

BATTLETECH



OPERATIONAL TURNING POINTS

CADELLAN

CRUSADES



CELESTIAL ASCENDANCE

OUTSIDE CHANG-AN
LIAO, REPUBLIC OF THE SPHERE
8 MARCH 3113

Sao-shao Marcus Chen always considered himself a loyal son of the Confederation, a servant of the Chancellor. For as long as he could remember, his father had regaled him with tales of his family's dedication and stalwart service to the Celestial Throne. His grandfather had participated in the liberation of the St. Ives Compact after the Chancellor's proclamation of *Xin Sheng*, and he proudly recalled his mother's sacrifice to protect the citizens of Tsingtao against the Davions during the Jihad.

For Liao.

Imbued with a sense of purpose, he spent his entire adolescence working to be worthy of the *janshi*—the warrior caste. Where other children had volunteered at a hospital or with the Capellan Star Scouts, Chen spent his obligation cleaning latrines at the Capella War College. When he reached his majority at fifteen, his service choice and test scores ensured placement at the very academy he spent years cleaning. Even now, Chen clearly recalled the day of his acceptance. His entire family had gathered to hear his father read his college acceptance letter as tears streamed down his cheeks. His grandfather, then frail with age, hugged him hard, his eyes full of joy.

For my family.

Many years had passed since that day. At the War College, Chen pushed himself even further, harder, and faster than his peers. He relished the look on their faces when it was him, not them, who was selected as the training squadron's *gong-sao-shao*—recruit flight leader—or when he was assigned a coveted position in the Dynasty Guards after graduation. During the Victoria War he cut his teeth driving his aerofighter into the heart of the First Andurien Guards on Kujari, spilling blood to help drive the invaders from the Confederation.

While his performance during the war earned him a promotion and a Liao Sunburst of Gallantry, Chen cared little for either. Twice the Maskirovka approached him since Kujari, and twice he rejected their offer.

Then it came, the offer he had been waiting for.

The day he was brought before the Chancellor was the proudest moment of his life. He knelt before the Celestial Throne and swore the oath he had spent a lifetime preparing for, joining the ranks of the Red Lancers as one of Sun-Tzu Liao's personal bodyguards.

And now, after less than a decade serving to protect the Chancellor's life, he was helping to end it.

For my Confederation.

Alone on the bridge of the *Xi'an*, Chen turned his attention to the twin console monitors attached to the captain's duty station where he sat. The left monitor was piping a feed from an external camera mounted outside the ship's number two dropchute. Despite the distance and cloud cover, he could see fire, explosions, and other signs of fighting on the surface. The Confederation's assault against the Republic's position was already in motion. The right-hand monitor displayed an internal feed from one of the ship's many bay cameras. Positioned high up against a wall within the DropShip's cavernous 'Mech bay, the camera's lens framed a single BattleMech cubicle and the ship's sole occupant, a massive *Emperor* BattleMech.

No ordinary machine, the inert war machine was resplendent in shimmering gold and the livery of the Confederation. The 'Mech was a representation of the Celestial Throne, and it belonged to none other than Chen's Chancellor, Sun-Tzu Liao.

It was also the Chancellor's deathbed.

Chen watched as the 'Mech's pilot, his beloved Chancellor, helmeted and clad in a golden combat suit, entered the *Emperor*'s cockpit. His heart sank as he watched the ship's drop mechanism spring to life. To maintain secrecy, the drop process had been automated to reduce the number of crew stationed onboard. Besides Chen, only six other people were aboard the *Xi'an*, none of them in the 'Mech bay. Only Chen knew who had come aboard the ship in the dead of night and what would happen next. He understood what was being asked of him and what he still had left to do.

Without breaking his gaze from the monitors, Chen watched the *Emperor* leave the ship. One second it was in the bay, silently standing at attention within the protective belly of its transport; the next, it was falling through Liao's atmosphere, where for the briefest of moments the descending 'Mech caught the sun's gentle caress. Chen watched in awe as the golden *Emperor* radiated light like an exploding supernova, glowing brighter than any star. Then the moment was gone, swallowed by the clouds as the 'Mech plunged towards its destiny.

For a moment Chen sat high above the clouds. He looked through the ship's thick ferroglass portals and watched Liao's sun continue its march over the horizon, piercing the clouds here and there to illuminate the battered city of Chang-an below. It was a beautiful sight to behold and afforded Chen a few more moments of serene quiet as he rested against the captain's chair before setting the DropShip to reach orbit. As the *Xi'an*'s engines pushed the ship into space, Chen kept his eyes fixed on the exterior video feed as Chang-an and the surface of Liao grew smaller.

The ship's communication system piped to life. It had been preset to pick up a very specific broadband signal, one that would signify execution of his final order. Chen flipped the command console's comm switch, and the bridge speakers boomed to life.

"This world belongs to the Capellan people, *my people*!" Sun-Tzu's voice was strong and powerful. It carried the will of the entire Confederation behind it.

Chen's chest swelled with pride, and any doubts he may have once harbored about the Confederation's future were washed away.

He knew the truth of what the Chancellor had planned, and what it would mean to the Capellan people, but in that moment even pride did nothing to erase the burden of guilt that tore through his very soul. His Chancellor was alone, unprotected and beset by enemies. For a moment every fiber of Chen's being was in civil war with his sworn duty and Sun Tzu's orders, but with the very future of the Confederation at stake, Sun-Tzu had given his beloved people the ultimate sacrifice. He would do no less.

Chen rubbed the cravat around his throat. It was the same cravat he was presented the day he swore an oath to protect the Celestial Throne, to protect Sun-Tzu Liao from harm. Today, he would fail one to save the other.

Chen keyed in the ship's communication system. The DropShip's com-system was preset to send all of the ship's recorded data to a predetermined location inside of the local pirate jump point where a courier waited, bound for Sian and the Confederation. The courier would bring news of Sun Tzu's sacrifice to the Capellan people. The transmission took only a few seconds to complete before his control screen confirmed packet delivery. Chen leaned back into his seat, almost half slumping in the Zero-G, and closed his eyes.

For my Chancellor.

INTRODUCTION

Welcome to the next installment in the series of *Operational Turning Points* campaign books, designed to give players the opportunity to fight in a landmark conflict between the Capellan Confederation and the Republic of the Sphere. *Operational Turning Points: Capellan Crusades* uses *Touchpoint* Tracks to let players fight a full-fledged, multi-world campaign.

The general information contained in the **Atlas** and **Combatants** sections gives players the tools needed to fight an infinite number of engagements, while the **Tracks** section gives details on some of the larger and more pivotal battles of the planetary struggle. These can also be used with stand-alone games set in the Republic era.

The **Atlas** section presents a global view followed by some quick facts about some of the planets visited in this campaign. Included in this section are terrain tables broken into various categories. These tables can be used as a random chart to determine the maps used in the tracks or simply as a guide to provide ideas on the types of terrain found on the world. This section also contains a list of various additional terrain types, environments, and other rules that can be used to enhance your game experience. All players should agree whether to use any or all of these features before play.

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

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

The **Annex** contains three official Record Sheets. The first is the customized *Tian-zong* of Jasmina Xiang, followed by the custom *Orion IIC* piloted by Burton Davion. The third record sheet is Kai Allard-Liao's legendary *Centurion*, *Yen-lo-wang*.

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Special Thanks: To Ben for putting up with my nonsense—you're still legend; Paul and Ray for their stalwart service and strength of character; Herb for keeping the BattleTech flame alive through our Dark Age; Phil for his help and the wonderful writing from which most of this Turning Point is based. Finally, this one goes out to Kai Allard-Liao: gone, but never forgotten.

For more information about the Capellan Crusades, please see *Historical: Wars of the Republic Era*.

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STAR LEAGUE ERA



CLAN INVASION ERA



JIHAD ERA



SUCCESSION WARS ERA



CIVIL WAR ERA



DARK AGE ERA



ATLAS

LIAO

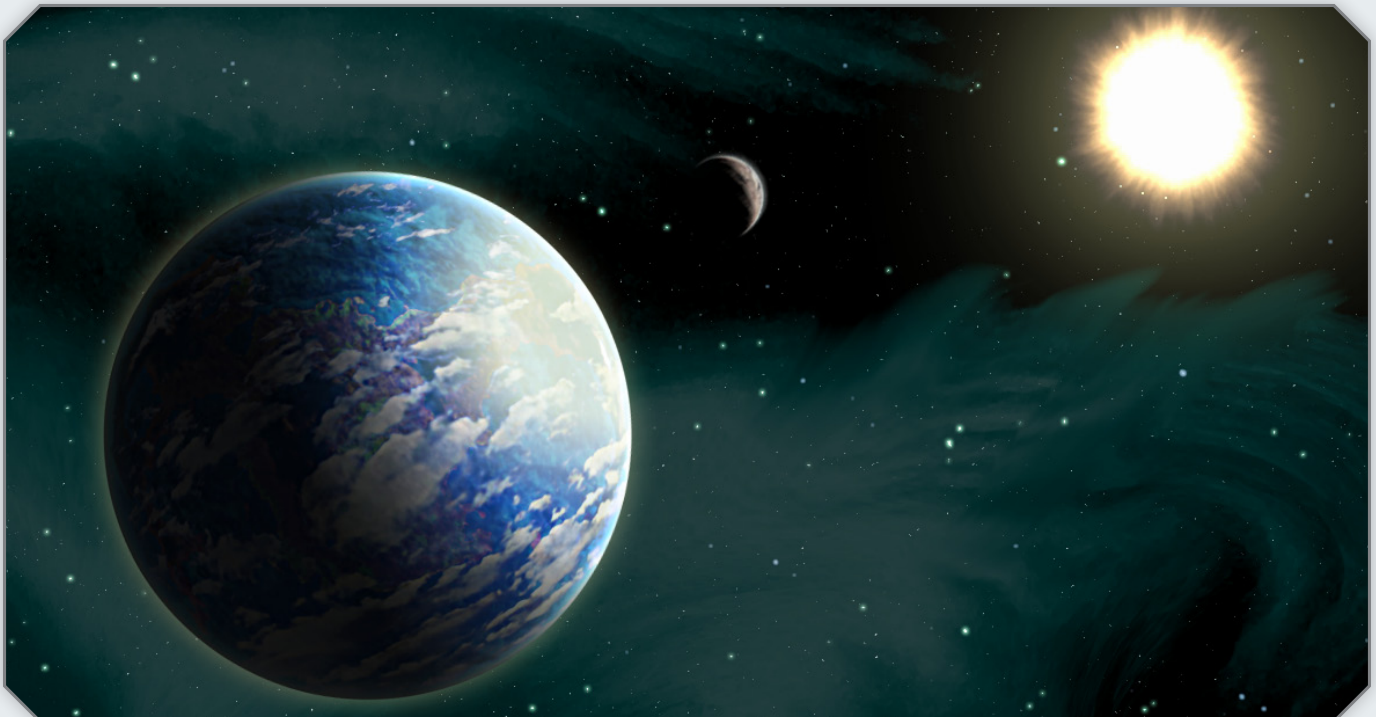
Governor: Janis Ty Dith
Legate: Andreas Kamali
Star Type (Recharge Time): K5V (196 hours)
Position in System: 3
Time to Jump Point: 4.85 days
Number of Satellites: 1 (Elias' Promise)
Surface Gravity: 1.05
Atm. Pressure: Standard (Breathable)
Equatorial Temperature: 30°C (Temperate)
Surface Water: 55 percent
Recharging Station: Nadir
HPG Class: A
Highest Native Life: Reptiles
Population: (3111) 3,800,000,000
Socio-Industrial Levels: B-C-C-D-A

The ancestral home of the Capellan Confederation's ruling Liao family, the world was first lost to the Capellan people during the Fourth Succession War. Nearly three decades later, Chancellor Sun-Tzu Liao briefly liberated the world for the Confederation during Operation GUERRERO before losing it again to Republic of the Sphere forces in 3084. Liao's people live in two worlds. Torn between the populace's Capellan heritage and Devlin Stone's ambitions for a new nation, Liao became a focal point for many of Stone's less popular policies. Throughout the 3090s, Liao was a major target for the hated Resettlement Directives, and the planet's elected Senator, Melissa Allard-Liao, became a vocal opponent of the policy until its repeal. Still a hotbed of discontent, Liao would become the flashpoint for the Confederation's invasion of the Republic of the Sphere.

SARNA

Governor: Frieda Kim Sun
Legate: Gregory Wolff
Star Type (Recharge Time): F8IV (179 hours)
Position in System: 3
Time to Jump Point: 12.01 days
Number of Satellites: 1 (Grace)
Surface Gravity: 1.03
Atm. Pressure: Standard (Breathable)
Equatorial Temperature: 41°C (Very Hot)
Surface Water: 70 percent
Recharging Station: Zenith, Nadir
HPG Class: A
Highest Native Life: Reptile
Population: 3,035,000,000
Socio-Industrial Levels: A-A-D-C-D

Once stigmatized by the rest of the Capellan Confederation for resurrecting the now-defunct Sarna Supremacy after the dissolution of the Federated Commonwealth, the world of Sarna has come a long way since its forced reintegration into the Confederation in the late 3060s. The Confederation took a light touch with Sarna, due to it once being a bastion of anti-Capellan sympathizers, and allowed the secessionists to simply fade away as the fruits of *Xin Sheng* took hold. Surviving the Jihad relatively unscathed, Sarna took on new importance with the loss of Liao and its Conservatory of Martial Arts, with the Sarna Martial Academy rapidly rehabilitated into the primary officer training institution for the new Sarna Commonality. Due to its status as a commonality capital, Sarna saw massive fighting during the Crusades.



ATLAS



WEI

Governor: Marcus Banh
Legate: Dingane Ramirez
Star Type (Recharge Time): G3IV (184 hours)
Position in System: 3
Time to Jump Point: 8.53 days
Number of Satellites: 2 (Arils and Arlis)
Surface Gravity: 1.0
Atm. Pressure: Standard (Breathable)
Equatorial Temperature: 45°C (Very Hot)
Surface Water: 76 percent
Recharging Station: Nadir
HPG Class: B
Highest Native Life: Reptiles
Population: 1,630,890,000
Socio-Industrial Levels: C-D-C-F-B

A former Sarna March world with split loyalties towards the Confederation, Wei was the site of major fighting during the Capellan Confederation's invasion of the Republic in 3081. As Operation GOLDEN FORTRESS turned against the CCAF, the newly constituted Second Hastati Sentinels attacked Wei and the defending Tau Ceti Lancers. Hammered by the RAF, the Lancers were only saved by the timely arrival of Phyr's Hussars, which allowed both battered commands to escape. Incensed by the damage inflicted by the Republic, Wei became a hotbed of anti-Republic sentiment after the war.

SAKHALIN

Governor: Aklina Petrov
Legate: Lerato Nazarov
Star Type (Recharge Time): K2II (193 hours)
Position in System: 5
Time to Jump Point: 4.85 days
Number of Satellites: 3 (Okhotsk, Lopatina, Nogliki)
Surface Gravity: 1.02
Atm. Pressure: Standard (Breathable)
Equatorial Temperature: 13°C (Boreal)
Surface Water: 43 percent
Recharging Station: Zenith, Nadir
HPG Class: A
Highest Native Life: Mammals
Population: 85,020,000
Socio-Industrial Levels: B-C-D-C-D

A cold, bleak world known for its mineral wealth, Sakhalin was a founding member of the original Sarna Supremacy, and later a linchpin in the reformed Supremacy after the collapse of the Sarna March in 3057. Reabsorbed by the Confederation after the capture of Kaifeng, Sakhalin was assimilated back into the Confederation in 3066 and survived the Jihad unharmed. Fully absorbed in Capellan society, Sakhalin would later serve as a base for Capellan-sponsored pirate raids into the Republic after the failure of Operation GOLDEN FORTRESS. Today, Sakhalin is an important border world between the Confederation and the Republic.

ATLAS

TERRAIN TABLES

LIAO

Note: May use Swamp modification (see p. 51, TO).

BEILU	Result	Map
	1	Open Terrain #1 (MS5, MSC2)
	2	Rolling Hills #1 (MS2, MSC1)
	3	Scattered Woods (MS2, MSC1)
	4	Lake Area (MS2, MSC1)
	5	Open Terrain #2 (MS5, MSC2)
	6	Heavy Forest #2 (MS4, MSC1)

FOOT FALL

Note: May use Sand modification (see p. 39, TO).

VALLEY OF KINGS	Result	Map
	1	Desert Sinkhole #1 (MS3, MSC1)
	2	Rolling Hills #1 (MS2, MSC1)
	3	Moonscape #1 (MS5, MSC1)
	4	Rolling Hills #2 (MS2, MSC1)
	5	Desert Hills (MS2, MSC1)
	6	Desert Mountain #2 (MS3, MSC1)

SECOND TRY

Note: May use Pavement modification (see p. 32, TO).

FAT CHANCE	Result	Map
	1	City (Skyscraper) (MS6, MSC2, HPCR)
	2	Drop Port #2 (MS7)
	3	City (Suburbs) (MS6, MSC2, HPCR)
	4	City (Downtown) (MS6, MSC1, HPCR)
	5	City (Skyscraper) (MS6, MSC2)
	6	Drop Port #1 (MS7)

STYK

Note: May use Jungle modification (see p. 31, TO).

