

BATTLETECH



OPERATIONAL TURNING POINTS

DEATH TO MERCENARIES



CATALYST
game labs

A BATTLETECH SOURCEBOOKS COMPANION

PRESSURE.....

BLUE SWANN
HARROW'S SUN
FEDERATED SUNS
26 JULY 3028

The last round hammered out of the barrel of the Whirlwind autocannon over Lieutenant Robert Becker's cockpit with a finality that felt like silence, for all the clamor of destruction around him. Becker looked at the ammunition feed counter again, knowing that the magazine was empty but hoping he was wrong. He wasn't wrong. Alarms screamed for his attention in the *Marauder's* cockpit but he ignored them.

The target of the Whirlwind's affections, a matte-gray *Vulcan* of the Eighth Galedon Regulars, crumpled around the round as it pulverized the last of the armor protecting its own autocannon ammunition. Explosions trickled out of the gaping hole in its torso as the rounds gang-fired in their cassettes. The forty-ton Drac 'Mech collapsed around itself. The jock inside didn't eject.

"That's the last of them," Truley, his lance second, reported. The sergeant's *Zeus* was leaning against a section of wall. Smoke billowed out of its shattered right shoulder. "Eleven of them. We counted."

Becker stopped the *Marauder* and let go his controls for a moment. He flexed his hands, trying to stave off the cramps he knew were coming from the death grip he'd held on the sticks for the last half-hour. The *Marauder's* heat sinks were blasting hot air into the cool atmosphere as quickly as possible but the cockpit was still a sauna. He wanted to open the faceplate of his neurohelmet, wipe the sweat on his brow. He didn't dare. The Snakes would be back... *which means we need to reconsolidate.*

Reconsolidate. Becker laughed. How many times would this be, then? His lance became the Assault Lance of the Fourth Provisional Company, Gamma Regiment, Wolf's Dragoons, after Misery. Most of the rest of the company—*hell, the battalion*—was already dead or out of the fight, so he hadn't minded not getting his own company. He'd brought his lance through all right.

Behind Truley's *Zeus* Timmy Storrs' big *Charger* was helping January's *Wolfhound* to its feet. The thirty-five ton 'Mech had fallen when a Snake *Stinger* came down out of a jump on its shoulders, but Timmy's eighty-ton *Charger* had taken care of that jock with one big foot.

A tone sounded on Becker's com board. "Becker. Report."

He sounds tired. "Sir, no losses. We've accounted for eleven Drac 'Mechs in our zone. No information on whether they have support moving up."

"Excellent work, Robert," Major Arthur Dumont said. "And don't worry—they're coming again. Recon puts them five minutes out." A different signal pinged on Becker's map board, showing the reported position of the incoming Galedon Regulars. Becker eyed the position, his mind automatically replacing the terrain icons with rocks and trenches and minefields. He'd been standing on this patch of ground for three weeks.

"We need ammo, sir," Becker said. The zero-reading on his autocannon feed glared at him in crimson accusation. "I'm out, my people are out."

"There isn't any," Dumont said simply.

"Sir."

"Hold your ground, Captain." Dumont paused. Becker hovered his finger over the key to cut the transmission off—*what else was there left to say?* "They got Bax, Robert."

"Colonel Arbuthnot?"

"Yeah. He was moving between the lines and got ambushed." Dumont stopped again. "Tell your people. It hasn't calmed down any."

"I will, sir," Becker said. The signal lamp died. Dumont was gone.

When Becker blinked he was back on Misery, back in the ice and the snow with the Snakes coming from everywhere and the damn cold wind blowing in through the crack in his canopy—he opened his eyes. Misery was Hell, pure and simple, but all the colonels had survived. Most of the majors, even. Losing Baxter Arbuthnot hurt—and Becker wasn't even in Epsilon.

Becker shook his head and keyed the lance channel. "Listen up: the Snakes killed Colonel Arbuthnot." He didn't wait for any replies. "The Major wanted me to tell you that, so you'd know the Snakes haven't forgotten Misery. I know you haven't."

"Too damn right," Storrs blurted.

"There's more of them coming—couple of minutes out. We're going to hold right here."

"I'm out of missiles, Loot," Truley said.

"There's no resupply in range."

The *Zeus* stepped away from the wall it'd been leaning against and raised its left arm. "Guess it's a good thing I let Toomey switch out for this peeper, then," Truley said, brandishing the *Zeus'* big PPC.

"We getting any support?" January asked.

"The rest of the company is holding the next two zones." Becker nudged the *Marauder* forward so it was the leading 'Mech. "We took out a company the last time. We can do it again."

"That was a light company, Cap'n," Truley said on his discrete channel.

"Maybe the next one will be, too."

Some artillery fell in the distance beyond the Blue Swann line. Fort Belvoir had held out for a month against the Drac assault, and if the Snakes wanted to line up and let the Dragoons pick them off as they came through the layered defenses that was just fine with Becker. He was tired, though. His hands and his forearms ached from being at the *Marauder's* controls for so long. His mind ached from being in combat for so long. *Maybe the jocks still on Misery finally got some rest...*

Movement triggered a warning ping on Becker's HUD. A red caret appeared, moving along the wall toward them. Becker toggled the switch on his console that would echo the information to the other 'Mechs in his lance and waited, weapons at the ready. He was a hundred and fifty meters back from break in the wall; knife-range for his PPCs and adequate for his lasers. The caret neared the break. A shape appeared, shaded by the wall because of the angle of the light—

—a *Shadow Hawk*—

PRESSURE.....

Becker fired. Both the *Marauder's* thick forearms spat a slug of accelerated ions into the *Shadow Hawk's* chest. The Kurita 'Mech staggered as armor exploded away, pushing against the fifty-five ton mass like rockets. A third PPC—Truley's—missed to the left and exploded a two-meter patch of the wall. If the Snake 'Mech had been a man it'd have been shredded by chips of ferrocrete, but its armor brushed the shrapnel off. Lasers, three bright ruby beams from Storrs' *Charger* and a fourth from January's *Wolfhound*, brushed away the last vestiges of armor covering its chest and left leg. In six or seven seconds the Drac medium 'Mech had been denuded to the point of flight. Becker watched the 'Mech, riding out of the desultory trio of long-range missiles and autocannon fire that pitted the armor over the *Marauder's* left breast.

He'll either move forward to clear the breach, or he'll go back, for cover... If he did the first, Becker would hit him again with both PPCs and lasers, and damn the heat. If he did the second, he'd hold his fire for the next one through, and hope the Marauder's heat sinks could bring the waste heat from the first barrage under control. And if I have time, I'll have the techs strip the damn autocannon off and fill the space with more heat sinks...

The *Shadow Hawk* disappeared over the wall in a short leap on its jump jets. Becker exhaled, loosened his fingers—

A sixty-ton *Dragon* charged through the breach without slowing, missiles flushing from its chest-mounted launcher. A second *Dragon* followed, and then a seventy-ton *Grasshopper*. Becker fired without thinking—one of his PPCs hit the *Grasshopper* in the arm. The other wasted itself on the horizon behind it. More Kurita 'Mechs moved in the smoke behind the leading three. The rest of Becker's lance fired and hit, but they

weren't enough. Three or four hits from the lance's big weapons were enough to cripple the recon company that had rushed in earlier. Those same hits weren't enough to stop an assault company of fast heavies.

Becker's fingers keyed the delta call into his console. "Major, they're coming through. Get someone behind us, because we're not stopping them." The PPCs recycled and he fired, aiming more carefully. Both blue-white streaks burned the *Grasshopper* off its feet, although the Drac jock was rocking the 'Mech to its knees almost as fast as it fell.

"They're pressing everywhere," Dumont's reply came. Becker heard the heat alarms in Dumont's cockpit screaming for attention. "Hold the line, Lieuten—"

The signal died.

Becker screamed in frustration. One of the *Dragons* crashed into the wall alongside Truley's *Zeus* when it missed trying to crush the *Zeus* between it and the wall. January's little *Wolfhound* bounded past Becker's *Marauder* at more than ninety kilometers per hour and crashed into the second *Dragon*. Both 'Mechs fell, but the *Dragon* got back up. Laser and autocannon fire blasted armor over the *Marauder's* heart. A Klaxon blared to life as one of the lasers nicked the reactor shielding. Becker slammed the throttle forward and fired again at the *Grasshopper*. Both PPCs drilled the 'Mech's torso armor but failed to penetrate. The *Marauder's* long-legged gait ate off the meters between them. The *Grasshopper's* jock shook the PPC impacts off and set the 'Mech's feet to receive him.

The impact of seventy-five tons of *Marauder* striking seventy tons of *Grasshopper* knocked Becker into the dark quiet of nothingness...



INTRODUCTION

INTRODUCTION

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

The general information contained in the **Atlas** and **Combatants** sections gives players the tools needed to fight an infinite number of engagements, while the **Track** section gives details on some of the more pivotal battles of the campaign. The **Track** sections can be used with stand-alone games set in 3028.

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 you will find terrain tables broken into various categories. These tables can be used as a random chart to determine the maps used in the tracks, or simply as a guide to give you ideas of the types of terrain found on the world. This section also contains a list of various additional terrain types, environment and other rules that can be used to enhance your game experience. All players should agree whether or not to use any or all of these features before play begins.

The **Combatants** section gives details of the units who participated in the conflict and can be used by players who wish

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

The **Tracks** section presents both *Mission* and *Touchpoint* tracks, allowing player groups to build full-fledged campaigns set during the events listed. A general guideline for how to begin fighting the historical campaign is included in **How to Use the Campaign**. Each of the *Mission* Tracks is reusable, and the *Touchpoints* cover several key battles that occurred during the campaign, though they are not the only ones. Players wishing to incorporate these tracks into their *Chaos Campaign* campaigns should use the Warchest Points (WP) listed in the brackets. Optional points are awarded only if the group achieves at least one Objective while using the listed option. Objective points are cumulative as they are achieved, unless otherwise noted.

Players wishing to run an even richer campaign should begin with *Historical Turning Points: Misery* and may use their units and/or their final Warchest Point total from that campaign as their starting WP for *OTP: Death to Mercenaries*.

The **Annex** section contains two official Record Sheets, one for the field-expedient ANH-1E *Annihilator* and another for the custom *Victor* of *Tai-sho* Li Dok To.

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For more information about the various battles mentioned in *Operational Turning Points: Death to Mercenaries*, please look at the sourcebooks *BattlePack: Fourth Succession War*, *The Fourth Succession War Military Atlas: Volume One*, *The Fourth Succession War Military Atlas: Volume Two*, *The Fourth Succession War Military Atlas: Scenarios*, and *Wolf's Dragoons*. All offer further details that may enhance the flavor of gameplay based on *OTP: Death to Mercenaries*.

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STAR LEAGUE ERA



SUCCESSION WARS ERA

CLAN INVASION ERA



CIVIL WAR ERA

JIHAD ERA



DARK AGE ERA



ATLAS

CROSSING

Noble Ruler: Duke James Sandoval
Appointed Ruler: Baron Edward Caine
Star Type (Recharge Time): G4V (185 hours)
Position in System: 4
Time to Jump Point: 7.96
Number of Satellites: 4 (Wayfarer, Journeyman, Trinket, Scope)
Surface Gravity: .99
Atm. Pressure: Standard (Breathable)
Equatorial Temperature: 37° C (Arid)
Surface Water: 78 percent
Recharging Station: Zenith
HPG Class Type: B
Highest Native Life: Insects
Population (3028): 282,730,000
Socio-Industrial Levels: C-C-D-C-B

Crossing has always been an important world in the Davion border defenses against the Draconis Combine. In fact, the world's location and apt name have made it a popular waystation for troops and logistical trains moving to and from the Kurita border, and much of the world's southern continent, Charon, is given over to military reservations and rest and recreation facilities for the AFFS.

