Sunset, the dragon weeps;
Night to day as winter, spring;
Sunrise, the dragon roars.
CONTENTS

INTRODUCTION
How to Use This Book
Special Campaign Rules
  Clan Honor and Battlefield Tactics
  Forced Withdrawal
Field Upgrades
TAKING WAR TO THE ENEMY
  Unlikely Allies
  The Dragon Roars
    Operation Bird Dog
    Operation Bulldog
UNIT SUMMARIES
  Operation Bulldog
  Clan Smoke Jaguar Defense
SCENARIOS
  Wave One: The Katana Falls
    Scenario 1: Hunting the Hunter
    Scenario 2: Wild Justice
    Scenario 3: Trial of Position
  Wave Two: Driving Forward
    Scenario 4: Fool Me Twice ...
    Scenario 5: Zellbrigen
    Scenario 6: The Darkest Hour
  Smoke Jaguar Counterattack
    Scenario 7: Divine Wind
    Scenario 8: Baiting the Jaguar
  Wave Three: Bringing Down The Jaguar
    Scenario 9: No Mercy
    Scenario 10: 300 Spartans
    Scenario 11: Breaking the Ridge
  Wave Four: Clean-Up
    Scenario 12: Let Slip the Dogma of War
BattleForce Scenario
  In the Dragon's Coils

FINAL WORDS

PERSONALITIES
  Precentor Martial Anastasius Focht
  Archon-Prince Victor Steiner-Davion
  Heir-Designate Hohiro Kurita
  Khan Pheian Kell
  Duke Kai Allard-Liao
  Galaxy Commander Brendon Corbett
  Galaxy Commander Mikhail Ward
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INTRODUCTION

In 3058, fresh from its devastating war with longtime rival Clan Wolf, Clan Jade Falcon invaded the Lyran Alliance in a show of strength intended to dissuade any opponents who might have hoped to take advantage of the weakened Falcon Clan. After penetrating two hundred light-years into Lyran space, the invaders dug in on the world of Coventry, just short of the Tukayyid Truce line, and challenged the Inner Sphere to send its best troops against them.

In response, the Great Houses of the Inner Sphere formed a joint task force—the first time military commands from every Great House had joined to fight side by side against a common foe since the fall of the Star League. Under the command of ComStar’s Precentor Martial Anastasius Focht and Prince Victor Steiner-Davion of the Federated Commonwealth, the task force offered the Falcons hégira—the opportunity to withdraw with honor—which the invaders accepted. In the wake of the bloodless victory, Steiner-Davion proposed that the Inner Sphere powers assemble a united force and take the war to the Clans.

The leaders of the Inner Sphere greeted this proposal enthusiastically and, on 3 October 3058, the leaders of every Inner Sphere power assembled on the world of Tharkad to formally discuss the matter. During that meeting, Precentor Martial Anastasius Focht proposed that the leaders form a united front to face the Clans by creating a unified political body and a coalition military force.

The assembled leaders agreed and took the historic step of drafting a new Star League Constitution. Sun-Tzu Liao, Chancellor of the Capellan Confederation, was appointed to the ceremonial post of First Lord. His selection symbolically raised him to equal status with the leaders of the larger and more powerful Great Houses, and served as a strong show of Inner Sphere solidarity.

Almost immediately, the House leaders and their strategists began to devise an ambitious plan to claim the offensive in the war against the Clans. Thus was born Operation Bulldog, one of the largest military operations undertaken in the history of mankind—and perhaps the greatest victory ever achieved by the Great Houses of the Inner Sphere.

HOW TO USE THIS BOOK

The Dragon Roars is a scenario pack for use with the BattleTech, BattleSpace and BattleForce 2 game systems. Most of the scenarios in the book use the standard BattleTech rules from the BattleTech Compendium: The Rules of Warfare (BTC: RoW). To run the scenarios, players will need BattleTech Map Sets 2, 3, 4 and 5, as well as miniatures or other markers to represent the ‘Mechs and other units on the game board. For some scenarios, players may wish to use the building counters found in CityTech, 2nd Edition.

Complete record sheets for all the BattleMechs and vehicles used in the scenarios appear in BattleTech Record Sheets 3025, 3026, 3050, 2015 and 3055 & 3058, as well as the BattleTech Field Manuals Draconis Combine and Free Worlds League. Game statistics and illustrations for most of these units appear in the various Technical Readouts, though the record sheets contain all the information needed to play. Scenarios that involve aerospace fighters and DropShips may be played with the AeroBattle rules in BattleSpace, or with the rules for AeroTech (now out of print) if players have them. Game statistics for spacecraft used in these scenarios appear in Technical Readout 3057.

Each scenario in The Dragon Roars re-creates one of the battles fought during Operation Bulldog, the SLDF campaign against Clan Smoke Jaguar. The rules for each scenario provide all the information needed to play out the battle. Each scenario begins with a personal account and a brief historical background of the engagement. The scenarios also include sections titled Game Set-Up, Attacker and Defender, Victory Conditions and Special Rules.

Game Set-Up provides specific information needed to play the scenarios, including instructions on laying out mapsheets, directions for special terrain features and suggestions on appropriate BattleTech rules to use.

The Attacker and Defender sections describe each scenario’s combatants in detail, and also provide directions for deployment and guidelines for running the scenarios as self-contained games. Assume that all conventional vehicles listed in these sections are standard models unless the text specifically states that they are upgraded or refitted versions. The descriptions of some units, most notably vehicle and spacecraft crews, list crew quality in place of individual combatants’ skills. When playing BattleSpace scenarios, refer to page 62 of the BattleSpace Rulebook to determine the skills conferred by different levels of crew quality. When playing BattleTech scenarios, consult the Unit Quality Table.

<table>
<thead>
<tr>
<th>Unit Quality</th>
<th>Gunnery</th>
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<tr>
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<td>Elite</td>
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Victory Conditions determine the outcome of the battle, and vary from scenario to scenario. Combat in a scenario rarely continues until one side is obliterated; in some cases, both sides may claim victory if they achieve their tactical objectives. Victory Conditions simulates this by listing specific objectives for one or both forces.

Finally, Special Rules lists any rules for the scenario that are not covered in BTC: RoW.

SPECIAL CAMPAIGN RULES

The Special Rules section of each scenario indicates which of the following rules apply in that scenario. For more detailed rules on Clan honor and tactics, see the BattleTech game supplement, First Strike!

Players familiar with the rules contained in the Battle of Coventry scenario pack should note that there are several differences between the Jade Falcon interpretation of Clan battle-field conventions in that book and those presented in The Dragon Roars.
INTRODUCTION

CLAN HONOR AND BATTLEFIELD TACTICS

The Clans' code of honor shapes and defines the actions of Clan forces in battle. The militaries of the Successor States used this insight to great effect during the Clans' initial invasion of the Inner Sphere, and as a result several Clans have since toned down or abandoned the limitations imposed by the code. Not so Clan Smoke Jaguar, however.

An extremely traditional-minded Clan, the Jaguars believe that their strict adherence to the martial code set down centuries ago by Clan founder Nicholas Kerensky gives them a moral advantage over their fellow Clans and the Inner Sphere. In most circumstances, Smoke Jaguar forces follow a strict interpretation of Clan battlefield conventions, only adopting more liberal interpretations when faced with a dishonorable enemy. By comparison, the Clan Nova Cat and Wolf Clan in Exile forces active during the operation tended to follow a looser interpretation. However it is applied, the Clan code of battlefield conduct is simulated in game play by using honor levels.

Honor Levels

Honor levels reflect a force's commitment to Clan honor and battlefield conduct. The Dragon Roars uses Honor Levels 1 and 2. (For more information about Clan honor levels, see pp. 40-42, First Strike!) Each scenario describes the honor levels that opponents observe when engaged in each of the following battle situations: dueling, physical attacks and retreat. In some cases, opponents observe different honor levels in different situations. For example, a force may observe Honor Level 2 when dueling and Honor Level 1 when in retreat.

Clan dueling rules and restrictions on physical attacks only apply to MechWarriors engaging enemy 'Mechs. Conventional vehicles and infantry may be targeted without reference to Clan honor. Likewise, Clan infantry need not follow the rules of engagement, though Elemental Points often follow the zellbrigen (dueling) code.

In all cases, the default honor level for Clan Smoke Jaguar is Honor Level 1. For Nova Cat and Wolf Clan in Exile units, the default is Honor Level 2.

Dueling Rules

Under the rules for ritual dueling, or zellbrigen, Clan players must declare targets for each of their dueling 'Mechs. During a duel, no other Clan warrior may attack either of the dueling 'Mechs. If a second enemy unit interferes with a duel, the dueling Clan warrior may attack that unit, provided that another Clan 'Mech has not already challenged that unit to a duel. A duel ends when one combatant is destroyed, disabled or withdraws from the battlefield.

Clan units following the Honor Level 1 interpretation of zellbrigen will uphold all the rules of dueling, regardless of the opponent's actions. MechWarriors adhering to Honor Level 2 will follow the dueling protocol as long as other forces do so. However, under Honor Level 2 rules, if any enemy unit violates zellbrigen (a third party interfering, a 'Mech involved in one duel fires on a 'Mech in another duel and so on), a Clan warrior need no longer follow any Clan battlefield protocol, turning the engagement into what the Clans call a Grand Melee.

Physical Attacks

Unlike the formal dueling protocol, the Clans' avoidance of physical 'Mech attacks is an informal, if widespread, custom. To reflect this custom, Clan warriors observing Honor Level 1 never make physical attacks. Warriors observing Honor Level 2 may make physical attacks only if an enemy unit makes such an attack first during the Physical Attack Phase of the turn.

Retreating from Battle

Though Clan MechWarriors view withdrawal from battle as a breach of personal honor, many of them accept that such actions may be necessary to preserve their Clan's fighting strength for later battles.

To reflect this, Clan warriors observing Honor Level 1 will not retreat as long as enemy forces remain on the map, even if the Clanners' 'Mechs or vehicles are crippled (see Forced Withdrawal, below). Units observing Honor Level 2 may retreat, but only if crippled (see Forced Withdrawal), or when the retreat is noted in the scenario's special rules.

FORCED WITHDRAWAL

Under the Forced Withdrawal rule, units retreat off the battlefield when battle damage has rendered them useless. A unit making a forced withdrawal must move as quickly as possible toward the edge of the map designated in the special rules for the scenario. A unit equipped with MASC does not have to engage MASC when forced to withdraw.

Withdrawal units may not make physical attacks against enemy units. However, Inner Sphere units may fire at enemy units that lie within their weapons' forward firing arcs and are between the retreating unit and its designated withdrawal edge. Withdrawing Clan units may fire only if fired upon and must obey the same restrictions as Inner Sphere units. Withdrawing units may not torso twist.

Crippling Damage

Any unit that suffers crippling damage must withdraw from the map (Clan units must follow any Clan honor rules that apply). Unless otherwise stated in the Special Rules section of a scenario, crippling damage is defined as follows. (The term "weapons" in the following definitions refers to offensive systems. Defensive and non-combat systems, such as anti-missile and NARC systems, are not considered weapons.)

- A BattleMech or OmniMech is considered crippled when it loses a torso, takes 2 engine hits or 1 gyro hit, loses all of its weapons or heat sinks, or takes 4 or more pilot hits.
- A 'Mech that loses all its weapons and can no longer move is considered destroyed. (The pilot of a destroyed 'Mech may eject normally.)
- A tank is considered crippled if it loses all of its armor in a single location or loses all of its weapons.
- An aerospace fighter is considered crippled if it takes a critical hit to its engine or fuel tank, loses all of its weapons or takes 4 pilot hits.
- An infantry platoon is crippled if it loses 21 or more troops (16 for jump platoons).
- An Elemental or battle-armor unit (Point or squad) is crippled if it loses one-third or more of its members.
- Any ammunition-fed weapon is considered destroyed if its ammunition is depleted.
INTRODUCTION

Immovilized Armor

Ordinaril, the crew of an immobile tank or infantry transport will abandon the vehicle. However, during the events of The Dragon Roars, several armor units demonstrated their resolve and professionalism by remaining with crippled vehicles despite their vulnerability to enemy attack.

To reflect this, roll an additional 1DS whenever a vehicle is immobilized. On a result of 1-4, the crew bails out per standard rules and the vehicle is considered destroyed for the rest of the scenario. On a result of 5 or 6, the crew stays with the vehicle and may continue to fire its weapons. However, if the immobilized vehicle has also suffered a Turret Locks critical hit, the crew will abandon the vehicle on a result of 1-5.

FIELD UPGRADES

During the first wave of Operation Bulldog, the newly constituted SLDF forces seized several Smoke Jaguar supply drops (as well as "captured" Nova Cat supplies) and gained large amounts of Clan equipment. The SLDF task force fitted this equipment to its OmniMechs and made good use of it during the invasion's later waves.

Throughout the operation, the SLDF forces deployed OmniMechs featuring Clan technology. To reflect this, for any scenario in Wave 2 or later that contains Draconis Combine units that also feature an Inner Sphere OmniMech as part of the initial set-up force, the player may choose to exchange the assigned OmniMech configuration for one of the appropriate upgrades listed below. A "C" in parentheses following the name of a weapon or piece of equipment indicates that that item is Clan equipment.

INNER SPHERE UPGRADED OMNIMECHS

<table>
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<th>Raptor Weapons and Ammo</th>
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<th>Tonnage</th>
</tr>
</thead>
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</tr>
<tr>
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THE DRAGON ROARS

TAKING WAR TO THE ENEMY

The Great House leaders chose to launch their campaign against the Clans with an assault on Clan Smoke Jaguar, because the war between Clans Jade Falcon and Wolf had made the Jaguars the strongest Clan force in Inner Sphere space. By striking at the Jaguars, the House leaders hoped to show all the Clans that the armies of the Inner Sphere could stand united against them and match or exceed them in martial prowess.

The Inner Sphere leaders also targeted the Jaguars because Clan had concentrated its conquests and forces in Draconis Combine space, meaning that the coalition force could use the Combine government’s strict control of news media to more easily prevent news of its plans from leaking to the Clans’ intelligence network. Furthermore, Combine Coordinator Theodore Kurita correctly believed that the coalition could persuade Clan Nova Cat—who held Inner Sphere planets in the same corridor occupied by Smoke Jaguar and considered Clan Smoke Jaguar its mortal enemy—to deny aid to the Jaguars and thereby help the Inner Sphere cause.

The coalition’s military planners planned to begin the offensive against the Jaguars by inserting small guerrilla units on Jaguar-held worlds prior to the main invasion. These insertions were intended to distract the Jaguars from the coalition’s preparations and persuade the Clan to re-assign front-line units to deal with the insurgents. The newly formed SLDF would launch all five waves of the main offensive—code-named Operation Bulldog—in the space of eight months in order to keep the Smoke Jaguars off-balance. Conservative estimates put the conclusion of the first wave at five months, just before the fourth wave launch, and the conclusion of the second wave a year after the start of the invasion. A large strategic reserve, under the command of Morgan Hasek-Davion, would move into the Combine as the invasion began, prepared to blunt any Jaguar attempt at counteroffensive.

UNLIKELY ALLIES

Initially, the other Inner Sphere leaders met with hostility Coordinator Theodore Kurita’s proposal that the coalition exploit the Nova Cats’ disdain for the Jaguars by enlisting the Nova Cats as allies in the offensive. Theodore managed to persuade them, however, by pointing out that Clan Nova Cat need not be made a part of the coalition force; the alliance he envisioned would require no more than a certain minimal cooperation between the Nova Cats and the Inner Sphere. He correctly guessed that the Nova Cats could be persuaded to aid the coalition by simply offering token resistance against coalition forces on worlds in the Nova Cat occupation zones, rather than weakening the Inner Sphere army with all-out fights.

The Nova Cats responded to the Coordinator’s initial overtures with an immediate level of cooperation that suggested knowledge of Theodore Kurita’s plans. Nova Cat commanders voluntarily revealed the numbers and quality of their “defending” troops by issuing preemptive batches to DCMS forces, and in several cases bargained down their forces to the point where no actual fighting took place. This indirect aid enabled the coalition to concentrate its forces against the Jaguars and reduced the burden of administering liberated worlds after the offensive.

Reportedly, Theodore Kurita’s attempts to persuade the Nova Cats were greatly aided by the visions of a Nova Cat Khan in which a dragon severely mauled a nova cat, and in which a nova cat and a dragon together killed a smoke jaguar.

THE DRAGON ROARS

In one of the largest military campaigns ever launched, the Inner Sphere coalition force rolled over Smoke Jaguar positions in just under four months. The campaign took place in two phases: an advance guerrilla campaign code-named Operation Bird Dog, and an all-out assault code-named Operation Bulldog.

OPERATION BIRD DOG

On 13 May 3059, the Preventor Martial and Prince Victor Steiner-Davion agreed that all was in place for the assault. The word went out that day to launch Operation Bird Dog, the prelude to the main assault. Small, company-strength commands—mostly ad hoc provisional units formed around volunteers from the large regimental commands of the Lyran Alliance, Federated Commonwealth and Draconis Combine—jumped to pirate points at nine worlds behind the Smoke Jaguar front. Armed with Clan and Combine-designed OmniMechs, these units waged guerrilla campaigns against the Smoke Jaguar forces on the targeted worlds until the main invasion force reached them.

<table>
<thead>
<tr>
<th>Provisional Company</th>
<th>World</th>
<th>Military</th>
<th>Parent Command</th>
<th>Outcome</th>
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<tbody>
<tr>
<td>Jake's Heavy Hitters</td>
<td>Asgard</td>
<td>AFFC</td>
<td>Davion Heavy Guards</td>
<td>Two lances recovered</td>
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<td>Dark Sword</td>
<td>Hyner</td>
<td>DCMS</td>
<td>Ryukyu-yon</td>
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<td>Kiamba</td>
<td>DCMS</td>
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<td>Donegal Vanguards</td>
<td>Tarazed</td>
<td>LAAF</td>
<td>3rd Donegal Guards</td>
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<td>The Swarm</td>
<td>Byesville</td>
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<td>1st Amphigean LAG</td>
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<td>Yamarovka</td>
<td>AFFC</td>
<td>1st Davion Guards</td>
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</table>
The operation was a resounding success. The advance troops disrupted Clan operations on the targeted worlds and misled the Smoke Jaguars into thinking that the coalition offensive was limited in scope and strength. The guerrilla units also tested the Jaguars' defenses and provided accurate intelligence for the main assault force, and crippled the Jaguars' ability to meet a large-scale assault by raiding Jaguar stockpiles and causing Clan commanders to scatter their forces across a wide area of space. Perhaps most important, the advance units prevented Smoke Jaguar garrison troops from reinforcing their comrades on planets targeted in the first wave of the invasion.

According to all observations, the Smoke Jaguars were neither expecting nor prepared for the full-scale assault that hit them just a few weeks after the guerrilla campaign had begun.

**OPERATION BULLDOG**

Spearheaded by the tenacious regimental commands of the Draconis Combine Mustered Soldiery, the coalition force advanced rapidly into the Smoke Jaguar occupation zone, capturing world after world with amazing speed. Confounding early estimates that put Wave One at five months' duration, the first wave of Operation Bulldog lasted just more than five days. Consequently, the coalition force launched Waves Two, Three and Four months ahead of schedule and managed to achieve its objectives in a matter of weeks. Indeed, the offensive proved so effective that Inner Sphere commanders deemed the planned Wave Five unnecessary. The coalition wrapped up the entire offensive in just under four months—far less time than computer simulations had suggested the task would require.
UNIT SUMMARIES

OPERATION BULLDOG

The following summary reflects Inner Sphere unit deployment as of May 13, when Operation Bird Dog was launched, and the units’ positions throughout the waves of Operation Bulldog.

- Worlds listed in parentheses indicate the unit jumped there to recharge in anticipation of the next wave.
- Worlds listed in brackets indicate that a unit that has moved forward (or remained) to help garrison the world.
- A dash (——) indicates no change in position from one wave to the next. In the case of Smoke Jaguar counterattack (SJCA) worlds, the world name is given to indicate any change in duty (garrison to active).
- Worlds framed by asterisks indicate that the unit is preparing to launch a strike from that world into the Clan-held portion of the Periphery.

### Star League Unit

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<tr>
<th>May 13</th>
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### UNIT SUMMARIES

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### Nova Cat Forces

| 1st Star League Nova Cat  |        |        |        |        |        |        |
| Guards Trinary Alpha      | Avon   | Avon   | Avon   | —      | —      | —      |
| 1st Star League Nova Cat  |        |        |        |        |        |        |
| Guards Trinary Bravo      | Caripare | Caripare | Caripare | —      | —      | —      |
| 1st Star League Nova Cat  |        |        |        |        |        |        |
| Guards Trinary Delta      | Caripare | Caripare | Caripare | —      | —      | —      |
| 1st Star League           | Avon   | Avon   | Avon   | —      | —      | —      |
| 3rd Star League           |        |        |        |        |        |        |
| Garrison Cluster          | Avon   | Avon   | Avon   | —      | —      | —      |
| 5th Star League Regulars  | Caripare | Caripare | Caripare | —      | —      | —      |
| SLDF Nova Cat Lancers     | Jeanette | —      | —      | —      | —      | Kabah  |

### CLAN SMOKE JAGUAR DEFENSE

The following summary reflects Smoke Jaguar unit deployment as of May 13, when the Star League Defense Force launched Operation Bulldog. The designation Destroyed indicates that the Jaguar unit fought to the last man and so the entire unit has ceased to exist. Captured means that a significant portion of the unit surrendered to the invading forces. Partial/Escape indicates that a significant portion of the unit was destroyed, but that remnants of the unit escaped off-planet. Partial/Capture indicates that a significant portion of the unit was destroyed, but that remnants of the unit surrendered to the invading forces.

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SCENARIOS

Trembling ground, frightened
Jaguar’s flight trailing lost stars
‘Ware the Dragon’s roar

Ohayo, citizens of the Dragon.
This day, the Draconis Combine takes its long-denied vengeance. Nearly ten years after the invaders first darkened the Inner Sphere with their misguided campaign, seven years since they darkened Luthien’s skies with their DropShips and fighters and stained her ground with the blood of fallen samurai, we have triumphed.

This day the Smoke Jaguars are no more.
Under the flag of the new Star League, forces of the Draconis Combine Mustered Soldiery, supported by a coalition force from across the Inner Sphere, have retaken every world lost to the Smoke Jaguars, and have regained those originally lost to the Nova Cats as well. It is a day of rejoicing, and of beginning to make the Dragon’s realm whole once more.

Bringing our lost worlds fully back into the Dragon’s coils will not be an easy task. The invaders left scars that must be healed, sundered families to be reunited and families that will forever know the grief of separation. But in spite of these hardships, I know that every citizen of the Combine will do his or her part. For ours is a realm in which even the lowliest citizen may serve to his highest capacity, with no bar save his own merit to the form of that service. We will rise above the chaos and the pain, and we will be forever stronger.

This day, the Dragon walks proudly.
—Address by Coordinator Theodore Kurita to the Draconis Combine, 1 October 3059

We have met the enemy, and they are ours.
I can think of no better salutation than these timeless words of Oliver Perry’s. The Smoke Jaguars have folded before the coordinated might of the Inner Sphere. They are shattered beyond threat and possibly beyond hope of recovery. Considering our victories, and the speed with which we accomplished them, our losses are minor. And for those who have laid down life or limb in pursuit of this worthy achievement, we have nothing but the utmost respect and gratitude that they gave of themselves so selflessly.

The new Star League, here in its infancy, has taken its first strong step forward. It is now our responsibility to continue the march, to not surrender our momentum, and to build on the foundations laid in this past year.

Let this be the start of something grand.
—Transmitted message from Prince Victor Steiner-Davion to the people of the Federated Commonwealth, received 3 November 3059
WAVE ONE: THE KATANA FALLS

On 20 May 3059, Prince Victor Steiner-Davion and Precentor Martial Focht dispatched messages to fifteen worlds along the Smoke Jaguar occupation zone border. Every message was different, but each contained the key words that would send more than forty regiments against their primary invasion targets. Seventeen of these regiments, which had been holding at their home-system jump points, carefully timed their jumps and arrived at the pirate points around the five targeted Smoke Jaguar worlds within the space of four hours. The assault came as such a surprise to the Jaguars that on four worlds, the new Star League Defense Forces landed uncontested.

On the planet Hyner, the Third Jaguar Cavaliers paraded out for battle, straight into the arms of the waiting SLDF. By the time the Smoke Jaguars began staging defensive actions, they had already lost the battle. Though the Draconis Combine's Second Sword of Light took moderate losses, the battle for Hyner was wrapped up in less than three days.