TAO MECHWORKS	Result	Map
	1	Seaport (MS7)
	2	Rolling Hills #1 (MS2, MSC1)
	3	River Delta/Drainage Basin #1 (MS4, MSC1)
	4	Military Base #1 (MS7)
	5	Drop Port #2 (MS7)
	6	Heavy Forest #2 (MS4, MSC1)

NEW ARAGON

Note: May use Planted Fields modification (see p. 38, TO).

GLASTONBURY	Result	Map
	1	Open Terrain #1 (MS5, MSC1)
	2	City Ruins (MS2, MSC1)
	3	Desert Hills (MS2, MSC1)
	4	Rolling Hills #1 (MS3, MSC1)
	5	Open Terrain #2 (BT, MS5, MSC1)
	6	Rolling Hills #2 (MS3, MSC1)

SARNA

Note: May use Half Levels modification (see p. 31, TO).

TENGO AEROSPACE	Result	Map
	1	River Valley (MS2, MSC1, HPLR)
	2	City Street Grid/Park #1 (MS4, MSC1)
	3	Scattered Woods (MS2, MSC1)
	4	Military Base #1 (MS7)
	5	Open Terrain #2 (MS5, MSC2)
	6	Drop Port #2 (MS7)

WEI

VADANNIS CITY	Result	Map
	1	City Ruins (MS2, MSC1)
	2	City Street Grid/Park #2 (MS4, MSC1)
	3	City (Suburbs) (MS6, MSC2, HPCR)
	4	City (Skyscraper) (MS6, MSC2, HPCR)
	5	City (Downtown) (MS6, MSC2)
	6	City Street Grid/Park #1 (MS4, MSC1)

SAKHALIN

Note: May use Tundra modification (see p. 40, TO).

BEDLAM'S BARROW	Result	Map
	1	Box Canyon (MS6, MSC2)
	2	Rolling Hills #1 (MS2, MSC1)
	3	River Valley (MS2, MSC1, HPLR)
	4	Desert Hills (MS2, MSC1)
	5	Rolling Hills #2 (MS2, MSC1)
	6	Desert Sinkhole #2 (MS3, MSC1)

OPTIONAL RULES

If all players agree, the following particular effects from *Tactical Operations* (TO) are suggested to add specific aspects to the various tracks. See p. 69, TO, for the appropriate tables.

Base Terrain Types

Liao: Woods (see p. 40, TO)

Foot Fall: Sand (see p. 39, TO)

Second Try: Level 1 Foliage (see p. 36, TO)

Styk: Heavy Industrial Zone (p. 31, TO)

New Aragon: Planted Fields (see p. 38, TO)

Sarna: Woods (see p. 40, TO)

Sakhalin: Thin Snow (see p. 52, TO)

Base Weather Conditions

Liao: Light Fog (see p. 57, TO)

Foot Fall: Blowing Sand (see p. 62, TO)

Styk: Moderate Rainfall (see p. 59, TO)

Sarna: Light Gale (see p. 61, TO)

Wei: Light Rainfall (see p. 59, TO)

Sakhalin: Light Gale (see p. 61, TO)

RANDOM ASSIGNMENT TABLE

RANDOM ASSIGNMENT TABLE: CAPELLAN CRUSADES, 3111

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

Omni units are marked on the RATs with an asterisk (*).

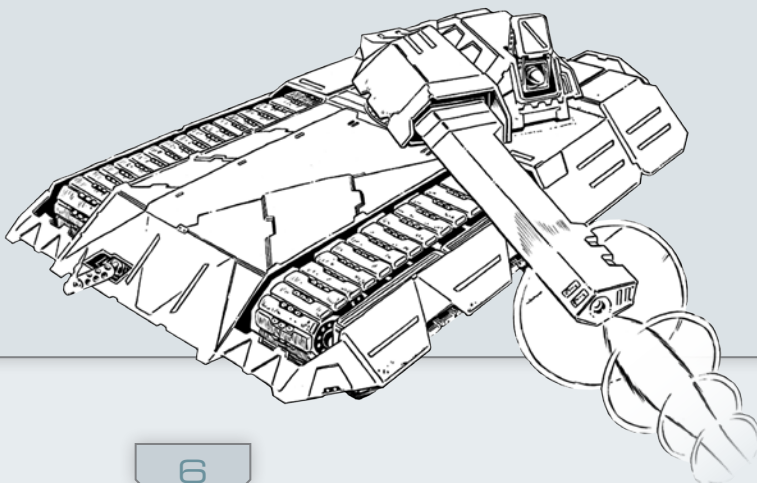
CAPELLAN CONFEDERATION

2D6	Light BattleMechs	Medium BattleMechs	Heavy BattleMechs	Assault BattleMechs
2	FLE-20 Flea [20] (3050U-I)	AGT-1A Agrotera [50] (3145)	CPLT-C5 Catapult [65] (3050U-I)	LN-4B Lu Wei Bing [85] (3145)
3	LCT-1V Locust [20] (3039)	OSP-26 Osprey [55] (3085)	CRD-8L Crusader [65] (3085-PP)	PLG-5Z Pillager [100] (3058U-C)
4	D9-G9 Duan Gung [25] (3060)	PXH-5L Phoenix Hawk [45] (3085-PP)	MS-1A Mortis [75] (3145)	Y-H9G Yu Huang [90] (3060)
5	ABS-3T Anubis [30] (3067)	SKW-2F Shockwave [50] (3085)	TSG-9H Ti T'sang [60] (3060)	GOL-3L Goliath [80] (3085-PP)
6	UMR-80 UrbanMech [30] (3085-ONN)	SYU-2B Sha Yu [40] (3067)	CPLT-C5A Catapult [65] (3085-ONN)	STC-2D Striker [80] (3058-C)
7	WSP-3L Wasp [20] (3085-PP)	VND-4L Vindicator [45] (3050U-I)	WHM-4L Warhammer [70] (3085-PP)	BLR-4L BattleMaster [85] (3085-PP)
8	DOL-1A1 Dola [30] (Prototypes)	GRF-5L Griffin [55] (3085-PP)	TNZ-N3 Tian-zong [75] (3145)	XNT-40 Xanthos [100] (3075)
9	STG-6L Stinger [20] (3085-PP)	VND-3Lr Vindicator [45] (3085-ONN)	CTF-3L Cataphract [70] (3050U-I)	EMP-7L Emperor [90] (3058U-C)
10	C-SK1 Cossack [20] (3060)	SHD-8L Shadow Hawk [55] (3085-PP)	SHY-3B Shen Yi [65] (3085)	LGB-12C Longbow [85] (3085-PP)
11	RVN-4Lr Raven [35] (3085-ONN)	YOL-4C Yao Lien [55] (3085)	LHU-3C Lao Hu [75] (3067)	HGN-733 Highlander [90] (3039)
12	MEB-11 Ebony [25] (3085)	MS1-O Men Shen [55] (3060)*	THR-C4 Thunder [75] (Prototypes)	TR-XL Trebaruna [95] (3085)

2D6	Light Vehicles	Medium Vehicles	Heavy Vehicles	Assault Vehicles
2	J. Edgar [25] (3039)	Hetzer (LB-X) [40] (3058U-I)	Pixiu [70] (3145)	Partisan (Cell) [80] (3085-ONN)
3	Warrior H-9 [20] (3058U-I)	Vedette (Liao) [50] (3039)	Zahn [65] (3145)	Behemoth [100] (3039)
4	Tufana [35] (3085)	Sheriff [50] (3145)	Bulldog [60] (3039)	Devastator [80] (3039)
5	Tamerlane [20] (3075)	Maxim [50] (3039)	SRM Carrier [60] (3039)	Heavy LRM Carrier [80] (3060)
6	Pegasus (3058) [35] (3058U-I)	Condor (Liao) [50] (3039)	Zhukov (Liao) [75] (3085-ONN)	Ontos (3053) [95] (3058U-I)
7	Yasha [30] (3085)	Myrmidon Type 2 [40] (3060)	Po (LB-X) [60] (3058U-I)	Demolisher (Gauss) [80] (3058U-I)
8	Tamerlane 2 [20] (3075)	Danai [45] (3075)	Morningstar [60] (3067)	Demolisher (Arrow IV) [80] (3058U-I)
9	Pegasus (3058) [35] (3058U-I)	Regulator II [50] (3085)	Brutus [75] (3058U-I)	DI Morgan [100] (3075)
10	Yasha (Spectre) [30] (3085)	Vedette (LB-X) [50] (3058U-I)	Po II [60] (3085)	Schrek (Armor) [80] (3085-ONN)
11	Asshur [20] (3060)	Predator [45] (3145)	LRM Carrier [60] (3039)	Arrow IV Assault Vehicle [80] (3145)
12	Garrot [30] (3145)	Regulator II (Stealth) [50] (3085)	Po HV [60] (Prototypes)	Behemoth II [100] (3145)

2D6	Light Fighters	Medium Fighters	Heavy Fighters	DropShips
2	F-11 Cheetah [25] (3039)	F-90 Stingray [60] (3039)	F-77A Deathstalker [80] (3075)	Seeker (3054) (3057)
3	TR-7 Thrush [25] (3039)	DFC-O Defiance [55] (3067)*	TR-16 Transgressor [75] (3039)	Union (3055) (3057)
4	Y-2 Yun [40] (3145)	LTN-G16L Lightning [50] (3075)	TR-15 Transgressor [75] (3039)	Kuan Ti (3057)
5	F-10 Cheetah [25] (3039)	LTN-G15 Lightning [50] (3075)	F-700b Riever [100] (3039)	Achilles (3055) (3057)
6	SB-27 Sabre [25] (3075)	TR-10 Transit [50] (3039)	MNG-8L Měngqín [95] (3085)	Excalibur (2786) (3057)
7	F-13 Cheetah [25] (3039)	CMT-4U Troika [65] (3067)	TR-13 Transgressor [75] (3039)	Lung Wang (3057)
8	SB-27b Sabre [25] (Klondike)	TR-12 Transit [50] (3039)	F-700a Riever [100] (3039)	Vengeance (3056) (3057)
9	TR-7p Thrush [25] (3039)	CMT-3T Troika [65] (3067)	TR-14 Transgressor [75] (3039)	Overlord (3056) (3057)
10	F-10 Cheetah [25] (3039)	F-92 Stingray [60] (3039)	TR-13A Transgressor [75] (3039)	Overlord-A3 (3067)
11	TR-8 Thrush [25] (3039)	TR-13G Transit [50] (Prototypes)	F-100 Riever [100] (3039)	Lung Wang P2 (Prototypes)
12	Saroyan [25] (3145)	F-95 Stingray [60] (3039)	F-700 Riever [100] (3039)	Vengeance DC (Prototypes)

2D6	Battle Armor
2	Inner Sphere Standard (3058U-C)*
3	Spectre (3145)
4	Longinus (3058U-I)*
5	Shen Long (3145)
6	Fa Shih (3058U-I)*
7	Achilleus (3058U-I)*
8	Ying Long (3075)*
9	Amazon (3145)
10	Fa Shih (Support) (3085-ONN)*
11	Ravager (3085)
12	Phalanx A (3075)



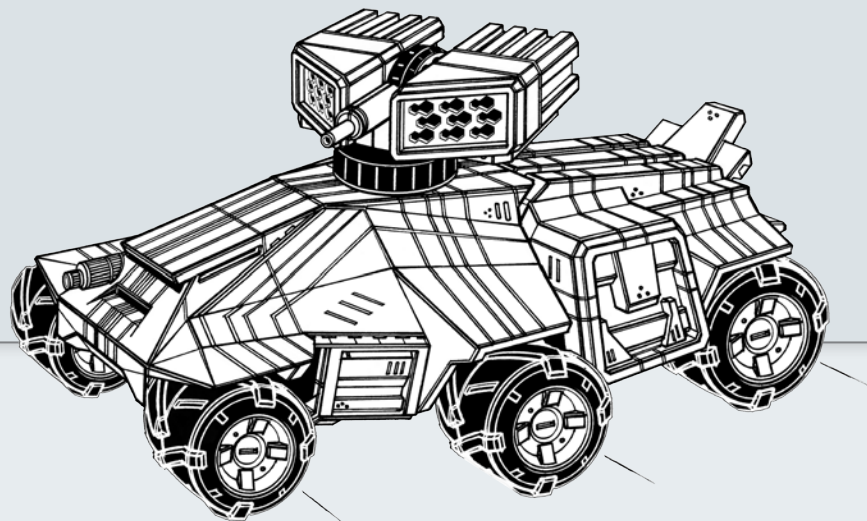
RANDOM ASSIGNMENT TABLE

REPUBLIC OF THE SPHERE

2D6	Light BattleMechs	Medium BattleMechs	Heavy BattleMechs	Assault BattleMechs
2	Locust IIC 5 [20] (3085-PP)	Dasher II [40] (3085)	HMH-3D Hammerhands [75] (3075)	CGR-3Kr Charger [80] (3085-ONN)
3	Pack Hunter II [30] (3085)	TRG-1N Targe [40] (3085)	OSR-5W Ostroc [60] (3085-PP)	HGN-732 Highlander [90] (3050U-C)
4	SDR-8R Spider [30] (3085)	OSP-26 Osprey [55] (3085)	PRF-1R Prefect [75] (3085)	PKP-1A Peacekeeper [95] (3085)
5	NX-80 Nyx [30] (3085)	NH-2 Rook [55] (3085)	Thor [70] (3050U-C)*	TR-XB Trebaruna [95] (3085)
6	AF1 Arctic Fox [30] (3060)*	LGN-2D Legionnaire [50] (3075)	MAD-7D Marauder [75] (3085-PP)	LGB-12R Longbow [85] (3085-PP)
7	JA-KL-1532 Jackal [30] (3055U)	WVR-7M Wolverine [55] (3085-PP)	RFL-7X Rifleman [60] (3085-PP)	AWS-10KM Awesome [80] (3050U-I)
8	Arbalest [25] (3085)	GRF-5L Griffin [55] (3085-PP)	MAD-9W2 Marauder [75] (3085-PP)	MAD-4K Marauder II [100] (3085-PP)
9	WGT-35C Wight [35] (3075)	MON-267 Mongoose II [40] (3075)	Orion IIC [75] (3060)	BNC-9S Banshee [95] (3050U-I)
10	PNT-16K Panther [35] (3050U-I)	TFT-A9 Thunder Fox [55] (3085)	GLT-7-0 Gallant [70] (3085)	Warhammer IIC 4 [80] (3085-PP)
11	WLF-5 Wolfhound [35] (3085)	SKW-2F Shockwave [50] (3085)	Ryoken II [75] (3075)	Daishi [100] (3050U-C)*
12	OTT-11J Ostscout [35] (3085-PP)	Mad Cat III [55] (Prototypes)	QKD-8P Quickdraw [60] (Prototypes)	AS7-K2 Atlas [100] (3085)

2D6	Light Vehicles	Medium Vehicles	Heavy Vehicles	Assault Vehicles
2	Lightning [35] (3050U-C)	Zephyr [40] (3050U-C)	Brutus (HPPC) [75] (3085-ONN)	Demolisher II [100] (3060)
3	Minion [20] (3067)	Glaive [45] (3067)	LRM Carrier [60] (3039)	Schrek (Armor) [80] (3085-ONN)
4	Galleon GAL-102 [30] (3058U-I)	Giggins [40] (3085)	Bulldog [60] (3039)	Rhino [80] (3050U-C)
5	Main Gauche (XL) [30] (3067)	Maxim Mk. II [50] (3085)	Rommel (Gauss) [65] (3058U-I)	Trajan (ICE) [85] (3085)
6	Yellow Jacket [30] (3085)	Demon [40] (3085)	Manticore (HPPC) [60] (3085-ONN)	Demolisher (Gauss) [80] (3058U-I)
7	Yasha [30] (3085)	Fulcrum [50] (3058U-I)	Kinnol [70] (3085)	Ajax [90] (3067)
8	Mantis (ECCM) [25] (3050U-C)	Ares [40] (3060)	Manteuffel [70] (3067)	Gürtelner [100] (3085)
9	Hawk Moth (Thunderbolt) [25] (3060)	Regulator II [50] (3085)	Athena [75] (3060)	Morrígu [80] (3067)
10	Fox [20] (3085)	Padilla [55] (3085)	Winston [70] (3085)	Trajan [85] (3085)
11	Zorya (ATM) [35] (3060)	Chaparral [50] (3050U-C)	Bolla [50] (3085)*	JES II [95] (3085)
12	Donar [21] (3060)	S3 Tank Destroyer [50] (3075)	Athena (HAG) [75] (3060)	Mars (XL) [100] (3060)

