

BATTLETECH



INTERSTELLAR OPERATIONS

Open Beta: Abstract Combat System





ABSTRACT COMBAT SYSTEM

The Abstract Combat System (ACS) allows players to fight large, multi-regiment battles without the need to track every detail of the forces involved. Players can use these rules as a standalone system, as a supplement to any existing campaign, or as part of a BattleTech Strategic Game campaign (see p. **XX**). The Planetary Combat Map (PCM) that is part of this system provides the generic battlefield for utilizing these rules, similar to how the Abstract Aerospace Planetary Approach Map works (see p.419, *Strategic Operations*).

SEQUENCE OF PLAY

The Abstract Combat System follows a simple format for force determination and play.

1. Combat Army Setup

- a. Determine Combat Army
- b. Combat Sheet
- c. Force Modifiers
 - i. Leadership Modifiers
 - ii. Other

2. Combat

- a. Planetary Approach Sub-Phase
 - a. Formation Allocation
 - b. Initiative
 - c. Reveal Formations
 - d. Movement
 - e. Tactics and Combat Roll
 - f. Damage
 - g. Resolution and Fatigue
- b. Ground Sub-Phase
 - a. Formation Allocation
 - b. Initiative
 - c. Reveal Formations
 - d. Movement
 - e. Tactics and Combat Roll
 - f. Damage
 - g. Resolution and Fatigue
- c. Salvage

3. Appendix

- a. Conversion Rules

TERMINOLOGY

The Abstract Combat System shares terminology with the BattleTech Strategic Game (see p **XX**) and the Inner Sphere at War system (*ISW*).

Army

Army is a generic term that can mean both the sum total of a faction's armed forces and also is used in the Abstract Combat System to indicate all forces of a single Faction located on a contested world. When used in the later form, it is generally referred to as a Combat Army.

Game Turn

A Game Turn is four weeks (one month) long.

Unit

A unit is an individual *Total Warfare* game piece. A single BattleMech, single aerospace fighter, one infantry platoon, one battle armor squad are all examples of a single unit.

Combat Command

This is a broad term to describe a collection of elements or units that make up a BattleTech fighting force. These are the fighting units of the game, as seen in game resources like the *Field Manual* and *Field Updates* series, such as the Second Sword of Light Regiment, ComStar 91st Division or the Jade Falcon Guards. Combat Commands are the game level used for tracking supplies, unit experience, morale, repair, etc..

Combat Element

As with BattleForce, a combat element is a single playing piece in the BattleTech strategic game, represented by a single game piece on the game map (either the *ISW* Star Map, see p **XX** or the Abstract Combat System World Map, see p **XX**). At the BattleTech Strategic Game level, the default Combat Element is a Battalion/Trinary / Level III in size and may not be smaller than this. Any Element smaller than the minimum size must either be rolled into a legal Element or is counted as Military Equipment.

Formation (Combat and Recon)

Used when using the Abstract Combat system to resolve combat, a formation is collection of Combat Commands which operate as a single unit on the Planetary Combat Map.

Military Equipment


Represents non-combat ready Units. Usually found in association with factory production and when transferring factory output to front line Combat Commands.

Sub-Turn

One quarter of a Game Turn, or one week of time. There are four sub-turns per game turn.

Supply Requirement

Is the amount of Supply Points a Combat Command needs in order to maintain its armor, damage and morale levels. Supply Requirement fluctuates based on if a Combat Command is in



combat or able to trace a line of friendly hexes to a friendly Supply Center or Supply Depot.

Technology Class

This indicates what technology a combat unit carries. It is also used to indicate the average level of technology in in combat elements and forces. Technology Class is rated from A to F.

Tech Level A: Clan Technology. Front Line / Second Line forces

Tech Level B: Mixed Technology. Solhama Clusters / Inner Sphere salvaged tech (on both sides)

Tech Level C: Star League / Post Helm-Core forces

Tech Level D: Succession Wars "Introtech" forces

Tech Level F: Age of War / RetroTech forces

SETUP

Turn Duration

One turn of the Abstract Combat System is referred to as a combat turn and is equal to one sub-turn in the BattleTech Strategic Game, or one week's time.

Location of Battle

If running a campaign using the BattleTech Strategic Combat system, location is determined through the sequence of play. For other campaigns or pickup games, players can agree on the world and defenses of that world prior to the start of game play.

Determine Forces

Prior to start of play, both players must determine the forces they will use. If running a BattleTech Strategic Game campaign this is determined through the sequence of campaign play. If using another campaign system or playing a pickup battle, players must determine the forces they will use in combat. The *Field Manual* and *Field Report* series provide useful information for force structure determination. Militia can also be determined by using the BattleTech Strategic Game Detailed Garrison Rules (see p. XX).

Players who desire more control over the composition of their forces can consult the *Generic Unit Table* in the BattleTech Strategic Game rules (see p. XX). The *Generic Unit Table* includes BattleMechs, vehicles, battle armor & infantry, DropShips, JumpShips, and Aerospace Fighters as pre-built companies, battalions, and regiments.

Determine Scale

The Base Command Scale for the Abstract Combat System is that of a Battalion/Trinary/Level III. Players should combine smaller elements, such as Command Companies and Stars, into an existing Battalion or Trinary.

Increasing the Base Command Scale (Optional)

Should players wish to fight large-scale campaigns such as the entire 4th Succession War or the SLDF's invasion of Terra, deploying commands as battalions and regiments will mean

that a single turn could take more than one session to play out. At such scales, players can agree to increase the Base Unit Scale. For example, players desiring to fight the SLDF's campaign against Stephan Amaris, might agree to make a Division the Base Command Scale and group Divisions into Corps for Formations (see below).

Andrea (FWLM) and Harry (LCAF) sit down to fight a battle between the Free Worlds League and Lyran Commonwealth. They are playing a BattleTech Strategic Game and this combat will be to resolve Andrea's invasion of the Lyran world of Ford. Composition is based on the forces Andrea sent to Ford in her turn orders and the forces Harry had already listed as being stationed on Ford.

