BATTLETECH

OPERATIONAL TURNING POINTS

REVIVAL

TRIALS

CATALYST game labs

A BATTLETECH SOURCEBOOKS COMPANION

A CALL FOR UNITY

THE HALL OF KHANS
KATYUSHA
STRANA MECHTY
13 DECEMBER 3048

Clan Star Adder Khan Cassius N'Buta was certain this war council would not end well, but he sat up straight and tall regardless, as befit his station. The other thirty-five individuals in the assembly hall—sixteen khans, seventeen saKhans, and the Loremaster of the Clans—waited for Leo Showers, the new ilKhan, to call the Grand Kurultai to order. Cassius watched Showers with benign interest. An ilKhan had not presided over the Clans for just over a century; they had prospered long enough without one. What mattered now was whether Showers, former khan of Clan Smoke Jaguar and the seventh ilKhan in Clan history, would live up to the reputation of the Founder Nicholas Kerensky's ideals. The muscular MechWarrior certainly had vision for the Clans, which had earned Cassius's own vote and the vote of his saKhan, Tabitha Paik.

At the back of the uppermost tier of seats leading down to the ilKhan's dais, Cassius waited through all of the pomp and circumstance that opened the *kurultai*. All the while he kept a close eye on individuals he did not see very often. The presence of the Blood Spirit khans for the invasion vote and the ilKhan's election still amazed him. Throughout the previous thirteen years, he had never once seen Khan Karianna Schmitt or her saKhan in the flesh, and he could vividly recall only one time she had appeared virtually in the Grand Council, via real-time HPG to vote down a measure. The Fire Mandrill khans' presence also surprised him, given their current state of internecine conflict. The Mandrill leadership seldom deigned to grace the Grand Council with their presence, but whenever they did the Mandrill khans that visited Strana Mechty were always different from the previous set of Mandrill khans Cassius had seen. And the mismatched pair had been at each other's throats the moment they walked into the Hall of Khans for the invasion vote. The Ghost Bear leadership had also changed. Khan Ulric Kerensky of Clan Wolf had killed both previous Ghost Bear khans during his unsuccessful Trial of Refusal over the invasion vote. Neither of their replacements had been elected from either the Tseng or Jorgensson Bloodname Houses, who had led the Ghost Bears for countless decades.

This whole string of events—from the arrival of a wayward ComStar vessel in Clan space, to the invasion vote and the current war council—had been one string of surprises after another. *Perhaps this ilKhan will surprise me as well*, Cassius thought.

Discussion quickly turned to the matter at hand as the ilKhan addressed every member of the Grand Kurultai. "There is no doubt that all of those among us are mighty and have earned their rightful place in the Unity." Showers's commanding voice echoed throughout the chamber. "Each *touman* represented in this hall is worth far more than the military might of a single Great House of the Inner Sphere, but the Founder taught us the value in conserving our resources and steered us away from the sin of squandering our limited assets. He also instilled in us the virtue of prudent bidding, so that we might win with a skillful dagger thrust what the foolish would hope to win with the wild swing of an ax.

"Members of the Grand Council, I ask you this: how many of us need carry the illuminated banner of Kerensky into the corruption of the Inner Sphere? How many of us shall bring to heel the diseased militaries of those who tore the Star League apart and drove the Great Father into exile?"

The hall descended into cacophony as every khan—every one but Cassius and his loyal saKhan—tried to clamor for attention. Cassius felt the need to speak, but not now, not yet.

Showers quieted the mob with an upraised hand. "The Grand Kurultai recognizes saKhan Elias Crichell of Clan Jade Falcon."

Cassius would have mistaken the husky man for an overindulged merchant if not for Crichell's confident, regal bearing in his crisp Jade Falcon uniform and ceremonial, gold-and-malachite falcon mask. Cassius already guessed what Crichell would say, but he listened with intent, regardless.

"IlKhan, members of the Grand Council," Crichell began, "as the foremost flagbearer of the Crusader movement, Clan Jade Falcon believes the *toumans* of two Clans will be sufficient to bring the Inner Sphere to heel."

Cassius allowed himself a little smirk. Both the Falcons and the Smoke Jaguars spearheaded the Crusader movement that itched to invade the Inner Sphere. Crichell's claim that the Falcons led the movement had to rankle the new ilKhan.

The floor turned to heated debate on Crichell's bid.

"The Grand Kurultai recognizes saKhan Pazi Tchernovkov of Clan Coyote," said the ilKhan.

"Esteemed Grand Council," declared Tchernovkov, outspoken member of the opposing Warden faction, "two Clans will not be not enough. If invade we must, I foresee we will need the resources of at least *five* Clans in order to be successful."

Interesting, Cassius thought, drumming his fingers atop the arm of his chair. *Perhaps we are more alike than I first thought, Warden.*

Another round of debates touched off, which culminated in the Falcon and Coyote khans arguing like usual. Cassius tuned them out; he had heard it all before and would doubtless hear it again before the *kurultai* adjourned. All the while, he kept watch on Ulric Kerensky, who had remained unusually silent throughout the proceedings thus far. The entire Warden movement seemed to pivot around the influential Wolf, yet he had not acted the same since the Crusaders recently defeated him in his long-odds Trial of Refusal over the invasion vote. Silent and stoic, Kerensky had to be plotting something; that much Cassius was certain. But what?

"Three Clans, then," newly elected Smoke Jaguar Khan Lincoln Osis countered, without waiting for official recognition by the ilKhan. "The assets of *three* Clans should be sufficient to reach Terra and restore the Star League."

Steel Viper Khan Natalie Breen shot to her feet. "*Neg*. The Wardens have the right of it this time. Five Clans must go."

Cassius knew Breen—neither Warden nor Crusader—only felt this way to pave her own Clan's path to the Inner Sphere. The more Clans chosen, the higher chance the Vipers would have to be included in the invasion force. Breen had the right attitude, he decided, but her motives were not as pure as his own.

"Clan Burrock bids that four Clans must represent Kerensky's legacy," said Jocelyn Siddiq, a khan currently subscribing to the Crusader camp.

Karianna Schmitt from Clan Blood Spirit jolted to her feet and stared daggers at the Burrock khan. "What I believe Khan Siddiq means to say is the Burrocks do not believe enough in their own strength and, should they gain a place in this invasion—via perfidy, most likely—they must rely on the might of three other Clans to remind them that they are the Burrocks' betters. Khan Siddiq's Clan does not embrace the Founder's vision of self-sufficiency. Clan Blood Spirit bids for three Clans to participate in the invasion."

A CALL FOR UNITY

"Three is not nearly enough," replied Snow Raven Khan Lynn McKenna, who was a Warden when the movement's politics suited her goals. "If we must continue with this charade, I call to reinstate the Coyote bid at five Clans."

The Hall of Khans once more devolved into argument. The Nova Cat khan Severen Leroux shouted at Jaguar saKhan Sarah Weaver. Hell's Horses Khan Malavai Fletcher and Ghost Bear Khan Karl Bourjon nearly had each other by the throat. The Goliath Scorpions, the Cloud Cobras, and even the Diamond Sharks all added their voices to the din.

Only Cassuis—and his saKhan, at his silent urging—remained quiet.

Children, he thought. *All of them. They cannot see past their own noses, and the Unity is all the poorer for it.*

Once he could no longer pick out individual words from the noise, Cassius decreed he had finally heard enough. Unlike the other khans who all spoke without the ilKhan's leave, he pressed a button on his seat's console and petitioned for the official right to be heard.

Showers raised his fist and cut through the dissonance with a resounding war cry that startled even Cassius with its volume and abruptness. The *kurultai* became a tomb as all eyes focused on the ilKhan's ferocity.

"The Grand Kurultai formally recognizes Khan Cassius N'Buta of Clan Star Adder," Showers said.

Cassius cleared his throat politely and smoothed the front of his plain, unadorned uniform as he rose amid the deafening silence. He did not smile beneath his black onyx mask. He did not frown. Instead he faced his peers with honesty. Upon his hesitation, saKhan Paik offered him a subtle nod of encouragement.

"*Trothkin*," he began, sweeping his gaze across the khans of all sixteen other Clans, "this is a momentous time in our history. Not since the days when we descended upon the Pentagon worlds to right the wrongs visited upon them have we contemplated such a monumental military undertaking such as this. I argue not about returning to the cradle of humanity and extinguishing the flames of war with the light of our purity, as the Great Father once wrote. Instead, I argue that we do ourselves a gross disservice by dividing our assets piecemeal. In the ancient days of Terran warfare, armies consisted of many different troop types—footmen, archers, halberdiers, cavalry… To underutilize one troop type was to court disaster. In this invasion, we will need all of our troops if we are to succeed.

"Nova Cats," he said, pointing to Khans Leroux and Carns, "you are our archers, capable of efficiently dispatching foes before they can close." He gestured to Falcon Khans Yvonne Hazen and Elias Crichell. "Falcons, you are our light horse; Jaguars, you are our heavy horse. The Ice Hellions are our skirmishers, the Coyotes our heavy armor, the Hell's Horses, our light armor, the Ravens our siege engines, the Cloud Cobras our scouts and observation towers. The Burrocks will be our spies; the Ghost Bears, our shield wall; the Fire Mandrills, our demoralizers. The Diamond Sharks will bring diplomacy during the day, while the Goliath Scorpions become our nocturnal assassins. The Steel Vipers will give us vision; the Blood Spirits, our morale; the Wolves, our conscience.

"My fellow khans," Cassius said, "if we are to have any hope of achieving our goal, we will need all of us, working together in solidarity. To confront the corruption of the Inner Sphere with only three or four facets of our total strength, as the rest of you advocate, is to embrace madness and invite our own eventual destruction. To go to war with only archers and footmen and leave behind our cavalry and siege engines is utmost folly. We must face this threat together, with one mind, as the Founder's Unity intended."

Silence reigned for a few more moments. Then Diamond Shark Khan Ian Hawker said, "It seems in your call for Unity, N'Buta, you have left out your own Clan."

The Hall of Khans exploded into laughter. From all sides, the wall of derision struck Cassius like a Gauss rifle slug right through his midsection. He glared wordlessly out at the assembly, fixating his gaze on each khan in turn. Besides saKhan Paik, of the entire Grand Council, he saw only Ulric Kerensky had maintained his stoic composure. Did Kerensky see wisdom in his plan, or did he have something else in mind?

"My Clan…" Cassius began. His voice faltered. He had envisioned Clan Star Adder taking up a leadership role in the invasion. After all, with so many different kinds of troops, an army still needed a guiding hand to ensure the war machine's many, disparate cogs performed their proper functions. The ilKhan could not do this alone, and Cassius wanted to position his Clan to be of service in administering the invasion.

Ian Hawker turned away, a smirk plastering his face. "Four Clans," he said, raising his hand toward the ilKhan.

Cassius sank back into his seat without another word. Something died within him. At that moment, drinking in the laughter and the bickering, he believed he would never see the Inner Sphere.

Right then, the ilKhan called the assembly to silence once more. "The Grand Kurultai formally recognizes Khan Ulric Kerensky of Clan Wolf," Showers said.

Kerensky rose with fire in his eyes. As he did so, Cassius swore he saw Ulric direct the smallest of nods his way. "Four Clans," announced the Wolf Khan. "And… a *fifth* Clan to act as a mobile reserve, to be activated at the ilKhan's order."

"*Aff*, four Clans and a reserve Clan," Tchernovkov declared.

"Four Clans and a reserve," echoed Crichell.

"Bargained well and done," the ilKhan announced. "The motion has been seconded. All in favor, vote *aff*."

Kerensky sat down as the votes were tallied. Cassius had to hand it to him. Without Ulric's compromise, the Crusaders would likely have had their way and prosecuted an invasion with as few Clans as their pride would let them get away with. At least five Clans—reserve status notwithstanding—would be better than four. But it would not be enough. It would not be nearly enough.

Cassius sat back and observed the planning of Operation REVIVAL. In lieu of participating in the invasion, he would have to make other plans, form political alliances the Star Adders had never formed before.

While all of you are off forsaking the Unity in the Inner Sphere, he thought, *we shall remain here to watch you fall. And fall you shall. We will make certain of that.*

INTRODUCTION

Welcome to the next installment in the series of *Operational Turning Points* campaign books, designed to give players the opportunity to fight in a landmark series of combat trials that determined which Clans would carry the torch of Kerensky's legacy back to the Inner Sphere. *Operational Turning Points: REVIVAL Placement Trials* allows players different options surrounding the Placement Trials, including individual player campaigns, guidelines for running a multiple-player tournament, and two mini-campaigns that bookend the trials themselves.

The general information contained in the ***Atlas*** and ***Combatants*** sections gives players the tools needed to fight in these engagements, while the ***Tracks*** section details pivotal battles of the campaign. The ***Tracks*** sections can also be used with stand-alone games set in 3048–3050.

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

The ***Tactical Guide*** section provides flavor for each Clan involved and lists notable personalities that players may choose to incorporate into their games. (Further information for some of the selected personalities may be found in *Field Manual: Crusader Clans*, *Field Manual: Warden Clans*, and *Era Report: 3052*.)

The ***Combatants*** section gives details of the units who participated in the Placement Trials, Clan Wolf's Trial of Refusal, and the Hellions' Fury campaign and can be used by players who wish to add authenticity to their game. This allows the players to pursue the mini-campaign tracks with different forces as they wish. For the mini-campaigns, the rough ratio of forces on each side is provided as a guideline. Players should feel free to balance the forces in these tracks as they see fit, whether by battle value, tonnage, total number of 'Mechs, or whatever else suits them.

The ***Placement Trials Tournament Rules*** section provides guidelines for running the trials as a multi-player tournament with up to 14 participating players.

The ***Tracks*** section is broken into three different sections. The **Placement Trials** section includes tracks for use in either a solo or tournament version of playing through the Placement Trials. The next two sections are mini-campaigns that bookend the Placement Trials: **Clan Wolf Trial of Refusal** and the **Hellions' Fury** campaign. A general guideline for how to begin fighting the Placement Trials or the historical mini-campaigns is included in ***How to Use the Campaign***. The *Touchpoint* tracks cover several key battles that occurred during the mini-campaigns, though they are not the only ones. Players wishing to incorporate these mini-campaign tracks into a *Chaos Campaign* should use the Warchest Points (WP) or Support Points (SP) listed in the brackets. Optional points are awarded only if the group achieves at least one Objective while using the listed option. Objective points are cumulative as they are achieved, unless otherwise noted.

The ***Annex*** section contains the Placement Trials Player Sheet, which an individual player can use to track their progress through the Placement Trials.

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Special Thanks: I love all of Nicholas's Clans—be they great or small, loveable or unlovable, dead or alive—and for this reason, I've always believed this particular period in their history has always held a vast wealth of potential. Outside of Operation KLONDIKE, the Placement Trials for Operation REVIVAL is perhaps the only time in Clan history that a multi-Clan endeavor of this scale has taken place (at least, that we *know* of…). To be given the chance to document this event is a great honor. My thanks go to: the fans who vocally rally behind their favorite Clan(s); Ben, for voting *aff* on the "go vote" for this project; Herb, for advice and for not declaring a Trial of Refusal on the idea; Paul, for rules and suggestions; and as always to my Significant Other, Carrie, for her continuing support.

For more information about the Placement Trials, please see *Wolf Clan Sourcebook, Jade Falcon Sourcebook, Invading Clans, Field Manual: Warden Clans, Field Manual: Crusader Clans*, and *The Clans: Warriors of Kerensky.* For those interested in continuing a campaign beyond the Placement Trials and playing on through the Clan invasion, please see *Era Report: 3052*.

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STAR LEAGUE ERA | **CLAN INVASION ERA** | JIHAD ERA

SUCCESSION WARS ERA | CIVIL WAR ERA | DARK AGE ERA

STRANA MECHTY

Star Type (Recharge Time): G3VI (184 hours)
Position in System: 4 (of 7)
Time to Jump Point: 8.53 days
Number of Satellites: 2
Surface Gravity: 1.1
Atm. Pressure: Standard (Breathable)
Equatorial Temperature: 25° C
Surface Water: 70 percent
Highest Native Life: Mammals
Population (3048): 130,000,000

First discovered in 2792, Strana Mechty was the most promising system in the Kerensky Cluster. Aleksandr Kerensky's wife Katyusha named the Terra-like planet, which means "Land of Dreams" in Kerensky's native Russian. The system was not colonized until 2795, and by the outbreak of the Pentagon Civil War in 2801, Strana Mechty became a thriving colony world capable of sustaining several adapted Terran species which would become Clan totems. This stability led Nicholas Kerensky to choose this world as the destination for the Second Exodus and the eventual capital of his Clans.

Strana Mechty is home to four major continents, the land of which are evenly distributed between all seventeen Clans. McKenna straddles the equator and consists mostly of tropical jungles and rainforests. Cameron, along the southern hemisphere, is icy, mineral poor, and as a result has a sparse population. The desolation is well-suited for combat trials, and consequently many important trials, such as the Operation REVIVAL Placement Trials, were waged here. Kerensky Prime, one of the two temperate landmasses, also hosts several neutral proving grounds used to settle inter-Clan disputes.

The main attraction on Strana Mechty is the continent of Novy Terra, where Katyusha, the Clans' capital city is located. Aside from quarters for each of the five castes of Clan society, Katyusha features the master genetic repository, the Hall of Khans, and the sprawling park of Svoboda Zemyla, which incorporates Clan Cloud Cobra's largest Honorarium.

Notable features in Strana Mechty space include the geostationary *McKenna's Pride*, the flagship of both Kerenskys and the site of Aleksandr's tomb; *Prinz Eugen*, the Clans' prison ship at the outer reaches of the system; and Unity Station, a recharge station located at the system's zenith jump point.

MARSHALL

Star Type (Recharge Time): F4V (175 hours)
Position in System: 3 (of 3)
Time to Jump Point: 16.10 days
Number of Satellites: 2
Surface Gravity: 1.1
Atm. Pressure: Standard (Breathable)
Equatorial Temperature: 30° C
Surface Water: 50 percent
Highest Native Life: Reptiles
Population (3050): 16,700,000

TERRAIN TABLES

MARS FIELD PROVING GROUND (KERENSKY PRIME)

Terrain: Ultra-Heavy Woods modification (see p. 40, *TO*).
Weather: Weather Table 3: Rain (see p. 69, *TO*).

STRANA MECHTY	Result	Map
	1	Open Terrain #1 (MS5, MSC1)
	2	Open Terrain #2 (BT, MS5, MSC1)
	3	Desert Hills (MS2, MSC1)
	4	CityTech* (MS2, MSC1)
	5	Rolling Hills #2 (MS3, MSC1)
	6	Scattered Woods (MS2, MSC1)

**Treat Paved hexes as Clear terrain.*

WODEN'S VALE PROVING GROUND (KERENSKY PRIME)

Terrain: Rapids modification (see p. 50, *TO*).
Weather: Weather Table 1: Light (see p. 69, *TO*).

STRANA MECHTY	Result	Map
	1	Scattered Woods (MS2, MSC1)
	2	Woodland (MS6, MSC2)
	3	River Valley (MS2, MSC1, HPLR)
	4	Desert Mountain #2 (MS3, MSC1)
	5	Open Terrain #2 (BT, MS5, MSC1)
	6	Mountain Lake (MS2, MSC1)

TYR LOWLANDS PROVING GROUND (KERENSKY PRIME)

Terrain: Swamp modification on Water hexes (see p. 51, *TO*).
Weather: Weather Table 2: Wind (see p. 69, *TO*).

STRANA MECHTY	Result	Map
	1	River Delta/Drainage Basin #1 (MS4, MSC1)
	2	River Delta/Drainage Basin #2 (MS4, MSC1)
	3	Scattered Woods (MS2, MSC1)
	4	Rolling Hills #1 (MS3, MSC1)
	5	Open Terrain #1 (MS5, MSC1)
	6	Lake Area (BT, MS2, MSC1)

BLOODY BASIN (CAMERON)

Terrain: Sand modification (see p. 39, *TO*).
Weather: Extreme Temperatures: –40C (see p. 62, *TO*).

STRANA MECHTY	Result	Map
	1	Rolling Hills #1* (MS3, MSC1)
	2	Desert Hills (MS2, MSC1)
	3	Desert Sinkhole #1 (MS3, MSC1)
	4	Desert Sinkhole #2 (MS3, MSC1)
	5	Desert Mountain #1 (MS3, MSC1)
	6	Desert Mountain #2 (MS3, MSC1)

**Treat all Woods hexes as Clear terrain.*

COLDRILL VALLEY (CAMERON)

Terrain: Ice modification (see p. 50, *TO*).
Weather: Weather Table 4: Snow (see p. 69, *TO*).

STRANA MECHTY	Result	Map
	1	Lake Area (BT, MS2, MSC1)
	2	River Valley (MS2, MSC1, HPLR)
	3	Scattered Woods (MS2, MSC1)
	4	River Delta/Drainage Basin #2 (MS4, MSC1)
	5	BattleForce* (MS6, MSC2)
	6	Open Terrain #1 (MS5, MSC1)

**Treat Paved hexes as Clear terrain.*

DO NOT OPEN

ATLAS

FOSTER

Star Type (Recharge Time): M7V (208 hours)
Position in System: 1 (of 2)
Time to Jump Point: 2.22 days
Number of Satellites: 1
Surface Gravity: 1.0
Atm. Pressure: Standard (Breathable)
Equatorial Temperature: 25° C
Surface Water: 50 percent
Highest Native Life: Amphibians
Population (3050): 10,300,000

HOMER

Star Type (Recharge Time): G8V (189 hours)
Position in System: 2 (of 3)
Time to Jump Point: 6.19 days
Number of Satellites: 0
Surface Gravity: 1.4
Atm. Pressure: Standard (Breathable)
Equatorial Temperature: 30° C
Surface Water: 30 percent
Highest Native Life: Amphibians
Population (3050): 31,700,000

HOARD

Star Type (Recharge Time): A2V (163 hours)
Position in System: 2 (of 5)
Time to Jump Point: 43.02 days
Number of Satellites: 0
Surface Gravity: 0.8
Atm. Pressure: Standard (Toxic)
Equatorial Temperature: 15° C
Surface Water: 50 percent
Highest Native Life: Plants
Population (3050): 6,000,000

LONDERHOLM

Star Type (Recharge Time): K7V (198 hours)
Position in System: 2 (of 8)
Time to Jump Point: 3.70 days
Number of Satellites: 0
Surface Gravity: 1.5
Atm. Pressure: Standard (Breathable)
Equatorial Temperature: 30° C
Surface Water: 70 percent
Highest Native Life: Birds
Population (3050): 7,200,000

TERRAIN TABLES

NOTE: MAY USE DEEP SNOW MODIFICATION (SEE P. 41 TO).

