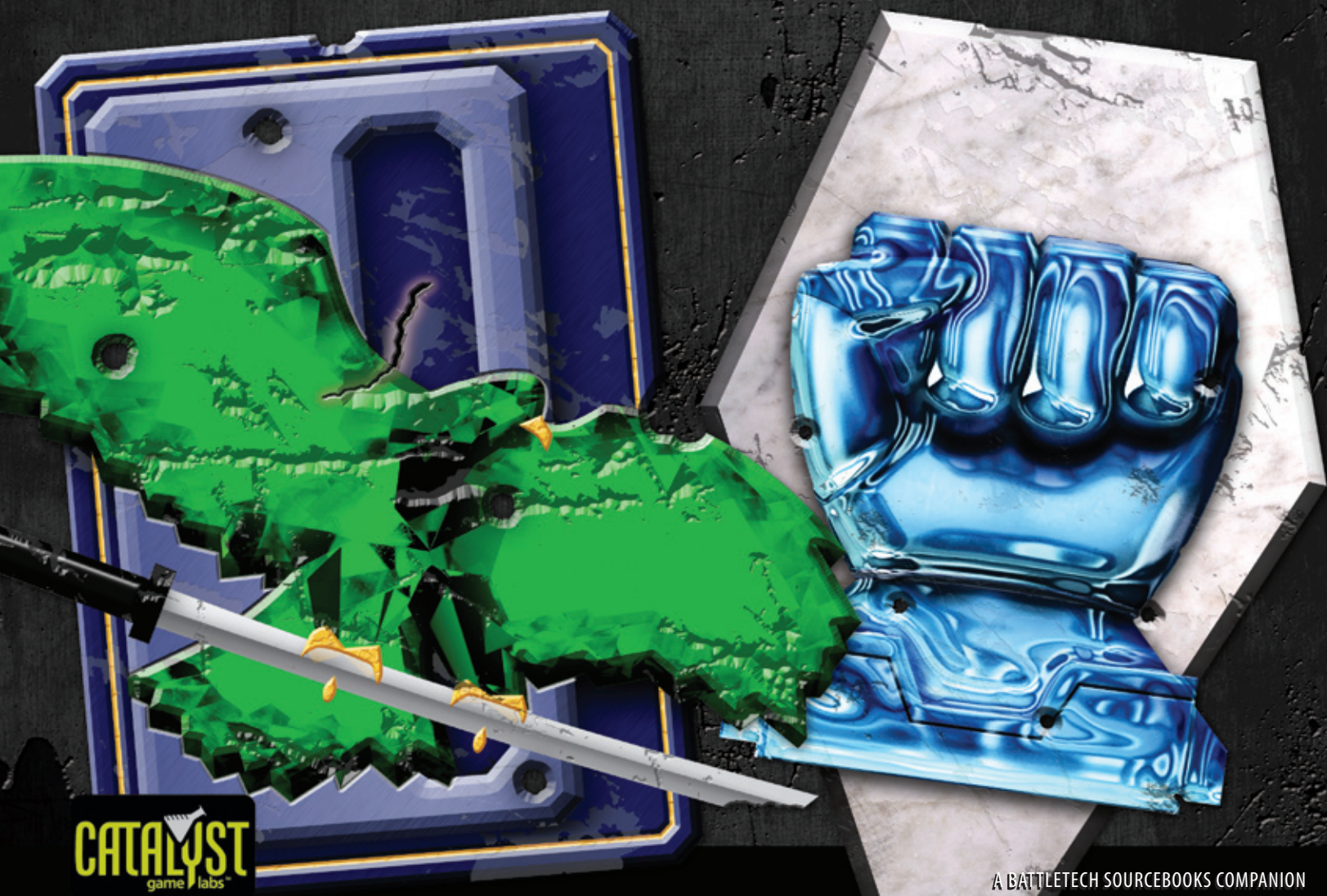


**BATTLETECH**



OPERATIONAL TURNING POINTS

# FALCON INCURSION



**CATALYST**  
game labs

A BATTLETECH SOURCEBOOKS COMPANION



## BEGINNER'S LUCK .....

**COVENTRY MILITARY ACADEMY CAMPUS**  
**COVENTRY, LYRAN ALLIANCE**  
**15 MARCH 3058**

*Watch your heat, Marsh! You can't pound crap if your engine shuts down and your ammo explodes!*

Cadet William Marsh pushed the voice of his instructor out of his head. *I know that second year stuff already. Leave me alone!* Beads of sweat poured down his face and body, the cooling vest he inherited from his father years ago being woefully inadequate for accepting the heat his *Blackjack* was producing at an alarming rate.

He imagined the pilot of the *Vixen* he was fighting had no such worries, much to his dismay.

They circled each other amongst the benches and gardens of the academy's quad, Marsh trying to keep the distance static and his opponent from trying to get into his rear. Both sides were trying to soften the other with near-misses and wide shots. An occasional hit would score, telling Marsh this Falcon was just as young and inexperienced as he was.

His instructor barked in his head again. *Marsh, get closer to your target! Clanners have better weapons at longer range, you can't win a fight against them unless you get in close for your missiles!*

It took a moment to realize the voice was real; his instructor was howling over the comm.

"Cadet Marsh, acknowledge!"

"Yes, sir, moving in," Marsh grunted back. No matter how much he wanted to actually verbally berate his instructor, he instinctively knew it was a bad idea. If both of them survived this battle, he would get a thrashing more brutal than when he pulled that simulator prank on his classmates during his first year.

Fighting the heat-induced sluggishness, Marsh hesitantly pushed his machine forward as fast as he could, knocking aside several empty tables adorned with abandoned meal sacks and beverages from a nearby cafe. The Jade Falcons had landed outside the academy mere hours ago and were still securing landing zones. All the cadets were in attendance this week, an oversized class thanks to a recent Lyrans recruitment push. Nobody knew they had nearly a third more soldiers than usual; success against the invaders was surely possible, especially with Cadet Junior William Marsh in the fight.

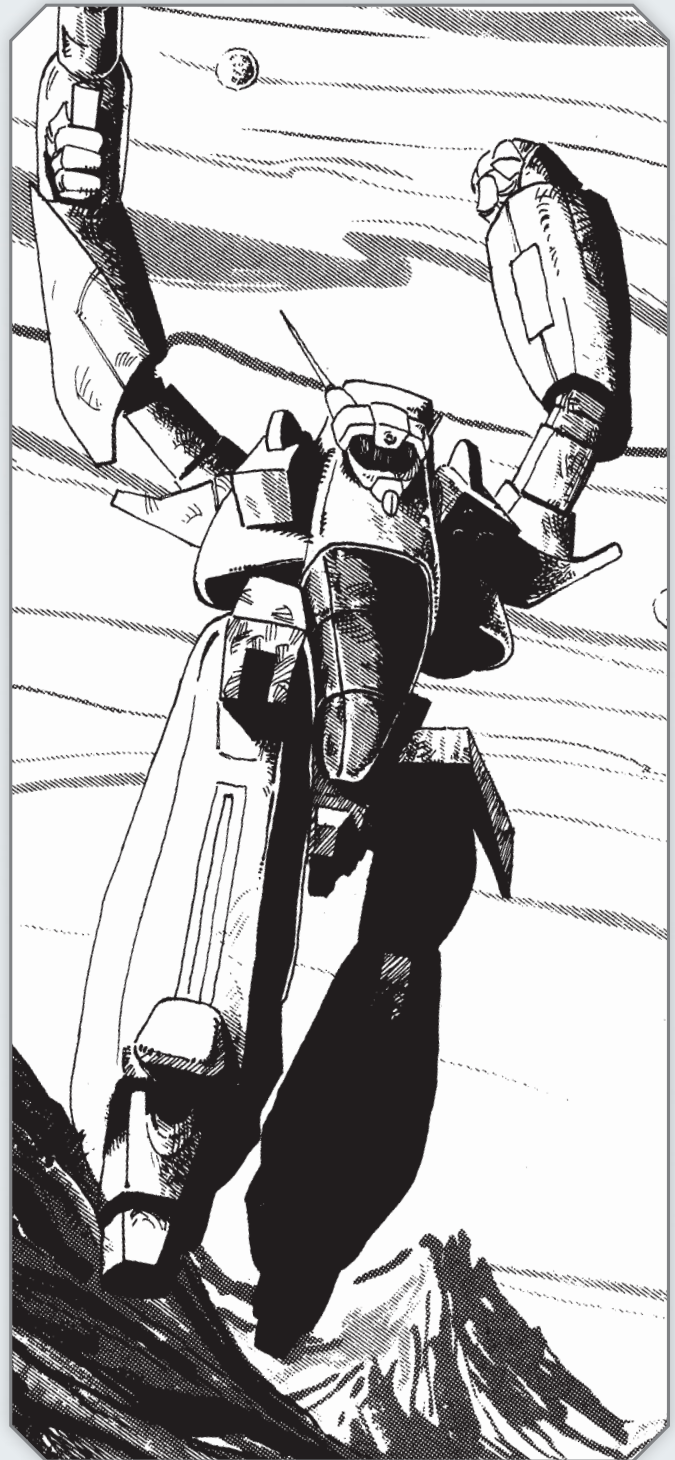
So he liked to think, anyway.

*If we do succeed, the price will be high,* he thought grimly. The Clan technological advantage was huge, widened by the fact that many of the cadets were piloting ancient passed-down designs or first-generation upgrades that were more slap-on field refits from a technicians' insane asylum. Marsh's BJ-2 *Blackjack* was one of the more thoughtful ones and he was able to finagle getting assigned to it when the Falcons appeared. *Well, I am one of the top pilots in my class,* he smirked. Marsh also netted a lance XO slot, one that turned into a command position when Lieutenant-Instructor White was taken down by a Clanner's PPC blast to the cockpit in the first minute of contact. Marsh was hoping numbers, sheer tenacity, and bravado would carry the day for Coventry.

Well, all that and a miracle.

As if sensing the sudden intention for a close in the fight, the *Vixen* obliged, turning away from the endless circling and heading straight

at him. At first, the smaller 'Mech looked as if it was going to charge but as it closed it became apparent the pilot was trying to dash *past* him. He turned to follow the machine as it pounded by and fought to keep the *Blackjack* upright against the *Vixen's* barrage of laser and machine gun fire. Luckily, Marsh held the target reticule just long



## BEGINNER'S LUCK .....

enough for his Streak missiles to squeal their lock and mashed the firing stud, adding his lasers to the barrage. He prayed to the Lord for everything to hit and knock the Clan machine down.

His prayers were answered.

The lasers pounded into the *Vixen's* back, stripping the armor and tearing through its internal structure. The missiles followed, flaying the now exposed backside. The Clan 'Mech shook violently and fell face-first, skidding into the ground and ripping its right arm out of its socket. The *Vixen* slammed into one of the quad's marble historical markers, cracking it in half.

Marsh let out a loud whoop, too late realizing his comm was still broadcasting. He didn't care; the victory cry would help offset the constant stream of calls for help and panic from his classmates since the fighting commenced.

"*Vixen* down. Jeremy, you owe me a beer!"

His lancemate retorted quickly. "I'll deduct it from the two you owe me, Willy."

Silently cursing Jeremy for using that nickname, he stumped the *Blackjack* closer to his fallen prey, admiring his handiwork.

"Good work Marsh," echoed the voice of his instructor. *Was that a hint of pride in his voice?* "Now cut out the chit-chat and move on to the next target before they jump on you."

Acknowledging the order, Marsh started to turn back to the front line when he suddenly thought he saw the Clan 'Mech shift. Or was it just the chassis settling on the ground?

"Crap!" Marsh yelled as the *Vixen* began to heave itself upwards from the ripped earth. Backing up, he reflexively gripped his firing triggers, emptying all of his weapons into the backside of the *Vixen* and slapping down on the shutdown override. The blistering heat dumping into the cockpit seared his skin for several seconds. The weapons at such short range on a stationary target near-guaranteed success; he swore he could see the ground through the holes he just put into it. The *Vixen* disappeared in a ball of plasma fire as its engine lost containment. The soft wave of heat that washed over the *Blackjack* threatened to again shut down the 'Mech.

"Marsh, I said *move on!*"

Marsh grumbled shakily. *Unappreciative ass.* Looking out in the distance he spotted the Hauptmann-Instructor's blue and red *Crusader* backpedaling in a duel with a much smaller *Uller* near the Marsden Library. The *Uller's* missile racks vomited nearly three dozen missiles, streaking out to slam into his instructor's machine.

The *Crusader* took a firm step back under the barrage of missiles, bending slightly as it stood its ground, then replied with a violent barrage of its own missiles and lasers. The *Uller* shuddered for a moment before turning to seek cover, an arm hanging by only a couple of pieces of bent structure and myomer bundles.

*Man those reports were right. He's over twice the size of that Clan machine and it still has the same firepower. Unreal!*

Evidently their instructor was shaken up from the exchange as well, at least enough to decide to run.

"All cadets, withdraw east to rendezvous point Vega. Our position is compromised."

Still flush with success, Marsh protested. "Sir, we can hold this ground. We're beating them back!"

The Hauptmann-Instructor refused to be swayed. "Orders from the Old Man, Cadet Marsh. No arguments."

Suddenly, Marsh's proximity alarm went off. He stomped on the floor pedals, activating the *Blackjack's* jump jets as a flight of missiles corkscrewed past his cockpit. Twisting his torso to the side, he noted a *Dasher* speed behind him before he could bring his weapons to bear.

*Shit, they are behind us too!*

"Echo lance, fast-mover behind me!" Marsh cried. He glanced down at a secondary monitor, hastily scanning the academy map projected there. "Follow me."

Walking backwards instead of jumping into the air again, Marsh hoped the move would steady his aim. He could feel the adrenaline pumping through his veins, giving his hands a slight jitter. Only half of his missiles were able to get a target lock and launched, his lasers went wide. The missiles peppered the *Dasher's* side, shredding armor plating and punching holes into the torso. The Clanner kept up its sprint, looking for cover behind the nearby Military Science Building. Or was it the Administraton building? Marsh could not tell the difference at that moment as alarms squealed around him. *Take him down now and we might be able to withdraw safely.*

His intended order for Jeremy and Rogers to concentrate fire on the flanking Clanner was overruled before it was even voiced as the instructor's voice interrupted with a mix of anger and panic.

"Marsh! Pull back, damn you! What are you *doing?* I said PULL BACK!"

"That's what I'm doing, Sir! These damn Clanners are all around us..." He glanced down again at his secondary monitors, rechecking his indicators. The cockpit was stifling and he smelled the tart stink of burning circuitry.

*How did they push so far east so suddenly?* Jeremy's *Chameleon* was suddenly behind him and in the *Blackjack's* rear visor strip; Marsh could see only a few Clan 'Mechs in pursuit. A flight of missiles ripped overhead, well over the cadets' heads. Covering Jeremy's back was Roger's limping *Commando*, launching missiles at anything getting close to them. Ahead of them, Marsh could see more Clan 'Mechs gathering. *They must've had a DropShip ground nearby, cutting off our rear.*

"Echo Lance withdrawing eastward toward rendezvous point," reported Marsh. "Requesting missile support on our rear side so we can pass through."

The Hauptmann-Instructor's reply was near-panic. Marsh felt his blood run cold even before the words registered in his head.

"Echo Lance, you are pushing *into* Port St. William! Abort and head towards the proper coordinates! Dammit Marsh, *you're going the wrong way!*"

*What?* Marsh stared hard at his secondary monitor, trying to grasp symbols and abbreviations through the layers of haze and the sweat covering his eyes. Squinting, he quickly deciphered the codes pounded into his head from training. *We're moving east...oh, FRAG!* He realized the facing of the icon that representing the *Blackjack* was pointing in the *opposite* direction.

Marsh had just led his Lance *west* to the academy's border.

Right into the grasping talons of the Jade Falcons.



# INTRODUCTION .....

Welcome to *Operational Turning Points: Jade Falcon Incursion* 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* is slightly different from the standard *Jihad* and *Historical Turning Points* exclusives, though still offering the same great gameplay opportunities; in *Operational Turning Points*, the Track section is 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* gives players the tools needed to fight an infinite number of engagements, while the *Track* gives details on some of the more pivotal battles of the campaign. The *Track* can be used with stand-alone games set in 3058.

The *Atlas* presents a global overview followed by some quick facts about some of the planets visited in this campaign. Included in this section are terrain tables broken into various categories. These tables can be used to randomly determine the battlefield used in the tracks or simply as a guide 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 beginning play.

