Clan Wolf - RPG

Refusal War

"A Tribute to MechWarrior 2"



Clan Wolf

vs.

Clan Jade Falcon

An Alpha Strike & C3 Campaign

by CWG

2026

31 years in the 31st century

True loyalty remains!

Big thanks to our friends and families and their unwavering support of our hobby!

Thanks to all BattleTech fans out there for the incredible work and dedication over the last decades!



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Meldric

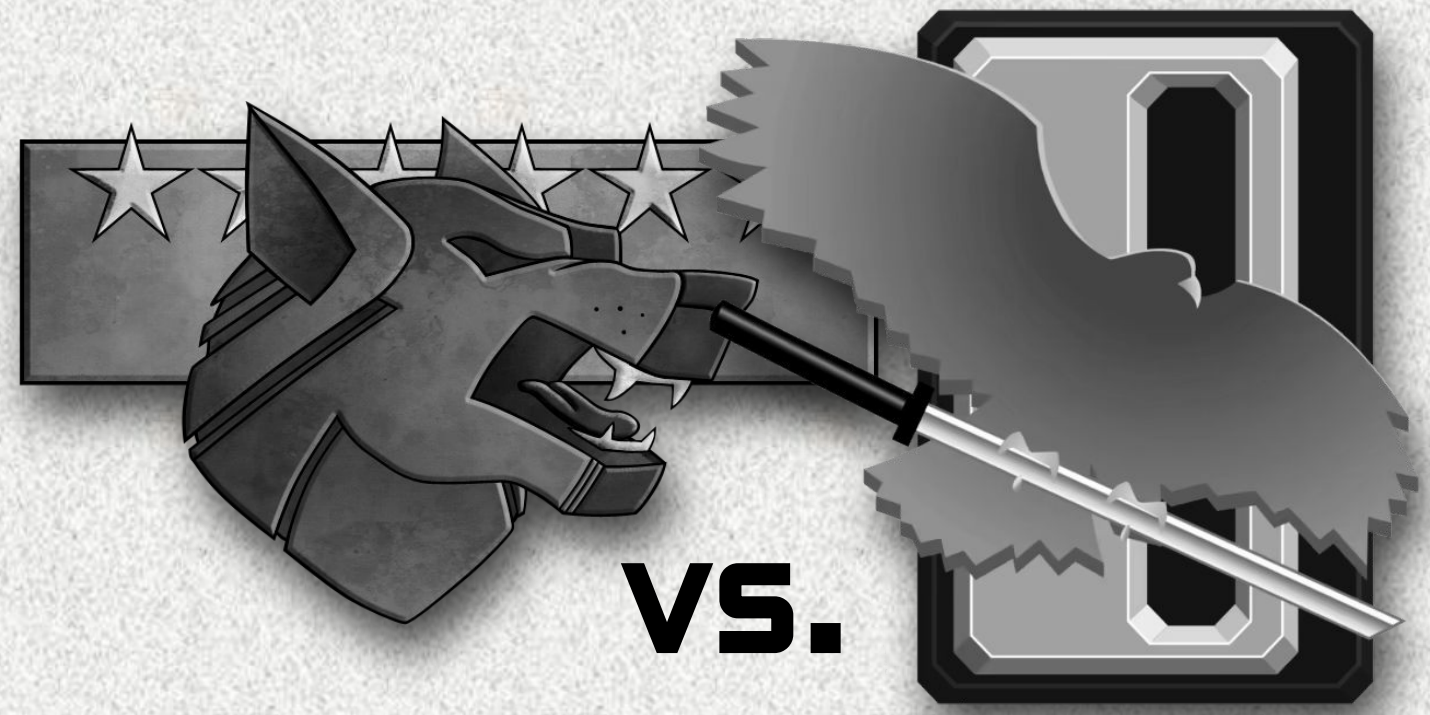
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Nimrod

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Liam Wolf

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Refusal War

A C3 and Alpha Strike Campaign by CWG
2026

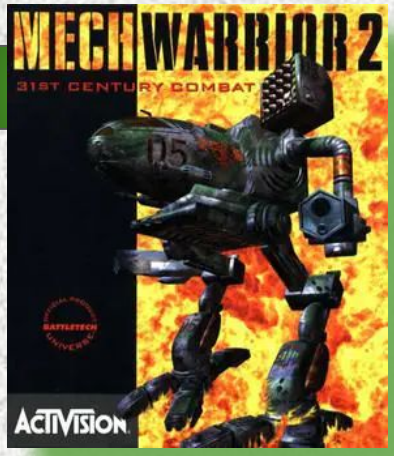


vs.

Clan Invasion

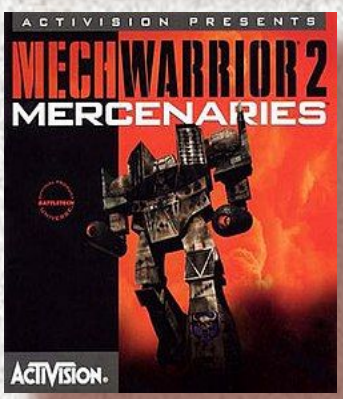
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Nimrod's Motivation for this Campaign

- MW2 31 years in the 31st century -

After all these years I can't recall what came first. Was it Mechwarrior 2 or seeing a Battletech novel in the railway station bookstore in Wernigerode? I only remember that my deep interest and curiosity started with a Demo of MW2 in a 1994 Issue of the PC Games Magazine.

In the end of 1994 PC Games compiled a lot of demos from that year on two CDs. And there it was… A demo of Mechwarrior 2. You could only pilot two Battlemechs on a seemingly very dark map, but my 14 years self was instantly sure that I had to buy the full game.

When MW2 finally came out in 1995 I had already progressed in reading the available German Battletech Books. I knew who Natasha Kerensky, Ulric, Phelan and all the others were. But I had not - as far as i remember - progressed to the Refusal War... Well how to say this… I was shocked when I learned of the death of the Black Widow and the death of Ulric Kerensky.

The small text passage of Phelan reading about their demise followed my teenager mind and heart for quite some time. And now, 31 years later I still remember it.

> Natasha and Ulric. Both dead. Only I am left. Phelan closed his eyes and pushed his grief to the back of his mind. He suddenly wanted to laugh his defiance in Mattlov's face. She expected her bombshell to demoralize him and his troops. Instead, the knowledge of Ulric's sacrifice had the opposite effect. Unconsciously straightening in his command couch, Phelan answered the only way he could.

This campaign is my way to to pay tribute to the root of my love for this universe. It started here, with MW 2, the novels and two boxed sets.



Clan Wolf Germany [CWG]

Our community has been part of the online gaming world since the late 1990s, with our roots going back to around 1998–1999. Since the year 2000, our website has been running without interruption, serving as the central hub for our community—and you can still find us at www.clanwolf.net.

As an online-based group, we started playing together with MechWarrior 3 (MW3) and, in part, even MW2 NetMech. The release of MW4: Vengeance in 2001—and later the beta of MechWarrior Online—each brought a big surge in membership, with growth well into the double digits.

Over the years, we've also fought our battles in Living Legends, MegaMek, HBS-BATTLETECH, and other titles. From the very start, we spent a full decade representing Clan Wolf in the MBO Online Planetary League, where the various BattleTech factions fought for control of the Inner Sphere map.

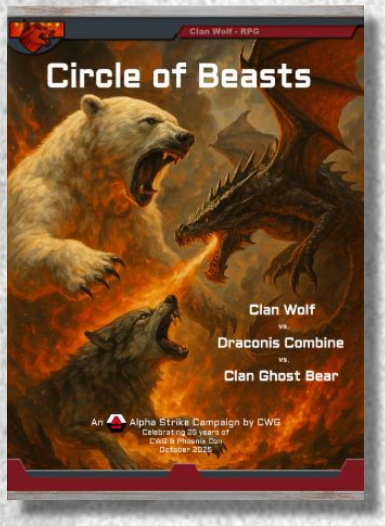
We have decades of experience running a hierarchically structured role-play community, combined with navigating the highly volatile online gaming scene.

But we are not only engaged in online gaming, but also in playing Battletech on the table. For many years now we have developed campaigns and played big Alpha Strike Scenarios.

For that, we developed an Application for Smartphones and Tablets, called



ASCard

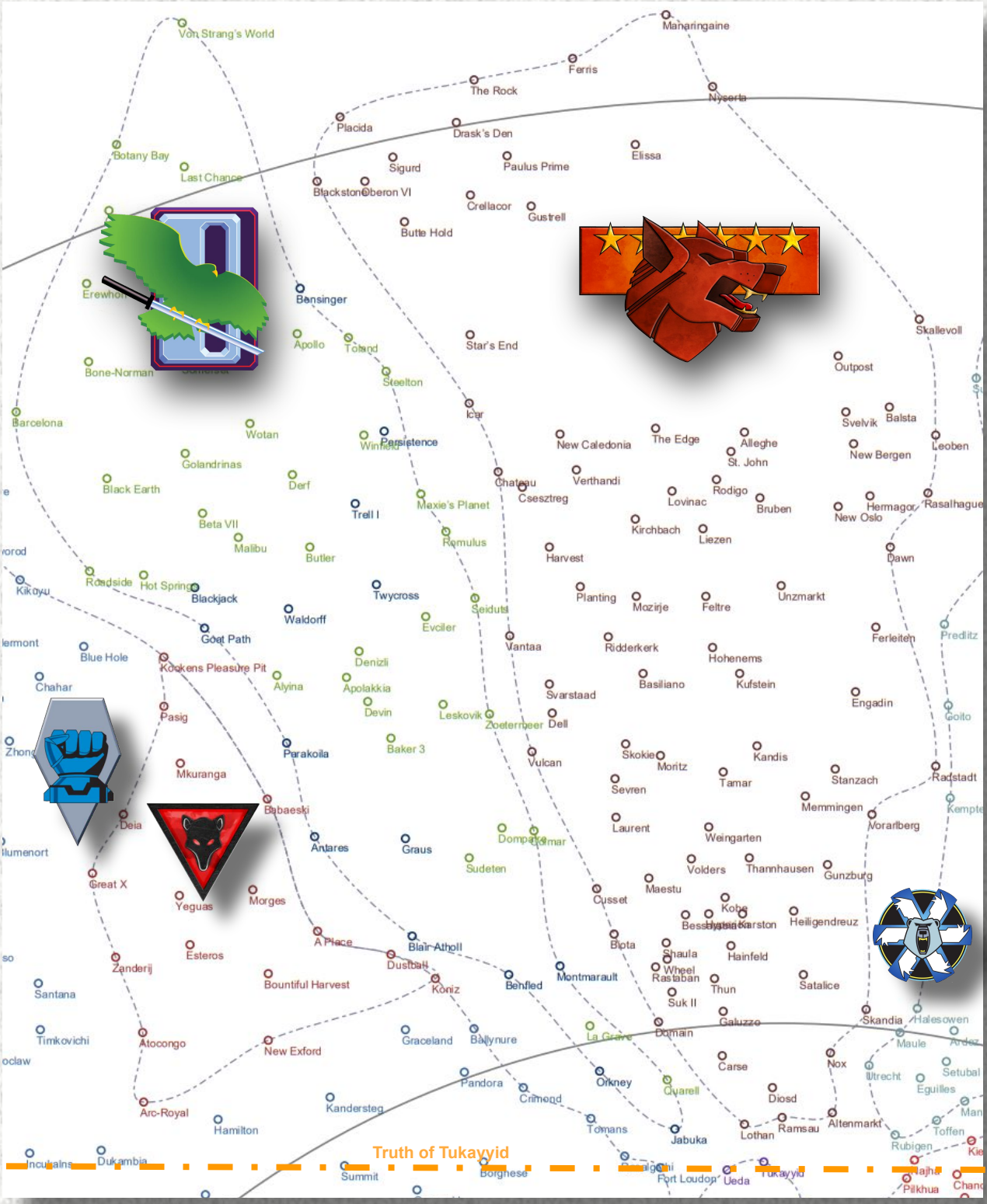


We are Clan Wolf!

Invasion Corridor

Clan Jade Falcon & Clan Wolf

3057



– Many paths ahead –

Orbit over Tukayyid
CW Flagship "Dire Wolf"
May 20th, 3052

Natasha Kerensky limped into the Tactical Command Room of the *Dire Wolf*. Only one person was already in there. It was the ilKhan. Deep in thought, studying in the Holo projector what looked like the Clan Wolf casualty report of the Battle of Tukayyid.

"You look weary, ilKhan Kerensky."

The ilKhan met her eyes. "Garth Radicks body has been recovered. Confirmed KIA. Tukayyid has been a crucial that has culled many Khans and warriors alike. And now we must all live with ComStar's truce in the face of failure."

Natasha felt the sting of losing another companion and the years on her body.

"Jade Falcons managed to fight to a draw.



The Ghost Bears won a marginal victory. They can stand with us as the only clans to leave here with their honor intact. But the others…", she said.



"THE OTHERS!" Ulric spat. "They will reap what they have sown! We could have united against Comstar as I advised… but they chose pride and hubris!" an energized Ulric exclaimed.

"So what of the truce? Do you think it will hold?" Natasha asked. But deep inside she already knew the answer.

"No clan is in a position to say otherwise. The Inner Sphere has earned their peace, if only temporarily." Ulric sat down in a chair, grunting.

The Black Widow laughed sarcastically. "Peace. It's almost unthinkable knowing our ways. What do you think the other clans will do?"

Ulric thought for a moment. As a leader and especially as ilKhan sharing his apprehension, not to speak about his fears, was difficult. Even in this private moment. He answered thoughtfully. “I see many paths that lie ahead. But each clan will leave here forever changed. For some the harsh lessons taught by Tukayyid will go unlearned.”

With a low thoughtful voice he continued. “Logic and reason giving way to anger and madness. Others will leave with a renewed sense of pride in the sacrifices made by their comrades, learning that the Inner Sphere is a more worthy foe than once thought. Perhaps that will inspire long-held beliefs to change and allow cooler heads to forge a new path.” Ulric proclaimed and looked at Natasha.

“But no matter what the outcome,



Operation Revival has come to an end. And it now falls on the next generation of warriors to determine the future of the clans.”



The Khan of the Wolves thought about Ulrics words. All her experience let to one conclusion. “That's a pleasant fantasy. But the crusader fossils that started this war will not stand idly by.

They will come for us with everything they have!”

Ulric nodded. He saw it too!

There was another kind of challenge on the horizon right now. He remembered what he said to Focht while bargaining the fight for Tukayyid. He could guarantee fifteen years of truth, as long as he would stay ilKhan. The fight to keep this bargain would start right now, and he wasn’t yet sure how to come out victorious.

Ulric felt the weight of the world on his shoulders when he stood up. A small sigh, maybe a sign of his age, maybe a sign of his exhaustion, slipped his mouth.

“Let them come. We are Clan Wolf, the true stewards of Kerensky's legacy. There is no challenge that we will not overcome.” While saying so, he walked around Natasha and gripped her shoulder in a reflection of deepest friendship and comradery.

She took his hand and in that moment they accepted their fate and task ahead.



The Black Widow and the ilKhan of the Clans knew what was coming and what had to be done.

The future of Clan Wolf - Nicholas Kerensky’s chosen Clan, warden of his blood heritage - had to be preserved! No matter what the cost!



In communion both warriors fell into silence. Everything was spoken for now. Lost in his thoughts, Ulric looked down again at the floating datascreen.

The names of the killed or missing Clan Wolf warriors still scrolling down in a sheer endless column.

src: Mechwarrior 5 - Clans - PGI

The Year 3057

The Year 3057

- **April 5th:** The Federated Commonwealth world of Cumbres is raided by Clan Steel Viper.
- **May 20th:** Joshua Marik dies and is replaced with a double.
- **September:** Damien Constantine is assassinated.
    - Isis Marik moves to Sian.
- **June 10th:** The Crusader Loremaster of Clan Wolf Dalk Carns, along with Vlad and Marialle Radick, launches an investigation against Ulric Kerensky and charges him with high treason.
- **July 10th:** In a Clan Wolf Conclave, Ulric Kerensky invokes the ilKhan's authority to dismiss the charges brought against him. Loremaster Dalk Carns makes an unexpected move by introducing a third charge against the ilKhan: The charge of conspiracy to destroy a Clan's genetic heritage.
- **August 8th:** The charges against Ulric Kerensky are presented in the Clan Grand Council by the Jade Falcons and the ilKhan is narrowly voted guilty. The vote deposes him as ilKhan. Ulric initiates a Trial of Refusal against his guilty verdict. Ulric bids the entire Clan Wolf in his defense thus starting the Refusal War.
- **September 16th:** Capellan Confederation and Free Worlds League invade Federated Commonwealth in Operation GUERRERO.
- **September 18th:** Katherine Steiner-Davion uses her emergency war powers to secede the Lyran half of the Federated Commonwealth.
    - Katherine Steiner-Davion is named Archon of the Lyran Alliance and quickly signs a truce with the Free Worlds League.
- **September 24th:** Clan Wolf is victorious on Colmar. The Refusal War is in full swing.

The Year 3057

- **October 5th:** Clan Wolf starts his attack on Baker 3.
- **November 20th:** Second Skye Rebellion ends.
    - ComStar opens its historical vaults to public access.
    - The first colonists arrive on the world of Cygnus in the New Colony Region.
    - Clan Wolf Task Force Phelan arrives at Morges.
    - Natasha Kerensky stands on Twycross.
- **December 5th:** Clan Jade Falcon issues a batchall for Morges.
- **December 10th:** Message of Natasha Kerensky's death on Twycross arrives at CJF headquarters. They party.
    - Task Force Ulric attacks Wotan. Ulric Kerensky and his Command Star are wiped out in an ambush at Boreal City.
    - The Refusal War ends. Clan Jade Falcon declares itself victorious and the trial per se as a Trial of Absorption. The Jade Wolves are founded.
    - Phelan's Wolves on Morges are abjured.
- **December 13th:** Star Commander Vlad emerges alive from his destroyed Timber Wolf.
- **December 14th:** Vlad convinces Khan Crichell to allow him to challenge saKhan Chistu to release the Wolves from the Absorption. Piloting a Warhawk, Vlad successfully defeats and kills Chistu.
- **December 15th:** Operation GUERRERO ends.
    - The Pirates War begins.

Source: "Sarna" & Activision - MW 2 & Heyne - Die Kriegerkaste, Abgefeimte Pläne

The Year 3057

- **December 15th:** Operation GUERRERO ends.
  - Zion Rebellion erupts when Zion Province seeks independence from Free Worlds League.
  - Shinjiro Kurita is born.
  - Vlad earns Phelan's Ward Bloodname and is named Khan of the new Clan Wolf.
- **December 21st:** Phelan offers hegira to the remaining Falcon Forces on Morges
- **December 31st:** Clan Wolf in Exile is founded on Arc Royal.
  - Phelan is gifted with the Kell Bloodname by late ilKhan Ulric Kerensky.
  - Victor Davion learns that Thomas Marik is an imposter.



The Players at a Glance



FROM: *Precentor Tomma, Blackjack, Jade Falcon Occupation Zone*
TO: *Anastasius Focht, Precentor Martial of the Com Guards, Hilton Head Island, Terra,*

DATE: *March 25th, 3056*

RE: *Current Jade Falcon political and military situation, post-Tukayyid*

The defeat on Tukayyid shocked and angered the Clans, and forced them to take the time to put their own houses in order. Because ilKhan Ulric still holds the highest position of power in the Clans, we assume any attempts to remove him have failed.

Immediately after Tukayyid, Khan Chistu sent several advisors back to Clan space, apparently at the request of Khan Crichell, and as a result, the Falcons rebuilt their forces more quickly than the other Clans. They were among the first to receive new troops and equipment from their homeworld, and though it took several months for them to resupply and evaluate the post-Tukayyid situation, in that amount of time the Nova Cats and Ghost Bears received only an absolute minimum of supplies from Clan space.

It took a year for all the Clans to regain their full strength, but by that time the warriors were looking for new battles. Khan Crichell apparently used this time to further solidify his position as senior, or acting senior, Khan, for Khan Chistu routinely carries messages marked with Khan Crichell's seal. Khan Elias Crichell is obviously a dangerous political rival, as he has twice succeeded in placing the blame for military failure on the shoulders of his junior Khan.

The Falcons also want to regain control of Waldorff, which they conquered in the third wave but lost to Clan Steel Viper when ilKhan Kerensky added that Clan to the invasion as a full partner. Waldorff's large munitions manufacturing facility currently benefits the Vipers.

The Players at a Glance



Unable to vent their aggressions on the Inner Sphere, Clan Mech Warriors took their frustrations out on each other. Fights between MechWarriors became increasingly common, and too many died in the Circle of Equals. It seemed likely that the Clans would soon begin raiding nearby Inner Sphere worlds for no other reason than internal stability.

While many Inner Sphere leaders assumed the Clans would stand by their agreement, our Blessed Order was not so naive. Because they struck their agreement with ComStar, the Clans do not consider their attacks on Inner Sphere worlds to be raids, but acts of vengeance against a cowardly and dishonorable foe. The Falcons, especially, take this attitude. Many warriors describe our tactic of blowing up the bridges over the Prezno River during the battle of Tukayyid as an underhanded trick, and believe the MechWarriors killed there deserve to be avenged. But most Falcon commanders advised their warriors to exercise patience, advice that both surprised and relieved me.

I later understood this uncharacteristic behavior; even though Clan Jade Falcon wanted to deal with the Inner Sphere, a higher priority required their attention first.

ComStar reports from other sectors indicate that Clan Steel Viper is currently building up garrisons on their occupied worlds, and the Falcons are doing the same.

Recent activity indicates that the Falcon Khans agreed to deal with the Steel Viper threat before moving against the Inner Sphere. The Falcons seem determined to gain economic superiority over the Vipers and to own more worlds, and one of their prime targets toward that end is the planet Orkney. The ilKhan gave Orkney to the Vipers, but Clan Jade Falcon maintains a training base on this planet's southern continent. The Falcons continue to use the base without Viper interference, but find this arrangement highly objectionable.

The Players at a Glance



Khan Chistu maintains that the very fact that the Vipers now administer worlds conquered by the Falcons shames his Clan, and considers the current situation a personal insult from the ilKhan himself.

The second item on Khan Chistu's agenda is to track down and destroy the bandit Snord and her comrades. The Falcons know her last location, but the Dark Nebula covers a huge expanse of space, and so the Falcons will wait for Snord to make the first move. When she reveals her location, the Falcons will respond by attacking with Vau Galaxy, a crack unit. Khan Chistu learned from his mistake of sending an older unit to take such a prize, and this time he expects better results.

Either by design or accident, when the ilKhan paired the Vipers with the Falcons and the Nova Cats with the Smoke Jaguars, he helped focus the Clans' attentions on each other. The ilKhan's ulterior motive may be to improve Clan Wolf's chances of reaching Terra first, but this speculation is so far unsubstantiated. Fighting among the Clans can only benefit the Inner Sphere, giving its leaders more time to prepare to resume the battle.

Our current policy of giving back to the Clans as good as we get will only serve to draw their attention. Because I believe that our only hope of winning is through superior strength, my reports point out the inadvisability of continuing on the present course, but, so far, my superiors choose to ignore my advice. Inner Sphere raids conducted against Clan Jade Falcon-held worlds have proved, at best, marginally effective, and at worst, may weaken our forces beyond any potential benefits.

The Players at a Glance



The first reported raid against the Clans took place on La Grave in February 3054, when a small Inner Sphere recon force attacked a minor Falcon supply depot. The attack failed, but the raiding party escaped. The Falcons' only response was to order more frequent patrols. One or two more raids have followed the La Grave effort, but these appear to be mainly to test garrison strengths and response time.

This type of activity is fairly harmless, but fuels and reinforces the Clans' hatred for Inner Sphere tactics. In Clan custom, two sides fight to control a target, not to destroy it. Continuing these raids makes it even less likely the Clans will honor the agreement we earned with our victory at Tukayyid.

In 3056, tired of the raids and under pressure from his own command staff, Khan Chistu ordered the invasion of Morges. Instead of allowing bidding for the planet, Chistu simply ordered the most experienced commander to lead the operation. His actions made it clear that the attack was an attempt to capture the planet, not a raid. Khan Chistu probably targeted Morges because most raids into Falcon space took place within one or two jumps of Morges, and the Falcons realized it was serving as a staging area.

Galaxy Commander Angeline Mattlov of Peregrine Galaxy led the attack. The garrison managed to avoid being pinned down, stretching the battle out over several days. It took four days for the Clans to trap the Federated Commonwealth forces in a small river valley and encircle them. By forcing their enemy to fight on their terms, the Jade Falcons quickly defeated the remaining garrison forces. The Federated Commonwealth's initial delaying tactic bought just enough time for reinforcements to arrive, however, and while the Falcons rounded up the last resisters and arranged a garrison for Morges, Wolf's Dragoons attacked, backed up by elements of the 20th Arcturan Guards and the Fourth Skye Rangers.

The Players at a Glance



Perhaps Mattlov should have backed off, knowing the planet still harbored rebels and with her units at less than full strength. But, seeing a chance to gain Falcon glory at the expense of the Wolves, the Galaxy Commander ordered her units forward. In an intense series of engagements that lasted nearly two days, both sides threw everything they had at each other. Finally, with nearly 75 percent of her 'Mechs damaged and running low on supplies, and no safe retreat on Morges, Galaxy Commander Mattlov took the Falcons off planet.

This Inner Sphere victory over the Clans may prove a hollow one. We do not know how the Khans will react to this additional loss of Falcon honor (especially at the hands of the Clan Wolf renegades), but it obviously puts additional pressure on Clan Jade Falcon. Following Morges, the Falcons increased their calls to renew the war with the Inner Sphere, and some commanders within the Falcons are beginning to recommend setting aside Clan differences to fight a common enemy.

We have seen their unified strength, and have evidence that their disunity is to our advantage. I hope that the lives lost on Tukayyid did not pay for just another empty victory. The Inner Sphere must use the time we won to improve its chances of ultimate victory, for it is literally only a matter of time before we again face the Clans on the battlefield, and the Tukayyid bid will not come a second time.

For now, Clan Jade Falcon sees enemies all around, and that keeps them from making any serious attempts against any one target. If the Falcons and the Vipers somehow make peace with each other, this situation would change dramatically by freeing up Falcon forces for assaults against the Inner Sphere. Clan politics makes such an accord unlikely, but we must consider the possibility. If the Clan-space pot comes to a boil, it could very easily boil over into the Inner Sphere.

…

src: Mechwarrior 2 - 31st Century Combat - Activision

The Players at a Glance

Current situation of Clan Wolf and the Clans

an analysis by

Precentor Anastasius Focht, Precentor Martial of the Com Guards,
addressing recruits at Sandhurst Military Academy

December 31st, 3057

In the years after Tukayyid, Clan Wolf seemed stronger as ever. The only Clan coming out of Tukayyid really victorious, having a strong ilKhan in their midst and two Khans knowing the ways of the Inner Sphere and Clans alike. But the strength was built on “feet of clay”, because Clan traditions and their breeding program widened the gap between the Crusader and Warden philosophies, leading to a head on head, not seen in the Clans since our “Outbound Light” reached the Clan Homeworlds.

In the years following the Truce of Tukayyid, tensions continued to grow within the Clans. The so-called Crusaders increased their calls for a repudiation of the truce and a resumption of the Inner Sphere invasion, while the Warden faction continued to counsel cooperation with the Inner Sphere powers. This conflict set Clan against Clan, and warrior against warrior within each Clan. The emergence of new generations of MechWarriors within the Clans fueled these tensions further.

Most of these new warriors had come of age during the invasion of the Inner Sphere and had dreamed of winning glory in the battle for Terra. The truce had dashed those visions, however, and left these young warriors frustrated and bitter.

Understandably, many became ardent supporters of the Crusaders' calls for a renewed invasion. Such sentiments were strongest among the Wolf Clan's young members, because the Clan's low casualties on Tukayyid left few Bloodnames open to these new warriors and virtually denied them any opportunity to win glory or advancement. As a result, a number of Wolf "supremists" emerged.

The Players at a Glance



These warriors remained fiercely loyal to their Clan, but displayed barely contained hostility toward the Wolf Clan's Warden Khans.

Crusaders within the Wolf Clan carefully noted these growing sentiments, recognizing in them an opportunity to wrest control of the Clan from its Warden leaders and force the ilKhan to resume the invasion of the Inner Sphere. On June 10, 3057, these elements made their move. The Wolves' Crusader Loremaster, Dalk Carns, formally accused ilKhan Ulric Kerensky of high treason.

This surprise accusation sent a murmur of disbelief through the gathering. The destruction of genetic materials was the single most horrific crime that a Clan or Clansman could commit. Only once before in the Clans' history had such an accusation been raised, leading to the annihilation of an entire Clan.

The ilKhan remained speechless for a moment, and Khan Phelan immediately demanded that the Loremaster explain himself or face a Trial of Refusal. Seeing that his bombshell would snatch victory from what had seemed certain defeat, the Loremaster cleared his throat and answered.

"Because of the Truce, we will have three generations of warriors who know nothing of warfare beyond exercises and the occasional raid. When the Truce ends, our command structure will be full of untested , untried, and inexperienced warriors.

They will lead our young into combat and, as Ulric intends, they will die. They will perish, and the way of the Clans with them."

IlKhan Ulric's next action stunned his supporters, opponents, and the entire council. He directed the Loremaster to forward the charge to the Grand Council of all the Clans, and agreed to answer it at a formal hearing in one month. In hindsight, it is apparent that Ulric took this action for two reasons.

The Players at a Glance



First , transferring the proceedings to the Grand Council ensured that the charges would not split the Wolf Clan. Second, the transfer would gain him valuable time. Knowing that the charge would go to the Grand Council anyway, where his Crusader enemies held sway, the ilKhan used the intervening month to form his own plans and set them in motion.

On August 8, 3057, the Grand Council held session on the planet Tamar to hear charges of genocide against ilKhan Ulric Kerensky. All the gathered Khans knew the charges, and most had already decided on their verdict.

Khan Elias Crichell of Clan Jade Falcon claimed the right of prosecution. The most powerful of the ardent Crusader Clans, the Jade Falcons had established sufficient control on the worlds they occupied to let them shore up their forces in preparation for a swift drive toward Terra once the Truce of Tukayyid collapsed. While the other Clans contended with Inner Sphere raids and planetary rebellions, the Falcons quietly stockpiled munitions and equipment on the planet Quarell in preparation for renewed war.

The Falcon Khans believed their warriors could slice through the troubled Federated Commonwealth and take Terra in less than a year, ensuring that Clan Jade Falcon would become the ilClan. To achieve all this, the Jade Falcon Khans needed to ensure that Ulric Kerensky would be found guilty and the Truce of Tukayyid repudiated.

In pursuit of this goal, Khan Crichell painted a damning though inaccurate-portrait of a vast, sinister conspiracy between Ulric, Precentor Martial Anastasius Focht of ComStar, and the two Wolf Clan Khans to re-establish a tainted version of the Star League with Victor Steiner-Davion of the Federated Commonwealth as its First Lord.

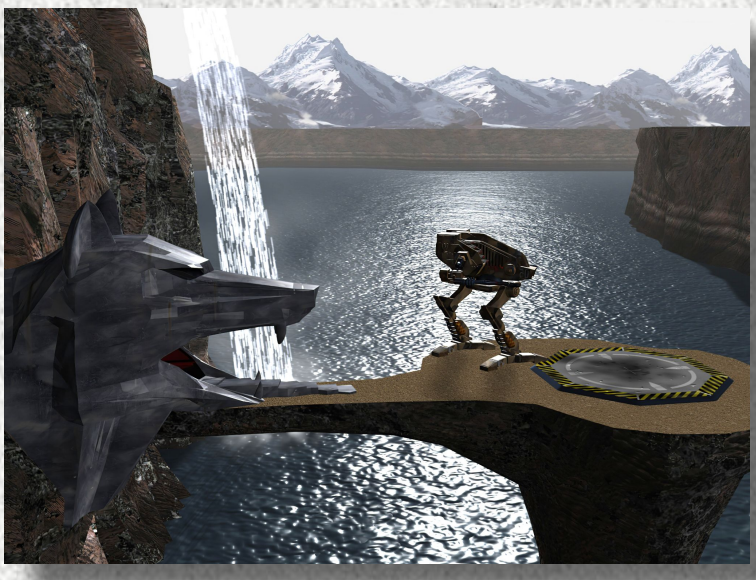
The Players at a Glance

He claimed that the Clans, including the young Crusaders who made up much of Clan Wolf, had been betrayed by Ulric, who intended to destroy them and the entire Clan way of life. Several Council members believed Crichell's wild speculations, and Khan Phelan Ward's attempt to refute them proved fruitless. Nineteen Clans declared Ulric guilty of treason; fifteen declared him innocent.

The Council stripped him of his rank as ilKhan, demoting him to the rank of Star Colonel. In response, Ulric demanded a Trial of Refusal against Clan Jade Falcon.

The Falcons had anticipated any response but this. They had won a vital political victory and assumed that Ulric would not contest the verdict. The Falcons were poised to resume the invasion of the Inner Sphere, and the last thing they wanted was to squander warriors and BattleMechs on inter-Clan strife.

Their initial reluctance to fight, however, evaporated at Ulric's insinuation that the Falcons wished to avoid a trial because they feared they would lose. At this, the Falcons angrily agreed to face the Wolves in the bitter conflict that came to be known as the Refusal War.



src: The Falcon and the Wolf - Sourcebook - FASA

**** Traditions of Kerensky's Clans - Glossar ****

An Excerpt taken from the notes of A. Focht

Trial of Refusal

The Clan Councils and the Grand Council, like any legislative body, vote on laws and actions that affect the community. Unlike Inner Sphere legislative bodies, however, any decision can be challenged and reversed by a Trial of Refusal. These trials afford the losing side the right to demand that the issue be settled by combat.

The forces used in a Trial of Refusal are determined on a prorated basis. The side rejecting the vote declares what forces they will use. The winning side can field a force equal to the ratio of winning votes to losing votes.

If, for example, the contested vote carried by a three-to-one margin, those on the winning side of the issue can field a force three times the size of the force of those challenging the decision. The traditional bidding by sub commanders usually results in a smaller attacking force, however.

If this trial process is taken to its logical conclusion, it is possible that a sub- commander might vote for a decision he actually opposed, and then bid so low that the decision could be overturned. My suggestion that a warrior might consider this course of action was met with shock and frozen silence. One Loremaster refused any further interviews, and other prohibited me from any contact with the warriors of his Clan. Such a breach of honor is clearly unthinkable.

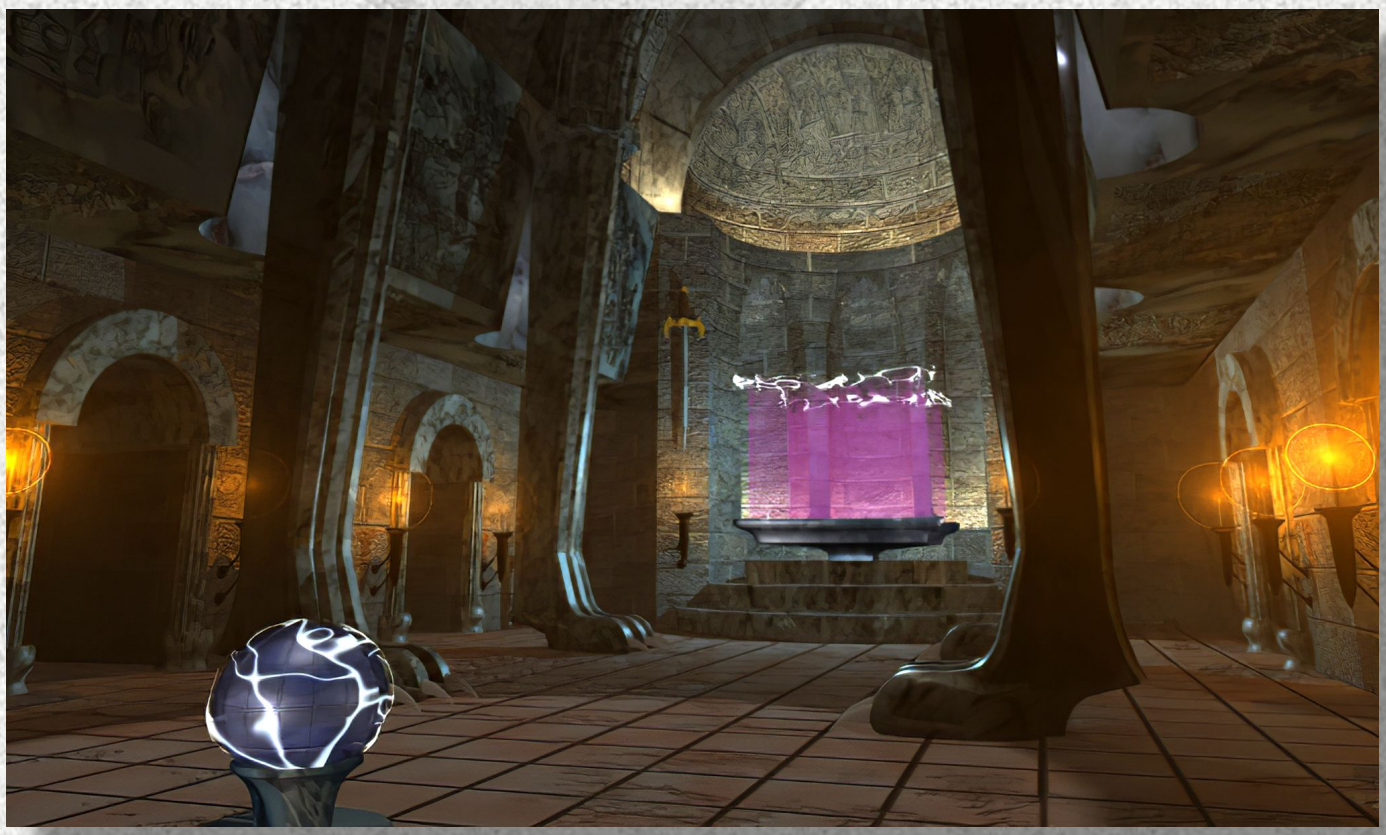
An interesting variation of the Trial of Refusal is the Absorption Right. The Grand Council can vote to allow one Clan to absorb another, but only by a unanimous vote (except the Clan being absorbed). The council then determines which Clan will benefit from the Absorption.

Naturally, the Clan to be absorbed would demand a Trial of Refusal. The Clan chosen to absorb the weaker Clan may also be challenged by others in a Trial of Refusal even before battling the Clan to be absorbed. The resulting trials can last for years. Wolf won the right to absorb Widowmaker in 2825, for example, but had to defeat three other Clans for that right.

Clan Wolf

"Sons and daughters of the blood legacy
Inspire me as I sing,
Of the deaths dealt out on Tukayyid
And of what our warriors faced and bravely fought:
Help me paint a portrait of an apocalypse."

-- The Remembrance, Passage 328, Verse 1, Lines 1-5



Clan Wolf Touman (excerpt)

Galaxy	Cluster	Status	Honor Level
Task Force Ulric - Epsilon & Tau Galaxy	Honor Guard	Fanatical	1
Task Force Natasha - Alpha Galaxy	13th Wolf Guards	Fanatical	2
Task Force Natasha - Gamma Galaxy	7th Battle Cluster	Reliable	1
Task Force Phelan - Alpha Galaxy	Golden Keshik & Kell Hounds supp.	Fanatical	2(0)
Epsilon Galaxy	Nega Garrison Cluster	Reliable	2
Epsilon Galaxy	20th Wolf Solahma	Questionable	3



The Refusal War incorporated close to all Clan Wolf and Jade Falcon units in the Invasion Corridor.

For campaign and role play considerations an excerpt of available units is presented in this book.

src: MW 2 - 31st Century Combat - Activision

Clan Wolf Touman (excerpt)

Rating & Special Command Abilities

	Unit	Status/Skill	Rating	Special Command Ability
	Honor Guard	Keshik (Heroic)	H/BM/S(c)	Hit and Run, Flankers, Logistics
	13th Wolf Guards	Frontline (Elite)	H/BM/T(c)	Walking Death***, Forcing the Initiative, Logistics
	7th Battle Cluster	Frontline (Elite)	H/BM/T(c) H/BM/T(c)	Off-Map Movement Improved Initiative (Urban), Improved Combat (Clear), Tactical Adjustments
	Golden Keshik	Keshik (Heroic)	H/BM/S(c)	Speed Demon, Strategic Planning Hit and Run
	Nega Garrison Cluster	Secondline (Veteran)	H/BM/T(c)	Warrior Code Berserkers
	20th Wolf Solahma	Solahma (Veteran)	H/BM/B(c)	Berserkers
	Kell Hounds	Mercenaries (Elite)	H/BM/L A/CV/L M/BA/L	Off-Map Movement, Environmental Spec. (Urban), Environmental Spec. (Water), Environmental Spec. (Woods), Tactical Adjustments**

*** Walking Death: Weapon attacks receive a –1 Target Number modifier if the unit used a ground movement mode only (not jumping, sprinting, standing still, etc.).

**Special abilities rolled per page 44 AS Companion*
***Combat Manual Mercenaries*

Rating Codes from Dominions Divided p.128

Clan Wolf Characters

Special Pilot Abilities

Pilot	Status	Cost	Ability
ilKhan/SCol Ulric Kerensky	Heroic (1)	3+3+x	Demoralizer, Tactical Genius, CW Force Ini +2. His Command Star passes every Morale Check

ilKhan Ulric Kerensky - A standout in his sibko, Ulric's intelligence and amazing hand-eye coordination brought him to the attention of Khan Kerlin Ward, who mentored the ristar in the Warden philosophy and how to navigate often-lethal Clan politics. Though a skilled combatant, Ulric waited years for a prestigious Kerensky Bloodright to become available in 3027, and became Khan with Kerlin's support shortly thereafter.



Forced by the Grand Council to join Operation Revival, with his Wolves, Ulric planned to advance the Warden agenda by reaching Terra first and dictating Clan-Inner Sphere relations as ilClan.

After the Battle of Luthien, he revealed to ComStar Precentor Martial Anastasius Focht that the Clans' ultimate goal was Terra itself, and negotiated a proxy Trial of Possession on the world of Tukayyid.

With his counsel as ilKhan rejected by the other six Clans, Ulric prepared his Wolves for a lengthy campaign and led his forces to victory over ComStar while the other Clans battled to a draw or were defeated. Per his agreement with Focht, Ulric imposed a fifteen-year truce, during which no Clan would come closer to Terra than fateful Tukayyid.

Ulric spent the post-Tukayyid years defending himself against charges that he had intentionally sabotaged Operation Revival, and that the Truce of Tukayyid was, in fact, an act of genocide that would prevent new generations of Clan warriors from being blooded. When the allegations rose to the Grand Council, Ulric was formally stripped of his role as ilKhan.

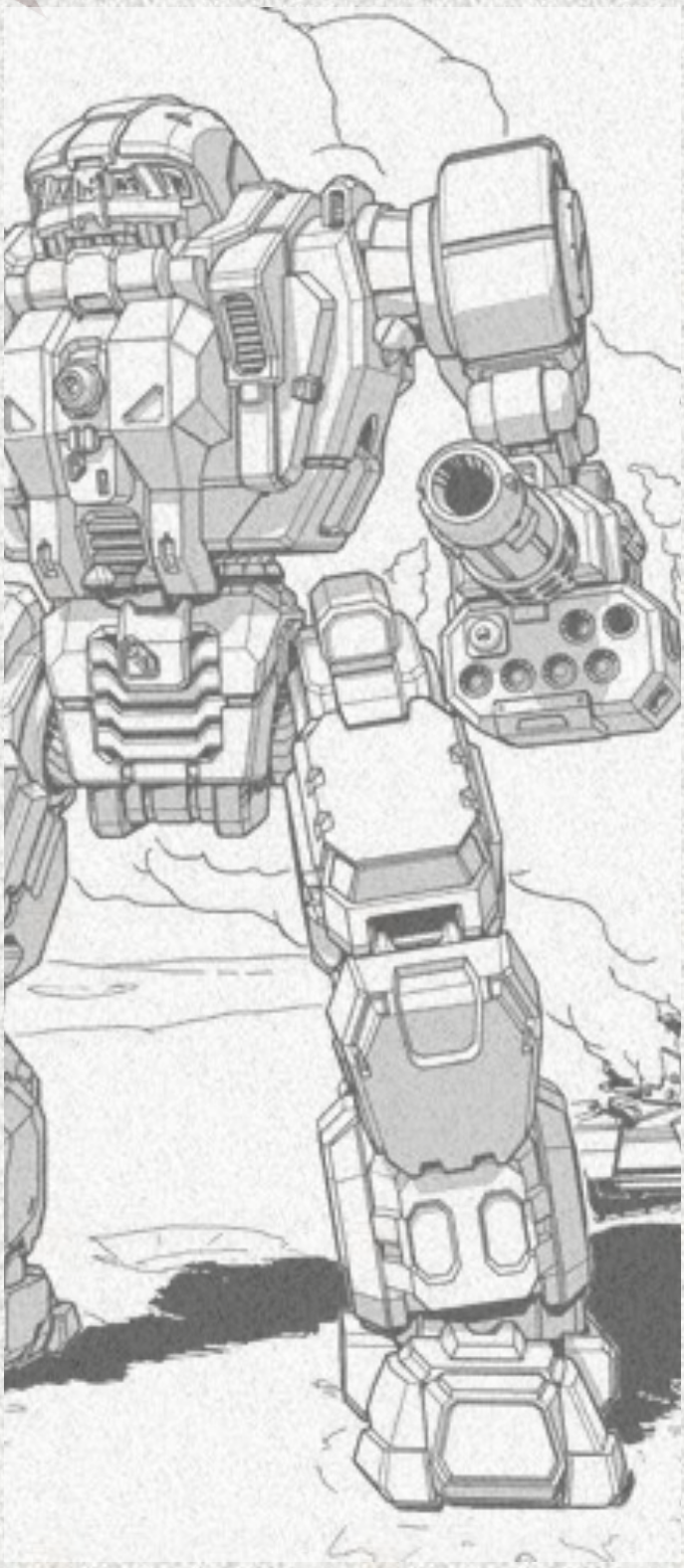
**src.: Battletech Legends - CGL*

Clan Wolf forces (excerpt)

Task Force Ulric - Honor Guard Ulric

Star Colonel Ulric Kerensky						
#	**Mech**	**V**	**Ton.**	**Pilot / Skill**		**PV**
081	Gargoyle	Prime	80	SCol Ulric Kerensky	1	62
					total:	**62**

Honor Guard - Alpha Command Star (H) Elite						
#	**Mech**	**V**	**Ton.**	**Pilot / Skill**		**PV**
078	Timber Wolf	A	75	SCpt Vlad	1	95
076	Summoner	D	70	MW Andrew	2	61
077	Ice Ferret	A	45	MW Capil	2	50
079	Nova	Prime	50	MW Jenni	3	49
080	Stormcrow	Prime	55	MW Karl	3	52
					total:	**307**





Honor Guard Ulric

Clan Wolf Characters

Special Pilot Abilities

Pilot	Status	Cost	Ability
Khan Natasha Kerensky	Legendary (0)	3+1+2	Demoralizer, Iron Will, Lucky (2). *Kerensky's Iron Will conveys a +3/-3*

Khan Natasha Kerensky - The Black Widow. Trueborn on Strana Mechty in 2973 as a mixture of the Kerensky line and various lines from Clan Widowmaker, Natasha proved herself a superior warrior from the beginning. She tested out handily, overcoming two warriors five years her senior.

In 2995, just after Natasha earned the rank of Star Captain, she competed for a Kerensky Bloodname and emerged triumphant.



In 3004, a scouting mission back to the Successor States was proposed, and the Wolf Clan was selected to mount it. The Clan created a unit, the Wolf's Dragoons. Bored and attracted by the lure of adventure, Natasha successfully lobbied to be appointed to the expedition.

The Dragoons arrived in the Inner Sphere in 3005. She immediately set about making a name for herself as a lethal MechWarrior, sultry femme fatale and, eventually, commander of the infamous Black Widows unit..

Despite having spent most of the previous half-century building the legend of the Black Widow, when the Clans returned to the Inner Sphere Natasha rejoined them without hesitation. She defeated an incredible four opponents in her Trial of Position, returning to the Wolves as a Star Colonel. Made saKhan of Clan Wolf in 3051, her rebirth as a warrior of Kerensky culminated in her ascension to full Khan of her Clan in 3052.