Deployed by the FWLM to assault the world are:

The 10th Marik Militia

1st Battalion

Veteran Reliable MP: 4 ARM: 138 S/M/L 39/44/23

2nd Battalion

Veteran Reliable MP: 4 ARM: 131 S/M/L 38/43/21

3rd Battalion

Veteran Reliable MP: 4 ARM: 118 S/M/L 37/41/18

Aerospace Wing

Regular Reliable MP: 6 ARM: 60 S/M/L 24/24/12

Armor Battalion

Regular Reliable MP: 6 ARM: 90 S/M/L 30/30/15

Infantry Battalion

Regular Reliable MP: 2 ARM: 9 S/M/L 3/3/0

Artillery Battalion

Regular Reliable MP: 3 ARM: 87 S/M/L 45/45/45

FWLS Raven (Essex-class)

Transport Group (2 Squadrons)

Regular Reliable MP: 3 ARM: 82 S/M/L 18/22/20

Defending the world for the LCAF is:

The 5th Lyran Regulars

1st Battalion

Regular Questionable MP: 6 ARM: 96 S/M/L 34/36/14

2nd Battalion

Regular Questionable MP: 6 ARM: 96 S/M/L 34/36/14

3rd Battalion

Regular Questionable MP: 6 ARM: 87 S/M/L 32/33/13

Aerospace Wing

Veteran Reliable MP: 9 ARM: 54 S/M/L 12/12/6

Armor Battalion

Regular Reliable MP: 6 ARM: 90 S/M/L 30/30/15

Infantry Battalion

Regular Reliable MP: 2 ARM: 9 S/M/L 3/3/0

Artillery Battalion

Regular Reliable MP: 3 ARM: 87 S/M/L 45/45/45

Air Defense Group

1st Defense Wing

Veteran Fanatical MP: 6 ARM: 72 S/M/L 30/30/18

2nd Defense Wing

Green Reliable MP: 6 ARM: 72 S/M/L 30/30/18

Technology levels for both forces are C.

ABSTRACT COMBAT

Combat Sheet

To be created

Combat Modifiers

There are several factors that modify how a Formation, or Formations performs within the Abstract Combat system.

Leadership Rating Pool

Leadership Rating (LRP) represents the skill of the Combat Command, Formation or army's commanding officer. The Commander's Leadership ability impacts a force's ability to out think and outmaneuver the opponent. The LR of a Force depends on its Experience Level, as detailed in the Experience Modifier Table (see p. XX). The highest individual Formation experience is used to determine the LR pool for the commander.

EXPERIENCE MODIFIER TABLE

Experience	Leadership Rating	Formations
Wet Behind the Ears	12	2
Really Green	10	3
Green	8	4
Regular	6	5
Veteran	4	6
Elite	2	7
Heroic	1	8
Legendary	0	9
Nation has Superior Combat Doctrine	+1	
Nation has Inferior Combat Doctrine	-1	

COMBAT

Once the Set-Up Phase is complete and both players are in agreement regarding scale and other factors, combat can begin.

Combat is broken into the following sub-phases

1. Planetary Approach
 - a. Initiative
 - b. Reveal Formations
 - c. Movement
 - d. Combat Roll
 - e. Damage
 - f. Resolution and Fatigue
2. Ground Combat
 - a. Initiative
 - b. Reveal Formations
 - c. Movement
 - d. Combat Roll
 - e. Damage
 - f. Resolution and Fatigue

Planetary Approach and Ground Combat can occur in consecutive turns or in the same turn based on how forces are moved and engage in combat.

PLANETARY APPROACH

This sub-phase involves the arrival of JumpShips (and WarShips if in use) in a system and the transit of the DropShips to the target world. Only aerospace forces engage in combat in this sub-phase. Turn resolution is the same as Ground Combat, unless specifically noted otherwise.

The Planetary Approach Map

The Planetary Approach Map (PAM) utilizes the same Capital Radar Map as used in AlphaStrike (see p.69, *AlphaStrike Companion*). When used as the Planetary Approach Map for ASW, the Zones of the Capital Radar Map are as follows.

The Central Zone corresponds to the planet being contested, and represents the atmosphere above the world, with "north" towards sector I1 of the Inner Ring. The Central Zone is the equivalent first Space and Space/Atmosphere Interface Hex rows on the *Total Warfare* High Altitude Map (see p. 75, *TW*). Any Formation moving into the Central Zone may transit to the Planetary Combat Map in the following turn and enter Ground Combat.

The Inner Zone represents the space immediately around the planet, within the planet's gravity well. The Inner Zone maps to 10 Space Hex rows above the Space/Atmospheric Interface on the *Total Warfare* High Altitude Map (see p. 75, *TW*). Any forces in the Inner Zone are effected by the gravity of the planet. Units with an "a" or "p" movement code must have an 1 MP rating of at least 1 or Station Keeping drives or they will fall into the Central Zone and crash into the planet (see Gravity p. 80, *TW* or p. 75, *AS Companion*). Units with "k" movement are not effected by gravity and units with no space movement mode automatically crash. Capital Weapon equipped units can provide orbital support from the Inner Zone and orbital combat drops can be made from this zone. Orbital fire support or combat drops will take effect on the Planetary Combat map in the same turn that they were conducted on the Planetary Approach Map.

The Middle Zone represents the near space around a planet up to 1,500,000 kilometers (6000 Aerospace Space Hexes). If the planet has moons they would be located in the Middle Zone (see Moons below). JumpShips and WarShips may jump into or out of this ring, treating it as a near orbit pirate point. Doing this is done at considerable risk. If using the optional pirate point rules (see p. XX),

The Outer Zone represents the transit area between the target world and the jump points. If the system has more than one planet, other planets in the system would appear in the Outer Zone (see Planets, p. XX) Aerospace Commands, DropShips, JumpShips and WarShips can move through this Zone. JumpShips and WarShips can jump into and out of this ring with certain penalties, representing transit via Intermediate pirate points (see p. XX). While safer than a near orbit jump, it still comes with some risk to the jumping ship.

