall man with dark hair and a sharp face steps forward and greets you. Cromwell's name—Captain James Cromwell. Welcome aboard the Manassas.

The Real Story

The four senior officers with Cromwell are Lieutenant Randall Lewis, Cromwell's executive officer, Chief Donald Terry, Chief of Security, Lieutenant Andrew Scott, Chief Engineer, and Lieutenant Ruth Mitchell, Aerospace Liaison Officer. Lt. Lewis is Alexander Kromm's agent among the Lionhearts—he was assigned to keep an eye on Cromwell and ensure that the Manassas remains a close friend of instead of joining the Exodus.

THE SITUATION

On arrival at Roxborough, the player characters shuttle over to the *Manassas*, where they meet Captain Cromwell and the Lionhearts for the first time. They update the Lionhearts about the situation in the Inner Sphere, ending with a plea for the unit's aid in the fight against the Clan invaders. While the Lionhearts' senior officers debate what to do, the player characters tour the *Manassas* and learn as much as they can about the capabilities of this one-of-a-kind WarShip. Meanwhile, Cromwell sets in motion a secret plan of his own.



TRUTH BE TOLD

When the player characters arrive at Roxborough, read the following aloud:

Your shuttlecraft speeds toward the *Manassas*, which looms in front of you like a spaceborne whale. The sheer size of the vessel staggers you. It doesn't look quite like any Clan or Star League WarShip described in ComStar's records, though it vaguely resembles a Star League-era *Aegis* Class vessel. Bizarre as it seems, the *Manassas* may well be an SLDF vessel somehow astray in time—stranger things have happened, and no other explanation quite fits the facts at hand. But whatever its origins, this WarShip could definitely be an asset to the Inner Sphere.

Your shuttle docks, and the airlock doors open with the faintest of whispers. Five people—three men and two women—are awaiting your arrival. They all wear SLDF uniforms, with insignia that you recognize vaguely from somewhere—pictures in some book you read, maybe, a long time ago. Their expressions are a mix of eager interest and wariness, as if they want to trust you but don't quite yet. A tall man with dark hair and a thin, sharp face steps forward and greets you. "Cromwell's the name—Captain James Cromwell. Welcome aboard the *Manassas*."

The four senior officers with Cromwell are Lieutenant Randall Lewis, Cromwell's executive officer; Lieutenant Donald Terry, Chief of Security; Lieutenant Andrea Sarti, Chief Engineer; and Lieutenant Ruth Mitchell, Aerospace Liaison Officer. Lt. Lewis is Aleksandr Kerensky's agent among the Lionhearts—he was assigned to keep an eye on Cromwell and ensure that the *Manassas* did not go deliberately astray instead of rejoining the Exodus fleet. Terry is a close friend of

Cromwell's. Sarti and Mitchell dislike Cromwell, but so far have had no reason to openly resist his command. For more information on these people, see the **Cast of Characters** starting on page 45.

CONFERENCE WITH THE LIONHEARTS

Cromwell and his officers escort the player characters to a private conference room containing a long, oval table surrounded by comfortable chairs. This is the room where Cromwell customarily holds briefings for his senior officers and selected staff members. Once everyone is seated, Cromwell asks the player characters about what happened back at Schwartz. As far as he knew, Schwartz and the spaceways around it should have been deserted—its isolation was the primary reason Kerensky chose it as a rendezvous point for rejoining the Exodus fleet. Just who are these people calling themselves Clan Smoke Jaguar, Cromwell asks, and what were they doing in orbit around Schwartz? For that matter, what were the player characters doing there? Cromwell makes his opening remarks without hostility—he is not accusing the player characters of anything, he merely wants to know what is going on. However, his natural arrogance colors every word he speaks. Roleplay Cromwell throughout this entire exchange as the kind of irritating person who gets other people's backs up for no apparent reason.

Once Cromwell has started the ball rolling, the player characters must decide exactly how much of the truth to tell. They should keep in mind what they ultimately want out of this encounter, because what they say will affect the Lionhearts' response. At the least, the player characters should paint the Clans as invaders bent on conquering the Inner Sphere and present themselves as representatives of the "good guys" in need of the Lionhearts' aid. In addition, at least one of the officers is likely to say something about the apparent fact that the *Manassas* has traveled in time—the positions of stars will have changed enough in three hundred years to be noticeable, and the Lionhearts are astute enough to recognize that they are not in Kansas any more. If asked to confirm the apparent time-jumping phenomenon, the player characters should do so, though they need not specify the precise duration in time that the *Manassas* has traveled.

Beyond that, the player characters have several options. They may tell the whole truth—that they are working for ComStar rather than the Department of Communications, that the Star League has not existed for three centuries and has instead been replaced by the Successor States, and that the Clans are the descendants of the Exodus fleet. Alternatively, they may pretend that the Star League still survives in some form and is under attack by the Clans. They may also tell the truth about the fall of the Star League but neglect to mention the Clans' true origin.

If the player characters reveal that they work for ComStar rather than the Department of Communications, the fact that they initially misrepresented themselves may make the Lionhearts a bit suspicious of the player characters' story. However, if the characters explain fully and frankly why they acted as they did, the Lionhearts accept their story.

The Real Story

The player characters have several options if they wish to use subterfuge. They can lie about certain parts of history and their mission in an attempt to sway the Lionhearts to their side. This plan may backfire severely, so make certain the players really want to take this course. If the group's story contains inconsistencies or implausibilities, make Mental Characteristic Saving Rolls for all the assembled Lionheart officers, with modifiers based on the scale of the inconsistency or implausibility. If a roll succeeds, the Lionheart officer notices the inconsistency or implausibility and discusses it with his fellow officers after the player characters are gone.

If any of the characters has the right equipment, he can try to plant an electronic bug in the *Manassas*'s conference room while the Lionhearts devote attention to the other characters. To plant a bug, a player character must make successful Security Systems and Stealth Skill Rolls, each with a +1 target modifier. If both rolls fail, the Lionhearts notice the character and he must explain his actions somehow or face being thrown in the *Manassas*'s brig. If only one of the two rolls fails, make a Perception Skill Roll, with a negative modifier equal to the Margin of Failure of the player character's roll, for each of the Lionheart officers. For example, if the Stealth Roll failed by 3, each Perception Roll would receive a -3 target modifier. If any of the Perception Skill Rolls succeeds, the Lionhearts notice the character's action.

If the player character manages to plant a bug in the conference room, inform the players when discussions are held there and tell them the contents of those discussions.

THE LIONHEARTS' REACTION

Once the player characters have departed on their "courtesy tour" of the ship (**Event 2**), the senior Lionheart officers argue vociferously about their possible courses of action. Who argues for what viewpoint depends on how much the player characters have said. The principal debaters are Lt. Lewis, Lt. Mitchell, and Lt. Sarti, all of whom have definite opinions. Lt. Terry vacillates between all positions, depending on who has just been talking loudest. Cromwell chips in an occasional word, but for once seems more interested in listening.

No matter what the player characters have said, Lt. Sarti wants no part of the conflict on either side. She wants the Lionhearts to take the *Manassas* on an Exodus of their own, find a habitable planet far from everywhere else and live out their lives in peace.

If the characters revealed the Clans' origins and the collapse of the Star League:

In this case, Lt. Mitchell wants to take the *Manassas* back to Clan space with an eye to joining up. She argues that, because the Clans are the descendants of the SLDF, the Lionhearts place is with them rather than with the corrupt Successor States whose forebears brought down the Star League.

Lt. Lewis wants to follow the player characters to Terra and fight on the side of the Inner Sphere. He argues that the people

of the Successor States need help against the invaders and should not be denied that help because of the sins of their ancestors. He points out that the Clans seem to have drifted far away from the Star League ideals that Kerensky's Exodus was meant to preserve and says that militaristic paranoids like the Smoke Jaguars are not worth joining.

If the player characters reveal neither the Clans' origins nor the collapse of the Star League:

In this case, Mitchell joins Lewis in pushing for a return to Terra. Both of them welcome the chance to fight for the Star League against the Clan invaders. Sarti, torn between duty and the desire to be left alone, argues that the time for fighting is over. She says that one ship won't make much difference, and given the perilous state of the Star League when they left it, it may no longer be a realm worth fighting for.

If the player characters reveal the existence of the Successor States but conceal the Clans' origins:

In this case, Lewis and Mitchell are somewhat less enthused about fighting for the Inner Sphere, but both nonetheless regard it as their duty. Once again, Sarti prefers to sit the fighting out.

CROMWELL'S PLAN

Cromwell is oddly quiet throughout the debate. He offers mild support to all of the alternatives in turn, acknowledging that each of his officers has made points worth considering. At some point in the deliberations, he suggests returning to Schwartz and taking over the planet: "Our visitors can tell us what we need to know about the enemy WarShip's capabilities," he points out. "The *Manassas* is a top-of-the-line ship—surely we can take whatever they dish out. Schwartz can be our planet, and the Lionhearts can be their own masters."

At this suggestion, Lewis controls himself with an effort. He points out that the Smoke Jaguars almost certainly have more than one WarShip and would probably send a whole fleet to Schwartz to take on an enemy who destroyed one of their vessels. The Lionhearts might take the planet but could not hope to hold it against such a force. In addition, he says that the condition of the *Manassas*'s drive system remains unreliable. To battle another capital ship under such conditions would be madness.

Cromwell listens quietly to Lewis's arguments, thinks for a few moments, then shakes his head. "I'm afraid you're right, lieutenant," he says. "On further consideration, I can see my suggestion is unworkable." As an astounded Lewis looks on, Cromwell ends the briefing by stating that he will take his officers' suggestions under advisement. In fact, he has already made up his mind to follow his plan to the letter. He intends to find out as much as possible about the Clan WarShip's capabilities—once satisfied that the *Manassas* can outgun it, he plans to take the *Manassas* back to Schwartz and claim the planet for his own.

The Real Story

GRAND TOUR

Once the player characters have spoken their piece, Lieutenant Sarti's chief aide, Warrant Officer Michael Rabe, quietly ushers them out of the briefing room. Rabe has orders to take the visitors on a courtesy tour of the ship so that the Lionhearts' senior officers can debate in private.

Read the following section aloud:

The *Manassas* is every bit as impressive on the inside as it was from the outside. The corridors are spacious, and everything you've seen so far seems to have been designed with an eye to beauty of form as well as efficiency of function. Your escort, Warrant Officer Michael Rabe, seems disposed to be chatty—he willingly drops bits of trivia about the ship in response to your questions. If you play your cards right, you just might be able to learn something important—like where to find the engine room.

The ship tour is the player characters' first real chance to learn more about the *Manassas*. Even though Rabe will not take them to any "sensitive" locations, such as the engine room, the player characters can tell that the *Manassas* is an unusual vessel. The fact that the Smoke Jaguars did not recognize its design and seemed more interested in capturing it than destroying it should provide another clue to the ship's potential as a technological gold mine. The player characters can gather information by pumping Rabe, chatting up other members of the ship's crew or sneaking off for brief side trips to interesting areas.

ASKING QUESTIONS

Questioning Rabe and chatting up other *Manassas* crew members are likely to be easier than taking unauthorized side trips. Rabe is disposed to be friendly, and though he is bright enough not to give sensitive information away easily, he might well let some small detail slip without realizing its importance.

This is particularly true if he talks about the ship to a player character with a certain level of technical skill—a small morsel of technical information that seems relatively harmless to Rabe (who is not a technician) may speak volumes to a player character with a highly technical background. As for other crew members, the player characters excite quite a bit of interest. The appearance of strangers aboard the *Manassas* is an unheard-of occurrence, and the rumor mill has been working overtime on this ship ever since the first of its misjumps. More than a few crew members may attach themselves temporarily to the touring party, and some of them may drop useful pieces of information.

When attempting to worm information out of Warrant Officer Rabe or a crew member, a player character makes a Negotiation or Seduction Skill Roll, using whichever skill is appropriate. If the character also has Technician Skill, he may add his Skill Level to the roll of the dice. Consult the table below to determine the answers the characters get.

SNEAKING AROUND

A successful Stealth Skill Roll enables a character or characters to sneak away from the tour group unnoticed. Once away from the group, the character must attempt to remain unnoticed throughout his unauthorized explorations (a near-impossible task) or be prepared to bluff his way out of potential trouble. The Negotiation Skill will be most useful in such situations, as the character will have to come up with some convincing lie ("I stopped to look at something, and when I looked up you'd all disappeared. Got lost trying to find you, I guess."). If a character is caught snooping and fails to convince the Lionheart crew member of his harmless intent, Rabe reports the incident to the senior officers, who treat the player characters with a certain degree of suspicion throughout the rest of the adventure.

The player characters are able to gather a certain amount of information through simple observation. Any character who manages to break away from the main group for long enough to observe can make a Perception Skill Roll, with a -2 target modifier. Apply an additional -2 target modifier if the character has Technician/Spacecraft Skill. Consult the Observations table on p. 21 to determine the information the test yields. Reveal only the information at the particular character's Margin of Success, not the information for other Margins of Success below it.

QUESTIONING RABE TABLE

Margin of Success

0-1

2-3

4

5+

Result

The *Manassas* flew rear guard for the Exodus.

It's an old ship, but it's been upgraded with the latest technology—most of which is classified.

All of its facilities are top-of-the-line, especially the recreation areas and K-F drive. It's designed for long, isolated flights.

"Really, I'd love to show you the engine room, but we've been having trouble with the K-F drive, and there's some danger of a radiation leak."

The Real Story

OBSERVATIONS TABLE

Margin of Success	Result
0	The zero-G pool is like nothing you've ever seen before!
1	For a ship this size, presumably on alert status, you see very few crew members during your tour.
2-3	More than just the engine room is restricted. During your tour you see nothing of the bridge or the ship's weapons systems.
4+	You can deduce from the arrangement of the ship's corridors and decks that the K-F drive core on this ship must be larger than normal for a WarShip.

EVENT 3 GETTING TO KNOW YOU

As the *Manassas* and the *Persephone* are recharging for their next jumps during the next few days, the player characters have a chance to get to know some of the senior Lionheart officers and crew. Simple observation reveals that discontent is simmering aboard the *Manassas*, and that Captain Cromwell appears to be its focus. By asking adroit questions and encouraging their new friends to talk, the player characters may discover some or all of the following information.

Personnel aboard the ship tend to fall into one of three camps: Cromwell haters, Cromwell loyalists and a few neutrals. Though no one has made any open moves yet, the anti-Cromwell faction seems to be coalescing around Lt. Lewis. Virtually all the Lionhearts, even those who support Cromwell, see Lewis as an honest, upright, dedicated and competent soldier. Everyone respects him—though some do so only grudgingly. The chief engineer, Lt. Sarti, would be more than willing to back Lewis against Cromwell if it ever comes to an open break.

Lt. Mitchell dislikes Cromwell and thinks him something of a fool. But Mitchell has no patience for shipboard politics. She prefers to remain neutral and hopes that all the grumbling will eventually die down. She will only defy Cromwell if his orders unnecessarily endanger the ship or any of her pilots.

Lt. Terry, as one of the few survivors of Cromwell's original unit, usually backs up his commanding officer all the way. However, lately he has been adopting a pose of cautious, uncomfortable neutrality toward his boss. The player characters cannot discover his true motives for the change, because no one on the *Manassas* has yet grasped it. Terry has decided that he can best aid Cromwell by getting on Lewis's good side and finding out what—if anything—Lewis is up to. He hopes Lewis will find his gradual change of heart convincing. At most, the player characters may discover that Lewis does not entirely trust Terry but cannot put his finger on the reason why.

Getting to know the senior officers and earning their trust offers the player characters three advantages. First, they may be able to get more information about the *Manassas* out of their newfound friends, especially if one of them befriends Sarti.

Second, they may find out what went on in the officers' briefing and take steps to turn it to their advantage. Third, uncovering the reasons for the discord aboard the ship may also help them further their own objectives.

During this time the player characters must also watch out for Cromwell. He seeks them out and makes every effort to befriend them, asking all kinds of questions about the Clans—especially about their weapons and the capabilities of their WarShips. They may tell him nothing, everything, or throw him a few scraps of information in the hope of shutting him up. Regardless of how much or how little they tell him, Cromwell orders all the ship's technicians loyal to him to work overtime on the *Manassas*'s shaky jump drive. He wants to make sure the repair work will stand up to battle stress when he returns to Schwartz to take on the Clans.

If Cromwell's insistent questioning makes any of the player characters curious, they may follow him to the engine room and overhear him giving orders to the techs to work double shifts on the jump drive. If any of them happen to mention Cromwell's orders to any senior officer, the officer reacts with surprise—in the case of Lewis and Sarti, the surprise is definitely unpleasant. Mitchell will respond with momentary puzzlement, followed by a comment like, "Then again, nothing that idiot does can surprise me. He's probably ordering them to jump just to prove he still can." Terry reacts with momentary unease, but reassures the player characters that "the captain probably just wants to make sure we're shipshape."

EVENT 4 HUNTING PARTY

At some point during the few days' "down time," a small band of lower-level crew members desert the *Manassas*. Acting on garbled rumors partly based on the results of the senior officers' meeting, these crew members have decided to leave the Lionhearts and settle on Roxborough. As no SLDF soldier can be allowed to desert his post, Cromwell insists on sending a hunting party to find the missing crewmen and bring them back. Because the planet is familiar to the player characters, Cromwell asks them to take care of this mission.

The characters should agree to Cromwell's request. Roxborough is beautiful, unspoiled, and dangerous—more than a

OBSERVATIONS TABLE



few of its indigenous life forms are hostile to humans, and the player characters know this. Leaving the crewmen to their fate most likely means signing their death warrants and will cost the player characters every scrap of progress they have made in gaining the Lionhearts' trust.

Assuming the characters agree to the job, they head for the planet in their DropShip. They run across the eight errant crew members not many miles from their landing point. Seconds after the player characters arrive and begin trying to persuade them to come back to the ship, a pack of vicious pteroraptors bursts into the clearing and attacks the humans. The player characters must battle the creatures for their own lives as well as those of the hapless *Manassas* crewmen. If necessary, adjust the number of pteroraptors to make the battle tough enough to be interesting but still winnable for the player character group. Generally, the player characters should outnumber the pteroraptors 2 to 1, but this ratio may not provide much of a challenge if the group is well-equipped or very experienced. If any of the player characters have suits of battle armor, add an extra pteroraptor for each such character.

If the player characters seem to be doing badly against the creatures, have some of the crewmen turn out to be better fight-

ers than the player characters expected. Alternatively, have a larger megasaur show up and begin to devour the pteroraptors attacking the player characters and crew. One way or another, ensure that the player characters and most of the crew survive the attack. But make the threat real enough to dissuade anyone from wanting to settle on Roxborough.

THE PTERORAPTOR

The unusual terrain of Roxborough has given rise to a number of strange creatures, including the savage pteroraptor. This vaguely reptilian predator earns its name by sharing characteristics of the ancient flying *Pterodactyl* and the pack-hunting dinosaur *Velociraptor*. In the close confines of Roxborough's forests, the pteroraptor presses its winged forearms to its sides and operates as a fast-running biped. Out in the open, the creature spreads its wings and hunts from the air. Although not a true flyer, the pteroraptor can glide for long distances on the howling winds and abundant thermals that rise from the planet's plains. In any terrain, the pteroraptor hunts in groups and has a nasty tendency to strike from ambush. The animal will eat almost anything to survive but prefers fresh meat from the many small mammals that inhabit its hunting grounds.

Episode 3 Reference Sheet

MANASSAS DESERTERS

Attributes: BLD 3 (8+), REF 3 (8+), INT 3 (9+), LRN 4 (8+),
CHA 3 (9+)

Characteristics: Athletic (12+), Physical (12+), Mental (11+),
Social (12+)

Skills: Communications/Conventional 1 (10+),
Gunnery/Spacecraft 1 (11+), Medtech 1 (10+), Small Arms 1
(11+), Technician/Spacecraft 2 (9+), Zero-G Operations 2 (10+)

Equipment: Light Environment Suit, Deluxe Field Kit, Medkit,
Personal Communicator, Pistol (Range 1-2/3-4/5-8;
Damage 2D6+3; 6 Shots + 2 extra clips of 6),
Vibrodamper (Damage 2D6)



WF CONDITION	SAVE	1	2	3	4	5	6	7	8
1 GOOD	3+								
2 FAIR	5+								
3 POOR	7+								
4 SERIOUS	10+								
5 CRITICAL	11+								

WF CONDITION	SAVE	1	2	3	4	5	6	7	8
1 GOOD	3+								
2 FAIR	5+								
3 POOR	7+								
4 SERIOUS	10+								
5 CRITICAL	11+								

WF CONDITION	SAVE	1	2	3	4	5	6	7	8
1 GOOD	3+								
2 FAIR	5+								
3 POOR	7+								
4 SERIOUS	10+								
5 CRITICAL	11+								

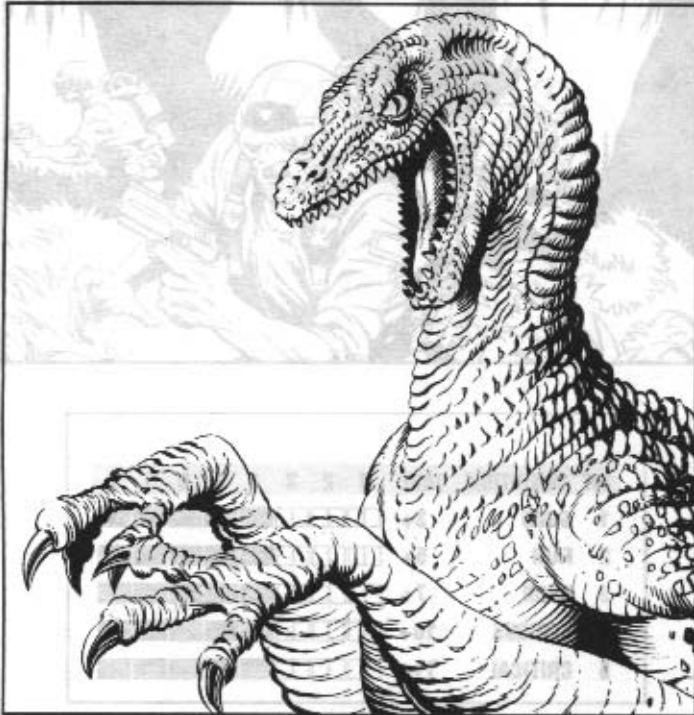
WF CONDITION	SAVE	1	2	3	4	5	6	7	8
1 GOOD	3+								
2 FAIR	5+								
3 POOR	7+								
4 SERIOUS	10+								
5 CRITICAL	11+								

WF CONDITION	SAVE	1	2	3	4	5	6	7	8
1 GOOD	3+								
2 FAIR	5+								
3 POOR	7+								
4 SERIOUS	10+								
5 CRITICAL	11+								

WF CONDITION	SAVE	1	2	3	4	5	6	7	8
1 GOOD	3+								
2 FAIR	5+								
3 POOR	7+								
4 SERIOUS	10+								
5 CRITICAL	11+								

WF CONDITION	SAVE	1	2	3	4	5	6	7	8
1 GOOD	3+								
2 FAIR	5+								
3 POOR	7+								
4 SERIOUS	10+								
5 CRITICAL	11+								

WF CONDITION	SAVE	1	2	3	4	5	6	7	8
1 GOOD	3+								
2 FAIR	5+								
3 POOR	7+								
4 SERIOUS	10+								
5 CRITICAL	11+								



PTERORAPTOR

Attributes: BLD 5 (7+), REF 7 (5+), INT 6 (6+), CHA 6 (6+)

Attacks: Bite (1D6 + 1), 2 Claws (2D6 + 2 each)

Defenses: Scaled Hide (Ballistic 1 pt; Melee 2 pts)

Movement: Walk 6, Run 14, Sprint 30, Glide 20

Special Abilities: Rake Attack. If the creature scores a critical hit with its bite, it does not score double damage. Instead, the creature clamps on with its jaws and begins to savagely rake the belly of its victim with its claws. As long as the pteroraptor holds on, it gets no bite attack but can make 4 claw attacks per round (including the round in which it scored the critical hit). These attacks are made with a -1 modifier and always hit the torso location (do not roll for hit location). The victim can try to escape as if he were breaking free of a grapple (p. 55, MW II).

WF	CONDITION	SAVE	1	2	3	4	5	6	7	8
1	GOOD	3+	☐	☐	☐	☐	☐	☐	☐	☐
2	FAIR	5+	☐	☐	☐	☐	☐	☐	☐	☐
3	POOR	7+	☐	☐	☐	☐	☐	☐	☐	☐
4	SERIOUS	10+	☐	☐	☐	☐	☐	☐	☐	☐
5	CRITICAL	11+	☐	☐	☐	☐	☐	☐	☐	☐

WF	CONDITION	SAVE	1	2	3	4	5	6	7	8
1	GOOD	3+	☐	☐	☐	☐	☐	☐	☐	☐
2	FAIR	5+	☐	☐	☐	☐	☐	☐	☐	☐
3	POOR	7+	☐	☐	☐	☐	☐	☐	☐	☐
4	SERIOUS	10+	☐	☐	☐	☐	☐	☐	☐	☐
5	CRITICAL	11+	☐	☐	☐	☐	☐	☐	☐	☐

WF	CONDITION	SAVE	1	2	3	4	5	6	7	8
1	GOOD	3+	☐	☐	☐	☐	☐	☐	☐	☐
2	FAIR	5+	☐	☐	☐	☐	☐	☐	☐	☐
3	POOR	7+	☐	☐	☐	☐	☐	☐	☐	☐
4	SERIOUS	10+	☐	☐	☐	☐	☐	☐	☐	☐
5	CRITICAL	11+	☐	☐	☐	☐	☐	☐	☐	☐

WF	CONDITION	SAVE	1	2	3	4	5	6	7	8
1	GOOD	3+	☐	☐	☐	☐	☐	☐	☐	☐
2	FAIR	5+	☐	☐	☐	☐	☐	☐	☐	☐
3	POOR	7+	☐	☐	☐	☐	☐	☐	☐	☐
4	SERIOUS	10+	☐	☐	☐	☐	☐	☐	☐	☐
5	CRITICAL	11+	☐	☐	☐	☐	☐	☐	☐	☐

WF	CONDITION	SAVE	1	2	3	4	5	6	7	8
1	GOOD	3+	☐	☐	☐	☐	☐	☐	☐	☐
2	FAIR	5+	☐	☐	☐	☐	☐	☐	☐	☐
3	POOR	7+	☐	☐	☐	☐	☐	☐	☐	☐
4	SERIOUS	10+	☐	☐	☐	☐	☐	☐	☐	☐
5	CRITICAL	11+	☐	☐	☐	☐	☐	☐	☐	☐

WF	CONDITION	SAVE	1	2	3	4	5	6	7	8
1	GOOD	3+	☐	☐	☐	☐	☐	☐	☐	☐
2	FAIR	5+	☐	☐	☐	☐	☐	☐	☐	☐
3	POOR	7+	☐	☐	☐	☐	☐	☐	☐	☐
4	SERIOUS	10+	☐	☐	☐	☐	☐	☐	☐	☐
5	CRITICAL	11+	☐	☐	☐	☐	☐	☐	☐	☐

LIVING LEGENDS

you for information on that Smoke Jaguar Warship we tangled with, and Lieutenant Sam tells me he's been keeping some of the engineering staff working double shifts to toughen up the repairs to our drive system. He didn't say a word about the drive repairs to her, as far as doing the work—well, I don't know how much you've noticed in the past few days, but Cromwell isn't exactly a popular captain with a lot of us. In fact, things have gotten so bad that they're about ready to dust wide open. Cromwell does have his loyalists among the crew, though.