The western continent, Ganse, is home to the planetary capital of Averrant City and the famous bowl of Tartarus Caldera. The western Shores area is a highly-sought-out vacation destination for nobles from across the Draconis March. The waters of the Averrant Sea are near-crystal clear, thanks to unique monocellular plankton analogue in Crossing's seas and there are no natural predators. Averrant City, fourteen kilometers north of the Shores, is home to the largest non-military spaceport on the planet.

Two of Crossing's moons, Wayfarer and Trinket, are AFFS military reservations. Wayfarer hosts the third-largest regional aerospace proving ground in the Draconis March. Run by the Department of the Quartermaster, the Wayfarer ranges are used extensively for testing new munitions and seeker heads from new manufacturers to make sure they conform to the performance standards of regular AFFS suppliers. Trinket is home to the Draconis March Militia's hostile environment warfare center, which trains infantrymen for combat in vacuum and near-death pressure environments. As many as two infantry regiments are normally barracked on Trinket at any one time, although daily shuttle flights rotate down to Averrant City for rest and relaxation.

Much of Crossing's civilian population is made up of retired AFFS veterans and much of the existent cottage industry caters to them and their families. Indeed, so much of certain Crossing cities like Crassus and New Rhodes are made up of veterans, and the local governments so timocratic in bent, that the MIO keeps a quiet presence on Crossing to make sure that dangerous elements like the Warrior's Cabal don't make appreciable gains while the state is occupied with the war against Kurita and Liao.

Baron Caine has been quietly spending political capital in the

rest of the March for an expansion of the Draconis March Militia to Crossing. The DMM has historically been unwilling to allocate more resources to the planet, given its already strengthened position with the normal military traffic and the presence of such strong aerospace defenses on Wayfarer, but with hostilities underway it seems likely that Duke Sandoval may take more interest in the proposal. The crush of equipping so many regiments actively fighting, however, makes it unlikely that the vehicles and 'Mechs would be available even if Robinson does approve the idea.

GLENMORA

Noble Ruler: Duke James Sandoval
Appointed Ruler: Baron Dassault Edgerton
Star Type (Recharge Time): G2V (183 hours)
Position in System: 3
Time to Jump Point: 9.12
Number of Satellites: 0
Surface Gravity: 1.01
Atm. Pressure: Standard (Breathable)
Equatorial Temperature: 27° C (Arid)
Surface Water: 78 percent
Recharging Station: Zenith
HPG Class Type: B
Highest Native Life: Insect
Population (3028): 191,460,000
Socio-Industrial Levels: C-C-D-C-B

Glenmora is most famous for the volcano fields of Hades, its largest and most populous continent. Seventy percent of Glenmora's population lives and works under the constant overcast of Hades, but the remaining thirty percent are spread across a series of large islands, too small to be continents, that ring the equator of the world. Hades' chemical factories provide much of the income from Glenmora's export tariffs, but the rare—and pure—metals pulled from the seabeds around Davison and Carson are just as profitable.

Tronka, Glenmora's largest city, is home to the capital and the planetary assembly that supports the baron's political schemes. The Glenmorans have a small independent streak, which appears at odds with how much they support their baron's policies. Baron Edgerton, who seems to prefer his subjects' indifference to his wants, spends much of his year on the resort island of Cape Sarah, wooing potential investors for the Hades-based chemical conglomerates. His *fetes* are near-legendary in the Draconis March, and rumor has it that the recent establishment of a New Avalon Institute of Science (NAIS) geological resource station in northern Hades is the result of a wager between the baron and one of the NAIS' provosts during the 3024 Grand Cape Sarah Regatta. Many pundits suspect the people's affirmation of their baron's hands-off policy is a result of their agreement with his successes; for the most part, he provides the opportunity, and the people provide the successful advancement.

ATLAS

The lava fields on Hades make the topography oft-changing and uncertain; for this reason, some of the Draconis March Militia's more fiendish officers send their troops on land-navigation tests in the wilderness northwest of Tronka. The near-perpetual overcast from the volcanoes make stellar navigation more or less impossible and the temporal nature of most of the maps of Glenmora make cheating very difficult. DMM troops scheduled to rotate to Glenmora often despise the duty, knowing they'll be shown up by the native Glenmoran militia regiments.

Glenmora's precipitous position along the Combine border has made it the target of many raids over the years, which has encouraged it to maintain a large standing militia. In addition to the usual complement of infantry and motorized infantry regiments, Glenmora's militia also stands up several tank regiments; these heavy armor formations train extensively with the DMM and other visiting military commands.

HARROW'S SUN

Noble Ruler: Duke James Sandoval
Appointed Ruler: Baron Yves Muetter
Star Type (Recharge Time): G1V (182 hours)
Position in System: 2
Time to Jump Point: 9.75
Number of Satellites: 2 (Boon, Bane)
Surface Gravity: .96
Atm. Pressure: Standard (Breathable)
Equatorial Temperature: 32° C (Arid)
Surface Water: 46 percent
Recharging Station: Zenith
HPG Class Type: B
Highest Native Life: Mammal
Population (3028): 1,458,330,000
Socio-Industrial Levels: C-C-D-C-B

Harrow's Sun is an important facet in the Davion border defenses, and the world has been struck several times by heavy fighting between the Federated Suns and the Draconis Combine. It is a large world, in terms of area, with a little more than half its surface available for use. The remaining percentage, mainly made up of heavily alkali oceans and thick, glacial ice caps, is mostly unused. The fauna that grows in the oceans is indigestible by humans even after processing, and is consequently ignored by the world's inhabitants.

With so much land available and so much need for military interests, much of the southern ranges of the continent Briseis are given over to military reservations. There are temporary barracks there for six regimental combat teams; they were last used at capacity during the Operation: Galahad exercises in 3026 and 27. An AFFS caretaker unit, an armored regiment that doubles as the opposing force on nearby proving grounds and two brigades of light combat engineers tasked with maintenance, sprawls in the area.

The civilian industry of Harrow's Sun is notably focused on heavy industry. So often does combat erupt that earthmovers,

ferrocrete fabricators, and fortification engineers are called to duty and are thus always in short supply; the fields are common trades for those young people of the Sun who don't go for soldiering. Baron Muetter's government is making attempts to diversify the workforce more evenly across the world but with so much space available, enclaves have built up, each with a different focus.

Most of the planet's small concentration of heavy industry is located on Paris, the largest continent, and easily expanded into military occupations. The continent's schools are trade schools and military preparatory academies. Priam, the smaller continent to the south, is largely agrarian, containing arguably some of the best vineyards in the Inner Sphere. Priams do not mix well with Parisians—the Parisians look down on the Priams like poor relations and the Priams deride the Parisians for elitist snobs. Only outside observers recognize that the largely advanced agronomy practiced on Priam is only made possible with the industrial support of the northern continent, just as the people of Paris would starve without the easy access to foodstuffs provided from the south.

A recharge station rests at the zenith jump point, but the extra-atmosphere security forces are based on Bane, one of the Sun's moons. An AFFS marine division is permanently stationed there with a fleet of intrasystem boarding shuttles and converted passenger DropShips, while two wings of aerospace fighters normally provide escort. With the recent flare-ups along the border, Harrow's Sun militia pilots have been forced to take over the escort duties as the frontline wings have been called away.

WAPAKONETA

Noble Ruler: Duke James Sandoval
Appointed Ruler: Baron Athelren Palm
Star Type (Recharge Time): K0V (191 hours)
Position in System: 6
Time to Jump Point: 5.48
Number of Satellites: 1 (Auglaize)
Surface Gravity: .98
Atm. Pressure: Standard (Breathable)
Equatorial Temperature: 29° C (Arid)
Surface Water: 87 percent
Recharging Station: Zenith
HPG Class Type: B
Highest Native Life: Mammal
Population (3028): 632,230,000
Socio-Industrial Levels: C-C-D-C-B

Wapakoneta is a pleasant world of freshwater oceans and many small idyllic islands dot the equator. Water covers most of the planet, and although the five large landmasses are technically continents, it is the many small islands that bring Wapakoneta most of its fame.

New Wisconsin, the largest and warmest of the continents, is home to the planet's capital and much of its population. It sits astride the equator, giving it large tracts of verdant forests that

ATLAS

cover the topographically-diverse landscape. Far to the north is Little Florida Island, the smallest of the planet's five continents. Aside from the seaport city of Tassel, Little Florida Island is almost entirely covered in glaciers. The other three continents are spread evenly through the frozen and temperate zones but the massive typhoons that rage across make them largely uninhabited.

Scattered amongst the continents are myriad islands, ranging in size from small coral atolls to landmasses that cover thousands of square kilometers. One such large island, Palm Island, is the hereditary seat of the Palm family, who have ruled Wapakoneta in New Avalon's name for 200 years. The seventh and current baron, Athelren, is a veteran of the AFFS who retired at the rank of marshal in 3020. The Palms have traditionally ruled Wapakoneta with a soft hand, allowing the local authorities whatever latitude they deem best as long as the planet as a whole meets its obligations to the Federated Suns.

Stygian Shoals, forty kilometers off the south coast of Little Florida Island, is the main AFFS field base on Wapakoneta. An island roughly sixty kilometers long and sixteen wide, it serves as the main transient barracks for troops moving through Wapakoneta along the Draconis March front. It is also home to the Draconis March's leading marine combat school, Camp Getty.

Much of the export industry of Wapakoneta is concentrated on the north coast of New Wisconsin, where aquaculture processing plants prepackage a number of foodstuffs for export to nearby worlds. The specialty industry is especially lucrative there. Flash-frozen swordfin goes for nearly ninety C-bills per kilogram on the *haute* cuisine markets of Glenmora and Crossing, and the Dieter Cartel, who handle much of the trade, maintain their own small fleet of DropShips and shuttles to make the delivery runs.

The tourist and vacation industry amongst the many islands doesn't draw nearly the numbers of visitors that the Palms would like, but enough native Wapakonetans choose to vacation away from their homes that the businesses stays alive year-round. Recent media efforts to attract more visitors from around the Draconis March have fallen flat as tensions have risen along the Combine border.

MAPSHEETS

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

TERRAIN TABLE

CROSSING

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

CALDERA	Result	Map
	1	Large Mountain #1 (MS5, MSC1)
	2	Large Mountain #2 (MS5, MSC1)
	3	Box Canyon (MS6, MSC2)
	4	Desert Mountain #1 (MS3, MSC1)
	5	Desert Mountain #2 (MS3, MSC1)
	6	Desert Sinkhole #1 (MS3, MSC1)

GLENMORA

NOTE: MAY USE MAGMA MODIFICATIONS (SEE PP. 36-38, TO)

GRASSLAND	Result	Map
	1	Rolling Hills #1 (MS3, MSC1)
	2	Box Canyon (MS6, MSC2)
	3	Desert Sinkhole #1 (MS3, MSC1)
	4	Desert Mountain #2 (MS3, MSC1)
	5	Scattered Woods (MS2, MSC2)
	6	BattleTech (BT, MS2, MSC1)

HARROW'S SUN

NOTE: MAY USE PLANTED FIELDS MODIFICATIONS (SEE P. 38, TO)

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

WAPAKONETA

NOTE: MAY USE EXTREME DEPTHS MODIFICATIONS (SEE PP. 42-43, TO)

COASTAL	Result	Map
	1	Seaport (MS7)
	2	Wide River (MS6, MSC2)
	3	Coast #2 (MS7)
	4	Coast #1 (MS7)
	5	Lake Area (MS2, MSC1)
	6	BattleTech (BT, MS2, MSC1)