The SLDF won another impressive victory on the world of Port Arthur. Initially, SLDF commanders believed the planet was defended only by a small garrison unit of Smoke Jaguar bondsmen piloting captured Inner Sphere 'Mechs. The SLDF's plan was to quickly eliminate these defending forces and prepare Port Arthur as a staging area for three DCMS regiments slated to participate in the second wave of the invasion. Acting on their most recent intelligence, the SLDF commanders sent the First Battalion of the First Davion Guards into Port Arthur as part of Operation Bird Dog, the prelude to the main assault on Smoke Jaguar-held worlds. Expecting only slight resistance, the Guards were almost overwhelmed when the defending Clan bondsmen fought well above the attackers' initial expectations. Knowing that no reinforcements would arrive for almost two weeks, the Guards set up a methodical plan of attack that would leave them in control of Port Arthur.

The hard-fought, days-long battle was nearing its conclusion when the Guards suddenly came under fierce fire from Clan 'Mechs sporting Jaguar colors. Far from being poorly defended, Port Arthur was currently occupied by the Jaguars' 168th Garrison Cluster, which had been stationed on the planet's southern continent and which had arrived at the battle site to forest the Inner Sphere invaders off-world. But even as the 168th began to engage the Davion Guards, Inner Sphere reinforcements arrived—three DCMS regiments that vastly outnumbered the Jaguar force. The arriving regiments scattered the Clan Cluster, finishing it as an effective fighting force before nightfall. Survivors unable to flee the planet were hunted down over the next two days. Those who did escape became unwilling participants in the naval battle that followed.

On the worlds of Kliamba and Asgard, the Smoke Jaguar commanders reacted too late to effectively deploy their aerospace forces. Faced with overwhelming odds—each front-line Clan cluster facing four SLDF regiments—the Jaguar units were swept aside by the SLDF's coalition forces, which suffered only minimal losses.

The planet Tarazed's defenders were more alert than their luckless fellows, but made the fatal mistake of granting their attackers safeon in response to Kai Allard-Liao's batchall, recalling their aerospace forces and allowing the SLDF DropShips to land unmolested. The Seventh Jaguar Dragoons chose the Krychek Mountains as the place of battle. Unfortunately, the Dragoons did not comprehend the size of the force arrayed against them, and so their chosen site proved disastrous. As the Seventh moved toward a network of canyons, the SLDF regiments cut them off and decimated them. The battle, and with it the first wave of Operation Bulldog, ended after just five days.

The SLDF, bringing an overwhelming force against an unprepared enemy, found the resulting fighting as swift and deadly as a well-placed blow from a katana. In less than one week, the SLDF forces had achieved objectives that their tacticians had predicted would take five months to attain. The Jaguars had their victories, to be sure, but these were too minor to reverse the momentum of the Inner Sphere's assault. And the astounding SLDF victory in the first wave allowed Victor Steiner-Davion to begin allocating supplies for the third wave early, moving up the entire assault timetable by months.

The SLDF force also targeted nine Nova Cat worlds during the first wave, each to be taken by a DCMS regiment backed up by one or two supporting regiments. None of these supporting units needed to land, however, as the Nova Cats held to their pre-emptive batchalls. True to their agreement with the Inner Sphere coalition, they effectively surrendered the worlds to the DCMS units in order to aid the SLDF effort against the Cats' longtime rival and enemy.

On the worlds of Kanos and Avon, actual battles were fought to preserve honor on both sides. These two worlds, sitting on the leading edge of Clan conquests in Inner Sphere space, demanded a show of serious contention. But on worlds farther from the front lines, the Nova Cats demanded less in the way of combat. Indeed, on Sawyer, the farthest-away world targeted in the first wave, the Third Night Stalkers' wing commander won the planet by defeating the Nova Cat garrison commander in a aerospace fighter simulator.

By the end of the first wave the Jaguars had lost every border world they possessed save for Avon, which was close enough to Luthien, with its massive defending force, that the SLDF considered it an unlikely staging area for a Smoke Jaguar counterattack. The Nova Cat worlds filled in the rest of the gaps, creating an unbroken line of SLDF-controlled worlds through which the Smoke Jaguars would have to pass to reach Combine worlds for a counterattack. The difficulty of defeating such overwhelming opposition while fighting an invasion force delayed the Smoke Jaguars' counterattack until just before the third invasion wave.
WAVE ONE: THE KATANA FALLS

WAVE ONE

- Main Attacks
- IS Troop Movements
1. Trials of Possession
2. Bird Dog Raids

[Map of Wave One]
SCENARIO 1: HUNTING THE HUNTER

Patient Dragon roars
Fire destroys the yellow bird
The Smoke Jaguar falls

Honor. An abstract concept, but one that links our culture with that of the Clans. However, where the Clans focus on personal honor, the tenets of Bushido dictate that the honor of the individual be subservient to that of the master—in our case, the Draconis Combine—and so in many cases personal honor must be sacrificed for the good of the larger body. Together, these tenets are ninja and giri: honor and duty, a razor’s edge along which all samurai must walk.

During the recent operation on Hyner, this dilemma was made abundantly clear to Tai-i Shigeru Hirotsu. His assault company was given the task of dislodging the Third Jaguar Cavaliers’ Second Trinary Battle from the Kelian Wolds. As Hirotsu’s force approached, the Jaguar commander, Ramon showers, issued a batchall. After brief negotiations, the two forces engaged in honorable duels. However, it soon became apparent that the two lances Hirotsu had committed to the battle were greatly overmatched by their Clan opponents. Knowing that his responsibility to the Dragon came before his personal honor, Hirotsu called in fire support from the troops not engaged in the conflict. Duty to the Dragon had won.

—Excerpted from Honor Lies: The Code of Bushido in the Dark Crusade, by Ieyasu Umezawa

SITUATION
Kelian Wolds, Hyner
Smoke Jaguar Occupation Zone
26 May 3059

Like many first-wave engagements, the battle for Hyner was distinctly one-sided. The Second Sword of Light faced off against the Third Jaguar Cavaliers, with the First Regular Hussars and the Ninth Com Guard Division as support. As it turned out, the Second Sword of Light did not need the help, but handily crushed the defenders. However, not everything went the Second Sword’s way. Several officers attempted to engage the enemy in duels based on Clan terms, hoping for greater glory in winning such a difficult battle. The battle of the Kelian Wolds was one such encounter.

GAME SET-UP
Lay out the BattleTech maps as shown. Use both Rolling Hills maps from BattleTech Map Set 3.

ATTACKER
The attacker consists of elements of Shigeru’s Assault Company, part of the Second Sword of Light’s Fourth Battalion. The support lance does not engage in the battle unless called upon for fire support or reinforcements.

Command Lance
Tai-i Shigeru Hirotsu (Piloting 4, Gunnery 3), DRG-5K Grand Dragon
Chu-i Michael Kendall (Piloting 3, Gunnery 3), GRM-R-PR29 Grim Reaper
Shinya Ayanami (Piloting 4, Gunnery 3), SR1-OD Strider
Karin Morraine (Piloting 2, Gunnery 3), WVR-7K Wolverine

Fire Lance
Chu-i Yuu Watanabe (Piloting 3, Gunnery 3), FS9-0E Firestarter
Kashira Harumi Yamaguchi (Piloting 4, Gunnery 3), BHKU-OA Black Hawk-KU
Arno Mbek (Piloting 3, Gunnery 3), DAI-01 Daikyu
Nance Jayawardene (Piloting 3, Gunnery 3), MTR-5K Maelstrom
**Support Lance**
- Chu-i Hikaru Meyer (Piloting 4, Gunnery 3), AV1-OC Avatar
- Suzuyo Kamitani (Piloting 4, Gunnery 3), BJ2-OB Blackjack
- Kashira Barend Toel (Piloting 3, Gunnery 3), OKM-M10 O-Bakemono
- Jo Gipps (Piloting 2, Gunnery 3), NDA-1K No-Dachi

**Deployment**
The attacker enters from the east edge of either map sheet during the Movement Phase of Turn 1.

**DEFENDER**
The defenders consist of the Second Trinary Battle of the Third Jaguar Cavaliers.

**Alpha Battle Star**
- Star Captain Hashka Komolosi (Piloting 4, Gunnery 3), Puma B
- MechWarrior David (Piloting 3, Gunnery 2), Hankyu C
- MechWarrior Chun (Piloting 3, Gunnery 3), Ryoken C
- MechWarrior Lisl (Piloting 3, Gunnery 3), Ulier Prime
- MechWarrior Brant (Piloting 4, Gunnery 3), Shadow Cat B

**Beta Battle Star**
- Star Commander Kathryn Myers (Piloting 3, Gunnery 3), Mad Cat B
- MechWarrior Pitr (Piloting 4, Gunnery 3), Vulture A
- MechWarrior Siegfried (Piloting 3, Gunnery 2), Ryoken C
- MechWarrior Aiko (Piloting 2, Gunnery 3), Vulture B
- MechWarrior Cicero (Piloting 5, Gunnery 3), Kingfisher D

**Deployment**
The defender sets up first. The 'Mechs of Alpha Battle Star may begin the scenario in any hex north of hex row 09xx on Rolling Hills Map #2. The 'Mechs of Beta Battle Star may begin the scenario in any hex south of the same row.

**VICTORY CONDITIONS**
The scenario ends when one side has no 'Mechs remaining on the board. Once this occurs, calculate the point total for each side, then subtract the Smoke Jaguar score from that of the Second Sword of Light and consult the Victory Level Table.

<table>
<thead>
<tr>
<th>Action</th>
<th>Victory Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>Second Sword of Light</td>
<td>15</td>
</tr>
<tr>
<td>Each Clan 'Mech destroyed</td>
<td></td>
</tr>
<tr>
<td>Call in artillery support</td>
<td>-15</td>
</tr>
</tbody>
</table>

**SPECIAL RULES**
The following special rules apply during this scenario.

**Honor Level**
The Smoke Jaguars must adhere to Honor Level 1 rules (see Clan Honor and Battlefield Tactics, p. 5).

**Reinforcements and Fire Support**
Tai-i Hirotsu has committed only two of his lances to the battle with the Smoke Jaguars, though the third remains in the area. The Combine player may call for reinforcements and/or fire support from these units, though at the price of a lesser victory than he might otherwise have won.

If the Combine player requests fire support, the support lance's O-Bakemono may fire either standard or homing Arrow IV missiles (see Arrow IV Missile Artillery System, p. 113, BTC:RoW). For game purposes, assume that the firing 'Mech is 1 mapboard away from the target hex, which gives the missiles a flight time of 1 turn (see Artillery, pp. 77–80, BTC:RoW).

If the Combine player calls in reinforcements, the support lance will enter via the east map sheet during the Movement Phase of the third turn after the request was made. The controlling player can opt to have the O-Bakemono remain off-map.

**Special Abilities**
The Combine player receives a +2 bonus to his Initiative rolls, and automatically wins Initiative if the Second Sword outnumbers its opponents by two to one.

The Third Jaguar Cavaliers are adept at seizing and holding the initiative. To reflect this, if the Jaguar player won the Initiative in the previous turn, he gains a +2 bonus to his current Initiative roll. The Jaguar player gains an additional +1 bonus to his Initiative roll for each enemy 'Mech destroyed in the previous turn over and above the Third's own losses. For example, if two SLDF units are destroyed and only one Clan unit is lost, the Cavaliers gain a +1 bonus. Had the Cavaliers lost no 'Mechs, the bonus would be +2.

**AFTERMATH**
Tai-i Hirotsu's arrogant decision to commit only two lances at the Kelian Wolds did not sit well with many in the SLDF command or the DCMS. His abortive attempt to adhere to a rigid interpretation of Bushido inflicted needless casualties on his forces and came within a hair's breadth of costing the DCMS a victory. He recognized his error and committed his reserves in time to secure a victory for the SLDF, but at the cost of most of his unit. Given the near-disaster, the Tai-i was fortunate that his Grand Dragon fell to the Jaguars, thus sparing him the dubious reward of the Honor of Wakizashi—a medal awarded high-ranking officers who place personal honor above their duty to House Kurita and who are allowed to commit seppuku rather than face the dishonor of execution.
The Dragon Roars

Fire converged on the massive machine and it stumbled. The Third Benjamin sped forward, some going over and others around the hillock. The Daishi struggled to rise, but a second volley shattered it, tearing into its already damaged back and destroying vital systems. The twisted hulk fell to the ground.

The Jaguars turned to face the new threat, and a maelstrom of fire leapt at the DCMS troops. Miyajima's Grand Dragon went down, the Gauss rifle slug from a Jaguar Loki decapitating the 'Mech in a single volley. The Clan 'Mech did not survive long enough to fire again.

A few dozen meters to Akagi's right, Chu-i Tohjoh's Kintaro lost an arm. With his 'Mech's remaining arm, he made a spectacular physical attack that disabled a Clan Gladiator. Agaki stepped alongside the Kintaro just in time to protect the damaged machine from a pair of Jaguar Masakaris. Her Sunder staggered in the firestorm from the twin enemy 'Mechs, but did not fall. Agaki fired back with autocannon and lasers.

A Stealth rose above the trees, firing as it came, making pock-marks bloom on the flank of one Masakari. The Davions were counterattacking; the visé was closing on the Clan enemy. They didn't stand a chance.

Situation

Ragnarok Plains, Asgard
Smoke Jaguar Occupation Zone
29 May 3059

Two battalions of the Third Benjamin Regulars spearheaded the assault on Asgard, redeeming their honor after having been decimated and evicted from the world more than seven years earlier. While the Davion Heavy Guards and 278th Com Guard Division occupied key sites and staged recon patrols, the Third Benjamin and the Third Proserpina Hussars moved against the Fourth Jaguar Dragoons. As one of the two Clusters involved in the original 3052 engagement, the Fourth Dragoons received no quarter from their opponents and were swiftly driven back by sustained air attacks and ground assaults.

In a supreme irony, the retreating Fourth chose to follow the same route they had forced the Third Benjamin to take years before, but they lacked the resources or inclination to fight the protracted defensive campaign in Odin's Retreat that had marked the DCMS defense of the world. The Jaguar unit was unlikely to survive a week, let alone the month the Third Benjamin managed to stay alive.

Also present at the battle was the Command Trinary for Epsilon Galaxy. Seeing the dangers of the Fourth's position, the Trinary's commander opted for a tactical withdrawal from the Retreat ... straight into a Davion Heavy Guards company. With relish, the Epsilon Command Trinary attacked the lighter Davion unit in hopes of a quick victory. They had not counted on pursuit by the command company of the Third Benjamin's Second Battalion.

Game Set-Up

Lay out the BattleTech maps as shown. Use both Heavy Forest maps from BattleTech Map Set 4, the Rolling Hills map from BattleTech Map Set 3 and the Scattered Woods map from BattleTech Map Set 2.

Treat all wooded hexes as Light Woods.

Scenario 2: Wild Justice

"Revenge is a kind of wild justice, which the more man's nature runs to, the more ought law to weed it out."

—Francis Bacon

They ran, Chu-sa Onoyoko Akagi's Sunder leading the company down from Odin's Retreat where the rest of the Third Benjamin and the Proserpina Hussars were pounding what remained of the Fourth Jaguar Dragoons. Chu-sa Agaki had been with the unit in 3052, when the Clans had driven the Third Benjamin off Asgard. She remembered that month in hell, before the final retreat, all too vividly.

"Do unto others as they have done unto you," she said to herself, a faint smile playing across her face.

One of the Clan Trinaries had slipped away from the Retreat and dropped down onto the Ragnarok Plains, presumably heading toward some pre-determined rendezvous point or hidden DropShip. Agaki's company had set off in pursuit, but until now had been unable to close on the fleeting Jaguar unit. Agaki's scanners now showed the unit battling an SLDF company—part of the Davion Heavy Guards, according to the tactical computer. Agaki's forces closed the gap quickly, until they were five hundred meters distant, screened from the Jaguars' view by a small hill.

The unit knew the attack plan. Concentrate fire against the largest Clan 'Mechs, using mostly energy weapons to conserve ammunition.

"At them!" Agaki called over the commnet, and the Third Benjamin charged into the melee. "Command lance, with me. Target the Daishi!"
ATTACKER

The attacker consists of Epsilon Galaxy's Command Trinary. Each Elemental Point consists of 5 Elementals with small lasers, except where noted.

**Alpha Command Nova**
- Galaxy Commander Jini Mehta (Piloting 2, Gunnery 2), *Daishi Prime*
- Star Captain Hilliard Levi (Piloting 3, Gunnery 2), *Ryoken D*
- MechWarrior Emmeline (Piloting 3, Gunnery 3), *Gladiator A*
- MechWarrior Kabir (Piloting 3, Gunnery 3), *Loki B*
- MechWarrior Eric (Piloting 3, Gunnery 2), *Mad Cat A*
- Star Commander Esther, Elemental Point 1
- Point Commander Indra, Elemental Point 2
- Point Commander Alix, Elemental Point 3
- Point Commander Robert, Elemental Point 4

**Bravo Command Nova**
- Star Commander Conal (Piloting 3, Gunnery 2), *Fennis C*
- MechWarrior Yvgeny (Piloting 4, Gunnery 2), *Masakari C*
- MechWarrior Ari (Piloting 4, Gunnery 1), *Loki Prime*
- MechWarrior Robyn (Piloting 3, Gunnery 3), *Night Gyr C*
- MechWarrior Jarvis (Piloting 3, Gunnery 2), *Loki B*
- Star Commander Sullman, Elemental Point 1
- Point Commander Anita, Elemental Point 2
- Point Commander Mark, Elemental Point 3
- Point Commander Gustav, Elemental Point 1

**Delta Command Star**
- Star Commander Herod (Piloting 4, Gunnery 3), *Masakari A*
- MechWarrior Drake (Piloting 3, Gunnery 4), *Ryoken B*
- MechWarrior Arash (Piloting 4, Gunnery 2), *Mad Cat A*
- MechWarrior Guerard (Piloting 3, Gunnery 2), *Thor C*
- MechWarrior Lucas (Piloting 3, Gunnery 2), *Vulture C*

**Deployment**
- The attacker enters from the east mapsheet edge during the Movement Phase of Turn 1.

**DEFENDER**
- The defender consists of Third Company, Second Battalion, Davion Heavy Guards.

**Command Lance**
- Hauptmann Rache McDowell (Piloting 4, Gunnery 3), STX-1D *Stealth*
- Leslie Heymann (Piloting 3, Gunnery 3), BSW-X1 *Bushwacker*
- Stephen Price (Piloting 4, Gunnery 3), CN9-D *Centurion*
- Mark Abrahams (Piloting 2, Gunnery 3), TBT-7M *Trebuchet*

**Pursuit Lance**
- Lieutenant Oslas Eisenburg (Piloting 3, Gunnery 3), NGS-4S *Nighsky*
- Sergeant Pamela Culpan (Piloting 4, Gunnery 3), GRF-3M *Griffin*
- Naji Murad (Piloting 3, Gunnery 3), DV-7D *Dervish*
- Roland Wardell (Piloting 3, Gunnery 3), HCT-5S *Hatchetman*

**Assault Lance**
- Lieutenant Clarence Galia (Piloting 3, Gunnery 3), PXH-3D *Phoenix Hawk*
- Sergeant Ishlataq Shah (Piloting 3, Gunnery 3), LNX-9C *Lynx*
- Patsy Tang (Piloting 4, Gunnery 3), GRF-3M *Griffin*
- Leo Sells (Piloting 3, Gunnery 3), ASN-23 *Assassin*

**Deployment**
- The defenders deploy first. The Davion Heavy Guards should be placed within 5 hexes of Hex 0101 on the Scattered Woods map.

**VICTORY CONDITIONS**
- The scenario ends when one side has been destroyed or has withdrawn. Once either of these conditions occurs, calculate each side's point total, then subtract the SLDF score from the Clan score and consult the Victory Level Table.

**Action**

<table>
<thead>
<tr>
<th>Victory Points</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Per Clan 'Mech destroyed</td>
<td>15</td>
</tr>
<tr>
<td>Per Clan 'Mech forced to withdraw</td>
<td>7</td>
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**VICTORY LEVEL TABLE**

<table>
<thead>
<tr>
<th>Victory Points</th>
<th>Description</th>
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<tr>
<td>195 or higher</td>
<td>Substantial Clan Victory</td>
</tr>
<tr>
<td>156 to 194</td>
<td>Decisive Clan Victory</td>
</tr>
<tr>
<td>86 to 155</td>
<td>Marginal Clan Victory</td>
</tr>
<tr>
<td>25 to 85</td>
<td>Draw</td>
</tr>
<tr>
<td>−54 to +24</td>
<td>Marginal Inner Sphere Victory</td>
</tr>
<tr>
<td>−94 to −54</td>
<td>Substantial Inner Sphere Victory</td>
</tr>
<tr>
<td>−95 or lower</td>
<td>Decisive Inner Sphere Victory</td>
</tr>
</tbody>
</table>
WILD JUSTICE

Per Elemental Point destroyed +2
Per Elemental Point forced to withdraw +1
Clan Smoke Jaguar
Per Inner Sphere 'Mech destroyed +10
Per Clan 'Mech exiting the west map edge -8
Per Elemental Point exiting the west map edge +2
Change to Honor Level 2 -20

SPECIAL RULES
The following special rules apply during this scenario.

Forced Withdrawal
The Forced Withdrawal rule is in effect (see Forced Withdrawal, p. 5). Davion Heavy Guard units must withdraw off the west map edge. Third Benjamin Regulars and Epsilon Galaxy Command Trinary units must withdraw off the east map edge.

Random Damage
To reflect damage sustained in earlier battles, Clan units in this scenario and units of the Third Benjamin Regulars begin with pre-existing damage. Roll 3D6 – 2 for each Jaguar 'Mech or Elemental Point and 2D6 – 1 for each Third Benjamin Regulars 'Mech. The dice roll represents the total amount of damage taken by each unit during a previous fight. Divide each dice-roll result into 5-point groups and apply the points as damage using the Front/ Rear column of the BattleMech Hit Location Table (p. 39, BTC:ROW). For Elemental Points, choose a single Elemental at random and apply any critical hits that result from this damage, except for the following: third engine hit, second gyro hit, cockpit hit, second hip hit, any result that indicates the destruction of a leg or head and any result that indicates the destruction of the center torso or a side torso for Inner Sphere 'Mechs equipped with extralight engines. Individual Elementals may be eliminated by random damage.

Ammunition Expenditure
The 'Mechs of the Epsilon Galaxy Command Trinary and the Third Benjamin Regulars have had no time to re-arm since their battle at Odin’s Retreat and are operating with less than a full load of ammunition. To simulate this shortage, both the Epsilon Galaxy Command and Third Benjamin players roll 2D6 for every ammunition magazine in each 'Mech when filling out the BattleMech record sheets. Subtract the die-roll result from the number of rounds normally carried in that magazine to determine the number of rounds available from that magazine during this scenario.

For example, if a player achieves results of 9 and 8 respectively for an LB 10-X autocannon (normal ammo capacity 10) and an LRM-10 missile launcher (normal ammo capacity 24), the LB10-X has 1 round (10 – 9 = 1) and the LRM has 16 rounds (24 – 8 = 16) available for the scenario.

The Davion Heavy Guards begin the scenario with a full ammunition load.

Honor Level
The Smoke Jaguars must adhere to Honor Level 1 rules, until the turn in which the Third Benjamin Regulars arrive on the map. At that point, the Smoke Jaguars may switch to the less strict Honor Level 2 rules. Doing so incurs a victory point penalty, however (see Victory Conditions, above).

Reinforcements
Before the Initiative Phase in every turn beginning with Turn 3, the SLDF player rolls 2D6 + 1. If the roll result is equal to or less than the turn number, the Third Benjamin Regulars arrive as reinforcements. These units enter from the east map edge during the following turn’s Movement Phase.

Command Company, Second Battalion, Third Benjamin Regulars

Command Lance
Chu-Tsai Onyoko Akagi (Piloting 4, Gunnery 3), SD1-Q Sunder Prime
Tai-I Sally Miyajima (Piloting 5, Gunnery 3), DRG-5K Grand Dragon
Chas Perrin (Piloting 4, Gunnery 3), AS7-K Atlas
Mokona Ohkawa (Piloting 3, Gunnery 3), QKD-5M Quickdraw

Hunter Lance
Chu-Tsai Hidekazu Moriyama (Piloting 4, Gunnery 3), KIM-2A Komodo
Kashira Bin Rowsman (Piloting 3, Gunnery 4), KIM-2A Komodo
Roul Ravera (Piloting 3, Gunnery 3), RTX-10E Raptor
Rashik Devji (Piloting 5, Gunnery 3), JM6-DD JagerMech

Pursuit Lance
Chu-Tsai Yoshiro Tchjoh (Piloting 3, Gunnery 3), KTO-2O Kintaro
Kashira Yukiko Imai (Piloting 4, Gunnery 2), PX4-3K Phoenix Hawk
Frankie Burgoyne (Piloting 3, Gunnery 4), ASN-23 Assassin
Gerrald Devereux (Piloting 3, Gunnery 3), WTH-2 Whitworth

Special Abilities
During this scenario, the Third Benjamin Regulars receive a +1 to-hit bonus when engaging in physical combat. The Davion Heavy Guards may ignore the Attacker Movement Modifier penalty provided they move no faster than walking speed and do not jump.