2D6	Light Fighters	Medium Fighters	Heavy Fighters	DropShips
2	SB-27 Sabre [25] (3075)	SL-17 Shilone [65] (3039)	TRB-D46 Thunderbird [100] (3075)	Claymore V3 (Prototypes)
3	F-10 Cheetah [25] (3039)	LTN-G15 Lightning [50] (3075)	F-100 Riever [100] (3039)	Interdictor (3085)
4	PGD-L3 Poignard [35] (3085)	CSR-V14 Corsair [50] (3039)	CHP-W7 Chippewa [90] (3039)	Fortress (3058) (3057)
5	SYD-Z2B Seydlitz [20] (3039)	SL-17R Samurai [50] (3039)	STU-D7 Stuka [100] (3039)	Gazelle (3055) (3057)
6	PGD-Y3 Poignard [35] (3085)	LX-2 Lancer [50] (3067)	SL-15K Slayer [80] (3039)	Leopard (3056) (3057)
7	THK-63CS Tomahawk [45] (3050U-C)	SL-17R Shilone [65] (3039)	EST-0 Eisensturm [95] (3067)*	Vengeance (3056) (3057)
8	Issus [40] (3067)	MIK-0 Tatsu [70] (3067)*	TFN-5H Typhoon [90] (3075)	Overlord (3056) (3067)
9	SGT-2R Sagittarii [45] (3085)	F-95 Stingray [60] (3039)	Hydaspes [95] (3067)	Union X (3067)
10	SB-31D Sabre [25] (Prototypes)	GTHA-600 Gotha [60] (3050U-C)	EGL-R11 Eagle [75] (3075)	Overlord A3 (3067)
11	RF-1 Umbra [30] (Prototypes)	Ammon [65] (3067)	HSCL-1-0 Huscarl [75] (3067)*	Dragau II (3085)
12	Avar [35] (3055U)*	Visigoth* [60] (3055U)	Kirghiz [100] (3055U)*	Tiamat (3085)



2D6	Battle Armor
2	Spectre (3145)
3	Angerona (3085)*
4	Kobold (3075)
5	Purifier Adaptive (3085-ONN)*
6	Inner Sphere Standard (3058U-C)*
7	Phalanx A (3075)
8	Kopis (3085)
9	Infiltrator Mk. II (3058U-C)
10	Grenadier (3075)
11	Hauberk (3075)
12	Gnome (3058U-C)

THE CRUSADES

The conflict that would eventually become known as the Capellan Crusades began with the Confederation's launch of Operation CELESTIAL SPEAR, a preemptive strike to seize the planet Liao. Orchestrated by a Republic traitor, the invasion plan called for a force of Holdfast Guard and Death Commandos covertly landing on the planet on 11 October 3111. Storming the capital of Chang-an in what was later dubbed the "Massacre of Liao" by the Republic, the Confederation soldiers destroyed large swaths of the city, killing over a hundred thousand innocent civilians. Among the dead was Republic Senator Melissa Allard-Liao, daughter of famed MechWarrior Kai Allard-Liao. With Liao momentarily secure, the Dynasty Guard was dispatched to reinforce Capellan control of the planet and wait for the Republic's inevitable counterattack.

Elsewhere, additional CCAF forces commenced the first wave of Operation DIVINE RIGHT, quickly securing the worlds of Tsitsang, Palos, and St. Andre. The CCAF also targeted Foot Fall, Wei, Suzano, and Second Try, but considerable Republic resistance slowed Capellan conquest. On Foot Fall, the Fourth McCarron's Armored Cavalry caught the Fourth Principes Guards in the middle of a major equipment refit. Caught unaware by the Fourth MAC's assault, the Capellans easily destroyed the Principes' barracks and support facilities. Pursued by the Fourth MAC, the Fourth Principes made their last stand in the Valley of Kings. The battle was over before it began: the veteran Capellan troops soundly routed the RAF, forcing the survivors to retreat deeper into the Republic. Elsewhere, similar scenarios were playing out on Wei and Suzano. On Wei, the Seventh Confederation Reserve Cavalry crushed the Sixth Principes Guards. On Suzano, Phyr's Hussars routed the Sixth Triarii Protectors before they could

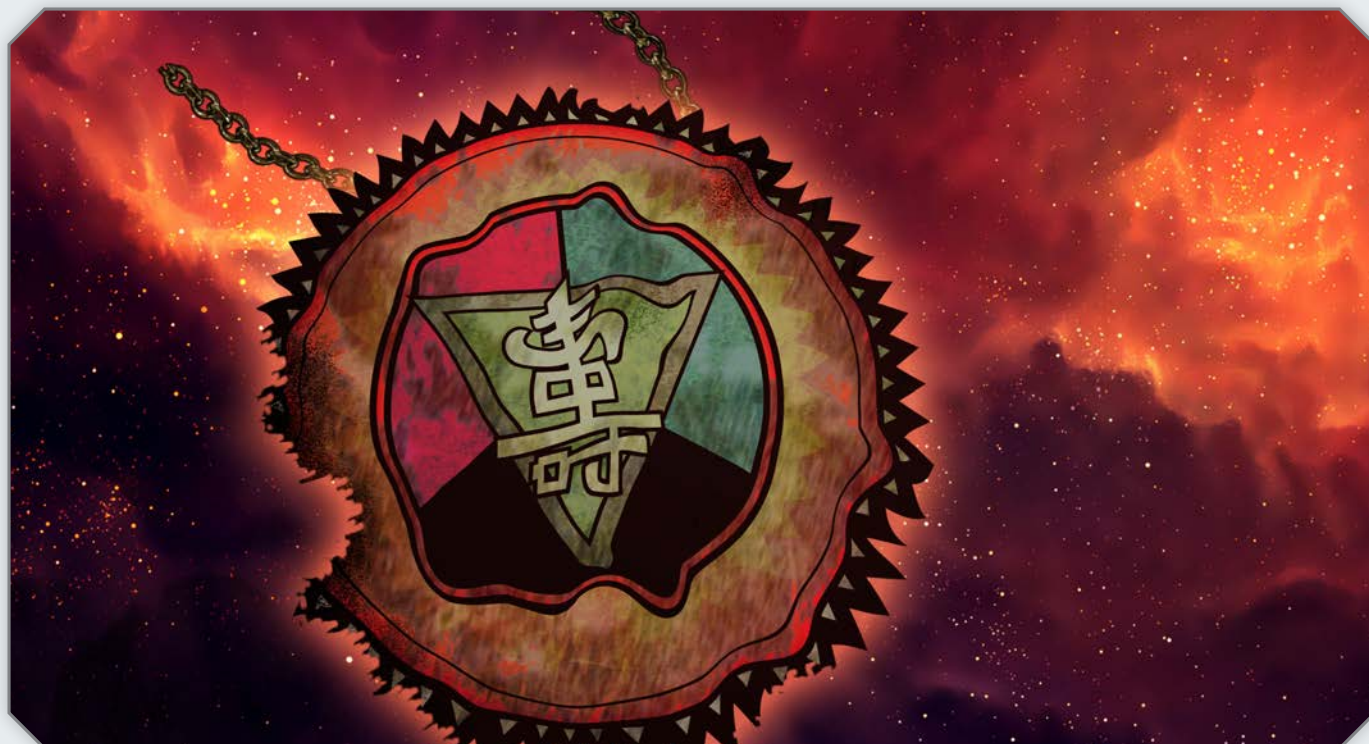
offer a strong defense. In both cases, RAF troops put up a valiant but ultimately futile defense against the battle-hardened CCAF. The sole exception to the Republic's woes during Wave One was the defense of Second Try.

Hindered by technical failures plaguing one of their JumpShips, the attacking Sixth CRC was delayed three full days before finally attempting the jump to Second Try. Unfortunately for the Sixth, the malfunctioning JumpShip misjumped, and the unit found itself facing the well-prepared Fifth Principes Guards with neither surprise nor numerical advantage on their side. Despite the handicap, the Sixth's *sang-shao*, Jasminda Xiang, went on the offensive, landing her troops and driving deep into the RAF's defensive line. The defenders' superior numbers forced the *sang-shao* to settle into a prolonged siege around the Fifth's dug-in positions. By the end of 3111, Second Try was the only Wave One target not under complete Confederation control.

Elsewhere, news of Melissa's death reached Kai Allard-Liao. Inconsolable, the old warrior disappeared off Terra against the wishes of his friends Victor Steiner-Davion, Burton Davion, and Devlin Stone. Concerned with Kai's well-being, Burton Davion left Terra with a select group of Knights to track the old warrior down. Kai wouldn't reappear for over a month.

On Liao in November 3111, the recently arrived Fifth Hastati were already on the defensive, having held the CCAF at bay for two weeks. Then, seemingly out of nowhere, Kai Allard-Liao appeared and took control of the Fifth. Assuming command of the RAF defense, Kai and the Fifth fought the CCAF to a standstill before inexplicably abandoning the planet in March 3112.

Though a slow start, by early 3112 DIVINE RIGHT's second wave was in full swing. The CCAF seized Hunan, New Aragon,



THE CRUSADES

and Asuncion. Paget's Dragoons expected a swift conquest on Styk, so they were unprepared for the Fifth Triarii Protectors' feverish resistance, which involved setting up a heavy defense in and around the Tao MechWorks Industriplex. Hemmed in, the Protectors held the factories against repeated attempts to dislodge them until a surprise attack by Stone's Liberators forced the Capellans to retreat. With control of the planet and its valuable factories not a forgone conclusion, the Dragoons were bolstered by the timely arrival of Warrior House Tsang Xiao. Placed back on the defensive, the Liberators launched a bold nighttime raid that nearly destroyed Paget's Dragoons. The Liberators prepared to abandon the planet, and their unexpected withdrawal allowed the CCAF troops to renew its assault against the Fifth's positions. Within days, the Capellan troops captured Tao MechWorks and sent the Fifth Triarii back to Republic space. The end of January 3112 also brought CCAF victory over the final Wave One target after fresh resupply from Sarna allowed the Sixth CRC to end the siege of Fat Chance and defeat the remnants of the Fifth Principes. February brought with it a fresh round of fighting when the Tenth Hastati launched a counterattack against the Fourth MAC and Kai Allard-Liao suddenly reappeared.

After abandoning Liao after months of inconclusive fighting, Kai took the Fifth to Gan Singh, where he quickly sent Warrior House Tsang Xiao into full retreat, and then he and the Fifth ejected Paget's Dragoons from Styk. Disappearing quickly for a third time, Kai appeared on Shensi to face off against the Seventh CRC. All the while, Burton Davion and his Knights scrambled to catch up with the old MechWarrior.

In July 3112, Burton finally caught up with Kai and the Fifth Hastati on New Aragon. Despite Burton's best effort to talk Kai into returning to Terra, the old MechWarrior was hell bent on making the Confederation pay for its continued transgressions. Though Burton was forced to the sidelines, he followed Kai and the Fifth Hastati straight into the waiting Tau Ceti Lancers. The battle for New Aragon was both brief and terrible, with Kai quickly driving the Lancers off-planet. Upon seeing the devastation Kai wrought, Burton decided he would better serve his mentor by standing at his side, rather than in front of him. Assigning himself as the Fifth's tactical advisor, Burton hoped his presence would curb the worst of Kai's recklessness and limit civilian casualties.

Upon receiving news of Kai's continued charge, Daoshen Liao ordered several Warrior House Orders and additional troops closer to the frontlines. Focused solely on stopping Kai's rampage, Daoshen was surprised by Operation MAGNUS, the Republic's counterattack, in August 3112. Within weeks, the worlds of Phact, Corey, Ulan Bator, and Quemoy found themselves under attack by Stone's Brigade regiments. Worse still, intelligence reports suggested that Devlin Stone himself was leading the assault. Fixated on organizing a defense against Kai, Daoshen was caught on Sarna when the entirety of Stone's Brigade landed there in October. Only his earlier order to move forward more troops to counter Kai prevented the battle from turning into a complete rout, but Daoshen was still forced to retreat, and Sarna was lost to the Republic.

Following the fall of Sarna, Daoshen focused all of his efforts to stop Kai's continued push into the Confederation. The CCAF redirected the Fifth and Sixth CRC, Warrior House Kamata, and the Fourth MAC to the suspected location of Kai's next target and prepared for the expected arrival of Kai and the Fifth Hastati. Unfortunately for the Capellan troops, Kai arrived with Stone's Lament. Together, the two RAF units hammered the Confederation units until they withdrew into the protected confines of Vadannis City. During the ensuing battle a Capellan airstrike crippled most of Burton's Knights and almost killed Kai. Worse still, a surprise

headhunter attack by a lance of House Kamata warriors followed the airstrike. The subsequent fight, known as "Burton's Last Stand," saw Burton cover Kai's escape by personally dispatching three of his four attackers right before an artillery strike destroyed his *Orion* IIC. Overcome by grief at the loss of his close friend, Kai and the remainder of the Fifth went berserk, leveling any building the Capellans retreated into. Even more buildings fell victim to collateral damage before elements of Stone's Lament forced the surviving Capellans into retreat.

Despite Devlin Stone's best efforts to dissuade Kai from continuing, Kai's mental state had deteriorated beyond the point of reason.

Collecting what remained of the Fifth Hastati, Kai jumped across the Capellan border in January 3113. At Sakhalin, the elite Red Lancers and Death Commandos were prepared to meet him. Daoshen Liao had given his best troops only one order: stop Kai Allard-Liao at all costs.

The battle at Bedlam's Barrow was a clash of wills. The Red Lancers tried forcing the Fifth Hastati aside so the Death Commandos could lure Kai out into the open, and the surviving Fifth Hastati troops threw themselves in harm's way to keep him safe. During the fight, Kai waded *Yen-lo-wang*



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alone into battle against a company of Death Commandos, almost singlehandedly cleaving through nearly the entire company of Commandos until a stray missile to his cockpit ended the legendary warrior's life. With Kai's fall, the Fifth Hastati survivors sought revenge but were unable to turn the tide until the surprise landing of Stone's Lament saved the broken command. Out of respect for Kai Allard-Liao's legacy, the Death Commandos commander, *Jiang-jun Zhen-Nei*, left *Yen-lo-wang* where it fell.

Despite the demise of Kai and Burton, by February the CCAF was still in a state of disarray. Thanks to Operation MAGNUS, Sun-Tzu's meticulously planned invasion of the Republic was on the verge of collapse. While Daoshen oversaw a risky push by the Confederation's remaining Warrior House Orders against the Republic-named Operation GOLDEN DESTINY, the Chancellor collected his most loyal retinue of Red Lancers and Death Commandos and led a secret strike force to the world at the center of the war: Liao. Sun-Tzu hoped that by personally overseeing command he could boost the CCAF's lagging morale and end the stalemate. Covertly landing on Liao in March, the ailing Sun-Tzu resupplied his faltering troops and ordered a surprise predawn assault against the unprepared Ninth Hastati, who was preoccupied with civilian reconstruction efforts.

The CCAF's assault pushed the RAF almost to rout, and only the lucky intervention of a company of elite Amaterasu prevented a total disaster for the Republic. Slowed by the Amaterasu, the CCAF attack began to waver. At this point Sun-Tzu made a dramatic battlefield entrance, dropping to the ground from high above the clouds. Piloting a gold-plated *Emperor*, the Chancellor landed right in the middle of the battle. Chaos soon enveloped the battlefield. While the Red Lancers did their best to protect their lord, the Amaterasu easily crippled Sun-Tzu's 'Mech. Fortunately for the CCAF, the sight of the Chancellor's fall had the intended effect, and the rage-filled Capellan troops forced the RAF into a full retreat. After the battle, Sun-Tzu's 'Mech's cockpit was found empty, and rumors that he had ascended to godhood began to spread.

Invigorated by his father's sacrifice, Daoshen launched the second phase of Operation GOLDEN DESTINY in April by executing the ejection of Republic troops from Sarna. Collecting

a large force of troops and moving from Capella, the CCAF task force jumped to in-system pirate points. The surprised RAF had little time to react before Confederation soldiers stormed their positions outside the city of Rajput. Put on the defensive, the RAF lost most of their command staff when an airstrike killed Colonel Edwards. Thrust into leadership, Brevet Colonel Damien Redburn began coordinating the RAF's defense. As Stone's Revenants and Stone's Liberators battled the bulk of the CCAF troops, Stone's Pride engaged the Sixth CRC in the Madhya Highlands and ran the Sixth ragged after days of hard pursuit. The tables turned on the Republic troops when Warrior House Dai Da Chi caught Stone's Pride in a vise. The battle for Sarna soon descended into a seesaw battle between the RAF and CCAF.

By late May, both Stone's Pride and Stone's Revenants had pulled back to Republic space, leaving the Liberators the sole RAF unit on Sarna. Outnumbered and outgunned, Redburn fortified his position around Rajput. Unwilling to give up and recognizing

how close the Capellans were to folding, Redburn planned a new offensive; however, his planning halted after the Council of Paladins ordered him and the Liberators to return to the Republic.

With control of Sarna still in doubt, the fighting on Liao continued following Sun-Tzu's "ascension." Regardless of loss, the Dynasty Guard and Red Lancers would battle the defending RAF without rest or refit for days on end, often only breaking contact when their machines broke down. However, the CCAF's constant pressure kept the RAF on the defensive. By the end of April, the

Red Lancers had annihilated a battalion of Ninth Hastati in the Du-jin Mountains,

while the Dynasty Guard regained control of the HungLi Military Base and the coastal cities of Desu and Duan.