RANDOM ASSIGNMENT TABLE

RANDOM ASSIGNMENT TABLE: DEATH TO MERCENARIES, 3028

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

LIGHT 'MECHS	2D6	DRACONIS COMBINE	WOLF'S DRAGOONS
	2	QLK-QA Valkyrie	JR7-D Jenner
	3	LCT-1V Locust	SDR-5V Spider
	4	STG-3R Stinger	LCT-1E Locust
	5	WSP-1K Wasp	JVN-10N Javelin
	6	JR7-D Jenner	HTN-151 Hornet
	7	JR7-D Jenner	WLF-1 Wolfhound
	8	PNT-9R Panther	FFL-4A Firefly
	9	PNT-9R Panther	WSP-1W Wasp
	10	JR7-D Jenner	FLE-15 Flea
	11	SDR-5V Spider	FLC-4N Falcon
	12	OTT-7J Ostscout	OTT-7J Ostscout
MEDIUM 'MECHS	2D6	DRACONIS COMBINE	WOLF'S DRAGOONS
	2	WHT-1H Whitworth	BJ-1 Blackjack
	3	HBK-4G Hunchback	SHD-2H Shadow Hawk
	4	GRF-1N Griffin	WVR-6R Wolverine
	5	PHX-1 Phoenix Hawk	HOP-4C Hoplite
	6	PHX-1K Phoenix Hawk	GRF-1N Griffin
	7	SHD-2K Shadow Hawk	ENF-4R Enforcer
	8	WVR-6K Wolverine	CN9-A Centurion
	9	WVR-6R Wolverine	DV-6M Dervish
	10	SHD-2H Shadow Hawk	WVR-6R Wolverine
	11	HBK-4G Hunchback	PHX-1D Phoenix Hawk
	12	ASN-21 Assassin	VND-1R Vindicator
HEAVY 'MECHS	2D6	DRACONIS COMBINE	WOLF'S DRAGOONS
	2	CRD-4K Crusader	CRD-3L Crusader
	3	GHR-5H Grasshopper	WHM-6R Warhammer
	4	CPLT-K2 Catapult	RFL-3N Rifleman
	5	WHM-6K Warhammer	ARC-2W Archer
	6	DRG-1N Dragon	ARC-2W Archer
	7	QKD-4G Quickdraw	MAD-3R Marauder
	8	DRG-1N Dragon	TDR-5S Thunderbolt
	9	ARC-2K Archer	WHM-6D Warhammer
	10	ON1-K Orion	RFL-3N Rifleman
	11	WHM-6K Warhammer	MAD-3D Marauder
	12	DRG-1G Grand Dragon	CRD-3R Crusader
ASSAULT 'MECHS	2D6	DRACONIS COMBINE	WOLF'S DRAGOONS
	2	GOL-1H Goliath	ANH-1A Annihilator
	3	ZEU-6S Zeus	AS7-D Atlas
	4	BNC-3E Banshee	SHG-2E Shogun
	5	CGR-1A1 Charger	ZEU-6T Zeus
	6	BLR-1G BattleMaster	IMP-2E Imp
	7	STK-3F Stalker	BLR-1G BattleMaster
	8	CP-10-Z Cyclops	STK-3F Stalker
	9	CGR-1A9 Charger	BLR-1G BattleMaster
	10	BLR-1G BattleMaster	CP-10-Z Cyclops
	11	VTR-9B Victor	AS7-D Atlas
	12	AS7-D Atlas	MAD-4A Marauder II

DEATH TO MERCENARIES

DEATH TO MERCENARIES

When the Fourth Succession War erupted in 3028 almost every eye in the Inner Sphere was on the advancing hordes of Davion troops gobbling up the Capellan Confederation's Tikonov and Sarna Commonalities. Those few who weren't looking in that direction were watching the ponderous bulk of House Steiner's LCAF advance across the Draconis Combine's border with surprising speed, using overwhelming force to overwhelm the Dragon's garrisons in much the same way the Federated Suns' Mechs and tanks were crushing the Liaos. The one theater of war that most pundits ignored was the oft-contentious Draconis March border of the Federated Suns and the Draconis Combine. Some of the fiercest fighting of the Succession Wars had been fought on those blood-soaked worlds, but barely any news came out. What news did escape, however, almost always bore on one name: Wolf's Dragoons.

The manner of the Dragoons' escape from the Combine at the end of their previous contract made for record-breaking holodrama, and the defeat of his troops at the hands of "mere mercenaries" enraged Coordinator Takashi Kurita more than any other action of the war. Because of his single-minded focus on annihilating the Dragoons for their affront to his honor, the Coordinator directed nearly the entire might of the Galedon Military District against the three worlds garrisoned by the Dragoons.

The fighting on Misery had been nearly debilitating for the Dragoons. They faced more than fifty percent materiel losses and nearly as high in personnel; adding insult to injury, the dishonorable Warlord of Galedon, Grieg Samsonov, had tried to have the Dragoons' families killed *en route* to their safe haven on Robinson. Because of this attack, the Dragoons were nearly as focused on the Dragon as the Combine was on the mercenaries. This enmity, hard-earned in combat and betrayal, would lead to some of the harshest fighting of the Fourth Succession War.

Intent on honoring his contract with the Federated Suns, Colonel Wolf deployed his regiments across three worlds: Alpha Regiment, reinforced by the Black Widow Company, would guard the volcanic bluffs of Hades on Glenmora; Gamma and Epsilon Regiments would garrison Harrow's Sun; and Delta and Beta Regiments would deploy to Wapakoneta. The Dragoons' dependents, guarded by the assault 'Mechs of Zeta Battalion, would go to secure cantonments on the march capital Robinson. The line regiments of the Dragoons had taken a pounding on Misery, and each of them was reorganized into provisional companies to marshal their strength. As the Dragoons dug in and made preparations on their three worlds, the Galedon Military District organized against them.

The Eighth Galedon Regulars landed away from the Dragoon defenses on Harrow's Sun in early September 3028 and destroyed a small farming community to draw the Dragoons out. The resulting chase led several companies of the Regulars into small ambush after small ambush, culminating in a near-battalion strength attack by the Dragoon command companies that crushed the pursuing Combine 'Mechs. With the Galedon Regulars concentrating their strength, Gamma and Epsilon

retreated to Fort Belvoir to face the Combine from behind fixed defenses. The fort's walls and turrets helped the weakened Dragoons hold out for a little less than a year before the two regiments boarded ship and lifted for Crossing. The Regulars were badly weakened but managed to extract a measure of revenge: Colonel Baxter Arbuthnot, commander of Epsilon Regiment, was killed in the fighting.

Just days after the Eighth Galedon hit Harrow's Sun, the Twelfth Galedon Regular and the Third Prosperpina Hussars landed on Wapakoneta to strike at Delta and Beta Regiments. Beta and Delta had gone to ground on the continent of New Wisconsin almost immediately after landing; by the time the Combine forces arrived, the Dragoons were ready for them and a steady series of raid, feints, and ambushes ensued while the Dragoons drove a wedge between the two Combine regiments. By November 3028 the Regulars and the Hussars were operating more or less independently, more as a result of personality clashes between their commanders. The Dragoons realized that their guerilla operations wouldn't have the desired effect and so they occupied the city of Hannibal to make a stand. From late 3028 to the summer of 3029 the Dragoons held the Combine regiments out of Hannibal before making their escape in June under the cover of a storm. Although they inflicted severe casualties on the Combine forces, barely four companies of the two regiments escaped to Crossing.

A day after the Galedon Regulars and Prosperpina Hussars hit Wapakoneta, the Fifth Galedon Regulars landed on Hades on Glenmora to challenge Alpha Regiment. Although Jaime Wolf himself had yet to return from the wedding of Hanse Davion and Melissia Steiner on Terra, his officers fought the Fifth valiantly and competently. Colonel Wolf arrived barely days ahead of the reinforcing Sixteenth Galedon Regulars, giving the Combine commander, *Tai-sho* Li Dok To, the strength to go after the five provisional companies of Alpha Regiment on all fronts. For several months the Combine and the Dragoon struck at each other until an ambush destroyed the Dragoons' Second Provisional Company and killed the ranking officer below Colonel Wolf, Major Coshasa DuKirk. Colonel Wolf, learning of the withdrawal of the other Dragoon regiments, withdrew Alpha from Glenmora and headed to Crossing to reunite the remnants of the regiments.

In September, almost exactly a year since hostilities had commenced, the battered remnants of the Dragoons were forced up in Tartarus Caldera on Crossing. The Dragoons, once more than five regiments strong, were battered down to less than a full regiment. The provisional structure they'd adopted after Misery was shattered; in the two-kilometer-wide crater of the caldera the Dragoons stood against the four regiments of the Fifth, Eight, Twelfth, and Sixteenth Galedon Regulars. Although all four regiments had been mauled fighting the Dragoons on other worlds, the Combine had reinforced them with trainees and academy graduates to bring them to strength.

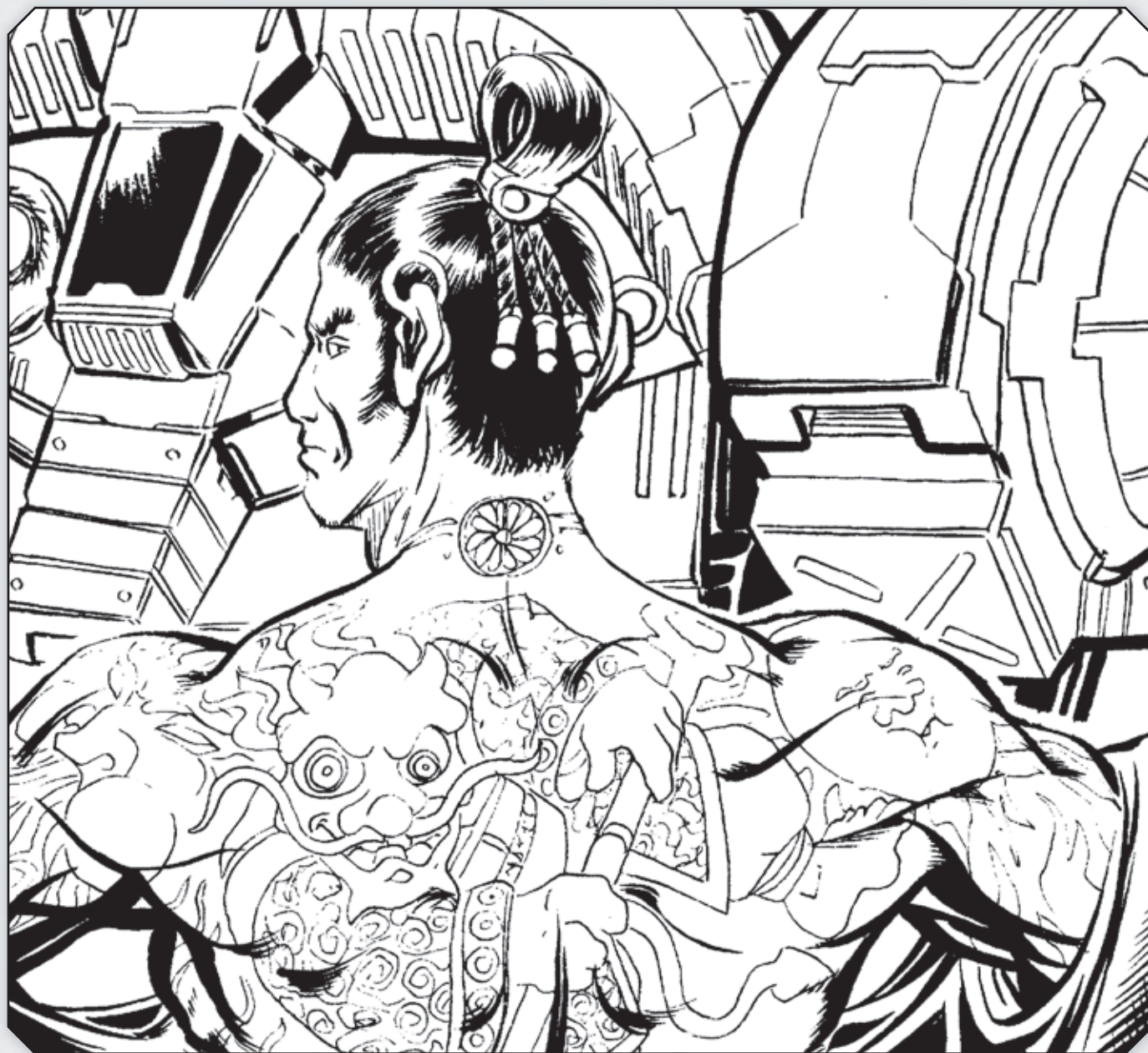
Against overwhelming odds the elite Dragoons held the Caldera for almost a month, facing down repeated attacks and an infiltration attack by DEST commandos. It was only the arrival