Read the following section aloud:

Lewis paces around the deck, making an occasional comment as you discuss your options. As the player's observation pan he glances out. He stops dead, then swears loudly and fiercely. "That crazy bastard's power is up! He growls. 'What's too late?'"

You look through the port. The *Manassas* hangs in space, its outlines beginning to waver and shimmer against the star-dotted blackness. Seconds later, the *Manassas* disappears.

As the player character will likely conclude, Lewis is right—Cromwell has taken the *Manassas* back to Schwartz. If the player characters want to preserve any chance of getting the *Star* vessel to Tera, they must follow the *Manassas* as soon as they can.

THE SITUATION

In Episode 4: Showdown, the player characters return to Schwartz in pursuit of the *Manassas*, only to find the *Clan* in the process of capturing it. Leaving the *Manassas*'s unique drive technology in Jaguar hands is unthinkable, and so the player have no alternative but to destroy it. To give the player the greatest chance of success, the player must first create a distraction among the *MechWarriors* among the *Manassas* and start a short-and-sweet as a distraction. Meanwhile, the player must work against their mission to get the *Manassas* out, and the *MechWarriors* against a far superior force.

Read the following section aloud:

The *Persphone* is the first of the characteristic your fleet. You recognize the sound as the characteristic of a shuttle docking. Almost immediately, a voice sounds over your comm line. "Lieutenant Randall Lewis, requesting permission to board. We need to talk to you; it's urgent."

Lewis and the other senior officers—Lieutenant Sam Mitchell, and Tera—have shuttled over to the *JumpShip* without Captain Cromwell's knowledge. As soon as the player's shuttle is in the air, Lewis's voice sounds over your comm line. "Lieutenant Randall Lewis, requesting permission to board. We need to talk to you; it's urgent."

Lewis and the other senior officers—Lieutenant Sam Mitchell, and Tera—have shuttled over to the *JumpShip* without Captain Cromwell's knowledge. As soon as the player's shuttle is in the air, Lewis's voice sounds over your comm line. "Lieutenant Randall Lewis, requesting permission to board. We need to talk to you; it's urgent."

Showdown

Read the following section aloud:

"It's about Cromwell, something something something, and I think I know how he's been pumping."

THE SITUATION

In **Episode 4: Showdown**, the player characters return to Schwartz in pursuit of the *Manassas*, only to find the Clans in the process of capturing the WarShip. Leaving the *Manassas*'s unique drive technology in Smoke Jaguar hands is unthinkable, and so the player characters have no alternative but to destroy it. To give the sabotage mission the greatest chance of success, the player characters split into two groups. The MechWarriors among the player characters drop to Schwartz and start a shoot-and-run 'Mech battle with the local garrison as a distraction. Meanwhile, the second group heads to the *Manassas* to sabotage the WarShip. Both groups of player characters must work against time. The saboteurs must complete their mission before their MechWarrior comrades give out, and the MechWarriors must hold out as long as possible against a far superior force.



SECRET CONFERENCE

At the beginning of the episode, the player characters have returned to the *Persephone* to check on its recharging process. Depending on how much they have learned about the *Manassas* and its crew in **Episode 3**, they may also take this opportunity to discuss their next move in their efforts to get the *Manassas* to Terra. At some point during the discussion, a shuttle from the *Manassas* docks with the *Persephone*.

Read the following section aloud:

The *Persephone*'s deck shudders slightly under your feet. You recognize the feeling as the characteristic jolt of a shuttle docking. Almost immediately, a voice sounds over your comm line: "This is Lieutenant Randall Lewis, requesting permission to board. We need to talk to you; it's urgent."

Lewis and the other senior officers—Lieutenants Sarti, Mitchell, and Terry—have shuttled over to the JumpShip without Captain Cromwell's knowledge. As soon as the player characters welcome them aboard, Lewis gets down to business.

Read the following section aloud:

"It's about Cromwell. He's planning something stupid, and I think I know what. I know he's been pumping

you for information on that Smoke Jaguar WarShip we tangled with, and Lieutenant Sarti tells me he's been keeping some of her engineering staff working double shifts to toughen up the repairs to our drive system. He didn't say a word about the drive repairs to her, as he should have under established protocols. And the people doing the work—well, I don't know how much you've noticed in the past few days, but Cromwell isn't exactly a popular captain with a lot of us. In fact, things have gotten so bad that they're about ready to bust wide open. Cromwell does have his loyalists among the crew, though there aren't too many of them. The crewmen doing the double shift work in engineering are all Cromwell backers. In some cases, he's shunted aside people with greater expertise and experience in favor of his toadies. And he hasn't told us a thing about where he intends to take the *Manassas* when she finishes recharging.

"I have a nasty feeling Cromwell plans to jump back to Schwartz and try to take the planet. He suggested doing just that in our officers' briefing, right after you talked to us. We all told him that was a crazy idea—undoubtedly those Smoke Jaguars have plenty more WarShips where the first one came from, and they'd surely send a fleet if we destroy the *Lioness*. He backed down pretty quick, and I really thought we'd talked him out of it. Now I'm afraid I was wrong.

"We've got to stop Cromwell, and we may need your help to do it. We've only got a few hours left before the *Manassas* finishes recharging, so we need to act fast."

Allow the player characters a little time to discuss the NPCs' plea and come up with possible strategies. Before they have discussed anything at length, however, Cromwell takes the decision out of their hands.

Read the following section aloud:

Lewis paces around the deck, making an occasional comment as you discuss your options. As he passes an observation port he glances out. He stops dead, then swears loudly and fiercely. "That crazy bastard's powering up," he growls. "We're too late!"

You look through the port. The *Manassas* hangs in space, its outlines beginning to waver and shimmer against the star-dotted blackness. Seconds later, the *Manassas* disappears.

As the player characters will likely conclude, Lewis is right—Cromwell has taken the *Manassas* back to Schwartz. If the player characters want to preserve any chance of getting the SLDF vessel to Terra, they must follow the *Manassas* as soon as they can.

The *Persephone* is ready to jump immediately. The player characters select the target of the jump. They may think that jumping to a pirate point is the best way to go, but if the group jumps to a pirate point they will be unable to determine the locations of the *Manassas* and *Lioness*. Schwartz's zenith jump point is the last known location of the *Lioness*, so the player characters had best go there first. If a shooting battle is in progress at the zenith point, they can always jump right back out using their lithium-fusion battery.

By the time the *Manassas* returns to the Schwartz system, the *Lioness* is in orbit around the planet and has recalled most of its aerospace fighters from ground duty. When the *Manassas* arrives at the zenith jump point, it immediately begins to burn toward the planet to engage the *Lioness*.

EVENT 2 TOUGH CHOICES

The player characters find no other ships when the *Persephone* arrives at the zenith jump point. The *Manassas* is already beyond range of detection, although the characters may safely assume that it is headed for the planet. The NPC officers agree that the *Lioness* has likely moved into orbit around the planet to be in a better defensive position.

To get to the planet, the group may use their DropShip, or the Lionhearts' KR-61 Long-Range Shuttle, or both. The group contains enough personnel to man both craft, and the *Manassas* officers suggest they take them both in case they need them. The player characters decide if they want to load their BattleMechs, vehicles, and other heavy equipment into their DropShip at this time.

After eight long days of travel, the ships arrive at Schwartz. After orbiting for a few hours, one character spots a battle in progress between the *Manassas* and the *Lioness*.

When the player characters sight the WarShips, read the following section aloud:

Even from a distance away, you can see that the *Manassas* has taken a beating. Laser fire has left her once-gleaming hull scarred with scorch marks, and none of her guns appear to be operating. A few aerospace fighters from the WarShip buzz erratically through space, ducking and dodging in futile efforts to escape Clan pursuers. As you watch, five small spherical craft attach themselves to the hull of the *Manassas* and begin to disgorge scores of Elementals—a formidable boarding party, and one your unarmed DropShip can't hope to take on. The *Manassas* is *isola*, spoils of war.

The player characters have no chance of retaking the *Manassas* from the Smoke Jaguars, a fact that should be readily apparent to them. If they have learned anything significant about the vessel's unique capabilities, the thought of leaving it in Clan

hands should give them the cold shudders. If they have not and seem inclined to let the Clans have the ship, Lieutenant Lewis says, "There's something you should know about the *Manassas*." He then steps aside for Lieutenant Sarti, who explains that the *Manassas* contains the only existing prototype of a jump drive capable of transporting ships ten extra light-years per jump. Because the technology was so sensitive and the situation in the Inner Sphere so politically precarious at the time of its development, few records of it were kept, and those that existed were deeply buried. They may, she says, even have been erased on the mistaken assumption that the experimental technology had destroyed the *Manassas* and was therefore not worth further development.

Once the player characters know the secret of the *Manassas*, they should want to take any action possible to keep the experimental drive out of Clan hands. The Inner Sphere has made great technological strides since the Battle of Tukayyid and is just starting to achieve something like a level playing field—possession of a new kind of jump drive would provide the Clans a considerable technological advantage and render much of the Inner Sphere's efforts useless. But the player characters are obviously not in a position to stage a frontal assault against the Smoke Jaguar forces, nor can they call for reinforcements from any Successor State or ComStar. The only realistic option open to them is sabotage.

Because the player-character team presumably contains both sabotage experts and MechWarriors, a two-pronged attack will allow them to make best use of all the team members' skills. In addition, a distraction that draws away a large chunk of the *Lioness*'s fighting force will greatly increase the saboteurs' chances of success. As the player characters lack the resources to launch an attack in space, their best bet is to start their diversion down on Schwartz.

'MECH BATTLE

If the MechWarriors on the team drop to Schwartz's surface and assault the planetary garrison, the garrison calls on the *Lioness* for help in dealing with the "dirty freebirths." Star Colonel Wirth, typically disdainful of the abilities of solahma warriors, does not hesitate to send his own MechWarriors and some aerospace fighters. He assumes that the garrison is incapable of victory without them (Event 3).

Meanwhile, the saboteurs must sneak aboard the *Manassas* and plant explosives in strategic places (Event 4). Ideally, the players will think of this two-pronged attack—if they do not, feel free to nudge them toward it with suggestions from the Lionhearts.

ADDING THE LIONHEARTS

Once the characters have decided on their course of action, Lieutenant Lewis volunteers to accompany the MechWarriors. He has no 'Mech at the moment but he can expertly pilot any extra vehicle the group might have. If no such vehicle exists, Lewis offers to stay in the DropShip and help coordinate the attack. Lieutenants Sarti and Terry join the saboteurs. Mitchell goes along wherever she can do the most good—however, she is not a MechWarrior and is of little use on Schwartz without an aerospace fighter. Therefore, she probably goes along with the saboteurs and pilots the shuttlecraft.

Sarti and Terry both have specialized knowledge the saboteurs need to guarantee the success of their mission. Terry knows the ships' security systems inside and out, and he can help the saboteurs defeat them. Sarti knows the technical specifications of the *Manassas*'s drive and can tell the player characters exactly where to place small explosive charges so that they destroy the prototype equipment. Without her help, the player characters have to make their best guess about how to do the most damage—and on this mission, they can't afford to fail.

Unknown to the player characters, Lieutenant Terry has an ulterior motive for volunteering. He is anxious about Captain Cromwell and figures that his best chance of learning the captain's fate is to get aboard the *Manassas* and keep his eyes and ears open.

GUERRILLA WAR

Event 3 and **Event 4** happen simultaneously in different locations; when running these events, cut back and forth between the action on Schwartz and the action on the *Manassas* in the style of a fast-paced movie. One way to split up the action is to focus on the 'Mech battle until new reinforcements from the *Lioness* arrive. Then cut away from the battle and leave it as a cliffhanger. Play the sabotage mission for twenty to forty minutes, then cut back to the surface for a few more turns. The idea is to keep everyone involved in the game as much as possible. More suggested cut-away points appear in **Event 4**.

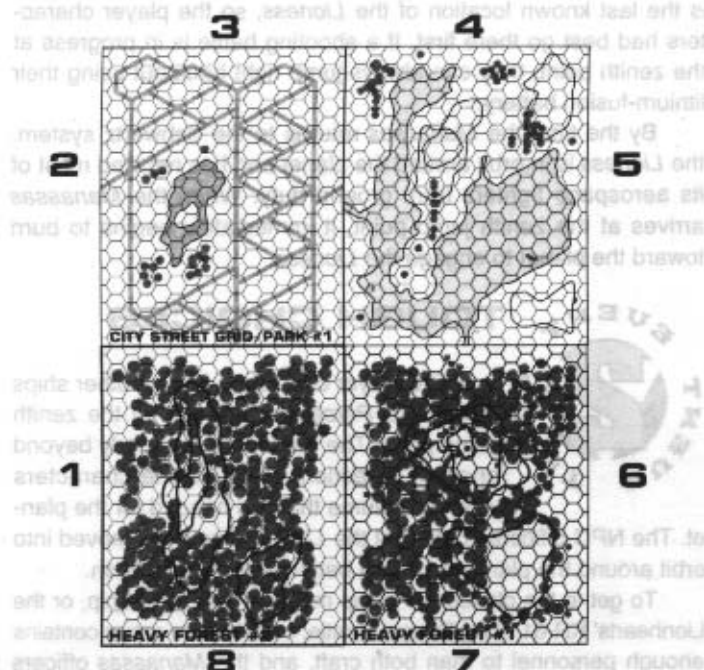
As the Smoke Jaguars busily secure the *Manassas*, the MechWarrior player characters arrive unseen on Schwartz (the gamemaster is free to decide otherwise if the player characters have had it too easy up to this point (see **Complication: Betrayal**, p. 29). Once the MechWarriors are saddled up, they move out toward the garrison's main building and lob a few LRMs at it to get the Smoke Jaguars' attention. The Jaguar garrison MechWarriors pile into their 'Mechs and come out looking for blood, just in time to see the player characters' 'Mechs disappearing into the nearby woods.

From here, this event is a relatively straightforward 'Mech battle. However, the player characters should realize that a toe-to-toe slugfest is a poor idea even against the solahma garrison. Aging or not, the Clan warriors are tough fighters, and even their second-line 'Mechs are probably better than the player characters' 'Mechs. If the player characters do not realize this, allow one of their 'Mechs to take serious damage from Clan fire.

When reinforcements from the *Lioness* begin to arrive, the player characters have even less reason to fight in the open. The object of the battle is to keep the Smoke Jaguar 'Mechs occupied as long as possible, and the player characters' best chance of accomplishing that is to use the terrain around them to fight guerrilla style. They should pop out from behind trees, fire a few volleys and duck out of sight before their opponents figure out where the shooting is coming from.

GAME SET-UP

Lay out the **BattleTech** mapsheets as shown. Use the Large Lakes #2, City Street Grid/Park #1, and Heavy Forest #1 and #2 maps from **Map Set 4**. Place a single Level 3 Light building in hexes 1111 and 1211 of the City Street map.



Defender

The defenders consist of Smoke Jaguar solahma garrison forces. They are considered Veteran Clan pilots (Piloting 3, Gunnery 2). The size of the Clan force depends entirely on the size of the attacking force. Provide the Clanners with 'Mechs from the Smoke Jaguar Garrison 'Mechs listed below; the 'Mechs' total tonnage should equal the total tonnage of the attacking force's 'Mechs. The garrison force cannot possess more than one of any given 'Mech design. See **Technical Readout 3055** for the 'Mechs' statistics.

The defenders set up first. All of their units must be placed on the City Street Grid/Park #1 map. These units may be in any hexes, facing north. Then give each a random facing by rolling 1D6 for each 'Mech and rotating it clockwise a number of hex-sides equal to the roll result.

SMOKE JAGUAR GARRISON 'MECHS

Behemoth	Marauder IIC
Galahad	Peregrine
Griffin IIC	Rifleman IIC
Jenner IIC	Shadow Hawk IIC
Locust IIC	Warhammer IIC

Attacker

The attackers consist of the player characters not involved in the sabotage mission (**Event 4**), as well as any Lionheart officers who accompany them (see **Adding the Lionhearts**, p. 27). The ground units set up after all Clan units are deployed. The attacker units may be placed anywhere on the Heavy Forest or Large Lakes maps, with the following restriction: at least one attacking unit must be placed within clear line of sight to at least one defending unit. No Woods hexes or other terrain may obstruct this line of sight. The attacking units may have any facing.

Any aerospace units the player characters have may fly strafing and bombing runs over the play area per the **Aerospace Support** rules on page 70, **BattleTech Compendium: The Rules of Warfare**. However, once reinforcements from the *Lioness* begin to arrive, overwhelming OmniFighter coverage cause any player character air units to flee the area. For more information, see **Special Rules**.

VICTORY CONDITIONS

The Clan garrison wins a marginal victory if it destroys all the attacking ground units. If the garrison accomplishes this feat before any reinforcements arrive, they score a decisive victory. Additionally, the defenders win a marginal victory and the scenario ends if no attacking units are on the mapsheets during any End Phase.

The attackers are performing a delaying action. Their goal is keeping the Clan garrison occupied while losing as few of their own units as possible. If the player character saboteurs successfully plant their explosives aboard the *Manassas* at the end of **Event 4**, any surviving attacker units may escape off any map edge and return to their DropShip.

SPECIAL RULES

1. The attacking side has the advantage of surprise (for an exception, see **Complication: Betrayal**), and so they automatically win the Initiative in the first turn.

2. The Smoke Jaguar garrison's 'Mechs are in need of resupply. To represent this, each Jaguar 'Mech carries only half its normal load of ammunition (round up). Also, mark 1 Engine Critical Hit against every garrison 'Mech's Center Torso before beginning play to simulate their poor condition.

3. The defenders cannot leave the mapsheets. However, the attackers may leave the mapsheets and return at different locations. Whenever a unit leaves the map edge, the controlling player should take its miniature off the map and place a scrap of paper under it, face down, with the number of the map edge it left written on it (see the diagram on p. 28 for map edge numbers). During the End Phase of each turn (not including the turn the unit left the map), the player can either return the unit to any hex on the map edge written on the paper or change the written map edge by one position in either direction.

For example, a 'Mech leaves the map from Edge #7 on Turn 2. During the End Phase of Turn 3 the 'Mech can either re-enter Edge #7 or stay off the map and secretly move to Edge #8 or

SMOKE JAGUAR REINFORCEMENTS TABLE

Roll 2D6	OmniMech Type
2	Dasher
3-6	Koshi
7	Black Hawk
8-9	Ryoken
10	Vulture
11	Masakari
12	Daishi

Edge #6. The player chooses to move to Edge #8, secretly scratching out the "7" on his paper and writing in "8." During the End Phase of Turn 4 the 'Mech can either re-enter the map through Edge #8 or move to Edge #7 or Edge #1. The player chooses to re-enter the map at that point.

Once a unit re-enters the map, the attacking player should show the paper to the gamemaster to prove his path around the board was legal.

Note that at no time can all the attacking units leave the map. If they do, the attackers are assumed to have fled the battlefield and may not return. This could have grave consequences for the saboteurs in **Event 4**.

4. The defenders receive reinforcements from the *Lioness* after 1D6 + 2 turns have passed (make this roll at the beginning of the scenario and keep it secret from the players). This number is also the number of OmniMechs that arrive as reinforcements (so if reinforcements arrive after Turn 4, they consist of 4 OmniMechs). Randomly assign each reinforcement 'Mech from the Smoke Jaguar Reinforcements table. All reinforcement 'Mechs are of primary configuration with Regular Clan pilots (Piloting 4, Gunnery 3).

All reinforcement 'Mechs must be placed in adjacent hexes along a map edge indicated by the roll of 1D6 (see the map diagram, p. 28).

After placing the first group of reinforcements, roll 1D6. The result indicates both the number of turns that pass before the second group of reinforcements arrives and the size of the group. The new group enters the map at a randomly determined map edge, just like the first. When the second group arrives, roll 1D6 and repeat the steps to determine the arrival time and size of the third group of reinforcements. Repeat this process throughout the scenario until it ends.

COMPLICATION: BETRAYAL

If the player characters paid a local citizen to man their listening post for them, they have bought themselves trouble at a particularly inconvenient time. The hireling has betrayed the player characters' presence to the Smoke Jaguar garrison. The garrison commander, determined to wring some scrap of glory out of

his unit's humiliating assignment to Schwartz, has found the player characters' listening post and nearby landing strip and has posted guards there in case they return.

If using this complication, run the scenario with the following changes.

1. The attackers must set up first on the Heavy Forest and Large Lakes maps. The defenders must still set up on the City Street Grid map, but they set up second and may select the facing for their units.

2. Initiative for Turn 1 goes to the defenders rather than the attackers.

3. When determining the arrival time of the first group of Jaguar reinforcements, roll 1D6 + 1 instead of 1D6 + 2.

EVENT
4
EVENT

UNDERCOVER AGAIN

The Smoke Jaguars anticipate no threat to the *Manassas*, and so the saboteurs can easily sneak aboard the WarShip with a little help from Lt. Terry. Once aboard, they must sneak through several decks and corridors to reach the drive room and plant their charges. Unlike the situation in **Episode 1**, where the player characters had legitimate cover for their skullduggery aboard the *Lioness*, they have no legitimate reason to be aboard the *Manassas*. Therefore, they cannot afford to be seen.

Depending on how tough the adventure has been so far, the gamemaster may make the process of getting to the drive room as easy or difficult as he deems fit. Regardless of the difficulty of the task, the players experience at least two bad moments of near-discovery. These encounters can also function as breaks in the scene, at which point the gamemaster can briefly move the action back to the ground battle on Schwartz.

GETTING THERE IS HALF THE FUN

The best way to get to the *Manassas* without being detected is "free-falling" to it in space suits. The Lionhearts' KR-61 shuttlecraft is small, but it will show up on the WarShip's sensors if it moves within 10,000 kilometers. In fact, the group has no guarantee that they won't be detected even with this extreme precaution, but they have little choice in the matter.

Read the following section aloud:

As you zip up your pressure suits, Lt. Terry attempts to reassure you about the risks involved in what you are about to do. "Really, as long as none of you panic, we will arrive safely at the *Manassas* in a few hours. These suits can support us for more than eight hours, so the only real danger is being accidentally rammed by a patrolling Jaguar fighter—but honestly, the odds against that are staggering. So slight, in fact,



that I'm sorry I even brought it up. Just keep your breathing even and keep your eyes on the *Manassas*." Terry smiles meekly in a vain attempt to smooth over his faux pas.

You all line up at the airlock door, which opens to reveal the emptiness of space. To get your trajectory right, Lt. Terry personally "tosses" each of you out the hatch and into the void, and then he follows behind.

After a few anxious hours drifting through space, the distant gleam Terry told you was the *Manassas* begins to take shape. Beyond it, you can see the dark silhouette of the *Lioness* framed against the swirling blue of the planet Schwartz. Minutes stretch into an eternity as the *Manassas* gradually grows to fill your field of vision. You hear Terry's voice over your comm sets. "Okay everyone, brace for impact. This might hurt a little. Try to take the force into your arms and legs, and don't be rigid. Flex them as you hit the hull. And make sure you ..."

The first of the player characters strikes the hull as Terry continues to give them instructions. Every character must make an Athletic Saving Roll, modified for the zero-G conditions (see p. 62, **MechWarrior Companion**). Any character that fails the roll takes 2D6 Bruise damage from a bad "landing" on the ship's hull.

WHICH WAY TO THE DRIVE ROOM?

Using the deck plans beginning on page 58, chart the course the group will take to get to the drive room. Lt. Terry tells the player characters that the best way to get to the drive room without being noticed is to enter through one of the escape pod hatches on Passenger Deck 17. This deck housed the ship's fighter pilots, most of whom are presumed lost in battle, so it should be largely uninhabited. Deck 17 is immediately above the K-F drive control area on Deck 18, which contains the vital field initiator and drive controllers. The player characters must destroy these components before the Clans can decipher their secrets.

The group walks across the hull of the ship from their landing point to Deck 17. Terry and Sarti guide the group to one of the escape pods, where Terry goes to work on the hatch with a small computer on his wrist. In a matter of moments, a green light flashes near the handle and Terry quickly opens it.

Once inside the ship, all the characters get out of their pressure suits and ready their weapons and other gear. As you leave the airlock, Terry assures you that the bridge has not detected your entry into the ship. Apparently the Clan crew has yet to decipher and modify the ship's security codes. From here on out, simple stealth should get the saboteurs to the K-F drive.

GETTING INTO TROUBLE

Two potential trouble spots exist between the escape pod entrance and the drive room. The first danger area is the entry itself. As the group exits the escape pod airlock, they run the risk of being spotted by a wandering patrol of two Clan guards on Deck 17. The second problem area is the exit from the lift from Deck 17 to Deck 18. One Clan guard is posted at the lift doors, although he is facing away from the door and can be surprised if the group acts fast.

The saboteurs may avoid detection by making successful Opposed Stealth Skill Rolls against the Perception Skills of the guards they encounter.

If a guard detects the saboteurs and a fight breaks out, the guards may be able to summon reinforcements depending on the circumstances of the attack. Each guard has a personal communicator and does not hesitate to use it if the saboteur group looks larger than the group of guards present. The gamemaster determines when guards summon help, but generally should allow the saboteurs 2 rounds to overcome any guards before the guards call for help. If the saboteurs can defeat any guards they encounter within 2 rounds, assume no message could be sent. Otherwise, a patrol of 4 more guards arrives at the site of the call in 1D6 rounds.