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

FOSTER	Result	Map
	1	Rolling Hills #2 (MS3, MSC1)
	2	Lake Area (BT, MS2, MSC1)
	3	Wide River (BT, MS6, MSC2)
	4	River Valley (MS2, MSC1, HPLR)
	5	River Delta/Drainage Basin #1 (MS4, MSC1)
	6	River Delta/Drainage Basin #2 (MS4, MSC1)

NOTE: MAY USE DEEP SNOW MODIFICATION (SEE P. 41 TO).

HOMER	Result	Map
	1	Desert Hills (MS2, MSC1)
	2	Desert Mountain #2 (MS3, MSC1)
	3	Desert Sinkhole #1 (MS3, MSC1)
	4	Scattered Woods* (MS2, MSC1)
	5	Rolling Hills #1 (MS3, MSC1)
	6	BattleTech* (BT, MS2, MSC1)

**Treat all Water hexes as Clear terrain.*

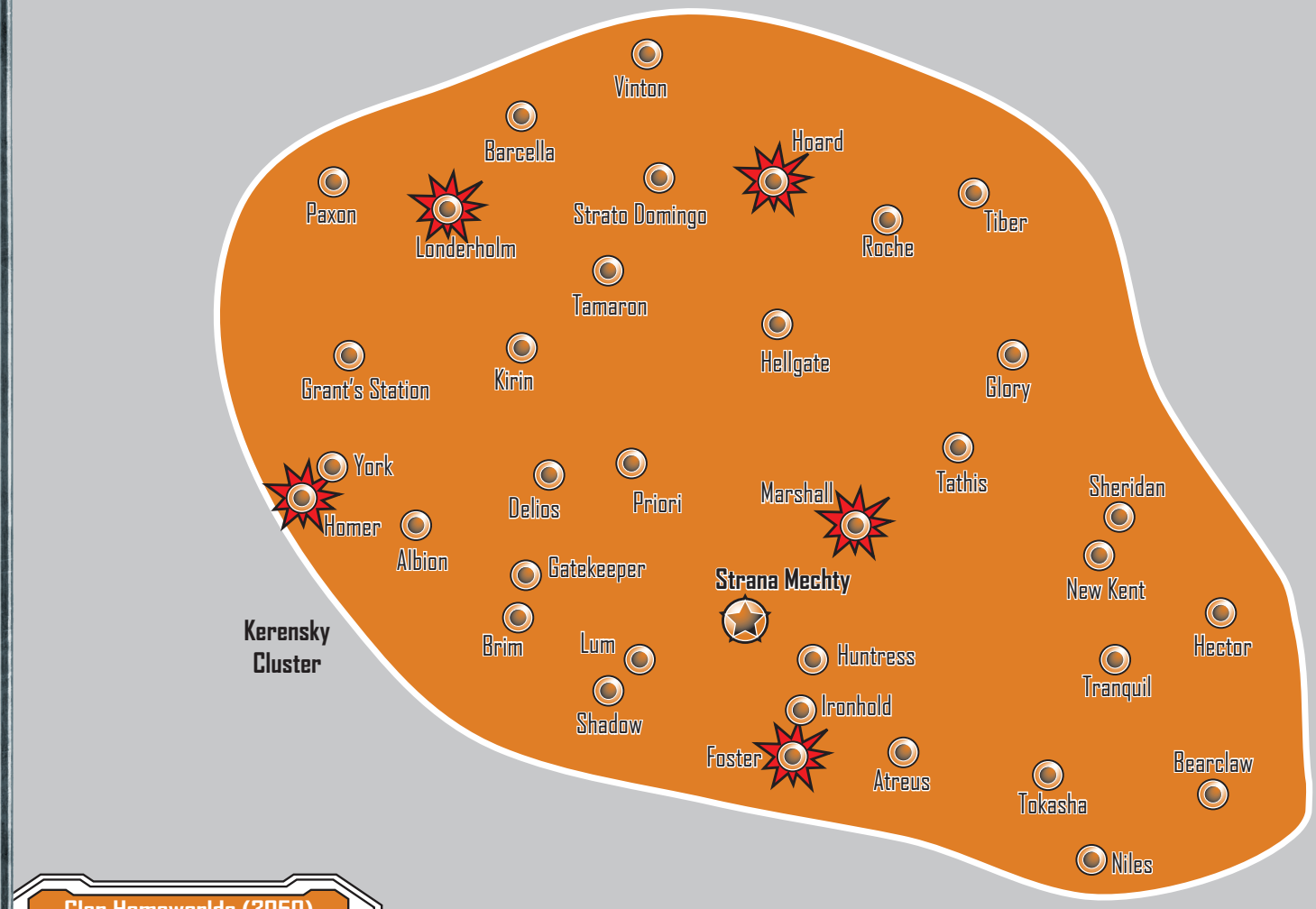
NOTE: MAY USE THIN SNOW MODIFICATION (SEE P. 52, TO).

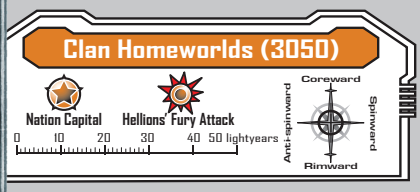
HOARD	Result	Map
	1	Desert Sinkhole #2 (MS3, MSC1)
	2	Moonscape #1 (MS5, MSC1)
	3	Large Lakes #2* (MS4, MSC1, HPLR)
	4	Desert Mountain #2 (MS3, MSC1)
	5	Desert Hills (MS2, MSC1)
	6	Archipelago #1* (MS7)

**Treat all Water hexes as Ice (frozen solid). See p. 50, TO.*

LONDERHOLM	Result	Map
	1	City Ruins (MS2, MSC1)
	2	Woodland (MS6, MSC2)
	3	Coast #2 (MS7)
	4	CityTech (MS2, MSC1)
	5	River Delta/Drainage Basin #1 (MS4, MSC1)
	6	City (Suburbs)* (MS6, MSC2, HPCR)

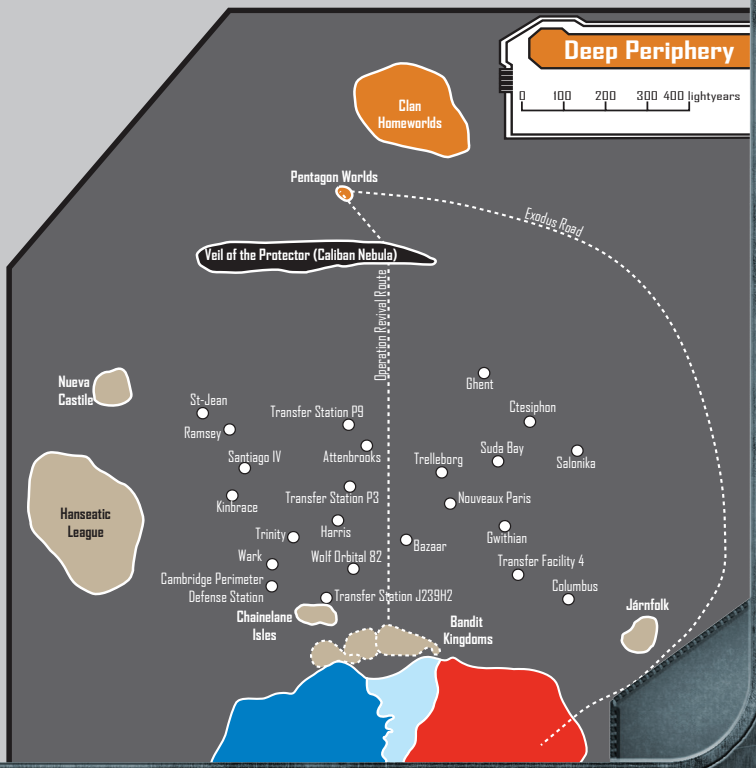
**Treat all Building hexes as Rubble terrain.*





Pentagon Worlds

Tanis



RANDOM ASSIGNMENT TABLE.....

RANDOM ASSIGNMENT TABLE: OPERATION REVIVAL PLACEMENT TRIALS, 3048

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

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

LIGHT BATTLEMECHS / OMNIMECHS

2D6	Blood Spirit	Burrock	Cloud Cobra	Coyote	Diamond Shark	Fire Mandrill
2	Incubus [30]	Howler [20]	Arctic Cheetah [30]	Arctic Cheetah [30]	Fire Moth [20]	Kit Fox [30]
3	Mist Lynx [25]	Adder [35]	Adder [35]	Adder [35]	Adder [35]	Mist Lynx [25]
4	Incubus [30]	Mist Lynx [25]	Adder [35]	Fire Moth [20]	Adder [35]	Adder [35]
5	Kit Fox [30]	Kit Fox [30]	Adder [35]	Mist Lynx [25]	Arctic Cheetah [30]	Kit Fox [30]
6	Adder [35]	Arctic Cheetah [30]	Fire Moth [20]	Adder [35]	Adder [35]	Mist Lynx [25]
7	Kit Fox [30]	Mist Lynx [25]	Kit Fox [30]	Adder [35]	Adder [35]	Mist Lynx [25]
8	Mist Lynx [25]	Adder [35]	Adder [35]	Fire Moth [20]	Mist Lynx [25]	Kit Fox [30]
9	Adder [35]	Fire Moth [20]	Kit Fox [30]	Adder [35]	Mist Lynx [25]	Mist Lynx [25]
10	Arctic Cheetah [30]	Horned Owl 2 [35]	Mist Lynx [25]	Mist Lynx [25]	Arctic Cheetah [30]	Adder [35]
11	Horned Owl [35]	Incubus [30]	Mist Lynx [25]	Fire Moth [20]	Fire Moth [20]	Mist Lynx [25]
12	Locust IIC [25]	Locust IIC [25]	Fire Moth [20]	Fire Moth [20]	Adder [35]	Mist Lynx [25]

2D6	Ghost Bear	Goliath Scorpion	Hell's Horses	Ice Hellion	Jade Falcon	Nova Cat
2	Horned Owl [35]	Horned Owl [35]	Fire Moth [20]	Fire Moth [20]	Incubus [30]	Mist Lynx [25]
3	Mist Lynx [25]	Fire Moth [20]	Fire Moth [20]	Mist Lynx [25]	Mist Lynx [25]	Kit Fox [30]
4	Kit Fox [30]	Kit Fox [30]	Mist Lynx [25]	Kit Fox [30]	Fire Moth [20]	Arctic Cheetah [30]
5	Adder [35]	Jenner IIC [35]	Mist Lynx [25]	Mist Lynx [25]	Adder [35]	Fire Moth [20]
6	Fire Moth [20]	Fire Moth [20]	Arctic Cheetah [30]	Arctic Cheetah [30]	Kit Fox [30]	Arctic Cheetah [30]
7	Fire Moth [20]	Fire Moth [20]	Kit Fox [30]	Mist Lynx [25]	Kit Fox [30]	Adder [35]
8	Fire Moth [20]	Adder [35]	Kit Fox [30]	Adder [35]	Adder [35]	Kit Fox [30]
9	Adder [35]	Arctic Cheetah [30]	Adder [35]	Fire Moth [20]	Mist Lynx [25]	Adder [35]
10	Adder [35]	Mist Lynx [25]	Adder [35]	Mist Lynx [25]	Fire Moth [20]	Arctic Cheetah [30]
11	Kit Fox [30]	Incubus [30]	Fire Moth [20]	Kit Fox [30]	Howler [20]	Mist Lynx [25]
12	Mist Lynx [25]	Horned Owl [35]	Fire Moth [20]	Arctic Cheetah [30]	Locust IIC 2 [25]	Kit Fox [30]

2D6	Smoke Jaguar	Snow Raven	Star Adder	Steel Viper	Wolf
2	Arctic Cheetah [30]	Fire Moth [20]	Kit Fox [30]	Fire Moth [20]	Locust IIC [25]
3	Locust IIC 3 [25]	Fire Moth [20]	Mist Lynx [25]	Mist Lynx [25]	Kit Fox [30]
4	Adder [35]	Adder [35]	Kit Fox [30]	Arctic Cheetah [30]	Mist Lynx [25]
5	Mist Lynx [25]	Adder [35]	Fire Moth [20]	Adder [35]	Mist Lynx [25]
6	Fire Moth [20]	Fire Moth [20]	Adder [35]	Kit Fox [30]	Adder [35]
7	Mist Lynx [25]	Kit Fox [30]	Mist Lynx [25]	Fire Moth [20]	Adder [35]
8	Mist Lynx [25]	Kit Fox [30]	Adder [35]	Arctic Cheetah [30]	Adder [35]
9	Arctic Cheetah [30]	Kit Fox [30]	Fire Moth [20]	Arctic Cheetah [30]	Mist Lynx [25]
10	Mist Lynx [25]	Mist Lynx [25]	Arctic Cheetah [30]	Mist Lynx [25]	Kit Fox [30]
11	Adder [35]	Mist Lynx [25]	Fire Moth [20]	Kit Fox [30]	Fire Moth [20]
12	Horned Owl 2 [35]	Mist Lynx [25]	Arctic Cheetah [30]	Adder [35]	Locust IIC [25]

LIGHT BATTLEMECHS (SECOND LINE)

2D6	Cloud Cobra	Fire Mandrill	Hell's Horses	Smoke Jaguar
2	HSR-200-D Hussar [30]	MCY-97 Mercury [20]	THE-N Thorn [20]	Locust IIC [25]
3	Horned Owl 2 [35]	HER-1S Hermes [30]	Howler [20]	HSR-200-D Hussar [30]
4	Horned Owl [35]	Locust IIC [25]	Locust IIC [25]	Incubus [30]
5	Jenner IIC [30]	Howler [20]	Locust IIC [25]	Jenner IIC [30]
6	Locust IIC [25]	Jenner IIC [30]	MCY-97 Mercury [20]	Horned Owl 2 [35]
7	Incubus [30]	Mandrill [30]	Locust IIC [25]	Jenner IIC [30]
8	Incubus 2 [30]	HSR-200-D Hussar [30]	Jenner IIC [30]	Jenner IIC [30]
9	Jenner IIC 3 [30]	Locust IIC [25]	Jenner IIC [30]	Horned Owl [35]
10	Locust IIC [25]	Mandrill [30]	Incubus [30]	Locust IIC [25]
11	MON-66 Mongoose [25]	Howler [20]	HER-1S Hermes [30]	Horned Owl [35]
12	Howler [20]	Locust IIC [25]	Horned Owl [35]	Incubus [30]

RANDOM ASSIGNMENT TABLE.....

MEDIUM BATTLEMECHS / OMNIMECHS

2D6	Blood Spirit	Burrock	Cloud Cobra	Coyote	Diamond Shark	Fire Mandrill
2	Conjurer [50]	Wyvern IIC [45]	Shadow Cat [45]	Viper [40]	Hunchback IIC [50]	Stormcrow [55]
3	Conjurer [50]	Battle Cobra [40]	Stormcrow [55]	Stormcrow [55]	Nova [50]	Hunchback IIC [50]
4	Battle Cobra [40]	Nova [50]	Shadow Cat [45]	Viper [40]	Ice Ferret [45]	Shadow Cat [45]
5	Stormcrow [55]	Viper [40]	Viper [40]	Viper [40]	Shadow Cat [45]	Nova [50]
6	Nova [50]	Stormcrow [55]	Stormcrow [55]	Stormcrow [55]	Stormcrow [55]	Stormcrow [55]
7	Stooping Hawk [55]	Hunchback IIC [50]	Battle Cobra [40]	Stormcrow [55]	Shadow Cat [45]	Nova [50]
8	Nova [50]	Viper [40]	Viper [40]	Stormcrow [55]	Nova [50]	Nova [50]
9	Stormcrow [55]	Shadow Cat [45]	Nova [50]	Nova [50]	Shadow Cat [45]	Shadow Cat [45]
10	Griffin IIC [40]	Stormcrow [55]	Nova [50]	Ice Ferret [45]	Nova [50]	Stormcrow [55]
11	Battle Cobra [40]	Ice Ferret [45]	Viper [40]	Nova [50]	Shadow Cat [45]	Nova [50]
12	Hunchback IIC [50]	Wyvern IIC [45]	Viper [40]	Shadow Cat [45]	Ice Ferret [45]	Shadow Cat [45]

2D6	Ghost Bear	Goliath Scorpion	Hell's Horses	Ice Hellion	Jade Falcon	Nova Cat
2	Griffin IIC [40]	Battle Cobra [40]	Ice Ferret [45]	Viper [40]	Shadow Cat [45]	Hunchback IIC [50]
3	Stormcrow [55]	Ice Ferret [45]	Stormcrow [55]	Ice Ferret [45]	Nova [50]	Nova [50]
4	Stooping Hawk [55]	Nova [50]	Ice Ferret [45]	Viper [40]	Ice Ferret [45]	Ice Ferret [45]
5	Nova [50]	Stormcrow [55]	Viper [40]	Viper [40]	Viper [40]	Shadow Cat [45]
6	Viper [40]	Vapor Eagle [55]	Viper [40]	Shadow Cat [45]	Viper [40]	Stormcrow [55]
7	Viper [40]	Viper [40]	Nova [50]	Stormcrow [55]	Stormcrow [55]	Shadow Cat [45]
8	Viper [40]	Viper [40]	Stormcrow [55]	Shadow Cat [45]	Stormcrow [55]	Nova [50]
9	Nova [50]	Battle Cobra [40]	Nova [50]	Ice Ferret [45]	Nova [50]	Shadow Cat [45]
10	Stormcrow [55]	Nova [50]	Stormcrow [55]	Stormcrow [55]	Ice Ferret [45]	Ice Ferret [45]
11	Ice Ferret [45]	Stormcrow [55]	Stormcrow [55]	Stormcrow [55]	Shadowhawk IIC [45]	Nova [50]
12	Shadow Hawk IIC 2 [45]	Battle Cobra [40]	Viper [40]	Ice Ferret [45]	Conjurer [50]	Nova [50]

2D6	Smoke Jaguar	Snow Raven	Star Adder	Steel Viper	Wolf
2	Shadow Cat [45]	Nova [50]	Viper [40]	Shadow Cat [45]	Viper [40]
3	Nova [50]	Viper [40]	Nova [50]	Shadow Cat [45]	Viper [40]
4	Stormcrow [55]	Ice Ferret [45]	Nova [50]	Nova [50]	Stormcrow [55]
5	Viper [40]	Viper [40]	Viper [40]	Viper [40]	Nova [50]
6	Stormcrow [55]	Nova [50]	Shadow Cat [45	Battle Cobra [40]	Ice Ferret [45]
7	Stormcrow [55]	Nova [50]	Nova [50]	Battle Cobra [40]	Ice Ferret [45]
8	Stormcrow [55]	Stormcrow [55]	Stormcrow [55]	Ice Ferret [45]	Ice Ferret [45]
9	Nova [50]	Shadow Cat [45]	Shadow Cat [45	Stormcrow [55]	Nova [50]
10	Ice Ferret [45]	Viper [40]	Stormcrow [55]	Nova [50]	Viper [40]
11	Stormcrow [55]	Ice Ferret [45]	Nova [50]	Shadow Cat [45]	Stormcrow [55]
12	Shadow Cat [45]	Viper [40]	Viper [40]	Ice Ferret [45]	Hunchback IIC [50]

MEDIUM BATTLEMECHS (SECOND LINE)

2D6	Cloud Cobra	Fire Mandrill	Hell's Horses	Smoke Jaguar
2	CRB-27 Crab [50]	Conjurer [50]	Hunchback IIC [50]	WVE-5N Wyvern [45]
3	Griffin IIC [40]	Conjurer [50]	STN-3L Sentinel [40]	CRB-27 Crab [50]
4	Shadow Hawk IIC [45]	WVE-5N Wyvern [45]	Conjurer [50]	Shadow Hawk IIC [45]
5	Vapor Eagle [55]	STN-3L Sentinel [40]	Shadow Hawk IIC [45]	Conjurer [50]
6	Griffin IIC [40]	Shadow Hawk IIC [45]	Shadow Hawk IIC [45]	Griffin IIC [40]
7	Great Wyrm [45]	Griffin IIC [40]	Shadow Hawk IIC [45]	Shadow Hawk IIC [45]
8	Griffin IIC [40]	Griffin IIC [40]	KTO-19 Kintaro [55]	Hunchback IIC [50]
9	Hunchback IIC [50]	Shadow Hawk IIC [45]	Griffin IIC [40]	Wyvern IIC [45]
10	Vapor Eagle [55]	Hunchback IIC [50]	WVE-5N Wyvern [45]	Hunchback IIC [50]
11	Great Wyrm [45]	STN-3L Sentinel [40]	Vapor Eagle [55]	Shadow Hawk IIC [45]
12	Wyvern IIC [45]	Vapor Eagle [55]	Vapor Eagle [55]	KTO-19 Kintaro [55]

DO NOT OPEN

RANDOM ASSIGNMENT TABLE.....