**src.: Battletech Legends - CGL*

Special Pilot Abilities - Alpha Strike Companion p.50

Clan Wolf forces (excerpt)

13th Wolf Guards - Command Trinary

Khan Natasha Kerensky

#	Mech	V	Ton.	Pilot / Skill		PV
30	Dire Wolf	Widow	100	Khan N. Kerensky	0	107
					total:	**107**

13th Wolf Guards - Widow Command Star (H) Elite

#	Mech	V	Ton.	Pilot / Skill		PV
027	Timber Wolf	Prime	75	SCom Pelano	1	87
028	Warhawk	Prime	80	MW K. Sanders	2	72
024	Hellbringer	Prime	65	MW Samis	2	63
026	Executioner	Prime	95	MW J. Whull	3	61
031	Mad Dog	C	60	MW Ala	3	40
					total:	**323**

Binary Alpha - Alpha Battle Star (M) Elite

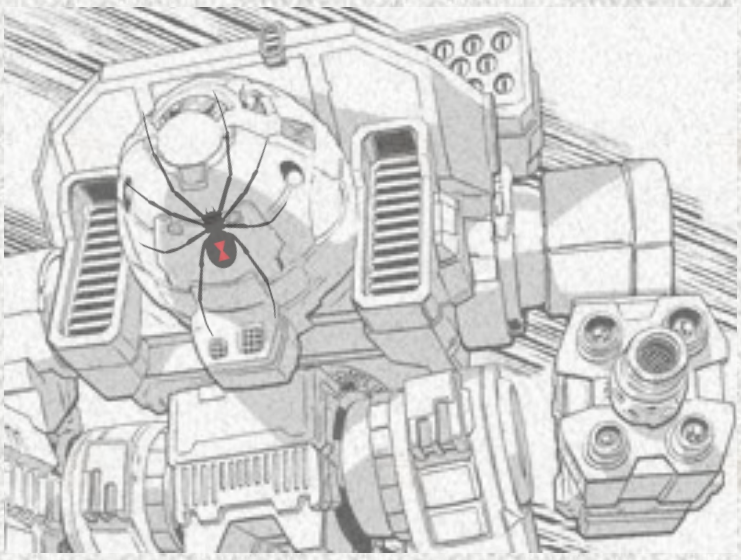
#	Mech	V	Ton.	Pilot / Skill		PV
088	Timber Wolf	Prime	75	SCpt M. Hall	2	76
154	Summoner	B	70	MW Zomol	2	75
025	Mad Dog	Prime	60	MW Foley	3	50
155	Hellbringer	Prime	65	MW Sandal	3	54
169	Stormcrow	Prime	55	MW Tandal	3	52
					total:	**307**

Binary Alpha - Alpha Striker Star (M) Elite

#	Mech	V	Ton.	Pilot / Skill		PV
167	Stormcrow	B	55	Scom Renner	2	55
156	Nova	Prime	50	MW Zans	2	57
158	Ice Ferret	Prime	45	MW Birnak	3	53
152	Mist Lynx	Prime	25	MW Tholla	3	32
160	Adder	Prime	35	MW Dessomeier	3	36
					total:	**233**



13th Wolf Guards



Clan Wolf Touman (excerpt)

7th Battle Cluster - *The Hungry Wolves*

Special Pilot Abilities

Pilot	Status	Cost	Ability
Star Colonel Carmin Winson	Heroic (1)	3+3	Combat Intuition, Tactical Genius
Star Captain Edwina Carns	Heroic (1)	4	Sharpshooter

Star Colonel Carmin Winson - Commander of the 7th Battle Cluster is a stout man of average height with deep blue eyes and prematurely gray hair. He has few peers as a tactical commander, which was one of the reasons he was given command of the elite and unique Seventh Battle Cluster.



However, he is unorganized and a poor administrator, and so is unlikely to rise above his present rank. His clerical staff is in a perpetual uproar trying to keep track of his actions. The Colonel is uncomfortable with commanding such a flashy Galaxy because he is a very reserved man. He is a gifted exobiologist, and spends much of his leisure time with the scientists at the zoological gardens on Strana Mechty.



Star Captain Edwina Carns is the Cluster's "gunslinger," the warrior who has fought and won the most individual duels. This reputation still has the same effect on young up-and-comers as it did in the days of the old west; younger warriors wishing to make aname for themselves feel that challenging her is the fastest way to win a reputation of their own.

Her dueling experience and reluctance to kill every foolish warrior who comes along has honed her gunnery skills to the point that she can place her shots at will.

**Special abilities rolled per page 44 AS Companion*

Special Pilot Abilities - Alpha Strike Companion p.50

Clan Wolf forces (excerpt)

7th Battle Cluster - Command Trinary

Star Colonel Carmin Winson

#	Mech	V	Ton.	Pilot / Skill		PV
16	Dire Wolf	C	100	SCol C. Winson	1	103
					total:	**103**

Trinary Command - Alpha Command Star (H) Elite

#	Mech	V	Ton.	Pilot / Skill		PV
01	Timber Wolf	A	75	SCpt R. Vickers	2	83
02	Summoner	D	70	MW Cynth	2	61
03	Hellbringer	Prime	65	MW Galatea	3	54
04	Mad Dog	B	60	MW Tankred	3	49
05	Stormcrow	A	55	MW Rammee	3	54
					total:	**301**

Trinary Command - Bravo Fire Star (M) Elite

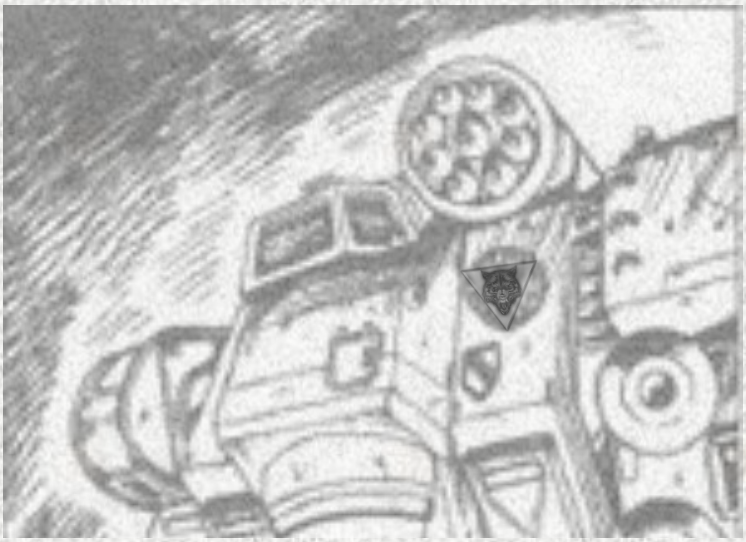
#	Mech	V	Ton.	Pilot / Skill		PV
06	Timber Wolf	B	75	SCom T. Carns	2	68
07	Gargoyle	B	80	MW Bainbridge	2	57
08	Ice Ferret	C	45	MW Yunn	3	44
09	Viper	B	40	MW Makan	3	41
10	Adder	Prime	35	MW Red	3	36
					total:	**246**

Trinary Command - Charlie Battle Star (M) Elite

#	Mech	V	Ton.	Pilot / Skill		PV
11	Executioner	A	95	SCom J. Vickers	2	79
12	Hellbringer	A	65	MW Tabafunda	2	61
13	Mad Dog	Prime	60	MW Cassiton	3	58
14	Nova	Prime	50	MW Dwanick	3	49
15	Adder	Prime	35	MW Kai	3	36
					total:	**283**



Clan Wolf 7th Battle Cluster Command Trinary



Clan Wolf forces (excerpt)

7th Battle Cluster - Trinary Battle - The Bronze Lopers

Trinary Battle - Alpha Heavy Battle Star (H) Elite

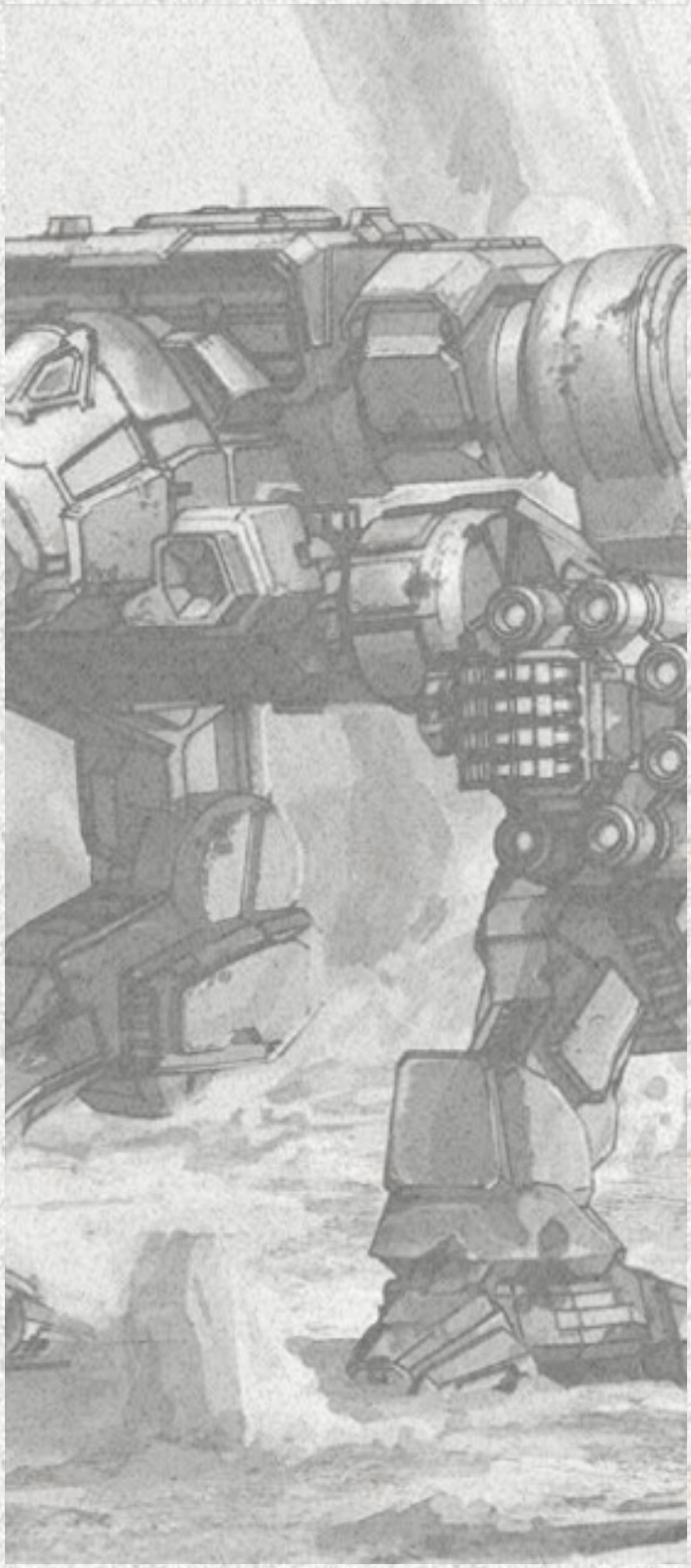
#	Mech	V	Ton.	Pilot / Skill		PV
006	Warhawk	Prime	85	SCpt Edw. Carns	1	82
002	Gargoyle	C	80	MW Sascha	2	64
005	Timber Wolf	A	75	MW Mark	3	71
004	Timber Wolf	Prime	75	MW Iggi	3	65
007	Linebacker	Prime	65	MW Flash	3	53
					total:	**335**

Trinary Battle - Bravo Battle Star (M) Veteran

#	Mech	V	Ton.	Pilot / Skill		PV
003	Gargoyle	A	80	SCom Mike Ward	2	65
008	Linebacker	Prime	65	MW Denisse	3	53
011	Shadow Cat	Prime	45	MW Alla	3	49
12	Adder	Prime	35	MW Levi	3	36
009	Stormcrow	Prime	55	MW Saul	3	52
					total:	**255**

Trinary Battle - Charlie Elemental Star (E) Vet

#	Mech	V	Ton.	Pilot / Skill		PV
210	Elemental	Laser		SCom Gom Fetladral	2	27
211	Elemental	Laser		PCom Daniel	3	23
212	Elemental	Flamer		PCom Ixus	3	24
213	Elemental	MG		PCom Claudius	3	23
214	Elemental	MG		PCom Katya	3	23
					total:	**120**



Clan Wolf forces (excerpt)

Khan Phelan (Ward) with Honor Guard - Kell Hounds 1st Reg



Pilot	Status	Mech	Cost	Ability	PV
Khan Phelan	Heroic (1)	Wolfhound IIC	1+2+3	Human TRO, Lucky (2), Tact. Genius	54

Golden Keshik - Beta Striker Star

#	Mech	V	Ton.	Pilot / Skill		PV
134	Stormcrow	Prime	55	SCom Ace Vickers	2	61
135	Shadow Cat	Prime	45	MW Marina	2	57
138	Nova	Prime	50	MW Thea	2	57
136	Pouncer	Prime	40	MW Dimitria	3	37
136	Pouncer	Prime	40	MW Lee	3	37
					total:	**249**



Kell Hounds - 1st Regiment - Battle Lance

#	Mech	V	Ton.	Pilot / Skill		PV
139	Marauder	MAD-5D	75	Hpt T. Moriarty	2	51
143	Crusader	CRD-5M	65	MW M. Moran	3	42
140	Archer	ARC-5S	70	MW J. Hartwick	3	46
141	Warhammer	WHM-7S	70	MW D. Crowley	4	43
					total:	**182**

Kell Hounds - 1st Regiment - Striker Lance

#	Mech	V	Ton.	Pilot / Skill		PV
146	Wolfhound	WLF-2	35	Ltd Rick O'Hare	3	34
144	Griffin	GRF-1DS	55	MW M. Wilde	3	38
145	Nightsky	NGS-4S	50	MW A. Keir	3	36
147	Commando	COM-5S	25	MW K. Driscoll	4	17
					total:	**125**

Kell Hounds - 1st Regiment - Armor Lance

#	Armor	V	Ton.	Pilot / Skill		PV
150	Manticore	std.	60	Ltd A. Serda	3	34
150	Manticore	std.	60	StFw N. Cock	4	28
148	Rommel	std.	65	HptFw T. Kirk	4	28
149	Rommel	std.	65	HptFw E. Valla	4	28
					total:	**118**

Clan Wolf forces (excerpt)

Nega Garrison Cluster - Trinary Second Garrison

Trinary 2nd Garrison - First Mech Star (A) Veteran

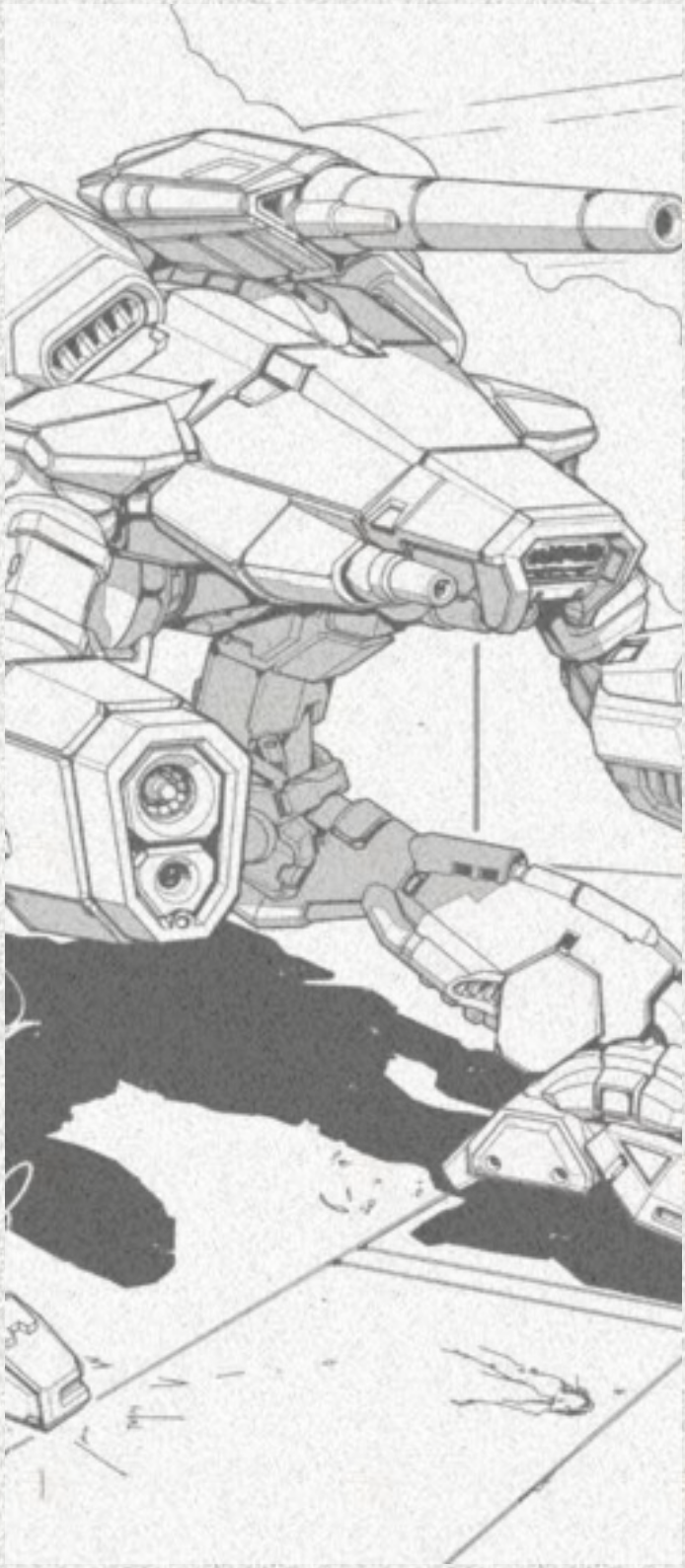
#	Mech	V	Ton.	Pilot / Skill		PV
090	Annihilator	C	100	SCpt Rebecca	2	79
091	Highlander IIC	1	90	MW Daphne	3	70
092	Marauder IIC	1	85	MW Theodor	3	61
093	Warhammer IIC	1	80	MW Kelvin	3	60
094	Supernova	1	90	MW Carry	3	60
					total:	**330**

Trinary 2nd Garrison - Second Mech Star (H) Vet

#	Mech	V	Ton.	Pilot / Skill		PV
M99	Orion IIC	1	75	SCom Argyle	3	55
M67	Glass Spider	1	60	MW Disl	3	43
088	Hunchback IIC	1	50	MW Brunt	3	31
089	Sh. Hawk IIC	1	45	MW Sina	3	44
087	Rifleman IIC	1	65	MW Soshal	3	56
					total:	**229**

Trinary 2nd Garrison - Third Mech Star (L) Veteran

#	Mech	V	Ton.	Pilot / Skill		PV
086	Griffin IIC	1	40	SCom Marius	3	37
082	Jenner IIC	1	35	MW Frank	3	35
083	Jenner IIC	1	35	MW Alex	3	35
084	Locust IIC	1	25	MW Tom	3	50
085	Locust IIC	1	25	MW Gesine	3	50
					total:	**207**



Clan Wolf forces (excerpt)

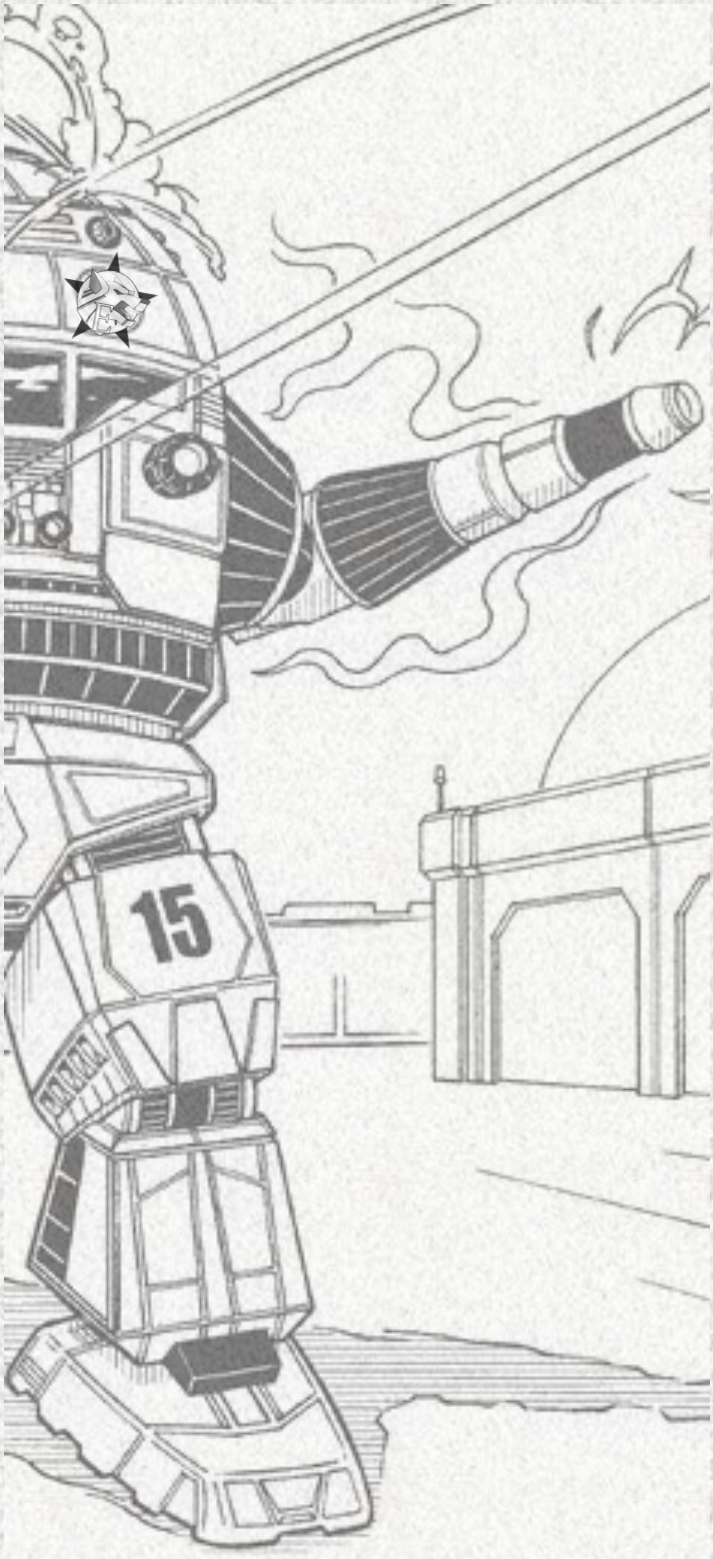
20th Wolf Solahma - Binary Twentieth Garrison

Binary 20th Garrison - 20th Elemental Star (E) Vet

#	BA	V	Trans	Pilot / Skill		PV
129	Elemental	Head	Maxim	SCpt Ghull	2	80
130	Elemental	MG	Maxim	PCom Pela	3	69
131	Elemental	MG	Maxim	PCom Har	3	69
132	Elemental	Laser	Maxim	PCom Bella	3	69
133	Elemental	Flamer	Maxim	PCom Sisu	3	70
					total:	**357**

Binary 20th Garrison - 20th Mech Star (H) Veteran

#	Mech	V	Ton.	Pilot / Skill		PV
NL20	Imp	C	100	SCom Soseki	3	78
097	Orion	ON1-K(K)	75	MW Zeffin	3	49
096	Hoplite	HOP-4Bb	55	MW Cyrus	3	43
095	Firefly	FFL-3SLE	30	MW Ianos	3	30
098	Flea	FLE-17	20	MW Pithia	3	28
					total:	**228**



Epsilon Galaxy - 20th Wolf Solahma

Clan Jade Falcon

"Remember those events that brought us these fifteen years of shame. But remember also those who fell to restore the glorious Star League.

Above all, remember the blood legacy of Aidan Pryde, child of Kerensky; he made the final sacrifice so that his Clan could continue.

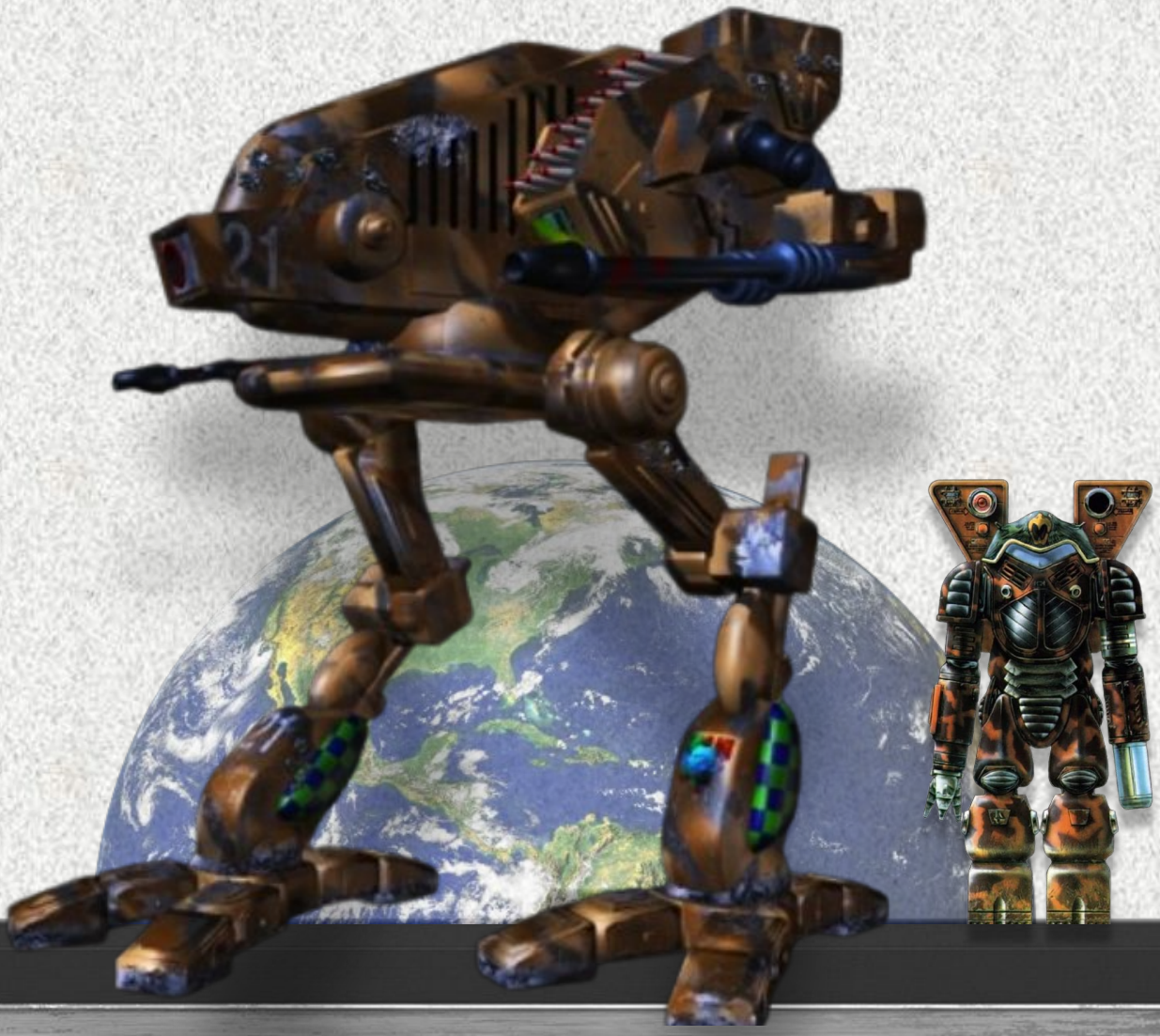
For eternity shall we praise him;
in fifteen years shall we avenge him."

-- The Remembrance, Passage 471, Verse 29, Lines 74-79



Clan Jade Falcon Touman (excerpt)

Galaxy	Cluster	Status	Honor Level
Alpha Galaxy	**Turkina Keshik**	Fanatical	1(dezgra)
Delta Galaxy	**2nd Falcon Jaegers**	Fanatical	1
Phi Galaxy	**12th Falcon Regulars**	Reliable	2
Gamma Galaxy	**Jade Dark Wing Cluster**	Reliable	3



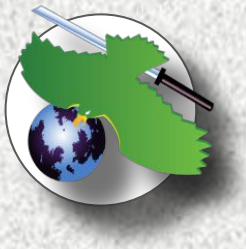
Clan Jade Falcon Touman (excerpt)

Rating & Special Command Abilities

Unit	Skill	Rating	Special Ability
Turkina Keshik	Keshik (Heroic)	H/BM/S(c)	Enemy Specialization (CW) Hit and Run Adjusting Fire
2nd Falcon Jaegers	Frontline (Elite)	H/BM/S(c) H/BM/T(c) H/BM/T(c)	Zone of Control Rapid Strike Banking Initiative
12th Falcon Regulars	Secondline (Veteran)	H/BM/T(c)	Warrior Code Brawlers
Jade Dark Wing Cluster	Solahma (Veteran)	H/BM/T(c)	Berserkers



Clan Jade Falcon
Keshik



Turkina Keshik (The Chosen of Turkina)
The Turkina Keshik was the personal unit of the Jade Falcon Khan. The Jade Falcon saKhan has no Keshik, though the Khan may loan his/her unit to the saKhan.

Special Pilot Abilities

Pilot	Status	Cost	Ability
saKhan Vandervahn Chistu	Elite (2)	3+3	Tactical Genius; Antagonizer



Vandervahn Chistu

saKhan Vandervahn Chistu is saKhan of Clan Jade Falcon. Chistu played a key role in the removal of ilKhan Ulric Kerensky from power in 3057, with the justification that the Treaty of Tukayyid effectively represented the destruction of the Clan way of life. When Clan Wolf declared a Trial of Refusal against the Jade Falcons, Chistu handled most of the planning, willing to sacrifice his second-line units to wear down the front-line Wolf task forces.

As a Khan, Chistu was regarded more for his cunning than his leadership skills.

"Ulric and his pack of Warriors think they have us where they want us. We shall teach them the pain of the talons wrapped around their furry throats."

-From the private diary of Vandervahn Chistu

Clan Jade Falcon Forces

Turkina Keshik

saKhan Vandervahn Chistu

#	Mech	V	Ton.	Pilot / Skill		PV
152	Executioner	Prime	90	saKhan Vandervahn Chistu	2	71
					total:	**71**

Rapid Command Star (H) Elite

#	Mech	V	Ton.	Pilot / Skill		PV
153	Summoner	B	70	SCom Petros	1	72
154	Summoner	B	70	MW Jaro	2	63
155	Mad Dog	Prime	60	MW Maxi	2	58
156	Mad Dog	Prime	60	MW Seline	3	50
157	Mad Dog	Prime	60	MW Kelis	3	50
					total:	**293**





Clan Jade Falcon Turkina Keshik

Cluster	Trinary	Star/Nova	Status	Honor Level	Class
Keshik	saKhan	Vandervahn Chistu	Elite	-	A
		Rapid Command Star	Elite	-	H

Clan Jade Falcon Characters

2nd Falcon Jagers

Special Pilot Abilities

Pilot	Status	Cost	Ability
SCol Marthe Pryde	Heroic (1)	3+3	Tactical Genius; Combat Intuition

SCol Marthe Pryde is a storied warrior of Clan Jade Falcon, after many years of conflicts within the Clan Homeworlds. Her cunning and ability to think outside the box as the Star Colonel of the Second Falcon Jaegers has made her a close confidant of her XO Samantha Clees, and Jade Falcon Khan Elias Crichell. Both of whom regularly turn to Marthe whenever an important task needs to be done.

Marthe Pryde has served with distinction throughout her military career, and has led her unit to several impressive victories.



Subconsciously, she continues to measure her accomplishments against those of her legendary sibling, Aidan Pryde of the Falcon Guards, whose memory still haunts her years after his death. The Star Colonel is widely respected, but rarely forms friendships even with her peers.

In recent years, she has grown somewhat disenchanted with the Falcon Khans' emphasis on Byzantine political maneuvering and believes that they have subtly neglected military achievements.

Pryde is determined to set the imbalance to rights by doing everything she can to re-establish her battered Clan 's military prowess and prestige.

Star Colonel Marthe Pryde has a distinguished battle record and will make a formidable Khan one day, if she manages to circle around Vandervahn Chistu’s machinations.

Clan Jade Falcon Forces

2nd Falcon Jaegers Cluster - The Frost Falcons

Cluster Commander - SCol Marthe Pryde

#	Mech	V	Ton.	Pilot / Skill		PV
163	*Summoner*	Theseus	70	SCol Marthe Pryde	1	70
					total:	**70**

Command Star (A) Elite

#	Mech	V	Ton.	Pilot / Skill		PV
158	Dire Wolf	Prime	100	SCpt K. Roshak	1	89
160	Warhawk	C	85	MW M. Buhalin	2	75
162	Timber Wolf	Pryde	75	MW D.Pryde	2	71
161	Hellbringer	Prime	65	MW Elaine	3	54
159	Night Gyr	Prime	75	MW Kelis	3	56
					total:	**345**

2nd Falcon Jaegers



Clan Jade Falcon Forces

2nd Falcon Jaegers Cluster - Trinary Alpha

Alpha Beak 1 (A) Elite

#	Mech	V	Ton.	Pilot / Skill		PV
043	Turkina	Prime	95	SCpt N. Buhalin	2	78
012	Mongrel	Prime	45	MW B. Hazen	2	64
044	Night Gyr	Prime	75	MW Jordan	3	56
045	Black Lanner	Prime	55	MW Shawn	3	56
094	Fire Falcon	Prime	25	MW Horner	3	48
					total:	**302**

Alpha Beak 2 (M) Elite

#	Mech	V	Ton.	Pilot / Skill		PV
039	Night Gyr	Prime	75	SCom B. Pryde	2	65
038	Hellbringer	Prime	65	MW Daniel	2	63
041	Black Lanner	Prime	55	MW Esther	3	56
042	Cougar	Prime	35	MW Russel	3	37
040	Kit Fox	Prime	30	MW Janice	3	31
					total:	**252**

Alpha Strider (E) Elite

#	Mech	V	Ton.	Pilot / Skill		PV
216	Elemental	Laser		SCom A. Icaza	2	27
048	Elemental	Flamer		PCom Coletta	2	28
049	Elemental	Flamer		PCom Earle	3	24
050	Elemental	MG		PCom Ionna	3	23
051	Elemental	MG		PCom Roydan	3	23
					total:	**125**



Clan Jade Falcon Forces

2nd Falcon Jaegers Cluster - Trinary Bravo

Bravo Beak (A) Elite

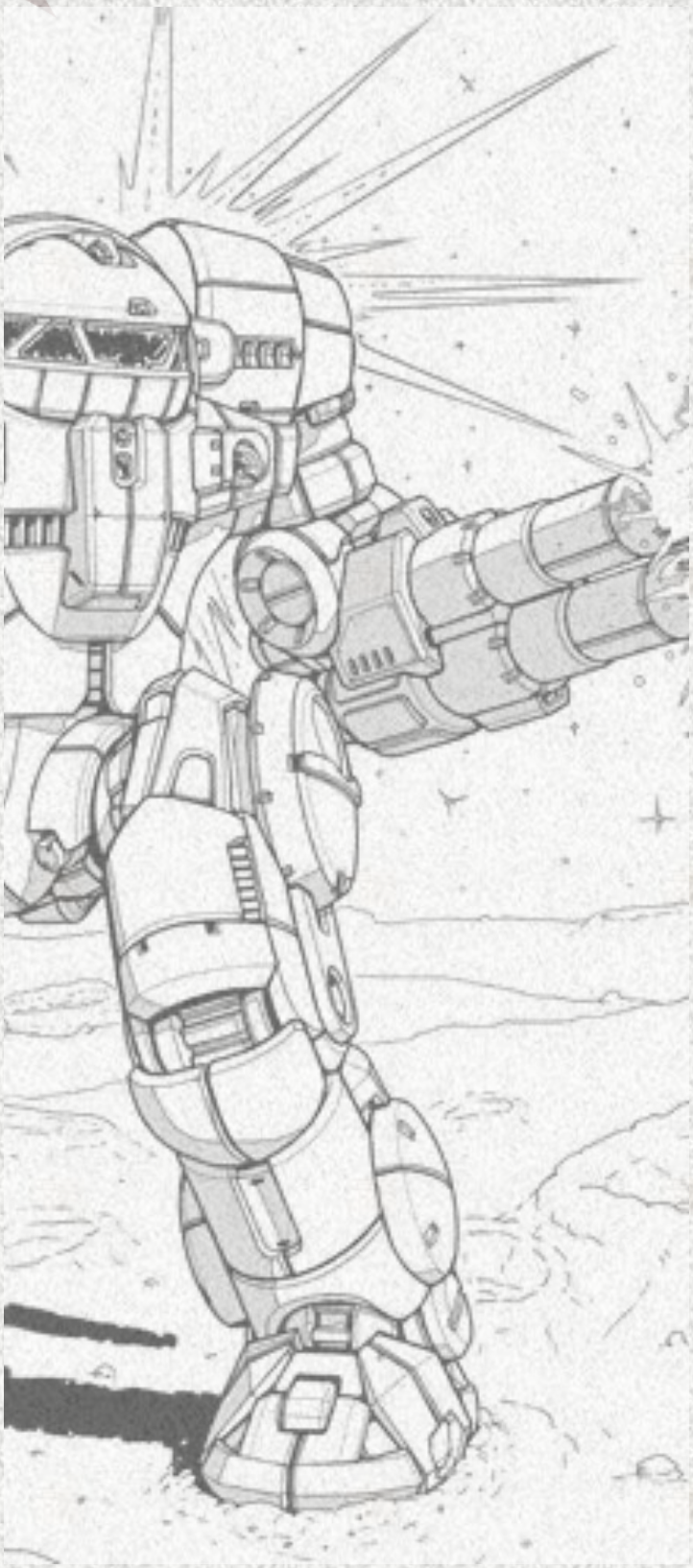
#	Mech	V	Ton.	Pilot / Skill		PV
L01	Night Gyr	Prime	75	SCpt L. Roshak	2	65
L02	Shadow Cat	Prime	45	MW Connie	2	57
L03	Black Lanner	Prime	55	MW Alden	3	56
L04	Hellbringer	Prime	65	MW Andi	3	54
L05	Grendel	Prime	45	MW Corinne	3	55
					total:	**287**

Bravo Eye (M) Elite

#	Mech	V	Ton.	Pilot / Skill		PV
L06	Nova	Prime	50	SCom Alfred	2	57
L07	Shadow Cat	Prime	45	MW Daniel	2	57
L08	Cougar	Prime	35	MW Le	3	37
L09	Mist Lynx	Prime	25	MW Ilona	3	32
L10	Fire Moth	Prime	20	MW Hattie	3	34
					total:	**219**

Bravo Strider (E) Elite

#	Mech	V	Ton.	Pilot / Skill		PV
L11	Elemental	Laser		SCom T. Malthus	2	27
L12	Elemental	Flamer		PCom Walhoa	2	28
L13	Elemental	Flamer		PCom Reta	3	24
L14	Elemental	MG		PCom Suski	3	23
L15	Elemental	MG		PCom Ginny	3	23
					total:	**125**



Clan Jade Falcon Forces

12th Falcon Regulars - Trinary Bravo “The Buvvins”

Bravo Talon (A) Veteran

#	Mech	V	Ton.	Pilot / Skill		PV
165	Stone Rhino	1	100	SCpt. C. Pryde	2	78
164	Bane	1	100	MW Isak	3	50
167	Marauder IIC	1	85	MW Igur	3	61
166	Warhammer IIC	1	80	MW Sonya	3	60
168	Phoe. Hawk IIC	1	80	MW MArk	3	49
					total:	**298**

Bravo Beak (H) Veteran

#	Mech	V	Ton.	Pilot / Skill		PV
172	Black Python	1	75	SCom Tr. Hazen	3	55
178	Black Python	1	75	MW Rebekka	3	55
171	Vapor Eagle	1	55	MW Edith	3	49
170	Rifleman IIC	1	65	MW Samuel	3	56
169	Conjurer	1	50	MW Yaron	3	42
					total:	**257**

Bravo Eye (L) Veteran

#	Mech	V	Ton.	Pilot / Skill		PV
176	Sha. Haw IIC	1	45	SCom Zelda	3	44
174	Howler	1	20	MW Carson	3	24
175	Howler	1	20	MW Icke	3	24
173	Incubus	1	30	MW Kerstin	3	46
177	Griffin IIC	1	40	MW Paula	3	37
					total:	**175**



Clan Jade Falcon Forces

Solahma - Jade Dark Wing Cluster “The Old Vultures”

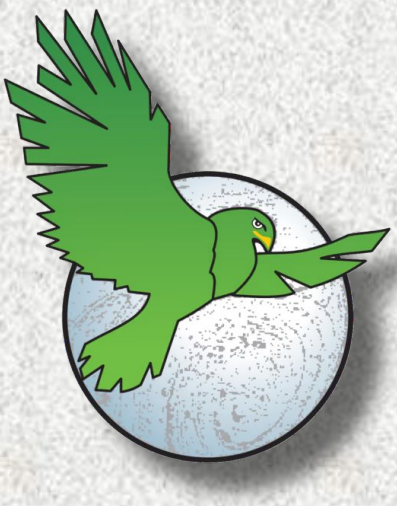
1st Star (H) Veteran

#	Mech	V	Ton.	Pilot / Skill		PV
184	King Crab	KGC-000b	100	SCpt. Ares	3	65
185	Flashman	FLS-8K	75	MW Mejun	3	49
186	Kintaro	KTO-19b	55	MW Taros	3	47
187	Starslayer	STY-2C-E	50	MW Luna	3	36
188	Mercury	MCY-99	20	MW Falk	3	26
					total:	**223**

2nd Star (Inf) Veteran

#	Cl Infantry	V	Trans	Pilot / Skill		PV
M50	Cl Foot Pt	Rifle, Ba	Maxim	SCom Nicki	3	54
M49	Cl Foot Pt	Rifle, En	Maxim	PCom Varina	4	47
M45	Cl Foot Pt	Flamer	Maxim	PCom Delia	4	45
M56	Cl Foot Pt	Rifle, En	Maxim	PCom Sorus	4	47
M46	Cl Foot Pt	Rifle, Ba	Maxim	PCom Alfons	4	45
					total:	**238**





The old Vultures - Jade Dark Wing Cluster

Clan Lore

-Campaign relevant-

Bidding

Bidding is a competitive practice within each Clan wherein the prospective leaders in a battle to take an objective bid to do so with the least amount of force. The Clan Commanders declare with how many units they believe they can win the scenario with and the Clanner who chooses the smallest number wins “command” in the battle. To accomplish this, the Inner Sphere player must indicate the size of his force (but not its composition), leaving the “Clanners” to their bidding war. This bid winner is committed to lead the fight with the lowest number of units he bid, but he gets the honor of rolling all Initiatives for his side and choosing all of the units for the Clan force that will be deployed under his command.

Of these units, the bid winner must select one to represent himself, while the player with the next lowest bid must select another of the units as his own ride.



If the last bid has the same number of units, but in total less PointValue, it wins!

If the bid winner’s designated unit is destroyed or crippled, the player who had the second lowest bid may choose to bring in reinforcements to bring the total Clan force including all destroyed or defeated units up to his last bid amount.

These reinforcements are chosen from the same army list used by the bid winner, but are chosen by the second lowest bidder. They will then arrive from the Clan players’ home edge during the movement Phase of the following turn.

If the second-lowest bidder is destroyed or crippled before the bidding winner, these reinforcements may not enter, nor may reinforcements from any other Clan players after the second-lowest bidder.

Batchall

The Batchall is the ritualistic challenge of combat issued by Clan warriors, often as part of a Trial of Possession. It almost always involves the attacker announcing to the defender their identity and size of their forces, the objective of their challenge, and a request for what forces will oppose them. The defender then responds by identifying what military forces they intend to use to defend the objective and may choose the battlefield the challenge will take place on. The defender is also able to ask for a prize of equal value that the attacker must surrender should they prove victorious. Once the particulars have been agreed upon the challenge is closed with the phrase "well bargained and done" spoken by both participants. With the Batchall complete the attackers and defenders then bid amongst themselves for the right to fight in the challenge, with subcommanders bidding away units, individuals or even specific weapons in an effort to win with the fewest forces, thereby preventing waste and earning personal glory.

The Batchall is an integral part of the bidding practices of the Clans, a tradition born out of the early days when resources were incredibly scarce. It is seen as a sign of respect for an opponent to issue a Batchall and so dishonorable opponents are not given this courtesy. Instead they may be attacked with all forces at the challenger's command without warning.

The Batchall is typically begun with a specific phrase unique to each Clan.

Clan Wolf: ***"The Wolves of Kerensky have claimed this world for their own. What tame dogs defend it?"***

Clan Jade Falcon: **"What forces dare defend this world from the steel talons of the Jade Falcon?"**



ASCard Bidding/Batchall Tool

Clan Honor

At Honor Level 1, the Clan warrior upholds all the rules of dueling regardless of his opponent's actions.



At Honor Level 2, the Clan warrior follows the rules of dueling until the opposing side takes an action that violates the Clan honor codes (a third party interfering, a unit involved in one duel firing on a 'Mech involved in another duel, and so on). If this happens, the duel immediately degenerates into a free-for-all.

If a player declares that his unit will fire on a target already involved in a duel, any Clan player whose declaration of zellbrigen follows the opponents declaration of a "dishonorable attack" may attack that opponents 'Mech without regard for honor rules. Only the violator may be attacked in this way.

At Honor Level 3, any infringement of Clan honor in the dueling rules renders the entire ritual of zellbrigen null and void, leaving the Clan 'Mechs free to attack any enemy unit without restraint.

At Honor Level 4, dueling rules do not apply.

Duel Void (3 dezgrapoints) - Only Level 1

- No dueling 'Mech can earn more than 1 dezgrapoint (DP) per End Phase.
- If a dueling unit intentionally moves out of its opponent's line of sight, the unit earns 1 dezgrapoint.
- If a dueling unit has line of sight to its opponent but intentionally fails to fire at the enemy, the unit earns 1 DP If a dueling unit moves out of firing range of all its weapons, the unit earns 1 dezgrapoint.
- If the unit earns no dezgrapoints in a turn, it may remove 1 DP in the End Phase of that turn (min=1).

Weapon Systems

Area-Effect Weapons: AoE-Weapons (as well as any system that requires multiple units to operate, such as TAG, C3, semi-guided LRMs…) by their nature violate Zellbrigen.
No Clan warrior will use any area-effect weapon system or special munitions while fighting at Honor Levels 1, 2 or 3. Only at HL4, when dueling rules do not apply, will a Clan warrior use such systems.



At Honor Level 1, the warrior upholds all the rules of dueling, regardless of the type of weapon used.
At Honor Level 2, the duel degenerates into a free-for-all, with the violators—the unit that fired the area-effect weapon, designated with TAG or used a C3 system open to attack by any Clan unit.
At Honor Level 3, the use of area-effect systems renders the entire ritual of zellbrigen null and void.

Physical Attacks

At Honor Level 1, a Clan warrior never makes physical attacks in 'Mech combat.
At Honor Level 2, a Clan warrior may make a physical attack only if an enemy unit makes one first.
At Honor Level 3, a single physical attack by an Inner Sphere 'Mech allows all Clan warriors to retaliate in kind against all enemy units for the remainder of the game.
At Honor Level 4, the taboo against physical attacks no longer applies.

Retreat

At Honor Level 1, a Clan warrior never retreats.
At Honor Level 2, Clan warriors may retreat from enemy 'Mechs that are using advanced tech., but never from 'Mechs, vehicles or inf. units using 3025 technology.
At Honor Level 3, Clan warriors may retreat from any vintage of enemy 'Mech, but will not retreat from vehicles or infantry units.
At Honor Level 4, Clan warriors may retreat at will.