The Peripheral Zone represents the proximity limit of the system and is where standard jump points are located. Sectors P1 and P4 represent the Zenith and Nadir points, with the other

four sectors representing less commonly used jump points at a similar distance from the target world.

During the Planetary Approach Phase, players must identify what Formations (or component Combat Commands and Elements) are in each DropShip (and/or JumpShip/WarShip for aerospace commands).

Moons: XXXX to be added

Planets: XXXX to be added

GROUND COMBAT

This phase involves the arrival of troops on a world via combat drop or DropShips and the air support provided by Aerospace fighters. This phase utilizes that Planetary Combat Map (PCM) to represent the surface of a world. WarShips, Space Stations and JumpShips may not be placed on this map.

The PCM represents the surface of the world being contested and consists of two rings of hexes around a central hex, with each hex representing thousands of square kilometers and diverse types of terrain.

Formation Setup

Players begin by forming the Combat Commands (or their component Combat Elements) of their army into larger Combat Formations, which represent a single player unit on the PCM. A Formation cannot be larger than five Regiments, three Clusters, or three Level IV of total Combat Elements, regardless of the size of the Combat Commands in use. A Formation may not be smaller than the Base Unit Scale (Battalion/Trinary/ Level III by default). Though players may wish to maximize the size of their Formations, multiple formations and Combat Commands clustered together are penalized during combat.

Combat Commands placed in the same Formation must have the same combat orders (see *Unit Orders* p. XX).

When determining Formations, a player can assign Combat Commands to a Combat Formation or a Recon Formation. Recon Formations represent Combat Commands/Elements that have been broken up into small elements and spread across large distances, allowing them to provide bonuses towards scouting.

Once all Combat Commands (or their component Combat Elements) are assigned to a Formation, players number their Formations sequentially. Each Formation is represented by a single playing piece and will be deployed during Map Setup (see p XX).

When assigning mercenary Combat Commands to a Formation, each mercenary Command is treated as twice the number of Combat Elements it is made up of. For example, a single mercenary regiment would be counted as two regiments (see *Economics- Military*, p. XX).

Increased Base Command Scale (Optional)

If using the optional increased command scale rules (see *Determine Scale*, p. XX) players may want to agree to change the maximum size allowed for Combat Formations. For

example, if fighting the Liberation of Terra where the base scale is a division, players may decide a Formation can consist of up to one division.

Adjusting Formations

At the beginning of each combat turn, a player may make Formation Adjustments. A Formation Adjustment is the moving of a Combat Command or Element from one Formation to another. A player can move up to the force's LR pool in Regiment/ Cluster/ Level IV between Formations. In order to move a Combat Element/Command from one Formation to another, the two Formations must begin the turn in the same hex (Planetary Approach or Planetary Combat Map). A formation that receives more than one battalion/Trinary/Level III in a turn, reduces its MP by one for that turn (example, two battalions move from Formation A to Formation B. Formation B suffers -1MP for this turn. Had only one battalion moved, Formation B would have suffered no movement penalties).

Should a player wish to move more Regiments/Clusters/ Level IVs than their force has LR rating, the player must roll equal to or under the LR pool on 2d6. Failure results in the Element remaining in the original Formation and both Formations suffering an additional -1MP penalty for the turn. Each additional attempted Formation Adjustment brings a -1 penalty. Formation Adjustments also include the splitting or merging of Formations.

During the Planetary Approach Phase, Formation Adjustment of Ground Troops costs double the standard amount.

Hidden Formations

During Ground Combat, players can conceal Formations from their opponent at the start of play or at the start of each turn. The cost for concealing a Formation is drawn from the LRP, see the *Experience Modifier Table* on page XX, for how many formations can be moved or hidden. A player must spend 0.5 points per Regiment/ Cluster/ Level IV within a Formation in order to conceal the Formation.

The Combat Formation trying to hide rolls 2D6 against the appropriate target number on the *Concealment Modifier Table*.

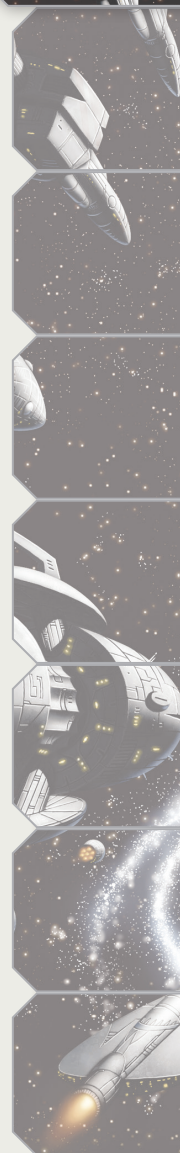
Formations that are concealed in this way have certain advantages, such as moving without being seen, however, they also have limitations such as reduced movement points. These limitations are detailed in the appropriate sections of the rules.

Combat Commands and Formations are automatically hidden when on the Planetary Approach Map. Aerospace formations may not hide on the Planetary Approach Map. Aerospace formations on the Planetary Combat Map may start the game hidden.

Hidden formations are combat ready commands able to immediately take part in combat. Rules for cached or mothballed equipment are covered in the BattleTech Strategic Game rule (see p. XX).



ABSTRACT COMBAT



CONCEALMENT MODIFIERS

Situation	Modifier
Wet Behind the Ears	9
Really Green	9
Green	8
Regular	7
Veteran	6
Elite	5
Heroic	5
Legendary	4
Command has A level Technology	+2 to roll
Command has B level Technology	+1 to roll
Outnumber enemy Aerospace Force by at least 2:1	+1 to roll
Outnumber enemy Aerospace Force by at least 3:1	+2 to roll
Outnumber enemy Aerospace Force by at least 4:1	+3 to roll
Outnumbered by enemy Aerospace Force by at least 2:1	-1 to roll
Outnumbered by enemy Aerospace Force by at least 3:	-2 to roll
Outnumbered by enemy Aerospace Force by at least 4:1	-3 to roll
Command is infantry only	+2 to roll
Command is tank only	+1 to roll
Morale	Apply any morale penalties
Fatigue	Divide Fatigue by 2, subtract 1 and subtract the result from the roll
Command has engineers	+2 to roll*
Regiment/ Cluster/ Level IV in the Formation	-1 for each over 1

* Only applies if the Formation does not move in that turn

Andrea and Harry divide their forces into Formations as follows.

