Chaos Campaign
Pirate Haven

A fan made Battletech chaos Campaign in the Year 3052.

Fight the battles, Relive the adventure, and create your own story!

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INTRODUCTIONS

Another Chaos Campaign is complete. This time around the story is fresh and not plucked from the pages of a popular novel or sourcebook.

Pirate Haven takes place on a border world of the Federated Commonwealth around the beginning of the Clan Invasion. While most Mercenary units craved action on the front lines, the unit in this story was not fortunate enough to score a big time contract. Merc life is tough and you often have to take what you can get.

Ultimately I hope that this story will become your story as you march through the tracks and make decisions. Tactics on the battlefield are just as important as proper strategy between battles.

Enjoy the Adventure!

Brian Compter
www.ScrapYardArmory.com

CREDITS

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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: http://www.classicbattletech.com/downloads/ChaosCampaign_Rulebook.pdf

Any track may also be used as a stand alone scenario if players wish.

Many tracks feature advanced rules contained in Tactical Operations and a few from Strategic Operations. Make sure you have these tomes handy for the full gaming experience.

The recommended terrain for each track can be decided by a Game Master or chosen randomly using charts in Total Warfare (pg. 263).

Random pilots for opposing forces can be easily generated using Total Warfare, page 273.

Getting Started
Player groups should begin the campaign with 1,000 Warchest Points (WP). The campaign begins at the Welcome Committee track.

Unit Assignment
Random Assignment Tables are provided to help GameMasters create forces for the different tracks.

The Player group should be able to acquire ‘Mechs from the Militia table without issue. The Mercenary Table is also accessible up to unit 7. From 8 up, these BattleMechs represent advanced variants that began to come out in the first years of the Clan Invasion. These units should be much rarer and more expensive than they would be normally. The Players/Game Master should use their best judgement when purchasing new assets to account for rarity and general game balance.

As always, the Random Unit Generator available at www.CatalystDemos.com can be used to add additional variety and unexpected surprises.
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The Lesser of Two Evils

Your unit just accepted a defense contract on the edge of the Federated Commonwealth. Ever since the so called Clans invaded, house forces have been marshaling to defend planets inside the invasion corridor. Can't argue with the logic, but it leaves the outer edge of the alliance at the mercy of pirates and ne'er-do-wells. Some people just can't resist the opportunity to take advantage of the unprotected.

That's where you come in. Standard garrison/defense contract with extra bonuses for pirate hunting. Easy money for any unit unable to get to the real action on the front lines.

Communication has been sketchy on the burn in. It's almost like the planet is schizophrenic and can't make up it's mind where and when you should touch down. But the contract has already been signed and the retainer paid. You've got a job to do and you intend to see it through.

Time to get busy.
WELCOME COMMITTEE

SITUATION
Tiverton Spaceport
Howick, Federated Commonwealth
20 October 3052

Your mercenary force has just touched down on planet for your next contract but things are looking fishy. The spaceport, usually the lifeblood of any trade route world is devoid of activity. As your units march from the protection of your dropships you begin detecting several infantry forces spread around the warehouses and depots and your communications are being jammed.

The first portable SRM missiles strike your startled units just as you realize what is happening. The infantry surrounding you are all local Militia confused and subverted into believing that your force is yet another Pirate raid.

You have located the source of the jamming signal and need to alert the Militia that everybody is on the same side!

GAME SETUP
Recommended Terrain: Heavy Urban, Light Urban
Setup maps in Chase format. Place an appropriately sized dropship(s) to represent the Player group’s transportation to the planet on the map near one of the short map edges.
The Defender must place one hardened building (CF: 100) within 10 hexes of the opposite short map edge.

ATTACKER
The Player force is the Attacker and may use up to 50% of their total force. The Attacker may deploy anywhere within 3 hexes of their dropship(s). The dropship(s) are commercial transport and are not controlled by the Players.

DEFENDER
The Planetary Militia and a civilian mob are organized to defend against the reported Pirate raid. The total force is equal to 150% of the Attacker’s deployed force. 75% of the Defenders are Militia with the rest made up of civilians.

Militia forces and the civilian mob are both green. Militia forces are composed of mostly infantry and combat vehicles and only a few BattleMechs. Civilian forces are composed entirely of infantry units.

Defenders may begin the track with up to 25% hidden units and may deploy anywhere on the map at least 15 hexes from the Player’s dropship(s).

WARCHEST
Track Cost: 250 WP
Optional Bonuses
+125 Limited Visibility: Bad weather is moving into the area making jumps blind. We can’t afford to cause collateral damage from a jump gone bad. Complete the entire track without using jump jets.
+100 Saw You Coming: The Defender may deploy two 15 point command detonated mine fields for every lance deployed by the Player group.