Source: TW Rulebook p.273-275

Phoenix Con Campaigns

- A campaign for everyone -

MW2 Tribute Campaign

- Linear MW2-inspired campaign
- Played in Alpha Strike at the CWG table
- Clan Wolf or Clan Jade Falcon MW2 missions
- Multiple games per PCon day
- Results yield Victory points

Supremacy Planetary Campaign

- Two faction leaders: Wolf and Falcon
- Target or defend planets via C3
- Three attacks per round
- 3rd party “PCon Special” results contribute
- Conquered planets give Victory points

Phoenix Con Special

- PCon visitors select their factions & fights
- All matches count (cards, AS, CBT, chess,...)
- Direct impact on MW2 supplies & Supremacy scoring
- Fully digital, easy-acces result reports

Results

- Winner is the faction with most Victory points
- Final scoring and award ceremony:

Saturday evening

Phoenix Con Special

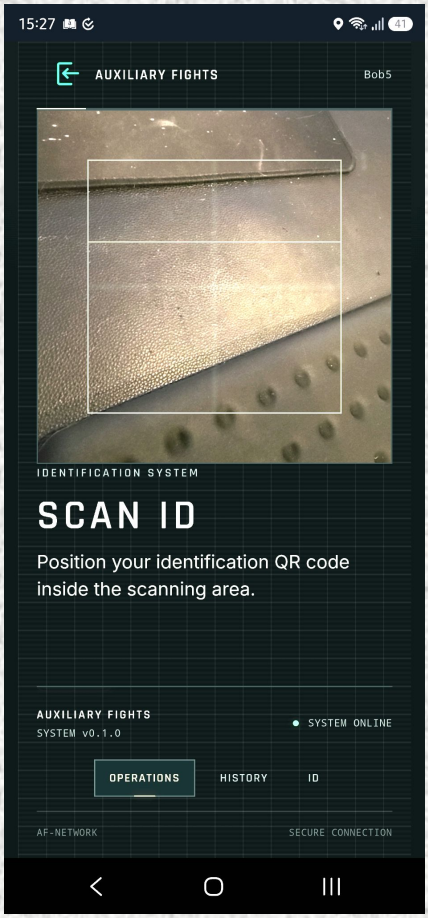
- reporting fights flowchart -

You will be handed a QR code at entry

Scan the code with your phone and choose a name
(The ID in the code will be linked to your name)

play a game with your friends

Open the "*BattleRom*" under your registered name
(Scan your own code)



Scan the code of your opponent and follow the instructions on screen to log your results. You will have to decide if you compete for CW or CJF (your opponent will be taking the other side), choose a currently active planet and report who won the game

Your opponent will have to confirm the reported result on his phone

Congrats, you took part in our campaign and earned **1 PCP**

Phoenix Con Special

- Phoenix Con Points* [PCP] -

Generating Phoenix Con Points

- There are three ways to earn Phoenix Con Points.
- While playing your 3rd party Phoenix Con games AND by reporting your victories in our "*BattleRom*" you can earn Phoenix Con Points.
- If you want to have a more active and more lore driven part, play our *Guided Generic Missions* or a *Game Master Event*, this also earns you PCP. You also need to log them in our "*BattleRom*".

Generating Phoenix Con Points*			
Condition - *logged in BattleRom*		**Points [PCP]**	**Benefactor**
Phoenix Con Special victory	PCS	1	victorious faction
Guided Generic Mission victory	GGM	2	victorious faction
Game Master Event** victory	GME	2	victorious faction

** Phoenix Con Points can also be referred to as Planetary Control Points*
***Special participants & missions, ask CWG to host a GME*

Spending Phoenix Con points* (PCP)

End of every Round

- the faction with **most PCPs** per contested planet system **wins the planet** (visualized in C3) and gets Victory Points.
- the faction with more combined PCP has the **attacking initiative** in the following round and is the **MW2 Tribute Campaign** attacking unit -> Falcon or Wolf mission
- every achieved PCP gets converted into Supply Points (see page 68)

Supremacy Planetary Campaign (SPC)

Main

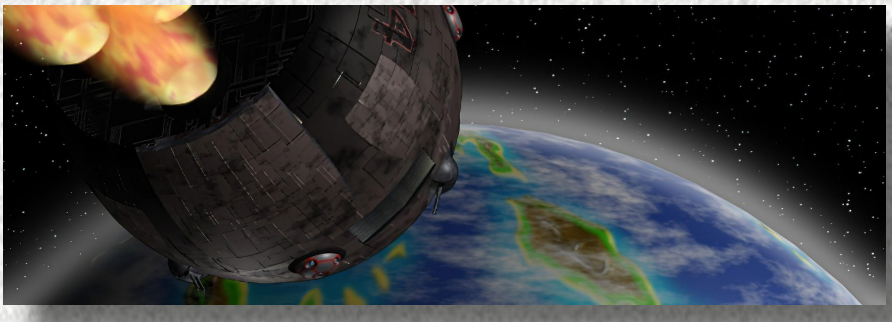
- The attack vectors for each faction are commanded and visualised using C3 by the faction commanders
- changing faction possessions are presented live

Starting conditions

- Starting unit deployment will be chosen by the CWG game master
- each faction has max. **three attacks per round** using Jumpships
- each Jumpship transports **Frontline Units (for GGMs)**
- faction leaders take command and choose which planet to attack by jumping into the chosen planet system

Conquering planets

- fights for planet system possession will be played following the Phoenix Con Special rules and optionally by playing an Guided Generic Mission (GGM)
- **JumpShip vs. JumpShip (for GGMs)**
  - Frontline units fight each other
- **Attack without opposing JumpShip in system (for GGMs)**
  - Defenders are:
    - **Secondline units** (D6 roll: 1–4), or
    - **Solahma units** (D6 roll: 5–6)



Supremacy Planetary Campaign



Combat resolution

- **Victory**
  - At the end of each round the **faction with most PCPs** on the contested planet **occupies** it.
  - Battles not played (**PCP = 0**) are resolved **by dice roll** (1D6 1-3 planet remains with his faction, 4-6 planet gets occupied.)
- **Draw**
  - **Ties in PCP** on a planet are **resolved by dice roll**. (1D6 1-3 planet remains with his faction, 4-6 planet gets occupied.)
- **Retreat**
  - If the attacker loses, the Jumpship retreats to the **nearest friendly planet**.
  - If retreat with a single jump is **not possible**, a battle is fought over the planet to which the JumpShip retreats.

Campaign Victory conditions

- The faction with **most Victory points** wins the Refusal War!

Victory points		
Condition	**Points [VP]**	**Benefactor**
new occupation std. planet	25	victorious faction
new occ. faction homeworld*	75	victorious faction
result MW2 Tribute mission	depending on victory conditions for the mission	

*Tamar -Clan Wolf, Wotan -Clan Jade Falcon

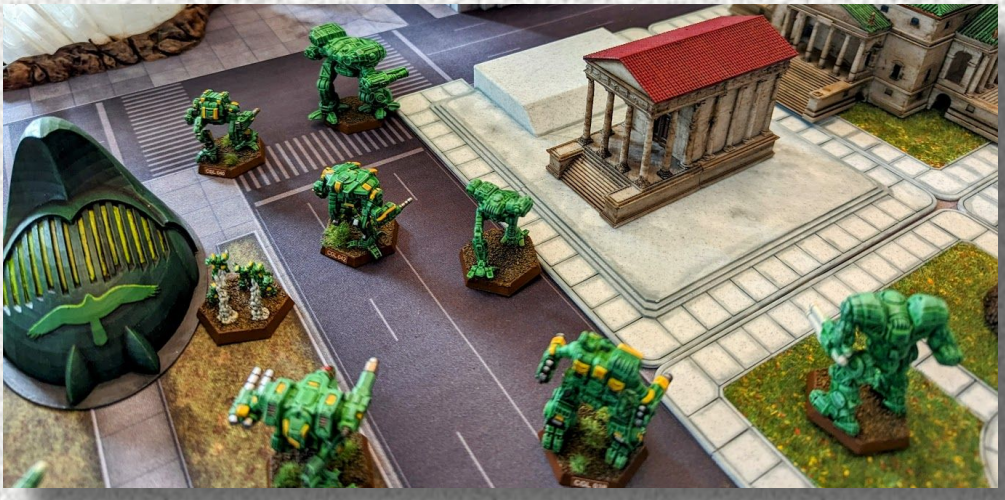
Supremacy Planetary Campaign

-round setup-

STARTING

- Phase 1 (Strategic Phase) **30 mins**
  - CJF and CW faction leaders declare JumpShip attacks (max. 3)
  - Play and register YOUR games for *Phoenix Con Special (PCS) in the "BattleRom" app*
  - Repair units with SPs
- Phase 2 (Warphase) **ca. 4 hours**
  - Check troop quality for guided generic missions (Jumpships)
  - Play games (PCS / GGM / GME / MW2 tribute)
  - Register victories from GGM/GME in the "*BattleRom" App*
  - Register victories from PCS in the "*BattleRom" for planetary control*
- Phase 3 (Endphase) **30 mins**
  - Resolve unplayed battles / ties (dice)
  - Check MW2 campaign results and award VPs
  - Determine planet control via PCPs & Award VPs
  - Play and register YOUR games for *PCS in the "BattleRom" App*
  - Collect SPs from planet control
  - Convert PCPs to SPs
  - Change the strategic map, move retreating Jumpships

NEXT ROUND



Supremacy Planetary Campaign

-Guided Generic Missions (GGM)-

Participants who want to have a more active part in the **supremacy campaign**, can use the following **generic missions generator** from the Alpha Strike Commanders Edition (ASC) or for CBT Rules from the Total Warfare Rulebook.

Rules for **weather** and other **optional mission rules** don't apply automatically but can be included. See **planet info** in this book. They can also be found in the ASC rulebook or in other official CGL products.

Choose an available planet, decide for which faction you want to play and ask your faction leader what units are available for you and your opponent.

To achieve **PCP**s you need to finish the game in the actual round AND log the results in the *"***BattleRom***" App*.

	1D6	Scenario	See Rulebook	page
Alpha Strike	1	STAND-UP FIGHT	Alpha Strike Commanders Edition 7th	128
	2	CAPTURE THE FLAG	Alpha Strike Commanders Edition 7th	128
	3	KING OF THE HILL	Alpha Strike Commanders Edition 7th	130
	4	HOLD THE LINE	Alpha Strike Commanders Edition 7th	131
	5	RECONNAISSANCE	Alpha Strike Commanders Edition 7th	133
	6	Roll again		
Classic	1	Standup Fight	Total Warfare CAT35001p	259
	2	Hide and Seek	Total Warfare CAT35001p	259
	3	Hold the Line	Total Warfare CAT35001p	260
	4	Extraction	Total Warfare CAT35001p	260
	5	Breakthrough	Total Warfare CAT35001p	261
	6	Chase	Total Warfare CAT35001p	262

Campaign Planet Briefing

- MW2 Instant Action Planets -

★ **GOAT PATH**



- Temperature: normal
- Gravity: normal
- Terrain: mesa desert
- Visibility: good

- A mesa desert with normal specs. The terrain here is a combination of mesas, hills and plains, ideal for star fights and long-range fighting.

★ **DEVIN**



- Temperature: normal
- Gravity: normal
- Terrain: sparse urban
- Visibility: low

- A city with lots of buildings which greatly limits visibility and mobility; as other "crowded" places buildings can be used as cover, but remember that can be destroyed; you'll fight by night: this will make enemy 'Mechs even harder to spot without sensor help.

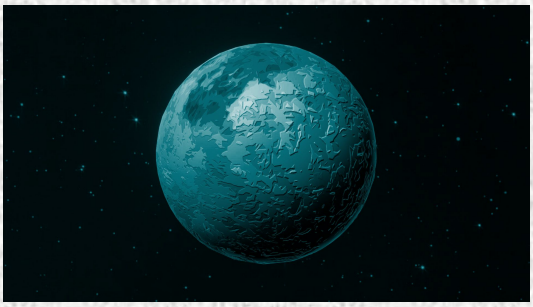
★ **MANNEDORF**



- Temperature: normal/high
- Gravity: normal/high
- Terrain: canyon
- Visibility: good

- Another desertic planet, but this time the terrain is filled with canyons; the temperature tend to be higher than normal, like the gravity; good visibility.

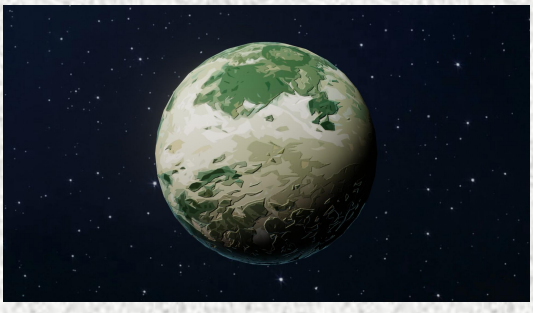
★ **GARSTEDT**



- Temperature: low
- Gravity: normal
- Terrain: ice mesa desert
- Visibility: excellent

- A planet with excellent visibility and low temperature and gravity; it features several hills and rims with can be used as cover; very large area; enemy formations tend to be some kilometers away from each other.

★ **BONE-NORMAN**



- Temperature: normal
- Gravity: normal/low
- Terrain: rolling hills
- Visibility: good/excellent

- The terrain is flat, with some rolling hills somewhat obstructing the line of sight; very good visibility, though the 'Mech's camouflage is very effective.

★ **DAWN**



- Temperature: normal/low
- Gravity: normal/high
- Terrain: ice desert
- Visibility: poor

- Another icy planet, this time with rolling hills obstructing our sight; the fog reduces visibility, Image Enhancement makes things better. Somewhat high gravity, and heat is mitigated by the low temperatures.

★ **KANOWIT**



- Temperature: very low
- Gravity: very low
- Terrain: cratered vacuum
- Visibility: high

- Fighting in space or absence of atmosphere will almost cancel heat buildup, though you must pay attention to other things: every time you'll fight in space your 'Mech will have special thrusters to create a partial gravity. The terrain features craters of various size, even capable of masking 'Mechs; no hills at all.

★ **GRAUS**



- Temperature: normal
- Gravity: normal
- Terrain: rocky highlands
- Visibility: very poor

- This planet looks pretty similar to Mars; its atmosphere is red, like the terrain, and everyhing else is colored with shades of this color; the terrain is flat, with only few hills; the particular atmosphere greatly limits visibility.

★ **BJARRED**



- Temperature: normal
- Gravity: normal
- Terrain: enclosed arena
- Visibility: medium

- A small Trial arena where the Jade Falcons usually set Trials. It has no particular atmosphere or temperature. It has a lot of destroyable buildings which can be used as cover and circle slower 'Mechs to take advantage of the thinner rear armor. Aside of obstacles you can usually see to whole arena from any part.

★ **PORT ARTHUR**



- Temperature: normal
- Gravity: medium/high
- Terrain: enclosed trial arena
- Visibility: high/medium

- A larger Trial arena, this time has few hills and some building, enclosed by high walls; the gravity is somewhat higher than normal, limited jump jet usefulness.

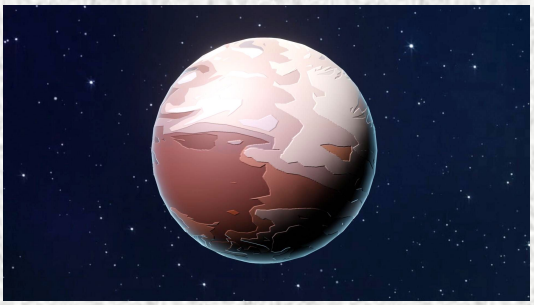


Clan Jade Falcon Trial Area

Campaign Planet Briefing

- MW2 Campaign Planets -

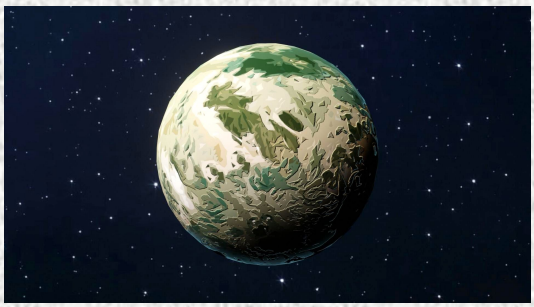
★ **COLMAR**



- Temperature: normal
- Gravity: normal/high
- Terrain: rocky plains
- Visibility: low/good

- The first planet of the Jade Falcon campaign, and probably the first planet you'll land on. The gravity is somewhat high; the terrain has some hills and mountains, though the terrain is generally flat.

★ **SUDETEN**



- Temperature: normal
- Gravity: normal/low
- Terrain: pasture lans
- Visibility: good/excellent

- A planet similar to Terra for its green terrain; there is a small canyon and a city in the area where you'll fight; the remaining terrain is a flat plain with excellent visibility during day.

★ **ZOETERMEER**

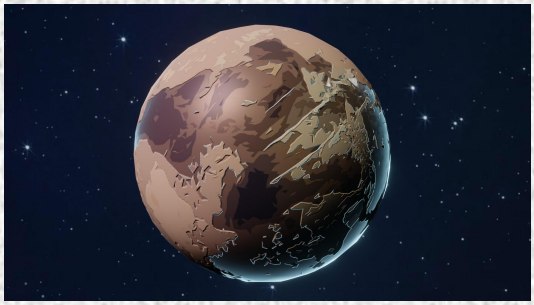


- Temperature: normal
- Gravity: normal
- Terrain: low hills
- Visibility: good

- A desertic planet covered by hills; nothing else to say, all other parameters are within standard levels.

https://www.turbosquid.com/de/3d-models/3d-model-alien-sci-fi-planets-pack-1513197

★ **BAKER 3**



- Temperature: normal
- Gravity: normal/low
- Terrain: rocky highland
- Visibility: good/excellent

- A planet with few hills and good visibility even at the longest ranges. Normal temperature and gravity; the firebase where you'll fight obstructs your sight,though provides a good place where to stage surprise attacks.

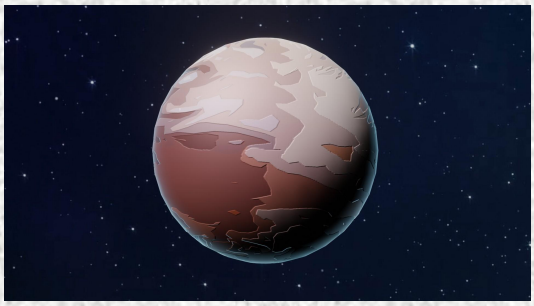
★ **MACDUFF (DEVIN'S MOON)**



- Temperature: normal/low
- Gravity: low
- Terrain: cratered
- Visibility: excellent

- Ohh, space fighting; I love fighting in space; there is virtually no gravity, which means that a small engine can power your 'Mech to respectable speeds and ambiental heat is very low, making energy weapons very efficient. The terrain is flat with few craters capable of masking 'Mechs.

★ **EVCILER**



- Temperature: normal
- Gravity: normal/high
- Terrain: iron oxide rift
- Visibility: good/low

- The iron oxide gives Evciler as soft-red color on all of its surface; ground vehicles and structures are of the same color of the ground, making long-range fighting hard; 'Mech tend to be darker, and can be easily seen at medium ranges; the gravity is somewhat high but the temperature is within standard levels.

★ **TWYCROSS**



- Temperature: normal/high
- Gravity: normal/low
- Terrain: canyon
- Visibility: excellent

- Twycross is a strange planet, with high temperatures and low gravity, and it is entirely covered by deserts; the canyon area where you'll fight isn't close, and the flatness of the terrain allows to see distant targets.

★ **WOTAN**



- Temperature: normal
- Gravity: normal
- Terrain: plains with few obstacles
- Visibility: excellent or poor

- You'll visit two places on Wotan, a suburb and a plain covered by large crystal formations; the terrain is flat, but the buildings or the smoke columns raising from it will obstruct it a bit, like the crystal formations in the second area; the first area has an excellent visibility, but the second a very poor one. Gravity and temperature within standard levels.

★ **MORGES**



- Temperature: normal or low
- Gravity: normal
- Terrain: various
- Visibility: various

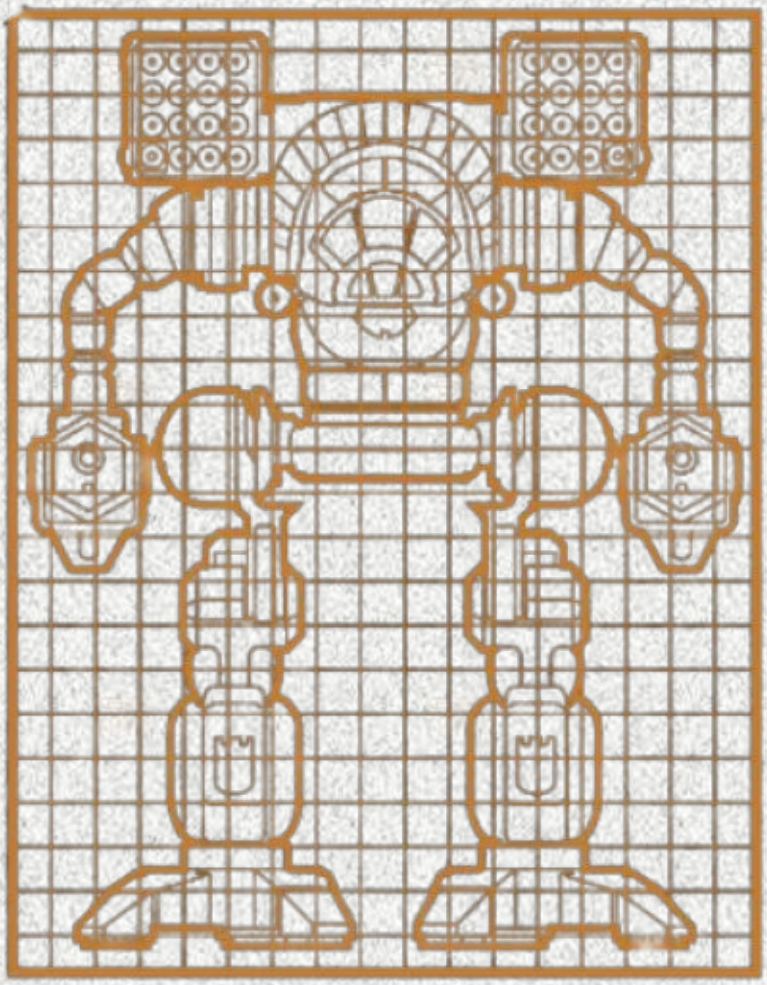
- You'll fight on a terrain covered by low hills with poor visibilty, in a city with excellent visibility but a lot of buildings and in an ice desert; all temperatures except the city one are low.

MECHWARRIOR 2

31ST CENTURY COMBAT



TRIBUTE CAMPAIGN by CWG



Rules of Engagement (Disclaimer)

This is **not** a tournament. This campaign is a **lore-driven tribute to MechWarrior 2**, not a meta-optimized competition.

The year is **3057**. Any technology not available by this date may **not** be fielded. Units in this campaign do **not** have access to experimental technology.

Please respect the time, care, and love that have gone into building this campaign and honoring the BattleTech universe.

If something doesn't seem to work properly, bring it to our attention—we're happy to review it. There's no need to argue with fellow players. We're all here to have fun.

Enjoy the game, and don't take it too seriously.

MW2 Tribute Campaign

-Supply rules-

Starting Conditions

- Clan Wolf 500 supply points
- Clan Jade Falcon 500 supply points

Supply points [SP]

- Convert **PCPs** 1:10 in supply points end of every round
- Every planet system produces 5 SP per round for the owner faction
- Every new conquered planet gives 100 SPs in that round

Repair Table for Mech/Armor				**Average Unit Cost Table**		
Weight Class	Damaged M/A	Crippled* M/A	Destroyed M/A	BattleMech	Vehicle	Infantry/ BA
Light	15/3	30/6	45/9	75	15	15
Medium	30/6	45/15	60/25	120	35	
Heavy	60/15	75/25	80/40	150	75	
Assault	80/20	100/40	125/75	200	120	

*Crippling Damage

- The unit has no Armor remaining and has been reduced to half its starting Structure value (rounded up). If the unit possesses only 1 point of Structure to begin with, it begins retreating as soon as it loses all of its Armor.
- The unit has been reduced to a damage value of 0 for all Medium- and Long-range attacks. This condition does not apply if the unit began the scenario with a damage value of 0 at Medium and Long range.
- The unit has been immobilized through damage, critical, and/or motive hit effects.

MW2 Tribute Campaign

-Supply-

Supply points tracker						
Mission	Clan Jade Falcon			Clan Wolf		
	SPs	Won	Spent	SPs	Won	Spent
0	500			500		
1						
2						
3						
4						
5						
6						
7						
8						
9						
10						
11						
12						

MW2 Tribute Campaign

-Supply rules addendum-



Rules of the Trial of Refusal*: Clan Wolf lost the Grand Council vote regarding the charges against Ulric Kerensky by a margin of 15 to 18. Consequently, they have to face Jade Falcon forces that outnumber them by 1.26 to 1.

Bidding: If bidding takes place and the bidding side wins the battle, the Clan player may add 5% to his winnings for every 10 full percent of units his force numbers below that of the opposing force (to a maximum reward bonus of +50%).



If the attacking force outnumbers its opposition in a scenario where bidding is in play, however, any reward for victory is automatically reduced by 25%. The ratio of Clan forces is based on the number of units committed to the scenario by the time it ends.

If a Clan player calls on reinforcements, he has previously bidden away, his winnings are automatically reduced by 25%.

Salvage: For each marked-off unit that may be salvaged, the side that won the track rolls 2D6. On a result of 9 or higher, the destroyed unit is salvageable, and may be repaired using SPs. If the roll is 8 or less, the destroyed unit is too far gone to be of any use.

Determining the fate of a pilot. If a unit is destroyed, throw a D6. If the combined number of skill and dice eye is 7 or greater. The pilot is dead.

Pilot Recruitment: It is not possible to recruit new pilots for this campaign.

** This is a lore driven rule. For balance purposes of the campaign it is optional!*

MW2 Tribute Campaign

- missions -

#	Planet	Clan Jade Falcon	Clan Wolf
01	Colmar	Silent Thunder	Pyre Light
02	Sudeten	Arkham Bridge	Flame Tongue
03	Zoetermeer	Mirror Cage	Blade Splint
04	Baker 3	Bone Machine	Temper Edge
05	Devin's moon, MacDuff	Bouk Obelisk	Sable Flame
06	Evciler	Umber Wall	Burning Chrome
07	Twycross	Rogue Chariot	Scorching Sand
08	Wotan	Plum Wine	Silver Staff
09	Wotan	Rust Heart	Aquiline Fire
10	Morges	Armor Veil	
10	Morges' moon, Karetha		Cold Crescent
11	Morges	Iron Fist	Velvet Hammer
12	Morges	Bronze Anvil	Golden Spade

Our **MW2 Tribute Campaign** does not include the MW2 Trial of Position missions for CJF and CW.

Therefore mission numbers do not correspondent with the original MW2 campaign as seen in the game.



MW2 Tribute Campaign

- Participating Units -



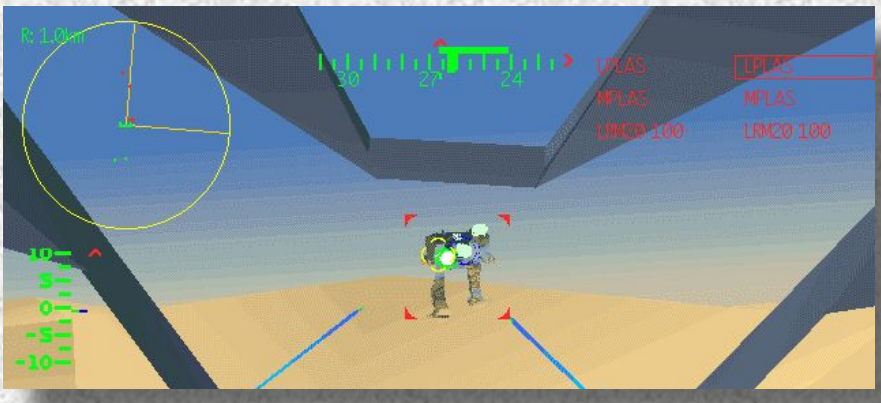
Task Force (T.F.)	Clan Wolf Galaxies
Ulric Kerensky	Delta Galaxy and Tau Galaxy
Natasha Kerensky	Beta Galaxy and Gamma Galaxy
Phelan Ward	Alpha Galaxy and Omega Galaxy

T.F.	Planet	Clan Jade Falcon	Clan Wolf
N.K.	Colmar	Twelfth Falcon Regulars	352nd Assault Cluster
P.W.	Sudeten	Eighth Falcon Regulars Gyrfalcon Eyrie Cluster Gyrfalcon Solahma	Fourth Wolf Guards Sixteenth Battle Cluster
U.K.	Zoetermeer	Tenth PGC	Eleventh Wolf Guards Twenty-first Battle Fourth Striker Second Wolf Cavaliers Red Keshik
N.K.	Baker 3	Jade Eyrie Cluster 305th Assault Cluster	341st Assault Cluster
N.K.	Devin	Second Falcon Jaegers First Falcon Striker	Third Battle Cluster
U.K.	Evciler	Seventy-third Striker Cl. Sixth PGC Fifty-first Garrison Cluster Ninth PGC Seventh Falcon Regulars	First Wolf Cavalry

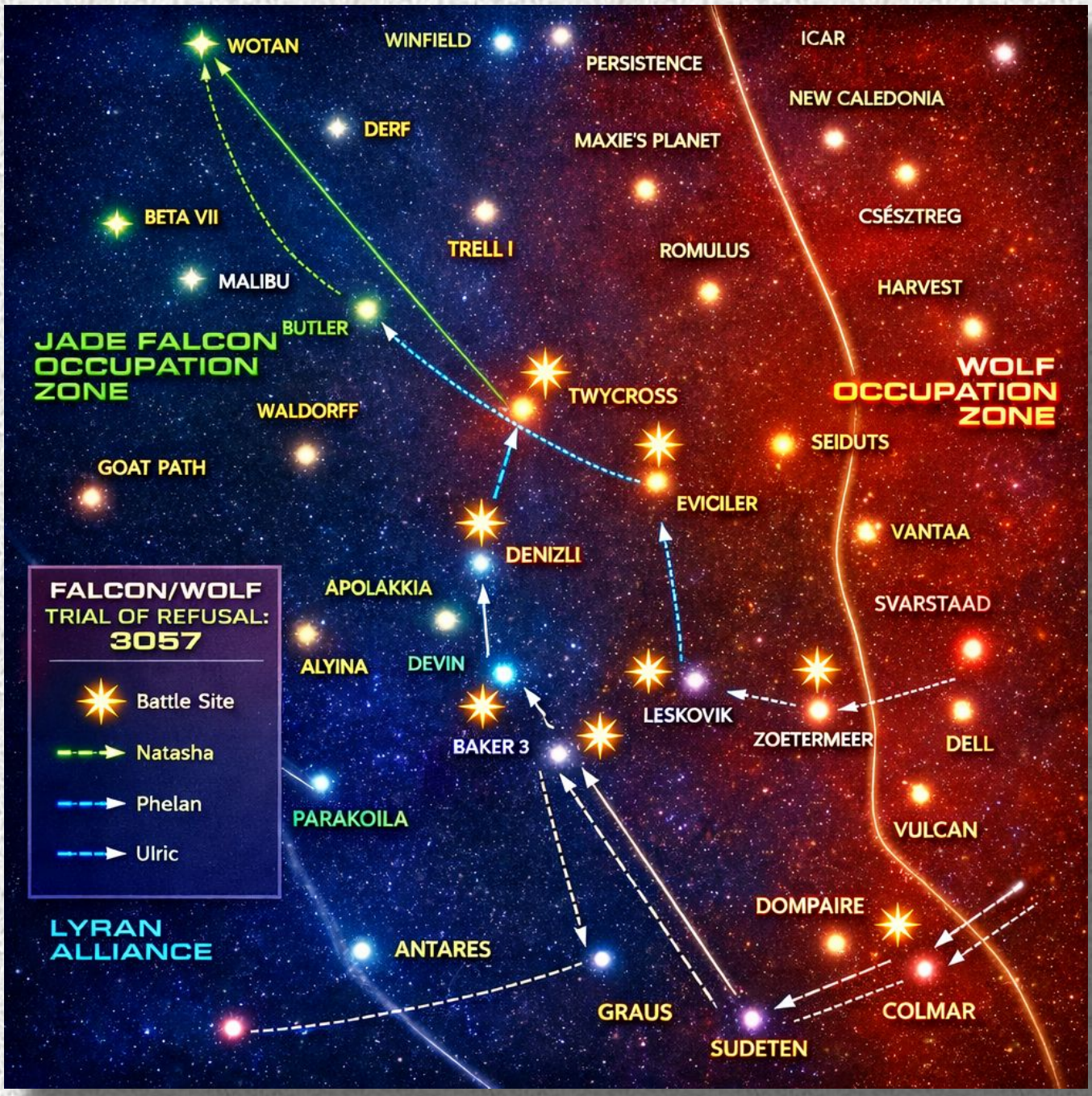
MW2 Tribute Campaign

- participating Units -

T.F.	Planet	Clan Jade Falcon	Clan Wolf
N.K.	Twycross	Falcon Guards Fifth Talon Cluster Sixth PGC Eighteenth Falcon Regulars	Thirteenth Wolf Guards 341st Assault Cluster Third Battle Cluster 352nd Assault Cluster Eleventh Battle Cluster
U.K.	Wotan	Fifth Battle Cluster Eighth Talon Cluster	Eleventh Wolf Guards Thirty-seventh Wolf Striker Fourth Wolf Striker First Wolf Cavalry Fifth Wolf Regulars
former N.K.	Wotan (T.F. N.K. remnants)		Eleventh Battle Cluster Thirteenth Wolf Guards 341st Assault Cluster Third Battle Cluster 352nd Assault Cluster
P.W.	Morges	Peregrine Galaxy Omicron Galaxy	Fourth Wolf Guards Sixteenth Battle Cluster 279th Battle Cluster 328th Assault Cluster Golden Keshik First Kell Hounds Regiment Second Kell Hounds Reg.



MW2 Tribute Campaign



SITUATIONS *and* ***AFTERMATHS*** *are downloaded from BearNet, New Albion, Porthos. They are the recorded log of the Loremaster of Clan Ghost Bear and represent an impartial account of the Refusal War as seen by the Grand Council. They are provided to you, a member of the Warrior Caste, so that you may be informed of events as they occur in the larger context of the battles.*

- Mission 01 -

SITUATION

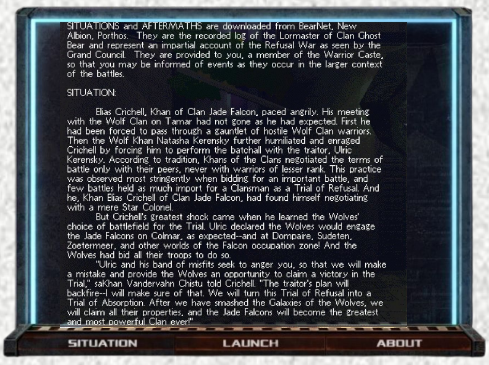
Elias Crichell, Khan of Clan Jade Falcon, paced angrily. His meeting with the Wolf Clan on Tamar had not gone as he had expected. First he had been forced to pass through a gauntlet of hostile Wolf Clan warriors.

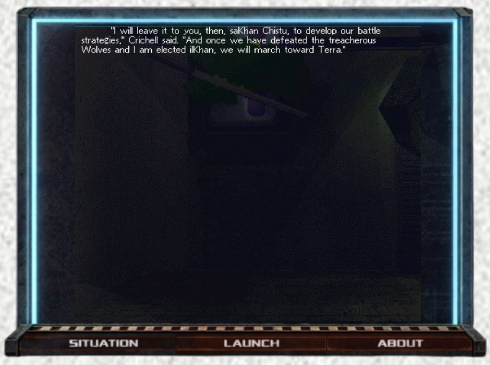
Then the Wolf Khan Natasha Kerensky further humiliated and enraged Crichell by forcing him to perform the batchall with the traitor, Ulric Kerensky. According to tradition, Khans of the Clans negotiated the terms of battle only with their peers, never with warriors of lesser rank. This practice was observed most stringently when bidding for an important battle, and few battles held as much import for a Clansman as a Trial of Refusal. And he, Khan Elias Crichell of Clan Jade Falcon, had found himself negotiating with a mere Star Colonel.

But Crichell's greatest shock came when he learned the Wolves' choice of battlefield for the Trial. Ulric declared the Wolves would engage the Jade Falcons on Colmar, as expected--and at Dompaire, Sudeten, Zoetermeer, and other worlds of the Falcon occupation zone! And the Wolves had bid all their troops to do so.

"Ulric and his band of misfits seek to anger you, so that we will make a mistake and provide the Wolves an opportunity to claim a victory in the Trial," saKhan Vandervahn Chistu told Crichell. "The traitor's plan will backfire. I will make sure of that. We will turn this Trial of Refusal into a Trial of Absorption. After we have smashed the Galaxies of the Wolves, we will claim all their properties, and the Jade Falcons will become the greatest and most powerful Clan ever!"

"I will leave it to you, then, saKhan Chistu, to develop our battle strategies," Crichell said. "And once we have defeated the treacherous Wolves and I am elected ilKhan, we will march towards Terra."





- SILENT THUNDER -



Colmar
Jade Falcon Occupation Zone
3057
Dropship “Swift Claw”

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....

--- Incoming Coded Message – Kurultai GalxB_7th Iron level clearance —- - *- /disseminate by need only*

The 12th Falcon Regulars are heading for the Bright Basin, Marakaa Valley, to engage Wolf's 352nd. Your unit is to provide flanking support for this action.

The Wolf has set up in strategic positions directly to the west of the Valley. You must clear the quadrant taking out vital installations in one swift, coordinated strike.

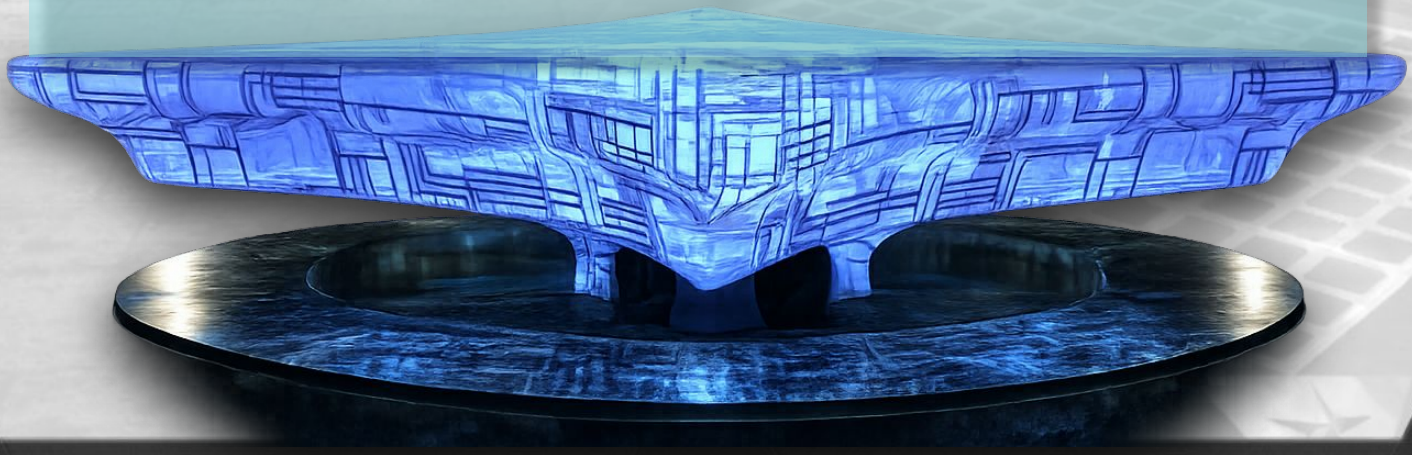
Codename: Silent Thunder

— Coded Message - /End of Line —

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- SILENT THUNDER -



Planet: Colmar
Terrain: Rocky Plains
Time of Day: day

Attacker: Clan Jade Falcon

To this end you must DESTROY the HPG UPLINK at NAV ALPHA and the COMMUNICATIONS ARRAY at NAV BETA. Probes detect 'Mechs in the area.

Primary Objectives:

- DESTROY the HPG UPLINK at **Nav Point Alpha** **[15 VP]**

HPG
BType: **Hard**
Bnbr.: **1**

- DESTROY the COMMUNICATIONS ARRAY at **Nav Point Beta** **[15 VP]**

Communication
BType: **Heavy**
Bnbr.: **2**

Secondary Objectives: **[10 VP]**

- DESTROY all ENEMY MECHS

Tertiary Objectives: **[05 VP]**

- DESTROY any TARGETS OF OPPORTUNITY

Return: **[05 VP]**

- Dust-off site, **Nav Point Gamma**

Round limit:

- 8 rounds

- SILENT THUNDER -

Defender: Clan Wolf

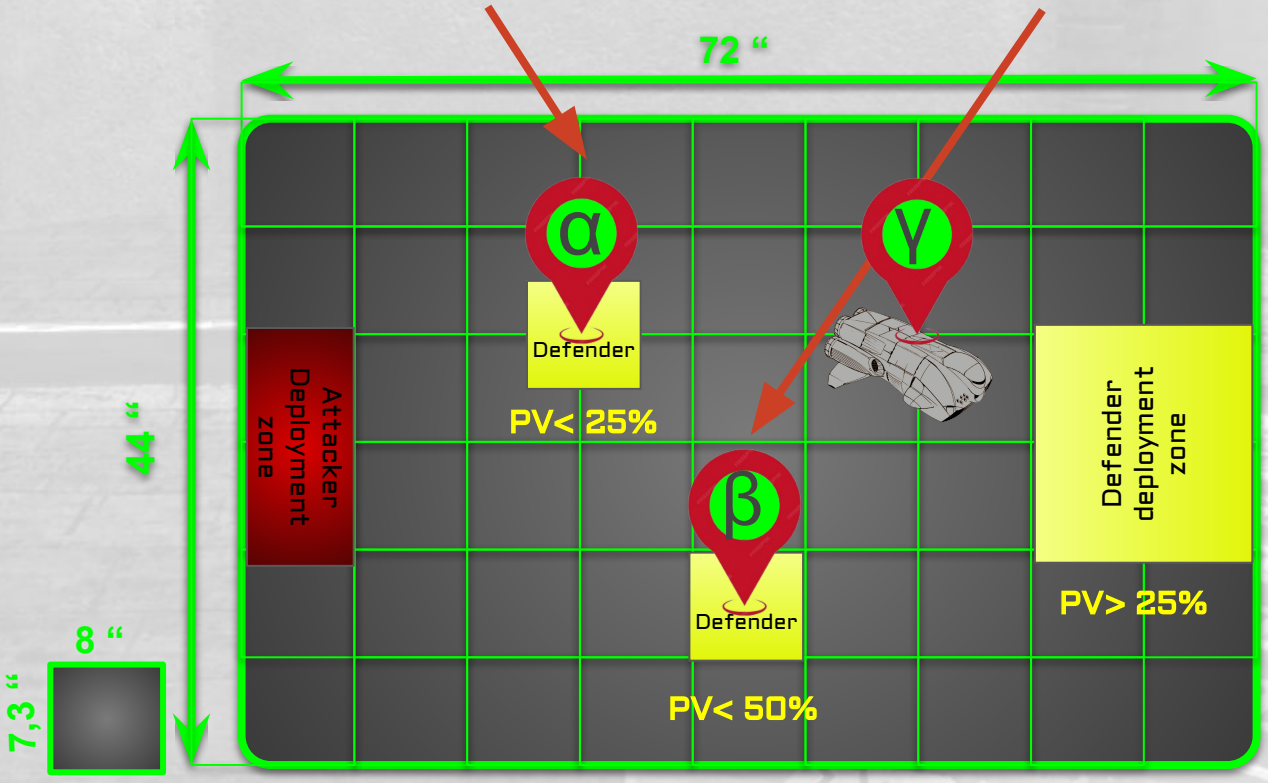
- Stop the attacker from achieving their goals within the round limit.



HPG Uplink



Communication Array



- PYRE LIGHT -

Colmar
Jade Falcon Occupation Zone
Date 3057
Dropship “Hunter”

.....

— Incoming Coded Message -- Kurultai Instruction Follows -
Decode Jaw Protocol GALxAlpha 327th: 3rd - /disseminate by need only

In a matter of hours the 352nd Assault Cluster will engage the 12th Falcon Regular at the mouth of Marakaa Valley, Mare Requiem, Colmar.

Aerospace fighters staged several interdiction strikes in the zone, hoping to destroy the firebase and then chemical plant in the area; the weather during the operation turned foul and the fighters were able to strike only the firebase.

Orbital reconnaissance is impossible; recon the area and destroy the chemical plant to let the fighters turn their attention toward the 12th.

Codename: Pyre Light

— Coded Message - /End of Line —

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- Pyre Light -

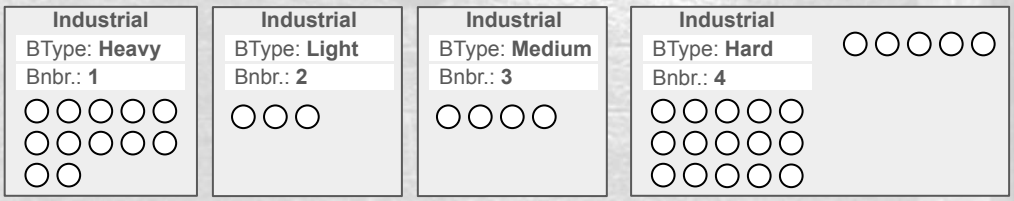
Planet: Colmar
Terrain: Rolling Hills
Time of Day: day

Attacker: Clan Wolf

First DESTROY the CHEMICAL PLANT at NAV EPSILON. Leave nothing standing. Then you must INSPECT the FIREBASE at NAV ZETA, and wipe out any and all opposition you encounter.

Primary Objectives:

- Destroy the Chemical Plant at Nav Point Epsilon **Nav Point Alpha** **[20 VP]**



- Inspect Firebase wreckage at **Nav Point Zeta** **[15 VP]**
  - Scan the five marked buildings for intel. *Scanning* see AS C Page 133*
  - *Intel: NO* 1 2 3 4 5
    YES 1 2 3 4 5

Secondary Objectives: **[10 VP]**

- Destroy all surviving 'Mechs in the area

Tertiary Objectives: **[05 VP]**

- Destroy any targets of opportunity

Return: **[05 VP]**

- Dust-off site, **Nav Point Eta**

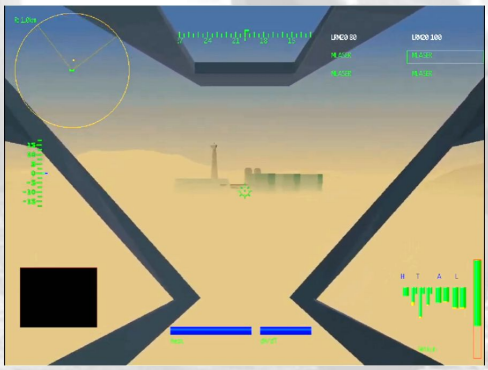
Round limit:

- 12 rounds

- Pyre Light -

Defender: **Clan Jade Falcon**

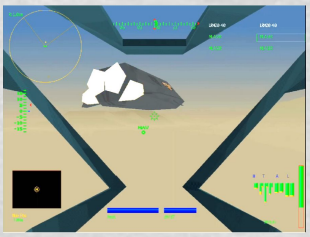
- Stop the attacker from achieving their goals in the round limit.