Andrea choses to use her existing Combat Commands as her Formations and does not assign any Formations as Recon Formations.

Deployed by the FWLM to assault the world are:

Mech Regiment (1)

1st Battalion
2nd Battalion
3rd Battalion

Aerospace Support (2)

Aerospace Wing

Conventional Support (3)

Armor Battalion
Infantry Battalion
Artillery Battalion

FWLS Raven (Essex-class) (4)

Transport Group (2 Squadrons) (5)

JumpShip Group (6)

Harry divides the LCAF defenders up as follows and also does not assign Formations to recon:

Defending the world for the LCAF is:

Mech Regiment (1)

1st Battalion
2nd Battalion
3rd Battalion

Aerospace Support (2)

Aerospace Wing

Conventional Support (3)

Armor Battalion
Infantry Battalion
Artillery Battalion
Air Defence Group (4)
1st Defence Wing
2nd Defence Wing

The numbers in brackets correspond with the blip counters shown below.

Harry also choses to conceal one of his Formations and spends 0.5 LR on concealing his Conventional Support. Andrea does not feel the need to conceal any of her forces. Both players then reveal how many unconcealed Formations they have. Harry must reveal that he has concealed forces; he must reveal the number of Formations he has concealed, but not any other details (see p. XX for details)

Harry has to make a roll to see if he is successful in concealing his Conventional Support. The Target Number is 7 (Regular), with no other modifiers. Harry rolls a 9 and successfully conceals the Conventional Support. The counters below show how the Formations will be represented on the map.

Initiative Phase

Both players roll for initiative on 2d6 and consult the Initiative Modifier Table. The player with the highest total wins initiative. In the event of a tie, the player whose commander has the Highest Leadership Value wins, in event of another tie, reroll initiative.

Each player rolls 2d6 and applies the appropriate modifiers.

Andrea	
Modifier	Score
Roll	5
LR	8
Average Force Experience is Veteran	0
Average Force Loyalty is Reliable	0
TOTAL	13



INITIATIVE MODIFIERS

Situation	Modifier
LR	12-LR value
Command Skills (optional)*	Skill value
Average Force Experience Wet Behind the Ears	-4
Average Force Experience Really Green	-3
Average Force Experience is Green	-2
Average Force Experience is Regular	-1
Average Force Experience is Veteran	0
Average Force Experience is Elite	+1
Average Force Experience Heroic	+2
Average Force Experience Legendary	+3
Average Force Loyalty is Questionable	-2
Average Force Loyalty is Reliable	0
Average Force Loyalty is Fanatical	+2
For each Command that retreated, surrendered or disintegrated last round	-1
Defender's system covered by a Defensive Patrol**	+2
Attacker has a successful Espionage Mission†	+MoS
Executed a successful an Middle Ring Pirate Point jump††	+2
Executed a successful Inner Ring Pirate Point jump††	+3
Executed a successful In-System jump to Outer Ring††	+1
Outnumber enemy Aerospace Force by at least 2:1	+1
Outnumber enemy Aerospace Force by at least 3:1	+2
Outnumber enemy Aerospace Force by at least 4:1	+3

* These skills can be determined by referencing *Field Manuals*, *Field Reports*, *Turning Points* and *Historical* series publications. If these skills will be used, Players must agree on their use and exact benefits prior to the start of game play.

** Applies only to the first turn of Planetary Approach Sub-Phase (See *Unit Orders*, p. XX)

† Applies only to first turn of Planetary Approach Sub-Phase for a player using Disseminate Foreign Disinformation (see *Intelligence Operations*, p. XX).

†† Applies to the Planetary Approach Sub-Phase only. Bonus only lasts turn the jump occurred in.

Harry	
Modifier	Score
Roll	7
LR	6
Average Force Experience is Regular	-1
Average Force Loyalty is Reliable	0
TOTAL	12

Map Setup

Players proceed by placing their Formations on the Planetary Approach or Planetary Combat Map, with the player who won initiative deciding whether to place a Formation first or second.

Planetary Approach Map: Unlike standard BattleTech game play, deployment on the PAM happens simultaneously. Each player writes down the deployment location of each of their aerospace forces. If playing with a gamemaster these deployments are handed over to the GM who then calls out the deployments. Each Formation is placed on the map using a numerically designated Radar Blob Counter (players previously noted which Combat Commands/Elements were in which Formation during *Formation Setup*, see p XX). There are no limits to the number of Formations that may be placed in a PAM zone.

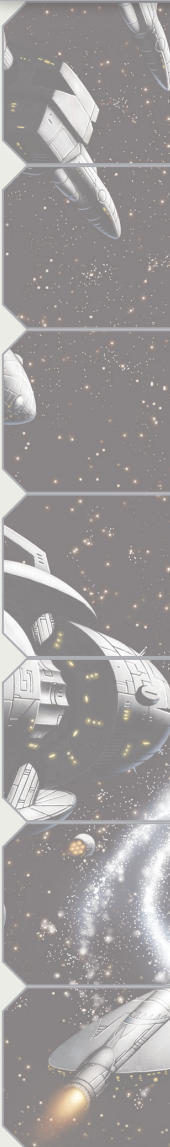
The Planetary Approach sub-phase does only uses Combat Formations. Only aerospace forces may be identified during planetary approach.

The attacking player may only deploy aerospace formations to the Peripheral Zone. Exception; if using the optional Pirate Point rule (see *ISW*, Movement, p. XX) they may deploy to the Middle or Outer Zones provided they have made a successful Jump Mishap roll.