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 which 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 if they wish. The rough ratio of forces on each side is provided in each Track as a guideline. Players should feel free to balance the forces as they see fit, whether by battle value, tonnage, total number of units, or any other method.

*Tracks* presents both *Mission* and *Touchpoint* tracks, allowing players 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* should use the Warchest Points (WP) listed in the brackets. Optional points are awarded only if the group achieves at least one Objective while using the listed option. Objective points are cumulative as they are achieved unless otherwise noted.

The *Annex* contains three official Record Sheets. The first is the custom "Dragoon Buster" *BattleMaster* of Colonel Wayne Rogers, CO of the Waco Rangers mercenary regiment, followed by the custom mixed tech *Nightstar* of Colonel Shelly Brubaker of the famed Wolf's Dragoons. The third is a converted *Uni* IndustrialMech used by the Bucklands Militia.

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**Special Thanks:** To Ben for letting me get back into the *Turning Points* after a bit of a break from them, and to all you loyal *BattleTech* fans. Hope I don't disappoint you all with this one.

To read the story of the Jade Falcon Incursion see the novel *Malicious Intent* by Michael A. Stackpole and the *BattleCorps* short story *Something More* by Jason Hansa, as well as the *Battle of Coventry* scenario pack, available in PDF format from the BattleShop.

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STAR LEAGUE ERA



CLAN INVASION ERA



JIHAD ERA



SUCCESSION WARS ERA



CIVIL WAR ERA



DARK AGE ERA



# ATLAS

## ENGADINE

**Noble Ruler:** Archon Katherine Steiner-Davion  
**Appointed Ruler:** Lord President Alistair Daniel  
**Star Type (Recharge Time):** M0V (201 hours)  
**Position in System:** 6  
**Time to Jump Point:** 3.14 days  
**Number of Satellites:** 1 (Garlyn)  
**Surface Gravity:** .95  
**Atm. Pressure:** Standard (Breathable)  
**Equatorial Temperature:** 23° C (Cool)  
**Surface Water:** 70 percent  
**Recharging Station:** Nadir  
**HPG Class Type:** B  
**Highest Native Life:** Mammal  
**Population (3058):** 68,240,000  
**Socio-Industrial Levels:** C-D-D-D-C

Settled by the Rim Worlds Republic, Engadine began as an exile colony, harboring political dissidents and non-violent criminals that the government simply did not want mixing with the general populace. Portions of the planet are covered year-round with ice and constant light snow; its first settlers became a group of hardened survivalists. Decades later, an official on her first routine inspection of the exiles' settlements decided the world was a paradise. Building a large compound for her personal use, it was later expanded into a popular resort staffed by slave labor drawn from the exiles.

During Operation: MAILED FIST, the resort's security forces tried to stall the Lyran invasion by waging hit and run campaigns typical of the rest of the Rim Worlds' rebellion. Its disgruntled population, sensing a chance to get back at their oppressors, fed information to the Lyrans that allowed them to swiftly pin down and capture the defenders. This act of sedition would be remembered after the Reunification War as returning RWR administrators and judicial officials often persecuted those families believed to have passed information to the Lyrans.

After Amaris was deposed, Engadine became one of the first non-industrial systems seized (and later annexed) by the Commonwealth, who were well aware of the general population's bias against the Rim Worlds Republic. Rewarding the people by improving their infrastructure, the Lyrans petitioned ComStar to build a small B-class HPG in the once cut-off system.

When many Lyran units typically stationed nearby were away during the War of 3039, local pirates took the chance to raid repeatedly, whisking away hundreds of the population to be sold as slaves. The outcry by the populace resulted in the establishment of the Twenty-second Skye Rangers as a near-permanent defense force who used Engadine as a focal point for the border's defense.

## NEERABUP

**Noble Ruler:** Archon Katherine Steiner-Davion  
**Appointed Ruler:** Duke Juan Rouse  
**Star Type (Recharge Time):** G8V (189 hours)  
**Position in System:** 5  
**Time to Jump Point:** 6.19 days  
**Number of Satellites:** 2 (Dongara and Freemantle)  
**Surface Gravity:** 1.04  
**Atm. Pressure:** High (Breathable)  
**Equatorial Temperature:** 41° C (Tropical)  
**Surface Water:** 85 percent  
**Recharging Station:** Zenith  
**HPG Class Type:** B  
**Highest Native Life:** Reptiles  
**Population (3058):** 65,430,000  
**Socio-Industrial Levels:** C-D-D-D-C

Initially, the founding settlers of Neerabup were originally destined for Australia. A large contingent advocated going deeper into space and, after several near -confrontations, the group took control of two JumpShips and their colonist cargo and separated. A handful of weeks later after leaving the system, their food supply exhausted, they arrived at Neerabup.

Though Neerabup had a comfortable climate with a wide array of terrain - a good portion of which was lush swamps and expansive peat bogs - edible animal life was scarce, forcing the settlers to become mostly vegetarians. A chance encounter with a passing group of colonists and their livestock a year later assured the survival of the planet.

Things remained quiet and palatable until 3042, when a joint committee charged with bringing the Lyran Commonwealth's military into line with Federated Suns doctrines traveled around the nearby systems. The committee eventually selected Neerabup and Bucklands to be the headquarters of the new regional militia. The family clans of Bucklands resisted the effort, partly due to the proposed loss of their arable land and the disruption the new facilities would bring. With incessant clan infighting on the horizon, the committee moved all of the militia's operations to Neerabup.

After construction commenced, Neerabup saw a huge boom in its local economy as the massive influx of high tech equipment and need of locally-produced raw materials created several successful companies for exporting goods to other local systems, drawing immigrants looking for work.

Neerabup's politics are a traditional, hide-bound process, with each province ruled by a Publican. The Publican's title is hereditary only to the firstborn male son of the family. When no male heir is present, the province then elects a new Publican, who can be male or female. The current Headmistress of the Publican House, Matilda Durmot, has held her seat for nearly fifty years and was elected to the position after the death of her father, Horace, a driving force in the Estates General during the early part of the century. The Durmot homestead covers nearly three thousand acres and includes the sprawling Durmot Cranbog Agricompany, a prominent exporter of exotic Neerabup foodstuffs.



## ATLAS .....

## BUCKLANDS

**Noble Ruler:** Archon Katherine Steiner-Davion  
**Appointed Ruler:** Duke Nicole Thompson  
**Star Type (Recharge Time):** K3V (194 hours)  
**Position in System:** 4  
**Time to Jump Point:** 4.62 days  
**Number of Satellites:** 0  
**Surface Gravity:** 1.03  
**Atm. Pressure:** Standard (Breathable)  
**Equatorial Temperature:** 32° C (Mild)  
**Surface Water:** 50 percent  
**Recharging Station:** None  
**HPG Class Type:** B  
**Highest Native Life:** Mammals  
**Population (3058):** 86,970,000  
**Socio-Industrial Levels:** D-D-C-D-A

The scene of heavy fighting during the Reunification War, the wide open plains on its three continents at first seemed like an advantage to the more advanced Star League and Lyran Forces. However, the RWR guerrillas immediately blended into the populace and executing a successful insurgency. The clandestine bombing attacks and sabotage of the attackers' equipment forced them to stay and pacify the world for years.

Today, Bucklands is one of the region's breadbasket worlds, shipping a massive amount of foodstuffs to nearby systems. These exports make it an extremely important, if overlooked, system in the Lyran's Periphery March. With little manufacturing industry, eighty percent of the population belongs to farming clans who often have violent conflicts over harvests and the best farming locations. When negotiations fail and to prevent trampling and destruction of the fields in questions, the families take their security forces (often decommissioned militia forces and converted AgroMechs) to a designated free-fire zone and let them do battle. Though to outsiders this has been seen as too "Clan-like" after the Clan Invasion, the Bucklands populace has been doing this since the turn of the 30th century to resolve their disputes. However, unlike systems that hold matches and export video footage, few citizens outside Bucklands find any interest in the ritualistic fighting of non-combat 'Mechs

Seen as plain and boring by its younger natives, many try to leave once they come of age. The Lyran military often provides the easiest avenue for escape and the young people soon find themselves shipped off to other systems. After experiencing the different sights and sounds of distant systems, many find the pace of the outside worlds too fast and return home after their tour of duty. Those who become MechWarriors return to join the prominent retired veteran social clubs, which have chapters in every major settlement planet side. Only a few still have working BattleMechs in their possession and most are content in marching out with family-owned Agro and IndustrialMechs painted in their former unit's colors on holidays.

## AUSTRALIA

**Noble Ruler:** Archon Katherine Steiner-Davion  
**Appointed Ruler:** Duke Thomas Kelly  
**Star Type (Recharge Time):** K8V (199 hours)  
**Position in System:** 3  
**Time to Jump Point:** 3.47 days  
**Number of Satellites:** 1 (Perth)  
**Surface Gravity:** 1.08  
**Atm. Pressure:** Standard (Breathable)  
**Equatorial Temperature:** 35° C (Mild)  
**Surface Water:** 76 percent  
**Recharging Station:** Zenith  
**HPG Class Type:** A  
**Highest Native Life:** Mammal  
**Population (3058):** 949,150,000  
**Socio-Industrial Levels:** B-B-C-C-B

Relatively uninhabited and purposefully undeveloped, with little strategic or industrial importance, Australia is nonetheless of vital importance to the Lyran Alliance and the Commonwealth before it. Near the planetary capital of Woolloomoloo lies the massive underground fortification that houses one of the Alliance's important Mint and Reserve Banks. The locations of the entrances of this facility are highly classified. Though a few have tried to gain unauthorized access to the Mint, none have succeeded in getting past its outermost defenses before being captured or killed. Security at the fortified buildings of the banking sector rivals that of the Donegal Exchange, and the wild lands of Queensland, the largest continent, have been host to many high-level corporate outings. Banking officials have worked hard to keep Australia as a wild playground for the Alliance's wealthiest banking executives, often hosting lavish hunting excursions and airship cruises over the planet's many badlands.

Due to the mint and the heavily safeguarded banking sector in Woolloomoloo, Australia is one of the few underdeveloped systems to receive a Class A HPG system; the Stock Exchange constantly receives hourly updates from several Alliance exchanges and other financial sources. Prior to the Clan Invasion, the Lyran military stationed the Eleventh Lyran Regulars nearby; they were rotated to the Lyons Thumb on the eve of the Clan Invasion. With the Clans and other possible enemies on all fronts stretching front line forces so thin, the Eleventh never returned. The financiers in Woolloomoloo have since funded a small security corps that often works alongside the planetary militia in training exercises.

## ATLAS .....

## COVENTRY

**Noble Ruler:** Archon Katherine Steiner-Davion

**Appointed Ruler:** Duke Thomas Fredrick Bradford

**Star Type (Recharge Time):** F4V (174 hours) 120 hours [AT2 chart shows 175 hours for F4V – Eric Salzman]

**Position in System:** 3

**Time to Jump Point:** 16.10 days

**Number of Satellites:** 1 (Wellston)

**Surface Gravity:** 1.01

**Atm. Pressure:** Standard (Breathable)

**Equatorial Temperature:** 35° C (Mild)

**Surface Water:** 80 percent

**Recharging Station:** Zenith, Nadir

**HPG Class Type:** A

**Highest Native Life:** Mammal

**Population (3058):** 3,784,500,000

**Socio-Industrial Levels:** A-A-A-A-A

Settled by a mixture of Australians, Canadians, and New Zealanders on what appeared to be paradise, Coventry quickly became an agricultural powerhouse from its swaths of rich soil. Once the planet's abundant raw ores were discovered, the system also became an industrial powerhouse. Coventry's four continents have become dotted with prominent manufacturers, producing goods from civilian vehicles to advanced computers, and including one of the Lyran Alliance's largest BattleMech manufacturers, Coventry Metal Works. Hundreds of mining tunnels in the highlands and under Port St. William were created over the centuries to harvest the large deposits of ore and minerals, often so large and well excavated that many are now used in other capacities with little worry of collapse.

Its location and importance easily made it a choice as a provincial capital, only increasing its importance and influence in neighboring systems. However, lax laws and a laid back population often leave Coventry's heavy influence untapped in all but the most important issues.

Located deep in the Lyran Alliance, none of the AFFC's upper echelon ever expected Coventry to be attacked by any immediate threat. This made units stationed here low on the priority list for upgrades and supplies and high on the list for retiring commanders and social-elite officers with little combat experience.

## MAPSHEETS

The following tables represent the categories of terrain that can be found on the various systems touched by the Falcon IncurSION campaign. Players may either select a map from the appropriate table or randomly determine which map to use, unless otherwise specified by the scenario. Players may add the appropriate Terrain modification to any Touchpoint track as an Optional Bonus worth 50 WP. MS = Map Set, MSC = Map Set Compilation, BT = Classic BattleTech Introductory Box Set.

## TERRAIN TABLE

## ENGADINE MAPSHEETS TABLE

NOTE: MAY USE THIN SNOW MODIFICATION (SEE P. 52, TO)

MOUNTAIN LAKE	Result	Map
	1	River Delta/Drainage Basin #1 (MS4, MSC1)
	2	Large Mountain #1 (MS5, MC2)
	3	Lake Area (MS1, MC1)
	4	Mountain Lake (MS2, MC1)
	5	River Valley (MS2, MC1)
	6	Woodland (MS6, MSC2)

## NEERABUP MAPSHEETS TABLE

NOTE: MAY USE MUD (SEE P. 50, TO)

FIRE BASE	Result	Map
	1	Open Terrain #1 (MS5, MSC1)
	2	Drop Port #2 (MS7)
	3	Military Base #1 (MS7)
	4	Moonscape #1 (MS5, MSC1)
	5	Drop Port #1 (MS7)
	6	Hills (BT, MS2, MSC1)

## BUVKLANDS MAPSHEETS TABLE

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

PRAIRIE	Result	Map
	1	BattleTech (MS2, MC1)
	2	Rolling Hills #1 (MS3, MSC1)
	3	Scattered Woods (MS2, MSC2)
	4	Open Terrain #1 (MS5, MC2)
	5	BattleForce 2 (MS6, MC2)
	6	Desert Hills (MS2, MC1)

## AUSTRALIA MAPSHEETS TABLE

NOTE: MAY USE ULTRA HEAVY WOODS MODIFICATIONS (SEE P. 40, TO)

WOODLANDS	Result	Map
	1	Heavy Forest #1 (MS4, MC1)
	2	Large Lakes #1 (MS4, MSC1)
	3	Woodland (MS6, MSC2)
	4	Scattered Woods (MS2, MSC2)
	5	Wide River (MS6, MSC2)
	6	Open Terrain #2 (MS5, MSC1)

## COVENTRY MAPSHEETS TABLE

NOTE: MAY USE HEAVY INDUSTRIAL ZONE MODIFICATIONS (SEE P. 31, TO)

INDUSTRIAL	Result	Map
	1	City, Downtown (MS6, MC2)
	2	Military Base #1 (MS7)
	3	Drop Port #1 (MS7)
	4	City, Suburbs (MS6, MC2)
	5	Military Base #2 (MS7)
	6	Seaport (MS7)
HIGHLANDS	Result	Map
	1	Woodland (MS6, MSC2)
	2	Large Mountain #1 (MS5, MSC2)
	3	Mountain Lake (MS2, MC1)
	4	Deep Canyon #1 (MS5, MSC2)
	5	Large Mountain #2 (MS5, MSC2)
	6	Wide River (MS6, MSC2)



# RANDOM ASSIGNMENT TABLE .....

## RANDOM ASSIGNMENT TABLE: JADE FALCON INCURSION, 3058

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).

Some results have two units listed. Consult the table header and use the appropriate unit for the faction listed. [Example: Nathan is rolling a Light 'Mech for his mercenary Lance. His roll results in a 4. Consulting the table, he notes that there are two 'Mechs listed, a HTN-171 Hornet and a LCT-3M Locust. Because he is rolling for a mercenary force, he uses the Locust result, as "Mercenary" is to the right of the slash in the table heading. If he had been rolling for a Dragoons force, he would instead use the Hornet result.]