In early May 3113, Stone's Lament unexpectedly struck the planet and sent the CCAF back on the defensive. Combined with the Amaterasu and the Ninth Hastati, the Lament soon ejected the Dynasty Guard and Red Lancers from all of their recently won territory until only the ruins of Chang-an remained under CCAF control. Though the Capellan troops dug in for a final stand against the Republic, the fighting came to a sudden and unexpected end on 2 June when Devlin Stone and Daoshen Liao signed the Sarna Armistice.

The Capellan Crusades were over.



PERSONALITIES.....

BURTON DAVION

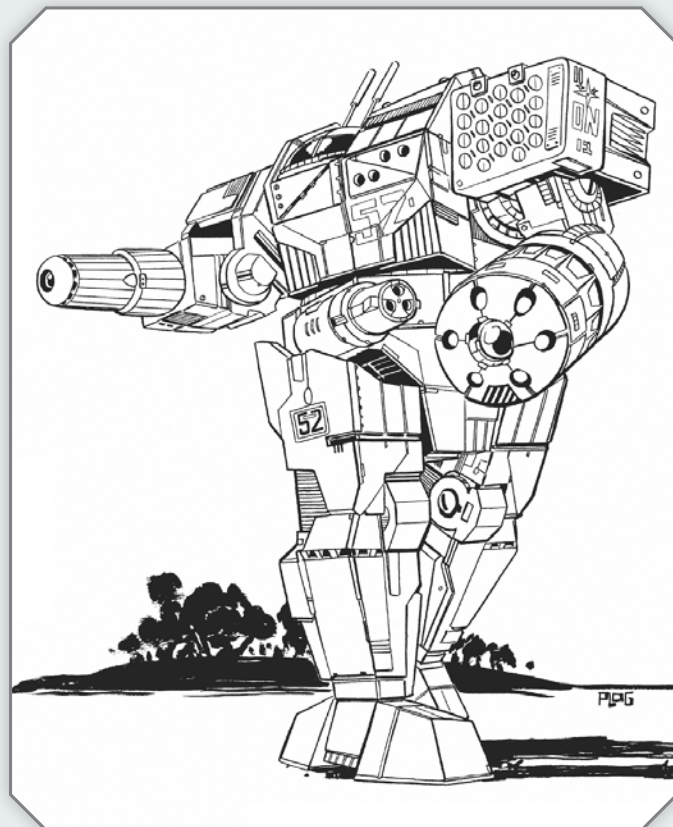
Title/Rank: Knight of the Sphere

Born: 3072 (39 in 3111)

The firstborn son of Victor Steiner-Davion and Isis Marik—his twin brother Lee was born a few minutes later—Burton Davion aspired to follow in his illustrious father's footsteps, first by joining the RAF and then later obtaining the rank of Knight of the Sphere. A competent and compassionate warrior who firmly believed in the Republic of the Sphere, Burton was a protégé of the legendary Kai Allard-Liao, whom he viewed as a cherished uncle.

Burton was on Terra visiting his father and Kai at the start of the Crusades, and he, along with his father, had the unenviable task of bringing Kai news of Melissa Allard-Liao's death. Unable to console Kai or dissuade him from revenge, Victor dispatched Burton after Kai disappeared off world. Fearful of Kai's declining mental health and well-being, Burton rushed to catch up with the legendary warrior before the worst could happen.

Special Abilities: A protégé of the most famous and feared MechWarrior in the galaxy, Burton Davion is an Elite-level MechWarrior and an inspiring leader. He has the Multi-Tasker and Tactical Genius special abilities and the Patient trait. Burton also possesses a +3 Reputation due to his parentage, his standing as a Knight, and his status as Kai's student. His inspirational aura also conveys a +3 Skill Roll modifier in Leadership.



DAMIEN REDBURN

Title/Rank: Major

Born: 3085 (26 in 3111)

Born on the planet Northwind after the Jihad, Damien hailed from a family already famous for helping shape the early Republic. His father, Theodore, instilled in the young man a strong belief in Stone's Dream, which prompted Damien to join the RAF. A bright student, Damien was assigned to the Capellan border, where he distinguished himself on a number of occasions, and tirelessly labored to receive the respect of his troops and the people he protected. His defense of Palos against raiders in 3109 earned him a promotion and reassignment to Stone's Liberators prior to the start of the Crusades.

Special Abilities: Damien Redburn is a Veteran-level MechWarrior, and his time along the Capellan border grants him a +4 Skill modifier in Administration and Protocol. Damien is also an avid fencer, which grants him a +4 Skill modifier in Melee Weapons.

KUHYEN ZHEN-NEI

Title/Rank: Jiang-jun

Born: 3047 (64 in 3111)

Kuhyen Zhen-Nei's actions on New Aragon during the Jihad earned him a reputation for sadistic cruelty, and he was every bit as capable in 3111 as he was in 3077. Unquestionably loyal to the Chancellor and Confederation, Zhen-Nei and his Death Commandos were charged with stopping Kai Allard-Liao at any cost. Relentless in his pursuit of the aged legend, Zhen-Nei finally cornered Kai on Sakhalin.

Special Abilities: Zhen-Nei is an Elite-level MechWarrior and a fearsome battlefield opponent with the Marksman and Blood Stalker special abilities. However, his actions during the Jihad earned him some notoriety, so Zhen-Nei has a -3 Reputation Trait outside of the Confederation. When facing Inner Sphere troops of Veteran experience or less, he receives the Demoralizer special ability.

JASMINDA XIANG

Title/Rank: Zhong-shao

Born: 3078 (33 in 3111)

A *zhong-shao* in the Sixth CRC, Jasmina Xiang took command of the regiment after her CO disappeared in a misjump over Corey. Forced to face the defending Fifth Principes while understrength, Xiang nevertheless fought the larger RAF unit to a standstill until fresh supplies allowed her to end the attack. Returned to her former rank until the battle on Wei, Xiang retook command of the Sixth CRC after Stone's Lament forced the defending Capellans to retreat.

Special Abilities: The Crusades pushed Xiang to the limit of her abilities, and her skill and tenacity earned her the respect and admiration of her unit. To illustrate this, she possesses the Combat Sense and Fast Learner traits. She also has a +2 Reputation trait among the Sixth CRC.

COMBATANTS.....

This section lists the combat units that had a major contribution to the Capellan Crusades campaign.

Average Experience indicates which column to roll on using the *Random Skills Table* (see p. 273, TW) for the combatants.

RAT shows which Random Assignment Tables (see p. 267, TW) to use if randomly determining a force. Abbreviations in italics are suggestions for advanced RAT options. To build a unit (if not using a player-defined unit from a campaign), follow the *Unit Generation* rules (see p. 264, TW). Try to remember that RATs are approximate estimations of a force's more common units fielded on the battlefield.

For a more advanced game utilizing a broader range of 'Mechs, vehicles, and battle armor, players should feel free to also utilize the RATs in *Field Manual: 3085 (FM3085)* and *Historical: Wars of the Republic Era (HWRE)*. (Visit your local game store to purchase these additional products, or order them directly from www.battlecorps.com/catalog; PDFs for some products are also available.)

Unit Abilities are special game rules that apply to that unit in combat. These rules are optional, and all players should agree to their use before gameplay begins. Some listed units may have additional abilities available to them for use during the Crusades. Please see the *Rules Annex* in *Historical: Wars of the Republic Era* for more information.

The *Notes* section gives in-universe details on the unit to provide players a "feel" for the command during the Crusades campaign.

FOURTH MCCARRON'S ARMORED CAVALRY [CAPELLAN CONFEDERATION]

CO: Sang-shao Ryan Martin

Average Experience: Veteran

RAT: Capellan Confederation,
FM3085, HWRE

Unit Abilities: The Fourth MAC may use Banking Initiative and may bank 3 Initiatives instead of the standard 2.

At the beginning of a track, the player must designate a command unit. If the designated command unit is destroyed, the regiment loses any currently banked Initiative and suffers a -2 Initiative penalty for the next 2 turns.

Notes: Despite a great start on Foot Fall, the Fourth MAC was soon bogged down fighting Stone's Brigade in the wake of the Republic counterattack.



DEATH COMMANDOS [CAPELLAN CONFEDERATION]

CO: Jiang-jun Kuhyen Zhen-Nei

Average Experience: Elite

RAT: Capellan Confederation,
FM3085, HWRE

Unit Abilities: When determining units, the controlling player may choose his entire force from any Inner Sphere units, from any Random Assignment Table; no rolling is necessary. Death Commandos ignore all enemy special abilities that affect opposing forces. At the start of a track, the Death Commandos player chooses and reveals two of the following special abilities for the battle: Banking Initiative, Forcing the Initiative, Off-Map Movement, and Overrun Combat (see pp. 192-193, TO). If an enemy force is not Elite, it suffers a -2 Initiative penalty each turn.

Notes: One of the most feared units in the known galaxy, the unquestionable skill and loyalty of the Death Commandos made them the only CCAF force capable of stopping the legendary Kai Allard-Liao.



SIXTH CONFEDERATION RESERVE CAVALRY [CAPELLAN CONFEDERATION]

CO: Sang-shao Jasmina Xiang

Average Experience: Regular

RAT: Capellan Confederation,
FM3085, HWRE

Unit Abilities: When determining units, the Sixth CRC's player may instead choose any 'Mechs or vehicles in the light and medium weight classes without needing to roll. The player will still need to roll when determining units from heavy or assault weight classes. The Sixth's vehicles may use Off-Map Movement and Force the Initiative (see p. 192, TO).

Notes: Outnumbered and outgunned thanks to an unfortunate misjump, the understrength Sixth CRC still managed to secure Second Try, battle Stone's Lament on Wei, and survive the battle for Sarna.



PAGET'S DRAGOONS [CAPELLAN CONFEDERATION]

CO: Sang-shao Shashi H. Paget

Average Experience: Regular

RAT: Capellan Confederation,
FM3085, HWRE

Unit Abilities: Favoring fast cavalry tactics, the Dragoons receive a -1 modifier when rolling for lance weight and may only deploy units with a walking/cruising speed of 4 MP or better. For every four units deployed, the controlling player may select one unit meeting the MP requirement without needing to randomly roll for it. Paget's Dragoons also possess the Off-Map Movement ability (see p. 192, TO).

Notes: Hammered by the Special Scouts and Stone's Liberators, the Dragoons nevertheless managed to defeat the Fifth Triarii and secure Styk for the Confederation.



COMBATANTS.....

TAU CETI LANCERS [CAPELLAN CONFEDERATION]

CO: Sang-shao Daniel Jax

Average Experience: Veteran

RAT: Capellan Confederation,
FM3085, HWRE

Unit Abilities: The Lancers are mobility experts. For any unit that used its maximum MP, add 1 to all of that unit's Piloting Skill Roll results and add 1 to that unit's walking/cruising MP for the following turn (maximum walking/cruising MP cannot exceed the unit's printed value + 1, even if the unit spends multiple consecutive turns using maximum MP). Any unit with running/flanking MP of 8 or more adds 1 to all To-hit roll results at long range. Any unit with running/flanking MP of 6 or less may add 1 MP in a turn but only if it subtracts 2 from all To-hit roll results at short and medium range for the current turn.

Notes: Despite securing New Aragon for the Confederation, the experienced Lancers felt the full wrath of the Fifth Hastati, and the unstoppable Kai Allard-Liao almost singlehandedly forced them off-planet.



RED LANCERS [CAPELLAN CONFEDERATION]

CO: Sang-shao William Le Marchant

Average Experience: Elite

RAT: Capellan Confederation,
FM3085, HWRE

Unit Abilities: Unless the opposing force is Elite, none of its units may intentionally move into a hex adjacent to a Red Lancers unit. Only accidental movement or the movement of a Lancers unit can place a non-Elite opponent adjacent to a Red Lancers unit. Non-Elite units that find themselves within 1 hex of a Red Lancers opponent during the Movement Phase may not execute any weapon attacks in that turn (but may execute physical attacks). The Red Lancers can also use Off-Map Movement and Banking Initiative.

Notes: Dispatched with the Death Commandos to stop Kai's rampage, the elite Red Lancers were instrumental in stopping the legendary MechWarrior and executing Chancellor Sun-Tzu Liao's celestial ascendance on the battlefield of Liao.



DYNASTY GUARD [CAPELLAN CONFEDERATION]

CO: Sang-shao Zachary Bing Te

Average Experience: Elite

RAT: Capellan Confederation,
FM3085, HWRE

Unit Abilities: The Dynasty Guard ignores any opposing unit's special ability that would inflict a negative Initiative modifier; if the Dynasty Guard is ever reduced to one-third of its starting force, it loses this ability.

Notes: Responsible for perpetrating the death of Melissa Allard-Liao and securing Liao, the Guard's actions unleashed Kai on the Capellan Confederation.



AMATERASU [REPUBLIC OF THE SPHERE]

CO: Major Rachele Mikazuki

Average Experience: Elite

RAT: Republic of the Sphere,
FM3085, HWRE

Unit Abilities: The Amaterasu imposes a -2 Initiative penalty upon all opposing units. An opposing unit with a male commander suffers a -1 to-hit penalty for weapon and physical attacks against an Amaterasu unit. If the gender of the enemy pilot is unknown, roll 1D6: On a result of 4+, the commander is considered male.

Notes: An elite unit composed exclusively of warriors of Draconis Combine ancestry. The Amaterasu was responsible for "ascending" Sun-Tzu Liao during the battle for Liao. A major thorn in the CCAF's side after Sun-Tzu's defeat, the Amaterasu were involved until the very end of the Crusades.



FOURTH PRINCIPES GUARDS [REPUBLIC OF THE SPHERE]

CO: Colonel Nasri Gomez

Average Experience: Regular

RAT: Republic of the Sphere,
FM3085, HWRE

Unit Abilities: When determining units, the controlling player may reroll any RAT selection once, but the second result must be taken. The Fourth also receives a +1 modifier when determining lance weight.

Notes: Despite their Clan origins, the Fourth Principles was caught in the middle of a refit, and the Fourth McCarron's Armored Cavalry summarily defeated them.



FIFTH PRINCIPES GUARDS [REPUBLIC OF THE SPHERE]

CO: Colonel Duane Heivilin

Average Experience: Regular

RAT: Republic of the Sphere,
FM3085, HWRE

Unit Abilities: When acting as the Defender in a track, the Fifth's commander may use the Communications Disruption special ability (see p. 193, TO). All Fifth Principles units ignore to-hit modifiers for secondary targets in forward and arm firing arcs; targets in a unit's rear arc are unaffected.

Notes: Tenacious in their defense of Second Try, the Fifth Principles settled into a long siege after refusing to submit to the invading Sixth Confederation Reserve Cavalry.



COMBATANTS.....

FIFTH HASTATI SENTINELS [REPUBLIC OF THE SPHERE]

CO: Brigadier General Candida Morello/Kai Allard-Liao

Average Experience: Elite

RAT: Republic of the Sphere,
FM3085, HWRE

Unit Abilities: The resilience of the Fifth Hastati and the command presence of Kai Allard-Liao allow the player to negate one Fifth Hastati 'Mech's "truly destroyed" status at the end of a campaign track (see *Destroyed vs. Truly Destroyed*, pp. 175–176, SO); the controlling player removes a single point of internal structure damage from the chosen 'Mech's center torso.

Due to a solid support system, the Fifth also receives four free unit repairs between campaign tracks. A 'Mech that was returned from "truly destroyed" status during the track is ineligible for one of the free repairs, but it can be repaired as per standard campaign rules by expending Support Points as normal.

Notes: With Kai leading them, the Fifth Hastati became the bane of the CCAF, destroying opponent after opponent in a whirlwind of destruction until an epic conclusion on the cold tundra of Sakhalin.



NINTH HASTATI SENTINELS [REPUBLIC OF THE SPHERE]

CO: Brigadier General Harold Kinney

Average Experience: Regular

RAT: Republic of the Sphere,
FM3085, HWRE

Unit Abilities: One unit per lance gains the Blood Stalker special ability (see pp. 219–220, AToW). When operating alongside other RAF regiments, the Ninth receives a +2 bonus to its Initiative roll.

Notes: Deployed to Liao to help liberate the planet from the CCAF, the Ninth fought to the bitter end, only ceasing to fight for the liberation of Liao after the signing of the Sarna Armistice.



STONE'S BRIGADE

All Stone's Brigade forces receive a +1 Initiative roll modifier and possess the Overrun Combat special command ability.

STONE'S LIBERATORS [REPUBLIC OF THE SPHERE]

CO: Colonel Jerome Edwards

Average Experience: Veteran

RAT: Republic of the Sphere,
FM3085, HWRE

Unit Abilities: Stone's Liberators are masters of tactical maneuvering and can utilize Off-Map Movement if allowed by the current track. They also possess the Zone of Control special ability (see p. 193, TO) and may negate any special ability used by an opposing force which grants that opponent additional Movement Points.

Notes: The Liberators savaged Paget's Dragoons on Styk, and almost captured Daoshen Liao during the RAF's invasion of Sarna. While the unit suffered heavily losses—especially among the officers—Major Damien Redburn successfully defended the Republic's holdings and ensured that the Liberators were the last RAF unit to abandon the commonality capital at the end of the war.



