

CHAOS CAMPAIGN

WAR OF 3039

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YEAR 3039.***

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INTRODUCTIONS

FanPro began releasing the Historicals line of sourcebooks in 2004 with War of 3039. While not the biggest in scale when compared to more memorable points in BattleTech lore, 3039 offers plenty of opportunity for BattleTech fans to relive the battles and the adventure of an upstart Draconis Combine fighting off a Federated Commonwealth bully.

When the Chaos Campaign system debuted, it seemed only natural for these two documents to come together in some form or another. What better way to tell the story of 3039 than through a simple and easy to follow campaign system?

These tracks are the offspring of my involvement in the Community Created Warchest post at the ClassicBattleTech.com forums. I am pleased to offer this now completed campaign. I hope you enjoy it.

I am always interested in hearing what you think of the tracks. Email me your feedback at brian@scrapyardarmory.com.

Happy gaming!

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Special Thanks

Taharqa for starting the Community Created Warchest Post on the Classic Battletech forums.

You can visit his excellent BattleTech blog here:

<http://taharqa.org/>

HOW TO USE THIS PDF

These tracks are intended to be used in conjunction with the rules laid out in the Chaos Campaign rulebook available for free at www.battlecorps.com (look in the online store under BattleTech game PDFs). Any track may also be used as a stand alone scenario if players wish.

Getting Started

Player groups should begin the campaign with 1,000 Warchest Points (WP). Begin the campaign at *The Dragon Weeps*.

Unit Assignment

Players are encouraged to make ample use of the faction and era specific Random Unit Assignment Tables (RAT) in Historical: War of 3039 for unit recruitment and opposing force generation. Alternatively, www.CatalystDemos.com features a full featured Random Unit Generator which can be used to select units from specific eras as well.

Opposing Forces

When more than one opposing force is described by a track, the Game Master should use his or her discretion when selecting forces. There are often differences in skill level that will allow the GM to tailor the difficulty of the track according to the Player's force composition.

In lieu of a GM decision, determine OpFor origin randomly for an extra dose of luck.

Two Places at Once?

With only nine months to cover the entire war, there is not a lot of time or opportunity for any one unit to travel to so many different battles. For the purpose of this campaign, we have to suspend disbelief and assume we really can be everywhere we need to be.

The important thing is to enjoy the games and get involved in the retelling of the story. Have fun and don't worry so much about realistic transit times between systems.

THE DRAGON WEEPS

SITUATION

Sigmundrac, Alrakis

Dieron Military District, Draconis Combine

16 April 3039

The Federated Commonwealth has launched the opening volleys of an invasion of the Draconis Combine. Alrakis is one of the first wave targets. FedCom forces have begun combat-dropping units in an attempt to crush Alrakis' defenders before they can mount a proper resistance. The Twenty-Third Arcturan Guards are bearing down on the capital city of Sigmundrac with alarming speed. Your unit has been deployed to aid the local militia and the defending Eleventh Legion of Vega.

Vital supplies and sensitive documents within the capital must be evacuated before the enemy can capture them.

GAME SETUP

Recommended Terrain: Light Urban, Hills

Use at least three maps in Chase format. The middle map must be an Urban terrain map. The outside maps should be Hill terrain. Populate the Urban map appropriately with buildings of various levels and strengths using at least five Level 1 light buildings, three Level 2 medium buildings, and two Level 3 heavy buildings.

ATTACKER

The Attacker consists of elements from the Twenty-Third Arcturan Guards. The Attacker's force is 125 percent of the Defenders deployed force and is considered Veteran.

Half of the Attacker's force (determined randomly) will enter the battle on turn 1 from one of the short map edge. The other half enters on turn 1 from the opposite short edge.

DEFENDER

The Players are the Defenders and may use up to 50 percent of their total force. The Defender sets up anywhere within five hexes of any building.

WARCHEST

Track Cost: 200 WP

Optional Bonuses

-100 Local Militia: Add 2 foot rifle infantry platoons and 3 foot SRM infantry platoons to the defending force. These troops may begin the game hidden in any of the buildings. These additional units are considered green.

+200 Heavy Rain/Mud: +1 to all to-hit rolls and +1 to all piloting skill rolls. (Tactical Operations pg. 59) The Attacker may designate 2D6 hexes as mud. (Tactical Operations pg. 50)

+200 Overwhelming Odds: Add 25 percent to the Attackers deployed force.

OBJECTIVES

Food for Thought: Evacuate at least half of the objective units off of the East edge of the battle field. **(Reward: 125)**

Suffer Not: Move at least 75 percent of your force off any short edge of the battlefield. **(Reward: 125)**

Avenge: Drive off or eliminate at least 75 percent of the Attackers force. **(Reward: 125)**

SPECIAL RULES

The following rules are in effect for this track:

Important Materials

Add four transports (any cargo-carrying vehicle no faster than 4/6) to the Defender's force. These units are objective units and are considered green.

Salvage

Salvage is available if at least one objective is completed.

Forced Withdrawal

The Attacker operates under Forced Withdrawal rules (Total Warfare pg. 258).

AFTERMATH

The Legion of Vega paid dearly in the weeks following the invasion in a attempt to derail the invading Commonwealth forces. Quick thinking by Tai-sa Esau Olivares evacuated supplies, personnel, and sensitive material from falling to the enemy as Sigmundrac was quickly overrun.

ADDITIONAL HOOKS

What was going on in Sigmundrac that required you to personally ensure its removal ahead of an enemy advance? The Lyrans seemed a bit anxious to raid the planet's capital city. Did they know more than your superiors let on? What's the real story behind the Alrakis' role in this invasion?

The evacuation of Alrakis was considered necessary only after several days of pitched bloody fighting. The Lyran's assault pushed the DCMS into the mountains before the Legion's commanders finally gave the order to retreat. The last Legion forces lifted off planet on the 24th of July.