LIGHT 'MECHS	2D6	WOLF'S DRAGOONS/MERCENARY	CLAN JADE FALCON	LYRAN/MILITIA
	2	Fire Moth/OW-1 Owens	Jenner IIC	WLF-2 Wolfhound
	3	Locust IIC/JR7-K Jenner	Locust IIC	PNT-10K Panther
	4	HTN-171 Hornet/LCT-3M Locust	Fire Falcon	COM-5S Commando
	5	WSP-3W Wasp/WSP-3M Wasp	Incubus	BH-K305 Battle Hawk
	6	JR7-D Jenner	Horned Owl	LCT-1V Locust
	7	WLF-2 Wolfhound	Kit Fox	STG-3G Stinger
	8	COM-5S Commando	Howler	WSP-1S Wasp
	9	FLC-4P Falcon/JR7-K Jenner	Adder	FS9-S Firestarter
	10	Mist Lynx/BH-K305 Battle Hawk	Cougar	LCT-3S Locust
	11	Kit Fox	Fire Moth	ALM-7D Fireball/WLF-1 Wolfhound
	12	Adder/Kit Fox	Mist Lynx	DRT-3S Dart
MEDIUM 'MECHS	2D6	WOLF'S DRAGOONS/MERCENARY	CLAN JADE FALCON	LYRAN/MILITIA
	2	Ice Ferret/HBK-5P Hunchback	Great Wurm	CN9-D Centurion
	3	Conjurer/END-6Q Enfield	Ice Ferret	NGS-4S Nightsky/HCT-3F Hatchetman
	4	GRF-3M Griffin	Viper	CLN-7V Chameleon
	5	PHX-3M Phoenix Hawk	Nova	PHX-3S Phoenix Hawk/PHX-1 Phoenix Hawk
	6	BJ-2 Blackjack	Hunchback IIC	BJ-2 Blackjack
	7	SHD-5M Shadow Hawk	Stormcrow	GRF-1DS Griffin/GRF-1N Griffin
	8	HOP-4D Hoplite/WVR-7M Wolverine	Conjurer	DV-6M Dervish
	9	TBT-7M Trebuchet	Black Lanner	WVR-7D Wolverine/WVR-6R Wolverine
	10	HCT-5S Hatchetman	Griffin IIC	HCT-5S Hatchetman
	11	Nova/HBK-5M Hunchback	Shadow Hawk IIC	APL-1M Apollo/HBK-4G Hunchback
	12	Storm Crow/GRF-1N Griffin	Grendel	BSW-X1 BushwackerBushwacker
HEAVY 'MECHS	2D6	WOLF'S DRAGOONS/MERCENARY	CLAN JADE FALCON	LYRAN/MILITIA
	2	Summoner/CES-3R Caesar	Mad Dog	MAD-5S Marauder
	3	MAD-5S Marauder	Guillotine IIC	DRG-1N Dragon
	4	TDR-7M Thunderbolt/TDR-9SE Thunderbolt	Rifleman IIC	GHR-5H Grasshopper
	5	ARC-5W Archer/ARC-4M Archer	Night Gyr	AXM-2N Axman/MAD-3R Marauder
	6	ON1-M Orion	Summoner	ARC-5S Archer/ARC-2S Archer
	7	WHM-7M Warhammer	Summoner	WHM-7S Warhammer/WHM-6R Warhammer
	8	HRC-LS-9000 Hercules	Glass Spider	QKD-5M Quickdraw/RFL-3N Rifleman
	9	OTL-5M Ostol	Hellbringer	CES-3R Caesar/CRD-3R Crusader
	10	Gallowglas WD/GAL-1GLS Gallowglas	Summoner	CRD-5S Crusader
	11	MAD-5S Marauder	Timber Wolf	AXM-1N Axman
	12	Timber Wolf/WHM-6R Warhammer	Matador	FLC-8R Falconer
ASSAULT 'MECHS	2D6	WOLF'S DRAGOONS/MERCENARY	CLAN JADE FALCON	LYRAN/MILITIA
	2	Warhawk/MAL-1R Mauler	Turkina	AS7-K Atlas
	3	ZEU-9S Zeus	Executioner	ZEU-6S Zeus
	4	ANH-2A Annihilator/VTR-9B Victor	Bane	ZEU-6T Zeus
	5	AWS-9M Awesome	Gargoyle	AWS-8Q Awesome
	6	BLR-3M BattleMaster	Warhammer IIC	BNC-5S Banshee/ BNC-3S Banshee
	7	MAD-5A Marauder II/STK-5S Stalker	Stone Rhino	ZEU-9S Zeus/STK-3F Stalker
	8	BNC-5S Banshee	Dire Wolf	CP-10-Z Cyclops
	9	IMP-3E Imp/CP-11-A Cyclops	Phoenix Hawk IIC	AS7-S Atlas/AS7-D Atlas
	10	MAD-5A Marauder II/VTR-9K Victor	Bane	BLR-3S BattleMaster
	11	Gladiator/MR-V2 Cerberus	Warhawk	ZEU-9S Zeus/STC-2S Striker
	12	Dire Wolf/AS7-K Atlas	Marauder IIC	MAL-1R Mauler



## THE FALCON'S INCURSION .....

In early 3058, Khan Marthe Pryde assembled a large portion of her touman, composed mostly of untried or older warriors, and moved outside the Jade Falcon Occupation Zone into the Periphery. On 30 January, the sizable task force jumped into Lyran Alliance space, broke into four smaller groups and hit several systems within the span of two weeks.

The first group to fight the Falcons was the Twenty-second Skye Rangers on Engadine. After years of neglect due to being a "sink" unit and under suspicion of unreliability, the Rangers knew they did not have a chance once they realized they faced no mere pirate group. The Rangers led the Second Falcon Jaegers and Seventh Falcon Regulars on a chase through the Manistique mountain range where they were holding training maneuvers. Intending to use the lake to sink many of the Clan units into the deep frozen-over waterways with underwater charges, they almost succeeded until the Second Falcon Jaegers dropped behind them. The surrounded Lyran were soon shattered and the Falcons then packed up and moved on to Neerabup. Though an outdated unit, the regional militia decided to stand their ground. Despite the odds against them the unit refused to back down or withdraw and the battle was over in two hours. This earned them a level of respect among their attackers who took many of them as bondsmen.

These scenes played out repeatedly like a grim reminder of the original Clan Invasion. Falcon forces, bidding often in mere Stars, would land and decimate the valiant militia forces. Though they tried a variety of tactics, all were unsuccessful in stopping the Falcons. On Australia, the militia attempted to stall the Falcons using traps and hiding in the scattered woods. On Bucklands, when word reached them the Falcons were pushing inward; the defenders resorted to welding on armor plates and light weapons onto Industrial and AgroMechs. While very dramatic, it did little to slow the invaders. By the end of February, eight Lyran systems had been hit and their militaries demolished. The only difference between the original invasion and now was this time the Falcons had no interests in holding the systems. As soon as the battle was concluded, the attackers packed up their equipment, their bondsmen, and moved on to the next destination content with the warm-up they had received. The Falcons never deviated from a straight-line path towards their ultimate target: Coventry. More capable units soon moved to re-take the assaulted systems, surprisingly found them devoid of Falcon presence.

Appearing *en masse* over Coventry on 10 March, the Falcons quickly began bidding for landings at the system's most vital locations. Port St. William, the main spaceport, fell quickly along with the surrounding military academy and Coventry Metal Works. The outclassed defenders, comprised of the two battalions of the Tenth Skye Rangers and the Coventry March Militia (CMM), took heavy casualties and quickly withdrew to wage a hit-and-run guerrilla campaign until relief forces could arrive.

The relief arrived on 5 April. Comprised solely of two mercenary units hired by Archon Kathrine Steiner-Davion's aide, Tormano Liaoi; the Wolf's Dragoons appeared along with their bitter rivals, the Waco's Rangers. Many believed this pairing would ultimately lead

to a breakdown in communications. Belief became truth on several occasions as the Rangers often took unnecessary risks to show they were the Dragoons' equal. The initial landings and assaults went relatively well for the aptly named Coventry Expeditionary Force (CEF), with the Seventy-first Light Horse capturing Lietnerton and the Dragoons razing the Port St. William Spaceport to hinder the Falcon's ability to resupply.

The advance ground to a halt on 21 April when an operation designed to distract the Jade Falcons massively backfired on the CEF. Using the surviving CMM to draw the Falcons out of their primary base of operations, the Waco Rangers made their way through the Dales Highlands with the assistance of scouts from the Tenth Skye Rangers. Anticipating the move, the Falcons uncharacteristically laid a trap for the mercenaries outside the Dales, resulting in the CEF losing nearly a quarter of their force in a single battle. This loss put the CEF back on the defense as they were now short on manpower and supplies.

In an effort to retake the initiative and hurt the Falcons, an operation was proposed by Hauptmann Caradoc 'Doc' Trevena. The CEF would once again draw out the Falcons using a recently discovered cache of spare parts and ammunition as bait, while Trevena's small force would slip in behind the lines and hit one of the Falcon's command centers. This operation worked spectacularly, capturing planning documents and one of the Falcon's leadership; Star Colonel Arimas Mattlov. But even with this success, the Inner Sphere still found themselves short on supplies and mulling their options, which were few and far between. Then yet another outside force intervened.

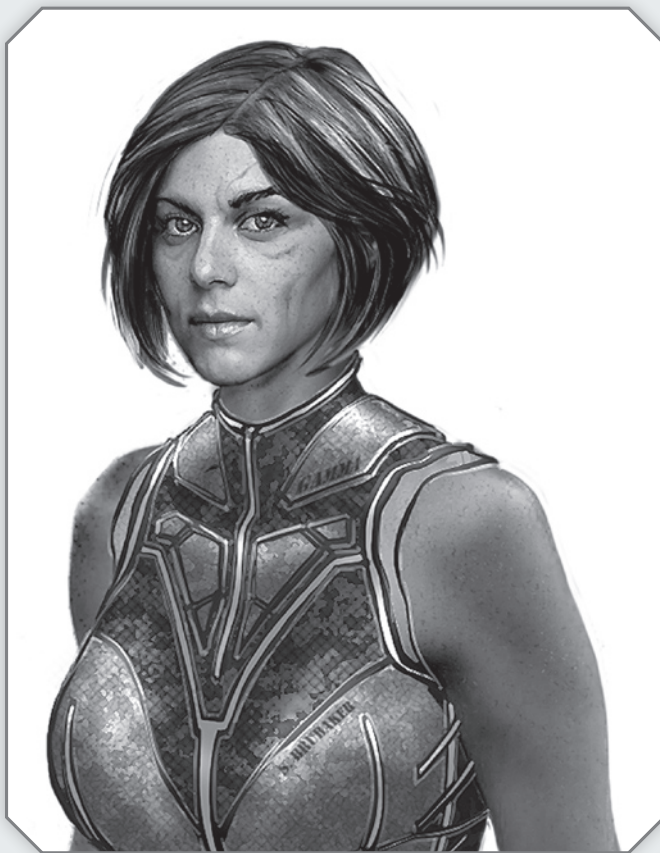
Prince Victor Steiner-Davion's multi-house coalition appeared on 5 June to take back the system, fearing he might have to fight a bloody and protracted conflict that might not result in clear-cut victory. Attempting to invoke *safcon*, the Clan rite to an unopposed landing, Victor unhappily received Khan Pryde's reply that she would defend with all of her forces.

At the same time of Steiner-Davion's arrival, Khan Pryde was presented her own unhappy realization. Khan Ward of the recently reconstituted Wolves chose this time to communicate his intentions of attacking the underdefended Falcon OZ as he saw a prime opportunity to capture no less than six Falcon-owned worlds. Khan Pryde's choices were either to hastily abandon Coventry and risk utter disgrace among her warriors, or battle with Steiner-Davion while giving up the systems in the O.Z. earning her entire Clan the contempt of their peers.

At a meeting in Whitting, the site of the last major skirmish, wishing to avoid a costly battle and not realizing the predicament Khan Pryde was in, Prince Steiner-Davion came up with a third option for both forces and made the unexpected proposal of *hegira*, the Clan ritual for honorable withdrawal. Khan Pryde quickly accepted the offer, and much to the shock of everyone, after exchanging prisoners, Clan Jade Falcon left Coventry. From this incident, lay the foundation for the largest Inner Sphere coalition military operation ever undertaken at the time; the destruction of Clan Smoke Jaguar.



## PERSONALITIES.....

**SHELLY BRUBAKER**

**Rank:** Colonel, Commander of Wolf's Dragoons Delta Regiment  
**Born:** 3014 (44 in 3058)

Born into the Wolf's Dragoons, Shelly Brubaker first started out in a motorized infantry platoon, where she stepped up to help lead Delta regiment in retreat from Murchison in 3038 after a raid gone bad. Afterwards, she began MechWarrior training, testing out as a lance corporal in 3046 just after Delta Regiment was fully reactivated. In 3054 she ascended to command all of Delta after winning a challenge against Colonel Paxton for the right to lead.

Completely devoted to the Dragoons, her normal friendly, laid-back nature takes a backseat to her ruthlessness when dealing with an enemy force. With a good eye for spotting talent, she shuffled officers and men within her unit shortly after taking charge, using her charisma to smooth over any troubles she might have experienced doing so. These natural leadership abilities, along with the increased size from accompanying Gamma Regiment, effectively in charge of the Coventry Expeditionary Force, even with higher ranked officers and detractors of the Dragoons within the task force's ranks.

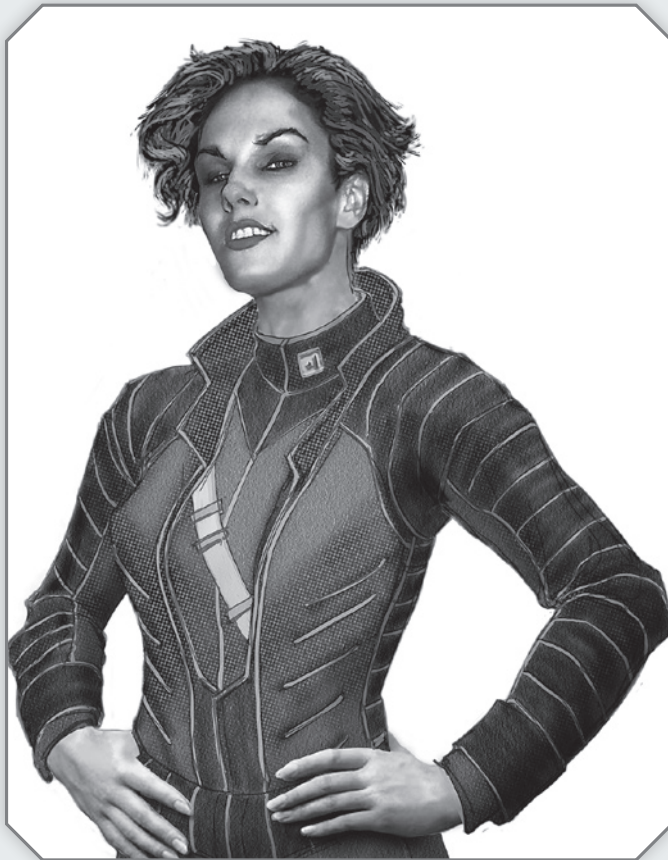
Piloting a *Nightstar* outfitted with Clan weaponry, she uses the increased range of her advanced guns to hang back and line up shots in combat. While the rest of her command company prefers close fighting, she lays down accurate cover fire, carefully aiming each and every shot to maximum effect.

**Special Abilities:** Brubaker has pushed herself to the limit of her abilities, earning her the respect and admiration of her unit and fellow mercenaries through skill, charisma, and charm. To illustrate this, she possesses the Attractive, Gregarious, and Combat Sense traits. She also has a +1-level Positive Reputation trait among the Wolf's Dragoons. She possesses the Sniper and Range Master (Long Range) Special abilities.