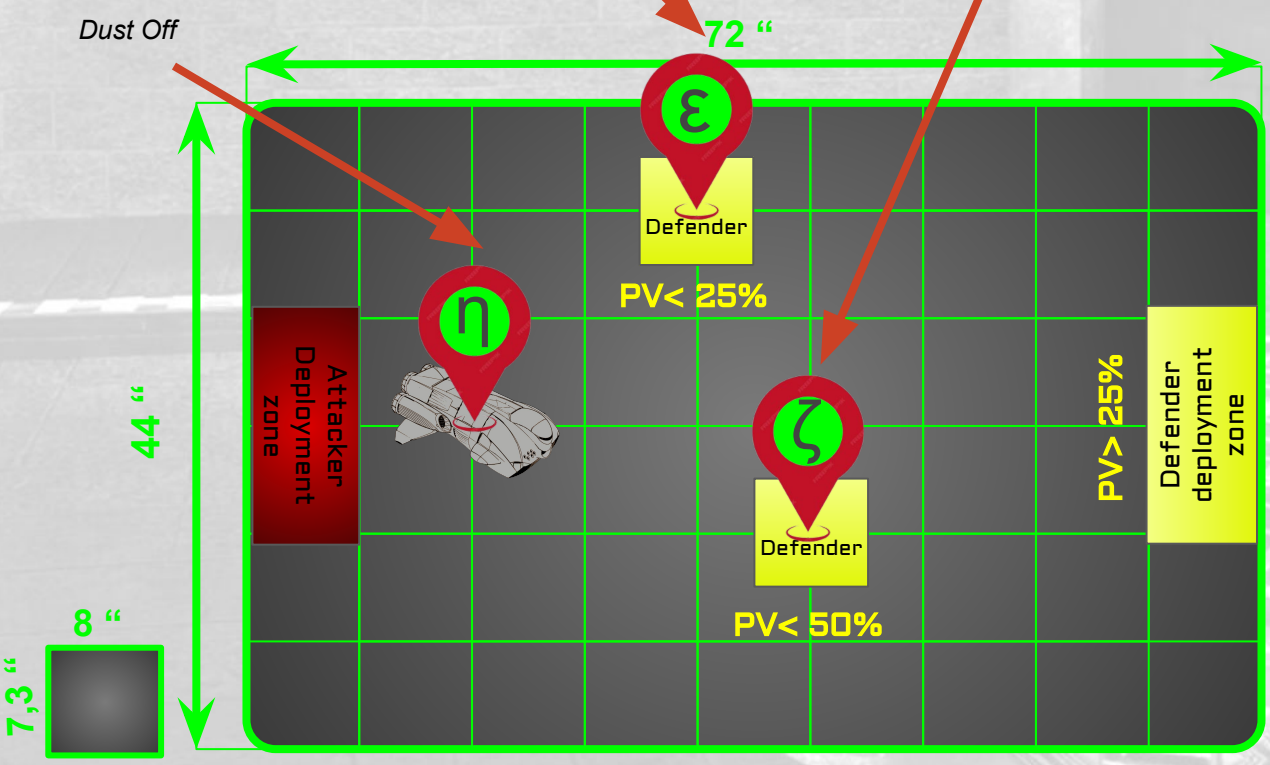
Chemical Plant



Firebase



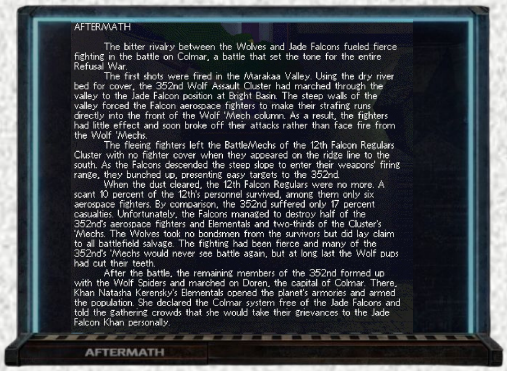
Dust Off



AFTERMATH

The bitter rivalry between the Wolves and Jade Falcons fueled fierce fighting in the battle on Colmar, a battle that set the tone for the entire Refusal War.

The first shots were fired in the Marakaa Valley. Using the dry river bed for cover, the 352nd Wolf Assault Cluster had marched through the valley to the Jade Falcon position at Bright Basin. The steep walls of the valley forced the Falcon aerospace fighters to make their strafing runs directly into the front of the Wolf 'Mech column. As a result, the fighters had little effect and soon broke off their attacks rather than face fire from the Wolf Mechs.



The fleeing fighters left the Battle/Mechs of the 12th Falcon Regulars Cluster with no fighter cover when they appeared on the ridge line to the south. As the Falcons descended the steep slope to enter their weapons' firing range, they bunched up, presenting easy targets to the 352nd.

When the dust cleared, the 12th Falcon Regulars were no more. A scant 10 percent of the 12th's personnel survived, among them only six aerospace fighters. By comparison, the 352nd suffered only 17 percent casualties. Unfortunately, the Falcons managed to destroy half of the 352nd's aerospace fighters and Elementals and two-thirds of the Cluster's 'Mechs. The Wolves took no bondsmen from the survivors but did lay claim to all battlefield salvage.

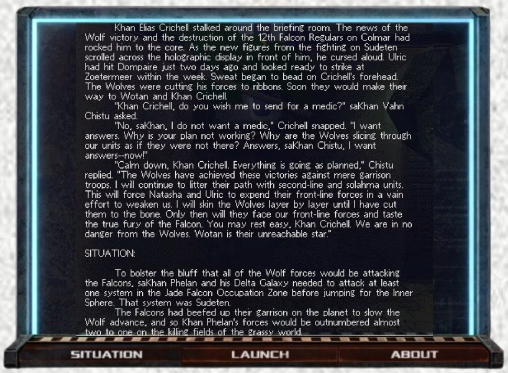
The fighting had been fierce and many of the 352nd's 'Mechs would never see battle again, but at long last the Wolf pups had cut their teeth.

After the battle, the remaining members of the 352nd formed up with the Wolf Spiders and marched on Doren, the capital of Colmar. There, Khan Natasha Kerensky's Elementals opened the planet's armories and armed the population. She declared the Colmar system free of the Jade Falcons and told the gathering crowds that she would take their grievances to the Jade Falcon Khan personally.

- Mission 02 -

SITUATION

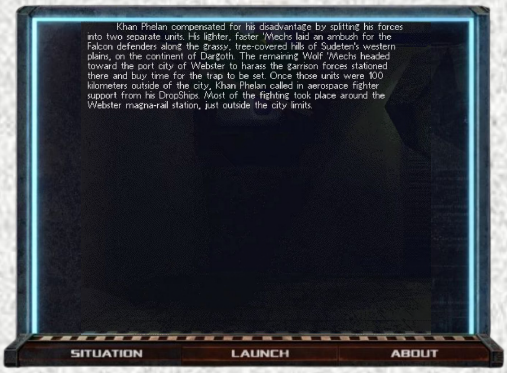
To bolster the bluff that all of the Wolf forces would be attacking the Falcons, saKhan Phelan and his Delta Galaxy needed to attack at least one system in the Jade Falcon Occupation Zone before jumping for the Inner Sphere. That system was Sudeten.



The Falcons had beefed up their garrison on the planet to slow the Wolf advance, and so Khan Phelan's forces would be outnumbered almost two to one on the killing fields of the grassy world.

Khan Phelan compensated for his disadvantage by splitting his forces into two separate units.

His lighter, faster 'Mechs laid an ambush for the Falcon defenders along the grassy, tree-covered hills of Sudeten's western plains, on the continent of Dargoth.



The remaining Wolf 'Mechs headed toward the port city of Webster to harass the garrison forces stationed there and buy time for the trap to be set. Once those units were 100 kilometers outside of the city, Khan Phelan called in aerospace fighter support from his DropShips.

Most of the fighting took place around the Webster magna-rail station, just outside the city limits.

- Arkham Bridge -

Sudeten
Jade Falcon Occupation Zone
Date 3057
Dropship “Swift Claw”

....

....

--- Incoming Coded Message – Kurultai GalxB_7th Iron level clearance –- - *- /disseminate by need only*

The Wolf's Delta Galaxy has set down in the Vesce Rift, Sudeten, and has split their forces in two. A fast taskforce is heading into the Dargoth area and is harassing friendly units there. Another force is approaching our position.

Stationary sensors are picking up the discharge of energy weapons in quadrant 709-010, just to the west of the city of Webster. There is an INDUSTRIAL PLANT at NAV KAPPA that must not come to harm.

Codename: Arkham Bridge

– Coded Message - /End of Line –

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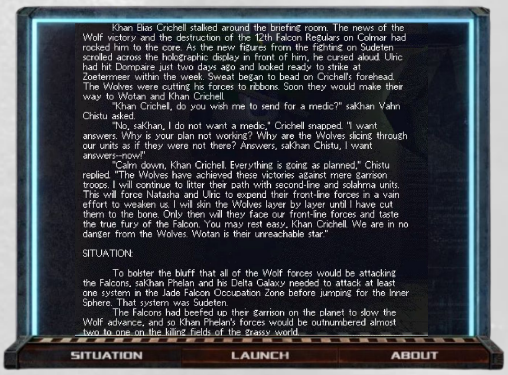


- Arkham Bridge -



Khan Elias Crichell stalked around the briefing room. The news of the Wolf victory and the destruction of the 12th Falcon Regulars on Colmar had rocked him to the core. As the new figures from the fighting on Sudeten scrolled across the holographic display in front of him, he cursed aloud. Ulric had hit Dompaire just two days ago and looked ready to strike at Zoetermeer within the week. Sweat began to bead on Crichell's forehead.

The Wolves were cutting his forces to ribbons. Soon they would make their way to Wotan and Khan Crichell. "Khan Crichell, do you wish me to send for a medic?" saKhan Vahn Chistu asked.



"No, saKhan, I do not want a medic," Crichell snapped. "I want answers. Why is your plan not working? Why are the Wolves slicing through our units as if they were not there? Answers, saKhan Chistu, I want answers – now!"

"Calm down, Khan Crichell. Everything is going as planned," Chistu replied.

"The Wolves have achieved these victories against mere garrison troops. I will continue to litter their path with second-line and solahma units. This will force Natasha and Ulric to expend their front-line forces in a vain effort to weaken us. I will skin the Wolves layer by layer until I have cut them to the bone. Only then will they face our front-line forces and taste the true fury of the Falcon. You may rest easy, Khan Crichell. We are in no danger from the Wolves. Wotan is their unreachable star."

- Arkham Bridge -



Planet: Sudeten
Terrain: Pasture Land
Time of Day: Dawn

Attacker: Clan Jade Falcon

Perform a COMBAT PATROL of the area, following the NAV sequence. DESTROY any and all ENEMIES encountered and prevent any further damage to structures in the area.

Primary Objectives:

- DESTROY all ENEMY UNITS in the area **[20 VP]**
- DEFEND the INDUSTRIAL PLANT at **NAV KAPPA** **[15 VP]**

Industrial	Industrial	Industrial	Industrial	Industrial
BType: **Heavy**	BType: **Light**	BType: **Medium**	BType: **Medium**	BType: **Hard**
Bnbr.: **1**	Bnbr.: **2**	Bnbr.: **3**	Bnbr.: **4**	Bnbr.: **5**
○○○○○ ○○○○○ ○○	○○○	○○○○	○○○○	○○○○○ ○○○○○ ○○○○○

Secondary Objectives:

- Destroy any targets of opportunity **[05 VP]**

Return:

- Dust-off site, **Nav Point Lambda** **[05 VP]**

Round limit:

- 12 rounds

Mission Special rule:

- If an industrial building gets destroyed, it deals 5 damage points in 12” around it.

- Arkham Bridge -

Defender: Clan Wolf

- Stop the attacker from achieving their goals in the round limit.
- The defender can place up to 75% of his forces as hidden units* at the **NAV Points**.
- Deployment of CW reinforcements (non hidden units) starts with round 6



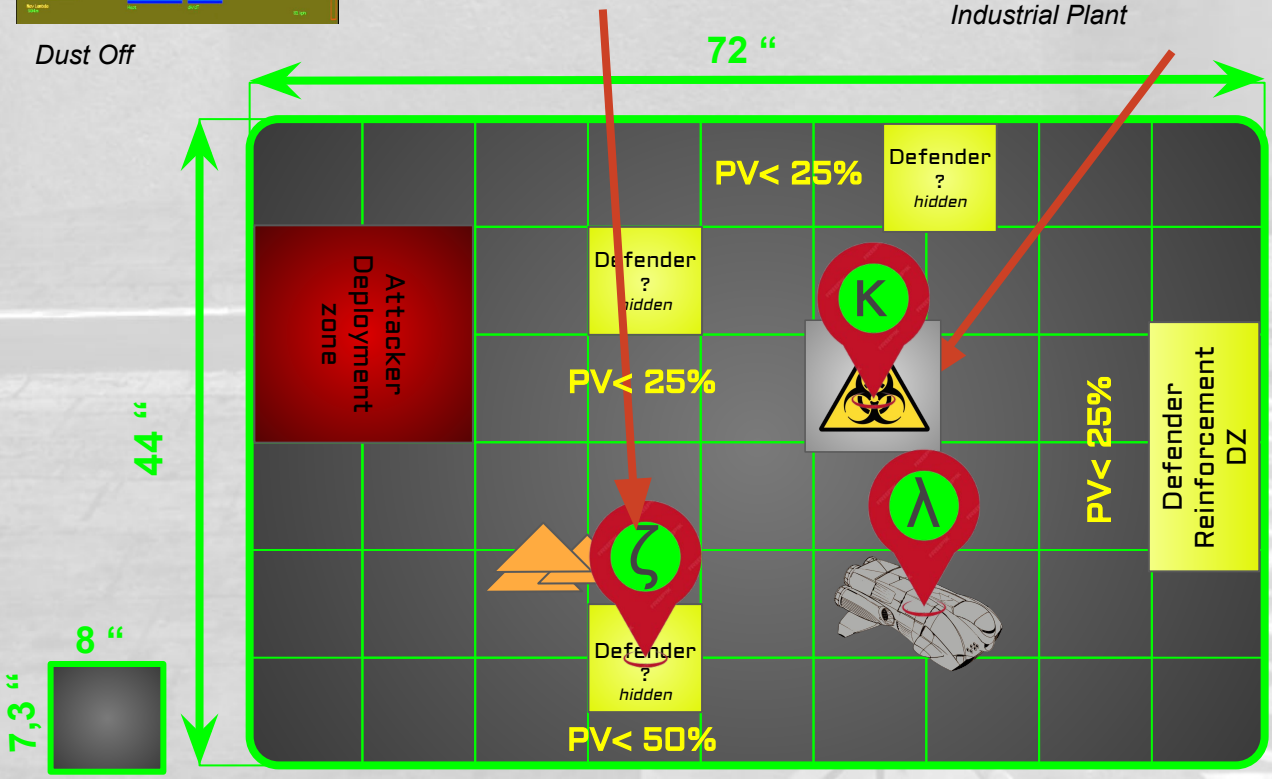
Dust Off



Nav Theta



Industrial Plant



- Flame Tongue -

Sudeten
Jade Falcon Occupation Zone
Date 3057
Dropship “Hunter”

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— Incoming Coded Message -- Kurultai Instruction Follows -
Decode Jaw Protocol GALxAlpha 327th: 3rd - /disseminate by need only

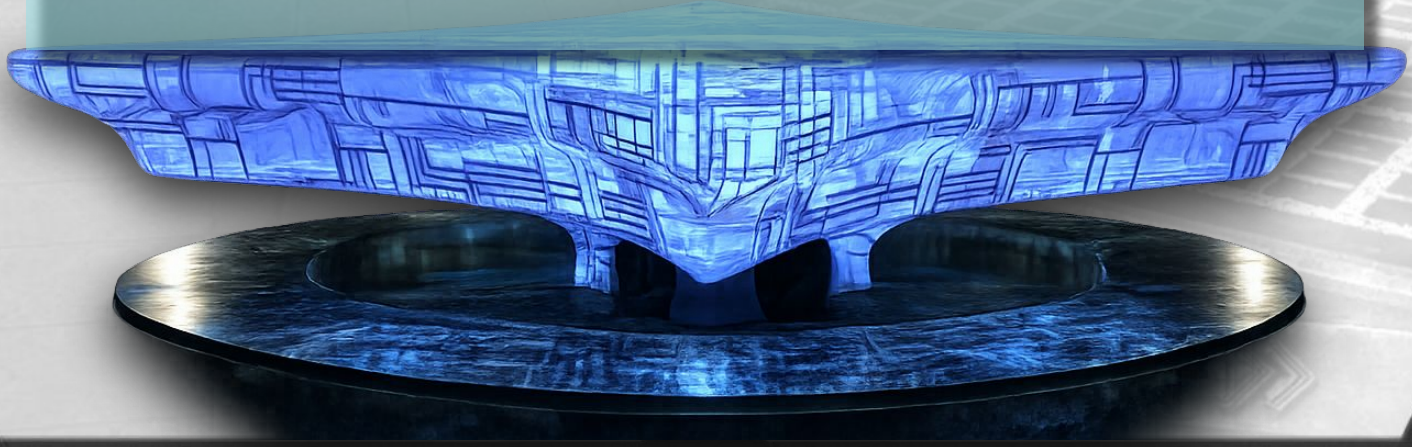
Sudeten is our next target. It is our intention to attack the Jade Falcon forces in two zones, the grassy plains of Dargoth and the port city of Webster.

Falcon garrison units, anticipating our attack, appear to be on training maneuvers in the grassy western plains. Satellites have identified multiple 'Mechs with training configurations in the area. Your unit is to perform a coordinated strike against multiple targets within this zone.

Codename: Flame Tongu

— Coded Message - /End of Line —

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- Flame Tongue -

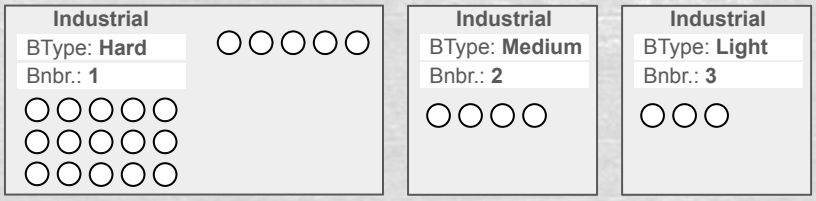
Planet: Sudeten
Terrain: Prairie
Time of Day: Day

Attacker: Clan Wolf

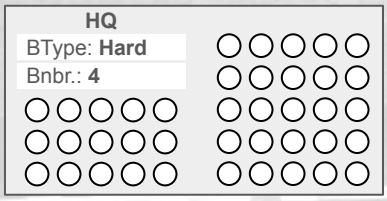
After landing, you will perform a STRIKE against the FUEL PUMPING FACILITY at NAV ALPHA and the HARDENED HQ close to NAV BETA. DESTROY both structures. Follow the NAV sequence and return to NAV GAMMA for a dust off. DESTROY any and all opposition you encounter and keep your eyes open for TARGETS OF OPPORTUNITY.

Primary Objectives:

- DESTROY the PUMPING STATION at **NAV ALPHA** **[20 VP]**



- DESTROY the HARDENED HQ at **NAV BETA** **[15 VP]**



Secondary Objectives: **[05 VP]**

- DESTROY all DEFENDING UNITS

Tertiary Objectives: **[05 VP]**

- Destroy any targets of opportunity

- Flame Tongue -

Return:

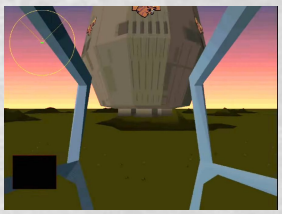
- Dust-off site, **Nav Point Gamma**

Round limit:

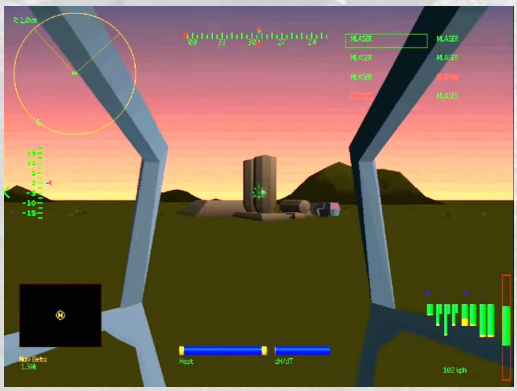
- 10 rounds

Defender: Clan Jade Falcon

- Stop the attacker from achieving their goals in the round limit.



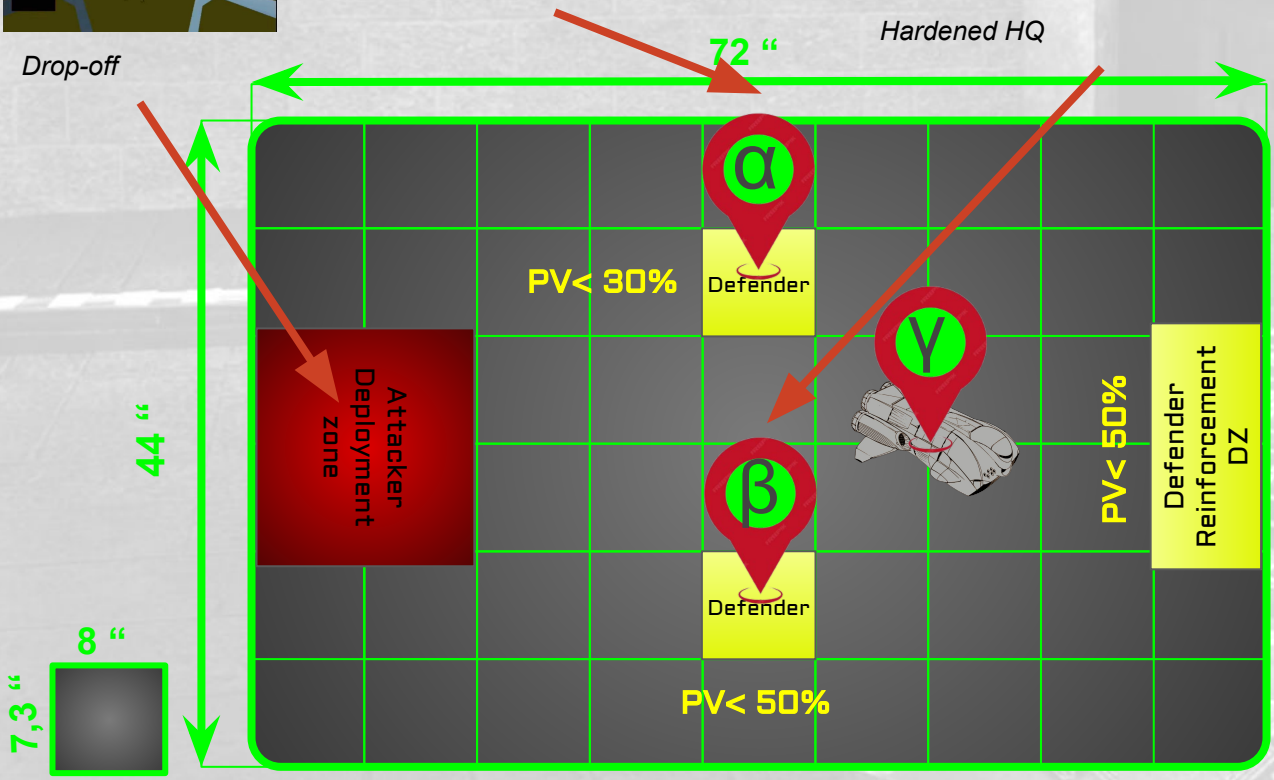
Drop-off



Pumping Station



Hardened HQ

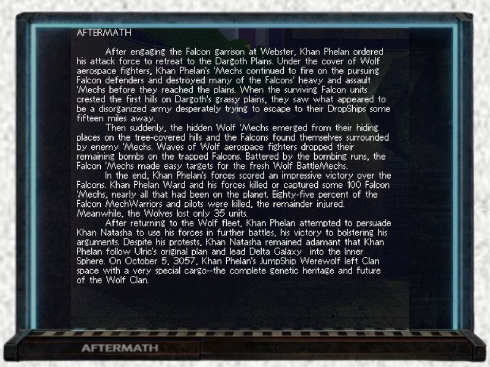


AFTERMATH

After engaging the Falcon garrison at Webster, Khan Phelan ordered his attack force to retreat to the Dargoth Plains. Under the cover of Wolf aerospace fighters, Khan Phelan's 'Mechs continued to fire on the pursuing Falcon defenders and destroyed many of the Falcons' heavy and assault 'Mechs before they reached the plains. When the surviving Falcon units crested the first hills on Dargoth's grassy plains, they saw what appeared to be a disorganized army desperately trying to escape to their DropShips some fifteen miles away.

Then suddenly, the hidden Wolf Mechs emerged from their hiding places on the tree-covered hills and the Falcons found themselves surrounded by enemy 'Mechs. Waves of Wolf aerospace fighters dropped their remaining bombs on the trapped Falcons. Battered by the bombing runs, the Falcon 'Mechs made easy targets for the fresh Wolf BattleMechs.

In the end, Khan Phelan's forces scored an impressive victory over the Falcons. Khan Phelan Ward and his forces killed or captured some 100 Falcon 'Mechs, nearly all that had been on the planet.



Eighty-five percent of the Falcon MechWarriors and pilots were killed, the remainder injured. Meanwhile, the Wolves lost only 35 units.

After returning to the Wolf fleet, Khan Phelan attempted to persuade Khan Natasha to use his forces in further battles, his victory to bolstering his arguments. Despite his protests, Khan Natasha remained adamant that Khan Phelan follow Ulric's original plan and lead Delta Galaxy into the Inner Sphere. On October 5, 3057, Khan Phelan's JumpShip Werewolf left Clan space with a very special cargo--the complete genetic heritage and future of the Wolf Clan.

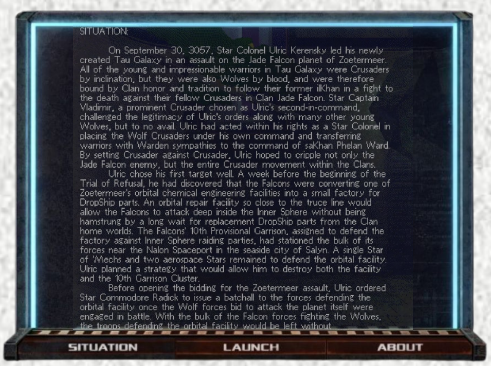
- Mission 03 -

SITUATION

Star Colonel Ulric Kerensky led his newly created Tau Galaxy in an assault on the Jade Falcon planet of Zoetermeer.

All of the young and impressionable warriors in Tau Galaxy were Crusaders by inclination, but they were also Wolves by blood, and were therefore bound by Clan honor and tradition to follow their former ilKhan in a fight to the death against their fellow Crusaders in Clan Jade Falcon.

Star Captain Vladimir, a prominent Crusader chosen as Ulric's second-in-command, challenged the legitimacy of Ulric's orders along with many other young Wolves, but to no avail. Ulric had acted within his rights as a Star Colonel in placing the Wolf Crusaders under his own command and transferring warriors with Warden sympathies to the command of saKhan Phelan Ward.

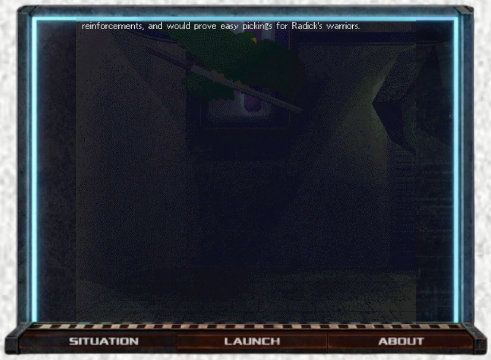


By setting Crusader against Crusader, Ulric hoped to cripple not only the Jade Falcon enemy, but the entire Crusader movement within the Clans.

Ulric chose his first target well. A week before the beginning of the Trial of Refusal, he had discovered that the Falcons were converting one of Zoetermeer's orbital chemical engineering facilities into a small factory for DropShip parts. An orbital repair facility so close to the truce line would allow the Falcons to attack deep inside the Inner Sphere without being hamstrung by a long wait for replacement DropShip parts from the Clan home worlds.

The Falcons' 10th Provisional Garrison, assigned to defend the factory against Inner Sphere raiding parties, had stationed the bulk of its forces near the Nalon Spaceport in the seaside city of Salyn. A single Star of 'Mechs and two aerospace Stars remained to defend the orbital facility. Ulric planned a strategy that would allow him to destroy both the facility and the 10th Garrison Cluster.

Before opening the bidding for the Zoetermeer assault, Ulric ordered Star Commodore Radick to issue a batchall to the forces defending the orbital facility once the Wolf forces bid to attack the planet itself were engaged in battle. With the bulk of the Falcon forces fighting the Wolves.



The troops defending the orbital facility would be left without reinforcements, and would prove easy pickings for Radick's warriors.

- Mirror Cage -

Zoetermeer
Jade Falcon Occupation Zone
Date 3057
Dropship “Swift Claw”



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--- Incoming Coded Message — Kurultai GalxB_7th Iron level clearance —- - *- /disseminate by need only*

The Wolf has committed to a two-pronged assault on the planet Zoetermeer. Their intention seems to be to gain control of our Orbital Chemical Engineering Facilities and the Nalon Spaceport near the city of Salyn. The 2nd Wolf Cavaliers have dropped and are moving toward friendly positions inside the city.

We must stall their advance at all costs.

Codename: Mirror Cage

— Coded Message - /End of Line —

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- Mirror Cage -



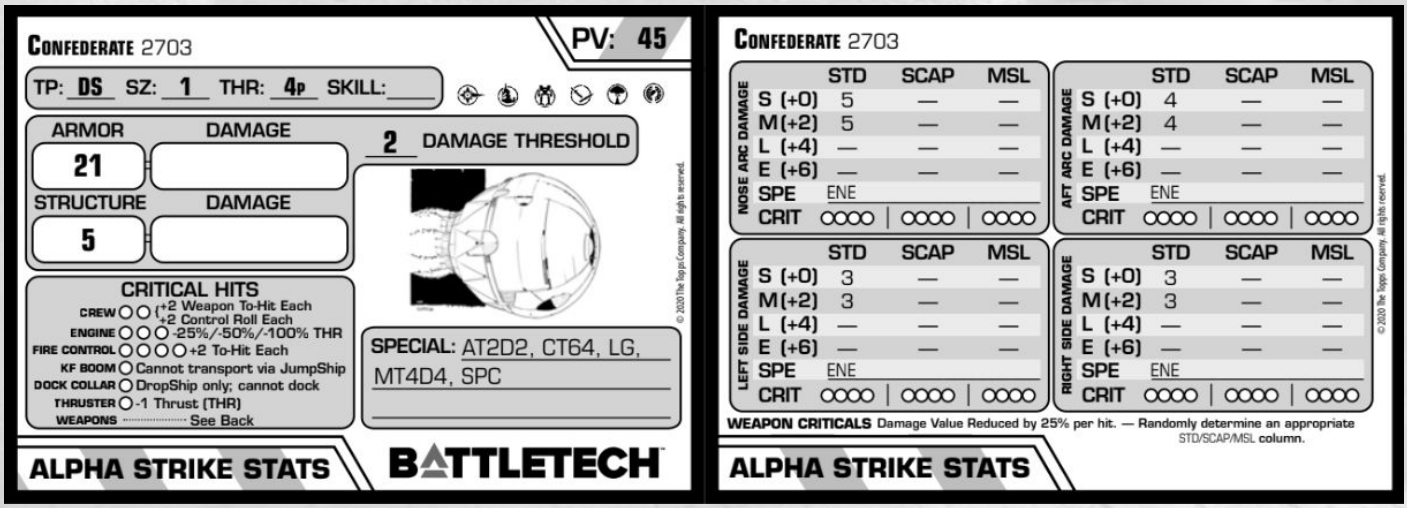
Planet: Zoetermeer
Terrain: Low Hills
Time of Day: Dusk

Attacker: Clan Jade Falcon

Probes have detected a single spheroid DROPSHIP in the Wolf rear undergoing field repairs to its fusion core. Perform a STRIKE against it while its defenses are offline. We hope that the enemy will perceive this action as a prelude to a large commitment of our forces to the flank, and thus alleviate some of the pressure on the elements of the 10th Provisional Garrison at the Nalon Spaceport.

Primary Objectives:

- DESTROY the DROPSHIP at **NAV ZETA** **[25 VP]**



CONFEDERATE 2703 PV: 45

TP: DS SZ: 1 THR: 4P SKILL:

ARMOR	DAMAGE	2 DAMAGE THRESHOLD
21		
STRUCTURE	DAMAGE	
5		

CRITICAL HITS
CREW ○○ (+2 Weapon To-Hit Each, +2 Control Roll Each)
ENGINE ○○○ -25%/-50%/-100% THR
FIRE CONTROL ○○○○ +2 To-Hit Each
KF BOOM ○ Cannot transport via JumpShip
DOCK COLLAR ○ DropShip only; cannot dock
THRUSTER ○ -1 Thrust (THR)
WEAPONS ····· See Back

SPECIAL: AT2D2, CT64, LG, MT4D4, SPC

ALPHA STRIKE STATS BATTLETECH

CONFEDERATE 2703

		STD	SCAP	MSL
NOSE ARC DAMAGE	S (+0)	5	—	—
	M (+2)	5	—	—
	L (+4)	—	—	—
	E (+6)	—	—	—
	SPE	ENE		
	CRIT	○○○○	○○○○	○○○○

		STD	SCAP	MSL
AFT ARC DAMAGE	S (+0)	4	—	—
	M (+2)	4	—	—
	L (+4)	—	—	—
	E (+6)	—	—	—
	SPE	ENE		
	CRIT	○○○○	○○○○	○○○○

		STD	SCAP	MSL
LEFT SIDE DAMAGE	S (+0)	3	—	—
	M (+2)	3	—	—
	L (+4)	—	—	—
	E (+6)	—	—	—
	SPE	ENE		
	CRIT	○○○○	○○○○	○○○○

		STD	SCAP	MSL
RIGHT SIDE DAMAGE	S (+0)	3	—	—
	M (+2)	3	—	—
	L (+4)	—	—	—
	E (+6)	—	—	—
	SPE	ENE		
	CRIT	○○○○	○○○○	○○○○

WEAPON CRITICALS Damage Value Reduced by 25% per hit. — Randomly determine an appropriate STD/SCAP/MSL column.

ALPHA STRIKE STATS

Every round, beginning with round two, roll a dice, If it is a 6 in round two, the Dropship powers up its weapons. Roll -1, for every of the following rounds. (Round 3 =5+; Round 4=4+…)

Secondary Objectives: **[05 VP]**

- DESTROY all DEFENDING 'MECH

Return: **[05 VP]**

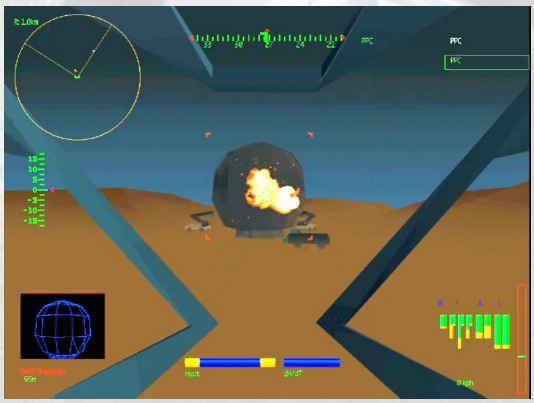
- Dust-off site, **Nav Point Eta**

- Mirror Cage -

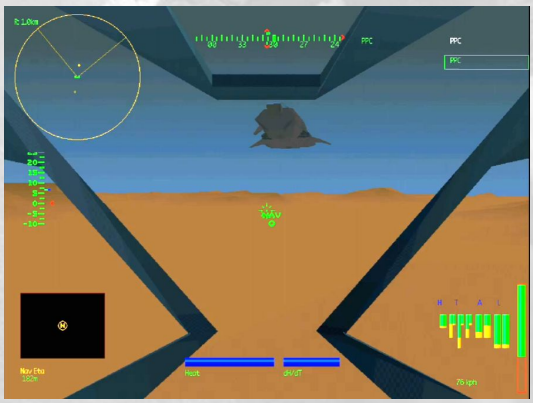


Defender: **Clan Wolf**

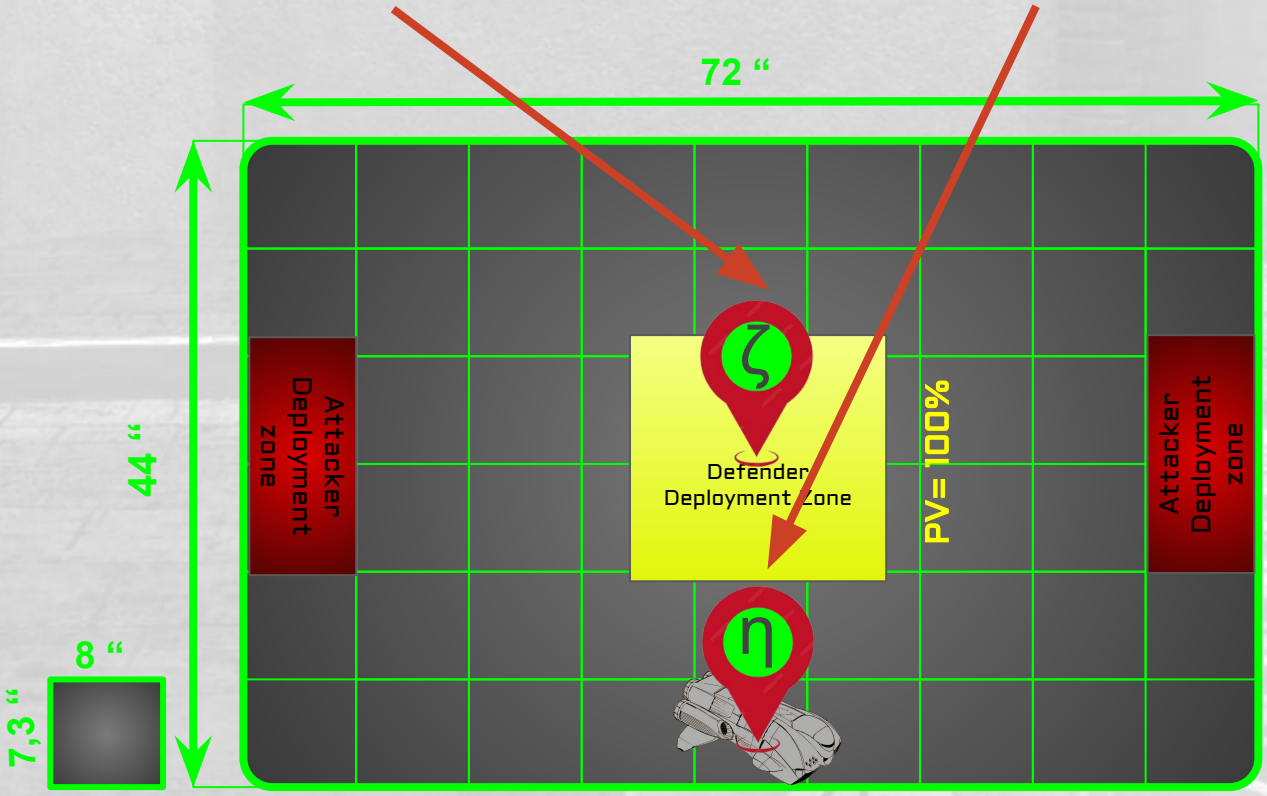
- Stop the attacker from achieving their goals in the round limit.



Dropship “Bannockburn”



Dust-Off



- Blade Spirit -

Zoetermeer
Jade Falcon Occupation Zone
Date 3057
Dropship “Hunter”

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— Incoming Coded Message -- Kurultai Instruction Follows -
Decode Jaw Protocol GALxAlpha 327th: 3rd - /disseminate by need only

Intelligence suspects the Falcon's 10th Provisional Garrison, anticipating our attack, has moved their headquarters to a hidden site within the city of Salyn, near the Nalon Spaceport.

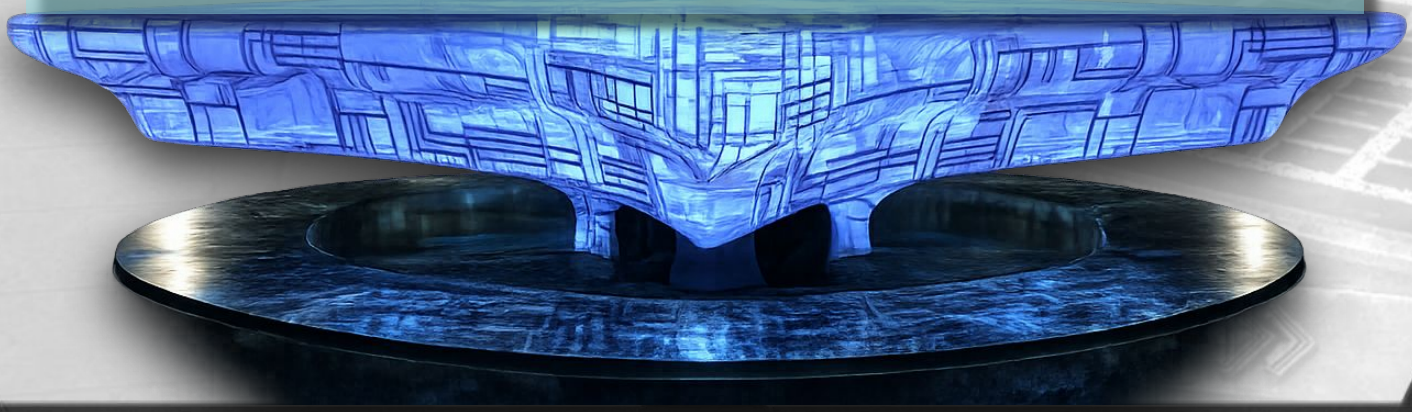
If the 10th's HQ was indeed moved to the area, they will most likely have modified the city's normal plasma POWER CONVERTER to handle cryo-plasma.

Codename: Blade Splint

— Coded Message - /End of Line —

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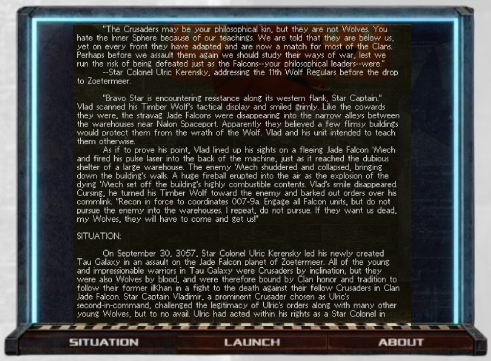
- Blade Spirit -

"The Crusaders may be your philosophical kin, but they are not Wolves. You hate the Inner Sphere because of our teachings. We are told that they are below us. Yet on every front they have adapted and are now a match for most of the Clans. Perhaps before we assault them again we should study their ways of war, lest we run the risk of being defeated just as the Falcons--your philosophical leaders--were."

--Star Colonel Ulric Kerensky, addressing the 11th Wolf Regulars before the drop to Zoetermeer.

"Bravo Star is encountering resistance along its western flank, Star Captain."

Vlad scanned his Timber Wolf's tactical display and smiled grimly. Like the cowards they were, the stravag Jade Falcons were disappearing into the narrow alleys between the warehouses near Nalon Spaceport. Apparently, they believed a few flimsy buildings would protect them from the wrath of the Wolf. Vlad and his unit intended to teach them otherwise.



As if to prove his point, Vlad lined up his sights on a fleeing Jade Falcon 'Mech and fired his pulse laser into the back of the machine, just as it reached the dubious shelter of a large warehouse. The enemy 'Mech shuddered and collapsed, bringing down the building's walls.

A huge fireball erupted into the air as the explosion of the dying 'Mech set off the building's highly combustible contents. Vlad's smile disappeared.

Cursing, he turned his Timber Wolf toward the enemy and barked out orders over his commlink. "Recon in force to coordinates 007-9a. Engage all Falcon units, but do not pursue the enemy into the warehouses. I repeat, do not pursue. If they want us dead, my Wolves, they will have to come and get us!"

- Blade Spirit -

Planet: Zoetermeer
Terrain: Sparse Urban
Time of Day: Dusk

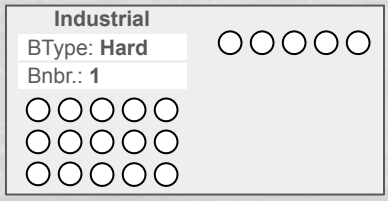
Attacker: Clan Wolf

You are to enter the area, follow the NAV sequence through the structures and look for the city's POWER CONVERTER, recognizable by a bright plasma flow. INSPECT it to see if it has in fact been modified for cryo-plasma conversion. If it has, DESTROY it.

Primary Objectives:

- INSPECT the POWER CONVERTER for cryo-plasmic conversion **[20 VP]**
  - *Scanning* see AS C Page 133*
  - *cryo-plasma?:* *NO* 1 2 3 4 5
    YES 1 2 3 4 5

- DESTROY the POWER CONVERTER after inspection **[10 VP]**
  - *Be careful — when it explodes, it deals +15 damage within a 10" radius.*



Return:

- Dust-off site, **Nav Point Delta** **[05 VP]**

Round limit:

- 10 rounds

- Blade Spirit -

Defender: **Clan Jade Falcon**

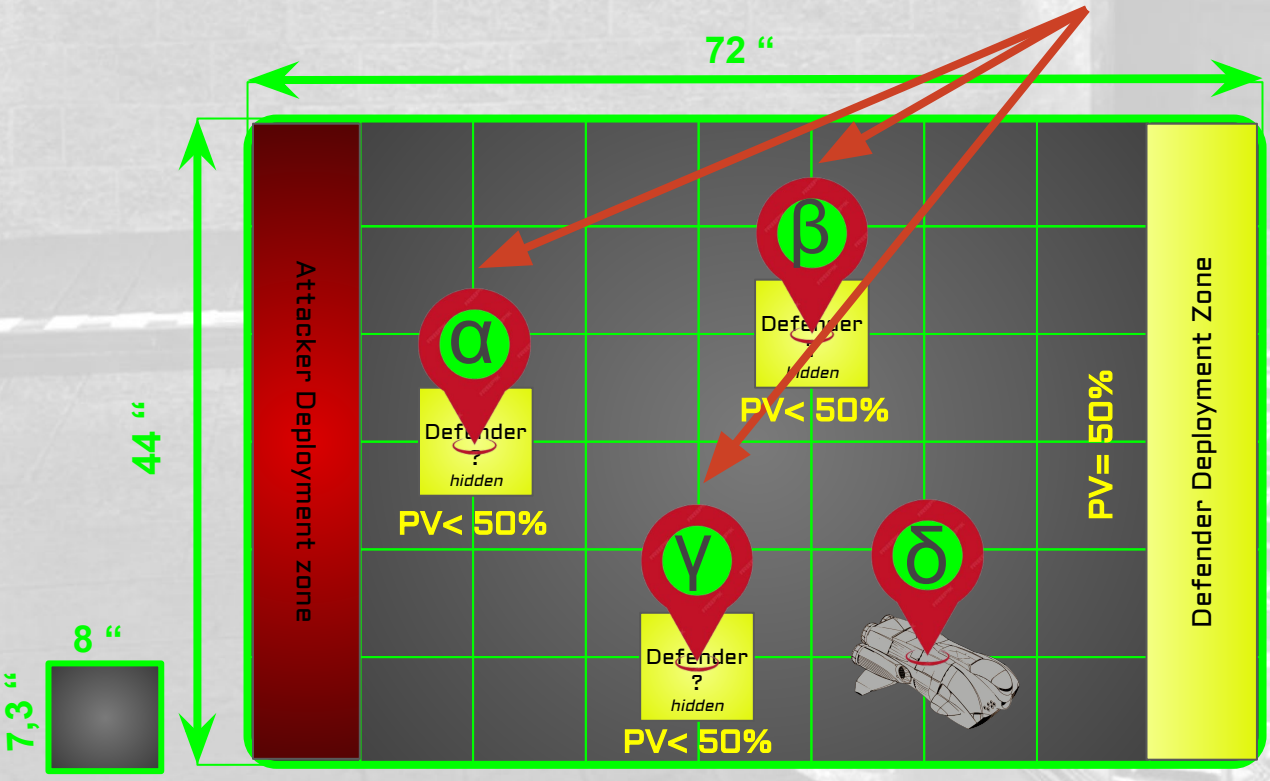
- Stop the attacker from achieving their goals in the round limit.



City Area



Power Converter

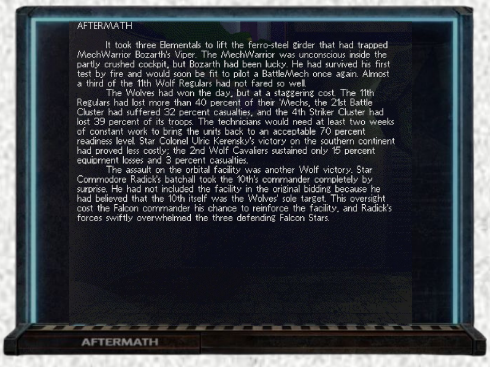


AFTERMATH

It took three Elementals to lift the ferro-steel girder that had trapped MechWarrior Bozarth's Viper. The MechWarrior was unconscious inside the partly crushed cockpit, but Bozarth had been lucky. He had survived his first test by fire and would soon be fit to pilot a BattleMech once again. Almost a third of the 11th Wolf Regulars had not fared so well.

The Wolves had won the day, but at a staggering cost. The 11th Regulars had lost more than 40 percent of their 'Mechs, the 21st Battle Cluster had suffered 32 percent casualties, and the 4th Striker Cluster had lost 39 percent of its troops. The technicians would need at least two weeks of constant work to bring the units back to an acceptable 70 percent readiness level. Star Colonel Ulric Kerensky's victory on the southern continent had proved less costly; the 2nd Wolf Cavaliers sustained only 15 percent equipment losses and 3 percent casualties.

The assault on the orbital facility was another Wolf victory. Star Commodore Radick's batchall took the 10th's commander completely by surprise. He had not included the facility in the original bidding because he had believed that the 10th itself was the Wolves' sole target.



This oversight cost the Falcon commander his chance to reinforce the facility, and Radick's forces swiftly overwhelmed the three defending Falcon Stars.