STONE'S LAMENT [REPUBLIC OF THE SPHERE]

CO: Exarch Devlin Stone

Average Experience: Elite

RAT: Republic of the Sphere,
FM3085, HWRE

Unit Abilities: The warriors of Stone's Lament are among the best in the RAF, and their skills on the battlefield show it. Each individual MechWarrior in the unit may choose any one Gunnery special ability and any two Piloting special abilities (see pp. 219–224, AToW). Furthermore, apply a +1 modifier to all die rolls when randomly determining Piloting and Gunnery skills of the units in Stone's Lament.

Notes: Led personally by Devlin Stone, the Lament was an avatar of destruction equaled only by Kai's personal quest for vengeance. Responsible for many of the RAF's victories during the Crusades, the Lament's surprise May 3113 attack on Liao was directly responsible for ending the war.



HOW TO USE THE CAMPAIGN.....

This campaign is designed to be played with a minimum of two players—one player uses either the Republic of the Sphere or the Capellan Confederation force, while the other provides the opposition. More players are welcome to participate—those groups with a large number of players may decide to have one person gamemaster (GM) by spearheading track setups and answering any rules questions that may arise during the course of gameplay.

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

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

THE SETUP: CAPELLAN CONFEDERATION

Campaign Rules

Players using Capellan Confederation forces for this campaign have access to all of the units listed on their faction's Random Assignment Tables (see pp. 6-7). However, if a player unit is already constructed beforehand, they may elect to use their initial units and use the RATs to supplement repair or expansion.

Confederation players may begin the campaign with one of the following tracks from *Era Report: 3145: Scout, Heavy Scout, Blitzkrieg*, or *Touchpoint: Foot Fall*. When determining Opposing Forces, the rolling player may choose from the Republic of the Sphere Random Assignment Tables (see p. 7).

THE SETUP: REPUBLIC OF THE SPHERE

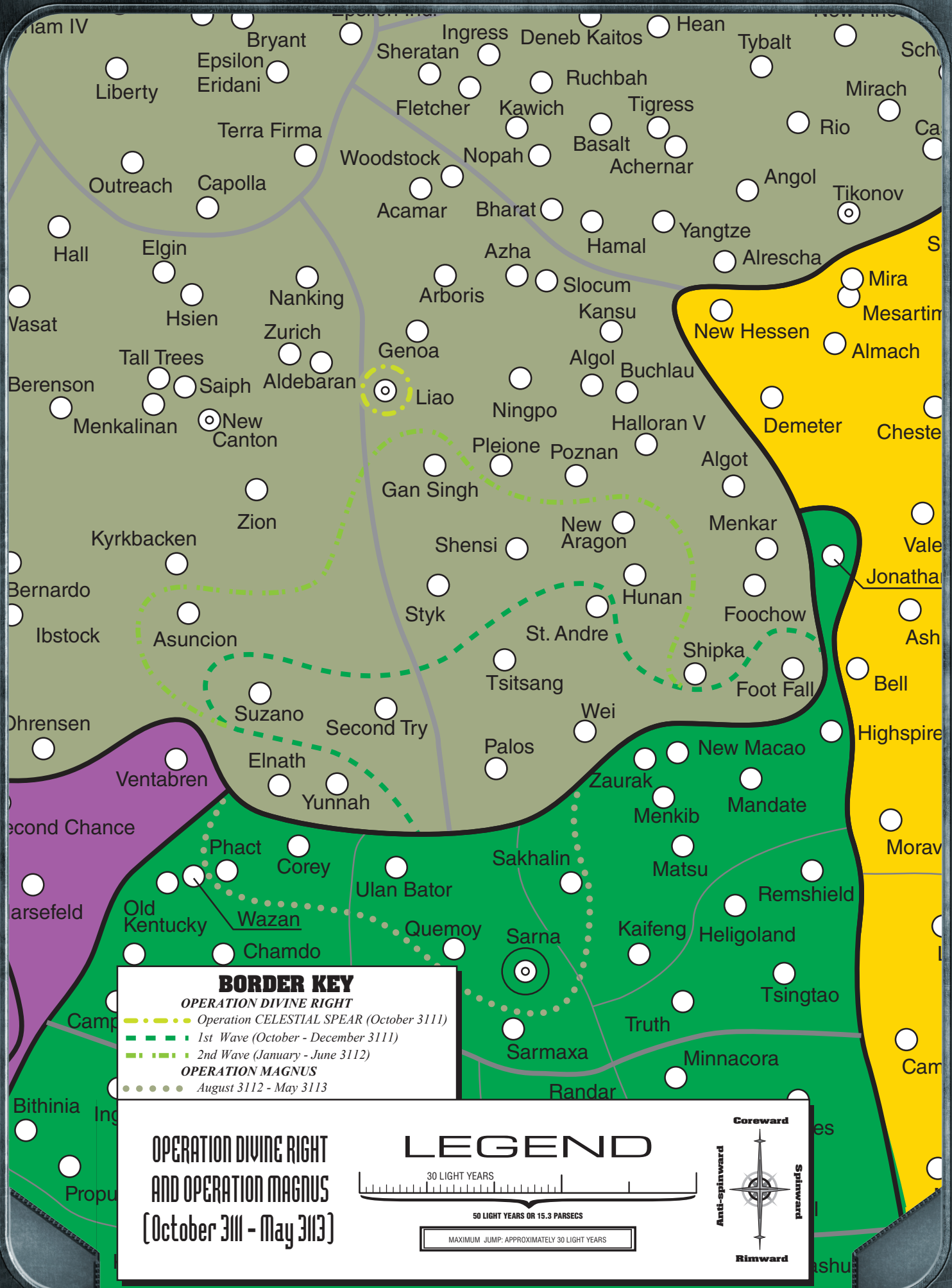
Campaign Rules

Players using Republic of the Sphere forces for this campaign have access to all of the units listed on the Republic of the Sphere Random Assignment Tables (see p. 7). However, if a player unit is already constructed beforehand, they may elect to use their initial units and use the RATs to supplement repair or expansion.

Republic of the Sphere players may begin the campaign with one of the following tracks from *Era Report: 3062: Defend, Hold-The-Line*, or *Touchpoint: Foot Fall*. When determining Opposing Forces, the rolling player may choose from the Capellan Confederation Random Assignment Tables (see p. 6).

THE NIGHT OF SCREAMS

While *Touchpoint: Foot Fall* is listed in this book first; the historical importance of the Night of Screams may interest some players in re-creating it. For specific information about the Night of Screams players should consult *Historical: Wars of the Republic Era* (see p. 76, *HWRE*) for details. Given the outcome of the massacre, players re-creating an accurate historical representation should be aware of the lopsided nature of the engagement between the CCAF and Liao's Republic Standing Guard.



TOUCHPOINT: FOOT FALL

By Stone they hit us with our pants down, coming in hot like that! Shook the damn fillings right out of my mouth when the first 'Mech landed next to the barracks. One minute I was napping in a lounge, the next I was diving for cover beneath it. Nailing the Guard right smack dab in the middle of full regimental refit—those bastard Cappies couldn't have picked a better time to strike.

SITUATION

Valley of Kings

Foot Fall, Republic of the Sphere

13 October 3111

While the worlds of Tsitsang, Palos, and St. Andre fell quickly to the CCAF, others did not. Foot Fall was another world targeted in Wave One of Operation DIVINE RIGHT, and the Fourth McCarron's Armored Cavalry was tasked with securing it for the Confederation. Standing in their way was the Fourth Principes Guards, who were in the middle of a major equipment refit. Caught unaware by the Fourth MAC's assault, the Capellans easily destroyed the Principes' barracks and support facilities. Hounded by the veteran Fourth MAC, the Guards fought for their very lives against the closing Confederation troops.

GAME SETUP

Recommended Terrain: Foot Fall

The Attacker selects their home edge; the Defender's edge is opposite.

Attacker

Recommended Forces: Fourth McCarron's Armored Cavalry

The Attacker is 75% of the Defender's total force.

Defender

Recommended Forces: Fourth Principes Guards

No more than 50% of the Defender's total force should be 'Mechs, with the remainder being composed of combat vehicles and conventional infantry. Assign 1D6 -1 5-point clusters of damage to all units; reroll any result that cripples or destroys the unit. All ammunition loads should be halved.

WARCHEST

Track Cost: 500

Optional Bonuses

+200 Fit for a King: All applicable units use the rules for *Hurried Movement* (see p. 20, TO).

+400 Gust from the Gods: Use the rules for *Blowing Sand* and *Shifting Winds* (see p. 62 and p. 57, TO).

+300 Hobbled: In addition to the damage applied during setup, each Defending unit also removes one major weapon system massing 5 tons or greater, and the Defender's force increases its total size by 25%. No changes are made to the Attacker's force.

OBJECTIVES

Into the Valley. Cripple/destroy over 50% of the opposing force. [500]

Annihilation. Cripple/destroy over 75% of the opposing force. [700]

Survival of the Fourth (Defender only). More than 50% of the Defender's force survives the battle. [600]

SPECIAL RULES

The following rules are in effect for this track.

Forced Withdrawal

The Fourth Principes is fighting for its life and will not follow *Forced Withdrawal* (see p. 258, TW) until more than 50% of its total force has been either crippled or destroyed.

AFTERMATH

With half of their number already destroyed and running low on supplies, the Fourth Principes Guards made their stand against the Fourth MAC in the Valley of Kings. Almost over before it began, the veteran Capellan troops soundly routed the RAF, forcing the survivors to retreat deeper into the Republic. Elsewhere, on Wei and Suzano, similar scenarios were playing out, with RAF troops putting up a valiant but ultimately futile defense against the battle-hardened CCAF. The sole exception during Wave One was the Republic defenders of Second Try.

NEXT TRACK

Touchpoint: Second Try

TOUCHPOINT: SECOND TRY

Yáng guīzi! The coward is trying to stall our advance with traps rather than face us in open combat. His Celestial Wisdom was correct: these Republic gǒuzǎizi don't have the stomach for a real fight. Our birthright will soon be ours again.

SITUATION

Fat Chance

Second Try, Republic of the Sphere

19 October 3111

Delayed by the loss of a battalion of troops to an unfortunate misjump, the Sixth CRC nevertheless landed on Second Try to face the fully aware and well-prepared Fifth Principes Guards. Meanwhile, Kai Allard-Liao, having learned of his daughter's death, had already disappeared off Terra with *Yen-lo-wang* in tow. Victor, worried about his dear friend, dispatched his son Burton and a select group of Knights to find Kai and bring him home. It was a race.

GAME SETUP

Recommended Terrain: Fat Chance

The Defender places a minimum of four map sheets, with at least one map being either DropPort #1 (MS7) or DropPort #2 (MS7) to represent a portion of the capital's spaceport. The two outer edges of the DropPort map are considered the Defender's home edge. The opposite edge is the Attacker's.

Attacker

Recommended Forces: Sixth CRC

The Attacker enters the playing area on Turn 1 from their home edge. The Attacker's available forces consist of up to two full battalions of the Sixth Confederation Reserve Cavalry.

Defender

Recommended Forces: Fifth Principes Guards

The Defender equals 100% of the Attacker's deployed force and consists of the Fifth Principes Guards. 25% of the Defender's total force must be combat vehicles and conventional infantry. The Defender must also deploy within 16 hexes of their home edge, but half of their vehicles and infantry may deploy in Improved Positions (see p. 198, TO). The remaining conventional forces may deploy in a fortified hex (see p. 341, TO).

WARCHEST

Track Cost: 500

Optional Bonuses

+200 Dawn Riders: Use the rules for *Dawn* (see p. 58, TO).

+300 Let It Rain: The Attacker receives the support of two Arrow IV Batteries 5 maps away. The Defender receives the support of two Sniper batteries 8 maps away. All artillery crews have Regular skill. The Attacker's and Defender's artillery support may engage each other using *Counter-Battery Fire* rules (see p. 186, TO).

+400 Hard Fought: Suspend the rules for *Forced Withdrawal* (see p. 258, TW).

OBJECTIVES

Destroy. Cripple/destroy over 50% of the opposing force. [600]

Dominate. Cripple/destroy over 70% of the opposing force. [800]

Fat Chance. Cripple/destroy 100% of the opposing force. [1000]

SPECIAL RULES

The following rules are in effect for this track.

Grounded DropShips

Arrange three DropShips (1 *Union*, 1 *Seeker* and 1 *Intruder*) within 6 hexes of the Defender's home edge on the DropPort map. These ships are in the process of being warmed up for liftoff and will be able to use their weapons at the beginning of Turn 6.

AFTERMATH

Suffering a costly delay and losing a battalion of troops before entering combat put the Sixth CRC at a severe disadvantage from the start. However, *Sang-shao* Xiang went on the offensive, despite the handicap. Landing her troops, the Sixth CRC pushed passed the Fifth's pickets and drove deep into the RAF's defensive line before the defender's superior numbers forced Xiang to settle into a prolonged siege around the Fifth's dug-in positions.

Elsewhere, Burton and his Knights continued to search in vain for Kai, but the legendary warrior had simply disappeared.

NEXT TRACK

Touchpoint: Liao Revisited

TOUCHPOINT: LIAO REVISITED

The Fifth Hastati was one of the best line units in the RAF, the elite of the Republic. While the prima donnas of Stone's Brigade typically captured the media spotlight while they paraded around Terra, it was the Fifth that took care of Prefecture V's business, but we didn't complain. We knew the score.

Then word came down about the massacre on Liao, and everything changed. First, Morello took a permanent bottle nap, and then things went from bad to worse ...

SITUATION

Shèng Diàn Ridge
Liao, Republic of the Sphere
8 November 3111

Grounding far outside of Chang-an, the demoralized Fifth Hastati under former XO Colonel Adam DeSanto marched on the city with extreme caution. Facing the entrenched Holdfast Guard, the Capellan troops put up fierce resistance but could not stop the Fifth's advance. To encourage his troops, Colonel DeSanto led from the front; however, unbeknownst to the RAF troops, a small detachment of Dynasty Guard had encircled their position.

The hunter had just become the hunted.

GAME SETUP

Recommended Terrain: Liao

Place a minimum of four maps in Breakthrough format (see p. 261, *TW*). If using more than four maps, add a second row using the same format, and so on. The Defender selects one of the narrow edges as a home edge; the Attacker's is the opposite.

Attacker

Recommended Forces: Fifth Hastati Sentinels

The Attacker enters the playing area on Turn 1 from the Attacker's home edge and equals 125% of the Defender's deployed force. At least 25% of the Attacker's force must be combat vehicles, battle armor, and infantry.

Defender

Recommended Forces: Holdfast Guard and Dynasty Guard

Set up 75% of the Defender's total force anywhere on the playing area before the start of the track; this represents the entrenched Holdfast Guards. Up to one-third of the Holdfast units may begin hidden, using the *Hidden Units* rules (see p. 259, *TW*). The remaining 25% of the Defender's force represents the Dynasty Guard headhunter unit. Prior to play the Defender rolls a 1D6 + 2 to determine which turn the Dynasty Guard will deploy from the Attacker's map edge. The Defender also receives six 15-point command-detonated minefields for every four mapsheets used. The hex locations of the minefields should be secretly designated prior to the start of play.

WARCHEST

Track Cost: 600

Optional Bonuses

+200 Morale and Fatigue The storm also includes some wind. Use the rules for *Moderate Gale* (see p. 61, *TO*).

+300 Monsoon Season: Use the rules for *Storm* (see p. 60, *TO*).

+400 Extreme Caution (Attacker Only): Dismayed by the loss of their commander, the soldiers of the Fifth marched on Chang-an with far more caution than normal. Attacking units cannot move faster than their unit's cruising speed until Turn 5.

OBJECTIVES

March on Chang-an (Attacker only). The Fifth Hastati pushes through the Holdfast Guard. [50 points for every Attacker unit that exits the Defender's home edge]

Headhunted (Defender only). Destroy or kill Colonel Adam DeSanto. [400]

Liao Stalemate. Destroy or cripple at least 60% of the opposing force. [500]

SPECIAL RULES

The following rules are in effect for this track.

Forced Withdrawal

Forced Withdrawal rules (see p. 258, *TW*) are in effect for the track.

Brevet Boss Man

Designate one unit as Colonel Adam DeSanto. While the colonel is present, the Fifth receives a +2 Initiative modifier. If the colonel is killed, every active RAF unit must make an immediate Morale Check (see p. 211, *TO*) as if it had received crippling damage. Failed checks result in the immediate Forced Withdrawal of the unit, with all appropriate Broken Morale combat modifiers.

AFTERMATH

During the march on Chang-an, the Holdfast Guard's tenacious defense, coupled with the Fifth's wariness, slowed their advance to a crawl. When the Dynasty Guard headhunters succeeded in executing Colonel Adam DeSanto, the Republic troops retreated in disarray to their DropShips. Leaderless for a second time, the Fifth dug in and waited for a miracle. For two weeks the RAF kept the CCAF at bay until—seemingly out of nowhere—Kai Allard-Liao appeared and took command of the Fifth. Leaderless no more, the Fifth began a campaign on Liao that would send the victorious Capellans to a standstill and eventually send Kai on a path of destruction.

NEXT TRACK

Touchpoint: Styk

TOUCHPOINT: STYK.....