Remember that the *Manassas* is not in transit, so any fights take place in zero-G conditions. For rules regarding the effects of zero-G on skill use, see page 62, **MechWarrior Companion**.

At the gamemaster's discretion, the commotion of any prolonged fight between the saboteurs and Clan personnel may attract the attention of other Clan crewmen and lead someone to sound a general alarm on the ship. Or someone may discover the unconscious or dead bodies of Clanners that the characters have tried to hide, which results in a general alarm as well. In either case, the Clans eventually hunt down the characters and either kill them outright or toss them in the brig.

If the player characters are caught and jailed, they find Captain Cromwell in the *Manassas's* brig. Cromwell's presence makes an escape a tough proposition. By the Clans' book, Cromwell is a major war criminal, and they are keeping him under tight lock and key. He has gone down in their history as second only to Amaris the Usurper in perfidy, and they intend to bring him back to Strana Mechty to face justice. They are taking no chances that their prize villain may escape. If the player characters learn something of Cromwell's true history from their Clan captors, they may not want him with them when they attempt to break out, in which case they will have to contend with Lt. Terry as well as with Cromwell himself.

Only 1 Clan guard is stationed outside Cromwell's cell. Another 2 guards are stationed in the brig area, although they are out of sight and earshot of the player characters. For more information on Cromwell's cell and the brig, see the Deck 6 description on p. 60.

NEWS OF CROMWELL

Assuming that the player characters remain unnoticed, at some point during their skulking around they overhear a couple of Clansmen talking about "the prisoner in the brig." From what the Clansmen let drop, it becomes clear that the prisoner is Cromwell. Once Lt. Terry hears that Cromwell is being held aboard the *Manassas*, he takes the first available opportunity to make the player characters rescue his captain. He may simply suggest it at first, and not make a more overt move until the player characters turn him down. Alternatively, he may act without warning. Whatever the case, he does not make his move until the surrounding area is free of Clansmen. Above all, he wants to avoid capture. And he must act before the explosive charges are in place or he will have no leverage against the player characters.

At an appropriate point in the action, read the following section aloud:

The corridor is eerily deserted, as quiet as a tomb. You follow Sarti and Terry, slowing down as they reach a cross-corridor. After several silent seconds of listening, Terry takes a cautious peek around the corner. He turns toward you and gives the all-clear sign.

Just as you begin to move forward, Terry hooks his arm around Lieutenant Sarti and pulls her in front of him. Too fast for her or you to react, he draws his sidearm and rests the barrel against her temple. "Listen up," he says in a fierce whisper. "I don't care

what happens to this ship. I don't care if these Clans get it or if you destroy it. I care about getting my captain out of here alive, and you're going to help me do that. Otherwise, Sarti dies—along with your little sabotage mission. Got it?"

Lt. Terry is a desperate man, and reasoning with him is difficult. If any player character befriended Terry during the "down time" on Roxborough (p. 21, **Episode 3**), that character may have an advantage in talking Terry out of his scheme. One character among the player characters can try to talk Terry out of his plan. Ideally this tense dialogue should be roleplayed. But if the outcome of the confrontation is not clear, have the player character and Lt. Terry make Opposed Negotiation or Seduction Rolls to determine the outcome. If the negotiating character befriended Terry, apply a -2 target modifier to the player's roll. If the player character wins the Opposed Skill Roll, Terry reluctantly releases Sarti and apologizes for almost ruining the mission. Otherwise, he holds fast. If Terry wins the Opposed Skill Roll by a wide margin, he may even shoot Sarti—unfortunate for her but a major blunder for Terry.

Alternatively, the player characters may give in to Terry's demand. In this case, they must sneak to the brig, overpower Cromwell's guards and then finish their interrupted sabotage job and get out with one more person in tow. All of these conditions greatly enhance the risks the saboteurs are facing.

The player characters may also decide to fight Terry—either right away or at some point after pretending to give in. Taking Terry down without harm to Lt. Sarti is not an easy task, and the player characters can expect no help from the hostage. Sarti has always been far better at science than at unarmed combat, and she knows her limitations. She is smart enough not to risk getting herself killed trying some fancy move that she cannot execute. The player characters have a better chance of rescuing Sarti if they pretend to give in and then wait for Terry to drop his guard. Each player character can then make one Perception Skill Roll. A successful Perception Skill Roll allows that character to make an unarmed attack against Terry without risking an immediate shot at Sarti. If more than one character made the roll, they can attack simultaneously.

The player characters may choose any type of attack that appeals to them, but an unarmed attack is likely to make the least unwelcome noise. Characters may use the Unarmed Combat Skill to disarm Terry. Then they can kill him, knock him out and hide him in the nearest available good spot, or keep him with them and silent at gunpoint. Statistics for Lt. Terry appear in the **Cast of Characters** section, p. 48.

Make every effort to keep Lt. Sarti alive long enough for the saboteurs to complete their mission. If she dies beforehand, the player characters have to guess at the best locations to plant their charges and hope they do enough damage to destroy the *Manassas's* advanced drive system.



FINAL COUNTDOWN

Once the player characters have dealt with Terry (and/or rescued Cromwell from the brig), they reach the drive room without further incident. Getting into the drive room and planting the explosives, however, is another story. The Smoke Jaguars are intensely interested in the prototype jump drive, and the room contains 1D6 + 4 Jaguar crewmen. A number of Clan guards are present as well. Roll 1D6 and consult the Drive Room Guards Table to determine the exact number of guards present.

DRIVE ROOM GUARDS TABLE

1D6 Roll	Guards
1-3	2
4-5	3
6	4

The player characters have virtually no chance of getting in and setting their charges undetected. If they go in with guns blazing, however, the element of surprise works in their favor, and they stand a good chance of mowing down any opposition in their way.

The noise of battle gives away their presence, however, so they must act quickly once they have subdued all the Clansmen in the drive room. Assuming the player characters successfully shoot their way in, Lt. Sarti tells them exactly where to plant the charges. As the last one is set in place, one of the defeated Clansmen rouses just long enough to shoot Sarti in the back. She crumples to the floor without a sound. If the player characters go to her, they discover that the shot killed her instantly.

If Sarti was killed in **Event 4**, the player characters place their charges randomly throughout the drive room. As they do not know whether their sabotage will merely blow up the prototype drive components or take out the entire ship, they should set timers on the charges to give themselves enough time to escape (unless a kamikaze mission appeals to them). This, of course, increases the chances that the Smoke Jaguars will discover and perhaps disable or remove the charges before they detonate.

Their job done, the player characters must escape from the *Manassas* and rescue their comrades on Schwartz. Go to **Episode 5: Getting Out**, p. 35.

Episode 4 Reference Sheet

CLAN WARSHIP CREW

Attributes: BLD 3 (8+), REF 4 (8+), INT 3 (9+), LRN 4 (8+),
CHA 3 (9+)

Characteristics: Athletic (11+), Physical (11+), Mental (11+),
Social (12+)

Skills: Communications/Conventional 1 (10+),
Gunnery/Spacecraft 2 (9+), Small Arms 2 (9+),
Technician/Spacecraft 2 (9+), Unarmed Combat 2 (9+), Zero-
G Operations 2 (9+)

Equipment: Light Environment Suit

WF CONDITION	SAVE	1	2	3	4	5	6	7	8
1 GOOD	3+	☐	☐	☐	☐	☐	☐	☐	☐
2 FAIR	5+	☐	☐	☐	☐	☐	☐	☐	☐
3 POOR	7+	☐	☐	☐	☐	☐	☐	☐	☐
4 SERIOUS	10+	☐	☐	☐	☐	☐	☐	☐	☐
5 CRITICAL	11+	☐	☐	☐	☐	☐	☐	☐	☐

WF CONDITION	SAVE	1	2	3	4	5	6	7	8
1 GOOD	3+	☐	☐	☐	☐	☐	☐	☐	☐
2 FAIR	5+	☐	☐	☐	☐	☐	☐	☐	☐
3 POOR	7+	☐	☐	☐	☐	☐	☐	☐	☐
4 SERIOUS	10+	☐	☐	☐	☐	☐	☐	☐	☐
5 CRITICAL	11+	☐	☐	☐	☐	☐	☐	☐	☐

WF CONDITION	SAVE	1	2	3	4	5	6	7	8
1 GOOD	3+	☐	☐	☐	☐	☐	☐	☐	☐
2 FAIR	5+	☐	☐	☐	☐	☐	☐	☐	☐
3 POOR	7+	☐	☐	☐	☐	☐	☐	☐	☐
4 SERIOUS	10+	☐	☐	☐	☐	☐	☐	☐	☐
5 CRITICAL	11+	☐	☐	☐	☐	☐	☐	☐	☐

WF CONDITION	SAVE	1	2	3	4	5	6	7	8
1 GOOD	3+	☐	☐	☐	☐	☐	☐	☐	☐
2 FAIR	5+	☐	☐	☐	☐	☐	☐	☐	☐
3 POOR	7+	☐	☐	☐	☐	☐	☐	☐	☐
4 SERIOUS	10+	☐	☐	☐	☐	☐	☐	☐	☐
5 CRITICAL	11+	☐	☐	☐	☐	☐	☐	☐	☐

WF CONDITION	SAVE	1	2	3	4	5	6	7	8
1 GOOD	3+	☐	☐	☐	☐	☐	☐	☐	☐
2 FAIR	5+	☐	☐	☐	☐	☐	☐	☐	☐
3 POOR	7+	☐	☐	☐	☐	☐	☐	☐	☐
4 SERIOUS	10+	☐	☐	☐	☐	☐	☐	☐	☐
5 CRITICAL	11+	☐	☐	☐	☐	☐	☐	☐	☐

WF CONDITION	SAVE	1	2	3	4	5	6	7	8
1 GOOD	3+	☐	☐	☐	☐	☐	☐	☐	☐
2 FAIR	5+	☐	☐	☐	☐	☐	☐	☐	☐
3 POOR	7+	☐	☐	☐	☐	☐	☐	☐	☐
4 SERIOUS	10+	☐	☐	☐	☐	☐	☐	☐	☐
5 CRITICAL	11+	☐	☐	☐	☐	☐	☐	☐	☐

WF CONDITION	SAVE	1	2	3	4	5	6	7	8
1 GOOD	3+	☐	☐	☐	☐	☐	☐	☐	☐
2 FAIR	5+	☐	☐	☐	☐	☐	☐	☐	☐
3 POOR	7+	☐	☐	☐	☐	☐	☐	☐	☐
4 SERIOUS	10+	☐	☐	☐	☐	☐	☐	☐	☐
5 CRITICAL	11+	☐	☐	☐	☐	☐	☐	☐	☐

WF CONDITION	SAVE	1	2	3	4	5	6	7	8
1 GOOD	3+	☐	☐	☐	☐	☐	☐	☐	☐
2 FAIR	5+	☐	☐	☐	☐	☐	☐	☐	☐
3 POOR	7+	☐	☐	☐	☐	☐	☐	☐	☐
4 SERIOUS	10+	☐	☐	☐	☐	☐	☐	☐	☐
5 CRITICAL	11+	☐	☐	☐	☐	☐	☐	☐	☐

WF CONDITION	SAVE	1	2	3	4	5	6	7	8
1 GOOD	3+	☐	☐	☐	☐	☐	☐	☐	☐
2 FAIR	5+	☐	☐	☐	☐	☐	☐	☐	☐
3 POOR	7+	☐	☐	☐	☐	☐	☐	☐	☐
4 SERIOUS	10+	☐	☐	☐	☐	☐	☐	☐	☐
5 CRITICAL	11+	☐	☐	☐	☐	☐	☐	☐	☐

WF CONDITION	SAVE	1	2	3	4	5	6	7	8
1 GOOD	3+	☐	☐	☐	☐	☐	☐	☐	☐
2 FAIR	5+	☐	☐	☐	☐	☐	☐	☐	☐
3 POOR	7+	☐	☐	☐	☐	☐	☐	☐	☐
4 SERIOUS	10+	☐	☐	☐	☐	☐	☐	☐	☐
5 CRITICAL	11+	☐	☐	☐	☐	☐	☐	☐	☐

CLAN WARSHIP SECURITY GUARDS

Attributes: BLD 6 (8+), REF 4 (8+), INT 4 (9+), LRN 3 (8+),
CHA 2 (10+)

Characteristics: Athletic (10+)*, Physical (11+)*, Mental (11+),
Social (12+)

Advantages: Toughness

Skills: Blade 2 (8+)*, Gunnery/Spacecraft 1 (9+), Interrogation 2
(10+), Medtech 1 (10+), Small Arms 2 (8+), Unarmed Combat
3 (7+)*, Zero-G Operations 2 (8+)*

Equipment: Marine Combat Environment Suit (Energy All;
Ballistic 1/2; Melee 1/2; DC 50; Movement 1/2), Pump
Shotgun (Range 1-3/4-5/6-8; Damage 3D6 + 2; 6 Shots + 6
Reloads), Stunstick (Damage 1D6-2 + Special)

Note: Characteristics and skills marked * are modified for armor
encumbrance.

WF CONDITION	SAVE	1	2	3	4	5	6	7	8
1 GOOD	3+	☐	☐	☐	☐	☐	☐	☐	☐
2 FAIR	5+	☐	☐	☐	☐	☐	☐	☐	☐
3 POOR	7+	☐	☐	☐	☐	☐	☐	☐	☐
4 SERIOUS	10+	☐	☐	☐	☐	☐	☐	☐	☐
5 CRITICAL	11+	☐	☐	☐	☐	☐	☐	☐	☐

WF CONDITION	SAVE	1	2	3	4	5	6	7	8
1 GOOD	3+	☐	☐	☐	☐	☐	☐	☐	☐
2 FAIR	5+	☐	☐	☐	☐	☐	☐	☐	☐
3 POOR	7+	☐	☐	☐	☐	☐	☐	☐	☐
4 SERIOUS	10+	☐	☐	☐	☐	☐	☐	☐	☐
5 CRITICAL	11+	☐	☐	☐	☐	☐	☐	☐	☐

WF CONDITION	SAVE	1	2	3	4	5	6	7	8
1 GOOD	3+	☐	☐	☐	☐	☐	☐	☐	☐
2 FAIR	5+	☐	☐	☐	☐	☐	☐	☐	☐
3 POOR	7+	☐	☐	☐	☐	☐	☐	☐	☐
4 SERIOUS	10+	☐	☐	☐	☐	☐	☐	☐	☐
5 CRITICAL	11+	☐	☐	☐	☐	☐	☐	☐	☐

WF CONDITION	SAVE	1	2	3	4	5	6	7	8
1 GOOD	3+	☐	☐	☐	☐	☐	☐	☐	☐
2 FAIR	5+	☐	☐	☐	☐	☐	☐	☐	☐
3 POOR	7+	☐	☐	☐	☐	☐	☐	☐	☐
4 SERIOUS	10+	☐	☐	☐	☐	☐	☐	☐	☐
5 CRITICAL	11+	☐	☐	☐	☐	☐	☐	☐	☐

WF CONDITION	SAVE	1	2	3	4	5	6	7	8
1 GOOD	3+	☐	☐	☐	☐	☐	☐	☐	☐
2 FAIR	5+	☐	☐	☐	☐	☐	☐	☐	☐
3 POOR	7+	☐	☐	☐	☐	☐	☐	☐	☐
4 SERIOUS	10+	☐	☐	☐	☐	☐	☐	☐	☐
5 CRITICAL	11+	☐	☐	☐	☐	☐	☐	☐	☐

WF CONDITION	SAVE	1	2	3	4	5	6	7	8
1 GOOD	3+	☐	☐	☐	☐	☐	☐	☐	☐
2 FAIR	5+	☐	☐	☐	☐	☐	☐	☐	☐
3 POOR	7+	☐	☐	☐	☐	☐	☐	☐	☐
4 SERIOUS	10+	☐	☐	☐	☐	☐	☐	☐	☐
5 CRITICAL	11+	☐	☐	☐	☐	☐	☐	☐	☐

WF CONDITION	SAVE	1	2	3	4	5	6	7	8
1 GOOD	3+	☐	☐	☐	☐	☐	☐	☐	☐
2 FAIR	5+	☐	☐	☐	☐	☐	☐	☐	☐
3 POOR	7+	☐	☐	☐	☐	☐	☐	☐	☐
4 SERIOUS	10+	☐	☐	☐	☐	☐	☐	☐	☐
5 CRITICAL	11+	☐	☐	☐	☐	☐	☐	☐	☐

WF CONDITION	SAVE	1	2	3	4	5	6	7	8
1 GOOD	3+	☐	☐	☐	☐	☐	☐	☐	☐
2 FAIR	5+	☐	☐	☐	☐	☐	☐	☐	☐
3 POOR	7+	☐	☐	☐	☐	☐	☐	☐	☐
4 SERIOUS	10+	☐	☐	☐	☐	☐	☐	☐	☐
5 CRITICAL	11+	☐	☐	☐	☐	☐	☐	☐	☐

WF CONDITION	SAVE	1	2	3	4	5	6	7	8
1 GOOD	3+	☐	☐	☐	☐	☐	☐	☐	☐
2 FAIR	5+	☐	☐	☐	☐	☐	☐	☐	☐
3 POOR	7+	☐	☐	☐	☐	☐	☐	☐	☐
4 SERIOUS	10+	☐	☐	☐	☐	☐	☐	☐	☐
5 CRITICAL	11+	☐	☐	☐	☐	☐	☐	☐	☐

WF CONDITION	SAVE	1	2	3	4	5	6	7	8
1 GOOD	3+	☐	☐	☐	☐	☐	☐	☐	☐
2 FAIR	5+	☐	☐	☐	☐	☐	☐	☐	☐
3 POOR	7+	☐	☐	☐	☐	☐	☐	☐	☐
4 SERIOUS	10+	☐	☐	☐	☐	☐	☐	☐	☐
5 CRITICAL	11+	☐	☐	☐	☐	☐	☐	☐	☐

LIVING LEGENDS

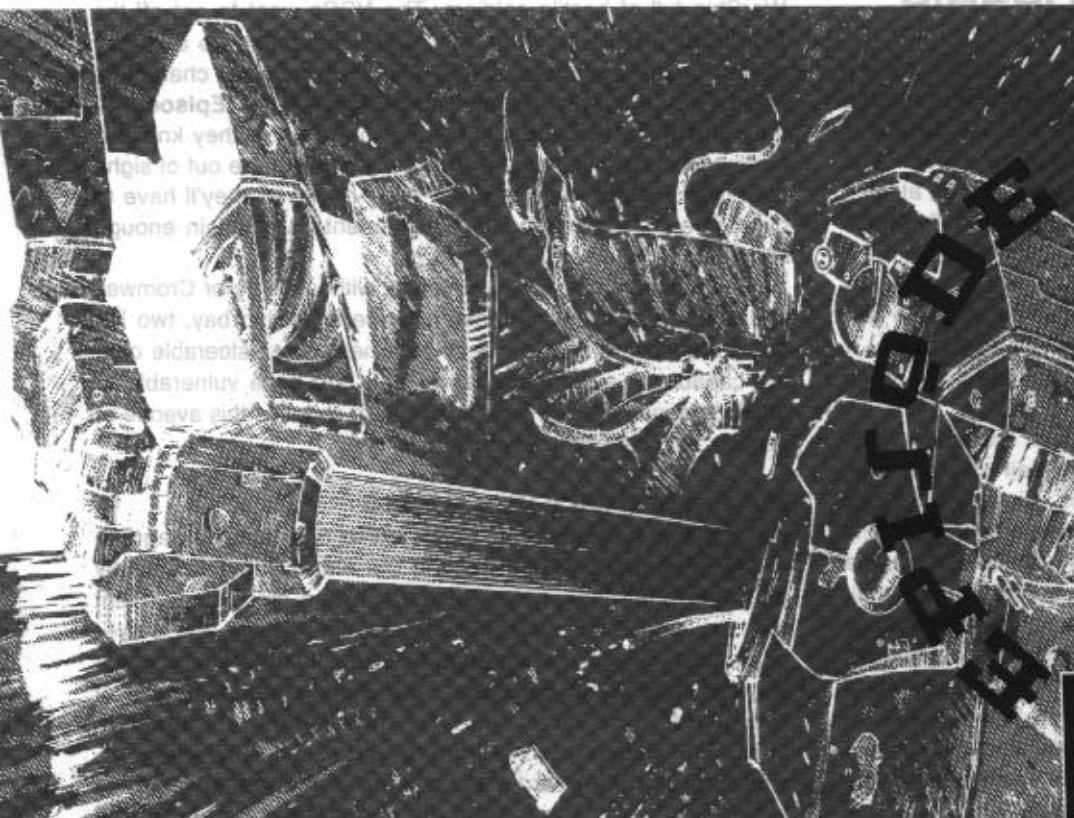


The sounds of potted feet echo off the walls—still distant, but getting closer. Time to move—no sense in waiting out your welcome.

THE SITUATION

In Episode 5: Getting Out, the player characters must elude a Smoke Jaguar marauder aboard the *Manassas*, steal one of the doomed vessel's Dropships, then travel down to Schwartz.

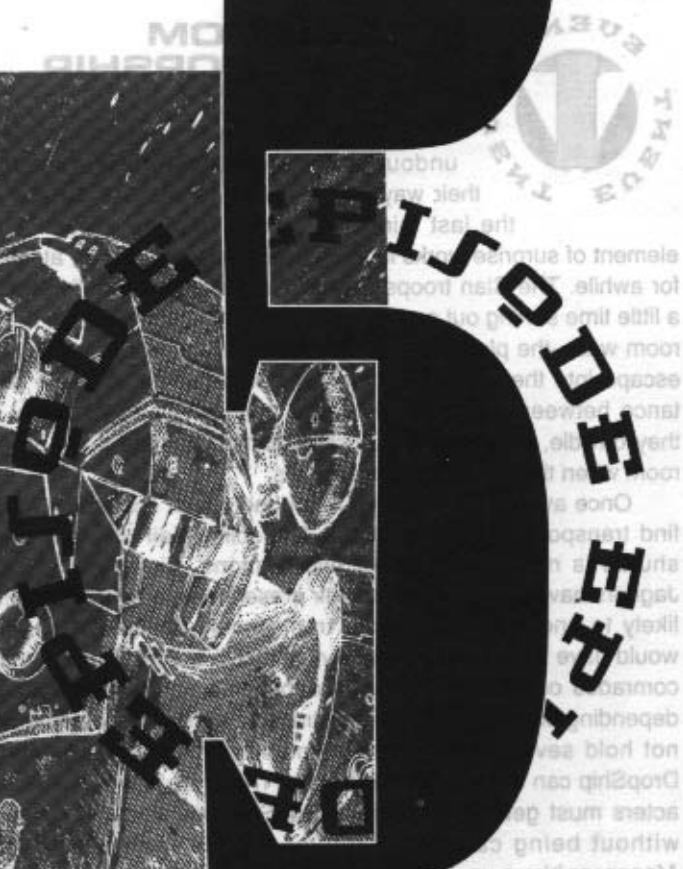
If the player characters have Lt. Terry or Cromwell with them, one of the NPC points them toward the nearest Dropship bay, which is six levels above them on Weapons Deck 12. Depending on what happened in Episode 4, Terry and Cromwell may heartily loathe the player characters—now, even, neither man wants to stay aboard a soon-to-be-captured



Dropship bays. The latter go over each of the WarShip's four Dropship bays in turn, searching for the intruders. The player characters must avoid being spotted on the way to the Dropship bay, and they must reach their destination before the bridge patrol arrive. If the Jaguar troops beat them to the Dropship bay, the player characters have a potentially nasty fight on their hands.

To determine whether the player characters encounter any patrol, one character must make a 1D6 roll at the beginning of every round while the player characters are sneaking toward the nearest Dropship bay. Then consult the Jaguar Patrol Table to determine if the player characters encounter any patrol.

If the characters down on Schwartz tried to provide an effective distraction, the gamemaster may increase the size of the patrol to reflect the ship's increased readiness. Add 1 guard to each patrol if the MechWarrior group held out for at least 5



Once the player characters have left the drive room, read the following section aloud if they are not accompanied by any characters:

The maze of corridors stretches away in the distance, the blank gray walls offering you no help in getting your bearings. You can make some educated guesses about where the Dropship bay might be, but on a vessel the size of a WarShip you can't be entirely certain of the direction in which you're heading. It won't be long before the Jaguars know you're here, if they don't already—and you can bet the alarm will go up all the longer before you reach your destination. As more and more Jaguars around, all corners

Getting Out



THE SITUATION

In **Episode 5: Getting Out**, the player characters must elude a Smoke Jaguar manhunt aboard the *Manassas*, steal one of the doomed vessel's DropShips, then travel down to Schwartz to rescue their comrades.



MY KINGDOM FOR A DROPSHIP

Though the player characters have undoubtedly made some noise shooting their way into the drive room, their assault is the last thing the Smoke Jaguars expect. The element of surprise works in the player characters' favor, at least for awhile. The Clan troops aboard the *Manassas* initially spend a little time sorting out exactly what the commotion near the drive room was—the player characters should take this opportunity to escape into the nearest corridor and start putting as much distance between the drive room and themselves as possible. If they dawdle, they run a real risk of getting trapped in the drive room when the first Clan patrol arrives.

Once away from the drive room, the player characters must find transport off the *Manassas*. Retracing their steps to their shuttle is not an option, for two reasons. First, the Smoke Jaguars have been alerted to their presence, and so the group is likely to encounter resistance from enemy fighters. A shuttle would have little chance of surviving such a battle. Second, their comrades on Schwartz may be depending on them for rescue depending on how the ground distraction went. A shuttlecraft will not hold several MechWarriors plus their machines—only a DropShip can accommodate everyone. Therefore, the player characters must get to the nearest DropShip bay and steal a ship without being caught by Jaguar patrols (and before the *Manassas* blows up, if the latter is a real possibility).

Once the player characters have left the drive room, read the following section aloud if they are not accompanied by any Lionhearts:

The maze of corridors stretches away in the distance, the blank grey walls offering you no help in getting your bearings. You can make some educated guesses about where the DropShip bay might be, but on a vessel the size of a WarShip that might mean a long trip—especially since you can't be entirely certain of the direction in which you're heading. It won't be long before the Jaguars know you're here, if they don't already—and you can bet the alarm will go up all over the ship long before you reach your destination. That means more and more Jaguars around, all of them hunting for you.

The sounds of booted feet echo off the walls—still distant, but getting closer. Time to move—no sense in wearing out your welcome.