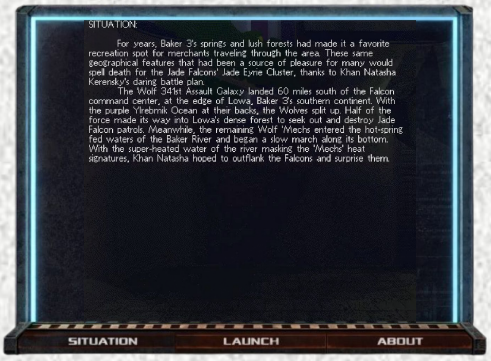
- Mission 04 -

SITUATION

For years, Baker 3's springs and lush forests had made it a favorite recreation spot for merchants traveling through the area. These same geographical features that had been a source of pleasure for many would spell death for the Jade Falcons' Jade Eyrie Cluster, thanks to Khan Natasha Kerensky's daring battle plan.

The Wolf 341st Assault Cluster landed 60 miles south of the Falcon command center, at the edge of Lowa, Baker 3's southern continent. With the purple Ylrebmik Ocean at their backs, the Wolves split up.

Half of the force made its way into Lowa's dense forest to seek out and destroy Jade Falcon patrols.



Meanwhile, the remaining Wolf 'Mechs entered the hot-spring fed waters of the Baker River and began a slow march along its bottom.

With the super-heated water of the river masking the 'Mechs' heat signatures, Khan Natasha hoped to outflank the Falcons and surprise them.

- Bone Machine -



Baker 3
Jade Falcon Occupation Zone
Date 3057
Dropship “Swift Claw”

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--- Incoming Coded Message — Kurultai GalxB_7th Iron level clearance —- - *- /disseminate by need only*

Our 305th Assault Cluster has engaged the Wolf's 341st in the Antarctic wastes of Lowa, Baker 3's southern continent. Patrols have found an abandoned Wolf FIREBASE, apparently sabotaged during their retreat.

The fighting in the forests to the north has become fierce. The Keshik has decided to rebuild the FIREBASE and thus provide the 305th with a safe 'Mech arming/resupply facility close to the line.

Codename: Bone Machine

— Coded Message - /End of Line —

...

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- Bone Machine -



Planet: Baker 3
Terrain: Rocky Highland
Time of Day: Day

Defender: Clan Jade Falcon

The tide of combat has turned and Wolf's 341st is advancing to the south. DEFEND the FIREBASE at all costs.

Primary Objectives: **[30 VP]**

- DEFEND the FIREBASE

Military BType: **Light** Bnbr.: **1**	Military BType: **Medium** Bnbr.: **2**	Military BType: **Heavy** Bnbr.: **3**
Military BType: **Light** Bnbr.: **4**	Military BType: **Medium** Bnbr.: **5**	Military BType: **Hard** Bnbr.: **6**

Secondary Objectives: **[05 VP]**

- DESTROY all ATTACKING UNITS

Return: **[05 VP]**

- Base: **Nav Point Gamma**

Round limit:

- 10 rounds

- Bone Machine -

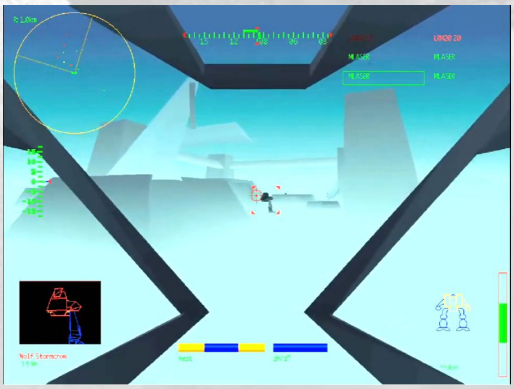


Attacker: Clan Wolf

- Stop the defender from achieving their goals in the round limit.



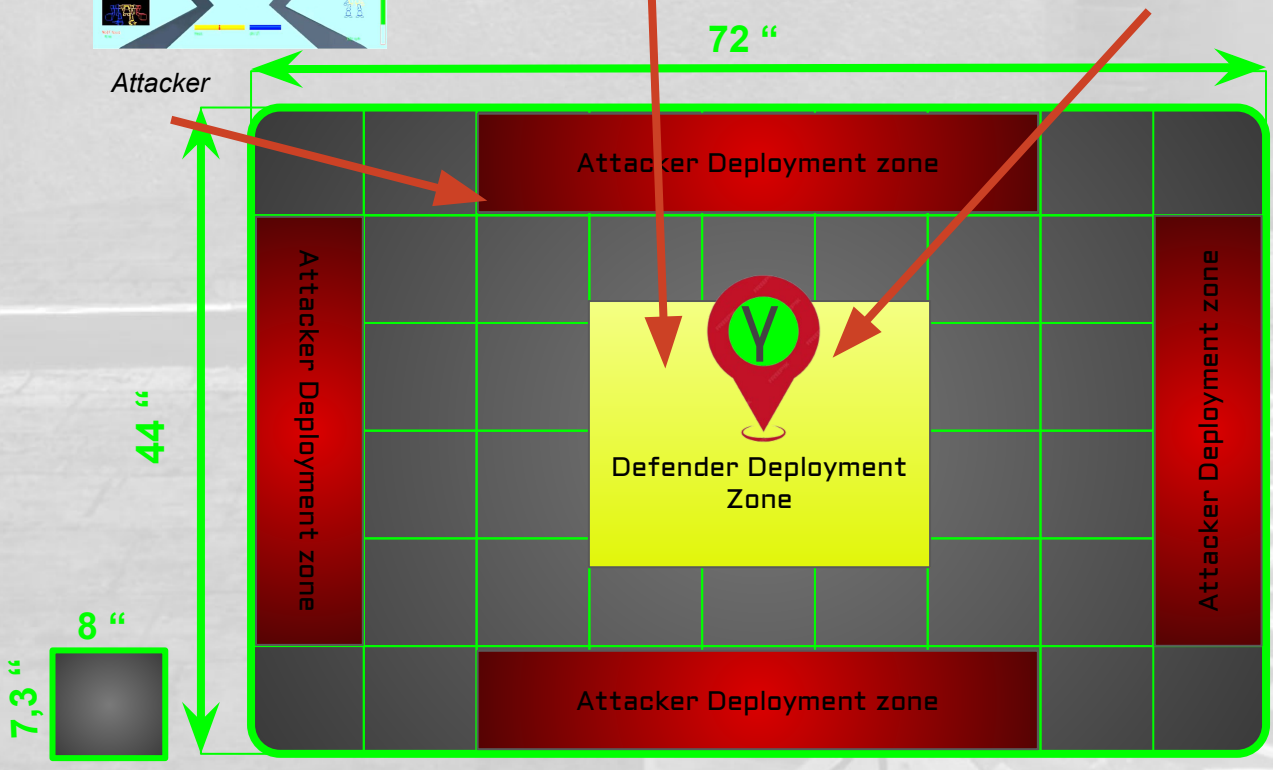
Firebase



Firebase



Attacker



- Temper Edge -

Baker 3
Jade Falcon Occupation Zone
Date 3057
Dropship “Hunter”

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— Incoming Coded Message -- Kurultai Instruction Follows -
Decode Jaw Protocol GALxAlpha 327th: 3rd - /disseminate by need only

The Falcon's powerful 305th Assault cluster has pushed far into the forests of Findley Province on Baker 3's southern continent, Lowa. Our 341st Assault has countered and engaged.

During the enemy drop, a modified Tarantula, T5 reconnaissance variant, was able to successfully intercept and decode a transmission that contains a list of intended enemy attack corridors. The T5 was able to make it into the cover of the snow blanketed Donner Rift.

Codename: Temper Edge

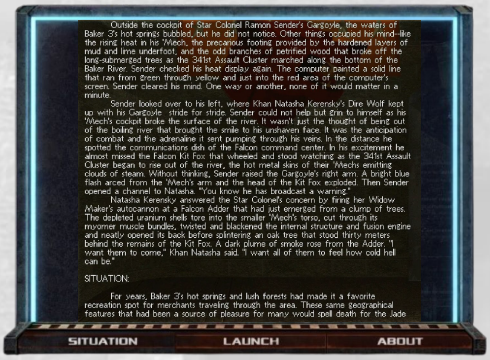
— Coded Message - /End of Line —

.....



- Temper Edge -

Outside the cockpit of Star Colonel Ramon Sender's Gargoyle, the waters of Baker 3's hot springs bubbled, but he did not notice. Other things occupied his mind--like the rising heat in his 'Mech, the precarious footing provided by the hardened layers of mud and lime underfoot, and the odd branches of petrified wood that broke off the long-submerged trees as the 341st Assault Cluster marched along the bottom of the Baker River.



Sender checked his heat display again. The computer painted a solid line that ran from green through yellow and just into the red area of the computer's screen. Sender cleared his mind. One way or another, none of it would matter in a minute.

Sender looked over to his left, where Khan Natasha Kerensky's Dire Wolf kept up with his Gargoyle stride for stride. Sender could not help but grin to himself as his 'Mech's cockpit broke the surface of the river. It wasn't just the thought of being out of the boiling river that brought the smile to his unshaven face. It was the anticipation of combat and the adrenaline it sent pumping through his veins.

In the distance he spotted the communications dish of the Falcon command center. In his excitement he almost missed the Falcon Kit Fox that wheeled and stood watching as the 341st Assault Cluster began to rise out of the river, the hot metal skins of their 'Mechs emitting clouds of steam.

Without thinking, Sender raised the Gargoyle's right arm. A bright blue flash arced from the 'Mech's arm and the head of the Kit Fox exploded. Then Sender opened a channel to Natasha. "You know he has broadcasted a warning."

Natasha Kerensky answered the Star Colonel's concern by firing her Widow Maker's autocannon at a Falcon Adder that had just emerged from a clump of trees.

The depleted uranium shells tore into the smaller 'Mech's torso, cut through its myomer muscle bundles, twisted and blackened the internal structure and fusion engine and neatly opened its back before splintering an oak tree that stood thirty meters behind the remains of the Kit Fox.

A dark plume of smoke rose from the Adder. "I want them to come," Khan Natasha said. "I want all of them to feel how cold hell can be."

- Temper Edge -

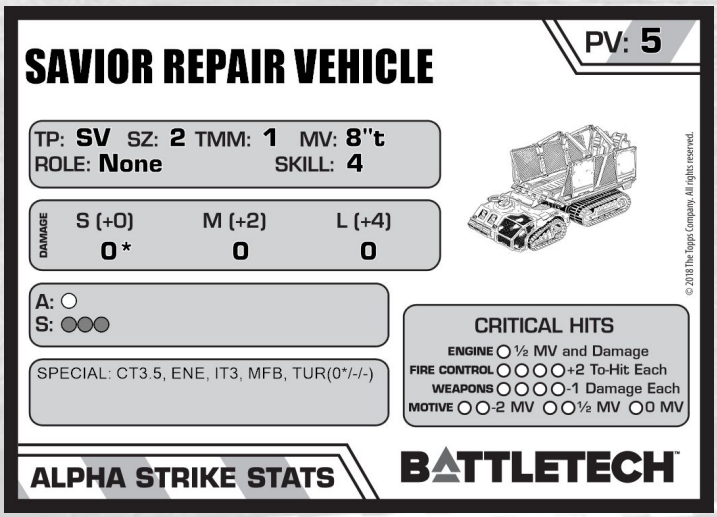
Planet: Baker 3
Terrain: Snowy Pass
Time of Day: Dawn

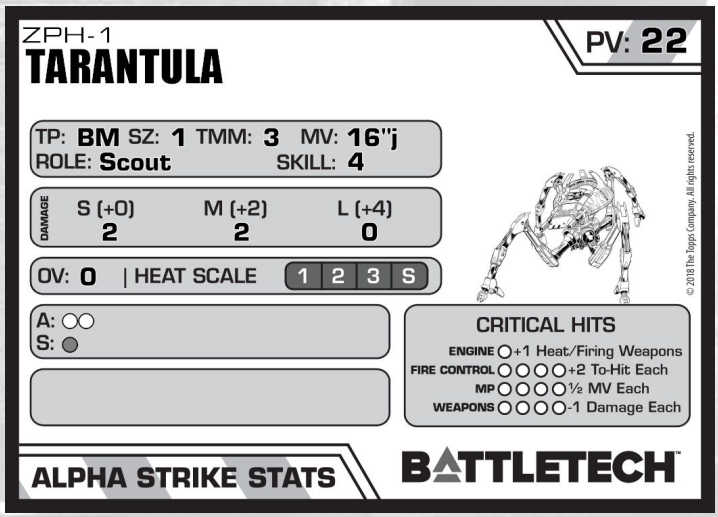
Defender: Clan Wolf

The T5 (Tarantula) is in the field at NAV RHO, wounded, a target of enemy artillery. You must ESCORT a REPAIR VEHICLE to the site, then assist the T5. DEFEND him and the REPAIR VEHICLE until repairs are complete. Then you must ESCORT the T5 to NAV SIGMA for a dustoff.

Primary Objectives:

- DEFEND the REPAIR VEHICLE until repairs are complete **[15 VP]**
- DEFEND then ESCORT the T5 (Tarantula) UNIT to NAV SIGMA **[15 VP]**





Repair time: 2 rounds, At the end of the round units need to be in base contact

round	1	2
contact		

Secondary Objectives:

- DESTROY all ATTACKING UNITS **[5 VP]**
- ESCORT REPAIR VEHICLE to Dustoff site **[5 VP]**

Special rules:

- Shielding Movement, See AS Commander's Edition page 172

- Temper Edge -

Return:

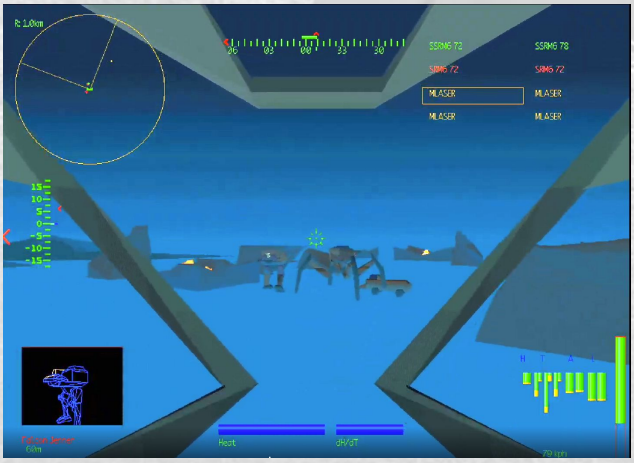
- Dust-off site, **Nav Point Sigma**

Round limit:

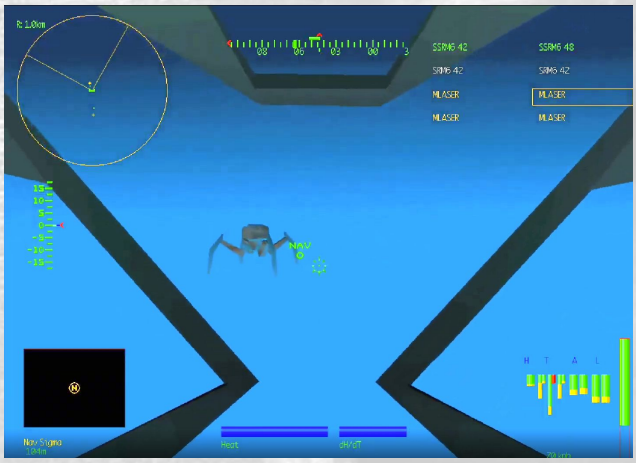
- 10 rounds

Attacker: Clan Jade Falcon

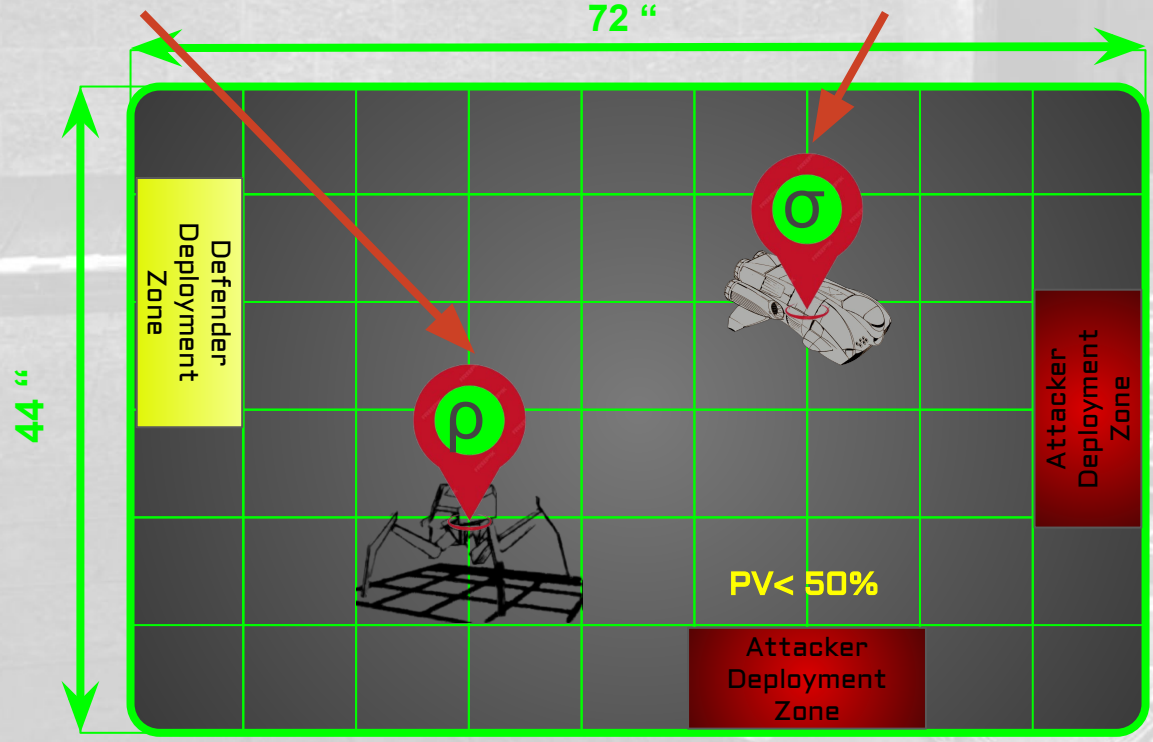
- Stop the defender from achieving their goals in the round limit.



Tarantula Repair Area



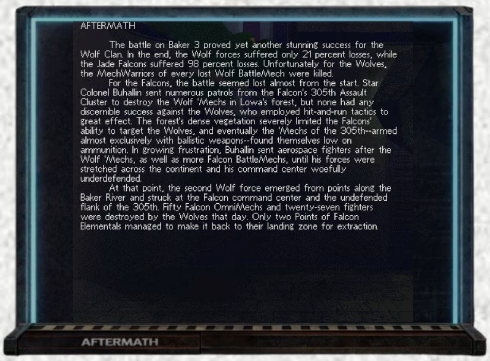
Tarantula



AFTERMATH

The battle on Baker 3 proved yet another stunning success for the Wolf Clan. In the end, the Wolf forces suffered only 21 percent losses, while the Jade Falcons suffered 98 percent losses. Unfortunately for the Wolves, the MechWarriors of every lost Wolf BattleMech were killed.

For the Falcons, the battle seemed lost almost from the start. Star Colonel Buhallin sent numerous patrols from the Falcon's 305th Assault Cluster to destroy the Wolf 'Mechs in Lowa's forest, but none had any discernible success against the Wolves, who employed hit-and-run tactics to great effect. The forest's dense vegetation severely limited the Falcons' ability to target the Wolves, and eventually the 'Mechs of the 305th--armed almost exclusively with ballistic weapons--found themselves low on ammunition.



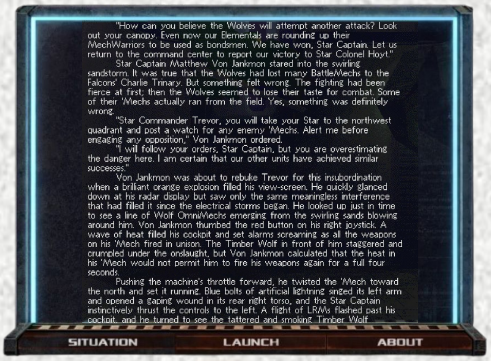
In growing frustration, Buhallin sent aerospace fighters after the Wolf 'Mechs, as well as more Falcon BattleMechs, until his forces were stretched across the continent and his command center woefully underdefended.

At that point, the second Wolf force emerged from points along the Baker River and struck at the Falcon command center and the undefended flank of the 305th. Fifty Falcon OmniMechs and twenty-seven fighters were destroyed by the Wolves that day. Only two Points of Falcon Elementals managed to make it back to their landing zone for extraction.

- Mission 05 -

SITUATION

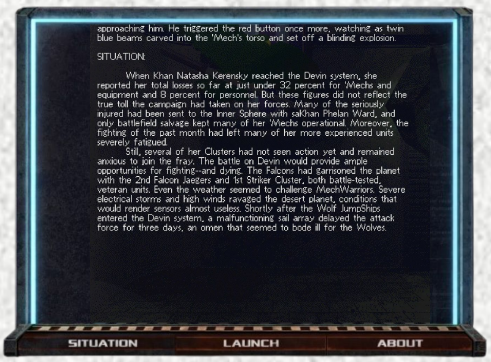
When Khan Natasha Kerensky reached the Devin system, she reported her total losses so far at just under 32 percent for 'Mechs and equipment and 8 percent for personnel. But these figures did not reflect the true toll the campaign had taken on her forces.



Many of the seriously injured had been sent to the Inner Sphere with saKhan Phelan Ward, and only battlefield salvage kept many of her 'Mechs operational. Moreover, the fighting of the past month had left many of her more experienced units severely fatigued.

Still, several of her Clusters had not seen action yet and remained anxious to join the fray. The battle on Devin would provide ample opportunities for fighting--and dying.

The Falcons had garrisoned the planet with the 2nd Falcon Jaegers and 1st Striker Cluster, both battle-tested, veteran units.



Even the weather seemed to challenge MechWarriors. Severe electrical storms and high winds ravaged the desert planet, conditions that would render sensors almost useless.

Shortly after the Wolf JumpShips entered the Devin system, a malfunctioning sail array delayed the attack force for three days, an omen that seemed to bode ill for the Wolves.

- Bouk Obelisk -



Devin's Moon, MacDuff
Jade Falcon Occupation Zone
Date 3057
Dropship “Swift Claw”

....

....

--- Incoming Coded Message – Kurultai GalxB_7th Iron level clearance –- - *- /disseminate by need only*

Even now, enemy units on the surface of the planet Devin below have engaged our 2nd Falcon Jaegers and the 1st Striker Cluster.

Here on Devin's moon, MacDuff, vibro-sensors have detected a binary-level mobilization to the south. The enemy is intent on finding and taking our ISOTOPE PROCESSOR DOME.

Codename: Bouk Obelisk

— Coded Message - /End of Line —

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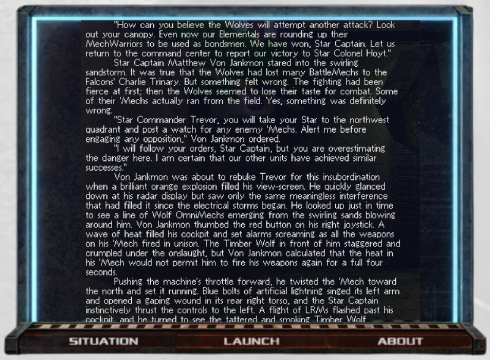


- Bouk Obelisk -

"How can you believe the Wolves will attempt another attack? Look out your canopy. Even now our Elementals are rounding up their MechWarriors to be used as bondsmen. We have won, Star Captain. Let us return to the command center to report our victory to Star Colonel Hoyt."

Star Captain Matthew Von Jankmon stared into the swirling sandstorm. It was true that the Wolves had lost many BattleMechs to the Falcons' Charlie Trinary. But something felt wrong. The fighting had been fierce at first; then the Wolves seemed to lose their taste for combat. Some of their 'Mechs actually ran from the field.

Yes, something was definitely wrong.



"Star Commander Trevor, you will take your Star to the northwest quadrant and post a watch for any enemy 'Mechs. Alert me before engaging any opposition," Von Jankmon ordered.

"I will follow your orders, Star Captain, but you are overestimating the danger here.

I am certain that our other units have achieved similar successes."

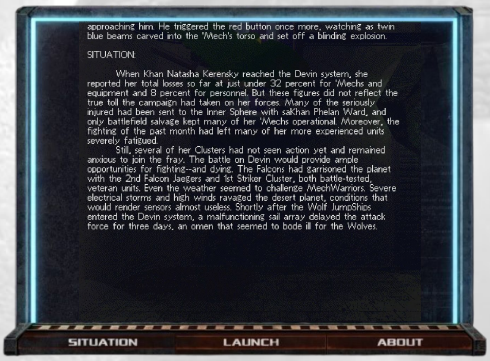
Von Jankmon was about to rebuke Trevor for this insubordination when a brilliant orange explosion filled his screen. He quickly glanced down at his radar display but saw only the same meaningless interference that had filled it since the electrical storms began.

He looked up just in time to see a line of Wolf OmniMechs emerging from the swirling sands blowing around him. Von Jankmon thumbed the red button on his right joystick. A wave of heat filled his cockpit and set alarms screaming as all the weapons on his 'Mech fired in unison.

- Bouk Obelisk -



The Timber Wolf in front of him staggered and crumpled under the onslaught, but Von Jankmon calculated that the heat in his 'Mech would not permit him to fire his weapons again for a full four seconds.



Pushing the machine's throttle forward, he twisted the 'Mech toward the north and set it running. Blue bolts of artificial lightning signed its left arm and opened a gaping wound in its rear right torso, and the Star Captain instinctively thrust the controls to the left.

A flight of LRMs flashed past his cockpit, and he turned to see the tattered and smoking Timber Wolf approaching him. He triggered the red button once more, watching as twin blue beams carved into the 'Mech's torso and set off a blinding explosion.

- Bouk Obelisk -



Planet: Devin's Moon, MacDuff
Terrain: Cratered/Vacuum
Time of Day: Dusk

We must blunt the enemy's assault. You are to perform a COMBAT PATROL across the south quadrant. Follow your NAV sequence, and engage and destroy any and all opposition you encounter.

Attacker: Clan Jade Falcon

Primary Objectives:
- DESTROY any/all OPPOSITION encountered **[10 VP]**

Secondary Objectives: **[05 VP]**
- Destroy all enemy 'Mechs

Tertiary Objectives: **[05 VP]**
- Destroy any targets of opportunity

Return: **[05 VP]**
- ISOTOPE PROCESSOR: **Nav Point PHI**

Round limit:
- 10 rounds

Defender: Clan Wolf:
- Stop the attacker from achieving their goals in the round limit.

- Bouk Obelisk -



Camp



Prime
LOKI (HELLBRINGER)
PV: 45

TP: **BM** SZ: **3** TMM: **2** MV: **10"**
ROLE: **Striker** SKILL: **4**

DAMAGE	S (+0)	M (+2)	L (+4)
	4	4	4

OV: **3** | HEAT SCALE 1 2 3 S

A: ●●○○
S: ○○○○

SPECIAL: AMS, CASE, ECM, OMNI, PRB, RCN

CRITICAL HITS
ENGINE ○ +1 Heat/Firing Weapons
FIRE CONTROL ●○○○ +2 To-Hit Each
MP ○○○○ ½ MV Each
WEAPONS ●●○○ -1 Damage Each

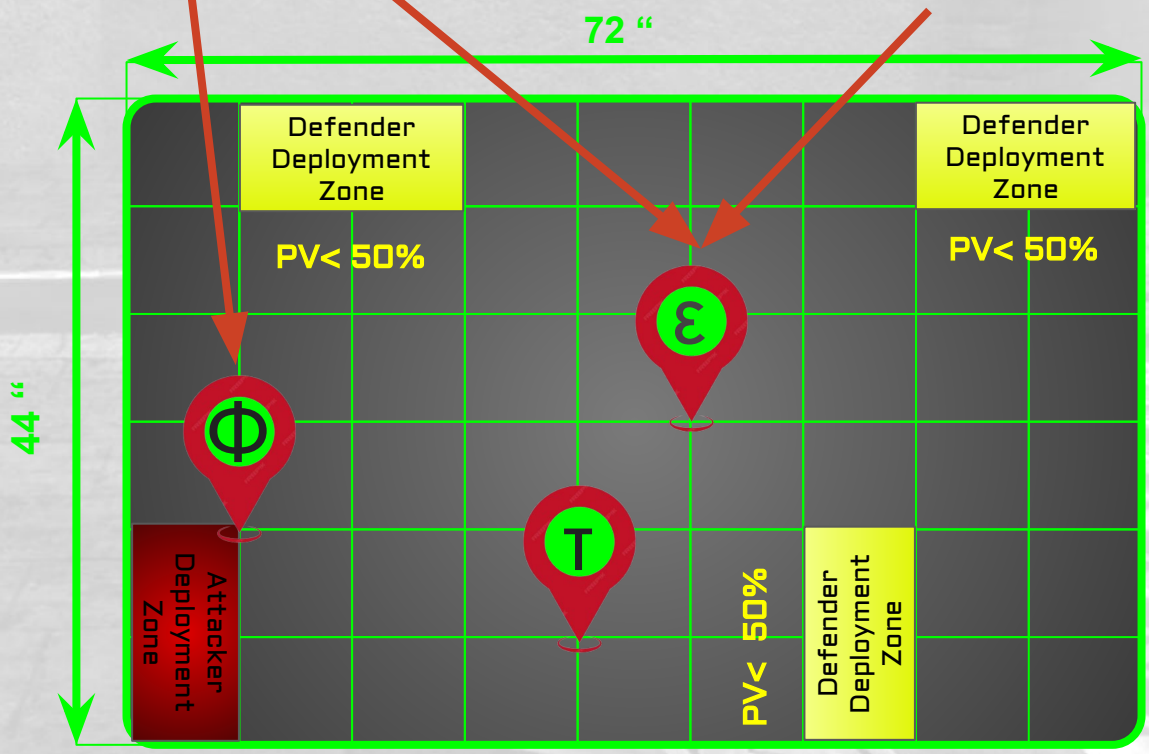
ALPHA STRIKE STATS

BATTLETECH

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Mission Update: Escort friendly Unit to isotope processor Nav Phi. **[10 VP]**

CW Attacking it is only allowed after CJF base contact, activating the Hellbringer.



- Sable Flame -

MacDuff
Jade Falcon Occupation Zone
Date 3057
Dropship “Hunter”

.....

— Incoming Coded Message -- Kurultai Instruction Follows -
Decode Jaw Protocol GALxAlpha 327th: 3rd - /disseminate by need only

The battle for the Devin system has begun. Jade Falcon's 2nd Jaegers and 1st Striker Clusters have set up defensive positions at strategic locations on the surface. In anticipation of our drop, we have covertly landed on Devin's moon, MacDuff, and have set up a Sensor Array Dome there.

The Falcon command, newly aware of the sensor dome's location, have landed multiple units at the site. They have taken the landing pad and are holding the operations staff hostage as bondsmen. The dishonorable foe must be slain!

Codename: Sable Flame

— Coded Message - /End of Line —

.....



- Sable Flame -

Planet: MacDuff
Terrain: Cratered/Vacuum
Time of Day: Night

Attacker: Clan Wolf

Follow the NAV sequence to the SENSOR ARRAY DOME. Liberate the staff by DESTROYING any DEFENDING UNITS. However, the DOME must not be harmed. MacDuff's atmosphere is hostile and a breech will kill the personnel inside. There must not be any stray shots! Take back the DOME and DEFEND it until more units can arrive.

Primary Objectives: **[25 VP]**

- CAPTURE and SECURE the SENSOR ARRAY DOME

Industrial	Industrial	Industrial	Industrial	Industrial	Industrial
BType: **Light**	BType: **Light**	BType: **Light**	BType: **Light**	BType: **Light**	BType: **Light**
Bnbr.: **1**	Bnbr.: **2**	Bnbr.: **3**	Bnbr.: **4**	Bnbr.: **5**	Bnbr.: **6**
○○○	○○○	○○○	○○○	○○○	○○○

Industrial	Industrial
BType: **Light**	BType: **Light**
Bnbr.: **7**	Bnbr.: **8**
○○○	○○○

Mission Special Rule:

- Every missed attack has to be checked, if one of the Dome Structures has been hit. Check if a Dome structure is behind the target. Expand the direkt line of sight between attacker and defender for that. Roll a D6: 1-3 no hit; 4-6 hit.

Secondary Objectives: **[05 VP]**

- DESTROY all DEFENDING 'MECHS

Tertiary Objectives: **[05 VP]**

- DESTROY any TARGETS OF OPPORTUNITY

- Sable Flame -

[05 VP]

Return:

- Dust-off site, **Nav Point Iota**

Round limit:

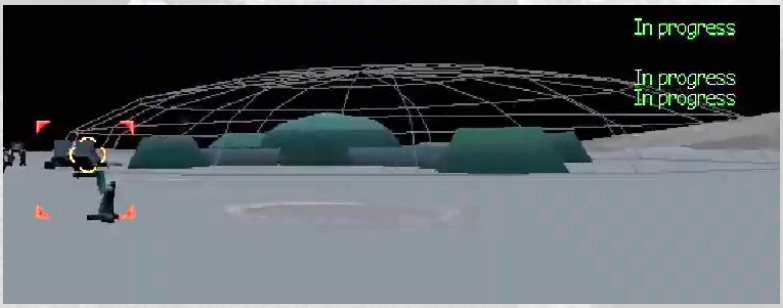
- 10 rounds

Defender: Clan Jade Falcon

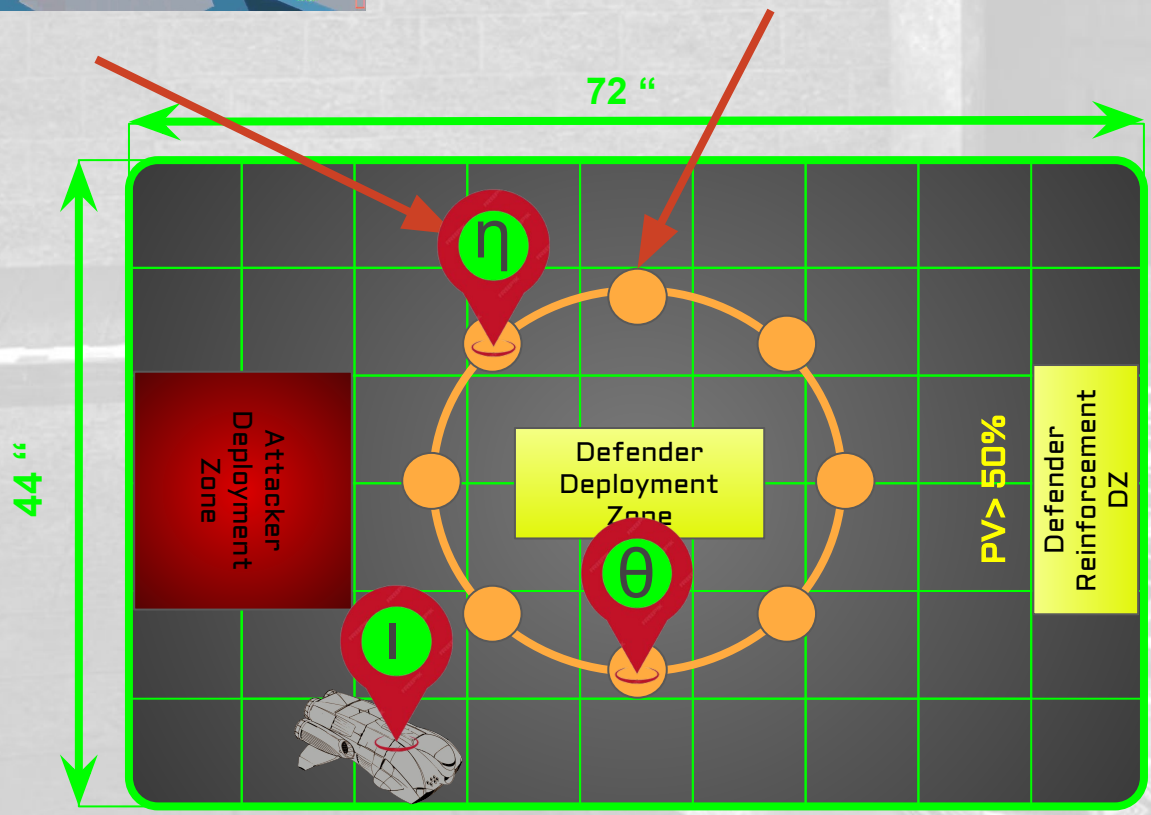
- Stop the attacker from achieving their goals in the round limit.



Dome

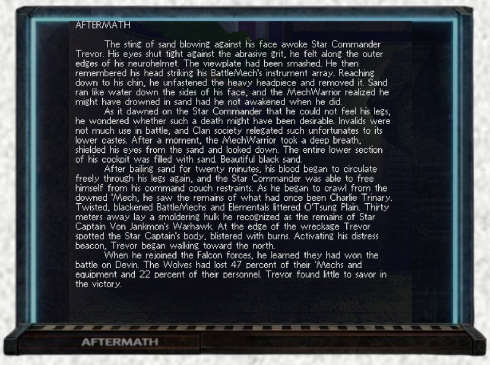


Dome Structure



AFTERMATH

The sting of sand blowing against his face awoke Star Commander Trevor. His eyes shut tight against the abrasive grit, he felt along the outer edges of his neurohelmet. The viewplate had been smashed. He then remembered his head striking his BattleMech's instrument array. Reaching down to his chin, he unfastened the heavy headpiece and removed it. Sand ran like water down the sides of his face, and the MechWarrior realized he might have drowned in sand had he not awakened when he did.



As it dawned on the Star Commander that he could not feel his legs, he wondered whether such a death might have been desirable. Invalids were not much use in battle, and Clan society relegated such unfortunates to its lower castes.

After a moment, the MechWarrior took a deep breath, shielded his eyes from the sand and looked down. The entire lower section of his cockpit was filled with sand. Beautiful black sand.

After bailing sand for twenty minutes, his blood began to circulate freely through his legs again, and the Star Commander was able to free himself from his command couch restraints. As he began to crawl from the downed 'Mech, he saw the remains of what had once been Charlie Trinary. Twisted, blackened Battle/Mechs and Elementals littered O'Tsung Plain. Thirty meters away lay a smoldering hulk he recognized as the remains of Star Captain Von Jankmon's Warhawk. At the edge of the wreckage Trevor spotted the Star Captain's body, blistered with burns. Activating his distress beacon, Trevor began walking toward the north.

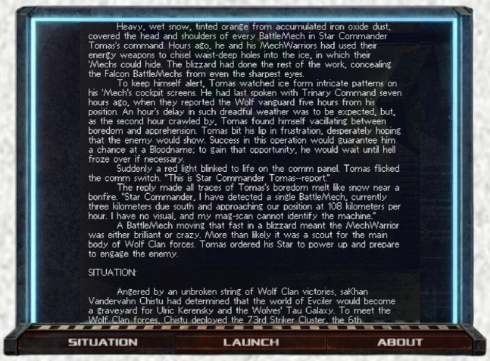
When he rejoined the Falcon forces, he learned they had won the battle on Devin. The Wolves had lost 47 percent of their 'Mechs and equipment and 22 percent of their personnel. Trevor found little to savor in the victory.

- Mission 06 -

SITUATION

Angered by an unbroken string of Wolf Clan victories, saKhan Vandervahn Chistu had determined that the world of Evciler would become a graveyard for Ulric Kerensky and the Wolves' Tau Galaxy. To meet the Wolf Clan forces, Chistu deployed the 73rd Striker Cluster, the 6th Provisional Assault Garrison, and the 51st and 9th Garrisons. If such an overwhelming array did not succeed in destroying the Wolves, it would at least bleed them dry.

The southern polar continent of Messian was in the middle of its twilight months, and saKhan Chistu used the half-light and wintry landscape to his forces' advantage. In preparation for the battle, Chistu ordered his troops to paint all their 'Mechs and Elemental armor a dirty white that the Wolves would find almost impossible to see.

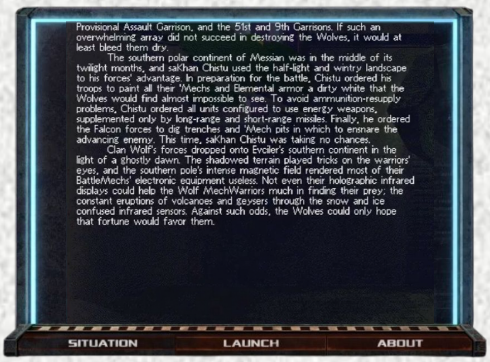


To avoid ammunition-resupply problems, Chistu ordered all units configured to use energy weapons, supplemented only by long-range and short-range missiles.

Finally, he ordered the Falcon forces to dig trenches and 'Mech pits in which to ensnare the advancing enemy. This time, saKhan Chistu was taking no chances.

Clan Wolf's forces dropped onto Evciler's southern continent in the light of a ghostly dawn.

The shadowed terrain played tricks on the warriors' eyes, and the southern pole's intense magnetic field rendered most of their Battle/Mechs' electronic equipment useless.



Not even their holographic infrared displays could help the Wolf MechWarriors much in finding their prey; the constant eruptions of volcanoes and geysers through the snow and ice confused infrared sensors. Against such odds, the Wolves could only hope that fortune would favor them.

- Umber Wall -



Evciler
Jade Falcon Occupation Zone
3057
Dropship “Swift Claw”

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--- Incoming Coded Message — Kurultai GalxB_7th Iron level clearance —- - *- /disseminate by need only*

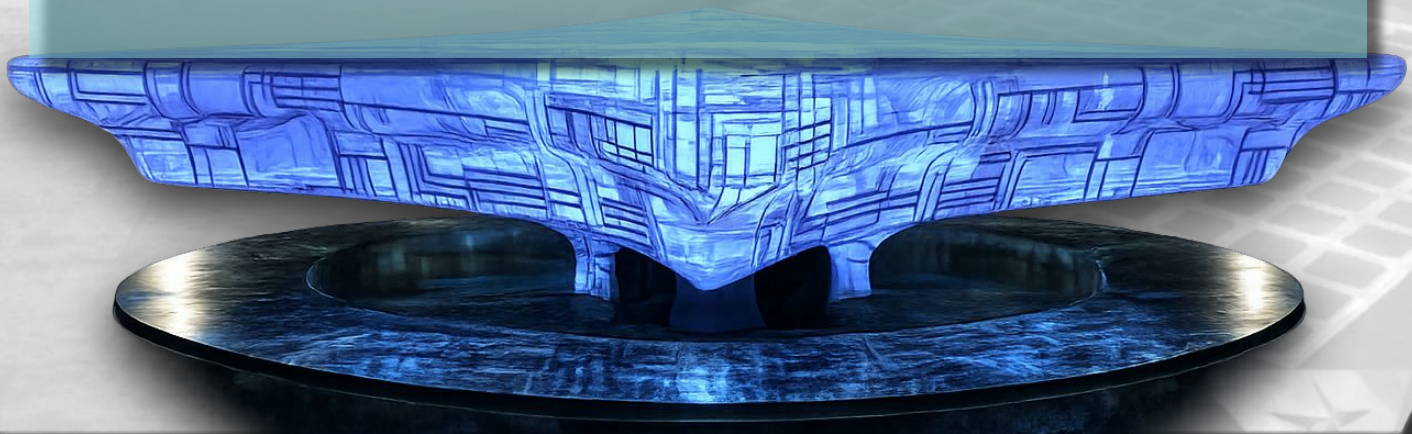
Wolf's Tau Galaxy is on the surface. We have deployed the 73rd Striker, and 6th Provisional Assault Clusters and the 51st and 9th Garrisons to counter this threat.

Elements of the 1st Wolf Cavalry have been spotted to the north, in Mare Ferris, approaching a friendly mining operation. No doubt they intend to attack the facility which, if taken or destroyed, could jeopardize our ability to manufacture Heat Sink Components in this sector. We cannot afford to dispatch many units to what is obviously a feint. Your unit will be on escort duty at the site.

Codename: Umber Wall

— Coded Message - /End of Line —

...



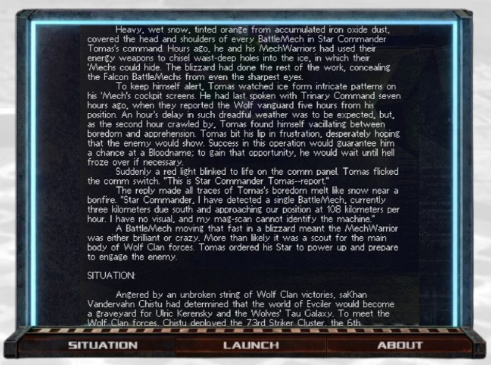
- Umber Wall -

Heavy, wet snow, tinted orange from accumulated iron oxide dust, covered the head and shoulders of every BattleMech in Star Commander Tomas's command. Hours ago, he and his MechWarriors had used their energy weapons to chisel waist-deep holes into the ice, in which their 'Mechs could hide. The blizzard had done the rest of the work, concealing the Falcon Battle/Mechs from even the sharpest eyes.

To keep himself alert, Tomas watched ice form intricate patterns on his 'Mech's cockpit screens. He had last spoken with Trinary Command seven hours ago, when they reported the Wolf vanguard five hours from his position. An hour's delay in such dreadful weather was to be expected, but, as the second hour crawled by, Tomas found himself vacillating between boredom and apprehension. Tomas bit his lip in frustration, desperately hoping that the enemy would show. Success in this operation would guarantee him a chance at a Bloodname; to gain that opportunity, he would wait until hell froze over if necessary.

Suddenly a red light blinked to life on the comm panel. Tomas flicked the comm switch. "This is Star Commander Tomas--report."

The reply made all traces of Tomas's boredom melt like snow near a bonfire. "Star Commander, I have detected a single Battle/Mech, currently three kilometers due south and approaching our position at 108 kilometers per hour. I have no visual, and my mag-scan cannot identify the machine."



A BattleMech moving that fast in a blizzard meant the MechWarrior was either brilliant or crazy. More than likely it was a scout for the main body of Wolf Clan forces. Tomas ordered his Star to power up and prepare to engage the enemy.

- Umber Wall -



Planet: Evciler
Terrain: Iron Oxide Rift
Time of Day: Day

You will ESCORT a loaded HOVER TRAIN to a nearby PROCESSING UNIT. The enemy is more likely to attack in the open rather than risk an assault at a well-defended position.

Attacker: Clan Jade Falcon

Primary Objectives: **[25 VP]**

- ESCORT HOVER TRAIN to PROCESSING UNIT at NAV OMICRON

Hover Train	Hover Train	Hover Train	Hover Train	Hover Train
Type: **Train 1**	Type: **Train 2**	Type: **Train 3**	Type: **Train 4**	Type: **Train 5**
TMM: 1	TMM: 1	TMM: 1	TMM: 1	TMM: 1
○○○	○○○	○○○	○○○	○○○

Mission Special Rules:

- Every destroyed carriage costs 5 VP. The Hover Train moves on, even with destroyed carriages. Speed 6”
- Shielding Movement, See AS Commander’s Edition page 172

Secondary Objectives: **[10 VP]**

- DESTROY any/all ATTACKING UNITS

Tertiary Objectives: **[05 VP]**

- Destroy any targets of opportunity

Return: **[05 VP]**

- Dust-off site, **Nav Point Pi**

Round limit:

- 10 rounds

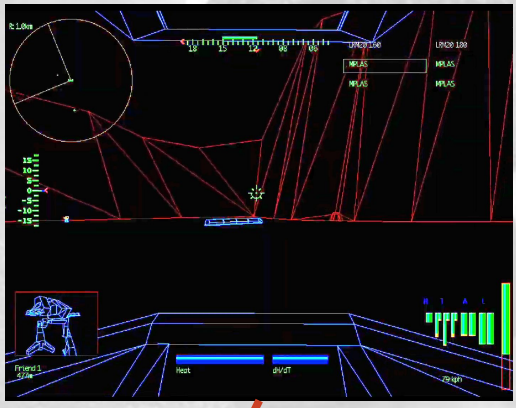
- Umber Wall -



Defender: **Clan Wolf**

- Stop the Jade Falcons from achieving their goals in the round limit.