OBJECTIVES
Infiltrated: Discover and destroy all infiltrating Pirates. (Reward: 250)
Relay the Message: Destroy the building that is the source of the communications jammer. This immediately ends the track. (Reward: 100)
Tread Softly: Do not kill ANY civilian or Planetary Militia forces. (Reward: 200)

SPECIAL RULES
The following rules are in effect for this track:

Infiltrators
At least 20% of the Planetary Militia units are Pirate infiltrators. Infiltrators may be discovered by using ‘Mech sensors to sniff out coded messages being sent to an unseen observer. During the end phase, all non-hidden units within 6 hexes of a Player controlled ‘Mech or Vehicle will be revealed as Militia or Pirate. Units with any kind of probe or EW equipment will reveal infiltrators at the end of movement instead.

Caught by Surprise
The Player force may not fire on any Militia or Pirate units or use running or jumping movement until they are attacked first.

Salvage
The Player force may only recover their own units at the end of the track.

Forced Withdrawal
All forces operate under Forced Withdrawal rules (Total Warfare pg. 258). The Player force will withdraw to their dropship(s) if required.

Next Track
Training Day, or Cutting Teeth
TRAINING DAY

SITUATION
Militia Training Camp outside Tiverton
Howick, Federated Commonwealth
23 October 3052

The local Militia is proving themselves more capable as turnip farmers than soldiers. Time they learned the proper way to wage war. Practice makes perfect.

For this exercise, a few Militia units will be working alongside your unit, learning what they can. The Militia will bring their best, which shouldn’t be much. That said, every dog has its day and even the worst recruits can get lucky every once in a while.

The best way to lead is by example, and the best example you can make is by kicking some Militia ass. Don’t disappoint.

GAME SETUP
Recommended Terrain: Hills, Wooded

The Player group may select one map edge to be their home edge. The Defender home edge is opposite the Attacker’s home edge. All units may deploy within 3 hexes of their home edge.

ATTACKER
The Player group is the Attacker and may use up to 33% of their total force. The Player group is simulating a pirate raid to help train the local Militia. For every lance deployed by the Attacker add one Militia unit to the force. Militia units are considered green and should consist mostly of combat vehicles and infantry but should not exclude BattleMechs. These Militia units are controlled by the Player group.

DEFENDER
The planetary Militia is the Defender and should be 150% of the Player’s total deployed force including the added Militia. The Defender is considered green and should consist mostly of combat vehicles and infantry but should not exclude BattleMechs.

WARCHEST
Track Cost: 300 WP
Optional Bonuses
+125 Fast Learners: All Militia units get a +1 modifier to their ranged combat rolls after turn 5.
+100 Prodigy: One defending Militia unit is upgraded to an elite pilot.
+200 Confusion: Increase all friendly Fire rolls by +2 for the first 6 turns.

OBJECTIVES
Lead By Example: Cripple or Destroy at least 50% of the Defenders by turn 10. (Reward: 150)
Make It Interesting: At least 50% of the Player force must survive the track (not crippled or destroyed). (Reward: 150)

SPECIAL RULES
The following rules are in effect for this track:

Only Practice
All weapons are dead for this exercise. Damage is tracked with computer systems and simulate the effects of damage. Damage from falls and physical attacks is not preventable.

To protect assets, both sides agree to not intentionally use physical attacks.

Friendly Fire
Militia units are not used to working with other forces. Once per turn after movement is complete roll 2D6 for every Attacking Militia unit. On a 10+, they will target the closest unit (friend or foe) with line of sight. This roll should be made after determining what weapon systems will fire that turn.

Salvage
No salvage is available for this track.

Forced Withdrawal
All units operate under Forced Withdrawal rules (Total Warfare pg. 258).

Next Track
Cutting Teeth, Intel Gathering
CUTTING TEETH

SITUATION
Bristol Valley
Howick, Federated Commonwealth
30 October 3052

Time to prove the Militia have what it takes to deal with a real threat. Training and simulations are great but nothing takes the place of the real thing. If these farm boys are going to grow up and be real MechWarriors someday, they are going to have to learn the hard way.

Recent incidents have indicated that a Pirate raiding party is holed up in the woods outside the city of Bristol Valley. It’s not clear if they are simply separated from the main force or a splinter faction unwilling or unable to flee to a better defensive position. This is an excellent opportunity for the Militia to take the lead. Your unit will be there for back up of course. If things get a bit too hot and heavy, someone is going to have to clean up the mess.

GAME SETUP

Recommended Terrain: Wooded

The Defending Pirates deploy first anywhere on the map. The Attacker may select any map edge as their home edge and enter the battle on turn 1 from this map edge.

The Pirate force may place two 25-point conventional mine fields and one improvised defensive position for every lance deployed by the Player group. Improvised defensive positions grant partial cover to units in the hex.

ATTACKER

The Player group is the Attacker and may use up to 33% of their total force. Add Militia units to the Player force so they make up 50% of the final deployed force. Militia units are considered Regular and should consist mostly of combat vehicles and infantry but should not exclude BattleMechs.