We all knew about the massacre on Liao and the Confederation's invasion of the Republic, but we were still unprepared for the arrival of the Dragoons, and all of us suffered for it. We held our own against those Capellan bastards but paid a king's ransom in blood to do it. For weeks we holed up in that crumbling factory like rats, and while the Fifth would never openly admit it, I'm sure there wasn't a single trooper who didn't offer up some sort of thanks the day the Liberators came a-calling.

That's when it all fell apart.

SITUATION

Tao MechWorks

Styk, Republic of the Sphere

3 February 3112

By early 3112, DIVINE RIGHT's second wave was in full swing, with the CCAF seizing Hunan, New Aragon, and Asuncion after a slow start. Expecting a swift conquest on Styk, Paget's Dragoons were unprepared for the Fifth Triarii Protectors' feverish resistance. Setting up a heavy defense in and around the Tao MechWorks Industriplex, the Protectors held the factories against repeated attempts to dislodge them until a surprise attack by Stone's Liberators forced the Capellans to retreat. With the world in the balance, the timely arrival of Warrior House Tsang Xiao bolstered the Dragoons, which tipped the balance back in the CCAF's favor. Only bold action by the RAF could stave off the inevitable.

GAME SETUP

Recommended Terrain: Tao MechWorks

Set up using Light Urban terrain. Every building hex and an additional 3D6 hexes of clear or paved hexes around them are considered heavy industrial zones (see p. 31, TO). If multiple maps are used, select two adjacent map edges for the Defender's home edges, with the opposite edges the Attacker's.

Attacker

Recommended Forces: Paget's Dragoons

The Attacker's units begin the game off the playing area and enter the battlefield from their assigned edges at the beginning of Turn 1.

Defender

Recommended Forces: Fifth Triarii Protectors, Stone's Liberators

For game balance, the Defender's starting force equals 75% of the Attackers deployed force. The Defender must set up within 10 hexes of the Defender's home edges, and up to half of these units may begin hidden, using the *Hidden Units* rules (see p. 259, TW) and *Improved Positions* (see p. 198, TO).

WARCHEST

Track Cost: 700

Optional Bonuses

+400 There She Blows: The Lorelei region is well known for its wind. Use the rules for *Moderate Gale* (see p. 61, TO).

+400 Night Terrors: Stone's Liberators braved Styk's night to attack. Use the rules for *Moonless Night* (see p. 58, TO).

-20 Collateral Damage: Players receive -20 WP for every heavy industry hex that suffers from Unintended Explosions (see p. 31, TO).

OBJECTIVES

Send Them Packing. Forces the enemy into retreat. [100 points per unit sent off map under Forced Withdrawal]

Take No Prisoners. Destroy or cripple at least half of the opposing force. [500]

SPECIAL RULES

The following rules are in effect for this track.

Nighttime Raid

On Turn 8 the Defender may deploy reinforcements up to 50% of the Attacker's active force in the form of an orbital combat drop by Stone's Liberators (see *Dropping Troops*, pp. 22-23, SO). These reinforcements are dropped from Atmosphere Row 2 on the High Altitude Map (see p. 79, TW).

Help from Afar

The Attacker begins the track with two Arrow IV batteries of Veteran skill located six mapsheets away. The Arrow IV launchers have 12 rounds of ammunition available, and the Attacker must designate ammunition types prior to play (see pp. 353-359, TO).

AFTERMATH

Hammered by the Liberator's nighttime raid that nearly destroyed Paget's Dragoons, both the Dragoons and Warrior House Tsang Xiao were ready to abandon the planet when Stone's Liberators suddenly abandoned Styk. Renewing their assault against the Fifth Triarii's positions, the Capellan troops soon captured Tao MechWorks and sent the Fifth back to Republic space.

Elsewhere, the final target of Wave One finally fell to the CCAF after resupply from Sarna allowed the Sixth CRC to end the siege of Fat Chance and defeat the remnants of the Fifth Principes, while the Tenth Hastati launched a counterattack against the Fourth MAC.

NEXT TRACK

Touchpoint: New Aragon

TOUCHPOINT: NEW ARAGON.....

Father, I've never seen such single-minded rage, especially not from someone like Kai. I fear he's truly gone, and I've lost him all over again. I tried to discourage his blood vendetta against Sun-Tzu, but he wouldn't hear any of it. Watching him storm across the wheat fields of New Aragon was unlike anything I've ever seen before. Even the old holovids from Solaris and your stories from the Clan Invasion paled in comparison to the real thing. Kai was unstoppable, implacable—a virtual force of nature. He drove the Rangers before him as if he were the god of death manifested into reality. It was both terrible and wonderful to behold, and in that moment I knew exactly what I needed to do.

—Excerpt from a letter from Knight Burton Davion to Paladin Victor Steiner-Davion, 22 July 3112

SITUATION

Glastonbury

New Aragon, Republic of the Sphere

7 July 3112

Abandoning Liao after months of inconclusive fighting, Kai took the Fifth Hastati to Gan Singh, where he quickly sent Warrior House Tsang Xiao into full retreat. However, his stay was brief. Within weeks Kai and the Fifth repeated their performance by ejecting Paget's Dragoons from Styk, and then sent the Seventh CRC packing on Shensi.

Following hot on Kai's trail of destruction, Burton Davion and his Knights finally caught up with the Fifth Hastati on New Aragon. Despite Burton's best effort to talk Kai back to Terra, the old MechWarrior was hell bent on making the Confederation pay for their continued transgressions. Forced to the sidelines, Burton nevertheless followed Kai into battle as he led the Fifth Hastati straight into the waiting Tau Ceti Lancers.

GAME SETUP

Recommended Terrain: New Aragon

The Defender selects one map edge as their home edge; the remaining edges are the Attacker's.

Attacker

Recommended Forces: Fifth Hastati Sentinels

The Attacker equals 100% of the Defender's total forces. 25% should be a mix of combat vehicles and conventional infantry.

Defender

Recommended Forces: Tau Ceti Lancers

The Defender consists of elements from the Tau Ceti Lancers, of which 25% must be combat vehicles and conventional infantry. The Defender may set up half of his units as *Hidden Units* (see p. 259, TW) prior to play within 8 hexes of his home edge.

WARCHEST

Track Cost: 700

Optional Bonuses

+400 Hello, Burton: Burton and his lance of Knights may deploy along the Attacker's edge on Turn 6. Should the Attacker opt to include the additional troops, the Defender may deploy an equal number of units from their home edge on Turn 7.

+100 Fog of War: Play using *Half Levels* (see p. 31, TO) and *Planted Fields* (see pp. 38–39, TO).

+200 Wash Away the Blood: Use the rules for *Moderate Rainfall* (see p. 59, TO).

OBJECTIVES

Last Blood. Destroy, cripple, or drive off all of the enemy units. [1100]

Once More unto the Breach. Destroy, cripple, or drive off 50% of the opposing units. [800]

We Happy Few. Send the enemy packing. [50 per unit that exits the map due to Forced Withdrawal.]

SPECIAL RULES

The following rules are in effect for this track.

Kai Unleashed

Kai Allard-Liao and *Yen-lo-wang* are on the battlefield as the Attacker's commander. Kai is a legendary, Elite-level MechWarrior, possessing the Marksman, Maneuvering Ace, and Demoralizer Special Pilot Abilities (see pp. 220, 223, and 225, AToW, respectively) when in combat. However, due to Kai's rage and illness, any Attacking unit that enters Kai's forward firing arc while he is engaged in combat will force the controlling player to roll a 1D6. On a result of 1, Kai will target the friendly unit with the lowest-powered weapon capable of reaching the unit. In the event that *Yen-lo-wang* is destroyed, the Attacker's remaining units will suffer a –2 Initiative penalty for the remainder of the track and follow the rules for *Forced Withdrawal*.

Forced Withdrawal

The rules for *Forced Withdrawal* (see p. 258, TW) are in effect during this track. However, the Fifth Hastati Sentinels are immune to Forced Withdrawal as long as Kai is active on the battlefield.

Active Witness

Burton Davion and his lance of Knights-Errant will not fire on the enemy until one of the following conditions has been met: the enemy fires on Burton's lance, Kai receives 2 points of MechWarrior damage, or Turn 12 is reached.

AFTERMATH

With *Yen-lo-wang* in the lead, the Fifth Hastati routed the Tau Ceti Lancers off-planet. Upon seeing the devastation Kai wrought, Burton decided he would better serve his mentor by standing at his side rather than in front of him. Assigning himself as the Fifth's tactical advisor, Burton hoped his presence would curb the worst of Kai's recklessness and limit civilian casualties.

Upon receiving news of Kai's continued charge, Daoshen Liao ordered several Warrior House Orders and additional troops closer to the frontlines.

NEXT TRACK

Touchpoint: Sarna

TOUCHPOINT: SARNA

The battle for Sarna was hard fought, but Operation MAGNUS almost succeeded in capturing Daoshen. We were centimeters away from possibly ending the war, but the ferocity of Warrior House Imarra's hot drop saved the little Liao's bacon. I swear I've never seen Colonel Edwards so angry as when we watched Daoshen's DropShip lift off.

—Excerpt from Damien Redburn's personal memoirs, NAMA Press, 3126

SITUATION

Tengo Aerospace

Sarna, Capellan Confederation

26 October 3112

Focused solely on stopping Kai's rampage, Daoshen Liao was surprised by the Republic's counterattack in August 3112. The CCAF was unprepared for the sudden appearance of the RAF behind Capellan lines, and within weeks the worlds of Phact, Corey, Ulan Bator, and Quemoy were under attack by Stone's Brigade regiments. Worse still, intelligence reports suggested that Exarch Devlin Stone himself was leading the assault.

Daoshen, fixated on organizing a defense against Kai, was caught on Sarna when the entirety of Stone's Brigade landed there in October. Only his earlier order to move forward more troops in anticipation of Kai's advance prevented the battle from turning into a complete rout, but Daoshen was still forced to retreat, with his very life in the balance.

GAME SETUP

Recommended Terrain: Sarna

Set up the maps in Breakthrough format (see p. 261, TW). The Defender selects one short edge as their home edge; the opposite short edge is the Attacker's.

Attacker

Recommended Forces: Stone's Liberators

The Attacker is 125% of the Defenders total force and deploys from its home edge on Turn 1.

Defender

Recommended Forces: Warrior House Lu Sann, Warrior House Imarra

At the start of the track, the Defender must deploy all units no closer than 8 hexes from the Attacker's edge, but no farther away than 12.

WARCHEST

Track Cost: 800

Optional Bonuses

+600 Happy May Days: Use the rules for a *Blizzard* (see p. 60, TO).

OBJECTIVES

Stone Cold (Defender only). Destroy or cripple Colonel Edwards's 'Mech. [600]

A fight to the finish. Destroy or cripple at least 60% of the opposing units. [900]

Heir Protected (Attacker only). Destroy or cripple Daoshen Liao's 'Mech. [600]

SPECIAL RULES

The following rules are in effect for this track.

Heir to the Confederation

The Defender must designate one unit as Daoshen Liao, heir to the Capellan Confederation. Daoshen is an Elite-level MechWarrior and pilots either a *Yu Huang* (see pp. 126–127, *Technical Readout: 3060*) or any BattleMech from the Capellan Confederation RAT or the appropriate *Historical: Wars of the Republic (HWRE)* RAT. Due to damage sustained earlier in the fighting, Daoshen's 'Mech may not move faster than its cruising speed, and all its ammunition loads are halved. Apply 1D6 points of armor damage to every location except the head.

While active, Daoshen confers a +1 Initiative bonus, and the Defender ignores the Attacker's Initiative bonus.

Stone Cold Colonel

The Attacker must designate one unit as Colonel Jerome Edwards, CO of Stone's Liberators. Edwards is an Elite-level MechWarrior. The Attacker may select his BattleMech from any appropriate RAT. While active, he confers a +2 Initiative bonus (but only if Daoshen is not active).

Hot Drop Help

Once Daoshen has moved beyond the midway point between the Attacker's and Defender's home edges, or the Defending forces has lost more than 50% of its original deployed force, the Defender may deploy reinforcements up to 50% of the Attacker's active force. These reinforcements arrive in the form of an orbital combat drop by House Imarra; use the rules for *Dropping Troops* (see p. 22, SO). The dropped troops should land the following turn.

Forced Withdrawal

The rules for *Forced Withdrawal* are suspended for this track.

AFTERMATH

With the full brigade at this back, Devlin Stone's assault was devastating. Both the Prefectorate Guard and First St. Ives Janissaries suffered heavy casualties, and Daoshen was forced to retreat. The situation quickly turned desperate, however, when Stone's Liberators cornered the retreating Liao with only Warrior House Lu Sann for protection. Outflanked by the Liberators, the *janshi* of Lu Sann were hard pressed to protect their leader. Only the timely arrival of a House Imarra combat drop saved the Capellan heir from falling into Republic hands. For their failure, Daoshen had Lu Sann stricken from the CCAF rolls.

The Republic's counterattack, Operation MAGNUS, had succeeded in stopping the Confederation's advance.

NEXT TRACK

Touchpoint: Wei

TOUCHPOINT: WEI

When Burton died I knew any chance of saving Kai was gone. Kai's imminent death was only a matter of when, not if. Burton's presence really was the sole reason Kai didn't explode after Liao. His influence on Kai dissuaded him from becoming completely unhinged, but after what I saw at Vadannis City I fear this is only the beginning of something truly terrible.

—Excerpt from Devlin Stone's personal journal, circa 3112

SITUATION

Vadannis City

Wei, Republic of the Sphere

7 December 3112

After the fall of Sarna, Daoshen once again focused all of his efforts on stopping Kai's continued push into the Confederation. His preparations involved redirecting the Fifth and Sixth CRC, Warrior House Kamata, and the Fourth MAC to the location of Kai's next suspected target. Unfortunately for the CCAF, Kai and the Fifth Hastati also arrived with Stone's Lament. Together, the two RAF units hammered the Confederation troops until they withdrew into the protected confines of Vadannis City, where they hoped to safely regroup. Unfortunately for the defenders, Kai was not discouraged by urban combat, and he stormed towards the city.

GAME SETUP

Recommended Terrain: Wei

Use a minimum of four mapsheets to build the playing area. In addition to the printed buildings, for every mapsheet used,

set up medium, heavy, and hardened buildings of random size and height throughout the playing area to represent Vadannis City; place 2D6 x 2 of each building type. If using *Alpha Strike* rules to play this track, set up the equivalent number of buildings for every company deployed. Select two adjacent edges as the Attacker's home edges. The remaining two edges are the Defender's.

Attacker

Recommended Forces: Fifth Hastati, Stone's Lament

The Attacker equals 100% of the Defender's total force and consists of Kai Allard-Liao, Burton Davion and his lance of Knights-Errant, and elements of the Fifth Hastati Sentinels. The Attacker deploys evenly from both home edges at the start of the track.

Defender

Recommended Forces: Sixth CRC, Fourth MAC, and Warrior House Kamata

The defending force consists of elements from the Sixth CRC and Fourth MAC. The Defender may deploy their forces



TOUCHPOINT: WEI

anywhere on the playing area except within 8 hexes of the Attacker's home edges. In addition, up to half of the Defender's forces may deploy as *Hidden Units* (see p. 259, TW).

WARCHEST

Track Cost: 900

Optional Bonuses

+500 When It Rains ...: Use the rules for *Heavy Rainfall* (see p. 59, TO).

OBJECTIVES

Davion Dead (Defender). Destroy or cripple Burton Davion. [700]

Vadannis Bloodbath. Destroy or cripple at least 70% of the opposing units. [800]

No Quarter (Attacker). Destroy buildings occupied by the enemy. [50 per building destroyed while occupied by a Defending unit.]

SPECIAL RULES

The following rules are in effect for this track.

Kamata Headhunters

During Turn 8, the Defender may deploy a single heavy lance of House Kamata 'Mechs from the map edge that faces *Yen-lo-wang's* rear firing arc. This Veteran-skill Kamata lance is a dedicated Capellan Headhunter unit tasked with destroying Kai. While active on the battlefield, they will always fire on *Yen-lo-wang* first before attempting to target other units.

Burton's Last Stand

During Turn 6 the Defender may deploy a triple of *Mengqin* aerospace fighters. These fighters are carrying their maximum

bomb load and may use any bomb munitions allowed (see pp. 357–360, TO). These fighters may enter the map from any of the Defender's home edges and may make three strafing or bombing passes across the battlefield.

Wailing Wall of Metal

During Turn 7 the Attacker may deploy an additional lance of heavy BattleMechs from Stone's Lament. These MechWarriors are of Veteran-skill and may enter from the Attacker's home edge that is farthest away from Kai Allard-Liao and Burton Davion.

Constant Companion

As long as *Yen-lo-wang* is active on the battlefield, Burton Davion and his Knights will never stray more than 6 hexes from it, and the Fifth Hastati are immune to Forced Withdrawal.