The Epsilon Galaxy Command Trinary receives a +1 initiative bonus. However, during the Initiative Phase of each turn, the Clan player may voluntarily forfeit this bonus prior to rolling Initiative. If he does so, add a +1 to-hit modifier for units attacking the Command Trinary.

AFTERMATH
The Asgard campaign was short and brutal, like many battles of the first wave of the invasion. The Jaguars withdrew into Odin’s Retreat, where the SLDF force surrounded them. The Davion Heavy Guards and the 27th Com Guard Division sealed the two major routes into the mountains, while the DCMS units drove into the Jaguar positions. A number of Clan units attempted to flee, but found themselves facing the FedCom or ComStar units, or else chased down by the vengeful DCMS units. Extensive use of artillery and concentrated fire limited the SLDF’s losses; no Jaguar units escaped the planet.
SCENARIO 3:
TRIAL OF POSITION

I almost lost myself in the ceremony of the moment.

The two Clan 'Mechs—a Supernova and a Shadow Cat—marched side-by-side across the open field the Nova Cats had chosen for combat. According to the rules set down by the Clanners, I knew the pilots couldn't communicate with each other, and so I felt an eerie sense of communion as both 'Mechs stopped and raised their arms in a perfectly synchronized salute. As the lead 'Mech for my Challenge Group, I raised the arms of my Komodo in salute to the Shadow Cat, my intended target.

I throttled the Komodo into a run toward the Shadow Cat, needing to close in to make use of my medium lasers. As I approached, the Supernova lowered its arms and fired its full salvo of six large lasers at me. Two of them sliced into my BattleMech's armor—not bad, considering the range. I felt more appreciation for Clan dueling formalities than fear of facing the huge assault machine. The Supernova was the largest Clan 'Mech to take the field that day, but in choosing it the Star Colonel had handicapped himself by driving his heat up quickly and impairing his own targeting system.

Then the huge monster was suddenly flying at me, riding jump jets and cutting loose again with four of its lasers. Three laser blasts caught me and almost sent me to the ground. At that moment, I realized that regardless of formalities, these Cats were fighting to win.

—Chu-i Teya Omassahiro of the Fourth Pesht Regulars

SITUATION
Bristol Levels, Avon
Smoke Jaguar Occupation Zone
2 June 3059

Though limited in scale, the formal contest against the Nova Cats on Avon was one of the most violent engagements between the DCMS and Nova Cat forces. Avon was a front-line world, and Nova Cat honor demanded a true battle, no matter how heavily the Cats stacked the deck against themselves.

The Nova Cat leadership on Avon decided to fight the battle as a series of Clan-style Trials of Position, with Kurita forces acting as the Challenge Group for each. Because Star Colonels and Star Captains would be doing the fighting, the Clan would have to defeat all Kurita challengers to retain autonomy. If defeated, the Nova Cat forces would be absorbed into the Draconis Combine and re-deployed as SLDF units. When the Kurita High Command then offered to pit regular warriors against the Nova Cat elite, the Clan officers intentionally bid themselves down to lesser 'Mechs or 'Mechs with a slight design flaw that the Kurita forces could exploit.

GAME SET-UP

The defending Nova Cat player may choose any two BattleTech maps per Trial. Lay out the mapsheets as shown.

ATTACKER

The attacking force consists of members of the Fourth Pesht Regulars, Second and Third Battalions, divided into six Challenge Groups.
**TRIAL OF POSITION**

**Challenge Group 1**

*Chu-i* Teya Omassahiro (Piloting 5, Gunnery 4),
SD1-OA Sunder
Jason Otaku (Piloting 5, Gunnery 4), WVR-7K Wolverine
Kashira Katakana (Piloting 5, Gunnery 4),
PXH-3K Phoenix Hawk

**Challenge Group 2**

*Chu-i* Phil Ortega (Piloting 5, Gunnery 4),
MAD-5D Marauder
Chou Yamasaki (Piloting 5, Gunnery 4), GRF-1N Griffin
Sung Kosiridam (Piloting 5, Gunnery 4), CRD-4K Crusader

**Challenge Group 3**

*Chu-i* Samson Moon Lee (Piloting 5, Gunnery 4),
AS7-K Atlas
Kashira Jusiral Oblak (Piloting 5, Gunnery 4),
DRG-5K Grand Dragon
Patrick Torsibo (Piloting 5, Gunnery 4), GRF-1DS Griffin

**Challenge Group 4**

*Chu-i* Wendell Chung (Piloting 5, Gunnery 4),
MAL-1R Mauler
Lee Tastuma (Piloting 5, Gunnery 4), MAD-5D Marauder
Shigeru Asano (Piloting 5, Gunnery 4), CRB-27 Crab

**Challenge Group 5**

*Chu-i* Tashu Yoshida (Piloting 5, Gunnery 4),
CRK-5003-2 Katana
Haji Tok Do (Piloting 5, Gunnery 4), WVR-7K Wolverine
Kashira Richard Ojima (Piloting 5, Gunnery 4),
WVR-6K Wolverine

**Challenge Group 6**

*Chu-i* Hohiro Bok (Piloting 5, Gunnery 4), SD1-O Sunder
Jeong Tsien (Piloting 5, Gunnery 4), KTO-20 Kintaro
Jarvek Williams (Piloting 5, Gunnery 4), ON1-K Orion

**Deployment**

The attacker sets any two Challenge Groups on the map within 10 hexes of the east map edge. The three 'Mechs in each group must deploy together, with no more than 3 hexes separating any two 'Mechs. The two groups must be set at least 6 hexes apart at their closest point to each other.

**DEFENDER**

The defenders consist of the Star Colonel of each Nova Cat Cluster on Avon and the Star Colonel's chosen partner, a trinary Star Captain.

**First Nova Cat Guards**

Star Colonel Kalvin Rosse (Piloting 2, Gunnery 1),
*Mad Cat Prime*
Star Captain Dara Nostra (Piloting 3, Gunnery 2),
*Nobori-nin C*

**First Garrison Cluster**

Star Colonel Elianna Deleportis (Piloting 3, Gunnery 2),
*Supernova*
Star Captain Ricardo Devalis (Piloting 3, Gunnery 3),
*Shadow Cat B*

**Third Garrison Cluster**

Star Colonel Anna Keating (Piloting 2, Gunnery 2), *Thor B*
Star Captain Brent Lossey (Piloting 2, Gunnery 3),
*Loki Prime*

**Deployment**

One pair of Nova Cat defenders (the Clan player's choice) moves onto the map from the west map edge during the Movement Phase of Turn 1. The other defenders remain off the map until their Trial of Position begins. Once a Trial has been resolved, subsequent pairs move on to the mapsheets in the same manner as the first.

**VICTORY CONDITIONS**

A battle is over when the Clan 'Mechs are crippled or destroyed, or all Kurita forces on the map are crippled or destroyed. For a Decisive Victory, the SLDF player must win all three Trials, for a Substantive Victory two Trials, and for a Marginal Victory one Trial. Losing all three Trials represents a humiliating defeat.

The Clan player wins a Decisive Victory if his forces destroy or cripple four out of six SDF 'Mechs in each Trial, a Substantive Victory for three out of six 'Mechs, and a Marginal Victory for any other result, including winning any Trial. Under these circumstances, the Clan player cannot achieve a draw or lose.

**SPECIAL RULES**

The following special rules apply during this scenario.

**Terms of Battle**

The attacker may not fire any weapons or move until the defender has announced a weapon attack during the Weapon Attack Phase of a turn. The attacker may then join in with his own weapon-attack declarations and attacks in that same phase, and may begin moving his units during the Movement Phase of the following turn. Neither side may make physical attacks.

**Special Abilities**

The Fourth Pesht warriors automatically lose Initiative for the first three turns.

**AFTERMATH**

The Nova Cats crippled three or more SDF 'Mechs in each Trial, and were hard pressed to find a way to lose the battle. In the first Trial, the First Nova Cat Guards crippled five SDF machines, and only managed to “lose” the engagement because Star Colonel Kalvin Rosse turned on his partner and crippled her 'Mech before being brought down by the remaining Fourth Pesht warrior. The rules of the melee allow such actions, giving the Star Colonel four “kills” in keeping with his rank. Following the battle on Avon, the Nova Cat Clusters became the SLDF Nova Cats and assisted in a major battle against Clan Smoke Jaguar in the invasion’s second wave.
Despite the phenomenal success of the first invasion wave, the second wave commenced only a few days ahead of schedule on 26 June 3059. Troop movements and supply routes for the various waves had been set months before the assault began, and Prince Victor Steiner-Davion felt that changing them at the last moment might severely disrupt the entire assault. However, he added three more targeted planets to the second wave, bringing the total to eleven Jaguar-held worlds. By targeting more than twice the number of worlds taken in the first wave, Prince Victor hoped to further shock and demoralize the new SLDF's Clan opponents.

The planets of Turtle Bay and Almunge stood undefended, and so fell to the SLDF without any loss of lives or materiel. In a gesture he hoped would in some small way atone for their loss, Victor Steiner-Davion assigned the Legions of Vega to retake Turtle Bay, the unit that had lost the world to the Jaguars nearly ten years earlier. The Eleventh, Sixteenth and elements of the Second Legion all took part in the planet's liberation.

The Nova Cat halves of Avon and Caripare had been taken during the first wave, and now SLDF forces and Nova Cat Clusters used the Nova Cat-controlled areas as staging bases from which to hit Jaguar forces on those worlds. Faced with apparent collaboration between the Nova Cats and the Inner Sphere, the Smoke Jaguar command officers did not fight to the death, but instead pulled back to worlds deeper in the Smoke Jaguar occupation zone.

Similarly, on Byesville and Hanover, Smoke Jaguar command officers managed to salvage at least part of their commands and fell back to nearby worlds not currently under attack. The Byesville garrison Cluster was able to bring itself nearly back to full strength. The Hanover forces were less lucky. Mauling by an impressive array of SLDF regiments, they barely escaped with two Trinaries and meager Elemental and aerospace support.

No Smoke Jaguar warriors escaped the worlds of Yamarovka, Virentofta, Nykvam or Labrea. The fighting on the first two worlds—especially Yamarovka—was fierce and costly. On that world, the Smoke Jaguars fought to the last warrior in defense of vital facilities. The fighting on Labrea was no less fierce, but only involved six warriors, as Phelan Kell’s exiled Clan Wolf forces used traditional Clan combat tactics to capture an entire front-line Cluster.

Though the world of Luzerne boasted few resources and virtually no military industry, the world became the site of one of the stiffest challenges the SLDF faced during the entire assault. A disastrous approach resulted in a WarShip battle, and only half the assault force made it to the planet’s surface. Expecting to meet a single garrison Cluster, the SLDF force found itself facing a newly formed front-line Cluster as well. The Jaguars scattered the SLDF units across the face of the planet, and only two battalions managed to form any kind of cohesive force to face the Jaguars. Within hours it seemed that Luzerne would become the final graveyard for two good regiments.

As the battles raged for all the Jaguar worlds, Clan Nova Cat continued to offer token fights that enabled the DCMS to retake Nova Cat worlds and claim Nova Cat warriors as bonds-men. Actual ’Mech combat between DCMS and Nova Cat forces took place only on the world of Mualang. On the other five targeted Nova Cat worlds, DCMS forces prevailed with personal combat or token challenges. On the world of Bjarred, the confrontation was settled with a single coin toss. Tai- Sa Katherine Oltion allowed Star Colonel Olivia Drummond to make the call, and was apparently struck speechless when the Star Colonel called out, “Edge.” Before leaving the Nova Cats as the new DCMS garrison on Bjarred, Oltion had the opportunity to ask Star Colonel Drummond about her choice. Drummond’s reply was concise and eloquent. “Imagine the victory,” she said, “if I had won.”

By 7 July 3059, the Draconis Combine had reclaimed all of the targeted worlds lost to Clan Nova Cat, and organized hostilities had ceased on all targeted Smoke Jaguar worlds save for Luzerne. On Luzerne, the beleaguered SLDF forces had barricaded themselves into defensible positions, from which they engaged in minor skirmishes with their Jaguar opponents. This pattern would remain intact until the start of the invasion’s third wave.
WAVE TWO: DRIVING FORWARD

WAVE TWO

- Recaptured Worlds
- Recaptured Territory
- Main Attacks
- IS Troop Movements
- Clan Troop Movements
- Trials of Possession
- Bird Dog Raids
SCENARIO 4: FOOL ME TWICE ...

It was a by-the-book combat separation, at least as far as any WarShip operation is by the book nowadays. The Harmonious Thought went inertial, probably for less than twenty seconds, during which all four DropShips undocked. It was a precision-timed maneuver, arranged so as not to destabilize the Harmonious Thought's run-in vector. We felt a brief nudge from the belly maneuvering thrusters as we pushed clear of the massive Sovetskii—the second, harder kick from the port thrusters to ensure we'd be well away when her engines re-lit.

They did so, and the Thought seemed to leap away at her maximum 1.5 G's of acceleration. But our aft screens dispelled that illusion, showing us the looming view of the planet Luzerne. We were the ones falling away from the WarShip, while the Thought merely continued her braking maneuvers. Our smaller displacement and higher thrust-to-mass ratio allowed us to brake later—and harder—than our transport.

As we plunged onward, slow-moving, several points of light resolved themselves on the screen: the Clan vessels in orbit around the planet. Our target. More likely, our death. Vessels like ours, though designed for action against behemoths like those ahead of us, stood little chance of survival. One or two solid hits from their main weapons and we'd be little more than orbiting debris. That's why the fighters had orders to precede us into the combat area. They wanted to give us some kind of fighting chance—but the bottom line was, we were expendable. Even the Thought was expendable, so long as the transports got through. Tai-sho Chamfort's task was to get the transports and the 'Mechs to the ground. It was a hard decision, but the right one.

We were just the tools. Expendable tools.

—Excerpt from The Expendables: The Luzerne debacle, by Captain Kip Monroe, Commander of the FCS Alacrity, New Avalon Military Press, 3059

SITUATION
Approach Vector
Luzerne
Smoke Jaguar Occupation Zone
29 June 3059

On 7 July 3055, the DCMS and Explorer Corps staged a daring raid against the Smoke Jaguar command post on Luzerne. The outcome of that raid added considerably to the Inner Sphere's knowledge of Clan equipment, particularly of their naval vessels. Almost four years later, the Combine forces returned to Luzerne, this time to eject the Smoke Jaguars.

The plan called for the SDF task force to jump to a little-known planetoid on the fringes of the Luzerne system, using the rock's minor gravitational stable point for their void jump. From there, the SDF's DropShips would proceed in-system under EMCON (EMission CONtrol) conditions, using an inertial transfer to make an almost undetectable approach to the planet. They reckoned without the Jaguars' preparations.

Under normal circumstances, the plan—a variant of that used in the 3055 raid—would have bypassed the Jaguar picket ships with little problem. However, with the SDF assault in full swing, the Jaguar patrol vessels, fearing a repeat of their trouncing four years earlier, withdrew to near orbit. When the SDF fleet emerged from EMCON eleven hours out from the planet, their sensors revealed the danger that lay before them.

The Smoke Jaguars' new Sixth Strike Cluster had been preparing for a raid against the Ghost Bears when the Inner Sphere attack began, and consequently the Jaguars had assembled a strong escort fleet. Supplemented by the patrol ships, the fleet was formidable force. With memories of 3055 still strong in the minds of some of the Clan garrison, the Jaguar commander refused the SDF fleet's request for safcon. Tai-sho Blaise Chamfort had little choice but to continue in against the Jaguar ships. In a desperate gamble, he pushed forward his small detachment of combat DropShips and the fleet's escorting WarShip, hoping to break through the defenders' line before the arrival of the DropShips carrying the assault troops.

GAME SET-UP
Lay out the BattleSpace maps as shown.

Attacker
The attacker consists of the combined naval flotillas of the Third Davion Guards RCT and the 208th Division. The Sovetskii Soyuz and Titan vessels used in this scenario are the Star League versions (pp. 50 and 57, respectively, BattleSpace rulebook) rather than the Clan versions presented in Technical Readout: 3057. Each carries 18 fighters rather than 20, and the Sovetskii Soyuz does not have a lithium-fusion battery system.

The attacking force also includes a flotilla of troop transports, which enter the map during Turn 4 (see Reinforcements under Special Rules, below).

Attacker
CSV Harmonious Thought, Sovetskii Soyuz class WarShip (Veteran crew)
Vigilant Wings II-Pi
2 RPR-100 Rapiers
2 HCT-213 Hellcats
2 GTHA-500 Gothas
Blake's Redoubt II-Pi
2 HMR-HD Hammerheads
4 THK-63 Tomahawks
Steadfast Will II-Pi
  4 GTHA-500 Gothas
  2 AHB-443 Abhabs
FCS Alacrity, Avenger class DropShip
  (Elite crew, updated version)
FCS Claymore, Claymore class DropShip (Veteran crew)
CSV Terra's Shield, Titan class DropShip (Veteran crew)
  Wisdom through Devotion II-Pi
  4 SL-17 Shilones
  2 IFRN-S1 Ironsides
Swift Justice II-Pi
  6 Centurions
Faith's Messengers II-Pi
  2 RPR-100 Rapiers
  2 STU-K5 Stukas
  2 Eagles

Troop Transports
Overlord (Veteran crew, updated version)
  2 CHP-W10 Chippewas
  2 STU-K5 Stukas
  2 Eagles
Union (Regular crew, obsolete version)
  2x CSR-V12 Corsairs
Union (Regular crew, updated version)
  2x LCF-R16 Lucifers
Excalibur (Veteran crew, obsolete version)
Gazelle (Regular crew, updated version)
Condor (Regular crew, updated version)

Deployment
The SDF flotilla enters from the right map edge during the Movement Phase of Turn 1. The fleet has a velocity of 10 and is heading left. However, because the vessels are decelerating and the advanced-movement rules are in effect, the vessels are facing right.

DEFENDER
The defender consists of the naval elements of the Sixth Striker Cluster, Epsilon Galaxy.

Snow Leopard, Congress class Frigate (Veteran crew)
  Hammer Star
    4 Jengiz (2 Prime, 1 A variant, 1 B variant)
    2 Scythia Primes
    4 Khirig (1 Prime, 2 A variants, 1 C variant)
Storm Cat, Lola III class Destroyer (Regular crew)
  Pouncer Star
    2 Batu Primes
    4 Turks (1 Prime, 2 A variants, 1 C variant)
    4 Visigoths (2 Primes, 2 A variants)
Overlord-C class DropShip (Veteran crew)
Carrier class DropShip (Regular crew)
  Sprint Star
    4 Vandals (2 A variants, 1 B variant, 1 C variant)
    6 BashKirs (1 Prime, 2 A variants, 2 B variants, 1 C variant)
Sasanid class DropShip (Veteran crew)
Lion class DropShip (Veteran crew)

Deployment
The Jaguar forces begin the scenario on the map and may be deployed anywhere within 10 hexes of the left map edge, with a starting velocity and heading of the Clan player's choosing.

VICTORY CONDITIONS
The scenario ends when all of one side's forces have been destroyed or have exited the map. Victory in the scenario is determined by the number of SDF vessels that survive the encounter and exit off the left map edge. However, the proximity of Luzerne limits the practical exit velocity of these vessels (see Special Rules, below).

Add together all the points earned in the scenario for each side and consult the Victory Level Table.

<table>
<thead>
<tr>
<th>ACTION</th>
<th>VICTORY POINTS</th>
</tr>
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<tbody>
<tr>
<td>Overlord lands safely</td>
<td>15</td>
</tr>
<tr>
<td>Union lands safely</td>
<td>5</td>
</tr>
<tr>
<td>Gazelle lands safely</td>
<td>2</td>
</tr>
<tr>
<td>Condor lands safely</td>
<td>3</td>
</tr>
<tr>
<td>Excalibur lands safely</td>
<td>15</td>
</tr>
<tr>
<td>CSV Harmonious Thought survives</td>
<td>8</td>
</tr>
<tr>
<td>Per surviving fighter squadron</td>
<td>1</td>
</tr>
<tr>
<td>Per surviving attacker DropShip</td>
<td>4</td>
</tr>
<tr>
<td>(Titan, Claymore, Avenger)</td>
<td></td>
</tr>
<tr>
<td>Per Clan fighter Star destroyed</td>
<td>1</td>
</tr>
<tr>
<td>Per Clan DropShip destroyed</td>
<td>5</td>
</tr>
<tr>
<td>Per Clan WarShip destroyed</td>
<td>15</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>VICTORY LEVEL TABLE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Less than 20</td>
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<td>21 to 40</td>
</tr>
<tr>
<td>41 to 57</td>
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<td>58 to 74</td>
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<tr>
<td>74 to 89</td>
</tr>
<tr>
<td>90 to 105</td>
</tr>
<tr>
<td>106+</td>
</tr>
</tbody>
</table>

SPECIAL RULES
The following special rules apply during this scenario.

Fighter Overburn
The fighter units in this scenario may use the Overburn rules (pp. 87-8, Explorer Corps). The Overburn rules allow aerospace fighters to temporarily generate Heat Points that exceed their sink limits. Any time a fighter overburns, however, the stress of the excess heat reduces the effectiveness of other systems on the fighter and may even destroy the craft.

To simulate this phenomenon, calculate the overburn of a fighter unit during the End Phase of each turn using the following formula:

Heat Points – Number of heat sinks = Overburn

Consult the Overburn Effects Table. All overburn effects begin at the start of the following turn and remain in effect until the overburn level changes or is reduced to 0. No fighter may overburn by more than 15 Heat Points, and any Heat Points that cannot be dissipated are carried forward into the next turn.

27
As in BattleTech, unused heat-dissipation capacity cannot be carried forward into the next turn.

Leaving the Map

The primary objective of the SLDF player is to land his troops on Luzerne. To do so, he must exit the transport vessels in the reinforcement flotilla (see Reinforcements, below) off the left map edge. The force’s proximity to the planet, however, places a limit on the velocity of craft leaving the board. Only vessels exiting the left map edge with a velocity equal to or less than double their Maximum Thrust count will land safely and thus count for victory points. Vessels leaving the map at a greater velocity are not destroyed, but will find it difficult to attain orbit and land in their designated drop zones. Vessels leaving any other map edge, or traveling at more than double their Maximum Thrust, do not count for victory points. Once a vessel has left the map, it may not re-enter the battle. Fighters and the CSV Harmonious Thought score points for surviving the scenario rather than exiting the map.

Reinforcements

During the Movement Phase of Turn 4, a second flotilla of SLDF vessels enters the map from the right edge. This flotilla has the same beginning speed and orientation as the other SLDF ships. The vessels are the first wave of troop transports, representing a sizable portion of the incoming task force.

AFTERMATH

As a result of poor intelligence, bad planning and sheer bad luck, the naval assault on Luzerne turned into a disaster. The Clans engaged the inbound fleet, an Inner Sphere-style tactic the SLDF had not expected the Jaguars to use and for which they were ill-prepared. Only half the transports managed to run the Jaguar blockade, and those that did were mauled. As a result, instead of one concentrated landing, SLDF troops were scattered across the planet, making the ensuing ground battle much harder.

The force that made planetfall was both smaller than intended and completely disorganized. Worse yet, the SLDF discovered that its target, the Jaguars Fourth Provisional Garrison Cluster, was not alone. The Sixth Strike Cluster, a front-line unit still in the process of filling its ranks, was also on Luzerne and eager for battle. The hunters had become the hunted.
SCENARIO 5: ZELBRIGGEN

To: Star Colonel Logan Moon, Trinary Commander of the Sixth Jaguar Dragoons
From: Khan Lincoln Osis of Clan Smoke Jaguar

Your request for reinforcements is denied. My remaining front-line commands are needed to launch a counter-offensive that will force the Inner Sphere back on the defensive. I must hold garrison forces in reserve to exploit any advantage gained. The success of this plan is paramount to the survival of your command.