If the player characters have Lt. Terry or Cromwell with them, one of the NPCs points them toward the nearest DropShip bay, which is six levels above them on Weapons Deck 12. Depending on what happened in **Episode 4**, Terry and Cromwell may heartily loathe the player characters—however, neither man wants to stay aboard a soon-to-be-crippled WarShip full of hostile soldiers. The NPCs want to get off the *Manassas* just as much as the player characters do and they do not obstruct matters at this point. If the player characters killed Terry during his attempt at hostage-taking (**Episode 4**), they must find the DropShip bay on their own. If they knocked him unconscious and stashed his body somewhere out of sight, they may attempt to go back for him—however, they'll have to overcome his understandable resentment and explain enough of the situation to obtain his help.

If the player characters are stuck without Terry or Cromwell and don't think they can make it to the DropShip bay, two life boats are located right on Deck 18. These small steerable craft are capable of a planetary landing but are quite vulnerable to enemy weapons fire as well. If the group chooses this avenue of escape, skip directly to **Event 2**.

CAT AND MOUSE GAME

If the group somehow managed to take out the Jaguars in the drive room without raising the alarm, they can simply take the lift all the way to Deck 12. In the more likely event that the ship is on alert, the lifts are shut down and player characters must sneak through several kilometers of accessways to reach their objective. Four Smoke Jaguar patrols of two guards each cover the ship, traveling in various directions. Two patrols fan out from the aft of the ship, one port-side and one starboard-side, starting in the maneuver drive room. Two more fan out from the bridge, heading toward the DropShip bays. The latter go over each of the WarShip's four DropShip bays in turn, searching for the intruders. The player characters must avoid being spotted on the way to the DropShip bay, and they must reach their destination before the bridge patrols arrive. If the Jaguar troops beat them to the DropShip bay, the player characters have a potentially nasty fight on their hands.

To determine whether the player characters encounter any patrols, one character must make a 1D6 roll at the beginning of every round while the player characters are sneaking toward the nearest DropShip bay. Then consult the Jaguar Patrol Table to determine if the player characters encounter any patrols.

If the characters down on Schwartz failed to provide an effective distraction, the gamemaster may increase the size of the patrols to reflect the ship's increased readiness. Add 1 guard to each patrol if the MechWarrior group held out for at least 6

JAGUAR PATROL TABLE

Die Roll	Result
1-2	No patrol
3-4	1 patrol (2 guards)
5-6	2 patrols (4 guards)

turns. If the group was defeated or fled before 6 complete turns passed, double the size of all patrols.

If the player characters encounter a patrol, one of the characters and the gamemaster each roll 2D6 to determine Initiative. If the gamemaster wins the Initiative, a patrolling trooper spots the player characters and all present Jaguar guards engage them in combat. If the player character wins the Initiative, the group may either attempt to sneak past the patrol using the Stealth Skill or engage the Clansmen in combat.

If the player characters defeat the Jaguar guards, they may continue toward the DropShip bay. They had best move quickly, however—the battle will slow them down and may attract the notice of any other patrols close by. If a Jaguar patrol defeats the player characters, the Smoke Jaguars toss them in the brig. If they have not rescued Cromwell in **Episode 4**, they meet him as a fellow prisoner. As soon as Star Colonel Wirth has time to deal with them, he orders the player characters—but not Cromwell—transported to Schwartz as slave labor.

The gamemaster may offer the player characters at least one chance to escape from the brig, and they find Cromwell an enthusiastic ally. Keep the following factors in mind, however, when determining how tough to make the conditions of the escape attempt. First, the explosive charges in the drive room have most likely detonated by the time the Jaguar patrol catches up with the player characters. By crippling the WarShip's drive, the characters have robbed the Smoke Jaguars of a great prize, and the Clan will want to ensure that the saboteurs suffer a fitting punishment. Therefore, the player characters are likely to be well-guarded. Second, if Cromwell is with them when they are captured, the player characters gain further enmity by associating with a war criminal. Having lost their hold on Cromwell once, the Clan troops redouble their efforts to keep hold of him—if that means making life miserable for a few of his dirty freebirth friends, so much the better. Given these circumstances, the player characters should find any attempt at escape extremely difficult.

COMPLICATION: SWIFT DISCOVERY

All this time, of course, certain Smoke Jaguar personnel have been attempting to disable the explosive charges. The Jaguars find it impossible to undo the sabotage before the charges go off—however, if the player characters fall afoul of a Clan patrol very soon after leaving the drive room, the troops may try to force them to undo their handiwork. If this happens, the player characters may either try to fight free of their captors or resort to any delaying tactic they can think of

to run down the clock on the detonators. Outright refusal is one option, though it may get the player characters shot dead for their pains. Player characters may also use Negotiation Skill to convince the Clansmen of something that will delay matters ("Honest to God, we can't defuse these bombs without the Wizo-Matic Handy-Dandy Plastique Neutralizer we left aboard our shuttlecraft. You want us to do anything about it, you'd better take us to our shuttle—fast."). This option forces the Jaguars to escort the entire team through the WarShip's corridors or split their forces to escort one player character while keeping the others as hostages. Either way, it buys the player characters time and offers them a better chance of pulling off an escape attempt.

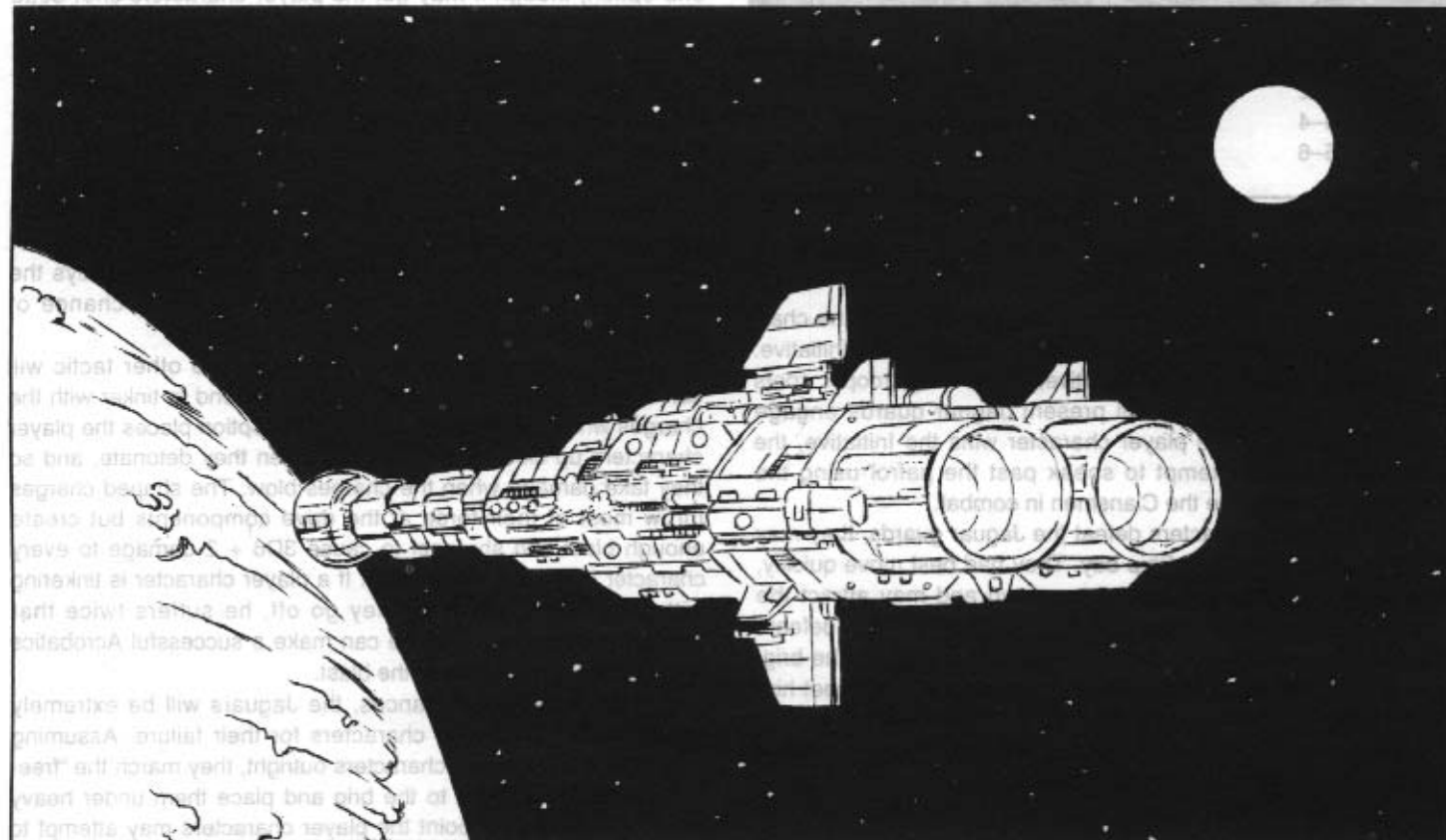
If the players like to take risks—or if no other tactic will serve—they may have their characters pretend to tinker with the charges while the clock runs down. This option places the player characters up close to the charges when they detonate, and so they take damage when the charges blow. The shaped charges throw most of their force at the drive components but create enough blast and shrapnel to cause 3D6 + 2 damage to every character in the K-F drive room. If a player character is tinkering with the explosives when they go off, he suffers twice that amount of damage unless he can make a successful Acrobatics Skill Roll to leap away from the blast.

Under such circumstances, the Jaguars will be extremely unhappy with the player characters for their failure. Assuming they don't kill the player characters outright, they march the "free-birth criminals" straight to the brig and place them under heavy guard. At some later point the player characters may attempt to escape, but under the same difficult conditions described in **Cat and Mouse Game**, p. 36.

IN THE DROPSHIP BAY

Once the player characters reach the DropShip bay, they must get inside one of the ships and pilot it out of the *Manassas*. The *Confederate* DropShips have no security measures worth mentioning to defeat, nor have the Smoke Jaguars posted guards around them—no measures against theft were considered necessary by the SLDF, and the Jaguars did not expect saboteurs aboard their captured prize. The player characters may, of course, run into one of the Jaguar patrols in the DropShip bay—in that case, the Clan troops and the player characters battle it out according to the rules supplied in **Cat and Mouse Game**. Assuming the player characters win, they can enter the DropShip easily. Once inside, a player character with the Piloting/Spacecraft Skill must maneuver the vessel out of the bay and into free space. If none of the player characters has this skill, assume that Lt. Terry (or Cromwell, if he is with the group) pilots the DropShip free. If the player characters disposed of Terry in **Episode 4** and did not rescue Cromwell, they may be in deep trouble unless one of them possesses the Piloting/Spacecraft Skill.

If the player characters have set the charges to blow up the entire *Manassas*, of course, all bets are off. They either get off the *Manassas* before the charges blow, or they die.



THE FATE OF THE MANASSAS

Once the player characters have gotten off the ship (or been captured), roll 2D6 to determine the effect of the explosive charges on the *Manassas*'s drive system. Add 3 to the roll result if Lt. Sarti helped set the charges. Subtract 2 from the roll result if no Lionhearts were present when the charges were planted. Add 1 to the result if any of the player characters can make a successful Technician/Spacecraft Skill Roll. Add 2 to the result if any of the player characters can make a

successful Demolitions Skill Roll. Then consult the Drive Damage Table to determine the consequences.

The player characters may not learn how well their sabotage worked unless they remain in the drive room when the charges detonate. Note that even if the experimental drive remains intact, the Jaguars' chances of actually duplicating the technology are very small, and the research and development needed to do so would take ten years or more to complete.

DRIVE DAMAGE TABLE

Modified 2D6 Roll	Result
2 or lower	The explosions trigger a violent chain reaction that destroys the entire <i>Manassas</i> .
3-4	The poorly set charges fail to significantly damage the drive system.
5-6	Although the jump drive is damaged and will not function, it can be repaired and the Clans may eventually discover the experimental drive's secret.
7-8	The vital drive systems are destroyed, but the Smoke Jaguars may learn some valuable technological secrets from the remaining wreckage.
9 or greater	The vital drive systems are destroyed beyond repair or effective examination.



HERE COMES THE CAVALRY

The player characters drop toward Schwartz in their stolen vessel, pursued by a Star of *Sulla* OmniFighters. Within a few minutes of the player characters' departure, the Clan aerospace pilots realize that the fugitive DropShip is heading toward the planet's surface. Acting on the pilots' reports, the Star Colonel orders them to break off pursuit and alerts his ground troops to expect the player characters' arrival (see also **Complication: Space Battle**, p. 40).

During the drop to Schwartz, a character with Communications/Conventional Skill can use the DropShip's comm line to contact the MechWarrior player characters and let them know that help is on the way. If the ground battle went well, the player character 'Mechs are already on their way to the DropShip they arrived in. If this is the case, both DropShips can rendezvous with the *Persephone* at the pirate point. Go directly to **Endgame**, p. 42.

However, if the ground battle went poorly or the gamemaster invoked the complication, the path to the landed DropShip is blocked. One character aboard the *Confederate* DropShip and one character on the surface should arrange a suitable spot for a rendezvous. During their dialogue, point out that the nearest likely landing zone is some slight distance away from the MechWarriors' location—a dry lake bed that offers an excellent natural landing pad. If none of the players thinks to open communications, either suggest the spot or simply have the DropShip set down in an appropriate place.

Once the DropShip begins its landing approach, use the following read-aloud section to switch the action from the saboteurs' point of view to the MechWarriors'.

Read the following section aloud:

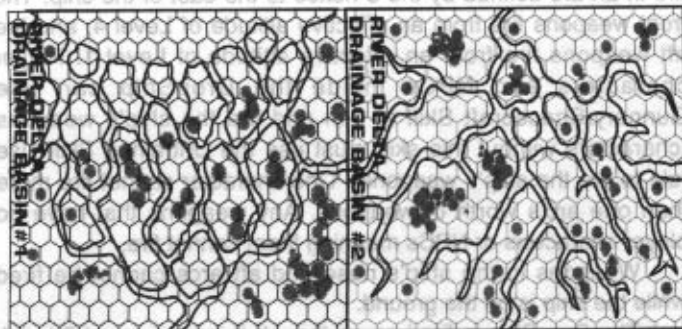
You fire another salvo at the enemy behind you, then charge ahead as fast as your 'Mech will take you. It's gotten tougher to shake these Clanners—the Jaguars must have sent down some high-quality reinforcements sometime during the last few hours. Weapons fire flames past your cockpit, narrowly missing you and igniting a patch of trees a few feet to your left. Fortunately, the trees are thinning out—that means you won't get caught in a forest inferno and that you're nearing the DropShip landing site. They'd better be there when you break from the dwindling tree cover—you're not sure how much longer you can hold off your Clan pursuers.

A thundering roar rips the air, and you stumble out of the woods in time to see a welcome sight—a DropShip, landing on the nearby flats. You check your instruments, and your relief gives way to a thrill of fear. The landing site is further away than you thought, and the swift Clan 'Mechs are gaining on you.

Once the DropShip lands, the rest of the player characters (plus any NPCs still alive) must make a dash for their escape vessel while under fire from their Clan opponents. The Smoke Jaguar MechWarriors have heard all about the destruction of the *Manassas*'s drive from their irate commanding officer and hotly pursue the freebirth scum responsible for the sabotage. The player-character MechWarriors must make a fighting retreat, either evading Clan weapons fire or trading it with their pursuers long enough to buy vital time to flee.

GAME SET-UP

Lay out the River Delta/Drainage Basin #1 and #2 maps from **Map Set 4** as shown below. For this scenario, consider Heavy Woods hexes to be Light Woods, and Light Woods hexes to be Rough hexes. All the water and river hexes on the map are considered Depth 0.



Defender

The defenders are the player characters. They set up first, at the beginning of Turn 1 on any of the xx17 hexes on the west edge of Map #1, with any desired facing. The stolen *Confederate* class DropShip has landed in hex 0806 of map #2 (see **Special Rules**, p. 40).

Attacker

The attackers are a randomly generated Star of Smoke Jaguar OmniMechs. Use the table from **Episode 4** to generate these 5 OmniMechs (see page 29). These units have Regular Clan pilots (Piloting 4, Gunnery 3). Place them on any of the xx17 hexes on the west edge of Map #1 at the beginning of Turn 2, with any desired facing.

VICTORY CONDITIONS

The defender's goal is to get as many ground units as possible to the DropShip, which then lifts off. The attacker wants to stop this from happening and wins a decisive victory if he destroys all the defending units and cripples the defender's DropShip. The attacker wins a marginal victory if he destroys the defending ground units but the DropShip manages to lift off.

DROPSHIP WEAPONS

Front Right	3 Large Lasers, 5 Medium Lasers
Front Left	3 Large Lasers, 5 Medium Lasers
Aft Right	2 Large Lasers, 3 Medium Lasers
Aft Left	2 Large Lasers, 3 Medium Lasers

SPECIAL RULES

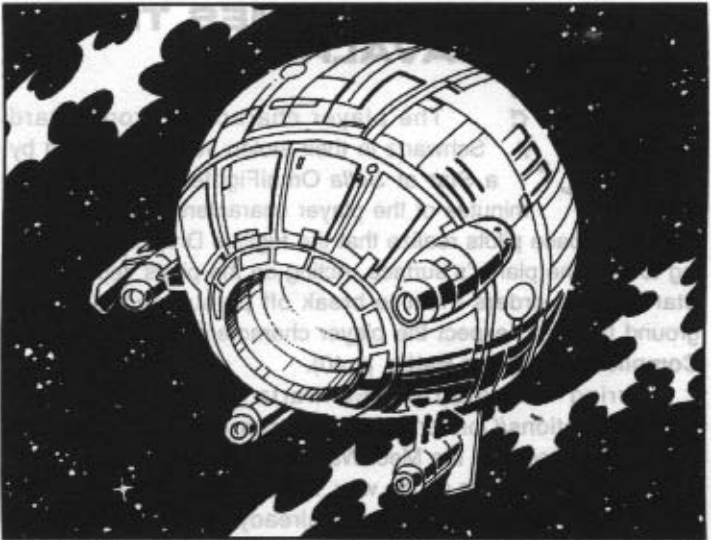
1. The *Confederate* DropShip occupies its entire hex. The ship is 5 levels high and blocks line of sight through its hex. The ship's right-side weapons can fire in an arc defined by the 3 hexes to the west of the ship, while the left-side weapons can fire in an arc defined by the 3 hexes to the east of the ship. The front weapons fire from an effective altitude of Level 4, and the aft weapons fire from an effective altitude of Level 1. Player characters and NPCs inside the DropShip can use Gunnery/Spacecraft Skill to aim and fire the ship's weapons (characters without this skill must use the Untrained Skill Use rule to fire the ship's weapons). One character cannot fire more than one arc's worth of weapons. Any weapons that have no player characters or NPCs manning them cannot fire.

Weapons in the ship's nose and aft arcs cannot be fired while the ship is on the ground.

The DropShip is fired on as though it were a Level 5 building. Weapon attacks against the DropShip use the special DropShip Hit Location table. The ship has the following armor factors: Fore 220, Right Side 190, Left Side 190, Aft 130. If all the armor in any location is destroyed, the ship is crippled and unable to lift off.

2. The attacking Jaguar 'Mechs enter the board on Turn 2. They may not fire at the DropShip until at least 1 defending unit has reached Map #2. At that point, the Jaguars decide that the Inner Sphere freebirths may actually have a chance of reaching the DropShip and begin to fire on the DropShip as well as the fleeing 'Mechs.

3. If this final battle seems to be going too easily for the player characters, have a small contingent of Jaguar 'Mechs appear between the fleeing player characters and the DropShip. Generate 2 more random OmniMechs and have them enter at hexes 0117 and 1517 during the End Phase of an appropriate



turn. These 'Mechs have flanked the main force to intercept the fleeing defenders and will not attack the DropShip.

4. To board the DropShip, a ground unit must end its Movement Phase in a hex adjacent to and facing the DropShip. The unit must remain in that hex for the remainder of that turn and all of the following turn. During this time the unit may not move, although it may torso or turret twist per standard rules. After this time has elapsed the unit has entered the DropShip and may be removed from the mapsheet.

5. During this scenario, the DropShip's engines are warmed up and ready to go. When the DropShip is ready to lift off, the defending player must announce the intention to launch in the End Phase of any turn. During the designated turn, the ship's engines fire and the ship begins to rise. Any units adjacent to the DropShip during the Physical Attack Phase of this turn take 20 points of damage, allocated in 5-point clusters in the same manner as LRM fire. The DropShip is out of weapon range by the end of the turn following the turn of announcement. Once the DropShip lifts off, it can narrowly outrun the Clan WarShip and leave the system. Go to **Endgame**, p. 42.

COMPLICATION: SPACE BATTLE

If the gamemaster has access to the **BattleSpace** game, the Clan fighters chasing the DropShip from the *Manassas* may engage the DropShip in battle rather than breaking off the pursuit. This short battle can be played as a standard **BattleSpace** scenario pitting the player characters in their stolen *Confederate* DropShip against a single Star of *Sulla A* OmniFighters. The Clan Star enters the map from the 26xx edge. Place the DropShip in hex 1507 facing away from the fighter Star. Both units have a starting velocity of 4. The scenario ends when either the fighters or the DropShip is destroyed or if the DropShip manages to exit the map off the 01xx edge.

Each point of damage suffered by the DropShip translates into 10 points of **BattleTech** armor damage for the **BattleTech** scenario.

DROPSHIP HIT LOCATION (SIMPLIFIED)

Roll 1D6	Right	Left
1	Fore	Fore
2-5	Right Side	Left Side
6	Aft	Aft

Episode 5 Reference Sheet

CLAN WARSHIP SECURITY GUARDS (ON ALERT)

Attributes: BLD 6 (8+), REF 4 (8+), INT 4 (9+), LRN 3 (8+), CHA 2 (10+)

Characteristics: Athletic (10+)*, Physical (11+)*, Mental (11+), Social (12+)

Advantages: Toughness

Skills: Blade 2 (8+)*, Gunnery/Spacecraft 1 (9+), Interrogation 2 (10+), Medtech 1 (10+),

Small Arms 2 (8+), Unarmed Combat 3 (7+)*, Zero-G Operations 2 (8+)*

Equipment: High-Capacity Satchel Battery (Pwr 150), Marine Combat Environment Suit

(Energy All; Ballistic 1/2; Melee 1/2; DC 50; Movement 1/2), Pulse Laser Pistol (Range 1-

2/3-4/5-8; Damage 3D6; Pwr Use 2 per shot; Pwr 30), Stunstick (Damage 1D6-2 + Special)

* Modified for armor encumbrance.

WF CONDITION	SAVE	1	2	3	4	5	6
1 GOOD	3+	☐	☐	☐	☐	☐	☐
2 FAIR	5+	☐	☐	☐	☐	☐	☐
3 POOR	7+	☐	☐	☐	☐	☐	☐
4 SERIOUS	10+	☐	☐	☐	☐	☐	☐
5 CRITICAL	11+	☐	☐	☐	☐	☐	☐

WF CONDITION	SAVE	1	2	3	4	5	6
1 GOOD	3+	☐	☐	☐	☐	☐	☐
2 FAIR	5+	☐	☐	☐	☐	☐	☐
3 POOR	7+	☐	☐	☐	☐	☐	☐
4 SERIOUS	10+	☐	☐	☐	☐	☐	☐
5 CRITICAL	11+	☐	☐	☐	☐	☐	☐

WF CONDITION	SAVE	1	2	3	4	5	6
1 GOOD	3+	☐	☐	☐	☐	☐	☐
2 FAIR	5+	☐	☐	☐	☐	☐	☐
3 POOR	7+	☐	☐	☐	☐	☐	☐
4 SERIOUS	10+	☐	☐	☐	☐	☐	☐
5 CRITICAL	11+	☐	☐	☐	☐	☐	☐

WF CONDITION	SAVE	1	2	3	4	5	6
1 GOOD	3+	☐	☐	☐	☐	☐	☐
2 FAIR	5+	☐	☐	☐	☐	☐	☐
3 POOR	7+	☐	☐	☐	☐	☐	☐
4 SERIOUS	10+	☐	☐	☐	☐	☐	☐
5 CRITICAL	11+	☐	☐	☐	☐	☐	☐

WF CONDITION	SAVE	1	2	3	4	5	6
1 GOOD	3+	☐	☐	☐	☐	☐	☐
2 FAIR	5+	☐	☐	☐	☐	☐	☐
3 POOR	7+	☐	☐	☐	☐	☐	☐
4 SERIOUS	10+	☐	☐	☐	☐	☐	☐
5 CRITICAL	11+	☐	☐	☐	☐	☐	☐

WF CONDITION	SAVE	1	2	3	4	5	6
1 GOOD	3+	☐	☐	☐	☐	☐	☐
2 FAIR	5+	☐	☐	☐	☐	☐	☐
3 POOR	7+	☐	☐	☐	☐	☐	☐
4 SERIOUS	10+	☐	☐	☐	☐	☐	☐
5 CRITICAL	11+	☐	☐	☐	☐	☐	☐

WF CONDITION	SAVE	1	2	3	4	5	6
1 GOOD	3+	☐	☐	☐	☐	☐	☐
2 FAIR	5+	☐	☐	☐	☐	☐	☐
3 POOR	7+	☐	☐	☐	☐	☐	☐
4 SERIOUS	10+	☐	☐	☐	☐	☐	☐
5 CRITICAL	11+	☐	☐	☐	☐	☐	☐

WF CONDITION	SAVE	1	2	3	4	5	6
1 GOOD	3+	☐	☐	☐	☐	☐	☐
2 FAIR	5+	☐	☐	☐	☐	☐	☐
3 POOR	7+	☐	☐	☐	☐	☐	☐
4 SERIOUS	10+	☐	☐	☐	☐	☐	☐
5 CRITICAL	11+	☐	☐	☐	☐	☐	☐

WF CONDITION	SAVE	1	2	3	4	5	6
1 GOOD	3+	☐	☐	☐	☐	☐	☐
2 FAIR	5+	☐	☐	☐	☐	☐	☐
3 POOR	7+	☐	☐	☐	☐	☐	☐
4 SERIOUS	10+	☐	☐	☐	☐	☐	☐
5 CRITICAL	11+	☐	☐	☐	☐	☐	☐

WF CONDITION	SAVE	1	2	3	4	5	6
1 GOOD	3+	☐	☐	☐	☐	☐	☐
2 FAIR	5+	☐	☐	☐	☐	☐	☐
3 POOR	7+	☐	☐	☐	☐	☐	☐
4 SERIOUS	10+	☐	☐	☐	☐	☐	☐
5 CRITICAL	11+	☐	☐	☐	☐	☐	☐

WF CONDITION	SAVE	1	2	3	4	5	6
1 GOOD	3+	☐	☐	☐	☐	☐	☐
2 FAIR	5+	☐	☐	☐	☐	☐	☐
3 POOR	7+	☐	☐	☐	☐	☐	☐
4 SERIOUS	10+	☐	☐	☐	☐	☐	☐
5 CRITICAL	11+	☐	☐	☐	☐	☐	☐

WF CONDITION	SAVE	1	2	3	4	5	6
1 GOOD	3+	☐	☐	☐	☐	☐	☐
2 FAIR	5+	☐	☐	☐	☐	☐	☐
3 POOR	7+	☐	☐	☐	☐	☐	☐
4 SERIOUS	10+	☐	☐	☐	☐	☐	☐
5 CRITICAL	11+	☐	☐	☐	☐	☐	☐



LIVING LEGENDS

Modified for

Rank	Team
1	GOOD
5	FAIR
6	POOR
7	SEVERE
8	CRITICAL

BATTLESHIP

ENDGAME

This section ties up the adventure's loose ends, provides guidelines for awarding Adventure Points and offers suggestions for possible future adventures based on **Living Legends**.