DEFENDER

The Defender is a Pirate raiding party and should be 75% of the Attacker’s deployed force. The Pirates are considered Regular.

WARCHEST

Track Cost: 400 WP

Optional Bonuses

+100 Walking on Egg Shells: Double the number of mine fields deployed by the Pirate force.

+50 Cowards: The Pirate force operates under Forced Withdrawal during the entire track. All Pirate units will begin retreating when 50% of their total force is crippled or destroyed.

OBJECTIVES

Run the Table: Cripple or Destroy at least 50% of the Pirate force before turn 10. (Reward: 150)

Make it Hurt: Cripple or Destroy the entire Pirate force. (Reward: 150)

Pass the Torch: Militia units must participate in the destruction of at least half of all Pirate casualties. At least two Pirate units must be destroyed for this Objective to be achieved. (Reward: 300)

SPECIAL RULES

The following rules are in effect for this track:

Salvage
Once their cover is blown, the Pirate force will have no reason to stick around even if they manage to win the battle. Salvage is available for this track regardless of the outcome.

Forced Withdrawal
The Pirates operate under Forced Withdrawal rules (Total Warfare pg. 258) after turn 8.

Next Track
Intel Gathering, Technical Difficulties, Rock and Roll
INTEL GATHERING

SITUATION
Rosendale
Howick, Federated Commonwealth
8 November 3052

No wonder this planet is under the gun of every hoodlum and ne'er-do-well in the system. These militia have no clue what is happening beyond their turnip farms. Our Pirate hunting expeditions are coming up empty more times than not. All the while, Pirate raids on planet are increasing in both frequency and ferocity. Something isn't adding up.

Time to even the odds. Information is ammunition and you need a whole lot of ammo.

You've cornered a small group of Pirates in the hills outside Rosendale. Capture a few of these vermin and encourage them to cooperate. And you know just the kind of encouragement they'll need to start talking.

GAME SETUP
Recommended Terrain: Hills, Wooded
The Pirate force chooses one map edge as their home edge. The Player's home edge is opposite the Pirate home edge. The Pirates deploy first anywhere within one map sheet of their home edge but not within 10 hexes of their home map edge. The Player force enters the battle from their home edge on turn 1.

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

DEFENDER
The Defender is a Pirate force and should be 75% of the Player's deployed force. The Pirates are considered Regular.

WARCHEST
Track Cost: 400 WP

Optional Bonuses
+50 Armed and Dangerous: Each escaping Pirate infantry platoon is armed as a Rifle(Ballistic) platoon (Total Warfare pg. 213).
+125 Ace in the Hole: One Pirate unit is upgraded to an Elite pilot/crew. While this unit is active, the Pirate force receives +2 to their initiative rolls.
+100 Moderate Gale: +1 to-hit modifier for all missile attacks. (Tactical Operations pg 61).

OBJECTIVES
Control: Maintain control the battlefield at the end of the track. (Reward: 100)
We've Got Some Questions: Capture at least 50% of the Pirate MechWarriors/crews. (Reward: 200)

SPECIAL RULES
The following rules are in effect for this track:

Salvage
Salvage is available for this track if the objective Control is achieved.

Forced Withdrawal
The Pirate force operates under Forced Withdrawal rules after their force is reduced to 50% strength (Total Warfare pg. 258).

Capture
Any Pirate unit that is destroyed, rendered immobile, or cannot stand on a 8+ will abandon their 'Mech/Vehicle and attempt to leave the battle on foot.

MechWarriors and Vehicle crews enter the game as foot infantry platoons the turn after they abandon their 'Mech/Vehicle (Vehicles are assumed to have 1 crew for every 15 tons, Tech Manual pg. 103). They can escape the battle via any map edge.

Any unit from the Player group that begins a turn in the same hex as an escaping Pirate may hold them at gun point to prevent them from moving. A unit doing so may not make ranged weapon attacks that turn.

Friendly infantry may restrain escaping pirates preventing them from moving for the rest of the track. This costs one full turn in lieu of making any attacks that turn.

Next Track
Technical Difficulties, Rock and Roll, Hitting Where it Hurts
SITUATION
Green Township
Howick, Federated Commonwealth
15 November 3052

Some god forsaken local strain of influenza has put your Master Technician out of commission. Good news is that he is going to pull through. Bad news is he won’t be turning a wrench for several weeks at a minimum.

Not a good way to start a contract.

As luck would have it, the local Militia commander knows a retired Tech good enough to fill the empty boots. Unfortunately, he lives clear across the city in the outlying countryside. He owes the commander a favor and it shouldn’t be a problem convincing him to join on for as long as it takes for your Tech to recover.

A light force is moving out to pick him up when you start hearing radio chatter similar to what you heard from the Pirate forces infiltrating the Militia at the spaceport. Someone has tipped them off and they know where you are going and who you intend to meet. The race is on.

