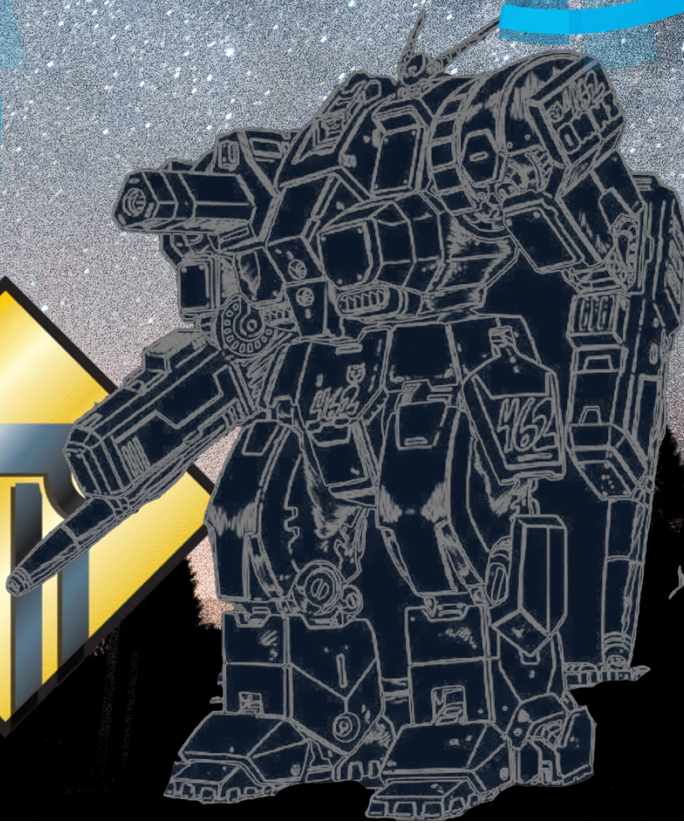
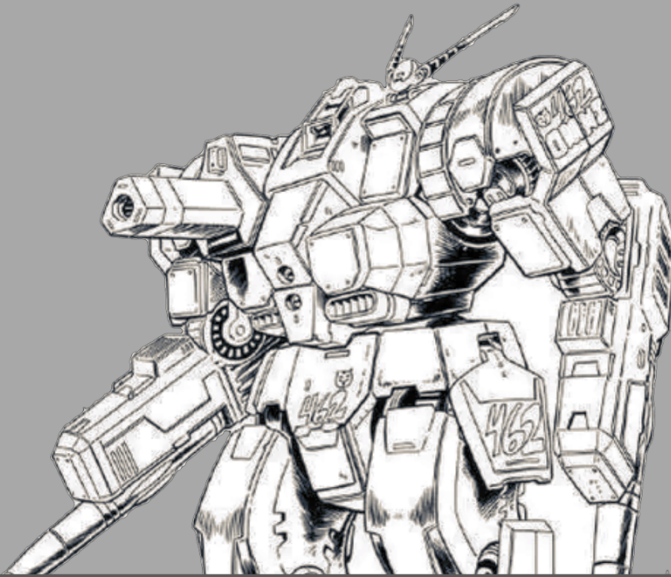


BT  Southeast

OPERATION: ERUPTIO





BT  Southeast



OPERATION: ERUPTIO

Operation ERUPTIO!

Welcome to Operation ERUPTIO, a campaign book designed to give players the opportunity to follow the campaign of Paladin Max Ergen and the X Hastati Sentinels, in one of the landmark campaigns in the Republic of the Sphere's darkest hour.

The **Factum Est** section describes in brief the events from 3132 to the launch of Operation ERUPTIO in 3149 from the perspective of the mysterious Ghost Knight, who delivered this document to Clive Pearson, of the Free Robinson News service.

The **Combatants** section gives details of the units who participated in the conflict and can be used by players who wish to add authenticity to their game. While the units who participated in the battles are noted, in most cases the numbers on each side are left undetermined. This allows the players to pursue the Tracks with different size forces as they wish.

The **Campaign** section presents significant Touchpoint tracks, allowing player groups to build campaigns set during the events listed. The tracks can be played as standalone scenarios, one of three mini campaigns featuring a pair of Combatants, or as a large campaign covering the length of both Operation ERUPTIO, the RAF counterattack against Clan Wolf and the final stand of the X Hastati in Geneva. A general guideline for how to begin fighting the historical campaign is included in *"How to Use the Campaign"*. Each of the Mission Tracks is reusable, and the Touchpoints cover several key battles that occurred during the campaign, though they are not the only ones. Players wishing to incorporate these tracks into their "Chaos Campaign" campaigns should use the Warchest Points (WP) listed in the brackets.

The **Annex** section contains a selection of Heroes of the Republic and Enemies of the Republic, Random Force Generation table, Random Assignment Tables, and a RISC BattleMech TRO.

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This is a not-for-profit fan written product and is not endorsed by Catalyst Games Labs.

Omnia Paratus

Republic Armed Forces Staging Area

Geneva

Terra

20 February 3149



It smelled new. He wasn't sure if it was the fresh paint, the new lubricant oil or the glossy finish, but it just smelled new, like a ground vehicle fresh out of the show room.

He gazed up at the 12-meter tall, 80 ton, BattleMech. A brand new *Doloire*, fresh off the StarCorps Industries production line, here on Terra. One of the Republic of the Spheres most successful designs, it was an OmniMech, just like those used by the Clans. Able to change its weapon pods to suit the mission profile. At the moment, it was configured as the Prime variant, armed with two Extended Range Medium Lasers, two Large Pulse Lasers, and the most devastating weapon, its Gauss Rifle that fired 125 kg ferrous slugs using high powered electromagnets. Devlin Stone's last parting gift to him.

He let out a soft whistle of appreciation and almost scared the AsTech working on the 'Mech out of his skin. The young man, no, not a man, just a boy, spun around looking for the source of the sound. In his haste he knocked over a container at his feet and a yellow waxy liquid spilled out, over the concrete floor of the hanger. His eyes came to rest on Max Ergen, Paladin of the Republic of the Sphere and went wide in astonishment and maybe terror.

Snapping his heals together so forcefully, it echoed off the walls of the gigantic 'Mech bay, he shot to attention, almost breaking his back in the process.

"Technicians Mate, 2nd Class, Douglass, reporting for duty" he stammered, and then suddenly remembering added a far too assertive and loud "SIR!" before snapping a salute.

In his own reverie between 'Mech and MechWarrior, Ergen had not even noticed this boy and looked him over from head to toe in an exaggerated evaluation of the AsTechs appearance.

"At ease son, before you break something" Ergen said, in his smooth and calming command voice, practiced over many years.

The boy did not seem calmed and almost involuntarily, moved to stand at ease.

"What you doing here, son?"

The boy looked even more shocked at being spoken to. He seemed to take a long few seconds before finding the answer.

"1st Technician Willams, SIR! Tasked by to polish the left foot of this BattleMech, SIR! All the buffers are in for service, so I have to do it by hand, SIR!"

Although he tried not to, the smile must have appeared at the corners of Ergens eyes and mouth. This young lad, an Assistant Technician, or AsTech, was obviously being hazed by his Technician mentor. Asked to perform a menial task, under the pretence of an important one. Ergen remembered, back to his days as a MechWarrior's apprentice,



when Lt. Lyle Kowalski, a fast-speaking Italian-American MechWarrior, had asked him to remove the carbon scoring from his 'Mechs PPC housing... with a toothbrush.

The smile must have tipped off the boy, because he sudden when bright red and looked incredible sheepish.

"Looks like you're doing a good job there. I bet I could see my face in that finish." – a good commander always knew when to praise the troops.

"How old are you son?"

"Erm 16, I mean 17, SIR!" the boy stammered.

Ergen's smile dropped. This boy, no, this young man, was born the year everything went to hell. The year of Gray Monday, 7 August 3132, when the HPG's went dark, and the Inner Sphere fell into chaos.

Office of Exarch

Geneva

Terra

12 October 3146



He smelled old. The lingering odour of sweat and urine that seemed to permeate people as they grew older, it reminded him of his own grandfather, Thadius Egren.

Devlin Stone didn't stride; those days were behind him. He shuffled, a walking stick made of a rich dark wood in one hand, and the other arm being held by a middle-aged, thin man in an expensive but casual suit that in no way suiting him. Tucker Harwell. He was a bit of a mystery to Ergen. He seemed to act as Devlin's personal assistant, going everywhere with the man, but he was more than that. Despite his sometimes-stammering speech, a result of neurological damage at the hands of the "Blessed Order" and apparently his own sister, his eyes held a look of intelligence. It reminded him of his own elder brother, Michael, who served at the Republic Institute of Strategic Combat.

Stone slumped into a comfortable leather chair behind his huge antique desk, the same one that once resided in Admiralty Arch in London and belonged to great leaders such as Lord Nelson. He let out a long sigh, then sat forward, regarding Lt. Colonel Max Ergen like a big cat would look at his next meal.

"At ease Lt. Colonel before you break something"

Ergen moved smoothly into a more comfortable stance and met the Exarch's gaze.

"I've just finished reading your strategic planning document – 'Objective cavalry raids to destabilise hostile forces in the Prefecture III...' Catchy title, son."

Effective use of humour and father like address, classic techniques used to build repour with officers. Stone was a natural leader.

"Thank you, sir."

"I didn't say it was a good plan, son." He smiled a predatory grin, and Ergen inwardly winced. The cat was playing with his food.

"But it is the start of what could be a good plan", Stone said decisively.



“Your problem son is you need to think bigger! Oh yes, this plan will put the Draconis Combine on the defensive, knock a few teeth out of the mouth of the Dragon, but in a few months, they’ll be back at our door.”

“Yes sir, but...” Stones gaze cut him off.

“You need to think bigger, beyond the Republic. Julian Davion has returned to the Federated Suns and is rallying the AFFS to retake the worlds the Dragon conquered, including...” he paused for effect.

“... New Avalon.”

Ergen stifled a gasp. Stone had expected that and had paused to drive the point home.

“The Federated Suns are a long way from being done. I knew Julian’s father, he’s a good boy, and he’ll make a fine First Prince, better than that mad man Caleb...”

Ergen knew that Caleb Davion had led the Federated Suns to one of its worst defeats in its history, as Draconis Combine WarShips bombarded the AFFS staging area on Palmyra. Whole regiments of AFFS troops had been wiped out under the orbital fire.

“It’s time to think bigger! Dieron is a good first target, those Draconis bastards need to be shown they can’t steal my worlds!”

Ergen wasn’t sure his was comfortable with Stone’s emphasis of “my”.

“We’ll hit Dieron like a hammer! Once we’ve bearded the Dragon in his lair, we’ll break off before they can counterattack, hitting worlds all along the Draconis March border.”

As Stone spoke, a hologram sprang to life in the centre of the room. Animated force movements travelled from one world to the next until coming to rest on one final target.

“This is our final objective. The Dragon’s prize... we’ll hit Robinson hard, then Julian’s forces can take the world with little opposition.”

Ergen frowned. Stone caught it immediately.

“Speak your mind son,” he commanded.

Ergen paused to gather his thoughts.

“Robinson’s way outside the Republics current sphere of influence. Taking the world does little to shore up our borders and will expend a lot of resources.”

Devlin Stone smiled wolfishly, and Ergen stopped in his tracks.

“Think bigger, son. Julian will owe us. He’ll owe us for returning the keys to his kingdom, and when it comes time for the real battle, we’ll call in our marker, and they’ll never see it coming”. He leaned back, arching his fingers almost like some holo-show villain gloating over the protagonist.

“They?” Devlin cut him off, almost looking disappointed.

“The Clans, son. The real battle will be with the Clans!”.

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Factum Est

“Turning and turning in the widening gyre
The falcon cannot hear the falconer;
Things fall apart; the centre cannot hold;
Mere anarchy is loosed upon the world,
The blood-dimmed tide is loosed, and
everywhere
The ceremony of innocence is drowned;
The best lack all conviction, while the worst
Are full of passionate intensity.”
-Will Butler Yeats, 1919



The Republic has fallen, and yet it did not go quietly into the night. The brave soldiers, Knights and Paladins of Devlin Stone's great dream fought to the end, against the Capellan Confederation, the Draconis Combine and finally against Clan Jade Falcon and Clan Wolf. Caesar was not killed by one blade, but many, yet the one that cut deepest was held by his former friend Brutus. As it was for the Republic. Who am I? That is unimportant. I was once a Ghost Knight, someone who gave up their identity to protect the Republic, a task I have failed to uphold. All I can do is to tell the truth of how the Republic fell, the heroes who gave their lives, and to tell the truth about those who held the knife that cut the deepest.

[My name is Clive Pearson, former reporter for the Free Robinson News. This file was hand delivered to my office on June 1st 3152 by an unknown woman, who managed to obscure her features on the way in and out of the office. Along with this file were official Republic of the Sphere verification codes which my contacts in the AFFS validated. When I took this to my editor, he refused to allow me to publish, saying it would harm support for the First Prince and would be sedition, so I published it anyway. It's obvious to me that the writer of this piece is a true believer in the Republic of the Sphere and in Devlin Stone, and it shows obvious bias, but due to the shocking allegations raised by this about our own First Prince, Julian Davion, I could not let this story be buried. I was there when the Republic liberated Robinson, and only once the RAF had driven off the snakes, did the AFFS turn up to claim victory. Maybe Paladin Max Ergen and the other Republic heroes were the true saviours of the Federated Suns. – Clive Pearson, 30 June 3152]

Gray Monday and the Fortress Republic

On 7 August 3132 the interplanetary Hyper-Pulse-Generator communications network collapse. Some HPG's simply stopped working, some catastrophically melted down, while others were sabotaged or attacked by a force of mysterious BattleMechs. Without the HPG network to co-ordinate the defences of the Republic its enemies fell upon its Prefectures, and one by one they fell into chaos.

On 1 October 3136, Exarch Jonah Levin enacted Devlin Stones last defence for Fortress Republic. Instantly, the thirty-five worlds of Prefecture X were cut off from the Inner Sphere, including Terra. Every ship with a Kearny-Fuchida drive that attempted to jump to those worlds was either destroyed or returned to its original co-ordinates as a mangled mess of twisted metal and flesh. Now protected from the rest of the Inner Sphere, the Republic was able to turn its attention inwards.



The Enemy Within



As the rest of the Republic of the Sphere's prefectures were attacked and plundered by the so called "Great Houses" and the forces of Clan Wolf and Jade Falcon, inside the wall, the Republic Armed Forces battled against the dissidents in a Senate Rebellion. In a final battle on Altair in February 3137, the rebellion was defeated and order restored to Prefecture X.

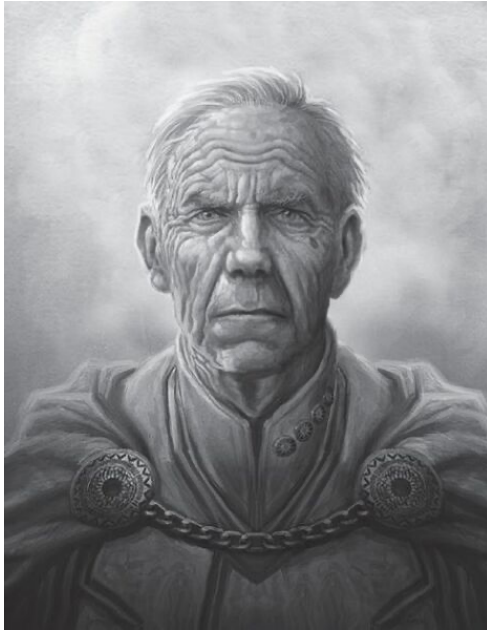
In 3138, a Ghost Knight of the Republic discovered that ComStar had rebuilt the "ComGuard" as a secret military force on the "hidden" world in the Luyten 68-28 system, under the name "Buhl's Blessed Order". An elite strike team of RAF troops, including the X Hastati Sentinels, assaulted the world and defeated this ComStar sect. They rescued the former ComStar Adept Tucker Harwell, the only person to have ever repaired a HPG (on Wyatt) since Gray Monday, after he was kidnapped in 3135, shortly after completing the repairs. After driving the Blessed Order from Luyten 68-28, the RAF eventually destroyed the last of these new ComGuards on Epsilon Eridani in February 3138. ComStar's administrative functions were absorbed into the Republic bureaucracy, and their military disbanded. The rebuilding and restructuring of the Republic could now continue without distraction.

The Return of a Legend

In 3144, Devlin Stone reappeared, having not been seen for 14 years. In 3130 Exarch Stone had retired and seemingly vanished, but the man responsible for defeating the Word of Blake, saving the Inner Sphere (and Clans), and building the great Republic of the

Sphere did not simply walk away from his duty. Using state of the art technology he had himself cryogenically frozen, and attached to an expert system that awoke him when the Republic was at its moment of greatest peril. Stone once again took up the title of Exarch and was accepted by all of his loyal followers, including Exarch Jonah Levin who stepped aside for Stone. Now he had returned, Devlin began to plan for the Republic's future – not sitting behind the Fortress Wall but taking action.

An Invitation



After First Prince Caleb Davion was killed by the Draconis Combine in the rout of the AFFS on Palmyra on 25 Jun 3144, the title of first prince was inherited by his cousin Julian Davion. Julian, however, was currently on the other side of the Inner Sphere having taken his 1st Davion Guard to defend the Lyrn capital of Tharkad from Clan Wolf and Clan Jade Falcon, both of whom withdrew from the world after Archon Melissa Steiner was killed by Clan Wolf troops. Upon being delivered the news that he was to be First Prince, Julian made a deal with Clan Sea Fox, to help transport him and his forces through Capellan Confederation space and back to the Federated Suns.

On his way back to the Federated Suns a mysterious invitation arrived to come to Terra, handwritten by none other than Devlin Stone himself. In June 3146, Julian Davion arrived on Terra, successfully crossing the Fortress Republic wall. He met with Devlin Stone and the two leaders agreed a new accord. Devlin would provide RAF troops and equipment to form the new Task Force with which Julian could secure the future of the Federated Suns. Devlin also promised further assistance against the Draconis Combine that currently held not only the Draconis March capital of Robinson, but also was attacking the Federated Suns capital of New Avalon. In return, once his borders were secure, First Prince Julian Davion would assist the Republic of the Sphere when it emerged from the fortress.