Next Track

Running From Fate, Falling Hard

Running From Fate

SITUATION

*35km West of New Summit, Ancha
Dieron Military District, Draconis Combine
28 April 3039*

Mercenary forces from the Fighting Urukhai landed in advance of the main battle group on Ancha hoping to lure out the planetary defenders. Forces from the First Shin Legion immediately opposed the initially outnumbered invaders in an attempt to decisively crush them before they could threaten the capital.

The Federated Commonwealth ruse worked perfectly. By the time the planetary defenders realized that the mercenaries were not alone, the Sixth FedCom RCT was already combat dropping reinforcements over the capital.

Surrounded and outgunned, Sho-sho Fujimoto personally led a suicide charge into the heart of the fresh reinforcements, hoping to capitalize on their initial confusion while giving the First Shin Legion's 'Mechs a chance to escape.

GAME SETUP

Recommended Terrain: Flatlands, Hills.

Use at least 2 maps in Chase format. The Defender chooses a short map edge to be their home edge. The Attacker's home edge is the opposite map edge.

ATTACKER

The Attackers consist of units from both the Fighting Urukhai and the Sixth FedCom RCT. The Fighting Urukhai consists of 75% of the Player's deployed force and is considered regular. The Sixth FedCom RCT consists of 75% of the Player's deployed force and is considered regular.

The Fighting Urukhai enter the game on turn 1 from the Attacker's home edge. The Sixth FedCom enter the game on turn 4 from the Defender's home edge.

DEFENDER

The Player group is the Defender and may use up to 25% of their total force.
The Defender begins the game anywhere on the mapsheet closest to the Attacker's home edge.

WARCHEST

Track Cost: 300 WP

Optional Bonuses

+200 Light Fog: Apply a +1 movement modifier to enter each hex.

+100 Mushy Ground: Apply a +1 modifier to all piloting rolls.

OBJECTIVES

Survive: At least half of the Defending units must survive the track. **(Reward: 200)**

Escape: At least one quarter of the Defending units must exit off their home edge after turn six.

(Reward: 250)

Where it Hurts: Inflict at least 1 head hit or crew stunned result for every lance the Attacker deploys. **(Reward: 350)**

SPECIAL RULES

The following special rules are in effect for this track.

Salvage

Salvage is not available for this track.

Hostile Environment

The world of Ancha has a tainted caustic atmosphere (Tactical Operations pg. 56). Infantry must be XCT troops and take an additional 1D6 damage from all weapon attacks. Vehicles whose armor is breached suffer a Crew Stunned result. 'Mech or Aerospace pilots suffer one additional warrior hit if the Cockpit/Crew location takes damage in combat.

AFTERMATH

Sho-sho Fujimoto died in the bloody battle to crack the enveloping FedCom forces. His death would not be in vain. Several companies of the Shin Legion managed escaped into the extensive forests surrounding the battlefield. Major military operations on Ancha ended by April 29th, one day after the first forces landed on planet.

ADDITIONAL HOOKS

The surviving members of the Shin Legion did everything in their power in the coming months to disrupt the FedCom forces even as they prepared for the counter-invasion they hoped would come. Their guerrilla efforts were aided by the local population.

The FedRats are going to need a lot of supplies to survive the hostile environs of Ancha. Supplies are being transported all over the planet on a regular basis. Wouldn't it be a shame if one of those shipments went missing?

The battle for Ancha ended in bloody failure. Who failed to account for the Sixth FedCom dropships? Smells like a rat in the intelligence network. Anyone feel like exterminating some vermin?

Next Track

The Finer Things in Life, The Dragon's Forest

Falling Hard

SITUATION

*Bandi Wastes near New Egypt, Vega
Dieron Military District, Draconis Combine
6 May 3039*

The planet Vega has been of particular significance to the Commonwealth ever since the Fourth Succession War. After a relatively painless landing, Mercenary forces from the First Grave Walkers and Snord's Irregulars engaged Chu-sa Fengo Olesko's forces outside New Egypt.

The battle was fierce, bloody and quick thanks to the mercenarie's mysteriously acquired advanced technology. The DCMS positions were overrun within forty minutes and left Chu-sa Fengo Olesko unconscious and in need of emergency rescue.

Your unit has been assigned to rescue the Chu-sa. Do not fail the Dragon.

GAME SETUP

Recommended Terrain: Badlands

Setup maps in chase format. The Defender chooses one of the short map edges to be their home edge. The Attacker home edge is the opposite map edge.

Before play begins, the Attacker must designate two hexes as 'Mech rubble for every lance the Player's force deploys (rounding up). Rubble hexes may not be within six hexes of each other and must not be further than six hexes from the center of the battlefield. The Defender then nominates one of these rubble hexes to be that of Chu-sa Fengo Olesko.

ATTACKER

The Attacker consists of units from the First Grave Walkers and Snord's Irregulars. The Attacker's force consists of 75% of the player's deployed force and at least 50% of this force may use experimental Freezer Heat Sinks (War of 3039 pg. 144). The First Grave Walkers are considered Regular while Snord's Irregulars are Veteran.

The Attackers enter the game on turn 1 from their home edge.

DEFENDER

The Player group is the Defender and may use up to 50% of their total force. The player group also receives one cargo capable VTOL unit for every lance deployed rounding up. The VTOL pilots are considered Regular.

The Defender enters the game on turn 1 from their home edge.

WARCHEST

Track Cost: 250 WP

Optional Bonuses

+150 Extreme Temperature: High ambient temperatures add 2 heat each turn to units that track heat.

+150 Strong Gale: Apply a +2 modifier to all missile weapon attacks and +1 to all direct fire ballistic weapon attacks. Apply a +2 driving skill modifier for all VTOL, hover, and WiGE units.

OBJECTIVES

Recovery: Recover the Chu-sa from her wrecked Battlemech and retreat with her off the Defender's home edge. **(Reward: 250)**

Escape: At least half of the Defending units must exit off their home edge after turn six.