AWARDING ADVENTURE POINTS

If the player characters steal a DropShip and rescue their MechWarrior companions, they escape to safety at the nearest ComStar installation. If they have rescued Cromwell from the brig in **Event 4**, he gives them no trouble for the rest of the adventure. The abject failure of his great scheme to conquer Schwartz, as well as the treatment he has endured at Clan hands, have subdued his natural arrogance. By the time the player characters get to him, all he wants is to get out of Clan territory to some safe haven.

When the team arrives at the ComStar installation and gives a report of the mission, ComStar operatives take the NPCs away for extensive debriefing. The player characters are not told where the NPCs are going nor what will happen to them after the debriefing is complete.

The *Manassas* does not survive this adventure intact. If the player characters fail in their sabotage mission, the ship's drive blows itself to smithereens when some poor Clan tech does the wrong thing to the jury-rigged repairs. Also, the time-jump that sent the *Manassas* three centuries into its own future was a freak accident and cannot be duplicated.

Use the rules on p. 50 of **MechWarrior, Second Edition**, and the Adventure Award Table as guidelines when awarding Adventure Points. The awards for each item on the table are cumulative, so if the player characters are successful and complete their mission, each will earn 4 Adventure Points. The gamemaster may award characters extra points for extraordinary success and good roleplaying, but no character should receive more than 8 Adventure Points.

LOOSE ENDS

Regardless of the adventure's outcome, the gamemaster may use the following plot lines for further adventures or as obstacles for the player characters.

CROMWELL'S RETURN

If the player characters rescued Cromwell, he may escape from ComStar's custody at the first available opportunity. Having had time to stew about the loss of the *Manassas*, he may decide that the player characters are to blame. If so, he may come after them to exact revenge.

Alternatively, Cromwell may have no interest in paying back the player characters. Instead, he may use his newfound freedom to carve out a niche for himself in the brave new universe of 3058. In this case, Cromwell may turn up as the villain or other major NPC in some future adventure. He may appear as a pirate king, leader of a cutthroat merc unit, and so on.

If the player characters did not rescue Cromwell from the Clans, he may escape from Clan custody against all odds and find a place for himself somewhere in the Inner Sphere or the Periphery.

A LITTLE HELP FOR MY FRIENDS

If the player characters struck up close friendships with any of the surviving Lionhearts, they may become anxious about their friends' welfare and suspicious of ComStar's intentions toward them. As living, breathing historical anomalies, the Lionhearts are a potential fount of information, and ComStar may want to exert strict control over them. Through the player characters' own investigations—or after receiving an SOS from one of the Lionhearts—the player characters may discover that ComStar is holding the Lionhearts in "protective custody," ostensibly to give them a chance to acclimate themselves to a universe three hundred years in their future. In reality, someone in ComStar has decided that the Lionhearts cannot be allowed to go free because their presence is a temporal paradox and may somehow endanger the present. Or ComStar may fear that the Lionhearts threaten its own technological leadership in the Inner Sphere. For whatever reason, ComStar has ensconced the Lionhearts in a gilded cage—comfortable, but a prison nonetheless. At the Lionhearts' request, the player characters may decide to spring them from ComStar's grasp.

UNFINISHED BUSINESS

When the Smoke Jaguars captured the *Manassas*, they sent its crew down to Schwartz as surplus laborers—in other words, slaves. The player characters may seek to discover the fate of the WarShip's crew and may mount a raid on Schwartz to rescue them. If the Smoke Jaguars captured the player characters in

Episode 5 and sent them to Schwartz, the player characters may foment a rebellion that keeps the Smoke Jaguars off-balance long enough for the characters to escape, along with several Schwartz natives.

ADVENTURE AWARD TABLE

Episode	Action	AP Award
1	Transmitter successfully planted in <i>Lioness's</i> communication equipment	1
2	Getting off Schwartz without killing any Clan guards	1
2	Contacting the <i>Manassas</i> and persuading them to rendezvous at Roxborough	1
3	Good roleplaying and befriending of Lionhearts during "down time"	1
3	Rescuing the deserters from the pteroraptors with no casualties	1
4	Successful sabotage of the <i>Manassas</i> drive system	2
5	Escaping from the <i>Manassas</i> with Captain Cromwell	1

LIVING LEGENDS



born to carve out a niche for himself in the brave new universe of 3028. In this case, Cromwell may turn up as the villain or other major NPC in some future adventure. He may appear as a pitiful, long leader of a cultist sect, and so on.

If the player characters did not rescue Cromwell from the Clan, he may escape from Clan custody against all odds and find a place for himself somewhere in the Inner Sphere or the Periphery.

A LITTLE HELP FOR MY FRIENDS

If the player characters struck up close friendships with any of the surviving Lionhearts, they may become anxious about their friends' welfare and suspicious of ComStar's intentions toward them. As living, breathing historical anomalies, the Lionhearts are a potential font of information, and ComStar may want to exert control over them. Through the player characters' own investigation or after receiving an SOS from one of the Lionhearts—the player characters may discover that ComStar is holding the Lionhearts in "protective custody," ostensibly to give them a chance to make themselves to a universe three hundred years in the future. In reality, someone in ComStar has decided that the Lionhearts cannot be allowed to go free because their presence is a potential paradox and may somehow endanger the present. Of course, ComStar may fear that the Lionhearts threaten its own technological leadership in the Inner Sphere. For whatever reason, ComStar has encased the Lionhearts in a glass cage—comfortable but a prison nonetheless. At the Lionhearts' request, the player characters may decide to spring them from ComStar's grasp.

UNFINISHED BUSINESS

When the Smoke Jaguars captured the Marauders, they sent the crew down to Schwartz as surplus laborers—in other words, slaves. The player characters may seek to discover the fate of the Warship's crew and may mount a raid on Schwartz to rescue them. If the Smoke Jaguars captured the player characters in Episode 2 and

sent them to Schwartz, the player characters may, to some extent, feel a sense of rebellion that keeps the Smoke Jaguars off-balance and enough for the characters to escape along with several Schwartz slaves.

It the player characters did not rescue Cromwell from the Clan, he may escape from Clan custody against all odds and find a place for himself somewhere in the Inner Sphere or the Periphery.

If the player characters struck up close friendships with any of the surviving Lionhearts, they may become anxious about their friends' welfare and suspicious of ComStar's intentions toward them. As living, breathing historical anomalies, the Lionhearts are a potential font of information, and ComStar may want to exert control over them. Through the player characters' own investigation or after receiving an SOS from one of the Lionhearts—the player characters may discover that ComStar is holding the Lionhearts in "protective custody," ostensibly to give them a chance to make themselves to a universe three hundred years in the future. In reality, someone in ComStar has decided that the Lionhearts cannot be allowed to go free because their presence is a potential paradox and may somehow endanger the present. Of course, ComStar may fear that the Lionhearts threaten its own technological leadership in the Inner Sphere. For whatever reason, ComStar has encased the Lionhearts in a glass cage—comfortable but a prison nonetheless. At the Lionhearts' request, the player characters may decide to spring them from ComStar's grasp.

When the Smoke Jaguars captured the Marauders, they sent the crew down to Schwartz as surplus laborers—in other words, slaves. The player characters may seek to discover the fate of the Warship's crew and may mount a raid on Schwartz to rescue them. If the Smoke Jaguars captured the player characters in Episode 2 and

AWARD TABLE

AP Award

- 1
- 1
- 1
- 1
- 1
- 2
- 1

Cast of Characters

Leading them to rendezvous at Roxborough Lionhearts during "down time" Corporation with no casualties as drive system explain Cromwell

Episode

- 1
- 2
- 2
- 3
- 3
- 4
- 5

CAST OF CHARACTERS

CAPTAIN JAMES CROMWELL

Attributes	Characteristics
BLD 4 (8+)	Athletic 9+
REF 5 (8+)	Physical 10+
INT 3 (9+)	Mental 10+
LRN 5 (7+)	Social 9+
CHA 6 (6+)	

Skills	
Administration	2 (8+)
Bureaucracy	3 (6+)
Career Skill:	
SLDF Officer	6 (4+)
Communications/	
Conventional	1 (9+)
Gunnery/Mech	6 (4+)
Gunnery/Spacecraft	1 (9+)
Interrogation	3 (6+)
Leadership	5 (4+)
Medtech	1 (9+)
Navigation	2 (8+)
Negotiation	4 (5+)
Piloting/Mech	5 (5+)
Piloting/Spacecraft	3 (7+)
Protocol	4 (5+)
Small Arms	5 (5+)
Special Interest:	
The Star League	6 (4+)
Strategy	1 (9+)
Survival	2 (8+)
Tactics	5 (5+)
Technician/Mech	1 (9+)
Training	2 (7+)
Unarmed Combat	3 (6+)
Zero-G Operations	2 (8+)

Advantages
None

PHYSICAL DESCRIPTION

James Cromwell is a small man who radiates a powerful presence that belies his physical size. His stern, clean-shaven face bears several scars, evidence of his long service to the SLDF. Cromwell wears his brown hair in a short, functional cut that lacks any sort of flair. He is every inch the military man, never out of uniform and seemingly always standing at attention. Some of his crew wager that he even sleeps in uniform, although none of them have been able to prove it yet.



BACKGROUND

A career soldier since his late teens, Cromwell has a sterling service record. He long ago learned to use the military bureaucracy to his own ends, and so his record shows no outward signs of the ways he has skillfully manipulated proper procedure and regulations during his quest to fulfill his personal ambitions. Armed with an innate charm and an encyclopedic knowledge of SLDF protocol, Cromwell gained a place among the officer ranks as a MechWarrior early in his career. Although the captain has never exhibited anything more than adequate pilot skills, his tactical skills and leadership ability served him well as a 'Mech commander.

By the time of the Periphery Rebellion, Cromwell had attained the rank of major and the command of a full BattleMech battalion. Unfortunately, his position failed to satiate his lust for personal glory. That ambition led him to the hollow victory at Camp Somerset and his subsequent demotion to captain.

From that point on, Cromwell commanded the independent company of misfits known as the Lionhearts. Through a combination of luck and skill, the unit managed to accumulate an impressive string of victories. Then, during the Exodus, Cromwell and his Lionhearts jumped into history aboard the *Manassas* and were never seen again.

PERSONALITY

Cromwell is a persuasive, charismatic speaker, but often his own wants and needs blind him to the obvious. This profound lack of perception, as well as his impatience with those who fail to humor his skewed judgements, have alienated most of his crew over the years. These days he only gets his way through the captain's bars on his chest and sheer force of will.

WF	CONDITION	SAVE	1	2	3	4	5	6	7	8
1	GOOD	3+	☐	☐	☐	☐	☐	☐	☐	☐
2	FAIR	5+	☐	☐	☐	☐	☐	☐	☐	☐
3	POOR	7+	☐	☐	☐	☐	☐	☐	☐	☐
4	SERIOUS	10+	☐	☐	☐	☐	☐	☐	☐	☐
5	CRITICAL	11+	☐	☐	☐	☐	☐	☐	☐	☐



Cast of Characters

LIEUTENANT RANDALL LEWIS

Attributes	Characteristics	
BLD 6 (6+)	Athletic	7+
REF 5 (7+)	Physical	7+
INT 5 (7+)	Mental	9+
LRN 4 (8+)	Social	8+
CHA 5 (7+)		

Skills

Administration	4	(5+)
Bureaucracy	2	(6+)

Career Skill:

SLDF Officer	4	(5+)
--------------	---	------

Communications/

Conventional	2	(7+)
--------------	---	------

Computer	3	(6+)
----------	---	------

Gambling	2	(7+)
----------	---	------

Gunnery/Mech	5	(2+)
--------------	---	------

Gunnery/Spacecraft	2	(5+)
--------------------	---	------

Leadership	3	(5+)
------------	---	------

Medtech	2	(7+)
---------	---	------

Navigation	2	(7+)
------------	---	------

Perception	3	(6+)
------------	---	------

Piloting/Mech	4	(3+)
---------------	---	------

Piloting/Spacecraft	3	(4+)
---------------------	---	------

Protocol	2	(6+)
----------	---	------

Riding	2	(5+)
--------	---	------

Small Arms	4	(3+)
------------	---	------

Special Interest:

The Star League	5	(4+)
-----------------	---	------

Support Weapons	3	(4+)
-----------------	---	------

Survival	2	(7+)
----------	---	------

Tactics	3	(6+)
---------	---	------

Technician/Mech	2	(7+)
-----------------	---	------

Technician/		
-------------	--	--

Spacecraft	1	(8+)
------------	---	------

Training	3	(5+)
----------	---	------

Unarmed Combat	2	(5+)
----------------	---	------

Zero-G Operations	2	(5+)
-------------------	---	------

Advantages

None

Equipment

Ablative Vest (Torso; Energy All; DC 30)

Noteputer

Personal Communicator

Pulse Laser Pistol (Range 1-2/3-4/5-8; Damage 3D6; Pwr Use 2 per shot; Pwr 30)

PHYSICAL DESCRIPTION

Randall Lewis is a large, heavy-set man with a round face distinguished by a seemingly perpetual grin. Crimson curls and a



neatly trimmed red beard frame his face. Lewis' blue-grey eyes are often aided by a pair of wire-framed reading glasses. These features, combined with his jovial manner, have led the *Manassas* crew to nickname him "Santa Claus" or "Jolly Old Saint Randy." Of course, the crew quickly curtails its use of nicknames when Cromwell is around.

BACKGROUND

Randall Lewis enlisted with the SLDF after years of working on his parents' farm on Chisholm (now known as Elgin). When his parents died, his older brother Daniel inherited the farm. Daniel's large family could handily operate the farm, freeing Randall to pursue his childhood dream of becoming a MechWarrior. Although Lewis was somewhat old for a new recruit, he nonetheless demonstrated remarkable prowess at the controls of a 'Mech and became an SLDF officer at the age of 34. After a few short years of service, Lewis attracted the attention of General Kerensky, who recognized vast potential and unwavering loyalty in the enthusiastic officer. Consequently, Kerensky invited Lewis to serve in the General's own unit during the Periphery campaign. Later, Kerensky assigned Lewis to the Lionhearts to keep an eye on Cromwell.

PERSONALITY

Lewis is a happy and personable man, although he quickly becomes quite serious during times of crisis and danger. He always makes himself available to the crew when they have concerns or questions and tries to make time to engage in recreational activities with all the various ship's departments. Virtually all the Lionhearts, even those who support Cromwell, view Lewis as an honest, upright, dedicated and competent soldier. Though some may give it grudgingly, everyone on the crew gives him their respect.

WF	CONDITION	SAVE	1	2	3	4	5	6	7	8
1	GOOD	3+								
2	FAIR	5+								
3	POOR	7+								
4	SERIOUS	10+								
5	CRITICAL	11+								

Cast of Characters

LIEUTENANT ANDREA SARTI

Attributes	Characteristics
BLD 2 (10+)	Athletic 12+
REF 4 (8+)	Physical 9+
INT 5 (7+)	Mental 7+
LRN 6 (4+)	Social 10+
CHA 3 (9+)	

Skills

Administration	2	(5+)
Communications/		
Conventional	4	(3+)
Communications/		
HPG	2	(5+)
Computer	4	(3+)
Engineering	5	(2+)
Impersonation	2	(8+)
Perception	3	(4+)
Protocol	2	(8+)
Scrounge	2	(8+)
Security Systems	1	(6+)
Seduction	3	(7+)
Small Arms	1	(8+)
Special Interest:		
The Star League	4	(3+)
Technician/		
Aerospace	5	(2+)
Technician/Mech	3	(4+)
Technician/		
Electronics	5	(2+)
Technician/		
Mechanic	4	(3+)
Technician/		
Spacecraft	6	(1+)
Tinker	4	(3+)
Zero-G Operations	5	(4+)

Advantages

None

Equipment

Basic Tool Kit
Noteputer
Personal Communicator
Scanalyzer

PHYSICAL DESCRIPTION

Petite and beautiful, Andrea Sarti looks nothing like the stereotypical engineer. She never wears makeup or jewelry of any kind, but this lack of artificial enhancements only serves to underscore the exotic beauty of her cropped, black hair and Asian features. Along with her standard duty uniform, Sarti always carries a compact toolbelt and noteputer.



BACKGROUND

The chief engineer of the *Manassas* boasts a unique history for a technical officer. Born with stunning good looks and an irresistible smile, Sarti worked as a model and actress during her childhood and into her early teens. As she grew into adulthood, however, her "cute" wore off and the job offers stopped coming.

Never one to stand still, Sarti enrolled in college, where aptitude tests led her to a course of study in the complex field of aerospace engineering. She did spectacularly well in all of her classes, and as graduation neared she received job offers from all over the Star League. In a move that shocked her family, Sarti chose to use her training in the SLDF as a jump drive engineer. Her remarkable proficiency soon garnered her a position overseeing the experimental drive of the *Manassas*.

PERSONALITY

Sarti is calm and businesslike, even in the most volatile situations. This quality makes her an ideal chief engineer, as she can face emergency situations without panicking, focusing her analytical skills on the task at hand and inspiring confidence among those in her command. Sarti is not unfriendly, but she can seem cold and indifferent to new acquaintances.

Although Sarti acknowledges Cromwell's rank, she resents his tendency to bypass her authority and direct orders to those in her department. Like many others, Cromwell assumes that the lieutenant's attractive appearance precludes her from being a competent engineer and officer.

WE	CONDITION	SAVE	1	2	3	4	5	6	7	8
1	GOOD	3+	☐	☐	☐	☐	☐	☐	☐	☐
2	FAIR	5+	☐	☐	☐	☐	☐	☐	☐	☐
3	POOR	7+	☐	☐	☐	☐	☐	☐	☐	☐
4	SERIOUS	10+	☐	☐	☐	☐	☐	☐	☐	☐
5	CRITICAL	11+	☐	☐	☐	☐	☐	☐	☐	☐



Cast of Characters

LIEUTENANT DONALD TERRY

Attributes		Characteristics	
BLD 4	(8+)	Athletic	8+
REF 6	(6+)	Physical	6+
INT 6	(6+)	Mental	8+
LRN 4	(8+)	Social	7+
CHA 5	(7+)		

Skills		
Acrobatics	2	(6+)
Blade	4	(4+)
Climbing	3	(5+)
Computer	3	(5+)
Cryptography	4	(8+)
Demolitions	2	(6+)
Disguise	1	(7+)
Drive/Ground	3	(3+)
Escape Artist	1	(5+)
Gunnery/		
Conventional	2	(4+)
Gunnery/Spacecraft	2	(4+)
Interrogation	4	(3+)
Leadership	1	(6+)
Medtech	2	(6+)
Perception	5	(3+)
Quickdraw	2	(4+)
Running	1	(7+)
Security Systems	5	(3+)
Small Arms	4	(2+)
Special Interest:		
The Star League	3	(5+)
Stealth	3	(3+)
Streetwise	1	(6+)
Swimming	2	(6+)
Tactics	3	(5+)
Throwing Weapons	2	(4+)
Tracking	3	(5+)
Training	2	(5+)
Unarmed Combat	5	(3+)
Zero-G Operations	3	(3+)

Advantages

Toughness

Equipment

Ablative/Flak Vest (Torso; Energy 1/2; Ballistic 1/2; Melee 1/4; DC 20)
 Hold-Out Pistol (Range 1-2; Damage 1D6 + 3; 5 shots)
 Helmet w/Personal Communicator (Head; Energy 1/4; Ballistic 2/3; Melee 1/2; DC 15)
 SMG (Range 1-3/4-7/8-10; Damage 3D6; 50 shots + 2 extra clips of 50)

Needler Pistol (Range 1-3; Damage 1D6 + 2; 10 shots + 2 extra clips of 10)

Vibrodaggar (Damage 2D6)

PHYSICAL DESCRIPTION

Donald Terry is tall and thin with a narrow face and thinning blond hair. He moves with a deliberate stride that is almost comical. Despite its strange appearance, his gait actually betrays years of advanced martial arts training. His smooth, fluid motions blend seamlessly into attack and defense maneuvers if combat ensues. Like Cromwell, Terry wears his uniform at all times and always carries a sidearm and a rifle or submachine gun, even while the ship is recharging behind friendly lines. This habit has become rather disturbing to his crewmates.

BACKGROUND

None of the Lionhearts know much about Terry, although evidence suggests he has known Cromwell since childhood. The two are nearly inseparable, and Terry shows a level of loyalty that would be inexplicable in anyone other than a close friend. However, Cromwell shows no preferential attitude toward Terry. In fact, Cromwell works Terry harder than any member of the *Manassas* crew and often verbally abuses the lieutenant. Yet Terry has stayed on as Cromwell's chief of security for more than five years, and before that he served alongside the captain as his lancemate in Cromwell's command lance.

PERSONALITY

Although Terry is generally businesslike and dull, every now and then he exhibits a sarcastic sense of humor that can be somewhat unnerving. He has a tendency to make jokes about subjects that other people don't find funny, such as murder and death. One of the few survivors of Cromwell's original unit, Terry usually backs up his commanding officer all the way.

However, lately Terry has adopted a pose of cautious neutrality toward his boss. No one else aboard the *Manassas* has yet grasped the true motives behind the apparent change. Actually, Terry has decided that he can best aid Cromwell by ingratiating himself with Lewis and finding out what—if anything—Lewis is up to. He hopes that Lewis finds his gradual change of heart convincing.

WF	CONDITION	SAVE	1	2	3	4	5	6	7	8
1	GOOD	3+	☐	☐	☐	☐	☐	☐	☐	☐
2	FAIR	5+	☐	☐	☐	☐	☐	☐	☐	☐
3	POOR	7+	☐	☐	☐	☐	☐	☐	☐	☐
4	SERIOUS	10+	☐	☐	☐	☐	☐	☐	☐	☐
5	CRITICAL	11+	☐	☐	☐	☐	☐	☐	☐	☐

Cast of Characters

LIEUTENANT RUTH MITCHELL

Attributes		Characteristics	
BLD 3	(9+)	Athletic	9+
REF 6	(6+)	Physical	7+
INT 5	(7+)	Mental	8+
LRN 5	(7+)	Social	9+
CHA 4	(8+)		

Skills		
Gunnery/Aerospace	5	(2+)
Gunnery/Spacecraft	2	(5+)
Leadership	1	(8+)
Medtech	1	(7+)
Perception	2	(6+)
Piloting/Aerospace	5	(2+)
Piloting/Spacecraft	2	(5+)
Small Arms	2	(5+)
Survival	1	(7+)
Technician/		
Aerospace	3	(5+)
Training	2	(7+)
Unarmed Combat	2	(7+)
Zero-G Operations	3	(4+)

Advantages

None

Equipment

Hold-Out Laser Pistol (Range 1-2/3-4/5-6; Damage 2D6; 6 shots)
 Light Environment Suit
 Noteputer
 Personal Communicator
 Medipack
 Vibrodagger (Damage 2D6)

PHYSICAL DESCRIPTION

Ruth Mitchell is short and square-shouldered, with a powerful build that helps her withstand the rigors of space combat. Her dark skin and even darker hair make the whites of her eyes stand out in stark contrast, and she often uses her penetrating gaze to punctuate her orders. Ruth's left hand was severed during a rough ejection, and in its place is a myomer hand that duplicates her lost hand's function perfectly. Only a slight variation in skin tone gives it away under certain lighting conditions.

BACKGROUND

Born into an aristocratic Hegemony family, Mitchell lived a life of privilege until her eighteenth birthday, when she followed family tradition and joined the military. Unlike her brothers and sisters, who had served as MechWarriors, Ruth ended up fighting as an aerojock. Although her skills as a pilot are remarkable, her high-and-mighty attitude got her in enough trouble to warrant an assignment to the misfits known as the Lionhearts.



PERSONALITY

A cushy civilian life followed by a skyrocketing career as a fighter ace have left Mitchell with a serious ego problem. She views those in her command, as well as the lowly ground-pounders that she assists with strafing and bombing runs, as lesser beings. She feels that if MechWarriors were really as good as their rep, they wouldn't need air support at all—which would leave her team free to engage in the much more thrilling practice of dog-fighting. In fact, her disdain for performing air support has frequently prompted her to disobey direct orders and engage in air-to-air battles that often take her hundreds of kilometers off course and result in devastating losses for her ground-bound allies.