[Along with this file came two hand-written letters. This was the first. While I don't have the means to have the letters analysed in detail, on cursory observation it would appear to be Devlin Stone's handwriting. Stone had a fondness for the written word. More intriguing was the official TOP SECRET RotS transcript of this conversation. Again, there is no way to verify this, but the document included RotS codes, which could be checked against their records, if they were available. – Clive Pearson]

Julian travelled at the head of his new taskforce, defeating the Capellans at New Syrtis. On 9 September 3146, Julian Davion and Danai Centrella-Liao, sister of the Celestial Wisdom – Daoshen Liao, agreed a new peace treaty, allowing the AFFS to put all its effort into the retaking of New Avalon, which had fallen to the Dragon on 3 October 3146.

On 14 March 3147, Julian Davion was officially crowned First Prince of the Federated Suns in a ceremony on the Periphery March capital of June.

Return of the Republic

After a year of rebuilding the RAF and raising new regiments, according to official Republic records, Devlin Stone deactivated the Fortress Republic system at 1600 hours Terran Standard Time on 6 January 3149. On 8 January 3149, The Republic finally struck out from, the Republic Armed Forces arrived the worlds simultaneously on three different worlds in the Free Worlds League's Augustine Alliance. The FWLM didn't engage these troops, but it was clear the Republic had returned. Operation SHOFAR consolidated the Republics position, attacking forces from Clan Jade Falcon on Lyons, and Clan Wolf on Castor.

Arise, Paladin

In 3146, Lt. Colonel Max Ergen was serving as the CO of the X Hastati Sentinels. He devised a strategy involving a series of hit and run raids across the borders on the Fortress Republic to destabilise the Republic's enemies and give them a chance to break out and reclaim lost worlds in Prefecture X. The document came to Devlin Stone's attention and in 3147, Devlin Stone appointed Ergen to the Council of Paladins. Devlin and Ergen worked on the plan together, expanding its scope far beyond Ergen's original plan to become, Operation ERUPTIO! Over the next two years, Paladin Ergen built up ERUPTIO's task force made of two separate armies, the 1st and 2nd Army Groups. On 5 March 3149 Operations ERUPTIO launched.



Prefecture X 3145

Bearding the Dragon

The world of Dieron has long been a point of contention for the Draconis Combine, since it became part of the Terran Hegemony. When the Star League fell, the Dragon acted to retake the world of Dieron and held it throughout the Succession Wars until in 3068 the Word of Blake seized the world as part of their Word of Blake Protectorate. After the fall of the Blakeests, the world was made a part of the Republic of the Sphere in 3081, a constant

point of contention between the Draconis Combine fanatics and the Republic. When the first Fortress Republic was established, Dieron was just outside the borders, and quickly became a target for invasion by the DCMS. The Draconis Combine, however, has underestimated what effect 50 years of Republic rule would have on the populace of Dieron. The average Dieron citizen believed in the Republic, seeing them as heroes after liberating the world from the Word of Blake. No longer were these former citizens of the Republic going to accept the tyrannical regime of the Dragon.

On 5 March 3149, the First Army group of Task Force ERUPTIO jumped from Altair to a pirate point in the Dieron system, while the Second Army group jumped to the Republic world of Fomalhaut and then on to the less defended DCMS held world of Quentin. After a brutal and brief aerospace battle swept aside a DCMS aerospace squadron and assault DropShip, assets the First Army Group set down on Dieron at the San Martin Space Port.

As the RAF forces moved towards Fortress Dieron, the Second Dieron Regulars, based at their barracks in Aldinga, scrambled to move against the advancing X Hastati. The first engagement occurred just outside Aldinga between the X Hastati, Bravo Company, 1st Battalion commanded by Captain Elizabeth “Liz” Getty, and the Second Dieron Regular’s 1st Battalion C Company “The Red Ring Stalkers”. The X Hastati Bravo Company was an elite heavy formation and clearly out massed the Stalkers, but the Stalkers used their superior mobility to mount a mobile defence. Using classic hit and fade tactics, the Stalkers managed to cripple a RAF *Avalanche*, and severely damage a *Shadow Cat II*, but in return lost a *Valkyrie*, when it lost a leg, and a *Vulture III* when its knee was blown out by a gauss slug from a RAF *Manganel*. Taking heavy fire, the Stalkers were forced to retreat to Fortress Dieron.

In Aldinga, spontaneous pro-Republic demonstrations broke out, as the people of Dieron showed their hatred of the Dragons tyrannical regime. DCMS “Pacifiers” were deployed to hold back the demonstration, but it soon devolved into a riot when the DCMS forces opened fire on the crowd. Running battles in the streets led the Warlord to order the Second Dieron Regulars “Dieron Raptors” Battle Armor Battalion to deploy to all major cities to fight back the people of Dieron.

The Battle of Fortress Dieron

First constructed by the Star League, this massive Fortress, built into Mount Shanyu, had seen many owners. The DCMS occupied the Fortress for centuries but when the Word of Blake took control of the facility that commenced a massive overhaul of the facility. When the Word fell to the Republic, these secrets fell into the hands of Devlin Stone, who added on them even further.

The Battle of Fortress Dieron opened with an advance by a X Hastati Battalion. Bravo Company held the middle of the line, led by Captain Liz Getty in her *Lament*, and awaited the signal to attack. A trio of cruise missiles launched from the RAF *Duat*-class DropShip, Oberon was that signal. The X Hastati opened fire at extreme range, firing energy weapons into the side of the Mountain and more cruise missiles, rained down huge explosions on the mountain side, but all this devastating firepower had little effect on the mountain, other than to rattle and distract those inside, exactly what it was meant to do.

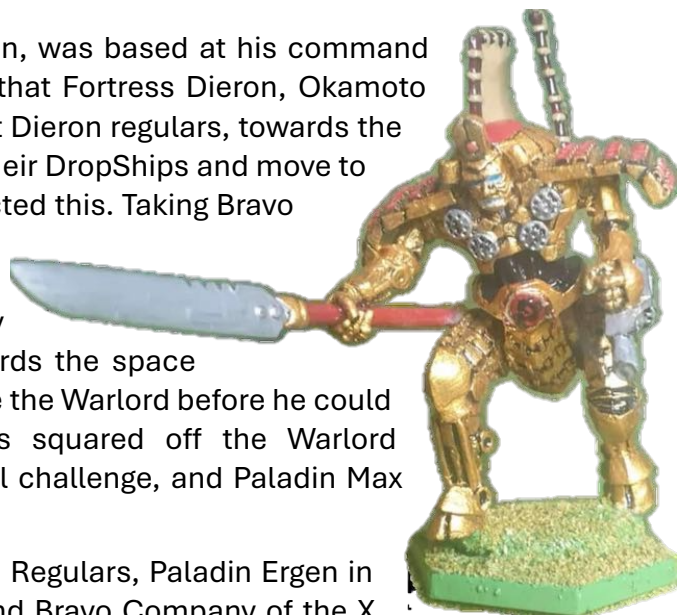
As the side of the mountain lit of fire from the barrage, a wave of low flying aerospace fighters attacked. Dropping high explosive ordinance onto the mountain side, many were lost but bombs were not the only thing dropped. Four-seven squad, an elite strike team of Fides Battle Armor lead by Master Sargent Madeline Eve in her *Purifier* Battle Armor performed a text-book low altitude drop from a *Troika* aerospace fighter onto the mountainside. Once landed, they located a secret hatch, known only to the Republic, and entered the facility. With the signal that the strike team were inside, the X Hastati fell back.

In a matter of minutes, the strike team had compromised the electronic systems of sector nineteen and cut of power to those turrets in that sector. As the power went down, Major Arisia Nadine led a charge towards the mountain of almost a Battalions worth of Fides Hover *Maxim II* APCs, loaded with Battle Armor squads, escorted by high speed BattleMechs. The deadly gauss rifle and quad PPC turrets were rendered useless, but the DCMS gunnery teams worked the LB-X Autocannon turrets by hand, to fire at the *Maxim II* APCs but could not stop their advance – the *Maxim II* APCs easily crossing over antipersonnel and vibro-mine fields. *Tai-sho* Gonzalez, the DCMS commander of the facility, ordered the BattleMechs of the Second Dieron, including the remaining Red Ring Stalkers of C Company, to sally out of the mountain and attack the *Maxim II* APCs, but by the time they had deployed, armored figures were scaling the mountain and entering the facility through the weapon turrets. With the battle lost, *Tai-sho* Gonzalez ordered the evacuation of the DCMS forces from Fortress Dieron.

Contest of Honour

Tai-shu Kambei Okamoto, Warlord of Dieron, was based at his command post at the Dragon's Roost. Upon hearing that Fortress Dieron, Okamoto marched his forces, the First Battalion, First Dieron regulars, towards the Iznakki Interplanetary SpacePort to board their DropShips and move to retake the fortress. Paladin Ergen has expected this. Taking Bravo Company from the X Hastati as his personal bodyguard, Paladin Ergen and a Battalion of X Triarii Protectors travelled by DropShips in a short suborbital hop, towards the space port. Once landed, they deployed to engage the Warlord before he could board his DropShips. As the two forces squared off the Warlord transmitted on an open channel a personal challenge, and Paladin Max Ergen accepted.

While the X Triarii engaged the First Dieron Regulars, Paladin Ergen in his *Doloire*, flanked by Captain Liz Getty and Bravo Company of the X Hastati, faced Warlord Okamoto in his *Shiro* and his personal command company. While the Hastati fought Okamoto's bodyguards, Ergen and Okamoto squared off, exchanging fierce weapon fire in a one-on-one duel of honour. Okamoto's *Shiro* got in close enough to deliver a devastating blow with his huge *naginata*-style blade, shearing off the *Doloire*'s right arm, but in the last exchange, Okamoto's *Shiro* stumbled to one knee, placing the *Shiro*'s head directly in line with Ergen's gauss-rifle, and in one single shot the Warlord was dead and his decapitated 'Mech fell to the ground. In a desperate act of vengeance



what remained of Okamoto's command company charged with reckless abandon, and were efficiently cut down by the Hastati BattleMechs.



[Official RAF gun camera footage of this entire battle was leaked to several news agencies across the Inner Sphere. Copies even made it into the Draconis Combine, where several Combine citizens were arrested and executed for position of such “seditious” material. Obviously, the Republic engineered this leak to break the moral of the DCMS, but it had the opposite effect, with many praising Okamoto for following the Bushido code even though it resulted in his death. – Clive Pearson]

With the death of the Warlord, the remainder of the First Dieron Regulars mounted onto their DropShips and dusted off, burning for orbit and then the JumpPoint. The remaining forces of the Second Dieron and the Fortress Dieron garrison had fallen back to Tengu base, awaiting reinforcements. They expected the RAF to hunt them down after occupying the district capital, but on 29 March, they instead saw the contrails of the Republic DropShips boosting for orbit. Despite defeating the Dragon, Task Force ERUPTIO was on the move.

Hit and run

Operation ERUPTIO was never designed to be a strategy of planetary invasion, but rather, a series of hit and run attacks, targeting the forces of the Draconis Combine along the border between the Bengamin Military District and the Federated Suns Draconis March. This would allow the Federated Suns forces space and time to rally and retake these works. In this regard, their first mission has been a resounding success.

While the First Army group was on Dieron, the Second Army Group had moved through Quentin, Towne, and Addicks, destroying strategic targets as they went. The XII Principes would hold off the planetary militia, while the XII Triarii would engage supply caches, communications and military infrastructure. As they went, the peoples of the former-Republic worlds revolted against their Draconis Combine oppressors. On Towne, the Second Fides gained control of the planets still-functional HPG and used it to broadcast disinformation and false reports to other Draconis Combine worlds.

On 12 April, Second Army Group, landed on Ozawa, facing off against both the Ryuken-go and the First Ghost Regiment, forcing both DCMS regiments to retreat off world. On 19 April the forces of the First Army Group arrived on Ozawa, and the two forces reformed into a single task force.

March to Robinson

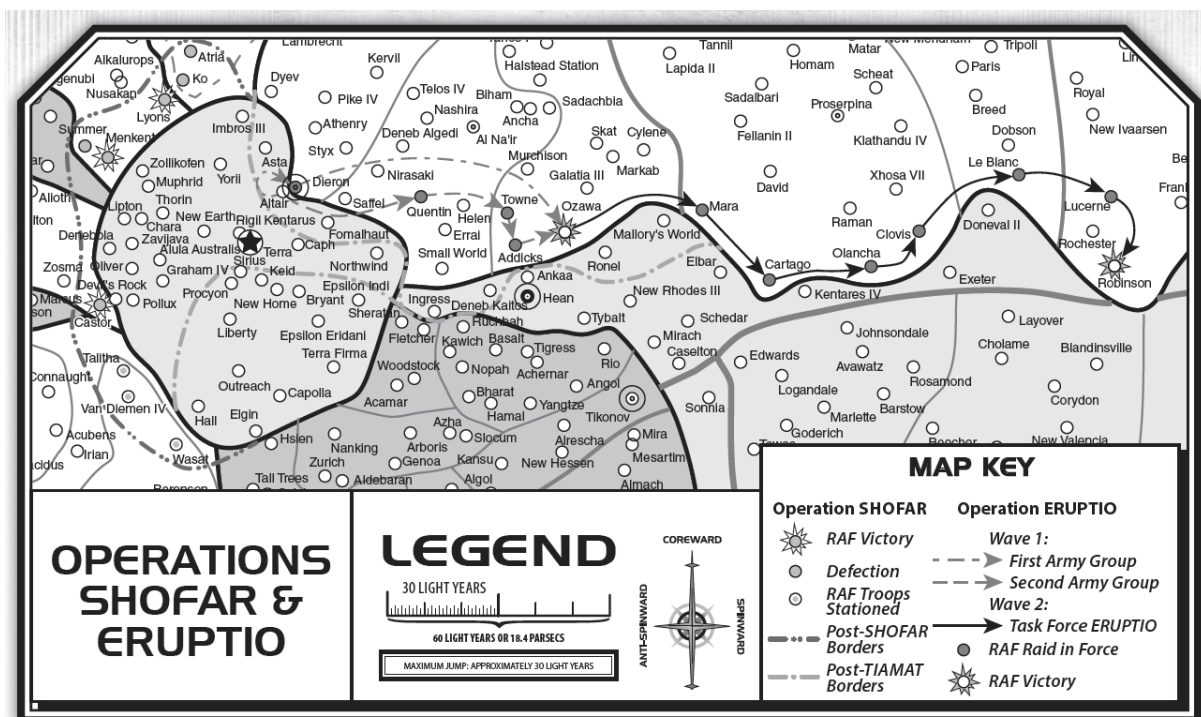
Robinson was the district capital of the Federated Suns, Draconis March, until it was conquered by *Kanrei* Toranaga and the DCMS with the help of the famous Wolf's Dragoons. Departing Ozawa in early May, Task Force ERUPTIO proceeded through the

Draconis Combine Bengamin Military District, via the worlds of Mara, Cartago and Olancha, continuing to target key military infrastructure and inciting uprisings against the Dragon's tyrannical rule. One they jumped to Clovis, *Kanrei* Toranaga, was convinced that the RAF were heading deeper into the Draconis Combine, even towards Luthien itself! He held his forces back, ready to respond, but Paladin Max Ergen's masterful deception had masked the real target. On 18 October, Task Force ERUPTIO, jumped from Lucerne to Robinson.

The core of the First Army Group – the X Hastati Sentinals, X Principes Guards and X Triarii Protectors attacked the Robinson Standard BattleWorks industrialplex. While the X Hastati, including Bravo Company, drew out and fought off the fast moving 'Mechs of the *Ryukeni*, the Principes and Triarii circled around the facility and attacked the Eighth Sword of Light. Paladin Ergen in his *Doloire*, personally destroyed the Eighth's commander, *Tai-sa* Lincoln Marovitch's *Tenshi*.

The Second Army Group focused on liberating Beuller, Robinsons capital. The XI and XII Principes with the help of the Second Fides and RAF air power drove back the Seventh Sword of Light, the Warlord *Tai-shu* Kyuzu choosing to hold off the Republic forces and the rest of the DCMS forces boarded DropShips and fled the world.

On November 25, Paladin Max Ergen declared the capital of the Draconis March liberated. In 3150, the First Army Group left Robinson, while the Second Army Group garrisoned the world and waited for the Federated Suns forces to arrive and reclaim their former world.



Return to Terra

Avoiding habited systems, the First Army Group returned to Terra, to rearm and refit. Here they took on new personnel and new units fitted with the latest and highly experimental Republic Institute of Strategic Combat (RISC) weapons and equipment. During their

successful mission, Republic Forces has successfully reunited with the forces in the Republic Remnant, evacuating the former Exarch and republic hero, Damian Redburn, after he sustained injuries fighting against the Republics enemies, and returning him to Terra.