(Reward: 150)

Leave a Mark: Cripple or destroy at least half of the Attackers. **(Reward: 250)**

SPECIAL RULES

The following special rules are in effect for this track.

Rescue

Chu-sa Fengo Olesko has been taken down in combat and is injured. She may not move on her own but may be loaded into cargo capable units per infantry loading rules (Total Warfare pg. 223). While in a transport, treat her and her rescuers as a six man infantry platoon. Each transport-capable unit on the Defender's side begins the game with a five-man rescue squad. Chu-sa Olesko is always the last infantry unit to die from critical hits or motive damage.

Forced Withdrawal

All forces operate under Forced Withdrawal for this track.

Salvage

Salvage is available for this track only if the *Recovery* objective is completed.

AFTERMATH

The Fifth Amphibian Light Assault Group held out on Vega against terrible odds for another week. Fate caught up with them on May 6 and the remaining Combine forces were forced to abandon Vega to their enemy.

The Legion of Vega was not as easily convinced to leave; they remained on planet for another three weeks, conducting raids and bloodying the nose of the invaders.

Next Track

The Dragon's Forest, Just When You Thought it was Safe

The Finer Things in Life

SITUATION

Greater Domain, Kervil

Dieron Military District, Draconis Combine

17 May 3039

Kervil had no front line defenders to save it from the initial FedCom invasion. Still, the Seventh Donegal Guard and the Seventeenth Skye Rangers were assigned to the task force as insurance against a counter-strike. However, the planet fell quickly, although pockets of DCMS resistance remained.

Unknown to the invaders is the critical role that Kervil plays in the development of advanced construction alloys. It's only a matter of time before they discover the research facilities in the Combine's orbital refineries. While this loss is inevitable, the damage can be mitigated. Excavation and mining operations are stored on planet and must be recovered before the enemy captures it.

GAME SETUP

Recommended Terrain: Coastal Terrain, Flatlands Terrain

The Defender adds up to three medium level 1 buildings (CF:40) to the battlefield in the same mapsheet they deploy for every lance of units fielded by the Attacker. These buildings must be within 6 hexes of each other and may not be within 3 hexes of any map edge.

After the buildings have been placed, the Player group nominates one building for every lance deployed to contain refinery and excavation data.

The Defender picks one map edge to be their home edge. The Attacker home edge is the opposite map edge.

ATTACKER

The Attacker is the Player group and may use up to 50% of their total force. The Attacker enters the game from their home map edge.

DEFENDER

The Defenders are made up of units from the Seventh Donegal Guard and the Seventeenth Skye

Rangers. The Defenders consist of 100% of the Attacker's deployed force. The Seventh Donegal Guard are considered regular while the Seventeenth Skye Rangers are elite.

The Defenders deploy their forces before the game begins anywhere on the map nearest their home map edge.

WARCHEST

Track Cost: 400 WP

Optional Bonuses

+200 Double Trouble: Double the number of nominated buildings.

+100 All or Nothing: No Warchest Points are awarded unless all data packages are downloaded successfully.

+350 Bad Intel: The Defender nominates which buildings contain data and keeps this information secret. The Attacker must scan a building (see special rules) to learn its contents before attempting to download data.

OBJECTIVES

Special Delivery: Vital data is located in the nominated buildings. In order to download the information, an Attacker unit must be adjacent to the building and not make any attack that turn. The data download is successful at the end of the turn. At least one Attacking unit must exit off the Attacker's home edge after turn six to complete this objective.

(Reward: 200 WP for every ¼ of available data packages downloaded)

Fight Another Day: At least half of the Attacker's force must exit off the Attacker's home edge after turn six. **(Reward: 100 WP)**

SPECIAL RULES

The following special rules are in effect for this track:

Forced Withdrawal

Both forces operate under forced withdrawal for this track.

Scanning

Scanning a building requires a unit with an active probe to end its movement in range of the building. A unit without an active probe must end its movement within four hexes for two consecutive turns. Scanning is done in lieu of any weapon attacks.

Salvage

The Player group may only recover their own units after this track. No salvage from opposing forces are allowed.

AFTERMATH

LIC agents uncovered the advanced manufacturing research facilities on May 20th. Reports of the find were sent to the Archon and First Prince. While the NAIS is studying similar materials, no corroborating intelligence is available to confirm the large scale use of the new materials within DCMS forces. The matter was officially recessed pending further investigation.

ADDITIONAL HOOKS

With no plans for a major counterattack, it is up to the DCMS security personnel remaining on planet to sabotage and raid the occupiers into submission. Kervil is a majority water based planet with several uninhabited continents in the southern hemisphere which would make excellent jump-off points for raids.

The zero-g manufacturing facilities in orbit around Kervil are a prime find for the Federated Commonwealth. The stations also provide ample opportunity for Aerospace-based raids and miscellaneous space based mischief. Sabotage isn't exclusive to dirt side operations.

Next Track

The Dragon's Forest, Ghosts in the Night

THE DRAGON'S FOREST

SITUATION

*Tillerbee Forest, Marduk
Dieron Military District, Draconis Combine
31 May 3039*

The world of Marduk represents a vital lynch pin for the Draconis Combine. No less than three Federated Commonwealth units were assigned to the task under a driven Field Marshal James Sandoval.

A vicious opening aerospace battle claimed several Fed-Com dropships en-route to their landing zones. However, the forces that made it through would quickly take the capital city of New Pontiac from the unprepared ground forces of the DCMS.

The Fed-Com invaders are now mobilizing against Victory Industries. The manufacturing facilities deep in Tillerbee Forest would be a boon to the Fed-Com war machine. Your force will support the Sixth Benjamin Regulars to ensure that the invading units are halted.

GAME SETUP

Recommended Terrain: Wooded

The Defender chooses one map edge to be their home edge. The Attacker's home edge is the opposite map edge.