HEAVY BATTLEMECHS / OMNIMECHS

2D6	Blood Spirit	Burrock	Cloud Cobra	Coyote	Diamond Shark	Fire Mandrill
2	Thresher [60]	Glass Spider 2 [60]	Thresher [60]	Mad Dog [60]f	Timber Wolf [75]	Mad Dog [60]
3	Mad Dog [60]	Summoner [70]	Mad Dog [60]	Mad Dog [60]	Summoner [70]	Summoner [70]
4	Crossbow [65]	Hellbringer [65]	Timber Wolf [75]	Timber Wolf [75]	Mad Dog [60]	Summoner [70]
5	Timber Wolf [75]	Mad Dog [60]	Summoner [70]	Summoner [70]	Mad Dog [60]	Mad Dog [60]
6	Summoner [70]	Hellbringer [65]	Mad Dog [60]	Hellbringer [65]	Summoner [70]	Mad Dog [60]
7	Crossbow [65]	Summoner [70]	Mad Dog [60]	Timber Wolf [75]	Mad Dog [60]	Mad Dog [60]
8	Crossbow [65]	Crossbow [65]	Summoner [70]	Timber Wolf [75]	Summoner [70]	Summoner [70]
9	Grizzly [70]	Timber Wolf [75]	Timber Wolf [75]	Summoner [70]	Crossbow [65]	Summoner [70]
10	Crossbow [65]	Mad Dog [60]	Hellbringer [65]	Hellbringer [65]	Mad Dog [60]	Mad Dog [60]
11	Rifleman IIC [65]	Grizzly [70]	Summoner [70]	Timber Wolf [75]	Hellbringer [65]	Mad Dog [60]
12	Grizzly [70]	Thresher [60]	Hellbringer [65]	Hellbringer [65]	Timber Wolf [75]	Mad Dog [60]

2D6	Ghost Bear	Goliath Scorpion	Hell's Horses	Ice Hellion	Jade Falcon	Nova Cat
2	Hellbringer [65]	Timber Wolf [75]	Hellbringer [65]	Hellbringer [65]	Summoner [70]	Hellbringer [65]
3	Timber Wolf [75]	Mad Dog [60]	Summoner [70]	Mad Dog [60]	Timber Wolf [75]	Mad Dog [60]
4	Mad Dog [60]	Mad Dog [60]	Summoner [70]	Hellbringer [65]	Hellbringer [65]	Summoner [70]
5	Mad Dog [60]	Glass Spider 2 [60]	Hellbringer [65]	Summoner [70]	Summoner [70]	Timber Wolf [75]
6	Summoner [70]	Summoner [70]	Hellbringer [65]	Timber Wolf [75]	Hellbringer [65]	Timber Wolf [75
7	Mad Dog [60]	Hellbringer [65]	Mad Dog [60]	Hellbringer [65]	Summoner [70]	Summoner [70]
8	Mad Dog [60]	Summoner [70]	Mad Dog [60]	Summoner [70]	Mad Dog [60]	Timber Wolf [75]
9	Summoner [70]	Timber Wolf [75]	Timber Wolf [75]	Hellbringer [65]	Mad Dog [60]	Mad Dog [60]
10	Hellbringer [65]	Mad Dog [60]	Timber Wolf [75]	Mad Dog [60]	Timber Wolf [75]	Summoner [70]
11	Timber Wolf [75]	Timber Wolf [75]	Timber Wolf [75]	Hellbringer [65]	Hellbringer [65]	Timber Wolf [75]
12	Grizzly [70]	Summoner [70]	Hellbringer [65]	Mad Dog [60]	Mad Dog [60]	Mad Dog [60]

2D6	Smoke Jaguar	Snow Raven	Star Adder	Steel Viper	Wolf
2	Rifleman IIC 2 [65]	Mad Dog [60]	Mad Dog [60]	Hellbringer [65]	Hellbringer [65]
3	Hellbringer [65]	Summoner [70]	Summoner [70]	Crossbow [65]	Timber Wolf [75]
4	Mad Dog [60]	Mad Dog [60]	Mad Dog [60]	Crossbow [65]	Mad Dog [60]
5	Timber Wolf [75]	Mad Dog [60]	Guillotine IIC [70]	Summoner [70]	Timber Wolf [75]
6	Summoner [70]	Timber Wolf [75]	Timber Wolf [75]	Hellbringer [65]	Hellbringer [65]
7	Timber Wolf [75]	Timber Wolf [75]	Mad Dog [60]	Crossbow [65]	Timber Wolf [75]
8	Mad Dog [60]	Mad Dog [60]	Hellbringer [65]	Mad Dog [60]	Timber Wolf [75]
9	Hellbringer [65]	Hellbringer [65]	Summoner [70]	Timber Wolf [75]	Summoner [70]
10	Mad Dog [60]	Hellbringer [65]	Timber Wolf [75]	Crossbow [65]	Timber Wolf [75]
11	Mad Dog [60]	Summoner [70]	Mad Dog [60]	Hellbringer [65]	Hellbringer [65]
12	Summoner [70]	Hellbringer [65]	Mad Dog [60]	Summoner [70]	Glass Spider 2 [60]

HEAVY BATTLEMECHS (SECOND LINE)

2D6	Cloud Cobra	Fire Mandrill	Hell's Horses	Smoke Jaguar
2	Rifleman IIC [65]	Guillotine IIC [70]	GLT-3N Guillotine [70]	CHP-1N Champion [60]
3	Guillotine IIC [70]	BMB-12D Bombardier [65]	Thresher [60]	EXT-4D Exterminator [65]
4	FLS-8K Flashman [75]	FLS-8K Flashman [75]	CHP-1N Champion [60]	Glass Spider [60]
5	Thresher [60]	Thresher [60]	Glass Spider [60]	Guillotine IIC [70]
6	Glass Spider [60]	Rifleman IIC [65]	Grizzly [70]	Guillotine IIC [70]
7	Rifleman IIC [65]	Rifleman IIC [65]	Rifleman IIC [65]	Glass Spider [60]
8	Thresher [60]	LNC25-01 Lancelot [60]	GLT-3N Guillotine [70]	FLS-8K Flashman [75]
9	Guillotine IIC [70]	LNC25-01 Lancelot [60]	Rifleman IIC [65]	Grizzly [70]
10	Glass Spider [60]	EXT-4D Exterminator [65]	Thresher [60]	Rifleman IIC [65]
11	Grizzly [70]	Rifleman IIC [65]	Guillotine IIC [70]	Thresher [60]
12	LNC25-01 Lancelot [60]	Thresher [60]	Guillotine IIC [70]	GLT-3N Guillotine [70]

RANDOM ASSIGNMENT TABLE.....

ASSAULT BATTLEMECHS / OMNIMECHS

2D6	Blood Spirit	Burrock	Cloud Cobra	Coyote	Diamond Shark	Fire Mandrill
2	Blood Kite [85]	Marauder IIC [85]	Warhawk [85]	Executioner [95]	Warhawk [85]	Executioner [95]
3	Warhawk [85]	Warhawk [85]	Executioner [95]	Gargoyle [80]	Executioner [95]	Executioner [95]
4	Blood Kite [85]	Executioner [95]	Warhawk [85]	Gargoyle [80]	Dire Wolf [100]	Warhawk [85]
5	Kingfisher [90]	Kingfisher [90]	Executioner [95]	Gargoyle [80]	Warhawk [85]	Warhawk [85]
6	Blood Kite [85]	Gargoyle [80]	Executioner [95]	Dire Wolf [100]	Gargoyle [80]	Gargoyle [80]
7	Kingfisher [90]	Gargoyle [80]	Gargoyle [80]	Gargoyle [80]	Warhawk [85]	Warhawk [85]
8	Blood Kite [85]	Executioner [95]	Warhawk [85]	Gargoyle [80]	Gargoyle [80]	Warhawk [85]
9	Warhawk [85]	Warhawk [85]	Gargoyle [80]	Dire Wolf [100]	Warhawk [85]	Gargoyle [80]
10	Blood Kite [85]	Kingfisher [90]	Dire Wolf [100]	Warhawk [85]	Gargoyle [80]	Executioner [95]
11	Kingfisher [90]	Dire Wolf [100]	Gargoyle [80]	Warhawk [85]	Executioner [95]	Gargoyle [80]
12	Dire Wolf [100]	Stone Rhino [100]	Executioner [95]	Kingfisher [90]	Dire Wolf [100]	Gargoyle [80]

2D6	Ghost Bear	Goliath Scorpion	Hell's Horses	Ice Hellion	Jade Falcon	Nova Cat
2	Marauder IIC [85]	Dire Wolf [100]	Dire Wolf [100]	Naga [80]	Executioner [95]	Executioner [95]
3	Dire Wolf [100]	Executioner [95]	Kingfisher [90]	Gargoyle [80]	Marauder IIC [85]	Dire Wolf [100]
4	Gargoyle [80]	Kingfisher [90]	Warhawk [85]	Executioner [95]	Warhammer IIC [80]	Executioner [95]
5	Kingfisher [90]	Executioner [95]	Executioner [95]	Gargoyle [80]	Gargoyle [80]	Gargoyle [80]
6	Warhawk [85]	Warhawk [85]	Executioner [95]	Warhawk [85]	Executioner [95]	Warhawk [85]
7	Executioner [95]	Warhawk [85]	Gargoyle [80]	Gargoyle [80]	Gargoyle [80]	Warhawk [85]
8	Executioner [95]	Executioner [95]	Gargoyle [80]	Warhawk [85]	Executioner [95]	Kingfisher [90]
9	Kodiak [100]	Dire Wolf [100]	Naga [80]	Gargoyle [80]	Executioner [95]	Executioner [95]
10	Executioner [95]	Gargoyle [80]	Warhawk [85]	Executioner [95]	Dire Wolf [100]	Kingfisher [90]
11	Dire Wolf [100]	Warhawk [85]	Warhawk [85]	Gargoyle [80]	Warhawk [85]	Warhawk [85]
12	Kingfisher [90]	Executioner [95]	Dire Wolf [100]	Naga [80]	Bane [100]	Dire Wolf [100]

2D6	Smoke Jaguar	Snow Raven	Star Adder	Steel Viper	Wolf
2	Stone Rhino [100]	Gargoyle [80]	Executioner [95]	Naga [80]	Naga [80]
3	Executioner [95]	Executioner [95]	Executioner [95]	Kingfisher [90]	Warhawk [85]
4	Warhawk [85]	Naga [80]	Kingfisher [90]	Warhawk [85]	Dire Wolf [100]
5	Gargoyle [80]	Warhawk [85]	Naga [80]	Gargoyle [80]	Executioner [95]
6	Warhawk [85]	Kingfisher [90]	Executioner [95]	Warhawk [85]	Dire Wolf [100]
7	Dire Wolf [100]	Dire Wolf [100]	Kingfisher [90]	Gargoyle [80]	Gargoyle [80]
8	Warhawk [85]	Executioner [95]	Gargoyle [80]	Gargoyle [80]	Gargoyle [80]
9	Dire Wolf [100]	Gargoyle [80]	Warhawk [85]	Executioner [95]	Executioner [95]
10	Warhawk [85]	Warhawk [85]	Dire Wolf [100]	Dire Wolf [100]	Dire Wolf [100]
11	Warhammer IIC 2 [80]	Dire Wolf [100]	Gargoyle [80]	Kingfisher [90]	Gargoyle [80]
12	Kingfisher [90]	Naga [80]	Warhawk [85]	Dire Wolf [100]	Marauder IIC [85]

ASSAULT BATTLEMECHS (SECOND LINE)

2D6	Cloud Cobra	Fire Mandrill	Hell's Horses	Smoke Jaguar
2	ANH-1X Annihilator [100]	Stone Rhino [100]	Supernova [90]	ANH-Annihilator [100]
3	Stone Rhino [100]	Phoenix Hawk IIC [80]	Stone Rhino [100]	Warhammer IIC [80]
4	Bane [100]	THG-11E Thug [80]	HGN-732 Highlander [90]	Marauder IIC [85]
5	Bane [100]	KGC-000 King Crab [100]	Warhammer IIC [80]	KGC-000 King Crab [100]
6	Marauder IIC [85]	Warhammer IIC [80]	Warhammer IIC [80]	Stone Rhino [100]
7	Supernova [90]	Phoenix Hawk IIC [80]	Marauder IIC [85]	Marauder IIC [85]
8	Phoenix Hawk IIC [80]	THG-11E Thug [80]	CRK-5003-1 Crockett [85]	Warhammer IIC [80]
9	Highlander IIC [90]	Bane [100]	Bane [100]	Supernova [90]
10	Marauder IIC [85]	Warhammer IIC [80]	Thunder Stallion [85]	THG-11E Thug [80]
11	CRK-5003-1 Crockett [85]	HGN-732 Highlander [90]	Thunder Stallion [85]	Supernova [90]
12	Phoenix Hawk IIC [80]	Bane [100]	CRK-5003-1 Crockett [85]	THG-11E Thug [80]

DO NOT OPEN

RANDOM ASSIGNMENT TABLE.....

OMNIFIGHTERS / AEROSPACE FIGHTERS

2D6	Blood Spirit	Burrock	Cloud Cobra	Coyote	Diamond Shark	Fire Mandrill
2	Avar [35]	Vandal [30]	Visigoth [60]	Avar [35]	Bashkir [20]	Batu [40]
3	Vandal [30]	Batu [40]	Turk [50]	Scytha [90]	Jagatai [70]	Avar [35]
4	Visigoth [60]	Avar [35]	Jagatai [70]	Jagatai [70]	Batu [40]	Jagatai [70]
5	Turk [50]	Turk [50]	Bashkir [20]	Batu [40]	Turk [50]	Visigoth [60]
6	Batu [40]	Visigoth [60]	Batu [40]	Jengiz [80]	Scytha [90]	Bashkir [20]
7	Visigoth [60]	Jagatai [70]	Turk [50]	Visigoth [60]	Visigoth [60]	Sulla [45]
8	Jengiz [80]	Sulla [45]	Visigoth [60]	Visigoth [60]	Sulla [45]	Visigoth [60]
9	Turk [50]	Turk [50]	Sulla [45]	Kirghiz [100]	Visigoth [60]	Jengiz [80]
10	Jagatai [70]	Jengiz [80]	Avar [35]	Jengiz [80]	Jengiz [80]	Turk [50]
11	Kirghiz [100]	Scytha [90]	Jengiz [80]	Turk [50]	Avar [35]	Kirghiz [100]
12	Sulla [45]	Kirghiz [100]	Vandal [30]	Bashkir [20]	Vandal [30]	Scytha [90]

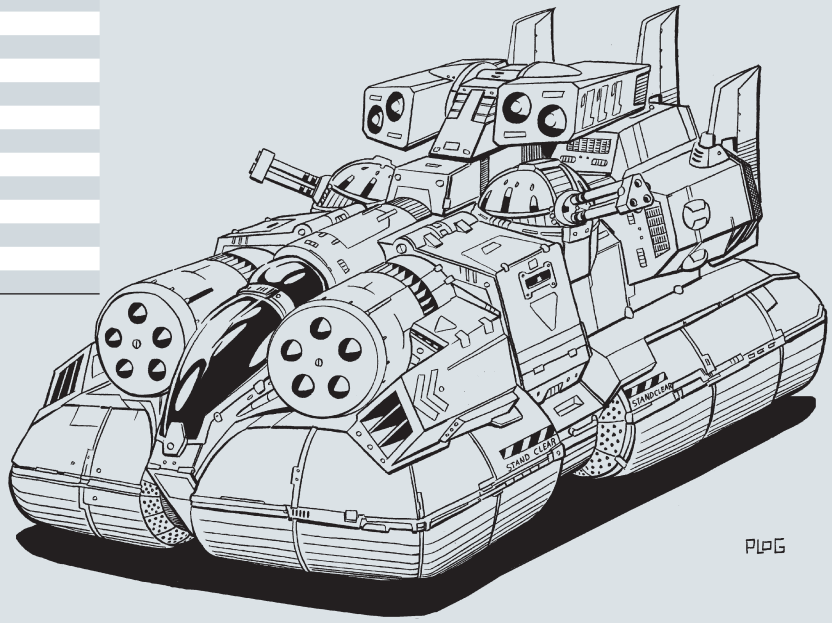
2D6	Ghost Bear	Goliath Scorpion	Hell's Horses	Ice Hellion	Jade Falcon	Nova Cat
2	Bashkir [20]	Vandal [30]	Jengiz [80]	Scytha [90]	Vandal [30]	Jengiz [80]
3	Turk [50]	Batu [40]	Batu [40]	Bashkir [20]	Visigoth [60]	Visigoth [60]
4	Kirghiz [100]	Bashkir [20]	Sulla [45]	Visigoth [60]	Bashkir [20]	Jagatai [70]
5	Sulla [45]	Visigoth [60]	Visigoth [60]	Turk [50]	Batu [40]	Scytha [90]
6	Jengiz [80]	Jagatai [70]	Jengiz [80]	Jagatai [70]	Scytha [90]	Sulla [45]
7	Visigoth [60]	Avar [35]	Sulla [45]	Sulla [45]	Visigoth [60]	Batu [40]
8	Sulla [45]	Turk [50]	Turk [50]	Avar [35]	Jagatai [70]	Visigoth [60]
9	Visigoth [60]	Sulla [45]	Visigoth [60]	Batu [40]	Scytha [90]	Turk [50]
10	Turk [50]	Jengiz [80]	Jagatai [70]	Visigoth [60]	Jagatai [70]	Scytha [90]
11	Jengiz [80]	Visigoth [60]	Avar [35]	Turk [50]	Kirghiz [100]	Batu [40]
12	Kirghiz [100]	Kirghiz [100]	Scytha [90]	Jengiz [80]	Jengiz [80]	Kirghiz [100]

2D6	Smoke Jaguar	Snow Raven	Star Adder	Steel Viper	Wolf	
2	Kirghiz [100]	Avar [35]	Vandal [30]	Scytha [90]	Visigoth [60]	
3	Jagatai [70]	Turk [50]	Bashkir [20]	Jengiz [80]	Avar [35]	
4	Xerxes [85]	Avar [35]	Sulla [45]	Sulla [45]	Batu [40]	
5	Turk [50]	Bashkir [20]	Avar [35]	Batu [40]	Scytha [90]	
6	Sulla [45]	Jengiz [80]	Sulla [45]	Visigoth [60]	Visigoth [60]	
7	Jagatai [70]	Sulla [45]	Visigoth [60]	Batu [40]		Jagatai [70]
8	Batu [40]	Batu [40]	Jengiz [80]	Sulla [45]	Jengiz [80]	
9	Sabutai [75]	Bashkir [20]	Sulla [45]	Visigoth [60]	Jagatai [70]	
10	Xerxes [85]	Visigoth [60]	Turk [50]	Batu [40]	Kirghiz [100]	
11	Visigoth [60]	Jagatai [70]	Scytha [90]	Jagatai [70]	Bashkir [20]	
12	Jengiz [80]	Jengiz [80]	Jagatai [70]	Avar [35]	Vandal [30]	

VEHICLES

2D6	Clan (Any)
2	Donar [21]^{V}
3	Shamash [11]^{H}
4	Mithras [25]^{T}
5	Oro [60]^{T}
6	Ku [50]^{T}
7	Athena [75]^{T}
8	Ares [40]^{T}
9	Ishtar [65]^{W}
10	Hachiman [50]^{T}
11	Svantovit [35]^{H}
12	Mars [100]^{T}

Key: ^{H}Hover ^{T}Tracked ^{V}VTOL ^{W}Wheeled



THE HONOR ROAD TO REVIVAL . . .

Return to the Inner Sphere is impossible for us. Our heritage and our convictions are different from those we left behind. The greed of the five Great Houses and the Council Lords is a disease that can only be burned away by the passing of decades, even centuries. And though the fighting may seem to slow, or even cease, it will erupt again as long as there are powerful men to covet one another's wealth. We shall live apart, conserving all the good of the Star League and ridding ourselves of the bad, so that when we return, and return we shall, our shining moral character will be as much our shield as our BattleMechs and fighters.

—Excerpt from General Order 137

In isolation for more than two hundred years, the Clans of Founder Nicholas Kerensky had split into two different political camps. At the core of the primary ideological divide between these parties lay a disagreement over interpretation of the Great Father Aleksandr Kerensky's General Order 137, the Hidden Hope Doctrine.

One group, the self-styled Crusaders, believed Kerensky's words meant the Clans were to one day return to the Inner Sphere in conquest, after the fires of war had burned out the Successor States. Spearheaded by Clans Smoke Jaguar and Jade Falcon, the Crusader movement believed they were meant to reestablish the vaunted Star League and rekindle the spark that had led to one of the greatest periods of technological and economical renaissance in all of human history. Warriors from Crusader Clans held the conviction that Kerensky gave them a mandate to save the corrupt and war-torn remnants of the Inner Sphere from themselves and restore order. Based on an obscure piece of the Founder's writings, the Crusaders spurred themselves onward with the idea that the first Clan to set foot on Terra, the birthplace of humanity, would be christened the ilClan—the Clan of Clans. The sitting khan of the ilClan would then become ilKhan in perpetuity and would be able to appoint his or her successor.

The opposing party, however, called themselves Wardens. The Warden Clans interpreted the Hidden Hope not as a license for conquest but as an extension of the original SLDF's initial purpose: defense and peacekeeping of the Inner Sphere. According to them, Kerensky had meant for the Clans to stand watch over the beleaguered peoples of the Inner Sphere and protect them from something that would threaten the very existence of humanity itself. At the head of the Warden voting bloc stood Clan Wolf, Nicholas Kerensky's chosen Clan, and their staunch allies, Clan Coyote.

The Crusader Clans initiated several votes favoring invasion, the first occurring in 2980. With the Wolves and Coyotes holding dominance in the Grand Council, each vote failed to pass. In the year 3000, the Wardens and Crusaders reached a compromise which resulted in dispatching advance scouts in the guise of a mercenary unit named Wolf's Dragoons. Grand Council debates over invasion died down until 3048, when a ComStar explorer vessel jumped into Clan Space.

The *Outbound Light* brought the Clans' greatest fears to the fore: if ComStar could find the Kerensky Cluster, so could the Successor States, who might one day bring the fight to the Clans' front door before they were ready. Emphasizing these concerns, Khan Leo Showers of Clan Smoke Jaguar once more brought the invasion vote to the table. Out of the seventeen remaining Clans, sixteen—including the Coyotes—voted in favor of the proposal on 21 November 3048. (Weary of calls for invasion, the Warden khans of Clan Goliath Scorpion made a point to cast their vote by flipping a coin in the Grand Council chambers.) Only Clan Wolf voted against. The measure passed.