WF	CONDITION	SAVE	1	2	3	4	5	6	7	8
1	GOOD	3+	☐	☐	☐	☐	☐	☐	☐	☐
2	FAIR	5+	☐	☐	☐	☐	☐	☐	☐	☐
3	POOR	7+	☐	☐	☐	☐	☐	☐	☐	☐
4	SERIOUS	10+	☐	☐	☐	☐	☐	☐	☐	☐
5	CRITICAL	11+	☐	☐	☐	☐	☐	☐	☐	☐

LIVING LEGENDS

Attribution	Year	Value
CH4	1994	1.0
CH4	1995	1.0
CH4	1996	1.0
CH4	1997	1.0
CH4	1998	1.0
CH4	1999	1.0
CH4	2000	1.0
CH4	2001	1.0
CH4	2002	1.0
CH4	2003	1.0
CH4	2004	1.0
CH4	2005	1.0
CH4	2006	1.0
CH4	2007	1.0
CH4	2008	1.0
CH4	2009	1.0
CH4	2010	1.0
CH4	2011	1.0
CH4	2012	1.0
CH4	2013	1.0
CH4	2014	1.0
CH4	2015	1.0
CH4	2016	1.0
CH4	2017	1.0
CH4	2018	1.0
CH4	2019	1.0
CH4	2020	1.0
CH4	2021	1.0
CH4	2022	1.0
CH4	2023	1.0
CH4	2024	1.0
CH4	2025	1.0
CH4	2026	1.0
CH4	2027	1.0
CH4	2028	1.0
CH4	2029	1.0
CH4	2030	1.0
CH4	2031	1.0
CH4	2032	1.0
CH4	2033	1.0
CH4	2034	1.0
CH4	2035	1.0
CH4	2036	1.0
CH4	2037	1.0
CH4	2038	1.0
CH4	2039	1.0
CH4	2040	1.0
CH4	2041	1.0
CH4	2042	1.0
CH4	2043	1.0
CH4	2044	1.0
CH4	2045	1.0
CH4	2046	1.0
CH4	2047	1.0
CH4	2048	1.0
CH4	2049	1.0
CH4	2050	1.0
CH4	2051	1.0
CH4	2052	1.0
CH4	2053	1.0
CH4	2054	1.0
CH4	2055	1.0
CH4	2056	1.0
CH4	2057	1.0
CH4	2058	1.0
CH4	2059	1.0
CH4	2060	1.0
CH4	2061	1.0
CH4	2062	1.0
CH4	2063	1.0
CH4	2064	1.0
CH4	2065	1.0
CH4	2066	1.0
CH4	2067	1.0
CH4	2068	1.0
CH4	2069	1.0
CH4	2070	1.0
CH4	2071	1.0
CH4	2072	1.0
CH4	2073	1.0
CH4	2074	1.0
CH4	2075	1.0
CH4	2076	1.0
CH4	2077	1.0
CH4	2078	1.0
CH4	2079	1.0
CH4	2080	1.0
CH4	2081	1.0
CH4	2082	1.0
CH4	2083	1.0
CH4	2084	1.0
CH4	2085	1.0
CH4	2086	1.0
CH4	2087	1.0
CH4	2088	1.0
CH4	2089	1.0
CH4	2090	1.0
CH4	2091	1.0
CH4	2092	1.0
CH4	2093	1.0
CH4	2094	1.0
CH4	2095	1.0
CH4	2096	1.0
CH4	2097	1.0
CH4	2098	1.0
CH4	2099	1.0
CH4	2100	1.0
CH4	2101	1.0
CH4	2102	1.0
CH4	2103	1.0
CH4	2104	1.0
CH4	2105	1.0
CH4	2106	1.0
CH4	2107	1.0
CH4	2108	1.0
CH4	2109	1.0
CH4	2110	1.0
CH4	2111	1.0
CH4	2112	1.0

BOOKS

Equipment
Hold-Out
(5 stars)
Light Emitter
Noise
Personal Co
Medical
Vibro

PHYSIC

BACK
Born in
life of giving
family tradi-
sisters, who
ing so an an-
her sign-an-
an passion

SOURCEBOOK

This section contains background information for running **Living Legends**. **The Mission** provides a brief description of the player characters' mission on Schwartz, descriptions of the ships and other equipment given to the group by the Explorer Corps, and information on the planet Roxborough. (Further information on the Explorer Corps will be provided in future **BattleTech** products.) **WarShip Systems** describes the various shipboard systems of a WarShip, using the Star League *Aegis* Class vessel as an example. Gamemasters may find this information and the accompanying deck plans useful for scenarios that occur on the *Manassas* and the *Lioness*. **Life in Space** offers material on daily life aboard a spacegoing vessel and hyperspace travel. Finally, the **Brief History of the Star League** summarizes the key events of that era to help the gamemaster better represent the Lionhearts' beliefs and attitudes.

THE MISSION

The Explorer Corps is a branch of ComStar officially dedicated to exploring the edges of the Periphery for inhabitable or resource-rich planets, lost human settlements and signs of intelligent alien life. Unofficially, ComStar has revived the long-neglected Explorer Corps for one reason—to find the Clan homeworlds.

With the help of Theodore Kurita and various other benefactors, the new Explorer Corps has been hiring numerous mercenary units in recent years. Many of these units accompany exploratory missions and provide defense against pirate or Clan aggression. Others perform intelligence-gathering and other active missions directed against the Clans, such as the player characters' mission in **Living Legends**.

Determine the pay ComStar offers the player characters' unit based on the size of the unit, its relative experience, the size and quality of its 'Mechs and fighters, and so on. The pay should be good but not extravagant, because the stated mission does not involve direct confrontation with armed enemies in the field. ComStar offers to pay the player characters half the total fee up front and half after they complete the mission and return the vessels ComStar has provided for the job. In addition, ComStar offers hefty bonuses for good leads on the location of the Clan homeworlds.

ComStar directs the player characters' unit to monitor the Clan WarShip *Lioness* for as long as it remains at Schwartz. (ComStar expects the vessel to remain at the planet anywhere from two weeks to three months.) If circumstances dictate withdrawal or abortion of the mission before the *Lioness* has left the system, ComStar retains the right to withhold a portion of the remaining payment pending its own decision on the justification for any withdrawal or mission termination.

In the case of an early withdrawal from the system, ComStar has instructed the group to proceed to the safehouse on Roxborough, an uncharted system one jump coreward of



Schwartz (see **Roxborough: The Hideout**, p. 52). There the group can recharge and resupply its ship, notify ComStar of the mission status via HPG message and await further instructions. A reply could take weeks to reach Roxborough, so ComStar expects the player characters to take the initiative if the situation presents unexpected opportunities.

THE GEAR

ComStar issues the player characters four important pieces of equipment for the mission. These are the JumpShip *Persephone*, a DropShip, a transmitter device, and a compact listening post.

The Persephone

The *Persephone* is a specially modified *Magellan* Class JumpShip (see p. 100, **Technical Readout 3057**). This particular ship has been weathered and disarmed so that it resembles a worn-out cargo ship of indeterminate class and age. ComStar engineers have done a brilliant job, and even the most knowledgeable player characters are unable to identify the vessel's type unless they crawl under the bridge controls and check the serial numbers on the computer boards.

The Explorer Corps often uses *Magellan* Class vessels on dangerous missions because the ships use small crews and possess large fuel capacities and lithium-fusion battery systems. The



lithium-fusion battery system enables a *Magellan Class* ship to make two consecutive jumps before requiring a recharge.

To maintain the *Persephone's* "cover," ComStar engineers have removed its weapons and HPG. In addition, the ship's main cargo hold contains a well-concealed bay that can accommodate a lance of four 'Mechs and/or vehicles, as well as several smaller compartments for stashing contraband weapons and high-tech ComStar gear.

The *Persephone's* dilapidated appearance is purely cosmetic. The JumpShip is in excellent repair, and its crew complement is well-trained and efficient. They have instructions to cooperate fully with the player characters during the mission and faithfully execute any order short of deliberate suicide. The ship is equipped with eight lifeboats and a single ST-46 shuttle.

The DropShip

Although the player characters are free to use their own DropShip if they have one, the ComStar agent that hires them offers the group the services of a *Buccaneer Class* ship with a full crew of 12 ComStar agents, well-trained to play the part of a hungry band of merchants. ComStar directs the player characters to take the role of the "bosses" and leave the actual work of running the ship to the crew. Alternatively, any player characters with the appropriate skills may fill in for crew members in various positions.

The DropShip's small array of weapons remain in place, for defensive purposes only, of course. The ship carries two escape pods, and its cargo bay can be converted to hold four 'Mechs or vehicles in the space of a few hours. This conversion allows only safe transport—no atmospheric drops are possible from the DropShip. The vessel must land before it can off-load a cargo of combat vehicles.

Transmitter Device

ComStar intentionally tells the player characters very little about the transmitter device. The heavy, dull black box measures only 10 by 4 by 4 centimeters. A pair of thick wires protrude from one end. The wires are to be spliced to specific relays in the communications computer of the Clan WarShip. This task can be performed easily by any character with a basic toolkit and any Technician Skill.

Based on the device's size, the player characters can deduce that somehow the transmitter uses the WarShip's own systems to transmit to the receiving station. How it does this without alerting the WarShip's comm officer is a secret ComStar is not willing to disclose. ComStar strongly warns the player characters not to tamper with the device or even open its casing. If they do so, the device's circuits melt and fuse, turning the device into a useless hunk of metal and plastic. Actually, the device has been designed to self-destruct in this manner to confound any Clan attempts to trace its origins.

Once in place, the device sends all shipboard transmissions to the receiving station. These transmissions include all incoming and outgoing HPG signals, radio transmissions (including open hails) and most forms of internal communication on the ship itself. The signals are sent to the listening

station on a coded frequency rarely used for communications of any sort. These transmissions reach Schwartz's surface in a matter of seconds. From standard jump points, transmission times vary depending on the local star's type, but 15 minutes is a reasonable estimate.

Receiving Station

The listening post provided by ComStar is much larger and more conventional than the mysterious black box. The post is very similar to a basic field communications kit (see p. 91, *MW II*), but it also includes a small satellite dish and several meters of additional cables and wires, the purposes of which are not entirely clear to the player characters. The receiver can be tuned to various channels that correspond to the various types of transmissions overheard by the box. The listening post's internal optical drive can record only one day's worth of communications across all channels. At that point, the interesting bits can be edited out and stored in permanent memory so that the drive can continue to record the next day. For this reason, at least one character should monitor the station continually.

The listening post can be assembled or disassembled in twenty minutes. The disassembled post fits into two innocent-looking cargo crates that can be unobtrusively unloaded from a DropShip. Each crate is light enough to be carried by one person.

ROXBOROUGH: THE HIDEOUT

One jump from Schwartz, in the direction of the Periphery, lies an insignificant system that shows up on very few navigational charts. Early explorers rarely returned from the planet called Roxborough, and those who did told tales of prehistoric monsters and almost constant storms of volcanic fire and ash. Those tales, along with Roxborough's meager supply of fresh water and lack of useful ores, led the Inner Sphere powers to forget the unexceptional planet. Indeed, Roxborough's location appears on few star charts, and most people do not even know of its existence.

The Roxborough system consists of three planets. The largest, and the only one that sustains life, was christened Roxborough after an eccentric ComStar precentor who settled there after his retirement. The planet contains a diverse range of inhospitable environments that support a variety of hostile life forms. Frozen polar regions give way to large expanses of volcanic wastes that contain hundreds of active volcanoes visible from orbit. The planet's equatorial belt contains a tropical zone of jungles and mangrove swamps that contain most of the planet's liquid water and life forms.

The planet was settled in 3051 by a small group of determined Terran colonists led by former ComStar Precentor Julius Roxborough. With funding from ComStar, the group established a small base on the planet for use by the newly invigorated Explorer Corps. Apparently, ComStar concluded that the lack of records of the system, along with Roxborough's hostile environment, would provide the base with excellent protection against Clan attack.



The base is small enough to escape detection from orbiting space vessels. The base contains a small cluster of ten buildings concealed under the canopy of Roxborough's equatorial jungle. Stone walls encircle the buildings, and the entire complex is covered with a "dome" of razorwire to keep the large predators of the area at bay. An unmarked landing strip at the edge of the jungle provides access to the base.

Although Roxborough himself died shortly after settling on the planet, the original colonists and their children still man the station. They realize that planetary conditions preclude the establishment of any truly thriving community on Roxborough, but they are content to man the ComStar base in exchange for being left in peace. ComStar regularly stocks the base with food and water, as well as various common types of ammunition and other consumables (the gamemaster determines exactly what is available at the base when the player characters arrive).

WARSHIP SYSTEMS

The backbone of interstellar travel, JumpShips are slender, needle-like craft developed in the 22nd century. The typical JumpShip in use today is little more than a Kearny-Fuchida drive with a crew compartment on one end and a station-keeping drive on the other. Generally, WarShip designs feature more robust construction. The typical WarShip design primarily consists of a K-F drive surrounded by decks that contain crew facilities, cargo areas, weaponry and armor. In addition, the typical WarShip features a massive maneuvering drive that enables it to maneuver within a star system.

The *Aegis* Class heavy cruiser cited in this section is a typical Star League WarShip design that contains features of numerous other designs. The gamemaster may use this design and the accompanying deck plans (pp. 58-64) to stage encounters aboard the *Manassas*. Bracketed text in this section refers to the *Manassas* specifically.

JUMPDRIVE

The heart of any WarShip, JumpShip, or other jump-capable vessel is its Kearny-Fuchida hyperdrive, more commonly known as a K-F drive.

A K-F drive system consists of several sub-components. The field initiator, situated at the aft end of the drive housing, generates the "hyperspace field" essential for interstellar travel. If the field initiator fails, the K-F drive cannot function and the vessel simply cannot jump.

The K-F field initiated by the field initiator passes into a superconducting titanium-germanium core, which is cooled by surrounding helium tankage. Powered by the vessel's jump sail, fusion reactor or lithium-fusion battery, the superconducting core enlarges the K-F field to a size capable of encompassing the JumpShip and its passengers. If the core fails to amplify the field correctly, the vessel may sustain serious damage.

For this reason, the system is fitted with a drive controller that shuts down the drive in the event of a core failure. Similarly,

the drive controller is triggered by any loss of helium tankage or other irregularity in the drive's power control system that might cause a core malfunction. In addition, the drive controller initiates the generation of the K-F field and "steer" the field to the correct destination. Any damage to the drive controller may cause the drive to create malformed or mistimed K-F fields that can rip apart a JumpShip.

[The unique misjump of the Manassas was caused by a flaw in the ship's drive controller. If the controller had been functioning correctly, it would have detected the misjump and aborted the field-generation process.]

The physics of K-F fields and existing technologies restricts all JumpShips to a 30LY jump range. Jumps of greater distances require considerably more power than today's jump sails and fusion reactors can practically produce.

[The experimental jump-drive of the Manassas gains an additional 10LY of range by using a special pre-boost system to strengthen the K-F field before it reaches the drive core. The only external signs of this large device are a noticeable bulge in the mid-ships section of the Manassas and the ship's modified radiator vanes.]

A WarShip's K-F drive is typically surrounded by various decks for personnel and equipment, which in turn are shielded by the massive armor layers. These precautions enable a WarShip to resist enormous amounts of damage.

LAYOUT

The interior of an *Aegis* Class WarShip consists of 24 primary decks and approximately 2 dozen sub-decks. These decks are aligned perpendicularly to the K-F drive. The ceilings of the decks are oriented toward the nose of the ship, and the floors of the decks are oriented toward the ship's maneuvering drive section.

Decks 1 through 9, located between the ship's nose and K-F drive, are collectively known as the command section of the vessel. Decks 10 through 18, built around the drive core, are known as the jump section. Decks 19 through 23, located between the ship's K-F and maneuvering drives, form the cargo section. Deck 24 and the sub-decks below it form their own drive section. These decks house the ship's maneuvering drive and its ancillary systems.

Accessways

All accessways on the vessel contain electronically operated bulkheads spaced every 10 meters or so. These bulkheads can be operated locally or by remote override from the vessel's main or secondary bridge. The bulkheads provide a means of containing pressure losses or atmospheric contaminants and constitute an effective security system against boarding actions.

Communication terminals are located alongside the control panel for each set of bulkhead doors. These comm terminals are connected to the ship's internal fiber-optic communication network. The network allows swift communication between all parts of the vessel. For circumstances when it is impractical to use the panels directly, each contains an infrared transmitter and receiver for non-radio wireless communication.



LIONESS TABLE

Lioness Decks

Deck 1: Sensors/Weapons
Deck 2: Command
Deck 3: Grav Deck 1 (65 meters)
Deck 4: Crew
Deck 5: Grav Deck 2 (140 Meters)
Deck 6: Crew
Deck 7: Weapons
Deck 8: K-F Drive
Deck 9: Fighter Deck 1
Deck 10: Fighter Deck 2
Deck 11: Fighter Deck 3
Deck 12: Fighter Deck 4
Deck 13: Fighter Deck 5
Deck 14: Weapons/Cargo
Deck 15: Transit Drive

Corresponding Aegis Decks

Decks 1/2
Deck 3
Deck 7
Deck 12
Deck 7
Deck 13
Deck 8
Deck 18
Deck 19
Deck 19
Deck 19
Deck 19
Deck 20
Deck 24

Life-support compartments are located immediately adjacent to the ship's comm panels. These clearly marked compartments contain lightweight environment suits, oxygen tanks, a small selection of tools, and other assorted emergency life-support equipment. For a complete description of the ship's layout, see **Deck Plans**, pp. 58-64.

THE LIONESS

The Smoke Jaguar *Lioness* is a York Class destroyer carrier with a crew of 240. The *Lioness* carries a complement of 50 aerospace fighters and their pilots and can accommodate 2 DropShips.

The *Lioness* Table briefly describes the contents of each of the ship's 15 decks, along with the corresponding deck(s) on the *Aegis*. If necessary, use the floor plans for the corresponding *Aegis* decks when running encounters on the *Lioness*. Although the details and arrangement of components on the *Lioness* are drastically different than those of the *Aegis*, the general contents of the corresponding decks are the same.

LIFE IN SPACE

Life aboard any spacefaring vessel is somewhat different to life on a planetary surface. Even now, more than 1,000 years after man first ventured into space, interstellar travel is routine for only a handful of people. The following text provides a brief overview of life in space.

GRAVITY

Numerous studies have documented the detrimental health effects of long-term exposure to microgravity. As a result, artificial means of simulating gravitational effects have

been developed to negate or lessen these problems. These systems use centrifugal force and acceleration to mimic the effects of gravity.

Most vessels that remain stationary for prolonged periods carry so-called gravity decks. These gravity decks spin at steady rates to produce centrifugal forces to simulate gravitational effects. Crewmen and passengers spend allotted "G-time" on the deck to counteract microgravity-related health problems. On the largest space stations, permanent habitation areas are constructed within massive gravity decks, thus eliminating the need for scheduled G-times.

Spacefaring vessels may also intentionally generate the false gravity produced by acceleration to ameliorate the detrimental effects of microgravity. If a vessel is not transiting a system, it may perform "laps" by accelerating toward an imaginary point in space and then accelerating back to its starting point, simply to provide some respite for crew and passengers. However, such maneuvers consume large amounts of fuel

and generally are performed only when no other options are available.

Spacefaring crews also use magnetic boots and gloves to operate more effectively in microgravity environments, although such devices do nothing to remedy the medical side effects of prolonged exposure to microgravity.

ATMOSPHERE AND ENVIRONMENT SYSTEMS

All spacefaring vessels need to carry their own means of generating and/or purifying air to sustain their crews and passengers. Most vessels carry numerous systems on each deck to remove impurities from the air and convert harmful gases into useful ones. The most common systems are carbon dioxide "scrubbers," which separate the oxygen molecules from the gas and return these to the ship's internal atmosphere. Other systems remove other harmful compounds, such as carbon monoxide, from the ship's atmosphere.

Further safeguards against atmospheric contamination or atmosphere loss typically are provided by manual and computer-controlled bulkheads. These bulkheads are spread along a ship's accessways and other atmosphere-dispersal passageways and may be used to isolate discrete compartments of a ship if the need arises. Sensors in each compartment trigger the closure of bulkheads in the event of hull breaches or atmospheric contaminants. The bulkheads are connected to a ship's main computer systems as well, which allows crew members to open or close them.

In addition to atmospheric gases, water is recycled aboard spacefaring vessels as well. A typical JumpShip requires almost 25,000 gallons of water per day for human consumption, food preparation and personal hygiene. To meet this demand, ships carry distillation plants that recycle used water.



Any materials that cannot be reprocessed are either stored until the vessel returns to port or else collected into plastic receptacles and jettisoned from hatches. As refuse leaves a ship, it is incinerated by the vessel's drive plume.

DAILY ROUTINE

Generally, space missions use the standard Terran 24-hour day for timekeeping purposes. However, most crews schedule their daily routines around an 18-hour rotating cycle. Typically, a crew is divided into 3 shifts, or watches. Of this 18 hour ship-day, 6 hours are spent "on-duty," manning appointed stations; 4 hours are devoted to study and secondary duties (officers and crew are customarily encouraged to train and study); and the remaining 8 hours are "down-time," reserved for sleep, recreation and meals. Typically, a crew observes a constantly rotating schedule to keep them from settling into rigid activity cycles. And the entire schedule is deliberately kept out of sync with the standard Terran day to prevent enemy forces from knowing when shift changes take place.

All spacefaring crews perform emergency-response drills to sharpen their responses to a range of emergencies including fires, hull breaches and enemy attacks. Such drills also help relieve the tedium of long-term missions. One of the most popular drills is the boarding-action drill. In this exercise, off-duty crew members assume the role of an aggressor and invade the ship. The aggressors and defending crew members use low-power laser weaponry and sensor harnesses to simulate battle, and it is not unheard-of for ship watches to keep score of past losses and victories in such drills.

Unlike naval vessels of past eras, most spacefaring vessels stock their pantries with large quantities of diverse foodstuffs. Refrigeration, irradiation and chemical treatments ensure that even after a year in space a ship's pantry will include plenty of "fresh" food. Although nominally rationed, most crew members are presented with plenty of choices.

To counteract the effects of long periods away from port, most JumpShips and WarShips contain extensive recreation facilities. Exercise areas are often the most popular facilities among crew members, although off-duty personnel often jog around the outer accessways on the crew decks. Most vessels carry extensive computer libraries as well. These facilities typically contain thousands of digitally stored books and holovids.

COMMUNICATIONS

Communications within spacefaring vessels are conducted through networks of fiber-optic cables. Because these systems do not use radio waves to transmit messages, intraship communications cannot be intercepted by other vessels.

Communications between vessels are conducted via radio transmissions, direct laser-link systems, and HPG (hyperpulse generator) transmissions. Radio systems are generally used for hailing vessels and other unsecured communications. Because radio transmissions propagate out from a single point in every direction, radio systems are ideal for communicating with large groups. However, this same characteristic enables hostile vessels to use triangulation to identify the origin of a radio transmission.

In non-combat situations, radio systems transmit a ship's IFF (Identification Friend or Foe) signal. The unique IFF signals of most spacefaring vessels are registered with ComStar's Terran Registry of Spacecraft, and most ships carry a copy of the registry database as well. This enables vessels to identify one another based on their IFF signals. However, the system is not foolproof, as IFF signals may be altered to disguise a ship's identity.

Direct laser-link systems are the preferred systems for secure communications. A typical laser-link system consists of a low-power laser beam that transmits messages to the sensors of the receiving vessel. Because a tightly focused laser beam is the message carrier, only the intended target can receive the message—unless, of course, another vessel lies directly in the path of the laser beam. In addition, direct laser links are impractical for communications between more than two vessels. Despite these drawbacks, most DropShips carry one or two communication lasers. JumpShips usually carry one for each transported DropShip, and four or five extra lasers. WarShips may carry dozens of communication lasers for communicating with other WarShips, DropShips and fighters in combat conditions.

HPG transmitters represent the most technologically advanced communication systems. Using the same principles as the K-F drive, an HPG transmitter can instantaneously transmit a message over 50 light years. Once it arrives at the destination, the HPG pulse propagates much like radio. As a result, such communications undergo heavy encryption using dual-key systems.

Until the Clan invasion, only ComStar JumpShips carried HPG transmitters. The systems are standard on Clan JumpShips and WarShips, and most new Inner Sphere WarShips feature the systems as well.

HYPERSPACE TRAVEL

The invention of the K-F hyperdrive system is perhaps the most important technological advance of the past millenium. Using K-F drives, JumpShips and WarShips may "jump" from one point in space and re-appear at another point up to 30 light years away within seconds.

Although the design of drives may vary, the procedures for a jump are fairly standard. After spending up to a week charging the drive, the coordinates of the destination point are fed into the vessel's sophisticated navigation computer. The computer then calculates the field parameters needed to move the JumpShip and its cargo to the destination point.

Gravitational stresses may cause severe problems with a jump, and so most JumpShips travel between pre-selected points in space. These proximity points, more commonly called jump points, are situated above (zenith point) and below (nadir point) the 'poles' of a system's star. These points are beyond the gravitational influence of the system's planetary and solar bodies. Using such jump points ensures that a jumping vessel will not be torn apart by gravitational forces when it arrives at its destination. Occasionally, vessels will use other jump points, known as pirate points. Because gravitational forces are not as balanced at these points, they are difficult to calculate and often hazardous to use.



Once the navigational computer has completed its calculations, the ship's jump officer alerts the crew to secure all fittings for the jump and initiates the ship's jump program. Typically, a ship's K-F drive requires a few minutes to reach ready status. When it does, a warning klaxon sounds and warning lights signal its readiness. Ten seconds later the K-F field expands and the vessel jumps into hyperspace.

The jump itself "blinds" the vessel's sensors, which recover approximately 30 seconds after arrival at the destination. A jump also disorients humans. The extent of this disorientation varies between individuals and can range from a few seconds to 15 minutes. In extreme cases, a hyperspace jump may leave a passenger nauseous. To reduce their vulnerability during this disorientation period, many military crews go to battle stations shortly before jumping.

Assuming the jump goes according to plan, the vessel should be at its pre-planned destination. To verify its position, the vessel's navigational computer triangulates the ship's location using star positions. Typical JumpShips jump arrive within 5,000 meters of their programmed destinations, but some modern military vessels are capable of arriving within 500 meters of their intended destinations.

Jump Errors

Unfortunately, contemporary jump systems are not perfectly reliable. Drive problems, navigational errors or natural phenomena may cause misjumps that result in JumpShips arriving at points other than their intended destinations. Generally, vessels that misjump arrive only a short distance off course and may easily maneuver to their correct positions. Other misjumps may place vessels much further off course, requiring the ship to make a second jump to reach its destination. Some rare misjumps have even placed JumpShips hundreds of light years off course.

Severe misjumps may cause serious damage to a vessel as well. Such misjumps may damage a vessel's drive core, necessitating emergency repairs before the ship can attempt a course correction. In other cases, jumping ships remain in hyperspace for longer than the few seconds jumps normally require. Documented cases describe some such ships appearing at their appointed destinations hours or days after the initial jump. Apparently, the crews of such vessels have no recollections of the intervening time. Finally, some vessels have jumped into hyperspace and simply never returned. Presumably these vessels simply misjump to uninhabited systems or deep space.

None of these unusual misjumps have ever been duplicated under controlled conditions, and their causes remain unknown. However, such misjumps are rare enough that interstellar travel is still much safer than driving an automobile along a city street. Less than 1 in 1,000 jumps results in a misjump, and those that do generally produce only minor course deviations.

