

BATTLETECH

TURNING POINTS

I
R
I
A
N





BATTLETECHTM

TURNING POINTS

IRIANTM

Under License From



©2015 The Topps Company Inc. All rights Reserved. Turning Points: Irian, Classic BattleTech, BattleTech, BattleMech and 'Mech are registered trademarks and/or trademarks of The Topps Company, Inc. in the United States and/or other countries. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Production, LLC.

35TP016



WORDS BUT A WHISPER

Kirin Valley, Irian
Prefecture VII, Republic of the Sphere
13 August 3133

Gavv Starostin grunted as he sat down hard with his back against the reinforced concrete wall. Beside him, nearly falling over despite the support offered by the wall, sat his colleague Yung-Mei Kwan. The smaller man clutched his midsection tightly and tried not to make any noise, though the pain that must've been shooting through his body wasn't making it easy. Luckily any sound that escaped his lips would be swallowed up by the chaotic noises echoing through the compound around them.

They had eluded IrTech security forces but probably not for very long. Gavv knew he was likely to die here, but before he did, he had one more task to take care of.

He reached into his pack and withdrew a flat, black rectangle, flicking his thumbnail across one edge to open a concealed cover. Taking the compact camera from his right knee pocket, he matched up its data cable with the port on the transmitter and married the two components. There were no lights.

Puzzled, he gave the device a quick but gentle shake. No lights.

This time his shake wasn't so gentle. Still no lights.

"Ah, Christ," he muttered. Without the encrypted microtransmitter, he had no way of shooting the info his team had obtained to the orbital satellite relay operated by his superiors back in Kentwood. Without that data, his mission to Irian was a bust.

Placing the camera back in its pocket, Gavv leaned his head back against the wall and closed his eyes in thought. What had begun as a six-man infiltration was now down to just him and Yung-Mei—a gut-shot man who likely wouldn't survive the next half hour and the team leader whose equipment had failed him in the end. They were two small individuals against the might of one of the Republic's premier corporations. But they had a secret weapon on their side, something that would balance the scales and give them a fighting chance.

They were *Zang Shu Jian*, the Chancellor's Sword. They did not fail.

Gavv slowly exhaled before opening his eyes. He leaned in close to his comrade.

"Yung-Mei," he whispered beside Kwan's ear. "Can you walk?"

Kwan's only response was a quick nod. Gavv could tell that even so little an effort took its toll, but he admired the man's determination.

"Good man." He patted Kwan's shoulder lightly and turned his head to examine their surroundings. From what he could tell, they were only a few meters from the motor pool, where hopefully they could find a jeep or something to take them away from here. They had managed to elude their pursuers for the moment, but he knew that time was not on their side.

Whispering to Kwan again, Gavv outlined his plan. "Okay, we'll make a short sprint to that garage over there. Whatever we find inside, we take and get the hell outta here. Work for you?"

Surprisingly, Kwan shook his head. The weak voice coming from his barely moving lips required Gavv to lean in close to hear it. Each syllable seemed to be thrust from Kwan's throat with great effort. "Not ... gonna ... make it..." A shudder passed through the wounded commando, but he struggled to continue. "Use ... transmi ... in ... vee'cle ..."

Gavv rejected his wounded comrade's plan with a short, sharp chop of his hand. No way was he giving up. Not now.

Ignoring Kwan's obvious reluctance, he placed his shoulder under his friend's left arm and braced himself. A quick intake of breath. Flex the legs.

Go!

Drawing on all of his strength, Gavv rose from their hiding place. He nearly buckled under the weight of his comrade, his mission, and his conscience, but his survival instinct drove him forward. Supporting Kwan as much as he could, he began the short run towards their destination. A door beckoned in the side of the garage, promising shelter and escape.

Two meters.

He heard shouts but could not tell how far away they were, so he kept moving.

Four meters.

He felt Kwan's body jerk and then sag, but he kept moving.

Six meters.

He started to stumble, but he gracefully corrected his step and kept moving.

Twelve.

He kept moving.

Eighteen.

So focused Gavv was on reaching their destination—their haven!—that he nearly slammed into the wall beside the door. Fumbling with the handle, he flung the door open and threw Kwan and himself inside. They fell to the floor, and from the way his fellow commando landed, Gavv knew the man was dead. An ugly bullet wound had blossomed on Kwan's back, just millimeters from his spine.

Gavv whispered a silent prayer for his fallen comrade in between quick breaths of fresh air. But he had no time to grieve. Raising himself to his knees and then slowly, aching to his feet, he got his first look at the room he was now in.

It was the motor pool after all. A row of black jeeps adorned with the IrTech corporate logo stretched out before him. His victory turned to ashes in his mouth as he realized that Kwan had been right. There was no way he would get out of this alive. He had been trained for that; he had accepted it as a possibility on every mission. Death in service to his Chancellor was nothing to be feared. But failing to accomplish his mission was.

Without sparing a second glance at his comrade's dead body, Gavv raced towards the nearest jeep. As he hoped, it contained a satellite radio link. From what he could tell, it was state-of-the-art. The IrTech security forces took no chances on cheap comms when it came to protecting their corporation. He had to admire them for their dedication. Using this link meant his data wouldn't be encrypted, but he really had no choice anymore.

He leaned into the jeep and found the radio link's data connection. Reaching into his right knee pocket, he retrieved the compact camera that held the fruits of his team's mission.

He heard shouts from outside the garage. No time to dawdle.

The cable extended smoothly from the camera and fit snugly into the data port on the radio link. With a press of his thumb on the upload button, the data he and his team had died for squirted into the link on its way to a satellite orbiting somewhere far overhead. From there, his handlers in Kentwood should be able to retrieve it and learn exactly what it was that Irian was hiding out here in the Kirin Valley.

Sounds assaulted him as the doors of the garage flew open and black-clad security guards rushed in to surround him, weapons at the ready. Gavv collapsed into the jeep and felt the adrenaline drain from his body. He cracked a smile.

The guns roared.

TURNING POINTS IRIAN™

Welcome to *Turning Points: Irian*, a campaign book designed to give players the opportunity to fight in one of the landmark conflicts of the Inner Sphere's tumultuous Dark Age era.

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

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

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

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

The **Annex** section contains 5 official Record Sheets: the MAD-6S *Marauder II*, the ITW-205 *Inquisitor II* SecurityMech, the Prairie Schooner land train and cargo trailer, and the Gauss-equipped Ibox RV.

CREDITS

Project Development: Ben H. Rome

BattleTech Line Developer: Randall N. Bills

Writing: Patrick Wynne

Editing: Philip A. Lee

Production Staff

Cover Design: Ray Arrastia

Layout: David Kerber

Evolved Faction Logos Design: Jason Vargas

Maps and Logos: Ray Arrastia, David Kerber,

Patrick Wynne

Record Sheets: Johannes Heidler

Factchecking/Playtesting: Rich Cencarik, Josh Franklin, Keith Hann, Jason Paulley, Joshua Perian, Aaron Pollyea, Jan Prowell, Andreas Rudolph, Eric Salzman, Elliotte Want, Chris Wheeler, Matt Wilsbach

Special Thanks: Thanks to everyone whom I hit up for advice or help on this one. Ben, sorry this was so incredibly late; if you ever let me do another one, I promise I'll not take so long. Dan, I didn't go with the FrankenMech, but that spreadsheet you whipped up was very cool. Elliotte and Jan, thanks for the help with the rules side of *MechWarrior: Dark Age*. Jo, your skills and enthusiasm for creating new designs and cleaning up old ones are incomparable. Aaron and Josh, many thanks for going above and beyond in vetting these tracks.

For Simon and Alice.

STAR LEAGUE ERA



CLAN INVASION ERA



JIHAD ERA



SUCCESION WARS ERA

CIVIL WAR ERA

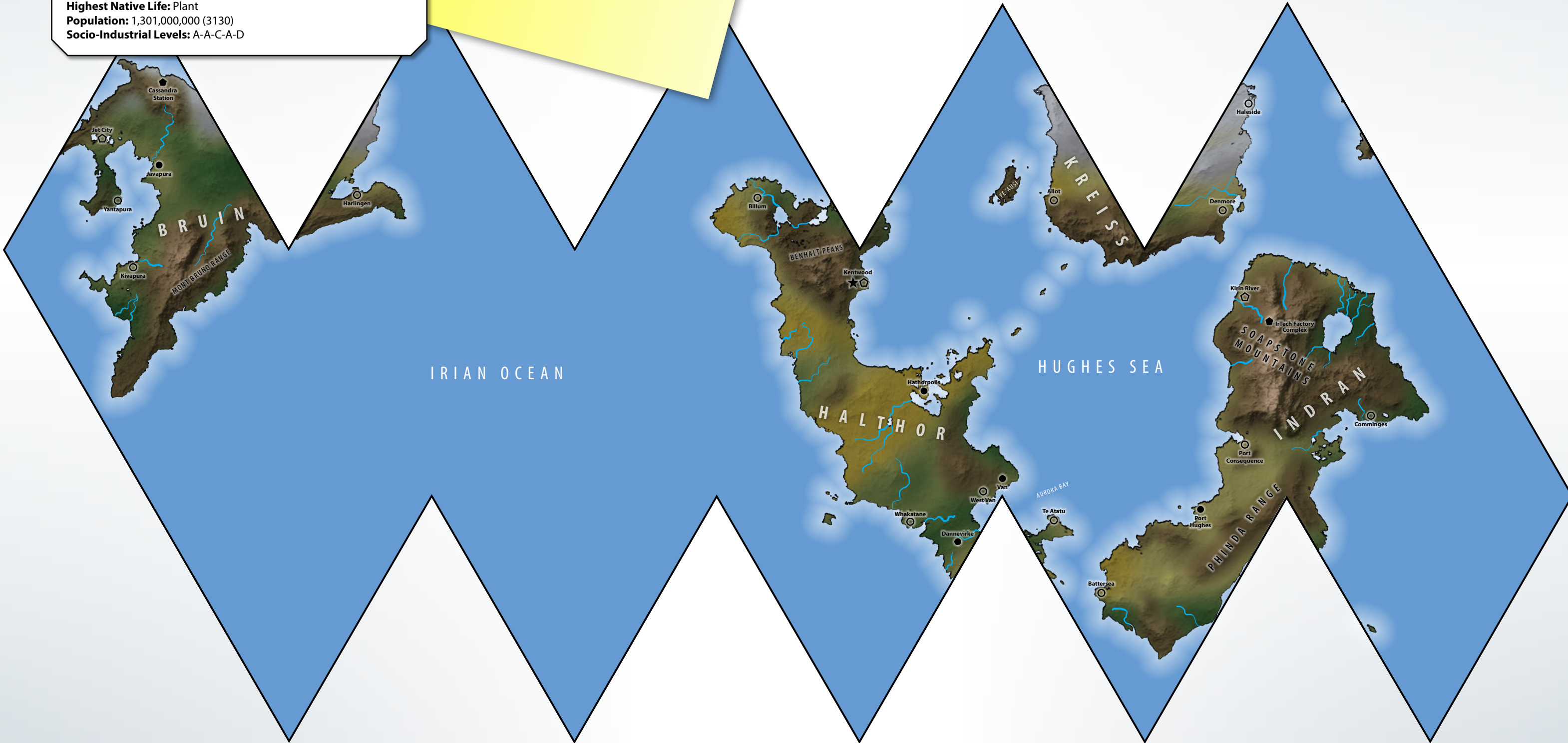
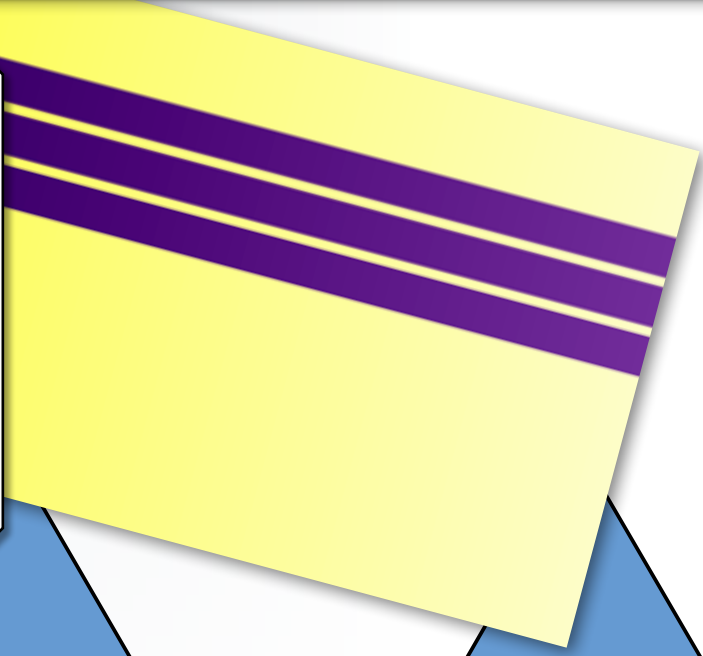
DARK AGE ERA

NOTE!

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

IRIAN (3133)

Noble Ruler: Frederik Syrmar
Planetary Legate: Ramon Martinez
Star Type (Recharge Time): G5III (186 hours)
Position in System: 3 (of 9)
Time to Jump Point: 7.47 days
Number of Satellites: 1 (Prospero)
Surface Gravity: 0.95
Atm. Pressure: Standard (Breathable)
Equatorial Temperature: 43°C (Warm-Temperate)
Surface Water: 71 percent
Recharging Station: Zenith, Nadir
HPG Class Type: A (non-functional)
Highest Native Life: Plant
Population: 1,301,000,000 (3130)
Socio-Industrial Levels: A-A-C-A-D



IRIAN

Settled in the first wave of human colonization of the stars, Irian initially offered little of value to potential inhabitants. The fairly unremarkable climate, the rather monotonous terrain of the planet, and the mostly inedible nature of the native flora combined to make a bland world with few attractions to any but the corporations that came to call Irian home. Chief among these is Irian Technologies, which rose to control the entire planet within less than a century of its founding. Since 2255, IrTech has been the de facto ruler of the planet and employer of the majority of the population.

The Word of Blake Jihad brought conflict to Irian on a never-before-seen scale. Despite the importance of the company and its world, Irian only suffered invasion during the Succession Wars one time in the mid twenty-ninth century. The Blakist occupation was a shock to the population and especially the corporation's directors, who were split in the extent of their support for the occupiers. Subversion of the corporation—and, by extension, the planet—by the Blakists lasted until 3075, when local resistance finally succeeded in driving out the Word, though not without the retreating troops using several nuclear warheads against vital industrial sites.

Post-Jihad Irian was in many ways a changed planet. For the first time in nearly eight centuries, the planetary government and the corporation were not merely two facets of the same organization. Under the Republic's banner, Irian rebuilt from the devastation inflicted upon it and moved forward into a new century. The stranglehold that IrTech had long maintained was loosened, and dozens of new companies sprang up to take advantage of Devlin Stone's economic policies.

Behind the scenes, the leadership of IrTech worked hard to restore their corporation to its former position. A decades-long campaign of bribery and favor-trading resulted in a planetary government that, while nominally independent, was once again beholden to the company's directorship. The system fell under the guiding hand of the Hughes family to an extent that would have undermined confidence in the entire Republic system—had the public been aware. It wouldn't be until late 3133 that the truth of IrTech's secretive activities would come out.

Mapsheets

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

Optional Rules

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

Base Terrain Types

- Half Levels (see p. 31, *TO*)
- Level 1 Foliage (see p. 36, *TO*)
- Woods (Ultra-Heavy) (see p. 40, *TO*)

IRIAN MAPSHEETS TABLE

IRIAN	2D6 Result	Map
	2	Open Terrain #2 (MS5, MSC2)
	3	River Valley (MS2, MSC1)
	4	Desert Hills (MS2, MSC1)
	5	Rolling Hills #2 (MS3, MSC1)
	6	River Valley (MS2, MSC1)
	7	Rolling Hills #1 (MS3, MSC1)
	8	Rolling Hills #2 (MS6, MSC2)
	9	Wide River (MS6, MSC2)
	10	Desert Mountain 1 (MS3, MSC1)
	11	River Delta/Drainage Basin #2 (MS4, MSC1)
	12	Open Terrain #1 (MS5, MSC2)

INDUSTRIAL COMPLEX*	2D6 Result	Map
	2	City (Hills/Residential) #1** (MS3, MSC1)
	3	City Street Grid/Park #1** (MS4, MSC1)
	4	City (Downtown) (MS6, MSC2)
	5	Military Base #1 (MS7, MSC2)
	6	Drop Port #1 (MS7, MSC2)
	7	City (Suburbs) (MS6, MSC2)
	8	Drop Port #2 (MS7, MSC2)
	9	Military Base #2 (MS7, MSC2)
	10	City Street Grid/Park #2** (MS4, MSC1)
	11	City (Hills/Residential) #2** (MS3, MSC1)
	12	City (Suburbs) (MS6, MSC2)

* May use Heavy Industrial modifications (see p. 31, *TO*).

** Place Heavy and Hardened buildings of varying heights in each non-Paved hex.

Terrain Modifications and Conditions

- Mud (see p. 50, *TO*)
- Rapids (see p. 50, *TO*)
- Swamp (see p. 51, *TO*)
- Water Flow (see p. 52, *TO*)
- Earthquake (see p. 55, *TO*)

Weather Conditions

- Fog (see p. 57, *TO*)
- Full Moon/Moonless Night (see p. 58, *TO*)
- Wind (see p. 61, *TO*)

Ruins

Replace up to half of the buildings on a map with Rough (for Light and Medium buildings) or Rubble (for Heavy and Reinforced buildings) terrain (see pp. 32–33, *TW*).