## PERSONALITIES.....

**MARTHE PRYDE**

**Rank:** Khan of the Jade Falcons, Commander of the Turkina Keshik

**Born:** 3012 (46 in 3058)

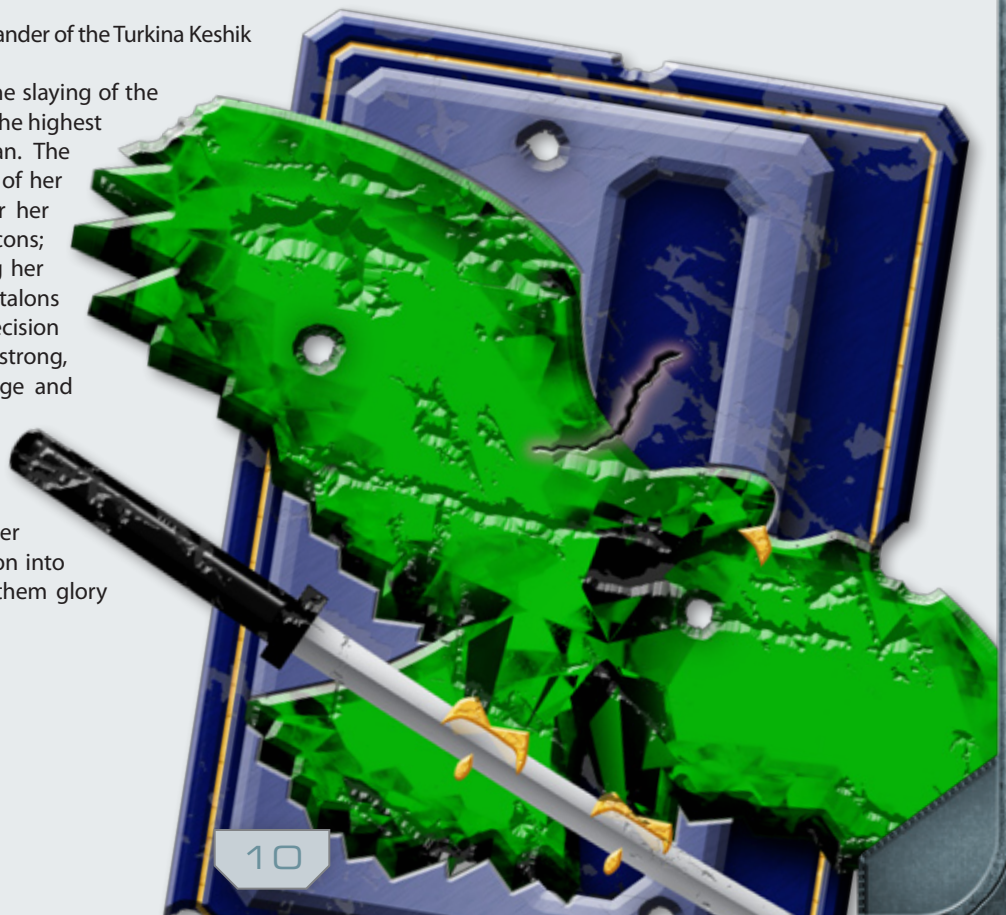
Made saKhan after the Refusal War, the slaying of the Falcons' previous Khan left Marthe Pryde the highest ranked warrior remaining within her Clan. The war's horrific casualties and the disgrace of her predecessors have done little to temper her belief in the superiority of the Jade Falcons; she has devoted her iron will to showing her allies and enemies alike that the Falcons' talons are as sharp as ever. It was a personal decision to take steps to keep the Falcon touman strong, retaining older warriors near solahma age and bringing young, unblooded warriors into the Clan's ranks, moves which threatened to degrade the quality of the Clan's military. This became the primary reason she decided to take the vast majority of her unblooded warriors on a military Incursion into the heart of the Lyran Alliance, netting them glory and valuable combat experience.

In combat she acts like a traditional Clansman and requires her warriors to act as the pinnacle of the Clan honor code. She was often known to pilot a *Summoner*, a trademark design of the Falcons, though since becoming Khan the amount of combat she has seen has dropped significantly. Given the results of the battles she has fought, it is clear that her edge has not diminished.

**Special Abilities:** One of the highest ranked Clan Warriors among the Clans, Khan Marthe Pryde is a skilled 'MechWarrior who is able to push her warriors to their limit. She possesses the Maneuvering Ace and Natural Grace special abilities. As a Khan, she receives a +4-level positive Reputation in the Inner Sphere and Clan space. However, the Reputation in the Inner Sphere only applies to those without a Compulsion/Hatred of Clans trait, otherwise it is a -4-level negative trait.

When Khan Pryde is present on the battlefield, the Jade Falcon player gains a +1 Initiative Bonus and may reroll Initiative twice during a battle. In addition, when a unit takes enough damage to force withdrawal, the controlling player rolls 2d6 during the End Phase of each turn it qualifies. On a result of 6+, the unit may ignore the Forced Withdrawal rules. Once the unit fails the roll, however, the Forced Withdrawal rules are in effect for that unit until the end of the track.

No matter the opponent, all Jade Falcon units must adhere to Level 1 honor rules (see 273, TW).





# COMBATANTS.....

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

*RAT* shows which Random Assignment Tables (see p. x) to roll units from if randomly determining a force. Abbreviations in italics are suggestions for advanced *RAT* options. To build a unit (if not using a player-defined unit from a campaign), follow the Unit Generation rules in *Total Warfare* (see p. 264, *TW*). To see which faction tables to roll from, see the *RAT* entry for each combatant; take care not to select any units which had not yet been constructed; this will require, in general, using the lowest quality rated columns (C, D, or F), as more advanced equipment generally fills in the higher-rated columns (such as A and B); alternately, when applicable, choose a variant of the unit that did exist in 3058 in place of one created later.

For a more advanced game, utilizing a broader range of 'Mechs, vehicles and battle armor, players should feel free to also utilize the *RATs* in *Field Manual: Crusader Clans (FMCC)*, *Field Manual: Lyrn Alliance (FMLA)*, *Field Manual: Mercenaries, Revised (FMM)*, *Mercenaries Supplemental (MS1)*, *Mercenaries Supplemental II (MS2)*, *Mercenaries Supplemental Update (MSU)*, and *A Time of War (ATOW)*. Note that because these materials have a later in-universe date

than this campaign, players participating in an authentic era campaign will need to choose a variant of the unit that did

exist in 3058 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](http://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 game play begins. The *Notes* section gives in-universe details on the unit to help give players a feel for the unit during the Coventry campaign.

## WOLF'S DRAGOONS DELTA REGIMENT

**CO:** Colonel Shelly Brubaker

**Average Experience:** Elite

**RAT:** Wolf's Dragoons, *FMM*, *MS1*, *MS2*, *MSU*, *ATOW*

**Unit Abilities:** Beginning in Turn 4, any initiative bonuses gained by an enemy beginning in Turn 4 do not apply against Delta Regiment. If using combined arms ('Mechs, Air Units (VTOLs count toward this) and infantry assets together), Delta receives a +2 initiative bonus from Turn 4 onward.



**Notes:** The Dragoons were the vanguard of the CEF, as the inclusion of Delta and Gamma regiments gave the Dragoons operational authority over the task force. Overall command fell to Colonel Shelly Brubaker, though due to high inter-unit tensions, it was more a system of consensus than a dictatorship.

Though Gamma regiment was also sent to Coventry, their rebuilding following the Dragoon Civil War left Colonel Irwin Tyrell still wary of independent operations. The Gammas were instead broken into reinforced subunits and scattered across Delta regiment, which helped turn the tide in several firefights.

## SEVENTY-FIRST LIGHT HORSE

**CO:** Colonel Sandra Barclay

**Average Experience:** Regular

**RAT:** Mercenary, *FMM*, *MS1*, *MS2*, *MSU*, *ATOW*

**Unit Abilities:** The Seventy-first can Force the Initiative (see *TO* p. 192)

**Notes:** Recently rebuilt from their destruction on Kikuyu at the hands of the Jade Falcons, the Seventy-first regiment of the famed Eridani Light Horse Brigade was eager to prove their worth and garner some payback. General Ariana Winston accompanied them to observe the unit's performance in combat.



## WACO RANGERS

**CO:** Colonel Wayne Rogers

**Average Experience:** Veteran

**RAT:** Mercenary, *FMM*, *MS1*, *MS2*, *MSU*, *ATOW*

**Unit Abilities:** The Waco Rangers desire to outperform other units often drives them to near-suicidal tendencies. When a unit takes enough damage to force withdrawal, the controlling player rolls 2d6 during the End Phase of each turn thereafter. On a result of 7+, the unit ignores the Forced Withdrawal rules. Once the unit fails the roll, however, the Forced Withdrawal rules are in effect for that unit until the end of the turn. The Waco Rangers cannot be deployed in any battle that has Wolf's Dragoons deployed on the field, unless they are an opposing force.

**Notes:** Often considering themselves the archrivals of the Wolf's Dragoons, their often loud pronouncements of supposed Dragoon treachery only got louder at the start of the Clan Invasion and the revelation of the Dragoons' true origins. Their desire to outperform the Dragoons has led them to take greater risks in battle in an effort to prove themselves better than "those Clan merc scum."

The Crazy Eights mercenary unit, admirers of the Rangers, was also sent along to Coventry and for all intents and purposes, grafted themselves to the Rangers for the duration of the Coventry campaign.



## TENTH SKYE RANGERS

**CO:** Lieutenant General Tjuti Bakkish

**Average Experience:** Regular

**RAT:** Lyrn, *FMLA*, *ATOW*

**Unit Abilities:** The Rangers excel at moving through rough terrain, thanks to their superior scouts. The members of the Tenth automatically gain +1 MP per Movement Phase while moving through any hex that requires more than 1MP.

**Notes:** Though always viewed with suspicion, the Tenth's unauthorized attack on Glengarry in 3056 in support of the Free Skye Rebellion seemed to be the last straw. The LAAF refused to rebuild the unit and transferred out any personnel showing promise, replacing them with troublemakers, untested soldiers, and those lacking political connections.



# COMBATANTS.....

## TWENTY-SECOND SKYE RANGERS

**CO:** Lieutenant General Francisco de Argall

**Average Experience:** Green

**RAT:** Lyrans, FMLA

**Unit Abilities:** When assigning units, a Twenty-Second Skye Rangers player may only deploy assault 'Mechs with a walking MP of 4 or higher and heavy 'Mechs with a walking MP of 5 or higher. If rolling on the Lyrans RAT (see p.x), the player may reroll one time if the result does not meet the unit requirements. If the second result fails to meet the requirement, reroll on the next lower size table.

**Notes:** A long-time "sink" unit due to its questionable loyalties, the Twenty-second has often been stationed on Engadine, on the edge of the Lyrans-Periphery border, trying to hone their skills against various pirate groups, with minimal results.



## COVENTRY DONEGAL MARCH MILITIA

**CO:** Lieutenant General Judith Niemeyer

**Average Experience:** Green

**RAT:** Lyrans, FMLA

**Unit Abilities:** When being deployed on mapsheets with woods that do not include buildings, up to half of the CDMM may start deployed as Hidden Units (see p. 259, TW). At least half (rounded down) of all infantry units fielded consist of beast-mounted infantry (known as "boomers," or mounted kangaroos).

**Notes:** Stationed where no one believed combat would be seen, the Lyrans secession had quickly turned the CDMM into a dumping ground for malcontents and pro-Victor soldiers. This nearly broke the unit's morale until the Jade Falcons arrived, showing them more combat than they ever wanted to see.



## NEERABUP PERIPHERY MARCH MILITIA

**CO:** Lieutenant General Edward McKenzie

**Average Experience:** Green

**RAT:** Militia, FMLA

**Unit Abilities:** Constantly prepared to be on the defense, the Neerabup PMM has trained to take maximum advantage of any and all cover. Any Neerabup unit giving the attacking unit a to-hit penalty due to terrain in their immediate or adjacent hex gains an additional (non-cumulative) +1 to-hit penalty.

**Notes:** Acting primarily as back-up for the Twenty-second Skye Rangers in the region, the Neerabup PMM only deploys out of their home system when the Rangers head out on pirate hunting missions. Though expected to support the other front line RCTs in the defense from another possible Clan Invasion corridor, it did little to slow the Jade Falcons when they crossed the border.



## THIRD FALCON TALON CLUSTER

**CO:** Star Colonel Cewen Newclay

**Average Experience:** Veteran

**RAT:** Jade Falcon, FMCC

**Unit Abilities:** The Third Falcon Talon Cluster only suffers half the penalties (round up) when fighting at night or in adverse weather conditions.

**Notes:** Transferred back from Omicron right before the Refusal War, the Third Talon was the most experienced Falcon unit (excepting the Turkina Keshik) and therefore in the best condition to support the other Clusters sent on the Incursion leading to Coventry.



## JADE SOLAHMA CLUSTER

**CO:** Star Captain Tamara

**Average Experience:** Veteran

**RAT:** Jade Falcon, FMCC

**Unit Abilities:** Desperate for one last chance at glory, the Jade Solahma Cluster receives gets a +1 bonus to all rolls made to avoid shutdown or ammo explosion due to heat level.

**Notes:** Understrength since the Refusal War, this cluster was shocked to find they were assigned to the Incursion. Their assignment was mostly due to the political maneuvering of Galaxy Commander Rosendo Hazen, who used the Cluster as a benchmark of how the Clan's newer generations of warriors were performing.



## FIRST FALCON STRIKER CLUSTER

**CO:** Star Colonel Uvin Buhallin

**Average Experience:** Veteran

**RAT:** Jade Falcon, FMCC

**Unit Abilities:** The First's warriors reduce their attacker movement modifier by 1 (to a minimum of 0) and only deploy a maximum of six OmniMechs in any given battle. Reroll any further OmniMech result on the Jade Falcon RAT (see p. x).

**Notes:** Though inexperienced at command, the newly promoted Uvin Buhallin is a skilled Mechwarrior. His superiors hope the inherent skill of the unit will pull him through any issues that may arise during the course of the campaign.



## SEVENTH FALCON REGULARS

**CO:** Star Colonel Tegen

**Average Experience:** Regular

**RAT:** Jade Falcon, FMCC

**Unit Abilities:** The Regulars suffer no MP penalties for snow and icy terrain. Similarly, the unit suffers only a +3 penalty for icy conditions. Skidding and bog-down rules still apply.

**Notes:** Once an elite unit, Tukayyid saw the unit shattered by the Com Guards. Constant combat and high turnover have since kept this unit from reaching its former prestige.





# COMBATANTS.....

## TWELFTH FALCON REGULARS

**CO:** Star Colonel Creed Mattlov

**Average Experience:** Green

**RAT:** Jade Falcon, FMCC

**Unit Abilities:** The Twelfth suffers -1 initiative and to-hit penalties until Turn 4. Beginning in Turn 5, the unit gains a +1 to-hit bonus, reversing the previous penalty.

**Notes:** Another unit shattered by the Refusal War, the Twelfth was one of the largest recipients of new recruits which often lead to sloppy, if not enthusiastic, combat.



## JADE FALCON EYRIE CLUSTER

**CO:** Star Colonel Mikos Roshak

**Average Experience:** Green

**RAT:** Jade Falcon, FMCC

**Unit Abilities:** Uncommonly inexperienced, the Eyrie Cluster automatically loses the Initiative for the first two turns and suffers a -4 penalty on Turn 3. Reduce this penalty by 1 for every other turn thereafter. Beginning on Turn 10, the unit suffers no Initiative Penalty.

**Notes:** Many of the Eyrie's experienced warriors were transferred to other clusters to bolster their front line forces. Their replacements were unblooded warriors as young as thirteen, leading to the unit's receiving the nickname "The Sibko Cluster" from its fellow Galaxy members.



## SECOND FALCON JAEGER

**CO:** Star Colonel Taman Malthus

**Average Experience:** Regular

**RAT:** Jade Falcon, FMCC

**Unit Abilities:** With Malthus training the Cluster in high speed orbital drops, the Cluster receives a +1 penalty to all landing rolls; if the roll fails, reduce their MoF by 2 (to a minimum of 1)

**Notes:** Led by the minor celebrity (by Clan standards) Taman Malthus, many of the newer recruits hang on his every word when he addresses them.



## 305TH ASSAULT CLUSTER

**CO:** Star Colonel Tara

**Average Experience:** Green

**RAT:** Jade Falcon, FMCC

**Unit Abilities:** Trying to intimidate their opponents to compensate for their inexperience, the 305 may use Overrun Combat (see TO p. 193) once per track.

**Notes:** Only a handful of veterans survived the Refusal war, with the rest of the unit being filled out by former solahma warriors and unblooded recruits. Eager to prove their worth, the 305th prefers to simply forge ahead in the face of overwhelming enemy forces.



## GYRFALCON EYRIE CLUSTER

**CO:** Star Colonel Devin Buhallin

**Average Experience:** Green

**RAT:** Jade Falcon, FMCC

**Unit Abilities:** Inexperienced, the Gyrfalcon Cluster automatically loses the Initiative for the first two turns and suffers a -4 penalty on Turn 3. Reduce this penalty by 1 for every other turn thereafter. Beginning on Turn 10, the unit suffers no Initiative Penalty.

**Notes:** Looking stronger on paper than in practice, the Gyrfalcon Eyrie Cluster has yet to even hold a training exercise to assess the skills of its latest batch of sibko assignees.