Your proposal for a dynamic defensive-line strategy is likewise denied. The other Khans are maneuvering to take advantage of our Clan’s misfortune. I expect a challenge, possibly within the next few weeks. The successes or failures of the Sixth Dragoons reflect directly on me, and I will not have them look like weaklings cowering before our enemies. You will take the offensive and engage the forces of the false Clan. See the attached file for my tactical advice. I expect confirmation of ex-Khan Phelan’s death within the week.

—24 June 3059, Strana Mechty

SITUATION

Colodney River Valley, Labrea
Smoke Jaguar Occupation Zone
29 June 3059

Khan Phelan Kell of the Wolf-Clan-in-Exile guessed that the Sixth Jaguar Dragoons would be on Labrea, and convinced Prince Victor to add that world to the list of targets for the second wave of assaults. He then pledged his Wolves-in-Exile to defeating them. Phelan Kell understood that to fully be accepted by other Inner Sphere warriors, his people needed to undertake this assignment alone and thereby prove that they were willing to bleed for the defense of the Inner Sphere against their former fellow Clans.

Khan Phelan did not anticipate Star Colonel Logan Moon’s reaction, however. Under the direct orders of Jaguar Khan Lincoln Osis, Moon marched his forces out to do battle rather than remaining on the defensive. Khan Phelan then offered zelbriggen, formal dueling, as a means of allowing the Star Colonel and his warriors to save their honor and their lives rather than spend them foolishly for Khan Osis’s benefit.

GAME SET-UP

Lay out two BattleTech mapsheets as shown. Use the River Valley map from BattleTech Map Set 2 and a standard BattleTech map (from the BattleTech boxed set or BattleTech Map Set 2).

ATTACKER

The attacking force consists of three warriors of Clan Wolf-in-Exile, including Khan Phelan Kell.

Khan Phelan Kell (Piloting 1, Gunnery 1), Gladiator A
Star Colonel Ranna Kerensky (Piloting 1, Gunnery 1), Masakari C
Star Captain Ragnar (Piloting 3, Gunnery 2), Fenris D

Deployment

The three Clan Wolf warriors enter from the west map edge during the Movement Phase of Turn 1. All three ‘Mechs must be at least 8 hexes distant from each other at the end of the Movement Phase.

DEFENDER

The defending warriors are the leaders of the Sixth Jaguar Dragoons’ Mech Trinaries.

Star Colonel Logan Moon (Piloting 2, Gunnery 1), Daishi A
Star Captain Jase Wimmer (Piloting 3, Gunnery 3), Turkind B
Star Captain Acacia Showers (Piloting 2, Gunnery 2), Shadow Cat A

Deployment

The defenders begin within 5 hexes of the river, on the eastern bank. They should be placed at least 8 hexes apart from each other.

VICTORY CONDITIONS

The battle continues until all three duels have been fought. The SLDF player wins a Decisive Victory by winning all three duels, a Substantive Victory for winning two, and a Marginal Victory for winning one. The Clan player wins a Marginal Victory if he wins one duel, a Substantive Victory for winning two, and a Decisive Victory if he wins all three.

SPECIAL RULES

The following special rules apply during this scenario.

Honor Level

Both sides must adhere to Honor Level 1 rules for this scenario (see Clan Honor and Battlefield Tactics, p. 5).

Initiative

Three one-on-one duels occur on the map at the same time. Roll initiative for each duel separately.

Special Abilities

Khan Phelan Kell may sacrifice 1 Movement Point (Walking or Running) to add a +1 penalty to his opponent’s to-hit target number.

Star Colonel Logan Moon receives a −1 bonus to his Piloting target number, provided he has no damage that interferes with piloting (no negative modifiers for leg or gyro damage).
Star Captain Jase Wimmer may substitute a +1 penalty to his Piloting target number for a –1 bonus to his Gunnery target number.

Star Captain Ragnar can coax an extra hex of Running movement from his 'Mech whenever he wins Initiative.

**AFTERMATH**

In a short but intense battle, all three Wolf Clan warriors triumphed in the Colodney Valley. Phelan Kell pushed his 'Mech's heat limit early to cause heavy damage quickly, while relying on distance and maneuvering to keep Logan Moon from bringing the full advantages of Moon's Daishi against him. Ranna Kerensky also fought a longer-range battle, but relied more on superior targeting than maneuvering. Star Captain Ragnar closed immediately with his opponent, forcing a fast, close-in battle with lasers for which his 'Mech was much better suited than his enemy's.

The Wolf-Clan-in-Exile added the defeated Sixth Jaguar Dragoons to their TO&E, re-designating them the Third Wolf Legion.
SCENARIO 6: THE DARKEST HOUR

The green tint of the Whitworth's image-enhancement system made the landscape look eerie and unreal. Tracer fire from a position two dozen meters to the right shot through the night sky like spears, the burning phosphorus clearly showing the helix-shaped flight path of the spin-stabilized projectiles. In the distance, the phosphorus trail leapt skyward. Moments later, the Clan 'Mech from which it had ricocheted was illuminated by a succession of explosions as the other shells in the volley struck home.

Light from the explosions splashed across the landscape, revealing several other OmniMechs in the attacking group. Hauptmann Sarah Collier fired. Two groups of long-range missiles arced over the battlefield, lofted toward the left-most enemy 'Mech, a Puma. Shortly before reaching the top of their trajectory, the rocket motors winked out and the missiles began to fall toward their target, following the beam of the fire-control system.

Collier almost didn't see the Clan 'Mech fire, so focused was she on the outbound missiles. The heavy autocannon mounted in the boxy 'Mech's left arm spat a cloud of shotgun-like pellets while the right-arm weapon appeared to blink several times in quick succession. The ensuing laser blast tore into the Whitworth's right arm, stopping just short of penetrating the armor.

Collier stamped down hard on the left steering pedal and yanked the throttle into reverse. The cluster round pinged off the Whitworth's armor-skinned and gouged streaks into the building behind which her 'Mech now stood.

"Wake up, girl," she said to herself as the gyrors fought to maintain balance. "Next time you daydream on the battlefield, it'll be your last." The battle had been raging for two hours, and she'd been riding in the 'Mech for six. And there was no sight of a let-up. It was going to be a long night.

More than a week passed before the Jaguars brought their forces to bear against Thün, by which time the SLDF troops were dug in and ready for the Clan assault. It came as a multi-pronged attack under cover of darkness, stretching the defenders' capabilities to their limits.

GAME SET-UP

Lay out the Battletech maps as shown. Use both City Street Grid/Park maps from Battletech Map Set 4, the City (Hills/Residential) # 2 map and the Rolling Hills #1 map from Battletech Map Set 3 and both Open Terrain maps from Battletech Map Set 5.

The SLDF player should place sixteen Light, fifteen Medium, ten Heavy and two Hardened buildings in any non-road hexes on the three city maps. He or she should also place and note the location of eight command-detonated minefields (see p. 93, BTC: RoW) anywhere on the map.

ATTACKER

The attackers consist of elements of Assault Trinary Beta, Sixth Strike Cluster. Each Elemental Point is a unit consisting of five Elementals with small lasers, except where otherwise noted.

Alpha Strike Nova
Star Captain Tatiana Kotare (Piloting 3, Gunnery 2), Puma B MechWarrior Ludmilla (Piloting 2, Gunnery 2), Ryoken D MechWarrior Terrence (Piloting 5, Gunnery 2), Ryoken Prime MechWarrior Osian (Piloting 4, Gunnery 1), Uller Prime* MechWarrior Gunthe (Piloting 1, Gunnery 1), Black Hawk C Point Commander Nanase, Elemental Point 1 Point Commander Kristen, Elemental Point 2

Beta Battle Nova
Star Commander Adrian (Piloting 2, Gunnery 1), Hankyu A MechWarrior Francois (Piloting 2, Gunnery 3), Grendel A

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SITUATION
Southern approaches of Thün Luzerne
Smoke Jaguar Occupation Zone
9 July 3059

One of three SLDF bastions during the five-week battle for Luzerne, Thün became a focus for many of the SLDF forces on the planet. Survivors of both the Twentieth Com Guard Division and the Third Davion Guards formed an ad-hoc combined-arms force approximately two battalions strong. Perhaps the strongest ally of the SLDF was the nature of the Jaguar foe it faced. As a front-line unit, the Sixth Striker assumed command, but they were both new to the world and incomplete as a unit.

While not much of an obstacle to the hunter-killer missions staged against the stragglers, these handicaps proved a major hindrance when planning assaults on SLDF strongholds.
MechWarrior Yusef (Piloting 2, Gunnery 2), Vulture B
MechWarrior Nils (Piloting 2, Gunnery 3), Shadow Cat B
MechWarrior Geidar (Piloting 4, Gunnery 2), Mad Cat Prime
Point Commander Jean, Elemental Point 1
Point Commander Laszlo, Elemental Point 2 (Machine Guns)

**Gamma Assault Nova**
Star Commander Manuel (Piloting 3, Gunnery 2), Ryoken A
MechWarrior Michi (Piloting 2, Gunnery 3), Masakari C
MechWarrior Delwyn (Piloting 3, Gunnery 2), Daishi B
MechWarrior Zviad (Piloting 3, Gunnery 1), Thor D*
MechWarrior Colyn (Piloting 3, Gunnery 2), Black Hawk A
Point Commander Yuri, Elemental Point 1 (Machine Guns)
Point Commander Naran, Elemental Point 2 (Machine Guns)

**Delta Elemental Star**
Star Commander Penny, Elemental Point 1
Point Commander Graham, Elemental Point 2
Point Commander Manfred, Elemental Point 3 (Flamers)
Point Commander Shem, Elemental Point 4 (Flamers)
Point Commander Dale, Elemental Point 5 (Machine Guns)
* Searchlight-equipped unit. See Night Combat (p. 94, BTC:RoW).

**Deployment**
The attacking Smoke Jaguar troops deploy first and begin the scenario anywhere within 3 hexes of the southern map edge. Each 'Mech or Elemental Point should begin the scenario within 3 hexes of another member of the same Star.

**DEFENDER**
The defenders consist of elements of the Third Davion Guards and the 208th Com Guard Division, grouped as the Beta SLDF Battalion (Provisional). Each battle-armored unit is a unit consisting of four infiltrator battle-armored troopers.

**1st SLDF Provisional BattleMech Lance**
Hauptmann Sarah Collier (Piloting 4, Gunnery 3), WHT-2 Whitworth
Leutenant Franciszek Shultz (Piloting 5, Gunnery 3), ASN-23 Assassin
Joanna Lustig (Piloting 4, Gunnery 3), VLK-8D Valkyrie
Patrick Hurley (Piloting 5, Gunnery 4), UM-R73 UrbanMech

**2nd SLDF Provisional BattleMech Lance**
Leutenant Arthur Jones (Piloting 3, Gunnery 3), STH-1D Stealth
Leutenant Diana Gardner (Piloting 3, Gunnery 1), ENF-5D Enforcer
Geo Eldred (Piloting 4, Gunnery 3), CES-3R Caesar
Richard Busse (Piloting 3, Gunnery 3), TDR-7M Thunderbolt

**3rd SLDF Provisional BattleMech Lance**
Adept Conroy Maduneme (Piloting 3, Gunnery 1), MCY-97 Mercury
Adept Hillary Critchard (Piloting 2, Gunnery 2), AXM-1N Axman
Acolyte John Klein (Piloting 3, Gunnery 3), BNC-5S Banshee

Said Zaba (Piloting 3, Gunnery 2), VTR-9K Victor
Zed Muraoaka (Piloting 4, Gunnery 1), KGC-000 King Crab

**1st SLDF Provisional Armor Lance**
Alacorn* (Veteran crew)
Striker* (Refit, Veteran crew)
Vedette* (Refit, Veteran crew)
Saladin* (Veteran crew)

**2nd SLDF Provisional Armor Lance**
Fury* (Veteran crew)
Typhoon* (Veteran crew)
Challenger X* (Veteran crew)
Challenger X* (Veteran crew)

**3rd SLDF Provisional Armor Lance**
Hunter* (Refit, Veteran crew)
Harasser* (Veteran crew)
Warrior H8* (Refit, Veteran crew)
Yellow Jacket* (Veteran crew)

**1st SLDF Provisional Infantry Company**
Foot Infantry Platoon (Rifles)
Foot Infantry Platoon (Rifles)
Foot Infantry Platoon (Machine Guns, Anti-'Mech trained)
Foot Infantry Platoon (Machine Guns, Anti-'Mech trained)
Jump Infantry Platoon (Lasers)

Battle-Armor Squad A
* Searchlight-equipped unit. See Night Combat (p. 94, BTC:RoW).

**Deployment**
The SLDF forces may deploy anywhere on the three city maps. Eligible units may use the Hidden Units rule (see p. 69, BTC:RoW).

**VICTORY CONDITIONS**
The scenario ends when one side has been destroyed, withdrawn or otherwise left the map. Each side's score total as follows:

+10 points per Clan 'Mech destroyed
+5 points per Clan 'Mech forced to withdraw
+5 points per Elemental Point destroyed
+1 point per Elemental Point forced to withdraw
-8 points per Clan 'Mech exiting the north map edge
-4 points per Elemental point exiting the north map edge
-10 points per Inner Sphere 'Mech destroyed
-5 points per Inner Sphere 'Mech forced to withdraw
-4 per vehicle destroyed
-2 per vehicle forced to withdraw

<table>
<thead>
<tr>
<th>VICTORY LEVEL TABLE</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Total Points</strong></td>
</tr>
<tr>
<td>~180 or lower</td>
</tr>
<tr>
<td>~179 to ~141</td>
</tr>
<tr>
<td>~140 to ~101</td>
</tr>
<tr>
<td>~100 to ~50</td>
</tr>
<tr>
<td>~49 to 30</td>
</tr>
<tr>
<td>21 to 100</td>
</tr>
<tr>
<td>101 or higher</td>
</tr>
</tbody>
</table>

33
THE DARKEST HOUR

-2 per infantry platoon destroyed
-1 per infantry platoon forced to withdraw

Once the individual scores are calculated, subtract the SLDF score from the Clan score and consult the Victory Level Table.

SPECIAL RULES

The following special rules apply during this scenario.

BattleTech Special Case Rules

Night-combat rules (p. 94, BTC:RoW) are in effect throughout this scenario.

The following Optional/Special Case rules from the BattleTech Compendium: The Rules of Warfare are also in effect: Anti-BattleMech Infantry (pp. 75–77), Basements (pp. 80–81), Ejection (pp. 83–84; the default auto-eject is operational), Fire (pp. 84–86), Hidden Units (p. 89) and Minefields (p. 93). Other optional rules may be used if both players agree.

Forced Withdrawal

The Forced Withdrawal rule is in effect (see Forced Withdrawal, p. 5). The SLDF force must withdraw from the northern edge of the map. The Sixth Strike Cluster must withdraw from the south map edge.

Honor Level

The Smoke Jaguars must adhere to Honor Level 2 rules for this scenario (see Clan Honor and Battlefield Tactics, p. 5).

Random Damage

To reflect damage sustained in the campaign on Luzerne, most Inner Sphere units in this scenario begin with pre-existing damage. Roll 2D6 for each SLDF unit. The roll result represents the total amount of damage taken by each unit during a previous fight. Divide each result into 5-point groups and apply the points as damage using the Front/Back column of the BattleMech Hit Location Table (p. 39, BTC:RoW). Apply any critical hits that result from this damage, except for the following: third engine hit, second gyro hit, cockpit hit, second hip hit, any result that indicates the destruction of a leg or head and any result that indicates the destruction of the center torso or side torso for Inner Sphere 'Mechs equipped with extra-long engines.

The Clan forces begin the scenario undamaged.

Ammunition Expenditure

The SLDF units have had no time to re-arm since their earlier battles. To simulate this ammunition shortage, roll 2D6 for every ammunition magazine in each SLDF 'Mech vehicle when filling out the BattleMech and vehicle record sheets. Subtract the result from the number of rounds normally carried in that magazine to determine the number of rounds available during this scenario. For example, if the Inner Sphere player achieves results of 9 and 8 respectively for an LB 10-X autocannon (normal ammo capacity 10) and an LRM 10 launcher (normal ammo capacity 24), the LB 10-X has 1 round (10 – 9 = 1) and the LRM has 16 rounds (24 – 8 = 16) available for the scenario.

The Clan 'Mechs begin the scenario with a full ammo load.

Rearming

Limited technical resources and materiel are available to repair and rearm damaged 'Mechs and vehicles. All SLDF forces are armed with standard ammunition (conventional shells and missiles), but players may opt to swap part of this ammunition (in full tons per standard BattleTech rules) for any of the special submunitions listed below. The SLDF player may begin the scenario with less than the full load of ammunition in each 'Mech or vehicle, keeping the remainder in reserve. Such rearming takes place before the scenario begins.

'Mechs or vehicles equipped with the Artemis IV targeting system must use Artemis IV-type ammunition to gain the system's benefits. They may fire standard missiles, but without the benefits of the targeting system.

Missiles

<table>
<thead>
<tr>
<th>Missiles</th>
<th>Autocannon Rounds</th>
</tr>
</thead>
<tbody>
<tr>
<td>9 tons LRM</td>
<td>3 tons AC-2</td>
</tr>
<tr>
<td>3 tons LRM (Swarm)</td>
<td>7 tons AC-5</td>
</tr>
<tr>
<td>2 tons LRM (Thunder)</td>
<td>4 tons AC-10</td>
</tr>
<tr>
<td>7 tons LRM (Artemis IV)</td>
<td>4 tons AC-10 (Cluster)</td>
</tr>
<tr>
<td>10 tons SRM</td>
<td>3 tons AC-20</td>
</tr>
<tr>
<td>1 tons SRM (Inferno)</td>
<td>6 tons Gauss</td>
</tr>
<tr>
<td>6 tons SRM (Artemis IV)</td>
<td>5 tons MG</td>
</tr>
<tr>
<td>2 tons NARC</td>
<td>8 tons AMS</td>
</tr>
</tbody>
</table>

Repairs

The Thun bastion is somewhat poorly equipped with spare parts, so the units there generally have to make do with jury-rigged repairs. Repairs may be attempted per the Scavenging and Repair rules (see pp. 94–95, BTC:RoW), but only one repair attempt may be made per damaged system. Points from the parts are used on a one-for-one basis when replacing armor or repairing internal structure—for example, replacing 10 armor points on a 'Mech will take 10 points from the spare-parts pool. For simplicity, assume it takes 1 point of myomer to repair each damaged actuator, or 3 points for a complete replacement. Such repairs take place before the scenario begins.

<table>
<thead>
<tr>
<th>Parts</th>
<th>Weapons</th>
</tr>
</thead>
<tbody>
<tr>
<td>22 tons (672 points) Armor (Standard)</td>
<td>PPCs: 1 Standard, 1 ER</td>
</tr>
<tr>
<td>14 tons (610 points) Armor (Ferro Fibrous)</td>
<td>Lasers, Large: 1 Standard, 2 ER, 1 Pulse</td>
</tr>
<tr>
<td>155 points Internal Structure (Standard)</td>
<td>Lasers, Medium: 2 Standard, 2 Pulse</td>
</tr>
<tr>
<td>150 points Internal Structure (Endo Steel)</td>
<td>Lasers, Small: 2 Standard, 1 Pulse</td>
</tr>
<tr>
<td>8 Heat Sinks (Standard)</td>
<td>Autocannon: 1 AC-5, 1 Ultra 5</td>
</tr>
<tr>
<td>8 Heat Sinks (Double)</td>
<td>1 AC-10, 1 LB 10-X</td>
</tr>
<tr>
<td>15 points Myomer Musculature</td>
<td>1 AC-20</td>
</tr>
<tr>
<td></td>
<td>1 Gauss Rifle</td>
</tr>
<tr>
<td></td>
<td>2 Machine Guns</td>
</tr>
<tr>
<td></td>
<td>1 LRM-5, 2 LRM-10, 1 LRM-15, 1 LRM-20</td>
</tr>
<tr>
<td></td>
<td>1 SRM-2, 2 SRM-4, 1 SRM-6, 1 Streak-2</td>
</tr>
</tbody>
</table>
The ad-hoc nature of the SLDF force gives them a -1 Initiative penalty.

The Clan player gains a +1 bonus to his Initiative roll, provided that units of only one Jaguar Cluster are on the battlefield. If both Clusters are involved in the battle, the Jaguar player's Initiative roll suffers a -1 penalty.

AFTERMATH

The battle for Thün was bloody for both sides, with neither force holding a decisive advantage. A handful of Clan 'Mechs broke through the perimeter, causing considerable damage to the heart of the town, but that damage was minor compared to the outskirts, where the battle raged for hours. In the end, the Jaguars withdrew and the two sides settled into a siege pattern, broken by occasional raids. It took the arrival of the Ryukendo on 1 August to break the cycle and tilt the advantage decisively in favor of the SLDF.
SMOKE JAGUAR COUNTERATTACK

Victor Steiner-Davion and Anastasius Focht had expected and planned for a Smoke Jaguar counteroffensive—but in retaliation for the first wave, not in anticipation of the third.

On July 27, as the initial reports of Jaguar attacks first passed through the HPG network to the planet Wolcott, Prince Victor grew concerned that this unexpected offensive indicated a stronger Smoke Jaguar presence than the resistance encountered during the first two waves had suggested. ComStar’s intelligence network and Khan Phelan Kell’s analysis of the situation quickly laid these concerns to rest, however. The SLDF commanders then began examining the counterattack, trying to determine how it could affect the imminent third invasion wave and what it would take to meet the new threat.

They concluded that the Smoke Jaguar offensive was a weak attempt to match the success of the first wave of the SLDF assault. The Clan had not committed nearly enough forces to achieve any lasting victory, and even if the Jaguars successfully captured the targeted SLDF supply bases, the third invasion wave could proceed as planned because the third-wave forces had already been fully supplied. At worst, a successful Jaguar counterattack could push back the fourth wave by a few months. But unless the Smoke Jaguars brought in heavy reinforcements, the garrison forces on all five targeted Combine worlds could handily defeat the attacking Jaguars or be easily reinforced from nearby planets. In the end, these SLDF predictions proved accurate.

The Smoke Jaguars’ Delta Galaxy Command led the newly formed Third Assault Cluster in a desperate bid to capture the important world of Pesht. The Jaguars’ chances of victory were slim from the start, however, and Jaguar aerospace assets abandoned the Clan’s ground forces soon after their combat drop. Encountering civilian resistance, the Jaguars began scorched-earth attacks, savaging the world as they fought a running battle with the SLDF forces that lasted several days.

From intercepted ‘Mech comm traffic, SLDF analysts later determined that the assault Cluster had expected to meet the Seventh Sword of Light, Ryuk-en-san, and the First Kell Hounds, but not the Second Wolf Legion that smashed in from the flank to annihilate the Galaxy Command Tri-partite. Left to their own devices, the warriors of the Third Assault Cluster threw themselves at the Kell Hounds, thinking the mercenaries would break. Instead, the Hounds became the anvil on which the Seventh Sword and Ryuk-en shattered the Clan force. Within a few days, the SLDF forces had hunted down the last remaining Jaguar Stars.

On McAlister, the Smoke Jaguars managed to destroy or damage several SLDF supply bases. In fact, the Jaguar garrison Cluster caused so much damage in so short a time that Victor Steiner-Davion reminded the SLDF forces not to become complacent no matter how well the invasion was going. Eventually, however, the Jaguar troops succumbed to an overwhelming SLDF presence.

The battles for the worlds of Matamorras and Meinacos proceeded similarly. On both planets, front-line Jaguar Clusters struck with enormous force, but the Inner Sphere defenders managed to hold on until reinforcements from nearby worlds arrived. On Matamorras, civilians valiantly helped the two garrison regiments thwart the Nineteenth Strike Cluster’s offensive. Frustrated at every turn by effective civilian countermeasures, the Nineteenth was forced to group its units together for protection. Later, the Ryuk-en-san regiment staged a night-time combat drop into the Jaguar-controlled area and managed to break the Jaguars’ back in a coordinated offensive movement with Matamorras’s two garrison regiments.

The SLDF got luckier on the world of Lonaconing. With no reinforcements readily available, Victor Steiner-Davion expected the defending SLDF units to take heavy losses. But the Clan commander opted to use feints and diversionary maneuvers rather than a direct assault against the planet’s defenders. This tactical miscalculation enabled Lonaconing’s SLDF garrison troops to severely damage several Jaguar targets while avoiding large-scale engagements with the enemy.