RANDOM ASSIGNMENT TABLES

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 struggle for Irian. 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)

To use these BattleMech RATs, first determine the appropriate Equipment Level for the force being generated from its description in the Combatants section. Then, consult the Force Composition table here, applying the modifier appropriate to the force's Equipment Level to the 2D6 dice roll used when determining the units used.

A "*" indicates an OmniMech; the controlling player chooses which variant.

BATTLEMECH FORCE COMPOSITION

Equipment Level	Modifier
A	+4
B	+3
C	+2
D	+1
F	+0

RANDOM ASSIGNMENT TABLES: IRIAN, 3133

LIGHT 'MECHS

Roll	BattleMech A	BattleMech B
2	Roll on IndustrialMechs A table (no modifier)	Roll on IndustrialMechs B table (no modifier)
3	Roll on IndustrialMechs A table (no modifier)	Roll on IndustrialMechs B table (no modifier)
4	Roll on IndustrialMechs A table (no modifier)	Roll on IndustrialMechs B table (no modifier)
5	Roll on IndustrialMechs A table (no modifier)	Roll on IndustrialMechs B table (no modifier)
6	Roll on IndustrialMechs A table (no modifier)	Roll on IndustrialMechs B table (no modifier)
7	Roll on IndustrialMechs A table (no modifier)	Roll on IndustrialMechs B table (no modifier)
8	LCD-5W2 Locust [20] (3085-PP)	Roll on IndustrialMechs B table (no modifier)
9	BD-XL Blade [35] (3085)	MON-68 Mongoose [25] (3050U-I)
10	SDR-8R Spider [30] (3085)	WLF-4W Wolfhound [35] (3085)
11	NX-80 Nyx [30] (3085)	Arbalest [25] (3085)
12	Koshi [25] (3145)	NX-80 Nyx [30] (3085)
13	HVC-6P Havoc [35] (3145)	JA-KL-55 Jackal [30] (3055U)
14	JLP-BD Jackalope [30] (3145)	Locust IIC 8 [20] (3085-PP)
15	PXH-11K Phoenix Hawk [35] (3145)	Crimson Hawk 3 [25] (3075)
16	Pack Hunter II [30] (3085)	ALM-10D Fireball [20] (3085-ONN)

HEAVY 'MECHS

Roll	BattleMech A	BattleMech B
2	Roll on IndustrialMechs A table (+2 modifier)	Roll on IndustrialMechs B table (+2 modifier)
3	Roll on IndustrialMechs A table (+2 modifier)	Roll on IndustrialMechs B table (+2 modifier)
4	Roll on IndustrialMechs A table (+2 modifier)	Roll on IndustrialMechs B table (+2 modifier)
5	Roll on IndustrialMechs A table (+2 modifier)	Roll on IndustrialMechs B table (+2 modifier)
6	Roll on IndustrialMechs A table (+2 modifier)	Roll on IndustrialMechs B table (+2 modifier)
7	Roll on IndustrialMechs A table (+2 modifier)	Roll on IndustrialMechs B table (+2 modifier)
8	ARC-9W Archer [70] (3085-PP)	Roll on IndustrialMechs B table (+2 modifier)
9	PRF-1R Prefect [75] (3085)	BL-6b-KNT Black Knight [75] (3050U-C)
10	SCG-WF1 Scourge [65] (3145)	CES-4R Caesar [70] (3050U-I)
11	RFL-7X Rifleman [60] (3085-PP)	AGS-6F Argus [60] (3067)
12	LMT-2R Lament [65] (3145)	BHKU-O Black Hawk-Ku* [60] (3058U-I)
13	MAD-9W2 Marauder [75] (3085-PP)	Thor* [70] (3050U-C)
14	Tundra Wolf 4 [75] (3085)	RFL-8X Rifleman [60] (3085-PP)
15	QKD-8P Quickdraw [60] (Proto)	PRF-1R Prefect [75] (3085)
16	GLT-7-O Gallant [70] (3085)	TDR-10SE Thunderbolt [65] (3085-PP)

MEDIUM 'MECHS

Roll	BattleMech A	BattleMech B
2	Roll on IndustrialMechs A table (+1 modifier)	Roll on IndustrialMechs B table (+1 modifier)
3	Roll on IndustrialMechs A table (+1 modifier)	Roll on IndustrialMechs B table (+1 modifier)
4	Roll on IndustrialMechs A table (+1 modifier)	Roll on IndustrialMechs B table (+1 modifier)
5	Roll on IndustrialMechs A table (+1 modifier)	Roll on IndustrialMechs B table (+1 modifier)
6	Roll on IndustrialMechs A table (+1 modifier)	Roll on IndustrialMechs B table (+1 modifier)
7	Roll on IndustrialMechs A table (+1 modifier)	Roll on IndustrialMechs B table (+1 modifier)
8	NSR-K3 Night Stalker [40] (3145)	Roll on IndustrialMechs B table (+1 modifier)
9	Stalking Spider II [45] (3145)	EFT-7X Eisenfaust [45] (3085)
10	Black Hawk (Standard) [50] (3145)	TRG-1N Targe [40] (3085)
11	RPT-5X Raptor II [40] (3085)	Ursus [50] (3060)
12	TRG-2N Targe [40] (3085)	OSP-26 Osprey [55] (3085)
13	SKW-2F Shockwave [50] (3085)	MON-267 Mongoose [40] (3075)
14	TFT-A9 Thunder Fox [55] (3085)	LGN-2D Legionnaire [50] (3075)
15	Mad Cat III [55] (Proto)	HCT-6D Hatchetman [45] (3050U-I)
16	EFT-7X Eisenfaust [45] (3085)	RPT-3X Raptor II [40] (3085)

ASSAULT 'MECHS

Roll	BattleMech A	BattleMech B
2	Roll on IndustrialMechs A table (+3 modifier)	Roll on IndustrialMechs B table (+3 modifier)
3	Roll on IndustrialMechs A table (+3 modifier)	Roll on IndustrialMechs B table (+3 modifier)
4	Roll on IndustrialMechs A table (+3 modifier)	Roll on IndustrialMechs B table (+3 modifier)
5	Roll on IndustrialMechs A table (+3 modifier)	Roll on IndustrialMechs B table (+3 modifier)
6	Roll on IndustrialMechs A table (+3 modifier)	Roll on IndustrialMechs B table (+3 modifier)
7	Roll on IndustrialMechs A table (+3 modifier)	Roll on IndustrialMechs B table (+3 modifier)
8	MAL-XT Malice [100] (3145)	Roll on IndustrialMechs B table (+3 modifier)
9	AS7-K2 Atlas [100] (3085)	AWS-10KM Awesome [80] (3050U-I)
10	PKP-1B Peacekeeper [95] (3085)	BNC-9S Banshee [95] (3050U-I)
11	TR-XB Trebaruna [95] (3085)	Warhammer IIC 4 [80] (3085-PP)
12	LGB-12R Longbow [85] (3085-PP)	T-IT-N11M Grand Titan [100] (3055U)
13	Mad Cat Mk II-Enhanced [90] (Proto)	TR-XB Trebaruna [95] (3085)
14	DLR-O Doloire* [80] (3145)	BKW-9R Black Watch [85] (3060)
15	Warhammer IIC 4 [80] (3085-PP)	AKU-1XJ Akuma [90] (3067)
16	Highlander IIC 3 [90] (3085-ONN)	AS7-D-H Atlas II [100] (3085)

INDUSTRIALMECHS

Roll	IndustrialMech A	IndustrialMech B
2	Copper CPK-65 SecurityMech [25] (VA)	PTN-2M Patron PatrolMech [15] (Proto)
3	Crosscut ED-X4D DemolitionMech [30] (VA)	Copper CPK-19 SecurityMech [25] (VA)
4	ARB-001 Arbiter SecurityMech [35] (Proto)	Crosscut ED-X5M LoggerMech MOD [30] (VA)
5	QUA-51P Quasit MilitiaMech [45] (3075)	Dig King RCL-1M MiningMech MOD [35] (VA)
6	Buster BC XV-M-W HaulerMech MOD [50] (VA)	Carbine CON-9M ConstructionMech MOD [30] (VA)
7	Jabberwocky JAW-67 MilitiaMech [50] (VA)	BC-XV-M Buster HaulerMech MOD [50] (VA)
8	MN2-A Sarissa SecurityMech [50] (Proto)	Quasit MilitiaMech QUA-51T [45] (3075)
9	Dig Lord RCL-4 MiningMech [65] (DATP:V)	Buster BC XV-M-C HaulerMech MOD [50] (VA)
10	RCL-ZIM Deep Lord MilitiaMech [65] (Proto)	Jabberwocky JAW-67 MilitiaMech [50] (VA)
11	Lumberjack LMS/M MilitiaMech [70] (VA)	Dig Lord RCL-4 MiningMech [65] (DATP:V)
12	Uni ATAE-70M MilitiaMech [70] (VA)	Lumberjack LM4/P LoggerMech MOD [70] (3075)
13	Grommet D90 MilitiaMech [75] (VA)	RCL-ZIM Deep Lord MilitiaMech [65] (Proto)
14	Scavenger SC-V-M MilitiaMech [80] (VA)	Uni ATAE-70M MilitiaMech [70] (VA)
15	D-M3D-3 Diomedes ConstructionMech [100] (3085)	D-M3D-3 Diomedes ConstructionMech [100] (3085)
16	Pack Hunter II [30] (3085)	ALM-10D Fireball [20] (3085-ONN)

INFANTRY

Roll	Republic of the Sphere A	Republic of the Sphere B
1	Motorized Platoon	Foot Platoon
2	Foot Platoon	Tornado PA(L) G13
3	Hauberk Battle Armor	Jump Platoon
4	Infiltrator Mk. II Battle Armor	Nighthawk PA(L) Mk. XXI
5	Jump Platoon	Motorized Platoon
6	Angerona Scout Suit	Motorized Platoon



LIGHT VEHICLES

Roll	Republic of the Sphere A	Republic of the Sphere B
1	Beagle Hover Scout [15]	Main Gauche Lt. Support Tank (XL) [30]
2	Pegasus Scout Hover Tank [35]	Yellow Jacket Gunship [30]
3	Saxon APC [35]	Nightshade ECM VTOL (LAC) [25]
4	Donar Assault Helicopter [21]	Lightning Attack Hovercraft [35]
5	Aeron Strike VTOL [25]	Saxon APC [35]
6	Fox Armored Car [20]	Yasha VTOL [30]

MEDIUM VEHICLES

Roll	Republic of the Sphere A	Republic of the Sphere B
1	Giggins APC [40]	Stygian Strike Tank [40]
2	Bellona Hover Tank [45]	Vedette Medium Tank (Cell) [50]
3	Demon Medium Tank [45]	Padilla Tube Artillery Tank [55]
4	Ranger Armored Ftg. Vehicle VV1 [45]	Glaive Medium Tank [45]
5	Condor Heavy Hover Tank [50]	Ranger Armored Ftg. Vehicle VV1 [45]
6	Prowler Multi-Terrain Vehicle [55]	Giggins APC [40]

HEAVY VEHICLES

Roll	Republic of the Sphere A	Republic of the Sphere B
1	Brutus Assault Tank [75]	Rommel Tank (Gauss) [60]
2	Winston Combat Vehicle [70]	Thumper Artillery Vehicle (TAV-1) [60]
3	Kinnol MBT [70]	Tonbo Superheavy Transport [56]
4	Marsden MBT II [60]	LRM Carrier [60]
5	Demon Tank [60]	Manticore Heavy Tank (C3S) [60]
6	LRM Carrier [60]	Brutus Assault Tank (HPPC) [75]

ASSAULT VEHICLES

Roll	Republic of the Sphere A	Republic of the Sphere B
1	Alacorn Heavy Tank [95]	DI Morgan Assault Tank [100]
2	Behemoth II Heavy Tank [100]	Demolisher Heavy Tank (Arrow IV) [80]
3	Marksman MBT M1 [95]	Demolisher II Heavy Tank [100]
4	DI Morgan Assault Tank [100]	Rhino Fire Support Tank [80]
5	Partisan Air Defense Tank [80]	Schiltron Mobile Fire Spt. Platform [80]
6	JES II Strategic Missile Carrier [95]	Ajax Assault Tank [90]

IRTECH SECURITY

Roll	IrTech Security
2	ARB-001 Arbiter SecurityMech [35] (Proto)
3	CPK-65 Copper SecurityMech [25] (VA)
4	RCL-ZIM Deep Lord MilitiaMech [65] (Proto)
5	ITW-205 Inquisitor II SecurityMech
6	PTN-2M Patron PatrolMech [15] (Proto)
7	QUA-51P Quasit MilitiaMech [45] (3075)
8	PM6 Peacemaker PoliceMech [35] (VA)
9	PTN-2M Patron PatrolMech [15] (Proto)
10	ARB-001 Arbiter SecurityMech [35] (Proto)
11	ITW-205 Inquisitor II SecurityMech
12	CPK-65 Copper SecurityMech [25] (VA)

CAMPAIGN

In the wee hours of the morning of 13 August 3133, an unencrypted radio transmission originating from deep within the Kirin River Valley was intercepted by several news agencies and intelligence offices in Irian's capital city of Kentwood. Though the local Security Directorate office tried desperately to put a lid on it, in mere hours the content of the broadcast had become common knowledge throughout the city and began its journey across the Inner Sphere.

The message contained in the broadcast spoke of a secret BattleMech factory hidden away on Irian, a factory that continued to produce high-quality designs even after the downsizing campaigns initiated by Devlin Stone over the past five decades. Almost immediately, the Republic Senate called for an investigation and demanded an explanation from Exarch Damien Redburn. This would be the least of Irian's problems.

By the end of September, Captain-General Jessica Marik of the Oriente Protectorate determined to seize Irian and its factories. Dispatching the Third Fusiliers to the task, her intentions were stymied when an expected appearance by the Republic's Border Fleet—passing through on its way to the Capellan border—halted the invasion before Oriente could land any forces. A strongly worded reprimand and threat of counterinvasion was enough to forestall further adventurism on the part of Oriente.

Ten days prior to the abortive invasion, a detachment arrived from Northwind, sent by Countess Tara Campbell to aid in the defense of Irian against what was sure to be a flood of assaults. Just after 1 October, those assaults began with the landing of a contingent of Jacob Bannson's Scourge regiment. Due to inclement weather at the time, however, planetary air traffic control lost the descending DropShips, and the Campbell's Highlanders spent two days searching for the invaders. The Scourge made its presence known on the morning of the 7 October with an attack on a supply convoy en route to the Kirin River facility. By sheer luck, a company of Highlanders accompanying the convoy managed to drive away the Scourge forces before they could seize much of the cargo. Outnumbered and overwhelmed, Bannson's forces retreated to their DropShips and lifted off. Colonel Denard of the Highlanders' Republican Guard allowed the raiders to withdraw unmolested.

Despite the Highlanders' success against the Scourge, their presence on Irian was an irritant to both Irian's Republic Standing Guard and the dedicated IrTech defense forces. Colonel Denard had clashed repeatedly with Colonels Greene and Sanders during the previous three weeks, with

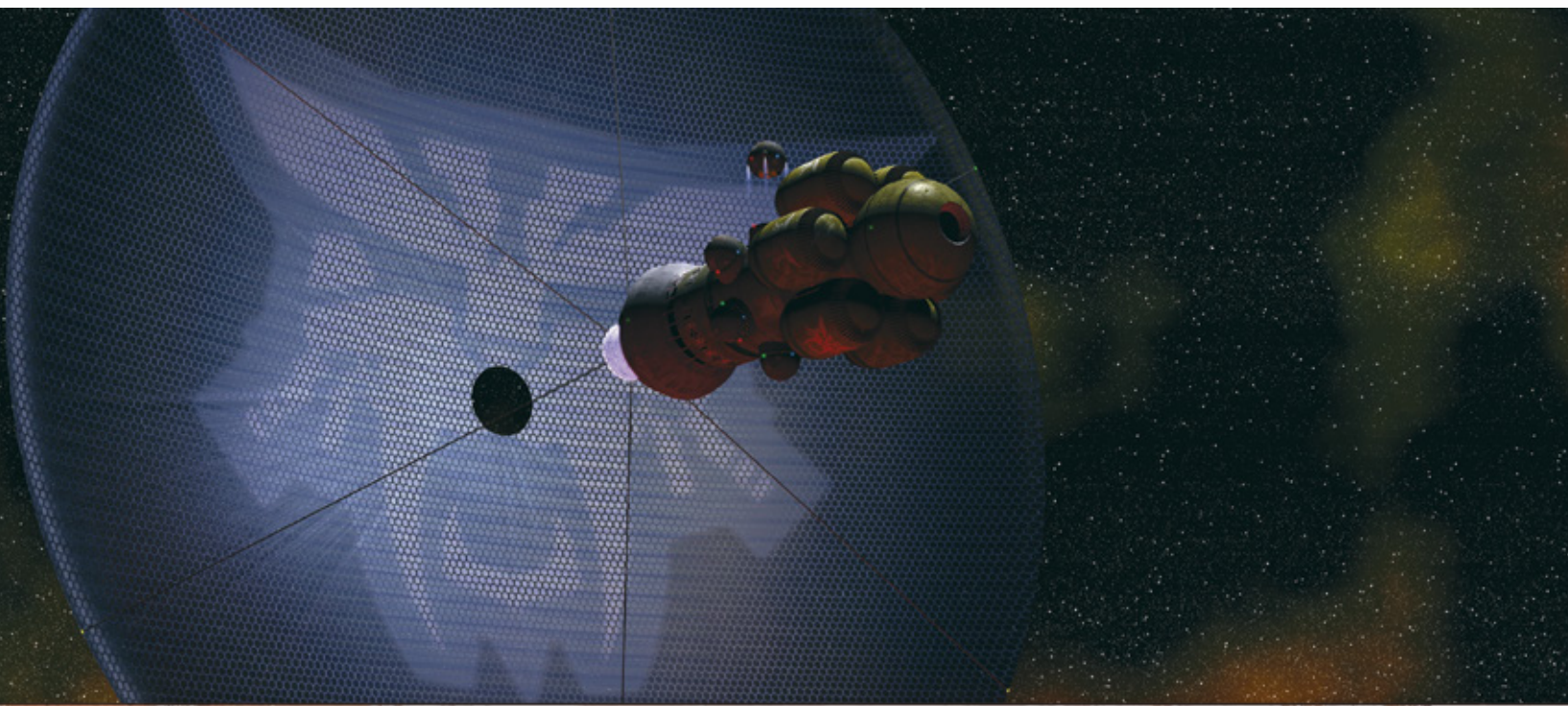
the two native commanders sure that the Highlanders' presence was the first step in the RAF taking more direct control of the planet. Frustrated with the situation, Legate Martinez chose to restore peace by reluctantly ordering the Highlanders to leave. Within a week, however, Martinez would wish he had chosen differently.