As was his Clan's right, Khan Ulric Kerensky immediately demanded a Trial of Refusal against the vote. The initial sixteen-to-one odds fell to four-to-one as the Crusaders bid amongst themselves for the right to uphold the vote. On Strana Mechty's Mars Field Proving Ground, Ulric led the Wolves' Third Battle Cluster against Clusters from Clans Burrock, Ghost Bear, Jade Falcon, and Smoke Jaguar. Ulric split the Wolves' forces into three parts and engaged each Clan's troops individually. The Third Battle Cluster's 313th Assault Trinary caught the Gyrfalcon Guards in a trap and destroyed enough of its members that the Falcons were forced to decommission the Cluster and strike it from their rolls. The Wolves paid dearly for the temporary victory, however, as the Burrocks blindsided the Trinary's few survivors and crushed them against the Wolves' central column of advance. The Jaguars and Ghost Bears also suffered high casualties—including both of the Ghost Bears' khans, killed by Ulric in single combat—but not even the Wolves' fierce determination could overcome the steep odds and halt the Crusader resolve.

In a near-unanimous vote on 12 December 3048, Leo Showers was voted ilKhan, a post that had remained dark since 2947. During the Grand Kurultai during which ilKhan Showers and Jade Falcon saKhan Elias Crichell began planning Operation REVIVAL, the Crusaders asserted that only two Clans would be necessary to conduct an invasion of the Inner Sphere. Wardens felt the assets of at least five Clans would be needed. The Crusaders claimed five Clans would be overkill, but at Warden insistence, the *kurultai* compromised on sending four Clans to the Inner Sphere, with a fifth Clan that would act as a ready reserve to be activated as necessary.

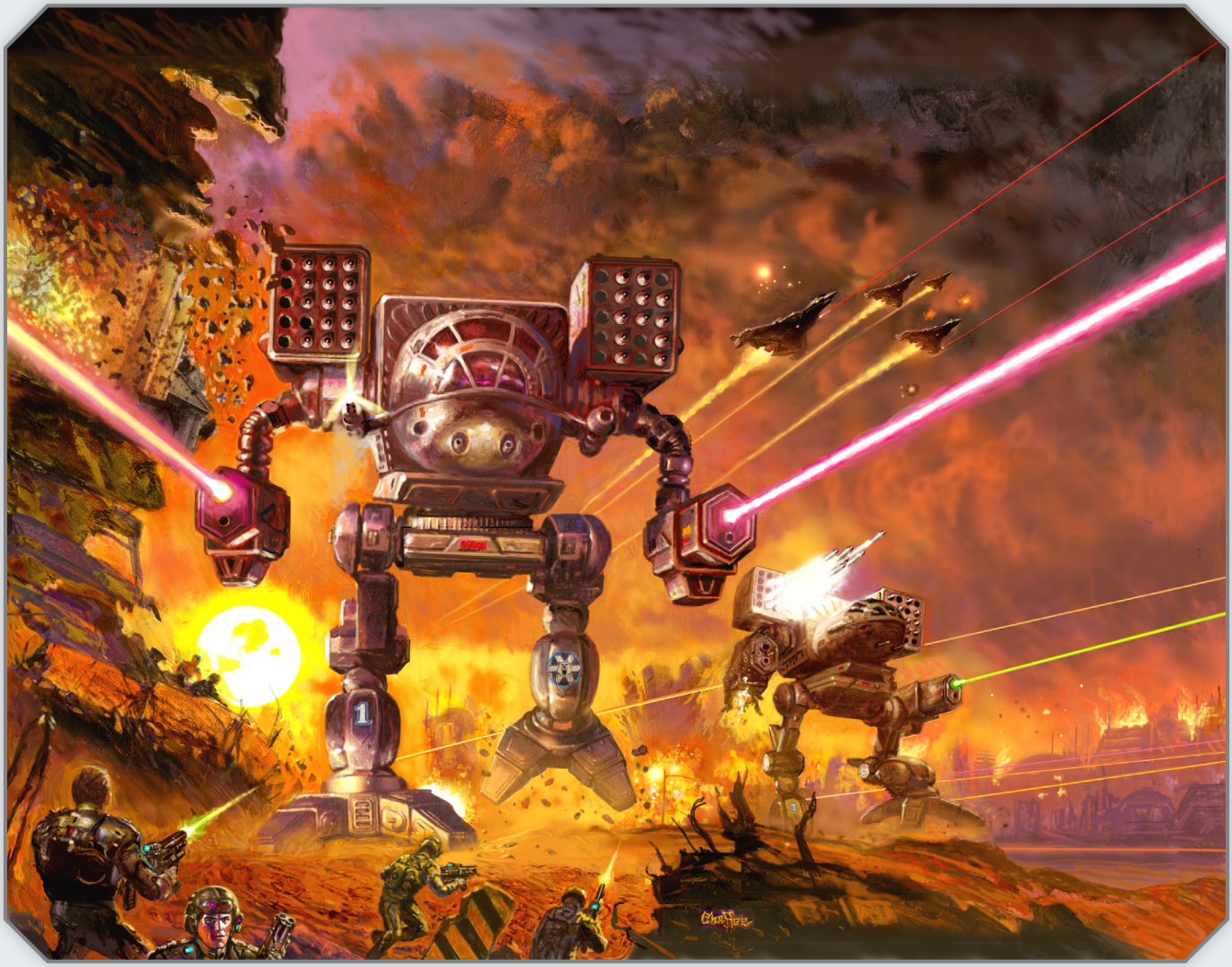
Invasion planning established four operational corridors that would cut a wedge into the coreward quadrant of the Inner Sphere. Corridor Alpha would run through the recently formed Federated Commonwealth. Beta consisted of a portion of the Federated Commonwealth and the militarily weak Free Rasalhague Republic. Gamma would straddle the Free Rasalhague Republic and the Draconis Combine border, and Delta would drive through the Draconis Combine. Both the Alpha and Delta theaters were considered the best opportunities for

THE HONOR ROAD TO REVIVAL . . .

glory in combat since those Clans would protect the invasion's flanks and would fight against the AFFC and DCMS rather than Rasalhague's less-prestigious Kungsarmé.

Khan Robin Steele of Clan Coyote addressed the *kurultai* and said, "Through the blood of Wolf flows the blood of the Kerenskys," he said. "It is only right that they participate as the conscience and living soul of the Clans." Clan Wolf was unanimously granted one of the four corridors. The *kurultai* decided the three remaining invasion slots and the reserve Clan status would be granted to the top contenders in a series of combat trials. As an honorary recipient of an invasion slot, Clan Wolf presided over the bidding and the Placement Trials.

For the first round of bidding, sixteen Clans retreated to their respective Clan Councils and deliberated over their bids for the forces they would commit to a prospective invasion corridor. Most Clans' opening bids offered few surprises as to their intentions, the exceptions being the Snow Ravens and Star Adders. The Ravens had recently suffered heavy materiel losses at the hands of Clan Coyote, which put a drastic strain on their resources. When the Ravens brought the issue before the Grand Council, the Council voted that the Snow Ravens bidding an invasion force of any appreciable size would render the Ravens' enclaves in an untenable defensive position. By placing a bid, the Ravens would effectively make themselves targets for a Trial of Absorption. Thus the Snow Ravens were disqualified from participating in the Placement Trials. (The Ravens would not sit out of the invasion entirely, however. For Operation REVIVAL, they lent part of their fleet to Clan Jade Falcon.) The Star Adders, however, took an opposite approach. Where other Clans had bid a portion of their *touman* with the intent of leaving some of their strength behind to defend their interests in the Clan Homeworlds, the Adders shocked the assembly when they bid their entire *touman*. Their bid was meant as a political statement to back up their assertions raised during the Grand Kurultai: they believed any invasion would be successful only if all seventeen Clans pooled their forces to mount a combined offensive. When the other Clans rebuffed the Adders' offer of cooperation, Adder Khan Cassius N'Buta publicly announced his Clan would take no further part in the bidding.



THE HONOR ROAD TO REVIVAL . . .

Notable developments in the second round included actions by Clans Cloud Cobra, Blood Spirit, and Diamond Shark. The Cloud Cobra Clan Council had met in the interim and witnessed several bitter Trials of Grievance between their warriors over the Clan's future. To the outrage of several pro-Crusader Cloisters, Khan Din Steiner decided that invasion was not in the best interest of the Way and thus withdrew the Cobras from of the bidding so that his Clan might better focus on their direction.

The Blood Spirits' second-round bid proved laughably conservative to their opponents. This new bid matched the lowest bid from the first round rather than trying to best it. The Diamond Sharks' bid, however, pushed the competition to a surprising low until the Smoke Jaguars bested it by dropping from eleven Galaxies to a mere three. Both the Sharks and Jaguars' drastic bids forced the remaining Clans to rethink their bids for the final round.

The third round ended with thirteen Clans bidding right at the established cutdown. The Wolves then established a series of combat trials to determine who would win the top honors. Combatants were limited to three Trinaries of troops in order to limit bloodshed and preserve the invasion's forces; once the participating Trinaries were established, they could not be altered. Since these trials would involve an odd number of competitors, Star Adder Khan Cassius N'Buta offered up his troops to fight as a proxy and thus allow his Clan the honor of "removing the unworthy" from the running. This would ensure no Clan would get a bye that others could construe as a free win. The ilKhan rejected the measure, but the Adders won a short Trial of Refusal for the honor.

The Placement Trials themselves were broadcast live to every Clan enclave. All across Clan Space, spectators from the warrior and civilian castes alike cheered their Clan's forces along. The Ghost Bears, Smoke Jaguars, and Jade Falcons quickly emerged as frontrunners in the competition. The Burrocks, Hell's Horses, and Fire Mandrills all suffered shattered aspirations when they were all eliminated in the second round of combat.

After an energizing first-round win against their bitter rival Clan Burrock, the Blood Spirits ultimately lost to the Nova Cats in the third round. Other third-round casualties included Clans Coyote, Fire Mandrill, and Goliath Scorpion. (The Goliath Scorpions' hopes of seeing the Inner Sphere did not end here, however, as saKhan Ren Posavatz won a Trial of Possession for the right for a Star of Scorpions to accompany Steel Viper invasion forces. Unfortunately, Posavatz and his Star disappeared during the fighting on Tukayyid in 3052.)

In the final rounds, six Clans faced off for the top four places. The Nova Cats and Diamond Sharks found themselves eliminated first, making them ineligible for any of the available honors. The Ghost Bears bested the Steel Vipers to secure one of the coveted invasion theaters but lost out on the two most-prestigious slots and had to settle for the Gamma corridor. In the final battle of the Placement Trials, the Jade Falcons' Third Falcon Talon narrowly defeated the Smoke Jaguars' Sixth Jaguar Dragoons to take the ultimate prize of the Alpha corridor. The Jaguars were happy to claim Delta corridor, where they would face the Great House that had aided the Usurper; the Steel Vipers then accepted reserve Clan status.

The Nova Cats, having felt cheated at taking fifth place after a commendable showing in the trials, challenged the Grand Council to a Trial of Refusal and won the right to be a second reserve Clan. Seeing how well this approach worked for the Nova Cats, the Diamond Sharks also declared and won their own Trial of Refusal to earn their rightful place as the third reserve Clan.

On 21 February 3049, the premier Clusters from the four primary Clans left Clan Space for advance operations in the Periphery. Four months later, the rest of the Jade Falcon, Smoke Jaguar, Ghost Bear, and Steel Viper fleets departed for the Inner Sphere with the hopes of Kerensky's vision riding on their shoulders.

Not every Clan was pleased with the Placement Trials' outcome, however. The Blood Spirits, claiming their loss confirmed their belief that the time for invasion wasn't right, retreated to their enclaves and resumed their isolation. The Fire Mandrills, having lost two khans to Kindraa partisanship during the trials, limped away from Strana Mechty with the knowledge that their divisiveness along Kindraa lines had cost their Clan dearly. The Star Adders were disappointed that their fellow Clans disagreed with their vision of inter-Clan cooperation, so they began quietly amassing materiel, as they believed eventually their military might would be necessary in the future.

Not until after the invasion force left for the Inner Sphere did the most disgruntled of the losing Clans make their displeasure known. In late May 3050, after more than a year of planning and coordination, Clusters from Clan Ice Hellion struck several different planets at once. Hellion Khan Stephen Tyler, rankled at having been denied the chance to reach for the alleged paradise and untold riches of the Inner Sphere, decided his Clan would instead take what they deserved from Clan Space.

The Hellions hit a Snow Raven research outpost on Marshall; Coyote and Smoke Jaguar bases on Londerholm; Hell's Horses mining complexes on Hoard; a Cloud Cobra aerofighter factory on Homer; and several Kindraa enclaves on Foster. Most of these raids caught the targets unawares and resulted in the Hellions gaining a significant amount of territory, raw resources, and materiel. Only on Londerholm, where the Coyotes and Jaguars set aside their political differences for a joint counterattack, did the Hellions suffer their worst defeat.

The success of the Hellions' Fury campaign—or the Hellions' Tantrum, as other Clans dubbed it—cost them their senior leadership and their reputation among their fellow Clans. Shortly after the campaign's conclusion, Khan Tyler was killed in a bandit caste raid on Londerholm, and saKhan Danielle Lienet was also grievously injured in the attack and had to step down.

In early November, news arrived in the Clan Space that ilKhan Leo Showers had been killed on 31 October 3050 during the attack on the Free Rasalhague Republic world of Radstadt. The Homeworlds fell silent in shock over their slain warlord, and the leadership of the invading Clans returned home to elect a new ilKhan and determine the future of Operation REVIVAL.

DO NOT OPEN

RESULTS OF PLACEMENT TRIALS . . .

BIDDING RESULTS

Clan	Faction	Invasion Vote	1st Round Bid	2nd Round Bid	3rd Round Bid
Blood Spirit	Crusader	Aff	9 Galaxies	7 Galaxies	3 Galaxies
Burrock	Crusader	Aff	9 Galaxies	5 Galaxies	3 Galaxies
Cloud Cobra	Warden	Aff	7 Galaxies	withdrew	—
Coyote	Warden	Aff	9 Galaxies	5 Galaxies	3 Galaxies
Diamond Shark	Crusader	Aff	7 Galaxies	4 Galaxies	3 Galaxies
Fire Mandrill	Crusader	Aff	7 Kindraa	5 Kindraa	3 Kindraa
Ghost Bear	Crusader	Aff	12 Galaxies	6 Galaxies	3 Galaxies
Goliath Scorpion	Warden	Aff (coin toss)	7 Galaxies	6 Galaxies	3 Galaxies
Hell's Horses	Crusader	Aff	9 Galaxies	6 Galaxies	3 Galaxies
Ice Hellion	Crusader	Aff	7 Galaxies	5 Galaxies	3 Galaxies
Jade Falcon	Crusader	Aff	10 Galaxies	5 Galaxies	3 Galaxies
Nova Cat	Crusader	Aff	9 Galaxies	5 Galaxies	3 Galaxies
Smoke Jaguar	Crusader	Aff	11 Galaxies	3 Galaxies	3 Galaxies
Snow Raven	Warden	Aff	Did not qualify	—	—
Star Adder	Crusader	Aff	Entire *touman*	—	—
Steel Viper	Warden (nominal)	Aff	9 Galaxies	5 Galaxies	3 Galaxies
Wolf	Warden	Neg	Did not compete	—	—

PLACEMENT TRIALS RESULTS — PRELIMINARIES

Clan	1st Opponent	Outcome	2nd Opponent	Outcome	3rd Opponent
Blood Spirit	Burrock*	Win	Jade Falcon	Loss	Nova Cat
Burrock	Blood Spirit*	Loss	Steel Viper	Loss	—
Coyote	Fire Mandrill*	Win	Smoke Jaguar	Loss	Steel Viper
Diamond Shark	Star Adder (proxy)	Loss	Hell's Horses	Win	Goliath Scorpion
Fire Mandrill	Coyote*	Loss	Ice Hellion	Win	Star Adder (proxy)
Ghost Bear	Hell's Horses*	Win	Goliath Scorpion	Win	N/A
Goliath Scorpion	Ice Hellion*	Win	Ghost Bear	Loss	Diamond Shark
Hell's Horses	Ghost Bear*	Loss	Diamond Shark	Loss	—
Ice Hellion	Goliath Scorpion*	Loss	Fire Mandrill	Loss	—
Jade Falcon	Steel Viper*	Win	Blood Spirit	Win	N/A
Nova Cat	Smoke Jaguar*	Loss	Star Adder (proxy)	Win	Blood Spirit
Smoke Jaguar	Nova Cat*	Win	Coyote	Win	N/A
Steel Viper	Jade Falcon*	Loss	Burrock	Win	Coyote
Star Adder (proxy)	Diamond Shark	Win	Nova Cat	Loss	Fire Mandrill

**Denotes a bitter rivalry*

CORRIDOR TRIALS RESULTS — FINALS

Clan	1st Opponent	Outcome	2nd Opponent	Outcome	Standing	Record	Awarded by Grand Council
Diamond Shark	Steel Viper	Eliminated	—	—	6th	2-2	Reserve (via Trial of Refusal)
Ghost Bear	Smoke Jaguar	Loss	Steel Viper	Win	3rd	3-1	Gamma corridor (FRR/DC)
Jade Falcon	Nova Cat	Win	Smoke Jaguar	Win	1st	4-0	Alpha corridor (FedCom)
Nova Cat	Jade Falcon	Eliminated	—	—	5th	2-2	Reserve (via Trial of Refusal)
Smoke Jaguar	Ghost Bear	Win	Jade Falcon	Loss	2nd	3-1	Delta corridor (DC)
Steel Viper	Diamond Shark	Win	Ghost Bear	Eliminated	4th	3-2	Reserve

TACTICAL GUIDE

BLOOD SPIRIT

The elite warriors of the Blood Spirit *touman* employ a brilliant defensive strategy borne of their determination to protect their holdings. Due to their limited resources compared to other Clans, they favor the use of cheaper BattleMech technology over OmniMechs. While this might be seen to limit their tactical options, the Spirits use this preconception to their advantage. Their biggest weakness, however, is an overreliance on a strict chain of command and a lack of individual initiative: in the event of a high ranking warrior's death on the battlefield, subordinates often falter and hesitate without orders from their superior.

Notable Personalities: Khan Karianna Schmitt, saKhan Daryl Keller

BURROCK

Ever since the battles of Operation KLONDIKE, Clan Burrock's *touman* has been difficult for outsiders to pin down. During KLONDIKE, they employed slow and methodical tactics that produced exceptional results, but afterwards, they shifted into a more mobile style of combat that revolved around hit-and-fade strikes. Once the their peers grew accustomed to this style, the Burrocks shifted their tactics once again. In addition to keeping other Clans on their toes, the Burrocks' protean tactics have made them some of the best bandit hunters in all of Clan Space. Modern Burrock combat philosophy seems to embrace electronic warfare combined with mobile, heavy-hitting firepower, but time will only tell how long this will last.

Notable Personalities: Khan Jocelyn Siddiq, saKhan Orrel Polczyk

CLOUD COBRA

Due to unfortunate losses in KLONDIKE and their first saKhan being one of the Clans' naval commanders, Clan Cloud Cobra evolved into a small, aerospace-heavy Clan with few ground forces. While embracing honorable combat when they can, their warriors most often fight to preserve the Way rather than fighting for personal glory. This method involves the usage of aerospace fighters and even artillery when the situation warrants, but does not allow them to easily take and hold territory. Unlike most Clans, the Cobras keep on hand a ready reserve of warriors that can immediately take the place of an active-duty warrior who is wounded or killed in battle.

Notable Personalities: Khan Din Steiner, saKhan Leighton Khatib

COYOTE

The Wardens of Clan Coyote are aggressive warriors, which lends to a steady assault tempered by caution. Coyote tendency toward heavy and assault OmniMechs often gives them an offensive advantage, but their pragmatic approach leads them to only declare *batchalls* for trials they believe they can win without too much difficulty while still preserving their honor. As the first to embrace the concept of the Honor Road during KLONDIKE, Coyote warriors will adhere to the tenets of *zellbrigen* in almost every circumstance except when it is wise to fight without these constraints.

Notable Personalities: Khan Robin Steele, saKhan Pazi Tchernovkov

DIAMOND SHARK

As Clan Diamond Shark's merchants are always keeping an eye on market fluctuations, the Clan's warriors likewise place a good deal of emphasis on military intelligence. This leads to sharp bidding practices that often leave an opponent off-guard and ensure a Diamond Shark victory. The Sharks search for any weakness in their enemies and exploit it in any way they can, often treating *zellbrigen* as a recommendation rather than a requirement. As such, they espouse no reluctance to attack supply caches or use aerospace bombing runs against hardened defenses because they consider these targets of opportunity as having been included in the defenders' bid.

Notable Personalities: Khan Ian Hawker, saKhan Kaija Horn, Star Colonel Angus Labov

FIRE MANDRILL

As a fragmented and often schizophrenic Clan, the battlefield ideologies of Clan Fire Mandrill vary greatly between each Kindraa. Kindraa Sainze, for example, places great importance on honorable combat, whereas Kindraa Payne emphasizes 'Mech combat to the near-complete exclusion of every other branch of its military. The Faraday-Tanagas like to confuse enemies with their battlefield movements, the Mattila-Carrols favor headhunting missions, and the Beyl-Grants prefer aerospace assaults. Regardless of Kindraa affiliation, Fire Mandrill warriors all fight with unbridled passion and incredible skill.

Notable Personalities: Khan Eudora Payne, saKhan Naresh Sainze, Star Captain Garret Sainze

GHOST BEAR

For outsiders to call the Ghost Bears ponderous would be an understatement. Never one for rash action, Ghost Bear warriors study a situation before determining their course of action. Once that decision is made, however, the sleeping bear awakens and attacks its targets with unrelenting ferocity, heavy-hitting firepower, and fast strikes. The Ghost Bears place a great deal of respect in their Elementals, often pairing them with fast-moving OmniMechs such as *Fire Moths* or *Vipers* in order to deploy them as far forward into the battle as quickly as possible. These Elementals are usually supported by heavier 'Mechs that make their steady, inexorable advance towards the enemy.

Notable Personalities: Khan Nornian Tseng (KIA), saKhan Ursula Jorgensson (KIA), Khan Karl Bourjon, saKhan Theresa DelVillar

GOLIATH SCORPION

Like their Clan's namesake, Goliath Scorpions prefer to inflict damage at a critical place in an enemy formation with a lightning-fast strike. Rather than brutal frontal assaults or unfocused missile barrages, they respect and value the finesse of the "perfect shot." Scorpion warriors also embrace the principles of combined-arms tactics, often by using "pincer" units to pin down opponents or distract them from the swiftly approaching "stinger."