Finally, on 13 August 3059, the Jaguar commanders abandoned their counterattack and recalled their forces. Nearly 99 percent of the Lonaconing attack force managed to withdraw from battle, but only about half of the Meinacos attackers and a handful of Jaguar units on Matamorras managed to escape. Though the Jaguars preserved most of their aerospace assets, recovered many damaged OmniMechs and hit a few SLDF supply bases, the counteroffensive was ultimately too little, too late.
SMOKE JAGUAR COUNTERATTACK

• Recaptured Worlds
■ Recaptured Territory
○ Contested Worlds
→ IS Attacks
→→ Clan Attacks

[Map showing various locations and symbols indicating military actions and territorial control]
SCENARIO 7: DIVINE WIND

The Yellow Bird strikes
Dragon and Fox-Cub stand firm
Kamikaze blows

The voices crackled over the comm line, sharp with alarm.
"Supply Fort Blade is currently under attack by two Stars of
Jaguar troops. The garrison force is weak; the Fourteenth
Alshain are moving to assist, but they won’t arrive for thirty—
that’s three-zero—minutes. Blade command staff are currently
preparing to be overrun. Supply Fort Bamboo reported sighting
Clan forces twenty minutes ago; they’ve been off-air since. We
assume they have been overrun."

"How?" thought Sho-sa Ishigaki from the cockpit of his
Firestarter. With the recent arrival of the Fourteenth Avengers
from Herndon, there were four crack regiments of BattleMechs
on McAllister. Reports indicated that only two or three Clan
Trinaries had landed. Only a madman would attack against
such odds... mad, or desperate.

He looked down from his mountain-top perch onto the
plains that lay before Supply Fort Silk. They were out there.
Probably two Stars, with battle-armor support. He had seen the
drive flares from the descending DropShips clearly from his
vantage point.

The comm crackled to life again. "Sho-sa, we’re tracking
an overflight. Five thousand meters. Tagged as Overlord-C
class, sir." Ishigaki looked up and saw contrails against the
deep blue sky.

"Seems to be decelerating. Wait one. Overflight seems to
be fragmenting." There was a burst of static.

Ishigaki realized what was occurring a scant second before
it dawned on the radar operator. He hit the transmit stud on his
control yoke. "Kuso! Avalanche! Avalanche! All lances, fall back
to the compound. The grounding is a fake. They’re coming in
for a combat drop."

And the twenty-second Dieron was in the wrong place to
meet the attack.

SITUATION
Supply Fort Silk, McAllister
Draconis Combine
27 July 3059

The Second Jaguar Regulars knew their assault on
McAllister was tantamount to suicide, but they planned to sell
themselves dearly. The Clan Watch had pinpointed several key
supply collection points, and the Regulars were inbound to
destroy them in the hopes that the loss of equipment and sup-
plies would forestall attacks by the SLDF units using the world
as a staging base.

The supply forts were heavily guarded, each with at least
two companies of ‘Mechs and auxiliary troops positioned
in highly defensible sites with fixed defenses. They were as
impregnable as the DCMS could make them. Any force that
managed to penetrate a supply fort would never escape it.

There was only one flaw in the planning; the attacking
Smoke Jaguars didn’t care about surviving.

GAME SET-UP

Lay out the BattleTech maps as shown. Use the Desert
Hills map from BattleTech Map Set 2 and the Large Mountain
map from BattleTech Map Set 5.

Place the following buildings (representing bunkers) on the
Large Mountain mapsheet as follows. For more information,
see Bunkers (Special Rules, below).

<table>
<thead>
<tr>
<th>Building</th>
<th>Hex Type</th>
<th>CF</th>
<th>Bunker Weapons</th>
</tr>
</thead>
<tbody>
<tr>
<td>0704</td>
<td>HD1</td>
<td>100</td>
<td>2 ER Large Lasers, 1 LRM-20</td>
</tr>
<tr>
<td>0711</td>
<td>HD1</td>
<td>100</td>
<td>4 ER Large Lasers</td>
</tr>
<tr>
<td>0814</td>
<td>HD1</td>
<td>100</td>
<td>2 ER Large Lasers, 1 LRM-20</td>
</tr>
<tr>
<td>1206</td>
<td>HD1</td>
<td>100</td>
<td>2 ER Large Lasers, 1 LRM-10</td>
</tr>
<tr>
<td>0313</td>
<td>H1</td>
<td>75</td>
<td>1 AC10, 2 Medium Lasers</td>
</tr>
<tr>
<td>0403</td>
<td>H1</td>
<td>75</td>
<td>1 AC10, 2 Medium Lasers</td>
</tr>
<tr>
<td>1103</td>
<td>H1</td>
<td>75</td>
<td>1 AC10, 2 Medium Lasers</td>
</tr>
<tr>
<td>1211</td>
<td>H1</td>
<td>75</td>
<td>1 AC10, 2 Medium Lasers</td>
</tr>
</tbody>
</table>

The defender should also place eight 1-hex Medium and
eight 1-hex Light buildings on the Large Mountain mapsheet.
These represent various warehouses and barracks.

ATTACKER
The attacker consists of elements of the Second Jaguar
Regulars. Each Elemental Point is a unit consisting of five
Elementals with small lasers, except where otherwise noted.

**Gamma Battle Star**
Star Captain Nicholas Wimmer (Piloting 4, Gunnery 2),
Black Hawk B
Star Commander Dannis (Piloting 5, Gunnery 4), Galahad
MechWarrior Konstantin (Piloting 4, Gunnery 2), Night Gyr
MechWarrior Juanita (Piloting 4, Gunnery 2), Rifleman Llc
MechWarrior Creed (Piloting 5, Gunnery 3), Vulture C

**Gamma Assault Nova**
Star Commander Caesar Furey (Piloting 1, Gunnery 0),
Peregrine
MechWarrior Heinz (Piloting 3, Gunnery 3), Koshi B
MechWarrior Nathan (Piloting 3, Gunnery 2), Puma A
MechWarrior Max (Piloting 4, Gunnery 2), Ryokan D  
MechWarrior Ronson (Piloting 5, Gunnery 3),  
Hunchback IIC  
Point Commander Jey Perez, Elemental Point 1  
Point Commander August, Elemental Point 2  
Point Commander Dent, Elemental Point 3 (Machine Guns)  
Point Commander Rig, Elemental Point 4 (Flamers)  

**Gamma Omega Star**  
Star Commander Hessop (Piloting 5 Gunnery 3) Puma D  
MechWarrior Sovinda (Piloting 4, Gunnery 3),  
Shadow Hawk IIC  
MechWarrior Piers (Piloting 3, Gunnery 3), Griffin IIC  
MechWarrior Reza (Piloting 4, Gunnery 3), Ryokan Prime  
MechWarrior Shun (Piloting 3, Gunnery 3), Hunchback IIC  

**Deployment**  
The attacker sets up second. He may choose to deploy some or all of his forces within 4 hexes of the north map edge. Alternatively, units may be held in reserve and brought onto the map in a combat drop later in the scenario. See Clan Combat Drop (Special Rules).  

**DEFENDER**  
The defender consists of elements of the Twenty-second Dieron Regulars, supported by the Davion Assault Guards.  

**Elements of Twenty-second Dieron Regulars**  
**Strike Lance**  
Sho-sa Akitu Ishigaki (Piloting 4, Gunnery 4),  
FSG-4 Firestarter  
Chu-i Alan McFarland (Piloting 4, Gunnery 3),  
HM-1 Hitman  
Raphael Burman (Piloting 5, Gunnery 4), WFT-1 Wolftrap  
Malachai Ross (Piloting 4, Gunnery 4), LNX-9Q Lynx  

**Battle Lance**  
Chu-i Keiko Miura (Piloting 4, Gunnery 3),  
BJ-2-OC BlackJack  
Kashira James Hill (Piloting 5, Gunnery 4),  
BHKU-OB Black Hawk-KU  
Jack Musikant (Piloting 4, Gunnery 3), QKD-5M Quickdraw  
Fumi Hunada (Piloting 4, Gunnery 2), MAD-5D Marauder  

**Elements of Davion Assault Guards**  
**Assault Lance, Charlie Company**  
Lieutenant Autumn Robson (Piloting 4, Gunnery 4),  
AXM-2N Axman  
Sergeant Herbert Norton (Piloting 4, Gunnery 3),  
NGS-4S NightSky  
Vijay Lim (Piloting 3, Gunnery 3), C99-D Centurion  
Al Weiss (Piloting 3, Gunnery 3), CTF-3D Cataphract  

**Urban Assault Lance, 2nd Armored Regiment**  
Typhoon Urban Assault Vehicle (Veteran crew)  
Typhoon Urban Assault Vehicle (Veteran crew)  
Plum Heavy Tank (Veteran crew)  
Plum Heavy Tank (Veteran crew)  

**Fire Support Lance, 2nd Armored Regiment**  
Demolisher (Veteran crew)  
Ontos (Refit, Veteran crew)  
Fulcrum (Veteran crew)  
Chaparral (Veteran crew)  

**1st Provisional Infantry Company**  
Foot Infantry Platoon (Rifles)  
Foot Infantry Platoon (Rifles)  
Jump Infantry Platoon (Machine Guns)  
Jump Infantry Platoon (SRMs)  

**Foot Infantry Platoon (Rifles)**  
Jump Infantry Platoon (Machine Guns)  
Jump Infantry Platoon (SRMs)  

**Deployment**  
The defending player sets up first and may place his units anywhere on the Large Mountain map or within 5 hexes of the south edge of the Desert Hills map.  

**VICTORY CONDITIONS**  
The scenario ends when all of one side's forces have been destroyed or forced to withdraw. When either of these occurs, total the points for the damage done by the Smoke Jaguar force and consult the Victory Table.  

**ACTION**  
Per Light building destroyed  
Per Medium building destroyed  
Per bunker destroyed  
Per Inner Sphere 'Mech destroyed  
Per Inner Sphere vehicle destroyed  
Per Inner Sphere infantry platoon destroyed  
Per Inner Sphere 'Mech forced to withdraw  
Per Inner Sphere vehicle forced to withdraw  
Per Inner Sphere infantry platoon forced to withdraw  

**VICTORY POINTS**  
2  
4  
1  
5  
3  
2  
3  
2  
1  

**VICTORY TABLE**  

<table>
<thead>
<tr>
<th>Total Points</th>
<th>Results</th>
</tr>
</thead>
<tbody>
<tr>
<td>100 or higher</td>
<td>Decisive Clan Victory</td>
</tr>
<tr>
<td>78 to 99</td>
<td>Substantial Clan Victory</td>
</tr>
<tr>
<td>55 to 77</td>
<td>Marginal Clan Victory</td>
</tr>
<tr>
<td>43 to 54</td>
<td>Draw</td>
</tr>
<tr>
<td>32 to 42</td>
<td>Marginal Inner Sphere Victory</td>
</tr>
<tr>
<td>21 to 31</td>
<td>Substantial Inner Sphere Victory</td>
</tr>
<tr>
<td>20 or lower</td>
<td>Decisive Inner Sphere Victory</td>
</tr>
</tbody>
</table>

**SPECIAL RULES**  
The following special rules apply during this scenario.  

**Forced Withdrawal**  
The SLDF troops are subject to the Forced Withdrawal rule (see Forced Withdrawal, p. 5) and must withdraw from the south map edge. The rule does not apply to the Clan troops, who are on a suicide mission.  

**Honor Levels**  
The special nature of their mission means that the Smoke Jaguar troops may ignore all honor rules during this scenario.  

**Bunkers**  
The eight bunkers placed on the mapsheet before the scenario begins have a 360-degree arc of fire and may engage any Clan units during the SLDF player's Weapon Attack Phase. The bunkers do not count as units when determining initiative and movement order. They have no heat or ammunition limits. The weapons in each bunker cease to operate when that bunker's CF is reduced to 0.
**Clan Combat Drop**

The Clan player may call for reinforcements in the End Phase of any turn after the first, provided he states his intention to do so. Any Clan forces previously held in reserve arrive during the Movement Phase of the third turn following the call for reinforcements. The reinforcement 'Mechs land in accordance with the Dropping Troops rules (see p. 82, BTC:RoW or pp. 37–38, BattleSpace rulebook) and may be placed on either map. Assume that 'Mechs without jump jets are fitted with detachable jump-packs for this operation.

**Special Abilities**

The Third Jaguar Regulars gain a +1 bonus to all Initiative rolls. The Regulars also may overrun the defending units. When the Clan player wins Initiative, he should note the Margin of Success (number of points by which the roll result exceeds the opponent's Initiative Roll result). Divide the Margin of Success by 2 and round fractions down. The result indicates the number of Clan units that may move, designate and resolve their firing before any other units move and fire. A negative Margin of Success has no effect. If the number of overrunning units allowed exceeds the number of units the Regulars have at their disposal, simply ignore the excess move/fire slots.

An overrun-capable force rolls an Initiative of 11, while their opponents roll a 6. The Margin of Success is 5 (11 – 6). Two units of the overrun-capable force may move and fire before any other movement is allowed (5 ÷ 2 = 2.5, rounded down to 2).

The SLDF force gains a +2 bonus to all Initiative rolls while Sho-sa Ishigaki of the Twenty-second Dieron is in charge. If Ishigaki's 'Mech is destroyed, reduce the Initiative bonus to +1. Davion Assault Guards units apply a -1 modifier to their to-hit numbers in any turn in which they do not move.

**AFTERMATH**

Two Trinaries of the Second Jaguar Regulars assaulted McAlister, badly damaging two supply forts and destroying a third. The loss of supplies from these sites prevented the deployment of troops from McAlister into the SLDF Liberation Zone, though the effect on the overall SLDF campaign was minimal. The Fourteenth Alshain, Davion Assault Guards and Twenty-second Dieron were all later involved in Wave 4 operations on the worlds of Kabah and Jeronimo.

However, the realization that such a small second-line force had managed to wreak such damage brought home to the SLDF command how lucky they had been so far during Operation Bulldog.
SCENARIO 8: BAITING THE JAGUAR

Tai-sa Tracy Miyazaki blinked burning sweat from her eyes as she triggered a full salvo of her Grand Titan's pulse lasers. The heat in her cockpit, already stifling, jumped into the extreme red range. She slapped the override to prevent an automatic engine shutdown even as she yelled her defiance at the Clan Daishi that was bearing down on her like a technological juggernaut.

"Alshain Avengers, we are in position. Clear the field."

Tracy heard the recall order and ignored it. Her people would not be leaving the field. Her hands tightened on the BattleMech's controls and she bared her teeth in a death's-head grin. Another salvo of laser fire scoured the Daishi. She weathered its return fire, her vision swimming like a slug from the Claner's Gauss rifle punched through her machine's torso and cracked the engine shielding, dumping even more heat into the cockpit.

"Eleventh Alshain. We are ready to strike. Pull back now!"

Tracy opened the command channel. "You know what we're here for, Avengers," she gasped, the hot air pulling the breath from her throat. "Show them the Dragon's will!" Tracy rocked her feet forward and throttled her 'Mech into a run. The hundred-ton Grand Titan ate up the ground in long strides, heading straight toward the Daishi.

The Daishi's weapons thundered again, tearing through the last of her shielding to release the full destructive potential of the Grand Titan's fusion reactor. But too late. Even as the fire washed up through her cockpit, Tai-sa Tracy Miyazaki felt the impact as her 'Mech slammed into the Daishi. A scream escaped through her clenched teeth: loud, long and filled with primal rage.

SITUATION

Tierra del Noche, Meinacos
Draconis Combine
12 August 3059

The Eighth Dieron Regulars, the St. Ives Cheveux Legers, and the First Canopian Cuirassiers defended Meinacos against the Smoke Jaguars' 267th Battle Cluster, engaging the Clanners in a deadly dance as both sides fought for dominance. The Eleventh Alshain Avengers, on their way to the planet Marshdale, were diverted to Meinacos to bolster the world's defenders. The Seventh Pesht Regulars were also called in from Unity, but arrived too late to affect the final outcome.

As the Eighth Dieron spearheaded a drive against the Jaguar unit's flank, the officer core of the Eleventh Alshain engaged and lured away two Stars of the Battle Cluster. The Canopian Cuirassiers managed to cut off a Clan retreat, then readied themselves to saturate the area with artillery. When the Eleventh Alshain failed to retreat as planned, the Cuirassiers sent a 'Mech company forward, supported by artillery, to aid the Avengers.

GAME SET-UP

Lay out the BattleTech mapsheets as shown. Use the River Valley and Mountain Lake maps from BattleTech Map Set 2, the Rolling Hills #2 map from BattleTech Map Set 3 and the Open Terrain #1 map from BattleTech Map Set 5.

ATTACKER

The attacking force is Beta Galaxy's 267th Battle Cluster, Second Trinary Battle.

Alpha Battle Star

Star Captain Evan Wimmer (Piloting 4, Gunnery 1), Daishi A
MechWarrior Johan (Piloting 3, Gunnery 3), Masakari A
MechWarrior Lisse (Piloting 3, Gunnery 2), Cauldron-Born C
MechWarrior Ash (Piloting 3, Gunnery 1), Mad Cat B
MechWarrior Rafia (Piloting 4, Gunnery 2), Man O' War B

Bravo Battle Star

Star Commander Roberta Kotare (Piloting 4, Gunnery 2), Masakari Prime
MechWarrior Keith (Piloting 3, Gunnery 2), Black Hawk Prime
MechWarrior Russell (Piloting 4, Gunnery 2), Vulture Prime
MechWarrior Timm (Piloting 3, Gunnery 4), Cauldron-Born B
MechWarrior Matt (Piloting 3, Gunnery 3), Thor A

Deployment

The attacking force enters from the south map edge on Turn 3, in pursuit of the Eleventh Alshain.
BAITING THE JAGUAR

DEFENDER
The defending force consists of two lances from the Eleventh Alshain Avengers and a company from the First Canopian Cuirassiers.

Eleventh Alshain Avengers, First Lance
Tai-sa Tracy Miyazaki (Piloting 3, Gunnery 1),
T-IT-N10M Grand Titan
Tai-sa George Gibson (Piloting 3, Gunnery 2),
SD1-OB Sunder
Chu-sa Ti Lo Sun (Piloting 4, Gunnery 3),
MAD-5D Marauder
Sho-sa Eva Grahmsdotter (Piloting 4, Gunnery 2),
CRK-5003-2 Katana

Second Lance
Chu-sa Sari Masuhira (Piloting 4, Gunnery 2),
AKU-1X Akuma
Chu-sa Palmer Yoshio (Piloting 4, Gunnery 3),
ON1-M Orion

Sho-sa James Rivers (Piloting 4, Gunnery 3),
AV1-OC Avatar
Sho-sa Kamrie Williams (Piloting 3, Gunnery 3),
KIM-2 Komodo

First Canopian Cuirassiers
First Company
Command Lance
Major Danai Centrelia (Piloting 3, Gunnery 3),
BNC-5S Banshee
Commander Julia Fox (Piloting 5, Gunnery 4),
CGR-1A1 Charger
Sam Kowalski (Piloting 5, Gunnery 4), CN9-A Centurion
Jon Bonell (Piloting 4, Gunnery 3), VND-1R Vindicator

Assault Lance
Commander Jill Ferrel (Piloting 4, Gunnery 3),
FLS-8K Flashman
Ensign Karla Wood (Piloting 6, Gunnery 4),
WHM-14 Warhammer
Ferri Larson (Piloting 5, Gunnery 4), ARC-2R Archer
Brent Jacobson (Piloting 4, Gunnery 3),
GHR-5H Grasshopper
BAITING THE JAGUAR

Pursuit Lance
Commander Scott Williamson (Piloting 5, Gunnery 4), QKD-4G Quickdraw
Frank Doll (Piloting 5, Gunnery 4), WFT-1 Wolftrap
Trina McVey (Piloting 5, Gunnery 4), HER-1A Hermes
Ensign Jewels Far (Piloting 6, Gunnery 4), PNT-9R Panther

Deployment
The Eleventh Alshain enters from the south map edge during the Movement Phase of Turn 1 and proceeds north. The Cuirassiers enter from the north edge one lance at a time (player’s choice) beginning on Turn 7.

VICTORY CONDITIONS
The battle continues until one side is destroyed.
The SLDL player wins a Decisive Victory if the Eleventh Alshain cripples or destroys all Jaguar ’Mechs with the loss of no more than twelve SLDL units, a Substantive Victory if they lose no more than sixteen units, and a Marginal Victory if at least one SLDL ‘Mech remains functional at the end of the battle.
The Clan player wins a Decisive Victory if the 267th cripples or destroys all the SLDL forces, a Substantive Victory by destroying more than sixteen SLDL ‘Mechs, and a Marginal Victory for destroying more than twelve ‘Mechs. In Clan eyes, destroying eight to twelve enemy ‘Mechs is considered a Draw; anything else is a defeat.
Victory levels for each side are calculated separately, and may overlap.

SPECIAL RULES
The following special rules apply during this scenario.

Modifications
The Eleventh Alshain may alter three ‘Mechs in the First Lance to carry C0 slave units by exchanging 1 ton of equipment for the C0 slave (the Sunder’s computer).

Random Damage
To reflect damage sustained in previous battles, most units in this scenario begin with pre-existing damage. Roll 1D6 for each Eleventh Alshain unit and 1D6 + 2 for each Clan unit. Divide each dice roll result into 5-point groups and apply the points as damage using the Front/Back column of the BattleMech Hit Location Table. Apply any critical hits that result from this damage except for the following: third engine hit, second gyro hit, cockpit hit, second hip hit, any result that indicates the destruction of a leg or head and any result that indicates the destruction of the center torso or side torso for Inner Sphere ‘Mechs equipped with extralight engines.
The Canopian units begin the scenario undamaged.

Special Abilities
The SLDL player receives a +2 Initiative bonus. Once his force is reduced to four or fewer ‘Mechs, the Eleventh Alshain player also gains a –2 to-hit bonus to the target number for any physical attack.

Warriors of the First Canopian Cuirassiers may ignore a partial cover to-hit penalty as long as no other terrain or cover is affecting line of sight. Cuirassier units receive a –1 Initiative penalty if Danai Centrella’s ‘Mech is crippled or destroyed, and a –2 Initiative penalty if Danai Centrella is killed.
Warriors of First Trinary Battle may forgo all movement in order to fire at the end of the Movement Phase. Movement modifiers generated by targeted ‘Mechs are halved, rounded down. Whenever the Trinary wins Initiative, the Clan player may move and fire one unit for every point by which the Clan player beat the SLDL player’s Initiative roll.

Honor Levels
The Smoke Jaguars must adhere to Honor Level 2 rules for this scenario (see Clan Honor and Battlefield Tactics, p. 5). If the SLDL player challenges any Clan ‘Mech to single combat during the End Phase of a turn, the Clan player must oblige and commit to single combat in the following turn and thereafter until one ‘Mech or the other is destroyed. The challenging ‘Mech may weigh up to 20 tons more or less than the Clan ‘Mech. If the SLDL player violates the single combat, no more such challenges may be issued. No more than half of the Clan units may be involved in single combat at any given time.

Artillery
Beginning on Turn 8, the SLDL player may call in Sniper artillery bombardment (four shots per turn) per the rules on pages 77–80, BTC:RoW. The Snipers are effectively located two mapsheets away, so flight time is 2 turns. The spotter are in Hexes 0711 of the Mountain Lake map and 0505 of the Rolling Hills #2 map. They may not move and cannot be attacked. Once the Cuirassiers are on the map, any command lance units may also act as spotter for the artillery. Additionally, the SLDL player chooses any four hexes prior to game play and designates those hexes as artillery targets (see p. 78, BTC:RoW). Artillery fire from any of the Snipers aimed at one of the four designated hexes automatically hits its target.

AFTERMATH
The Eleventh Alshain Avengers acquitted themselves with honor, their ferocity and tenacity shining testimonials to the Dragon’s will in action. All eight Alshain warriors died in the battle, but managed to destroy a full Star of Clan OmniMechs first.
The First Canopian Cuirassiers, despite their lack of technological upgrades, fought with nearly equal skill. They moved forward in full strength, engaging the Jaguars three-on-one when possible. The long-range hitting power of the Clan ‘Mechs hurt them at first, but as soon as they closed sufficiently they switched to six-on-one odds and quickly brought down several Jaguar ‘Mechs. The Cuirassiers’ artillery accounted for one of the Clan Masakans, hitting it dead-on.
With two fresh battalions of Cuirassiers threatening the Clan flank and heavy pressure at the forefront of the battle, Star Colonel Diane Perez pulled her forces back to a mountainous area to regroup. At about the same time, the recall order for all Jaguar forces sounded, and the 267th retreated to their DropShips and left Meinacos without another major engagement.
Alpha Galaxy Commander Brendon Corbett, who was named the in-theater commander after the SLDF drove Beta Galaxy Command off Avon; many other Jaguar commanders who might have been considered for the position had been killed or irredeemably disgraced in previous invasion waves.