Less than twenty-four hours after the Highlander JumpShips left the system, two new forces entered the picture. Utilizing pirate points near the planet, a Cluster each from the Steel Wolves and Spirit Cats arrived and landed nearly simultaneously in the Fernwood plains west of the Kirin River Valley. The rivalry between the two Clan forces spurred them to face off against one another instead of cooperating to take the hidden factory. The resulting melee inflicted serious damage to both sides, and three weeks passed before either Clan force was prepared to move against their true target. The two Clusters set up defensive positions on the plains and engaged each other in minor skirmishes while repairing the damage their initial battle had inflicted.

The distraction presented by the arrival of two Clan forces presented the next combatants to arrive with a golden opportunity. After observing the Steel Wolves and Spirit Cats beating each other senseless, Duke Aaron Sandoval's Swordsworn detachment that had sneaked in behind them without detection grounded to the east of the factory complex and advanced while everyone's attention was elsewhere. By the time the defenders realized they were in danger, the Swordsworn troops had approached close enough to the factory that IrTech and the Republic militia had difficulty deploying their forces effectively. Though they were ultimately able to drive off Sandoval's troops, they did so at great cost to themselves, and those in charge of protecting the factory and planet began to worry for the first time.

Less than a week later, the Dragon's Fury joined the party by landing one valley over from the Swordsworn camp. A few initial skirmishes between the Kurita- and Davion-flavored splinter factions ensued over the next six days before the Swordsworn descended on the Fury's camp with a vengeance. Unfortunately for Colonel George G. Herrling, the Swordsworn forces had far more enthusiasm than they did skill or luck, and the defending Fury troops easily routed their attackers. Determining that they had suffered losses sufficient to preclude them from seizing the target factory, Colonel Herrling made the reluctant decision to abandon Irian, and the remaining Swordsworn lifted off on 3 November.

The next assault against the IrTech factory came five days after the Swordsworn departure. Recon units detected movement from the Steel Wolf camp, and the news sent the factory's defenders into a panic. With



their forces depleted following the failed Dragon's Fury assault on 17 October, the defenders felt that they would be unable to hold out against the incoming Clan warriors. Though the plan met with stiff resistance at first, Colonel Sanders of IrTech Security proposed a desperate gamble: the defenders would reach out to the Dragon's Fury forces camped nearby and offer an alliance to protect the factory, in exchange for a hefty percentage of subsequent output once the facility was safe once more. Though Fury commander *Tai-sa* Ichiro Rusch initially suspected deception, Colonel Sanders's ancestors were of Kuritan descent, and he called upon nearly forgotten cultural traditions to establish common ground with the Dragon's Fury. With time tight, Fury troops assisted in setting up a defensive line before the Steel Wolf advance. The combined defenders proved sufficient to repulse the attackers, and the Clan forces pulled back after nearly eight hours of fighting.

But the Steel Wolves were not to be denied their prize. Barely six hours after the end of their previous attempt, they returned, concentrating their forces in a two-pronged assault against the thinning defensive line. Again the allied troops of IrTech Security, the Irian Standing Guard, and the Dragon's Fury Brotherhood regiment resisted the onslaught. The Steel Wolves retreated once more to lick their wounds.

On 8 November, at roughly the same time as the first Steel Wolves assault, the Swordsworn forces that had retreated from Irian made a stop at an IrTech low-grav manufacturing plant on the moon of Prospero. Easily seizing the plant from its skeletal defense force, they proceeded to strip the facility of anything useful. For five days they looted what they could with impunity. On 13 November they were surprised by the arrival of a contingent from the Stormhammers, who dropped on the Swordsworn positions and routed them with little difficulty. The fight resulted in the Swordsworn abandoning much of the materiel they had accumulated. This provided the Stormhammers with supplies they hoped would help them once they reached Irian, which they did eight days later. They would not stay long.

Mere hours after making landfall, the Stormhammers were hit by a strong frontal assault from the Dragon's Fury. Leaving the defense of the factory in the hands of their native Irian allies, the Fury struck at the Stormhammers before they could completely establish a secured landing zone. The 'Hammers were knocked off balance and could not regain their equilibrium in the face of the Fury assault. Retreating to their DropShips, they lifted off and relocated many kilometers away to recover. The Stormhammers left Irian a week later, having never even tried to take their primary target.

Just three days after routing the Stormhammers, the Dragon's Fury faced a renewed assault by the Steel Wolves. This time, the Clan warriors had allied themselves with the Spirit Cats, who had spent over a month on Irian after their initial battle with the Steel Wolves. The Cats sought confirmation that Irian was the new homeworld their leader Kev Rosse had prophesied. Though they were still unsure on this point, the Spirit Cats were persuaded by Steel Wolf Star Colonel Ecker Ward that the two Clan forces should present a

united front against the Inner Sphere defenders of the contested factory. The assault began well, with the Dragon's Fury falling back from their prepared positions to link up with IrTech and militia forces. After the first two hours, however, the battle bogged down as neither side could press an advantage against the other. Something had to give.

With both sides focused on the battle, few noticed the arrival of a new BattleMech to the field—an unidentified *Marauder* painted solid green. Most of the defending forces instantly identified the newcomer, but the Clan forces were in the dark. Conferring via radio, the new arrival presented himself to *Tai-sa* Rusch as the Bounty Hunter and offered his services against the Clan forces. With Rusch's approval, the Hunter began stalking Star Colonel Ward, fighting through several other Wolf warriors before finally confronting his prey in single combat. Within minutes Ward was dead and the Hunter had set his sights on Star Colonel Cecilia Drummond of the Spirit Cats. The defenders were heartened by this turn of events and redoubled their efforts to push back the Clan forces. The fierce battle lasted another three hours, but in the end the attackers were forced to retreat, leaving six of their top commanders slain at the hands of the mercenary. The Steel Wolves had borne the brunt of the fighting and were in no shape to continue the campaign. Under the command of Star Captain Jigme Conners, they lifted off of Irian for the long journey back to Tigress. The Spirit Cats, though suffering fewer casualties than their allies, heeded the signs and likewise left, crossing Irian off their list of potential homeworlds.

The defenders of the factory breathed a sigh of relief once the Clan warriors were en route to their waiting JumpShips and began to repair the damage inflicted by the previous two months of fighting. The day

after the retreat of the Steel Wolves and Spirit Cats, however, a forgotten foe emerged to give them one last test of strength. Having hidden themselves away since their defeat on 7 October, the remnants of Jacob Bannson's Scourge regiment launched a surprise early morning assault against the weakened perimeter of the Dragon's Fury defenses. Taken completely off guard, the Fury troops fell back into the factory complex itself before they were able to rally and seize the offensive. Perhaps realizing that they would never be able to take the factory for themselves, the Scourge had instead decided to deny it to everyone else and spent as much energy attacking the factory itself as they did the defenders. As the battle devolved, the factory defenders hunted down the attackers one by one and dug them out. By the time the dust settled, large areas of the factory complex were shattered and rendered inoperative. The Fury had saved the factory, but it



would be a long time before it functioned again.

With the extensive damage to the Irian factory and increasing tensions across the Republic, RAF High Command chose not to contest the Dragon's Fury possession of the complex, reasoning that the effort required to reclaim it would not be worth the end result. The urgings of both the planetary and prefectural governments greatly influenced this decision. Whether the High Command realized that all of the top

officials on Irian were deep in the pockets of IrTech is unknown, but the company's board of directors embraced the decision to ally with the Dragon's Fury and saw them as a better long-term defender than the Republic's paper-tiger military. For their part, the Fury soon began replenishing their ranks by recruiting Iriani of Kuritan descent.

That status quo held true for over a year. By the end of 3134, however, it was clear that *Tai-sa* Rusch would not be remaining on Irian much longer. During the preceding months, a number of small detachments from the Brotherhood had been sent away to support Dragon's Fury operations on other planets in nearby prefectures. In mid-3135, the recall order came, and *Tai-sa* Rusch led the bulk of his regiment to support a Fury assault on Saffel, leaving behind little more than a battalion of the unit's lowest performers to secure Irian's defense. Fearing this would not be enough, Governor Syrmarr and Legate Martinez, supported by Senator Sabine Hughes, initiated a two-step plan. The first step was to offer command of an integrated defensive force to the commander of the remaining Dragon's Fury troops; *Chu-sa* Antonio Blatz was promoted to brigadier general and charged with merging the planetary militia, IrTech security, and his own people into a new Irian Planetary Defense Force. The second step involved the hiring of a mercenary unit that could shore up Irian's defenses and protect its shipping interests. In 3136, Anastasia Kerensky's Wolf Hunters, newly registered on Galatea and looking for their first contract, accepted the task.

The raising of Fortress Republic plunged the abandoned Republic worlds into chaos. In July 3136, the Senate Alliance—a conglomeration of seven worlds led by former Republic senators—made a play to seize several shipments of military materiel from Irian to bolster their fledgling forces. After infiltrating a company of BattleMechs in shipping containers at the Kirin Valley spaceport, Alliance forces staged a number of diversionary raids at various positions across the planet. As luck would have it, the Wolf Hunters had embarked on a program of increased training and tactical instruction at every defensive site on Irian, backed up with a company from the IPDF acting as a standing garrison. This preparation, plus rapid reinforcement by IPDF and Wolf Hunter troops from Kirin, caught the incoming Alliance forces unawares and resulted in their defeat.

At the same time as the diversionary raids were being dealt with, the 'Mech company hidden in the spaceport emerged to seize the stockpiles of IrTech BattleMechs and other materiel awaiting shipment. Cargo DropShips stood by to receive the loot, which was intended to bolster the Alliance forces, but a small core of outnumbered Wolf Hunters on site at the spaceport rallied to the defense. Alpha Anastasia Kerensky led the charge as the Hunters cut through the Alliance 'Mechs. All across Irian, Senate Alliance forces suffered disastrous routs. With nothing left to gain, their commanders gave the order to withdraw.

COMBATANTS

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

Equipment Level indicates the percentage of BattleMechs versus IndustrialMechs that occur in a force, per the Force Composition Table on p. 6.

RAT shows which Random Assignment Table (see pp. 6-7) to roll units from if randomly determining a force. To build a unit (if not using a player-defined unit from a campaign), follow the *Unit Generation* rules in *Total Warfare* (see p. 264, *TW*).

For a more advanced game utilizing a broader range of 'Mechs, vehicles, and battle armor, players should feel free to also use the RATs in *Field Manual: 3085* and *Era Digest: Dark Age*, listed in italics below.

Unit Abilities are special game rules that apply to that unit in combat. Keep in mind these rules are optional, and all players should agree to their use before gameplay begins.

Bannson's Raiders, the Scourge

CO: Colonel Meghann Tenclay

Average Experience: Veteran

Equipment Level: D

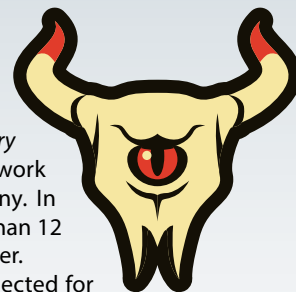
RAT: Republic of the Sphere B, *Mercenary*

Unit Abilities: The Scourge does not work well in groupings larger than a company. In any track where the Scourge field more than 12 units, its force suffers a -2 Initiative modifier.

A commander unit must always be selected for any Scourge force, though depending on track rules, this commander's identity may or may not be revealed to the opposing player. If the commander's unit is crippled or destroyed, the Scourge automatically loses Initiative for the next 2 turns, at which point a new commander unit must be chosen.

The members of the Scourge are highly competitive with one another, in no small part due to the rule laid down by Jacob Bannson that any 'Mech captured on the field by a Scourge warrior becomes that warrior's personal property. To avoid undue damage to target units they hope to capture, the warriors of the Scourge reduce the to-hit modifier for Aimed Shots by 1. If a 'Mech is crippled from an Aimed Shot by a Scourge warrior and Warchest rules are in play, award WPs equal to the captured unit's tonnage only if the Scourge controls the map at the end of the scenario (i.e., all enemy units are either crippled or destroyed or have left the map). That 'Mech then becomes eligible for salvage by the warrior who brought it down.

Notes: The Scourge, officially designated the First Bannson's Raiders, was never much of a real contender to win at Irian. Though the men and women of the unit were well-trained professionals, they were suited by temperament and logistics for smaller operations, more snatch-and-grab than conquest. Their first action on Irian displayed this tendency well, though the Highlanders foiled their attempt to hijack a supply train, and the Raiders got away with less than they had hoped. Colonel Tenclay's decision to leave behind a hidden contingent of the Scourge when she abandoned the planet a few weeks later was intended as a final spoiling action taken out of spite against whoever ended up in control of the factory.



Dragon's Fury, Brotherhood Regiment

CO: *Tai-sa* Ichiyo Rusch

Average Experience: Regular

Equipment Level: B

RAT: Republic of the Sphere A, *Draconis Combine*

Unit Abilities: When deployed on a Republic world, the Brotherhood can gather an auxiliary force comprised of local Kuritan partisans to augment its numbers. Prior to the start of play, the Brotherhood's controlling player must roll 3D6 to determine the number of units in this auxiliary force, though this total may never exceed the number of units fielded by the Brotherhood itself.

Up to one-third of this auxiliary force may consist of modified civilian vehicles (including IndustrialMechs), while the remainder must consist of foot infantry platoons. These troops should have their skill ratings determined randomly (see p. 273, *TW*), with a -1 roll result modifier to the random skill roll results.

Notes: Gathered by Katana Tormark from Republic citizens and residents of Kuritan descent, the Brotherhood is on paper a single reinforced regiment in strength, but in reality its size fluctuates with each assignment as local Kuritan partisans are used to beef up the ranks. On Irian, *Tai-sa* Rusch found a sizeable population of sympathizers who furnished not only manpower but also intimate knowledge of the planetary defenders and the region around the hidden factory. For most of the other factions vying for control of Irian, this local support was lacking, and it played a significant role in the Fury's ultimate victory.





Highlanders, Republican Guard

CO: Colonel Denard Marcus

Average Experience: Green

Equipment Level: C

RAT: Republic of the Sphere A, *Republic of the Sphere*

Unit Abilities: The Republican Guard possesses far more enthusiasm and patriotism than it has skill, and its warriors thus have a habit of charging in without forethought. To reflect this, the Guard receives a +1 Initiative roll modifier, but in any turn when this force wins the Initiative, its units suffer a +1 modifier to the target number all Piloting/Driving and Gunnery rolls.

When acting as the Defender in a scenario, the Highlanders are not subject to Forced Withdrawal if they outnumber the Attacker's force.

Notes: In many respects a loyalist version of the Dragon's Fury Brotherhood regiment, the Republican Guard is made up of an eclectic mix of recruits from all walks of life, many with very little in their favor beyond a devotion to the Republic. Colonel Marcus has done an admirable job of forging these disparate troops into a coherent whole, but he still struggles to impart strong military attitudes and skills among his forces. The dismissal of the Guard after their defeat of the Scourge—brought on by the jurisdictional jealousies of the native troops—was a double blow to the planet's defense: not only did it deprive Irian of a loyal Republic force, but many loyalist Iriani chose to accompany the unit when it left.



Spirit Cats, Purifiers

CO: Star Colonel Cecilia Drummond

Average Experience: Regular

Equipment Level: C

RAT: Republic of the Sphere B, *Clan Nova Cat*, *Clan (General)*

Unit Abilities: Belief in their own mystical invincibility grants the Purifiers a +2 roll modifier for all Consciousness checks. The Purifiers' strange attunement to visions and mystic trances—even in the midst of battle—occasionally provides them with the insight to anticipate an opponent's actions; in any turn in which the Purifiers win Initiative by a Margin of Success of 3 or more, its warriors will all receive a -1 to-hit modifier for all weapon attacks made during that turn.

Additionally, once per track, the entire Spirit Cat force may undergo a "shared mystical experience" by forgoing its usual Initiative roll (the Spirit Cats are presumed to have rolled a 2 for Initiative in this turn). Instead, the Spirit Cats player rolls 1D6 for each active Purifiers unit active on the field. A result of 4+ grants that unit a -2 target number modifier for all Piloting and Gunnery Skill rolls in that turn, while a result of 1 or 2 applies a +4 target number modifier to the warrior's skill rolls instead. These modifiers last through the End Phase of the current turn.



Notes: Of all the splinter factions that sent forces to Irian, the Spirit Cats were actually uninterested in controlling the *Marauder II* production line. Instead they were determined to learn whether the line's existence was a signpost to the fulfillment of Kev Rosse's vision of their new homeworld. Not particularly aggressive once they arrived on Irian, the Purifiers spent a lot of time in meditation and contemplation instead of combat. However, their fighting with the Steel Wolves was often bitter and fierce, which made their later alliance all the more unusual. After the death of Star Colonel Drummond at the hands of the Bounty Hunter, Star Captain Jacinta Lossey led the Spirit Cats off-planet.