Notable Personalities: Khan Nikolai Djerassi, saKhan Ren Posavatz

HELL'S HORSES

Since the Hell's Horses believe the warrior is far more important than his or her service branch, their Clan places far more emphasis on conventional forces than any other Clan. Due to this philosophy, it is common to see armor or conventional infantry even in the Horses' frontline units. As the progenitors of the Elemental phenotype, the Horses expertly deploy more concentrations of battle armor than other Clans, often incorporating them into Novas and other mixed-unit formations wherever possible.

Notable Personalities: Khan Malavai Fletcher, saKhan Tanya DeLaurel, Star Colonel James Cobb

ICE HELLION

Clan Ice Hellion units believe in the raw power of speed and hit-and-fade maneuvers. Since Hellions generally eschew heavier 'Mechs, they are always on the move, often circling around opposing units and cutting them off from the rest of their advance in order to isolate and destroy them. They also embrace the mentality of their Clan totem by following a strange doctrine of "pack *zellbrigen*," wherein a single light or medium Star will simultaneously duel the same heavier 'Mech until it is weakened, and then the Star's members will bid amongst themselves for the right to make the kill.

Notable Personalities: Khan Stephen Tyler, saKhan Danielle Lienet

JADE FALCON

The most conservative of the Crusader Clans, Clan Jade Falcon prides itself on upholding Clan traditions and battlefield philosophies. They believe the manner in which a battle is fought is just as important as its outcome. As such, Jade Falcons will honor *zellbrigen* in all but the most extreme cases. On the battlefield, Falcon warriors lean toward a style that employs mobile yet aggressive firepower. Like their Clan totem, Jade Falcons will swoop into battle and strike with a tenacity few Clans can match. Falcon MechWarriors are also adept at the Roshak Maneuver, where a lighter 'Mech will constantly circle a heavier 'Mech while keeping their opponent in their sights.

Notable Personalities: Former Khan Yvonne Hazen, Khan Elias Crichell, saKhan Timur Malthus, Galaxy Commander Mar Helmer

NOVA CAT

Regarding unit organization, battlefield honor, and many other Clan military doctrines, Clan Nova Cat remains almost as traditional as the Jade Falcons. One idea that sets them markedly apart, however, is the concept of battlefield adaptability. When confronted by opponents who use unexpected strategy, Nova Cat warriors will change their approach and conduct the battle using the best counteraction method. Nova Cats also excel at low-altitude combat insertion and remain the only Clan capable of firing upon ground targets during their descent from a DropShip.

Notable Personalities: Khan Severen Leroux, saKhan Lucian Carns

SMOKE JAGUAR

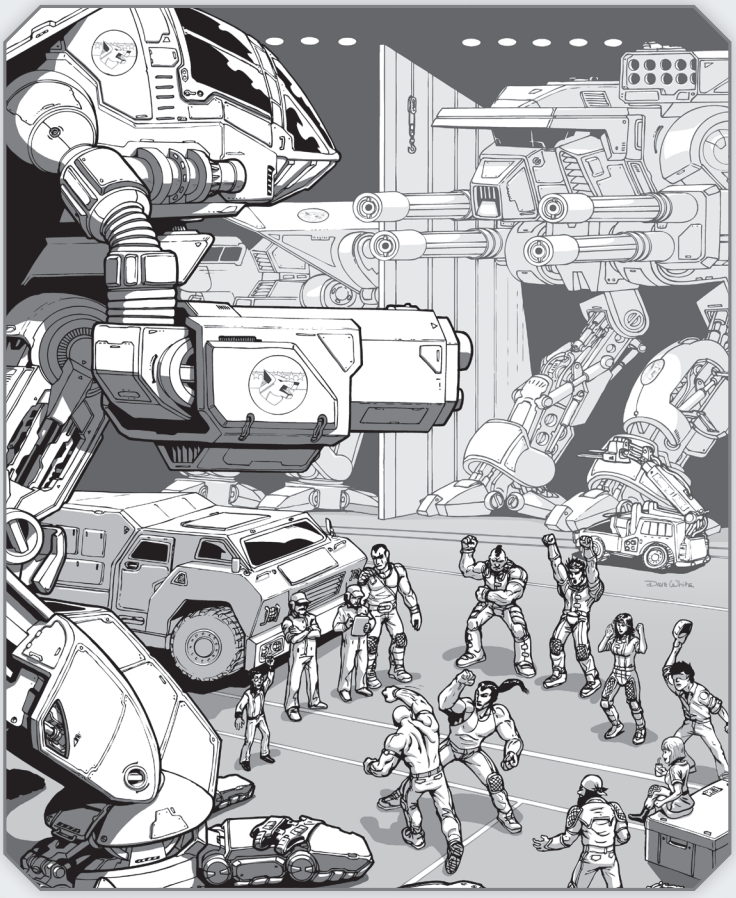
One word typifies the Smoke Jaguar warrior's fighting style: brutality. In combat, Smoke Jaguars throw themselves into the fray in order to inflict the most savage punishment upon all opponents. The Strana Mechty smoke jaguar grabs prey by the throat and clamps down until the prey is dead; likewise the Smoke Jaguar warrior will find the nearest enemy—regardless of weight class—and harry it until it goes down. Then she will move right on to the next target. Despite how visceral their tactics may be, Smoke Jaguars still prosecute each duel with honor and respect.

Notable Personalities: Khan Lincoln Osis, saKhan Sarah Weaver

SNOW RAVEN

Although Clan Snow Raven possesses one of the smallest ground-based *toumans* among the Clans, its aerospace and naval assets more than make up for the deficit. The Ravens' lack of ground strength prompts them to eschew granting *safcon* to attacking units, which results in many opposing DropShips falling prey to aerospace fighter screens and thus never reaching the battlefield. Dirtside, nearly every Snow Raven Cluster relies on close air support and aerial reconnaissance in order to prevail.

Notable Personalities: Khan Lynn McKenna, saKhan Joseph Crow



STAR ADDER

While most Clans relax the standards of *zellbrigen* when engaging *dezgra* units or bandit castemen, the warriors of Clan Star Adder uphold the strictures of honorable combat, regardless of their opponent. Only in the face of overwhelming odds will the Adders forego *zellbrigen*. As a pragmatic people, Star Adder warriors lean towards a well-thought overall strategy rather than reckless battlefield tactics that could endanger a trial's outcome. Because of this, Adders tend to only be as aggressive in combat as their current strategy dictates.

Notable Personalities: Khan Cassius N'Buta, saKhan Tabitha Paik

STEEL VIPER

The Steel Vipers will generally use *zellbrigen* against most foes but will abandon it when facing *dezgra* units or bitter rivals. In other respects, they follow a practical approach and—despite their partially accurate classification as a Warden Clan—can oftentimes match the battlefield fanaticism of most Crusader Clans. A common Steel Viper tactic is the Viper's Maw: two different OmniMech units—"fangs"—will hit the enemy line in different places and drop Elementals, and a second group, the "maw," moves in to trap the confused defenders.

Notable Personalities: Khan Natalie Breen, saKhan Perigard Zalman

WOLF

Before any Clan Wolf warrior sets foot on the battlefield, one can be certain his commanding officer has prepared for this battle with military intelligence, a clear plan, and a strategic bid designed to maximize his unit's combat effectiveness. In effect, Clan Wolf strives to "win" the trial before a single shot is even fired. Once on the battlefield, however, Wolf forces espouse among the most adaptable and flexible battlefield philosophies of the Clans. Other Clans may view the Wolves' relaxation of various Clan traditions as a dishonor to the Founder's memory, but Clan Wolf's victories speak for themselves.

Notable Personalities: Khan Ulric Kerensky, saKhan Garth Radick

COMBATANTS: PLACEMENT TRIALS .....

This section lists the combat units employed during the Placement Trials for Operation REVIVAL. The *Experience Level* indicates which column to roll on the Random Skills Table (see p. 273, *TW)* to determine each unit's skills. *Unit Abilities* are special game rules that apply to that unit in combat. Keep in mind these rules are optional, and all players should agree to their use before gameplay begins. The *Notes* section gives in-universe details on the unit to help give players a "feel" for the command during the Placement Trials.

RED GUARDS

CO: Star Colonel Lorraine Keller

Average Experience: Elite

Unit Abilities: Designate one unit in each deployed Star as that Star's commander; for the entire deployed force, designate one unit as the overall force commander (Star Captain or higher rank). A Star's units gain a +1 bonus to their To-Hit rolls until their corresponding Star Commander unit is crippled or destroyed. If the force commander's unit is destroyed or crippled, however, all remaining units suffer a –1 Initiative modifier and command disruption for the remainder of the track: roll 1D6 for each Star at the beginning of each turn, and on a 5 or 6, that Star may only expend Walking/Cruising/Safe Thrust during the Movement Phase.

Notes: The Red Guards are the pride of Clan Blood Spirit's Alpha Galaxy. Although in recent years they have mostly undertaken defensive campaigns, the Guards' retaliation against Burrock enclaves overrides any doubts that they have lost their offensive edge. Recent trials have Khan Schmitt worrying that the Cluster places an overreliance on its command structure, so she has recommended the Red Guard warriors start showing more personal initiative in combat.

206TH HUSSAR CLUSTER

CO: Star Colonel Jorrik Van Houten

Average Experience: Veteran

Unit Abilities: The 206th may only field light or medium 'Mechs (of any speed) or heavy 'Mechs with at least 5 Walking MPs. Due to their skill at keeping their opponents off-balance, on any turn that the 206th wins Initiative, they may choose to move and fire one unit during the Movement Phase, before any other units move.

Notes: Hailing from Clan Burrock's Beta Galaxy, the 206th Hussars revel at maneuvering around to an opponent's exposed flank whenever possible. The Cluster often hones its aggressive skills with regular raiding on the Blood Spirit enclaves of York and Arcadia.

THIRTY-EIGHTH ASSAULT CLUSTER

CO: saKhan Pazi Tchernovkov

Average Experience: Veteran

Unit Abilities: The Thirty-eighth fields only OmniMechs and may not deploy any light 'Mechs. One Star per track may use the Brawlers special ability (see p. 193, *TO*).

Notes: The Faithful embraces a hard-hitting, frontal approach. Under normal circumstances, Star Colonel Maisie Nash leads this Alpha Galaxy Cluster, but saKhan Tchernovkov assumed temporary command for the Placement Trials. He seeks to lead his Clan to victory and thus prove they deserve to fight alongside Clan Coyote's longtime Clan Wolf allies in Operation REVIVAL.

TWENTY-FIRST ASSAULT CLUSTER

CO: Star Colonel Angus Labov

Average Experience: Elite

Unit Abilities: At least one-third of the Twenty-first's available force must consist of aerospace fighters; no bombs may be mounted, as they are seen as a breach of *zellbrigen* for the Placement Trials. Due to the Twenty-first's logistical connections, the cost for rearming units between tracks is waived.

Notes: Formerly known as Nagasawa's Foxes before the Clan changed its name in 2985, Nagasawa's Sharks can trace its roots back to the leadership of Sea Fox founder Karen Nagasawa. The unit's close ties with the Clan's merchant caste means the Cluster always has more than ample supplies on hand.

PROVISIONAL ASSAULT CLUSTER

COs: Kindraa Leaders Khan Eudora Payne, saKhan Naresh Sainze, and Loremaster Ethan Faraday

Average Experience: Veteran (Beyl-Grant units), Elite (all other units)

Unit Abilities: To reflect the lack of cooperation, at the beginning of each turn, roll 2D6: on 9+, one random Star may only expend Walking MP. Due to inter-Kindraa trials occurring between each Placement Trial round, at the beginning of each track, assign 1D6 damage to each unit (re-roll damage that would cripple or destroy the unit). Upon force creation, designate the Kindraa affiliation of each Star in the force (see Notes below). Each Kindraa conveys the following abilities. Payne units excel at attacking Elementals and ignore the +1 penalty for firing on battle armor. Sainze light and medium units may use Off-Map Movement (see p. 192 *TO*). Faraday-Tanaga units may, once per track, re-roll one failed To-Hit roll. Mattila-Carrol units gain a +1 bonus for To-Hit rolls when making weapon attacks against enemy commanding units (Star Commander rank or above). Beyl-Grant units receive a +1 bonus for To-Hit rolls when attacking aerospace units and may only load LB-X autocannon with cluster rounds.

COMBATANTS: PLACEMENT TRIALS .....

Notes: The Provisional Assault Cluster is an *ad hoc* Fire Mandrill unit consisting of representatives from five different Kindraa. The roster comprises the following: First Battle Payne (2 Stars); Third Sainze Honor Guard Battle Cluster (2 Stars); Faraday-Tanaga's First Battle Cluster (2 Stars); Mattila-Carrol's Sixty-first Firestorm (2 Stars); and Beyl-Grant's Forty-second Battle Cluster (1 Star). While nominally under command of Khan Payne, both the saKhan and Loremaster appear to have near-equal weight in the leadership of this disparate collection of forces.

THIRD BEAR GUARDS

CO: Star Colonel Hunter Tseng
Average Experience: Elite

Unit Abilities: For the duration of the track, the enemy force suffers a –1 Initiative modifier and loses any terrain-based special unit abilities.

Notes: When Nicholas Kerensky visited Ghost Bear territory, the Third Bear Guards acted as his honor guard. The combat record of the ilKhan's Shield is honorable and untarnished, leading other Clans to fear and respect the Third as one of the most elite Clusters in the Clans. The Third's 219th Assault Trinary has been noted for besting enemy formations nearly twice its size.

FIRST CATERAN CLUSTER

CO: Star Colonel Gunnar Myers
Average Experience: Elite

Unit Abilities: As a special forces unit, the First Cateran is adept at maneuvering through difficult terrain to get where they need to be. For 'Mechs, reduce the total MP cost to enter a hex by 1 (to a minimum of 1 MP). For swarm and leg attacks, First Cateran Elementals reduce their To-Hit modifier by 1.

Notes: One of the few Placements Trials combatants to be selected from a Clan's Beta Galaxy, the Heartvenom Cluster is the Goliath Scorpions' special forces unit. As the unit responsible for training the Wolf's Dragoons before they departed Clan Space, the First Cateran values finesse and precision over brute strength.

ELEVENTH MECHANIZED CAVALRY

CO: Star Colonel James Cobb
Average Experience: Elite

Unit Abilities: The Eleventh favors a combined-arms approach. OmniMechs, Elementals, and combat vehicles each comprise one-third of the player's pool of total force. Units from the Eleventh are skilled at anticipating enemy movement and thus receive a –1 to a target's movement modifier when making weapon attacks.

Notes: Despite the Crusader leadership helming the Hell's Horses, the Blackhorse Cluster of Alpha Galaxy strongly embraces Warden leanings. While the unit's politics often places it at odds with Galaxy Commander Nobel DeLaurel, the Eleventh's tenacious combat record speaks for itself, and DeLaurel personally nominated the unit to represent the Clan in the Placement Trials.

SEVENTH ATTACK CLUSTER

CO: Khan Stephen Tyler
Average Experience: Elite

Unit Abilities: As a fast assault unit, the Seventh may only field light- and medium-class 'Mechs. The Seventh receives +1 on all Initiative rolls.

Notes: As an ardent Crusader unwilling to let the fate of his Clan rest in another's hands during the Placement Trials, Khan Stephen Tyler chose to lead the Seventh into battle himself. During Tyler's tenure as Khan, the Seventh has racked up some impressive and swift victories, and its warriors champing at the bit to repeat these exploits in the Inner Sphere.

THIRD FALCON TALON CLUSTER

CO: Galaxy Commander Mar Helmer
Average Experience: Elite

Unit Abilities: Halve the penalties (rounding up) when fighting in adverse or nighttime conditions. When randomly determining units, if a rolled unit does not possess Jumping MP, the unit may be re-rolled; keep the second roll.

Notes: With saKhan Timur Malthus's blessing, *ristar* Galaxy Commander Helmer took direct command of the Third Falcon Talon Cluster for the Placement Trials, winning a Trial of Refusal called by current leader Star Colonel Gran Newclay. Under Newclay's administration, the Third Talon earned a reputation for "falling out of the sky" in order to swiftly strike its targets. Against unwary bandits, *dezgra* units, bitter enemies, the Jade Claymores enjoy conducting death from above attacks.

FIRST NOVA CAT GUARDS

CO: Star Colonel Kothinur Gritas
Average Experience: Elite

Unit Abilities: The First Nova Cat Guards receive a –1 To-Hit modifier whenever making an aimed shot; this modifier is cumulative with a Targeting Computer, both for making aimed shots or when using the Targeting Computer to attack a specific location.

Notes: One of the first Nova Cat units to form in the wake of Operation KLONDIKE, the Hand of Fate prides itself on elevating marksmanship to entirely new heights. Its MechWarriors are capable of striking any part of an enemy 'Mech seemingly without thought. Some warriors claim the perfect shots came as a result of a dream or a revelation they had during their Rite of the Vision. Regardless of the veracity of these claims, the reputation of the First Guards stands firm.

COMBATANTS: PLACEMENT TRIALS .....

SIXTH JAGUAR DRAGOONS

CO: Khan Lincoln Osis

Average Experience: Elite

Unit Abilities: When acting as the Attacker/Hunter, the Sixth receives the Force the Initiative and Overrun Combat special abilities (see pg. 192–193, *TO*).

Notes: The Wolf Slayers, renowned for winning schematics for the *Dire Wolf* OmniMech from Clan Wolf, are capable of leveraging their considerable firepower both at range and in short-range brawls. Lincoln Osis, who won the senior khanship after Leo Showers was elected ilKhan, opted to command his former unit during the Placement Trials, which gave the Cluster's morale a much-needed shot in the arm.

FIFTH ASSAULT CLUSTER

CO: Star Colonel Imelda Talasko

Average Experience: Veteran

Unit Abilities: Because the Fifth is a proxy force for the Placement Trials, it does not adhere to the restrictions that other Clans follow and cannot claim warchest rewards for winning a track. All units are considered automatically repaired and rearmed between tracks, and each MechWarrior heals one point of pilot damage.

Notes: Since the Star Adder khans chose to bow out of the bidding, the Fifth Assault Cluster acted as a proxy force to keep the competition fair and honorable. Though not fighting for an invasion corridor, Star Colonel Talasko is determined to win every trial in which the Fifth participates, in order to ensure only the best forces the Clans have to offer will move forward in the competition.

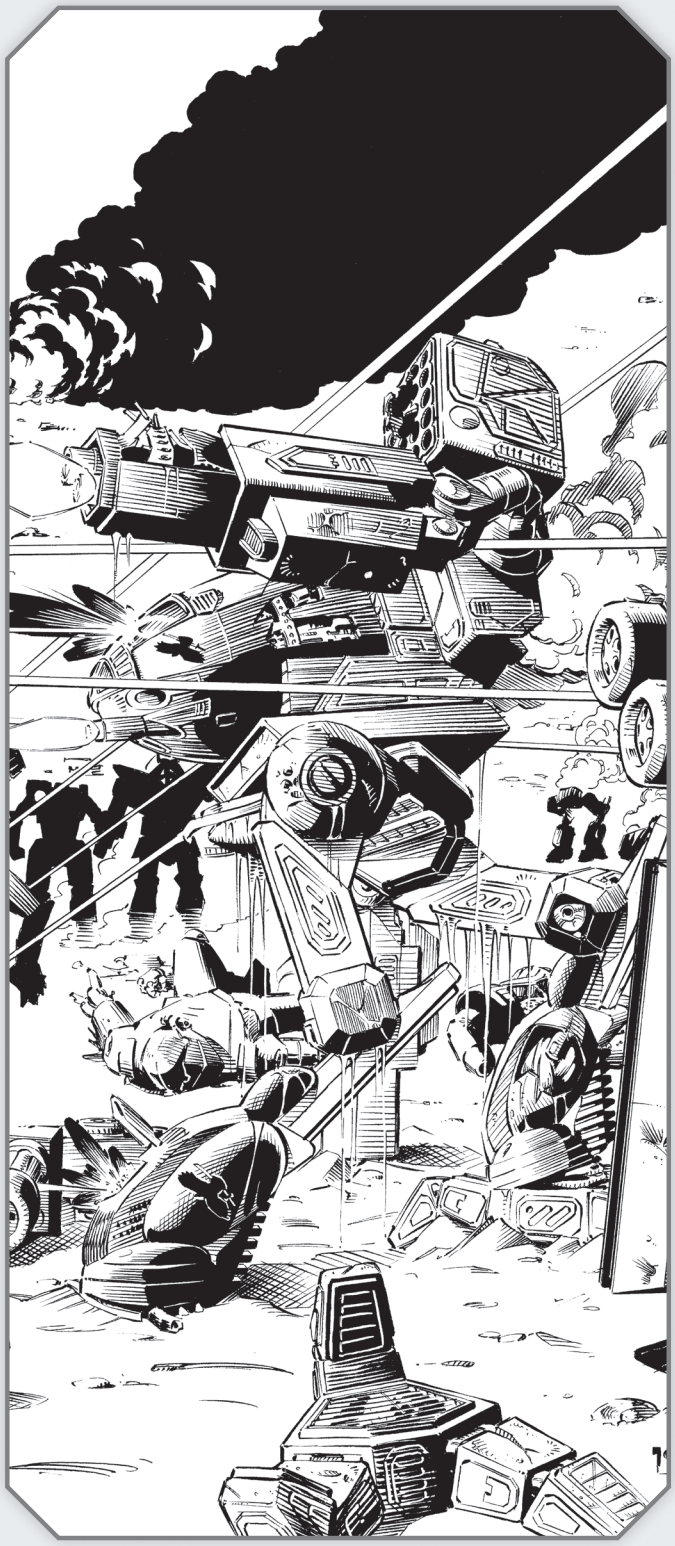
FOURTH VIPER GUARDS

CO: Khan Natalie Breen

Average Experience: Elite

Unit Abilities: When creating forces for the Fourth Viper Guards, at least one Star in each Trinary must be an Elemental Star.