[The true story of what happened with Damien Redburn appears to be far different from this account. Sources inside the RAF state that Damien refused to believe Stone had returned and even attacked and imprisoned the first RAF forces set to the Remnant. It took the former Exarch, Jonah Levin, to deal with the situation. A few shots of Redburn being cut out of his Black Knight by Fides Battle Armor have surfaced. Even more mysteriously, after this, the Fideles were no longer observed in any RAF actions, and rumour is they all returned to New Earth, although the Fides regiments remained with the RAF. – Clive Pearsons]

Taming the Wolf

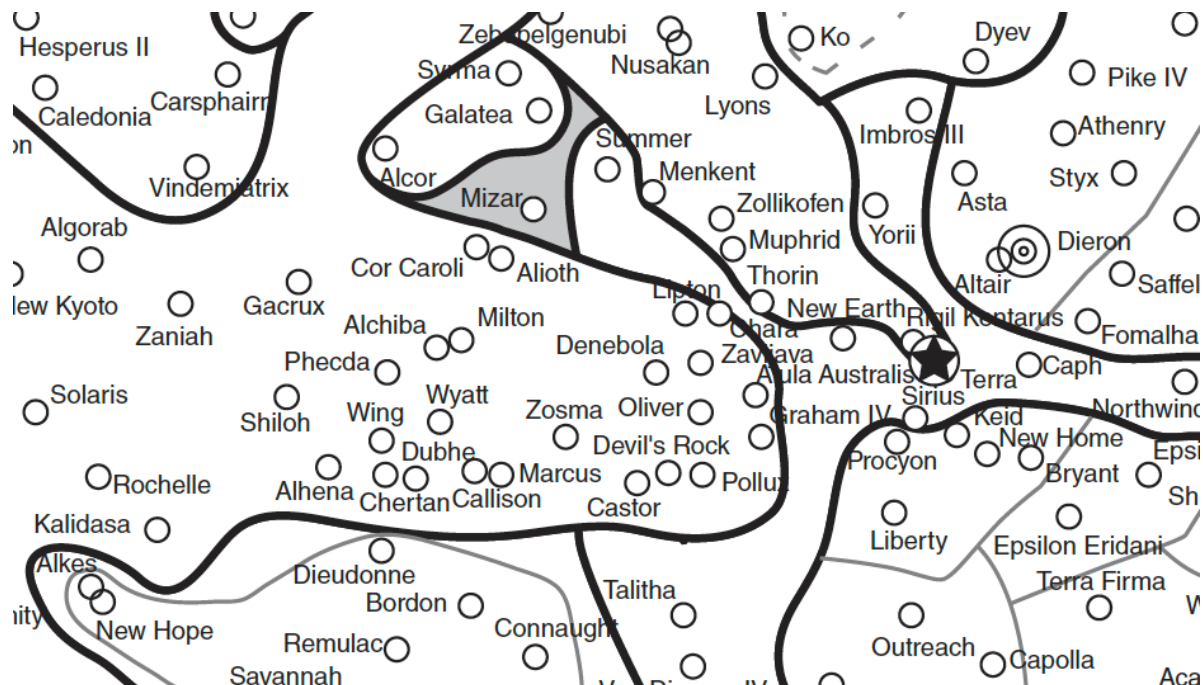
On 25 March, the Fifth and Ninth Wolf Battle Clusters had attacked the world of Callison. Star Colonel Krystal Vickers defeated Knight Ariana Zho in single combat, claiming her as a bondsman. Clan Wolf continued their advance claiming Marcus, Denebola, Castor and five more Republic Worlds.

In March 3151, the newly re-equipped First Army Group struck the Clan Wolf held world of Gacrux, overwhelming the Bronze Kashik and 271st Wolf guard Assault Cluster. In early April the Second Army Group arrived on Shiloh and rendezvoused with the First Army Group and both forces, on 18 April, struck Phecda, defeating the XI Battle Cluster. Ergen and the First Army Group, then defeated the Steel Keshik and Nineteenth Wolf Guard Battle Cluster on Wing, cutting off most of Clan Wolfs supply lines in their push to Terra.



A Wing and a Prayer

On the Drake Rimelands, just outside the Port Wyvern Spaceport complex, Paladin max Ergen in his trusted *Doloire*, faced Galaxy Commander Anastasia Kerensky in her *Savage Wolf Prime*. Bravo Company of the X Hastati and Binary of Golden Keshik formed a circle of equals and in a brutal battle, in which Ergen gained an early upper hand, Kerensky managed to down the Paladin's *Doloire* in a savage strike to the rear, after feigning damage to her own 'Mech. As the Paladin's 'Mech fell, the Golden Keshik launched a savage attack on the X Hastati breaking the *Batchall*. Only a few of the Hastati 'Mechs survived the battle, and Captain Liz Getty, hero of the Republic, was killed when her *Lament*'s cockpit was destroyed by a Clan Wolf *Tundra Wolf* ER-PPC blast. Paladin Max Ergen was successfully med-evacuated by the 1st Fides Defenders and escaped to return to the Republic along with the shattered remains of the X Hastati Sentinels.



What remained of the First and Second Army Groups returned to Terra along with an injured Paladin. The remaining worlds outside Terra fell to the Wolves, the Falcons and

the Capellans, while Terra remained safe behind the, now contracted, Fortress Republic wall. Max Ergen soon returned to active duty and rebuilt the X Hastati, but soon the end would come.

On 1 January 3151, the forces of Clan Wolf jumped into the Terran system and began the final assault against the Republic. 11 days later Clan Jade Falcon arrived. In a completely surprising move, neither Clan Wolf nor Jade Falcon showed any hostility to each other, as they had done in the past. Instead, they each chose different targets on Terra. Clan Jade Falcon advanced on the heart of the Republic, Geneva itself, and in a desperate battle the Republic defended this last bastion of liberty.

One hope for the Republic remained, the debt unpaid. Devlin sent messages carried by his most trusted Knights via the fastest JumpShips to the Federated Suns. First Prince Julian Davion had used the blood spilled by the Republic Forces to reclaim many of the worlds of the Federated Suns from the teeth of the Dragon, and now planned to retake New Avalon. When he received the handwritten letter from his friend and long-time ally, Devlin Stone, asking the Federated Suns to help its greatest ally in its darkest hour, Julian Davion, First Prince of the Federated Suns, said “No.”

[The second hand-written note in the data pack delivered was a copy, not the original, of Devlin Stone's letter to the First Prince. In it, he urged the Federated Suns to repay their debt and send aid and save the Inner Sphere from the Clans. “Now, First Prince, for the sake of all humankind, for the fate of the Inner Sphere, the Republic needs your help. If you do not answer this call, Terra may fall. If it does, the Clans will unite under an ilClan, and the entire Inner Sphere will burn”. Space port records from the time do indicate that a Republic registered JumpShip did enter the Argyle system on 18 March 3151, where First Prince Julian Davion and the Princes Champion Eric Sandoval-Groell were planning the invasion of New Avalon. Official records have no record of any official communication from the Republic to the Federated Suns. Calling in some old contacts I was able to confirm that a Knight of the Republic was seen in the AFFS command post. If it is true that the Prince refused the aid the Republic in its time of need, then Julian Davion has indeed bough shame to the entire Federated Suns, and dishonoured the fallen Republic Heroes that died on worlds like Robinson. – Cline Pearson]

Paladin Max Ergen himself led the X Hastati in the defence of Geneva. Alongside the 122nd Militia, the X Hastati managing to inflict significant losses on the Falcons Alpha Galaxy, while enduring orbital bombardment from the *Turkina's Pride* in orbit above. A last desperate attack by the Republic Navy flagship, the *Abundantia*, managed to severely damage and drive away the Jade Falcon WarShip, but the battle was lost. The last of the X Hastati withdrew while the Jade Falcon BattleMechs of Rho Galaxy attempted to block their retreat. Only a few of the Hastati survived, including Max Ergen, but Stone's Liberators reported that had evacuated Devlin Stone.

On 14 April, at the last Republic fortress, code named Solitude, Devlin Stone surrendered the Republic of the Sphere to both Clan Jade Falcon and Clan Wolf, and then... they murdered him. The figure head of the Republic, the person who had defeated the Word of Blake and saved the Inner Sphere, and old man who had surrender, they killed him in cold blood, claiming he died of natural causes...

After Clan Jade Falcon was defeated by Clan Wolf, and Alaric Ward declared himself IlKhan, wherever Devlin Stone was buried, I'm sure he was smiling in his grave, for not all was lost. Some Republic Forces, with the help of Hansen's Roughriders has escaped Terra in the final days. A determine few Paladins and Knights, who sought refuge in the stars with the people they once protected vowed that the fight was not yet over, and the dream would not die. Amongst them stood Max Ergen, one of the last Paladins of the Republic of the Sphere.



[There have been reports of a large well-trained and equipped force of BattleMechs painted in plain grey attacking Wolf Empire worlds. Whether or not these are the forces of the former Republic is unclear, but they do seem to have a few Republic BattleMech designs. According to the limited reports from Terra, Devlin Stone surrendered all Republic forces to Khan Alaric Ward and Khan Malvina Hazen, and then conveniently died of natural causes on 25 May, just after Alaric declared himself IlKhan after defeating Clan Jade Falcon in a final trial. With the Fortress Republic wall still operational, these facts are impossible to verify but now the Inner Sphere is waiting to see what happens when the wall comes down again... - Clive Pearson]



Combatants

Republic of the Sphere

X Hastati Sentinels

As the only original member of the Sentinels from before the Blackout, the X Hastati is troubled by ghosts of the past. While a full seventy percent of the unit is composed of soldiers recruited after the creation of the Fortress, older veterans are stricken with survivor's guilt. The attitude has infected the whole unit, with most believing the entire collapse of the Republic was their fault.



The X Hastati fights like they have something to prove. Their commander, Brigadier General Preston Mercer, works hard to help redirect his units' frustrations, but as their recent participation in DAMNATIO proved, nothing short of liberating the whole Republic will suffice to improve the X's attitude. [Sarna]

CO: Brigadier General Preston Mercer

Average Experience: Elite/Fanatical

Force Composition: H/BM/R, H/CV/B, AS/W, BA/B

Radom Assignment Table: Republic of the Sphere (Field Manual 3145)

Special Command Abilities: Marching Fire*, Tactical Specialization/Attack

Notes: Captain Liz Getty is the commanding officer of Bravo Company, 1st Battalion of the X Hastati. She pilots a *Lament LMT-2R*. After her company was attached to Paladin Max Ergen as his personal bodyguard on Dieron, her company often accompanied him into battle.

Special Command Ability – Marching Fire

Walking fire is a highly specialised technique used by only the most elite forces to fire in exact unison with every other unit.

This ability can be used once per scenario to allow the force to declare and resolve all attacks for one turn, before the enemy forces attacks are declared and resolved.

Bravo Company, 1st Battalion, X Hastati Sentinels

1 Lance

- Captain Elizabeth Getty – *Lament LMT-2R*
- Master Seargent Kline – *Archer ARC-9W*
- Seargent Green – *Axman AXM-1N*
- Seargent Cabrera – *Rifleman RFL-8X*

2 Lance

- Lieutenant (sg) Jalescu – *Mangonel MNL-3W*
- Seargent Bennet – *Avalanche Prime*
- Seargent Colt – *Prefect PRF-1*
- Seargent Brighton – *Warhammer WHD-10CT*

3 Lance

- Lieutenant (sg) Easton – *Shadow Cat II*
- Seargent Guinness – *Crusader CRD-7W*
- Seargent Adams – *SKW-2F Shockwave*
- Seargent Burke – *NH-2 Rook*

First Fides Defenders

“They will seem strange. They have their own customs, inherited from their trainers. But they are strong. And they have unique...skills...that no other Republic soldier can match.”

-Devlin Stone 3149

The Fides Defenders are a special forces regiment, who were trained by a force on known as the Fidelis, that report directly to Devlin Stone, operating outside the RAF chain of command. Their CO is a mysterious soldier known only as the “Custos”, a giant of a man who appears to be of Clan Elemental lineage, albeit a very old one. The Fides have worked with Stone since the Jihad and are based on New Terra. They use specialised and unique tactics and have unique mannerisms.

Their origins are <CLASSIFIED>

CO: The “Custos”

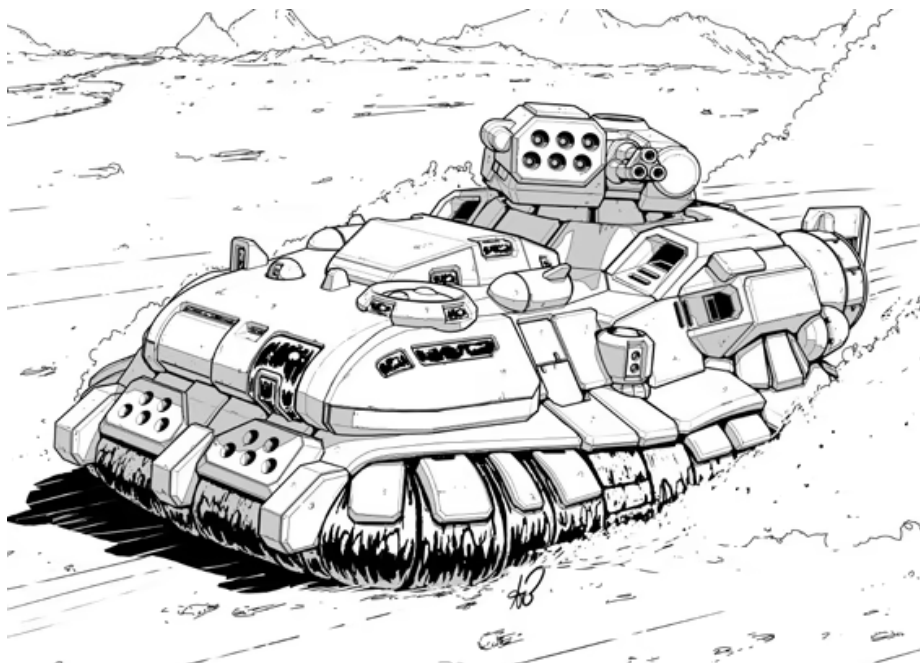
Average Experience: Elite/Fanatical

Force Composition: L/BM/B, M/CV/B, BA/B

Radom Assignment Table: Republic of the Sphere (Field Manual 3145)

Special Command Abilities: Infiltrators [EA p. 120], Tactical Specialization/Combined Arms [EA p. 120].

Notes: Fides forces often consist of Light BattleMechs (especially faster ‘Mechs such as the *Roadrunner*, *Locust* and *Flea*), Battle Armor Squads (Including *Simeon*, *Purifier* and *Nighthawk*) and Combat Vehicle transports (especially fast hover transports such as the *Maxim II*).



Draconis Combine

First Dieron Regulars

The First remained on Dieron with a large amount of ISF "observers" within its ranks, due to it being former Warlord Katana Tormark's favored unit, and its relations with her replacement and its current commander.

When the Republic launched Operation ERUPTIO against Dieron on March 5th, 3149, Dieron's Warlord, Tai-shu Kambei Okamoto, ordered the First to board their DropShips and reinforce the beleaguered Second at Fortress Dieron. As they moved towards the Iznakki Interplanetary SpacePort, the X Hastati Sentinels led by Paladin Max Ergen and X Triarii Protectors intercepted and defeated them, driving them off planet after Ergen killed Warlord Okamoto in single combat.

[Sarna]

CO: Tai-sa Shiro Watanabe

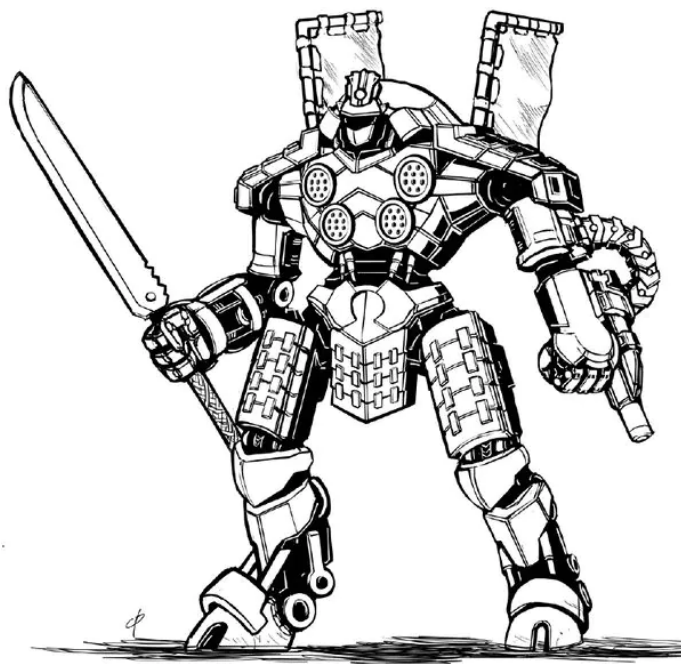
Average Experience: Regular/Fanatical

Force Composition: H/BM/C (Command Company), H/BM/R, H/CV/B (21st Dieron Heavy Armor), AS/W (1st Dieron Aerospace Wing), CI/B, BA/B (77th Dieron Infantry)

Radom Assignment Table: Draconis Combine (Field Manual 3145)

Special Command Abilities: None

Notes: The First Dieron although officially under the command of Tai-sa Shira Watanabe, have become the personal command on the Dieron Warlord Tai-shu Kambei Okamoto. Okamoto has used the ISF to purge the First Dieron Regulars of all disloyal elements and deals with any hint of disloyalty to the Dragon with an iron fist. He pilots a *Shiro SH-1V*, a personal gift from the Coordinator.



Second Dieron Regulars

The Second Dieron Regulars can claim a heritage that goes back to the Alliance of Galedon and an equally ancient proto-state: the Dieron Federation. One of many twenty-fourth century proto-states in the region of space that in later centuries became known as the Draconis Combine, the Dieron Federation was persuaded to become a part of the Alliance of Galedon in 2310 by Shiro Kurita. As a part of the Alliance, the worlds of the Dieron Federation were required to provide a tithe of people from their population to New Samarkand for military training and indoctrination, with the first draft consisting of some three thousand men and women.

[Sarna]

CO: Tai-sa Harold Ryan

Average Experience: Regular/Reliable

Force Composition: M/BM/B, H/CV/B, AS/W, BA/B

Radom Assignment Table: Draconis Combine (Field Manual 3145)

Special Command Abilities: None

Notes: During the battle of Dieron, the Second Dieron Regulars Battle Armor Battalion (the “Dieron Raptors”) were assigned to “pacification” duties in Dierons Capital City to supress the Republic loyalist uprising, has they been stations in Fortress Dieron they may have repelled the Fides Battle Armor.

The Red Ring Stalkers - C Company, First Battalion of the Second Dieron Defenders is commanded by *Tai-i* Yuki Tanaka. He pilots a *Centurion CN-11-O B* captured from the AFFS. It’s a rental.