Steel Wolves, Crusaders

CO: Star Colonel Ecker Ward

Average Experience: Veteran

Equipment Level: B

RAT: Republic of the Sphere A, *Clan Wolf*, *Clan (General)*

Unit Abilities: When the Crusaders Cluster wins Initiative while acting as the Attacker in any scenario, each Crusaders unit receives +1 MP to its Running, Flanking, or Max Thrust MPs but suffers an additional +1 target number modifier to all Piloting and Gunnery Skill Rolls.

Against non-Clan opponents, the Crusaders receive a -1 to-hit modifier to all Gunnery Skill Rolls. This benefit is cumulative with any other bonuses.

Notes: Since winning control of the Steel Wolves in May 3133, Anastasia Kerensky's only major exertion of her new power was an unsuccessful attempt to seize Northwind a month later. Irian therefore represented not only a chance to gain a major source of new BattleMechs but also for Kerensky to demonstrate that her coup had not been a fluke. To this end, she entrusted the Irian campaign to the Crusaders Cluster, which provided her with the strongest support of her three main units. Ecker Ward, who had been personally selected for his position by Kerensky after she slew Star Colonel Cassius Carns in a Trial of Grievance, was determined to establish his usefulness to his new commander by winning Irian for her.



Stormhammers, Archon's Shield

CO: Colonel Joss Vandel

Average Experience: Elite

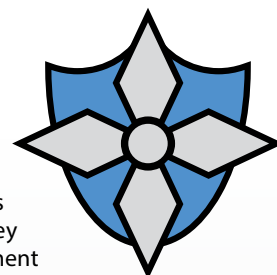
Equipment Level: A

RAT: Republic of the Sphere A, *Lyrans*, *Commonwealth*

Unit Abilities: The warriors of the Archon's Shield are adept at avoiding damage. They can make use of the Skilled Evading movement mode (see pp. 18–19, *TO*) but generate only 1 extra point of Heat when doing so. They can also execute ranged weapon attacks during the same turn they employ Skilled Evading, but apply the same to-hit modifier to their target as they gain from their Skilled Evasion. (For example, an Archon's Shield unit with a Piloting Skill of 2 will apply not only a +2 to-hit modifier to its enemies' efforts to attack this unit as it uses Skilled Evading movement, the unit will also add a +2 to-hit modifier to its own attacks when attempting to return fire at the same time.)

When randomly determining equipment for the Archon's Shield, up to 25 percent of its force uses any Lyrans factional RAT applicable to forces generated for 3135 and earlier.

Notes: The Stormhammer splinter faction was less than a year old during the campaign for Irian, which represented the group's first major battlefield action. Prior actions had been little more than raids designed to spread Jasek Kelswa-Steiner's summons of Lyrans partisans within the Republic to as wide an audience as possible, and the landgrave knew he would need a show of strength to firmly establish his new faction. Not wanting to take any chances, he dispatched the Archon's Shield to Irian to claim the hidden factory and its output, reasoning that the significant Lyrans assistance behind the Shield would tip the balance in his favor.



Swordsworn, Prince's Men

CO: Colonel George G. Herrling

Average Experience: Green

Equipment Level: B

RAT: Republic of the Sphere A, *Federated Suns*

Unit Abilities: Consisting of warriors from many different origins, the Prince's Men field a hodgepodge of equipment. When randomly determining unit composition they can draw up to 50 percent of their forces from any non-Clan Random Assignment Table that is used by their opponent. (If the opposing force uses Clan RATs, the Prince's Men may not use this ability.)

Although its overall force experience rating is Green, the Prince's Men includes troops with a variety of experience and backgrounds. When randomly determining skill levels for these units, roll 1D6 for each unit first. If the result is 4, use the Regular column of the Random Skills Table (see p. 273, *TW*) to determine Piloting and Gunnery ratings; on a 5, use the Veteran column; and on a result of 6, use the Elite column. For all other results, use the Green column.

In battle, the Prince's Men have the ability to perform up to 2 torso twists per Combat Phase, and may even twist between shots.

Notes: Former Sandoval family retainer George G. Herrling was given the assignment to mold the Prince's Men into shape from its original constituent parts. Though many of the men and women of the regiment possessed great loyalty to House Davion, some were more followers of Duke Aaron Sandoval than the Great House to which he himself claimed allegiance. Herrling's four decades of service to Sandoval's grandfather and father hardly prepared him for the task ahead, and he struggled to meet the duke's expectations. The mission to Irian was a perfect example of the types of conflicts the Prince's Men were well suited to carry out: brute force and bodies on the ground counted for more than any skill or finesse these Swordsworn troopers could bring into play.



Senate Alliance, First Alliance Patriots

CO: Colonel Rachel DeVoss

Average Experience: Regular

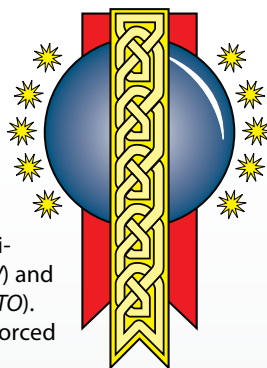
Equipment Level: B

RAT: Republic of the Sphere A, *Republic of the Sphere*

Unit Abilities: The military of the Senate Alliance is painfully small, and the troops had to train to compensate. The units of the First Alliance Patriots all possess the Multi-Tasker special ability (see pp. 220–221, *AToW*) and can make use of Opportunity Fire (see p. 86, *TO*).

The Alliance Patriots are not subject to Forced Withdrawal if facing Republic troops.

Notes: The Alliance Patriots were formed from Republic forces that defected from the RAF in the wake of the Senatorial rebellion of 3135. As far more non-BattleMech troops switched allegiance, the three Patriot regiments could each only field roughly one battalion of 'Mechs by the time of their raid on Irian. Knight Rachel DeVoss was a native of Deneb Kaitos who heeded the call of Senator Saburo Tanaka to join the Senate opposition to Exarch Levin. Since then she has expended great effort in melding the First Patriots into an effective fighting force. DeVoss played a pivotal role in the planning of the 3136 raid and accepted full responsibility for its failure.



Irian Republic Standing Guard (Planetary Militia)

CO: Colonel Jon Greene

Average Experience: Regular

Equipment Level: B

RAT: Republic of the Sphere B, *Republic of the Sphere*

Unit Abilities: Militia units can be set up using *Hidden Units* rules (see p. 259, *TW*). Militia ground units receive a –1 reduction in MP cost (to a minimum of 1 MP) for the following terrain types: Rough, Ultra Rough, any Woods, any Jungle, or Sand. In addition, they may make level changes of 1 or less without cost. All unit abilities for the Irian Standing Guard only apply when fighting on Irian itself; if fighting on another planet, none of the preceding special rules apply, and the militia suffers a –2 penalty to all Initiative rolls.

Notes: Almost from the beginning of its existence, the Irian Republic Standing Guard has been heavily influenced by the Hughes family. Though ostensibly independent of any noble influence, most command positions within the militia have come with the blessing of the family. Jon Greene, a distant cousin of Senator Sabine Hughes, was elevated to his rank more on the basis of this connection rather than any military acumen.

The militia has long suffered in the shadow of the IrTech security forces, who generally enjoy a greater quality of equipment and a larger unit size. Colonel Greene has fostered among his troops the idea that the hardships they are forced to work around means they are the only true military force on Irian. Working alongside the Dragon's Fury was difficult for these proud soldiers, especially once a former Fury was placed in command of the combined IPDF military.



Irian Technologies Security

CO: Colonel Henrik Sanders

Average Experience: Regular

Equipment Level: A

RAT: Republic of the Sphere B, *IrTech Security*

Unit Abilities: No more than 25% of IrTech Security vehicles and BattleMechs can consist of units heavier than the medium weight class.

When randomly determining force composition, any BattleMech can be replaced by another 'Mech of equivalent tonnage that is manufactured by Irian Technologies, as described in the appropriate Technical Readout entry.

When randomly determining force composition, any two BattleMechs can be replaced by a MAD-6S *Marauder II* 'Mech, courtesy of the factory's own output. These 'Mechs are not subject to the *From the Factory Floor* special rule (p. 24).

All units that track heat dissipate an additional 1 point of heat per turn over their normal amount. When rolling for a critical hit location, IrTech units can reroll one result per turn.

Notes: Even more so than the planetary militia, IrTech security forces are the private playground of the Hughes family and want for nothing. Colonel Sanders and his troops consider themselves the elite military force on the planet, mostly due to the high quality of their equipment and the size of their paychecks, though this self-assessment doesn't come from any objective measurement. Nevertheless, they treat the planetary militia with arrogance and dismissal while enjoying the senior position in any joint operations.



Irian Planetary Defense Force

CO: Brigadier General Antonio Blatz

Average Experience: Regular

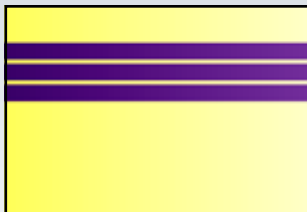
Equipment Level: B

RAT: Republic of the Sphere A/B, IrTech Security

Unit Abilities: Roll 1D6 for every unit in an IPDF force to determine where it originated. A result of 1–2 indicates the planetary militia; 3–4, IrTech Security; and 5–6, the Dragon's Fury. If two-thirds or more of the force's units come from the same origin, then they may use that original unit's Unit Abilities as per that unit's description.

Any IPDF force, regardless of its composition, suffers a –1 penalty to all Initiative rolls. Also, because the disparate elements that make up the IPDF are always trying to outdo and prove themselves better than one another, they are never subject to Forced Withdrawal while fighting on Irian.

Notes: Forged from a joining of the Irian Republic Standing Guard, IrTech Security, and the remaining Dragon's Fury troops, the IPDF experienced a painful birth. Each of its component parts thought itself better than the other two, and this disunity affected the unit's learning to function as a coherent whole. Brigadier General Blatz was forced to turn to off-world sources to augment the troubled defensive forces he could muster, which resulted in him hiring the Wolf Hunters. Harsh training at the hands of the mercenaries and the successful defense of their homeworld against the Senate Alliance raid of 3136 finally welded this triple-headed beast into a seasoned and effective fighting force.



Wolf Hunters

CO: Alpha Anastasia Kerensky

Average Experience: Elite

Equipment Level: A

RAT: Republic of the Sphere A, *Clan Wolf*, Mercenary, *Clan (General)*

Unit Abilities: To reflect the Wolf Hunters' decentralized command style and rigorous training, in any scenario where the rules indicate that the loss of a commanding officer negatively affects the force, the Wolf Hunters player may ignore this effect. Furthermore, if the scenario rules grant a bonus for the presence of an officer in the combat force, the Hunters will receive this benefit as long as even one of their units remains in the field. The Wolf Hunters also possess the Overrun Combat and Off-Map Movement special command abilities (see pp. 192–193, TO).

Notes: Having purged all those she considered unworthy from the ranks of her Steel Wolves, Anastasia Kerensky transformed Kal Radick's original splinter faction into a radical new mercenary unit. Kerensky dispensed with the standard trappings of rank and the formalities of the chain of command to create a unit that emphasized tactical flexibility and individual initiative over the restrictions of military tradition. With each member of the Hunters trained to perform all roles on the battlefield, including command, the unit is able to maintain coherence and efficiency in any situation it encounters. Beginning with their first contract on Irian, the Hunters have made a habit of recruiting the best and brightest from any force they work alongside.



SHARP AND FROSTY MORNING

SITUATION

Henley Valley

Irian

Prefecture VII, Republic of the Sphere

7 October 3133

With Bannson's Raiders still unaccounted for following their landing somewhere near the Kirin River Valley, Legate Martinez asked the Highlanders to provide escort for the weekly supply train to the hidden factory. Although Colonel Marcus was more than happy to do so, his willingness was viewed with suspicion by local forces, who feared tighter Republic control over their world.

One valley over from the hidden factory, Bannson's Raiders struck in an ambush. Triggering preset mines to disable the supply convoy, the Raiders attacked the convoy vehicles from the surrounding woods but were surprised by the Highlanders' presence. Despite this wrinkle, Colonel Tenclay pushed her people forward to loot the convoy and escape back into the forest.

GAME SETUP

Recommended Terrain: Irian, Hills, Wooded

Set up at least two maps with their short edges adjoining. The Defender chooses one short edge as their home edge, and the Attacker's home edge is the opposite.

The Prairie Schooner Land Train (see *We Got Ourselves a Convoy* below) should be placed in the center of the map, having been disabled by the Raiders' minefield.

Attacker

Recommended Forces: Bannson's Raiders

The Attacker's forces can set up anywhere on the map using *Hidden Units* rules (see p. 259, *TW*).

Defender

Recommended Forces: Highlanders

The Defender's units should be deployed within three hexes of the disabled Land Train.

WARCHEST

Track Cost: 150 WP

Optional Bonuses

+100 It's Raining, Men!: Apply the effects of Heavy Rainfall (see p. 59, *TO*).

OBJECTIVES

Shove Off, It's Ours! Destroy all opposing units or force them to withdraw from the map. [150]

Possession is Nine-tenths. At the end of each turn, award WPs for whichever side has more units within 5 hexes of the Land Train. [10 per turn]

Collateral Damage. Both sides suffer a penalty if the Land Train's trailer modules are destroyed. [-200]

"You, ready, Fitz?"

"Betcher ass I am, Colonel."

"Keep sharp. Scourge, listen up. Chickens gettin close. Let's shake 'em an' bake 'em. Fitz is on the trigger."

"Like fish in a barrel..."

SPECIAL RULES

The following rules are in effect for this track:

We Got Ourselves a Convoy

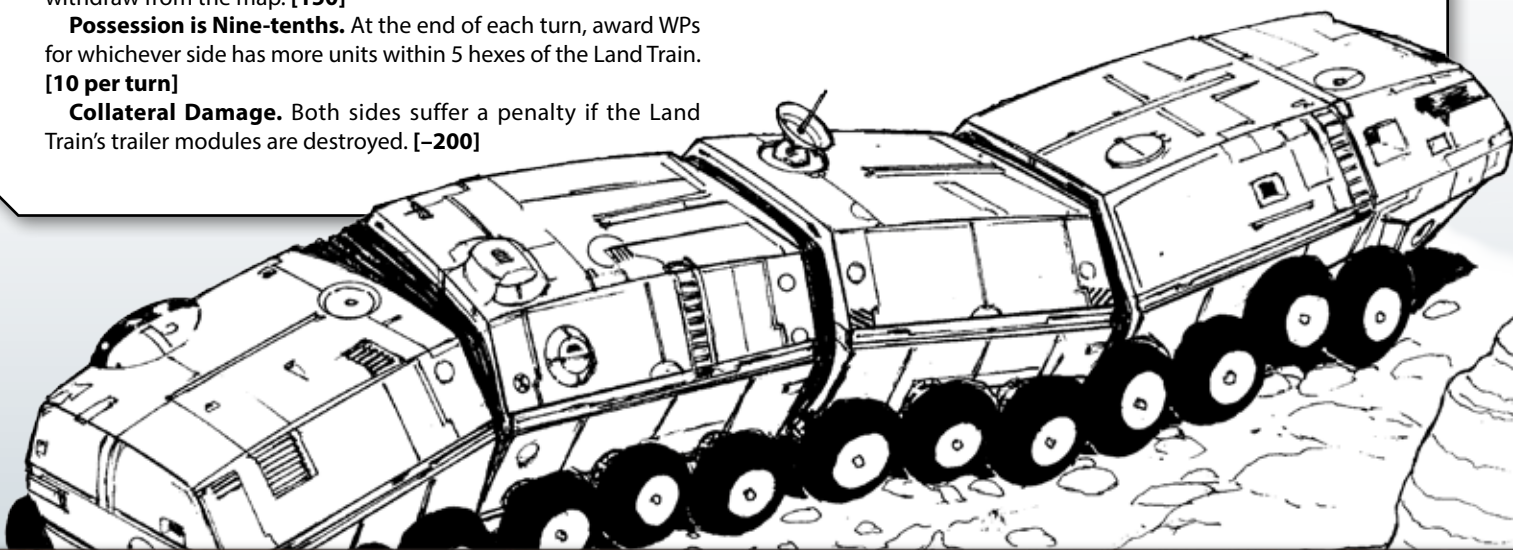
The monthly supply train to the secret factory location consists of one Prairie Schooner Land Train with up to 2 attached trailer modules and four Gauss-equipped militarized Ibex RV utility vehicles. The Ibexes are escorts for the road train, and its protection is always their primary focus. The escorts are controlled by the Defender.

Minefield

The Attacker can secretly place 10 hexes of 20-point command-detonated mines (see p. 209, *TO*) anywhere on the map, except for directly in front of the Land Train (because that mine has already gone off and disabled the train).

AFTERMATH

Though they were able to stop the convoy, Bannson's Raiders were horribly outclassed by the Highlanders and ultimately retreated from the ambush with little to show for their efforts. Colonel Marcus decided—and the commanders of the native planetary forces concurred—to allow the Raiders to leave Irian, which they did, lifting off in their DropShips within hours of their defeat. However, the victory won by the Highlanders became a source of friction with the native troops, and Legate Martinez reluctantly ordered Marcus to abandon Irian to soothe the wounded egos of the Irian commanders.



MORPH. MELEE

SITUATION

Fernwood Plains

Irian

Prefecture VII, Republic of the Sphere

16 October 3133

"Do you Spirit Cats recognize the rituals of our ancestors, or have you sacrificed your honor to your silly religion?"