The defending player is also limited in where he may place his forces. Non-Jumping aerospace forces may deploy no more than 25% of their total Point Value beyond the Middle Zone of the PAM. Any Formation placed outside of the Inner or Middle Zones may only start play in Outer Zone O1, O2, O12, O13, O14 and O24, or in Peripheral Zone P1 or P4. The exception to the 25% limit is if the system is under the protection of a Defensive Patrol (see *ISW*, Unit Orders, p. XX), the PV of the Defensive Patrol does not count towards the 25% limit. However Defensive Patrols may only start play in Peripheral Zone P1 or P4. The defender's jump capable ships (JumpShip or WarShip) may start play in any Middle Zone, Outer Zone O1, O2, O12, O13, O14 and O24, or in Peripheral Zone P1 or P4.

Planetary Combat Map: For each Formation placed, the player lays down a numerically designated Radar Blip Counter (players previously notated which Combat Commands/Elements were in which Formation during *Formation Setup*, see p XX). Unless Hidden, all Formations are placed on the map during Map Setup. Players may choose to place Formations in any order they wish. Unless using Hot Drop rules (see p XX) Formations may only be placed in an empty hex or a hex containing a friendly Formation. There are no limits for stacking of Formations in a hex, however, during combat, negative modifiers may apply if there are too many Formations in a hex. This is the result of a finite amount of infrastructure (roads, rail etc.) that exist for the support of large formations and allow them to move rapidly between major objectives.

ABSTRACT COMBAT



Recon Formations are not placed on the PCM as they represent widely scattered combat elements. Instead Players place a Formation Counter in the Recon column on the side of the PCM to indicate they have one or more Recon Formations in play.

Aerospace Fighter Formations must choose a base to operate from. This can be a WarShip or DropShip Formation in the Inner Ring of the Radar Map, a grounded DropShip Formation in a hex, or a hex which has been designated as an air base.

Optional PCM's: Players who wish for a more varied PCM can substitute the maps found in the Turning Points series for the PCM, providing more space for movement, especially when large forces are involved.

Attack of Opportunity: If the any of the attacking player's Combat Commands arrived using the Transport Move order (see *Unit Orders* p. XX) and the defending player has one or more Combat Command set to the Defend combat order, then the defending player may choose to engage in an Attack of Opportunity (AoO). The player must declare their intent to perform an AoO before the first Formation is placed on the Planetary Combat Map.

Any Combat Command/Formation engaging in an AoO does not deploy until all other Formations have been placed on the PCM. Once all other Formations have been placed, an AoO Formation may deploy in the same hex as any attacking Formation that arrived via the Transport Move command. A round of combat takes place immediately between the two forces. The Formation on Transport Move orders receives a -2 modifier to its combat roll (see *Combat Resolution* p. XX).

The Thirty-First Marik Militia and Second Free Worlds Guards are assaulting the Lyran world of Loric. Defending Loric are the Lyran's Stealthy Tigers, Seventh Lyran Regulars and Fourteenth Lyran Guards. The Marik Militia uses Transport Move orders to arrive on the world, while the Free Worlds Guards uses an Assault order. Of the defenders, the Stealthy Tigers and Lyran Regulars are on Defend orders while the Fourteenth Lyran Guards has just arrived on Loric using Assault Move to arrive on-world ready to fight.

The Lyran player decides to engage in an Attack of Opportunity with both the Stealthy Tigers and Lyran Regulars and declares this before the first Formation is placed on the map. The Free Worlds Formations and the Fourteenth Lyran Guards deploy following the normal Map Setup rules. After normal deployment is complete, the Lyran player then places both his remaining commands in the same hex as the Free Worlds Guards. A single round of combat commences immediately.

Hidden Formations

Formations that a player hid during Formation Setup (p. XX) are not placed on the map. If playing with a neutral

gamemaster, players give the GM a piece of paper noting where their hidden Formations are located. If playing without a GM, players place a Formation Counter in the Unknown column on the PCM, placing a folded slip of paper under it with the hex location of the hidden Formation.

Combat Drop

A Combat Drop involves a Formation dropping directly into a hex containing one or more enemy Formations. BattleMech, ProtoMech or battle armor formations are eligible to attempt a drop. The maximum size of a combat drop Formation is one regiment, cluster or Level IV. Additionally, Combat Drops can only be made from DropShip, WarShip Formations or Space Stations in the Inner Ring of the Planetary Approach Map or by DropShips from the center zone of the PAM. Utilizing the Inner ring or center zone simulates drooping from orbit and/or within the atmosphere.

To attempt a Combat Drop, Players must make a Combat Drop Roll and roll equal to or over the Target Number of 6. Players must also consult the Combat Drop Table to determine the modifiers for the Target Number. The result of the roll is then cross-referenced on the Combat Drop Results Table.

Questionable loyalty units will not perform combat drops unless Elite or greater skill. Green, Really Green and Wet Behind the Ears will only perform a combat drop if they have Fanatical Loyalty.

Depending on the margin of success, the Combat Drop can result in a positive or negative combat roll modifier, which applied to the combat roll (see *Combat Resolution*, p. XX).

COMBAT DROP MODIFIERS

Situation	Modifier
Command Skills (optional)	Subtract from TN
Average Force Experience Wet Behind the Ears	+4
Average Force Experience Really Green	+3
Average Force Experience is Green	+2
Average Force Experience is Regular	+1
Average Force Experience is Veteran	0
Average Force Experience is Elite	-1
Average Force Experience Heroic	-2
Average Force Experience Legendary	-3
Outnumber enemy Aerospace Force by at least 2:1	-1
Outnumber enemy Aerospace Force by at least 3:1	-2
Outnumber enemy Aerospace Force by at least 4:1	-3
Outnumbered by enemy Aerospace Force by at least 2:1	+1
Outnumbered by enemy Aerospace Force by at least 3:1	+2
Outnumbered by enemy Aerospace Force by at least 4:1	+3
Each enemy Combat Army in target hex (use Base Command Scale)	+1



COMBAT DROP RESULTS

Margin of Success	Result	Combat Roll Modifier	Damage Modifier
>12	Parade ground precision	-4	0%
9-11	Concentrated avalanche	-3	0%
6-8	Strong pattern and little scattering	-2	0%
3-5	Adequate drop pattern	-1	0%
0-2	Scattered but effective	0	+5%
-1--3	Poor pattern and moderate scattering	+1	+10%
-4--6	Scattered concentrations	+2	+20%
-7--9	Scattered and disorganized	+3	+40%
-10--12	Scattered beyond recovery	+4	+60%
>-12	Unmitigated disaster	+5	+80%

A Formation that fails its Combat Drop roll will also take damage equal to 5% times its Margin of Failure -1 (MoF). So a Command that had an MoF of 4 would take 15% damage (MoF 4 - 1 = 3. 3 x 5 = 15%)

Fortifications

There are three classes of fortifications, Standard Fortifications, Capital Fortifications and Castles Brain (see *ISW, Fortifications* p. XX)

For every fortification a world possesses, one hex can be designated as a fortress. Each fortress hex is specific to a given fortification, with a value equal to that fortification.