The first evidence of the Jaguars' new battle readiness appeared when the Ryuken-roku encountered heavy resistance at Luzerne. As reinforcements arrived, however, the battle quickly shifted in favor of the SLDF. Still, the Smoke Jaguars fought with determination and refused to relinquish the world. The battle for Luzerne officially ended on August 8, only a few days before the Clan aborted its counteroffensive.

The Jaguars' Alpha Galaxy Command and Ninth Jaguar Cavaliers made a similar showing on the planet Marshdale. The Galaxy Command Trinary, operating as an elite tactical strike force, severely damaged the Fusillers of Oriente and managed to decimate a full company of the Ryuken-ni. But the Ninth Cavaliers could not stand up to the main force of the assault, and on August 12 the Clan unit began to collapse under the relentless pressure of the Ryuken-ni and Ninth Com Guard Division.

The Smoke Jaguar forces on Bangor and Schuyler also put up strong defenses, but never stood a chance against the SLDF regiments arrayed against them. With Victor Steiner-Davion leading his "Dream Team" against Schuyler, Bangor was forced to contend with the Second Dieron, First Wolf Legion and the Capellan House Diadachi.

The remnants of Beta Galaxy Command Trinary and the First Jaguar Guards ended up trapped on Outer Volta, having sent their ships to support the 267th Battle Cluster's assault on Meinacos. Beset by the Izanagi Warriors and Eighth Sword of Light, supported by the Com Guard Thirty-ninth Division, the Clan forces were crushed in five days.

The Smoke Jaguars offered only token resistance on the worlds of Rockland, Coudoux, Garstetd and Schwarz. On-planet SLDF commanders all expected a massive counterattack that never came.

No one foresaw how the third wave—and the main thrust of the SLDF assault against the Clan occupation zone—would end. The Smoke Jaguars fought defensive battles for the most part, using liberal rules of engagement and staging several delaying actions. They seemed to be waiting for something, but exactly what remains unclear. In hindsight, some analysts believe Galaxy Commander Corbett wished to test the strength of the new SLDF and Jaguar defensive strategies during the third assault wave.

In any case, Smoke Jaguar leaders effectively abandoned the Inner Sphere on August 13, ordering their forces to evacuate the occupation zone and return to Clan space aboard any available ship. No one knows at this time whether the recall was ordered by Khan Lincoln Osis or Galaxy Commander Corbett.

This decision enabled more than half of the Clan's forces stationed on third-wave target worlds, as well as counterassault forces, to escape intact, along with complete commands from at least two garrisoned worlds left undisturbed by battle.
SCENARIO 9:
NO MERCY

Tai-sa Shin Yodama walked his Dragon Fire up the small hill and paused at its top. Below, in the hollow formed by a ring of hills, waited the remnants of Beta Galaxy Command and the First Jaguar Guards. All along the hilltops, 'Mechs of the Izanagi Warriors stood in silent contemplation of the enemy force beneath them. One dozen battered OmniMechs out of what had been five front-line Clan Trinaries—one dozen once-proud warriors.

These were the men he had come to kill.

The tai-sa tuned his communications system to an open frequency. "I am Shin Yodama of the Izanagi Warriors, senior Star League Defense Force commander present. Does Galaxy Commander Mikhail Ward still live?"

Down in the hollow, a Masakari raised its arms in apparent challenge and an answering voice crackled to life in Shin's headset. "I live, Shin Yodama," the voice said, surprising the Combine warrior by using his full name. "You wish zellibrigen, a formal duel, quialt? For possession of my remaining force?"

Shin Yodama tightened his grip on his 'Mech's controls, his inner honor warring with his sense of loyalty. It did not surprise him that Ward had survived; the past five days had proven the man's worth as a warrior and a leader of men. Ward deserved Shin's respect, but there was never any choice. The Coordinator himself had given Yodama his orders when sending him to Outer Volta. No mercy, "Neg," Shin replied in proper Clan fashion. "I was ordered to verify your death. Now I am able to do so." Shin paused, sized up the defending force, and then called off the names of eleven Izanagi Warriors. He would give Ward the chance to die as a warrior rather than simply obliterating him with overwhelming firepower.

It was the least he could do.

SITUATION
Marin Valley, Outer Volta
Smoke Jaguar Occupation Zone
5 August 3059

After accepting the worlds of Teniente and Juazeiro from the Nova Cats, Shin Yodama received orders to proceed to Outer Volta in pursuit of the Clan Smoke Jaguar force that had escaped Avon. After four days of relentless hunting, they finally ran their quarry to earth. Shin Yodama ordered the Eighth Sword of Light and Com Guard forces back while the Izanagi Warriors surrounded the remaining elements of the Smoke Jaguars’ Beta Galaxy Command Trinary and First Jaguar Guards. Then Yodama led a company of Inner Sphere 'Mechs forward to do battle, giving the Smoke Jaguars a chance to die honorably.

GAME SET-UP
Lay out the BattleTech mapsheets as shown. Use both Open Terrain maps from BattleTech Map Set 5. Treat all woods hexes as Light Woods.

ATTACKER
The attacking force consists of an elite company of the Izanagi Warriors.

Izanagi Warriors Provisional Company
Tai-sa Shin Yodama (Piloting 2, Gunnery 3), DGR-3F Dragon Fire
Chu-sa Sajori Mitsotisa (Piloting 4, Gunnery 2), SD1-OA Sunder
Chu-sa Yeng Sum Lee (Piloting 3, Gunnery 3), NDA-1K No-Dachi
Sho-sa Bjorg Gefansson (Piloting 3, Gunnery 2), AKU-1X Akuma
Tai-i Terry Pauls (Piloting 2, Gunnery 1), MTR-5K Maelstrom
Tai-i Rick Larsen (Piloting 3, Gunnery 3), DAI-01 Daiku
Tai-i Uri Dragovich (Piloting 4, Gunnery 1), ARC-4M Archer
Tai-i Hiro Massashita (Piloting 2, Gunnery 3), NDA-1K No-Dachi
Yeda losi (Piloting 3, Gunnery 3), BLR-3M BattleMaster
Stanford Jones (Piloting 3, Gunnery 2), BNC-SS Banshee
Kyle Newton (Piloting 3, Gunnery 1), KIM-2 Komodo
Thaddeus Tessahara (Piloting 4, Gunnery 3), BHKU-OC Black Hawk-KU

Deployment
The Izanagi Warriors enter from the south or east map edge during the Movement Phase of Turn 1.

DEFENDER
The defenders are the remnants of Beta Galaxy's Command Trinary and the First Jaguar Guards.

Smoke Jaguar Defending Force
Galaxy Commander Mikhail Ward (Piloting 2, Gunnery 2), Masakari B
Star Captain Alexis Furey (Piloting 2, Gunnery 3), Loki Prime
Star Captain Jax Wirth (Piloting 3, Gunnery 1), Ryoken D
Star Commander Jaquie Corbett (Piloting 3, Gunnery 2), Dragonfly Prime
Star Commander Jon Kotare (Piloting 2, Gunnery 2), Black Hawk C
Star Commander Elizah Wimmer (Piloting 3, Gunnery 2), Kosh B
Star Commander Deliah Showers (Piloting 3, Gunnery 2), Vulture A

48
MechWarrior Sampson (Piloting 3, Gunnery 3),
   Dragonfly C
MechWarrior Troy (Piloting 1, Gunnery 4), Loki B
MechWarrior Georgia (Piloting 3, Gunnery 2), Koshi Prime
MechWarrior Cameron (Piloting 2, Gunnery 2), Hankyu C
MechWarrior Rathe (Piloting 2, Gunnery 3), Fenris A

Deployment
The defenders begin play anywhere within 15 hexes of the
mapsheets' northwest corner (Hex 0101).

VICTORY CONDITIONS
The battle continues until one side is defeated.
Using single combat (zelbrigen), the SLDF player wins a
Decisive Victory if the Izanagi Warriors defeat the entire Smoke
Jaguar force and lose less than six 'Mechs, a Substantive
Victory if they lose less than eight 'Mechs, and a Marginal
Victory if they have at least one operational 'Mech at the end of
the battle. If the scenario is not played as single combat, down-
grade the victory achieved to the next lower level (for example,
a Marginal Victory is considered a Draw).
The Clan player wins a Decisive Victory if the Smoke
Jaguars destroy or cripple all enemy 'Mechs. Destroying at
least eight enemy 'Mechs wins the Clan player a Substantive
Victory, destroying six 'Mechs a Marginal Victory. Destroying
four to six 'Mechs is a Draw for the Clan force; anything else is
a defeat.

SPECIAL RULES
The following special rules apply during this scenario.

No Exit
No units may withdraw off any map edge, and no 'Mech may
be pushed off any edge. Treat successful Pushing attacks that
effectively shove a 'Mech off the map as if the pushed 'Mech had
fallen in an occupied hex (the attacker would not move into the
enemy unit's hex, but would remain in his same hex).

Random Damage
To reflect damage sustained in earlier battles, the Clan force
begins with pre-existing damage. Roll 1D6 + 4 for each Clan unit.
The dice roll result represents the total amount of damage taken
by each unit during a previous fight. Divide each result into 5-
point groups and apply the points as damage using the
Front/Back column of the BattleMech Hit Location Table. Apply
any critical hits that result from this damage, except for the follow-
ing: third engine hit, second gyro hit, cockpit hit, second hip hit,
any result that indicates the destruction of a leg or head and any
result that indicates the destruction of the center torso.
The Izanagi Warriors begin the scenario undamaged.

Ammunition Expenditure
The Clan units have had no time to rearm since previous
battles. To simulate this ammunition shortage, the Clan player
must remove half the ammo (rounding down) from each of his
'Mechs' ammunition magazines when filling out the BattleMech
record sheets.

Honor Levels
Galaxy Commander Ward and the two Star Captains must
adhere to Honor Level 2 rules for this scenario (see Clan
Honor and Battlefield Tactics, p. 5). All other Clan units may
use any tactics.

Special Abilities
Whenever the Clan player declares that a unit will make a
Charging Attack, he receives a +1 Initiative bonus in the follow-
ing turn's Initiative Phase.

AFTERMATH
When Shin Yodama led his company down into the hollow,
they understood that they must destroy any surviving Jaguars
with overwhelming fire. Yodama's unit enjoyed a slight advan-
tage in strength, but the Jaguars' ferocity negated this edge. As
a gesture of respect for a worthy opponent, Yodama permitted
the two forces to meet in single combat. In the first round of
fighting, eight Kurita 'Mechs and four Jaguar 'Mechs won their
engagements, with Galaxy Commander Ward falling to Tai-sa
Yodama. Then the remaining forces matched up, after which
only one Jaguar 'Mech remained standing. Shin Yodama
defeated this warrior in less than thirty seconds, claiming an
astounding victory.
SCENARIO 10: 300 SPARTANS

The Inner Sphere Panther crouched by the outcropping, using the stone pillar to shield itself from the enemy's pulse lasers. The broken shell of the Raptor several meters away testified to the Spheroids' earlier carelessness. The Jaguar MechWarrior tracking the Panther vowed to leave this Spheroid 'Mech to the vultures as well. It was long past time to teach these warriors of a false Star League a lesson.

MechWarrior Michael stepped his Ryoken to the left, out of the crevice he'd been using for cover, and onto the valley floor. As his machine shot forward he simultaneously ducked and torso twisted to the right, bringing his arm-mounted lasers to bear against the enemy 'Mech. The Panther saw the move, but its pilot was an instant too slow. Michael's lasers punched half a dozen glowing holes in its torso; the stream of missiles that hit a moment later removed any trace of the burns. Fire wreathed the Panther's head and upper torso. It remained standing, but made no move to return fire.

"Dead or unconscious," Michael thought. "Now there are ten of them to five of us. Too easy." A predatory grin crept across his face. "Far too easy."

SITUATION

Nürnberg Canyon
Thuringen Mountains, Garstedt
Smoke Jaguar Occupation Zone 8
August 3059

Wave Three of the SLDF assault saw a number of battles in which the Jaguars offered little resistance before withdrawing and surrendering possession of the planet. In one regard, the battle for the world of Garstedt was one such conflict, with a small Smoke Jaguar force acting as rear guard while the remaining Jaguar troops boarded their DropShips and fled. Yet the battle itself was atypical of Clan fighting tactics, taking place in the close confines of the Nürnberg Canyon. Though classed as second-line troops, the Seventeenth Regulars—who had fought the SLDF on Bysesville in the invasion's second wave—proved that even Clan rear-echelon warriors were a force to be reckoned with.

GAME SET-UP

Lay out the BattleTech maps as shown. Use both Deep Canyon maps from BattleTech Map Set 5 and the Rolling Hills #1 map from BattleTech Map Set 3.

The sides of the canyon are high and steep, impassable to ground-based forces. Therefore, no units may exit the east or west map edges. Treat the canyon-edge hexes (those of the same elevation as Hexes 0101 and 1501 on each map) as Level 10 elevation. Treat the half-hexes along the long edges of the Deep Canyon maps as impassable terrain.

ATTACKER

The attacker consists of Beta Company, Third Battalion of the Ryuken-go.

Recon Lance
Tai-i Magnus Apella (Piloting 3, Gunnery 3), DMO-1K Daimyo
Chu-i Masako Kanzaki (Piloting 4, Gunnery 3),
BJ2-OC Blackack
Sharan Kerr (Piloting 4, Gunnery 3), OW-1C Owens
Yuko Nogami (Piloting 3, Gunnery 3), SDR-9K Venom

Battle Lance
Chu-i Robert Hughes (Piloting 4, Gunnery 3),
PNT-10K Panther
Kashira Naomi Shina (Piloting 3, Gunnery 3),
RTK1-OA Raptor
Kohyama Murata (Piloting 3, Gunnery 3),
gPXH-3K Phoenix Hawk
Gunsho Montague Fisher (Piloting 3, Gunnery 4),
DAI-05 Daikyu

Assault Lance
Chu-i Oliver Murray (Piloting 2, Gunnery 3), AV-1B Avatar
Kashira Iris Ogu (Piloting 3, Gunnery 3),
BHKU-OC Black Hawk KU
Martin Isepp (Piloting 3, Gunnery 3), SR1-OE Strider
Pip Zissimou (Piloting 2, Gunnery 3), MR-V2 Cerebus

Deployment

The attacking player deploys first and may place his units anywhere within 10 hexes of the south map edge.

DEFENDER

The defender consists of elements of Trinary Echo, Seventeenth Jaguar Regulars. Each Elemental Point consists of five Elementals with small lasers, except where otherwise noted.

Gamma Battle Star
Star Commander An Wirth (Piloting 3, Gunnery 2),
Shadow Cat A
MechWarrior Michael (Piloting 3, Gunnery 3), Ryoken A
MechWarrior Lee (Piloting 3, Gunnery 2), Thor Prime
MechWarrior Maud (Piloting 3, Gunnery 3), Masakari Prime
MechWarrior Ghent (Piloting 2, Gunnery 3), Dasher D
Point Commander Oswald, Elemental Point 1
Point Commander Manami, Elemental Point 2

Deployment

Gamma Battle Star may deploy anywhere on the two Deep Canyon maps, provided that each 'Mech or Elemental Point can reach the canyon floor during the Movement Phase of Turn 1.

VICTORY CONDITIONS

The scenario ends when all the forces of one side (including reinforcements) have been destroyed or forced to withdraw. To calculate the victory level, add up the Victory Points for each side, then subtract the SLDF score from the Clan score and consult the Victory Table.
**300 SPARTANS**

**ACTION**

*Smoke Jaguars*
- Per Inner Sphere 'Mech destroyed: 10
- Per Inner Sphere 'Mech forced to withdraw: 5
- Per Jaguar 'Mech voluntarily withdrawn after Turn 15: 5

*SLDF*
- Per Clan 'Mech destroyed or forced to withdraw: 6
- Per SLDF 'Mech exiting the northern end of the canyon: 4
- Per surviving SLDF 'Mech: 3

**VICTORY TABLE**

<table>
<thead>
<tr>
<th>Total Points</th>
<th>Results</th>
</tr>
</thead>
<tbody>
<tr>
<td>60 or higher</td>
<td>Decisive Clan Victory</td>
</tr>
<tr>
<td>35 to 59</td>
<td>Substantial Clan Victory</td>
</tr>
<tr>
<td>13 to 34</td>
<td>Marginal Clan Victory</td>
</tr>
<tr>
<td>-3 to 12</td>
<td>Draw</td>
</tr>
<tr>
<td>-25 to -4</td>
<td>Marginal Inner Sphere Victory</td>
</tr>
<tr>
<td>-47 to -26</td>
<td>Substantial Inner Sphere Victory</td>
</tr>
<tr>
<td>-48 or lower</td>
<td>Decisive Inner Sphere Victory</td>
</tr>
</tbody>
</table>

**SPECIAL RULES**

The following special rules apply during this scenario.

**Forced Withdrawal**

The Forced Withdrawal rule is in effect (see Forced Withdrawal, p. 5). The Jaguars withdraw from the north map edge. The Ryukien-go withdraw from the south map edge. After Turn 15, Clan units may withdraw voluntarily. Such withdrawing units do not count toward the SLDF Victory Point total.

**Honor Level**

The Smoke Jaguars must adhere to Honor Level 2 rules for this scenario (see Clan Honor and Battlefield Tactics, p. 5).

**Reinforcements**

Both sides may receive reinforcements during the scenario. The Clan player may receive reinforcements beginning in the Initiative Phase of Turn 2. In this and subsequent turns, the Clan player rolls 1D6. If the result is lower than the number of the current turn, reinforcements arrive from Alpha Assault Star. Clan reinforcements enter from the north map edge.

**Alpha Assault Star**

- Star Captain Sun-Ji Furey (Piloting 3, Gunnery 2), Daishi A MechWarrior Sana (Piloting 3, Gunnery 3), Mad Cat B MechWarrior Fynn (Piloting 4, Gunnery 3), Cauldron Born B MechWarrior Naseem (Piloting 3, Gunnery 3), Uller B MechWarrior Yurida (Piloting 3, Gunnery 2), Thor A Point Commander Gudrun, Elemental Point 1 Point Commander Kyu, Elemental Point 2

The SLDF player may receive reinforcements beginning in the Initiative Phase of Turn 5. In this and subsequent turns, the SLDF player rolls 2D6. On a result of 10 or higher, one lance of McCarron’s Armored Cavalry arrives (starting with Able, then Bravo, then Charlie). For each turn since the last successful call for reinforcements, reduce the necessary result by 1. For example, if the player successfully called for reinforcements in the previous turn, the result needed would remain 10. If two turns then pass without the arrival of SLDF reinforcements, the result needed drops to 8. SLDF reinforcements enter from the south map edge during the Movement Phase of the turn in which the player successfully rolls for reinforcements.

**McCarron’s Armored Cavalry**

*Christobal’s Regiment, Monsoon Company*

- Able Lance
  - Captain Ellis Rankin (Piloting 2, Gunnery 2), VND-3L Vindicator
  - Commander Allen Radinovski (Piloting 2, Gunnery 3), BJ2-OA BlackJack
  - Corey Hepworth (Piloting 4, Gunnery 3), DJ-07D Dervish
  - Jim Locke (Piloting 2, Gunnery 3), SKN-K1V Snake

- Bravo Lance
  - Commander Wang Zhao (Piloting 3, Gunnery 2), WHM-7M Warhammer
  - Karen Cogdoby (Piloting 2, Gunnery 3), QKD-5M Quickdraw
  - Frederich Brennan (Piloting 2, Gunnery 2), THR-1L Thunder
  - Robert Greer (Piloting 2, Gunnery 2), TBT-7M Trebuchet

- Charlie Lance
  - Commander Isiah Thurber (Piloting 3, Gunnery 3), WHM-7M Warhammer
  - Ariston Wellesley (Piloting 3, Gunnery 2), CPLT-C3 Catapult
  - Jill Budgell (Piloting 3, Gunnery 2), STK-5M Stalker
  - Li Xing (Piloting 2, Gunnery 1), BLR-3M BattleMaster

**Special Abilities**

The Clan player may place a ‘Mech in overwatch rather than moving it. That ‘Mech may fire at any point later in the turn, even during the Movement Phase. A unit on overwatch may attack any unit within LOS and appropriate firing arcs, but may not torso twist. The overwatch attack is resolved immediately, with damage taken effect before the next unit moves (or the current unit continues its movement). Use the distance the target has moved up to the point of the attack to calculate the to-hit modifier for target movement. Overwatch fire also suffers a +2 to-hit penalty.

The ‘Mechs of the Ryukien-go gain a +1 to-hit modifier when engaging in physical attacks. In addition, if the Ryukien-go destroyed an enemy unit in the previous turn, they gain a +2 Initiative bonus.

Provided they move no faster than half their Walking speed, the ‘Mechs of Christobal’s Regiment do not suffer the standard to-hit modifier for attacker movement.

**AFTERMATH**

Hard pressed by the SLDF troops, Trinary Echo held the Nürnberg Canyon for more than four hours, allowing the remainder of the Seventeenth Jaguar Regulars and the 143rd Battle Cluster to evacuate Garstedt. Only when a light company of Ryukien-go circled behind the remaining Clan ‘Mechs were the Jaguars dislodged. By the end of the battle, it had become a swirling melee, with Clan and Inner Sphere ‘Mechs in hand-to-hand combat. Only two Clan warriors survived the battle, but they had delayed more than a regiment of Inner Sphere troops, earning themselves a place in the history books.
SCENARIO 11: BREAKING THE RIDGE

"Renny, are you all right?"
"My 'Mech needs repair. Jammer's going to have my head, but I guess techs were born to suffer. I'm fine, though."
"Me too. (Pause) Keep your eyes open."
"No need. I think, Victor."
"What do you mean?"
"Those look like DropShips to me—and 'Mechs running toward them, raising that cloud of dust."
(Long pause) "But these are Smoke Jaguars—Clanners. They don't run."
"They didn't run—until today."
"Then what we just fought were an Omega Star, left here to delay us while the others got away?"
"Looks like it. (Pause) You should be smiling, Victor. We broke them. We won."
—Transcript of 'Mech communication logs between Prince Victor Steiner-Davion and Lieutenant Renny Sanderlin

SITUATION
Mitsuhama Ridge, Schuyler
Smoke Jaguar Occupation Zone
13 August 3059

The SLDI hit the world of Schuyler on 10 August 3059, with what Prince Victor called a "Dream Team" of units: the Tenth Lyran Guards, the First Genyosha, the Davion Heavy Guards RCT, the St. Ives Lancers, the Fourth Wolf Guards and the Com Guard Ninety-first Division. They faced determined opposition by two well-prepared garrison Clusters, but the Jaguars could not stand against such a concentration of force. For three days the SLDI advanced steadily, herding the Clanners ahead of them. One Cluster broke at Oasins Fjord under pressure from the St. Ives Lancers, Wolf Guard and Com Guards. The second Cluster gained the Mitsuhama Ridge and appeared determined to hold it. With the First Genyosha and Davion Heavy Guards flanking the Clan force, pinning it in place, Prince Victor led his Tenth Lyran Guards against the Cluster, determined to meet them as befitting a samurai of the Dragon.

GAME SET-UP
Lay out two BattleTech mapsheets as shown. Use the River Valley map from BattleTech Map Set 2 and the Rolling Hills #1 map from BattleTech Map Set 3.

The river is in the middle of a switchback defile. This means that BattleMechs can walk on the River hexes, or within two hexes on either side. Trees, rubble or hills that fall into this range are valid underlying terrain. Terrain beyond this range is considered either a drop-off or a cliff face, and cannot be traversed. Ignore the standard effects on movement and cover for Water hexes.

ATTACKER
The attacker consists of Prince Victor Steiner-Davion and Lieutenant Renny Sanderlin.

Archon-Prince Victor Steiner-Davion (Piloting 4, Gunnery 2), Daishi A
Lieutenant Renny Sanderlin (Piloting 4, Gunnery 2), PTR-4D Penetrator

Deployment
The attackers enter the map from the south map edge during the Movement Phase of Turn 1, keeping to the restrictions mentioned above. Victor begins the scenario in the lead.

DEFENDER
The defender consists of Omega Star of the Fourth Jaguar Regulars, left behind to cover the main force’s retreat.