"Insult us as you like, Wolf, but we have not abandoned the Honor Road. Unlike your leader, I should point out. Remind me, for whom is she fighting this week?"

"How dare you dishonor Galaxy Commander Anastasia Kerensky as a lowly mercenary! She is the Alpha Wolf, the howling death among the lambs!"

"She is a false Wolf from an Abjured Clan. What does that say about those who follow her?"

"Ask me that again when you lie in the dust beneath my feet, surat."

"Bargained well and done, dog."

The shocking revelation of the secret BattleMech factory on Irian coincided with a new vision from Spirit Cat leader Kev Rosse, a vision that provided more clues to the identity of a potential new homeworld. As had happened with Rosse's other visions, units were dispatched to several candidate worlds, with a detachment from the Purifiers drawing Irian as their mission. Unfortunately for the Spirit Cats, they arrived nearly simultaneously with a Trinary from the Steel Wolves.

Steel Wolf leader Anastasia Kerensky ordered Star Colonel Ecker Ward to seize the secret factory on Irian in an attempt to further cement her command of the Steel Wolves not even six months after slaying Kal Radick. Ward detected the incoming Spirit Cats and deliberately altered course so that his force would land nearby. The temptation to begin his anticipated conquest of Irian with the defeat of a fellow Clan force was too much for the glory-seeking Star Colonel to pass up.

GAME SETUP

Recommended Terrain: Irian, Flatlands, Hills

Select two mapsheets for every 12 units in play and arrange them in any legal configuration. The Attacker chooses one map edge as a home edge, and the Defender's home edge is the opposite edge. The Defender sets up first.

Attacker

Recommended Forces: Steel Wolves

The Attacker's forces set up within six hexes of the Attacker's home edge.

Defender

Recommended Forces: Spirit Cats

The Defender can set up anywhere on the half of the map closest to the Defender's home edge.

WARCHEST

Track Cost: 200 WP

Optional Bonuses

+100 Hot Drop: The opponent enters the battle as per the *Dropping Troops* rules in *Strategic Operations* (see p. 22, SO).

OBJECTIVES

Humiliation. Cripple or destroy at least twice as many of your opponent's units as you suffer. [200]

Honorable Foes. Defeat units in single combat, per Clan honor rules. [75 per unit]

SPECIAL RULES

The following rules are in effect for this track:

Forced Withdrawal

As these forces have limited supplies and materials on hand, both sides are subject to *Forced Withdrawal* (see p. 258, TW).

Clan Honor

Use the *Clan Honor* rules (see pp. 273–275, TW).

The Steel Wolves follow Honor Level 3 for *zellbrigen*, Honor Level 4 for physical attacks, and Honor Level 3 for retreating.

The Spirit Cats follow Honor Level 2 for *zellbrigen* and Honor Level 4 for physical attacks and retreating.

AFTERMATH

Contrary to his expectations, Ecker Ward found the mystically minded Spirit Cats to be a formidable challenge. The strong belief the Purifiers had in their mission gave their inferior numbers just enough of a boost that they were evenly matched against their opponents. After nearly half a day of fighting, both sides broke off and retreated to set up camp and lick their wounds. With the anticipation of facing strong resistance from Irian's defenders, neither Clan force was in any shape to waste more effort on

bashing each other senseless. Over the next few weeks, they would engage in the occasional trial but mostly kept to themselves on the Fernwood Plains.



IN NEAT LITTLE ROWS

SITUATION

Kirin River Valley

Irian

Prefecture VII, Republic of the Sphere

17 October 3133

Using the battle between the Steel Wolves and Spirit Cats as cover, Colonel George G. Herrling of the Swordsworn grounded his forces to the east of the secret factory complex and proceeded to march on his target. Defending forces were already on high alert following the Clan warriors' arrival, but they were deployed to stop an assault from the opposite direction Herrling was marching. Only the diligence of a young sensor tech caught the Swordsworn's approach in time to redeploy the defending troops, but by then, advance units had already reached the outer perimeter of the complex.

GAME SETUP

Recommended Terrain: Irian, Hills, Wooded

Select four mapsheets and arrange in a 2x2 layout. The Defender chooses one edge as their home edge; the Attacker's home edge is the opposite edge.

Attacker

Recommended Forces: Swordsworn

The Attacker's strength is 100% that of the Defender's. Attacking forces enter the map from the Attacker's home edge on Turn 1. The Attacker automatically wins Initiative for the first 3 turns.

Defender

Recommended Forces: Irian Technologies Security, Irian Planetary Militia

Up to 50% of the Defender's total force can be set up within eight hexes of the Defender's home edge at the start of the track. The rest of the force trickles in over the course of the first few turns. During the Movement Phase of Turn 2 and beyond, the Defender may enter two units of each unit type (e.g., 'Mech, vehicle, infantry, etc.) from their home edge.

WARCHEST

Track Cost: 300 WP

Optional Bonuses

+100 Adding Insult to Injury (Attacker only): Half of the pit hexes dug by the Defender have also been lined with mines. See *Mined Pits* below.

+100 Airstrike Inbound (Defender only): The Attacker may call in one strike mission from an orbiting heavy aerofighter (see *Air-to-Ground Attacks*, p. 242, TW).

OBJECTIVES

Drive Off the Foe. Destroy or drive off all opposing units per the *Forced Withdrawal* rules (see p. 258, TW). **[400]**

SPECIAL RULES

The following rules are in effect for this track:

Forced Withdrawal

Both sides are subject to *Forced Withdrawal* (see p. 258, TW).

I do not force. I defend against those who would rob people of their right to choose and in doing so join House Davion, as you've done.

A most important mission is before us. There is a BattleMech production facility on Irian, and if we are to succeed in the task before us, that planet and its production facility must be ours.

—Excerpt from Duke Aaron Sandoval's orders dispatching the Prince's Men to Irian, 21 August 3133

Heading for a Fall

As a very simple defensive measure, the factory's forces have dug a series of trenches and pits across the battlefield to hinder any attackers. The Defender should secretly designate twelve hexes on each mapsheet as having been dug out and disguised. These hexes can be adjacent to one another but do not have to be. Each one is 2 levels deeper than the terrain it is on.

Any time a 'Mech or a wheeled or tracked vehicle would enter a dug-out hex, make a Piloting/Driving Skill Roll. Success means that the unit's movement for that turn comes to a halt in the hex just before the trench hex. Failure means the unit falls into the dug-out hex, suffering damage as appropriate. Apply a +2 modifier to the target number if the unit is traveling at Running or Flanking speed.

Infantry units roll 2D6 against a target number of 9 to avoid falling in a hole.

Mined Pits

This special rule only applies if the *Adding Insult to Injury* bonus is chosen for this track.

The Defender must record which pit hexes are mined before the start of play. Treat a fall into one of these hexes as entering a 20-point mined hex; apply a +1 bonus to the 2D6 roll to determine whether the minefield explodes (see pp. 207–208, TO). Once a minefield explodes, it is eliminated from the game, but the pit remains. A 'Mech falling into a pit should roll 1D6 to determine which Hit Location Table to roll against for damage; a result of 1–2 indicates the Left Side; 3–4 the Front; and 5–6, the Right Side.

AFTERMATH

The defense of the factory complex against the Swordsworn was a hard battle, but the Iriani successfully drove off the invaders in the end, though only just. Colonel Herrling ordered his forces to retreat to their camp in the neighboring Clover Valley, but everyone knew they'd be back. Colonels Sanders and Greene sent frantic messages to Legate Martinez in Kentwood, but their requests for reinforcements were met with regrets and excuses.

Children of the Sword and Sun, here be dragons.
—Colonel George G. Herrling, 1 November 3133

LORD OF THE HILLS

SITUATION

Noble Valley

Irian

Prefecture VII, Republic of the Sphere

28 October 3133

Since arriving on Irian six days earlier, the Dragon's Fury Brotherhood regiment had been held back by its commander, who spent the time surveying the area and formulating a plan of attack. A few initial skirmishes with the Swordsworn regiment, which was camped in the next valley over and situated between the Fury and the factory complex, convinced *Tai-sa* Rusch that there was little to be gained by haste. Colonel Herrling, Rusch's counterpart among the Swordsworn, judged the Fury too great a threat to leave in his rear when his forces made their planned second attempt on the IrTech factory, and he decided to strike on the morning of 28 October.

GAME SETUP

Recommended Terrain: Irian, Hills, Wooded

Select one mapsheet per 4 units fielded by the Defender and arrange them in any legal configuration. The Defender chooses one edge as their home edge; the Attacker's home edge is the opposite edge.

Attacker

Recommended Forces: Swordsworn

The Attacker's forces enter the map from the Attacker's home edge on Turn 1.

Defender

Recommended Forces: Dragon's Fury

The Defender's forces equal 110% of the Attacker's and set up on the half of the map closest to their home edge. Deploy Defending forces in groups of lance size or larger, with each unit in a group no more than 3 hexes from another unit of the same group. At least one unit in each group must have clear line of sight on a unit of another group. Half the non-infantry units in each group begin the track in standby mode (see *Cold Start* special rule below).

The Defender automatically loses Initiative for the first 4 turns of the track.

WARCHEST

Track Cost: 300 WP

Optional Bonuses

+100 First line of defense (Attacker only): The Defender deploys five 10-point and five 15-point conventional minefields (see p. 207, *TO*) per mapsheet on the half of the map closest to the Attacker's home edge.

+100 Airstrike Inbound (Defender only): The Attacker calls in two strike missions from an orbiting heavy aerofighter (see *Air-to-Ground Attacks*, p. 242, *TW*).

OBJECTIVES

Old Enmities. Destroy/cripple more of the opponent's force than the opponent does of yours. [500]

Ready for Action! (Defender only) A unit begins the track in standby mode and survives the track. [50 per unit]

Crush the Laggards (Attacker only). A crippled/destroyed unit that started the track in standby mode survives the track. [50 per unit]

SPECIAL RULES

The following rules are in effect for this track:

Cold Start

Half of the Dragon's Fury non-infantry units are in standby mode when the Swordsworn attack. In the End Phase of each turn, the Defender can make an attempt to activate any standby machines with a successful Piloting/Driving Skill Roll for each unit.

Forced Withdrawal

The Attacker is subject to *Forced Withdrawal* rules (see p. 258, *TW*).

AFTERMATH

The Swordsworn attack began well, with the Prince's Men managing to take the Fury by surprise and score some initial successes. But as the battle wore on, the relative imbalance between the two sides caused a marked shift in favor of the Brotherhood. Colonel Herrling panicked as his fortunes turned, and he ordered a retreat. Once safe within their own camp, the Swordsworn officers impressed upon Herrling that, though their actual casualty rate was low, the regiment's morale and the damage to their equipment was sufficient to put seizing the factory complex out of their reach. Faced with this harsh truth, Herrling ordered the Swordsworn to abandon Irian and any hope of winning the BattleMech factory for Duke Sandoval.



AN OVERWHELMING RESPONSIBILITY

SITUATION

Kirin River Valley

Irian

Prefecture VII, Republic of the Sphere

08 November 3133

Since the failed Swordsworn assault weeks earlier, the defenders of the factory complex knew they were living on borrowed time. They had received the bare minimum in additional troops and materiel from Legate Martinez and were not hopeful of receiving more. Unable and unwilling to simply abandon the factory, they knew it was only a matter of time before one of the forces surrounding them would make a move.

That move finally came from the Steel Wolves. When scouts sent out by the Standing Guard reported back that the Steel Wolves appeared to be gearing up to march on the factory from their camp on the Fernwood Plains, the defenders began to panic. Knowing they had little choice, Colonels Greene and Sanders put into motion a desperate plan devised by Colonel Sanders. With the Steel Wolves on the way, an envoy from the factory sped towards the Dragon's Fury camp with a tempting offer of alliance. The defenders hunkered down to wait.

GAME SETUP

Recommended Terrain: Irian, Hills, Flatland

Select four mapsheets and arrange in a 2x2 layout. The Defender chooses one edge as their home edge; the Attacker's home edge is the opposite edge.

Attacker

Recommended Forces: Steel Wolves

The Attacker's forces enter the map through their home edge on Turn 1.

Defender

Recommended Forces: Dragon's Fury

The Defender's forces can set up anywhere on the half of the map closest to the Defender's home edge. Up to 25% of the Defender's forces can set up as *Hidden Units* (see p. 259, TW).

WARCHEST

Track Cost: 500 WP

Optional Bonuses

+75 Thicker Thicket: Upgrade all Woods hexes on the maps one level (e.g., Light Woods become Heavy Woods, Heavy Woods become Ultra-Heavy Woods).

OBJECTIVES

Take 'Em Down... Hard. Award for each unit destroyed by either side. [150 per unit]

Survival Instinct (Defender only). Maintain at least 50% strength until reinforcements arrive in Turn 10. [300]

Make a Hole (Attacker only). Exit at least 50% of your forces off the Defender's home edge before Turn 10. [300]

SPECIAL RULES

The following rules are in effect for this track:

This message is to inform you that, in the absence of support from your office, we have little choice but to make our own arrangements to defend this factory complex. In accordance with our duties to IrTech and to Irian itself, we have reached out to the Dragon's Fury commander to request assistance against the Clan force we anticipate arriving in a couple of hours. Some may call this treason, but we prefer to call it necessity.

—Communiqué transmitted to Legate Ramon Martinez, 8 November 3133

Ill-prepared

The Defenders have barely had time to set themselves into a defensive posture after rushing into action. To reflect this, all Defending units receive a -1 penalty to all Piloting/Driving Skill Rolls for the first 2 turns.

Forced Withdrawal

The Attacker's units are subject to *Forced Withdrawal* (see p. 258, TW).

Salvage

The Defender can only acquire salvage if the Attacker withdraws from the battlefield **and** the *Survival Instinct* objective is achieved.

Join in the Fun

Upon seeing how the Dragon's Fury fights to protect the factory, a number of the Iriani forces decide to sortie out and assist them. During the Movement Phase of Turn 10, a number of Planetary Guard and IrTech Security reinforcements up to 50% of the Defender's initial strength can enter the map under the Defender's control. The reinforcements enter from the Defender's home edge.

These forces are far from pristine, though. Randomly apply 3D6 points of damage in 5-point clusters to each non-infantry unit. Reroll any damage that would cripple or destroy a unit. Infantry units take 1D6 points of damage. Ammunition loads should be reduced to 75%.

AFTERMATH

The main body of Dragon's Fury troops arrived at the factory complex little more than an hour before the Steel Wolves were due to arrive. They had just barely finished deploying to their defensive positions when the Clan warriors struck, and in the initial shock of the assault, their line stretched almost to the breaking point. Though the native defenders were still quite wary of their new Dragon's Fury allies, the steadfastness of the Fury's factory defense won over many Iriani before the day was through. After nearly eight hours of constant fighting, the Steel Wolves had barely pushed within the hotly contested defensive perimeter, so Star Colonel Ward ordered a tactical retreat.

THE ELASTIC RETREAT

SITUATION

Kirin River Valley

Irian

Prefecture VII, Republic of the Sphere

9 November 3133

Knowing that the Steel Wolves could return at any moment, the defenders of the secret factory took no time to rest following the intense battle and instead dove into reinforcing their defenses. Colonels Greene and Sanders deferred to *Tai-sa* Rusch for overall command, given his greater experience on the battlefield. The Fury commander sent a force to trail the retreating Steel Wolves, which would allow the *tai-sa* to better anticipate his opponent's next move.

But the Wolves had other ideas.

GAME SETUP

Recommended Terrain: Irian, Hills, Wooded

Select two mapsheets and arrange them with the short edges touching. The Attacker chooses one of the short edges of the map as their home edge. The Defender's home edge is the opposite edge.

Attacker

Recommended Forces: Irian Technologies Security, Irian Planetary Militia, Dragon's Fury

The Attacker enters the map from the Attacker's home edge during the Movement Phase of Turn 3.

Defender

Recommended Forces: Steel Wolves

The Defender enters the map from the Attacker's home edge at the start of the track.

WARCHEST

Track Cost: 600 WP

Optional Bonuses

+200 Haven't Got Time for Pain: If *An Overwhelming Responsibility* was played immediately prior to this track, maintain all damage and ammunition expenditure incurred during that track. Otherwise, randomly apply 3D6 points of damage in 5-point clusters to each non-infantry unit. Reroll any damage that would cripple or destroy a unit. Infantry units take 1D6 points of damage. Ammunition loads should be reduced to 75%. This does not apply to the Steel Wolf reinforcements (see *Ride to the Rescue* below).

OBJECTIVES

String 'Em Out. For each map added to the playing area (see *Reversal* below) by Defending units exiting off the Defender's home edge or, after the reversal, Attacking units exiting off the Attacker's home edge. **[200 per mapsheet]**

Strike 'Em Down. Destroy/cripple more of the opponent's force than the opponent destroys/cripples. **[600]**

SPECIAL RULES

The following rules are in effect for this track:

"Reno, you got anything?"

"Negative, Carlin."

"Beatty?"

"Uh, yeah, Reno. I've got eyes on a Sierra Whiskey Badger flippin a bitch."

"Well then, this is it, boys. Mutts are comin our way. Last one back to the barn buys the beer."

Ride to the Rescue

Every time the Defender's force exits off the Defender's home edge and a new mapsheet is added (see *Reversal* below), roll 2D6 against a target number of 11 minus the count of mapsheets added since the start of the track (e.g., on adding the first map, the target number would be 10, after the second map 9, after the third 8, etc.). A successful roll indicates that Steel Wolf reinforcements have arrived to aid their brethren. The Defender can place a number of units equal to 25% of their initial strength anywhere within six hexes of the Defender's home edge. These units may be set up using *Hidden Units* rules (see p. 259, TW).