GAME SETUP
Recommended Terrain: Hills, Light Urban

The Pirate player deploys 1 light building (CF: 25) and 1 medium building (CF: 40) for every lance the Player group deploy. These buildings may not be placed within three hexes of any map edge or within three hexes of another building.

The Pirate force selects their home map edge. The Player home edge is opposite the Pirate home edge.

ATTACKER
The Attacker is a Pirate force and should be 75% of the Player’s deployed force. The Pirates are considered Green.

DEFENDER
The Player group is the Defender and may use up to 33% of their total force.

WARCHEST
Track Cost: 400 WP
Optional Bonuses

+200 Worse Than We Thought: The Broken Down special rule applies on a roll of 7+.
+150 Light Fog: Apply a +1 MP cost to enter every hex.
+100 Easy Target: Halve the number of buildings deployed.

OBJECTIVES

Rescue: Pick up the VIP and retreat off your home edge. (Reward: 250)
Payback: Cripple or destroy at least 50% of the Pirate force. (Reward: 100)
Beat Feet: Accomplish the Rescue objective before the end of turn 10. (Reward: 100)

SPECIAL RULES
The following rules are in effect for this track:

Extraction
A VIP is hidden in one of the local buildings. The Player group secretly selects one building where the VIP is hiding. Any unit may pick up the VIP in the end phase if they occupy the VIP’s hex and have not fired any ranged weapons that turn.

For simplicity’s sake the VIP may not be killed during this track. The Pirates may not intentionally destroy buildings during the track.

Broken Down
The lack of proper maintenance has taken a toll on your force. For every unit deployed by the Player force, roll 2D6. On an 8+, apply random damage per the appropriate Damage Status Table on pg. 173 of Strategic Operations.

If the Rescue objective is not achieved the Player force’s repair costs double for the next two tracks while your Master Tech recovers.

Salvage
The Pirates have over extended themselves by making an attempt on the Technician’s life. Salvage is available for this track no matter the outcome.

Forced Withdrawal
All forces operate under Forced Withdrawal rules (Total Warfare pg. 258).

Next Track
Rock and Roll, Hitting Where it Hurts
ROCK AND ROLL

SITUATION
Badlands outside Wabash Mines
Howick, Federated Commonwealth
22 November 3052

Reconnaissance units in the badlands have picked up a large group of Pirates. Reports of raids on nearby mining operations have helped to correlate their base of operations. It’s interesting how the Pirates on planet are segmented into cells to carry out their acts of terror.

Your forces set up regular patrols with the Militia. As you are closing the noose on this particular cell of Pirates the planet begins to protest. Tremors have started up and are increasing in frequency. The Militia field commander has pulled his units from the hunt, unwilling to risk material or personnel if the quakes get worse.

You are hot on the trail and can’t turn back now. The Pirates are close, too close to let them slip away. Now is your best opportunity to exact justice, earthquakes be damned.

GAME SETUP
Recommended Terrain: Mountains, Badlands
The Pirate force selects one map edge to be their home edge. The Player home edge is opposite the Pirate’s home edge. Both forces begin the game within 3 hexes of their home edge.

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

DEFENDER
The Defender is a Pirate force and should be 100% of the Player’s deployed force. The Pirates are considered 50% Regular and 50% Veteran.

WARCHEST
Track Cost: 600 WP
Optional Bonuses
  +150 The Big One: Add 2 to all earthquake die rolls.
  +100 Fancy Feet: Increase all Pirate piloting skill rolls by 1.

OBJECTIVES
  Destroy: Cripple or Destroy at least 50% of the Pirate force. (Reward: 200)
  No Mercy: Destroy at least 75% of the Pirate force. (Reward: 200)
  HeadHunting: Destroy the Pirate Commander. (Reward: 100)

SPECIAL RULES
The following rules are in effect for this track:

Earthquake (Tactical Operations pg. 55)
At the beginning of each turn roll 1d6 and subtract 2. If the result is greater than 0, an earthquake/tremor occurs with a strength equal to the result.

During an earthquake, increase all to-hit numbers by the earthquake strength. At the beginning of each turn during an earthquake, each ‘Mech must make a piloting roll to avoid failing. Apply a modifier equal to the earthquake strength.

Increase the earthquake roll by 2 on turns 11 and 12. The earthquakes end after turn 12.

Commander
One Pirate unit is the force commander who gets +1 to all piloting rolls. Once the commander is crippled or destroyed, the Pirates suffer a -2 modifier to all initiative rolls.

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

Forced Withdrawal
Both forces operate under Forced Withdrawal rules (Total Warfare pg. 258).

Next Track
Hitting Where it Hurts, Red Handed, Special Delivery
HITTING WHERE IT HURTS

SITUATION
Avago Military Ruins
Howick, Federated Commonwealth
28 November 3052

The Pirates are too well supplied to be a simple collective of down and out MechWarriors. Someone is pulling the strings and making damn sure they have the guns to match their bravado. After reviewing planetary topography maps combined with records on the location of abandoned military installations you may have a lead. Any one of these locations may hold a staging area for a moderately sized force like you’ve been seeing. After more than a few dead ends you finally find what you are looking for. The Pirates forces look dug in and ready for a fight.