Notes: Though the Deadly Venom leans more towards a Crusader mindset than standard Steel Viper doctrine, Khan Natalie Breen believed she needed to fight fire with fire in order to overcome the fanaticism of the average Crusader Clan's aggressive tendencies. For her Clan's unique vision to succeed and pave the way for the future, the Vipers needed to secure a spot in the invasion. To ensure their victory, Breen took command of the Fourth in the Placement Trials and let loose their Crusader fury.



This section lists the combat units employed during Clan Wolf's Trial of Refusal.

FIFTEENTH RAPIER CLUSTER

CO: Star Colonel Torrance Marghar

Average Experience: Veteran

Unit Abilities: A maximum of one-fourth of the Fifteenth's units may be heavy 'Mechs; no assault 'Mechs may be fielded. The Fifteenth may use the Brawlers special ability (see p. 193, *TO*).

Notes: From Clan Burrock's Beta Galaxy, the Fighting Gurkhas embody their Clan totem by finding their way through even the most rock-hard defenses. Unlike many light, mobile units, the Fifteenth Rapier does not rely on hit-and-run tactics as most might expect. They move in, strike, and surprise the enemy by either staying at the enemy line or pushing through entirely rather than falling back to regroup when the pressure turns up. Many Clan forces have written off the unit as not being a credible threat, but the Fifteenth has proven time and again that anything poked enough times by a swordpoint will still bleed out.

FIRST BEAR GUARDS

COs: Khan Nornian Tseng and saKhan Ursula Jorgensson

Average Experience: Elite

Unit Abilities: The First Bear Guards gain +1 to all Initiative rolls, and the commander of each Star may choose any OmniMech in any configuration without needing to randomly roll.

Notes: As the Clan's first unit, the First Bear Guards of Alpha Galaxy rank among the best-equipped and adaptive Clusters of the Ghost Bear *touman*. The Rage is known for using OmniMechs, Elementals, and aerospace fighters in seamless, combined-arms tactics. Normally commanded by Star Colonel Justin Gurdel, the Ghost Bear khans chose to humiliate Ulric Kerenksy themselves.

The Cluster's Great Work is a giant marble cenotaph at the Ghost Bear's Arcadia enclave. Each time the Cluster wins a trial, the participants carve a scene from the battle and etch their names below it. Over the years, the pillar ran out of room; each time this occurs, another blank pillar is added to the monument's height.

GYRFALCON GUARDS

CO: Star Colonel Gina Buhallin

Average Experience: Elite

Unit Abilities: Gyrfalcon Guards units receive a +1 on their To-Hit rolls for energy weapons. When rolling Hit Locations, the player may choose to add or subtract 1 from the roll to get a different location. This may not be used to change the hit location to the Head or the Center Torso.

Notes: As the flagship Cluster of Gyrfalcon Galaxy, the Gyrfalcon Guards were the natural choice for Khan Yvonne Hazen to include in the Grand Council's bids for the Wolves' Refusal. Crusader to the core, the Cluster espouses a propensity toward brutal but precise violence. Star Colonel Buhallin utilizes the Guards as a scalpel rather than a sledgehammer.

FOURTH JAGUAR DRAGOONS

CO: Star Colonel Aaron Showers

Average Experience: Elite

Unit Abilities: When making weapons attacks against a unit from a lighter weight class, a Fourth Dragoons unit gains a +1 bonus to its To-Hit rolls.

Notes: The Fourth Jaguar Dragoons of Delta Galaxy are fond of dueling lighter units, a practice which some outside the Clan view as dishonorable. However, Star Colonel Showers takes issue with those who decry his tactics. "A MechWarrior is under no obligation to accept a duel with a larger opponent," he is fond of saying. "A warrior who chooses to show off against a heavier 'Mech will gain great glory if he wins, but if he loses he has only himself to blame."

THIRD BATTLE CLUSTER

CO: Khan Ulric Kerensky

Average Experience: Elite

Unit Abilities: As long as the Third Battle Cluster is outnumbered, they gain the following: a +1 Initiative bonus; the Brawlers special ability (see p. 193, *TO*); MechWarriors may reroll their first failed Consciousness Roll in a track, keeping the second result.

Notes: Beta Galaxy's Silver Devils perform admirably under pressure. Even against seemingly insurmountable odds, the warriors of the Third Battle Cluster conduct themselves with an unnaturally calm detachment. Warriors that show any hint of restraint, cowardice, or timidity under fire are quickly assigned to lesser Clusters. For this reason, Ulric Kerensky chose to lead the Third against the Grand Council's forces in his Trial of Refusal over the invasion vote.

This section lists the combat units employed during the Hellions' Fury campaign.

254TH COBRA GUARDS

CO: Star Colonel Moira Telinov
Average Experience: Veteran

Unit Abilities: Units from the 254th will always operate under *Forced Withdrawal* rules (see p. 258, *TW*), even if a track's special rules do not require it (although the 254th will ignore this requirement if a track expressly forbids withdrawal). Each crippled unit that leaves the battlefield under Forced Withdrawal conditions confers an additional +1 Initiative bonus that is cumulative with all other Initiative bonuses.

Notes: Of all the Cloud Cobra units stationed on Homer, the Ivory Guard of Gamma Galaxy sees combat most often due to Star Colonel Telinov's shrewd bidding practices. She walks a fine line between the number of units deemed necessary to win a trial and ensuring the Cobras' already small *touman* does not unnecessarily shrink further. This sentiment has filtered throughout the Cluster: though well-seasoned and often victorious, the 254th knows when it is prudent to walk away from a fight in progress and prevent needless casualties.

SIXTY-SEVENTH ASSAULT CLUSTER

CO: Star Colonel Pillan Levine
Average Experience: Veteran

Unit Abilities: A maximum of one-third of the Sixty-seventh's forces may consist of light or medium 'Mechs. Due to the Sixty-seventh's intimidating nature, any unit participating in single combat with a member of the Sixty-seventh suffers a –1 penalty to any Piloting Skill rolls that unit must take. This effect lasts until the dueling unit from the Sixty-seventh is destroyed or violates *zellbrigen*.

Notes: From Beta Galaxy, the Devastators are one of the Clan's reputable demoralizers. Although the Cluster's warriors adhere to Beta Galaxy's standard parade scheme, they have adopted a practice of painting garish faces and nightmarish images on their 'Mechs. These images do not truly frighten hardened Clan warriors, but the macabre stylings serve to distract the unwary just enough to make them falter.

TWENTY-FIRST VANGUARD BATTLE CLUSTER

CO: Star Colonel Lavender Kline
Average Experience: Veteran

Unit Abilities: The Twenty-first receives a +3 Initiative bonus when they are the Defender, but they receive a –1 Initiative penalty when they are the Attacker. The Cluster may only field *Adder*, *Summoner*, and *Warhawk* OmniMechs, but MechWarriors receive a +1 bonus to Piloting Skill rolls when piloting these three chasses. All other 'Mechs must be second-line.

Notes: The Twenty-first Vanguard Battle Cluster is one of Kindraa Kline's prominent defensive formations. Highly skilled at fending off hard-hitting assaults, Hades' Gate has proven its nickname time and again by creating seemingly impenetrable defenses. The Cluster employs a Binary of conventional troops to secure territory and distract the enemy's attention away from the true threat.

FIFTY-THIRD BATTLEMECH CLUSTER

CO: Star Colonel Porthos Houan
Average Experience: Green

Unit Abilities: A unit designated as a Star Captain (or higher) possesses Regular skills and may roll on the OmniMech RAT rather than the Second-line RAT for their unit. The Fifty-third also gains a +2 bonus when making Piloting/Driving Skill checks to see if a unit is Bogged Down (see p. 62–63, *TO*) or to escape from being stuck in such terrain.

Notes: The Fifty-third BattleMech Cluster of Theta Galaxy is a training Cluster intended to give fresh sibko graduates experience. Mediocre warriors eventually move on to second-line units, but exceptional warriors are often reassigned to fill billets in frontline Clusters. The SweepForce practices several uncommon maneuvers, including how to respond to a combat drop, the best way to handle bandit forces, and navigating hazardous terrain.

212TH JAGUAR RESERVE CLUSTER

CO: Star Colonel Chase Corbett
Average Experience: Regular

Unit Abilities: Since the 212th are accustomed to fighting bandits, they do not follow *zellbrigen* under normal circumstances. If special rules require them to use *zellbrigen*, they will do so but will suffer a –2 Initiative penalty. The 212th also enjoys using ammunition-based weapons. Each non-missile ballistic weapon fired receives receive a –1 To-Hit modifier.

Notes: A Jaguar garrison Cluster, the 212th often exercises its restlessness and lack of combat by searching for bandit caste cells to raid. Competition to participate in these raids leads to ruthless bidding and the highest rate of Trials of Grievance among any other Jaguar garrison unit.

FIFTH RAVEN AUXILIARIES

CO: Star Colonel Yelena Chand
Average Experience: Regular/Green

Unit Abilities: Aerial units from the Fifth possess Regular skills and receive a –1 To-Hit modifier when strafing ground targets. Ground units from the Fifth are considered of Green skill level.

Notes: The Fifth favor using their aerospace forces to locate and assault incoming ground forces before their own ground forces engage. In many instances, the Fifth's aerospace Trinaries have managed to eradicate enemy units and win the trial before their groundpounders can fire a single shot. Because of this, their ground units lack the experience that their aerial brethren possess. The Fifth Raven Auxiliaries were initially assigned to Kappa Garrison Galaxy until the Marshall incident. After losing the only Raven foothold on the planet, they were reassigned to Delta Garrison Galaxy.

THIRTY-THIRD STRIKER IRREGULARS

CO: Star Colonel Samantha Hordwon
Average Experience: Veteran
Unit Abilities: When resolving damage against an enemy unit that was previously damaged by a different friendly unit that turn, a unit from the Thirty-third may choose to re-roll the Hit Location result for a single successful weapon attack per turn; the second result must be kept.

Notes: The shock troops of Delta Galaxy, the Thirty-third has developed a successful but questionable battlefield strategy. The Cluster's lighter 'Mechs will trailblaze their way into battle and then disengage, allowing the Cluster's heavier 'Mechs to smash into the remaining enemy force. The lighter 'Mechs then circle around to close out any gaps and hunt down stragglers. Although the lighter Stars abandon *zellbrigen* when they disengage, all of the Thirty-third's heavier 'Mechs embrace honorable combat and excel at exploiting the damage their less-honorable compatriots have already inflicted.

SEVENTY-EIGHTH HELLION LANCERS

CO: Star Colonel Grace Lienet
Average Experience: Veteran
Unit Abilities: When randomly determining Star weight class, add +1 to the roll.
Notes: The Seventy-eighth Hellion Lancers are considered one of the heaviest units in the Ice Hellions' *touman*. Due to its inability to keep pace with other Alpha Galaxy units on the battlefield, the Cluster often operates by itself. Its lack of relative speed forces its MechWarriors to adopt a slower and more relaxed combat style compared to the highly mobile focus of other Ice Hellion Clusters.

NINETIETH STRIKER IRREGULARS

CO: Star Colonel Cadence Klien
Average Experience: Veteran
Unit Abilities: During the Movement Phase, a 'Mech from the Ninetieth Strikers may change facing by 2 hexsides without needing to spend MP to do so; these two free facing changes do not need to occur in the same hex. Additional facing changes for this turn cost 1 MP as normal.
Notes: Warriors from Beta Galaxy's Ninetieth Striker Irregulars tend to be twitchier than the average Ice Hellion. This paranoia stems from the Cluster's hazing tradition of fellow members of the Ninetieth dumping a live ice hellion (or three) into an unsuspecting MechWarrior's cockpit during downtime and welding the hatch shut for at least five minutes. Cluster veterans proudly bear a number of scars from each experience, but the less hardy—and thus, the unworthy—either do not survive the first experience or are injured badly enough that they are reassigned to lesser duties in a different unit upon recovery.

FORTY-FIFTH STRIKER IRREGULARS

CO: Star Colonel Karlotte
Average Experience: Regular
Unit Abilities: Since the freeborns of the Forty-sixth are constantly trying to prove themselves, they are more resilient. MechWarriors may reroll any failed Consciousness Roll; the second result must be kept. Elementals ignore 1 point of armor damage per track. Vehicle crews ignore the first crew-based critical hit they receive in a track (Driver Hit, Commander Hit, Crew Stunned), but a Crew Killed result always resolves as normal. Conventional infantry ignore the first 5 casualties they receive.
Notes: The only trueborn currently serving in Delta Galaxy's Forty-fifth Strikers, Star Colonel Karlotte is a veteran of an unprecedented six Trials of Bloodright for the Riedel Bloodname. She came in second place in the first five and survived the Grand Melee of the sixth attempt only to be eliminated in the final round once again. As a testament to her tenacity, she was given command of the Forty-fifth. To show her *chalcas* disdain for the Bloodname system and to keep her freeborns in fighting shape, she has her Cluster regularly engage in mock Trials of Bloodright during downtime. The "winner" earns a derogatory nickname from the Star Colonel and a week's worth of extra rations.

150TH HELLION LANCERS

CO: Star Colonel Phillepe Lienet
Average Experience: Elite
Unit Abilities: Elemental units of the 150th receive a –1 To-Hit modifier for anti-BattleMech Leg and Swarm attacks.
Notes: Star Colonel Lienet makes judicious use of Elementals in his battle strategies. Most of his lead Trinaries are organized into Nova formations. The light OmniMechs will drop their battle armor cargo right at the front lines then circle back around and pick up the survivors (if any). This tactic often throws enemies into disarray, because most opponents expect deposited Elementals to fend for themselves and do not expect their carriers to return in short order.

SEVENTH ATTACK CLUSTER

CO: Khan Stephen Tyler
Average Experience: Elite
Unit Abilities: See *Combatants: Placement Trials* section.

HOW TO USE THE CAMPAIGN .....

The Placement Trials can be played in a few different ways. First, it can be played as a solo campaign, with one player pitting their chosen Clan force against the Opposing Force for each round until the player's force is either victorious or eliminated from the contest. Second, the Placement Trials can be fought with up to 14 people as a modified double-elimination tournament with a gamemaster presiding: see the *Placement Trials Tournament Rules* section. A third option is that players may play through one of the mini-campaigns presented using standard *Chaos Campaign* rules.

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

To give an idea on how these campaigns can be run, the following examples are provided.

THE SETUP: PLACEMENT TRIALS (CAMPAIGN PLAY OR TOURNAMENT PLAY)

CAMPAIGN RULES

Whether playing through the Placement Trials as a campaign or as a tournament participant, a player starts with 500 Support Points (SP). They choose a Clan Force that participated in the Placement Trials and have access to all of the units listed on their faction's Random Assignment Tables (see pp. 7-11).

The player begins with a pool of 3 Trinaries of total force—a sum total of 45 'Mechs, Elemental Points, aerospace fighter Points, and/or combat vehicle Points in any configuration, restricted only by their Clan's profile in the *Combatants* section and their columns on the Random Assignment Tables. Units from these 3 Trinaries may be reconfigured (if Omni), repaired, or rearmed between rounds by spending SP, but they may not be replaced, substituted, or otherwise altered once the Placement Trials begin. A unit that is destroyed—either by Head or Center Torso destruction, or 3 Engine or 2 Gyro critical hits—may not be used again in subsequent tracks, since time constraints between trial rounds is considered insufficient to restore the unit to fighting shape in so short a time. Killed MechWarriors also may not be replaced between rounds, but wounded MechWarriors may be healed by spending SP as normal.

For each Star in the player's force, one unit must be designated as a Star Commander. For the deployed force during a track, one of these commanding units must be designated as the overall force commander. Star Commander and force commander units will retain these positions until the unit is destroyed. When the unit is destroyed another must be chosen for subsequent tracks.

Campaign Placement Trials players may begin the campaign with one of the following tracks: *Preliminary Round* or *Grudge Match*. When determining Opposing Forces, the rolling player may choose from the Clan Random Assignment Tables (see pp. 7-11).

A Tournament Placement Trials player is pitted against a different player for each track and begins the tournament with the track *Preliminary Round* (or *Grudge Match*, if both combatants qualify for it).

THE SETUP: WOLF REFUSAL (MINI-CAMPAIGN #1)

CAMPAIGN RULES

Players may use Clan Wolf forces for this campaign and have access to all of the units as listed on the Clan Wolf Random Assignment Tables (see pp. 7-11).

Clan Wolf players begin the campaign with the track *Touchpoint: Wolf Refusal (Part 1)*. When determining Opposing Forces for each track, the rolling player should choose from the appropriate Clan's Random Assignment Tables (see pp. 7-11).

THE SETUP: HELLIONS' FURY (MINI-CAMPAIGN #2)

CAMPAIGN RULES

Players may use Clan Ice Hellion forces for this campaign and have access to all of the units as listed on the Ice Hellion Random Assignment Tables (see pp. 7-11). However, if the player unit is already constructed beforehand, they may elect to use their initial units and use the RATs to supplement repair or expansion.

Ice Hellion players may begin the campaign with the track *Touchpoint: Marshall* or *Touchpoint: Foster*. When determining Opposing Forces for each track, the rolling player should choose from the appropriate Clan's second-line Random Assignment Tables (see pp. 7-11).

RUNNING YOUR GAMES

While players and gamemasters are free to design and play these tracks however they wish, a basic method may be used to give players some feel for the actual events of each campaign. The beginning enumerated in *The Setup* above offers one way to launch your player groups into these campaigns; certainly enterprising gamemasters and players can find their own ways in, and the *Next Track* section of each track offers suggestions of where to take the player-character groups after they've finished that track.

For the mini-campaigns, it is recommended that players proceed through the Touchpoint tracks in order, however, since each corresponds to a notable engagement of the campaign. The tracks are presented roughly in chronological order.

PLACEMENT TRIALS TOURNAMENT RULES .....

OVERVIEW

The Placement Trials are fought according to a modified double-elimination tournament style. For the Preliminary Rounds, all players start in the Winner's Bracket. Those that win will remain in the Winner's Bracket and in the second round will only fight other players that also won their first round. Those that lose in any round fall into the Loser's Bracket and from then on will only fight other players that have at least one loss under their belt.

Once the Preliminary Rounds are over, the remaining players face off in the Final Rounds, until the top four players are determined, either by score or—in case of a tie—a championship round.

Each player may keep track of their individual progress with the Placement Trials Player Sheet in the Annex section.

ROUND SCORING

The winner in any given round is the player who has the highest score based on kills. Tabulate each side's score based on the following table:

KILL VALUES

Unit Type	Crippled*	Destroyed*
Light 'Mech	1	2
Medium 'Mech	2	3
Heavy 'Mech	3	4
Assault 'Mech	4	5
Elemental Point§	1	2
Combat Vehicle Point§	2	3
Aerospace Fighter Point§	2	3
Star Commander unit	+1	+2
Force commander unit	+3	+4
Destroyed over 50% of total enemy force‡	—	5
Destroyed over 75% of total enemy force‡	—	10

**These two do not stack. A player may only earn points for either crippling or destroying a unit, but not both.*

§All elements of the Point must be crippled or destroyed in order to earn the full value.

‡These two do not stack. A player may only be awarded one or the other, but not both.

PRELIMINARY ROUNDS

First Round

Recommended Tracks: *Preliminary Round, Grudge Match*

To assign first round pairings, either use a random method or consult the Placement Trial Results table (see p. 15); use a proxy force with an odd number of competitors.

A player that wins the first round remains in the Winner's Bracket. A player that loses the first round moves to the Loser's Bracket.

Second Round

Recommended Tracks: *Preliminary Round, Grudge Match*

Players who won their first round will be randomly matched with other players who won their first round; use a proxy force as necessary for uneven numbers. Players from the Winner's Bracket who also win this round will automatically move on to the Final Rounds. A player that won their first round but loses this round moves into the Loser's Bracket for the third round of combat.

Players who lost their first round will be randomly matched with other players who lost their first round; use a proxy force as necessary. Winners of the second round proceed to the third round but remain in the Loser's Bracket; losers of the second round are eliminated from the running.

Third Round

Recommended Tracks: *Preliminary Round, Grudge Match*

Players in the Loser's Bracket will be randomly matched with other remaining players in the Loser's Bracket; use a proxy force as necessary for uneven numbers. Winners of the third round will proceed to the Finals; losers are eliminated from the running.

FINALS ROUNDS

First Round

Recommended Tracks: *Finals Round, Grudge Match*

Determine first round match pairings randomly; use a proxy force as necessary for uneven numbers. A player that wins the first round continues on to the second round. A player that loses the first round is eliminated if that is their second loss overall. (Note: There is no Winner's/Loser's Bracket for the final rounds.)

Second Round

Recommended Tracks: *Finals Round, Grudge Match*

Tabulate the score for each player based on the Tournament Scoring table below. Pair the lowest-scoring players together and pair the highest-scoring players together. Use a proxy force as necessary. A player that loses this round is eliminated if that is their second loss overall, but their tournament score may still qualify them for a place in the top four after final scores are tabulated.

As an option, the top two players may instead choose to play in a championship round for this round instead of the standard round (see Championship Round below). If more than two players are tied for first, this option cannot be taken.

TOURNAMENT SCORING

Overall performance is scored based on the following results of each round:

Winner's Bracket	Point Value
First Round Win	5
Second Round Win	5
Loser's Bracket	**Point Value**
Second Round Win	4
Third Round Win	2
Final Rounds	**Point Value**
First Round Win	3
Second Round Win	2

CHAMPIONSHIP ROUND (OPTIONAL)

Recommended Tracks: *Championship Round, Grudge Match*

Once overall tournament scores have been tabulated, if there is a tie for first place, the top two players face off in the track Championship Round. The winner receives first place; the loser receives second place.

If players would prefer not to play a final round (due to time constraints or other factors), add up the players' performance scores from each individual round. The player with the higher aggregate score is declared the first place winner.

PLACEMENT TRIALS

Trothkin, this day marks our historic first step towards our destiny as the ilClan!
—Khan Stephen Tyler, addressing Clan Ice Hellion's Seventh Attack Cluster

May your deeds in this battle be worthy of immortalizing in the Remembrance.
—saKhan Pazi Tchernovkov, addressing Clan Coyote's Thirty-eighth Assault Cluster

GAME SETUP

Recommended Terrain: Any. See Strana Mechty terrain tables on p. 4.

Randomly select one player; this player is the Hunter (Attacker). The other player is the Hunted (Defender).