A BRIEF HISTORY OF THE STAR LEAGUE

The history of the Star League encompasses humanity's greatest achievements, as well as its greatest failures. It is a story of humanity's highest aspirations, a story of a golden age

of art and science. And it is a story of political intrigue and betrayal, of interstellar warfare and slaughter on a scale that, God be willing, mankind may never see again.

ORIGINS

The origins of Star League can be traced back to humanity's first great interstellar migration in the early twenty-second century. At that time, the perfection of the Kearny-Fuchida drive made interstellar travel possible for the first time in mankind's history. By 2172, only 64 years after the first faster-than-light ship had been built, humans had colonized more than 100 new worlds. Within the next 100 years, the number of colonized worlds had increased sixfold.

As new colonies continued to proliferate, however, discontent began to grow with the Terran Alliance, the Earth-based government that ruled over the far-flung worlds of mankind. This discontent led a coalition of colonies to declare its independence from the Alliance in 2235, touching off the Outer Reaches Rebellion—mankind's first interstellar war. The rebellious colonies won the war, and as the power of the Terran Alliance waned its leaders began to grant independence to numerous colonial worlds.

These measures fueled political unrest on Terra itself, however, prompting a growing number of individuals to emigrate to the newly independent colonies in what became a second major interstellar exodus. This migration rejuvenated many colonial worlds, which began to form mutual-defense and trade alliances. Some of these alliances would later evolve into the dynastic empires we know as the Great Houses of the Inner Sphere—House Davion, House Steiner, House Kurita, House Marik, and House Liao.

Ultimately, political infighting between the ruling parties of the waning Terran Alliance led to the confederation's dissolution in 2314. From the remains of the alliance, Fleet Admiral James McKenna formed a new state, the Terran Hegemony, and declared himself its ruler. McKenna immediately began a campaign of military, political and economic conquest to recover many of the worlds the alliance had lost. By his death in 2339, the Hegemony had reasserted its authority over more than 100 of its ex-colonies.

The following year, leadership of the Hegemony passed to McKenna's nephew, Michael Cameron. Cameron was the first in line of the dynasty that would rule the Star League. During the first years of Cameron's reign, the Hegemony consolidated its holdings and embarked on a program of diplomacy to cement its ties with the other ruling states and federations of space. A period of relative peace followed, until a territorial dispute between the Capellan Confederation and the Free Worlds League erupted into a shooting war in the Andurien system in 2398. The Andurien War marked the beginning of the so-called Age of War, a 150-year period of that saw hundreds of limited, inconclusive wars between the various interstellar powers. During this period, Hegemony scientists developed the first BattleMech. Introduced in 2439, the new machine revolutionized warfare and led the Hegemony to become the greatest military power of the era.



Armed with its newfound power, the Hegemony increasingly attempted to mediate disputes between the interstellar states. This trend eventually led to the Treaty of Geneva of 2556, a non-aggression pact that established the Hegemony, House Marik's Free Worlds League, and House Liao's Capellan Confederation as the founders of a new confederation that would become the Star League. Encouraged by this success, Hegemony Director-General Ian Cameron used his skills to create similar agreements with House Davion's Federated Suns, House Steiner's Lyran Commonwealth, and House Kurita's Draconis Combine. In 2571, Cameron and the leaders of the five Great Houses of the Inner Sphere formally announced the formation of the Star League, a new confederation dedicated to the prosperity of all mankind. Under the Star League, Cameron ruled as First Lord, but each of the Great House rulers received a seat on the League High Council. Each House ruler agreed to provide the Hegemony with virtually unrestricted trade access to its worlds. In exchange, each House ruler retained autonomy over domestic policy within his realm and received official sanction of his line of succession, as well as access to the Hegemony's valuable military-research apparatus.

Next, the Hegemony turned its sights toward the confederations of the Periphery—the Outworlds Alliance, the Taurian Concordat, the Magistracy of Canopus, and the Rim Worlds Republic. By now, however, the Periphery states had enjoyed independence for centuries, and none of them were eager to join the Star League. Almost immediately, the Periphery states began building their armies in preparation for the inevitable war that came in 2578. The Reunification War lasted until 2596. The member-states of the Star League emerged victorious, but not before losing millions of soldiers and civilians in the brutal fighting.

GOLDEN AGE

During the years 2601 through 2750, a combination of scientific innovation and colonial expansion created a golden age of prosperity for mankind. The development of hyperpulse technology led to improved communications between the far-flung worlds of humanity. The new technology also led to the first K-F drives. The new drives, along with the development of new water-purification systems, enabled mankind to colonize thousands of previously uninhabitable worlds. These new colonies, in turn, provided new markets for an interstellar economy already energized by the open trade policies of the Star League. The resulting prosperity and interplanetary contact fostered a cultural renaissance and more importantly, cemented peaceful ties between the member-states of the Star League.

Then in 2751, First Lord Simon Cameron died in an accident on New Silesia, setting off a chain of events that would lead to the dissolution of the peace. Almost immediately after Cameron's death, the League High Council named Cameron's 8-year-old son, Richard, First Lord of the League, and appointed General Aleksandr Kerensky, commander of the Star League Defense Forces, as the League's Regent and Protector. In the years that followed, however, the House leaders quietly began to

consolidate their own power. First, they rescinded League restrictions on the size of member-states' armies. Then they voted themselves a greater share of League revenues and increased taxes on the territorial member-states of the Periphery. The increased taxes immediately led to unrest in the Periphery, forcing Kerensky to station large numbers of Defense Force troops there.

CIVIL WAR

When Richard Cameron turned 18 and assumed the Star League throne in 2762, he immediately attempted to prohibit private House armies, only to be thwarted by the House lords. Cameron's relations with the High Council deteriorated further when he dissolved the Council later that year, vowing to rule by decree. By 2766, unrest in the Periphery had turned to open rebellion, and three-quarters of all League Defense Forces were engaged in suppressing the rebel worlds. On Terra, Cameron had come to depend on troops of his ostensible ally, Stefan Amaris of the Rim Worlds Republic, to defend the planet. Cameron's misplaced trust cost him his life when Amaris seized the throne of the Star League in a bloody coup that claimed the lives of First Lord Cameron and his entire family. At the same time, Rim Worlds troops launched surprise attacks against the 105 Terran Hegemony worlds and captured nearly all of them.

When news of Amaris' actions reached Kerensky in the Periphery, the general immediately declared a cease-fire with all the Periphery states, except for the Rim Worlds Republic. He then declared war on Amaris and his realm. Both Kerensky and Amaris requested aid from the Great Houses, but the House lords refused to lend military support to either side. Within months, Kerensky's Star League Defense Force troops had secured the planets of the Rim Worlds Republic and the general turned his troops toward Terra. Twelve years of grueling warfare passed, and more than 100 million people died before Kerensky finally recaptured Terra and executed Amaris.

Kerensky immediately proclaimed himself Protector of the Star League once more. The House lords feared Kerensky's popularity, however. They removed him from the post and ordered him to distribute the remaining Defense Force troops among the garrisons of the Terran member-state worlds.

Almost immediately, the House lords, who each sought the throne of the Star League, began to recruit forces from the survivors of the Star League and Rim Worlds armies. When General Kerensky attempted to stop them, the lords immediately called for his resignation. Instead, he led thousands of Star League officers and their families out into uncharted space in mankind's last great exodus.

Within three years, the Great Houses of the Inner Sphere became embroiled in the first of several wars of succession that would last for almost 300 years and seal the collapse of the Star League.



AEGIS DECKPLANS

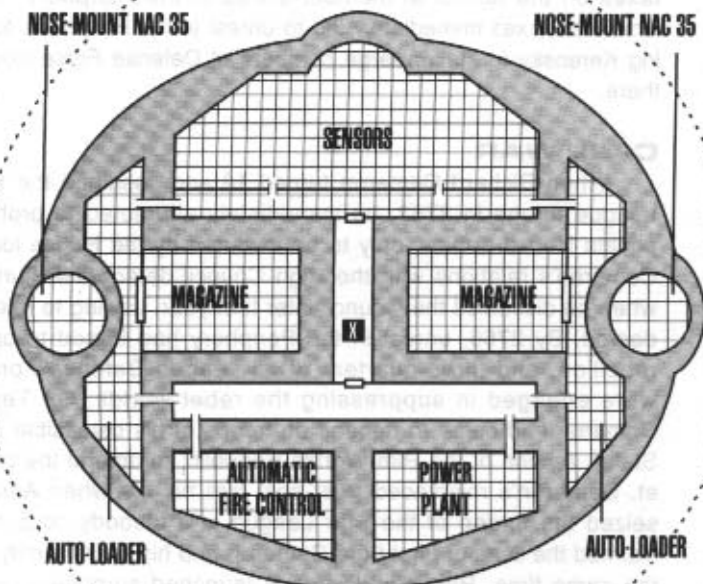
DECK 1

Deck 1 contains a mixture of weapons and sensors. The nose weapons bay contains a pair of large-caliber NAC35 cannons, controlled remotely by one of the weapons officers on the bridge. As with other weapons systems on the vessel, a computer controls the loading and aiming of these cannons. Unlike the weapon bays on the ship's main weapons decks, the nose bay contains no system for locally controlling the cannons. However, access is possible via a series of crawlways from Decks 2 and 3. For more information on the weapons systems, see Decks 8, 10-12 and 22-23.

Grid designates service access only.

NOSE-MOUNT NAC 35

NOSE-MOUNT NAC 35

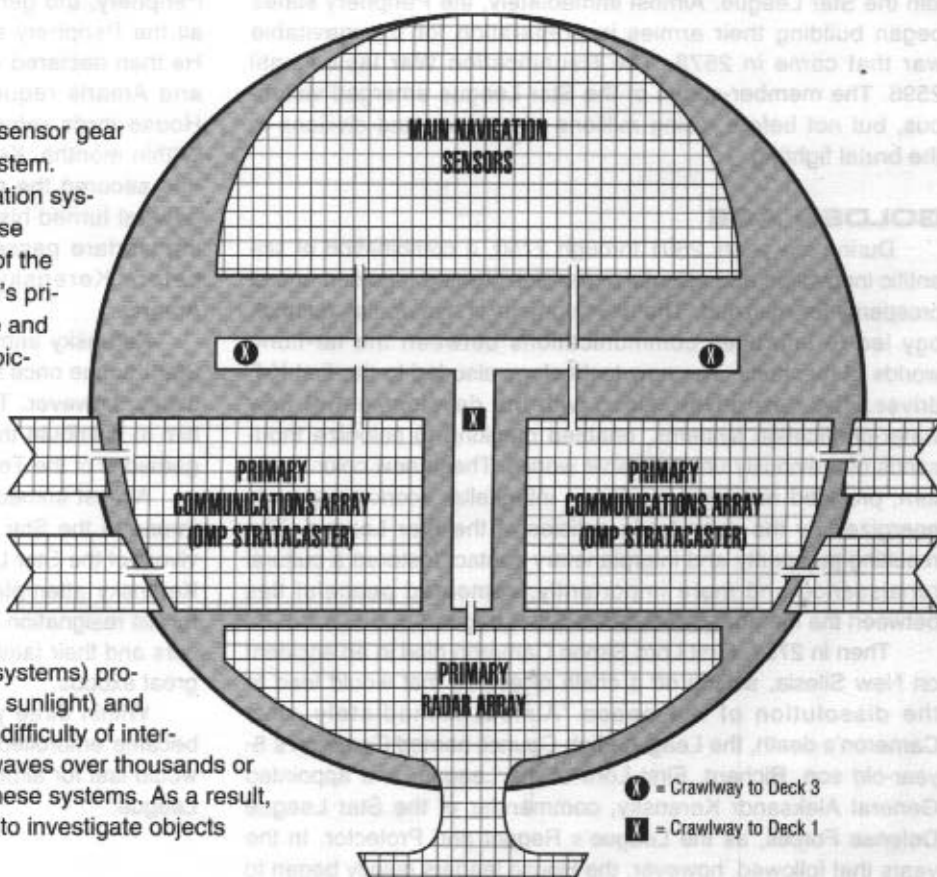


X = Crawlway to Deck 2

DECK 2

Deck 2 contains the primary non-combat sensor gear and the OMP Stratacaster communications system. Secondary and tertiary sensor and communication systems are scattered throughout the vessel. These active and passive sensors monitor all bands of the electromagnetic spectrum. Radar is the vessel's primary system for monitoring surrounding space and provides an accurate and constantly updated picture of objects in the vicinity. However, the need to emit a traceable energy pulse makes radar less than ideal for combat situations.

In these situations, Electronic Support Measures (ESM) systems are used to passively monitor radio and other electromagnetic transmissions from other vessels, as well as neutrinos emitted from JumpShip and DropShip power plants. Visual sensor systems (including infrared and ultraviolet systems) provide a means of monitoring both reflected (e.g. sunlight) and emitted (e.g. drive plumes) light. However, the difficulty of interpreting the sources of infrared and ultraviolet waves over thousands or millions of kilometers limits the usefulness of these systems. As a result, visual sensor systems are generally used only to investigate objects detected by the ship's ESM systems.



X = Crawlway to Deck 3

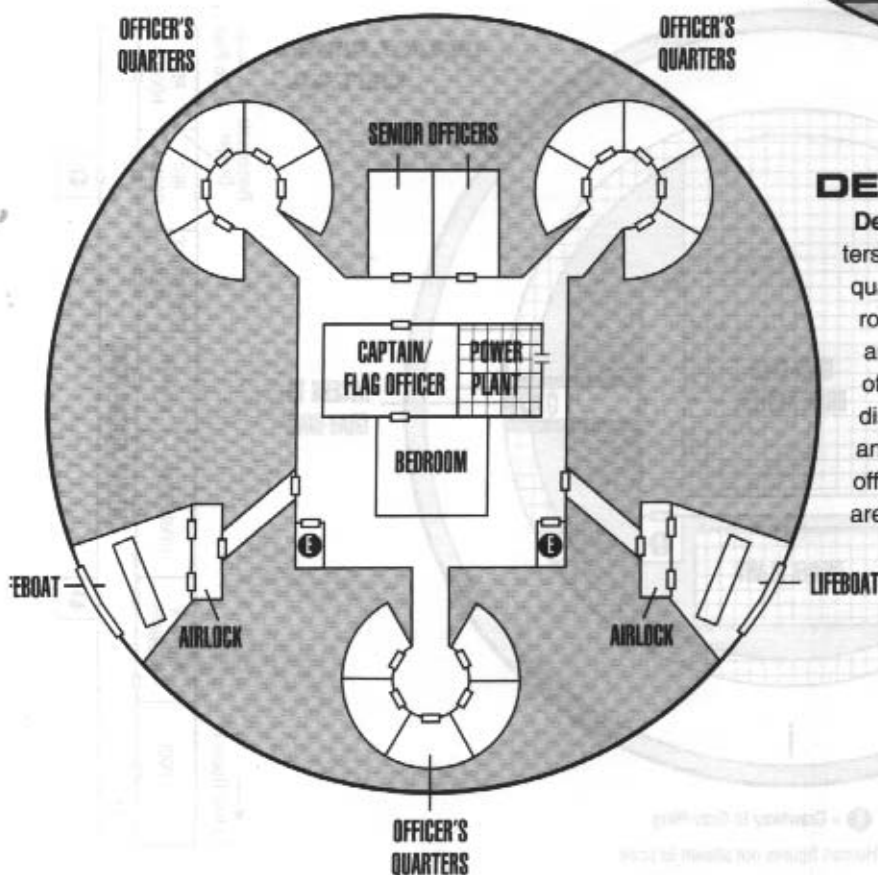
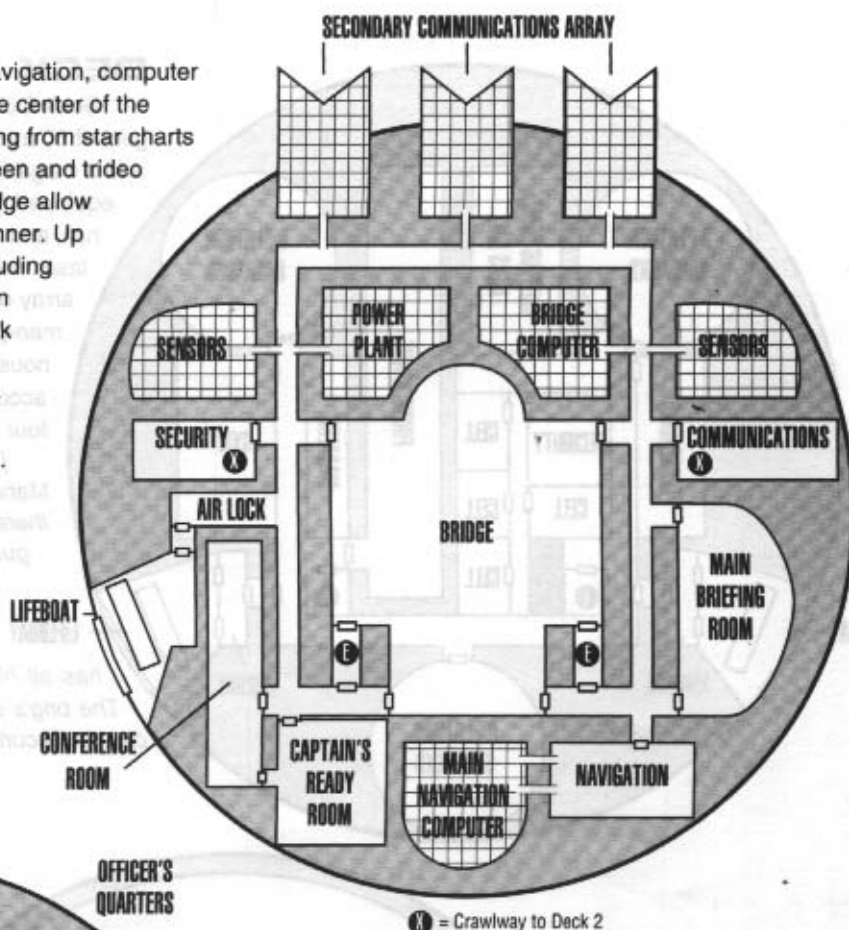
X = Crawlway to Deck 1



DECK 3

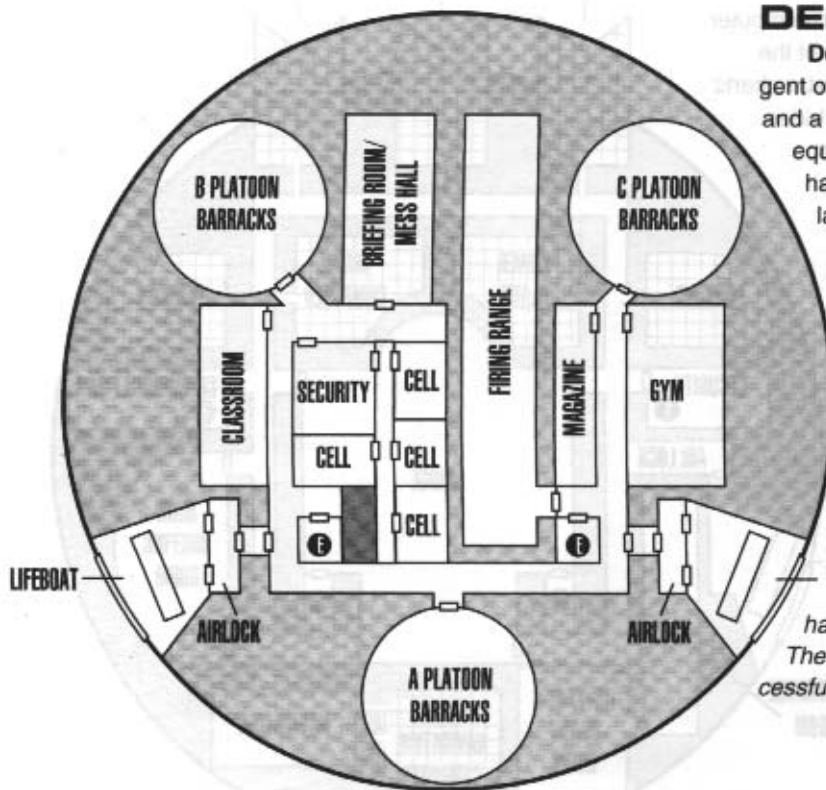
Deck 3 houses the ship's bridge, as well as navigation, computer and power systems. A large holotank dominates the center of the bridge. The holotank can be used to display anything from star charts to details of a battle in progress. Additional flat-screen and trideo displays at the base of the tank and around the bridge allow for presentation of data in a more conventional manner. Up to two dozen people can work at stations here, including sensor and weapon operators, as well as helmsman and navigators. Two stations forward of the holotank provide the deck officers and their deputies with access to any information displayed on the dedicated stations.

A pair of elevators provides access to the deck. Horizontal and vertical passageways allow access to other decks in the event of a power failure. A lifeboat launch completes the deck, which is surrounded by a 10-meter layer of composite armor.



DECKS 4 & 5

Decks 4 and 5 contain the vessel's officers' quarters. Each of the decks contains 15 single-occupancy quarters for junior officers, grouped in blocks of 5 rooms. Deck 4 contains the captain's quarters, and Deck 5 contains similar facilities for a flag officer. These quarters are well appointed, with distinct sleeping and recreation areas, as well as an en-suite bathroom. The captain's and flag officer's quarters contain additional lounge areas that can serve as briefing/meeting rooms.



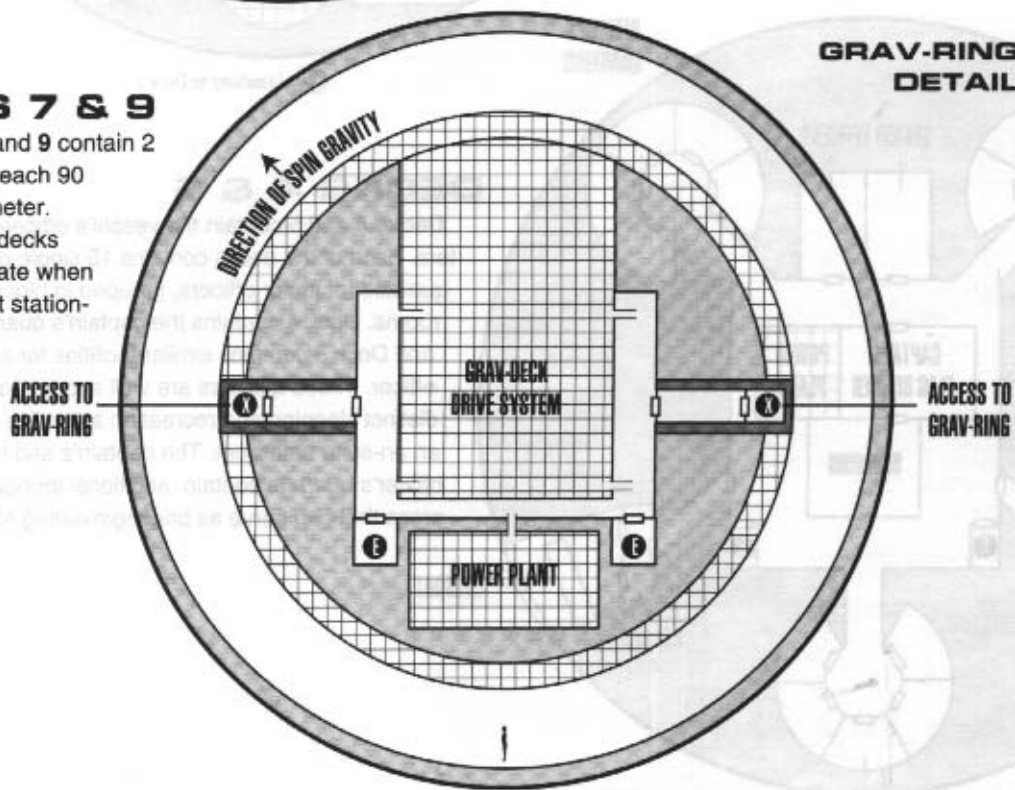
DECK 6

Deck 6 contains quarters for the ship's standard contingent of 60 marines. The deck also contains training facilities and a magazine. The training facilities include a fully equipped gym and workout area, a briefing room/mess hall, and a "live" firing range that utilizes low-power laser weaponry. The magazine contains a diverse array of weapons, ranging from needle pistols to man-pack PPCs and laser weaponry. This deck also houses the ship's small but secure brig, which can accommodate up to eight temporary prisoners in four double-occupancy cells.

[Cromwell's Clan captors hold him in the Manassas's brig. The player characters may end up there as well if they lose too many fights with the guards during **Episodes 4 and 5**. The Smoke Jaguars toss the characters into the ship's brig after only a cursory search for weapons. Therefore, any character thrown into the brig has all his equipment with the exception of weapons. The brig's door locks can be bypassed by making a successful Security Systems Test with a +2 modifier.]

DECKS 7 & 9

Decks 7 and 9 contain 2 gravity decks, each 90 meters in diameter. These gravity decks may only operate when the vessel is at station-keeping. For more on the effects of spin-gravity, see *Life in Space*, p. 546.



X = Crawlway to Grav-Ring

Note: Human figures not shown to scale



DECKS 8, 10-12

Deck 8 contains weapon mounts, tracking systems and magazines for the vessel's forward-quarter weapons array. A pair of massive turrets allows the weapons located on this deck to track most large targets approaching the ship.