## FIFTH BATTLE CLUSTER

**CO:** Star Colonel Diane Anu

**Average Experience:** Green

**RAT:** Jade Falcon, FMCC

**Unit Abilities:** The Fifth Battle Cluster gains a +1 Initiative Bonus when acting as Defender or in urban terrain (Cumulative).

**Notes:** Already under strength at the start of the Incursion, the Fifth's attack on the Neerabup PMM's position netted a lot of worthy bondsmen, many of whom may be used to fill out the Fifth's roster in the near future.



## HOW TO USE THE CAMPAIGN.....

This campaign is designed to be played with a minimum of two players one player uses either the Jade Falcon or the Inner Sphere force, while the other provides the opposition. More players are welcome to participate those groups with a large number of players may decide to have a single person gamemaster (GM) and spearhead Track setups and answer any rules questions that may arise during the course of gameplay. Players are welcome to supplement or expand on the rules listed with those from *Total Warfare*, *Tactical Operations*, or *Strategic Operations*. An ideal example is using the buildings rules from *Total Warfare* during certain tracks, or the advanced weather and environment rules from *TacOps* and *StratOps*. If using additional rules not presented in this product, all players must agree to their use. Any questions that arise from using those rules should be decided by either group consensus or by a neutral GM. As a last resort, players may simply roll the dice to settle an issue.

Each Touchpoint track may add the appropriate terrain modification (as listed in the Terrain table, p. X) as an Optional Bonus worth 50 WP. The bonus is awarded only if the player achieves at least one objective.

Players may choose to use a specific unit from the Combatants section, a custom player unit, or they may choose to operate as either the Inner Sphere or Clan force as a whole, using the listed units in the Combatants section. If opting to run as either the Inner Sphere or Clan side, players may use Warchest points to re-roll a RAT result, a pilot skill result, or purchase a unit from the RAT outright when determining their forces using the "Warchest Unit Cost" table. Players may only purchase re-roll results for their forces, not for the opposing force.

Regardless of which side the players choose, they begin with 1000 Warchest points.

### WARCHEST UNIT COST TABLE

WP Cost	Action
100	Re-roll Gunnery and Pilot skill result when determining skill level of pilot. The new result replaces the previous one.
200	Re-roll RAT result; player may choose to use original roll or new roll result.
Tonnage x 5	Player may purchase a 'Mech at the 'Mech's listed tonnage x 5. This can only be done once per weight class in between tracks; newly purchased units must be able to be used in the next track.

## THE SETUP: INNER SPHERE

### CAMPAIGN RULES

Players using Inner Sphere forces for this campaign have access to all of the units listed on their faction's Random Assignment Tables (see p. x). However, if the player is using a custom-built unit, they may elect to use the RATs for supplement in repair or expansion. Players may begin the campaign with one of the following tracks: *Recon*, *Raid*, or *Touchpoint: Engadine*. When determining Opposing Forces, the rolling player uses the Clan Jade Falcon Random Assignment Tables.

## THE SETUP: JADE FALCONS

### CAMPAIGN RULES

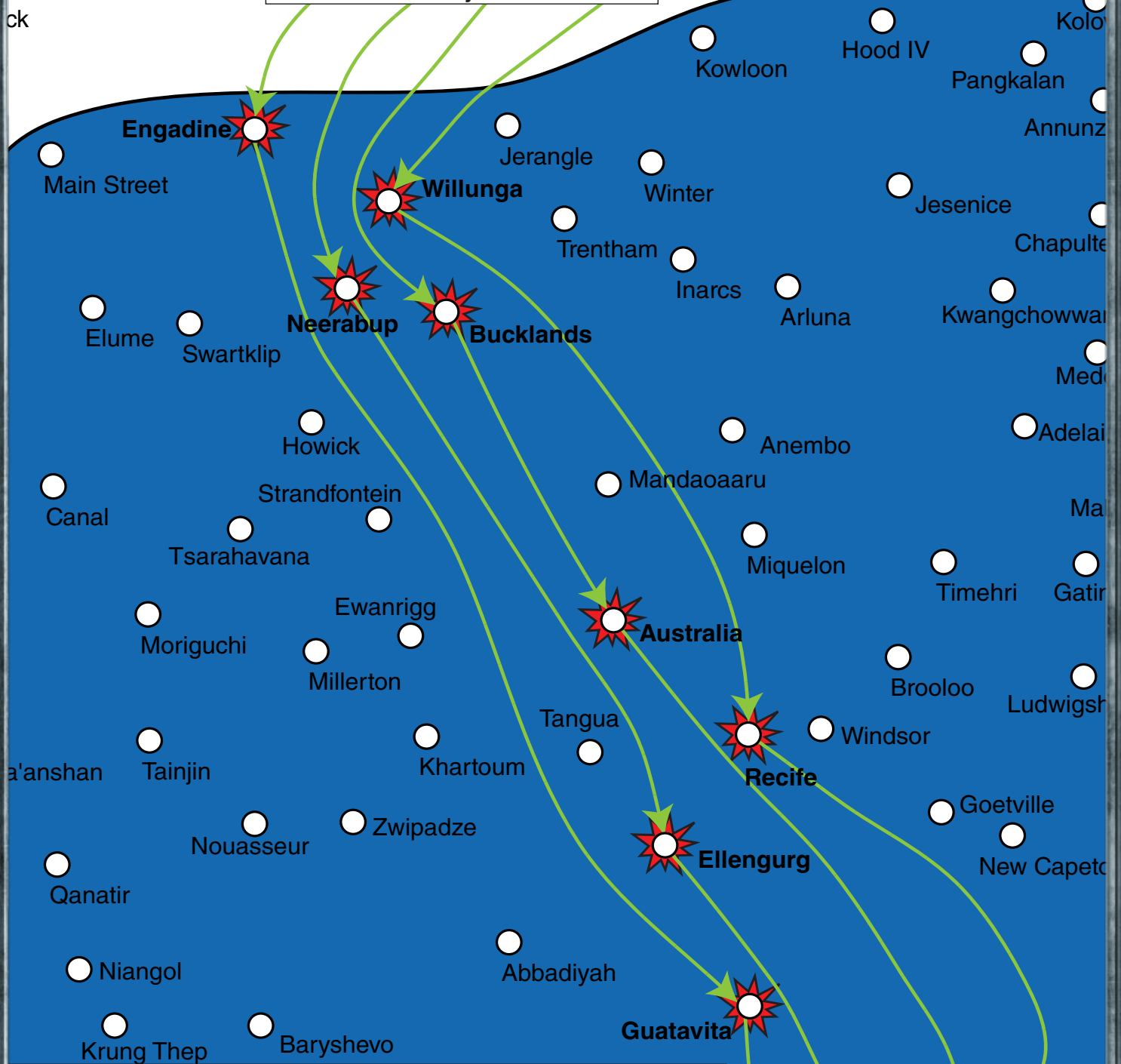
Players using Jade Falcon forces for this campaign have access to all of the units as listed on the Clan Jade Falcon Random Assignment Table. However, if the player is using a custom-built unit, they may elect to use the RATs for supplement in repair or expansion. Players may begin the campaign with one of the following tracks: *Recon*, *Raid*, or *Touchpoint: Engadine*. When determining Opposing Forces, the rolling player uses the Lyran/Militia tables (see p. x).

## 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 used to give players a feel for the actual events of the Coventry campaign. The beginning enumerated in *The Setup* above offers one way to launch player groups into the campaign; enterprising gamemasters and players can find their own ways 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 desired, as they represent experiences rather than specific engagements. It is recommended that players proceed through the Touchpoint tracks in order, however, since each world corresponds to a certain wave of the campaign. The Tracks are presented in chronological order for each world the Jade Falcons struck, but if a player group is a Wolf's Dragoon unit, some gamemastering may be needed to involve the Dragoons in the early Tracks.



January 3058



Battles

Clan Jade Falcon attacks

# Jade Falcon Incursion (3058)

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March 10



## MISSION: RECON .....

*Ok, we know they are out there, but we aren't sure just how big and bad they really are or how many of them are lurking in the brush. Our job isn't to actually engage, but to find out their capabilities and to pull out just before things get too hot for us. Might sound easy, but don't get cocky, it's a lot harder than it sounds.*

Damn Spheroids! If we were fighting an honorable opponent, all we would need is to issue a batchall and simply ask what forces they intend to bring to the field of battle. But these barbarians refuse to fight with honor, forcing us to find out for ourselves.

**GAME SET UP**

*Recommended Terrain:* Any (or roll from the appropriate table (see p. x) two maps for whichever world your player group is currently on. The Defender places the mapsheets in any legal configuration and designates one edge as the Defender's home edge.

**Attacker**

*Recommended Forces:* Any

The Attacker is a portion of the player's group force. The Attacker chooses his forces first and may choose which map edge to enter on. This edge is then designated the Attacker's home edge.

**Defender**

*Recommended Forces:* Any

The Defender is a portion of the planetary defender's force and is determined after the Attacker has chosen his forces. The Defender's force should be 130 percent of the Attackers deployed force. The Defender's force enters from their home edge.

**WARCHEST**

**Track Cost:** 150 WP

**Optional Bonus:**

**+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. Identification, please.** Scan at least 75% of the Defender's force. Scanning must be done within 4 hexes of an enemy unit at the end of the Movement phase and in lieu of any attack. Scanning may be completed by either spending one complete turn with the target in the range of an operating probe (any equipment with "probe" in the title) or spending two turns within a four-hex radius of a BattleMech or Vehicle unit. A unit that is scanning without a probe may not fire any weapons during the time it takes to complete a scan; multiple buildings may be scanned at the same time. Line of sight is not required. **(Reward: 100)**

**2. Escape!** At least half of the player's force must survive and exit their home edge after eight turns. **(Reward: 100)**

**SPECIAL RULES**

The following rules are in effect for this track:

**Forced Withdrawal**

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

**NEXT TRACK**

*Recon, Raid, or the next Touchpoint (Touchpoint: Engadine if none have been taken previously).*



## MISSION: RAID .....

*It's been a spell since we've seen any fresh supplies, running from spot to spot. These Falcons haven't let up the pressure. But I see a nice juicy cache of ammo, parts, and food nearby. The catch? Those Clanners have it in their hands at the moment. All we have to do is get past them to get it.*

Those Spheroids have gone to ground, trying to run circles around us. Every time we think we have them they fade away like spirits in the night. But this time we found where they have been going to rest and re-arm, and it is time we finally break them by destroying their stockpile. As they told us during our sibko training: When your quarry goes to ground to fight dishonorably, burn the ground until there is nowhere left to go.

**GAME SET UP**

*Recommended Terrain:* Any (or roll from the appropriate table (see p. x) for whichever world your player group is currently on). The Attacker places the mapsheets in chase position (see p. 262, *TW*) and designates one of the narrow edges 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 the player group's force. 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 enemy force equal to 100% of the Attacker's force. If rolling units randomly, the Defender should roll for his or her units before the Attacker has selected theirs. The Defender's force should begin the game anywhere within eight hexes of the Defender's home map edge.

**WARCHEST**

**Track Cost:** 150 WP

**Optional Bonus:**

**+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% of the enemy force. **(Reward: 100)**

**2. Discourage Pursuit:** Cripple or destroy the enemy's fastest units: one unit for every 4 fielded. **(Reward: 50)**

**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 the most Objective points in the track.

**Commander**

One of the units on each side is a field commander. Selects one unit and assign it either a Gunnery Skill of 2 or Piloting Skill of 1, rolling the other skill randomly on the Elite column. If the unit containing the commander is destroyed, that player must apply a -2 modifier to all subsequent Initiative rolls.

**NEXT TRACK**

*Recon, Raid, or the next Touchpoint (Touchpoint: Engadine if none have been taken previously).*

## TOUCHPOINT: ENGADINE .....

*When we heard of JumpShips detected and inbound DropShips, we naturally assumed that it was some pirate band or group of wannabe big shots coming in for the up-and-coming rooting. Imagine our surprise when telemetry informed us that it was a massive Clan force coming in. Lyran High Command has been leaving us here to rot for years. How are we supposed to defeat these guys?*

*I'm glad the old man stationed supply depots out here in the wilderness; otherwise we'd have nothing to fight those damn Clanners with. At least now we can try to hold out until reinforcements arrive.*

They call themselves warriors? Look at them, already running before the first blows are even exchanged! It looks like the differences between normal Inner Sphere warriors and Allard-Liao are even greater than I first expected. Which is a good thing for us. It will give our sibkos plenty of target practice before the real troops arrive.

**SITUATION****MANISTUQUE LAKE, ENGADINE****LYRAN ALLIANCE****3 FEBRUARY 3058**

On January 30th, 3058, a flotilla of JumpShips materialized at a pirate point in the Engadine system, beginning the Coventry Campaign. On training maneuvers with the local militia in the Manistuke Highlands, the Twenty-second was barely able to arm themselves from a local depot in time to contest the Falcons' landing.

**GAME SETUP**

*Recommended Terrain:* Engadine (see p. x)

The Defender places at least 2 mapsheets in chase position (see p.262, TW) and designates one of the short edges as the Defender's home edge. The opposite map edge is the Attacker's home edge.

Triple the depth of each water hex.

**Attacker**

*Recommended Forces:* Second Falcon Jaegers, Seventh Falcon Regulars

The Attackers consists up to 75% of the Defender's deployed force. The Attackers enter the mapboard via their home edge at the start of Turn 2

**Defender**

*Recommended Forces:* Twenty-second Skye Rangers

The Defenders are the Lyran Twenty-second Skye Rangers accompanied by elements of the local militia, which is not to exceed 25% of the Defender's deployed force and consists of only combat vehicles and infantry of green quality. The Defender should choose his forces before the Attacker, and enters via their home edge at the start of Turn 1.

**WARCHEST**

**Track Cost:** 300 WP

**Optional Bonuses:**

**+100 In a Pinch:** Half of the attacking force is combat-dropped anywhere on the mapboard at the start of turn 4.

**+100 Winter Wonderland:** Use the Heavy Snowfall rules from *Tactical Operations* (p. 60)

**OBJECTIVES**

**1.) Keep the Fight Alive.** For every unit the Defender succeeds in retreating off their home map edge after Turn 6, or every Defending unit the Attacker cripples or destroys after Turn 2. Militia units do not count toward this objective. **(Reward: 50)**

**2.) Make an example of them.** Destroy or cripple at least 75% of the opposing force **(Reward: 150)**

**SPECIAL RULES**

The following rules are in effect for this track:

**Forced Withdrawal**

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

**Salvage**

The *Salvage* rules (see pp. 192-193, SO) may be used by the side that gains the most points in the track.

**AFTERMATH**

On the run for six days, the Rangers and local militia were able to bloody the Regulars as they led them right to Manistuke Lake, hoping to use the deep, icy water to their advantage. The Rangers, however, were shocked by the surprise combat drop of the Second Jaegers during the snowstorm. Now surrounding a snowstorm. Surrounding the defenders, the Falcons smashed any unit not willing to surrender and become bondsmen.

**NEXT TRACKS**

*Recon, Raid, Touchpoint: Neerabup, Touchpoint: Bucklands, or Touchpoint: Australia*



## TOUCHPOINT: NEERABUP .....

*This group is way too big to be pirates, and the drive flare signatures are suggesting Overlord-class DropShips. No pirate groups these days are that big; not even the Red Corsair's were. We have no stockpiles outside our base, and everything of worth is close by, so if this group wants anything, they will have to come to us. And from here we'll blast them back to whatever rock they came from.*

So, this group actually wants to stand and fight us? Do they really expect to win, or is this just a glorious last stand to show they have a warrior's spirit, if not the tools and skills?

We will honor their stupidity and their courage, by showing them even when we adhere to our "strict" rules, we can still easily defeat them.

**SITUATION****FORT DRESDEN, NEERABUP****LYRAN ALLIANCE****10 FEBRUARY 3058**

The Jade Falcons touman split up into several task forces, each intended to smash the native defenders of the systems they entered and of one system, then move on without delay. One of the more strategic systems, Neerabup, housed a Periphery March Militia. Instead of going to ground, the PMM commander decided to stand and fight a major battle on the perimeter of the PMM's headquarters compound.

**GAME SETUP**

*Recommended Terrain:* Neerabup (see p. x)

The Defender places at least 4 mapsheets in any legal configuration and designates one of the edges as the Defender's home edge. The opposite map edge is the Attacker's home edge.

**Attacker**

*Recommended Forces:* Fifth Battle Cluster

The Attackers are not to exceed 75% of the Defender's deployed force. The Attackers enter the mapboard via their home edge at the start of Turn 1.