Reversal

This track utilizes the *Rolling Maps* rules (see pp. 214–215, TO). Keep track of which maps were used during the first part of the track so they can be reused in reverse order during the second part.

During the first part of the track, mapsheets should be added to the playing area whenever two or more Defender units move off the Defender's home edge during a turn. Any Defending units remaining on the mapsheet farthest away from the newly placed mapsheet are considered destroyed and removed from play. They do not count for purposes of calculating Objectives.

Once the Steel Wolf reinforcements appear, the situation reverses, and new mapsheets should be added to the playing area whenever an Attacker unit retreats off the Attacker's home edge. Once the initial mapsheet has been reached again, any Attacking units that exit off the edge of the map are removed from play and used in calculating Objectives. After the reversal occurs, any Attacking units remaining on the mapsheet furthest from the newly placed mapsheet are considered destroyed and removed from play. They do not count for purposes of calculating Objectives.

AFTERMATH

Due to the sacrifices made by the scouting force, most of which did not survive their task, the factory defenders were sufficiently warned of the renewed Steel Wolf assault in time to meet it head-on. Their hasty defensive preparations held against the Clan onslaught and the new allies found themselves made stronger by their shared triumph.

FIT TO FIGHT

SITUATION

*Caractacus Industries Manufacturing Plant
Prospero, Irian System
Prefecture VII, Republic of the Sphere
13 November 3133*

Though they had given up their goal of seizing the hidden factory on Irian, the Swordsworn were determined not to leave the system empty-handed. To this end, they dropped on an automated manufacturing plant—owned by Caractacus Industries, a wholly owned subsidiary of Irian Technologies—located on the moon of Prospero and proceeded to loot it of anything useful.

Several days later, incoming DropShips were detected and identified as belonging to the Stormhammers. Less than a year old, the 'Hammers were mostly an unknown to the Swordsworn, but the numbers of inbound DropShips could contain more than enough force to seize the Prospero facility. In desperation, Colonel Herrling ordered his technicians to reprogram and arm the drone IndustrialMechs of the Caractacus plant. The Swordsworn then prepared to meet the oncoming force while continuing to load their DropShips until the last possible minute.

GAME SETUP

Recommended Terrain: Industrial Complex, Badlands, Light Urban

Select any 4 mapsheets and arrange them in a 2x2 layout. Both players place 2 hexes of Heavy Industrial terrain for each unit they field in this track. The Defender chooses one edge as their home edge; the Attacker's home edge is the opposite edge.

Attacker

Recommended Forces: Stormhammers

The Attacker's force equals 125% of the Defender's force strength and enters from the Attacker's home edge on Turn 1. Still relatively new at working together, all Attacking units suffer a +1 modifier to their Piloting Skill Rolls for the first 5 turns.

Defender

Recommended Forces: Swordsworn

The Defender's force can set up anywhere on the map beyond nine hexes of the Attacker's home edge. They may set up 25% of their units as *Hidden Units* (see p. 259, *TW*). The IndustrialMech drones may not be hidden.

WARCHEST

Track Cost: 500 WP

Optional Bonuses

+100 A Hard Rain's Gonna Fall: Use the *Meteor Showers* rules (see p. 56, *TO*).

+100 Dark Side of the Moon: Use the *Pitch Black* rules (see p. 58, *TO*).

OBJECTIVES

Give Our Guys a Chance (Defender only). At least 50% of your forces must survive until Turn 12. **[500]**

Go On, Git! (Defender only) For each unit retreated off the Defender's home edge after Turn 12. **[25 per unit]**

You Want It? Take It! (Attacker only) Destroy/cripple at least 75% of your opponent's force. **[600]**

WARNING!

Unauthorized modifications to this equipment will invalidate your warranty and may result in legal action. Irian Technologies, Ltd. assumes no liability for the improper modification of this equipment. The software embedded in this equipment is the proprietary intellectual property of Irian Technologies, Ltd. and may not be modified or altered in any way. The inviolability of this agreement is protected by statute and is enforceable in the courts of the Republic of the Sphere and may extend to other nations by interstellar treaty.

SPECIAL RULES

The following rules are in effect for this track:

Salvage

The Attacker is eligible for salvage if the *You Want It? Take It!* objective has been achieved.

Inhospitable

As the Caractacus facility is located on the moon of Prospero, forces in this track are subject to trace atmosphere conditions (see p. 54, *TO*), gravity of 0.5 G (see p. 55, *TO*) and extreme temperatures of -70°C (see p. 62, *TO*). Only units that are sealed against such conditions (see *Environmental (Vacuum) Sealing*, pp. 302–303, *TO*, and p. 216, *TM*) may be deployed in this track.

Any time a unit moves in a non-Paved hex, it kicks up clouds of fine dust that interfere with the battlefield. Treat these dust clouds as hexes of light smoke (see p. 47, *TO*) that do not drift and which dissipate after two turns. In addition, any mechanical units that pass through a hex containing a dust cloud run the risk of dust damaging the internals of their machines. Each unit must make a Piloting/Driving Skill Roll whenever it passes through a dusty hex; failure applies a +1 cumulative modifier to all subsequent Piloting/Driving Skill Roll target numbers in this track.

Automated Facility

The Caractacus facility functions, in part, through a system of semiautonomous IndustrialMechs that can perform simple preprogrammed commands. As part of seizing the plant, the Swordsworn's technicians had to modify the drones' instruction sets, so they have limited control over the drone network. When they detected the incoming Stormhammers, the techs reprogrammed the network for defensive operations. They knew these zombie IndustrialMechs would not pose a great threat to the 'Hammers, but they used them as a distraction to make up for their smaller numbers.

For each mapsheet used in this track, the Defender can place up to 4 militarized IndustrialMechs of any type. (These units may be an exception to the sealed units rule mentioned above.) These drone units move at Walking speed and travel in a straight line

unless confronted with an obstacle; turn the unit's facing until its forward movement is unimpeded again or all Movement Points are used. At all times, their movements must take them towards an enemy unit. Once acquiring line of sight on an enemy, a drone unit will accelerate to Running speed towards the enemy unit and will fire all weapons within range. This lasts as long as the drone maintains line of sight. Drones have a Gunnery Skill of 6 and may not conduct melee attacks.

If a drone unit enters an ECM bubble, it will immediately stop all movement and combat for 1D6 turns or until the bubble is removed. Once it is no longer subject to the interfering ECM, the drone 'Mech will reboot and resume its programmed mission. However, due to the rushed manner in which the drones were reprogrammed, a rebooted drone may possibly experience a glitch. Roll 2D6 when rebooting; the target number is the count of hexes to the nearest enemy unit or 9, whichever is lower. A failed roll means the drone will operate as normal but will now target a unit from the other side.

IndustrialMech drones cannot clear jammed weapons during combat. Any critical hit which would normally destroy the cockpit or life support renders the 'Mech immobile and inoperative for the remainder of the track.

AFTERMATH

The Stormhammers struck the Swordsworn hard and fast, nearly overpowering the defenders with their blitzkrieg. However, the Swordsworn troops had had several days to grow accustomed to the difficult conditions of operating on Prospero and used that to their advantage. Their repurposing of the plant's IndustrialMech drones served as enough of a distraction that Colonel Herrling was able to rally his forces and make an orderly retreat off the moon. Though the Swordsworn had not taken as much materiel from the plant as they had hoped, they managed to get away with a significant enough amount of valuable parts, raw minerals, and finished equipment that the mission to Irian wasn't a total loss.



THE FALLING LIGHT ILLUMINATES

SITUATION

Kaelawan Valley

Irian

Prefecture VII, Republic of the Sphere

22 November 3133

Having looted the Caractacus plant of everything useful and reasonably portable, the Stormhammers finally landed on Irian itself. However, planetary defense had carefully tracked the 'Hammers' approach. Within hours of landing in the Kaelawan Valley south of the hidden factory, the 'Hammers' were targeted by a Dragon's Fury sortie. The Fury hit hard and fast, catching the 'Hammers' before they could set up a secure landing zone. Despite his troops being off-balance, Colonel Vandel was able to rally the Archon's Shield and prevent the battle from becoming a rout. In the end, though, he was never able to gain any advantage that would allow the 'Hammers' to turn the tide of the battle and they were slowly pushed back to their DropShips.

GAME SETUP

Recommended Terrain: Irian, Wooded, Flatlands

Select and arrange 4 mapsheets in any legal configuration. The Defender chooses one map edge to be their home edge; the Attacker's home edge is the opposite edge.

Attacker

Recommended Forces: Dragon's Fury

The Attacker fields 125% of the Defender's total strength (not including the DropShips; see *Special Rules* below) and enters the map on Turn 2 from the Attacker's home edge.

Defender

Recommended Forces: Stormhammers

The Defender's forces enter the map from the Attacker's home edge on Turn 1.

WARCHEST

Track Cost: 400 WP

Optional Bonuses

+75 Dusk: Use the *Dawn/Dusk* rules (see p. 58, TO).

OBJECTIVES

Destroy the Droppers. (Attacker only) Destroy the Stormhammer DropShips. [200 per DropShip]

One Step Closer to Home. (Defender only) Destroy the Attacker's units. [100 per unit]

Each One Counts. (Attacker only) Destroy the Defender's units, not counting the DropShips. [100 per unit]

Knock knock.

Who's there?

Stormhammers.

Stormhammers who?

Exactly.

—Overheard in Dragon's Fury camp,
22 November 3133

SPECIAL RULES

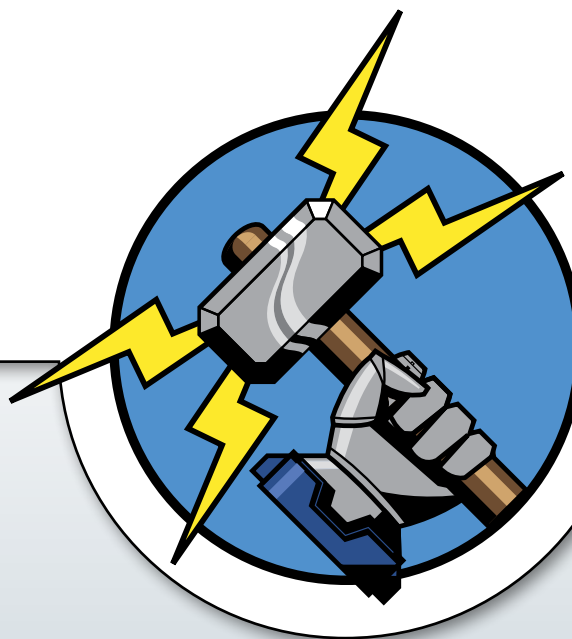
The following rules are in effect for this track:

Escape Hatch

The Stormhammers' *Fortress*-class DropShips *Weregild* and *Loreley* present an escape from the unrelenting Dragon's Fury attacks. Place these DropShips anywhere within six hexes of the Defender's home edge. The crew of the *Weregild* is of Regular skill level; the *Loreley* crew is of Veteran skill. The DropShips will lift off during Turn 12 or when they have filled their carrying capacity with Stormhammer units, whichever comes first.

AFTERMATH

Ordering a retreat, Colonel Vandel relocated his forces several hundred kilometers away in the Bethem Valley, where they licked their wounds and planned their next move. However, the events of the next few days would demonstrate to Vandel that the Stormhammers were better off cutting their losses and retreating from Irian with the booty they had gathered on Prospero.



FINAL DETAILS

SITUATION

Kirin River Valley

Irian

Prefecture VII, Republic of the Sphere

25 November 3133

The Spirit Cat Purifiers Cluster had remained relatively quiet since its initial actions over a month earlier, only engaging in a few small skirmishes while they tried to determine if Irian was indeed the prophesied safe harbor they were seeking. Though their visions remained unclear, the Spirit Cat warriors were growing restless, and Star Colonel Ward of the Steel Wolves found a receptive audience when he proposed an alliance between the two Clan forces for an assault on the hidden factory.

GAME SETUP

Recommended Terrain: Irian, Hills, Wooded

Set up at least 4 maps in any legal configuration. The Defender should select one map edge to be their home edge; the Attacker's home edge is the opposite edge.

Attacker

Recommended Forces: Steel Wolves, Spirit Cats

The Attacker's units set up within four hexes of the Attacker's home edge. Despite their alliance, the two Clan forces remain wary of one another. Units from each Clan must be set up with at least one other unit from the same Clan within three hexes.

Defender

Recommended Forces: Irian Technologies Security, Irian Planetary Militia, Dragon's Fury

The Defender's units may set up anywhere on the half of the map closest to the Defender's home edge.

WARCHEST

Track Cost: 700 WP

Optional Bonuses

+150 Strongpoints (Attacker only): Up to 75% of the Defender's forces can be set up in *Improved Positions* (see p. 198, TO).

+150 Elitists (Defender only): At least one of every three Attacking units has an Elite pilot/crew.

OBJECTIVES

Winnow the Weak (Defender only). Using the Bounty Hunter, cripple or destroy opposing units. **[100 per unit]**

Even Legends Die (Attacker only). Destroy the Bounty Hunter. **[500]**

The Line. Exit Attacking units off the Defender's home edge (Attacker), or prevent Attacking units from exiting (Defender). **[200 per unit]**

In the aftermath of the botched "RAMTech Job" on New Kyoto in early 3115, confirmed appearances by the Bounty Hunter ceased for a decade and a half, the longest period of inactivity by anyone using the identity since the Hunter's absence during the years 3051–3064.

The Hunter reappeared in December 3130 on the world of Misery, where he proceeded to demolish Kuritan defenses that had existed for years in uneasy equilibrium with the on-planet Davion forces. Further anti-Combine actions followed on Marlowe's Rift and Harrow's Sun in June 3131 and March 3132, respectively. After the last incident, reliable reports claimed the Bounty Hunter had been seriously wounded, possibly mortally.

His reappearance on Quentin last month brought him into our orbit. The director has authorized additional expenditures towards the penetration of the Bounty Hunter's identity, goals, and resources at this time. In particular, his use of a stock Marauder 9W2 instead of the "FrankenMech" Legionnaire used in the 3130–3132 actions could provide possible leads to MMRP violators within the Republic.

—Excerpt from Sphere Intelligence Service advisory on the Bounty Hunter, 19 July 3133

SPECIAL RULES

The following rules are in effect for this track:

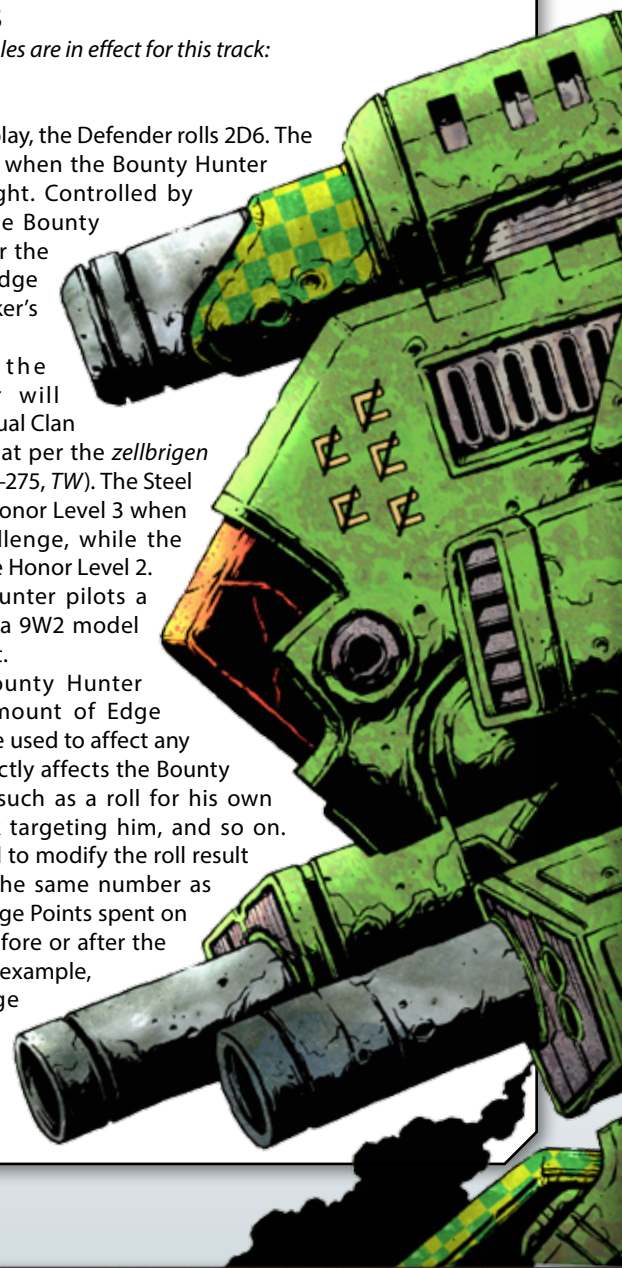
Bounty Hunter

At the start of play, the Defender rolls 2D6. The result is the turn when the Bounty Hunter will enter the fight. Controlled by the Defender, the Bounty Hunter may enter the map from any edge except the Attacker's home edge.

In battle, the Bounty Hunter will challenge individual Clan warriors to combat per the *zellbrigen* rules (see pp. 274–275, TW). The Steel Wolves will use Honor Level 3 when accepting a challenge, while the Spirit Cats will use Honor Level 2.

The Bounty Hunter pilots a *Marauder*, either a 9W2 model or another variant.

Edge: The Bounty Hunter possesses an amount of Edge points that can be used to affect any dice roll that directly affects the Bounty Hunter directly, such as a roll for his own attack, an attack targeting him, and so on. Edge can be used to modify the roll result up or down by the same number as the number of Edge Points spent on the roll, either before or after the roll is made. (For example, spending 2 Edge points on a roll of 7 could make it either a 5 or a 9.)