Fourth Jaguar Regulars, Omega Star
Star Commander Elyssia Furey (Piloting 4, Gunnery 3), Man O’War A
MechWarrior Damon (Piloting 4, Gunnery 2), Hankyu C
MechWarrior Shane (Piloting 3, Gunnery 3), Peregrine
MechWarrior Tanya (Piloting 3, Gunnery 4), Grendel Prime
MechWarrior Grant (Piloting 4, Gunnery 3), Shadow Cat A

Deployment
Place the Grendel within 2 hexes of Hex 0910 and the Shadow Cat within 2 hexes of Hex 1005. Keep both in the defile as defined above. Place the Man O’War on the northern map, at the end of the defile (Hex 0816), and the other two 'Mechs on the northern map at least 10 hexes from the Man O’War.

VICTORY CONDITIONS
The battle continues until one side is destroyed.

The SLDI player wins a Decisive Victory if both Prince Victor and Renny Sanderlin have functioning 'Mechs after crippling or destroying all five Clan 'Mechs. (For purposes of deciding victory levels, a 'Mech missing a leg is not considered functional.) The SLDI player wins a Substantive Victory if both SLDI 'Mechs gain the ridge, but one of them is crippled or destroyed before putting down the last two Clan machines. If at least one SLDI 'Mech is partly operational and all five Clan 'Mechs are crippled or destroyed, the SLDI player wins a Marginal Victory. If both 'Mechs are lost in battle or Prince Victor is killed, the SLDI player loses the scenario.

The Clan player wins a Decisive Victory by crippling or destroying the SLDI 'Mechs while losing no more than one Clan 'Mech. If the Clan forces lose only two 'Mechs, the Clan player wins a Substantive Victory; if only three 'Mechs, a Marginal Victory. Losing four 'Mechs or more is a defeat for the Clan player, even if Clan units are the only ones left standing.

Both sides can lose in this scenario.
SPECIAL RULES

The following special rules apply during this scenario.

Line of Sight

A Clan 'Mech cannot move or fire until it has line of sight to Victor or Renny. Line of sight is blocked if it crosses a hex not considered part of the defile (as defined above).

Random Damage

The Grendel and Shadow Cat have sustained damage from aerospace fighters prior to this fight. To reflect this, the Clan player rolls 2D6 + 1 for each 'Mech. The result is the amount of damage done. Apply this damage in 5-point groups using the Front/Back BattleMech Hit Location Table. Apply any critical hits that result from this damage, except for the following: third engine hit, second gyro hit, cockpit hit, second hip hit or any result that indicates the destruction of a leg, head or center torso.

Special Abilities

Victor Steiner-Davion receives a −2 bonus to his to-hit target number for weapon attacks if he uses half or less of his Movement Points for any given turn in which he Walks, and a −1 bonus for using half or less of his Movement Points in a turn in which he Runs.

If Star Commander Elyssia Furey forgoes all Movement, her 'Mech may fire at the end of the Movement Phase with half the standard Target Movement Modifier (rounded up).

Honor Levels

The Smoke Jaguars must adhere to Honor Level 2 rules for this scenario (see Clan Honor and Battlefield Tactics, p. 5). As the SLDF 'Mechs move up the defile, the Clan player may only attack the machine in the lead. Once the SLDF 'Mechs are on the ridge, the Clan warriors may violate Honor Level 2 only if the SLDF MechWarriors do so first.

AFTERMATH

Prince Victor led the way past the first two Clan 'Mechs and then let Lieutenant Sanderlin take the fore. Sanderlin’s Penetrator held up under the Clan Man O’ War’s weapons, and the combined fire of both Inner Sphere ‘Mechs together put the Clan ‘Mech down. Then the two SLDF machines crested the ridge together and split up to go one-on-one with the Hankyu and the Peregrine. They quickly dispatched both of their Smoke Jaguar opponents.

Not until later did they realize they had fought an Omega Star of the Fourth Jaguar Regulars, sacrificed so that the bulk of the Clan forces could escape. Having been handed several humiliating defeats, the Jaguars were fleeing the Inner Sphere en masse. With the battle for Schuyler over and the Jaguars on the run, Prince Victor returned to Wolcott to oversee the final stages of the assault.
With the Smoke Jaguars in flight, Victor Steiner-Davion and Anastasius Focht realized that the main assault was over and the Inner Sphere had won a resounding victory. Always wary of being overconfident, however, Prince Victor kept the SLDF forces battle-ready while planning a final sweep to remove all traces of the Smoke Jaguars’ military forces from the Inner Sphere. As Victor led several units into the Periphery to follow the fleeing Smoke Jaguars, Phelan Kell commanded the final few battles that took place in the Draconis Combine.

On the worlds of Savinsville and Staplefield, garrison Clusters of Kappa Galaxy fought long enough to satisfy their honor. With no hope of escape, the garrison Cluster commanders finally negotiated Trials of Possession with their SLDF counterparts. The bidding was similar to the Nova Cat preemptive batchalls fought earlier in the invasion; the Smoke Jaguars knew they would lose and so planned to save face before succumbing. On Savinsville, the Jaguar forces were officially captured by the Fourth Wolf Guards Assault Cluster, while on Staplefield the First Amphigean Light Assault Group claimed the defeated forces.

The garrison Cluster left behind to defend Kabah held out much longer before agreeing to Trials of Possession. Staging several delaying actions, the garrison troops hoped to hold out until ships returned from Matamoras to pull them off-world. Only when the Twenty-second Dieron finally convinced the Cluster commander that no rescue was forthcoming did the Cluster initiate Trials of Possession. These challenges were split almost evenly between the Dieron Regulars and the supporting Nova Cat Cluster.

On Jeronimo and Albieron, however, the Smoke Jaguars fought to the death. The SLDF forces on each planet claimed some salvage and a few prisoners, but little else. Only the Capellan Confederation’s House Daidachi warriors managed to claim any worthwhile assets, capturing a Jaguar storage depot full of supplies and technicians. Though all the on-planet SLDF forces split the supplies between them per regulations, the technician prisoners elected to become bondsman to the Daidachi.

When the invasion’s fourth wave officially wrapped up on 18 September 3059, every Smoke Jaguar world in the former occupation zone was pacified under an SLDF garrison. All Nova Cat-occupied worlds were under SLDF administration, but out of respect for their unlikely ally, the SLDF posted military forces on very few of those planets. The exceptions were worlds along the Ghost Bear occupation zone border, where hostilities were considered likely.
SCENARIO 12:  
LET SLIP THE  
DOGMA OF WAR

ISF interrogator: When the Star League forces landed on Jeronimo, you refused their batchall. Why?  
ISF interrogator: So you wasted your entire Cluster?  
Kotare: The death of warriors in battle is never a waste.  
ISF interrogator: Even when abandoned? The Omega Galaxy Command Trinary fled Jeronimo in July.  
Kotare: Triage. We lacked the resources to withdraw all, so we stayed behind to guard their escape.  
ISF interrogator: A noble sacrifice, but you still haven’t answered my original question. Why did you refuse the batchall?  
Kotare: They were not Clan. They mock our ways and the memory of the Star League.  
ISF interrogator: What about the First Wolf Legion?  
Kotare: (Spits) Traitors. Those who break faith with the unity—  
ISF interrogator: Spare me the rhetoric. You say they mock the memory of the Star League, but don’t the Clans themselves honor the Star League? Why did you refuse the Star League?  
Kotare: What Star League? Your so-called new Star League is a lie. We revere the Star League. We seek the restoration of the true Star League.  
ISF interrogator: So you want a League with the Clans at its head rather than the Inner Sphere?  
Kotare: The Inner Sphere powers destroyed the Star League.  
ISF interrogator: I think you’ll find Amaris the Usurper has that distinction.  
Kotare: The Great Houses were corrupt and fought among themselves. They betrayed the Star League.  
ISF interrogator: I thought the Clans believed in “might is right”?  
Kotare: The strongest overcome and the weak are cast aside.  
ISF interrogator: So what does that say about the Smoke Jaguars?

—Except from ISF interrogation transcript, Subject 1508: Star Colonel Ralph Kotare

SITUATION
Stormcast Plains, Jeronimo  
Smoke Jaguar Occupation Zone  
15 September 3059

Though the bulk of the Jaguar forces in the occupation zone were eliminated or had withdrawn by mid-August, scattered pockets of troops remained. Four worlds remained in Jaguar hands, the troops stationed on them unable or unwilling to retreat. The strongest resistance to the SLDI came on the worlds of Albiero and Jeronimo, where hard-line Clan officers insisted on a battle to the death. On Jeronimo, four elite SLDI units faced off against a second-line Clan Cluster, and neither side gave quarter.

GAME SET-UP
Lay out the BattleTech maps as shown. Use the River Valley map from BattleTech Map Set 2, the Rolling Hills #1 map from BattleTech Map Set 3, the Large Lakes #2 and Heavy Forest #2 maps from BattleTech Map Set 4, the Open Terrain #1 map from BattleTech Map Set 5 and a standard BattleTech map (from the BattleTech boxed set or BattleTech Map Set 2).

ATTACKER
The attacker consists of elements of the First Kell Hounds First Battalion (The Dragon Dogs) and the First Wolf Legion. Each Elemental Point consists of five Elementals with small lasers, except where otherwise noted.

1st Battalion Command Lance, 1st Kell Hounds  
Major Christian Kell (Piloting 1, Gunnery 1), Ryoken Prime  
Lieutenant Bernard Lamb (Piloting 3, Gunnery 1),  
Puma Prime  
Lydia Desmoulins (Piloting 3, Gunnery 2),  
TMP-3M Tempest  
Rowland Gracian (Piloting 4, Gunnery 3), Fenris Prime
LET SLIP THE DOGMA OF WAR

Fire Support Lance, 1st Kell Hounds
Lieutenant Barbara Huss (Piloting 3, Gunnery 3), CES-3R Caesar
Gerard Nabokov (Piloting 4, Gunnery 2), PTR-4D Penetrator
Sergeant Helen Selden (Piloting 2, Gunnery 1), ON1-K Orion
Kurt Rifkin (Piloting 3, Gunnery 2), MAD-5D Marauder

Command Star, 1st Wolf Legion
Star Colonel Evantha Fettaladril, Elemental Point 1
Star Commander Anatole Kerensky
(Piloting 1, Gunnery 2), Mad Cat Prime
MechWarrior Clifford (Piloting 2, Gunnery 2), Thor D
MechWarrior Golm (Piloting 1, Gunnery 2), Lokii Prime
MechWarrior Holff (Piloting 3, Gunnery 1), Ferris D
MechWarrior Edora (Piloting 2, Gunnery 2), Daishi Prime
Point Commander Adri, Elemental Point 2

Assault Star, Trinary Alpha, 1st Wolf Legion
Star Commander Cosmo Carns (Piloting 3, Gunnery 2), Man O’ War C
MechWarrior Mhong (Piloting 3, Gunnery 2), Black Hawk Prime
MechWarrior Llewellyn (Piloting 3, Gunnery 2), Ryoken Prime
MechWarrior lona (Piloting 1, Gunnery 1), Vulture B
MechWarrior Piero (Piloting 2, Gunnery 2), Mad Cat Prime
Point Commander Jana, Elemental Point 1
Point Commander Arlee Shaw, Elemental Point 2

Deployment
The two Kell Hound Lances enter from the south map edge during the Movement Phase of Turn 1. The Wolf Legion troops enter from the east map edge during the Movement Phase of Turn 4.

Defender
The defender consists of the Command Trinary of the Tenth Jaguar Regulars. Each Elemental Point consists of five Elementals with small lasers, except where otherwise noted.

Alpha Command Binary
Star Colonel Ralph Kotare (Piloting 2, Gunnery 1), Shadow Cat A
Star Captain Sia (Piloting 3, Gunnery 4), Goshawk
MechWarrior Anura (Piloting 4, Gunnery 2), Hunchback IIC
MechWarrior Bevan (Piloting 3, Gunnery 2), Rifleman IIC
MechWarrior Lea (Piloting 4, Gunnery 3), Gaiahad
Point Commander Mari Neversan, Elemental Point 1
Point Commander James, Elemental Point 2
Point Commander Culum, Elemental Point 3 (Flamers)
Point Commander Lyyton, Elemental Point 4
Point Commander Nicholas, Elemental Point 5

Alpha Strike Binary
Star Commander Saran (Piloting 4, Gunnery 2), Dragonfly Prime
MechWarrior Francois (Piloting 4, Gunnery 4), Mad Cat C
MechWarrior Ibara (Piloting 2, Gunnery 2), Gaiahad
MechWarrior Miguel (Piloting 3, Gunnery 4), Vulture A
MechWarrior Ezra (Piloting 4, Gunnery 3) Loki Prime
Point Commander Nadine, Elemental Point 1
(Machine Guns)
Point Commander William, Elemental Point 2
(Machine Guns)
Point Commander Hector, Elemental Point 3
Point Commander Soren, Elemental Point 4
Point Commander Maynard, Elemental Point 5
(Machine Guns)

Victory Conditions
The scenario ends when one side has been destroyed or forced to withdraw. When this occurs, add up the Victory Points and consult the Victory Table.

Action
Victory Points
Per Inner Sphere/Wolf Clan ‘Mech destroyed 10
Per Inner Sphere/Wolf Clan Elemental Point destroyed 5
Per Inner Sphere/Wolf Clan ‘Mech forced to withdraw 8
Per Inner Sphere/Wolf Clan Elemental forced to withdraw 3
Per Jaguar ‘Mech destroyed –5
Per Jaguar Elemental Point destroyed –3

Victory Table

<table>
<thead>
<tr>
<th>Total Points</th>
<th>Results</th>
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<tbody>
<tr>
<td>151 or higher</td>
<td>Decisive Clan Victory</td>
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<tr>
<td>100 to 150</td>
<td>Substantial Clan Victory</td>
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<tr>
<td>61 to 100</td>
<td>Marginal Clan Victory</td>
</tr>
<tr>
<td>16 to 60</td>
<td>Draw</td>
</tr>
<tr>
<td>–9 to –15</td>
<td>Marginal Inner Sphere Victory</td>
</tr>
<tr>
<td>–49 to –10</td>
<td>Substantial Inner Sphere Victory</td>
</tr>
<tr>
<td>–50 or lower</td>
<td>Decisive Inner Sphere Victory</td>
</tr>
</tbody>
</table>

Special Rules
The following special rules apply during this scenario.

Forced Withdrawal
The Forced Withdrawal rule is in effect (see Forced Withdrawal, p. 5) for the SLDF troops. SLDF units must withdraw from the south map edge. Jaguar forces will not withdraw.

Random Damage
To reflect damage sustained in an earlier engagement, most units in this scenario begin with pre-existing damage. Roll 2D6 – 2 for each SLDF (Kell Hounds or Wolf Legion) unit and 2D6 + 1 for each Clan unit. The dice roll represents the total amount of damage taken by each unit during a previous fight. Divide each dice roll result into 5-point groups and apply the points as damage using the Front/Back column of the BattleMech Hit Location Table or to a randomly determined battle- armored Elemental. Apply any critical hits that result from this damage, except for the following: third engine hit, second gyro hit, cockpit hit, second hip hit, any result that indicates the destruction of a leg or head and any result that indicates the
destruction of the center torso or side torso for Inner Sphere 'Mechs equipped with extralight engines. Elementals may be eliminated by random damage.

**Ammunition Expenditure**

The SLDF units have had no time to rearm since their earlier battles. To simulate this ammunition shortage, the SLDF player rolls 2d6 for every ammunition magazine in each SLDF 'Mech or vehicle when filling out the BattleMech and vehicle record sheets. Subtract the result from the number of rounds normally carried in that magazine to determine the number of rounds available from that magazine during this scenario.

For example, if the player achieves results of 9 and 8, respectively, for an LB 10-X autocannon (normal ammo capacity 10) and an LRM-10 launcher (normal ammo capacity 24), the LB 10-X has 1 round (10 – 9 = 1) and the LRM has 16 rounds (24 – 8 = 16) available for the scenario.

The Clan 'Mechs begin the scenario with a full ammo load.

**Honor Rules**

The Smoke Jaguars must adhere to Honor Level 2 rules for this scenario (see *Clan Honor and Battlefield Tactics*, p. 5).

**Special Abilities**

While Star Colonel Kotare remains in the battle, the Tenth Jaguar Regulars gain a +2 bonus to their Initiative roll. However, if the Star Colonel is eliminated, the unit instead suffers a –1 Initiative penalty.

MechWarriors of the First Kell Hounds may draw fire, making their 'Mechs appear as tempting targets. When using this ability, a Kell Hounds 'Mech should designate a Jaguar 'Mech as its opponent. If the Kell Hound 'Mech is the closest valid target for the designated Jaguar 'Mech, the Jaguar 'Mech must shoot at the Kell Hound unit, even if it presents a more difficult target than another unit.

Adept at mobile warfare, the MechWarriors of the First Wolf Legion suffer only half the normal to-hit penalty (round up) for their own movement.

**AFTERMATH**

The bloody fighting on Jeronimo lasted for three days, finally ending when the First Kell Hounds and Davion Assault Guards forced the Clan Cluster out of the Topside Woods and onto Stormcast Plain. Harried by air attacks and artillery barrages, the Clan unit broke, and proved little match for the First Wolf Legion and the Fourteenth Alshain. Humiliated on McAllister, the Fourteenth Alshain sought and got its revenge on Jeronimo. Of the sixteen Jaguar survivors, fourteen were taken by the Kell Hounds and the Wolf Legion. To his shame, Star Colonel Kotare was among them; he is currently undergoing debriefing on the Draconis Combine capital of Luthien.
BATTLEFORCE
SCENARIO: IN THE
DRAGON'S COILS

Galaxy Commander Mikhail Ward halted his Warhawk on the crest of a small hill and surveyed his force. His command Star arranged themselves around him, and nearby a double column of OmniMechs paraded past. Beta Galaxy Command, the First Jaguar Guards and an Omega Trinary left behind by the 267th Battle Cluster before they left for the counterassault against the world of Meinacosa—this was all that was left to Mikhail Ward. The misfortunes of war had deprived him of his base world, then shattered his Galaxy into its component Clusters, and finally driven him into the role of the hunted.

Four days had passed since the attacking Inner Sphere regiments had forced him from Outer Volta’s capital city. The running battles he had fought since were not the style of combat he preferred, but Khan Osis had ordered him to delay the Inner Sphere units for as long as possible. The Eighth Sword of Light continued to hound him from behind, and the Com Guard forces harried his flanks. And somewhere ahead were the Izanagi Warriors, ready to claim another piece of his command.

Laser fire bit into his ‘Mech’s shoulder, melting armor and shocking Ward from his reverie. Battle-honed reflexes took over; he swiveled the Warhawk to face the enemy even as his command unit formed up on him and moved to challenge the new threat. A company of Inner Sphere ‘Mechs, painted gold with black accents, broke cover from a small grove of trees and moved to flanking positions. Off to his right another company broke cover, and reports of enemy contact on both flanks flooded the battle channel.

The strayg Izanagi Warriors had found him again.

SITUATION
Oshira Foothills, Outer Volta
Smoke Jaguar Occupation Zone
4 August 3059

After fleeing Avon with the remnants of his command Trinary and the First Jaguar Guards, Galaxy Commander Mikhail Ward arrived on Outer Volta, only to receive orders from Jaguar Khan Lincoln Osis that Ward was to give up his transport vessels to the 267th Battle Cluster for a counterassault against the ComStar world of Meinacosa. By the beginning of the invasion’s third wave, signaled by the arrival of three Inner Sphere regiments on Outer Volta, those vessels had yet to return. The Khan’s final orders had been to delay the Inner Sphere forces for as long as possible. Four days and several skirmishes later, the Izanagi Warriors finally forced Mikhail Ward into a direct engagement.

GAME SET-UP
This scenario is for use with the BattleForce 2 game system.

Lay out BattleTech mapsheets as shown. Use both Rolling Hills maps from BattleTech Map Set 3 and the Open Terrain maps from BattleTech Map Set 5. Treat all woods hexes on the Open Terrain maps as Light Woods.

ATTACKER
The attacking force consists of elements of two battalions from the Izanagi Warriors, supported by two companies from the Eighth Sword of Light. Units marked with an asterisk (*) are command units. Each command unit’s subordinate units (its chain of command) are shown in brackets [ ] after the asterisk. Units marked with a dagger symbol (†) are battalion command lances and are used to determine victory for the scenario.

Izanagi Warriors, First Battalion
Command Lance† (MH1)* [MA1, MH2, MM1, MH4, MM5, ML5]
  DGR-3F Dragon Fire, Elite
  NDA-1K No-Dachi, Elite
  BLR-3M BattleMaster, Elite
  DRG-5K Grand Dragon, Veteran
1st Company
Alpha Lance (MA1)* [ML1]
  SD1-0A Sunder, Elite
  AKU-1X Akuma, Elite
  HTM-27T Hatamoto-Chi, Veteran
  AWS-9M Awesome, Veteran
Bravo Lance (ML1)
  HM-1 Hitman, Elite
  SDR-9K Venom, Veteran
  JR7-K Jenner, Elite
  JR7-K Jenner, Veteran
2nd Company
Alpha Lance (MH2)* [MH3, ML2]
  DRG-5K Grand Dragon, Veteran
  WHM-7M Warhammer, Regular
  DAI-01 Daiku, Veteran
  NDA-1K No-Dachi, Veteran
Bravo Lance (MH3)
  NDA-1K No-Dachi, Veteran

57
IN THE DRAGON’S COILS

MAD-5D Marauder, Veteran
GHR-5J Grasshopper, Regular
DAI-01 Daikyu, Veteran

Charlie Lance (ML2)
PNT-10K Panther, Veteran
PNT-10K Panther, Regular
PNT-10K Panther, Veteran
PNT-10K Panther, Regular

3rd Company
Alpha Lance (MM1)* [MM2, ML3]
GRM-R-PR29 Grim Reaper, Veteran
KIM-2 Komodo, Veteran
KIM-2 Komodo, Veteran
PXH-3M Phoenix Hawk, Regular

Bravo Lance (MM2)
BHKU-OB Black Hawk-KU, Veteran
DMO-1K Daimyo, Veteran
PXH-3M Phoenix Hawk, Regular
KTO-2O Kintaro, Regular

Charlie Lance (ML3)
HM-1 Hitman, Veteran
HM-1 Hitman, Regular
SDR-7M Spider, Veteran
JR7-K Jenner, Veteran

Izanagi Warrior, Second Battalion
Command Lance† (MH4)* [MM3, MM4]
NDA-1K No-Dachi, Elite
MTR-5K Maelstrom, Elite
BNC-5S Banshee, Elite
WHM-7M Warhammer, Veteran

1st Company
Alpha Lance (MM3)
DMO-1K Daimyo, Veteran
KTO-2O Kintaro, Regular
KIM-2 Komodo, Veteran
KIM-2 Komodo, Regular

Bravo Lance (MM4)
PXH-3M Phoenix Hawk, Veteran
GRF-3M Griffin, Veteran
WVR-7D Wolverine, Regular
HBK-5M Hunchback, Veteran

2nd Company
Alpha Lance (MM5)* [ML4, MM6]
SD1-OB Sunder, Veteran
RTX1-OD Raptor, Veteran
RTX1-OD Raptor, Veteran
SR1-OC Strider, Regular

Bravo Lance (ML4)
AV1-OC Avatar, Veteran
OW-1 Owens, Regular
OW-1B Owens, Veteran
OW-1C Owens, Regular

Charlie Lance (MM6)
BJ2-OB Blackjack, Regular
BJ2-OB Blackjack, Veteran
OW-1 Owens, Veteran
NG-C3A Naginata, Veteran

3rd Company
Alpha Lance (ML5)* [MH5, MA2]
JR7-K Jenner, Veteran

SDR-9K Venom, Veteran
SDR-9K Venom, Regular
HM-1 Hitman, Veteran

Bravo Lance (MH5)
DRG-5K Grand Dragon, Veteran
ARC-4M Archer, Regular
ARC-4M Archer, Veteran
BLR-3M BattleMaster, Regular

Charlie Lance (MA2)
HTM-27T Hatamoto-Chi, Veteran
AKU-1X Akuma, Regular
BNC-5S Banshee, Veteran
OBK-M10 O-Bakemono, Veteran

Eighth Sword of Light, First Battalion
Command Lance† (MH6)* [MA3, MM7]
NDA-1K No-Dachi, Elite
NDA-1K No-Dachi, Veteran
HTM-27T Hatamoto-Chi, Elite
DGR-3F Dragon Fire, Elite

1st Company
Alpha Lance (MA3)* [ML6]
HTM-27T Hatamoto-Chi, Veteran
AKU-1X Akuma, Veteran
BNC-5S Banshee, Veteran
OBK-M10 O-Bakemono, Veteran

Bravo Lance (ML6)
JR7-K Jenner, Regular
SDR-9K Venom, Veteran
SDR-9K Venom, Regular
HM-1 Hitman, Veteran

3rd Company
Alpha Lance (MM7)* [MM8, MH7]
BHKU-O Black Hawk-KU, Veteran
KIM-2 Komodo, Veteran
GRM-R-PR29 Grim Reaper, Regular
DAI-01 Daikyu, Veteran

Bravo Lance (MM8)
GRM-R-PR29 Grim Reaper, Veteran
GRM-R-PR29 Grim Reaper, Regular
PXH-3M Phoenix Hawk, Veteran
DKO-1K Daimyo, Veteran

Charlie Lance (MH7)
DRG-3F Dragon Fire, Veteran
WHM-7M Warhammer, Regular
MAD-5D Marauder, Regular
AWS-9M Awesome, Regular

Deployment
The attacker sets up anywhere within 2 hexes of the north or south map edges.