**Defender**

*Recommended Forces:* Neerabup PMM

The Defender should choose his forces before the Attacker and deploys their ground forces anywhere on the map no less than 8 hexes away from the map board edge. BattleMechs and vehicles may start hull-hull down (see pp. 21, TO), and infantry may start in improved positions (see pp. 198, TO).

The Defender also designates at least three buildings (any height; CF 75) as command centers. If there are no buildings on the map, the Defender may place them on the battlefield no closer than 5 hexes from any map edge.

**WARCHEST****Track Cost:** 300 WP**Optional Bonuses:**

**+50 Commanders:** One of the units on each side is a field commander. Select one unit and assign it either a Gunnery Skill of 2 or Piloting Skill of 1, rolling the other skill randomly on the Elite

column. If the unit containing the commander is destroyed, that player must apply a -2 modifier to all subsequent Initiative 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.) Make an example of them.** Destroy, cripple, or force the withdrawal of at least 75% of the opposing force (**Reward: 200**)

**2.) But not the facilities.** Destroy/preserve each of the command centers (Attacker/Defender respectively) (**Reward: 50 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 for the attackers.

**Salvage**

The *Salvage* rules (see pp. 192-193, SO) may be used by the player that achieves the most Objective points in the track.

**Honoring the Courage**

The Neerabups willingness to stand up and fight despite their overwhelming disadvantage impresses the Jade Falcons, who honor this bravado by fighting under Level 1 Honor rules. Additionally, Clan forces will not fire on buildings unless there is no other target within LOS or has a combined To-hit modifier of 8 or greater.

**AFTERMATH**

The Falcons at first approached the base with a sense of overwhelming confidence, but after the initial salvos were exchanged, the 305th decided to take the fight seriously. The March Militia, refusing to back down, stood and absorbed an amazing amount of punishment, but not a single unit retreated during the fight, (something which could not be said of the untested Falcon warriors). This led the Cluster to make many of the soldiers bondsmen, in recognition of the "mere militia's" strength of character.

**NEXT TRACKS**

*Raid, Touchpoint: Bucklands, Touchpoint: Australia, or Touchpoint: Coventry Military Academy*

## TOUCHPOINT: BUCKLANDS .....

*I haven't seen action since the War of 3039, when I was sent to Kessel fresh out of camp. Only Joe's chapter has any real 'Mechs, but Charlie has been welding armor plates and adding some 'Mech-grade machine guns onto our farming equipment.*

*It ain't much, but it's something. Maybe we can scare these guys off with sheer numbers.*

They must be insane to think they can handle us with those decrepit machines. These Lyrans inside the border act like they are our solahma, coming out to fight so they can die honorably.

**SITUATION****COURSEY PLAINS, BUCKLANDS****LYRAN ALLIANCE****12 FEBRUARY 3058**

After weeks of being stuck in transports, Khan Marthe Pryde wanted her inexperienced troops to "stretch their legs" on solid ground and get some warm up before their ultimate target, Coventry, was reached. Materializing over Bucklands, they found that the system had no real defense force. As they probed local communication channels, the Falcons discovered they had been spotted and that the retired veterans on the planet were mobilizing to meet them. Sending an expeditionary group down to attack this "militia," it was not until that they saw the actual force that they realized that defenders were hastily converted IndustrialMechs.

**GAME SETUP**

*Recommended Terrain:* Bucklands (see p. x)

The Defender places at least 4 mapsheets in any legal configuration and designates one of the edges as the Defender's home edge. The opposite map edge is the Attacker's home edge.

**Attacker**

*Recommended Forces:* Third Falcon Talon Cluster

The Attackers are not to exceed 75% of the Defender's deployed forces. The Attackers enter the mapboard via their home edge at the start of turn 1.

**Defender**

*Recommended Forces:* Militia

The Defenders are the Bucklands Militia, which can consist of up to 25% BattleMech units and up to 50% IndustrialMechs. The Defender should choose his forces before the Attacker and the Defending units enter via their home edge at the start of Turn 1.

Conventional units are considered Green quality and all 'Mech units are Regulars.

**WARCHEST**

**Track Cost:** 200 WP

**Optional Bonuses:**

**+75 Veteran Fighters:** Raise the opposing force's overall skill level by 1 (a Green force becomes Regular, Regular becomes Veteran, etc, etc.).

**OBJECTIVES**

**1.) Hit Them Hard.** Destroy or cripple at least 75% of the opposing force. **(Reward: 100)**

**2.) Stand your Ground.** Less than half of the player's force is destroyed or crippled. **(Reward: 125)**

**SPECIAL RULES**

The following rules are in effect for this track:

**Forced Withdrawal**

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

**Salvage**

The *Salvage* rules (see pp. 192-193, SO) may be used by the side that achieves both objectives.

**Converted IndustrialMechs**

Before the start of the track, the Defender player may modify any of their chosen IndustrialMechs to carry more weapons and armor. No matter what the conversion is, the result must A) still be a legal design, B) cannot have added anything more advanced than Succession Wars-era technology, C) cannot convert the IndustrialMech to add a weapon or piece of military equipment more than 2 tons in weight, and D) may not change the armor type, though more armor may be added. The Defenders may use the provided *Uni MilitiaMech* in their forces as well as most of the IndustrialMechs found in *TRO: Vehicle Annex*.

**AFTERMATH**

The retired veterans of the Bucklands militia took to the field in their converted 'Mechs, eager to lay down their lives for their homeland, and lay down their lives they did. The battle was bloody, but almost all the blood was that of the militia. In less than an hour, the entire defense force of Bucklands was destroyed, and the Falcons were once again on their way.

**NEXT TRACKS**

*Recon, Touchpoint: Australia or Touchpoint: Coventry Military Academy*



## TOUCHPOINT: AUSTRALIA .....

*So they smashed the Twenty-second quite handily and now they are coming for us. Well, so be it. Let them come to us; we will fight for our homes and people any way we can. It is a good day to die, and I hope I will get to see many of them in hell with me.*

What cowards! They think we want their worthless currency? We warriors have no need of such things. Let them keep it, No, what we want is more valuable to us. To crush their warriors, and show those hiding surats that they can run, but they cannot hide from a hungry Falcon.

**SITUATION****OUTBACK WOODLANDS, AUSTRALIA****LYRAN ALLIANCE****23 FEBRUARY 3058**

The first target in wave two, the arrival of Clan forces on Australia panicked the Lyrans, who feared for the Alliance Reserve Bank located in the capital. Though the underground facility itself was considered impenetrable, the large and mostly conventional militia refused to take any chances and attempted to buy time for hopefully incoming reinforcements by fighting the Clan force anyway they could - running, hiding, and setting up ambushes.

**GAME SETUP**

*Recommended Terrain:* Australia (see p. x)

The Defender places at least 4 mapsheets in any legal configuration and designates one of the edges as the Defender's home edge. The opposite map edge is the Attacker's home edge.

**Attacker**

*Recommended Forces:* First Falcon Striker Cluster

The Attackers may not exceed 75% of the Defender's deployed forces. The Attacker enters the mapboard via their home edge at the start of turn 1.

**Defender**

*Recommended Forces:* Militia

The Defender is the Australia Militia and may only consist of up to 25% 'Mech units. The Defender should choose his forces before the Attacker and the Defending units enter via their home edge at the start of Turn 1. Up to half of the defending forces may start the track as a Hidden Unit. The Defender also secretly places two standard minefields per deployed infantry unit before the start of the track, with a maximum of four minefields per mapsheet.

The conventional units are considered Regular quality and the 'Mech units of Green quality.

**WARCHEST**

**Track Cost:** 200 WP

**Optional Bonuses:**

**+75 Quiet like Mice (Attacker only):** All of the Defending ground units may start the track as a Hidden Unit (see p. X, TW).

**+75 Curious Cats (Defender only):** Increase the Attacker's deployed force by 50%.

**OBJECTIVES**

**1.) Pound Them.** Destroy or cripple at least 75% of the opposing force (**Reward: 125**)

**2.) 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: 30 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.

**Salvage**

The *Salvage* rules (see pp. 192-193, SO) may be used by the player that achieves the most Objective points in the track.

**AFTERMATH**

Leading the Falcons away from the capital and, more importantly, the Alliance Exchange, was easily achieved when the militia answered the *batchall* and agreed to meet the force on the opposite side of the planet. The crudely laid minefields and hidden positions did little to slow the Falcons, who were angered by the deception and spent little time dispatching the defenders when they were found.

**NEXT TRACKS**

*Recon, Raid, or Touchpoint: Coventry Military Academy*

# TOUCHPOINT: COVENTRY MILITARY ACADEMY..

*So it looks like my boys will garner some actual combat experience sooner than expected. Good, it'll teach them just how a deadly a real fight is.*

Quite appropriate, if you ask me. Our unblooded troops against theirs. We shall now see whose training program really is better.

## SITUATION

COVENTRY MILITARY ACADEMY, COVENTRY

LYRAN ALLIANCE

15 MARCH 3058

One of the Falcons' first targets was the Coventry Military Academy just outside Port St. William. Seeing a prime opportunity to blood the new warriors of the Falcon Eyrie Cluster, the Falcon commanders sent them in to push out the equally untried Academy cadets.

## GAME SETUP

*Recommended Terrain:* Coventry: Industrial Sector or Highlands (see p. x)

The Defender places at least 2 mapsheets and designates the Defender's home edge. The opposite map edge is the Attacker's home edge.

## Attacker

*Recommended Forces:* Jade Falcon Eyrie Cluster

The Attackers are 100% of the Defenders deployed forces. One out of five units should be designated a Star Commander or higher and be one experience level higher than the rest of the force. The Attackers enter via their home edge.

## Defender

*Recommended Forces:* Coventry DMM

One out of every four units is designated an acting Lance Commander and is of Veteran experience. The Defender should choose his forces before the Attacker; units enter via their home edge.

## WARCHEST

**Track Cost:** 300 WP

### Optional Bonuses:

**+100 Unprepared:** All ammunition-carrying units carry only half their normally allotted shots and energy weapons may not be used until Turn 3.

## OBJECTIVES

**1.) Being Blooded.** Destroy or cripple at least 50% of the opposing force. **(Reward: 200)**

**2.) Kill the Heads of the Snake.** Destroy or cripple all the opposing Lance/Star Commanders. **(Reward: 200)**

## SPECIAL RULES

The following rules are in effect for this track:

### Forced Withdrawal

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

### Salvage

The *Salvage* rules (see pp. 192-193, SO) may be used by the player that achieves both objectives and only if the other player achieves none of their objectives.

### Lack of Discipline

Each side is made up of untried warriors. Unless within 5 hexes of a Lance or Star CO, normal units will act as follows:

*Inner Sphere:* Inner Sphere units that destroy or cripple an enemy unit will continue to target and fire upon that unit until its Head or Center Torso Location Internal Structure is completely destroyed.

*Clan:* Add a +1 To-hit modifier to all targets that use a minimum of 1 MP in the turn being targeted.

## AFTERMATH

Both sides put up a spirited, if unorganized, fight, often forgetting their training and relying on their instincts and emotions to get them through. The Falcons' superior equipment prevailed in the end, forcing the Academy cadets to scatter and withdraw, but only after both sides took moderate casualties.

## NEXT TRACKS

*Recon, Touchpoint: Coventry (Air or Ground or Touchpoint: Port St. William.*



# TOUCHPOINT: COVENTRY METAL WORKS (AIR) ..

*I know those Mechjocks think they are kings of the battlefield, but look who they are sending out to save their butts from the big bad birdies. Us measly little fighter pilots. It doesn't matter much to me, Clan fighters and DropShips crash and explode just as pretty as Inner Sphere ones and just as easily too.*

It seems like the defenders still do not comprehend who they are up against. We have already pushed them out of every other point of importance, and now instead of fighting on the ground they try and take us on in the air. Do they not realize that we are the Jade Falcons, birds of prey come to rend them limb from limb? Well, if they do not, we will teach them yet another lesson.

## SITUATION

**BRADFORD UPLANDS, COVENTRY**

**LYRAN ALLIANCE**

**15 MARCH 3058**

Easily the site of most importance to the invaders, the Coventry Metal Works facility was one of the biggest military manufacturers in the Lyrans Alliance. It was no surprise the Falcons sent forces to capture the facility. However, CMW was not to be captured so easily; the entire Coventry Aerospace Defense Force (CADF) was sent into the skies to prevent the force from landing and engaging the outdated militia.

## GAME SETUP

*Recommended Terrain:* Coventry: Highlands (see p. x)

Only Air Units may be used in this track.

Set up at least 4 mapsheets in any legal configurations. Roll 1D6 to determine who chooses their home map edge first (highset roll wins). The loser's home map edge is the opposite edge.

## Attacker

*Recommended Forces:* Gyrfalcon Eyrie Cluster

In addition to the units deployed by the Attacker, the Attacker also adds one *Broadsword* and one *Union-C* class DropShip, each with a Piloting and Gunnery skill of 4. If players are using an Inner Sphere force for this track, replace the *Broadsword* with a *Leopard*-class DropShip and the *Union-C* with a *Union*-class DropShip.

The Attacker units enter via their home edge at the start of Turn 1 with a starting Velocity of 8.

## Defender

*Recommended Forces:* Coventry DMM

The Defender's unit consists of up to 150% of the Attacker's deployed force, not including the escorted DropShips. The Defending units enter via their home edge at the start of Turn 1, with a starting Velocity of 8 or lower.

## WARCHEST

**Track Cost:** 400 WP

**Optional Bonuses:**

**+100 Linked Track:** This track is used in conjunction with *Touchpoint: Coventry Metal Works (Ground)*.

**+200 Stormy Weather:** Use the Storm rules from *Tactical Operations* (p. 61).

## OBJECTIVES

**1.) Breakthrough (Attacker only).** The escorted DropShips exit the opponent's home edge, but only after the end of Turn 6 or destroying at least four Defender units. **(Reward: 150 for each DropShip, 75 each for other units)**

**2.) Hold the Line (Defender only).** Destroy, cripple or force a withdrawal of the Attacker's units. **(Reward: 150 for each DropShip; 75 each for other units)**

**3.) Disruption.** Every opponent's unit that exits uncontrolled. **(Reward: 125 each unit)**

## SPECIAL RULES

The following rules are in effect for this track:

### Forced Withdrawal

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

### Linked Track Effects

Players may agree before play to link this scenario with *Touchpoint: Coventry Metal Works (Ground)*. Deployed forces in the following track are contingent on the casualties and deployed Air Units from this track. Players should determine the base size of the forces to be used in *Touchpoint: Coventry Metal Works (Ground)* before the start of this track.

Forces deployed in this track may not exceed the base size of the Air Units of the overall force and cannot be used in the *Touchpoint: Coventry Metal Works (Ground)* track.

## AFTERMATH

The CADF accounted well for themselves, downing several transports and forcing the commander of the Clan force to reroute his landing force farther away from the plant than initially intended. The admirable fight was not enough to dissuade the Falcons from trying to take the plant, and the militia force that had used the extra time to move into a blocking position soon found itself under attack.

## NEXT TRACKS

*Recon, Raid, Touchpoint: Coventry Metal Works (Ground)*

If using the *Linked Track* special rules, go directly to the *Touchpoint: Coventry Metal Works (Ground)* track.

## TOUCHPOINT: COVENTRY METAL WORKS (GROUND) ....

*I'll hand it to those pilots, they did a damn fine job of bleeding those Clanners. Unfortunately it was not enough to stop them. They just landed farther away than intended. But it might just have given us time to get into position and dig in. Will it be enough? Just might be.*

Finally some honest-to-goodness fighting on this planet! I was worried all we would have here is just sheep to slaughter. If any of those pilots survive, they will make fine bondsmen for our Clan. I just hope those defenders on the ground put up as much of a spirited fight as their skyward brethren.

### SITUATION

**BRADFORD UPLANDS, COVENTRY**

**LYRAN ALLIANCE**

**15 MARCH 3058**

The Jade Falcons refused to be denied the spoils of the Coventry Metal Works plant. The Falcons did not want to land under fire so close to the main facility and could not perform a combat drop on the rocky and broken terrain with untested Mechwarriors. The force instead grounded far enough away for the Cluster to marshal its forces safely. This allowed the Coventry militia time to organize, moving to interdict the advancing attack force and letting their conventional assets dig in.

### GAME SETUP

*Recommended Terrain:* Coventry: Highlands/Industrial Sector (see p. x)

Set up at least 3 mapsheets. At least one of the maps should be from the Industrial table but cannot constitute more than half the mapsheets used. Place these map(s) adjacent to one another. The rest of the maps should be from the Highlands table.