AFTERMATH

The battle for Wei was a brutal, tragic affair. As the Fifth Hastati moved against Vadannis City, a Capellan airstrike crippled most of Burton's Knights-Errant and almost killed Kai. Worse still, the airstrike was followed up with a surprise headhunter attack by a lance of House Kamata warriors. In the ensuing fight, known as "Burton's Last Stand," Burton covered Kai's escape by personally dispatching three of his four attackers before an artillery strike destroyed his *Orion IIC*. Overcome by grief at the loss of his close friend, Kai and the remainder of the Fifth went berserk, destroying any structure that Capellan troops retreated into, before elements of Stone's Lament could force the surviving Capellans into retreat.

NEXT TRACK

Touchpoint: Sakhalin



TOUCHPOINT: SAKHALIN

Respect for one's foe is a rare thing. We were taught from an early age that enemies of the state were not to be respected, but reviled or pitied. After all, they did not share in our vision or greatness. Only once in my life did I find respect in a foe. When I was ordered to kill Kai Allard-Liao, I wasn't conflicted; my duty to the Chancellor and the Confederation precluded such confusion. Yes, he was a Liao. The same blood that ran through his veins also ran through his Celestial Wisdom's, but it didn't matter. Only the execution of my duty mattered, and I carried it out as any dutiful son of Confederation would. Yet the day I saw Kai Allard-Liao fall, I felt something stir inside me for the first time: true admiration. Regardless of his failings as a Liao or his misguided loyalty to the Republic, Kai's death was beautiful to behold, and his legacy was worthy of respect. That's why I left the beacon on Yen-lo-wang.

—Personal journal of Jiang-jun Kuhyen Zhen-Nei, 15 January 3113

SITUATION

Bedlam's Barrow

Skadi, Sakhalin

Sarna Commonality, Capellan Confederation

14 January 3113

Despite Devlin Stone's best efforts to sway Kai from his course, Kai's mental state had deteriorated beyond the point of reason. Collecting what remained of the Fifth Hastati after a short period of rest and refit, Kai jumped across the Capellan border. They arrived at Sakhalin and prepared to unleash hell, and the elite Red Lancers and Death Commandos were already arrayed to meet him. Daoshen Liao had given his best troops only one order: stop Kai Allard-Liao at all costs.

GAME SETUP

Recommended Terrain: Sakhalin

The Defender selects one edge as their home edge; the opposite edge is the Attacker's.

Attacker

Recommended Forces: Kai Allard-Liao, Fifth Hastati

The Attacker equals 75% of the Defender's total force, 25% of which must be combat vehicles and conventional infantry units. The Attacker may deploy anywhere within 6 hexes of their home edge.

Defender

Recommended Forces: Kuhyen Zhen-Nei, Red Lancers, Death Commandos

The defending force is composed of Red Lancers, along with no more than a company of Death Commandos led by *Jiang-jun Zhen-Nei*. 25% of the Red Lancers should be combat vehicles and conventional infantry units. The Defender may deploy the Red Lancers anywhere on the Defender's half of the playing field, with up to half set up as Hidden Units prior to the start of play. The Death Commandos and Zhen-Nei enter from the Defender's home edge at the beginning of Turn 2.



TOUCHPOINT: SAKHALIN



WARCHEST

Track Cost: 900

Optional Bonuses

+400 Ice Cold: Use the rules for *Tundra* (see p. 40, *TO*).

+600 Friendly Flurries: Use the rules for *Moderate Snowfall* (see p. 60, *TO*).

OBJECTIVES

End Kai Allard-Liao (Defender only). Destroy Kai Allard-Liao. [800]

No Survivors (Attacker only). Destroy or cripple all Death Commandos. [800]

Bad Blood. Destroy or cripple enemy units. [100 per unit.]

SPECIAL RULES

The following rules are in effect for this track.

The Passing of a Legend

Under strict orders to help the Death Commandos get close to Kai, the Red Lancers will only fire on the Fifth Hastati. In addition, the Death Commandos will only fire on Kai until he is destroyed. Kai will attack any enemy unit until a Death Commando fires at him. From that point forward, Kai will only target Death Commandos.

Champion of Solaris VII, Duke of St. Ives, Father, Friend, and Warrior

Kai Allard-Liao is the finest MechWarrior the universe has ever known, and this is his swan song. During the battle all enemy units will suffer an additional +3 to-hit penalty on all attacks—including TAG—against Kai regardless of skill, range, or weapon.

Yen-lo-wang is also immune to Aimed Shots (see p. 110, *TW*), the benefits of targeting computers, pulse lasers, LB-X cluster munitions, and Actuator Enhancement Systems. In addition, Kai adds a -2 to-hit modifier to all of his attacks, including physical strikes, regardless of range or weapon. Kai also receives a +2 bonus when rolling on the Cluster Hits Table.

Forced Withdrawal

Kai, the Fifth Hastati, the Red Lancers, and the Death Commandos are unwilling to retreat. The rules for *Forced Withdrawal* (see p. 258, *TW*) are suspended for this track.

AFTERMATH

The battle at Bedlam's Barrow was a clash of wills. The Red Lancers tried forcing the Fifth Hastati aside so the Death Commandos could lure Kai out into the open, and the surviving Fifth Hastati troops threw themselves in harms way to keep him safe. Midway through the fight, Kai waded *Yen-lo-wang* alone into battle against a company of Death Commandos. In the ensuing fight Kai fought without fear, doubt or remorse. He was untouchable, and singlehandedly cleaved through nearly the entire company of Commandos until a stray missile to his cockpit ended the legendary warrior's life. With Kai's fall the Fifth Hastati survivors sought revenge but were unable to turn the tide until the surprise landing of Stone's Lament saved the broken command. Out of respect for Kai Allard-Liao's legacy, *Jiang-jun Zhen-Nei* left *Yen-lo-wang* where it fell.

NEXT TRACK

Touchpoint: Liao Ascends

TOUCHPOINT: LIAO ASCENDS

Unidentified 'Mech: This world belongs to the Capellan people, MY PEOPLE!

Red Dragon 2: Did you copy that transmission? It was broadcast in the open by the gold Emperor.

Red Dragon 1: I can't believe it. Do you know who's piloting that 'Mech?

Red Dragon 2: It's not Daoshen. Intel has him on Capella.

Red Dragon 1: I know it's not Daoshen! That's Sun-Tzu!

Red Dragon 2: Liao?!

Red Dragon 1: All Kusanagi, this is Red Dragon One. Advance on the gold Emperor. He's a Priority Black target. Bring that 'Mech down immediately!

—RAF communication excerpt between Major Rachelle Mikazuki and Captain Yuki Monroe, 8 March 3113

SITUATION

Chang-an

Liao, Republic of the Sphere

8 March 3113

Despite the Confederation's triumphs over Kai and Burton, the CCAF was still in a state of disarray after Operation MAGNUS, and Sun-Tzu's meticulously planned invasion of the Republic was on the verge of collapse. While Daoshen oversaw Operation GOLDEN DESTINY, a risky push by the Confederation's remaining Warrior House Orders against the Republic, the Chancellor collected his most loyal retinue of Red Lancers and Death Commandos and led a secret strike force to the world at the center of the war: Liao. Sun-Tzu hoped that by personally overseeing command he could boost the CCAF's lagging morale and end the stalemate. Covertly landing on Liao, the ailing Sun-Tzu resupplied his faltering troops before taking to the sky for his ultimate gesture of inspiration.

GAME SETUP

Recommended Terrain: Second Try

The Defender selects one map edge as their home edge; the opposite edge is the Attacker's. Both players should roll 2D6 for ultra-rubble (see p. 39, TO) hexes to represent damage to Chang-an. Each player should also roll and place an additional 2D6 heavy buildings. These buildings should be between Level 2 and Level 6. The Defender places their rubble and building counters first, followed by the Attacker.

Attacker

Recommended Forces: Red Lancers, Dynasty Guard, Death Commandos

If using Recommended Forces, at least 50% percent of the Attacker's force must be from the Dynasty Guard, and the remaining units must be evenly split between the Red Lancers and Death Commandos. Up to half of the Attacker's units may be deployed as *Hidden Units* (see p. 259, TW) within 6 hexes of their home edge. The remaining attacking units enter the playing area from the Attacker's map edge at the beginning of Turn 1.

Defender

Recommended Forces: Ninth Hastati Sentinels, Amaterasu

The defending force equals 80% of the Attacker's, of which 25% must be combat vehicles and conventional infantry units. The Attacker may deploy no more than a company of Amaterasu, which may represent no more than 20% of their total force. The Amaterasu enters the map from the Defender's edge at the beginning of Turn 3. The remaining Defenders may deploy anywhere on the playing area.

WARCHEST

Track Cost: 900

Optional Bonuses

+500 Night Before: Use the rules for *Moonless Night* (see p. 58, TO) until the arrival of Sun-Tzu.

+500 Morning Of: Use the rules for *Dawn* (see p. 58, TO) after Sun-Tzu's arrival.

OBJECTIVES

Celestial Wisdom (Defender only). Destroy or cripple Sun-Tzu Liao. [800]

Clear the Field. Destroy or cripple at least 60% of the opposing units. [800]

For the Chancellor! (Attacker only). Sun-Tzu Liao must not be destroyed. [800]

SPECIAL RULES

The following rules are in effect for this track.

Helping Hand

The Dynasty Guard was only recently resupplied but could not effect full repairs. For each Dynasty Guard 'Mech, the Attacker must apply 2D6 armor damage for every location except the head. If a roll reduces the armor in a location to zero, that location is considered to have 1 point of armor remaining. The Attacker must also roll 2D6 for every weapon. On a result of 2 or 12, the weapon is considered destroyed; however, all Dynasty Guard units are considered to have full ammunition loads for all weapons that are still functioning at the start of play.

Onto Godhood

Sun-Tzu's *Emperor* is dropped into the center of the battlefield at the beginning of Turn 6, with the following modifications. The controlling player may not designate a landing hex. Sun-Tzu must

TOUCHPOINT: LIAO ASCENDS

land closest to the center of the playing area without violating stacking rules (see p. 57, *TW*). The controlling player does not need to make a Landing Roll (see p. 22, *SO*) to determine whether Sun-Tzu will scatter or receive landing damage. For one turn after Sun-Tzu's landing, no enemy unit may fire upon Sun-Tzu, as they are in full awe of the Chancellor's sudden and dramatic arrival. Sun-Tzu is allowed to target enemy units freely.

Get Liao

On Turn 8 the Amaterasu will pursue the Chancellor to the exclusion of all other enemy units and attempt to cripple and capture his *Emperor*. As long as Sun-Tzu is active, all Amaterasu units will move at running/flanking speed to get within short range of their shortest-range weapon. Amaterasu units will also fire upon Sun-Tzu first and all other enemy units second.

AFTERMATH

Following the resupply of the Dynasty Guards, the Capellans launched a surprise predawn attack against the unprepared Ninth Hastati, who were preoccupied with civilian reconstruction efforts. The CCAF's assault pushed the RAF almost to rout, and only the lucky intervention of a company of elite Amaterasu prevented a total disaster for the Republic. Slowed

by the Amaterasu, as the CCAF attack began to waver as Sun-Tzu made his dramatic entrance. Dropping from high above the clouds, the Chancellor's gold-plated *Emperor* landed in the middle of the battle. Shocked, the combatants momentarily stopped fighting as Sun-Tzu declared the world and its people his. Realizing the Chancellor of the Confederation was present, both sides rushed to Sun-Tzu as chaos enveloped the battlefield. While the Red Lancers did their best to protect their lord, the Amaterasu easily crippled Sun-Tzu's 'Mech. However, the sight of the Chancellor's fall had the intended effect, and the rage-filled Capellan troops forced the RAF into a full retreat.

After the battle, Sun-Tzu's 'Mech's cockpit was found empty, and the Capellan people began to believe that he had ascended to godhood.

NEXT TRACK

Touchpoint: Surviving Sarna



TOUCHPOINT: SURVIVING SARNA.

We were hounding a couple of Sixth CRC machines down a steep ravine. I myself had cornered this poor-looking Vindicator that looked more like a floppy metal doll than a war machine, when all of a sudden it just stopped moving and turned toward my Prefect. At first I thought it was some sort of last stand or attempted suicide. After all, we grew up hearing stories of Capellan fanaticism, but the damn thing didn't move. That was my first indication that something was wrong. The second hint came when my cockpit lit up with target locks as a wave of LRMs crested over the Vindicator's head.

—From *Crusade Stories*, NAMA Press, 3126

SITUATION

Madhya Highlands

Sarna, Capellan Confederation

21 April 3113

Using Sun-Tzu's sacrifice to invigorate his forces, Daoshen launched the second phase of Operation GOLDEN DESTINY by executing the ejection of Republic troops from Sarna. Collecting a large force of troops and moving from Capella, the CCAF task force jumped to in-system pirate points. The surprised RAF had little time to react before Confederation soldiers stormed their positions outside the city of Rajput. Put on the defensive, the RAF lost most of their command staff when an airstrike killed Colonel Edwards. Thrust into leadership, Brevet Colonel Damien Redburn began coordinating the RAF's defense. As Stone's Revenants and Stone's Liberators battled the bulk of the CCAF troops, Stone's Pride engaged the Sixth CRC in the Madhya Highlands and ran the Sixth ragged after days of hard pursuit. Unbeknownst to the Pride, however, the *janshi* of Warrior House Dai Da Chi were hunting them.

GAME SETUP

Recommended Terrain: Foot Fall

Set up the mapsheets in Breakthrough format (see p. 261, *TW*). The Defender selects one short edge as their home edge; the opposite short edge is the Attacker's.

Attacker

Recommended Forces: Stone's Pride

Prior to play the Attacker must deploy all units within 12 hexes of the middle of the playing area towards their home edge.

Defender

Recommended Forces: Sixth CRC, Warrior House Dai Da Chi

The defending force equals 100% of the Attacker's total strength. Half of the Defender's force—represented by the Sixth CRC, when



TOUCHPOINT: SURVIVING SARNA.

using Recommended Forces—deploy within 8 hexes of the middle of the playing area towards their home edge prior to play. The remaining units deploy using the *Gotcha!* special rule below.

WARCHEST

Track Cost: 800

Optional Bonuses

+600 The Highlands: Use the rules for *Light Jungle*, *Level 1 Foliage*, and *Sheer Cliffs* (see pp. 31, 36, and 39, TO).

+500 Zzzap: Use the rules for *Lightning Storm* (see p. 59, TO).

OBJECTIVES

Highland Breakout (Attacker only). Attacking units must escape through the Defender's home edge. [75 per unit.]

Cat and Mouse (Defender only). Defending units successfully cripple or destroy enemy units. [75 per unit.]

No Quarter. Destroy or cripple at least 80% of the opposing units. [900]

SPECIAL RULES

The following rules are in effect for this track.

Gotcha!

At the beginning of Turn 4, the remainder of the Defender's undeployed force (Warrior House Dai Da Chi, when using Recommended Forces) may enter the playing area from the Attacker's home edge. The Defender also gains access to two Arrow IV Assault Vehicles located four mapsheets away. Prior to play, the Defender may select up to four different types of Arrow IV ammunition to be carried by the Assault Vehicles. The ammunition selection should be secretly recorded on each vehicle's

record sheet and revealed to the Attacker at the start of Turn 4. These Assault Vehicles are of Regular skill and possess their full ammunition load.

Running Ragged

Before play, the Defender must assign 1D6 armor damage to each location of every unit. This represents the Sixth's inability to repair and refit between engagements.

AFTERMATH

Catching Stone's Pride off-guard, the Dai Da Chi *janshi* quickly neutralized the RAF soldiers one at a time. This brief respite allowed the Sixth to regroup and forced Stone's Pride to retreat to their DropShips in preparation for an inevitable counterattack.

Elsewhere on Sarna, Stone's Liberators, commanded by Damien Redburn, squared off against House Imarra in a battle that largely ended in a standstill and created a strange equilibrium between the two sides.

By late May, both Stone's Pride and Stone's Revenants had pulled back to Republic space, leaving the Liberators the sole RAF unit on Sarna. Outnumbered and outgunned, Redburn fortified his position around the city of Rajput. Unwilling to give up and recognizing how close the Capellans were to folding, Redburn planned a new offensive; however, the Council of Paladins ordered Redburn and the Liberators to return to the Republic.

Heralded as a hero, Damien Redburn was awarded the Silver Cluster and inducted into the Knights of the Republic as a Paladin for his stellar service during the Sarna campaign.

NEXT TRACK

Touchpoint: Liao's Legacy



TOUCHPOINT: LIAO'S LEGACY

The rain wouldn't stop. It just kept coming. Water got into everything—our armor, our weapons, even our 'Mechs. We were soaked to the bone and tired. I mean dog-tired: tired of this war, tired of fighting Cappies, tired of everything. We just clung to our positions around HungLi like animals on Noah's Ark, just waiting for the water to recede and the Guards to come ...

SITUATION

HungLi Military Base
Liao, Republic of the Sphere
5 May 3113

Following Sun-Tzu's "ascension," the remaining forces on Liao fought with almost reckless abandon. Dynasty Guard and Red Lancers would battle the defending RAF without rest or refit for days on end, often only breaking contact when their machines broke down. However, the CCAF's constant pressure paid dividends. By the end of April, the Red Lancers had annihilated a battalion of Ninth Hastati in the Du-jin Mountains, while the Dynasty Guard sent a force to regain control of the HungLi Military Base and the coastal cities of Desu and Duan.