Standard Fortifications provide protection to a defending Combat Formation against all types of ground based attacks and provide a lesser protection against aerospace, artillery and orbital artillery (ortillery). Capital Fortifications provide greater protection and protect equally against ground, aerospace, artillery and ortillery and nuclear attacks. This comes at the cost of reducing a defender's return fire in combat. Castles Brian work like Capital Fortifications, with greater ability to defend and fight back.

Standard Fortifications reduce the damage inflicted on the formation within by 10% per fortification level from ground attacks and 5% against aerial, artillery, ortillery and nuclear attacks. Capital Fortifications and Castles Brian reduce damage by 20% per fortification level

for all attacks. Castle Brians are further hardened against standard aerospace and artillery attacks. Level 5 Capital and Brian Fortifications are immune to all types of attack, even nuclear, however the occupants of a Level 5 Capital Fortification may not damage an opponent outside the fortification.

Fortifications have a limit on the number of Combat Elements that can be stationed within them. This is based on the fortification level and whether the fortification is Standard or Capital/Brian. Consult the Fortifications Table to determine the maximum force levels for fortifications.

Capitals, Industry and Supply Dumps

Worlds which are capitals, have industrial facilities or supply dumps

must designate a hex for each, when present, representing the major targets on the world. Multiple types can be placed in single hex and these facilities can also be placed within fortifications. An example of this is the fortified factory city of Tlkograd or the Hesperus Factory facilities.

When placed in fortifications, these facilities take up space that could be used by defending regiments. The Facilities Space Requirements Table details the size of each.

FORTIFICATIONS TABLE

Fortification Type	Defense Mod Ground	Defense Mod Air	Attack Mod	Max Garrison*
Standard-1	-10%	-5%	-5%	1 Regiment
Standard-2	-20%	-10%	-10%	2 Regiments
Standard-3	-30%	-15%	-15%	3 Regiments
Standard-4	-40%	-20%	-20%	4 Regiments
Capital-1	-20%	-20%	-20%	2 Regiments
Capital-2	-40%	-40%	-40%	4 Regiments
Capital-3	-60%	-60%	-60%	6 Regiments
Capital-4	-80%	-80%	-80%	8 Regiments
Capital-5	-100%	-100%	-100%	8 Regiments
Castle Brian-1	-20%	-20%(30%)**	-20%	4 Regiments
Castle Brian-2	-40%	-40%(50%)**	-40%	7 Regiments
Castle Brian-3	-60%	-60%(80%)**	-60%	10 Regiments
Castle Brian-4	-80%	-80%(100%)**	-80%	13 Regiments
Castle Brian-5	-100%	-100%	-100%	16 Regiments

* A regiment has a maximum of 132 individual *Total Warfare* units

** Number in parentheses represents protection against aerospace and standard artillery

ABSTRACT COMBAT



FACILITIES SPACE REQUIREMENTS

Facility	Regimental Space Taken Up
Minor Capital	2
Major Capital	4
Minor Industrial Facility	3
Major Industrial Facility	6
Supply Depot	1 per 500 SP

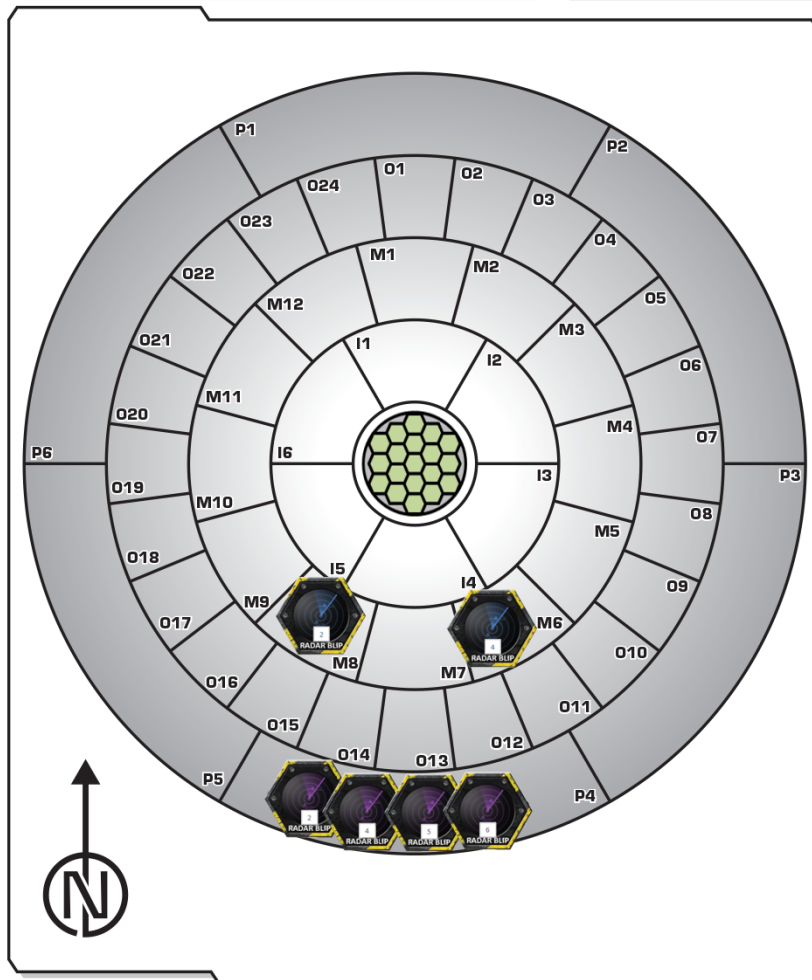
The world of Skye is a Major Capital and possesses a Major Industrial Facility and a Supply Depot (400 RP). Each of these three elements must be placed within a hex and all three can be placed in the same hex, if a player so chose. Were all three to be placed in a Fortification, they would take up the space required by 11 regiments.