The Hunted player chooses the trial's venue, places the rolled mapsheets in any legal configuration, and designates one edge as their home edge.

Hunter (Attacker)

The Hunter chooses a maximum of 3 Stars from their pool of available units and may choose which map edge to enter on. This edge is then designated the Hunter's home edge.

Hunted (Defender)

The Hunted chooses a maximum of 3 Stars from their pool of available units and enters from their home edge.

WARCHEST

Track Cost: 25 SP

Optional Bonus:

+50 SP. Difficult terrain: Use the listed terrain modification for the chosen venue (see p. 4) and apply the effect to the battlefield. In tournament play, both players must agree to use this option.

OBJECTIVES

Advancement. Cripple or destroy more opposing units than the opposition within 15 turns (for solo play) or before time expires (for tournament play). See Round Scoring, p. 26. [**100 SP**]

SPECIAL RULES

The following rules are in effect for this track:

Zellbrigen

Clan Honor rules are considered to be in effect for this track at Honor Level 1 (see p. 273–275, *TW*).

NEXT TRACK

Preliminary Round, Grudge Match (if not previously taken), or *Finals Round* (see Tournament Rules section)

GRUDGE MATCH

After we claim victory on this proving ground, we will no longer need to reclaim Tokasha from your clutches. Each Inner Sphere world we conquer shall drive yet another dagger into your flank, and we shall revel in your downfall.
—Khan Karl Bourjon, Clan Ghost Bear

Khan Fletcher, there are two things we will never forget: our greatest shame and our greatest loss. The first we will atone for; the second we will avenge.

Today, we remember the day you stole our most beloved khan from us. Today, we will make you regret ever having heard the name Kilbourne Jorgensson, and you will slink back into your dark holes and bother us no more.

GAME SETUP

Recommended Terrain: Any. See Strana Mechty terrain tables on p. 4.

Randomly select one player; this player is the Hunter (Attacker). The other player is the Hunted (Defender).

The Hunted player chooses the trial's venue, places the rolled mapsheets in any legal configuration, and designates one edge as their home edge.

Hunter (Attacker)

Recommended Forces: See Special Rules section below

The Hunter chooses a maximum of 3 Stars from their pool of available units and may choose which map edge to enter on. This edge is then designated the Hunter's home edge.

Hunted (Defender)

Recommended Forces: See Special Rules section below

The Hunted chooses a maximum of 3 Stars from their pool of available units and enters from their home edge.

WARCHEST

Track Cost: 50 SP for a Preliminary Round; 75 SP for a Finals Round; 100 SP for Championship Round

Optional Bonus:

+50 SP. Mother Nature: Roll on the appropriate Weather Table for the chosen venue (see p. 4) and apply the result to the battlefield. In tournament play, both players must agree to use this option.

OBJECTIVES

Retribution. Cripple or destroy more opposing units than the opposition within 15 turns (for solo play) or before time expires (for tournament play). See Round Scoring, p. 26. [**200 SP for a Preliminary Round; 300 SP for Finals Round; First Place for Championship Round**]

SPECIAL RULES

The following rules are in effect for this track:

NEMESES

This track is not repeatable and thus may only be taken once.

Regardless of which Clan is the Hunted or Hunter, this track may only be taken when one of the following matchups occurs:

Blood Spirit *vs.* ***Burrock***
Coyote *vs.* ***Fire Mandrill***
Goliath Scorpion *vs.* ***Ice Hellion***
Hell's Horses *vs.* ***Ghost Bear***
Jade Falcon *vs.* ***Steel Viper***
Smoke Jaguar *vs.* ***Nova Cat***

Clan Diamond Shark does not have any true enemies participating in the Placement Trials and thus may not take this track. Clan Star Adder, as a proxy force, also may not take this track.

Zellbrigen

Due to the level of animosity between the participating Clans, Clan Honor rules are relaxed for this track. Physical attacks are permitted unless the player is deploying a Jade Falcon force.

NEXT TRACK

Preliminary Round, or *Finals Round* (see Tournament Rules section)

FINALS ROUND

We are but a single battle away from seeing our Clan's future with unmistakable clarity.
—Khan Severen Leroux, addressing the First Nova Cat Guards

My fellow Vipers, if we are to witness the revival of the Star League—via the fist of conquest and the open hand of cooperation—we must win this trial. We alone can guide the Inner Sphere away from corruption, for there is no one else willing to take up the banner of our crusade. For the sake of humanity's future, we cannot fail! We must not fail!
—Khan Natalie Breen, addressing the Fourth Viper Guards

GAME SETUP

Recommended Terrain: Any. See Strana Mechty terrain tables on p. 4.

Randomly select one player; this player is the Hunter (Attacker). The other player is the Hunted (Defender).

The Hunted player chooses the trial's venue, places the rolled mapsheets in any legal configuration, and designates one edge as their home edge.

Hunter (Attacker)

The Hunter chooses a maximum of 3 Stars from their pool of available units and may choose which map edge to enter on. This edge is then designated the Hunter's home edge.

Hunted (Defender)

The Hunted chooses a maximum of 3 Stars from their pool of available units and enters from their home edge.

WARCHEST

Track Cost: 150 SP

Optional Bonus:

+100 SP. Mother Nature: Roll on the appropriate Weather Table for the chosen venue (see p. 4) and apply the result to the battlefield. In tournament play, both players must agree to use this option.

OBJECTIVES

Prove your worthiness. Cripple or destroy more opposing units than the opposition within 15 turns (for solo play) or before time expires (for tournament play). See Round Scoring, p. 26. [**200 SP**]

SPECIAL RULES

The following rules are in effect for this track:

Zellbrigen

Clan Honor rules are considered to be in effect for this track at Honor Level 1 (see p. 273–275, *TW*).

NEXT TRACK

Finals Round, *Grudge Match* (if not previously taken), or *Championship Round* (see Tournament Rules section)

CHAMPIONSHIP ROUND

On this day, we will validate the strength of our conviction and prove that our rightful place lies at the vanguard of the largest military undertaking in Clan history.
—Khan Elias Crichell, addressing the Grand Council

I shall litter the ground with your feathers and claim this contest's greatest glory for my Clan.
—Khan Lincoln Osis, to Khan Elias Crichell

GAME SETUP

Recommended Terrain: Any. See Strana Mechty terrain tables on p. 4.

Randomly select one player; this player is the Hunter (Attacker). The other player is the Hunted (Defender).

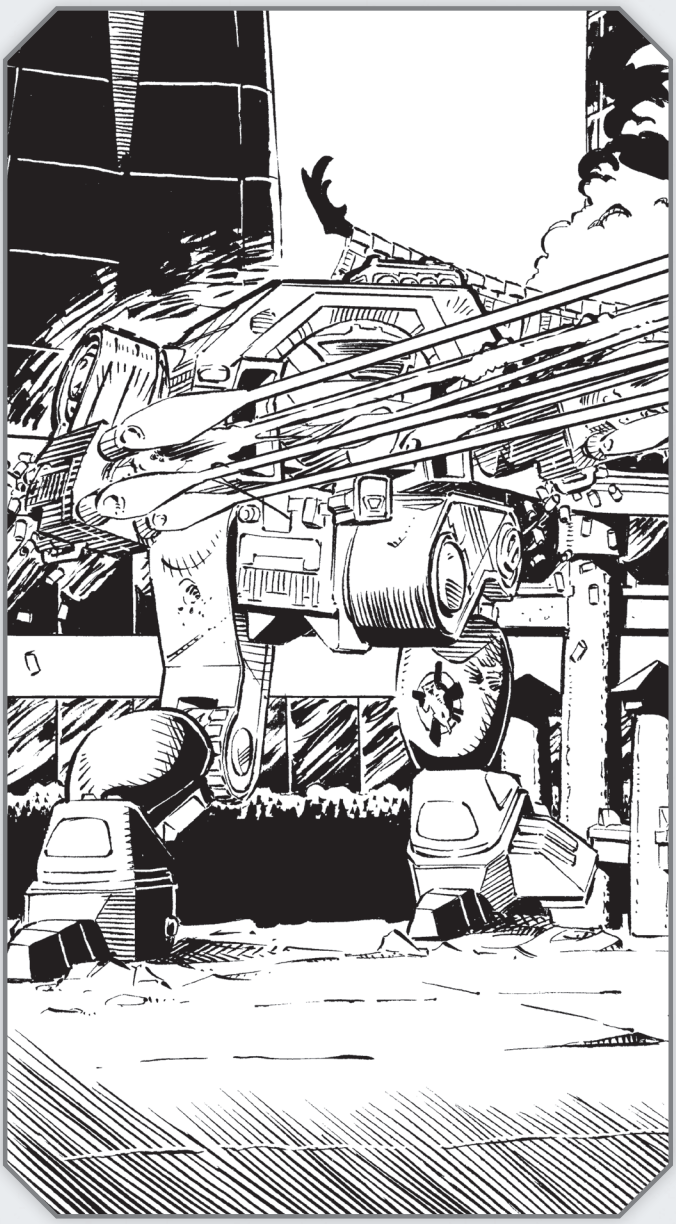
The Hunted player chooses the trial's venue, places the rolled mapsheets in any legal configuration, and designates one edge as their home edge.

Hunter (Attacker)

The Hunter chooses a maximum of 3 Stars from their pool of available units and may choose which map edge to enter on. This edge is then designated the Hunter's home edge.

Hunted (Defender)

The Hunted chooses a maximum of 3 Stars from their pool of available units and enters from their home edge.



WARCHEST

Track Cost: 200 SP
Optional Bonuses: None

OBJECTIVES

The greatest glory. Cripple or destroy more opposing units than the opposition within 15 turns (for solo play) or before time expires (for tournament play). [**First Place**]

SPECIAL RULES

The following rules are in effect for this track:

A Difficult Fight

Apply the chosen venue's Terrain effect and roll on the appropriate Weather Table for the chosen venue (see p. 4). Apply both results to the battlefield.

Zellbrigen

Clan Honor rules are considered to be in effect for this track at Honor Level 1 (see p. 273–275, *TW*).

NEXT TRACK

The winners have been declared. The Clans are now prepared to commence Operation REVIVAL.

MINI-CAMPAIGN: CLAN WOLF TRIAL OF REFUSAL . . .

A thousand times, neg. This is not the path to the Inner Sphere. This is not the Founder's dream. By the sacred rede of combat, I call for a Trial of Refusal, so that we might once more rediscover our true purpose.

—Khan Ulric Kerensky, addressing the Grand Council

TOUCHPOINT: WOLF REFUSAL (PART ONE)

SITUATION

MARS FIELD PROVING GROUND
STRANA MECHTY
7 DECEMBER 3048

In the wake of the invasion vote, Clan Wolf declared a Trial of Refusal. The Grand Council's forces have bid down from staggering odds to a more palatable four-to-one ratio. This will be a tough battle. Whether the Wolves win or not, Khan Ulric Kerensky is determined to leave a lasting impression that will make the opposition doubt their own resolve. To this end, Kerensky has split up his forces and sent them on headhunting missions. The Ghost Bears are the first of the Grand Council's troops to wander into Ulric's crosshairs.

GAME SETUP

Recommended Terrain: Mars Field Proving Ground (see p. 4)

The Attacker places mapsheets in any configuration and designates one edge as their home edge. The Defender chooses their own home edge but this is kept secret until their units enter the map at the beginning of Turn 1.

Attacker

Recommended Forces: Clan Wolf's Third Battle Cluster

The Attacker chooses his forces first and may field up to three Stars of any composition. Attacking units enter the battlefield from their home edge on Turn 1.

Defender

Recommended Forces: Clan Ghost Bear's First Bear Guards

The Defender's force should be 150 percent of the Attacker's deployed force. Half of the Defending units enter from their secretly designated home edge on Turn 1. The remainder enter from that same edge on Turn 3.

WARCHEST

Track Cost: 200 WP
Optional Bonuses:

+100 New day dawning: Apply the effects of Dawn/Dusk (see p. 58, *TO*) to the battlefield.

OBJECTIVES

Open up elections. Destroy or cripple one of Ghost Bear khans' units. [**200**]

"New situations require new thinking." Destroy or cripple both Ghost Bear khans' units. [**300**]

SPECIAL RULES

The following rules are in effect for this track:

Ghost Bear Leadership

Khan Nornian Tseng and saKhan Ursula Jorgensson are both participating in the battle. Designate one unit as Khan Tseng and another as saKhan Jorgensson. Both of these units possess Elite skills. One of the two khans will enter with the Defending units on Turn 1; the other will accompany the Defending units that enter on Turn 3.

Wolf Leadership

Designate one Attacking unit as Khan Ulric Kerensky. Ulric has Elite skills and possesses the Blood Stalker and Sniper special pilot abilities (see p. 219 and 221, *ATOW*). As long as Ulric remains on the battlefield, Clan Wolf forces may use Overrun Combat (see p. 193, *TO*). However, if Ulric is killed or incapacitated, the Attacker receives a –2 Initiative penalty for the remainder of the track.

Zellbrigen

Clan Honor rules are considered to be in effect for this track at Honor Level 1 (see p. 273–275, *TW*).

AFTERMATH

Ulric Kerensky led a detachment of the Third Battle Cluster into a running engagement with the First Bear Guards. His purpose however, was not outright victory against a larger force. Ulric specifically called out the Ghost Bear khans one at a time and bested them both in single combat. With this one action, the Wolf khan decapitated the Bears' senior leadership and threw the rest of the First Bear Guards—and, ultimately, the rest of the Clan—into a tailspin from which they would not soon recover. Then, Ulric ordered his troops to withdraw and regroup for the next engagement.

NEXT TRACK

Touchpoint: Wolf Refusal (Part Two)

Your foolish attempts at evading my warriors are not going to stop us from bringing this invasion to fruition.
—Star Colonel Gina Buhallin, Gyrfalcon Guards

TOUCHPOINT: WOLF REFUSAL (PART TWO)

SITUATION

MARS FIELD PROVING GROUND
STRANA MECHTY
7 DECEMBER 3048

After the Wolves robbed the Ghost Bears of their Clan leadership, Ulric led the Third Battle Cluster into action against the Gyrfalcon Guards, the preeminent Cluster from the Jade Falcons' Delta Galaxy. Using a series of sacrifice plays and careful maneuvers, the Third has goaded the unwary Falcons into perfect position.

GAME SETUP

Recommended Terrain: Mars Field Proving Ground (see p. 4)

The Defender places mapsheets in any legal configuration and designates one edge as their home edge.

Attacker

Recommended Forces: Clan Wolf's Third Battle Cluster

The Attacker chooses his forces first and may deploy a maximum of 5 Stars in any configuration. Up to 5 units may be set up according to the rules for *Hidden Units* (see p. 259, *TW*). Half of the non-hidden Attacking units enter from one map edge perpendicular to the Defender's home edge; the other half enter from the opposite edge as the first group of Attacking units.

Defender

Recommended Forces: Clan Jade Falcon's Gyrfalcon Guards

The Defender's force is determined after the Attacker has chosen their forces and should be 125 percent of the Attacker's deployed force. The Defending units enter the battlefield from their home edge.

WARCHEST

Track Cost: 300 WP
Optional Bonuses:

+100 Seasonal windstorm: Apply the effects of Moderate Gale (see p. 61, *TO*) to the battlefield.

+150 Could not outmaneuver them all: The Defender fields a force that is 150 percent of the Attacker's deployed force.

OBJECTIVES

Embarrassment. Destroy or cripple three-fourths of the Defending force. [**500**]

Utter Shame. Destroy or cripple all of the Defending force. [**700**]

SPECIAL RULES

The following rules are in effect for this track:

Wolf Leadership

Designate one Attacking unit as Khan Ulric Kerensky. Ulric has Elite skills and possesses the Blood Stalker and Sniper special pilot abilities (see p. 219 and 221, *ATOW*). As long as Ulric remains on the battlefield, Clan Wolf forces may use Overrun Combat (see p. 193, *TO*). However, if Ulric is killed or incapacitated, the Attacker receives a –2 Initiative penalty for the remainder of the track.

Zellbrigen

Clan Honor rules are considered to be in effect for this track at Honor Level 1 (see p. 273–275, *TW*).

AFTERMATH

The Gyrfalcon Guards, so single-minded in their quest towards the Inner Sphere, ran right into Ulric's carefully orchestrated trap. Appearing seemingly from nowhere, Wolf units lunged at the Falcons from three different directions and did not let up on their attack. Amid a cascading series of lost duels, the Falcons routed under the pressure, and the Third chased them down while fending off peripheral advances from the Burrock and Smoke Jaguar troops. Less than a single Trinary of the Gyrfalcon Guards survived the engagement. Rather than allow the Cluster to endure such crippling shame, Khan Elias Crichell decommissioned the unit and assigned its survivors to second-line Clusters that would not participate in the invasion should the Falcons win an operational corridor in the Placement Trials.

NEXT TRACK

Touchpoint: Wolf Refusal (Part Three)

MINI-CAMPAIGN: CLAN WOLF TRIAL OF REFUSAL . . .

Trothkin, our victory might not occur today, in this Circle of Equals, but I promise you it shall come sometime hence. We have already shamed the Ghost Bears and the Jade Falcons, but on the day of our ultimate victory, our honor alone shall shame all of our rivals for forsaking the words of the Founder and the Great Father.

—Khan Ulric Kerensky

TOUCHPOINT: WOLF REFUSAL (PART THREE)

SITUATION

MARS FIELD PROVING GROUND
STRANA MECHTY
7 DECEMBER 3048

Ulric's striving to overturn the invasion vote has come down to a critical point. Although the Ghost Bears have scattered and the Jade Falcons have routed, these small victories came at great cost. Attrition is beginning to take its toll, and as the last of the Grand Council's forces moves in for the kill, Ulric begins to see the writing on the wall. But neither he nor his warriors are about to give up just yet.

GAME SETUP

Recommended Terrain: Mars Field Proving Ground (see p. 4)

The Defender places mapsheets in any legal configuration and designates any two map edges as the Attacker's home edges.

Attacker

Recommended Forces: Clan Burrock's Fifteenth Rapier Cluster and Clan Smoke Jaguar's Fourth Jaguar Dragoons

The Attacker's force equals 200 percent of the Defender's deployed force. When using Recommended Forces, half of the Attacker's units are Burrock, and the other half are Smoke Jaguar. Half of the Attacking units enter the battlefield from one of their home edges; the other half enter from the other home edge.

Defender

Recommended Forces: Clan Wolf's Third Battle Cluster

The Defender may deploy their forces anywhere on the battlefield.

WARCHEST

Track Cost: 500 WP

Optional Bonuses:

+200 Win at any cost: Under direct orders, Smoke Jaguar units have been freed from the constraints of *zellbrigen*.

+200 Unrelenting pressure: At the beginning of the track, apply 2D6 damage in 5-point clusters to all Defending units. Re-roll any damage that would cripple or destroy a unit.

OBJECTIVES

Stand firm. At least half of the Defending units survive until Turn 15. [**500**]

Show your resolve. At least half of the Defending units survive until Turn 20. [**750**]

SPECIAL RULES

The following rules are in effect for this track:

Burrock Leadership

Designate one Attacking unit as Burrock Khan Jocelyn Siddiq, with Veteran skills. As long as Siddiq is on the battlefield, Burrock units receive a +1 to their Initiative rolls.

Smoke Jaguar Leadership

Designate one Attacking unit as Smoke Jaguar Star Colonel Aaron Showers, with Elite skills. As long as Showers is on the battlefield, Smoke Jaguar units receive a +1 to their Initiative rolls.

Wolf Leadership

Designate one Defending unit as Khan Ulric Kerensky. Ulric has Elite skills and possesses the Blood Stalker and Sniper special pilot abilities (see p. 219 and 221, *ATOW*). As long as Ulric remains on the battlefield, Clan Wolf forces may use Overrun Combat (see p. 193, *TO*). However, if Ulric is killed or incapacitated, the Defender receives a –2 Initiative penalty for the remainder of the track.

Zellbrigen

Clan Honor rules are considered to be in effect for this track at Honor Level 1 (see p. 273–275, *TW*).

AFTERMATH

Despite the odds stacked against them, Ulric and his Wolves fought as though the Founder himself stood amongst them. Pushed into a corner and surrounded, the Third Battle Cluster held their ground. The Fourth Jaguar Dragoons and the Fifteenth Rapier Cluster drove a wedge between the remaining Wolves and separated them, allowing them to be eliminated piecemeal. In his tattered *Gargoyle*, Ulric, one of the last Wolves to remain standing, challenged Star Colonel Showers's nearly untouched *Warhawk* to single combat. In defense of his Clan's vote, Ulric fought like a man unhinged and came within a whisper of claiming a Pyrrhic victory with a missile strike that momentarily disoriented Showers. However, a blind-fired PPC strike from the *Warhawk* forced Ulric to punch out and forfeit the Trial of Refusal.

NEXT TRACK

The Trial of Refusal is over. Time to rest and refit before the Placement Trials begin.

MINI-CAMPAIGN: HELLION'S FURY ....

Look alive, Pilots! Hellions are approaching via sector 27! Let us give them the formal welcome of the Unkindness!
—Star Commander Peyton, Fifth Raven Auxiliaries

TOUCHPOINT: MARSHALL

SITUATION

POLAR BASE 531-ALPHA-SR
MARSHALL
26 MAY 3050

In the planning stages ever since Clan Ice Hellion lost in the Placement Trials and was denied a spot in Operation REVIVAL, the orchestrated Hellions' Fury campaign launched on 26 May. The Clan-wide celebrations of Liberation Day caught most of their targets completely off-guard, even the vigilant garrison forces of a Snow Raven research outpost in the polar regions of Marshall. The Thirty-third Striker Irregulars thought the lone Snow Raven presence on this world would be easy pickings, but Star Colonel Hordwon had not counted on the strength of the defenders' air cover.

GAME SETUP

Recommended Terrain: Marshall (see p. 4)

The Defender places three mapsheets in chase format, with all of the short sides connected. The Attacker declares their home edge.

Attacker

Recommended Forces: Clan Ice Hellion's Thirty-third Striker Irregulars

The Attacker chooses their forces first and enters from the map edge opposite their home edge.