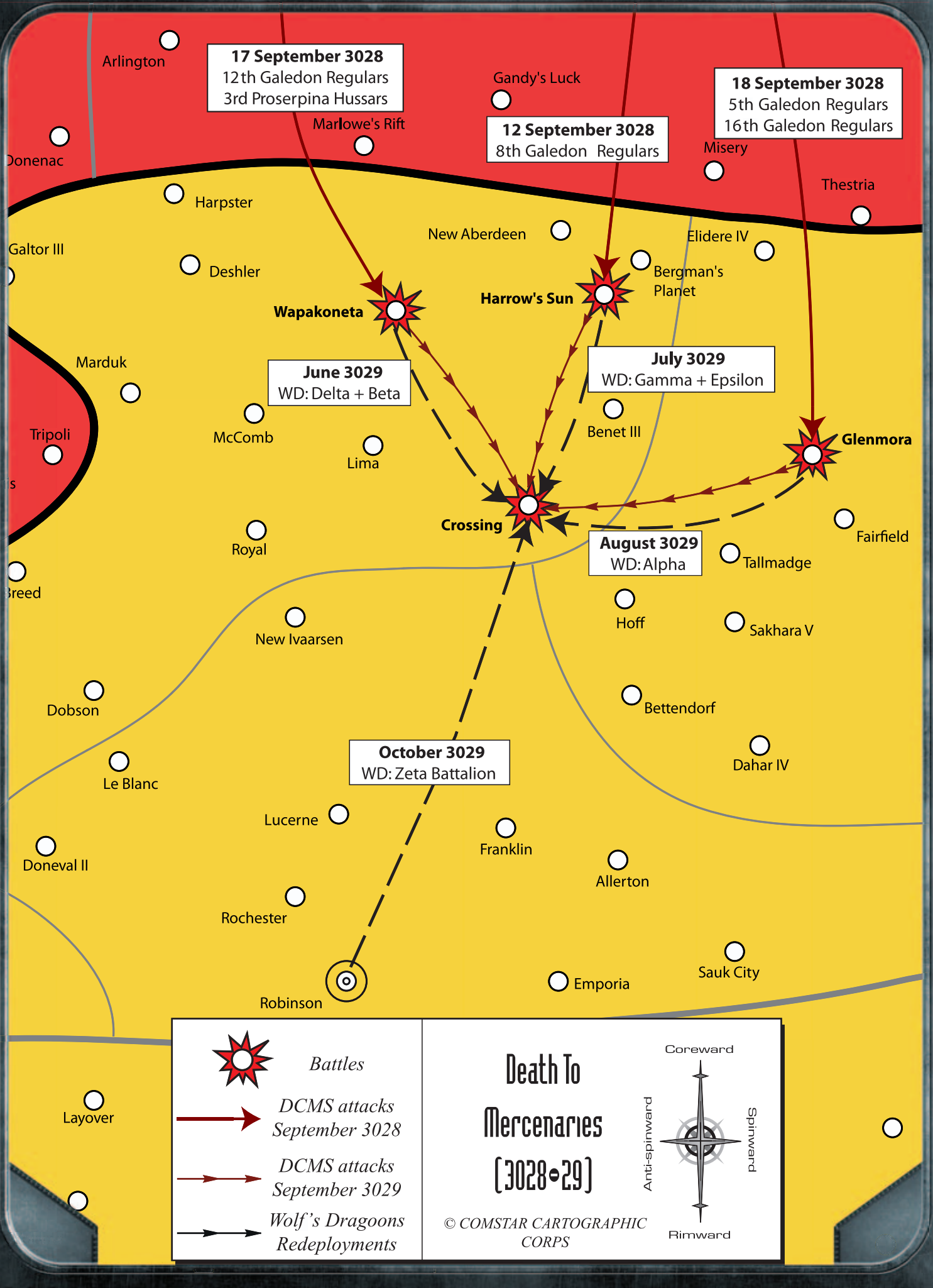
DEATH TO MERCENARIES

of first the Tenth Deneb Light Cavalry and the unexpected appearance of Zeta Battalion that allowed the Dragoons to force the Kuritans to withdraw—a withdrawal that left barely a third of the Dragoons still operational. When medical and relief columns from the AFFS arrived after the Kuritan withdrawal, they found only two 'Mechs—Colonel Wolf's *Archer* and Captain Kerensky's *Warhammer*—still moving. The rest of the Dragoons had collapsed from exhaustion.

By middle of 3029 the Combine's military had managed to divert some of the Coordinator's attention away from the Dragoons and capture a small number of Davion worlds, but those actions paled in comparison to the losses they took against

the Lyran Commonwealth and the number of Capellan worlds the AFFS had captured from House Liao. Hanse Davion, always the crafty strategist, had correctly bargained that Takashi Kurita's focus would remain on the Dragoons and other mercenaries like the Kell Hounds, who challenged his authority along the Dieron and Galedon borders. Because of that focus, the relatively weak Davion border defenses were enough to keep the Dragon from advancing toward New Avalon. In the Combine, the actions of the mercenaries were enough to sour the Coordinator and his military on mercenaries almost altogether—and Takashi's famous "Death to Mercenaries" decree would stand for several decades.





17 September 3028
12th Galedon Regulars
3rd Proserpina Hussars

Gandy's Luck
12 September 3028
8th Galedon Regulars

18 September 3028
5th Galedon Regulars
16th Galedon Regulars

June 3029
WD: Delta + Beta

July 3029
WD: Gamma + Epsilon

August 3029
WD: Alpha

October 3029
WD: Zeta Battalion



Battles



*DCMS attacks
September 3028*



*DCMS attacks
September 3029*

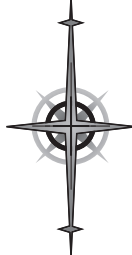


*Wolf's Dragoons
Redeployments*

Death To Mercenaries (3028-29)

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CORPS

Coreward



Spinward

Anti-spinward

Rimward

COMMANDERS



NATASHA KERENSKY

Rank: Captain, commander of The Black Widow Company, Alpha Regiment, Wolf's Dragoons

Born: unknown

The Black Widow. The First Lady of Death. The Queen of Spades. All of these appellations have been given to the commander of Kerensky's Independent Company of Wolf's Dragoons. Like almost every Dragoon—certainly every Dragoon who was with the unit when they appeared in 3005—little to nothing is known of her childhood or upbringing. No record of her attending any military academy has ever been found, nor any service record in the military of any Successor State. The only records available are of her service with Wolf's Dragoons—and that record is one that nearly any MechWarrior would kill for.

As commander of the Black Widow Company, Kerensky has welded the troublemakers and discipline cases of the Dragoons into a lethally efficient small unit, capable of precision strikes or

standing in the line of battle with regiments. The Widows are regarded as the epitome of BattleMech companies, compared only to elite House commands like McKinnon's Raiders or Sorenson's Sabres. That much of his reputation is due to the fiery woman who leads them no one disputes. She is a deadly warrior, both inside and out of her black *Warhammer*, and her few losses have all been the result of overwhelming odds or dishonorable conduct.

Although she appears in her mid-thirties, the sheer length of time she's been serving with the Dragoons would prove her actual age. Kerensky's vanity is well-known, as is her ability to use that vanity as a weapon against her enemies. Whether she undergoes cosmetic surgery out of sheer narcissism, or because she knows the value of appearance on and off the battlefield, Kerensky goes to great pains to make sure she is always the beautiful, cocksure, and deadly warrior she appears to be.

Within the Dragoons Captain Kerensky is afforded respect and access far outside her rank. She regularly attends high-level strategy meetings, where she is treated like an equal, and confers and banters with all of the colonels of the Dragoons as if she were one of them. None of the Dragoon officers appear to be uncomfortable with the situation, despite the disparity in rank.

Special Abilities: Natasha Kerensky is an Elite-level MechWarrior and Officer with a 4-level Reputation in the mercenary field. She possesses a 4-TP level Connection and a +5 Skill Roll modifier for Administration, Leadership, and Tactics. Because of her reputation, any enemy force she encounters will have at least one 1-TP Enemy. When facing troops of Veteran experience or less, she receives the Demoralizer special ability.

LI DOK TO

Rank: *Tai-sho*, Fifth Galedon Regulars

Born: 2983 (45 in 3028)

Among the samurai of the Draconis Combine Mustered Soldiery there are few consummate warriors who, attaining high rank, eschew the politics and coils of court for the battlefield. *Tai-sho* Li Dok To is one such man. Rising to the position of second-in-command of the Galedon Regulars under Warlord Grieg Samsonov in 3025, Li Dok To steadfastly, if subtly, refused to be drawn into the intrigue in the Warlord's court and instead focused on the Regulars.

A graduate of Sun Zhang, Li Dok To rose through the ranks of the Eighth Galedon Regulars quickly, reaching battalion command in nine years. From there he entered the Regulars' staff organization, rising to *tai-sa* in charge of planning in 3017. After a particularly colorful victory over a regiment of the Dieron Regulars in 3019 the Warlord promoted Li Dok To to *sho-sho* and placed him on his personal staff. The retirement of his predecessor in the XO's slot paved the way for the stolidly apolitical—but very capable—warrior to become the day-to-day field commander of the entire Galedon Regulars organization.

Unfortunately, the manner of Warlord Samonsov's assassination and the recent claims of malfeasance against him from many in the District have painted Li's reputation outside the Galedon Military District. Many are desperate to place the blame

COMMANDERS

for the Regulars' failures against the Dragoons at Samsonov's door and away from the Coordinator. Despite offering the Dragoons respectable and honorable battle, an offering that Galedon District and its people recognize, Li is faced with the stigma of defeat and many of the traditionalist court samurai quietly wonder why he hasn't already slit his own belly. Li Dok To refuses *seppuku* while the Galedon Regulars are still rebuilding and the few who know him would never expect him to ever take that course.

A reserved man in early middle age, Li Dok To maintains his fitness with *kendo* and the habit of exercise, his endurance equal to a man nearly half his age. His officers often find him pacing about field camps when on maneuvers, a noteputer clutched in his hands, stalking around the camp oblivious to those around him. This habit of concentration served him well when he was a student at Sun Zhang and he has never had need to break himself of it.

Special Abilities: Li Dok To is a Veteran-level MechWarrior and Elite-level Officer with a 5-level Reputation in the DCMS. He possesses a 4-TP level Connection and a +6 Skill Roll modifier for Administration, Leadership, and Strategy. Outside of the Galedon Military District Li Dok To suffers a 3-TP Stigma for his association with Grieg Samonsov—inside the District there is no stigma.



COMBATANTS.....

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

RAT shows which Random Assignment Table in this product (see p. 7) to roll units from if randomly determining a force. To build a unit (if not using a player-defined unit from a campaign), follow the Unit Generation rules in *Total Warfare* (see p. 264, *TW*). To see which faction tables to roll from, see the RAT entry for each combatant; take care not to select any units which had not yet been constructed; this will require, in general, using the lowest-quality rated columns (C, D, or F), as more advanced equipment generally fills in the higher-rated columns (such as A and B); alternately, when applicable, choose a variant of the unit that did exist in 3028 in place of one created later.

For a more advanced game, utilizing a broader range of 'Mechs, vehicles, and aerospace fighters, players should feel free to also utilize the RATs from *Historical: Brush Wars* (see p.139), *Starterbook: Sword & Dragon* (see p. 61), *Historical: 3039* (see p.145). *Historical Turning Point: Misery*, and *Historical Turning Point: Galtor*. Note that because these materials have a later in-universe date than this campaign, players participating in an authentic era campaign will need to choose a variant of the unit that did exist in 3028 in place of one created later. (Visit your local game store to purchase these additional products, or order them directly from www.battlecorps.com/catalog; PDFs for some products are also available.)