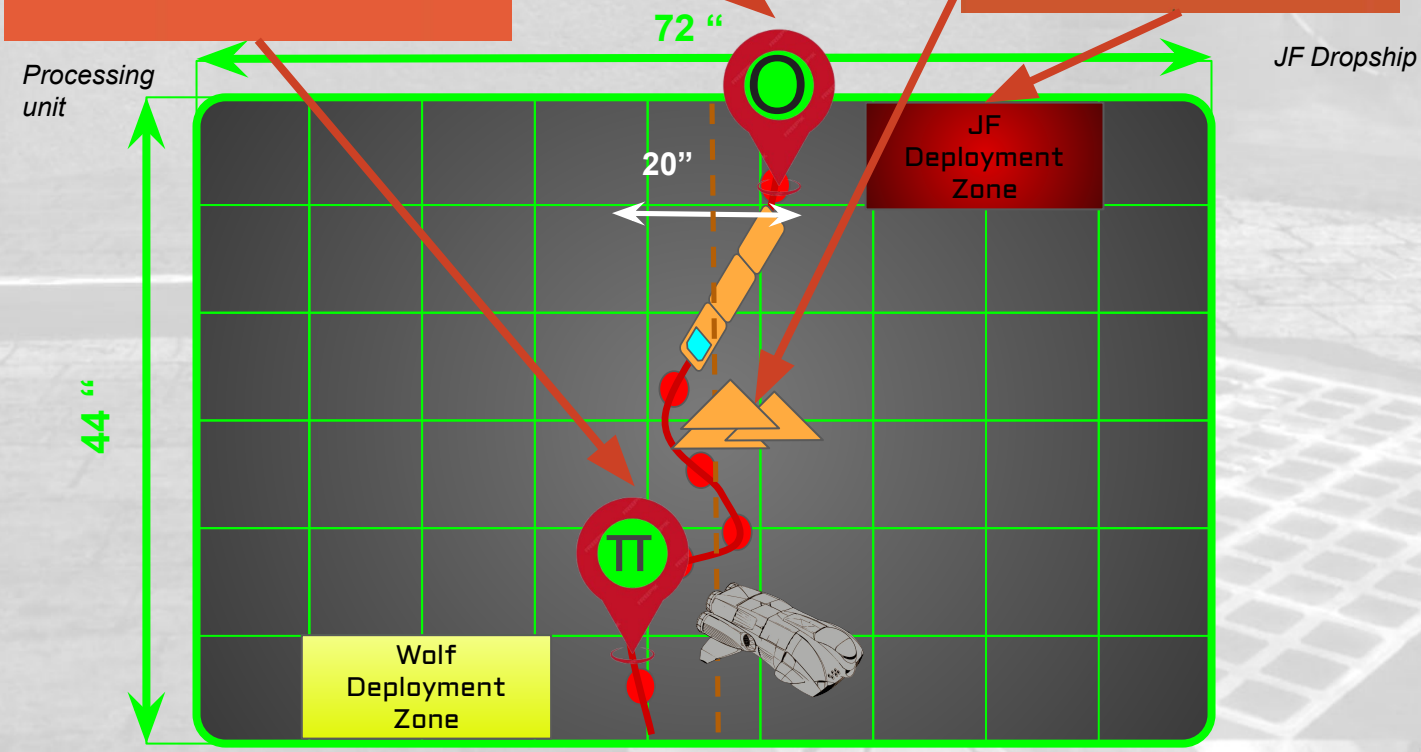






Hover Train





- Burning Chrome -

Evciler
Jade Falcon Occupation Zone
Date 3057
Dropship “Hunter”

.....

— Incoming Coded Message -- Kurultai Instruction Follows -
Decode Jaw Protocol GALxAlpha 327th: 3rd - /disseminate by need only

Pup class probes have spotted Falcon's 7th Construction Binary setting up a SOLAR POWER ARRAY on the planet Evciler's southern continent, Messian.

We believe the Falcons intend to turn the area into a large forward dropsite for the entire Peregrine Galaxy. You are to destroy the SOLAR ARRAY at all costs and thereby prevent the enemy from setting up any major operations in the quadrant.

Codename: Burning Chrome

— Coded Message - /End of Line —

.....

.....



- Burning Chrome -

Planet: Evciler
Terrain: Ice Rift
Time of Day: Day

Attacker: Clan Wolf

Follow your NAV sequence to the SOLAR ARRAY at NAV TAU, DESTROY it and proceed to NAV UPSILON for a dustoff. The Falcon is aware of our presence. This quadrant will be defended.

Primary Objectives:

- DESTROY SOLAR ARRAY at NAV TAU **[30 VP]**

Industrial	Industrial	Industrial	Industrial	Industrial	Industrial
BType: **Heavy**	BType: **Heavy**	BType: **Medium**	BType: **Medium**	BType: **Light**	BType: **Light**
Bnbr.: **1**	Bnbr.: **2**	Bnbr.: **3**	Bnbr.: **4**	Bnbr.: **5**	Bnbr.: **6**
○○○○○ ○○○○○ ○○	○○○○○ ○○○○○ ○○	○○○○	○○○○	○○○	○○○

Secondary Objectives: **[10 VP]**

- DESTROY all ENEMY UNITS in the rift

Tertiary Objectives: **[05 VP]**

- DESTROY any TARGETS OF OPPORTUNITY

Return: **[05 VP]**

- Dust-off site, **Nav Point Upsilon**

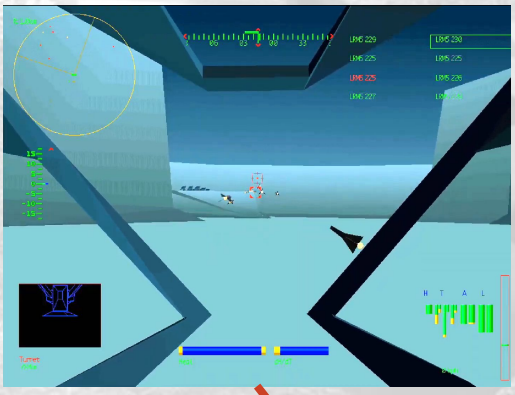
Round limit:

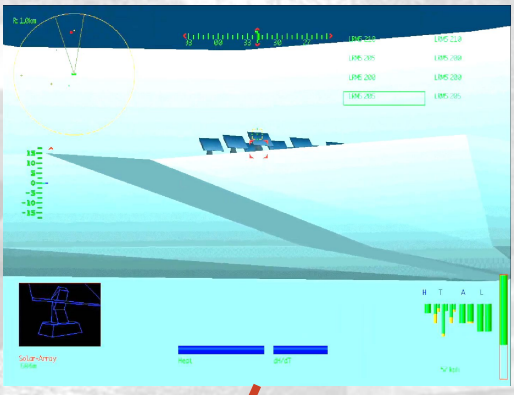
- 10 rounds

- Burning Chrome -

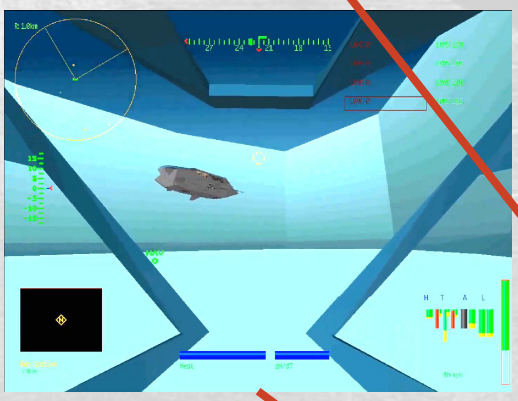
Defender: Clan Jade Falcon

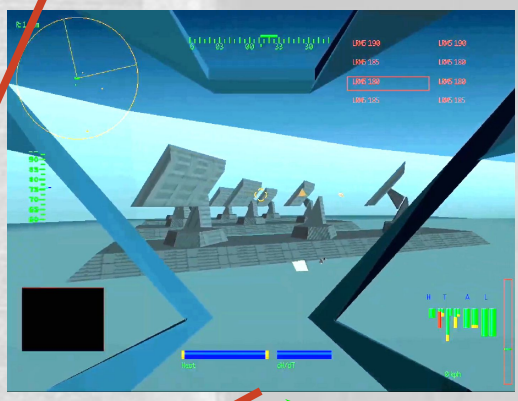
- Stop the attacker from achieving their goals in the round limit.

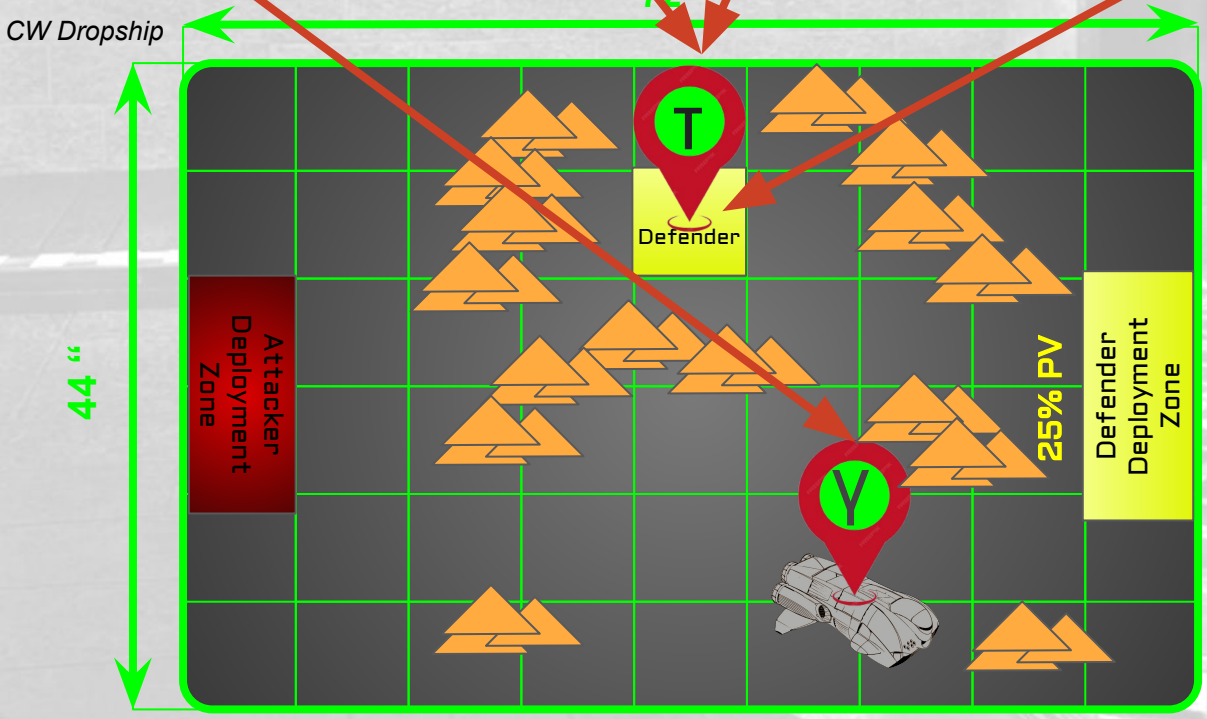




Solar Array



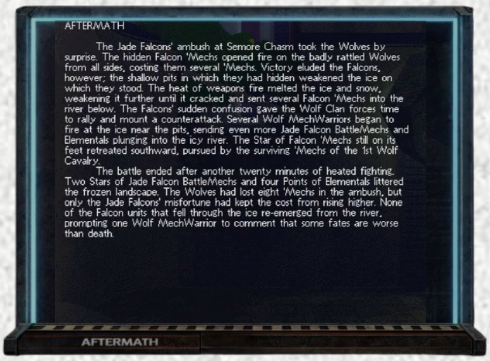




AFTERMATH

The Jade Falcons' ambush at Semore Chasm took the Wolves by surprise. The hidden Falcon 'Mechs opened fire on the badly rattled Wolves from all sides, costing them several 'Mechs. Victory eluded the Falcons, however; the shallow pits in which they had hidden weakened the ice on which they stood. The heat of weapons fire melted the ice and snow, weakening it further until it cracked and sent several Falcon 'Mechs into the river below. The Falcons' sudden confusion gave the Wolf Clan forces time to rally and mount a counterattack.

Several Wolf MechWarriors began to fire at the ice near the pits, sending even more Jade Falcon Battle/Mechs and Elementals plunging into the icy river.



The Star of Falcon 'Mechs still on its feet retreated southward, pursued by the surviving 'Mechs of the 1st Wolf Cavalry.

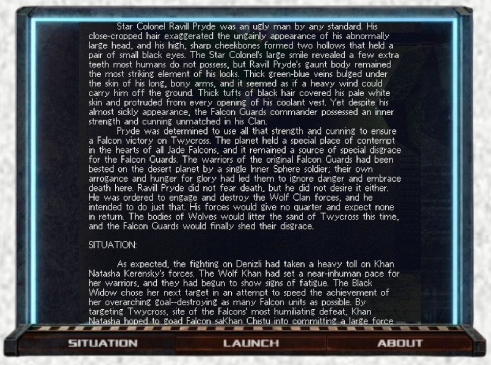
The battle ended after another twenty minutes of heated fighting. Two Stars of Jade Falcon Battle/Mechs and four Points of Elementals littered the frozen landscape. The Wolves had lost eight 'Mechs in the ambush, but only the Jade Falcons' misfortune had kept the cost from rising higher. None of the Falcon units that fell through the ice re-emerged from the river, prompting one Wolf MechWarrior to comment that some fates are worse than death.

- Mission 07 -

SITUATION

As expected, the fighting on Denizli had taken a heavy toll on Khan Natasha Kerensky's forces. The Wolf Khan had set a near-inhuman pace for her warriors, and they had begun to show signs of fatigue.

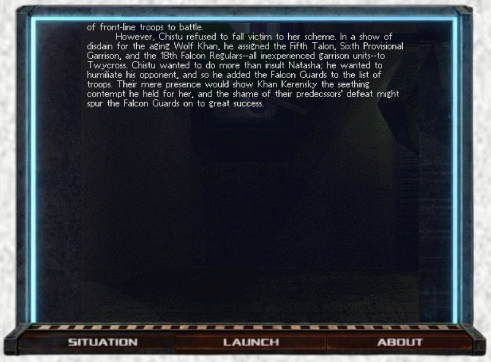
The Black Widow chose her next target in an attempt to speed the achievement of her overarching goal--destroying as many Falcon units as possible.



By targeting Twycross, site of the Falcons' most humiliating defeat, Khan Natasha hoped to goad Falcon saKhan Chistu into committing a large force of front-line troops to battle.

However, Chistu refused to fall victim to her scheme.

In a show of disdain for the aging Wolf Khan, he assigned the Fifth Talon, Sixth Provisional Garrison, and the 18th Falcon Regulars --all inexperienced garrison units– to Twycross.



Chistu wanted to do more than insult Natasha; he wanted to humiliate his opponent, and so he added the Falcon Guards to the list of troops.

Their mere presence would show Khan Kerensky the seething contempt he held for her, and the shame of their predecessors' defeat might spur the Falcon Guards on to great success.

- Rogue Chariot -



Twycross
Jade Falcon Occupation Zone
Date 3057
Dropship “Swift Claw”

....

....

--- Incoming Coded Message – Kurultai GalxB_7th Bronze level clearance –- - *- /disseminate by need only*

The battle on the Plain of Curtains is not going well. The Wolf has hit our flanks hard. The 6th Provisional Garrison is surrounded. You must draw as much of the Wolf's 352nd and 3rd off the line as possible. To this end you are to strike a Wolf RESUPPLY BASE in the rear, deep inside the Great Gash.

Codename: Rogue Chariot

— Coded Message - /End of Line —

...

...

...



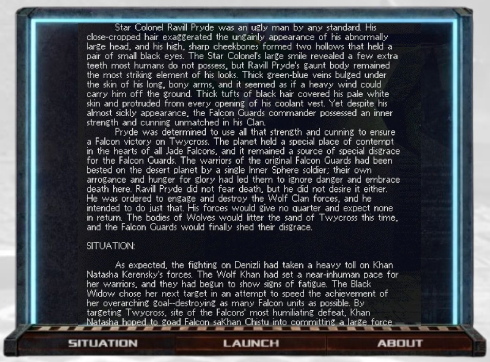
- Rogue Chariot -



Star Colonel Ravill Pryde was an ugly man by any standard. His close-cropped hair exaggerated the ungainly appearance of his abnormally large head, and his high, sharp cheekbones formed two hollows that held a pair of small black eyes. The Star Colonel's large smile revealed a few extra teeth most humans do not possess, but Ravill Pryde's gaunt body remained the most striking element of his looks. Thick green-blue veins bulged under the skin of his long, bony arms, and it seemed as if a heavy wind could carry him off the ground. Thick tufts of black hair covered his pale white skin and protruded from every opening of his coolant vest. Yet despite his almost sickly appearance, the Falcon Guards commander possessed an inner strength and cunning unmatched in his Clan.

Pryde was determined to use all that strength and cunning to ensure for a Falcon victory on Twycross. The planet held a special place of contempt in the hearts of all Jade Falcons, and it remained a source of special disgrace for the Falcon Guards.

The warriors of the original Falcon Guards had been bested on the desert planet by a single Inner Sphere soldier; their own arrogance and hunger for glory had led them to ignore danger and embrace death here. Ravill Pryde did not fear death, but he did not desire it either.



He was ordered to engage and destroy the Wolf Clan forces, and he intended to do just that. His forces would give no quarter and expect none in return. The bodies of Wolves would litter the sand of Twycross this time, and the Falcon Guards would finally shed their disgrace.

- Rogue Chariot -



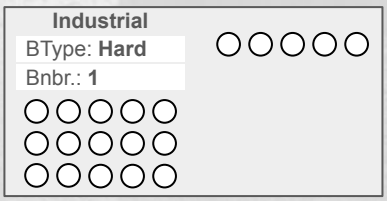
Planet: Twycross
Terrain: Canyon
Time of Day: Day

After being dropped into the canyon, you must find the Wolf resupply base, locate the CORE HEAT SINK ARRAY, and DESTROY it. The destruction of the ARRAY will cause a heat build-up and a resultant core breach. Your personal survival will depend on your lack of proximity to the ARRAY when it goes critical.

Attacker: Clan Jade Falcon

Primary Objectives: **[25 VP]**

- DESTROY the CORE HEAT SINK ARRAY



Mission Special Rule:

- When the Core Heat Sink Array is destroyed, it goes critical in the third round after its destruction and deals damage of 64 points on every mech in its vicinity, with 2 points less, with every inch away from it.
  Critical counter: 1 2 3

Secondary Objectives: **[10 VP]**

- DESTROY all DEFENDING 'MECHS

Tertiary Objectives: **[05 VP]**

- DESTROY any TARGETS OF OPPORTUNITY

Return: **[05 VP]**

- Dust-off site, **Nav Point Tau**

Round limit:

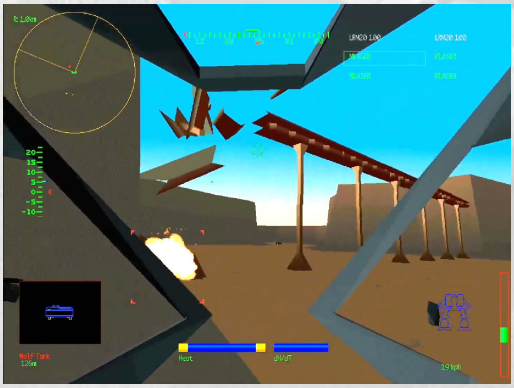
- 10 rounds

- Rogue Chariot -

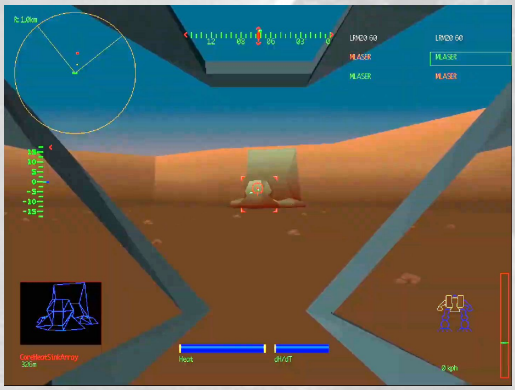


Defender: Clan Wolf

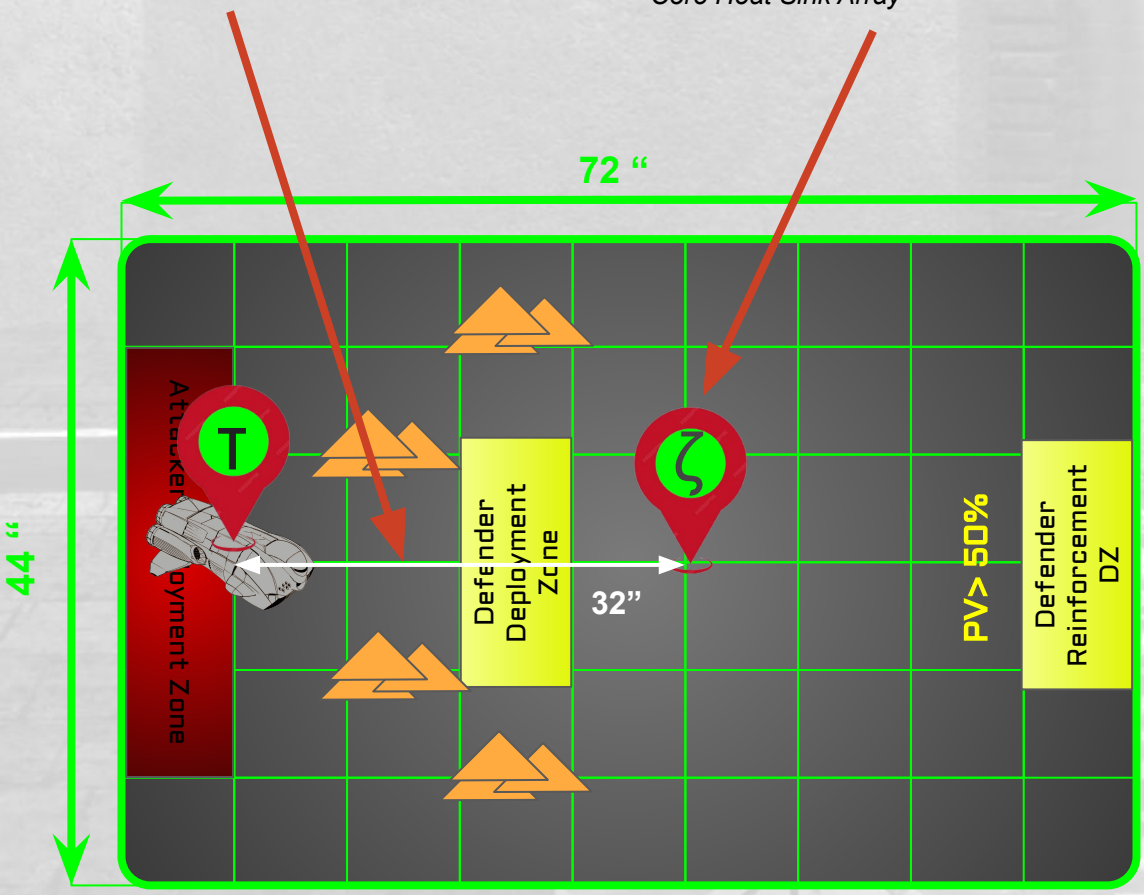
- Stop the attacker from achieving their goals in the round limit.



Viaduct



Core Heat Sink Array



- Scorching Sand -

Twycross
Jade Falcon Occupation Zone
Date 3057
Dropship “Hunter”

.....

— Incoming Coded Message -- Kurultai Instruction Follows -
Decode Jaw Protocol GALxAlpha 327th: 3rd - /disseminate by need only

Our 352nd Assault, 3rd Battle Cluster and 13th Wolf Guards have cut off the Falcon's 6th Provisional Garrison in the Great Gash. The Falcon's 5th talon is assaulting the 13th's flank, attempting to break the line.

Probes have located the 5th Talon Cluster's Mobile HQ hidden within the spires and mesas of the Plain of Curtains. The Keshik has deemed it necessary to capture the COMMAND VEHICLE and its staff for "interrogation". Let the Falcon remember Twycross!

Codename: Scorching Sand

— Coded Message - /End of Line —

.....



- Scorching Sand -

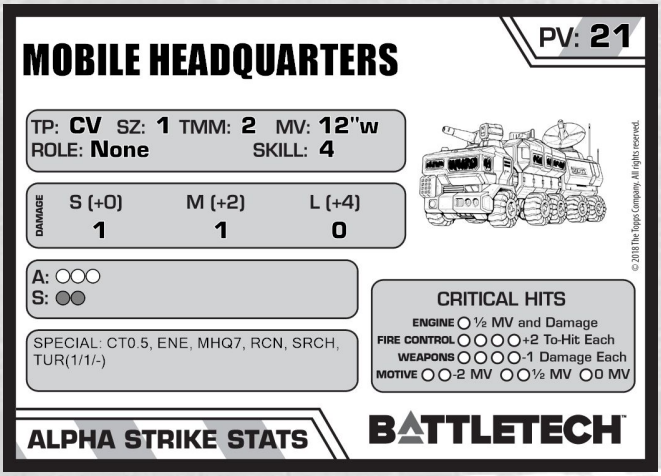
Planet: Twycross
Terrain: Mesda Desert
Time of Day: Dawn

Attacker: Clan Wolf

Sweep the area, following the NAV sequence, and search for the Mobile HQ. It will be defended. You may DESTROY any defenders but the COMMAND VEHICLE must not be harmed. Once the COMMAND VEHICLE has been taken by DESTROYING all DEFENDING UNITS, set up a defensive position and wait for your DropShip. Do not allow the COMMAND VEHICLE to come to harm, DEFEND it!

Primary Objectives: **[25 VP]**

- CAPTURE AND SECURE enemy COMMAND VEHICLE



Mission Special Rules:

- *Shielding Movement, See AS Commander's Edition page 172*

Secondary Objectives: **[10VP]**

- DESTROY all DEFENDING UNITS

Tertiary Objectives: **[05 VP]**

- DESTROY any TARGETS OF OPPORTUNITY

Return: **[05 VP]**

- Dust-off site, **COMMAND VEHICLE site**

- Scorching Sand -

Round limit:

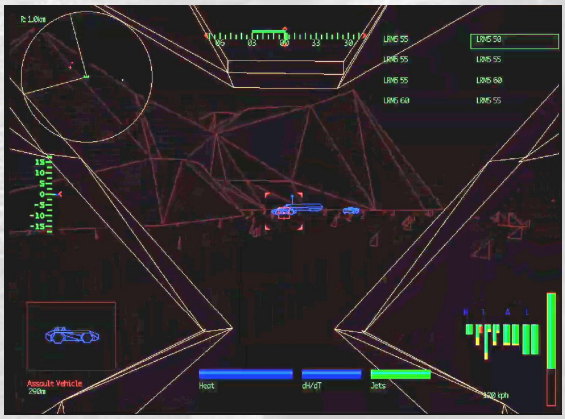
- 10 + x rounds x= game master decision, DEFEND rounds

Defender: **Clan Jade Falcon**

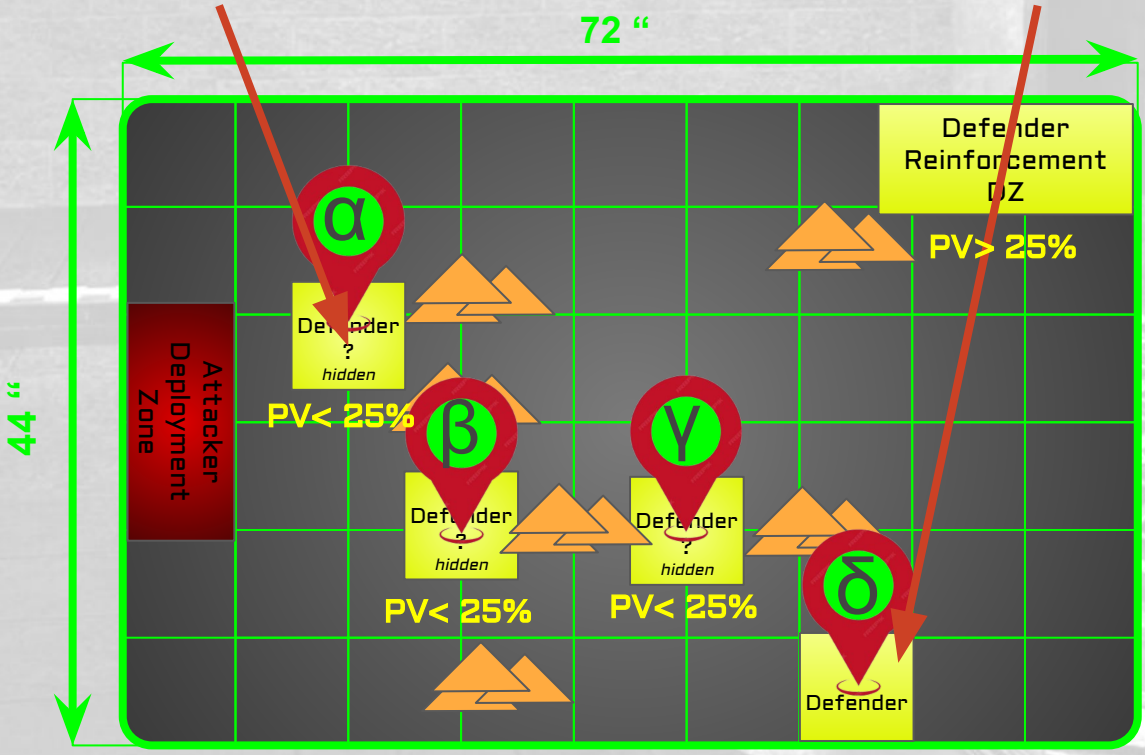
- Stop the attacker from achieving their goals in the round limit.



Mountain Range

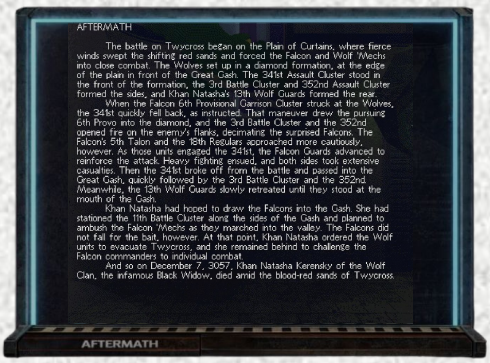


Command Vehicle



AFTERMATH

The battle on Twycross began on the Plain of Curtains, where fierce winds swept the shifting red sands and forced the Falcon and Wolf 'Mechs into close combat. The Wolves set up in a diamond formation, at the edge of the plain in front of the Great Gash. The 341st Assault Cluster stood in the front of the formation, the 3rd Battle Cluster and 352nd Assault Cluster formed the sides, and Khan Natasha's 13th Wolf Guards formed the rear.



When the Falcon 6th Provisional Garrison Cluster struck at the Wolves, the 341st quickly fell back, as instructed. That maneuver drew the pursuing 6th Provo into the diamond, and the 3rd Battle Cluster and the 352nd opened fire on the enemy's flanks, decimating the surprised Falcons.

The Falcon's 5th Talon and the 18th Regulars approached more cautiously, however. As those units engaged the 341st, the Falcon Guards advanced to reinforce the attack. Heavy fighting ensued, and both sides took extensive casualties. Then the 341st broke off from the battle and passed into the Great Gash, quickly followed by the 3rd Battle Cluster and the 352nd.

Meanwhile, the 13th Wolf Guards slowly retreated until they stood at the mouth of the Gash.

Khan Natasha had hoped to draw the Falcons into the Gash. She had stationed the 11th Battle Cluster along the sides of the Gash and planned to ambush the Falcon 'Mechs as they marched into the valley.

The Falcons did not fall for the bait, however. At that point, Khan Natasha ordered the Wolf units to evacuate Twycross, and she remained behind to challenge the Falcon commanders to individual combat.

And so on December 7, 3057, Khan Natasha Kerensky of the Wolf Clan, the infamous Black Widow, died amid the blood-red sands of Twycross.



...for on Twycross on the day that the Wolves lost a Khan,
it was the aged Joanna that flew and slew

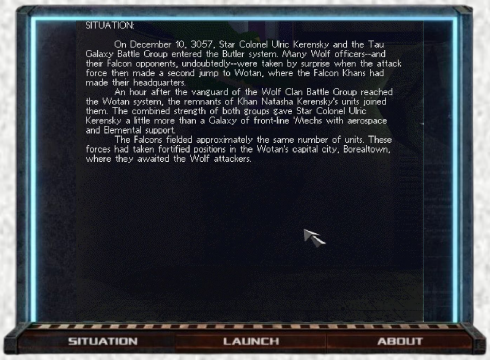
—The Remembrance, dedicated to Joanna

- Mission 08 -

SITUATION

On December 10, 3057, Star Colonel Ulric Kerensky and the Tau Galaxy Battle Group entered the Butler system. Many Wolf officers--and their Falcon opponents, undoubtedly--were taken by surprise when the attack force then made a second jump to Wotan, where the Falcon Khans had made their headquarters.

An hour after the vanguard of the Wolf Clan Battle Group reached the Wotan system, the remnants of Khan Natasha Kerensky's units joined them. The combined strength of both groups gave Star Colonel Ulric Kerensky a little more than a Galaxy of front-line 'Mechs with aerospace and Elemental support.



The Falcons fielded approximately the same number of units. These forces had taken fortified positions in the Wotan's capital city, Borealtown, where they awaited the Wolf attackers.

- Plum Wine -



Wotan
Jade Falcon Occupation Zone
Date 3057
Dropship “Swift Claw”

....

....

....

--- Incoming Coded Message — Kurultai GalxB_7th Bronze level clearance —- - *- /disseminate by need only*

Wolf's attack on our positions at Borealtown, Wotan, has stalled. The city has been under siege for hours and the enemy's assault has collapsed into a full retreat through Den Telhman, a suburb to the west.

Codename: Plum Wine

— Coded Message - /End of Line —

...

...

...



- Plum Wine -



Planet: Wotan
Terrain: Farm Land
Time of Day: Dawn

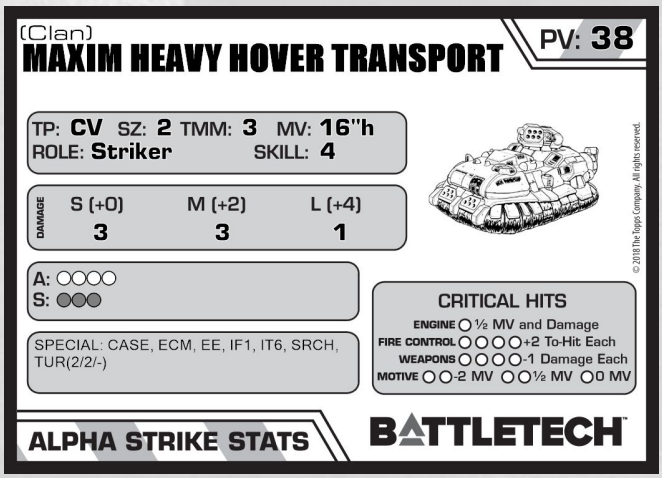
Follow the NAV sequence through the city looking for fleeing Wolf units. INSPECT and DESTROY all VEHICLES containing HIGH COMMAND personnel.

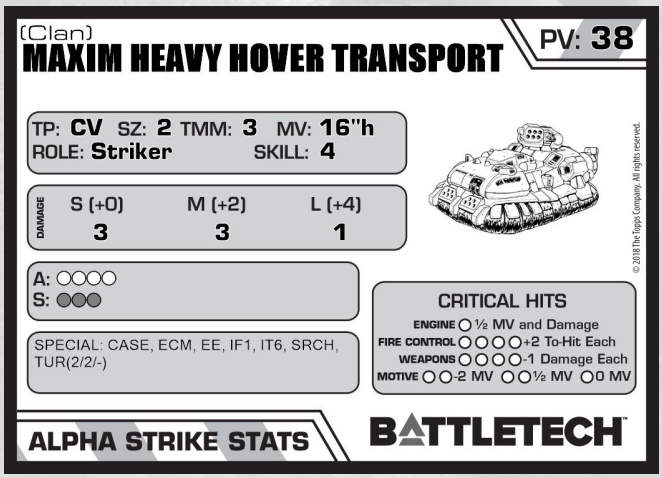
Also, INSPECT any WAREHOUSES in the area for hidden weapon caches. The Touman is in need of munitions.

Attacker: Clan Jade Falcon

Primary Objectives: **[25 VP]**

- DESTROY all VEHICLES containing HIGH COMMAND personnel


(Clan)
MAXIM HEAVY HOVER TRANSPORT
PV: 38
TP: CV SZ: 2 TMM: 3 MV: 16"h
ROLE: Striker SKILL: 4
DAMAGE S (+0) M (+2) L (+4)
3 3 1
A: ○○○○
S: ●●●
SPECIAL: CASE, ECM, EE, IF1, IT6, SRCH, TUR(2/2/-)
CRITICAL HITS
ENGINE ○ ½ MV and Damage
FIRE CONTROL ○○○○ +2 To-Hit Each
WEAPONS ○○○○ -1 Damage Each
MOTIVE ○○ -2 MV ○○ ½ MV ○ 0 MV
ALPHA STRIKE STATS
BATTLETECH
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(Clan)
MAXIM HEAVY HOVER TRANSPORT
PV: 38
TP: CV SZ: 2 TMM: 3 MV: 16"h
ROLE: Striker SKILL: 4
DAMAGE S (+0) M (+2) L (+4)
3 3 1
A: ○○○○
S: ●●●
SPECIAL: CASE, ECM, EE, IF1, IT6, SRCH, TUR(2/2/-)
CRITICAL HITS
ENGINE ○ ½ MV and Damage
FIRE CONTROL ○○○○ +2 To-Hit Each
WEAPONS ○○○○ -1 Damage Each
MOTIVE ○○ -2 MV ○○ ½ MV ○ 0 MV
ALPHA STRIKE STATS
BATTLETECH
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- ○ *High Command?* NO 1 2 3 4 5
  YES 1 2 3 4 5

Secondary Objectives: **[15 VP]**

- INSPECT likely structures for enemy MUNITIONS
- *Ammo?* NO 1 2 3 4
  YES 1 2 3 4

Residential	Industrial	Residential	Industrial
BType: **Medium**	BType: **Medium**	BType: **Heavy**	BType: **Light**
Bnbr.: **1**	Bnbr.: **2**	Bnbr.: **3**	Bnbr.: **4**
○○	○○○○	○○○○○ ○	○○○

- DEFEND all structures found to contain MUNITIONS
- DESTROY all ENEMY UNITS encountered

- Plum Wine -



Tertiary Objectives: **[05 VP]**

- DESTROY any TARGETS OF OPPORTUNITY

Return: **[05 VP]**

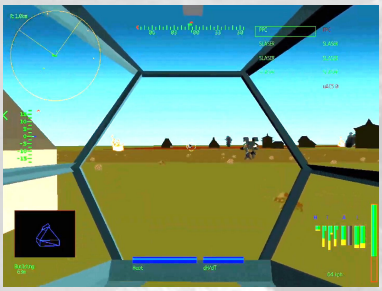
- Dust-off site, **Nav Point Zeta**

Round limit:

- 12 rounds

Defender: Clan Wolf

Stop the attacker from achieving their goals.



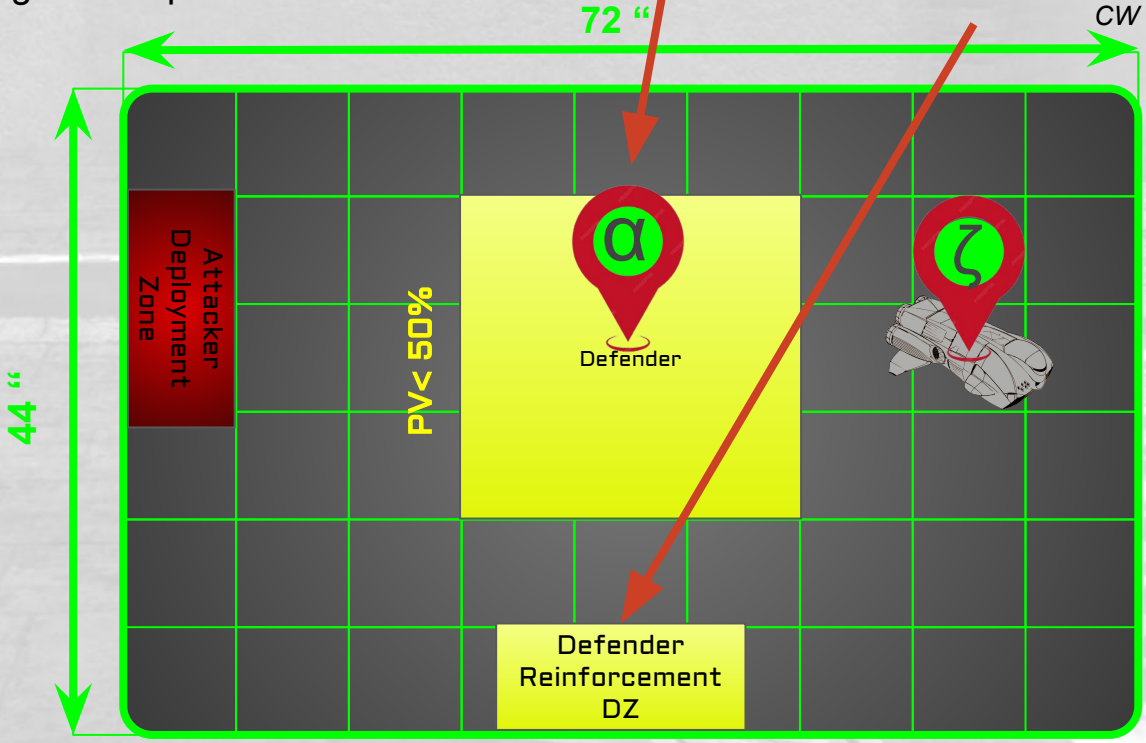
Warehouses



CW Dropship

Mission Special Rules:

Identifying units: Units remain unidentified until they attack, challenge or until an enemy unit moves in to base-to-base contact or ends its movement in base-to-base contact or is a unit with LPRB or PRB special ability and ends its movement such that the unidentified unit is within range of the probe.



- Silver Staff -

Wotan
Jade Falcon Occupation Zone
Date 3057
Dropship “Hunter”

— Incoming Coded Message -- Kurultai Instruction Follows -
Decode Jaw Protocol GALxAlpha 327th: 3rd - /disseminate by need only

Our attack on Borealtown, capital of the planet Wotan, has stalled. However, Intelligence reports the enemy force to be weak in the city's industrial sector.

The area is being used by the enemy as a load-off point for munitions and general supply. Strike the area, interdict supply and weaken the line.

You are to coordinate with elements of the 37th Striker Cluster to hit strategic sites within the zone. This action is to be a quick drop-and-extraction. If you linger too long reinforcements will destroy you and your dropship will not wait.

Codename: Silver Staff

— Coded Message - /End of Line —

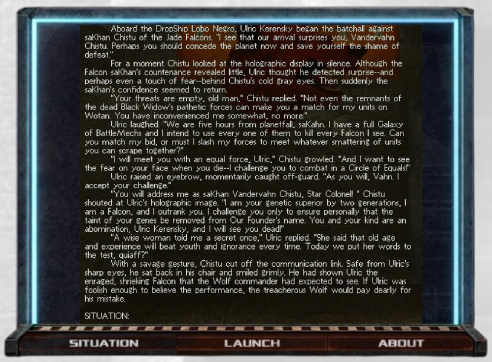


- Silver Staff -

Aboard the DropShip Lobo Negro, Ulric Kerensky began the batchall against saKhan Chistu of the Jade Falcons. "I see that our arrival surprises you, Vandervahn Chistu. Perhaps you should concede the planet now and save yourself the shame of defeat."

For a moment Chistu looked at the holographic display in silence. Although the Falcon saKhan's countenance revealed little, Ulric thought he detected surprise--and perhaps even a touch of fear--behind Chistu's cold gray eyes.

Then suddenly the saKhan's confidence seemed to return.



"Your threats are empty, old man," Chistu replied. "Not even the remnants of the dead Black Widow's pathetic forces can make you a match for my units on Wotan. You have inconvenienced me somewhat, no more."

Ulric laughed. "We are five hours from planetfall, saKahn. I have a full Galaxy of BattleMechs and I intend to use every one of them to kill every Falcon I see. Can you match my bid, or must I slash my forces to meet whatever smattering of units you can scrape together?"

"I will meet you with an equal force, Ulric," Chistu growled. "And I want to see the fear on your face when you die--I challenge you to combat in a Circle of Equals!"

Ulric raised an eyebrow, momentarily caught off-guard. "As you will, Vahn. I accept your challenge."

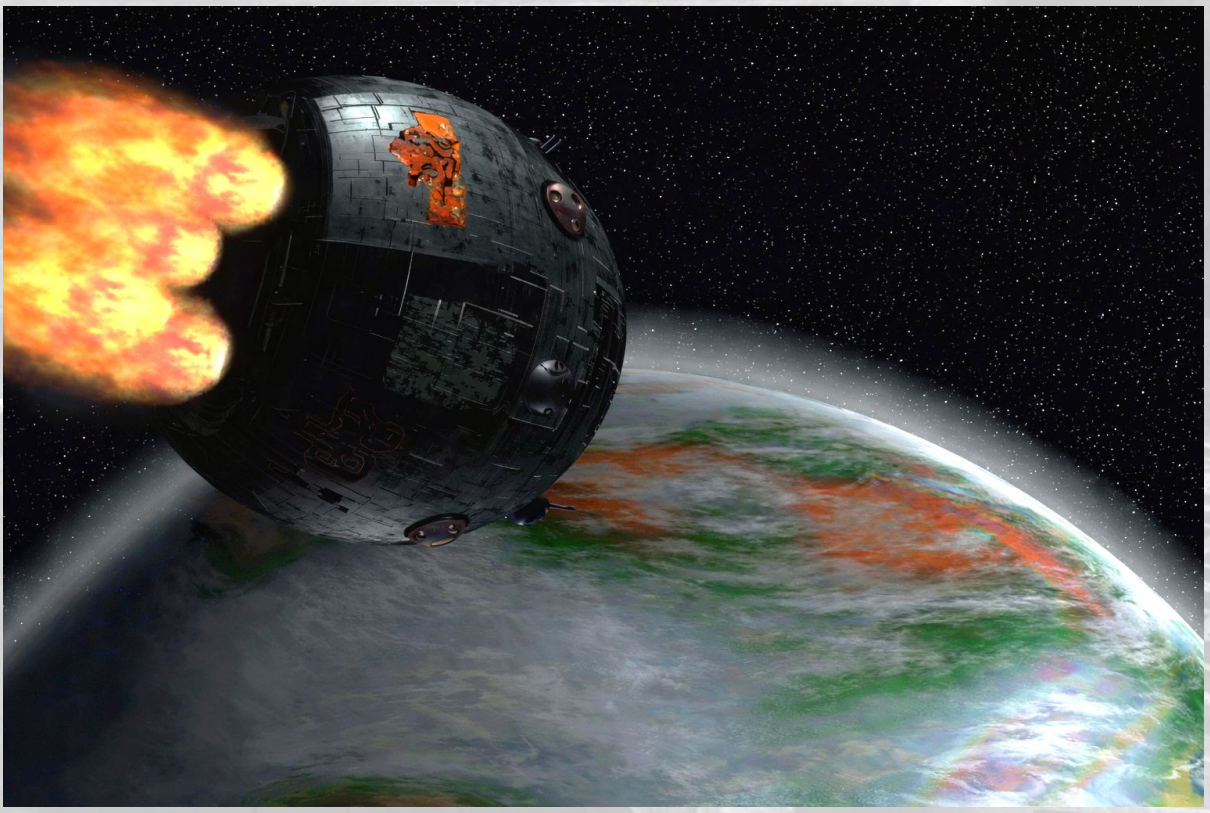
"You will address me as saKhan Vandervahn Chistu, Star Colonel!" Chistu shouted at Ulric's holographic image. "I am your genetic superior by two generations, I am a Falcon, and I outrank you.

- Silver Staff -

I challenge you only to ensure personally that the taint of your genes be removed from Our Founder's name. You and your kind are an abomination, Ulric Kerensky, and I will see you dead!"

"A wise woman told me a secret once," Ulric replied. "She said that old age and experience will beat youth and ignorance every time. Today we put her words to the test, quiaff?"

With a savage gesture, Chistu cut off the communication link. Safe from Ulric's sharp eyes, he sat back in his chair and smiled grimly. He had shown Ulric the enraged, shrieking Falcon that the Wolf commander had expected to see. If Ulric was foolish enough to believe the performance, the treacherous Wolf would pay dearly for his mistake.