### Attacker

*Recommended Forces:* Gyr Falcon Eyrie Cluster

Unless using the *Linked Track* special rules, the Attacker consists of 50% ground units and 50% air units.

The Attacker's ground units enter via their home edge at the start of Turn 1; air units enter on Turn 3 with a starting velocity of 6 or less.

### Defender

*Recommended Forces:* Coventry DMM

Unless using the *Linked Track* special rules, the Defender consists of up to 150% of the Attacker's deployed force and consists of 50% ground units and 50% air units selected after the Attacker chooses their forces.

The Defender deploys ground forces anywhere on the map no less than 8 hexes away from the battlefield's edge. BattleMechs and vehicles may begin hull-down (see pp. 21, *TO*) and infantry may begin in Improved Positions (see pp. 198, *TO*). Air units arrive via the Defender's home edge at the start of Turn 3 with a starting velocity of 7 or less.

### WARCHEST

**Track Cost:** 500 WP

**Optional Bonuses:**

**+100 Linked Track:** This track is used in conjunction with *Touchpoint: Coventry Metal Works (Air)*.

**+200 Still Storming:** Use the Storm rules from *Tactical Operations* (p. 61)

### OBJECTIVES

**1.) Force Them Back.** Destroy, cripple or force the withdrawal of more than two-thirds of the opposing ground force and a third of the opposing air force. **(Reward: 300)**

**2.) The Sooner the Better.** Achieve Objective 1 by the start of Turn 10. (Add 4 turns to this objective for each mapsheet used over three.) **(Reward: 400)**

### SPECIAL RULES

The following rules are in effect for this track:

#### Forced Withdrawal

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

#### Salvage

The *Salvage* rules (see pp. 192-193, *SO*) may be used by the player that achieves the most Objective points in the track.

#### Linked Track

If players had previously agreed to link this scenario with *Touchpoint: Coventry Metal Works (Air)*, the deployable forces in this track are contingent upon the casualties and deployed aerospace forces from the previous track.

For every *Broadsword* or *Leopard* which failed to achieve its objective in the previous track, the Attacker reduces their deployable ground forces by 15%. For each *Union* or *Union-C*, reduce by 30%. The Attacker and Defender may not use units deployed in the previous track.

### AFTERMATH

Though the militia fought desperately against the Falcon attackers, the fight devolved quickly into chaos when both sides were deprived of their experienced commanders early on. Breaking off into small-unit actions, the militia was forced to withdraw from the plant, with heavy casualties on both sides. This fight would symbolize the majority of the Coventry campaign, with the Inner Sphere defenders breaking up into small groups to fight on the run and the greenhorn Clan forces attempting to run them down.

### NEXT TRACKS

*Raid, Touchpoint: Port St. William or Touchpoint: Dales.*



## TOUCHPOINT: PORT ST. WILLIAM..

*These high and mighty Jade Turkeys think they are so smug and superior to us simply because we fight for the Inner Sphere. Well, we know we can beat them at our game, but just wait and see the look on their faces as we beat them using their own rules and rituals.*

They dare issue a *batchall* to us? What is this, a joke? No matter. If they sincerely want to play honorably then we will oblige them this time. They should feel flattered by our acceptance, as since they are going to the grave, we will allow them a chance to go there with honor and dignity.

**SITUATION****PORT ST. WILLIAM SPACEPORT, COVENTRY****LYRAN ALLIANCE****12 APRIL 3058**

The Coventry Expeditionary Force (CEF) had fought through light aerospace resistance to begin their landings. As the other mercenary units consolidated their landing zones, Colonel Brubaker decided to take the initiative, and issued a *batchall* with the intention of destroying the Port St. William Spaceport to deny it to the Jade Falcons. Surprised at the mercenaries' use of proper Clan etiquette, the Falcons accepted and bid their own forces.

The Dragoons easily pushed aside the initial resistance on the outskirts of Port St William and began razing everything they could. After a few minutes, the rest of the Jade Falcon bid arrived and all hell broke loose.

**GAME SETUP**

*Recommended Terrain:* Coventry: Industrial Sector (see p. x)

Set up at least 3 mapsheets. At least one map must be a DropPort map that must be placed on the edge of the battlefield. The Attacker's home map edge is the opposite edge, furthest from the DropPort map

**Attacker**

*Recommended Forces:* Wolf's Dragoons Delta Regiment

The Attackers may set up anywhere on the maps, but no less than 7 hexes away from the edge or from the DropPort mapsheet(s).

**Defender**

*Recommended Forces:* Twelfth Falcon Regulars

The Defenders, consisting of up to 100% of the Attacker's deployed force, may set up up no more than 25% of their deployed forces anywhere on the Dropport map(s) but not less than 5 hexes away from the mapsheet edge closest to the Attacker's home edge.

The rest of the Defenders arrive on Turn 3, entering through the Attacker's home edge.

**WARCHEST****Track Cost:** 400 WP**Optional Bonuses:**

**+100 Big Boys:** One of the units on each side is a field commander. Select one unit and assign it either a Gunnery Skill of 2 or Piloting Skill of 1, rolling the other skill randomly on the Elite column. If the unit containing the commander is destroyed, that player must apply a -2 modifier to all subsequent Initiative rolls. Historically, the Wolf's Dragoons Commander is Colonel Shelly Brubaker in her customized *Nightstar*.

**+300 Pride First:** Achieve both objectives without calling in any reinforcements.

**OBJECTIVES**

**1.) Utter Destruction.** Destroy/preserve half or more of the buildings on the DropPort map(s) (Attacker or Defender respectively) (**Reward: 100**)

**2.) Bitter Fight.** Destroy or Cripple more than 75% of the opposing force (**Reward: 400**)

**SPECIAL RULES**

The following rules are in effect for this track:

**Forced Withdrawal**

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

**Salvage**

The *Salvage* rules (see pp. 192-193, SO) may be used by the player that achieves both objectives and only if the other player achieves none of their objectives.

## TOUCHPOINT: PORT ST. WILLIAM..

**Selective Reinforcements**

Each side has a pool of reinforcements it can call upon in an attempt to sway the battle in their favor. During the Initiative Phase of every fifth turn, each side may choose to call in one of their support options; these units will arrive at the start of the following turn. Reinforcements may only be called in once during the battle. These forces are selected independently of the player's starting force; it is recommended that players select and set aside their reinforcements before beginning play.

The player calling in reinforcements may choose two of the following three options.

**Ground:** Ground forces equal to 25% of their starting deployed force enters their home edge at the start of the next turn.

**Artillery:** One off-board Sniper tube for every four units the controlling player has initially deployed (round down) is available to fire at the start of the next turn. . Each tube has one ton of ammunition and is considered eight boards away from the centermost mapboard. The Sniper's crew has a Gunnery skill of 4. (Clan crews are considered to have a Gunnery skill of 5 and are only three boards away from the centermost mapboard.)

**Air:** A combination of Aerospace Fighters, Conventional Fighters, and/or Small Craft equal to 20% of the starting deployed force enters the battlefield from the controlling player's home edge starting the next turn at a Velocity of 6 or less (if applicable).

**AFTERMATH**

The fighting was brutal as the Dragoons tried to run rampant through the spaceport and was kicked up a notch when Brubaker called in reinforcements, allowing Star Colonel Mattlov to break his own bid. The hatred between the combatants boiled over as each side loosened their restrictions on zellbrigen.

In the end, the spaceport was extensively damaged and rendered useless to the Falcons for the rest of the campaign. The Dragoons took heavy losses that forced the mercenaries to withdraw, ultimately forfeiting the fight.

**NEXT TRACKS**

*Recon, Touchpoint: Dales or Touchpoint: Leitnerton.*





## TOUCHPOINT: DALES.....

*Those damn Dragoons think they are such hot stuff. Well we Rangers are going to show them we can kick Clanner ass just as much as those test tube traitors.*

It sickens me to use such *dezgra* tactics, even against *dezgra* warriors, but this will kill two birds with one stone. We can wipe out their less-worthy warriors in a single blow and force their best to be at their pinnacle, to blood our troops properly.

**SITUATION****THE DALES, COVENTRY****LYRAN ALLIANCE****21 APRIL 3058**

Using the scouts of the Tenth Skye Rangers, the CEF devised a plan to bait the Falcons into leaving Port St. William undefended and strike it by going through the otherwise impassable Dale Highlands

Unfortunately the Jade Falcons saw through the ruse and laid their own trap, intercepting the incoming Waco Rangers amid the broken hills.

**GAME SETUP**

*Recommended Terrain:* Coventry Highlands (see p. x)

The Defender places at least two mapsheets in chase position (see p.262, TW) and designates one of the narrow edges as the Defender's home edge. The opposite and one adjacent map edge is the Attacker's home edge.

**Attacker**

*Recommended Forces:* Waco's Rangers, Tenth Skye Rangers

The Attackers enter the mapboard via their home edge at the start of Turn 1. Nominate a unit to be the Attacker's commander; historically this is Colonel Rogers in his customized *BattleMaster*.

**Defender**

*Recommended Forces:* Jade Falcons

The Defenders are historically a mixed group of Jade Falcons. They are of Regular experience and cannot exceed 75% of the Attacking Force. Half of the Attackers may be deployed as Hidden Units on the map before the start of the track and the rest enter from any edge at the start of Turn 4.

Historically the Jade Falcons used two makeshift clusters pulled from various units and so may not use any unit-specific rules. Ignore all Honor rules for this track. Nominate a unit to be the Defender's commander; this unit must be pointed out to the Attacker.

**WARCHEST****Track Cost:** 500 WP**Optional Bonuses:**

**+250 Stubborn Pride:** No unit may withdraw from the battlefield under its own volition. Units exiting the battlefield under *Forced Withdrawal* are considered destroyed for the purposes of this track but may be repaired and used later in the campaign as normal.

**+150 Overly Cautious:** The player force suffers a -2 Initiative penalty for the duration of the track.

**OBJECTIVES**

**1.) Grinding down.** Attempt to destroy or cripple every unit of the opposing force. (**Reward: 100 for each unit destroyed, 50 for each unit crippled; each infantry or vehicle unit gains half the reward**)

**2.) Kill Him!** Destroy or cripple the opposing Commander (**Reward: 150**)

**3.) Save Him!** The player's Commander must survive the track (**Reward: 150**)

**SPECIAL RULES**

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

**Forced Withdrawal**

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

**Salvage**

No salvage is available.

**Ambush**

Hidden Defending units may make indirect attacks without a spotter with an additional +1 to-hit penalty and do not reveal themselves when making an indirect attack.

**AFTERMATH**

Not listening to the warnings of the Tenth, the Waco Rangers and the Crazy Eights walked right into a Falcon ambush, taking heavy indirect fire from hidden units. The situation only got worse as Colonel Wayne Rogers' *BattleMaster* was destroyed, turning the advance into a rout and forcing their arch rivals, the Dragoons, to move in to provide cover fire for the now decimated units, giving the Falcons the edge and initiative for most of the rest of the campaign.

**NEXT TRACKS**

*Recon, Raid, Touchpoint: Leitnerton or Touchpoint: Whitting*

## TOUCHPOINT: LEITNERTON .....

*Pickets spotted yet another cluster heading our way. Back into the breach once more my friends. We may be tired, and we may be wounded, but we can still show these Jade Turkeys we are not to be messed with.*

I can appreciate their steadfastness in the face of our overall superiority, but it cannot last. Every time we push, they waver and stagger a bit more each time. One more push is all that is needed to send them toppling.

**SITUATION****LEITNERTON, COVENTRY****LYRAN ALLIANCE****09 MAY 3058**

The destruction of the Rangers put the CEF on the defensive, unable to commit to a major offensive. Most of the Inner Sphere forces went back into a defensive posture around Leitnerton in an attempt to hold their hard-won gains. The Falcons made attempt after attempt to push the defenders out but the Inner Sphere forces, though shaken and near collapse, held.

On the morning of 9 May, the Falcons attempted another major push...

**GAME SETUP**

*Recommended Terrain:* Coventry: Industrial Sector (see p. x)

The Defender sets up at least 3 mapsheets and designates one edge as their home edge. The Attacker's home edge consists of the opposite and one adjacent edge.

**Attacker**

*Recommended Forces:* 305th Assault Cluster

The Attackers enter the mapboard via their home edge at the start of Turn 1. Up to 10% of the Attacker's force may be Air Units which will not deploy until Turn 10.

In addition, the Attackers gain three stationary Long Tom and three stationary Thumper Artillery pieces of Green skill level stationed 4 maps away from the Attacker's home edge. Each piece has 20 rounds of HE ammunition. If using Air Units on the low altitude map, designate which hexes contain the pieces.

**Defender**

*Recommended Forces:* 71st Light Horse Regiment

The Defenders, consisting of up to 100% of the Attacker's deployed force, enter from their home edge at the start of Turn 1. Up to 10% of their deployed force may be Air Units, which will not deploy until Turn 10.

In addition, the Defenders gain four stationary Sniper Artillery pieces of Veteran skill level stationed 4 maps away from the Defender's home edge. Each piece has 20 rounds of HE ammunition. If using Air Units on the low altitude map, designate which hexes contain the pieces.

**WARCHEST****Track Cost:** 500 WP**Optional Bonuses:**

**+150 Double the Guns, Double the Fun:** Double the amount of each side's Artillery.

**+150 Worn Down:** Each unit receives 3d6 damage prior to the start of the battle, distributed normally in 5 point groups. Re-roll any damage that would result in a crippled or destroyed unit.

**+150 Backs Against the Wall:** All units will fight to the death; at least 80% of the opponent's force must be destroyed (not crippled) and one Objective attained before this bonus may be applied.

**OBJECTIVES**

**1.) Brutal Fight.** Destroy or cripple more than 50% of the opposing force (**Reward: 600**)

**2.) Dueling Guns.** Destroy or cripple more than two-thirds of the opposing sides off-board artillery pieces using Counter-Battery Fire (see p. 186, *TO*) or Air Units using the Low Altitude Map. (**Reward: 300**)

**SPECIAL RULES**

The following rule is in effect for this track:

**Forced Withdrawal**

The *Forced Withdrawal* rules (see p. 258, *TW*) are in effect unless players have taken the *Backs Against the Wall* optional bonus.

**AFTERMATH**

The ground fight took a back seat to the show between the support units, namely the artillery batteries and aerospace fighters. After the initial salvoes, both side's guns used counter battery fire and air strikes to eliminate one another. The Light Horse's experience proved decisive, eliminating the Falcons' artillery, which then turned to support the ground units and forced the Clan back. It was a vital but Pyrrhic victory for the Horses and turned the campaign into a stalemate.

**NEXT TRACKS**

*Raid, Touchpoint: Whitting.*



## TOUCHPOINT: WHITTING .....

*Those Clanners took the bait like the idiots they are. We are behind their lines and about to remind them that we will not just roll over and die like they expect us to. About damned time to take the fight to them.*

Look at them, using such devious plans, drawing away our warriors so they can slip in an attempt to hit our weak underbelly. As cowardly as it is, they will still fail. We have all we need to repel their attempt at redeeming themselves.

## SITUATION

## WHITTING, COVENTRY

## LYRAN ALLIANCE

30 MAY 3058

Using a recently discovered cache of ammunition and spare parts hidden so well that not even the garrison was aware of it, Hauptmann Trevena proposed a daring raid utilizing the remains of Delta Regiment forces to distract the Falcons while he infiltrated a team through tunnels not yet discovered by the invading Clan.

With the Dragoons pulling away the majority of the Falcon defenders, Hauptmann Trevena slipped into the town with his task force, eager for payback.

## GAME SETUP

*Recommended Terrain:* Coventry: Industrial Sector (see p. x)

The Defender sets up at least two mapsheets and designates one edge as their home edge. The Attacker's home map edge is the opposite edge. The Defender also nominates three buildings as their Command Buildings, considered Hardened with a CF of 200.

## Attacker

*Recommended Forces:* Tenth Skye Rangers

The Attackers enter the mapboard via their home edge at the start of Turn 1 and consist of up to 125% of the deployed Defending Force.

## Defender

*Recommended Forces:* Jade Solahma Cluster

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

## WARCHEST

**Track Cost:** 600 WP

## Optional Bonuses:

**+200 Still Burning:** Prior to the start of the battle, roll 2d6 for each non-Command Building or wooded hex. On a 9 or better, a building is considered rubble of the appropriate type and a wooded hex is considered a rough hex (on a result of 9 or 10) or on fire (on a result of 11 or better).