ATTACKER

The Attacker consists of elements of the Tenth Deneb Light Cavalry RCT. The Attacker's force is 150 percent of the Defender's deployed force and is considered Veteran. The Attacker's force should consist of 50% light-to-medium Battlemechs and 50% medium-to-heavy tracked conventional vehicles.

The Attacker's force enters the battle on turn one from their home map edge.

DEFENDER

The Player group is the Defender and may use up to 75 percent of their total force. The Defender may deploy anywhere on the battlefield and begin the game with up to 50% of their units hidden. Add 1 LT-MOB-25 Mobile Long Tom Artillery or similar artillery unit to the Defender's force for every lance deployed. These additional units are considered veteran.

WARCHEST

Track Cost: 400 WP

Optional Bonuses

+100 Dusk: Modify all to-hit numbers by +1, including artillery attacks.

+200 Fed-Com Momentum: Modify the Attacker's initiative rolls by +2 to represent higher morale after the fall of New Pontiac.

+250 Overwhelming Odds: Add 50 percent to the Attacker's deployed force.

OBJECTIVES

Protection: Evacuate at least half of the artillery units off the East edge of the map.

(Reward: 150)

Punishment: Complete four successful artillery strikes on off-board units (see special rules) for each artillery unit fielded by the Defender. **(Reward: 150)**

Revenge: Destroy or drive off at least 50% of the attacking force before retreating. **(Reward: 150)**

SPECIAL RULES

The following rules are in effect for this track:

Artillery

DCMS artillery spotters are assumed to be off-map and are directing fire on the main contingent of Federated Commonwealth forces.

Every weapon attack phase in which any artillery unit has line of sight to the Attacker's home map edge

(ignore terrain as artillery attacks are indirect), the Artillery units may fire at Federated Commonwealth forces off map at a to-hit number of 8+. Each successful attack of off board units per these rules counts toward the track objectives.

Complete rules for Artillery can be found in Tactical Operations pg. 179.

Forced Withdraw

All units operate under Forced Withdrawal rules (see pp. 135-136, DotJ).

Salvage

Salvage is available for this track if the Defender's achieve the Punishment objective.

AFTERMATH

The Battle of Tillerbee Forest lasted two bloody weeks. The DCMS forces used the heavily forested terrain, gun emplacements, and precision artillery fire to hold off the Federated Commonwealth until the Tenth Deneb staged a brilliant strike into the heart of the DCMS defense, breaking them.

ADDITIONAL HOOKS

The Fed-Rats must pay dearly if they want to take Marduk from the Dragon's warm embrace. Let them know what it is to face the Dragon's fury. Make them pay for every inch!

Marduk was the site of several hit and run attacks and sudden ambushes which bloodied the Fed Com invaders. An entire scout company from the Tenth was annihilated by a smaller combined arms DCMS force during a strike and fade attack. The DCMS vanished before a retaliatory force could pursue.

NEXT TRACK

Just When You Thought it was Safe, Ghosts in the Night

Just When You Thought it Was Safe

SITUATION

*Epigaus, Konstance
Commonwealth Military District, Draconis Combine
21 June 3039*

Your unit landed with a quick raiding force to aid the battered Dieron Regulars, who are busy keeping the assaulting Point Barrow Lancers and Fourth Lyran Regulars off guard. The only reason this world hasn't fallen already was a lack of FedCom coordination at the beginning of the invasion.

Now you and your unit are holed up in submersible transports, popping up to make quick raids which keep the Fed Com bastards and their pet mercenaries from getting too comfortable. This damn sub is cramped and uncomfortable. But misery loves company. Time to go hurt someone.

GAME SETUP

Recommended Terrain: The Attacker's home edge should be any Coastal Terrain not including River Delta #1. The remaining mapsheets are Light Urban.

The Defender places four medium buildings (CF: 40) anywhere on the mapsheet closest to their home edge. Two of these buildings contain CO2 filters vital to the continued operation of Fed Com units. The Defender secretly chooses which two buildings contain the filters.

ATTACKER

The Player group is the Attacker and may use up to 50% of their total force. The Player force will

deploy from the edge of the water (depth 1) on the coastal terrain mapsheet.

DEFENDER

The Defender is the Federated Commonwealth hired mercenary force, Mobile Fire. The Defender's force is 100% of the Attacker's deployed force and is considered Green. The Defender's force should consist of 50% medium-to-heavy Battlemechs and 50% conventional vehicles.

Due to strong Lyran loyalties, use the Lyran RAT tables if you are randomly determining Mobile Fire's composition.

The Defender's may deploy anywhere on the mapsheet furthest from the Attacker's home edge.

WARCHEST

Track Cost: 400 WP

Optional Bonuses

+200 Never Saw Them Coming: Add an additional 50% to the Defender's force as reinforcements from the Fourth Lyran Regulars ("Tropic Lightning"). These reinforcements arrive on turn four from any map edge. Tropic Lightning is considered Veteran.

+200 Full Moon: Apply a +2 to-hit modifier to all weapon attacks. Tactical Operations pg. 58.

OBJECTIVES

Destroy: Destroy both buildings containing the filters. **(Reward: 250)**

Preserve: Do not destroy any of the buildings that do not contain filters. **(Reward: 200)**

Escape: At least half of the Attacking units must enter a level 2 water hex on the coastal terrain map after turn 8. A submersible transport is waiting and will pick up all retreating units that exit the map in this fashion. **(Reward: 300)**

SPECIAL RULES

The following special rules are in effect for this track.

Scanning

Scanning a building requires a unit with an active probe to end it's movement in range of the building. A unit without an active probe must end it's movement within four hexes for two consecutive turns. Scanning is done in lieu of any weapon attacks.

Mobile Fire Second Division

All Mobile Fire units ignore the Full Moon attack modifier.

Salvage

Due to the hit and run nature of the attack, salvage is not available for this track. The Player group may recover their own units but suffer a 10% repair penalty due to the difficulty of the recovery operation.