GAME SETUP

Recommended Terrain: Styk

Use a combination of mapsheets to recreate the HungLi and Liao coastal terrain. At least one map should be a Military Base map and have two map edges available. Set up the maps in standard format. The two edges of the Military Base map are the Defender's home edges; the remaining two edges are the Attacker's. The Defender must also place 1D6 + 3 Level 1 Medium Buildings (CF 30 with 15 points of armor) on the Military Base Map to represent the Ninth Hastati's supply depots.

Attacker

Recommended Forces: Dynasty Guard

The Attacker equals 175% of the Defender's total force and enters the playing area from either of the Attacker's map edges at the beginning of play.

Defender

Recommended Forces: Ninth Hastati

The defending force must be 25% combat vehicles and conventional infantry, and may deploy anywhere on the playing field within 2 hexes from any Attacker's edge. Up to half of the defending force may deploy using a combination of *Hidden Units* (see p. 259, TW) or in *Improved Positions* (see p. 198, TO). The Defender may secretly deploy six 15-point Command-Detonated Minefields (see p. 209, TO).

WARCHEST

Track Cost: 800

Optional Bonuses

+800 Cuts to the Bone: Use the rules for *Gusting Rain* and *Shifting Winds* (see pp. 57 and 59, TO).

OBJECTIVES

No Quarter. Destroy or cripple at least 70% of the opposing units. [900]

Necessary Supplies. Protect or destroy the Supply Depots. [150 per building.]

SPECIAL RULES

The following rules are in effect for this track.

HungLi Military Base

The Defender deploys one turret for every full lance of 'Mechs deployed by the Attacker. These turrets must be deployed within 2 hexes of a placed supply depot. Each turret is a Heavy Level 2 Building (CF 50) with 30 points of armor, 16 tons of crewed weapons, and an independent fusion reactor. The turret crews have Regular skill.

Running Ragged

Every time an Attacker's unit declares weapons fire (including TAG and Anti-Missile Systems), the Attacker must follow the rules for *Fumbles* (see p. 75, TO).

Bone Tired

Neither side has had much rest since Sun-Tzu's ascension. Both the CCAF and RAF are on the verge of exhaustion. All units start with a +1 Piloting Skill Roll modifier as if fatigued and use the rules for *Fatigue* (see p. 198, TO) for the remainder of the track.

AFTERMATH

Despite equipment failures and combat losses, the Capellan troops secured the region. However, Stone's Lament unexpectedly struck in early May, sending the CCAF on the defensive. Combined with the Amaterasu and the Ninth Hastati, the Lament ejected the Dynasty Guard and Red Lancers from all of their recently won territory until only the ruins of Chang-an remained under CCAF control. Though the Capellan troops dug in for a final stand against the Republic, the fighting came to a sudden and unexpected end on June 2 when Devlin Stone and Daoshen Liao signed the Sarna Armistice.

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Tian-Zong TNZ-N3 Jasmina

Movement Points: Tonnage: 75
Walking: 4 Tech Base: Inner Sphere
Running: 6 Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Angel ECM Suite	CT	1	[E]	3	8	17	6
1	Light Gauss Rifle	RT	1	8 [DB,X]	3	8	17	25
1	Light Gauss Rifle	LT	1	8 [DB,X]	3	8	17	25
1	ER PPC	RA	15	10 [DE]	7	14	23	
2	ER Medium Laser	LA	5	5 [DE]	4	8	12	

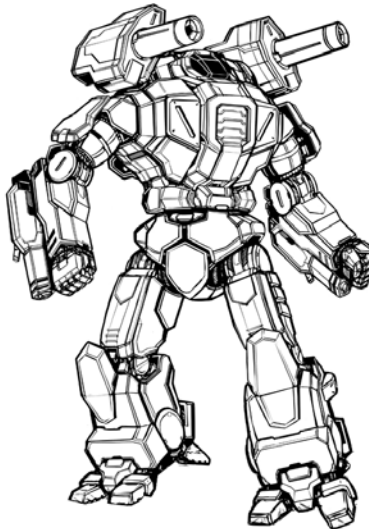
BV: 1,826

WARRIOR DATA

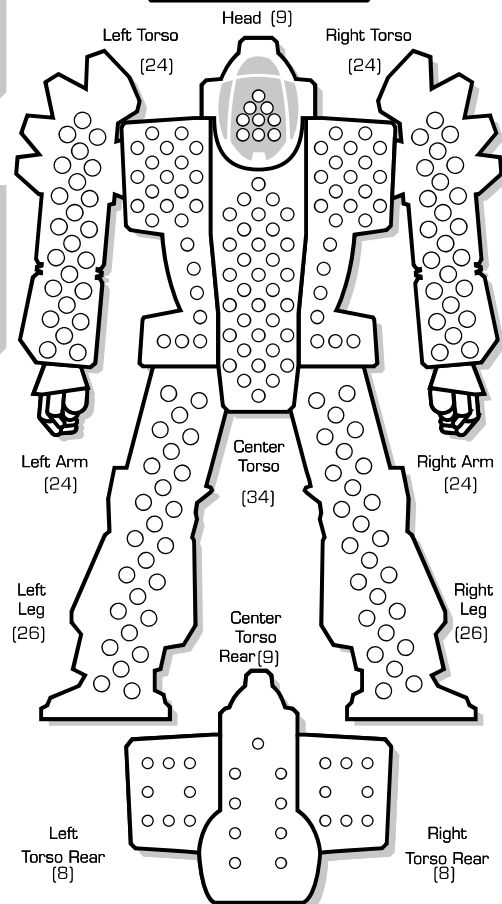
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Double Heat Sink
- Double Heat Sink

- Double Heat Sink
- ER Medium Laser
- ER Medium Laser
- Endo-Composite
- Stealth
- Stealth

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Light Gauss Rifle
- Light Gauss Rifle
- Light Gauss Rifle

- Light Gauss Rifle
- Light Gauss Rifle
- Ammo (Light Gauss) 16
- Endo-Composite
- Stealth
- Stealth

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Stealth
- Stealth

Head

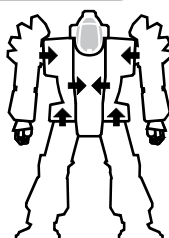
- Life Support
- Sensors
- Small Cockpit
- Sensors
- Ammo (Light Gauss) 16
- Endo-Composite

Center Torso

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

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Angel ECM Suite
- Angel ECM Suite

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER PPC
- ER PPC

- ER PPC
- Endo-Composite
- Endo-Composite
- Endo-Composite
- Stealth
- Stealth

Right Torso

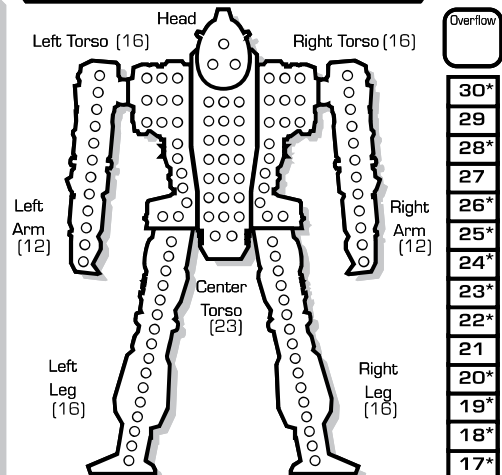
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Light Gauss Rifle
- Light Gauss Rifle
- Light Gauss Rifle

- Light Gauss Rifle
- Light Gauss Rifle
- Ammo (Light Gauss) 16
- Endo-Composite
- Stealth
- Stealth

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Stealth
- Stealth

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Orion IIC Burton

Movement Points: Tonnage: 75
 Walking: 4 Tech Base: Clan
 Running: 6 Era: Dark Age
 Jumping: 4

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Laser AMS	HD	5	— [PD]	—	—	—	—
1	HAG/20	RT	4	20 [C,F,X]	2	8	16	24
1	ATM 3	LT	2	[M,C,S]	—	—	—	—
	Standard			2/Msl	4	5	10	15
	Extended-Range			1/Msl	4	9	18	27
	High-Explosive			3/Msl	—	3	6	9
1	Light Active Probe	LT	—	[E]	—	—	—	3
1	ER Large Laser	RA	12	10 [DE]	—	8	15	25
1	ER Large Laser	LA	12	10 [DE]	—	8	15	25
1	Streak LRM 15	LA	5	1/Msl [M,C]	—	7	14	21

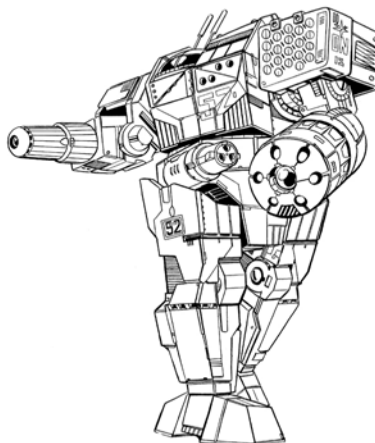
BV: 2,746

WARRIOR DATA

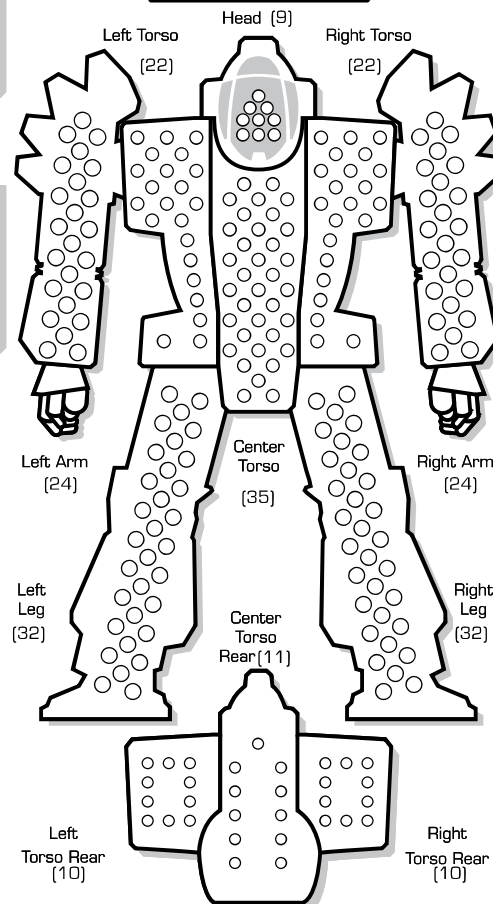
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Streak LRM 15
- 5 Streak LRM 15
- 6 Streak LRM 15

- ER Large Laser
- Endo Steel
- Endo Steel
- 4-6 Endo Steel
- Endo Steel
- Endo Steel

Left Torso(CASE)

- XL Fusion Engine
- XL Fusion Engine
- 1-3 Double Heat Sink
- 4 Double Heat Sink
- 5 ATM 3
- 6 ATM 3
- 1 Ammo (ATM 3) 20
- 2 Ammo (ATM 3) 20
- 3 Ammo (Streak LRM 15) 8
- 4-6 4 Ammo (Streak LRM 15) 8
- 5 Light Active Probe
- 6 Endo Steel

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

Head

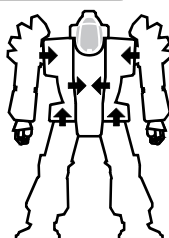
- Life Support
- Sensors
- Cockpit
- Laser AMS
- 5 Sensors
- 6 Life Support

Center Torso

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

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- 4-6 XL Fusion Engine
- 5 Double Heat Sink
- 6 Double Heat Sink

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- 3 Lower Arm Actuator
- 4 ER Large Laser
- 5 Endo Steel
- 6 Ferro-Fibrous

- Ferro-Fibrous
- Ferro-Fibrous
- 4-6 Ferro-Fibrous
- 4 Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

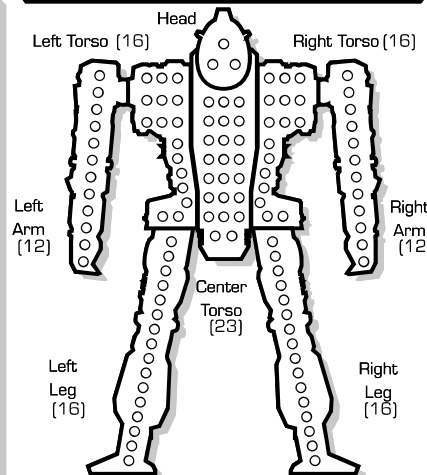
Right Torso(CASE)

- XL Fusion Engine
- XL Fusion Engine
- 1-3 Double Heat Sink
- 4 Double Heat Sink
- 5 HAG/20
- 6 HAG/20
- 1 HAG/20
- 2 HAG/20
- 3 HAG/20
- 4-6 HAG/20
- 5 Ammo (HAG 20) 6
- 6 Ammo (HAG 20) 6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Centurion CN9-YLW3 "Yen Lo Wang"

Movement Points: **Tonnage:** 50
Walking: 4 [5] **Tech Base:** Mixed Tech (I.S.)
Running: 6 [8] **Era:** Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser (Clan)	CT	5	7 [DE]	—	5	10	15
1	LRM 20 (Clan)	LT	6	1/Msl [M.C.S.]	—	7	14	21
1	Gauss Rifle (Clan)	RA	1	15 [DB.X]	2	7	15	22
1	Hatchet	LA	—	10	—	—	—	—

BV: 1,815

WARRIOR DATA

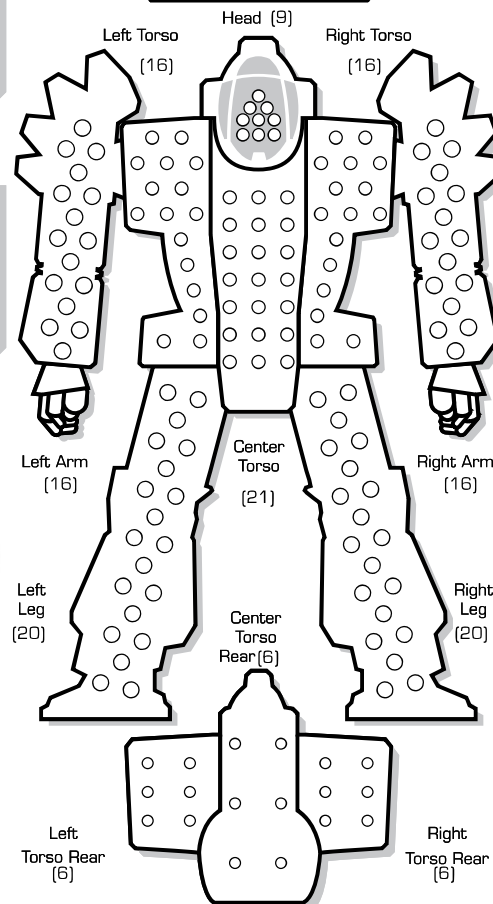
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Double Heat Sink
 - Hatchet
 - Hatchet
 - Hatchet
 - Hatchet
 - Triple-Strength Myomer
- 4-6

Left Torso

- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - LRM 20 (Clan)
 - LRM 20 (Clan)
 - LRM 20 (Clan)
- 1-3
- LRM 20 (Clan)
 - Ammo (LRM 20) 6
 - Ammo (LRM 20) 6
 - CASE II (Clan)
 - Light Ferro-Fibrous
 - Triple-Strength Myomer
- 4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Light Ferro-Fibrous
- Triple-Strength Myomer

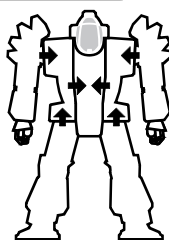
Head

- Life Support
- Sensors
- Cockpit
- Light Ferro-Fibrous
- Sensors
- Life Support

Center Torso

- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - ER Medium Laser (Clan)
 - Light Ferro-Fibrous
- 4-6

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



Damage Transfer Diagram

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Gauss Rifle (Clan)
 - Gauss Rifle (Clan)
 - Gauss Rifle (Clan)
- 1-3
- Gauss Rifle (Clan)
 - Gauss Rifle (Clan)
 - Gauss Rifle (Clan)
 - Light Ferro-Fibrous
 - Triple-Strength Myomer
 - Roll Again
- 4-6

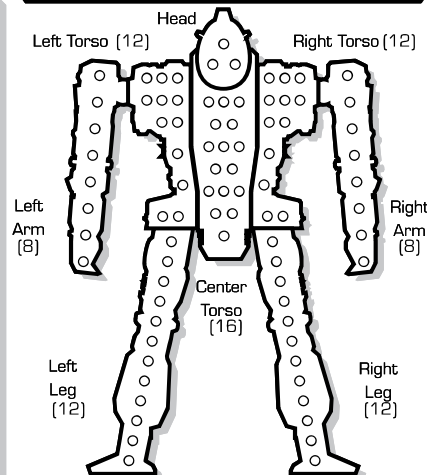
Right Torso

- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Ammo (Gauss) 8
 - Ammo (Gauss) 8
 - Light Ferro-Fibrous
 - Triple-Strength Myomer
 - Roll Again
 - Roll Again
- 4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Light Ferro-Fibrous
- Triple-Strength Myomer

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
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19*
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