**+200 Commanders:** One of the units on each side is a field commander. Select one unit and assign it either a Gunnery Skill of 2 or Piloting Skill of 1, rolling the other skill randomly on the Elite column. If the unit containing the commander is destroyed, that player must apply a -2 modifier to all subsequent Initiative rolls. Historically, the attacker's Commander is Hauptmann Caradoc Trevena piloting a *Centurion*; the defender's commander is Star Colonel Arimas Malthus piloting a *Conjurer*.

## OBJECTIVES

**1.) Last Chance.** Destroy or cripple more than 75% of the opposing force. (**Reward: 450**)

**2.) Gathering Intelligence.** Capture/Defend each of the Command Buildings. (Attacker/Defender respectively) (**Reward: 100 per Building**)

**3.) Person of Importance!** Destroy or cripple the opposing Commander. (**Reward: 150**)

**4.) Speed is Vital!** Complete Objectives 2 and 3 by the end of Turn 10. (**Reward: 400**)

## SPECIAL RULES

The following rules are in effect for this track:

## Forced Withdrawal

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

## Seizing Buildings

In order to take control of a building, an operational unit (including units that are Crippled but not Destroyed) must remain in an adjacent hex for at least 5 turns. If any enemy units are adjacent to the same building during the End Phase of a turn, that turn will not count towards the total. Units do not need to be in contact the entire time, but the player's force *must maintain* uncontested contact for 5 full turns.

Destroying a building has no effect on seizing the location for Objective purposes.

## AFTERMATH

The raid went off without a hitch against only a handful of solahma warriors stationed around the Whitting command center, netting much needed intelligence and capturing Star Colonel Arimas Malthus. This operation, however, depleted the reserves of the Inner Sphere force, leaving them to consider going to ground once again to wage a guerrilla campaign until more relief forces could arrive.

A week later, Prince Victor Steiner-Davion appeared with a large multinational task force to retake the system. Using the success of the Whitting raid as a pretense, Victor offered Khan Marthe Pryde *hegira*, the option of withdrawing honorably. With her Occupation Zone now threatened by Clan Wolf, the Falcon Khan accepted and left the system peacefully rather than escalate the fighting to a mutually devastating level.

This action would have major implications, laying the groundwork for future co-operation between Houses and the eventual founding of the Second Star League. The Coventry Campaign was over.

# BATTLETECH™

## FOUR-LEGGED 'MECH RECORD SHEET

(Industrial)

### 'MECH DATA

Type: Uni MilitiaMech ATAE-70M

Movement Points:

Walking: 3

Running: 5

Jumping: 0

Tonnage: 70

Tech Base: Inner Sphere

Era: Star League

### WARRIOR DATA

Name: \_\_\_\_\_

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

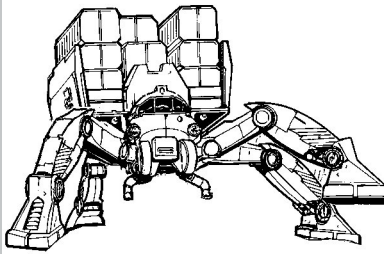
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

### Weapons & Equipment Inventory (hexes)

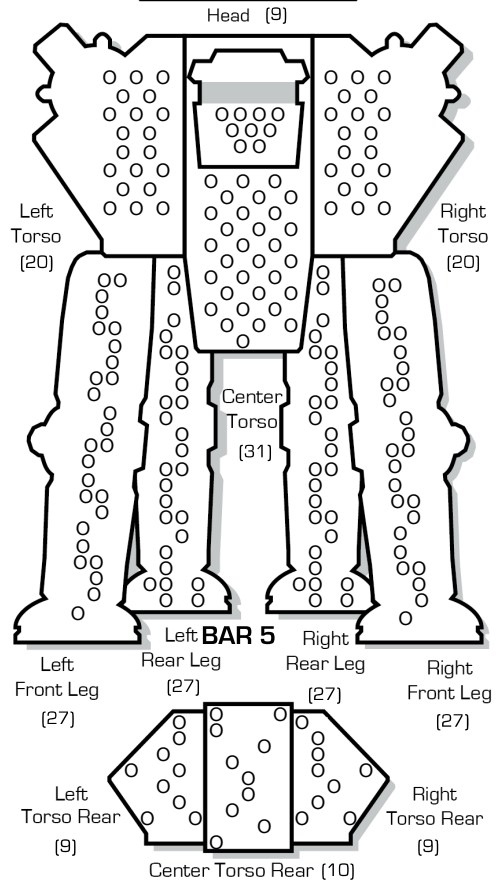
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/5	RT	1	5	3	6	12	18
1	SRM 4	RT	3	[DB,S] 2/Msl [M,C]	—	3	6	9
1	Autocannon/5	LT	1	5	3	6	12	18
1	SRM 4	LT	3	[DB,S] 2/Msl [M,C]	—	3	6	9

Cost:

BV: 736



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Head

- Life Support
- Sensors
- Cockpit
- Environmental Sealing
- Sensors
- Life Support

#### Left Front Leg

- Hip
- Upper Leg
- Lower Leg
- Foot
- Environmental Sealing
- Roll Again

#### Right Front Leg

- Hip
- Upper Leg
- Lower Leg
- Foot
- Environmental Sealing
- Roll Again

#### Center Torso

- Fuel Cell Engine
- Fuel Cell Engine
- Fuel Cell Engine
- Gyro
- Gyro
- Gyro

#### Right Torso

- Autocannon/5
- Autocannon/5
- Autocannon/5
- Autocannon/5
- SRM 4
- Environmental Sealing

#### Left Torso

- Autocannon/5
- Autocannon/5
- Autocannon/5
- Autocannon/5
- SRM 4
- Ammo (SRM 4) 25
- Environmental Sealing
- Roll Again
- Roll Again
- Roll Again
- Roll Again

- Gyro
- Fuel Cell Engine
- Fuel Cell Engine
- Fuel Cell Engine
- Ammo (AC/5) 20
- Environmental Sealing

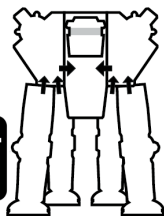
Engine Hits ○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○

#### Left Rear Leg

- Hip
- Upper Leg
- Lower Leg
- Foot
- Environmental Sealing
- Roll Again

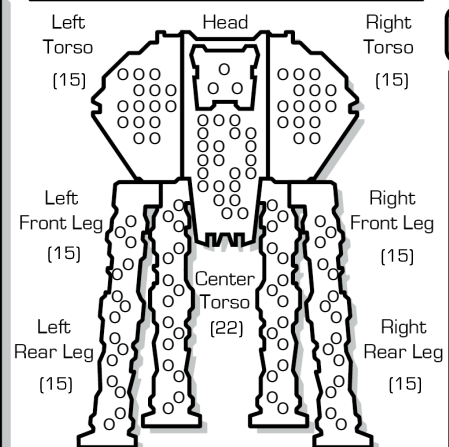
#### Right Rear Leg

- Hip
- Upper Leg
- Lower Leg
- Foot
- Environmental Sealing
- Roll Again



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 2 (2) 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

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



# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Battlemaster BLR-3M (Rogers)

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 85

Tech Base: Inner Sphere

Era: Clan Invasion

### WARRIOR DATA

Name: \_\_\_\_\_

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

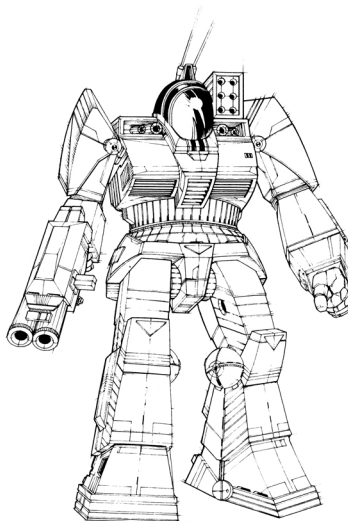
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

### Weapons & Equipment Inventory (hexes)

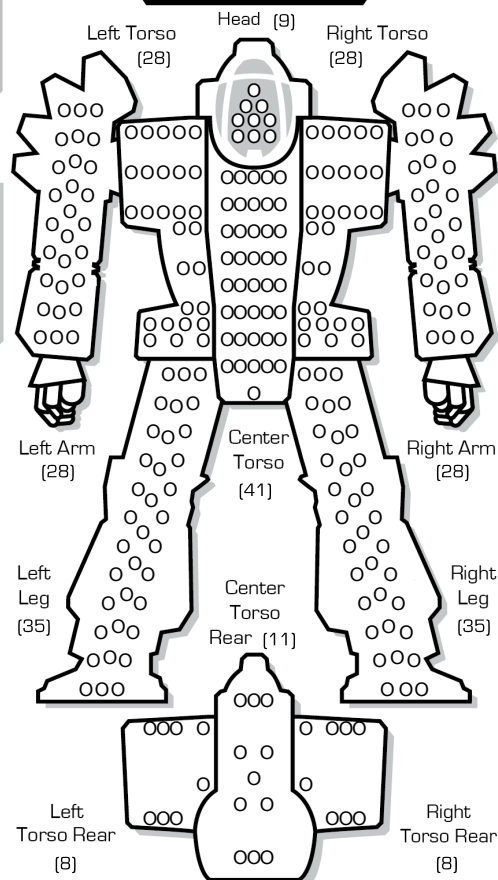
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	Medium Laser(R)	RT	3	5 [DE]	—	3	6	9
2	Streak SRM 2	RT	2	2/Msl [M,C]	—	3	6	9
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	Medium Laser(R)	LT	3	5 [DE]	—	3	6	9
5	Streak SRM 2	LT	2	2/Msl [M,C]	—	3	6	9
1	ER PPC	RA	15	10 [DE]	—	7	14	23
2	Medium Laser	LA	3	5 [DE]	—	3	6	9

Cost:

BV: 1,818



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Laser
- Medium Laser

1-3

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

4-6

#### Left Torso

- Medium Laser
- Streak SRM 2
- Streak SRM 2
- Streak SRM 2
- Streak SRM 2
- Streak SRM 2

1-3

- Medium Laser (R)
- Ammo (Streak SRM 2) 50
- CASE
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

#### Head

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

1-3

#### Center Torso

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

1-3

4-6

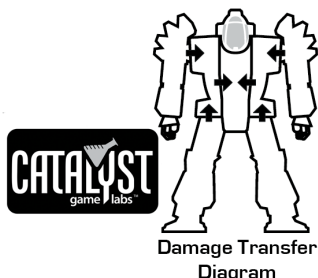
- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Ferro-Fibrous
- Ferro-Fibrous

Engine Hits ○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○



#### Right Arm

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

1-3

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

4-6

#### Right Torso

- Medium Laser
- Streak SRM 2
- Streak SRM 2
- Medium Laser (R)
- Ferro-Fibrous
- Ferro-Fibrous

1-3

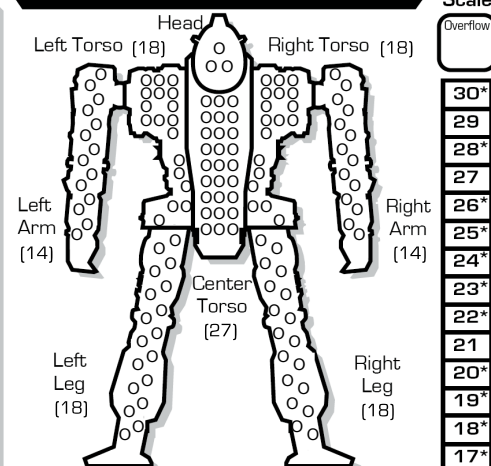
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

Heat Scale

Overflow

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

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Nightstar NSR-9J (Brubaker)

Movement Points: Tonnage: 95  
 Walking: 3 Tech Base: Mixed Tech (I.S.)  
 Running: 5 (Experimental)  
 Jumping: 0 Era: Clan Invasion

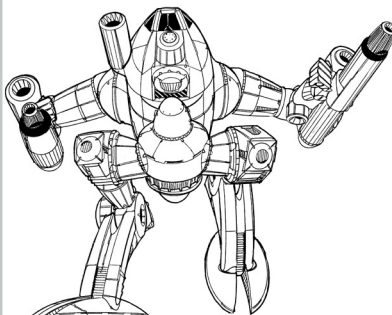
### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser (Clan)	HD	2	5 [DE]	—	2	4	6
1	Large Pulse Laser (Clan)	RT	10	10 [P]	—	6	14	20
1	Gauss Rifle (Clan)	RA	1	15 [DB,X]	2	7	15	22
1	Large Pulse Laser (Clan)	RA	10	10 [P]	—	6	14	20
1	Gauss Rifle (Clan)	LA	1	15 [DB,X]	2	7	15	22
1	Large Pulse Laser (Clan)	LA	10	10 [P]	—	6	14	20

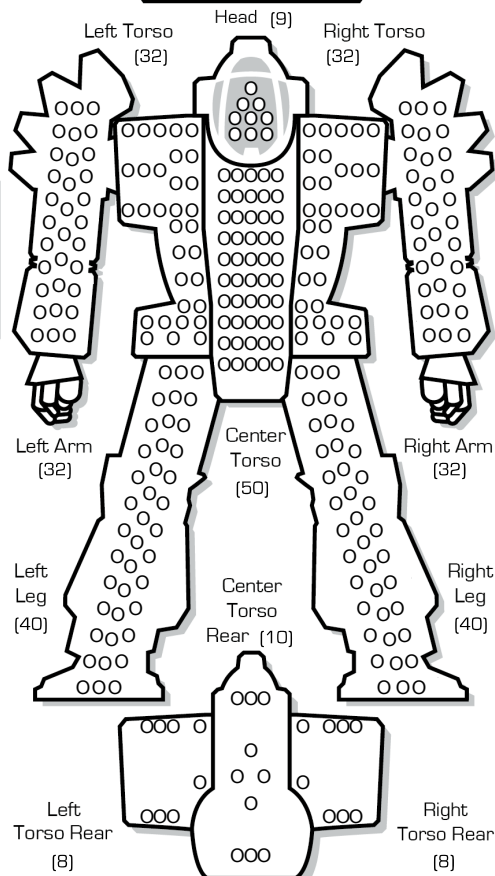
Cost: BV: 2,838

### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken: 1 2 3 4 5 6  
 Consciousness# 3 5 7 10 11 Dead



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Gauss Rifle (Clan)
- Gauss Rifle (Clan)

- Gauss Rifle (Clan)
- Gauss Rifle (Clan)
- Gauss Rifle (Clan)
- Gauss Rifle (Clan)
- Large Pulse Laser (Clan)
- Large Pulse Laser (Clan)

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Ammo (Gauss) 8
- Ammo (Gauss) 8
- Ammo (Gauss) 8

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

#### Head

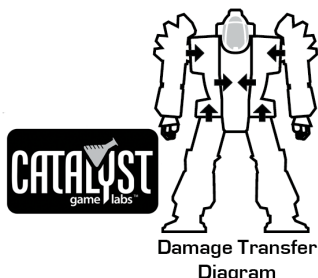
- Life Support
- Sensors
- Cockpit
- ER Small Laser (Clan)
- Sensors
- Life Support

#### Center Torso

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

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Roll Again
- Roll Again

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



#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Gauss Rifle (Clan)
- Gauss Rifle (Clan)

- Gauss Rifle (Clan)
- Gauss Rifle (Clan)
- Gauss Rifle (Clan)
- Gauss Rifle (Clan)
- Large Pulse Laser (Clan)
- Large Pulse Laser (Clan)

#### Right Torso

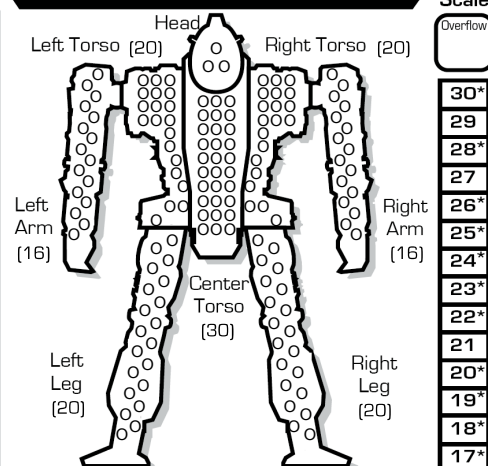
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Large Pulse Laser (Clan)
- Large Pulse Laser (Clan)
- Ammo (Gauss) 8
- Ammo (Gauss) 8
- Ammo (Gauss) 8
- Roll Again

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

### Heat Scale

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