Harry places a Formation first, selecting hex 0304 for his BattleMech Regiment (Formation 1), Andrea then places the JumpShip Group, which is carrying the Transport Group, which in turn holds all of the other units, bar the WarShip in Peripheral Zone P4 of the PCM, representing her forces jumping into the system at the Nadir jump point. Harry then notes where his hidden Formation (the conventional units will be placed), hex 0305 and places the unit, with a hidden notation of where it is located in the hidden formations area of the PCM.

Andrea then places the FWLS Raven in Sector P4 of the PCM. Harry places his Aerospace Wing in Sector M8 of the PCM. Andrea then places her Transport Group in Sector P4 of the PCM, as it must be placed with its own transport during deployment. Harry places his Defense Wing, in Sector M6 of the PCM and Andrea deploys her Aerospace Wing into Sector P4 with the remainder of her forces.

BATTLETECH

CAPITAL RADAR MAP

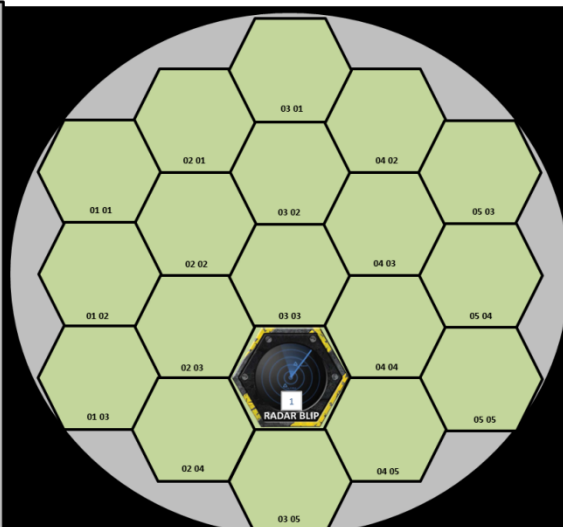


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ATTACKER
RECON FORMATIONS

DEFENDER
RECON FORMATIONS



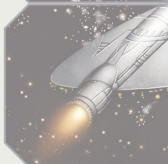
ATTACKER
HIDDEN FORMATIONS

DEFENDER
HIDDEN FORMATIONS





ABSTRACT COMBAT



Scouting

Scouting may only be done in Ground Combat.

In order for players to know what forces they are facing, each needs to scout the enemy. Based on each player's scouting force and its composition, they can learn information about the enemy's disposition. For each Combat Formation that a player has, they receive one Scouting Point. Additionally, for each Combat Element of Regiment/Cluster / Level IV (Wing / Point / Level II for aerospace) assigned to a Recon Formation, they receive the following additional Scouting Points:

Each player calculates his or her recon value.

Andrea
Formations 6
TOTAL 9

Harry
Commands 4
TOTAL 4

Once a player has calculated how many Scouting Points their forces generate, they spend those points to conduct recon. For each Generic Formation Counter that a player wishes to scout, they must spend at least 1 Scouting point. The number of Scouting points is multiplied by 3 and the result subtracted from 12 to determine the Target Number for conducting recon on a chosen enemy Formation. Therefore, if a player spent two scouting points, the target number would be 12-(2 points x 3), or 12-6, making the TN 6.

Players then roll 2d6 and consult the scouting results table to determine what is discovered about the Formation being scouted. For a particularly successful roll, there is also a chance of discovering the whereabouts of hidden enemy Formations.

Players can spend scouting points on scout hunting. Each scouting point spent on scout hunting does 5+2d6

SCOUTING MODIFIERS

Situation	Modifier
Each Combat Element	+1
Light Conventional Element	+1
Light BattleMech Element*	+2
Medium BattleMech Element*	+1
Scout Element is Veteran	+1
Scout Element is Elite	+2
Scout Element is Legendary or Heroic	+3
Scout Element has A Level Technology	+2
Scout Element has B Level Technology	+1
Aerospace Fighter Element or Dedicated Aerial Recon Element**	+2
Satellite Recon	+2
WarShip in orbit**	+3

* Must have a minimum MP of 4

** May not participate in offensive actions. Receives a -2 to all combat roles if engaged

damage to an opponent's recon forces during the combat phase. Additionally, each point spent on scout hunting is used to increase an opponent's TN by 2 for scouting a single Formation. Therefore if a player spent 2 points on scout hunting, the enemy's Recon Formation would suffer 10+4d6% damage in combat. The player would also be able to increase the scouting TN against two Formations by 2, or against one Formation by 4.

Scouting points may also be spent to shield Recon Formations from damage. For each point spent on scout shielding, a Recon Formation can ignore 10+2D6 damage.

Generic Formation Counters that are successfully scouted are replaced by counters denoting what was discovered about the formation. Higher margins of success also include the information gained at lower margins of success.

SCOUTING RESULTS

Margin of Success	Result
0-4	Determine What type (Mech, tank etc.)
5-8	Determine Weight and number of Combat Battalion sized Elements
9-12	Determine exact Combat Army name*
13+	Opponent must reveal one hidden Formation (if any are present)**

* Once a Combat Army's name is known, its experience and loyalty are also known.