The Red Ring Stalkers

1 Lance

- Tai-I Yuki Tanaka – *Centurion CN11-O B*
- Kashira Jasper Sakura – *Black Hawk*
- Gunsho Hajas – *Vulture III**
- Gunsho Varnell – *Vulture III*

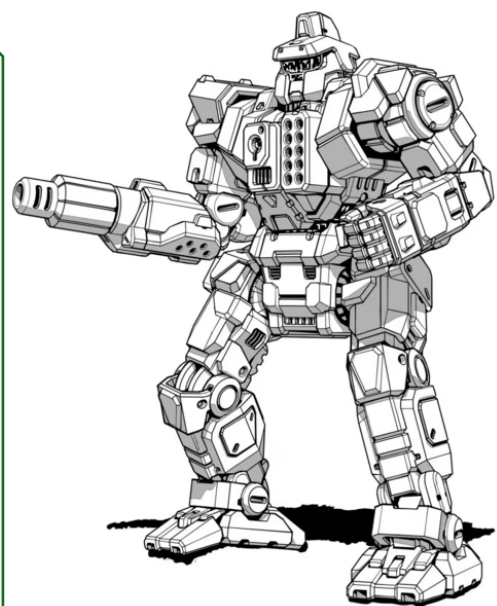
2 Lance

- Chu-i Emilia Jonas – *Venom*
- Gunsho Emi Volkov – *Wight*
- Gunsho Heruzu – *Wight*
- Gunsho Hal Respeth – *Valkyrie** (then *Wendigo*)

3 Lance

- Chu-i Hideki Koto – *Ghost*
- Gunsho Thad Mogami – *Wolfhound*
- Gunsho Missy Hogun – *Rokurokubi*
- Gunsho Arin Yamoto – *Hitman*

**Destroyed at Aldington*



Ryuken-ni

Ryuken-ni took part in the battles against the forces from the Draconis March led on an abortive invasion of the Combine by Duke Corwin Sandoval. In 3141 Ryuken-ni was campaigning on Barlow's Folly when a pair of Narukami Heavy Tanks from the regiment fought a notable rearguard action against the Fourth Federated Suns Lancers. The commander of Tachi Company, Tai-i Garron Toshido, was carrying his battalion commander in his 'Mech after hers had been destroyed and elements of the Fourth were in pursuit. The crews of the two Narukamis were as unwilling to risk injury to their battalion commander as Toshido was, and volunteered to serve as the rearguard; the two tanks destroyed a dozen of the Fourth's hovertanks as well as six BattleMechs before finally being overcome by AFFS battle armor



[Sarna]

CO: Tai-sa Hugo Vasquez

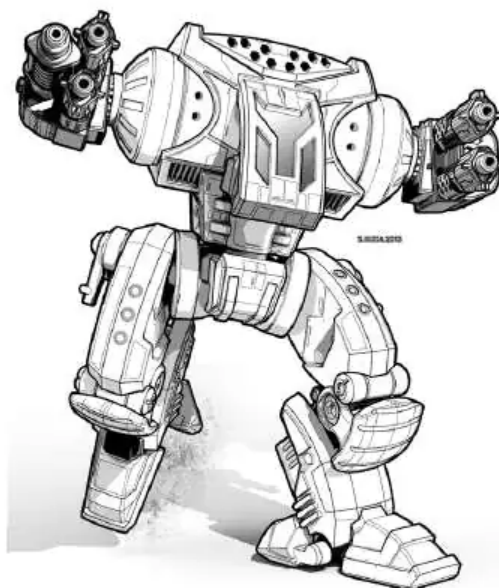
Average Experience: Elite/Reliable

Force Composition: M/BM/R, M/CV/B, M/AS/W, CI/B, BA/B, Art/L

Radom Assignment Table: Draconis Combine (Field Manual 3145)

Special Command Abilities: Off Map Movement, Tactical Specialization/Combined Arms.

Notes: The Ryuken-ni (ni=2 in Japanese) were stationed on Robinson to defend the Robinson Standard BattleWorks (RSBW) industrialplex, alongside the Eighth Sword of Light. Tai-sa Hugo Vasquez pilots a *Wendigo*, salvage from the elimination of Clan Nova Cat.



Eighth Sword of Light

The Eighth Sword of Light participated in the assault on Robinson in 3144. They fought against the 20th Avalon Hussars and alongside the 7th Sword of Light. The Eighth lost 30% percent of their BattleMech regiment, their aerospace regiment lost 90% of its fighters, their infantry regiment was reduced to just a company, and their tank regiment lost an entire Battalion in the fighting.



In July 3147, Federated Suns workers at the Robinson Standard BattleWorks' Atlas production line seized four half-finished Atlases and held a portion of the industrial complex hostage. This was the most extreme case of work stoppages and riots that were commonplace on Combine occupied worlds. Elements of the Eighth used well-placed fire to disable the partially armed 'Mechs and a battalion of infantry went through the complex eliminating the workers inside, whether or not they were involved in the incident.

The Eighth was still stationed on Robinson in October 18, 3149 when Task Force ERUPTIO from the Republic of the Sphere jumped in-system. They, plus Ryuken-ni, were tasked with defending the Robinson Standard BattleWorks' against the X Hastati Sentinels, X Principes Guards and the X Triarii Protectors. The Ryuken were attacked from multiple sides and wilted under the assault, but the members of the Eighth fought like the Coordinator herself until their leader, Tai-sa Lincoln Marovitch, was downed. The Eighth then conducted a fighting withdrawal that heavily damaged the X Principes. By November 25th, the Eighth and its sister units were driven from Robinson.

[Sarna]

CO: Tai-sa Lincoln Marovitch

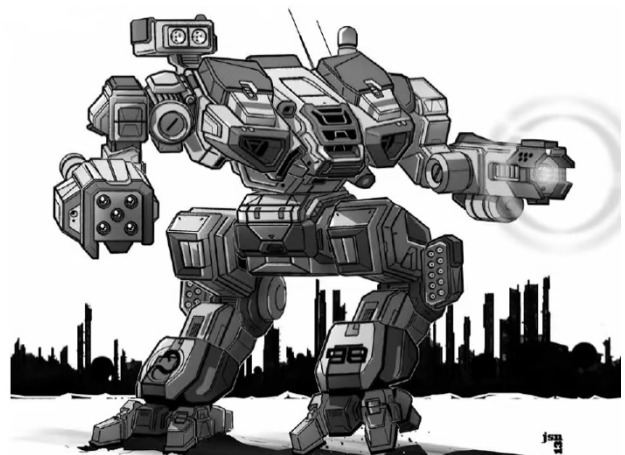
Average Experience: Veteran/Reliable

Force Composition: H/BM/R, H/CV/B (77th Armor), M/AS/W (243rd Aerospace), CI/B, BA/B (Savage Dragons)

Radom Assignment Table: Draconis Combine (Field Manual 3145)

Special Command Abilities: Tactical Specialization/Defence

Notes: The Eight Sword of Light are known for being a solid line unit, and were bought in to defend the Robinson Standard BattleWorks. They tend to let the enemy come to them, while the Ryoken-*ni* always take the fight to the enemy. Tai-sa Lincoln Marovitch often leads the BattleMech forces of the 8th from rear despite claiming to follow the *Bushido* code. He pilots a *Tenshi R. 1* in 4 BattleMechs in the Eighth Sword of Light can be taken from the Federated Suns RAT.



Clan Wolf

Golden Keshik, Alpha Galaxy

In 3150 the Golden Keshik, the Fourth Wolf Guard, and Third Wolf Guard Battle Clusters attacked Castor. They were faced by the XV Hastati Sentinels and the Second Fides Defender's. The Golden Keshik and Fourth Guards quickly overwhelmed the Fifth Fides Defender's, capturing several RISC-designed weapons and equipment systems. saKhan Anastasia Kerensky had the RISC equipment shipped to Gienah.



The Golden Keshik, Third Wolf Guard Battle, and 103rd Wolf Guard Striker Clusters won the bid to take the planet of Wing. Anastasia Kerensky challenged Paladin Max Ergen to a Trial of Possession for the world. He accepted, and during the dual, Kerensky defeated him. The X Hastati Sentinels, infuriated, attacked the Golden Keshik. The other two Clusters landed and quickly overwhelmed the Sentinels and the X Triarii Protectors. The few Hastati Sentinels who survived withdrew from Wing.

[Sarna]

CO: Galaxy Commander Anastasia Kerensky

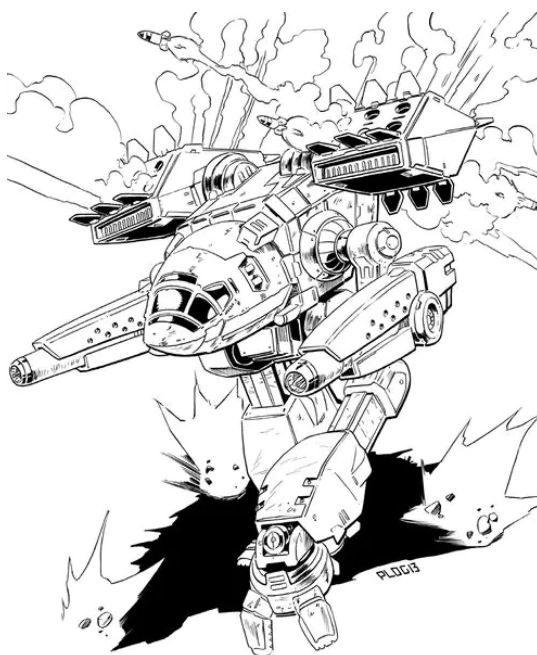
Average Experience: Elite/Fanatical

Force Composition: H/BM/T(c)

Radom Assignment Table: Wolf Empire (Field Manual 3145)

Special Command Abilities: Espirit de Corps, Assault Operations [EA p. 119]

Notes: Galaxy Commander Anastasia Kerensky may be the greatest MechWarrior the Inner Sphere has seen since her brood-kin Natasha Kerensky. She pilots a *Savage Wolf Prime*.



Playing the Operation ERUPTIO campaign

The Operation ERUPTIO campaign follows the battles of Paladin Max Ergen, Captain Elizabeth “Liz” Getty and Bravo Company, X Hastati Sentinels. It can be played in a variety of different ways from basic rules to more advanced campaign rules, as well as at different scales. It can also easily be adapted to Alpha Strike.

Scenario Play

The simplest way to play the campaign is to just play each scenario individually, generating forces (or using the progenerated forces). In this case, there is no need to track objective points or damage to units, and after each battle you may decide to restore any lost units for the next game.

Chaos Campaign

Each of the Operation ERUPTIO scenarios are written in the form of Chaos Campaign: Touch Points, in three campaigns. At the start of each Chapter of the campaign, you start with 3000 WarChest Points. At the end of each Chapter, you may refresh the War Chest Points to 3000 before starting the next Chapter.

Force Generation

You should generate a Campaign force made up of three separate “company sized” forces as suggested below. In each scenario you usually take 33% (1/3rd) of your total Campaign Force. Between missions you can make repairs, reload ammo, train pilots, or purchase new units to replace destroyed ones.

Games Sizes

The Campaign TouchPoints are base around Company level (Scale 2) games (taking between 6-8 hours to complete).

It is also possible to play through the campaign using Lance sized (Scale 1) forces (games of 2-3 hours). In this case simply divide the WarChest Points and all Objective Points by three.

Campaign Length

The campaign consists of 9 Touch Points in three chapters. You may wish to extend the campaign by adding two further random track scenarios between each Touch Point to bring the total scenarios per chapter to seven.

Full Campaign Operations

You may decide to play through the entire campaign using the full Campaign Operations rules. In this case assume an operational budget of 20% of the C-Bill Value of all the units, which can be used to purchase supplies.

Aerospace and Artillery

If you wish to add Aerospace or Artillery units to each force you can either employ the Battlefield Support Points “Strike Cards”, or use the rules as found in Total Warfare (4000 BV per Company Aerospace [2 Units], 2000 BV per company Artillery [2 Units])

DropShips, JumpShips and Travel Times

You may decide to track the DropShips and JumpShips used by Operation: ERUPTIO. In such a case assign appropriate DropShips to each force, plus the *Duat*-class Oberon, Paladin Max Ergen's personal Transport. In such a campaign you may allow players to plot their own path through systems using their JumpShips.

Scale 3 Campaigns

Task Force ERUPTIO's First Army Group consisted of Battalions from the X Histati Sentinels, X Principes Guards and X Triarii Prorectors, as well as the 1st and 2nd Fides Defender's. This campaign can be adapted to much larger engagements using AlphaStrike, BattleForce or Strategic BattleForce (using Interstellar Operations: Battle Force).

Scale 1 8,000 BV per force	Scale 2 24,000 BV per force	Scale 3 72,000 BV per force
X Hastati Sentinels (Elite) One-Lance, Bravo Company.	X Hastati Sentinels (Elite) Bravo Company, Heavy BattleMech Company	X Hastati Sentinels (Elite) Heavy BattleMech Battalion
X Hastati Sentinels (Elite) Two-Lance, Bravo Company.	X Hastati Sentinels (Elite) Charlie Company, Heavy BattleMech Company	X Triarii Protectors (Veteran) Heavy BattleMech Battalion
1st Fides Defender's (Elite) Hover Tank Lance Battle Armour Company (4 units) Lance Light BattleMechs	1st Fides Defender's (Elite) Veteran Combined Arms Battalion Company of Hover Tanks Battalion of Battle Armor (12 units) Company of Light BattleMechs	X Principes Guards (Regular) Medium BattleMech Battalion 1st Fides Defender's (Elite) Veteran Combined Arms Battalion

Chapter 1 – Dragonslayers!

TouchPoint 1 – Mother knows best

Situation

Outside Aldinga

Dieron

Draconis Combine

5 March, 3149

“It started innocuously enough, a chirp on a long-range sensor.

Tanaka was doing a slow detail scan of the area around him, looking for the infantry. He should at least be able to spot their blowers...but he couldn’t. The chirp made him look up from his task, and then farther up, through his HUD at the distant horizon. Man-shaped silhouettes moved there.

BattleMechs.

“Look alive,” he sent on the general Stalkers frequency.

“Reps?” Mogami asked.

Tanaka sighed. “No, the kanrei has come for a visit,” he snapped. He cringed, knowing he shouldn’t have let the words slip out. Real professional, his mother’s voice told him.”

As Captain Liz Getty led Bravo Company, X Hastati Sentinels towards Aldinga, the garrison force, The Red Ring Stalkers - C Company, First Battalion of the Second Dieron Defender, moved to intercept them. *Tai-i* Yuki Tanaka realised his force was out tonned, but decided to mount a mobile defence, trying to disable a few of the RAF ‘Mechs.

Game Setup

Recommended Terrain: Rolling Hills.

Arrange 4 mapsheets in a two-by-two pattern.

Attacker (X Hastati Sentinels - Elite)

The Attacker’s force should be 1/3rd of the Campaign Force. The Attacker’s force enters onto the table via the southern map edge at the start of turn one.

Defender (Second Dieron Regulars - Regular)

The Defender’s force is 50% of the Attacker’s forces BV and should be made up of one Company (1 Heavy Lance and two Light Lances). The defender sets up the Northern two mapsheets before the game begins.

Note: You may wish to use the force list stated in the Combatants: Second Dieron Regulars section that reflects The Red Ring Stalkers as portrayed in the novella Shell Games.

Warchest

Track Cost: 300

Optional Bonuses: None

Objectives

Forward March. 50% of the Attacker's force must exit from the Northern map edge. (300 OP)

Defend the Flanks. No more than 1/6th (2 Mechs in a Company) must be Crippled or Destroyed (300 OP)

See them Off. 25% of the Defender's force must be Crippled or Destroyed.

Special Rules

Forced withdrawal is in effect.

Fall Back. If the Defender's force loses 25% of their units (by number), crippled or destroyed, they all retreat from any map edge.

Aftermath

After brushing aside the Second Dieron Regulars, Bravo Company of the X Hastati Sentinels moved to attack Fortress Dieron.



TouchPoint 2 – The Dragons Lair

Situation

Fortress Dieron, Section 19

Mount Shanyu, Dieron

Draconis Combine

18 March, 3149

“Nadine knelt atop the hover APC’s top armor, sensors focused on the mountain. Her comm system chirped with a retransmitted signal, and she clanged the gauntlet of her armor against the metal beneath her. The hovercraft’s fans screamed into high as the driver brought the power up. The APC skittered like hot butter in a pan as it picked up speed.

Behind her, enough APCs for a battalion screamed to life.

All of them charged into the teeth of the Fortress’s defenses.”

Captain Liz Getty’s Bravo Company, X Hastati Sentinels stood well out of weapon range and rained fire upon the mountain side, while Cruise Missiles from the *Duat*-Class DropShip Oberon fell from the sky. RAF aerospace assets blitzed the mountain side, a secretly deployed a Fides intrusion team who were able to hack the power systems and shut down the grid to all of the Fortresses turrets in Section 19. They then signalled their success.

On receiving the signal Major Arisia Nadine of the 1st Fides Defender’s gave the go command and a company of Maxim II Hovortanks loaded with Battle Armor and flanked by fast moving light BattleMechs stormed the mountain!

Game Setup

Recommended Terrain: Rolling Hills, Mountains.

Arrange 4 mapsheets in a two-by-two pattern. The two southern maps should be rolling hills. The two northern maps should be Mountain (Large Mountain mapsheet or use Foothills).

Place 10 Weapons Turret Bunker counters on the two most northern mapsheets. 7 are PPC/Gause Rifle Turrets that have no power. 3 are LB-10X Turrets, which have no power but can be fired manually.

Place a token at the centre of the two northern mapsheets to represent the entrance to the Mech-Hanger

Attacker (1st Fides Defender’s - Elite)

The Attacker’s force should be 1/3rd of the Campaign Force. The Attacker’s force enters onto the table via the southern map edge at the start of turn one. It should consist of 12 Maxim II Hover tanks, 4 squads of Purifier Battle Armor, 4 Squads of Simeon Battle Armor and 4 squads of Nighthawk Battle Armor. The force is flanked by 12 light BattleMechs, all of which should have a Walk movement of no less than 8.

Defender (Second Dieron Regulars - Regular)

The Defender's force is 50% of the Attacker's forces BV, and should be made up of one Company (1 Heavy Lance and two Light Lances). The defender enters the map at the start of turn 2, deploying from the Mech Bay hex.