Edge can also be spent after the roll to force a reroll. The Bounty Hunter starts with 6 Edge points initially and gains 2 points for each unit he cripples or destroys (to a maximum of 10 points). There is no limit to the number of Edge points that can be applied to a single roll except the total number available at the time.

From the Factory Floor

The Defender can replace one lance of BattleMechs with a lance of MAD-6S *Marauder II* 'Mechs, courtesy of the factory's own output. However, as these are fresh off the line and haven't yet been run through any kind of QA check, they may possibly be defective. For each *Marauder*, the Defender should roll 1D6.

On a result of 1, assign one of the following Negative Quirks (see pp. 196–199, SO): Ammunition Feed Problem, Cooling System Flaws, Hard to Pilot, Inaccurate Weapon, Poor Cooling Jacket, Poor Life Support, Poor Performance, Poor Targeting, Poor Workmanship, or Sensor Ghosts.

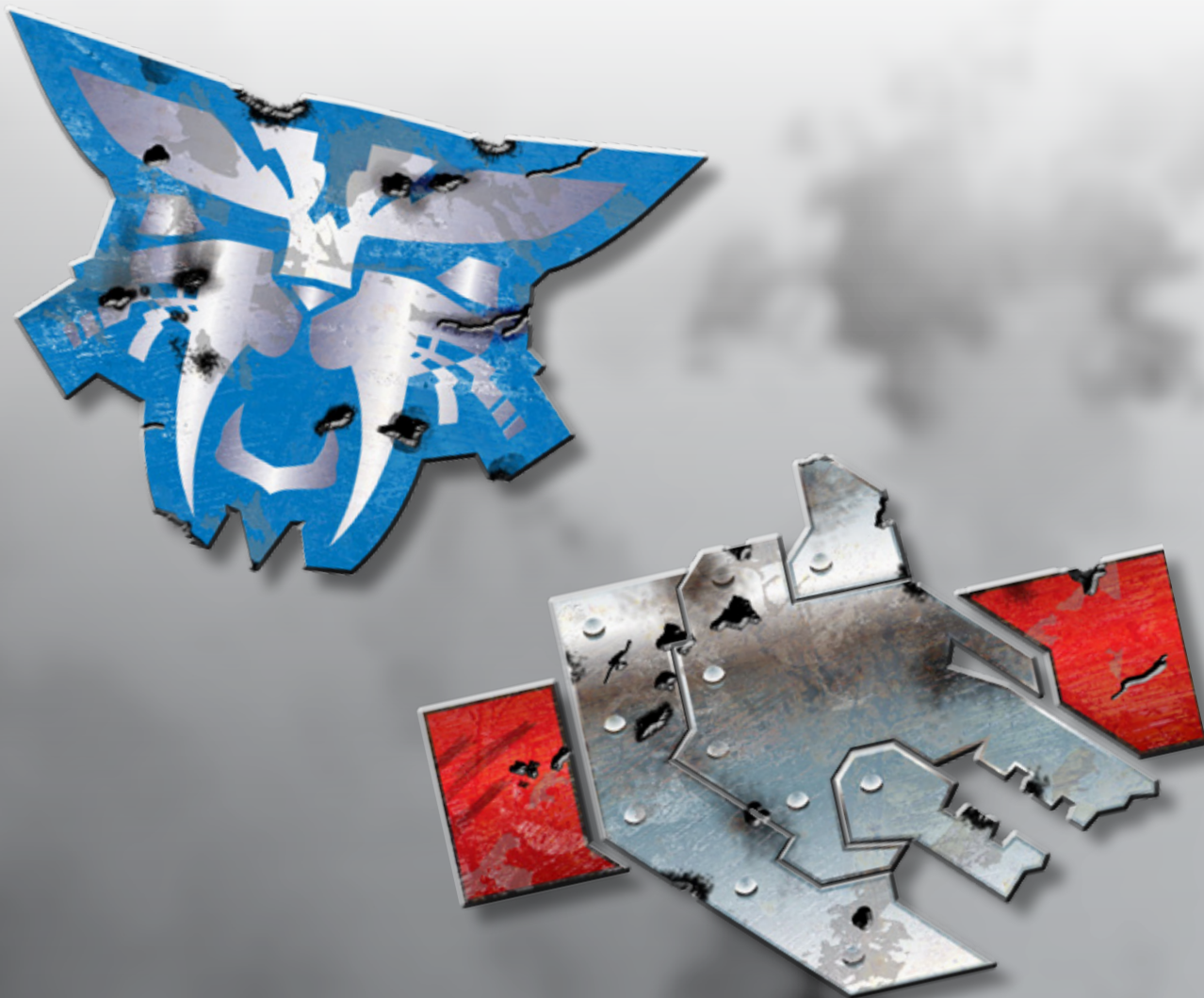
On a result of 2, assign two Negative Quirks.

Forced Withdrawal

The Attacker's forces are subject to *Forced Withdrawal* (see p. 258, TW).

AFTERMATH

The battle began well for the attacking Clan warriors, with the Dragon's Fury defenders pushed back meter by meter until they had withdrawn to their final defensive line. The sudden arrival of a strange green *Marauder* signaled the turning of the tide, as the newcomer successfully defeated Star Colonel Ecker Ward in single combat and then began working his way through other Clan commanders. Inspired by this reversal, the defenders surged out from their positions and dealt severe blows to the Steel Wolves. With six of their top combatants lying dead at the hands of the mysterious *Marauder* pilot—known to the defenders as the infamous Bounty Hunter—and the rest of their forces in no shape to continue the campaign, the Wolves and their Spirit Cat allies withdrew from Irian entirely.



THE HOUR OF JUDGEMENT DRAWETH NEAR

SITUATION

Kirin River Valley

Irian

Prefecture VII, Republic of the Sphere

26 November 3133

All of the invading forces had either left Irian or were in no position to offer any further threat. The Dragon's Fury and Irian forces could step back, relax, and begin cleanup efforts to get the factory complex up to speed once more. At the invitation of Legate Martinez, Colonels Sanders and Greene accompanied *Tai-sa* Rusch to Kentwood to discuss the future of their new alliance.

The very next morning after the defeat of the Steel Wolves and Spirit Cats, a forgotten foe struck while the defenders were resting for a spell. Everyone believed that Bannson's Raiders had fled Irian nearly two months earlier, after their defeat by the Highlanders. In actuality, the Scourge forces had holed up in the Soapstone Mountains, far enough from the action that no one had stumbled across them while they restored their strength. Realizing that they would not be able to take the factory, the Scourge decided to deny it to everyone else and fell upon the exhausted defenders with a vengeance.

GAME SETUP

Recommended Terrain: Industrial Complex, Heavy Urban

Select four mapsheets for each company or fraction of a company the Attacker fields. Taking turns, each side places a total of 3D6 hexes of Heavy Industrial Zone terrain (see p. 31, *TO*) on each mapsheet. The Defender then selects one edge of the map as their home edge; the Attacker's home edge is the opposite edge.

Attacker

Recommended Forces: Bannson's Raiders

The Attacker's units can set up anywhere on the half of the map closest to their home edge.

Defender

Recommended Forces: Irian Technologies Security, Irian Planetary Militia, Dragon's Fury

The Defender's force equals 150% of the Attacker's. Defending units enter from the Defender's home edge on the first turn.

WARCHEST

Track Cost: 600 WP

Optional Bonuses

+150 Rainstorm: Apply all the effects of *Heavy Rain* (see p. 59, *TO*) and apply an additional +1 to all Piloting and Driving Skill Rolls to avoid skidding on Paved hexes.

+200 Feeling the Effects (Defender only): The Defender's units maintain any damage or ammunition expenditures incurred during the previous track.

+200 Regaining the Initiative (Attacker only): The Bounty Hunter begins the track at the halfway point of the battlefield and adds a +2 modifier to the Defender's Initiative roll for the first 4 turns. If the Attacker destroyed the Bounty Hunter in the previous track, this optional bonus is only +100 WP.

"Hey, Parkerhouse!"

"What is it, dickhead?"

"You think the Colonel's comin back for us?"

"Hell, no. She done lit outta here like her ass was on fire. Gotta report back to El Jefé, leave us to do her dirty work."

"Shit, man. We're gonna die here, ain't we?"

"Probably."

"That don't bother you?"

"Nah. I signed up for this outfit 'cause I ain't got nothin else. No wife, no kids, no job, no nothin. At least with Bannson, I can earn my pay doin somethin fun."

"Smashin shit up?"

"You know it, kid. Now, let's get busy."

OBJECTIVES

Kill or Be Killed. Destroy opposing units. [total tonnage of destroyed units]

No Man's Land (Attacker only). Gain one WP for each CF point destroyed on any factory building.

Holding Fast (Defender only). Gain one WP for each CF point not destroyed on any factory building by the Attacker.

SPECIAL RULES

The following rules are in effect for this track:

Ghosts

To aid in surviving what was almost certainly a suicide mission, the Scourge deployed a number of decoy pods to confuse the defenders. The Scourge player may secretly designate up to 1 building or heavy industrial zone hex per 4 units they field as containing a pod.

Decoy pods act similar to ECM equipment that has been tuned to generate ghost targets (see pp. 101–102, *TO*). For the initial Piloting Skill Roll used to tune the equipment, use the Piloting Skill of the nearest functional Scourge unit. Because the decoy pods have no other ECM function besides generating ghost targets, this roll only needs to be made when a pod is activated. Pods may be deactivated at the start of any Weapon Attack Phase without requiring a roll.

The destruction of the building or heavy industrial zone hex where a decoy pod is located also destroys the pod.

Bounty Hunter

If the Bounty Hunter survived the previous track, he can be deployed on the side of the Dragon's Fury. With the exception of the Clan dueling challenges, he operates per the same rules as the previous track (see p. 23).

In this track, the Hunter can pilot either the same 'Mech as in

the previous track or one of the factory-fresh MAD-6S *Marauder IIs*. If the *Marauder II* is chosen, it is subject to the same potential for Negative Quirks as in the *From the Factory Floor* special rule below. If the same 'Mech as the previous track is used, it retains any damage or ammunition expenditures already incurred.

From the Factory Floor

The Defender can replace one lance of BattleMechs with a lance of MAD-6S *Marauder II* 'Mechs, courtesy of the factory's own output. However, as these are fresh off the line and haven't yet been run through any kind of QA check, they may possibly be defective. For each *Marauder*, the Defender should roll 1D6.

On a result of 1, assign one of the following Negative Quirks (see pp. 196–199, *SO*): Ammunition Feed Problem, Cooling System Flaws, Hard to Pilot, Inaccurate Weapon, Poor Cooling Jacket, Poor Life Support, Poor Performance, Poor Targeting, Poor Workmanship, or Sensor Ghosts.

On a result of 2, assign two Negative Quirks.

AFTERMATH

The shock and surprise of the Scourge's attack allowed them to gain a foothold in the factory complex before the defenders could react. They proceeded to use this advantage to attack not the defending troops but the very structure of the factory itself. The attackers scattered among the factory buildings and machinery, determined to do as much damage as they could before the defenders overcame their surprise and began hunting them down. The tendency of the Scourge warriors to operate in small groups or even individually meant that the defenders had to root them out one by one, hunting them like rats in a maze. Even after the bulk of the force was accounted for, the defenders still took most of the day to hunt down and destroy the last of the infestation. The extensive destruction the bandits caused was sufficient to halt the factory complex's operations for the foreseeable future.



SHADOWS ON THE WATER

SITUATION

Cassandra Mud Flats, Bruin Outback
Irian
Prefecture VII, Republic of the Sphere
11 July 3136

One of the Senate Alliance's diversionary attacks was made against Cassandra Station, in the Troad district of Irian's Bruin continent. This smallish outpost was in the field in the midst of a surprise training exercise when the assault came. Confusion over their foe's position threw the Alliance forces off-balance and allowed the IPDF and their Wolf Hunters trainers to seize the upper hand almost immediately. Compounding the Alliance's troubles was the onset of the summer lightning storm season, which played havoc with their ability to contact their DropShip for extraction. In a last-ditch attempt to gain some breathing room, the Alliance commander ordered a retreat through what he thought to be a clear path to safety. Unfortunately for his troops, the Cassandra Mud Flats were anything but safe.

GAME SETUP

Recommended Terrain: Irian, Hills, Wooded

Set up maps as per a Breakthrough scenario (see p. 261, *TW*). The Attacker selects one edge as their home edge; the Defender's home edge is the opposite edge. Each player should set up their units within six hexes of their respective home edge.

Attacker

Recommended Forces: Senate Alliance

The Attacker can field no more than a company of BattleMechs. The rest of the Attacker's force must consist of combat vehicles and/or infantry. The Attacker's total force equals 100% of the Defender's.

Defender

Recommended Forces: Irian Planetary Defense Force, Wolf Hunters

The Wolf Hunters may compose up to 25% of the Defender's total force, but no more than a Binary of troops can be fielded.

The IPDF forces are composed of an even mix of BattleMechs, vehicles, and infantry.

WARCHEST

Track Cost: 800 WP

Optional Bonuses

+300 Summer Lightning: The Senate Alliance forces are attacking during the Outback region's annual lightning season. Violent lightning storms are a daily occurrence during this time of year and can make combat difficult. Apply the *Lightning Storm* rules (see p. 50, *TO*) during this track, minus the Moderate Rainfall and Moderate Gale effects.

OBJECTIVES

Let's Get Outta Here! (Attacker only) For each Attacker unit that exits the map off the Defender's home edge. **[100]**

Nobody Gets Out Alive. (Defender only) For each Attacker unit destroyed or crippled. **[100]**

The dream of Devlin Stone is dead!

Like maggots feasting on an overripe corpse, the quislings who sit on the Council of Paladins have conspired with Jonah Levin, the arch-traitor himself, to tear down and devour all that we have spent the last five decades building. How Stone would weep to see his life's work brought low by venal and petty men!

Senators Ptolomeny, Vladistock, and Riktofven have shown us the way to escape the Exarch's oppression. Join with us in a new Alliance, one of equals, one free from the Republic's hypocrisy.

—Excerpt from propaganda leaflet found in the streets of Kentwood, 8 May 3135



SPECIAL RULES

The following rules are in effect for this track:

Cadre Duty

As garrison trainers, the Wolf Hunters will not take the lead during this action. Thus, during the Movement Phase, the Defender must always move an IPDF unit first, then Wolf Hunter units.

Nature's Minefield

The Cassandra Mud Flats are a hotbed of biological activity, and decaying organic matter in the mud generates excessive amounts of methane gas that gets trapped just under the surface. Any activity that disturbs the equilibrium of the mud has the potential to violently release these pockets of volatile gas, to the detriment of any nearby units.

All Water and Clear Level 0 hexes should be considered Mud (see p. 50, *TO*).

All units are capable of triggering methane explosions except VTOL and WiGE vehicles, infantry units expending VTOL MP, and Jumping units that don't end their movement in a Mud hex.

Every time an eligible unit enters a Mud hex along the ground and delivers or receives damage from any energy or flame weapon, the resulting heat and vibrations can set off a trapped pocket of methane within that hex. The controlling player rolls 1D6; on a result of 1 (for units moving at Walking/Cruising speed) or 1–2 (for units moving at Running/Flanking speed or landing from Jumping movement), that hex and all of the adjacent Mud hexes erupt, with the following effects:

- Any unit that either ends its movement in or passes through a hex that erupted that turn take 2 points of damage. 'Mechs use the Kick Location Table (see p. 147, *TW*) to apply the damage. Conventional infantry in the hex take double damage unless they are XCT Troops (see p. 351, *TO*).
- Heat-tracking units gain 1 point of heat if they pass through the hex during the same turn or 2 points of heat if they end their movement in an affected hex.
- Apply a +1 MP cost for moving through or into an erupted hex, including jumping units.
- Apply a +2 to-hit modifier to any ranged attacks into, through, or out of an erupted hex.
- Any 'Mech unit that is in a hex when it erupts or passes through a hex that erupted that turn must make an immediate Piloting Skill Roll to avoid falling.
- Any woods in an erupted hex receive 10 points of damage, for the purposes of Clearing.

Each Mud hex can erupt only once per game, and the above effects last until the end of the turn.

Many of the IPDF personnel at Cassandra Station hail from this region of the planet, and their familiarity with the planet's ecology gives them a slight advantage over non-native units. Each active IPDF unit on the board can cancel one eruption per game that they might otherwise cause.

If the *Summer Lightning* Optional Bonus is taken during this track, each lightning strike has the potential to set off an un-erupted hex. Roll 1D6 and apply the above effects on a result of 4–6 to all hexes affected by the lightning strike.

AFTERMATH

Trapped within a hellish landscape where their every movement threatened death, the Senate Alliance forces fought valiantly to break through the defender's lines. Luckily, the same natural dangers that assailed them also affected their enemies. The chaos of combat and hostile terrain allowed the invaders to get most of their units through the mud flats to a safe landing zone where their DropShip could extract them from the planet. The defenders, injured and exhausted by the Alliance and nature, watched their foes retreat, content that they had survived their trial by fire.





"CLAN TECHS NEVER HAD IT THIS GOOD!"

IRIAN TECHNOLOGIES BATTLEMECH SALVAGE EQUIPMENT

PRICES GOOD THROUGH 3130 Q4



**FREE WITH ANY NEW
CREDI-LINK CONTRACT!**
Our indispensable de-coupler
now with a radiation resistant finish!



**BIG ANGUS
APPROVES OF THESE DEALS!**

*Sergeant Angus O'Connor is a paid endorser.



**Mk.VII Myomer
Stress Test
Calculator
Coming Soon!**



**Endo Encapsulation
Rating Module**
Scans the integrity of
endo-steel stanchions
in record time.

CREDI-LINK NOW! \$38.50



SAVE!