- Silver Staff -

Planet: Wotan
Terrain: Industrial Urban
Time of Day: Dawn

Attacker: Clan Wolf

You must DESTROY the CHEMICAL PLANT at NAV PHI and the AIRBASE at NAV CHI. The 37th will hit the INDUSTRIAL PLANT at NAV PSI and the HPG PROCESSOR at NAV OMEGA. If the 37th fails, you are to assume their objectives. They will do the same for you. If possible DESTROY all opposition you encounter. Take care not to harm any structures containing MUNITIONS as the Keshik intends to liberate as much weaponry as possible. When finished proceed to NAV ALPHA for a dustoff. Your DropShip will leave after 15 minutes (12 rounds).

Primary Objectives: **[40 VP]**

- DESTROY the CHEMICAL PLANT at NAV PHI (Check for Munitions)

Industrial	Industrial	Industrial	Industrial	Industrial
BType: **Light**	BType: **Medium**	BType: **Medium**	BType: **Medium**	BType: **Heavy**
Bnbr.: **1**	Bnbr.: **2**	Bnbr.: **3**	Bnbr.: **4**	Bnbr.: **5**
○○○	○○○○	○○○○	○○○○	○○○○○ ○○○○○ ○○
Ammo? ☐	Ammo? ☐	Ammo? ☐	Ammo? ☐	Ammo? ☐

- DESTROY the AIRBASE at NAV CHI (Check for Munitions)

Military	Military	Military	Military
BType: **Light**	BType: **Light**	BType: **Medium**	BType: **Heavy**
Bnbr.: **6**	Bnbr.: **7**	Bnbr.: **8**	Bnbr.: **9**
○○○○○	○○○○○	○○○○○	○○○ ○○○○○ ○○○○○ ○○○○○
Ammo? ☐	Ammo? ☐	Ammo? ☐	Ammo? ☐

Secondary Objectives: **[20 VP]**

- DESTROY the INDUSTRIAL PLANT at NAV PSI

Industrial	Industrial	Industrial
BType: **Medium**	BType: **Heavy**	BType: **Hard**
Bnbr.: **10**	Bnbr.: **12**	Bnbr.: **13**
○○○○	○○○○○ ○○○○○ ○○	○○○○○ ○○○○○ ○○○○○ ○○○○○

- DESTROY the HPG PROCESSOR at NAV OMEGA

Industrial	Industrial
BType: **Hard**	BType: **Medium**
Bnbr.: **14**	Bnbr.: **15**
○○○○○ ○○○○○ ○○○○○ ○○○○○	○○○○

Scanning see AS C Page 133*

- Silver Staff -

Tertiary Objectives: **[05 VP]**

- DESTROY all ENEMY UNITS in the city

Return: **[05 VP]**

- Dust-off site, **Nav Point Alpha**

Round limit:

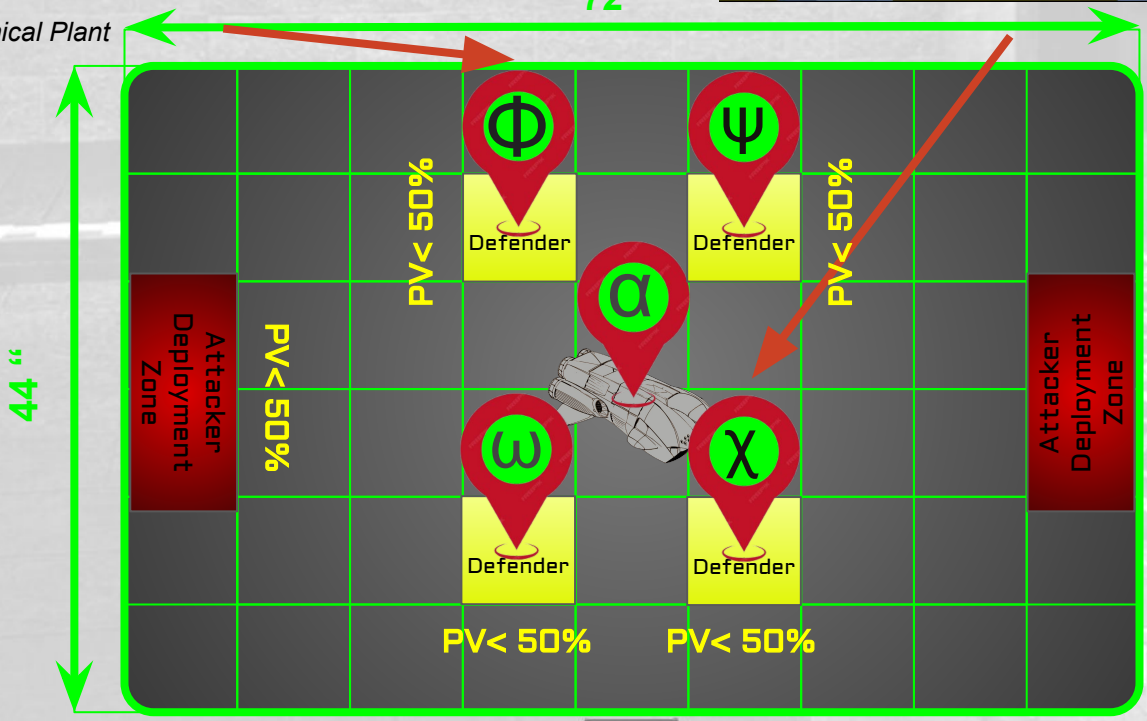
- 12 rounds

Defender: Clan Jade Falcon

- Stop the attacker from achieving their goals in the round limit.





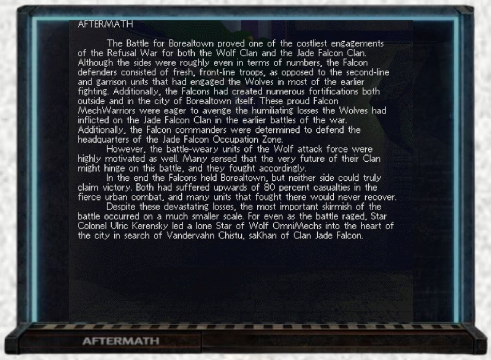


AFTERMATH

The Battle for Borealtown proved one of the costliest engagements of the Refusal War for both the Wolf Clan and the Jade Falcon Clan.

Although the sides were roughly even in terms of numbers, the Falcon defenders consisted of fresh, front-line troops, as opposed to the second-line and garrison units that had engaged the Wolves in most of the earlier fighting. Additionally, the Falcons had created numerous fortifications both outside and in the city of Borealtown itself. These proud Falcon MechWarriors were eager to avenge the humiliating losses the Wolves had inflicted on the Jade Falcon Clan in the earlier battles of the war.

Additionally, the Falcon commanders were determined to defend the headquarters of the Jade Falcon Occupation Zone.



However, the battle-weary units of the Wolf attack force were highly motivated as well. Many sensed that the very future of their Clan might hinge on this battle, and they fought accordingly.

In the end the Falcons held Borealtown, but neither side could truly claim victory. Both had suffered upwards of 80 percent casualties in the fierce urban combat, and many units that fought there would never recover.

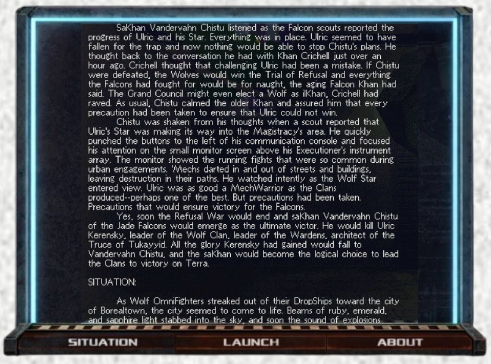
Despite these devastating losses, the most important skirmish of the battle occurred on a much smaller scale. For even as the battle raged, Star Colonel Ulric Kerensky led a lone Star of Wolf OmniMechs into the heart of the city in search of Vandervahn Chistu, saKhan of Clan Jade Falcon.

- Mission 09 -

SITUATION

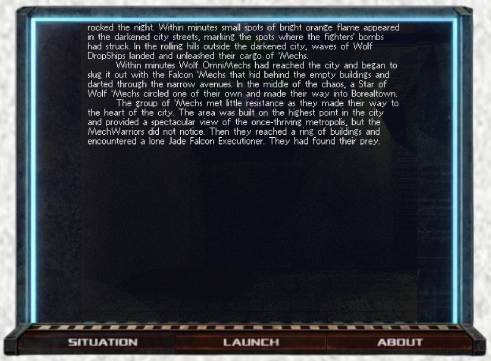
As Wolf Omni Fighters streaked out of their DropShips toward the city of Borealtown, the city seemed to come to life. Beams of ruby, emerald, and sapphire light stabbed into the sky, and soon the sound of explosions rocked the night. Within minutes small spots of bright orange flame appeared in the darkened city streets, marking the spots where the fighters' bombs had struck. In the rolling hills outside the darkened city, waves of Wolf DropShips landed and unleashed their cargo of 'Mechs.

Within minutes Wolf OmniMechs had reached the city and began to slug it out with the Falcon 'Mechs that hid behind the empty buildings and darted through the narrow avenues. In the middle of the chaos, a Star of Wolf 'Mechs circled one of their own and made their way into Borealtown.



The group of 'Mechs met little resistance as they made their way to the heart of the city.

The area was built on the highest point in the city and provided a spectacular view of the once-thriving metropolis, but the Mech Warriors did not notice. Then they reached a ring of buildings and encountered a lone Jade Falcon Executioner. They had found their prey.



- Rust Heart -

Wotan
Jade Falcon Occupation Zone
Date 3057
Dropship “Swift Claw”

....

....

--- Incoming Coded Message — Kurultai GalxB_7th Steel level clearance —- - *- /disseminate by need only*

Wolf is attempting to re-enter the city of Borealtown, Wotan. We are busy preparing another defense. The enemy has cut our supply lines which must be rebuilt at all costs.

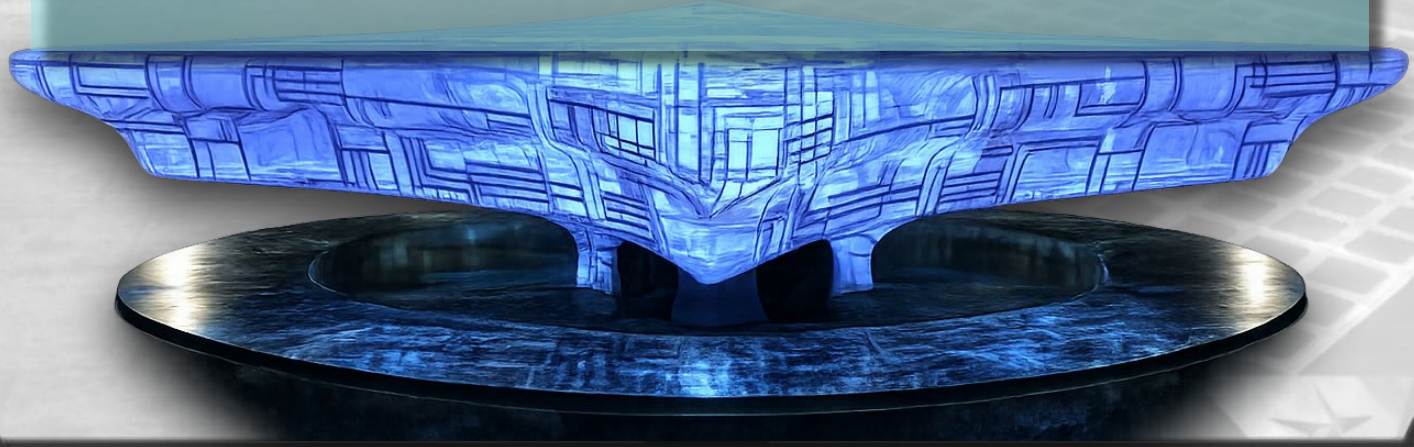
A CONVOY of munitions is en route to a forward FIREBASE north of the city. The CONVOY must reach the FIREBASE in order to provide a safe resupply point for our troops to the south.

Codename: Rust Heart

— Coded Message - /End of Line —

...

...

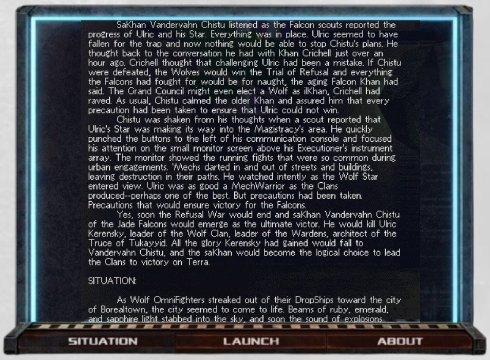


- Rust Heart -



Sakhan Vandervahn Chistu listened as the Falcon scouts reported the progress of Ulric and his Star. Everything was in place. Ulric seemed to have fallen for the trap and now nothing would be able to stop Chistu's plans. He thought back to the conversation he had with Khan Crichell just over an hour ago. Crichell thought that challenging Ulric had been a mistake. If Chistu were defeated, the Wolves would win the Trial of Refusal and everything the Falcons had fought for would be for naught, the aging Falcon Khan had said. The Grand Council might even elect a Wolf as ilKhan, Crichell had raved. As usual, Chistu calmed the older Khan and assured him that every precaution had been taken to ensure that Ulric could not win.

Chistu was shaken from his thoughts when a scout reported that Ulric's Star was making its way into the Magistracy's area. He quickly punched the buttons to the left of his communication console and focused his attention on the small monitor screen above his Executioner's instrument array.



The monitor showed the running fights that were so common during urban engagements. 'Mechs darted in and out of streets and buildings, leaving destruction in their paths. He watched intently as the Wolf Star entered view. Ulric was as good a MechWarrior as the Clans produced--perhaps one of the best. But precautions had been taken.

Precautions that would ensure victory for the Falcons. Yes, soon the Refusal War would end and saKhan Vandervahn Chistu of the Jade Falcons would emerge as the ultimate victor. He would kill Ulric Kerensky, leader of the Wolf Clan, leader of the Wardens, architect of the Truce of Tukayyid. All the glory Kerensky had gained would fall to Vandervahn Chistu, and the saKhan would become the logical choice to lead the Clans to victory on Terra.

- Rust Heart -



Planet: Wotan
Terrain: Geographic Anomaly: Crystalline Forms
Time of Day: Dawn

You are to meet the CONVOY at NAV DELTA, taking over from the previous escort unit. ESCORT the CONVOY to the FIREBASE at NAV EPSILON. The planet's geography will make combat difficult. However, no enemy interdiction forces have been reported in the area and LR scans report nothing.

Attacker: Clan Jade Falcon

Primary Objectives: **[20 VP]**

- ESCORT the CONVOY to the FIREBASE at NAV EPSILON

SAVIOR REPAIR VEHICLE — PV: 5

TP: SV SZ: 2 TMM: 1 MV: 8"t
ROLE: None SKILL: 4

DAMAGE	S (+0)	M (+2)	L (+4)
	0*	0	0

A: ○
S: ●●●

SPECIAL: CT3.5, ENE, IT3, MFB, TUR(0*/-/-)



CRITICAL HITS
ENGINE ○ ½ MV and Damage
FIRE CONTROL ○○○○ +2 To-Hit Each
WEAPONS ○○○○ -1 Damage Each
MOTIVE ○○ -2 MV ○○ ½ MV ○ 0 MV

ALPHA STRIKE STATS — BATTLETECH

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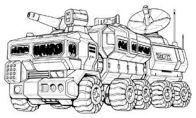
MOBILE HEADQUARTERS — PV: 21

TP: CV SZ: 1 TMM: 2 MV: 12"w
ROLE: None SKILL: 4

DAMAGE	S (+0)	M (+2)	L (+4)
	1	1	0

A: ○○○
S: ●●

SPECIAL: CT0.5, ENE, MHQ7, RCN, SRCH, TUR(1/1/-)



CRITICAL HITS
ENGINE ○ ½ MV and Damage
FIRE CONTROL ○○○○ +2 To-Hit Each
WEAPONS ○○○○ -1 Damage Each
MOTIVE ○○ -2 MV ○○ ½ MV ○ 0 MV

ALPHA STRIKE STATS — BATTLETECH

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M.A.S.H. TRUCK — PV: 6

TP: CV SZ: 1 TMM: 2 MV: 10"w
ROLE: None SKILL: 4

DAMAGE	S (+0)	M (+2)	L (+4)
	1	0	0

A: ○○
S: ●

SPECIAL: ENE, MASH5, SRCH, TUR(1/-/-)



CRITICAL HITS
ENGINE ○ ½ MV and Damage
FIRE CONTROL ○○○○ +2 To-Hit Each
WEAPONS ○○○○ -1 Damage Each
MOTIVE ○○ -2 MV ○○ ½ MV ○ 0 MV

ALPHA STRIKE STATS — BATTLETECH

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J-27 ORDNANCE TRANSPORT — PV: 2

TP: CV SZ: 1 TMM: 2 MV: 10"t
ROLE: None SKILL: 4

DAMAGE	S (+0)	M (+2)	L (+4)
	0*	0	0

A:
S: ●

SPECIAL: CT3, EE, HTC, SRCH, TUR(0*/-/-)



CRITICAL HITS
ENGINE ○ ½ MV and Damage
FIRE CONTROL ○○○○ +2 To-Hit Each
WEAPONS ○○○○ -1 Damage Each
MOTIVE ○○ -2 MV ○○ ½ MV ○ 0 MV

ALPHA STRIKE STATS — BATTLETECH

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Secondary Objectives: **[10 VP]**

- DESTROY all ENEMY UNITS encountered

- Rust Heart -



Tertiary Objectives: **[05 VP]**

- DESTROY any TARGETS OF OPPORTUNITY

Return: **[05 VP]**

- Dust-off site, **Nav Point Ta**

Round limit:

- 8 rounds

Defender: Clan Wolf

- Stop the attacker from achieving their goals in the round limit.

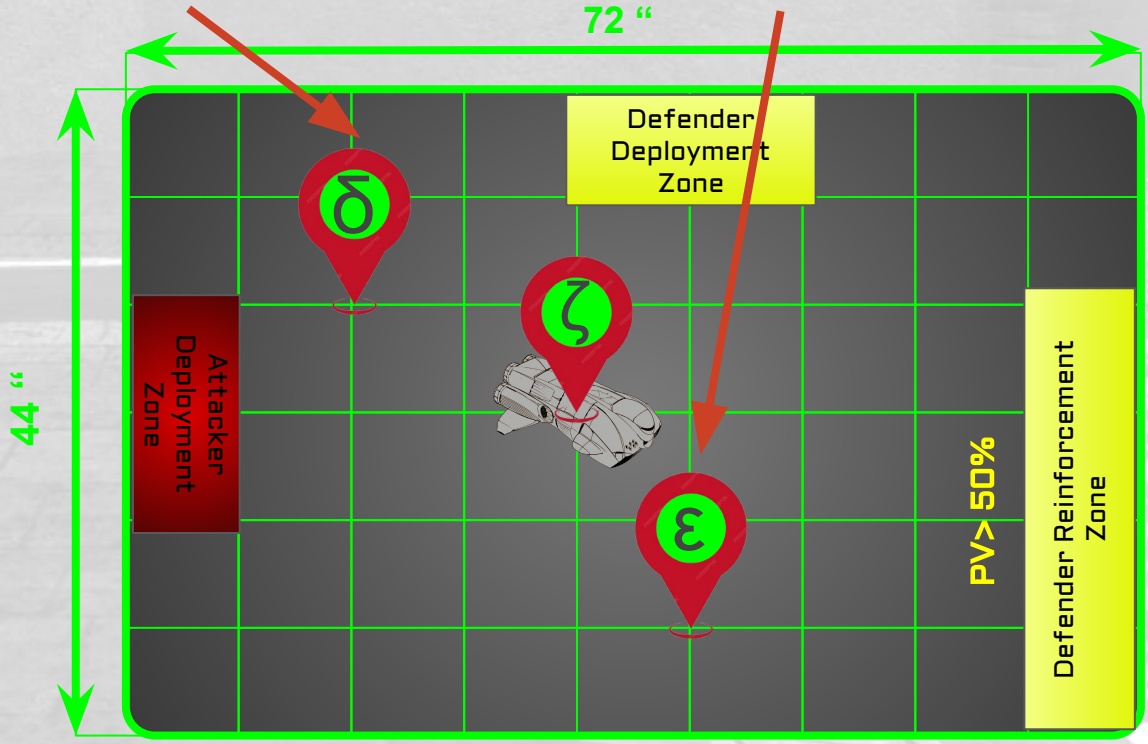


Convoy



Firebase

Special rules: Shielding Movement, See AS Commander's Edition page 172



- Aquiline Fire -

Wotan
Jade Falcon Occupation Zone
Date 3057
Dropship “Hunter”

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.....

— Incoming Coded Message -- Kurultai Instruction Follows -
Decode Jaw Protocol GALxAlpha 327th: 3rd - /disseminate by need only

We have remounted our assault on Borealtown, Wotan. The drop is complete.

During the drop, one of our Command DropShips, the Hermione, crashed. The wreckage contains highly sensitive and necessary data stores that must not fall into the hands of the enemy.

Codename: Aquiline Fire

— Coded Message - /End of Line —

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- Aquiline Fire -

Planet: Wotan
Terrain: Geographic Anomaly: Crystalline Forms
Time of Day: Dawn

Attacker: Clan Wolf

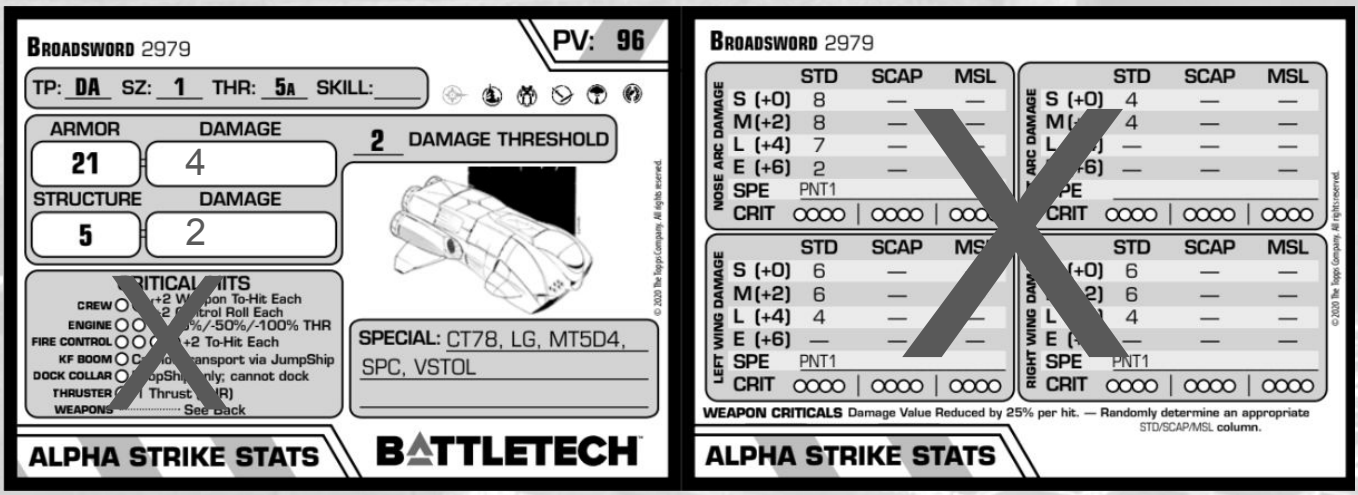
Your unit must find the DROPSHIP WRECKAGE, download the data-packs if possible by INSPECTION, and then DESTROY the DROPSHIP WRECKAGE. Search the zone by following your NAV sequence. The enemy undoubtedly knows of the dropship's location.

Primary Objectives: **[30 VP]**

- INSPECT the DROPSHIP WRECKAGE to download data

Special rule: *Inspect the Dropship:*
A scanning unit must **end its turn in base contact** with the dropship.

- ❏ Beginning the next round, the scanning process takes **3 full rounds** to complete.
- ❏ If interrupted, the scan stops, but can be commenced. 1 2 3 4



- DESTROY the DROPSHIP WRECKAGE after inspection

Secondary Objectives: **[10 VP]**

- DESTROY all ENEMY UNITS in the area

- Aquiline Fire -

[05 VP]

Return:

- Dust-off site, **Nav Point Kappa**

Round limit:

- 10 rounds

Defender: Clan Jade Falcon

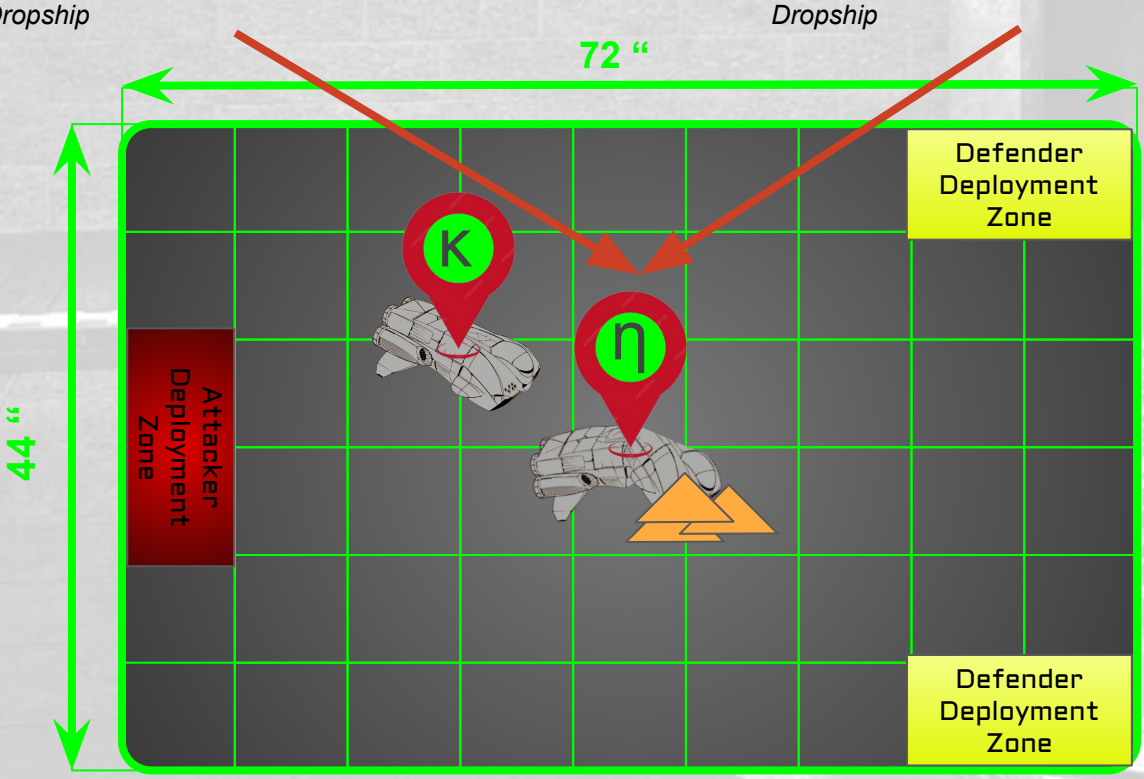
- Stop the attacker from achieving their goals in the round limit.



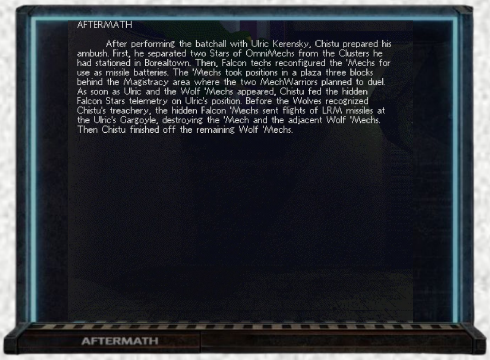
Dropship



Dropship



AFTERMATH



After performing the batchall with Ulric Kerensky, Chistu prepared his ambush. First, he separated two Stars of OmniMechs from the Clusters he had stationed in Borealtown. Then, Falcon techs reconfigured the 'Mechs for use as missile batteries.

The 'Mechs took positions in a plaza three blocks behind the Magistracy area where the two MechWarriors planned to duel. As soon as Ulric and the Wolf 'Mechs appeared, Chistu fed the hidden Falcon Stars telemetry on Ulric's position.



Before the Wolves recognized Chistu's treachery, the hidden Falcon 'Mechs sent flights of LRM missiles at Ulric's Gargoyle, destroying the 'Mech and the adjacent Wolf 'Mechs.

Then Chistu finished off the remaining Wolf 'Mechs.

Ulric Kerensky
2997 - 3057

Warden of
Clan Wolf

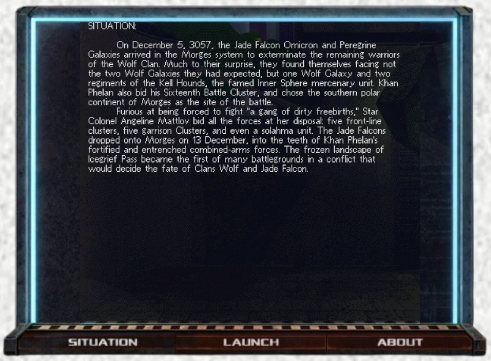
ilKhan of the Clans

- Mission 10 -

SITUATION

On December 5, 3057, the Jade Falcon Omicron and Peregrine Galaxies arrived in the Morges system to exterminate the remaining warriors of the Wolf Clan. Much to their surprise, they found themselves facing not the two Wolf Galaxies they had expected, but one Wolf Galaxy and two regiments of the Kell Hounds, the famed Inner Sphere mercenary unit. Khan Phelan also bid his Sixteenth Battle Cluster, and chose the southern polar continent of Morges as the site of the battle.

Furious at being forced to fight "a gang of dirty freebirths," Star Colonel Angeline Mattlov bid all the forces at her disposal: five front-line clusters, five garrison Clusters, and even a solahma unit. The Jade Falcons dropped onto Morges on 13 December, into the teeth of Khan Phelan's fortified and entrenched combined-arms forces.



The frozen landscape of Icegrief Pass became the first of many battlegrounds in a conflict that would decide the fate of Clans Wolf and Jade Falcon.

- Armor Veil -



Morges
Jade Falcon Occupation Zone
Date 3057
Dropship “Swift Claw”

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....

--- Incoming Coded Message — Kurultai GalxB_7th Steel level clearance —- - *- /disseminate by need only*

The Wolf and their Inner Sphere freebirth allies, the Kell Hounds, have engaged and are overpowering our forces at Icegrief Pass. Many of our positions have already been overrun. Our damaged units are retreating to the airbase at Resnick Flats. You must hold the base long enough for our 'Mechs to arrive and reestablish a defensive line.

Codename: Armor Veil

— Coded Message - /End of Line —

...

...

...



- Armor Veil -



Planet: Morges
Terrain: Ice Desert
Time of Day: Day

DEFEND the AIRBASE at all costs. We can't afford to lose our only route to orbit. Trust your sensors. Visibility is low and the snowstorms are getting worse.

Attacker (here Defender): Clan Jade Falcon

Primary Objectives: **[30 VP]**

- DEFEND the AIRBASE

Military	Military	Military	Military	Military	Military
BType: **Light**	BType: **Light**	BType: **Light**	BType: **Light**	BType: **Medium**	BType: **Medium**
Bnbr.: **1**	Bnbr.: **2**	Bnbr.: **3**	Bnbr.: **4**	Bnbr.: **5**	Bnbr.: **6**
○○○○○	○○○○○	○○○○○	○○○○○	○○○○○ ○○○	○○○○○ ○○○

Military	Military	Military
BType: **Medium**	BType: **Heavy**	BType: **Heavy**
Bnbr.: **7**	Bnbr.: **8**	Bnbr.: **9**
○○○○○ ○○○	○○○○○ ○○○○○ ○○○○○ ○○○	○○○○○ ○○○○○ ○○○○○ ○○○

Military
BType: **Hard**
Bnbr.: **10**
○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○

Secondary Objectives: **[10 VP]**

- DESTROY all ATTACKING 'MECHS

Return: **[05 VP]**

- Base: **NAV Point UPSILON**

Round limit:

10 rounds

- Armor Veil -

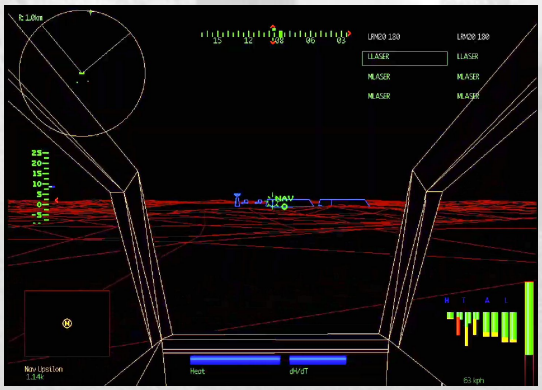


Defender (here Attacker): Clan Wolf

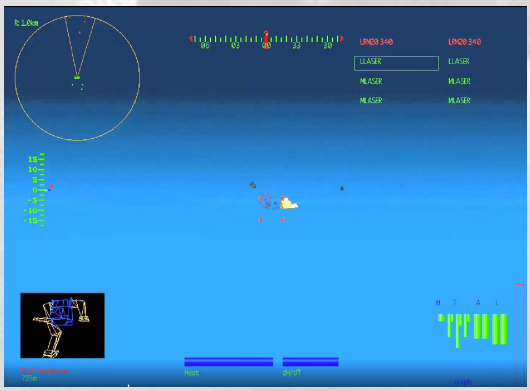
- Stop the attacker from achieving their goals in the round limit.

Mission Special Rules:

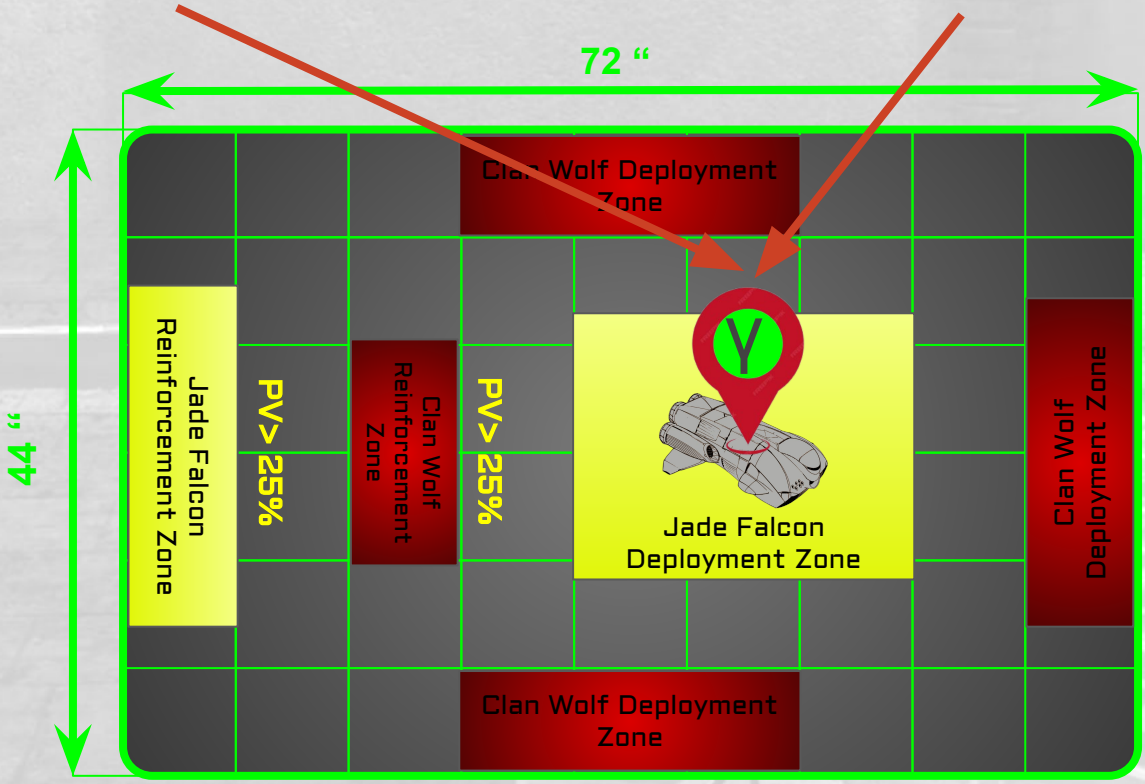
- *Beginning of round 5, reinforcements arrive on the battlefield.*



Airbase



CW Stormcrow



- Cold Crescent -

Karetah, Morges's moon
Jade Falcon Occupation Zone
Date 3057
Dropship “Hunter”

.....

.....

— Incoming Coded Message -- Kurultai Instruction Follows -
Decode Jaw Protocol GALxAlpha 327th: 3rd - /disseminate by need only

The battle for Icegrief Pass rages on the surface of Morges.

The enemy is terraforming Karetah, Morges's large moon. Karetah has enough untapped natural resources to perhaps single-handedly support the enemy war machine indefinitely. To prevent this, the Touman has decided to sabotage their MAIN TERRAFORMER UNIT on the moon's Batista Flats.

Codename: Cold Crescent

— Coded Message - /End of Line —

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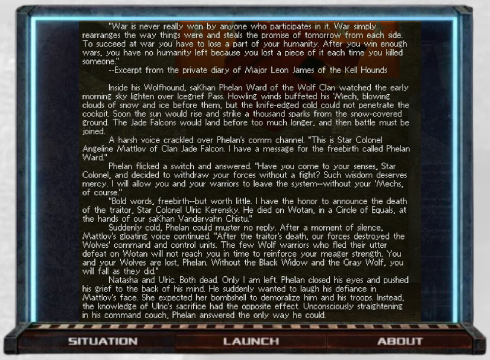
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- Cold Crescent -

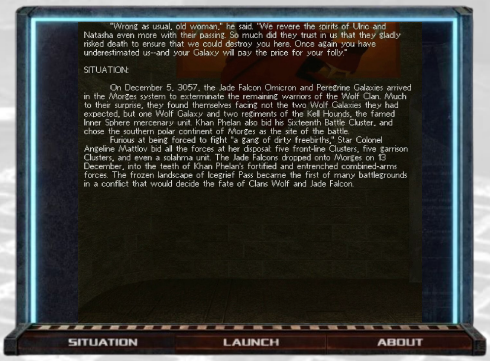
"War is never really won by anyone who participates in it. War simply rearranges the way things were and steals the promise of tomorrow from each side. To succeed at war you have to lose a part of your humanity. After you win enough wars, you have no humanity left because you lost a piece of it each time you killed someone."

--Excerpt from the private diary of Major Leon James of the Kell Hounds



The Jade Falcons would land before too much longer, and then battle must be joined.

A harsh voice crackled over Phelan's comm channel. "This is Star Colonel Angeline Mattlov of Clan Jade Falcon. I have a message for the freebirth called Phelan Ward."



Phelan flicked a switch and answered. "Have you come to your senses, Star Colonel, and decided to withdraw your forces without a fight?

Such wisdom deserves mercy. I will allow you and your warriors to leave the system – without your 'Mechs, of course."

"Bold words, freebirth--but worth little. I have the honor to announce the death of the traitor, Star Colonel Ulric Kerensky. He died on Wotan, in a Circle of Equals, at the hands of our saKhan Vandervahn Chistu."

- Cold Crescent -

Suddenly cold, Phelan could muster no reply. After a moment of silence, Mattlov's gloating voice continued. "After the traitor's death, our forces destroyed the Wolves' command and control units. The few Wolf warriors who fled their utter defeat on Wotan will not reach you in time to reinforce your meager strength. You and your Wolves are lost, Phelan. Without the Black Widow and the Gray Wolf, you will fall as they did."

Natasha and Ulric. Both dead. Only I am left. Phelan closed his eyes and pushed his grief to the back of his mind. He suddenly wanted to laugh his defiance in Mattlov's face. She expected her bombshell to demoralize him and his troops. Instead, the knowledge of Ulric's sacrifice had the opposite effect. Unconsciously straightening in his command couch, Phelan answered the only way he could.

"Wrong as usual, old woman," he said. "We revere the spirits of Ulric and Natasha even more with their passing. So much did they trust in us that they gladly risked death to ensure that we could destroy you here. Once again you have underestimated us--and your Galaxy will pay the price for your folly."



- Cold Crescent -

Planet: Karetah, Morges's moon
Terrain: Steppe
Time of Day: Day

Attacker: Clan Wolf

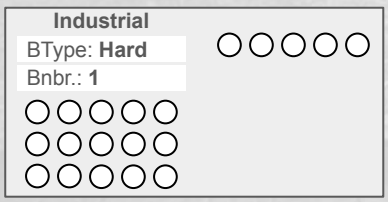
We have captured a Jade Falcon 'Mech and have loaded the current enemy IFF code into the onboard computers.

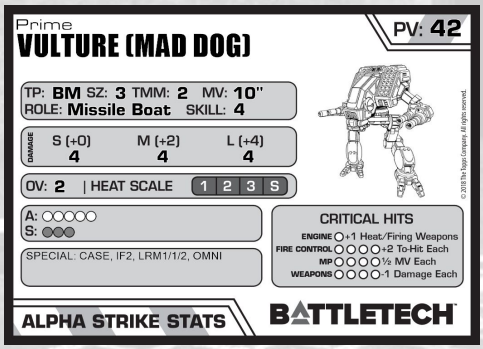
Using the captured Falcon 'Mech you will travel to NAV LAMBDA for an ambush on a patrolling enemy Falcon 'Mech identical to your own. After destroying the 'Mech, you will then assume his identity by following the NAV sequence to the FALCON BASE where the enemy will recognize the IFF code. Find the MAIN TERRAFORMER UNIT and then DESTROY the CORE and get out.

The TERRAFORMER UNIT is hardened. You will need to circle the UNIT to find a weak spot in the cone. Engage no one unless first attacked. Failure is not an option. Return only if victorious.

Primary Objectives: **[25 VP]**

- DESTROY the MAIN TERRAFORMER UNIT CORE





- **Critical counter:** 1 2 3

Return: **[05 VP]**

- Dust-off site, Nav Nu

Round limit:

- 12 rounds

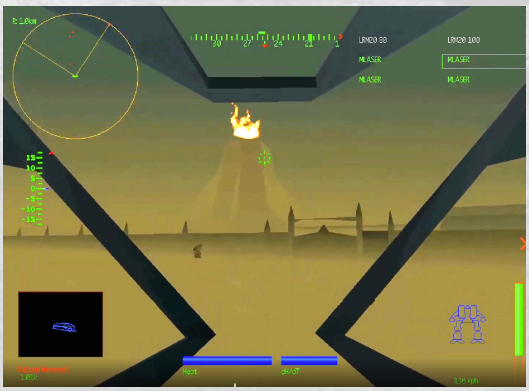
Defender: Clan Jade Falcon

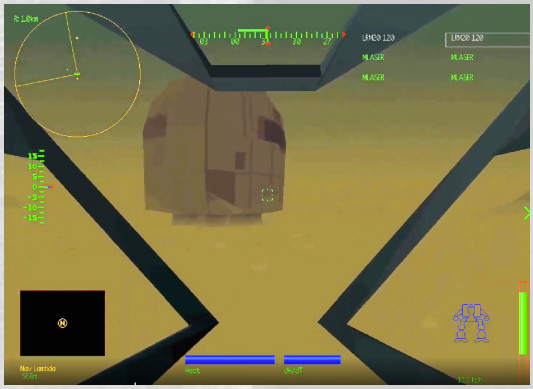
- Stop the attacker from achieving their goals in the round limit.

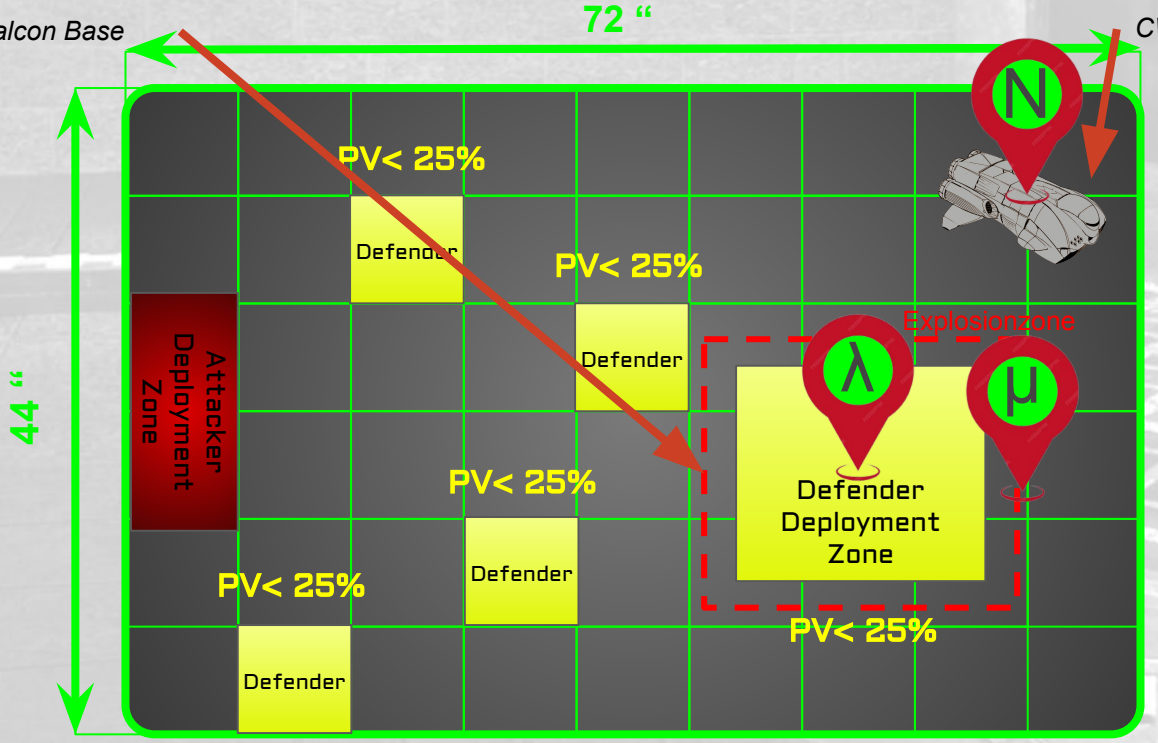
- Cold Crescent -

Mission Special Rules:

- Clan Wolf starts with a “Falcon” Battlemech in their Dropzone.
- All Falcon Defenders will be placed in their specific zones.
- Movement: Their movement is restricted, as long as the Wolf in disguise is not discovered. Roll two dice. One D6 for direction one D6 for the distance.
- Scanning: Each round the Falcon Mechs can scan their surroundings. If they are in 6” of the disguised “Wolf” Mech, roll a D6. On a count of 5-6 his cover is blown. If the Falcon Mechs have active probes, the scan distance is 12”.
- As alternative: The Wolves have max. 50% of the Falcon force at their disposal in the dropzone. The fight starts, if the Wolves leave their DZ.





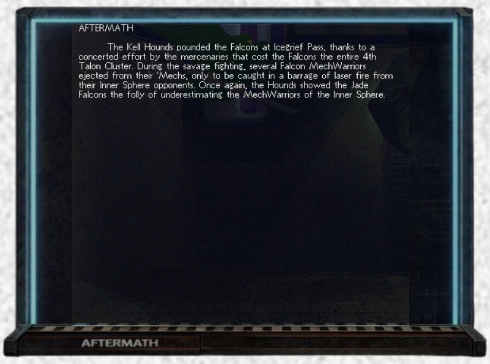


AFTERMATH

The Kell Hounds pounded the Falcons at Icegrief Pass, thanks to a concerted effort by the mercenaries that cost the Falcons the entire 4th Talon Cluster.

During the savage fighting, several Falcon MechWarriors ejected from their 'Mechs, only to be caught in a barrage of laser fire from their Inner Sphere opponents.

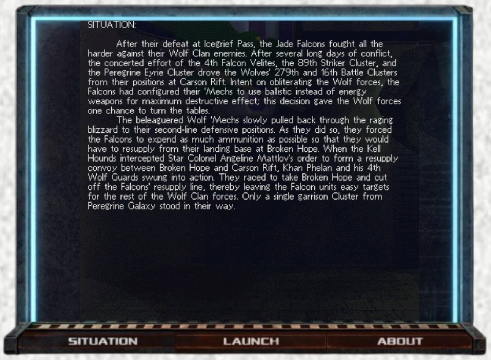
Once again, the Hounds showed the Jade Falcons the folly of underestimating the MechWarriors of the Inner Sphere.



Mission 11

SITUATION

After their defeat at Icegrief Pass, the Jade Falcons fought all the harder against their Wolf Clan enemies. After several long days of conflict, the concerted effort of the 4th Falcon Velites, the 89th Striker Cluster, and the Peregrine Eyrie Cluster drove the Wolves' 279th and 16th Battle Clusters from their positions at Carson Rift. Intent on obliterating the Wolf forces, the Falcons had configured their 'Mechs to use ballistic instead of energy weapons for maximum destructive effect; this decision gave the Wolf forces one chance to turn the tables.