Note: You may wish to use the force list stated in the Combatants: Second Dieron Regulars section that reflects The Red Ring Stalkers as portrayed in the novella Shell Games. If so, you may use the surviving forces from TouchPoint 1, replacing any lost Mechs from with Wendigo's.

Warchest

Track Cost: 300

Optional Bonuses: None

Objectives

BREACH! Enter at least 50% of bunkers on the table with Battle Armor Units (300 OP)

Hack the feed. Enter a bunker with a Nighthawk Battle Armor and take control of the turret (300 OP)

See them Off. 25% of the Defender's force must be Crippled or Destroyed.

Special Rules

Forced withdrawal is in effect.

BREACH! If one of the Attacker's Battle Armor units enters a hex containing a Weapons Turret Bunker, remove this unit from the game – it has entered the Fortress.

Hacking the feed. The Nighthawk squads are carrying sophisticated hacking equipment. If they enter a Weapons Turret Bunker they may take control of the bunker (restoring power) 3 complete turns after entering it.

LB-10X Turrets. 3 of the Weapon Turret Bunkers have LB-10X Autocannons and a Gunnery of 5 (reduced due to manual aiming). Due to the lack of power these weapons can either fire (they start loaded), reload, or change facing. They may only perform one of these actions per turn. If a Battle Armor Squad enters the Weapons Turret Bunker it is disabled (alternatively you may elect to place a squad of 7 infantry in the bunker than need to be killed).

Fall Back. If the Defender's force loses 25% of their units (by number), crippled or destroyed, they all retreat from the north map edge.

Taking the mountain. 6 turns after the completion of the **BREACH!** objective the fortress evacuates. Place one Naginata BattleMech (Piloted by Fortress Dieron's Commander *Tai-sho* Gonzalez, Piloting 2, Gunnery 3). This Mech must retreat by the northern map edge.

Aftermath

Once the BattleArmor had breached the Fortress, Nighthawk Battle Armor carrying with hacking equipment took control of the bases computers. The DCMS forces had no option but to retreat.

TouchPoint 3 – Duel of Honor

Situation

Near Iznakki Interplanetary Spaceport

Dieron

Draconis Combine

18 March, 3149

“Konnichi wa, Tai-shu Okamoto,” a man’s voice said.

Okamoto looked into his HUD as the Shiro’s battle computer found the transmitting ‘Mech. It was a Doloire amid the Tenth Hastati ‘Mechs.

Okamoto smiled. Exactly as he’d predicted.

“You have me at a disadvantage,” he replied in English.

“I am Paladin Max Ergen,” the Doloire’s MechWarrior sent.

“Ah,” Okamoto said. He knew of no Paladin by that name, but that didn’t surprise him. He’d already known these forces were from behind the Fortress Republic Wall; it made sense that new leaders would have risen as older ones fell from favor.”

Paladin Max Ergen requisitioned Captain Liz Getty’s Bravo Company as personal bodyguards to face off against the Dieron Warlord *Tai-shu* Okamoto. As Bravo company engaged the Tai-Shu’s command company, the Warlord and the Paladin engaged in a deadly but honourable duel... to the death.

Game Setup

Recommended Terrain: Desert Air Base.

Arrange 4 mapsheets in a two-by-two pattern.

Attacker (X Hastati Sentinels- Elite)

The Attacker’s force should be 1/3rd of the Campaign Force. The Attacker’s force enters onto the table via the southern map edge at the start of turn one. It should consist of 12 BattleMechs. In addition the player may deploy Paladin Max Ergen in his *Doloire Prime*.

Defender (Warlords Command Company, First Dieron Regulars - Veteran)

The Defender’s force is 75% of the Attacker’s forces BV. The defender enters the map by the northern map edge. The Defender’s force should consist of one Company of 12 BattleMechs (Assault, Heavy and Medium). In addition, the Defender deploys Warlord *Tai-shu* Okamoto in his *Shiro SH-1V* (Elite. Gunnery 2, Piloting 3. SPA. Stand Aside, Melee Master)

Warchest

Track Cost: 300

Optional Bonuses: None

Objectives

Two Shall Enter, one shall leave. Paladin Max Ergen must destroy *Tai-shu Okamoto's Shiro SH-1V* (300 OP)

CHARGE! 100% of the enemy force must be destroyed (300 OP)

Watch the Flanks. 50% of the X Hastati Sentinels must be functional (not crippled or destroyed).

Special Rules

Forced withdrawal is in effect only for the X Hastati Sentinels. The Warlords command company have the effect of the *Espirit de Corps* and are not affected by Forced Withdrawal. Neither Paladin Max Ergen or Warload Okamoto are effected by Forced Withdrawal,

Duel of honour. BattleMechs may not target Max Ergen's *Doloire* or Warlord Okamoto's *Shiro*, these two units may only target each other. The turn after either one is destroyed, this restriction is lifted.

Aftermath

With the Warlord defeated by Paladin Max Ergen, the First Dieron flee the planet, while the remains of the Second Dieron flee to secret bases in the wood. Rather than stay to secure the world, Task Force ERUPTIO mounts up and heads for Robinson!



Chapter 2 – Ride to Robinson

TouchPoint 1 – Raiding Cartago

Situation

DCMS Supply Cache

Cartago

Draconis Combine

4 September, 3149

As the First Army Group travelled through the Benjamin Military District of the Draconis Combine they set about destroying valuable resources and military equipment.

Game Setup

Recommended Terrain: Rolling Hills.

Arrange 4 mapsheets in a two-by-two pattern.

Place 10 supply dump tokens on the mapsheet, each should be at least 3 hexes from any map edge and 3 hexes from each other.

Attacker (X Hastati Sentinels- Elite)

The Attacker's force should be 1/3rd of the Campaign Force. The Attacker's force combat drops onto the table via the southern map edge at the start of turn one. It should consist of 12 BattleMechs.

Defender (Cartago Planetary Militia- Regular)

The Defender's force is 75% of the Attacker's forces BV. The defender enters the map by the northern map edge. The Defender's force should consist of at least one Company of 12 BattleMechs (Medium or Light) and one Company of Combat Vehicles.

Warchest

Track Cost: 300

Optional Bonuses:

-150 Droning On. In this mission Captain Liz Getty has a *Lament LMT-2D* piloted by a Veteran (Gunnery 3, Piloting 4) MechWarrior, while she sits in a Drone Remote Control Secondary Cockpit controlling a Lich (at no additional BV).

Objectives

Let them burn. The 10 supply dumps must be destroyed by the end of turn 8.

Retreat! 50% of the enemy force must be crippled or destroyed, they will then retreat from any map edge (300 OP)

Watch the Flanks. 75% of the X Hastati Sentinels must be functional after turn 8. (not crippled or destroyed).

Special Rules

Forced withdrawal is in effect.

Combat Drop. Before the game write down a mapsheet and hex number for each of the Hastati BattleMechs. At the start of turn 1 place the Hastati BattleMechs in that hex at altitude 3. They may fire with a +3 to hit and be fired on by enemy units with a +5 to hit. At the end of turn 1 they land. Make a Piloting Skill Roll for each BattleMech. If successful, the unit lands and acts normally from next turn. For each 1 margin of Failure (MoF) the BattleMech scatters in a random direction 1d6 x MoF hexes and falls from a height equal to the MoF. If it scatters off the map it is destroyed.

Supply Dumps. Each supply dump is a level 1 heavy building with 90 CF. When destroyed roll 1d6. On a 5 or 6 it contains ammo and detonates in a 3 hex radius area of effect attack doing 40 (0 hexes)/ 30 (1 hex)/ 20 (2 hexes)/ 10 (3 hexes) damage in 5-point clusters.

Times up! The scenario ends after 8 turns, and the Hastati breakoff and retreat to their DropShip.

Aftermath

Next stop – Robinson!



TouchPoint 2 – Rocking around the Ryuken-*ni*

Situation

North of the Robinson Standard BattleWorks industrialplex

Robinson

Draconis Combine

23 October, 3149

As the X Triarii covertly circled around the RSBI, the X Hastati made an obvious advance from the north drawing out the rapid Mechs of the Ryoken-*ni*.

Game Setup

Recommended Terrain: Badlands/Desert.

Arrange 4 mapsheets in a two-by-two pattern.

Attacker (X Hastati Sentinels - Elite)

The Attacker's force should be 1/3rd of the Campaign Force. The Attacker's force combat drops onto the table via the northern map edge at the start of turn one. It should consist of 12 BattleMechs. The Attacker may also field Paladin Max Ergen in his *Doloire Prime*.

Defender (Ryoken-*ni* - Veteran)

The Defender's force is 50% of the Attacker's forces BV. The defender enters the map by the southern map edge. The Defender's force should consist of at least one Company of 12 BattleMechs (Heavy, Medium or light – all with at least a Walk of 5.)

Warchest

Track Cost: 300

Optional Bonuses:

-100/Missile Cruise Missile Strike. The Attacker may launch an off-board Cruise Missile 50 from the *Duat*-class Dropship Oberon. It arrives in one turn and can be targeted at a hex either via normal artillery fire (TO:AR) or by use of TAG. This ability may be used 3 times.

-50 Droning On. In this mission Captain Liz Getty has a *Lament LMT-2D* piloted by a Veteran (Gunnery 3, Piloting 4) MechWarrior, while she sits in a Drone Remote Control Secondary Cockpit controlling a *Celerity* (at no additional BV).

Objectives

March Forward. 50% of the Attacker's force must exit the Battlefield by the southern edge of the map sheet by turn 8 (300 OP)

Retreat! 75% of the enemy force must be crippled or destroyed, they will then retreat from any map edge (300 OP)

Watch the Flanks. 75% of the X Hastati Sentinels must be functional after turn 8. (not crippled or destroyed).

Special Rules

Forced withdrawal is in effect.

After this mission the X Histati may not expend any support points to reload, repair or heal MechWarriors.

Aftermath

While Bravo Company defeated the *Ryuken-ni*, the Triarii Protectors attacked the 8th Sword of Light's rear. As elements of the 8th Turned to face the Triarii, the X Hastati were able to isolate the 8th Sword of Light command company and attack.



TouchPoint 3 – Beheading the Dragon

Situation

Robinson Standard BattleWorks industrialplex

Robinson

Draconis Combine

23 October, 3149

As the 2nd and 3rd Battalion of the 8th Sword of Light turned to defend against the advance of the X Triarii, the DCMS forces failed to realise the X Hastati had broken through the Ryoken-*ni* and were marching through the RSBW industrialplex straight towards the DCMS command company.

Game Setup

Recommended Terrain: Urban/City.

Arrange 4 mapsheets in a two-by-two pattern.

Attacker (X Hastati Sentinels- Elite)

The Attacker's force should be 1/3rd of the Campaign Force. The Attacker's force enters onto the table via the northern map edge at the start of turn one. It should consist of 12 BattleMechs. In addition, the Attacker may deploy Paladin Max Ergen in his *Doloire Prime*.

Defender (8th Sword of Light Command Company, First Dieron Regulars - Veteran)

The Defender's force is 75% of the Attacker's forces BV. The defender deploys at the start of the game anywhere on the southern two mapsheets. The Defender's force should consist of one Company of 12 BattleMechs (Assault, Heavy and Medium). In addition, the Defender deploys *Tai-sa* Lincoln Marovitch in a *Tenshi*.

Warchest

Track Cost: 300

Optional Bonuses:

-100/Missile Cruise Missile Strike. The Attacker may launch an off-board Cruise Missile 50 from the *Duat*-class Dropship Oberon. It arrives in one turn and can be targeted at a hex either via normal artillery fire (TO:AR) or by use of TAG. This ability may be used 3 times.

-50 Droning On. In this mission Captain Liz Getty has a *Lament LMT-2D* piloted by a Veteran (Gunnery 3, Piloting 4) MechWarrior, while she sits in a Drone Remote Control Secondary Cockpit controlling a *Celerity* (at no additional BV).

Objectives

He's playing with his food again. Paladin Max Ergen must destroy *Tai-sa* Lincoln Marovitch in his *Tenshi* (300 OP)

Retreat! 75% of the enemy force must be crippled or destroyed, at which point they retreat (300 OP)

Watch the Flanks. 50% of the X Hastati Sentinels must be functional (not crippled or destroyed).

Special Rules

Forced withdrawal is in effect. Neither Paladin Max Ergen or *Tai-sa* Lincoln Marovitch are effected by Forced Withdrawal.

Duel of honour. BattleMechs may not target Max Ergen's *Doloire* or *Tai-sa* Lincoln Marovitch's *Tenshi*, these two units may only target each other. The turn after either one is destroyed, this restriction is lifted.

Aftermath

With the world of Robinson secure, the First Army Group and X Hastati returned to Terra to rebuild the force ready for its final challenge.



Chapter 3 – Their Darkest Hour

TouchPoint 1 – Taming the wolf

Situation

Clan Wolf Supply Dump

Gacrux

Former Republic Remanent World

14 March, 3150

As the First Army Group hit the Wolf Empire's supply depot defended by forces consisting of the Bronze Kashik and 271st Wolf guard Assault Cluster. Hoping to use the same successful cavalry raid tactics used against the Draconis Combine forces, but this time the enemy had teeth!

Game Setup

Recommended Terrain: Badlands/Desert.

Arrange 4 mapsheets in a two-by-two pattern.

Place 10 supply dump tokens on the mapsheet, each should be at least 3 hexes from any map edge and 3 hexes from each other.

Attacker (X Hastati Sentinels- Elite)

The Attacker's force should be 1/3rd of the Campaign Force. The Attacker's force combat drops onto the table via the southern map edge at the start of turn one. It should consist of 12 BattleMechs. The Attacker may include Paladin Max Ergen in his *Doloire*.

The player may exchange up to four of his RAF BattleMechs for RISC technology upgrades in the same weight class (with no effect on BV).

Defender's (Wolf Empire Bronze Keshik and 271st Wolf guard Assault Cluster - Veteran)

The Defender's force is 100% of the Attacker's forces BV. The defender deploys anywhere on the map at the start of the game. The Defender's force should consist of at least three Stars of BattleMechs (A command Star from the Bronze Kashik and two Stars from the 271st Wolf guard Assault Cluster) and a Star of Battle Armor. The command Star should include Star Captain Roark in his *Warhammer IIC 8*. (Elite. Gunnery 2, Piloting 3, SPA Human TRO [Mech], Blood Stalker).

Warchest

Track Cost: 300

Optional Bonuses:

Finally, a Worth Opponent (+300) Star Captain Roark pilots a *Cygnus*. (Legendary. Gunnery 1, Piloting 2, SPA Human TRO [Mech], Blood Stalker, Tactical Genius).

Objectives

Let them burn. The 10 supply dumps must be destroyed before 50% of the Attacker's force are crippled or destroyed. (300 OP)

Retreat! 50% of the enemy force must be crippled or destroyed, they will then retreat from any map edge (300 OP)

Zellbrigen. Paladin Max Ergen should defeat the Star Commander in his *Warhammer IIC* 8. (300 OP)

Fall Back! If 50% of the Attacker's force is crippled or destroyed, they must retreat from the southern map edge.

Special Rules

Forced withdrawal is in effect.

Combat Drop. Before the game write down a mapsheet and hex number for each of the Hastati BattleMechs. At the start of turn 1 place the Hastati BattleMechs in that hex at altitude 3. They may fire with a +3 to hit and be fired on by enemy units with a +5 to hit. At the end of turn 1 they land. Make a Piloting Skill Roll for each BattleMech. If successful, the unit lands and acts normally from next turn. For each 1 margin of Failure (MoF) the BattleMech scatters in a random direction 1d6 x MoF hexes and falls from a height equal to the MoF. If it scatters off the map it is destroyed.

Supply Dumps. Each supply dump is a level 1 heavy building with 90 CF. When destroyed roll 1d6. On a 5 or 6 it contains ammo and detonates in a 3 hex radius area of effect attack doing 40 (0 hexes)/ 30 (1 hex)/ 20 (2 hexes)/ 10 (3 hexes) damage in 5-point clusters.

Zellbrigen. Wolf Empire forces will follow Clan Honour Level 3. Star Captain Roark of the Bronze Keshik will immediately challenge Paladin Max Ergen to single combat. Of course, the Paladin accepts.

Spoils of War. If the Defender's Force retreats and any supply dumps remain, the Attacker may gain 100 WarChest Points per undestroyed Supply Dump.

Aftermath

After destroying several of the Wolf Empire supply caches, the Clan Wolf forces launch a deadly counterattack, spearheaded by Alpha Galaxies Golden Keshik and the greatest MechWarrior in the Inner Sphere, Galaxy Commander Anastasia Kerensky.

TouchPoint 2 – One shall stand, and one shall fall...

Situation

Outside Port Wyvern

Wing

Former Republic Remanent World

28 June, 3150

“My name is Galaxy Command Anastasia Kerensky, of the Golden Keshik, Alpha Galaxy. With what forces do you defend this world?”

“Me! I Paladin Max Ergen, of the Republic of the Sphere First Army Group will defend this world, alone, with my Doloire. Now come and get me you Clan bitch!”

As Alpha Galaxy, Clan Wolves finest fighting force arrived on the planet of Wing, Paladin Max Ergen knew he had one chance to win, bet everything, winner takes all!

Game Setup

Recommended Terrain: Badlands/Desert.

Arrange 4 mapsheets in a two-by-two pattern.

Circle of Equals. Taking it in turns each player should place one of his BattleMechs onto the table 12 hexes from the centre and at least 1 hex apart. The Attacker’s forces deploy to the north mapsheet, the Defender’s Forces Deploy to the south. Finally place Natasha Kerensky’s Savage wolf 10 hexes south of the centre of the map and place Paladin Max Ergen’s Doloire 10 hexes north of the centre.

Attacker (Golden Keshik – Elite)

The Attacker’s force is 125% of the Defender’s forces BV. The Attacker may include Galaxy Commander Anastasia Kerensky in her *Savage Wolf Prime*.

Defender (X Hastati Sentinels- Elite)

The Defender’s force should be 1/3rd of the Campaign Force. The Defender may include Paladin Max Egran in his *Doloire*.