AFTERMATH

The shortage of CO2 filters, coupled with an incompatibility issue between respirator equipment issued to the Lyran and Davion units caused widespread moral issues. Meanwhile, Dieron raiding units took their toll, hitting hard then disappearing into the water.

The pressure of the invasion eventually sparked high profile disagreements between the Lyran and Davion commanders. This discord would be a key weakness for the Combine defenders to exploit later in the war.

ADDITIONAL HOOKS

During the opening volleys of the invasion, elements of the Dieron Regulars put up a token defense of the capital Ishtalia before surrendering. It was all a diversion of course. The rest of the defenders were already well dug in and ready to harass the invaders for months to come.

Some of the prisoners from that first battle are still being held captive in makeshift internment camps. Wouldn't it be nice if someone pulled a good old fashioned prison break?

Submersible transports running amok across at least two of four continents? Sounds like a good opportunity to have a naval battle. Are you willing to risk your 'Mechs in the depths of the ocean to fend off an attack by enemy submarines?

Next Track: Ghosts in the Night

Ghosts in the Night

SITUATION

*Solus City, Sadalbari
Benjamin Military District, Draconis Combine
19 July 3039*

It's time for the Dragon to strike back. The Seventh and Eighth Ghost Regiments arrived in system to give the occupying Third FedCom RCT a taste of Combine revenge. The move startled FedCom Marshall Cunningham who was forced to pull back forces to defend the city of Solus. With reserves from the Fifth Davion Guards available, Cunningham moved swiftly to counter the approaching Combine troops and hoped that his prepared defenses would hold.

The Ghosts meanwhile arrived on planet packing plenty of LosTech. More than enough to turn the tide on this planet if not others. The FedCom were not expecting this ace in the hole.

GAME SETUP:

Recommended Terrain: Light Urban Terrain, Hill Terrain

The Defender chooses any edge as their home edge for this track. The Attacker edge is opposite the Defender's home edge.

ATTACKER

The Player Group is the Attacker and may use up to 100% of their total force but not more than 12 units. For every full or partial lance deployed by the Attacker, add one unit from either the Seventh or Eighth Ghost Regiments. The Ghost Regiments make heavy use of A* table BattleMechs. The Seventh Ghosts are considered Veteran while the Eight are green.

DEFENDER

The Defender consists of forces from the Third FedCom RCT up to 100% of the Attacker's deployed force (not including additions from the Ghost Regiments) and is considered Regular.

WARCHEST

Track Cost: 600 WP

Optional Bonuses

+200 Reinforcements: Reinforcements from the Fifth Davion Guard join the battle after turn 4 from any map edge. The reinforcements consist of one unit for every full or partial lance deployed by the Defender at the beginning of the track. The Davion Guards are considered Veteran.

OBJECTIVES

Headhunter: Cripple or Destroy the opposing force's commander. Randomly determine the OpFor commander and give that pilot a -1 gunnery and -1 piloting. **(Reward: 200)**

Cripple: Cripple at least half of the opposing force. **(Reward: 250)**

Destroy: Destroy at least 75% of the opposing force. **(Reward: 350)**

Preserve The Dragons Teeth: At least half of the accompanying Ghost Regiment units must survive the track. **(Reward: 150 if successful, -200 otherwise)**

SPECIAL RULES

The following special rules are in effect for this track.

Forced Withdrawal

All forces operate under forced withdrawal for this track.

Salvage

Salvage is available if a Player Group controls the battlefield at the end of the track.

Prepared Defenses

The Defender may secretly place (1D6 + 2) 20 point density conventional minefields. (See Tactical

Operations pg. 208)

AFTERMATH

The FedCom forces were crushed under a wave of Ghost Regiment units and forced to leave their defensive positions in the city. The Combine advance was halted only after Marshal Cunningham called in the Fifth Davion Guard for support.

The stalled offensive was only temporary though. When the technologically superior Ghost Regiments pressed, the Third FedCom fell apart. As a last resort Marshal Cunningham and the remaining Davion Guard barricaded themselves inside the Xantal Military Reservation content to wait out the DCMS who had begun to grow short on supplies.

Reinforcements never came though. Instead, withdrawal orders arrived on 14 October.

ADDITIONAL HOOKS

While the Ghost Regiments took the glory, the surviving Shin Legion did a lot of the leg work. They holed themselves up in the mountains using harsh winter conditions to survive constant harassment by the Third FedCom RCT. Those units are a footnote in the liberation of Sadalbari.

The siege of Xantal presents some interesting side plots. Prior to their retreat from Sadalbari the staggered AFFS forces made a vain attempt to destroy three Dropships full of supplies that they had hastily left behind during their retreat to Xantal.

Next Track

Dragon Among the Sheep, A Fighting Chance

Dragon Among the Sheep

SITUATION

*Hebroun Military Complex, Breed
Dieron Military District, Draconis Combine
25 July 3039*

Breed is the first Federated Commonwealth planet to be hit in the counter-attack. The vast majority of defenders had already lifted off to hit Wave Two targets, leaving the inexperienced 1st NAIS Cadre and the Second Robinson Rangers to defend the staging planet.

The 3rd and 4th Ghost Regiments waited in the wings for this opportunity and struck the planet with a series of quick hit and run attacks, keeping the defenders and their heavy contingent of conventional forces out-maneuvered.

In an attempt to force a major battle, the FedCom defenders goaded the Ghosts to attack at Hebroun. Stretched out in a long defensive line, the Ghosts once again used their considerable experience and superior maneuverability to pierce the FedCom line. Hebroun's supply depots are expected to contain large cache of supplies and ammunition. Dropships are inbound to take advantage of this prize so long as a counterattack by the Fed Com defenders can be delayed.

Your unit is part of a flanking force intended to hit the FedCom defensive line and keep them occupied. So long as they remain on the defensive they can't interfere with the Dragon's extraction efforts. Perform well, and there may be more than a few spoils of war to share.

GAME SETUP

Recommended Terrain: Flatlands Terrain, Light Wooded

The Defender places up to six hardened buildings (CF:120) to the battlefield. These buildings represent parts of the Hebroun Military Complex and should be placed no further than 3 hexes from another building.