GAME SETUP
Recommended Terrain: Wetlands, Light Urban
The Pirate player places at least 2 Heavy buildings (CF: 55) for every lance deployed by the Player group. These buildings must be no greater than 3 hexes from at least one other building. The largest gap between buildings is limited to 15 hexes.
The Pirate player may place two 20-point conventional minefield for every lance deployed by the Player.
The Pirate player may deploy anywhere on the battlefield. Up to 50% of their force may begin the game hidden.
The Player group may enter the game from any number of map edges on turn 1.

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

DEFENDER
The Defender is a Pirate garrison force and should be 80% of the Player’s deployed force. The Pirates are considered Regular.

WARCHEST
Track Cost: 500 WP
Optional Bonuses
+150 Moonless Night: Apply a +3 to-hit modifier to all weapon attacks, while applying a +1 to-hit modifier to all physical attacks. (Tactical Operation pg. 58)
+150 Electro-Magnetic Interference: Apply a +2 to-hit modifier for all ranged weapon attacks and a -2 penalty to rolls on the Cluster Hits Table (regardless of the weapon system used) made by all units operating within an affected area. This area of effect may cover the entire playing area, or—if the players and/ or gamemaster decide—be confined to select mapsheet-sized regions, to represent a more localized phenomenon. (Tactical Operations pg. 55)
+200 Here Comes the Cavalry: Starting on turn 8, roll 2D6 at the beginning of each turn. On a 10+, Pirate Reinforcements arrive early. Decrease the target number by 1 for each turn after turn 8. On turn 12 they arrive no matter what.

OBJECTIVES
Burn it Down: Destroy at least 75% of the buildings. (Reward: 250)
Damage Control: At least 50% of the Player force must exit off their home edge. (Reward: 250)
Taking Names: Scan at least 50% of the Pirate units. (Reward: 250)

SPECIAL RULES
The following rules are in effect for this track:

Reinforcements
At the beginning of turn 12, the Pirate forces receive reinforcements equal to 50% of their original force.

Scanning Units
A unit with an active probe may scan a unit within probe range. A unit without an active probe must spend one turn within 4 hexes of the target and may not make weapon attacks while scanning. Multiple units may be scanned at the same time.

Salvage
Salvage is not available for this track.

Forced Withdrawal
The Player force cannot afford to over extend themselves on this mission and operate under Forced Withdrawal rules (Total Warfare pg. 258).

Next Track
Red Handed, Special Delivery
**RED HANDED**

**SITUATION**
*Suburbs outside Tiverton*
*Howick, Federated Commonwealth*
*3 December 3052*

Your patrols are getting better or the Pirates are getting sloppy. Finding Pirate cells is getting easier by the day. It's a good sign that you are starting to break them of their resolve. They are beginning to get desperate.

You just received a general broadcast request for help from an outlying suburb. Pirates are raiding the area for supplies and the residents are fleeing in a state of confusion. As easy as finding the Pirates is becoming, the battles are always tough and this one is no exception. The panicked civilians will not make this easy. Watch out for the local population as you kick out the bad guys.

**GAME SETUP**
- **Recommended Terrain:** Light Urban
  - The battle should be appropriately filled with light to medium buildings. All buildings should be surrounded and connected by paved terrain.
  - For every lance deployed by the Player force, add two civilian mobs to the battle.

**ATTACKER**
- The Player force is the Attacker and may use up to 60% of their total force. The Player force enters the battle from any map edge.

**DEFENDER**
- The Defender is a Pirate raiding party and should be 75% of the Player's deployed force. The Pirates are considered Regular. The Pirates begin the game deployed anywhere within 6 hexes of any building.

**WARCHEST**
- **Track Cost:** 600 WP
- **Optional Bonuses**
  - +120 It's a Trap!: The Pirate force may be 100% of the Player's deployed force. Up to 25% of the Pirate force may begin the game hidden.
  - +200 Panic: The Pirate player gets +2 to their roll to determine civilian movement each turn.

**OBJECTIVES**
- **Push Them Out:** Force at least 50% of the Pirates to begin Forced Withdrawal before turn 12. *(Reward: 200)*
- **Watch Your Feet:** The Player force is responsible for less than 50% of civilian casualties. *(Reward: 300)*

**SPECIAL RULES**
The following rules are in effect for this track:

**Civilians**
- Civilian mobs are 14 man foot infantry platoons that have no ranged attack. They begin the battle deployed within 3 hexes of any building. The Player group and the Pirate Player should alternate placing mobs on the map.
  - Each time any 'Mech unit moves into a hex occupied by civilians make piloting skill roll at +3. If the roll fails, the civilians take damage as if they were kicked/stomped.
  - Civilians move first before all other units. At the beginning of each turn each side rolls 2D6. The side with the higher roll moves half of the civilian units plus ½ the margin of success (rounded up). The remaining civilians (if any) are moved by the player with the lower roll.