The Defender may exchange up to four of his RAF BattleMechs for RISC technology upgrades in the same weight class (with no effect on BV).

Warchest

Track Cost: 300

Optional Bonuses:

None

Objectives

Zellbrigen. Paladin Max Ergen should defeat Anastasia Kerensky in her *Savage Wolf* (300 OP)

Fight them back! The Attacker must Cripple or Destroy at least 50% of the Attacker's units.

Fall Back! If 50% of the Attacker's force is crippled or destroyed, they must retreat from the southern map edge. At least 25% must survive and escape (300 OP)

Special Rules

Forced withdrawal is in effect.

Zellbrigen. Wolf Empire forces will follow Clan Honour Level 2. If Anastasia Kerensky has defeated her honourable opponent she will withdraw, and will not attack any unit unless she is attacked or Zellbrigen is broken.

Duel of the fates. Only Anastasia Kenernsky's and Max Ergens 'Mechs may move or engage in battle until one is defeated. At this point if Max Ergen is victorious, the Golden Keshik withdraws. If Anastasia Kerensky is successful, then the Defender's forces attack in an attempt to rescue the Paladin from becoming a Bondsman.

Search and Rescue. If Paladin Max Ergen's Mech is defeated, 4 Maxim II Hover Craft from the 1st Fides carrying Simeon Battle Armor enter the field. If one of them enters the hex of the downed *Doloire* the Paladin is rescued. Clan Wolf forces will not attack the Maxims if they are engaged in a Zellbrigen duel but will attack if Zellbrigen is broken.

Aftermath

The defeat on Wing almost shattered the X Histati leaving Captain Liz Getty and many others dead. However, when Anastasia Kerensky inspected the fallen *Doloire* she found no sign of the Paladin.



TouchPoint 3 – Boldly they rode and well

Situation

Geneve

Terra

Republic of the Sphere

5 March, 3151

*Cannon to right of them,
Cannon to left of them,
Cannon in front of them
Volleyed and thundered;
Stormed at with shot and shell,
Boldly they rode and well,
Into the jaws of Death,
Into the mouth of hell
Rode the six hundred*

Geneve had fallen. The BattleMechs of Clan Jade Falcon fly over the walls, and all around the ceremony on innocence drowns... The order is given to evacuate the city. Stones Liberators and the X Hastati Sentinels must escort Exarch Devlin Stone to the final bastion of last resort, Solitude.

[Note – you may wish to run this TouchPoint after completing The Hornets Nest p. 130, IIClan]

Game Setup

Recommended Terrain: City.

Arrange 4 mapsheets in a two-by-two pattern.

Attacker (X Hastati Sentinels, 1st Fides Defender's – Elite)

The Attacker's force should be 1/3rd of the Campaign Force. The Attacker may include Paladin Max Egran. For this final battle, Devlin Stone has gifted Max Egran his own BattleMech – the Atlas II "Phantom". The Attacker deploys from the northern edge of the map.

The player may exchange up to four of his RAF BattleMechs for RISC technology upgrades in the same weight class (with no effect on BV).

Defender (Second Falcon Jaegers, Gamma Galaxy - Elite)

The Defender's force should be 150% of the Attacker's force and consist of at least 4 Stars of Clan 'Mechs. Half of this force (2 Stars) should deploy on the southernmost mapsheets before the scenario begins. The other half of the force deploy from the northern map edge at the start of turn 3, along with the Chingis Khan Malvina Hazen in her *Shrike* "Black Rose".

Warchest

Track Cost: 300

Optional Bonuses:

-100 By dawns early light. The battle takes place at the dawn of 5 March. Use the Dawn/Dusk environmental effect from TO:AR.

-200 Stones Liberators. The Attacker's force includes an additional Supernova 5, and a Malice (Veteran. Gunnery 3, Piloting 4) that deploy to the southern map edge at the start of turn 1.



Objectives

Fight them back! The Attacker must Cripple or Destroy at least 50% of the Defender's units (300 OP).

Escape! 50% of the Attacker's force must exit from the southern edge of the map. This includes any Cripple units if Forced Withdrawal (300 OP).

To fight another day! Paladin Max Ergen must exit from the southern edge of the map (300 OP)

Special Rules

Forced withdrawal is in effect.

Bring me his head. Any Clan Jade Falcon 'Mech within short range of Paladin Max Ergen must attack him instead of other targets.

Search and Rescue. If Paladin Max Ergen's Mech is defeated, 4 Maxim II Hover Craft from the 1st Fides carrying Simeon Battle Armor enter the field. If one of them enters the hex of the downed *Doloire* the Paladin is rescued.

Aftermath

The Republic has fallen... the Paladins and Knights have lain down their swords... or have they? In a final desperate mission, Hansen's Roughriders manage to escape Terra carrying with them Paladin Max Ergen and the survivors of the Republic Armed Forces. They must seek out a new path in the stars, while keeping the Republic alive in their hearts...

Paladin Max Ergen will return...

Annex 1: Heroes of the Republic

Paladin Max Ergen

Paladin. Republic of the Sphere

Heroic. [Gunnery 1 / Piloting 2]

Born in 3105 to a former Federated Suns family that emigrated to the Republic of the Sphere when it was founded, Max Ergen has always led a military career, inspired by his grandfather to serve. His grandfather, Lucius Ergen, was a PoW on Kittery and served in the Kittery Defenders alongside Devlin Stone against the Word of Blake. Max's father, Peter Ergen, served in the Victoria Wars where he was killed in action by the Capellans.

Max enrolled in the Sandhurst Academy in England, Terra and was posted as a Lieutenant to the VII Triarii before securing a promotion to Captain of Bravo Company, 1st Battalion in the X Hastati. While deployed on Epsilon Eridani, Major Hudson's BattleMech took a Gause round to the head, Ergen took charge of the force and led it to victory over Buhl's Blessed Order.



Finally promoted to Lt. Colonel of the X Hastati after the Blessed order was defeated (and his predecessor was removed from his post), Max excelled in the roll, forming the X Hastati into an elite fighting unit.

He drew up plans for limited, quick, cavalry raids outside the Fortress Wall surrounding Prefecture X, to throw the Republic's enemies off-guard. A newly "thawed" Devlin Stone took notice of this ambitious plan, and after meeting the Lt. Colonel Max Ergen, made him a Paladin of the Republic, giving him the task of planning Operation ERUPTIO!

Max Ergen's one flaw is his tendency to place himself at the tip of the spear, and to seek out the enemies' commanders. "The easiest way to defeat an enemy is to chop off its head."

Paladin Max Ergen pilots a new *Doloire* which he has named "Guinevere" which he uses in the Prime variant in most missions.

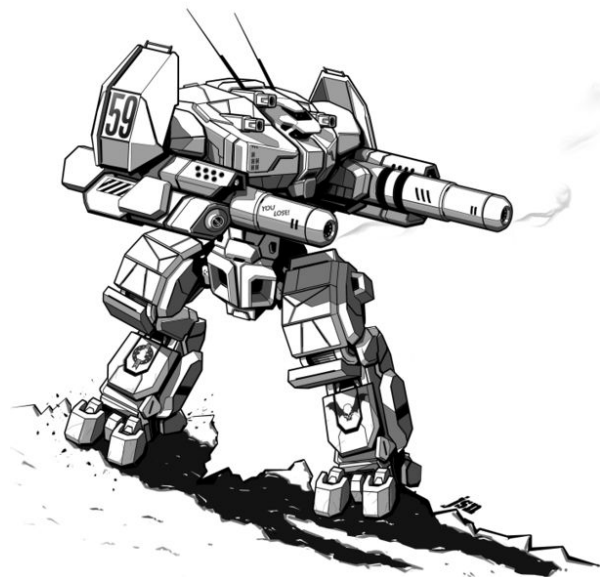
Special Pilot Abilities: Stand-Aside [1], Dodge [2], Tactical Genius [3]

Captain Elizabeth “Liz” Getty

Bravo Company, 1st Battalion, X Hastati Sentinels, Republic of the Sphere

Elite. [Gunnery 2 / Piloting 3]

Liz Getty graduated from Sandhurst one month before Gray Monday. Her first actions as a Lieutenant/junior grade, in the X Principes Guards was riot control... but her calm demeanour and iron resolve to complete her missions earned her a reputation as a rock steady soldier of the Republic. She soon earned promotion to Lieutenant in the Principes before being transferred to Captain of Bravo Company, 1st Battalion, X Hastati Sentinels in 3143. Her total insistence at being called Elizabeth, not Liz at the academy, earned her the call sign “Liz” and now she has to put up with it...



Captain Liz Getty pilots a *Lament LMT-2R*, although she is also checked out as a Drone Pilot for the *Revenant*, *Lich* and *Celerity* systems often using the *Lament LMT-2D* with its experimental Drone Control System.

Special Pilot Abilities: Drone Jockey*, Inspiring Leadership

Special Pilot Ability – Drone Jockey [1 Point]

Whenever this MechWarrior is piloting a Drone (e.g. *Revenant*, *Celerity* and *Lich*) from a Drone Control Console, of Drone Control Console Secondary Cockpit, they do not receive the +1 to Gunnery and Piloting skill rolls.

Major Arisia Nadine

CO: 1st Fides Defenders, Republic of the Sphere

Heroic [Battle Armour Gunnery 1, AntiMech 2]

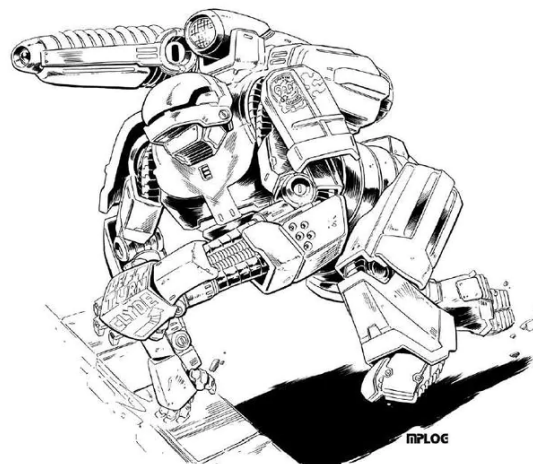
Elite [Battle Mech – Gunnery 2, Piloting 3]

Elite [Soldier – Small Arms 2]

“Only a fool is unconcerned before battle, but a true warrior knows concern for the precursor of fear. And fear is a weapon like any other.”

-Major Nadine, 3149

Major Arisia Nadine started life as a war orphan on the streets of new Terra. She was taken in by the mysterious Custos and trained by the Fidelis, where she <REDACTED>. She is fanatically loyal to the Devlin Stone, the Republic of the Sphere and the Fidelis, but when the Fidelis broke ranks with the Repulic after <REDACTED> she decided to stay with the 1st Fides Defenders. She is a master of combined arms and cross discipline training.



Major Arisia Nadine most often used Simian Battle Armor, but is quite happy to choose any tool in the box to suit the needs of the battle.

Special Pilot Abilities: Combined Operations Training* [1], Secondary Training* (Soldier, MechWarrior) [2], Urban Guerilla [3]

Special Pilot Ability – Combined Operations Training [1 Point]

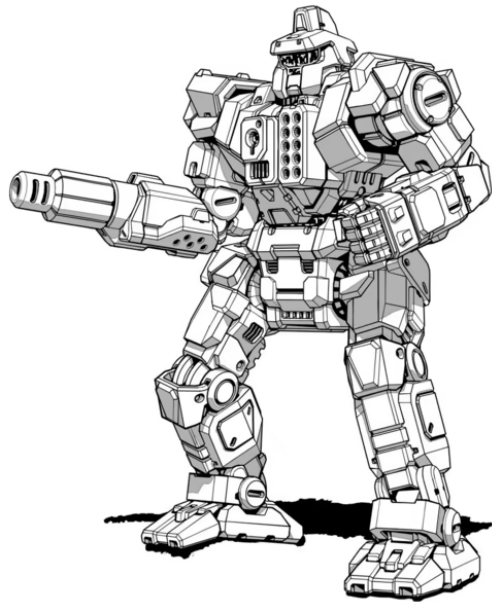
Whenever this MechWarrior is commanding a formation that has a mixture of BattleMechs, Vehicles and Infantry they gain a +1 Initiative.

Special Pilot Ability – Secondary Training (Select Type) [1 Point per area]

This pilot has trained in a secondary profession. When rolling skills randomly determine the skill based on one experience level less than their primary profession. In a battle, if forced to eject they may enter and take over another unit on the field. Examples include: MechWarrior, Combat Vehicle (Driver/Gunner), AeroSpace Pilot, Anti-Mech Infantry, Battle Armor, Doctor, Admin, DropShip Pilot, JumpShip Navigator etc

Annex 2: Enemies of the Republic

Tai-i Yuki Tanaka



CO, C-Company “The Red Ring Stalkers”, 1st Battalion, 2nd Dieron Regulars

Veteran. [Gunnery 4, Piloting 3]

Tanaka is not quite sure how he ended up at the CO of a company. His disarming manner and good humour allow him to act as an effective leader, even though he has been known to tell the occasional white lie to bolster moral. Although he appears as a loyal warrior for the Dragon, he is far from a fanatic, nor does he follow the tenets of the *Bushido* code. In his words, “I just do my job, and get the job done.” His mother is, however, very proud of him.

Tai-i Yuki Tanaka pilots a salvaged Centurion CN-11-O B captured from the AFS. It’s a rental.

Special Pilot Ability – Inspiring Leadership [1]

Tai-shu Kambei Okamoto

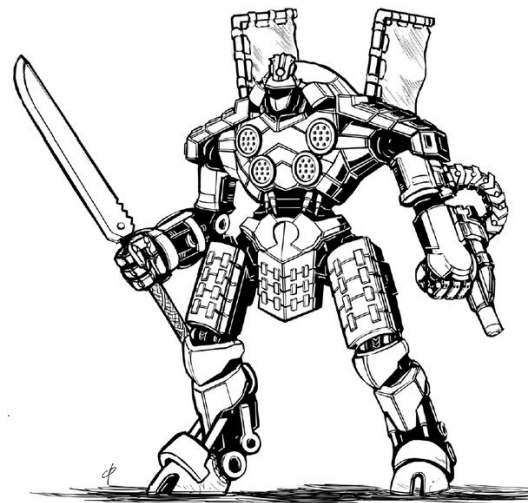
Warlord of Dieron, Draconis Combine

Heroic [Gunnery 3, Piloting 2]

A shrewd political operator Okamoto outwardly displays the characteristics of the perfect Bushido Warrior. Behind closed doors, he is a political schemer who works social advantage wherever he can, often at the cost of others. He has managed to gain the favour of the dreaded ISF and has used their agents to root out any disloyalty to the Dragon (or conjure some up) in the First and Second Dieron Warriors. He is an inspiring leader, who can turn his soldiers into fanatics either by the strength of his character or by the threats of the ISF.

Tai-shu Kambei Okamoto pilots a *Shiro*, gifted by the Co-ordinator Vincent Kurita shortly before his assassination, which he had nothing to do with... and the installation of Warlord Toranaga’s “puppet” Yori Kurita, after which he was promoted to Warlord.

Special Pilot Abilities: Inspiring Leadership [1], Melee Specialist [1], Swords Man [2], Cluster Hitter [2]

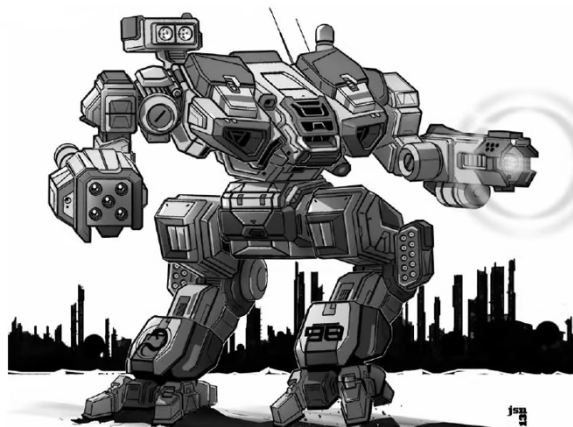


Tai-sa Lincoln Marovitch

CO: 8th Sword of Light, Draconis Combine

Elite. [Gunnery 2 / Piloting 3]

There are leaders who will go down in history for their tactical genius and their leadership skills, but Lincoln Marovitch will not be one of them. He's greatest skill is political toadying, always being in the right place, always saying the right thing to appease the Warlords and the ISF. Although he makes a good show of following the *Bushido* code, he will happily break it to gain advantage on the field of battle. Even in his drew, he plays at being a traditional samurai.



When the 8th Sword of light were tasked with taking Robinson in 3144, he held back his forces allowing the 7th Sword of Light to take on the hardest battles, but then sweeping in at the end, and even then, the 20th Avalon Hussars managed to destroy 90% of his fighters and 30% of his BattleMechs.

Marovitch is now quite content in his prolonged garrison duty of Robinson alongside the Ryoken-ni, who's own CO has little time for Marovitch, having bested his heavier forces in several wargames.

Marovitch's preferred tactics in battle are to take one from the LCAF playbook, push forward with your biggest Mechs while the Commanding Officer looks on from the rear.

Tai-sa Lincoln Marovitch pilots a giant *Tenshi R*, an appropriate BattleMech for his ego. He particularly likes using the ELRM's to fire from the rear of his force.

Special Pilot Abilities: Oblique Attacker [1], Range Master (Long) [2]

Galaxy Commander Anastasia Kerensky

Galaxy Commander, Golden Keshik, Alpha Galaxy

Legendary [Gunnery 0, Piloting 0]

Perhaps the greatest MechWarrior of the DarkAge, Anastasia is a TrueBorn Clan Warrior from Clan Wolf-In-Exile. Her gene mother was the equally legendary Natasha Kerensky, and although her gene father is unknown, some have suggested it was the former Khan of Clan Wolf-in-Exile, Phelan Ward.

Throughout the Dark Age, Anastasia fought on many worlds, first as a Clan warrior where she won her blood name, not by nomination but through a Grand Melee followed by a series of trials. Sidelined and disillusioned with Clan Wolf-in-Exile she left the clan, posing as an Inner Sphere mercenary under the name of Tassa Kay.