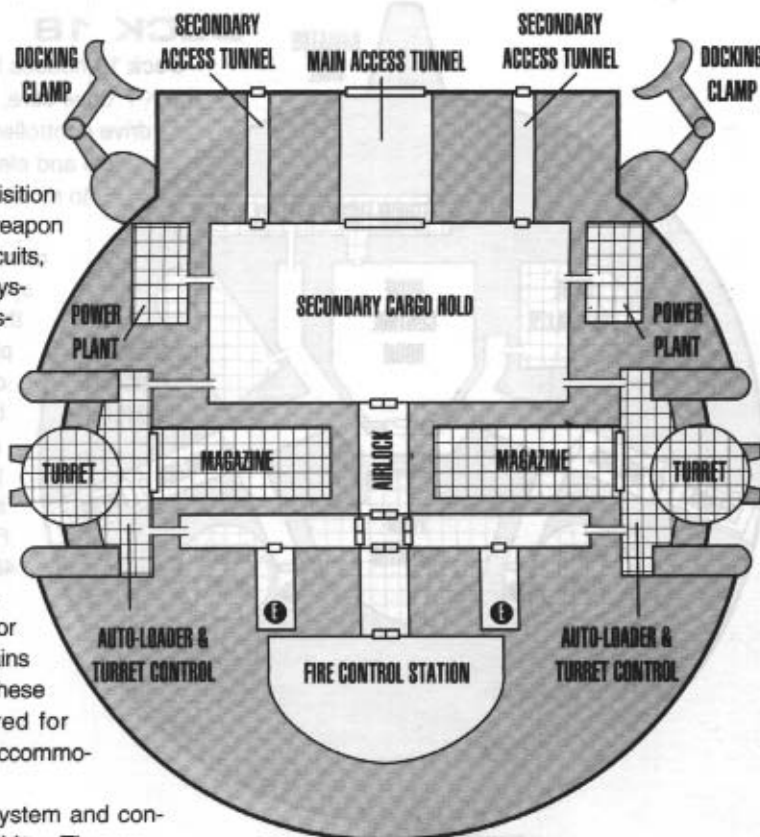
Several fire-control computers control the actual target acquisition and firing for these weapons and those located in the ship's other weapon bays. This fire-control system feeds data to the vessel's tactical circuits, which allow weapons officers on the bridge to allocate weapon systems to targets on a bay-by-bay basis. Tertiary pseudo-manual systems enable human gunners to aim and fire the weapons in the event of a major system failure. But without the accuracy provided by the ship's main computer, the likelihood of a human gunner hitting any target outside of point-blank range is almost zero.

The vessel lacks anti-fighter weapons and relies entirely on its fighter contingent for protection from enemy fighters and boarding actions.

Each of the ship's four midships weapons decks contains a DropShip docking collar as well. Each docking collar can accommodate a single DropShip and features two large accessways for heavy cargo such as BattleMechs and vehicles. Each collar contains two smaller accessways for personnel and light goods as well. These accessways lead to a small cargo hold that can be configured for BattleMech or vehicle storage and maintenance. Each hold can accommodate a maximum of 12 BattleMechs or 24 vehicles.

All of the ship's docking collars use the universal docking system and contain additional connections for the K-F booms of docked DropShips. These connections allow the JumpShip to expand its K-F field around any transported DropShip.

Decks 10 through **12** contain the main broadside weapons bays. Each is generally similar to Deck 8, although the K-F drive core forced the *Aegis* designers to alter these decks' layouts somewhat.



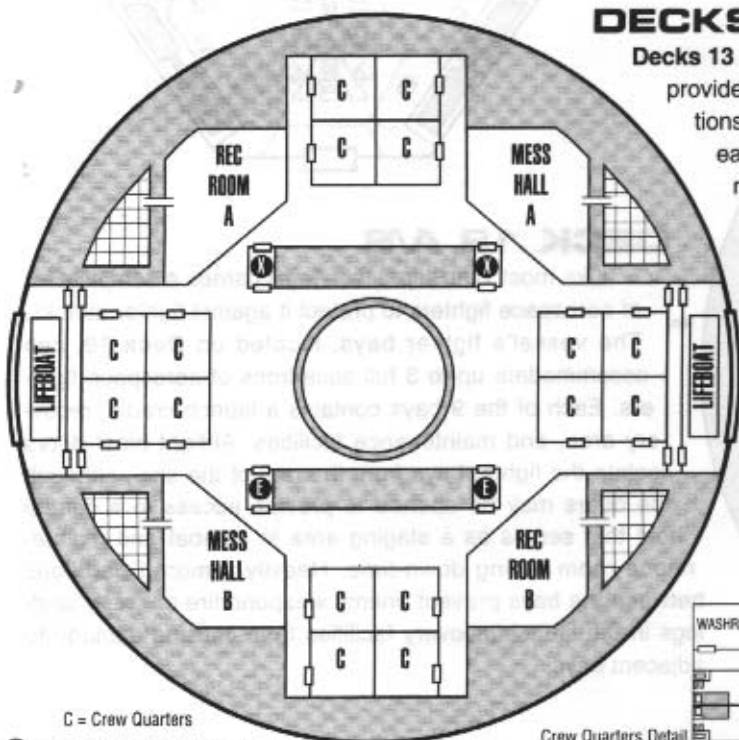
DECKS 13-16

Decks 13 through **16** contain the *Aegis*'s crew quarters. The original design provided 24 bunkrooms that accommodated a crew of 768. Later modifications to the *Aegis* reduced the crew quarters to 16 bunk rooms that can easily accommodate the more than 180 crew members needed to maintain and operate the vessel. The spare capacity of the crew quarters makes the *Aegis* well-suited to rescue and evacuation missions.

Each bunkroom contains its own washroom and head. Each deck, in turn, features communal exercise and meal facilities: a pair of dining room/galleys, a common room, and two recreation areas that contain exercise and gaming machinery. In addition, each bunkroom features a terminal that allows crew members to access the library of trideo and flatscreen entertainment and books stored in the ship's computer.

In addition to crew quarters, **Deck 16** also contains a medical facility that consists of a sophisticated operating theater, life-support equipment and ward space for 20 patients. The *Aegis*'s facility is one of the best found outside of dedicated medical vessels.

The "passenger deck," **Deck 17**, is laid out similarly to the crew decks. The quarters on these decks house the ship's fighter pilots and MechWarriors. The deck also features a lounge area and a **zero-G swimming pool** that is open to all the vessel's crew.



C = Crew Quarters

X = Elevator Service Decks 13-17 only.

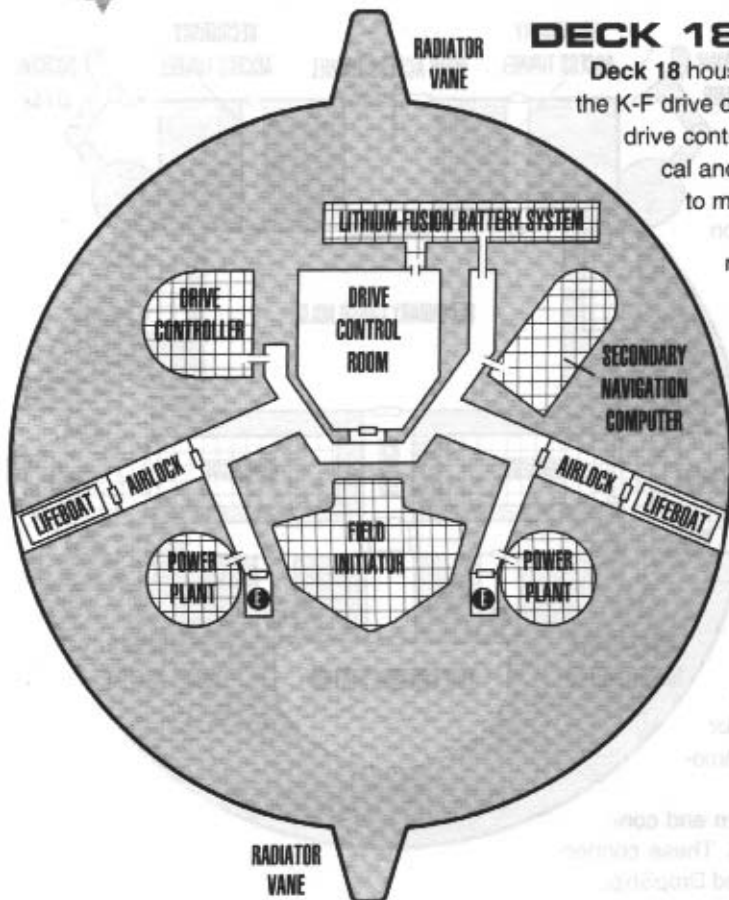
Crew Quarters Detail



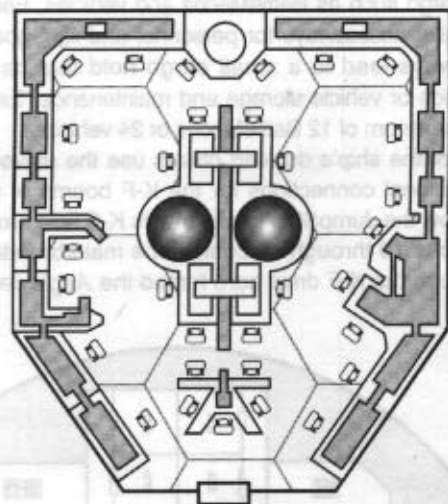
DECK 18

Deck 18 houses the ship's K-F drive control area. Situated at the aft end of the K-F drive core, the control area contains the drive's field initiator and drive controllers. The entire area is secured with several levels of physical and electronic security. A small control room enables engineers to monitor the drive and provides service access to the drive core.

The drive-charging apparatus occupies much of the remainder of the deck, along with a bulky lithium-fusion battery system. The drive-charging apparatus may draw power from the ship's jump sail or one of the vessel's fusion power plants. The power plants allow for rapid charging, but such charging increases the possibility of jump-failure or damage to the delicate drive core. In addition, the drive may be powered by the lithium-fusion battery. However, activating the K-F drive several times in rapid succession may damage or destroy vital components. In general practice, the K-F drive is never activated more frequently than every 36 to 48 hours.

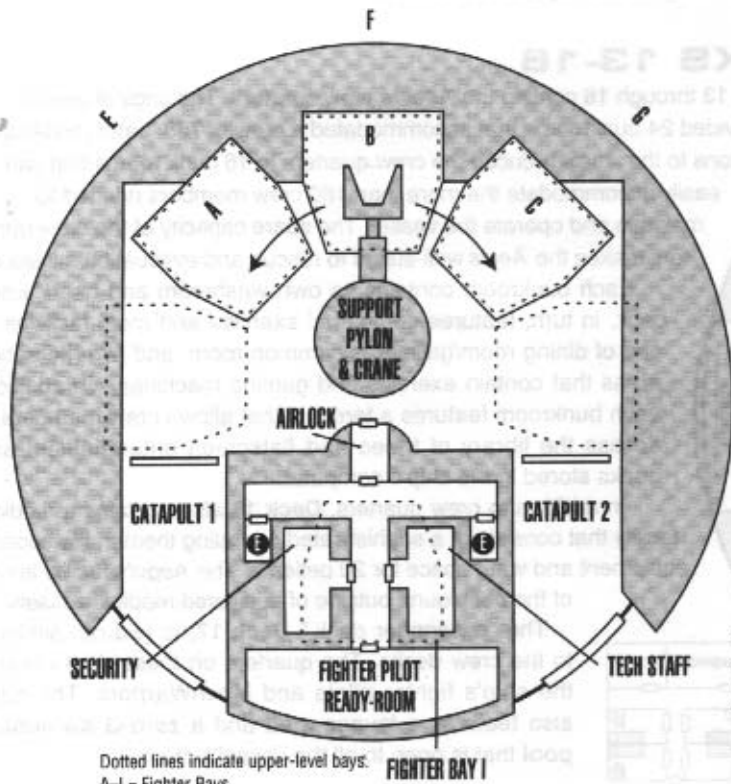


DRIVE CONTROL ROOM



DECK 19 A/B

Like most WarShips, the *Aegis* carries a complement of aerospace fighters to protect it against fighter attacks. The vessel's fighter bays, located on Deck 19, can accommodate up to 3 full squadrons of aerospace fighters. Each of the 9 bays contains a launch cradle, recovery area, and maintenance facilities. Airtight blast doors isolate the fighter bays from the rest of the ship, although the doors may be opened to provide access to a central hold that serves as a staging area in combat and maintenance room during down-time. Heavily armored partitions between the bays prevent enemy weapons fire or crash landings in the launch/recovery facilities from causing damage to adjacent bays.

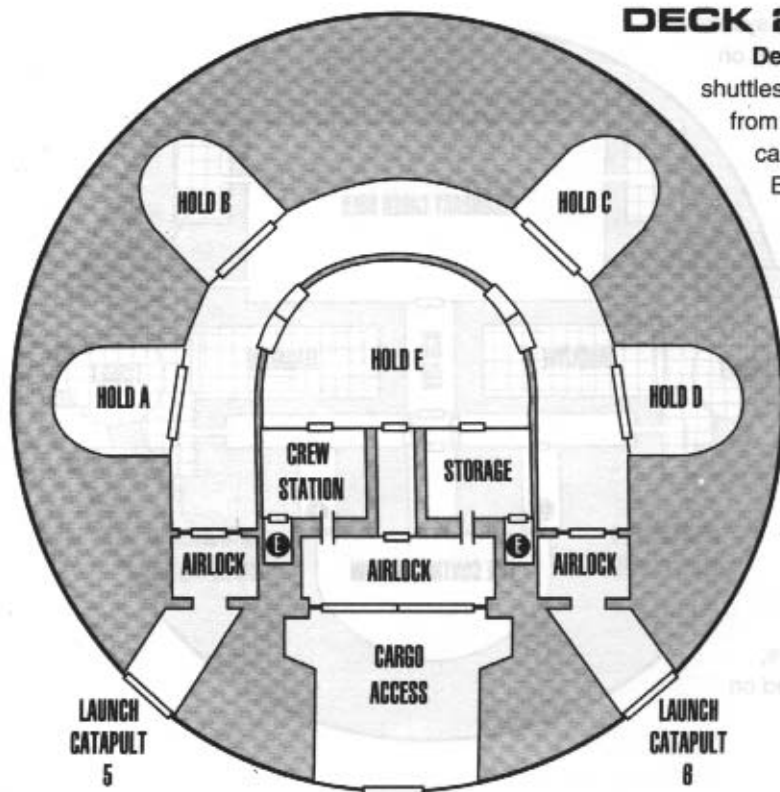


Dotted lines indicate upper-level bays.
A-I = Fighter Bays



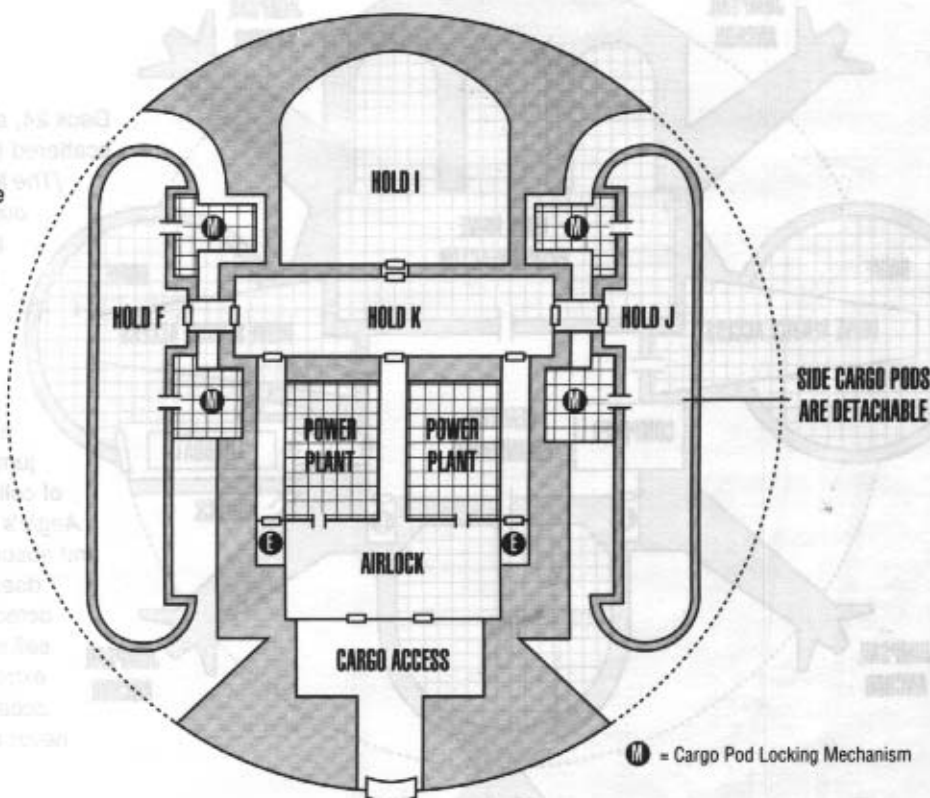
DECK 20

Deck 20 contains the ship's complement of small craft and shuttles, which are often used to facilitate the transfer of cargo from planetside. Fitted with a number of firmpoints, the deck can be reconfigured to accommodate vehicles and BattleMechs. The deck also features two airlock/launch bays as well as a large cargo-access door for bulk transfer of goods from a DropShip or space station.



DECK 21

Like other WarShips and JumpShips, the *Aegis* features extensive storage capacity that enables it to spend months or even years away from terrestrial bases. Storage compartments scattered throughout the ship hold a wide range of goods and equipment, but most bulk goods are stored on **Deck 21**. The deck contains four large holds, two of which can be sealed to contain bulk liquid or solids for transport.





DECKS 22 & 23

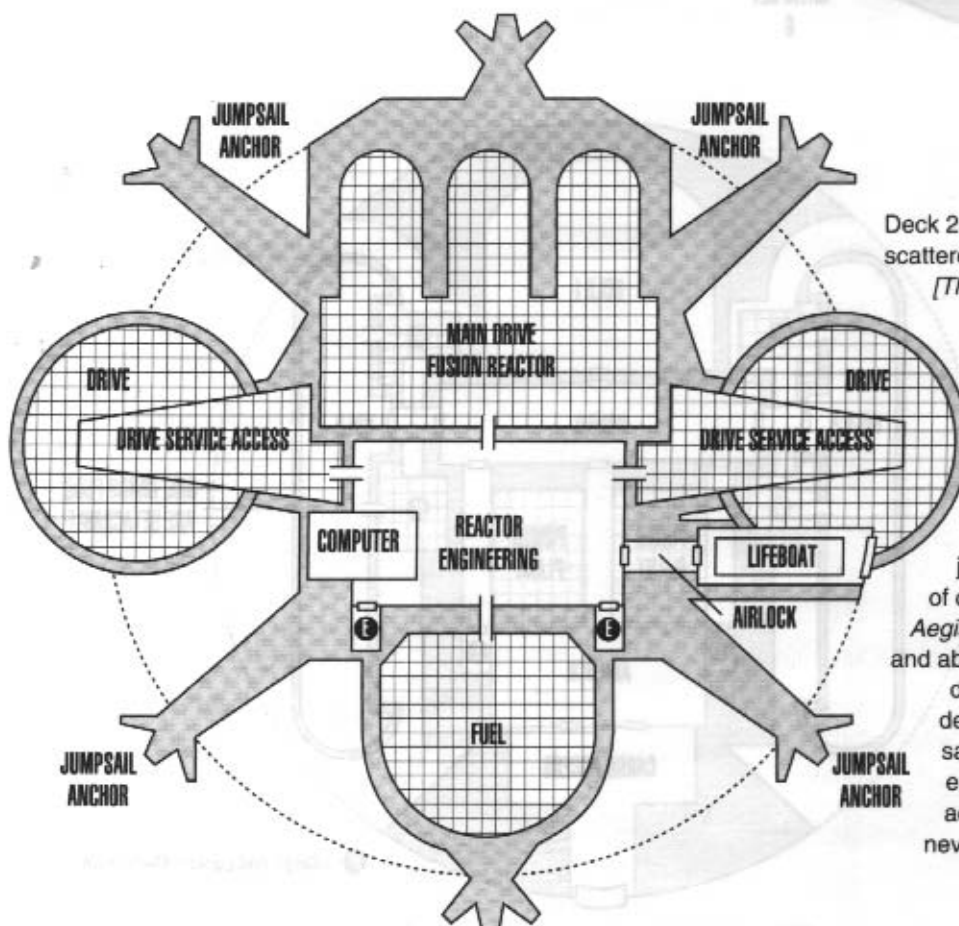
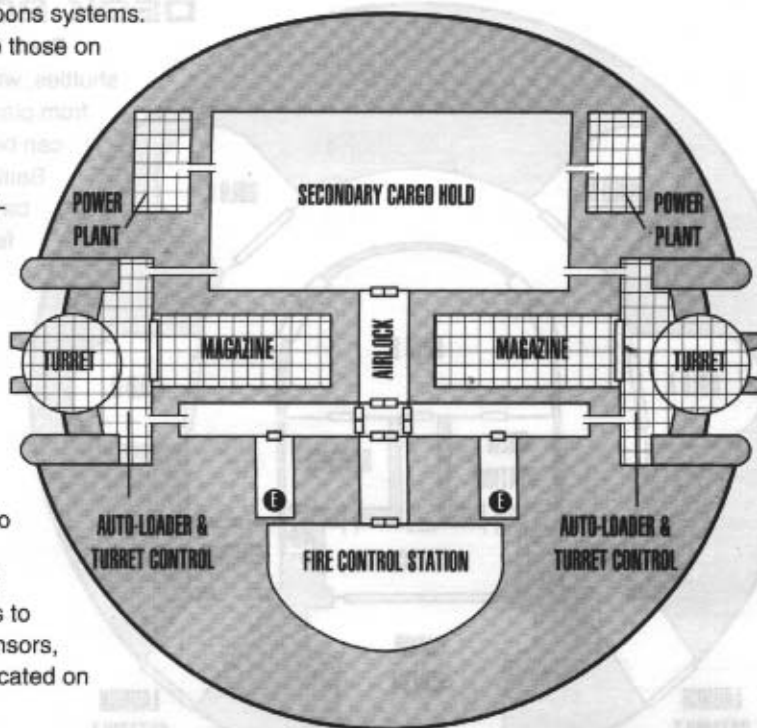
Decks 22 and 23 contain the vessel's aft-quarter weapons systems. Each deck features four weapon turrets per deck, similar to those on the four upper weapons decks.

DECK 24

Deck 24 is the lowest full deck in the vessel and contains the heart of the *Aegis*'s maneuvering systems. A number of sub-decks exist below this point, but they generally contain little more than equipment to monitor drive performance.

The massive fusion maneuvering drive, commonly known as a transit drive, is one of the most important differences between a WarShip and a JumpShip. Transit drives enable WarShips to maneuver within star systems, much like DropShips, although at slower speeds. The *Aegis*'s transit drive system consists of twin Century 5000 fusion drives. The drives enable the *Aegis* to attain 1.5 G's of acceleration.

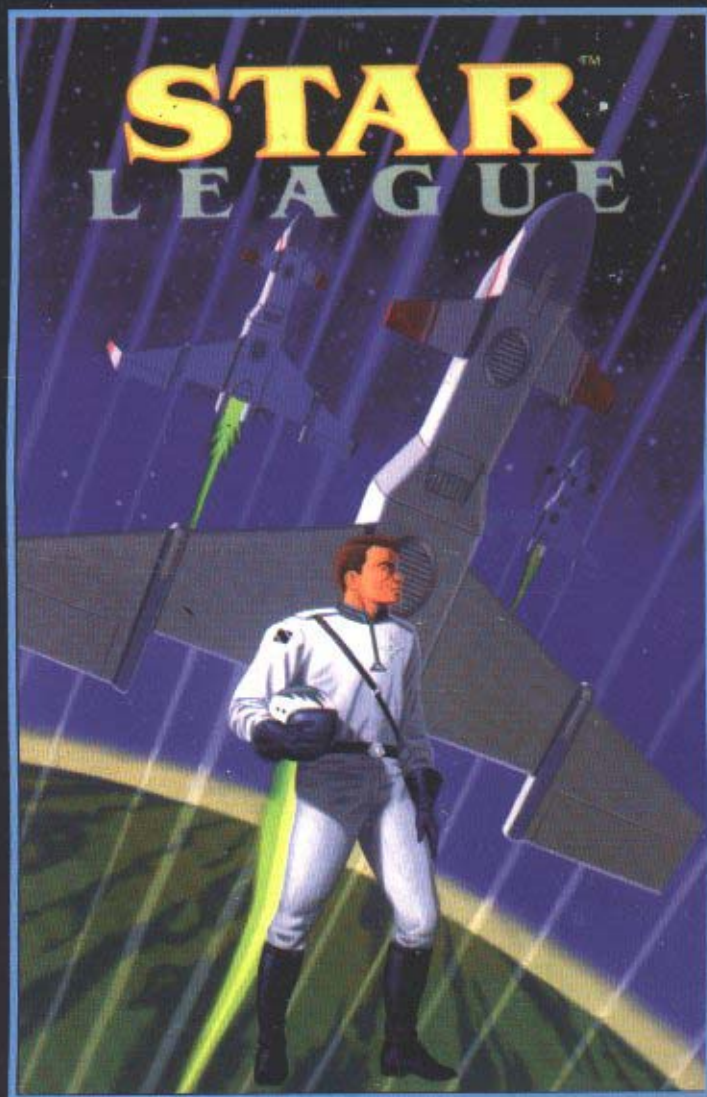
Unlike conventional JumpShips, which rely on a single power plant, WarShips require several huge fusion reactors to power their life-support systems, computers, weaponry, sensors, and other systems. The *Aegis*'s main fusion reactors are located on



Deck 24, although numerous backup reactors are scattered throughout the ship.

[The Manassas's first misjump damaged numerous systems, including the ship's power systems. The Manassas has been using its backup reactors to remain operational, and Chief Engineer Sarti and her team have their hands full keeping the jury-rigged power system up and running.]

Deck 24 also contains the six massive booms for the *Aegis*'s solar sail array, or jump sail. The sail array is the primary means of collecting energy for the K-F drive core. The *Aegis*'s sail is just over 1,300 meters in diameter and absorbs almost all forms of energy. As a result, it does not appear on radar and is difficult to detect visually. Despite its massive diameter, the sail is only a few millimeters thick, which makes it extremely delicate. The stresses of even a small acceleration will damage a jump sail, so vessels never maneuver with deployed sail arrays.



MERCENARIES WANTED!

Major employer seeks small mercenary group to take on long-term retainer contract.

- Team must include MechWarriors and scouts.
- Transport provided.
- Excellent pay.
- Clan contact possible.
- No garrison or riot duty.

Interested parties leave message for Val at
<Broker7021R@MercNet>.

An unknown WarShip's sudden appearance deep in the Clan Occupation Zone may jeopardize a spying mission vital to the Inner Sphere. The player characters must investigate the mysterious arrivals to determine whether they are friends or deadly new foes—while staying one step ahead of the Clans!

Living Legends is a roleplaying adventure for use with MechWarrior, Second Edition. Set in the BattleTech universe of 3057, the adventure draws the player characters into a centuries-old mystery. The adventure includes a sourcebook section describing life in space and the various systems on board a WarShip, including detailed deck plans.

FOR USE WITH
MECHWARRIOR®

BATTLETECH, MECH, and MECHWARRIOR are Registered Trademarks of FASA Corporation. LIVING LEGENDS™ is a Trademark of FASA Corporation. Copyright © 1995 FASA Corporation. All Rights Reserved. Printed in the USA.

FASA
 CORPORATION



9 781555 602659

ISBN# 1-55560-265-7 \$10.00