Prime Gripper
Key lockable and safety
lit for verified gripping.
Never lose a part or en-
danger your co-workers!
Key sold separately.

\$22.95

CREDI-LINK NOW!



SAVE!

Universal Plug
Stop the search for the
proper connection links
and get back to work
instead.
Works with all IrTech brands.

\$27.95/2

CREDI-LINK NOW!



SAVE!

3-Way Grip Nibbler
You know you need one!
Don't get caught empty
handed when the time
comes.

\$20.95

CREDI-LINK NOW!



SAVE!

Fluid Gun Storage Unit
Those careless 'Mech
jocks will have a harder
time stepping on your
fluid gun tanks with this
handy rack.

\$220.95

CREDI-LINK NOW!



SAVE!

Gas Node Blowout Valve
Prevents overworked compression
inflator bags from suffering a
catastrophic back blast. Workers
are safer with a GNBV.

\$22.95/5

CREDI-LINK NOW!



SAVE!

Prong Splitter
Pesky prong embedments are a
cinch to remove after *injec-split*
technology is at your fingertips!
Not for use with OEMs.

\$42.95

CREDI-LINK NOW!



SAVE!

BattleMech Paint Bay
Programmable with up to 15
CamoSpec patterns. Now with
faster spray time and larger paint
capacity!

\$10,345.00

CREDI-LINK NOW!

VISIT THE IRIAN TECHNOLOGIES OUTLET NEAR YOU

BATTLETECH™

ARMOR DIAGRAM

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: IbeX RV (Militarized Gauss)

Movement Points: **Tonnage:** 2.0
Cruising: 5 **Tech Base:** Inner Sphere
Flank: 8 **Era:** Civil War
Movement Type: Wheeled
Engine Type: I.C.E.

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle, Light (King David)	RPi	1 (B)	—	3	6	9
1	Gauss Rifle, Light (King David)	LPI	1 (B)	—	3	6	9

Cargo Space - 0.387 tons
 Passenger Seats - 5
 Chassis Modifications: Off-Road

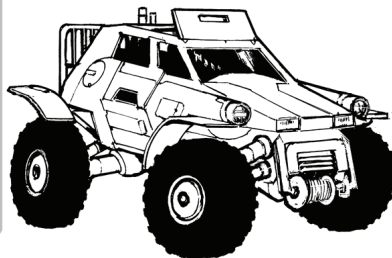
BV: 36

CREW DATA

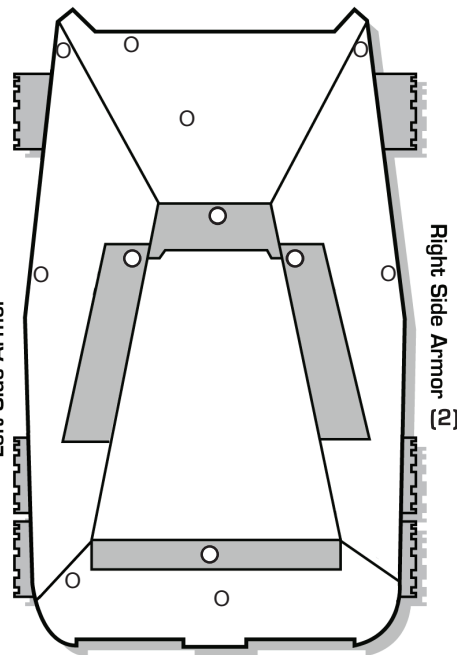
Crew: _____
Gunnery Skill: _____ **Driving Skill:** _____
 Commander Hit **+1** Driver Hit **+2**
 Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



(2)
Left Side Armor



Rear Armor (2)



© 2015 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
 Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:		Vehicle Type Modifiers:	
Hit from rear	+1	Tracked, Naval	+0
Hit from the sides	+2	Wheeled	+2
		Hovercraft, Hydrofoil	+3
		WIGE	+4

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

© 2015 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
 Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

(Industrial)

'MECH DATA

Type: Inquisitor II ITW-200

Movement Points: **Tonnage:** 50
 Walking: 4 **Tech Base:** Inner Sphere
 Running: 6 **Era:** Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ejection Seat	HD	—	[E]	—	—	—	—
1	Mounted Searchlight	CT	—	[E]	—	—	—	170
1	SRM 4	RT	3	2/Msl [M.C.S]	—	3	6	9
1	Beagle Active Probe	LT	—	[E]	—	—	—	4
1	LAC/5	RA	1	5 [DB,S]	—	5	10	15
1	TSEMP Cannon	LA	10	0 [DE,X]	—	5	10	15

BV: 1,186

WARRIOR DATA

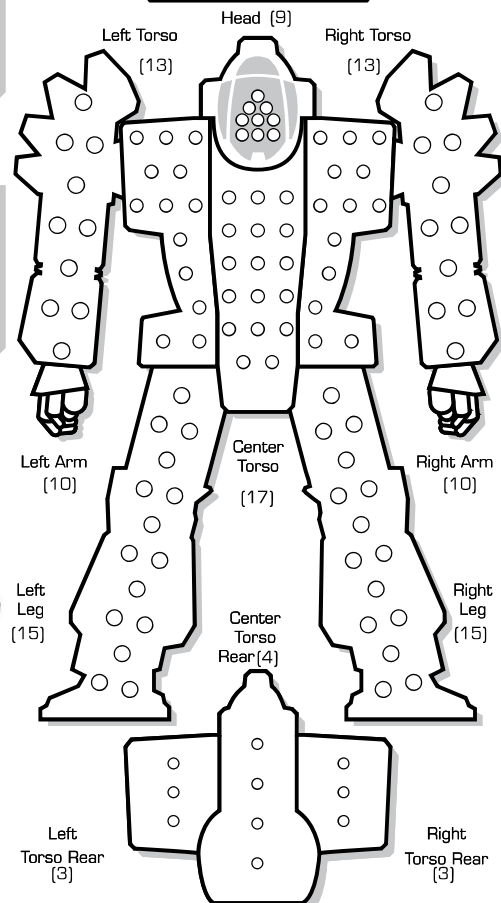
Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken

1	2	3	4	5	6
3	5	7	10	11	Dead

 Consciousness#



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - TSEMP Cannon
 - TSEMP Cannon
- 1-3
- TSEMP Cannon
 - TSEMP Cannon
 - TSEMP Cannon
- 4-6
- Roll Again
 - Roll Again
 - Roll Again

Left Torso

- Heat Sink
 - Beagle Active Probe
 - Beagle Active Probe
 - Roll Again
 - Roll Again
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Left Leg

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

Head

- Life Support
- Sensors
- Industrial Cockpit (adv. FCS)
- Ejection Seat
- Sensors
- Life Support

Center Torso

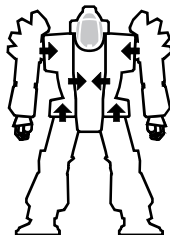
- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Mounted Searchlight
 - Roll Again
- 4-6

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - LAC/5
 - LAC/5
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

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

CATALYST
game labs



Damage Transfer Diagram

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - LAC/5
 - LAC/5
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

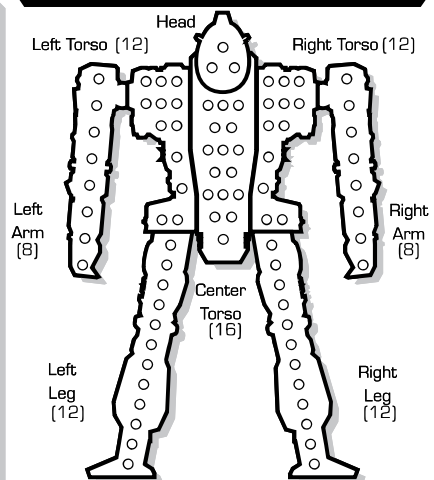
Right Torso

- Heat Sink
 - SRM 4
 - Ammo (SRM 4) 25
 - Ammo (LAC/5) 20
 - Ammo (LAC/5) 20
 - CASE II
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	10 (10) 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: Marauder II MAD-6S

Movement Points: Tonnage: 100
 Walking: 3 Tech Base: Inner Sphere
 Running: 5 Era: Dark Age
 Jumping: 3

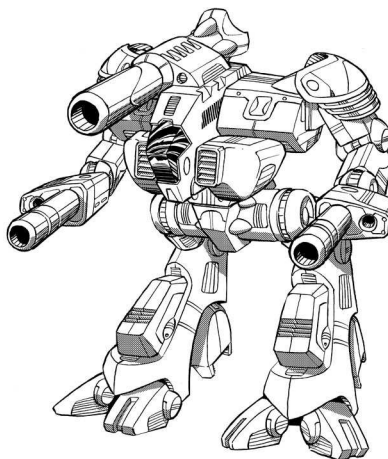
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	AMS(R)	HD	1	— [PD]	—	—	—	—
1	ER Small Laser	CT	2	3 [DE]	—	2	4	5
1	Gauss Rifle	RT	1	15 [DB,X]	2	7	15	22
1	ER PPC	RA	15	10 [DE]	—	7	14	23
1	Medium Pulse Laser	RA	4	6 [P]	—	2	4	6
1	ER PPC	LA	15	10 [DE]	—	7	14	23
1	Medium Pulse Laser	LA	4	6 [P]	—	2	4	6

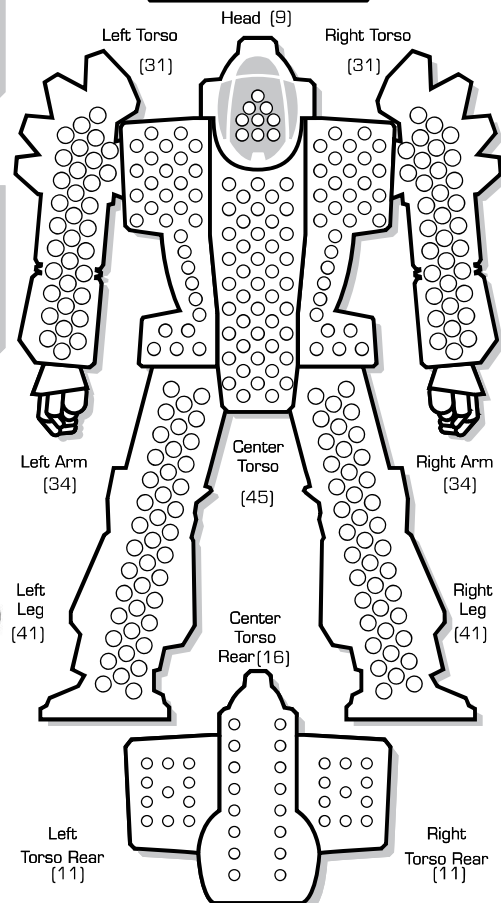
BV: 2,546

WARRIOR DATA

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- ER PPC
- ER PPC
- ER PPC
- 4-6 Medium Pulse Laser
- Roll Again
- Roll Again

Left Torso

- Light Fusion Engine
- Light Fusion Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Double Heat Sink
- Double Heat Sink
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 4-6 Ammo (Gauss) 8

Left Leg

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

Head

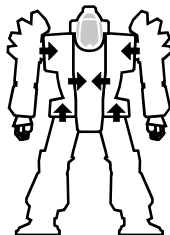
- Life Support
- Sensors
- Cockpit
- AMS (R)
- Sensors
- Life Support

Center Torso

- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- 1-3 Gyro
- Gyro
- Gyro

- Gyro
- Light Fusion Engine
- Light Fusion Engine
- 4-6 Light Fusion Engine
- Jump Jet
- ER Small Laser

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- ER PPC
- ER PPC
- ER PPC
- 4-6 Medium Pulse Laser
- Roll Again
- Roll Again

Right Torso

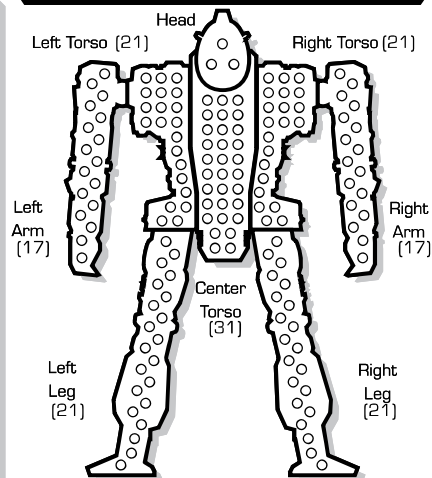
- Light Fusion Engine
- Light Fusion Engine
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- 1-3 Ammo (Gauss) 8
- Ammo (AMS) 12
- 6 CASE

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	17 (34) 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™

LARGE GROUND SUPPORT VEHICLE RECORD SHEET

VEHICLE DATA

Type: **Prairie Schooner Land Train**

Movement Points: **Tonnage:** 90
Cruising: 4 **Tech Base:** Inner Sphere
Flank: 6 **Era:** Clan Invasion
Movement Type: Wheeled
Engine Type: Fusion Engine

Weapons & Equipment Inventory (hexes)

Qty Type Loc Dmg Min Sht Med Lng

Chassis Modifications: Off-Road, Tractor
 Cargo Space - 17 tons (1 door)
 2nd Class Quarters - 3

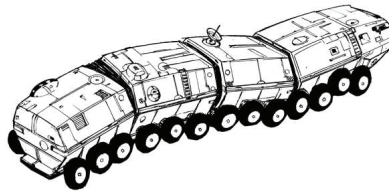
BV: 393

CREW DATA

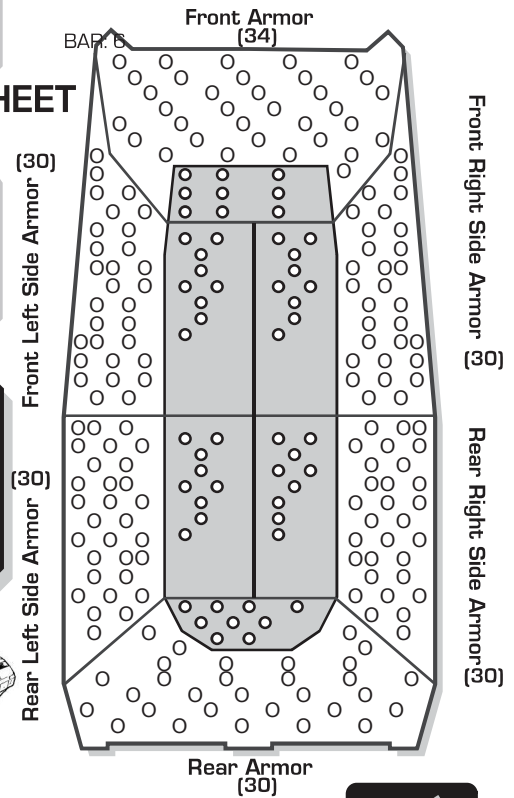
Crew: _____
Gunnery Skill: _____ **Driving Skill:** _____
 Commander Hit **+1** Driver Hit **+2**
 Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



LARGE GROUND SUPPORT VEHICLE HIT LOCATION TABLE

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

*A result of 2 on 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 194 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.
 ‡If the attack hits the front, right or left side, all Front side results strike the front armor; while Rear Side results strike the rear right or rear left side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

Tracked, Naval	+0
Wheeled	+2
Hovercraft, Hydrofoil	+3
WIGE	+4

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

LARGE GROUND SUPPORT VEHICLE CRITICAL HITS TABLE

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

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

**If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: **Prairie Schooner Module**

Movement Points: **Tonnage:** 30
Cruising: 0 **Tech Base:** Inner Sphere
Flank: 0 **Era:** Clan Invasion
Movement Type: Wheeled
Engine Type: None

Weapons & Equipment Inventory (hexes)

Qty Type Loc Dmg Min Sht Med Lng

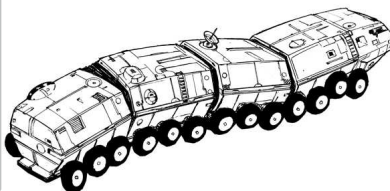
Cargo Space - 21,500 tons (2 doors)
 Chassis Modifications: Off-Road, Tractor, Trailer

CREW DATA

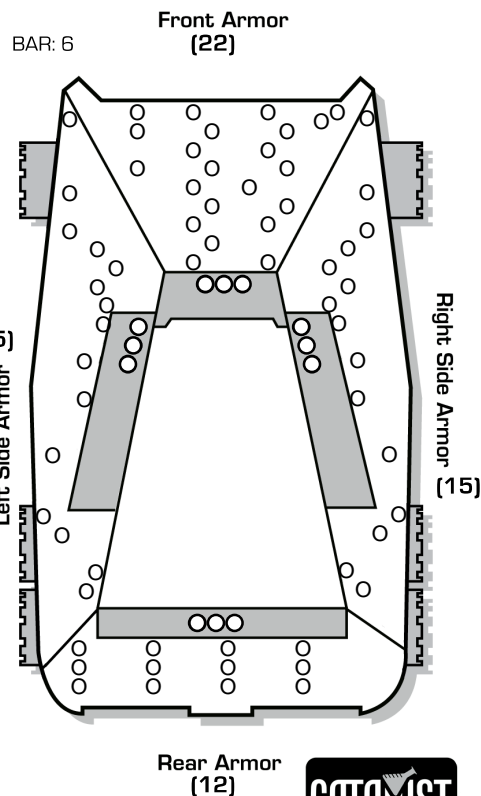
Crew: _____
Gunnery Skill: _____ **Driving Skill:** _____
 Commander Hit **+1** Driver Hit **+2**
 Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



BV: 99



© 2015 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.

†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.

‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:		Vehicle Type Modifiers:	
Hit from rear	+1	Tracked, Naval	+0
Hit from the sides	+2	Wheeled	+2
		Hovercraft, Hydrofoil	+3
		WIGE	+4

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

**If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

© 2015 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