She returned to using her real name and brutally wrested control of the Steel Wolves mercenary group from Kal Raddik in 3133, before gutting the group and reforming as the Wolf Hunters in 3135. The Wolf hunters faced off against many foes, including Tara Campell on Northwind, and even defeated Alaric Wolf, taking his as a captive, torturing him, making him a Bondsman, and then mysteriously releasing him. She even at one point tried to invade Terra.

On their next encounter in 3143 Alaric defeated her, but not until she had killed his lover Verena Wolf. Despite this, Alaric took her first as a bondsman, and then released her making her the Galaxy Commander of Alpha Galaxy (After Anastasia defeated all opponents in a Trial of Position).

Galaxy Commander Anastasia Kerensky pilots a *Savage Wolf Prime* that she has named Omega.

Special Pilot Abilities – Human TOR (Mech) [1], Bluff* [2], Combat Intuition [3], Sharpshooter [4]

Special Pilot Ability – Bluff [2 Points]

The MechWarrior knows how to read their opponent and bluff, either in the direction of movement or to feign greater injury to the 'Mech, luring the opponent in, to gain a decisive advantage. Enemies rarely fall for this twice.

Once per scenario, when this unit is due to move, you may instead move this unit last after all opponents and friendly units.

This ability may also only be used once against an opponent and can never be used again against the same opponent, even in future battles.



Chingis Khan Malvina Hazen

Khan of Clan Jade Falcon

Legendary [Gunnery 1, Pilot 0]

Some consider her the greatest Jade Falcon Warrior who has ever lived, who will lead Clan Jade Falcon to ultimate victory over all her enemies and claim the title of IlClan. and then slaughter all those who dare oppose her. Although, only those who follow her Mongol Doctrine believe this. The rest of the Inner Sphere, and even some of her own Clan (in secret), believe she is a sadistic monster.

Malvina is ultimately a creation of Clan life. The ultimate warrior, a blade honed by her Falconer and then set loose on the Inner Sphere by Khan Jana Pryde, in what became known as the Jade Falcon Descent. Jana hoped she would die in battle, but Galaxy Commander Beckett Malthus manipulated the situation hoping himself to one day become Khan. Only her saner brother, Alek Hazen kept her monstrous nature in check, but when he died on Skye at the hands of Anastasia Kerensky in 3134, nothing would stop Malvina let the Inner Sphere burn, starting with those who had tried to manipulate her.



In 3135, she killed Khan Jana Pryde, in an epic duel on the hull of her flagship before crashing the WarShip, *Emerald Talon*, into the city below on Sudeten, wiping out most of Jana's loyal followers. When Beckett Malthus tried to betray her in 3145, realising he'd lost control, she killed him with her own blade.

Now she leads Clan Jade Falcon in their finest hour, against the Republic of the Sphere to take Terra. Never one to disappoint, Malvina went straight for the throat of the Republic and attacked Geneva.

She is, however, far from just an insane mad woman some portray her as. A Tactical Genius and Legendary MechWarrior, she has studied all her enemies in detail – ready to kill them, one-by-one. When she realised Paladin Max Ergen has entered the battle for Geneva she decided to tick one more name off her list.

Khan Malvina Hazen pilots a modified *Shrike*, she calls the Black Rose.

Special Pilot Abilities: Human TRO (Mech) [1], Melee Specialist [1], Blood Stalker [2], Melee Master [2], Tactical Genius [3]

Annex 3: Random Assignment Tables

[From Field Manual 3145]

INNER SPHERE (NON-PERIPHERY/NON-REPUBLIC/NON-MERCENARY FORCES)					CLAN (INCLUDING RASALHAGUE DOMINION, RAVEN ALLIANCE, AND ABJURED CLANS)				
Equipment Level	'Mech	Vehicle	Battle Armor	Aerospace	Equipment Level	'Mech/ ProtoMech	Vehicle	Battle Armor	Aerospace
A	+8	+8	+6	+8	Keshik* (K)	+10	+5**	+5	+10
B	+6	+6	+4	+6	Frontline (FL)	+8	+4**	+4	+8
C	+4	+4	+2	+4	Second Line (SL)	+0	+0	+0	+0
D	+2	+2	+0	+2	*The Keshik Equipment Level for Clan units only applies when the force lists a Khan, saKhan, or Loremaster as its commander. Otherwise, use the Front-Line Equipment Level.				
F	+0	+0	N/A	+0	**Only Clan Hell's Horses applies the listed modifiers for vehicle Equipment Levels; all other Clans apply no modifiers.				
PERIPHERY					MERCENARY				
Equipment Level	'Mech	Vehicle	Battle Armor	Aerospace	Equipment Level	'Mech	Vehicle	Battle Armor	Aerospace
A	+8	+4	+2	+4	A	+32	+8	+6	+8
B	+6	+3	+0	+3	B	+24	+6	+4	+6
C	+4	+2	N/A	+2	C	+16	+4	+2	+4
D	+2	+1	N/A	+1	D	+8	+2	+0	+2
F	+0	+0	N/A	+0	F	+0	+0	N/A	+0
* Only Magistracy of Canopus and Taurian Concordat apply the listed modifiers for vehicle Equipment Levels; Marian Hegemony, Calderon Protectorate, Filtvelt Coalition and Fronc Reaches only have access up to Equipment Level B; Lesser States Periphery States only have access up to Equipment Level D.					DROPSHIP				
REPUBLIC OF THE SPHERE					Tech Level/ Bonus	IS/Merc	Republic	Clan	Periphery
Stone's Brigade (SB)	+24	+9	+12	+9	Keshik	N/A	N/A	+10	N/A
Hastati Sentinels (HS)	+16	+6	+8	+6	Fleet	+8	+9	+8	+4
Principes Guards (PG)	+8	+3	+4	+3	Transport	+0	+0	+0	+0
Triarii Protectors (TP)	+0	+0	+0	+0					

REPUBLIC OF THE SPHERE 'MECHS

Roll	Light BattleMechs	Medium BattleMechs	Heavy BattleMechs	Assault BattleMechs
2	GRM-01A2 Garm [35] (3060)	SCP-10M Scorpion [55] (3085-PP)	QKD-8P Quickdraw [60] (Proto)	EMP-6D Emperor [90] (3058U-C)
3	ALM-10D Fireball [20] (3085)	CNS-5M Cronus [55] (3067)	KSC-5I Koschei [65] (3075)	CGR-KMZ Charger [80] (3050U-I)
4	HER-4S Hermes [30] (3050U-ONN)	KW1-LH3 Lineholder [55] (3058U-I)	OSR-4K Ostroc [60] (3085-PP)	AWS-9Q Awesome [80] (3050U-I)
5	FNHK-9K Falcon Hawk [35] (3058U-I)	Dasher II [40] (3085)	DRG-7K Grand Dragon [60] (3050U-I)	TR-XB Trebaruna [95] (3085)
6	JVN-11A Javelin [30] (3050U-I)	TRG-1N Targe [40] (3085)	GLT-7-0 Gallant [70] (3085)	AS7-K2 Atlas [100] (3085)
7	FLE-17 Flea [20] (3050U-I)	CMA-1S Chimera [40] (3067)	SCG-WF1 Scourge [65] (3145)	LGB-12R Longbow [85] (3085-PP)
8	BD-XL Blade [35] (3085)	EFT-7X Eisenfaust [45] (3085)	CRD-7W Crusader [65] (3085-PP)	GOL-6M Goliath [80] (3085-PP)
9	CLR-03-O Celerity* [15] (3145)	NH-2 Rook [55] (3085)	RFL-7X Rifleman [60] (3085-PP)	MAD-6D Marauder II [100] (3085-PP)
10	WGT-1LAW/SC Wight [35] (3075)	HBK-7R Hunchback [50] (Proto)	BL-6b-KNT Black Knight [75] (3050U-C)	KGC-008B King Crab [100] (3050U-C)
11	WLF-4W Wolfhound [35] (3050U-I)	TRG-2N Targe [40] (3085)	Ryoken II [75] (3075)	Phoenix Hawk IIC 7 [80] (3085-PP)
12	Locust IIC 8 [25] (3085-PP)	NSR-K3 Night Stalker [40] (3145)	ST-8A Shootist [70] (3058U-C)	BNC-9S Banshee [95] (3050U-I)
13	UBM-2R Revenant [30] (3145)	Stalking Spider II [45] (3145)	OTL-9R Ostsol [60] (3085-PP)	VKG-2G Viking [90] (3060)
14	SDR-8R Spider [30] (3085)	SKW-2F Shockwave [50] (3085)	TMP-3M2 "Storm Tempest" Tempest [65] (3055U)	MAL-XT Malice [100] (3145)
15	LCT-SW2 Locust [20] (3085-PP)	TFT-A9 Thunder Fox [55] (3085)	MAD-9M2 Marauder [75] (3085-PP)	GUN-1ERD Gunslinger [85] (3055U)
16	NX-80 Nyx [30] (3085)	GRF-5M Griffin [55] (3085-PP)	EXC-B2b Excalibur [70] (3075)	MAD-6D Marauder II [100] (3085-PP)
17	Arbalest [25] (3085)	BJ2-0 Blackjack* [50] (3058U-I)	WHD-10CT Warhammer [70] (3085-PP)	TI-2PA Titan II [100] (3075)
18	Jenner IIC 4 [35] (3055U)	Griffin IIC 3 [40] (3085-PP)	TDR-10SE Thunderbolt [65] (3085-PP)	AWS-10KM Awesome [80] (3050U-I)
19	OTT-11J Ostscout [35] (3085-PP)	KW1-LH8 "Linebreaker" Lineholder [55] (3058U-I)	Vulture Mk IV* [60] (3145)	PKP-1B Peacekeeper [95] (3085)
20	Crimson Hawk 3 [25] (3075)	HBK-6N Hunchback [50] (3050U-I)	RFL-8X Rifleman [60] (3085-PP)	DLR-O Doloire* [80] (3145)
21	LCT-6M Locust [20] (3085-PP)	SHD-11CS2 Shadow Hawk [55] (3085-PP)	ARC-9W Archer [70] (3085-PP)	Highlander IIC 3 [90] (3085-ONN)
22	Koshi [25] (3145)	OSP-26 Osprey [55] (3085)	LMT-2R Lament [65] (3145)	AS7-D-H Atlas II [100] (3075)
23	HVC-6P Havoc [35] (3145)	Mad Cat III [55] (Proto)	PRF-1R Prefect [75] (3085)	Warhammer IIC 4 [80] (3085-PP)
24	JLP-BD Jackalope [30] (3145)	Shadow Hawk IIC 8 [45] (3085-PP)	MAD-9W2 Marauder [75] (3085-PP)	BKW-7R Black Watch [85] (3060)
25	Pack Hunter II [30] (3085)	KHP-7R Kheper [55] (3145)	UAE-7R Uraeus [75] (3145)	Mad Cat Mk II-Enhanced [90] (Proto)
26	PXH-11K Phoenix Hawk L [35] (3145)	Black Hawk (Standard) [50] (3145)	Tundra Wolf 4 [75] (3085)	SD1-O Sunder* [90] (3058U-I)
27	Puma* [95] (3050U-C)	Dragonfly* [40] (3050U-C)	Thor* [70] (3050U-C)	Gladiator* [95] (3050U-C)
28	Hankyu* [30] (3058U-C)	RPT-5X Raptor II [40] (3085)	Mad Cat Mk IV* [75] (3145)	Supernova [90] (3058U-C)

DRACONIS COMBINE 'MECHS

Roll	Light BattleMechs	Medium BattleMechs	Heavy BattleMechs	Assault BattleMechs
2	STG-3P Stinger [20] (3085-PP)	CMA-C Chimera [40] (3067)	BMB-14K Bombardier [65] (3050U-C)	CRK-5003-C Katana (Crockett) [85] (3050U-C)
3	SDR-8K Spider [30] (3085)	HCT-5K Hatchetman [45] (3050U-I)	ARC-9K Archer [70] (3085-PP)	VTR-9K Victor [80] (3050U-I)
4	KBO-7A Kabuto [20] (3060)	DMO-4K Daimyo [40] (3055U)	DRG-7K Grand Dragon [60] (3050U-C)	CGR-3K Charger [80] (3050U-I)
5	NX-90 Nyx [30] (3085)	TFT-C3 Thunder Fox [55] (3085)	OSR-4K Ostroc [60] (3085-PP)	OBK-M12 O-Bakemono [80] (3058U-I)
6	JR7-C3 Jenner [35] (3050U-I)	BSN-4K Bishamon [45] (3060)	NJT-4 Ninja-To [65] (3067)	MAL-3R Mauler [90] (3050U-I)
7	PNT-16K Panther [35] (3050U-I)	EXR-2X Exhumer [55] (3145)	NDA-2KC No-Dachi [70] (3085-ONN)	TSH-8S Tai-sho [85] (3060)
8	HM-2 Hitman [30] (3055U)	SR1-O Strider* [40] (3058U-I)	MAD-9W2 Marauder [75] (3085-PP)	AKU-2XC Akuma [90] (3085-ONN)
9	RK-4T Rokurokubi [35] (3145)	PXH-7K Phoenix Hawk [45] (3085-PP)	MTR-6E Maelstrom [75] (3058U-I)	CP-11-B Cyclops [90] (3085-ONN)
10	V4-LNT-K7 Valiant [30] (3075)	AV-10 Avalanche* [50] (3145)	GHR-7K Grasshopper [70] (3050U-I)	MR-V3 Cerberus [95] (3055U)
11	SDR-9KB Venom [35] (3055U)	WFT-2B Wolf Trap [45] (Proto)	SH-1V Shiro [75] (3145)	HTM-30S Hatamoto-Suna [80] (3145)
12	WGT-1LAW/SC Wight [35] (3075)	HKZ-1F Hitotsume Kozo [55] (3145)	DAI-03 Daikyu [70] (3055U)	OR-2I Orochi [90] (3085)
13	PNT-12A Panther [35] (3050U-I)	WVR-9W2 Wolverine [55] (3085-PP)	DRG-7K Grand Dragon [60] (3050U-C)	AS7-K3 Atlas [100] (3085)
14	PXH-11K Phoenix Hawk L [35] (3145)	Wendigo* [50] (3145)	DRG-11K Dragon II [65] (3145)	BLR-K4 BattleMaster [85] (3085-PP)
15	SDR-8X Spider [30] (3085)	SHD-12C Shadow Hawk [55] (3085-PP)	AV1-O Avatar* [70] (3058U-I)	TN-10-O Tenshi* [95] (3145)
16	OW-1 Owens* [35] (3058U-I)	KIM-2C Komodo [45] (3055U)	Sphinx [75] (3085)	PKP-1B Peacekeeper [95] (3085)
17	Arbalest 2 [25] (3085)	Griffin IIC 6 [40] (3085-PP)	Rifleman IIC 7 [65] (3085-PP)	Mad Cat Mk II [90] (3067)
18	Ocelot 3 [35] (3075)	Shadow Cat* [45] (3058U-C)	Vulture Mk IV* [60] (3145)	Warhammer IIC 8 [80] (3085-PP)
19	Morrigan [35] (3085)	Goshawk II [45] (3085)	Mad Cat Mk IV* [75] (3145)	Phoenix Hawk IIC 2 [80] (3085-PP)
20	Hankyu* [30] (3058U-C)	Nobori-nin* [50] (3058U-C)	Nova Cat [70] (3060)*	Supernova [90] (3058U-C)

WOLF EMPIRE 'MECHS

Roll	Light BattleMechs	Medium BattleMechs	Heavy BattleMechs	Assault BattleMechs
2	Icestorm [25] (3060)	Wyvern IIC 2 [45] (3060)	Galahad [60] (3055U)	Highlander IIC 3 [90] (3085-ONN)
3	Locust IIC 4 [25] (3085-PP)	BEO-14 Beowulf [45] (3060)	Guillotine IIC [70] (3060)	Naga* [80] (3055U)
4	Incubus II [30] (Prototypes)	SHD-12C Shadow Hawk [55] (3085-PP)	Galahad 2 [60] (3055U)	Mad Cat Mk II [90] (3067)
5	Jenner IIC [35] (3055U)	Clint IIC [40] (3060)	Rifleman IIC 8 [65] (3085-PP)	Bruin [80] (3085)
6	Locust IIC 5 [25] (3085-PP)	Ursus [50] (3060)	Orion IIC [75] (3060)	Night Wolf [90] (3085)
7	Locust IIC [25] (3085-PP)	Sun Cobra [55] (3075)	Arcas [65] (3067)	Cygnus [95] (3075)
8	Jackalope [30] (3145)	Beowulf IIC [45] (Prototypes)	Tundra Wolf 2 [75] (3085)	Jupiter [100] (3075)
9	Bear Cub [25] (3075)	Hunchback IIC [50] (3058U-C)	Karhu* [65] (3085)	Marauder IIC 7 [85] (3085-PP)
10	Eyrie [35] (3145)	Mongrel [50] (3145)	Warwolf [75] (3145)	Hellstar [95] (3085)
11	Locust IIC 6 [25] (3085-PP)	Lobo 2 [40] (3067)	Blood Reaper [70] (3085)	Phoenix Hawk IIC 7 [80] (3085-PP)
12	Parash [35] (3085)	Griffin IIC 8 [40] (3085-PP)	Tundra Wolf [75] (3085)	Warhammer IIC 8 [80] (3085-PP)
13	Locust IIC 5 [25] (3085-PP)	Lobo 2 [40] (3067)	Warwolf [75] (3145)	Night Wolf [90] (3085)
14	Wulfen [30] (3145)	Sun Cobra [55] (3075)	Blood Reaper [70] (3085)	Marauder IIC 6 [85] (3085-PP)
15	Wulfen [30] (3145)	Lobo [40] (3067)	Mad Cat* [75] (3050U-C)	Night Wolf [90] (3085)
16	Locust IIC 6 [25] (3085-PP)	Sun Cobra [55] (3075)	Thor* [70] (3050U-C)	Mad Cat Mk II-Enhanced [90] (Prototypes)
17	Fire Falcon* [25] (3058U-C)	Phantom [40] (3055U)	Tundra Wolf 4 [75] (3085)	Gladiator* [95] (3050U-C)
18	Uller* [30] (3050U-C)	Fenris* [45] (3050U-C)	Blood Reaper 2 [70] (3085)	Man O'War* [80] (3050U-C)
19	Puma* [35] (3050U-C)	Black Hawk* [50] (3050U-C)	Mad Cat* [75] (3050U-C)	Man O'War* [80] (3050U-C)
20	Koshi* [25] (3050U-C)	Fenris* [45] (3050U-C)	Tundra Wolf 3 [75] (3085)	Turkina* [95] (3058U-C)
21	Puma [35] (3050U-C)	Phantom* [40] (3055U)	Blood Reaper [70] (3085)	Daishi* [100] (3050U-C)
22	Uller* [30] (3050U-C)	Pouncer* [40] (3055U)	Orion IIC [75] (3060)	Masakari [85] (3050U-C)