Unit Abilities are special game rules that apply to that unit in combat. Keep in mind these rules are optional and all players should agree to their use before gameplay begins. The brief *Notes* appended to each entry describe some of the manner in which the regiments acted.

For a richer experience, players may choose to begin the campaign with *HTP: Misery*, utilizing the characters and special abilities for any units that continue into *OTP: Death to Mercenaries*.

WOLF'S DRAGOONS

Alpha Regiment

CO: Colonel Jaime Wolf

Average Experience: Elite

RAT: Wolf's Dragoons

Unit Abilities: Although reduced in the fighting on Misery to five companies (including the famed Black Widow Company), Alpha Regiment remains the cream of the Dragoons; when determining pilot skills, add a +3 bonus to all Skill Level roll results; additionally, Alpha Regiment forces may use Banking the Initiative (see. 192, *TO*).

Notes: Alpha Regiment's warriors came away from Misery feeling as though they'd already proven their ability on the field of battle and uninterested in proving it yet again. Because of this, Alpha's lances and companies worked in quiet competence for as long as they lasted, displaying only the highest professionalism



and lack of pretension. This stood them in good stead when facing the Fifth Galedon on Glenmora and let them stand with the rest of the Dragoons on Crossing.

Beta Regiment

CO: Colonel Andrei Shostokovich

Average Experience: Elite

RAT: Wolf's Dragoons

Unit Abilities: Reorganized after Misery into five provisional companies, the MechWarriors of Beta Regiment nonetheless retain the dogged determination they've always been famous for. No opposing force may use Force the Initiative against them.

Notes: Like Alpha Regiment, Beta's jocks refused to be drawn into dramatic moments, instead proving their resilience by solid, determined assaults and defenses. Beta's attacks moved forward with the certain momentum of a glacier; in defense, they retreated at the same pace—controlled and balanced, taking more of the enemy with them than they lost.



Gamma Regiment

CO: Colonel Wilhelmina Korsht

Average Experience: Elite

RAT: Wolf's Dragoons

Unit Abilities: The four provisional companies of Gamma Regiment are amongst the fiercest of any Dragoon regiment; to reflect this, apply a +3 Initiative bonus to all Gamma Regiment rolls when facing Draconis Combine forces.

Notes: Where Alpha and Beta's warriors settled into the resolute calm of veteran warriors, the Gammas reacted to Misery in the opposite fashion. Appalled the losses taken by the Dragoons, many Gammas fought with a ferocity few had seen since the storming of Cienfuegos on New Delos in 3015. Gamma's MechWarriors charged into battle, regardless of the odds, screaming their defiance at their enemies. With lesser troops that would have resulted in slaughter; with the elite Gammas, however, it meant that companies often destroyed battalions of Galedon Regulars, though those companies were destroyed in the doing.



Delta Regiment

CO: Colonel Kathleen Dumont

Average Experience: Elite

RAT: Wolf's Dragoons

Unit Abilities: The jocks of Delta Regiment, despite the horrific losses, are proud of their service on Misery; when any of Delta's four provisional companies are on the field, the Dragoon player receives a +2 bonus to all Skill Level roll results.

Notes: The canny veterans of Delta's four provisional companies are the equal of any other Dragoons, and they know it. Unlike the rest of the regiments, Delta's firebrands came



COMBATANTS.....

through the cauldron of Misery with a dangerous hubristic pride—as if they alone survived the icy fires for a reason. So far their skills appear equal to backing up their claims, but the Deltas show a dangerous lack of awareness of the one of the core rules of battle: if the enemy is in range, so are you.

Epsilon Regiment

CO: Colonel Baxter Arbuthnot

Average Experience: Elite

RAT: Wolf's Dragoons

Unit Abilities: Reduced during the Misery fighting to a mere four provisional companies, the Epsilon MechWarriors have embraced even further their skill at hiding amongst battlefield terrain. When any Epsilon BattleMech during play receives a terrain-related To-hit modifier, roll 1D6. On a result of 3-6, increase the To-hit modifier by 1.

Notes: Epsilon was hammered on Misery, and the jocks that survived are the near-polar opposites of the Delta Regiment survivors. From Colonel Arbuthnot down each of the surviving Epsilons seems to feel that every Dragoon 'Mech (and MechWarrior) is sacred, and they practice warfare in a way that minimizes their exposure to enemy fire. While this is a laudable goal, it remains to be seen if the Epsilons can still recognize the times when exposing yourself to fire is the only way to win.

Zeta Battalion

CO: Colonel J. Eliot Jamison

Average Experience: Elite

RAT: Wolf's Dragoons

Unit Abilities: When rolling for units only use the Heavy or Assault columns; also, Zeta may use the Force the Initiative special ability and receives double the modifiers when an opposing player attempts to Force the Initiative on them.

Notes: Although they fought as hard as any of the Dragoons on Misery, the Zetas were detailed to escort the Dragoons' families to safe have on Robinson when Colonel Wolf assigned the tasks. Although several of the Zetas take this duty seriously, many of them are quietly voicing discontent. A MechWarrior in Zeta Battalion is a MechWarrior who likes to fight, and none of the Zetas appear pleased that they're going to miss the fighting when the Dragon comes calling.

E

Z

DRACONIS COMBINE

Fifth Galedon Regulars

CO: *Tai-sho* Li Dok To

Average Experience: Veteran

RAT: Draconis Combine

Unit Abilities: In any track where the Fifth Galedon deploys armored vehicles, they receive a +1 Initiative Roll bonus. If they deploy twice as many tanks as BattleMechs, they receive a +2 Initiative Roll bonus for as long as the ratio is maintained. The unit also receives a +1 bonus to all Skill Level roll results.

Notes: The Fifth Galedon Regulars were the personal regiment of the previous Warlord of Galedon, Grieg Samonsov. His murder, which was discovered just before the Fifth embarked for the Davion border, has incensed the Fifth's warriors and they all seek revenge on the cowardly mercenaries (or Davion agents) who murdered their Warlord.



Sixteenth Galedon Regulars

CO: *Tai-sa* Francisco Bevier

Average Experience: Regular

RAT: Draconis Combine

Unit Abilities: In any track where the Sixteenth deploys at least four VTOLs, they receive a +2 Initiative Roll bonus for as long as all four VTOLs remain operational.

Notes: The Sixteenth Galedon Regulars are a competent regiment with excellent reconnaissance assets, who use their VTOLs as the regiments eyes and ears. Unfortunately for them, however, *Tai-sa* Bevier, while an excellent officer, doesn't get along well with *Tai-sho* Dok To—which could lead to friction with the *Tai-sho*'s elevation.



Eighth Galedon Regulars

CO: *Sho-sho* Victor Nicholas

Average Experience: Veteran

RAT: Draconis Combine

Unit Abilities: In any track taking place on at least one mapsheet from the Flatlands table (see p. 263, TW) the Eighth Galedon receives a +1 Initiative Roll bonus. If they field BattleMechs equal to or exceeding the number of enemy BattleMechs, they may use the Force the Initiative special ability.

Notes: The Eighth Galedon Regulars count themselves as the true warriors of the Galedon District. They favor open-field battles where they can bring the weight of their heavy 'Mechs to bear. The samurai who serve in this regiment are fanatical about *bushido* and will fight with Combine styles of honor in every instance.

敵の運命

COMBATANTS.....

Twelfth Galedon Regulars

CO: Sho-sho Tarsus Bodoli

Average Experience: Green

RAT: Draconis Combine

Unit Abilities: In any track where the Twelfth Galedon is the Attacker, reduce each BattleMech pilot's Piloting and Gunnery Skill Levels by 1 for the first 1D6-1 turns.

Notes: Green but eager, the Twelfth Galedon Regulars have been training for offensive missions for years. The younger warriors who make up the bulk of the regiment have been raised on the tales of Combine heroism and the pride and glory of victorious samurai. Their first taste of real combat will likely leaven their egos, but the cost will undoubtedly be high.



Third Proserpina Hussars

CO: Sho-sho Bruce Lee Bernstein

Average Experience: Elite

RAT: Draconis Combine

Unit Abilities: In any track where the Third Proserpina is the Attacker, BattleMechs may reduce the To-hit Roll movement modifiers by -1 when running, in addition to all other modifiers.



Notes: The elite regiment of the Proserpina Hussars, the Third is the recognized troubleshooter regiment of the Galedon Military District. Its inclusion in the forces sent to punish the Dragoons (and House Davion for sheltering them) marks the Coordinator's interest in the campaign.



HOW TO USE THE CAMPAIGN.....

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

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

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

THE SETUP: DRACONIS COMBINE

CAMPAIGN RULES

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

The general attitude amongst the Kuritan forces involved in this campaign is one of revenge and indignation; they share the general (and growing) disdain for mercenary soldiers that the rest of the Draconis Combine Mustered Soldiery has, but it is inflamed by the death of the Warlord of Galedon, Grieg Samonsov. The Warlord, who was a public and outspoken critic of Wolf's Dragoons while they were in Kurita service, was suspected to be the victim of treacherous criminality at the hands of the unscrupulous Dragoons, and most of the Galedon Regulars swore to get their own personal revenge against the *yohei*.

Players may begin the campaign with one of the following tracks: *Scout*, *Flank*, *Assault*, or *Touchpoint: Harrow's Sun*. When determining Opposing Forces, the rolling player should choose from the Wolf's Dragoons tables (see p. 7); advanced players can use RATs listed elsewhere for House Davion and Mercenary forces that are appropriate for the Fourth Succession War era.

THE SETUP: WOLF'S DRAGOONS

CAMPAIGN RULES

Players using Wolf's Dragoons for this campaign have access to all of the units listed on their faction's Random Assignment Tables (see p. 7). However, if the player unit is already constructed (a subcontracted mercenary group, say, or a small House command lending a hand) they may elect to use

HOW IT ALL GOES TOGETHER

Assembling a gaming campaign built around *Operational Turning Points: Death to Mercenaries* is far simpler than it may appear. The historical battles of the campaign were many, many small-unit actions ideal for replaying in a *BattleTech* tabletop game. For reference, we've built a possible string of tracks together as an example, along with possible hooks, for a player group that wishes to run a campaign with a Draconis Combine unit. This campaign is far too large to play in a single sitting, but the sample game group is excited about the continuity of the linked-game campaign. A canny gamemaster will recognize that the Mission tracks may be repeated and reordered almost infinitely before a Touchpoint track is played.

The plan:

1. **Mission: Scout** (the player groups locates the enemy)
2. **Mission: Assault** (the player group assaults the enemy)
3. **Mission: Flank** (having defeated the enemy, the player group hounds the survivors)
4. **Mission: Defend** (the desperate enemy counterattacks)
5. **Mission: Flank** (the player group harries the retreating attackers)
6. **Mission: Scout** (the player group locates the main enemy force)
7. **Touchpoint: Harrow's Sun** (the summation of action on Harrow's Sun)

Notice the interchangeability of each of the mission tracks and the very basic story framework built into the short notes after each one. Each of the battles on each of the worlds touched in *OTP: Death to Mercenaries* was built up of many skirmishes like those offered above. Building a story framework around each one will keep the action from getting stale.

Also, the players should alternate who plays their own characters and who plays "the bad guys" in the game scenarios built from the track frameworks. For instance, the first *Mission: Scout* may use half the player group force, while the next *Mission: Assault* may use the other half, with the non-active players controlling the opposing force. In this way the entire group may sometime have the experience of "winning for their team."

Gamemasters should also remember that the Special Rules available in each track are not set in stone. A possible story hook for a Combine unit facing the Dragoons might be the chance to capture, salvage, or steal some of the (for 3028) unique Dagoon BattleMechs such as the *Hoplite*, *Imp*, *Shogun*, *Annihilator*, and *Marauder II*. Adding in the salvage rules from the free *Chaos Campaigns* PDF supplement, even when salvage is not listed in the Track, is a nice way of adding a further layer of interest to the campaign.