Defender

Recommended Forces: Clan Snow Raven's Fifth Raven Auxiliaries

The Defender's force is determined after the Attacker has chosen their forces and should be 100 percent of the Attacker's deployed force. All Defending units must be aerospace fighters and have a starting velocity no higher than 4. Defending units enter from the Attacker's home edge.

WARCHEST

Track Cost: 100 WP

Optional Bonuses:

+100 Training Regimen: The Fifth Raven Auxiliaries pilots have been anticipating some kind of attack and so have been hitting the simulators nonstop for several months. Increase the Defender's experience level by one.

OBJECTIVES

Survive the Unkindness. At least half of the Attacking units leave the battlefield through their home edge. [**300**]

Swat the flies. Shoot down the Defending units. [**25 per destroyed fighter**]

SPECIAL RULES

The following rules are in effect for this track:

Polar Conditions

Treat all Water hexes as Ice (see p. 50, *TO*). Apply the effects of Thin Snow (see p. 52, *TO*) to the battlefield. Moderate Snowfall (see p. 60, *TO*) will last for the first 5 turns.

AFTERMATH

As the Snow Ravens do not often grant *safcon*, the aerospace Trinaries of the Fifth Raven Auxiliaries began pounding the Thirty-third Striker Irregulars before their DropShip could land, which forced the Ice Hellions to employ a combat drop into the snow. Before they could even engage the Ravens' meager ground troops, the Thirty-third had to run for cover from the Ravens' aerial hail. Although the Thirty-third suffered nearly catastrophic losses along the way, they managed to reach the research facility and overpower its handful of ground-based defenders.

For losing the Ravens' only asset on Marshall, the Fifth Auxiliaries were reassigned to garrison duty on Lum.

NEXT TRACK

Touchpoint: Foster or *Touchpoint: Homer*

MINI-CAMPAIGN: HELLION'S FURY . . .

Kline: Attention, all Kindraa enclaves: This is the Twenty-first Vanguard Battle Cluster. We have just received a batchall from the Seventy-eighth Hellion Lancers. Do any of you cowards wish to add your strength to our bid?

Payne: Assuming this is not a Liberation Day prank, you tied your own rope, Kline. Go hang yourselves with it.

Beyl-Grant: We shall rejoice watching the Hellions oust you from this planet. No hard feelings, quiaff?

Payne: When you lose your enclave, Kline, feel free to challenge us for one of our broom closets.

Beyl-Grant: [chortles] And our merchants might have some beachfront property they would be willing to—Hold a moment… Incoming transmission… [extended silence] Stravag! The Fortieth Hellion Lancers have just issued us batchall!

Payne: [extended silence] …Us also, from the 200th Attack Cluster. Looks like you got your wish, Kline.

—Transcript of communications between Fire Mandrill enclaves on Foster, 26 May 3050

TOUCHPOINT: FOSTER

SITUATION

THE CAULDRON
FOSTER
26 MAY 3050

In coordination with other Ice Hellion units across Clan Space, multiple Hellion Clusters have issued simultaneous Trials of Possession for different Fire Mandrill assets on Foster. Rather than pool their assets together, each Kindraa is left to fend for itself. Kindraa Kline is at a severe disadvantage compared to other Kindraa, however, because they have less territory to defend. The Klines are a few bad Trials of Possession away from losing their place on Foster altogether, and the Hellions hope to exploit this to the fullest.

GAME SETUP

Recommended Terrain: Foster (see p. 5)

The Defender places the mapsheets in any legal configuration and designates one edge as their home edge.

Attacker

Recommended Forces: Clan Ice Hellion's Seventy-eighth Hellion Lancers

The Attacker chooses their forces first and chooses their home edge. On Turn 1, one Star of Attacking units enters the battlefield from the Attacker's home edge. On Turn 2, the Attacker's second Star enters; continue each turn until all of the Attacker's chosen force has been deployed.

Defender

Recommended Forces: Kindraa Kline's Twenty-first Vanguard Battle Cluster

The Defender's force is determined after the Attacker has chosen his forces and should be 75 percent of the Attacker's deployed force. The Defender's units may deploy anywhere on the mapsheets opposite from the Attacker's home edge.

WARCHEST

Track Cost: 250 WP

Optional Bonus:

+200 That sinking feeling: Treat all Water hexes as Swamp (see p. 51, *TO*).

OBJECTIVES

No one is coming to help you. Destroy at least 75 percent of the Defender's forces [**500**]

Pack honor. Show the power of Ice Hellion tactics. See Special Rules below [**50 for each unit destroyed using "pack *zell*" tactics**]

SPECIAL RULES

The following rules are in effect for this track:

Forced Withdrawal

To preserve their assets in this campaign, all Attacking units are operating under *Forced Withdrawal* rules (see p. 258, *TW*) and will fall back as normal.

Honor of the Pack

The Attacker's light and medium 'Mechs will follow a modified version of *zellbrigen*. A single Star of light and/or medium 'Mechs may concentrate fire on a single target. Once that target has suffered any 3 critical hits, only one unit from the Star may continue to duel that unit on subsequent turns.

All of the Attacker's heavy and medium 'Mechs will adhere to *zellbrigen* (see p. 273–275, *TW*) as long as the Defenders do.

AFTERMATH

In the swampy basin of the Cauldron, the Seventy-eighth Hellion Lancers descended upon Kindraa Kline's defenders. The marshes claimed many victims among both Clans, but Star Colonel Grace Lienet was not among them. In mid-duel with Star Colonel Kline, Lienet's *Hellbringer* managed to get stuck in the swamp. Unable to move, Lienet weathered the incoming blows and punched a Gauss rifle slug through Kline's cockpit before freeing herself. Though the Ice Hellions won this first trial shortly thereafter, a resurgence swept through Kindraa Kline's forces at the slaying of their commander. The Hellions immediately issued another Trial of Possession for another portion of Kline territory, but they were quickly rebuffed and decided to cut their losses. For their initial failure, the Twenty-first Vanguard was ultimately reassigned to Dagda.

Hellion attacks on the other Kindraa enclaves prompted the Fire Mandrills to discuss launching a multi-Kindraa endeavor to punish the Hellions for claiming so much of the Clan's assets on Foster. However, factionalism again prevented any cooperative effort at retaliation, and the Ice Hellion gains remained.

NEXT TRACK

Touchpoint: Homer or *Touchpoint: Hoard*

MINI-CAMPAIGN: HELLION'S FURY . . .

Star Colonel Klien, your entire Clan shames itself. At least you received the chance to compete in the Placement Trials, quiaff? My Clan was denied the opportunity before any shots could be fired.

Allow me to show you just how well you would have performed in the trials had you gone up against the Crusader might of the Josian Cloister!

—Star Colonel Moira Telinov, 254th Cobra Guards

TOUCHPOINT: HOMER

SITUATION

ORTIN WASTES
HOMER
26 MAY 3050

The Cloud Cobras were spending Liberation Day in quiet contemplation of their Clan founders' exploits in the Pentagon when the Ice Hellions arrived in orbit around Homer. The 254th Cobra Guards, dominated by the Crusader-focused Josian Cloister, rose to the challenge of defending the *batchall*. The Hellions knew they would have no hope of holding territory on the Cobra's capital world, so instead they declared a Trial of Possession for six months' production from El Ghaza's primary OmniFighter factory.

GAME SETUP

Recommended Terrain: Homer (see p. 5)

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

Attacker

Recommended Forces: Clan Ice Hellion's Ninetieth Striker Irregulars

The Attacker chooses his forces after the Defenders have been determined and equals 75 percent of the Defenders total deployed force. The Attacker enters through the Attacker's home edge.

Defender

Recommended Forces: Clan Cloud Cobra's 254th Cobra Guards

The Defender's force is determined first. At least one-third of the Defender's force must consist of aerospace fighters. The aerospace forces enter from the Defender's home edge on Turn 1. The Defender's ground forces enter from their home edge on Turn 2.

WARCHEST

Track Cost: 300 WP

Optional Bonuses:

+200 Dust devil: Apply the effects of Blowing Sand (see p. 62, *TO*) to the battlefield.

+100 To preserve the Way: The Cloud Cobras have 3 Long Tom artillery tubes that are considered 9 mapsheets away for purposes of flight time, and they have enough ammunition to last for the duration of the track. See Artillery rules, p. 179, *TO*.

OBJECTIVES

Pheasant hunt. Destroy or cripple half of the Defender's aerospace forces. [**300**]

Snake hunt. Destroy or cripple half of the Defender's ground forces. [**400**]

SPECIAL RULES

The following rules are in effect for this track:

Ortin Wastes

Treat all Clear hexes as Sand (see p. 39, *TO*).

Zellbrigen

Since the Cloud Cobras are fighting to preserve the Way rather than pursue individual glory, Clan Honor rules are not in effect for this track.

AFTERMATH

Unwilling to lose such a large aerospace production run, the Cloud Cobras tore into the Ninetieth Strikers and buried as many of the Hellions in the sand as they could. The battle seemed to be turning in the Cobras' favor until an unremarkable Ice Hellion MechWarrior shot down Star Captain Khalid Kardaan—*ristar*, commander of the 254th's lead aerospace Trinary, and prominent Fellow in the Josian Cloister. After Kardaan's *Turk* crashed, the rest of the 254th turned to careless tactics, allowing the Hellions to claim victory. Josian Fellows wished to declare a Trial of Refusal to attempt winning back some the production run they had lost and avenge Khalid Kardaan, but saKhan Khatib forbade the action in hopes of preventing further losses to the Cobras' *touman* for the time being.

NEXT TRACK

Touchpoint: Hoard or *Touchpoint: Londerholm*

MINI-CAMPAIGN: HELLION'S FURY . . .

As a show of respect to your defense, I lead a Cluster composed solely of freeborn warriors. My intention is to settle a wager: does an Ice Hellion freebirth still rank superior to a Hell's Horses trueborn?

—Star Colonel Karlotte, Forty-fifth Striker Irregulars

TOUCHPOINT: HOARD

SITUATION

MINING COMPLEX HH-EPSILON-12
HOARD
26 MAY 3050

The Ice Hellions included Hoard in their Fury campaign not only for the planet's mineral wealth but because of its defenders. The Horses had left their holdings on Hoard relatively undefended, leaving only a training Cluster of recently Blooded trueborns in its defense. As an insult to the Horses, Khan Tyler chose to attack the Horses' mining capability with a unit composed mostly of freeborns.

GAME SETUP

Recommended Terrain: Hoard (see p. 5)

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

Attacker

Recommended Forces: Clan Ice Hellion's Forty-fifth Striker Irregulars

The Attacker chooses his forces after the Defenders have been determined and equals 100 percent of the Defenders total deployed force. Attacking units may perform a combat drop onto the battlefield using the *Dropping Troops* rules (see p. 22, *SO*). Otherwise, they enter the battlefield from their home edge.

Defender

Recommended Forces: Clan Hell's Horses' Fifty-third BattleMech Cluster

The Defender's force is determined first and may be deployed anywhere on the battlefield.

WARCHEST

Track Cost: 500 WP

Optional Bonus:

+150 Moral high ground: All Attacking units are required to adhere to standard Clan Honor rules at Level 1 (see p. 273–275, *TW*) instead of using "pack *zell*" (see Special Rules).

OBJECTIVES

Partial payout. Destroy three-fourths of the Defender's force. [**300**]

Settle the bet. Destroy all of the Defender's force. [**700**]

SPECIAL RULES

The following rules are in effect for this track:

Honor of the Pack

The Attackers' light and medium 'Mechs will follow a modified version of *zellbrigen*. A single Star of light and/or medium 'Mechs may concentrate fire on a single target. Once that target has suffered any 3 critical hits, only one unit from the Star may continue to duel that unit on subsequent turns.

All of the Attacker's heavy and medium 'Mechs will adhere to *zellbrigen* (see p. 273–275, *TW*) as long as the Defenders do.

Forced Withdrawal

Units from both sides are operating under *Forced Withdrawal* rules (see p. 258, *TW*) and will fall back as normal.

AFTERMATH

Not only did the Forty-fifth Striker Irregulars catch the Horses' training Cluster unaware with their *batchall*, the Hellions performed a combat drop into the Circle of Equals, which scattered the Horses across the battlefield. Star Colonel Karlotte realized too late that the Horses' supposed rout was a preplanned response maneuver to a combat drop. The Horses regrouped at a designated rendezvous point, and when the Hellions chased them down, the recently graduated MechWarriors, Elementals, and tank crews of the Fifty-third BattleMech Cluster began challenging Ice Hellions to single combat. The Hellions, surprised at the audacity of unproven troops, began to fall one by one and were quickly driven off-planet.

NEXT TRACK

Touchpoint: Homer or *Touchpoint: Londerholm*

MINI-CAMPAIGN: HELLION'S FURY . . .

Star Colonel Pillan Levine: The Hellions have insulted us and the glorious memory of Operation KLONDIKE with these Liberation Day batchalls. We have already lost one outpost to their nonsense. Shall we pool our resources and teach them a lesson they will not soon forget, quiaff?

Star Colonel Chase Corbett: Aff. My 'Mechs and air support are already en route. If you can catch up, you are more than welcome to join us so long as you do not steal all of our glory…

—Communication between Coyote and Smoke Jaguar enclaves on Londerholm

TOUCHPOINT: LONDERHOLM

SITUATION

RUINS OF VOSTOK
LONDERHOLM
2 JUNE 3050

The Hellions' Fury finally bit off more than they could chew. What began on Londerholm as a promising, two-pronged offensive against a Smoke Jaguar base and a Coyote outpost has devolved into several days of frantic cat-and-mouse games. The Ice Hellion survivors of both counterattacks have managed to reconnect near the outskirts of a sordid monument to the Jaguars' past. From the ruins of Vostok, which was burned to the ground during the infamous Londerholm revolt, Khan Stephen Tyler hopes to turn the battle around.

GAME SETUP

Recommended Terrain: Londerholm (see p. 5)

The Defender places the mapsheets in any legal configuration. Place 2D6 buildings of random type on Paved areas; these buildings have half of their standard CF. If there are no Paved areas on the chosen maps, distribute the buildings using any random method. Designate 3D6 Rubble hexes per mapsheet. The Defender choses their home edge; the opposite edge is the Attacker's home edge.

Attacker

Recommended Forces: Clan Coyote's Sixty-seventh Assault Cluster and Clan Smoke Jaguar's 212th Jaguar Reserve Cluster

When using recommended forces, each Clan comprises half of the Attacker's deployed force. The Attacker's forces equal 150 percent of the Defender's deployed force. Half of the Attacking units (Smoke Jaguar) deploy within 4 hexes of the Attacker's home edge. On Turn 2 the remaining half (Coyote) enter from any map edge perpendicular to the Attacker's home edge.

Defender

Recommended Forces: Clan Ice Hellion's Seventh Attack Cluster and 150th Hellion Lancers

When using recommended forces, each Cluster comprises half of the Defender's deployed force. One-fourth of the Defender's units may be set up according to the rules for *Hidden Units* (see p. 259, *TW*). The remainder enter the battlefield from the Defender's home edge on Turn 1.

WARCHEST

Track Cost: 750 WP

Optional Bonuses:

+200 Hard rain: Apply the effects of Moderate Rainfall (see p. 59, *TO*).

+100 Air support: The Attackers may call in a Point of second-line aerospace fighters for air support (see p. 160–171, *Tech Readout/Record Sheets: 3067*). These will arrive on Turn 2 and may make a total of 3 passes over the battlefield before needing to return to base to refuel.

OBJECTIVES

Defend the khan! Khan Tyler's unit must survive the track. See Special Rules below. [**700**]

Hold them off! Destroy half of the Attacking units. [**500**]

Secure the gains. Destroy three-fourths of the Attacking units. [**700**]

SPECIAL RULES

The following rules are in effect for this track:

Ice Hellion Leadership

The Defender secretly designates one Defending 'Mech from the Seventh Attack Cluster as Khan Stephen Tyler. Khan Tyler has Elite skills. As long as he remains on the battlefield, he conveys a +2 Initiative bonus to all Defending units, in addition to any other Initiative bonuses already in effect.

Enduring Memories

The Smoke Jaguar warriors would prefer to forget the Londerholm revolt ever happened. Any time an Attacking Smoke Jaguar unit chooses to enter a Building or Rubble hex, they must spend an additional +1 MP to enter the hex. Any Piloting Skill rolls made while a Smoke Jaguar unit occupies a Building or Rubble hex suffer a –1 penalty.

Clinging to Honor

The Coyotes wish to teach the Ice Hellions a lesson in proper honor. For this track, Attacking Coyote units must adhere to Clan Honor Level 1 (see p. 273–275, *TW*) even if the Defending units do not honor it in return.

AFTERMATH

Once the Smoke Jaguar garrison troops realized the Ice Hellions were leading them to the ruins of Vostok, they approached the ruins with a caution bordering on superstition. In the driving rain, a detachment of Coyotes joined them. Unlike the Jaguars, the Coyotes harbored no such compunctions over the locale and took the battle straight to their agitators. Together the Coyotes and Jaguars pressed the attack, intending to make the Ice Hellions pay dearly for costing them territory. The Seventh and the 150th suffered high casualties, but Khan Tyler, saKhan Lienet, and several Hellions managed to slip away to their enclaves once the rain turned into torrential downpour.

Some believe the Smoke Jaguars got their ultimate vengeance in a different way. A few weeks afterward, a bandit raid on the Ice Hellions' new Londerholm possessions killed Khan Tyler and maimed saKhan Lienet. Although proving that the Jaguars purposely leaked intelligence to bandit caste cells operating on Londerholm is difficult, the timing of the attack seems far too coincidental to ignore.

NEXT TRACK

The Hellions' Fury campaign is over.

BATTLETECH™

PLACEMENT TRIALS PLAYER SHEET PAGE 1

Player: _____

Unit Name: _____ Clan: _____

Unit Abilities: _____

AVAILABLE FORCES

TRINARY ALPHA

Alpha Star 1 Type: ❑'Mech ❑Aerospace ❑Infantry ❑Mixed/Other Commanding Unit: _____
Units: _____

Alpha Star 2 Type: ❑'Mech ❑Aerospace ❑Infantry ❑Mixed/Other Commanding Unit: _____
Units: _____

Alpha Star 3 Type: ❑'Mech ❑Aerospace ❑Infantry ❑Mixed/Other Commanding Unit: _____
Units: _____

Alpha Star 4 Type: ❑'Mech ❑Aerospace ❑Infantry ❑Mixed/Other Commanding Unit: _____
Units: _____

Alpha Star 5 Type: ❑'Mech ❑Aerospace ❑Infantry ❑Mixed/Other Commanding Unit: _____
Units: _____

TRINARY BETA

Beta Star 1 Type: ❑'Mech ❑Aerospace ❑Infantry ❑Mixed/Other Commanding Unit: _____
Units: _____

Beta Star 2 Type: ❑'Mech ❑Aerospace ❑Infantry ❑Mixed/Other Commanding Unit: _____
Units: _____

Beta Star 3 Type: ❑'Mech ❑Aerospace ❑Infantry ❑Mixed/Other Commanding Unit: _____
Units: _____

Beta Star 4 Type: ❑'Mech ❑Aerospace ❑Infantry ❑Mixed/Other Commanding Unit: _____
Units: _____

Beta Star 5 Type: ❑'Mech ❑Aerospace ❑Infantry ❑Mixed/Other Commanding Unit: _____
Units: _____

TRINARY CHARLIE

Charlie Star 1 Type: ❑'Mech ❑Aerospace ❑Infantry ❑Mixed/Other Commanding Unit: _____
Units: _____

Charlie Star 2 Type: ❑'Mech ❑Aerospace ❑Infantry ❑Mixed/Other Commanding Unit: _____
Units: _____

Charlie Star 3 Type: ❑'Mech ❑Aerospace ❑Infantry ❑Mixed/Other Commanding Unit: _____
Units: _____

Charlie Star 4 Type: ❑'Mech ❑Aerospace ❑Infantry ❑Mixed/Other Commanding Unit: _____
Units: _____

Charlie Star 5 Type: ❑'Mech ❑Aerospace ❑Infantry ❑Mixed/Other Commanding Unit: _____
Units: _____

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BATTLETECH™

PLACEMENT TRIALS PLAYER SHEET PAGE 2

Player: _____

Unit Name: _____ Clan: _____

Unit Abilities: _____

ROUND 1

Opponent: _____ Clan: _____

Starting SP: _____ Track Cost (SP): _____

Round Score: _____ ❑Won ❑Lost

Tournament Points Earned: _____ Total Score: _____

Options Used +/-

_____ _____

Objectives Gained +/-

_____ _____

Repair/Healing Costs +/-

_____ _____

_____ _____

_____ _____

_____ _____

Final SP: _____

ROUND 2

Opponent: _____ Clan: _____

Starting SP: _____ Track Cost (SP): _____

Round Score: _____ ❑Won ❑Lost

Tournament Points Earned: _____ Total Score: _____

Options Used +/-

_____ _____

Objectives Gained +/-

_____ _____

Repair/Healing Costs +/-

_____ _____

_____ _____

_____ _____

_____ _____

Final SP: _____

ROUND 3

Opponent: _____ Clan: _____

Starting SP: _____ Track Cost (SP): _____

Round Score: _____ ❑Won ❑Lost

Tournament Points Earned: _____ Total Score: _____

Options Used +/-

_____ _____

Objectives Gained +/-

_____ _____

Repair/Healing Costs +/-

_____ _____

_____ _____

_____ _____

_____ _____

Final SP: _____

ROUND 4

Opponent: _____ Clan: _____

Starting SP: _____ Track Cost (SP): _____

Round Score: _____ ❑Won ❑Lost

Tournament Points Earned: _____ Total Score: _____

Options Used +/-

_____ _____

Objectives Gained +/-

_____ _____

Repair/Healing Costs +/-

_____ _____

_____ _____

_____ _____

_____ _____

Final SP: _____

ROUND 5

Opponent: _____ Clan: _____

Starting SP: _____ Track Cost (SP): _____

Round Score: _____ ❑Won ❑Lost

Tournament Points Earned: _____ Total Score: _____

Options Used +/-

_____ _____

Objectives Gained +/-

_____ _____

Repair/Healing Costs +/-

_____ _____

_____ _____

_____ _____

_____ _____

Final SP: _____

CAMPAIGN NOTES

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