**Salvage**
- The Player force may recover their own units after the track. Full salvage is available for this track if the **Push Them Out** objective is achieved.

**Forced Withdrawal**
- The Defender operates under Forced Withdrawal rules (Total Warfare pg. 258). After turn 12, all remaining Pirate units begin Forced Withdrawal regardless of their current condition.

**Next Track**
- Special Delivery, Hail to the King
SPECIAL DELIVERY

SITUATION
Tiverton Countryside
Howick, Federated Commonwealth
14 December 3052

Friends in high places are hard to come by on this backwater excuse for a planet. Still there are a few friends who still have the guts to go on the local vidcast in your defense. The trouble is when you stick your neck out, its bound to attract some unwanted attention. A local councilman sympathetic to your force (and one of the driving forces behind your getting hired) is stuck at his country home. His vehicle has been booby-trapped and it’s obvious that the Pirates want him dead. Vacation is over and he needs to get back to parliament on time and alive. He’s too afraid to move on his own and wants a personal escort back to the city. The Pirates are well aware of their failed assassination attempt and plan to make good on their intention with a more direct show of force. As your units approach the meet-up spot you pick up several ‘Mech and vehicle signatures closing in.

GAME SETUP
Recommended Terrain: Hills, Wooded
Arrange maps in chase format. For each lance deployed by the Player, the Pirates may place two 25 point conventional minefields. The Pirate force selects one short map edge to be the objective edge.

ATTACKER
The Pirate force is the Attacker and should be 60% of the Player’s deployed force. The Pirates are considered Regular and may begin the game hidden anywhere on the battlefield.

DEFENDER
The Player force is the defender and may use up to 50% of their total force. The Player force enters the battle on turn 1 from the short edge opposite the objective edge.

WARCHEST
Track Cost: 400 WP
Optional Bonuses
+200 Already Late: The Against the Clock objective requirement is reduced to turn 8.
+200 Light Fog: +1 movement cost to enter every hex.

OBJECTIVES
Body Guard: The Councilman must survive the track. (Reward: 300)
Against the Clock: Exit the Councilman off the objective edge before turn 10. (Reward: 200)
Hide and Seek: Discover all hidden Pirate forces. (Reward: 200)

SPECIAL RULES
The following rules are in effect for this track:

Transportation
The Councilman may ride shotgun in any non-VTOL conventional vehicle deployed by the Player group. If the Player group does not own any suitable vehicle, a Heavy Transport Vehicle must be borrowed from the local Militia. Stats for this vehicle can be found in TRO3039.

Salvage
Your force has to make top speed to the city so it can't dwell in the area long. Lucky for you the Pirates are not prepared to take anything you leave. At the end of the track, the Player force may recover their own assets but may not salvage opposing units.

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

Friends in High Places
The councilman has made a huge impact on your unit’s health and well being as well as the only person who seemed to give a damn whether you got paid on time besides yourself. If the councilman does not make the rendezvous in time, increase the track cost of your next track by 25%. If the councilman dies, increase the cost of all remaining tracks by 25%.

Next Track
Hail to the King
HAIL TO THE KING

SITUATION
Pirate Staging Grounds
Howick, Federated Commonwealth
19 December 3052

It was really only a matter of time. You can only run for so long before justice catches up. Today justice is served on the business end of a PPC. You've found him.

The Pirate leader. The ringmaster of this brutal circus of destruction is within your grasp for the first time since you set down on this rock.

The noose is closing and sources have pin pointed his location. The Militia are doing their job to corral him and his personal guard right into your hands. It's about time those Militia folk got around to becoming real soldiers. They are doing a fine job for once.

Get ready, because this is for all the marbles.

GAME SETUP
Recommended Terrain: Flatlands, Hills
The Player force choses one map edge to be their home edge. The Pirate home edge is opposite the Player home edge.

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

DEFENDER
The Pirate leader and his personal guard are the Defenders and should be 100% of the Player's deployed force. The Pirate force is led by Commander Brenton piloting a custom Banshee. Commander Brenton is a 3/2 pilot. His personal guard should consist of one full lance of heavy and assault 'Mechs and are considered elite. The remaining Pirate force is considered veteran.

The Pirates enter the battle on turn 1 from their home edge.

WARCHEST
Track Cost: 800 WP

Optional Bonuses
+200 It's Personal: Destroy Brenton's Banshee with your unit commander.
+200 Torture: Commander Brenton's Banshee must be that last Pirate 'Mech destroyed.
-500 Reinforcements: The Player force may join the battle with any undeployed units from any map edge. This bonus may be taken at any time during the track after turn 8.
-250 Militia Reinforcements: Militia forces up to 50% of the Player's starting force join the battle from any map edge. This bonus may be taken at any time during the track after turn 4. These Militia units are considered Veteran.