In the end, of course, the needs of the gaming group will determine the best way to proceed through the *OTP: Death to Mercenaries* campaign, but just a simple glance at the list above should demonstrate that, for gaming groups prepared to make the time commitment and interest in doing so, the eight simple tracks in this product can be expanded, repeated, and reordered into a sequence of *BattleTech* games that might run to thirty or even fifty games.

HOW TO USE THE CAMPAIGN.....

their initial units and use the RATs for supplement in repair or expansion.

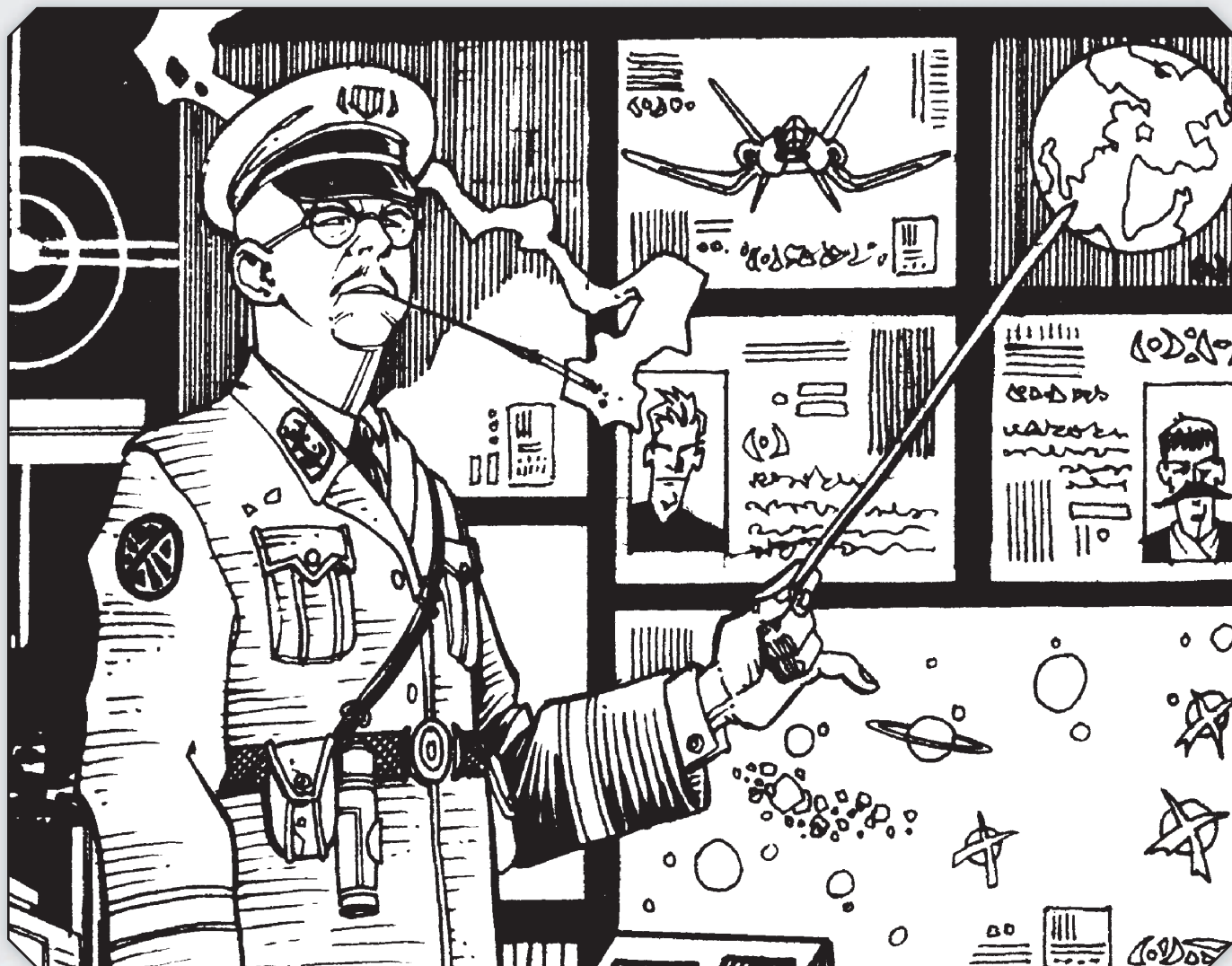
The Dragoons in this campaign are the battered (and in some cases, shell-shocked) survivors of the massive duel on Misery. Although tired, they all share a burning hatred for House Kurita and its military, a hatred built out of the poor treatment they received at the hands of the DCMS and of the cowardly attacks upon their civilians, engineered by Warlord Grieg Samsonov or his agents. Heavily outnumbered in every combat zone, the Dragoons nonetheless fought against the Combine troops as if they were fighting the Devil himself.

Players may begin the campaign with one of the following tracks: *Scout*, *Flank*, *Defend*, or *Touchpoint: Harrow's Sun*. When determining Opposing Forces, the rolling player may choose from the Draconis Combine Random Assignment Tables; advanced players can use RATs listed elsewhere for House Kurita and Mercenary forces that are appropriate for the Fourth Succession War era.

RUNNING YOUR GAMES

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

It is recommended that players proceed through the Touchpoint tracks in order, however, since each world corresponds to a certain date in the campaign. The Tracks are presented in chronological order for each world the Draconis Combine struck.



MISSION: SCOUT.....

The yohei hide behind their walls, or scurry between the rocks, afraid to face us like real warriors. We shall find them, and when we do the Dragon's claws will show them no mercy. Traitors do not deserve mercy, and especially not murderers who would cut down the Warlord in such a cowardly way.

The Snakes are so predictable. They'll come in heavy every time, blowing up some hamlet or fishing village for no more purpose than to draw us out and 'awe' us with their ferocity. As if we'd just traipse in, guns blazing, without finding out exactly what we're facing first. What do they take us for, Elsie?

GAME SETUP

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

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

Attacker

Recommended Forces: Any

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

Defender

Recommended Forces: Any

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

The Defender sets up all forces on the half of the playing area closest to the Defender's home edge. At least half of his or her units should be deployed using *Hidden Unit* rules (see p. 259, TW).

WARCHEST

Track cost: 100 WP

Optional Bonuses:

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

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

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

OBJECTIVES

1. Lift the Fog. The Attacker must identify at least seventy-five percent of the Defender's hidden units before escaping off the Attacker's home map edge. **(Reward: 50)**

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

SPECIAL RULES

The following rules are in effect for this track:

Off-Map Movement

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

NEXT TRACK

Draconis Combine: *Flank, Assault, Defend*, or the next Touchpoint (*Touchpoint: Harrow's Sun* if none have been taken previously).

Wolf's Dragoons: *Flank, Assault, Defend*, or the next Touchpoint (*Touchpoint: Harrow's Sun* if none have been taken previously).

MISSION: FLANK

All the Sphere sings the praises of these mercenaries, but they are men like any other. Soon we will show them the folly of their overconfidence—our scouts have located a column moving to relieve their peers. If we move quickly enough, we can catch them in the flank and cut them down like the dogs they are.

You know, they say on Galatea that there's nothing like a Snake to just walk in front of you like it's impossible for you to shoot him. The recon lances have told us where they're advancing, and how few pickets they have out. We'll just settle down here in our hidey-hole and let the big bad Dragon just come on into our trap.

GAME SETUP

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

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

Attacker

Recommended Forces: Any

The Attacker is a portion of the player's force and should be equal to 125 percent of the Defender's force. 25 percent of the Attacker's force should be placed during Game Setup. The remainder should be placed as Hidden Units (see p.259, TW).

Defender

Recommended Forces: Any

The Defender begins the game with all units on the battlefield. No unit may be within twelve hexes of the Attacker's home map edge. The Defender should deploy his or her units after the Attacker places his or her non-hidden units.

WARCHEST

Track Cost: 150 WP

Optional Bonuses:

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

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

+50 Surprised!: The Attacker rolls Initiative with a -3 modifier for the first ten turns.

OBJECTIVES

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

2. Cut 'em Down to Size. Cripple or destroy the enemy commander's BattleMech. (**Reward: 50**)

3. Target Acquired. Destroy at least fifty percent of the enemy's force. (**Reward: 100**)

SPECIAL RULES

The following rules are in effect for this track:

Forced Withdrawal

Both sides follow the *Forced Withdrawal* rules (see p. 258, TW).

Salvage

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

Commander

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

NEXT TRACK

Draconis Combine: *Scout, Assault, Defend*, or the next Touchpoint (*Touchpoint: Harrow's Sun* if none have been taken previously).

Wolf's Dragoons: *Scout, Assault, Defend*, or the next Touchpoint (*Touchpoint: Harrow's Sun* if none have been taken previously).

MISSION: ASSAULT

Finally we get them to stand and fight! It's far past time these yohei learned the price of their arrogance, and far past time we do it, who were part of the treachery of Misery or their other criminal acts. And once we have crushed their pathetic forces, we'll go on to crush the Davion dogs who shelter them.

The Colonel taught us once, way back in Steiner space, how you beat the Snakes. You wait for them to line up for one of their stupid duels, and then you bring out the bigger hammer and you flatten them. Honor is good and all, but expecting the other guy to fight according to your ideal of it is just stupid. So if they're just going to stand there...

GAME SET-UP

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

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

Attacker

Recommended Forces: Any

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

Defender

Recommended Forces: Any

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

WARCHEST

Track Cost: 200 WP

Optional Bonuses:

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

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

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

OBJECTIVES

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

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

SPECIAL RULES

The following rules are in effect for this track:

Forced Withdrawal

Both sides follow the *Forced Withdrawal* rules (see p. 258, TW).

Salvage

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

Commander

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

NEXT TRACK

Draconis Combine: *Scout, Flank, Defend*, or the next Touchpoint (*Touchpoint: Harrow's Sun* if none have been taken previously).

Wolf's Dragoons: *Scout, Flank, Defend*, or the next Touchpoint (*Touchpoint: Harrow's Sun* if none have been taken previously).

MISSION: DEFEND

It doesn't matter if they've overrun every other unit so far—they can't get past us. Behind us are our techs, our DropShips. Our way home and our mobility. Behind us are our wounded, and all that stands between them and death, destruction, or slavery is our steel and our spines and our honor.

We knew it would come down to this. There are too many of them, and too few of us. We're the Dragoons—and everyone else is less—but there are so many more of them. Even an elephant can be taken down by fire ants, when there's a million ants and only one elephant. There's nothing else for it but to hold the line and take them with us, if we go.

GAME SET-UP

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

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

Attacker

Recommended Forces: Any

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

Defender

Recommended Forces: Any

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

WARCHEST

Track Cost: 200 WP

Optional Bonuses:

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

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

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

OBJECTIVES

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

2. Hold the Line. Cripple or destroy all the enemy's heavy BattleMechs. **(Reward: 100)**

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

SPECIAL RULES

The following rules are in effect for this track:

Salvage

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

Commander

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

NEXT TRACK

Draconis Combine: *Scout, Flank, Attack*, or the next Touchpoint (*Touchpoint: Harrow's Sun* if none have been taken previously).

Wolf's Dragoons: *Scout, Flank, Attack*, or the next Touchpoint (*Touchpoint: Harrow's Sun* if none have been taken previously).

TOUCHPOINT: HARROW'S SUN

These are the great mercenary warriors who put the fear of God into their enemies? These cretins, who run from battle after the first brush of enemy fire? These weaklings, who pare off one or two 'Mechs before they scatter like the four winds? How is it that the Warlord attached such importance to them? How is it that they shattered four regiments of Ryuken and a Sword of Light regiment? It doesn't matter—here we'll crush them, and erase the stain upon the Coordinator's honor. Here's we'll show the Davion dogs the error of putting their faith in money-hungry cowards who choose the dishonorable path.