DEFENDER
The defenders are the remnants of Beta Galaxy's Command Triary and the First Jaguar Guards from Avon, and an Omega Triary from the 267th Battle Cluster. These forces have been reorganized by Mikhail Ward into an efficient Clan Cluster. Units marked with an asterisk (*) are command units. Each command unit's subordinate units (its chain of command) are shown in brackets [ ] after the asterisk.
IN THE DRAGON’S COILS

Trinary Command (Beta Command and First Jaguar Guards Elements)
Command Star (MH10)* [MM13, IB6, MH11, MA4, MH12]
  Masakari B, Elite
  Vulture A, Elite
  Cauldron-Born Prime, Elite
  Black Hawk C, Elite
  Mad Cat B, Elite
Striker Star (MM13)
  Dragonfly Prime, Elite
  Shadow Cat B, Veteran
  Loki Prime, Elite
  Loki B, Elite
  Ryoken A, Elite
Elemental Star (IB6)
  Elemental Point w/Small Lasers, Veteran
  Elemental Point w/Small Lasers, Elite
  Elemental Point w/Small Lasers, Veteran
  Elemental Point w/Small Lasers, Veteran
  Elemental Point w/Small Lasers, Elite

Omega Alpha (MM15)
  Hunchback IIC, Veteran
  Griffin IIC, Veteran
  BMB-12D Bombardier, Regular
  BMB-12D Bombardier, Regular
  KTO-19 Kintaro, Regular
Omega Bravo (ML11)
  Piranha, Regular
  Locust IIC, Veteran
  MCY-99 Mercury, Regular
  MCY-99 Mercury, Regular
  MON-66 Mongoose, Regular

Deployment
The defender sets up first anywhere on the map.

VICTORY CONDITIONS
The scenario ends when all of the Clan forces have been destroyed or have withdrawn from the map. The Clan forces understand that they are badly outnumbered. Under orders to execute a delaying action, they are attempting to destroy the command lance of each battalion arrayed against them. They will then attempt to withdraw in order to fight another day.

During the End Phase of the first turn in which the Clan force destroys an Inner Sphere battalion command lance (marked with a †), roll 1D6. On a result of 1–3, the Clan player will begin to withdraw his forces off the north map edge. On a result of 4–6, the Clan player will begin to withdraw his forces off the south map edge. All remaining Clan forces must leave the map by that same edge.

To determine the Victory Level, consult the Victory Table below.

<table>
<thead>
<tr>
<th>Action</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>Clan player destroys all 3 IS command (†) lances and exits one or more of his own units off the map</td>
<td>Decisive Clan Victory</td>
</tr>
<tr>
<td>Clan player destroys 1–2 IS command (†) lances and exits one or more of his own units off the map</td>
<td>Marginal Clan Victory</td>
</tr>
<tr>
<td>Clan player destroys no IS command (†) lances and does not exit any of his own forces off the map</td>
<td>Clan Defeat</td>
</tr>
<tr>
<td>Inner Sphere force destroys all Clan units</td>
<td>Decisive Inner Sphere Victory</td>
</tr>
<tr>
<td>Inner Sphere force destroys more than half of the Clan units</td>
<td>Marginal Inner Sphere Victory</td>
</tr>
<tr>
<td>Inner Sphere force destroys less than half of the Clan units</td>
<td>Inner Sphere Defeat</td>
</tr>
</tbody>
</table>

SPECIAL RULES
The following special rules apply throughout this scenario.

SPECIAL ABILITIES
All three units of the Izanagi Warriors’ Second Battalion, Second Company are C2-equipped.

HONOR RULES
Standard BattleForce 2 Clan Honor rules are in effect.
IN THE DRAGON’S COILS

COMMAND LISTS

The following command lists apply to this scenario. The Inner Sphere Command list includes the new command, Sacrifice for the Dragon!

Sacrifice for the Dragon!

This command was designed for use with this scenario. Players also may use this command in conjunction with the standard command list in the BattleForce 2 game system when designing their own scenarios.

The command Sacrifice for the Dragon! allows one element of a unit to acknowledge his duty to the Dragon and sacrifice himself in a berserk, suicidal physical assault on an enemy unit in an attempt to quickly destroy that enemy unit.

A single Heavy or Assault element of the Inner Sphere unit may make a Pointblank charge attack with a base to-hit number equal to the target’s MP or the attacker’s MP, whichever is higher. All other standard modifiers apply. The effect of the Pointblank charge attack is that the player replaces the attacking element’s Pointblank damage value with the element’s MP times 2 (plus overheat, if desired) for this single attack. If the Pointblank charge attack succeeds, the attacking element is immediately destroyed.

<table>
<thead>
<tr>
<th>Command</th>
<th>MP</th>
<th>Attacks</th>
<th>Other Effects</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sacrifice for the Dragon!</td>
<td>—</td>
<td>—</td>
<td>One Heavy or Assault element in unit may Charge</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Counter Number</th>
<th>Inner Sphere</th>
<th>Counter Number</th>
<th>Clan</th>
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<tbody>
<tr>
<td>1</td>
<td>Alpha Strike</td>
<td>11</td>
<td>Alpha Strike</td>
</tr>
<tr>
<td>2</td>
<td>Sacrifice for the Dragon!</td>
<td>12</td>
<td>Alpha Strike</td>
</tr>
<tr>
<td>3</td>
<td>Evasive Action</td>
<td>13</td>
<td>Evasive Action</td>
</tr>
<tr>
<td>4</td>
<td>Doubletime March</td>
<td>14</td>
<td>Fall Back!</td>
</tr>
<tr>
<td>5</td>
<td>Charge!</td>
<td>15</td>
<td>Stand and Shoot</td>
</tr>
<tr>
<td>6</td>
<td>Stand and Shoot</td>
<td>16</td>
<td>Stand and Shoot</td>
</tr>
<tr>
<td>7</td>
<td>Fall Back!</td>
<td>17</td>
<td>Fall Back!</td>
</tr>
<tr>
<td>8</td>
<td>Careful Aim</td>
<td>18</td>
<td>Careful Aim</td>
</tr>
<tr>
<td>9</td>
<td>Ambush</td>
<td>19</td>
<td>Doubletime March</td>
</tr>
<tr>
<td>10</td>
<td>Stand and Shoot</td>
<td>20</td>
<td>Alpha Strike</td>
</tr>
</tbody>
</table>

AFTERMATH

The Izanagi Warriors caught Mikhail Ward in a bad situation, scoring several critical hits with their opening volleys. The battle swiftly degenerated into a brutal exchange of weapons fire, in which the Smoke Jaguars never recovered the initiative. Mikhail Ward directed fire against the faster Izanagi recon ‘Mechs in time for only a dozen of his warriors to escape the blood bath. Unfortunately for the Jaguars, the Inner Sphere troops tracked them down the next day and finished them off.
"As of 1 November 3059, the ISF is prepared to verify that no organized Smoke Jaguar military force remains within the Draconis Combine. We do not deny the possibility that isolated units, certainly no larger than a Star, may still be operating in the wilderness areas of some recaptured planets. Such forces, however, are cut off from their lines of supply and communication, and so pose no threat to the security of the Dragon."
—Tai-i Ukia Assigi, news liaison, Voice of the Dragon ISF

The Bureau of Administration, in cooperation with the SLDF, can now release the following facts and figures.

The DCMS lost four of its new WarShips; two Kyushu class frigates, one Kirishima cruiser, and one Tatsumaki class destroyer. All other damaged WarShips can be repaired. In retaliation, we have destroyed two Clan WarShips and captured two others. The rest of the SLDF force lost five WarShips, destroyed four and captured three.

Ground forces achieved an even more glorious ratio of victory against losses. Even with the near-catastrophe on Luzerne, we estimate that the SLDF inflicted more than twice as much materiel damage on the Jaguars as the Jaguars did on our forces, while losing less than a quarter of the lives lost by the Smoke Jaguars. With the supplies and 'Mechs salvaged from the battlefields, the SLDF's losses in resources are insignificant. And, as befits the Combine's efforts, our regiments averaged among the best in all categories.

—Excerpt from report by Chu-sa Sova Gregory,
Propaganda Department, Bureau of Administration

It is doubtful that we will ever know for certain the strength of the Smoke Jaguar forces that escaped us in the recent invasion. However, after analyzing all available information, the ISF is willing to make the following declaration. The Smoke Jaguars' front-line strength cannot possibly exceed twelve Trinaries (approximately three Clusters, or one Galaxy), and is likely closer to ten Trinaries. We estimate their second-line/garrison strength at no greater than eight Clusters (two to three Galaxies). We assume that appropriate supporting forces escaped as well, and include those in our estimate. These totals do not include forces remaining in Clan space.

—Excerpt from report by Chu-sa Orano Meshita,
Metsuke, ISF

"Our own analysts find no flaw in the Combine's assertions. Where assumptions have been made, they are clearly conservative. Taking all the data into consideration, we agree that the Smoke Jaguars are mortally wounded. Even if they survive predation by other Clans, it is highly unlikely that they can mount a strong enough force to ever threaten the Inner Sphere again."

—Hauptmann Davis Lynch, spokesman,
Federated Commonwealth MIIIO
PERSONALITIES

Respected by all parties, Focht was a natural choice as commander of the counterattack against the Clans. All the Inner Sphere powers trusted him, and the Clans feared him. Though he did not originate the battle plan, his dramatic and successful execution of the operation has further bolstered his fame, especially within the Dragonis Combine.

PRECENTOR MARTIAL ANASTASIIUS FOCHT

Rank/Position: Precentor Martial of ComStar
Year of Birth: 2972 (age 87)

BattleMech: AS7-K Atlas
'Mech Piloting Skill: 2
'Mech Gunnery Skill: 1

Profile:
The first six or seven decades of Focht's life, the period prior to his joining ComStar, remain largely a mystery. His accent suggests a Lyran origin, but this does not mesh with hints that he has known Coordinator Theodore Kurita for many years. His bearing clearly indicates a lifetime spent in military service, and he bears numerous scars that testify to past battles. Most notable is the loss of his right eye, over which he wears a patch.

He entered service with ComStar in the 3030s, after spending time as part of a monastic order. In 3043 he became the first, and to date only, Precentor Martial of ComStar. When the Clans invaded the Inner Sphere in 3050, he was the natural choice to act as ambassador to Kerensky's militaristic descendants, and became a close associate of Khan (later ilKhan) Ulric Kerensky.

When the Clans revealed their true objective in the Inner Sphere, Focht planned and led the proxy battle for Terra, which was fought on the world of Tukayyid in the Rasalhague Free Republic. Focht owes much of his fame to that battle, which has prompted many to mention his name alongside those of Alexander, Napoleon and Aleksandr Kerensky as one of the great military leaders of history. Since then, though claiming little patience for politics, he has put considerable energy into the reformation of ComStar—actions which have placed him at odds with many in the order. Numerous people throughout the Inner Sphere regard him, rather than Primus Sharilar Mori, as the leader of ComStar, a fact Focht attributes to his higher public profile.

ARCHON-PRINCE VICTOR STEINER-DAVION

Rank/Position: Archon-Prince of the Federated Commonwealth/Commander of the Tenth Lyran Guards (The Revenants)
Year of Birth: 3030 (age 29)

BattleMech: Daishi
'Mech Piloting: 4
'Mech Gunnery: 2

Profile:
Victor Ian Steiner-Davion has been fighting the Clans since the first days of the Clans' initial invasion of the Inner Sphere. He planned the Clan defeat on the world of Twycross, and faced a Jade Falcon drive on the world of Alyina specifically meant to result in his capture. He also planned and led the rescue of Hohiro Kurita, heir to the throne of the Dragonis Combine, when Hohiro and his unit were trapped behind Clan lines on the planet Teniente.

In the following years, Prince Victor drove himself to learn everything he could about his enemy, determined to defeat the Clans when the Truce of Tukayyid expired. In 3058, the battle against Clan Jade Falcon forces for the world of Coventry showed the armies of the Inner Sphere that they could indeed work together to end the Clan menace. Roughly a year and a half later, as the Precentor Martial's hand-picked lieutenant, Prince Victor was finally able to lead a major assault against the Clans, backed by military units from every Inner Sphere realm that forged themselves into a new Star League Defense Force.
The success of Operation Bulldog is a testament to the Prince's indefatigable will. To him goes the credit for the successful integration of SLDF forces with those of the DCMS. Prince Victor managed the timetables and force allocations, guided by Precentor Martial Focht, and never succumbed to overconfidence, even in the light of stunning victories. His relentless pursuit of the Smoke Jaguars drove them out of the Inner Sphere faster and with fewer casualties than anyone had dreamed possible.

HEIR-DESIGNATE
HOHIRO KURITA

Rank/Position: Heir to the Dragon/Commander of the First Genyosha
Date of Birth: 3023 (age 36)

BattleMech: Sunder, Daishi
'Mech Piloting: 3
'Mech Gunnery: 2

Profile:
Hohiro graduated from the Sun Zhang MechWarrior Academy and Wisdom of the Dragon university with honors, showing the same natural MechWarrior ability as his father, Coordinator Theodore Kurita. In contrast to past heir-designates, Hohiro has a close relationship with his father.

The Clan invasion of the Inner Sphere was not kind to Hohiro. Captured on the world of Turtle Bay, he was smuggled off-planet, only to find himself once again caught behind Clan lines on Teniente. Only the rescue operation mounted by Prince Victor Steiner-Davion saved Hohiro from capture by the Clans once more. Hohiro was then attached to the Genyosha, where Master Warrior Narimasa Asano helped train Hohiro as an elite warrior. Eventually, Asano paid Hohiro the highest possible compliment by surrendering command of the First Genyosha to his young protege.

Hohiro acquitted himself well in Operation Bulldog. On the world of Kiamba, he led SLDF forces to one of the operation's first astounding victories. He then worked his way along the Jaguar–Ghost Bear border to participate in the assault on Schuyler.

KHAN PHELAN KELL

Rank/Position: Khan, Wolf Clan in Exile/Commander of the Fourth Wolf Assault Guards
Date of Birth: 3031 (age 28)

BattleMech: Wolfhound IIC, Gladiator
'Mech Piloting: 1
'Mech Gunnery: 1

Profile:
Phelan Kell, son of the famed mercenary leader Morgan Kell, was captured by Clan Wolf in the first days of the Clan invasion of the Inner Sphere. Backed by then-1st Khan Ulric Kerensky, Phelan went from lowly bondsman to adopted member of Clan Wolf's warrior caste in record time. He became the youngest warrior ever to win a Bloodname and rise to the position of Khan.

When Clan Wolf fought its Trial of Refusal with Clan Jade Falcon, Ulric Kerensky foresaw the outcome and recognized that the Warden-oriented Wolves—those who believed, as he did, that the duty of the Clans was to safeguard the Inner Sphere rather than remake it in the Clans' image—would need to join the Inner Sphere or be destroyed. He gave Phelan the responsibility for making this move, which the young warrior accepted. Phelan's Wolf-Clan-in-Exile took up residence on the world of Arc-Royal, home of the Kell Hounds, where they worked to rebuild their strength separate from the rest of the Clans.

Phelan acted as an invaluable advisor to Prince Victor and the Precentor Martial during Operation Bulldog, committing his Wolves to the defense of the Inner Sphere. On Labrea, he won possession of Jaguar Khan Lincoln Osis' prized command, the Sixth Jaguar Dragoons. After the third wave of the Inner Sphere assault, Phelan was placed in command of the few remaining Inner Sphere operations while Prince Victor led forces into the nearby Periphery to finish off all known Jaguar support bases.
DUKE KAI ALLARD-LIAO

Rank/Position: Heir to the St. Ives Compact/Commander of the First St. Ives Lancers
Year of Birth: 3030 (age 29)

BattleMech: CN9-YLW2 Centurion, PTR-4D Penetrator
'Mech Piloting: 0
'Mech Gunnery: 0

Profile:
The oldest child of Duchess Candace Liao of St. Ives and Justin Allard, the former head of Federated Commonwealth Intelligence, Kai is regarded as the greatest warrior of modern times. With such extraordinary parents, Kai was pushed to excel, though the formidable talents of his parents and siblings skewed his perceptions of his own abilities and often caused him to second-guess himself.

Kai graduated from the New Avalon Military Academy in 3049 and was assigned to the Tenth Lyran Guards, later becoming a close friend of Prince Victor Steiner-Davion. Kai shot to fame in the Second Battle of Twycross, destroying the Falcon Guards Cluster almost single-handedly in the canyon known as the Great Gash.

After training with Wolf’s Dragoons on the world of Outreach during the year-long break in Clan-Inner Sphere hostilities, Kai returned to the front lines. Though feared lost on the planet Alyina, he survived the battle with the Falcons there and later went on to rescue both Inner Sphere and Clan troops from ComStar’s Operation Scorpion (a misguided attempt to take over the Inner Sphere while both sides were otherwise engaged in the Battle of Tukayyid).

The Kai who emerged from his trial by fire on Alyina was a new man, his experiences having stripped away much of the self-doubt that had previously plagued him. He resigned his commission with the AFFC and traveled to the game world of Solaris, where he soon became champion of its famous ‘Mech battles. However, attempts to foment war between the Federated Commonwealth and the Free Worlds League drew him back into Successor State politics. Though willing to support his mother, Duchess Candace Liao, Kai seems unwilling to succeed her. It is likely that his younger sister, Kuan Yin, will be the next ruler of the St. Ives Compact.

During Operation Bulldog, Kai led the St. Ives contingent of the SLDF coalition force and commanded the assault on Tarazed. He also participated in the battle for Caripare and formed part of Prince Victor’s "Dream Team" in the assault on Schuyler. His whereabouts since the cessation of hostilities remains unknown.

He is married to Doctor Deirdre Lear, and they have two children.

GALAXY COMMANDER BRENDON CORBETT

Rank/Position: Galaxy Commander/Commander of the Jaguar Spirit Keshik
Year of Birth: 3024 (age 35)

BattleMech: Masakari
'Mech Piloting: 1
'Mech Gunnery: 3

Profile:
Already a Star Captain, Brendon won his Bloodname at the age of twenty-four, just before the Clan invasion of the Inner Sphere commenced. He showed a natural aptitude for ‘Mech piloting, exploiting terrain and his enemy’s maneuvers, that would leave less experienced warriors lying in a broken ‘Mech. His one weakness lay in strategic and tactical planning, which he labored to correct throughout the Clan invasion. On Tukayyid, he proved his success in doing so when he rallied remnants of the Smoke Jaguars’ Alpha Galaxy and rescued Jaguar Khan Lincoln Osis, then led a fighting withdrawal back to the Smoke Jaguar landing zone.

After Tukayyid, backed by Khan Osis, Brendon Corbett fought for and won the position of Star Colonel in the re-forming Sixth Jaguar Dragoons. After seeing to the unit’s resurrection, he petitioned for the re-formation of Alpha Galaxy and then won for himself the title of Galaxy Commander. Brendon Corbett is one of the youngest warriors ever to rise to this rank.
In Operation Bulldog, Galaxy Commander Corbett again proved his talents when he took over for the disgraced Beta Galaxy Commander Mikhail Ward as in-theater commander. His restructuring of Smoke Jaguar tactics around a defensive strategy undoubtedly saved many Jaguar commands and allowed the Clan to pull back in an organized fashion once the recall order was given.

GALAXY COMMANDER
MIKHAIL WARD

Rank/Position: Galaxy Commander/In-theater Commander of Clan Smoke Jaguar, Commander of Beta Galaxy
Year of Birth: 3018 (age 41)

BattleMech: Masakari
'Mech Piloting: 2
'Mech Gunnery: 2

Profile:

The commander of the Smoke Jaguars’ Beta Galaxy, and in-theater commander until his death on the planet Outer Voltal, Mikhail Ward was born to a Clan Wolf sibko on the world of Roche in 3018. He swiftly proved himself a capable warrior and cunning leader, winning the Ward Bloodname in 3044. However, during the Wolf Clan’s Trial of Refusal against the decision to invade the Inner Sphere, Mikhail was taken as isoria by Clan Smoke Jaguar. After a short period as a bondsman, Mikhail returned to the rank of warrior, this time in his adoptive Clan.

Fighting with the First Jaguar Guards in the Clan invasion of the Inner Sphere, he saw action on the worlds of Almunge, Alberio, Tarazed and Luthien. With the Guards mauled in the latter battle, Mikhail found himself promoted to Star Captain in the preparations for the decisive battle on Tukayyid. Tukayyid was a crucible, for the Clans and for Mikhail personally. The Com Guards decisively defeated the Smoke Jaguars, destroying Alpha Galaxy and severely damaging Beta Galaxy in the desperate battle of the Racice Delta. After three days of fighting there, the Com Guards shattered the First Jaguar Guards, leaving Mikhail the sole surviving officer.

As the Jaguars rebuilt, Mikhail Ward tested out as first a Star Colonel and later as a Galaxy Commander. He assumed command of Beta Galaxy in late 3054, at the age of 36. To achieve such high rank so young was a major achievement even by Clan standards, causing many Clansmen to regard him as a ristar.

An excellent tactician and strategist, Ward was in-theater commander during Operation Bulldog. However, his inability to see the big picture cost the Jaguars dearly, and by early August his superiors considered him dezgra.

On 5 August, Galaxy Commander Mikhail Ward met a warrior’s death in battle against Tai-sa Shin Yodama on Outer Voltal.

GALAXY COMMANDER
JIN MEHTA

Rank/Position: Galaxy Commander/Commander of Epsilon Galaxy
Date of Birth: 3023 (age 36)

BattleMech: Daishi
'Mech Piloting: 2
'Mech Gunnery: 2

Profile:

A staunch Crusader, Galaxy Commander Jin Mehta typifies the Smoke Jaguars: aggressive, tenacious and single-minded. He leads by example, usually from the cockpit of his Daishi, though his tactical abilities are somewhat limited. However, his ability to plan and coordinate large-scale operations made him a natural Galaxy Commander—and a target for Operation Bulldog.

Inner Sphere intelligence reports placed Mehta and his command Trinary on Tarazed, and the Great Houses sent appropriate forces to neutralize the Clan leader. However, the reports proved erroneous; Mehta and his Epsilon Galaxy Command Trinary were actually on Asgard, overseeing preparations for a resumption of hostilities against the Inner Sphere. On Asgard, Mehta managed to break away from the encircling Inner Sphere forces in the mountains known as Odin’s Retreat, only to stumble into elements of the Davion Heavy Guards. The engagement with that unit slowed the Epsilon troops long enough for the Third Benjamin Regulars to overtake them. With the exception of the still-forming Sixth Strike Cluster on the planet Luzerne, no Epsilon Galaxy troops survived Wave One of Operation Bulldog.
<table>
<thead>
<tr>
<th>ID: MH1</th>
<th>Name: Command Lance</th>
<th>Cmd: MA1, MH2, MM1, MH4, MM5, ML5</th>
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<tbody>
<tr>
<td>Element</td>
<td></td>
<td>MP</td>
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<tr>
<td>DGR-3F Dragon Fire</td>
<td>4 6 5 3 H/-2</td>
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<td>NDA-1K No-Dachi</td>
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<td>BLR-3M BattleMaster</td>
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<td>DRG-5K Grand Dragon</td>
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Khan of Clan Wolf
Theodore Kurita
Coordinator of the Draconis Combine
Lincoln Osis
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Morgan Hasek-Davion
Marshal of the Armies, Federated Commonwealth
Anastasius Focht
Precensor Martial of ComStar
Sir Paul Masters
Commander, Knights of the Inner Sphere
Sun-Tzu Liao
Chancellor of the Capellan Confederation
William MacLeod
Commander, MacLeod's Regiment, Northwind Highlanders
Marthe Pryde
Khan of Clan Jade Falcon
Katherine Steiner-Davion
Archon of the Lyran Alliance
Phelan Kell
Khan of Clan Wolf-in-Exile

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