OBJECTIVES
Last Man Standing: Cripple or destroy all Pirate forces. (Reward: 650)

Wanted Alive: The planetary council has big plans for Commander Brenton and his 'Mech. Cripple but do not destroy Commander Brenton's Banshee. Brenton must survive the track. The battle ends when Brenton is the only active Pirate unit. (Reward: 350)

SPECIAL RULES
The following rules are in effect for this track:

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

Next Track
Cracks in the Foundation
CRACKS IN THE FOUNDATION

SITUATION
Downtown Voorhees
Howick, Federated Commonwealth
22 December 3052

No more Pirates and you would think that things would settle down. No rest for the weary or the wicked. Not today. The planetary council has passed a resolution condemning protesters in the city of Voorhees. The infighting between factions in the council has grown to a fever pitch and people are taking sides. Some Militia forces have defected with their gear to “protect” their homes in the countryside. One enclave of Militia and protesters have become so troublesome that they will need to be dealt with.

The council has ordered you to break up the protesters and bring back or destroy any and all Militia military assets.

GAME SETUP
Recommended Terrain: Light Urban, Heavy Urban
Use at least three maps. Select one map to be the home map for the Protesters.

ATTACKER
The Player Group is the Attacker and should use up to 50% of their total force. The Player group begins the game deployed on the center map, at least 6 hexes from any other map.

DEFENDER
A group of civilian protesters including some Militia defectors are the Defenders and should be 150% of the Player’s deployed force and are considered Green. The protesters should consist of mainly infantry and vehicles but not exclude ‘Mechs. The protesters begin the game deployed on their home map. Up to half of the protesters may begin the game hidden.

A group of Loyalist Militia units are in the area to make sure the Player group succeeds in their mission. The Militia force should be 75% of the Players deployed force and is considered Regular. The Militia begin the game deployed in the map opposite the civilians.

WARCHEST
Track Cost: 600 WP
Optional Bonuses
+150 That’s Enough: Cripple or Destroy less than 75% of the “enemy” (see special rules below).
+200 Heavy Rainfall: Apply a +1 to-hit modifier to all weapon attacks and a +1 Piloting/Driving modifier.

OBJECTIVES
Company Man: Force the protesters to withdraw from the battle. (Reward: 600)
Bite the Hand: Force the Loyalist Militia to withdraw from the battle. (Reward: 400)

SPECIAL RULES
The following rules are in effect for this track:

One Path Only
You may only achieve one of the objectives. The Militia forces will not move until fired upon or the Player group is seen to be abandoning the mission.

Salvage
Salvage is available for this track if you complete your chosen objective.

Forced Withdrawal
The protesters and Loyalist Militia operate under Forced Withdrawal rules after 50% of their force is crippled or destroyed (Total Warfare pg. 258).

Next Track
If the Player force attempted the Bite the Hand objective, your next Track is On the Run.
If the Player force attempted the Company Man objective, your next Track is Dirty Laundry.
DIRTY LAUNDRY

SITUATION
Marian Forests
Howick, Federated Commonwealth
7 January 3053

The word “Friend” is a relative term. Relative to who is signing the checks. The man signing checks these days has a problem with a select group of opposition elements within the planetary council. How can we run a planet if any slack jawed politician can stir up trouble with threats of rebellion and justice for all?

Things have changed.
There is a new order of things and your force is the hammer that keeps the populace in line. Most of the Militia have defected to create a fractured resistance. Too bad for them you taught them everything they know. It’s going to be like shooting fish in a barrel.

An example needs to be made. There is a rebel council member holed up in the country side surrounded by a small but dangerous Militia force. He is constantly on the move making him difficult to track. Difficult but not impossible. You’ve managed to stay on his heels and now is your chance to take him down. Don’t let him escape.

GAME SETUP
Recommended Terrain: Hills, Wooded
Arrange maps in Chase format. The Rebel Militia force selects one short map edge as the objective edge.

ATTACKER
The Player group is the Attacker and may use up to 25% of their total force.
The Players forces enter the battle on turn 2 from the same map edge as the Militia.

DEFENDER
Rebel militia units are the Defenders and are escorting a opposition councilman out of the area. The Militia units consist of 75% of the Attacker’s deployed force and are considered Regular.
Add one cargo capable vehicle to the rebel force to carry the Councilman. This vehicle should not be faster than 5/8 unless the game master decides otherwise.
The Militia enter the battle on turn 1 from the map edge opposite the objective edge.

WARCHEST
Track Cost: 900 WP
Optional Bonuses
+250 Decoys: Add two more cargo capable vehicles to the Militia force. The Militia player secretly assigns the Councilman to one of the three vehicles.
+500 Head Start: The Player force enters the battle one turn later.