ATTACKER

The Attacker is the Player group and may use up to 50% of their total force. The Attacker must choose their forces before the OpFor is chosen.

The Attacker chooses a mapedge as their home edge. Up to 2/3 of the players deployed force may enter from the home edge on turn 1. The remaining forces may enter the battle from any map edge on turn 4.

DEFENDER

The Defenders are made up of units from the 1st NAIS Cadre and the Second Robinson Rangers. The Defenders consist of 150% of the Attacker's deployed force and must be at least 50% conventional units.

The 1st NAIS Cadre are considered green while the Second Robinson Rangers are regular.

The Defenders deploy before the game begins within 10 hexes on the hardened building complex.

WARCHEST

Track Cost: 650 WP

Optional Bonuses

+200 Light Fog: Increase the movement cost of each hex by 1.

+200 Dusk: Add a +1 modifier to all weapon attacks.

-100 Reversible: Change the first objective to read: "Cripple or destroy all of the opposing force's conventional units."

OBJECTIVES

Wax: Cripple or destroy all of the opposing force's 'Mech units. **(Reward: 350 WP)**

Wane: Exit all of your deployed force off your home edge before turn 13. **(Reward: 350 WP)**

SPECIAL RULES

The following special rules are in effect for this track.

Forced Withdrawal

The Player force operates under forced withdrawal for this track.

Salvage

Salvage is available for this track if at least one objective is completed. If at least two objectives are met, then the Player group may add 6 tons of ammunition and 2 free repairs times their Force Size Modifier.

Example: A force with a FSM of 3 (three lances in a company) would receive 18 tons of ammo and 6 free repairs.

AFTERMATH

Tai-sho Gramenov expected a few dozen tons of supplies in the Hebroun Complex. What he found was on the order of thousands of tons. The flanking forces succeeded in distracting the defenders until Combine Dropships could lift off with a sizable portion of the loot. The loss crippled the AFFS morale. Saving what they could, the majority of the AFFS forces lifted off for Robinson on the 30th, leaving the local militia forces to fend off the remaining Ghost Regiment forces.

ADDITIONAL HOOKS

While the defenders fought off the opponent at their front, the Dragons behind them plundered and pillaged. It was a significant strategic blunder to amass the AFFS forces in one defensive line across the Hebroun Complex. If one or two units had received proper orders when the line first broke they would have been a major headache for Combine ground crews sacking the supply depots inside. Defending those Dropships and their ground crews becomes priority number one.

After the main defenders lifted off planet, the Ghosts found little value in continuing to hold a large force on-planet. A single battalion of Ghosts was left behind to stage hit and run attacks on the remaining planetary defenders. A force this small would be crushed in a pitched battle. The Ghosts must remain on the move to avoid being cornered.

Next Track

Smoke and Mirrors, Bloody Homecoming

A Fighting Chance

SITUATION

*Plains of Pere Caplais, Klathandu IV
Dieron Military District, Draconis Combine
4 August 3039*

Klathandu IV fell in the first wave of the invasion without a single shot being fired. The retaking of the planet would not be so peaceful. Hidden within the Iruzun system, a Combine task force made planetfall and swiftly engaged the outnumbered Seventh Crucis Lancers and the Second New Ivaarsen Chasseurs.

With weeks to prepare, the only thing that prevented more rigorous fortifications from being built was the rebellious native population that refused to provide any support outside of projects strengthening local infrastructure.

The Combine needs a base of operations from which it can launch further offensives. Your unit will be deployed to seek out facilities that may be suitable for such a base while driving off whatever opposition you face.

GAME SETUP

Recommended Terrain: Flatlands Terrain

The Defender must place up to 4 + 1D6 medium buildings (CF: 40) anywhere on the battlefield. Half of these buildings are level 1 while the other half are level 2. They should be within four hexes of any other building.

The Defender may also place 4 + 1D6 conventional minefields.
The Defender picks a map edge to be their home edge. The Attacker's home edge is opposite the Defender's.

ATTACKER

The Attacker is the Player group and may use up to 50% of their total force.
The Attacker enters the game on turn 1 from their home edge.

DEFENDER

The Defender are made up of units from the Seventh Crucis Lancers and the Second New Ivaarsen Chasseurs. The Defenders consist of 75% of the Attacker's deployed force. The Seventh Crucis Lancers are considered Elite while the Second New Ivaarsen Chasseurs are Regular.
The Defender enters the game on turn 1 from their home edge.

WARCHEST

Track Cost: 600 WP

Optional Bonuses

+150 Lightning Storm: +1 To-Hit modifier for all Weapon Attacks, +2 for all Missile Attacks. (Tactical Operations pg. 59)

+200 Die Another Day: On Turn 5 and higher, roll 2D6 at the beginning of the turn. On a result of 10 or higher the FedCom forces receive early Forced Withdrawal orders. All units, regardless of condition will be forced to withdrawal as if crippled. Add 1 to the die roll for every turn after turn 6 (Turn 7 = +1, Turn 8 = +2, etc).

OBJECTIVES

Maim: Cripple or Destroy at least half of the Defending units before turn 10. **(Reward: 250 WP)**

No Mercy: Destroy all of the Defending units before turn 12. **(Reward: 350 WP)**

Secure the Base: The objective buildings are controlled by the force with more units adjacent (or inside as applicable) at the end of each turn. If there is a tie, the building is contested and does not count as controlled for either side. At the end of each turn, the force that controls the most buildings gains a victory point. The Attackers must acquire at least 5 victory points before turn 10. **(Reward: 250 WP)**

SPECIAL RULES

The following special rules are in effect for this track:

Forced Withdrawal

The Defender operates under forced withdrawal for this track.