It's easy to say you're going to smash the Combine, when you're five regiments strong and you're garrisoning worlds that might've seen a battalion in the last decade. It's a different thing when you've lost half your friends and two thirds of your equipment and you've got regiments coming after each of your battalions. I don't think we made the wrong decision with Hegira, and I don't think we gave a bad accounting of ourselves on Misery. But the well of resources of the Combine is just so much deeper than ours. Davion gave us twenty machines when we came over, and we were damn glad to have them. The Snakes, though—Unity, they just sent in a half-dozen fresh regiments. We'll kill most of these, too... but it's going to hurt.

Yustis Pass

Harrow's Sun

Federated Suns

28 September 3028

Although the Combine struck at the three worlds garrisoned by Wolf's Dragoons almost all at once, they touched down first on Harrow's Sun to face Gamma and Epsilon Regiments. Led by the Eight Galedon Regulars, with several smaller conventional units in reserve, the Kuritan forces landed away from the Dragoons' position and struck at a small community to draw them out. Their plan succeeded, as two companies of Gamma Regiment left the defenses of Fort Belvoir and began a campaign of harassment and misdirection designed to eventually lure the larger Combine forces into a powerful ambush.

GAME SETUP

Recommended Terrain: Harrow's Sun: Savannah (see p. 6), Flatlands (see p. 263, TW)

Arrange the mapsheets in any legal configuration. The Attacker should choose one map edge as the Attacker's home map edge. The opposite edge will be the Defender's home map edge.

Attacker

Recommended Forces: Wolf's Dragoons, Gamma and Epsilon Regiments

The Attacker's forces deploy after the Defenders, anywhere within 18 hexes of the Attacker's home map edge. The Attackers should not exceed 75 percent of the Defender's strength. Up to 75 percent of the Attacker's force should be deployed as Hidden Units (see p. 259, TW).

Defender

Recommended Forces: Draconis Combine, Eighth Galedon Regulars

The Defender should place his or her units first, anywhere within fifteen hexes of the Defender's home map edge.

WARCHEST

Track Cost: 300 WP

Optional Bonuses:

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

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

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

OBJECTIVES

1.) Close the Door. Destroy, Cripple, or Force to Withdraw 50 percent of the enemy force. **(Reward: 300)**

2.) Cut Off the Head. Cripple or destroy the enemy commander. **(Reward: 100)**

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

SPECIAL RULES

The following rules are in effect for this track:

Forced Withdrawal

Both sides are operating under *Forced Withdrawal* rules (see p. 258, TW), unless negated by special unit rules (see pp. 13-15).

TOUCHPOINT: HARROW'S SUN

Commander

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

AFTERMATH

The ambush at Yustis Pass was the first time the Dragoons managed to inflict serious casualties on the invading Eighth Galedon Regulars, but the sheer number of Galedon 'Mechs made it impractical for the mercenaries to finish the job before Combine support arrived. Despite the support of the Dragoon force who led the Combine forces into the trap, the ambushers took significant losses, including heavy damage to Colonel Wilhelmina Korsht's *Marauder II*. The mercenaries declared the operation a success nonetheless, as it had managed to snatch a bit of the initiative away from the Galedon Regulars.

NEXT TRACK

Draconis Combine: *Scout, Flank, Assault, Defend, or Touchpoint: Wapakoneta.*

Wolf's Dragoons: *Scout, Flank, Assault, Defend, or Touchpoint: Wapakoneta.*

TOUCHPOINT: WAPAKONETA.....

Did you hear the one about the Twelfth Galedon's XO? No, well—I won't repeat it, but trust me: it was a good one. I don't know why we got stuck shepherding these fools around. Half of them aren't even shaving yet, and the higher-ups have them facing the Dragoons? The picked-over, hard-as-nails, killed-most-of-the-Ryukon Dragoons who survived Misery? Yeah, that makes sense. Let's send the kids to face the wolves. I guess it's a good thing they sent us Hussars along—maybe we'll be able to keep a few of the nuggets alive while we finish of these mercenaries.

I understand why the Colonel told them Snakes where we were—I mean, there's enough options here on Wapakoneta that they could have spent from now to the next Star League looking for us, and we'd all be old and gray before we got to kill a few more of them. That doesn't mean I'm real pleased to facing the Third Prosperpina Hussars with only two provisional regiments, but we should be able to deal the Twelfth Galedon a good drubbing before the Hussars catch up. I can't imagine troops as good as those letting the kids give the orders.

Sarola River Wapakoneta, Federated Suns 24 September 3028

The action on Wapakoneta between Wolf's Dragoons and the two regiments of the Draconis Combine Mustered Soldiery sent to destroy them was characterized both by careless ferocity and cunning strategy. The Dragoons fought hard, in almost every instance, and never appeared afraid to die for their victory—and win they did, often, although they could not hold the world in the end against such an overwhelming force. One such action was along the Sarola River, when a company of the Dragoons attacked toward a Combine airfield, intent on denying the Kuritans their air cover. Although the attack suffered horrendous losses, including brutal murders at the hands of the Combine warriors, the mercenaries held to their mission.

GAME SETUP

Recommended Terrain: Wapakoneta: Coastal (see p. 6)

Arrange the mapsheets in any legal configuration. The Attacker should choose one map edge as the Attacker's home map edge. The opposite edge will be the Defender's home map edge.

Attacker

Recommended Forces: Wolf's Dragoons, Beta and Delta Regiment

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

Defender

Recommended Forces: Draconis Combine, Twelfth Galedon Regulars

The Defender should choose his forces before the Attacker, and place at least 50 percent of them on the board before Turn 1 anywhere within five hexes of the Defender's home map edge. Up to 50 percent of the Defender's units may begin the game

as Hidden Units (see p. 259, TW), placed anywhere on the same mapsheet(s) as the Defender's home map edge.

In addition, the Defender should place six single hex-sized Level 1 CF40 Light Buildings anywhere with eight hexes of the Defender's home map edge, to simulate aircraft hangars.

WARCHEST

Track Cost: 400 WP

Optional Bonuses:

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

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

OBJECTIVES

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

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

3.) Smash, Don't Grab. For each hangar destroyed (Attacker) or remaining (Defender). **(Reward: 25 each)**

SPECIAL RULES

The following rules are in effect for this track:

Forced Withdrawal

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

AFTERMATH

The raid by Beta's Third Provisional Company was a success in that they managed to destroy nearly two wings of Combine aerospace fighters on the ground, but the cost was very high—the Third was more or less annihilated, reducing the number of available mercenary companies on Wapakoneta to eight. The Dragoons followed that action up with several weeks of hit-and-

TOUCHPOINT: WAPAKONETA.....

run raids that further whittled down the numbers of the Twelfth Galedon Regulars, and helped increase distrust between them and the Third Prosperpina Hussars, but that was not enough to keep the Kuritans from forcing the Dragoons behind defensive works in the city of Hannibal.

NEXT TRACK

Draconis Combine: *Scout, Flank, Assault, Defend, or Touchpoint: Glenmora.*

Wolf's Dragoons: *Scout, Flank, Assault, Defend, or Touchpoint: Glenmora.*

TOUCHPOINT: GLENMORA

The mercenaries waiting for us here, on this hellhole of a world, claim to be the best the yohei have to offer. Their so-called First Team, the Alpha Regiment commanded by the criminal Wolf himself. ISF informs us they have reinforced their ranks with the nefarious malcontents known as the Black Widows. Surely here we will find our revenge. Here we will make them pay for their temerity in assassinating our Warlord. We are the Fifth Galedon Regulars, chosen of the Warlord himself, and no cowardly lucre-warrior is going to stand against us.

So these boys and girls were the dregs Samsonov chose to surround himself with? I wonder if they maybe know which end of a gun is dangerous? Sure there's almost twice as many of them as there are of us, but we're Alpha Regiment. Even with the Colonel off on Terra for the big wedding the Major will show them how Dragoons fight. Lord knows Yukinov has picked enough of it up by now, being the Colonel's right arm for so long. And with the Widows with us? Against Snakes?

Hades

Glenmora, Federated Suns

12 October 3028

The arrival of the Fifth Galedon Regulars, under the command of newly-promoted *Tai-sho* Li Dok To, to face the five provisional companies of Alpha Regiment, brought the very personal war between the Dragoons and the Galedon District (and the entire Combine, by extension) to a new boil. It had been soldiers of the Fifth Regulars who had discovered the body of Grieg Samsonov, and they were out for revenge. The Dragoons, who denied the killing of the former Warlord but relished his death nonetheless, needed little reason to challenge the Combine warriors with whom they'd already declared feud. As on Wapakoneta, the fighting on Glenmora was swift, harsh, and brutal.

GAME SETUP

Recommended Terrain: Glenmora: Volcanic (see p. 6)

Arrange the mapsheets in any legal configuration. The Attacker should choose one map edge as the Attacker's home map edge. The opposite edge will be the Defender's home map edge.

Attacker

Recommended Forces: Draconis Combine: Fifth and Sixteenth Galedon Regulars

The Attacker should deploy anywhere within six hexes of his or her home map edge, after the Defender has deployed his or her units. The Attacker's force should be 125 percent of the Defender's.

Defender

Recommended Forces: Wolf's Dragoons: Alpha Regiment

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

WARCHEST

Track Cost: 400 WP

Optional Bonuses:

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

+100 Sweltering: Use the Extreme Temperature rules (see p. 55, *TO*). The temperature is 60 C.

OBJECTIVES

1.) Victory! Destroy or Cripple the enemy force. (**Reward: 300**)

2.) Salvage. For each enemy unit Crippled (see p. 258, *TW*) roll 2D6; on a result of 6 or more, see Salvage (see pp 192-193, *SO*). (**Reward: 50 each Salvage unit**)

3.) Preserve your Force: Annihilate the enemy without losing more than 50 percent of your force. (**Reward: 200**)

SPECIAL RULES

The following rules are in effect for this track:

Forced Withdrawal

Both sides are operating under *Forced Withdrawal* rules (see p. 258, *TW*), unless negated by special unit rules (see pp. 13-15).

Commander

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

If both players agree, the Kuritan commander may be *Tai-sho* Li Dok To, piloting his custom *Victor* (see p. 31). If this is the case, do not modify the Veteran-level officer's Skill Levels.

TOUCHPOINT: GLENMORA

AFTERMATH

The fighting on Glenmora was suitably brutal for the attitudes involved. Most of the senior Dragoons officers involved—both Majors Kelly Yukinov, who was badly injured, and Major Coshasa DuKirk, who had taken over and was killed—were badly hurt or shaken. Colonel Wolf's arrival just in advance of the reinforcement of the Fifth Galedon Regulars by the Sixteenth Galedon Regulars brought new vigor to the Dragoons but in the end they, like the regiments on Wapakoneta and Harrow's Sun, were forced to evacuate the world and flee to Crossing, where all the surviving Dragoons congregated to face the inevitable Kuritan assault.

NEXT TRACK

Draconis Combine: *Scout, Flank, Assault, Defend, or Touchpoint: Crossing.*

Wolf's Dragoons: *Scout, Flank, Assault, Defend, or Touchpoint: Crossing.*

TOUCHPOINT: CROSSING

So many new faces. The Warlord stripped the District of warriors and 'Mechs to bring us back to strength, and we will need these young men to finish off the Dragoons on Crossing. So confident we were, bare months ago. So sure of our position as the victors in those battles, and to our credit we did force the famous Wolf's Dragoons to withdraw from three Davion worlds. Even as the rest of the Inner Sphere seems to be handing Hanse Davion planets for trinkets, we have taken worlds from the Federated Suns.

But at what cost? How many of our warriors—good samurai, all of them—bled and died on Harrow's Sun and Wapakoneta and Glenmora to drive the Dragoons away? Our officers tell us this will be the final victory, that we'll sweep down on the shattered remains of the mercenary band like the tsunami cleansing the shore, and add the world Crossing to our list of victories. And we will, of course...

...if any of us survive the doing to see it.