OBJECTIVES
Assassination: Destroy the vehicle carrying the Councilman. (Reward: 600)
Might Makes Right: Cripple or destroy at least 50% of the Defenders. (Reward: 450)

SPECIAL RULES
The following rules are in effect for this track:

Salvage
Salvage is available if the Players complete at least one objective.

Forced Withdrawal
The Rebel Militia forces are evacuating the area and should behave as though under Forced Withdrawal.

Next Track
Reap What You Sow
ON THE RUN

SITUATION
10km West of Parma Valley
Howick, Federated Commonwealth
7 January 3053

The right thing is almost never easy. You stood up for what’s right and now your unit is paying the price. You have been on the run for weeks now, dodging patrols and never sleeping in the same spot twice. Your force is broken up into smaller elements making them harder to track and easier to evade. Still it’s only one matter of time before your luck runs out. Time is not your ally and the lack of down time to perform maintenance and mend broken armor is starting to become a problem.

Loyalist Militia forces are getting closer each day and today part of your unit is forced to make a run for it to evade capture. Break through and live to fight another day. Doing the right thing is hard. Damn hard. But in the end you are nothing without your principles.

GAME SETUP
Recommended Terrain: Hills, Wooded
Arrange maps in chase format. The Player force selects one short map edge as their home edge.

ATTACKER
A loyalist Militia pursuit force is the Attacker and should be 125% of the Player’s deployed force.

DEFENDER
The Player force is the Defender and may use up to 25% of their total force. The Player force enters the battle on turn 1 from the map edge opposite their home edge.

WARCHEST
Track Cost: 900 WP

Optional Bonuses
+150 Double Time: Complete the Escape objective before turn 9.
+200 Bravery: The Militia may ignore the Lead from the Front special rule.
+200 Sleep Deprivation: Increase the Player force’s piloting and gunnery skills by 1.

OBJECTIVES
Escape: Escape off the battle from your home edge with at least 50% of your force. (Reward: 450)
Something to Remember: Destroy the enemy commander. (Reward: 250)

SPECIAL RULES
The following rules are in effect for this track:

Lead from the Front
The pursuing loyalist Militia commander is the kind that leads by example. No militia units will advance farther than the commander while he is alive and conscious.

Prior Damage
Your force has been on the run for a while now and has not had time to repair damage. Each unit deployed in this track begins with 1D6+2 5-point damage clusters. Ignore critical hits.

Salvage
Salvage is not available for this track. Run fast...

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

Next Track
Reap What You Sow
REAP WHAT YOU SOW

SITUATION
Parma Valley
Howick, Federated Commonwealth
10 January 3053

Dropships inbound!
Multiple contacts closing in on your location. Combat drops are in progress and they are all coming after you!

Something is terribly wrong. The local press is being manipulated. News outlets say you were responsible for the attacks on Voorhees. They are saying you were colluded with the Pirates you came to destroy! Your force is being blamed for damn near everything that ever went wrong in the last twelve months.

And now some damned Mercenary unit fresh from the front lines of the Clan Invasion have been called in to collect a fat paycheck from your hide.

GAME SETUP
Recommended Terrain: Hills, Light Urban
The Player group may select one map edge to be their home edge. The Attacker's home edge is the opposite map edge.

ATTACKER
A Mercenary unit is the Attacker and should be 125% of the Players deployed force. The Mercenaries are 50% Veteran and 50% Elite. The Mercenary force is being led by Commander Thornton in a custom Thunderbolt.

Half of the Attackers enter the battle on turn 1 from their home edge. The other half combat drop into battle beginning on turn 3.
(See Strategic Operations pg. 22)

DEFENDER
The Player Group is the Defender and may use up to 100% of their total force.
The Players enter the game on turn 1 from their home map edge.

WARCHEST
Track Cost: 1200 WP

Optional Bonuses
+150 Freak Weather: Apply a random weather condition for the duration of the battle. Roll 1D6 and apply the following weather: 1 = Blowing Sands, 2 = Heavy Rain, 3 = Moderate Gale, 4 = Light Fog, 5 = Dawn/Dusk, 6 = Lightning Storm. (See Tactical Operations for complete rules)

+200 Spoils of War: If using the provided Random Assignment Tables, add 2 to the die roll when determining the Mercenary Force.

OBJECTIVES
Stand...: Survive the battle with at least one non-crippled 'Mech. (Reward: 800)

...and Deliver: Cripple or destroy all of the Attackers. (Reward: 800)

SPECIAL RULES
The following rules are in effect for this track:

Friends in Low Places
If the Players completed the Bite the Hand objective in the Cracks in the Foundation track, the Players may add rebel Militia units to their force. These additional units may be up to 25% of the Player's deployed force and may enter the battle from any map edge after turn 6.

Friends in the Wrong Places
If the Players completed the Company Man objective in the Cracks in the Foundation track, the Players may immediately add 300 WCP of BattleMechs and Combat Vehicles to their force from the Militia RAT. These 'Mechs are stolen property from the Loyalist Militia reserve that your force was able to take before things got out of hand.