CLAN JADE FALCON 'MECHS

Roll	Light BattleMechs	Medium BattleMechs	Heavy BattleMechs	Assault BattleMechs
2	Locust IIC 4 [25] (3085-PP)	Pinion 3 [45] (3067)	Mad Cat Mk IV PR [75] (3145)	Night Wolf [90] (3085)
3	Spirit [35] (3067)	GST-10 Ghost [50] (3085)	Ursa [65] (3145)	Kraken 4 [100] (3055U)
4	PXH-11K Phoenix Hawk L [35] (3145)	VT-U1-M Violator [45] (3145)	Shadow Cat II [60] (3085-CE)	Jupiter 2 [100] (3075-CE)
5	Crimson Hawk [25] (3075-CE)	Griffin IIC 8 [40] (3085-ONN)	Rifleman IIC 8 [65] (3085-PP)	Marauder IIC 6 [85] (3085-PP)
6	Locust IIC 9 [25] (3085-PP)	Gyrfalcon [55] (3145)	Loki* [65] (3050U-C)	BattleMaster C [85] (3085-PP)
7	Uller* [30] (3050U-C)	EFT-4J Eisenfaust [45] (3145)	Rifleman IIC 5 [65] (3085-PP)	Shrike [95] (3145)
8	Gambit [25] (3145)	Ursus II [50] (3085)	Thor* [70] (3050U-C)	Shrike 2 [95] (3145)
9	Jaguar [35] (3145)	Lobo [40] (3067)	Rifleman C 2 [60] (3085-PP)	Marauder IIC 5 [85] (3085-PP)
10	Eyrie [35] (3145)	FS9-O Firestarter* [45] (3058U-I)	Jade Hawk [75] (3145)	Jupiter 3 [100] (3075-CE)
11	Cougar* [35] (3060)	Hunchback IIC [50] (3058U-C)	Shadow Cat II [60] (3085-CE)	Onager [90] (3085-CE)
12	Spirit 2 [35] (3067)	Shadow Cat* [45] (3058U-C)	Mad Cat Mk IV PR2 [75] (3145)	Jupiter [100] (3075-CE)
13	Hellion* [30] (3067)	Sun Cobra [55] (3075)	Loki* [65] (3050U-C)	Mad Cat Mk II Enhanced [90] (Proto)
14	Eyrie [35] (3145)	Black Hawk [50] (3145)	Flamberge* [70] (3085-CE)	Shrike [95] (3145)
15	Uller* [30] (3050U-C)	Gyrfalcon [55] (3145)	Vulture Mk IV* [60] (3145)	Shrike 2 [95] (3145)
16	Fire Falcon* [25] (3058U-C)	Black Hawk* [50] (3050U-C)	Loki Mk II* [65] (3145)	Jupiter 4 [100] (3145)
17	Eyrie [35] (3145)	Gyrfalcon [55] (3145)	Flamberge* [70] (3085-CE)	Cygnus [95] (3075)
18	Fire Falcon* [25] (3058U-C)	Black Hawk* [50] (3050U-C)	Thor II* [70] (3145)	Turkina* [95] (3058-C)
19	Cougar* [35] (3060)	Arctic Wolf (Omni)* [40] (3060)	Vulture* [60] (3050U-C)	Gladiator* [95] (3050U-C)
20	Dasher* [20] (3050U-C)	Black Lanner [55] (3058U-C)	Shadow Cat II 2 [60] (3085-CE)	Shrike 2 [95] (3145)
21	Uller* [30] (3050U-C)	Fenris* [45] (3050U-C)	Tundra Wolf [75] (3085)	Hellstar [95] (3085)
22	Uller* [30] (3050U-C)	Ryoken* [55] (3050U-C)	Night Gyr* [75] (3058U-C)	Shrike [95] (3145)

Annex 4: RISC BattleMechs

After the X Hastati returned to Terra to rearm and rebuild, they were provided with several BattleMechs integrating the latest in RISC (Republic Institute of Strategic Combat) technologies.

These included:

- RISC Advanced Point Defense System
- RISC Emergency Coolant System
- RISC Heat Sink Override Kit
- RISC Hyper Laser
- RISC Laser Pulse Module
- RISC Repeating TSEMP
- RISC Super-Cooled Myomer
- RISC Viral Jamers

[IO:AE p. 85-89]

The following new BattleMech variants are included:

- Lament LMT-2X RISC
- Warhammer WHM-10X RISC
- Rifleman RFL-8X RISC
- Marauder II MAD-6X RISC

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Warhammer WHD-10 RISC
 Movement Points: 4
 Walking: 4
 Running: 6
 Jumping: 0
 Engine Type: 280 Light

Tonnage: 70
 Tech Base: Mixed
 Rules Level: Experimental
 Role: Brawler

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Drng	Mtn	Shk	Mod	Ln
1	RISC Hyper Laser	RA	24	20 [DE,X]	—	8	15	25
1	RISC Hyper Laser	LA	24	20 [DE,X]	—	8	15	25
1	RISC Coolant System	RT	—	[E]	—	—	—	—
2	ER Medium Laser (C)	LT	5	7 [DE]	—	5	10	15
1	ER Medium Laser (C)	RT	5	7 [DE]	—	5	10	15
1	Streak SRM 6 (C)	RT	4	2 [Md [M,C]	—	4	8	12
1	RISC APDS	LT	2	[PB]	—	1	2	3

Armor (Streak SRM 6) 15
 Quirk: Ragged (2 Point), Searchlight, Stable, Ubiquitous
 (Inner Sphere), Ubiquitous (Clan)

BV: 2,622

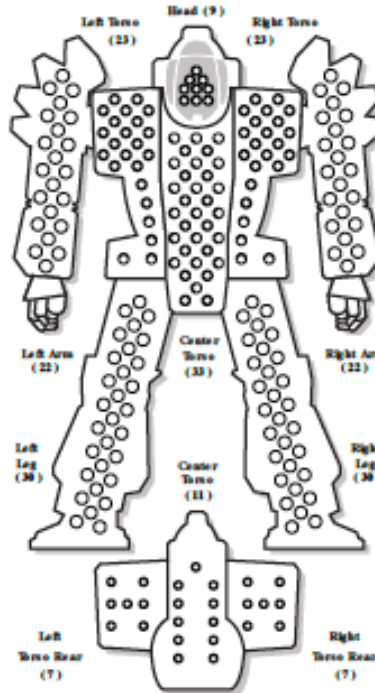
WARRIOR DATA

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



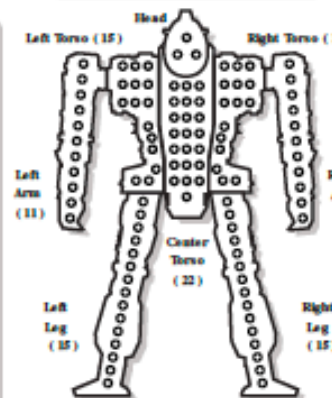
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Endo Steel



Heat Scale

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

HEAT DATA

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

CRITICAL TABLE

Left Arm	Head	Right Arm	Center Torso	Left Torso	Right Torso (CASE)	Left Leg	Right Leg
1. Shoulder	1. Life Support	1. Shoulder	1. Light Fusion Engine	1. Light Fusion Engine	1. Light Fusion Engine	1. Hip	1. Hip
2. Upper Arm Actuator	2. Sensors	2. Upper Arm Actuator	2. Light Fusion Engine	2. Light Fusion Engine	2. Light Fusion Engine	2. Upper Leg Actuator	2. Upper Leg Actuator
3. Lower Arm Actuator	3. Cockpit	3. Lower Arm Actuator	3. Light Fusion Engine	3. Light Fusion Engine	3. Light Fusion Engine	3. Lower Leg Actuator	3. Lower Leg Actuator
4. RISC Hyper Laser	4. Endo Steel	4. RISC Hyper Laser	4. Heavy Duty Gyro	4. Double Heat Sink	4. Double Heat Sink	4. Foot Actuator	4. Foot Actuator
5. RISC Hyper Laser	5. Sensors	5. RISC Hyper Laser	5. Heavy Duty Gyro	5. Double Heat Sink	5. Double Heat Sink	5. Endo Steel	5. Endo Steel
6. RISC Hyper Laser	6. Life Support	6. RISC Hyper Laser	6. Heavy Duty Gyro	6. ER Medium Laser [Clan]	6. Streak SRM 6 [Clan]	6. Roll Again	6. Roll Again
1. RISC Hyper Laser		1. RISC Hyper Laser		1. ER Medium Laser [Clan]	1. Streak SRM 6 [Clan]		
2. RISC Hyper Laser		2. RISC Hyper Laser		2. RISC APDS	2. ER Medium Laser [Clan]		
3. RISC Hyper Laser		3. RISC Hyper Laser		3. RISC APDS	3. Ammo (Streak SRM 6) 15		
4. Endo Steel		4. Endo Steel		4. Endo Steel	4. RISC Coolant System		
5. Endo Steel		5. Endo Steel		5. Endo Steel	5. CASE		
6. Endo Steel		6. Endo Steel		6. Endo Steel	6. Roll Again		

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



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MOVEMENT RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Hex/Facing										
Move Mode										

Turn #	11	12	13	14	15	16	17	18	19	20
Hex/Facing										
Move Mode										

HIT LOCATION TABLE

Die Roll (1D6)	LS	FR	RS
2*	LT(C)	CT(C)	RT(C)
3	LL	RA	RL
4	LA	RA	RA
5	LA	RL	RA
6	LL	RT	RL
7	LT	CT	RT
8	CT	LT	CT
9	RT	LL	LT
10	RA	LA	LA
11	RL	LA	LL
12	HD	HD	HD

*A result of 2 may inflict a critical hit.

TO-HIT MODIFIERS

Attacker	Modifier
Stationary	+0
Walked	+1
Ran	+2
Prone	+2
Sliding	+1
Targets	Modifier
Light Woods	+1 hex
Heavy Woods	+2 hex
Partial Cover	+1
Target	Modifier
Prone (adjacent hex)	-2
Prone (other hex)	+1
Immobile	-4
Sliding	-2
Moved 0-2 hexes	+0
Moved 3-4 hexes	+1
Moved 5-6 hexes	+2
Moved 7-9 hexes	+3
Moved 10-17 hexes	+4
Moved 18-24 hexes	+5
Moved 25+ hexes	+6
Jumped	+1
BattleArmor unit	+1
Secondary target (front)	+1
Secondary target (side/rear)	+2
Large support vehicle or grounded DropShip	-1
Damage	Modifier
Sensor hit	+2
Shoulder hit	+4
Arm Actuator	+1

PHYSICAL ATTACKS

Attack	To-Hit	Damage
Punch	+1	7
Kick	-2	14
Push	-1	—
Charge	+0*	7/10x

*Modified by target piloting skill

PUNCH LOCATION TABLE

Die Roll (1D6)	LS	FR	RS
1	LT	LA	RT
2	LT	LT	RT
3	CT	CT	CT
4	LA	RT	RA
5	LA	RA	RA
6	HD	HD	HD

KICK LOCATION TABLE

Die Roll (1D6)	LS	FR	RS
1-3	LL	RL	RL
4-6	LL	LL	RL

FACING AFTER FALL

Die Roll (1D6)	New Facing	Hit Location
1	Same Direction	Front
2	1 Hexide Right	Right Side
3	2 Hexides Right	Right Side
4	Opposite Direction	Rear
5	2 Hexides Left	Left Side
6	1 Hexide Left	Left Side

CLUSTER HITS TABLE

Die Roll (1D6)	6
2	2
3	2
4	3
5	3
6	4
7	4
8	4
9	5
10	5
11	6
12	6

BATTLEMECH RECORD SHEET

Type: Marauder II MAD-6X RISC	
Movement Points:	Tonnage: 100
Walking: 3	Tech Base: Mixed
Running: 5	Rules Level: Experimental
Jumping: 5	Role: Skirmisher
Engine Type: 300 XL	

Qty	Type	Loc	Hlt	Drug	Mls	Sht	Med	Lq
1	HSC Hyper Laser	RA	24	20 [DE,X]	—	8	15	25
1	HSC Hyper Laser	LA	24	20 [DE,X]	—	8	15	25
1	HSC Hyper Laser	RT	24	20 [DE,X]	—	8	15	25
1	HSC Coolant System	RT	—	[E]	—	—	—	—
2	ER Medium Laser (C)	LA	5	7 [DE]	—	5	10	15
2	ER Medium Laser (C)	RA	5	7 [DE]	—	5	10	15

Quirk: Command Mek, Hyper-Extending Actuators,
Narrow/Low Profile

BV: 3.660

Left Arm	
1-3	1. Shoulder
	2. Upper Arm Actuator
	3. Lower Arm Actuator
	4. RISC Hyper Laser
	5. RISC Hyper Laser
4-6	6. RISC Hyper Laser
	1. RISC Hyper Laser
	2. RISC Hyper Laser
	3. RISC Hyper Laser
	4. ER Medium Laser [C]
	5. ER Medium Laser [C]
	6. Roll Arm

1-3	1.	XL Fusion Engine
	2.	XL Fusion Engine
	3.	XL Fusion Engine
	4.	Double Heat Sink
	5.	Double Heat Sink
4-6	6.	Double Heat Sink
	1.	Double Heat Sink
	2.	Double Heat Sink
	3.	Double Heat Sink
	4.	Improved Jump Jet
	5.	Improved Jump Jet
	6.	Roll Again

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Improved Jump Jet
6. Improved Jump Jet

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

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

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. RISC Hyper Laser
5. RISC Hyper Laser
6. RISC Hyper Laser

1-3

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Improved Jump Jet
5. Improved Jump Jet
6. RISC Hyper Laser

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Improved Jump Jet
6. Improved Jump Jet

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



Damage Transfer Diagram

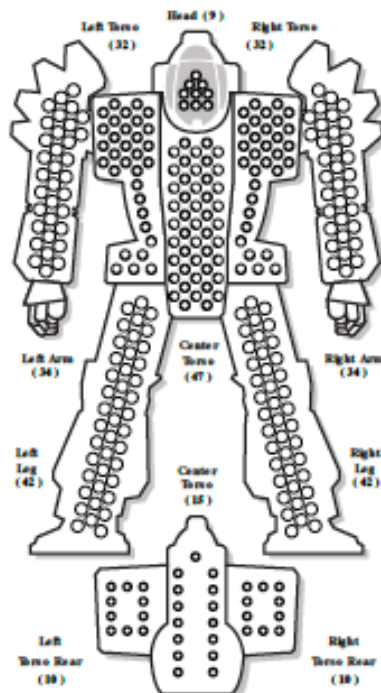
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

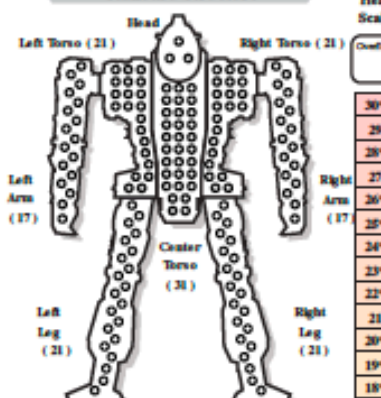
Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



Standard Armor



Standard Structure



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

Die Roll (2D6)	LS	F/R	RS
2*	LT(C)	CT(C)	RT(C)
3	LL	RA	RL
4	LA	RA	RA
5	LA	RL	RA
6	LL	RT	RL
7	LT	CT	RT
8	CT	LT	CT
9	RT	LL	LT
10	RA	LA	LA
11	RL	LA	LL
12	HD	HD	HD

*A result of 2 may inflict a critical hit

Attacker	
Stationary	+0
Walked	+1
Ran	+2
Jumped	+3
Prone	+2
Skidding	+1
Terrain	
Light Woods	+1/hex
Heavy Woods	+2/hex
Partial Cover	+1
Target	
Prone (adjacent hex)	-2
Prone (other hex)	+1
Immobile	-4
Skidding	-2
Moved 0-2 hexes	+0
Moved 3-4 hexes	+1
Moved 5-6 hexes	+2
Moved 7-9 hexes	+3
Moved 10-17 hexes	+4
Moved 18-24 hexes	+5
Moved 25+ hexes	+6
Jumped	+1
Battle/Air unit	+1
Secondary target (front)	+1
Secondary target (side/rear)	+2
Large support vehicle or grounded DropShip	-1
Damage	
Sensor hit	+2
Shoulder hit	+4
Arm/Actuator	+1

Attack	To-Hit	Damage
Punch	+1	10
Kick	-2	20
Push	-1	—
Charge	+0 ^a	10/Hex
DFA	+0 ^a	30

^aModified by target piloting skill

Die Roll (1D6)	LS	F/R	RS
1	LT	LA	RT
2	LT	LT	RT
3	CT	CT	CT
4	LA	RT	RA
5	LA	RA	RA
6	HD	HD	HD

Die Roll (1DG)	LS	F/R	RS
1-3	LL	RL	RL
4-6	LL	LL	RL

Die Roll (1D6)	New Facing	Hit Location
1	Same Direction	Front
2	1 Hexside Right	Right Side
3	2 Hexsides Right	Right Side
4	Opposite Direction	Rear
5	2 Hexsides Left	Left Side
6	1 Hexside Left	Left Side

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