The beleaguered Wolf 'Mechs slowly pulled back through the raging blizzard to their second-line defensive positions. As they did so, they forced the Falcons to expend as much ammunition as possible so that they would have to resupply from their landing base at Broken Hope.

When the Kell Hounds intercepted Star Colonel Angeline Mattlov's order to form a resupply convoy between Broken Hope and Carson Rift, Khan Phelan and his 4th Wolf Guards swung into action. They raced to take Broken Hope and cut off the Falcons' resupply line, thereby leaving the Falcon units easy targets for the rest of the Wolf Clan forces. Only a single garrison Cluster from Peregrine Galaxy stood in their way.

- Iron Piston -



Morges
Jade Falcon Occupation Zone
Date 3057
Dropship “Swift Claw”

....

....

....

--- Incoming Coded Message – Kurultai GalxB_7th Steel level clearance –- - *- /disseminate by need only*

The domed city at Broken Hope has been taken by elements of 4th Wolf Guards and thus the supply line to the combat at Carson Rift has been cut!

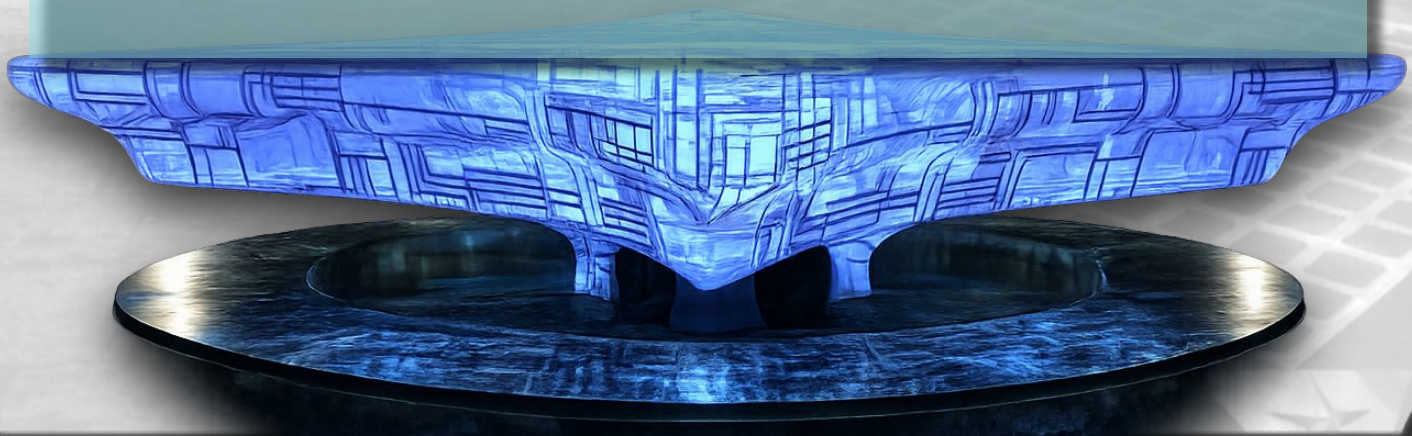
Codename: Iron Piston

— Coded Message - /End of Line —

...

...

...



- Iron Piston -



Planet: Morges
Terrain: Dense Urban
Time of Day: Day

Drive the Wolf from the city at all costs. The Peregrine Galaxy is out there dying in the blizzard!

Attacker: Clan Jade Falcon

Primary Objectives: **[25 VP]**

- DESTROY all ENEMY 'MECHS in the city

Secondary Objectives: **[10 VP]**

- Destroy all enemy 'Mechs

Return: **[05 VP]**

- Mech hangar: **NAV KAPPA**

Round limit:

- 12 rounds

Defender: Clan Wolf

- Stop the attacker from achieving their goals in the round limit.

- Iron Piston -





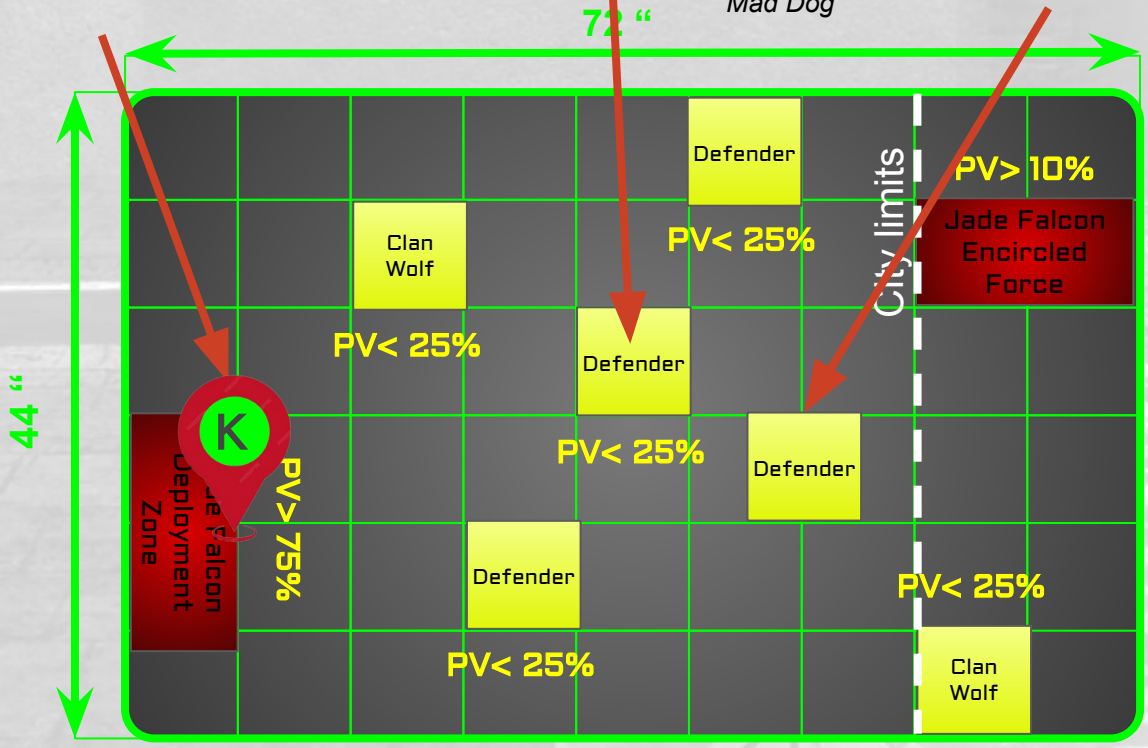
City Limits



Hangar



Mad Dog



- Velvet Hammer -

Morges
Jade Falcon Occupation Zone
Date 3057
Dropship “Hunter”

.....

.....

— Incoming Coded Message -- Kurultai Instruction Follows -
Decode Jaw Protocol GALxAlpha 327th: 3rd - /disseminate by need only

Josel Fetladral, Aide-de-Camp, is attending the opera in Broken Hope, Morges, despite the fact that the enemy has pushed back across the Po River, retaking the suburbs.

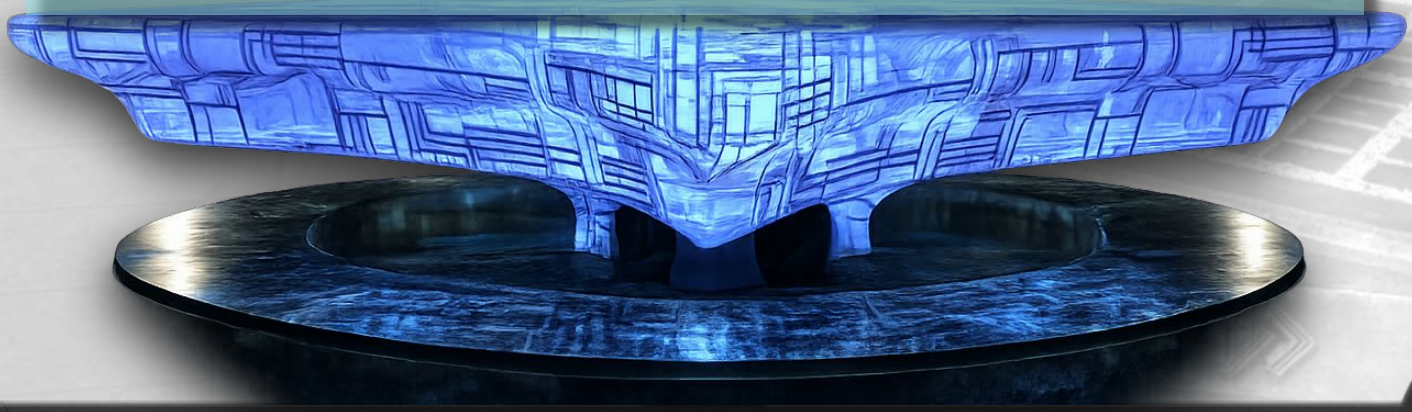
Not only is Fetladral confidant that the new line will hold, but he is also confident that his escort, you, will be able to dispatch any interlopers within the city. Josel Fetladral loves the opera.

Codename: Velvet Hammer

— Coded Message - /End of Line —

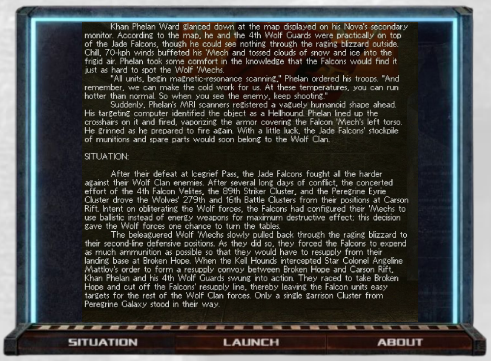
.....

.....



- Velvet Hammer -

Khan Phelan Ward glanced down at the map displayed on his Nova's secondary monitor. According to the map, he and the 4th Wolf Guards were practically on top of the Jade Falcons, though he could see nothing through the raging blizzard outside. Chill, 70-kph winds buffeted his 'Mech and tossed clouds of snow and ice into the frigid air. Phelan took some comfort in the knowledge that the Falcons would find it just as hard to spot the Wolf 'Mechs.



"All units, begin magnetic-resonance scanning." Phelan ordered his troops. "And remember, we can make the cold work for us. At these temperatures, you can run hotter than normal. So when you see the enemy, keep shooting."

Suddenly, Phelan's MRI scanners registered a vaguely humanoid shape ahead.

His targeting computer identified the object as a Hellhound. Phelan lined up the crosshairs on it and fired, vaporizing the armor covering the Falcon 'Mech's left torso. He grinned as he prepared to fire again. With a little luck, the Jade Falcons' stockpile of munitions and spare parts would soon belong to the Wolf Clan.

- Velvet Hammer -

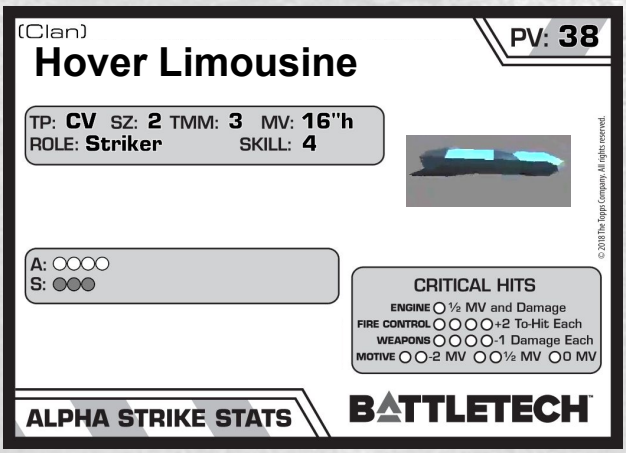
Planet: Morges
Terrain: Dense Urban
Time of Day: Night

Attacker: Clan Wolf

You will rendezvous with the HOVER LIMOUSINE carrying the Aide-de-Camp at the HQ BUNKER, NAV XI. ESCORT the vehicle along the pre-defined route through the city.

Primary Objectives: **[25 VP]**

- RENDEZVOUS with HOVER LIMOUSINE at NAV XI



- ESCORT the HOVER LIMOUSINE to the OPERA-PLEX

Mission Special rules:

- Shielding Movement, See AS Commander's Edition page 172
- The movement of the limousine starts with beginning of round 1

Secondary Objectives: **[10 VP]**

- DESTROY all ENEMY UNITS in the area

Return: **[05 VP]**

- Base: Nav Point Pi

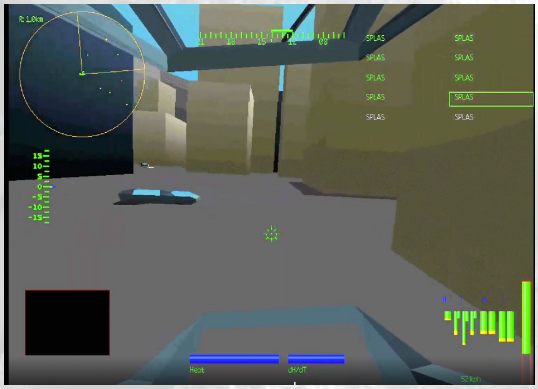
Round limit:

- 10 rounds

- Velvet Hammer -

Defender: **Clan Jade Falcon**

- Stop the attacker from achieving their goals in the round limit.



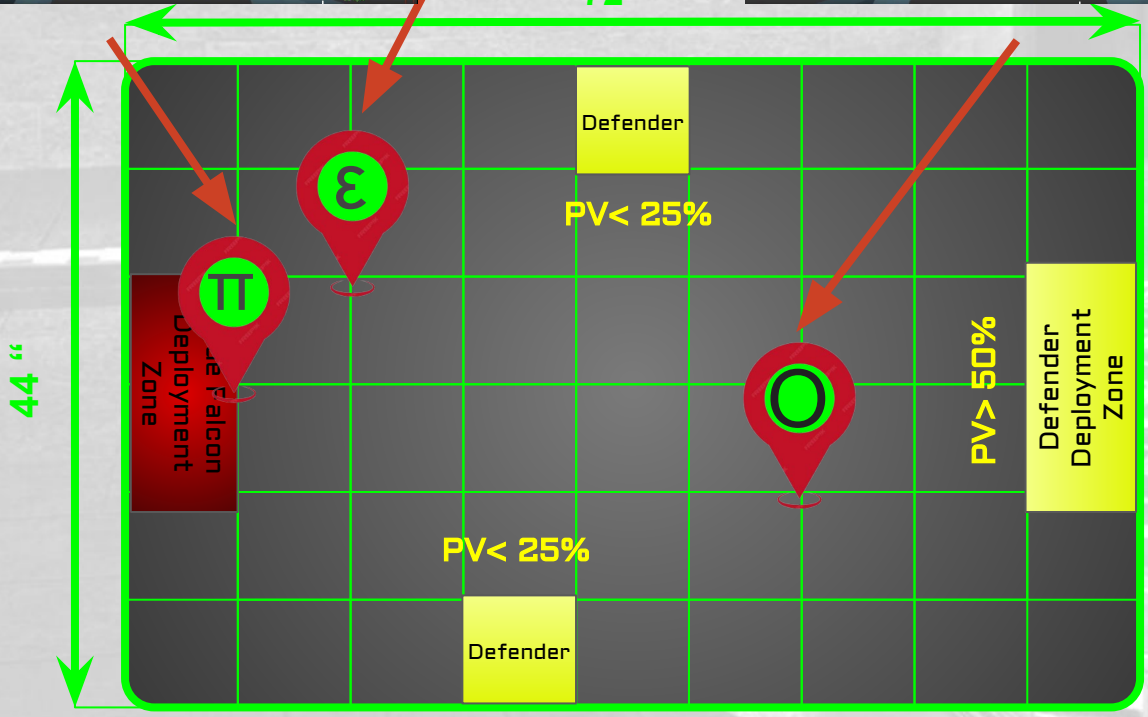
Hover Limousine



Hangar

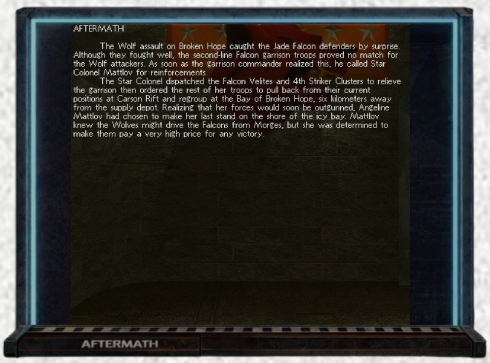


Opera



AFTERMATH

The Wolf assault on Broken Hope caught the Jade Falcon defenders by surprise. Although they fought well, the second-line Falcon garrison troops proved no match for the Wolf attackers. As soon as the garrison commander realized this, he called Star Colonel Mattlov for reinforcements.



The Star Colonel dispatched the Falcon Velites and 4th Striker Clusters to relieve the garrison then ordered the rest of her troops to pull back from their current positions at Carson Rift and regroup at the Bay of Broken Hope, six kilometers away from the supply depot.

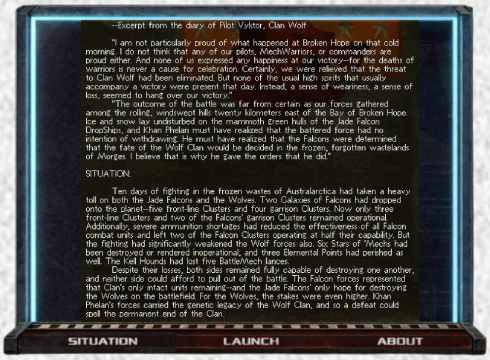
Realizing that her forces would soon be outgunned, Angeline Mattlov had chosen to make her last stand on the shore of the icy bay. Mattlov knew the Wolves might drive the Falcons from Morges, but she was determined to make them pay a very high price for any victory.

Mission 12

SITUATION

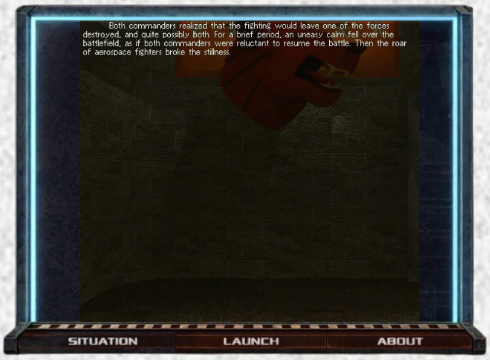
Ten days of fighting in the frozen wastes of Australarctica had taken a heavy toll on both the Jade Falcons and the Wolves.

Two Galaxies of Falcons had dropped onto the planet--five front-line Clusters and four garrison Clusters. Now only three front-line Clusters and two of the Falcons' garrison Clusters remained operational. Additionally, severe ammunition shortages had reduced the effectiveness of all Falcon combat units and left two of the Falcon Clusters operating at half their capability.



But the fighting had significantly weakened the Wolf forces also. Six Stars of 'Mechs had been destroyed or rendered inoperational, and three Elemental Points had perished as well. The Kell Hounds had lost five BattleMech lances.

Despite their losses, both sides remained fully capable of destroying one another, and neither side could afford to pull out of the battle. The Falcon forces represented that Clan's only intact units remaining--and the Jade Falcons' only hope for destroying the Wolves on the battlefield.



For the Wolves, the stakes were even higher. Khan Phelan's forces carried the genetic legacy of the Wolf Clan, and so a defeat could spell the permanent end of the Clan.

- Bronze Anvil -



Morges
Jade Falcon Occupation Zone
Date 3057
Dropship “Swift Claw”

....

--- Incoming Coded Message – Kurultai GalxB_7th Steel level clearance –- - *- /disseminate by need only*

The Battle of Broken Hope has ended.

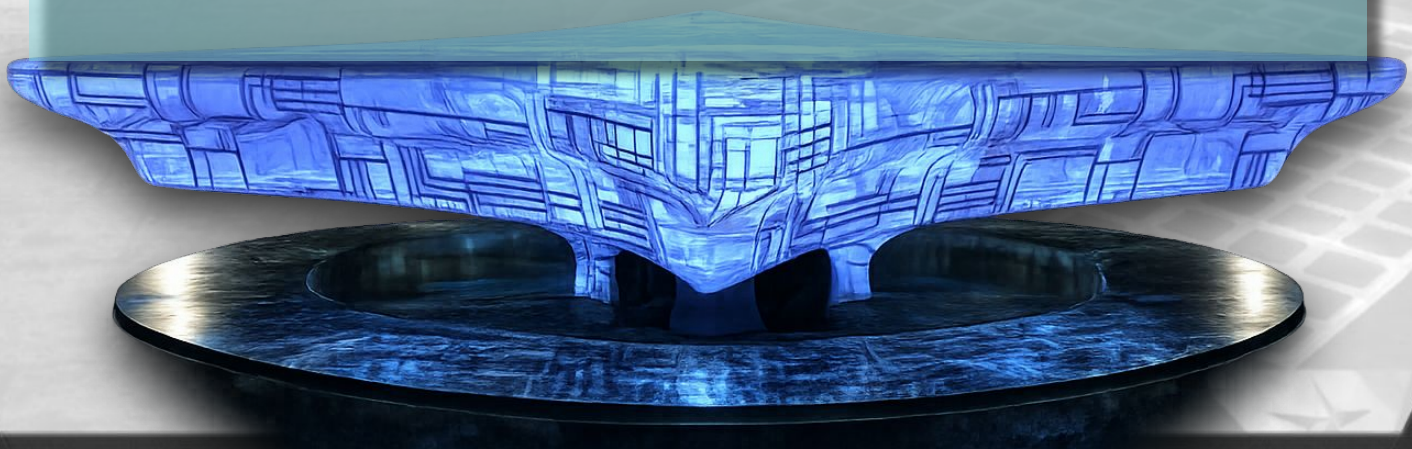
The Wolf's 16th Battle Cluster has retreated to the Kell Hounds' underground base at MT. CANARFON, NAV PI. Our aerotechs have found the base and pounded it to ruin. Their 'Mech bay has collapsed crushing most of their 'Mechs inside.

They have refused to surrender. Even now the coward Dwillt Radick, his 16th, and his Inner Sphere cohorts, the Kell Hounds, are fleeing into the wastes.

Codename: Bronze Anvil

— Coded Message - /End of Line —

...



-Bronze Anvil -



Planet: Morges
Terrain: Ice Rift
Time of Day: Day

Go to NAV PI and INSPECT the fleeing convoy, and hunt the cowards, Radick and the Kell Hound staff. IDENTIFY Galaxy Commander DWILLT RADICK'S 'MECH and DESTROY it. Find the Kell Hound STAFF VEHICLES and DESTROY them as well. Bloody the talon of the Falcon, send the Wolf and the Hound to hell.

Attacker: Clan Jade Falcon

Primary Objectives:

- IDENTIFY and DESTROY DWILLT RADICK'S MECH **[30 VP]**

Prime
DAISHI (DIRE WOLF) PV: 56

TP: BM SZ: 4 TMM: 1 MV: 6"
ROLE: Juggernaut SKILL: 4

DAMAGE	S (+0)	M (+2)	L (+4)
	6	6	4

OV: 4 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○○○
S: ●●●●●

SPECIAL: CASE, IF0*, OMNI, OVL

CRITICAL HITS
ENGINE ○ +1 Heat/Firing Weapons
FIRE CONTROL ○○○○ +2 To-Hit Each
MP ○○○○ ½ MV Each
WEAPONS ○○○○ -1 Damage Each

ALPHA STRIKE STATS BATTLETECH

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Mission Special Rules:

Identifying units: Units remain unidentified until they attack, challenge or until an enemy unit moves in to base-to-base contact or ends its movement in base-to-base contact or is a unit with LPRB or PRB special ability and ends its movement such that the unidentified unit is within range of the probe.

Radick? *NO* ☐ *YES* ☐

- IDENTIFY and DESTROY STAFF VEHICLES

H-8
WARRIOR ATTACK HELICOPTER PV: 20

TP: CV SZ: 1 TMM: 4 MV: 20"v
ROLE: Striker SKILL: 4

DAMAGE	S (+0)	M (+2)	L (+4)
	1	2	0*

A: ○
S: ●

SPECIAL: ATMO, IF0*, SRCH

CRITICAL HITS
ENGINE ○ ½ MV and Damage
FIRE CONTROL ○○○○ +2 To-Hit Each
WEAPONS ○○○○ -1 Damage Each
MOTIVE ○○ -2 MV ○○ ½ MV ○○ 0 MV

ALPHA STRIKE STATS BATTLETECH

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Staff? *NO* ☐ *YES* ☐

LT-MOB-25F (Ammunition Loader Carriage) PV: 5

TP: CV SZ: 1 TMM: 0 MV: 0"t
ROLE: None SKILL: 4

DAMAGE	S (+0)	M (+2)	L (+4)
	0	0	0

A: ○○
S: ●

SPECIAL: CASE, HTC, SRCH

CRITICAL HITS
ENGINE ○ ½ MV and Damage
FIRE CONTROL ○○○○ +2 To-Hit Each
WEAPONS ○○○○ -1 Damage Each
MOTIVE ○○ -2 MV ○○ ½ MV ○○ 0 MV

ALPHA STRIKE STATS BATTLETECH

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Staff? *NO* ☐ *YES* ☐

-Bronze Anvil -



- IDENTIFY and DESTROY STAFF VEHICLES

Staff? *NO* ☐ *YES* ☐ **Staff?** *NO* ☐ *YES* ☐

SAVIOR REPAIR VEHICLE PV: 5

TP: SV SZ: 2 TMM: 1 MV: 8"t
ROLE: None SKILL: 4

DAMAGE	S (+0)	M (+2)	L (+4)
	0*	0	0

A: ○
S: ○○○

SPECIAL: CT3.5, ENE, IT3, MFB, TUR(0*/-/-)



CRITICAL HITS
ENGINE ○ ½ MV and Damage
FIRE CONTROL ○○○○ +2 To-Hit Each
WEAPONS ○○○○ -1 Damage Each
MOTIVE ○○ -2 MV ○○ ½ MV ○ 0 MV

ALPHA STRIKE STATS BATTLETECH

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J-27 ORDNANCE TRANSPORT PV: 2

TP: CV SZ: 1 TMM: 2 MV: 10"t
ROLE: None SKILL: 4

DAMAGE	S (+0)	M (+2)	L (+4)
	0*	0	0

A:
S: ○

SPECIAL: CT3, EE, HTC, SRCH, TUR(0*/-/-)



CRITICAL HITS
ENGINE ○ ½ MV and Damage
FIRE CONTROL ○○○○ +2 To-Hit Each
WEAPONS ○○○○ -1 Damage Each
MOTIVE ○○ -2 MV ○○ ½ MV ○ 0 MV

ALPHA STRIKE STATS BATTLETECH

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M.A.S.H. TRUCK PV: 6

TP: CV SZ: 1 TMM: 2 MV: 10"w
ROLE: None SKILL: 4

DAMAGE	S (+0)	M (+2)	L (+4)
	1	0	0

A: ○○
S: ○

SPECIAL: ENE, MASH5, SRCH, TUR(1/-/-)



CRITICAL HITS
ENGINE ○ ½ MV and Damage
FIRE CONTROL ○○○○ +2 To-Hit Each
WEAPONS ○○○○ -1 Damage Each
MOTIVE ○○ -2 MV ○○ ½ MV ○ 0 MV

ALPHA STRIKE STATS BATTLETECH

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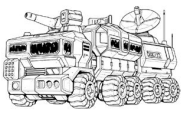
MOBILE HEADQUARTERS PV: 21

TP: CV SZ: 1 TMM: 2 MV: 12"w
ROLE: None SKILL: 4

DAMAGE	S (+0)	M (+2)	L (+4)
	1	1	0

A: ○○○
S: ○○

SPECIAL: CT0.5, ENE, MHQ7, RCN, SRCH, TUR(1/1/-)



CRITICAL HITS
ENGINE ○ ½ MV and Damage
FIRE CONTROL ○○○○ +2 To-Hit Each
WEAPONS ○○○○ -1 Damage Each
MOTIVE ○○ -2 MV ○○ ½ MV ○ 0 MV

ALPHA STRIKE STATS BATTLETECH

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Staff? *NO* ☐ *YES* ☐ **Staff?** *NO* ☐ *YES* ☐

Secondary Objectives: **[10 VP]**

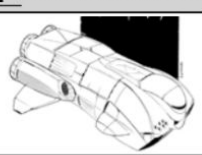
- DESTROY all DEFENDING UNITS

BROADSWORD 2979 PV: 96

TP: DA SZ: 1 THR: 5A SKILL:

ARMOR	DAMAGE
21	
STRUCTURE	**DAMAGE**
5	

2 DAMAGE THRESHOLD



CRITICAL HITS
CREW ○○ (+2 Weapon To-Hit Each +2 Control Roll Each
ENGINE ○○○ -25%/-50%/-100% THR
FIRE CONTROL ○○○○ +2 To-Hit Each
KF BOOM ○ Cannot transport via JumpShip
DOCK COLLAR ○ DropShip only; cannot dock
THRUSTER ○ -1 Thrust (THR)
WEAPONS ..... See Back

SPECIAL: CT78, LG, MT5D4, SPC, VSTOL

ALPHA STRIKE STATS BATTLETECH

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BROADSWORD 2979

	STD	SCAP	MSL
NOSE ARC DAMAGE			
S (+0)	8	—	—
M (+2)	8	—	—
L (+4)	7	—	—
E (+6)	2	—	—
SPE	PNT1		
CRIT	○○○○	○○○○	○○○○

	STD	SCAP	MSL
AFT ARC DAMAGE			
S (+0)	4	—	—
M (+2)	4	—	—
L (+4)	—	—	—
E (+6)	—	—	—
SPE			
CRIT	○○○○	○○○○	○○○○

	STD	SCAP	MSL
LEFT WING DAMAGE			
S (+0)	6	—	—
M (+2)	6	—	—
L (+4)	4	—	—
E (+6)	—	—	—
SPE	PNT1		
CRIT	○○○○	○○○○	○○○○

	STD	SCAP	MSL
RIGHT WING DAMAGE			
S (+0)	6	—	—
M (+2)	6	—	—
L (+4)	4	—	—
E (+6)	—	—	—
SPE	PNT1		
CRIT	○○○○	○○○○	○○○○

WEAPON CRITICALS Damage Value Reduced by 25% per hit. — Randomly determine an appropriate STD/SCAP/MSL column.

ALPHA STRIKE STATS

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-Bronze Anvil -



Return: **[05 VP]**

- Dust-off site, **Nav Point Rho**

Round limit

- 10 rounds

Defender: Clan Wolf, Kell Hounds

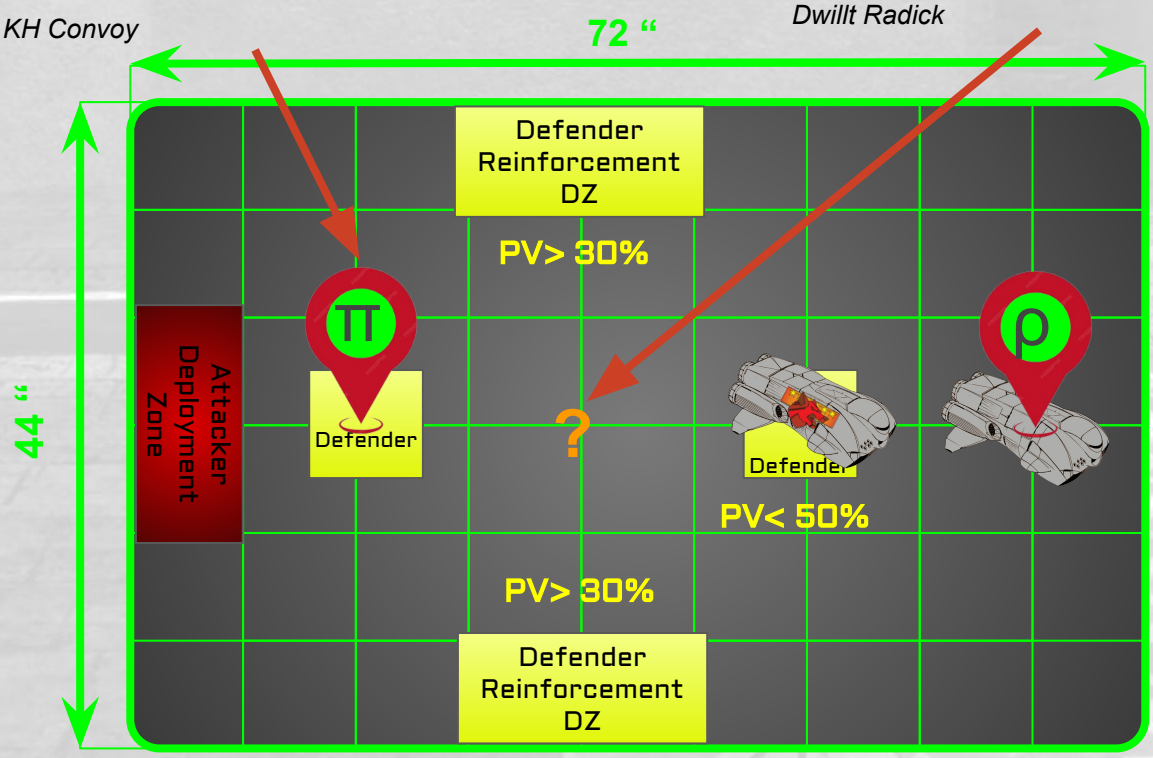
- Stop the attacker from achieving their goals in the round limit.



KH Convoy



Dwillt Radick



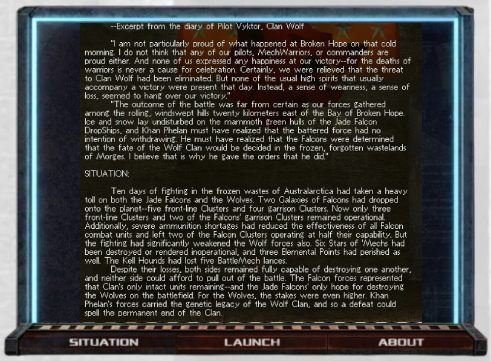
- Golden Spade -

Morges
Jade Falcon Occupation Zone
Date 3057

--Excerpt from the diary of Pilot Vyktor, Clan Wolf

"I am not particularly proud of what happened at Broken Hope on that cold morning. I do not think that any of our pilots, MechWarriors, or commanders are proud either. And none of us expressed any happiness at our victory--for the deaths of warriors is never a cause for celebration. Certainly, we were relieved that the threat to Clan Wolf had been eliminated. But none of the usual high spirits that usually accompany a victory were present that day. Instead, a sense of weariness, a sense of loss, seemed to hang over our victory."

"The outcome of the battle was far from certain as our forces gathered among the rolling, windswept hills twenty kilometers east of the Bay of Broken Hope. Ice and snow lay undisturbed on the mammoth green hulls of the Jade Falcon DropShips, and Khan Phelan must have realized that the battered force had no intention of withdrawing.



He must have realized that the Falcons were determined that the fate of the Wolf Clan would be decided in the frozen, forgotten wastelands of Morges. I believe that is why he gave the orders that he did."

- Golden Spade -

Morges
Jade Falcon Occupation Zone
Date 3057
Dropship “Hunter”

.....

— Incoming Coded Message -- Kurultai Instruction Follows -
Decode Jaw Protocol GALxAlpha 327th: 3rd - /disseminate by need only

Little remains in the way of resistance from the Falcon. The Battle of Broken Hope is over and we are busy hunting down the stragglers. However, the enemy's will is by no means broken. It appears they are willing to fight to the death. We expect nothing less.

The enemy is suspected of using the Held Shrine PALACE COMPLEX north of Broken Hope, Morges, as cover for a COMM STATION and staging area for Falcon reinforcements traveling south to the bay. Around the PALACE COMPLEX there is a force shield, that will be rendered inoperative by friendly Kell Hound fighters.

Codename: Golden Spade

— Coded Message - /End of Line —



- Golden Spade -

Planet: Morges
Terrain: Sparse Urban
Time of Day: Night

Attacker: Clan Wolf

Follow the NAV sequence, DESTROY the ROAD BLOCK at NAV OMEGA. Find the PALACE COMPLEX, inspect it to confirm its contents and then level it if the enemy is using it.

Primary Objectives:

- INSPECT the PALACE COMPLEX
  - *Scanning* see AS C Page 133*
  - *Comm Complex?* NO 1 2 3 4 5 6 7 8 9 10 11 12
    YES 1 2 3 4 5 6 7 8 9 10 11 12
- DESTROY the PALACE COMPLEX if in use as a COMM STATION

Residential	Residential	Residential	Residential	Residential	Residential
BType: **Light**	BType: **Light**	BType: **Medium**	BType: **Medium**	BType: **Medium**	BType: **Medium**
Bnbr.: **1**	Bnbr.: **2**	Bnbr.: **3**	Bnbr.: **4**	Bnbr.: **5**	Bnbr.: **6**
○	○	○○	○○	○○	○○

Residential	Residential	Residential	Residential	Residential	Residential
BType: **Heavy**	BType: **Heavy**	BType: **Heavy**	BType: **Heavy**	BType: **Hard**	BType: **Hard**
Bnbr.: **7**	Bnbr.: **8**	Bnbr.: **9**	Bnbr.: **10**	Bnbr.: **11**	Bnbr.: **12**
○○○○○ ○	○○○○○ ○	○○○○○ ○	○○○○○ ○	○○○○○ ○○○○○	○○○○○ ○○○○○

- DESTROY the ROAD BLOCK and TURRETS at NAV OMEGA

Military	Military	Military	Military	Military
BType: **Light**	BType: **Light**	BType: **Light**	BType: **Medium**	BType: **Medium**
Bnbr.: **13**	Bnbr.: **14**	Bnbr.: **15**	Bnbr.: **16 T**	Bnbr.: **17 T**
○○○○○	○○○○○	○○○○○	○○○○○ ○○○	○○○○○ ○○○

Turret profile
Skill:4
Damage:
2/3/3

Secondary Objectives: **[10 VP]**

- DESTROY all DEFENDING UNITS

Tertiary Objectives: **[05 VP]**

- Destroy any targets of opportunity

- Golden Spade -

Return: **[05 VP]**

- Dust-off site, **Nav Alpha**

Round limit:

- 10 rounds

Defender: Clan Jade Falcon

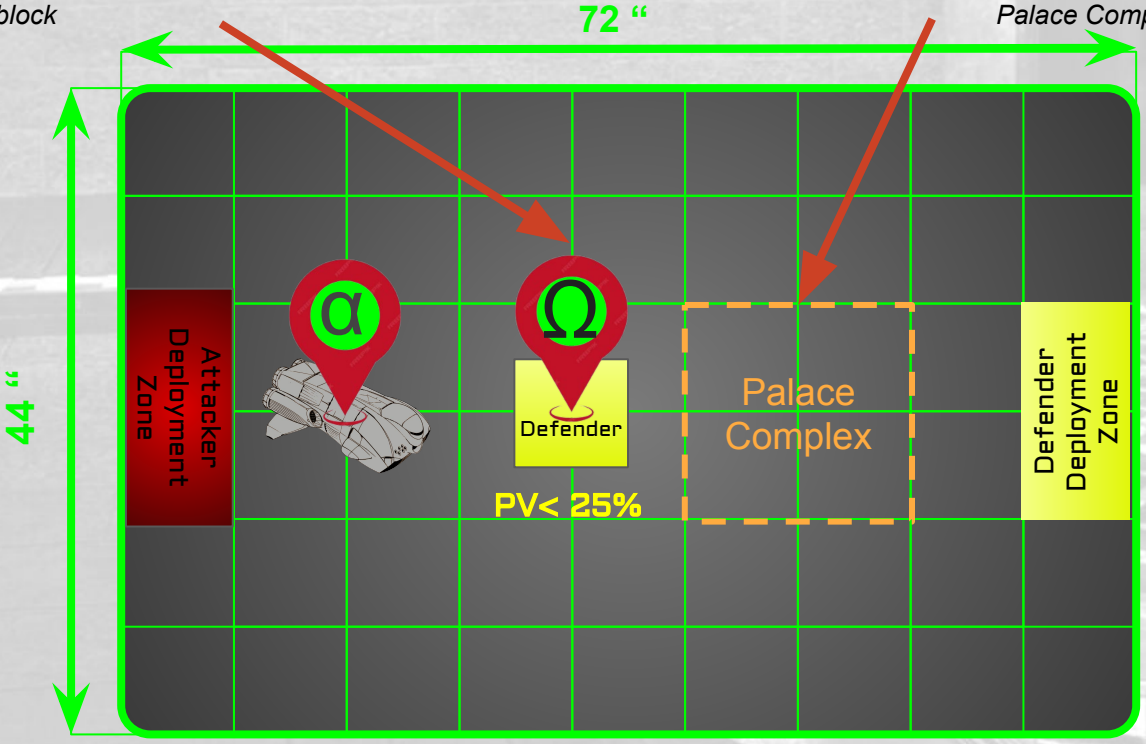
- Stop the attacker from achieving their goals in the round limit.



Roadblock

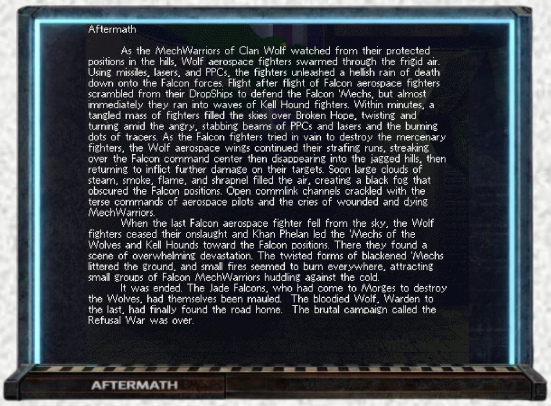


Palace Complex



AFTERMATH

As the MechWarriors of Clan Wolf watched from their protected positions in the hills, Wolf aerospace fighters swarmed through the frigid air. Using missiles, lasers, and PPCs, the fighters unleashed a hellish rain of death down onto the Falcon forces. Flight after flight of Falcon aerospace fighters scrambled from their DropShips to defend the Falcon 'Mechs, but almost immediately they ran into waves of Kell Hound fighters. Within minutes, a tangled mass of fighters filled the skies over Broken Hope, twisting and turning amid the angry, stabbing beams of PPCs and lasers and the burning dots of tracers.



As the Falcon fighters tried in vain to destroy the mercenary fighters, the Wolf aerospace wings continued their strafing runs, streaking over the Falcon command center then disappearing into the jagged hills, then returning to inflict further damage on their targets. Soon large clouds of steam, smoke, flame, and shrapnel filled the air, creating a black fog that obscured the Falcon positions.

Open commlink channels crackled with the terse commands of aerospace pilots and the cries of wounded and dying MechWarriors.

When the last Falcon aerospace fighter fell from the sky, the Wolf fighters ceased their onslaught and Khan Phelan led the 'Mechs of the Wolves and Kell Hounds toward the Falcon positions. There they found a scene of overwhelming devastation. The twisted forms of blackened 'Mechs littered the ground, and small fires seemed to burn everywhere, attracting small groups of Falcon MechWarriors huddling against the cold.

It was ended. The Jade Falcons, who had come to Morges to destroy the Wolves, had themselves been mauled. The bloodied Wolf, Warden to the last, had finally found the road home.

The brutal campaign called the Refusal War was over.



This war has ended.
The Wolf has fled -- the last of the Wardens -- into the Inner Sphere.
There is no one left to oppose us.

The war has cost us dearly, however. We have attained victory at the cost of blood. Our warriors lie in graves strewn across the occupation zone like so many stars in the inky blackness of night. Many we have lost...





The Refusal War has ended.
We have cut the Falcon to the bone. The wound may never heal.

The war has cost us dearly, however. We, the Warden Wolf, can never go back to the old ways. Our destiny rests with these so called "barbarians" of the Inner Sphere. They are our wards. It is they we must protect should the Falcon fly again!



Victory Points

Victory points tracker			
Mission	Planet	Clan Jade Falcon	Clan Wolf
		Won	Won
1	Colmar		
2	Sudeten		
3	Zoetermeer		
4	Baker 3		
5	Devin's moon, MacDuff		
6	Evciler		
7	Twycross		
8	Wotan		
9	Wotan		
10	Morges		
11	Morges		
12	Morges		

Victor: .....

Notes

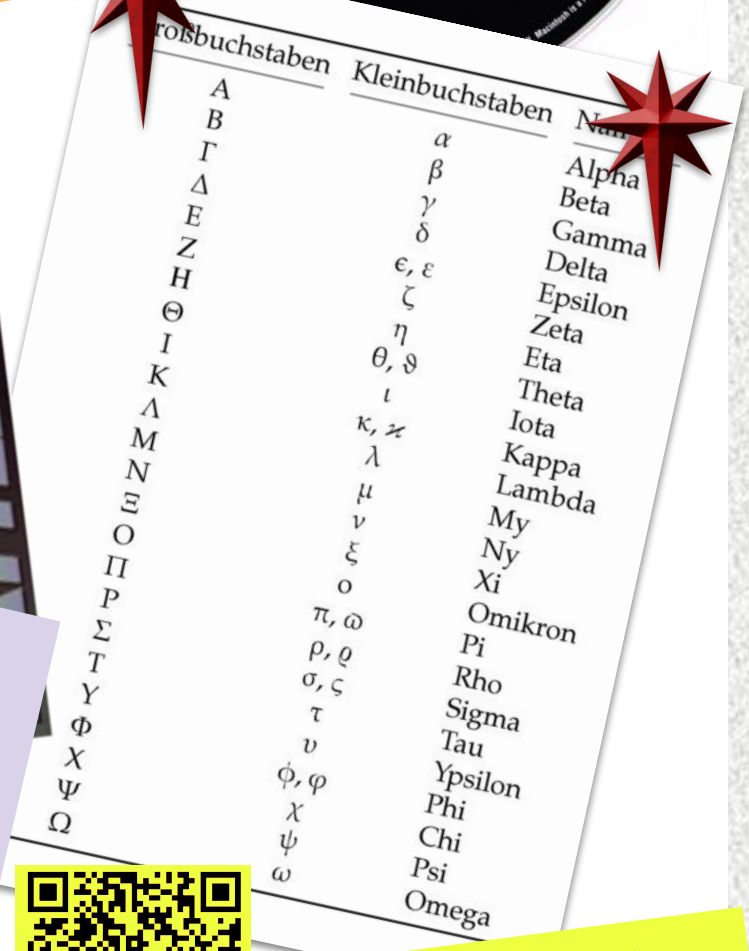
Rounds

1 Phoenix Con Thursday 1
2 Phoenix Con Thursday 2
3 Phoenix Con Friday 1
4 Phoenix Con Friday 2
5 Phoenix Con Friday 3
6 Phoenix Con Saturday 1
7 Phoenix Con Saturday 2

Friday 2 or 3 rounds?







Großbuchstaben	Kleinbuchstaben	Name
A	α	Alpha
B	β	Beta
Γ	γ	Gamma
Δ	δ	Delta
E	ε, ϵ	Epsilon
Z	ζ	Zeta
H	η	Eta
Θ	θ, ϑ	Theta
I	ι	Iota
K	κ, ϰ	Kappa
Λ	λ	Lambda
M	μ	My
N	ν	Ny
Ξ	ξ	Xi
O	o	Omikron
Π	π, ϖ	Pi
P	ρ, ϱ	Rho
Σ	σ, ς	Sigma
T	τ	Tau
Y	υ	Ypsilon
Φ	ϕ, φ	Phi
X	χ	Chi
Ψ	ψ	Psi
Ω	ω	Omega

Star Designation
Wolf **Jade Falcon**
Battle = Beak
Fighter = Wing
Elemental = Strider
Striker = Eye
Assault = Talon
Command = Command
Mixed = Eyrie = Beak

MW2 Download

Sequence of Play

0 GameMaster event

1 Initiative Phase
2D6

2 Movement Phase
1. lowest ini.
2. highest ini.
alternately

3 Combat Phase
1. lowest ini.
2. highest ini.
all

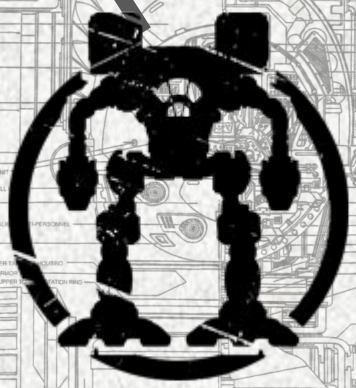
4 End Phase
damage
heat
shutdown
cooling down

5 Protocol

6 Picture

7 GameMaster discussion

New round starts





Version 1.0 vom 01.10.2026