It's sobering seeing the space a regiment used to fill looking half-empty by every Dragoon still able to drive a 'Mech. The Colonel brought us all together on Crossing so we can stand or fall together, as a family. There really wasn't anything else he could have done. Epsilon is more shadow than regiment. I hear Captain Nichole is the senior surviving officer over there. Most of the captains are gone. And the Snakes are still coming.

It doesn't matter. Other mercs might've run off by now. A House regiment wouldn't run back to momma, desperate for help. There isn't anyone to help us, not really. We're Dragoons. Wolf's Dragoons. And if the Snakes want to come here, and be reminded of that, then we'll just damn well show them.

Tartarus Caldera Crossing, Federated Suns 28 September 3029

The confrontation between the Dragoons and the Draconis Combine on Crossing was, as both sides knew, the final confrontation between the increasingly-pressured Arm of the Dragon and the beleaguered mercenaries. The five battered regiments of Dragoons had been reduced in combat on three worlds to barely enough active 'Mechs to fill out a regiment. To say that those active 'Mechs were piloted by some of the fiercest MechWarriors in the Inner Sphere almost goes without saying, but even the best MechWarrior can only do so much when four full regiments of Galedon Regulars arrive to complete their destruction.

The Fifth, Eighth, Twelfth, and Sixteenth Galedon Regulars all arrived on Crossing with nearly full tables of organization and equipment; the new Warlord of Galedon had emptied the larders of his district to replenish the regiments' ranks with academy graduates, half-trained warriors, and brand-new or refurbished BattleMechs. The veterans of the earlier campaigns against the Dragoons tried to caution the younger warriors about the Dragoons, but the new men were just as haughty and proud as the veterans had been a year ago. In the end the veterans resigned themselves to surviving the coming battle—if they could.

GAME SETUP

Recommended Terrain: Crossing: Caldera (see p. 6)

Lay out the mapsheets in any legal arrangement. Roll 1D6:

the highest roll result chooses one map edge as their home map edge; the roll loser's home map edge is the opposite map edge.

Attacker

Recommended Forces: Draconis Combine: Fifth, Eighth, Twelfth, and Sixteenth Galedon Regulars

The Attacker deploys his or her units within four hexes of the Attacker's home map edge. The Attacker should be 200% of the Defender's force, and only 25% of them may have Experience Levels of Veteran or higher.

Defender

Recommended Forces: Wolf's Dragoons: Alpha, Beta, Gamma, Delta, and Epsilon Regiments; Zeta Battalion

The Defender may deploy his or her units anywhere within six hexes of the Defender's home map edge. None of the Defender's units should have an Experience Level lower than Veteran.

WARCHEST

Track Cost: 500 WP

Optional Bonuses:

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

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

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

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

TOUCHPOINT: CROSSING

OBJECTIVES

1.) Endgame. Destroy or Cripple 75% of the enemy's force.
(Reward: 300)

2.) Vengeance. For every enemy MechWarrior killed.
(Reward: 50)

SPECIAL RULES

The following rules are in effect for this track:

Forced Withdrawal

The Combine forces are operating under Forced Withdrawal rules (see p. 258, *TW*), unless negated by special unit rules (see pp. 13-15).

Commander

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

If both players agree, the Kuritan commander may be *Tai-sho Li Dok To*, piloting his custom *Victor* (see p. 31). If this is the case, do not modify the Veteran-level officer's Skill Levels.

AFTERMATH

Most observers had called the earlier fighting between the Combine and the Dragoons on Harrow's Sun, Wapakoneta, and Glenmora some of the most vicious fighting the Davion-Kurita border had seen in decades; all of those evaluations paled in comparison to the savagery displayed on both sides of the lines on Crossing.

The Combine, comfortable with their nearly four-to-one advantage in numbers over the Dragoons, advanced slowly, trying to build the psychological momentum to storm the defensive strongpoints the Dragoons had constructed along the rim of the Tartarus Caldera. After three weeks they finally attacked, but it was anything but the quick victory they had expected. The Dragoons resisted with the stern professionalism that had marked nearly all of their previous campaigns, and even the introduction of a Draconis Elite Strike Team (DEST) was not enough to overcome them in totality.

The Dragoons fought valiantly, but it was really only the timely and insubordinate (but true to form) arrival of Zeta Battalion from Robinson that saved the last of the Dragoon survivors at the end. The DEST assault very nearly undid the Dragoons' defenses, but the arrival of the fresh assault 'Mechs of Zeta were enough to drive the already-fragile Kuritans into a routing retreat. When the AFFS arrived after the battle to offer medical and technical support, they found the Dragoons exhausted and war-weary, with only the heavily-damaged 'Mechs of Colonel Jaime Wolf and Captain Natasha Kerensky still active.

Though they had bled in the doing the Dragoons had completed their mission: nearly on their own they had held down a huge swatch of the Davion border while the AFFS swallowed whole bites of the Capellan Confederation. They had battered the regiments of the Galedon District into a defensive posture, and although they had lost their original three garrison worlds to the Dragon they had kept him from capturing a great many more.

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Annihilator ANH-1E

Movement Points:

Walking: 2
Running: 3
Jumping: 0

Tonnage: 100

Tech Base: Inner Sphere
Era: Succession Wars

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



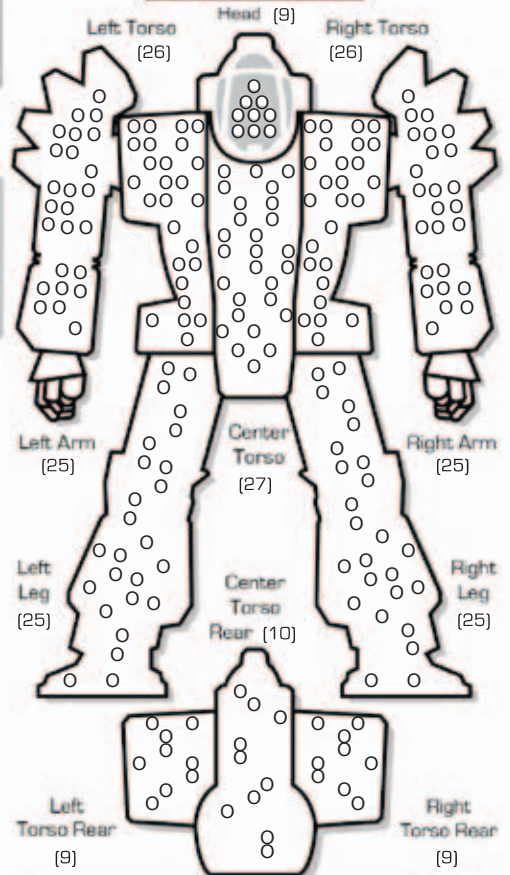
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	CT	3	5 [DE]	—	3	6	9
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
2	PPC	RA	10	10 [DE,X]	3	6	12	18
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
2	PPC	LA	10	10 [DE,X]	3	6	12	18

Cost:

BV: 1,625

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Heat Sink
- Heat Sink
- PPC

- PPC
- PPC
- PPC
- PPC
- PPC
- Medium Laser

Left Torso

- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink

- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

Head

- Life Support
- Sensors
- Cockpit
- Heat Sink
- Sensors
- Life Support

Center Torso

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

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Medium Laser
- Medium Laser

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



Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Heat Sink
- Heat Sink
- PPC

- PPC
- PPC
- PPC
- PPC
- PPC
- Medium Laser

Right Torso

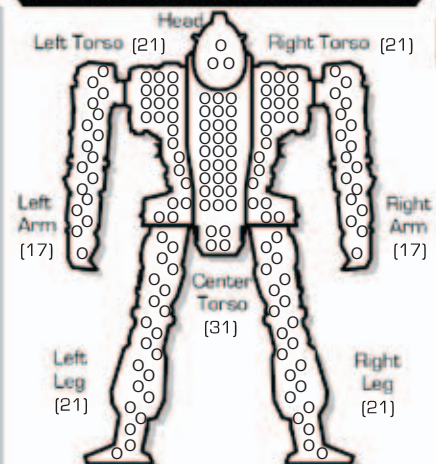
- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink

- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 41 [41]
30	Shutdown	Single ○○○○
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

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: Victor Li

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Tonnage: 80

Tech Base: Inner Sphere

Era: Succession Wars

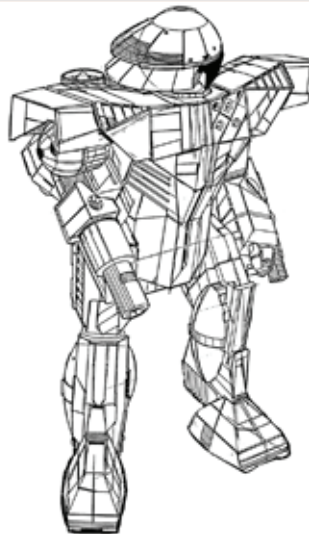
WARRIOR DATA

Name: _____

Gunnery Skill: _____

Piloting Skill: _____

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



Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 15	LT	5	1/MSI	6	7	14	21
10	Medium Laser	RA	3	5 [DE]	—	3	6	9

Cost:

BV: 1,625

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again

1-3

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

4-6

Left Torso

- LRM 15
- LRM 15
- LRM 15
- Ammo (LRM 15) 8
- Roll Again
- Roll Again

1-3

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

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

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

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Jump Jet
- Jump Jet

4-6

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



Right Arm

- Shoulder
- Upper Arm Actuator
- Medium Laser
- Medium Laser
- Medium Laser
- Medium Laser

1-3

- Medium Laser
- Medium Laser
- Medium Laser
- Medium Laser
- Medium Laser
- Medium Laser

4-6

Right Torso

- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Roll Again

1-3

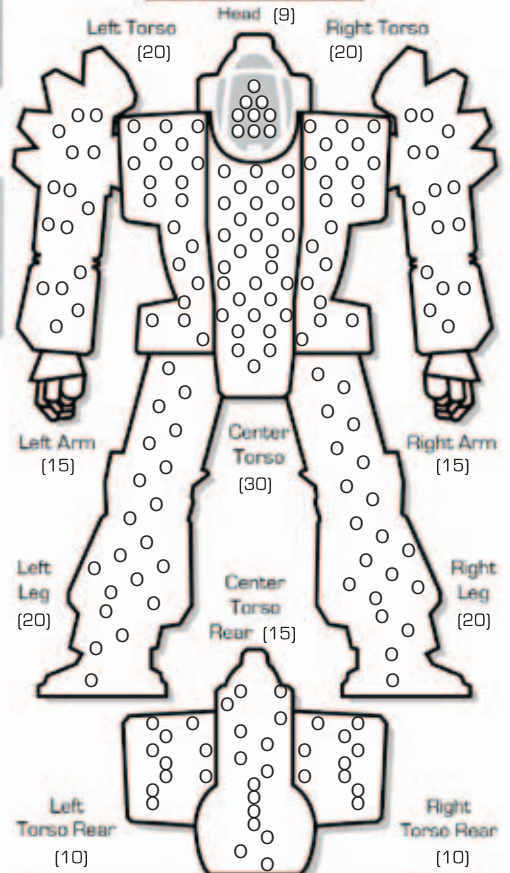
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

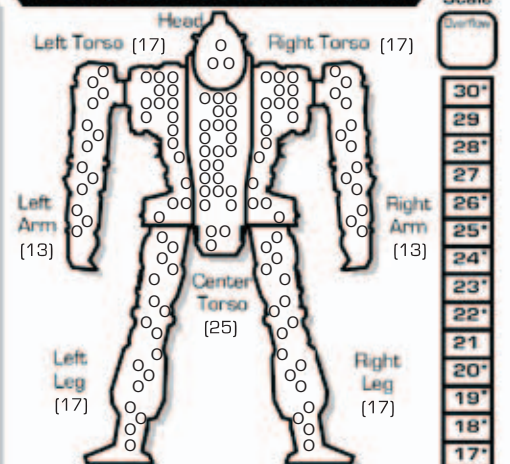
Right Leg

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

ARMOR DIAGRAM



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

Heat Level
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