Spoils of War

The surprise nature of the attack has left the Defenders ill prepared and as such, some material has been left vulnerable to capture. The Defender may designate two buildings to contain Battlemechs from the Federated Suns RAT table. If the Attacker completes at least one objective, they acquire the Battlemechs so long as the designated buildings have not been destroyed during the battle.

Salvage

Salvage is available if the Player group controls the battlefield at the end of the track.

AFTERMATH

Overwhelmed from the start, the Federated-Commonwealth troops fell back from the main city and began to rely on recon companies to track Combine movements. The reconnaissance efforts were far more successful than anticipated which set the table for even deadlier conflicts in the future as the understrength FedCom units began to find ways to put their limited resources to work.

ADDITIONAL HOOKS

The Combine general Tai-sa Nelson kept his strategy simple. Concentrate the bulk of his forces one objective at a time, crushing whatever opposition he encountered. The downside of this strategy was the ease in which his forces could be tracked and monitored. Countering these recon units is vital to the continued safety of Combine operations on Klathandu IV.

The citizens of Klathandu IV were eager to hand over the keys to the invaders at the onset of the

war. Somewhere along the way they had some sense knocked into them when they refused to support the construction of fortifications and defenses.

It stands to reason that factions within the population are still loyal to the occupying force and may be working against the counter-invasion.

Next Track

Smoke and Mirrors, Bloody Homecoming, Last Dropship Home

Smoke and Mirrors

SITUATION

Capital City, New Ivaarsen

Benjamin Military District, Draconis Combine

August 15 3039

The success of the Draconis Combine's counter attacks rests on the AFFS believing that the DCMS is still well supplied and earnestly pursuing an invasion of the Draconis March. The deception of the New Ivaarsen defenders is critical. The Defenders have to be convinced that a major invasion force threatened the planet as a stepping stone to Robinson.

The well motivated First New Ivaarsen Chasseurs stood guard and hounded the attacking Ghost Regiments who were forced to fight pitched battles at times in order to deliver the illusion of a larger attacking force.

GAME SETUP:

Recommended Terrain: Light Urban, Hills

The Defender picks any map edge to be their home edge. The Attacker's home edge is opposite the Defender's.

ATTACKER

The Player group is the Attacker and may use up to 75% of their total force.

The Attacker enters the battle on turn 1 from their home edge.

DEFENDER

The Defender consists of forces from the First New Ivaarsen Chasseurs up to 100% of the Attackers deployed force and are considered Elite. The Defenders should outweigh the Attackers and have no units faster than 5/8.

The Defender enters the battle on turn 1 from their home edge.

WARCHEST

Track Cost: 1000 WP

Optional Bonuses

+300 Overwhelmed: The Defender may deploy up to 150% of the Attacker's deployed force.

+150 It's a Trap!: The Defender may place up to 2D6 25-point conventional minefields (Tactical Operations page 207-208) on the battlefield after maps are placed but before units are deployed.

OBJECTIVES

Push the Pace: At least 50% of the Attacking force must cross the mid point of the battlefield before turn 8. **(Reward: 350)**

Survival: At least 50% of the Attacking force must leave the battle from any map edge after turn 8. **(Reward: 350)**

Bloody Their Noses: At least 75% of the Defending force must receive at least 10 points of damage. **(Reward: 600)**

SPECIAL RULES

The following special rules are in effect for this track:

Salvage

Salvage is available if the Player group completes at least two objectives.

AFTERMATH

The planetary chess match between the Chasseurs and the Ghosts lasted almost two months. All the while, Combine forces remained on the run creating the illusion of a larger force. The Chasseurs attempts at after action unit counts never added up but remained nebulous enough when compared to other military intelligence to warrant continued unease within the AFFS command.

After many failed attempts to trap the Ghosts, The Chasseurs eventually began using reactionary tactics that allowed them to concentrate force against the Combine. Battered and bloodied after weeks of engagement, the Ghost Regiments (what was left of them) withdrew having succeeded in their mission of deception.

ADDITIONAL HOOKS

War gets dirty sometimes and part of the success of the New Ivaarsen assault came from the near constant fear and panic of the civilian population. That fear wasn't just the result of rumors of war. The DCMS made sure that civilian and industrial targets were a priority in the early weeks of the invasion. Would your unit be willing to sow chaos in the name of the Dragon?

Mercenaries were uncharacteristically used by the Combine to bolster an otherwise unimpressive counter-invasion force. Units that accepted the payment-up-front contracts were thrust into the ranks of the Ghost Regiment elite and forced to look and fight like DCMS forces.

If the AFFS had know they had been fighting a mixed force there would be doubts about the true size and scope of the counter invasion. The security of this information was vital to the overall success of the mission.

Next Track

Bloody Homecoming, Last Dropship Home

Bloody Homecoming

SITUATION

*Outside Capricia-Inness-Tellein, Matar
Benjamin Military District, Draconis Combine
21 September 3039*

The Combine counter-attack is beginning to pick up steam. Despite losing the jumpship Kagu-Zuchi and two dropships in a jump accident, Tai-sa Aron Kirzak led the Eleventh and Twelfth Ghost regiments to the planet of Matar where the local populace was already hard at work disrupting the AFFS occupation.

The AFFS led by Major General Cunningham held all major planetary objectives inside cities. Undeterred, the Ghost Regiments dropped into outlying municipal airports before advancing on Cunningham's defenses. Unfortunately, jubilated crowds poured into the streets and slowed the advance of Tai-sa Kirzak's forces, preventing them from linking up both Ghost Regiments. This forced a massive battle inside the Tri-Cities with the civilian population underfoot.

GAME SETUP:

Recommended Terrain: Dense Urban

ATTACKER

The Player group is the Attacker and may use up to 50% of their total force. The Attacker may select a map and deploy their force anywhere in that map. The Attacker may add two foot rifle infantry platoons to their force for every four units deployed, rounding up. These additional forces may deploy anywhere on the map as hidden units and are considered green.

DEFENDER

The Defender consists of forces from the First Kestrel Grenadiers up to 75% of the Attacker's deployed force. The First Kestrel Grenadiers are considered elite. The Defender enters the game on turn 1 from the mapsheet opposite the map selected by the Attacker.

WARCHEST

Track Cost: 750 WP

Optional Bonuses

+200 Surprise! The Attacker receives a -2 to initiative rolls for the first four turns.

+150 Moderate Gale: Apply a +1 to-hit modifier to all missile weapon attacks. (Tactical Operations pg. 61)

+150 Electromagnetic Interference (EMI): The Defender may designate three hexes as EMI sources. Each EMI field radiates six hexes from the source hex. Apply a +2 to-hit modifier to all ranged attacks made by units operating inside an EMI field.

OBJECTIVES

Punishment: Cripple or Destroy at least 50% of the opposing force. **(Reward: 450)**

Crowd Control: No more than 2 failed crowd piloting rolls occur per lance deployed by the Player group. (See special rules below). **(Reward: 200)**

SPECIAL RULES

The following special rules are in effect for this track:

Crowds

The people of Marduk have taken to the streets to celebrate the arrival of the DCMS counter attack. The civilians in the streets pose a tactical problem for the DCMS forces. Every turn any ground unit ('Mech, Vehicle, etc.) uses running/flank movement on a pavement hex, make a piloting/driving skill roll at the end of the movement. Modify the roll by +6 at the start of the game. Reduce this modifier by 1 each turn to a minimum of zero. If the piloting roll fails, civilians are inadvertently killed. Track the number of failures for the Crowd Control objective.

Forced Withdrawal

All forces operate under forced withdrawal.

Salvage

Salvage is available if the Player group completes the *Crowd Control* objective.

AFTERMATH

The battle within the Tri-Cities was a bloodbath that sparked fires that would burn for a week. The AFFS were ultimately blamed for the civilian deaths causing more inhabitants to take up arms against them. The block by block battle for the Tri-Cities waged for another week before Cunningham withdrew on October 6th.

ADDITIONAL HOOKS

While the Eleventh Ghost Regiments battled in the city centers, the Twelfth were called out into the open field, away from the possibility of civilian casualties. The hit and run attacks made by both sides would last a week longer than the Tri-City battle.

Sounds like a little propaganda can go a long way. Maybe the Ghosts knew the civilian deaths would only incite more Fed Com hatred. Was it the plan all along to keep the Eleventh inside the city?

Next Track

Last Dropship Home

Last Dropship Home

SITUATION

*Chyron Spaceport, Exeter
Benjamin Military District, Draconis Combine
October 6 3039*

Kanrei Theodore Kurita personally led the last stop of his risky operation OROCHI at Exeter. The main spaceport on planet was quickly undermined by DCMS attackers through subterfuge and clever deception. The bulk of the invading dropships were in fact empty but played into Kanrei Kurita's plans and Hanse Davion's fears.

The arrival of the Fifth Davion Guards tipped the balance and a withdrawal was ordered. By that time though the objective of the mission was achieved. Front line invasion units were being recalled to defend Davion holdings.

GAME SETUP:

Recommended Terrain: Light Urban, Coastal

Arrange maps in chase format. The Attacker's home edge must be a coastal map with access to water. The opposite map edge is the Defender's home edge.

ATTACKER

The Attacker consists of forces from the Fifth Davion Guards up to 300% of the Defender's deployed force and are considered veteran. The Attackers do not deploy at the beginning of the track but arrive later. See special rules.

DEFENDER

The Player group is the Defender and may use up to 100% of their total force. The Defenders may deploy half their force in the middle of the map. The remainder deploy within three hexes of the Defender's home edge.

Kanrei Theodore Kurita begins the track at the waters edge (within three hexes, facing the water) observing the approach of the Fifth Davion Guards when the advance strike force first emerges. He pilots a BLR-1C Battlemaster for this track.

WARCHEST

Track Cost: 1000 WP

Optional Bonuses

+200 Light Fog: +1 Movement Points per hex to enter. (Tactical Operations pg. 57)

+200 Under Pressure: Add +2 to the die roll for Attacker arrival (see Sneak Attack below).

OBJECTIVES

Heir to the Dragon: Theodore Kurita must survive the track by exiting the Defender's home map edge. **(Reward: 1,000 WP if successful, -1,000 otherwise)**

Stem the Tide: Destroy the first two waves of Attacking units. **(Reward: 500 WP)**

Fight Another Day: At least half of the Player force must exit the Defender's home edge to awaiting dropships after turn 8. **(Reward: 500 WP)**

SPECIAL RULES

The following special rules are in effect for this track:

Sneak Attack

The Attackers arrive from the water as an advance attack while the main force of Davion Guards wait across the bridges. At the beginning of each turn, 1D6 x 5% of the Attacking force arrives in level 1 water hexes closest to the Attacker's home edge.

Shielding (optional)

Tactical Operations pg. 19-20

Salvage

No salvage is available for this track.

AFTERMATH

An advance AFFS strike force snuck across the ocean bottom to catch the Combine forces unprepared. As the sneak attack emerged from the water the main assault began crossing the vast bridges to the spaceport Kanrei Kurita barely escaped with his life. Several dropships were also lost prior to liftoff courtesy of the assaulting Davion Guards. The damage was already done and a general recall of AFFS invasion forces was underway. The grand deception of the Federated Commonwealth was complete. The Exeter Accords of 19 January 3040 announced the ceremonial end of hostilities.

ADDITIONAL HOOKS

Exeter fell due to its own arrogance. The invasion was spearheaded by a pair of Mule Dropships masquerading as cargo haulers. The day prior to the arrival of the real attack the Trojan Horse was sprung allowing the Combine to take the spaceport uncontested. Being a part of that advance force would be an excellent prelude to the larger conflict.

The local militia on planet was ill prepared to deflect a Combine invasion but still managed to survive for at least a week before being brought to heel. Certainly not a lot to battle over but something to keep things interesting in the weeks leading up to the main show.