** If more than one Formation is present, the revealing player chooses which Formation to reveal.

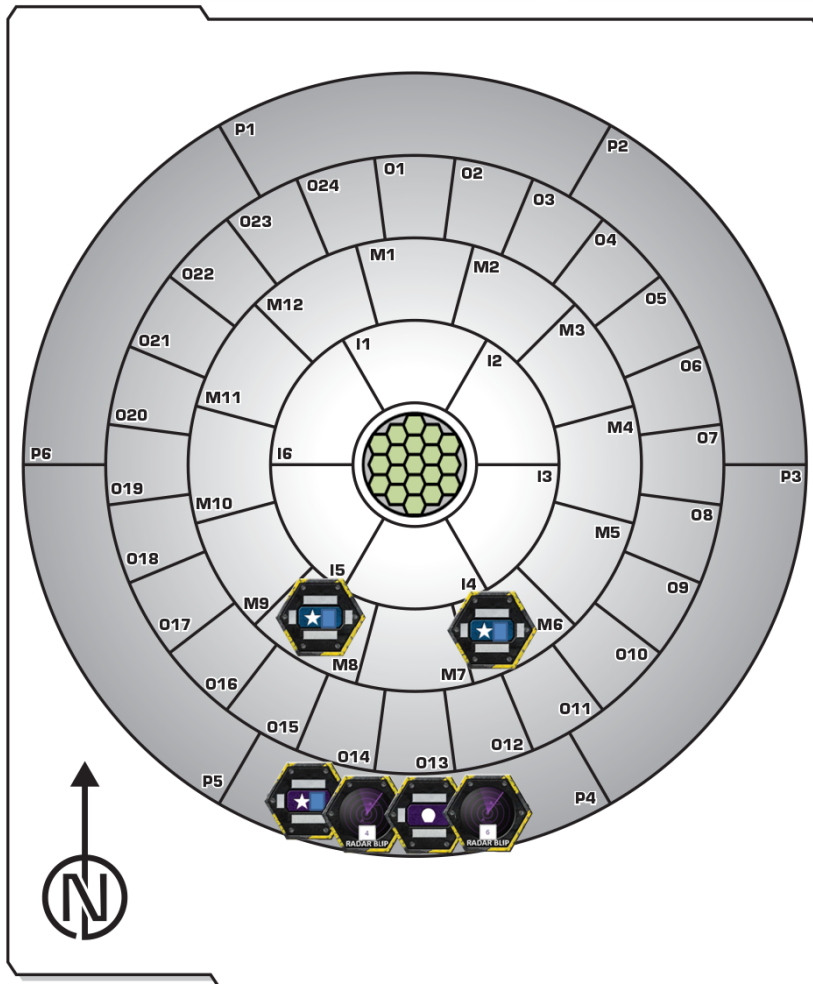
BATTLETECH

CAPITAL RADAR MAP

Andrea spends 2 points on each of Harry's visible Formations. This provides Andrea with target numbers of 6 for each recon target. Andrea rolls 2d6 for each Formation she is scouting and rolls a 11, 7 and 9. By consulting the scouting results table she determines that the force in hex 0304 is made up of three Light BattleMech battalions and that the counters on the Planetary Approach Map are both Aerospace Formations.

Harry spends 1 point on each of Andrea's formations and this provides Harry with Target Numbers of 9 for each. Harry rolls 11, 3, 9 and 6. He learns that Blip #2 is an Aerospace Fighter Formation, and Blip #5 is a DropShip Transport Formation.

Below is what each player now sees about their opponent, with the red hex denoting the hidden Dragon Force.

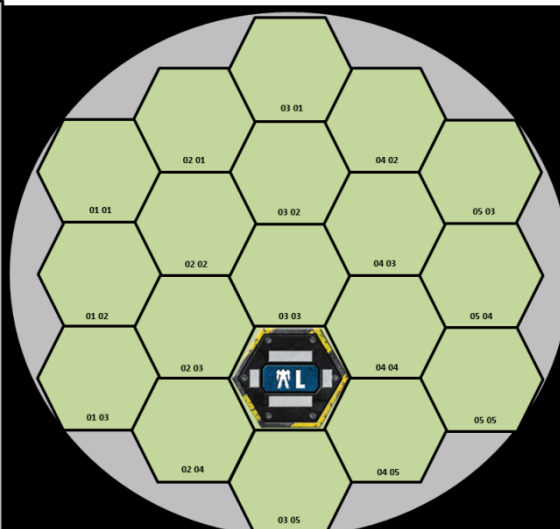


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ATTACKER
RECON FORMATIONS

DEFENDER
RECON FORMATIONS



ATTACKER
HIDDEN FORMATIONS

DEFENDER
HIDDEN FORMATIONS





Movement

At the beginning of the Movement Phase, players roll for initiative again. The winner of initiative gains the advantage of moving last. Formations can move in any direction, but cannot pass through a hex in which an enemy Formation is located, unless a successful evade roll is made (see below).

EVADE MODIFIERS

Factor	Evade Modifier
Movement Points Difference	Enemy Formation's movement minus the MP of your Formation
Crowding penalty	+1 for each additional enemy Combat Army in hex
Each Evade Roll after the first*	-1
Command Experience is Wet Behind the Ears	-4
Command Experience is Really Green	-3
Command Experience is Green	-2
Command Experience is Regular	-1
Command Experience is Veteran	0
Command Experience is Elite	+1
Command Experience is Heroic	+2
Command Experience is Legendary	+3
Command Skills from Field Manuals (optional)**	+/-
Morale	Apply any morale penalties
Fatigue	Divide Fatigue by 2, subtract 1 and add the result to the roll
Fortifications	+1 per point
Was Shaken Last round	+2
Was Unsteady Last round	+4
Was Wavering Last round	+6
Retreated Last round	+8
Not Supplied Last Round	+4
Partially Supplied Last Round	+2

* This modifier is cumulative with previous Evade rolls

** These skills can be determined by referencing *Field Manuals*, *Field Reports*, *Turning Points* and *Historical* series publications. If these skills will be used, Players must agree on their use and exact benefits prior to the start of game play.

In order to engage an enemy Formation in combat, a player's Formation must enter the same hex as an enemy Formation. Multiple Formations can move into a hex, though for every six friendly regiments/ clusters/ Level IV (rounded up) a player has in a hex, friendly forces fighting in that hex suffer a +2 penalty on their combat roll. Therefore, if a player had 9 regiments in a hex, they would suffer a -4 penalty (9 regiments rounds up to 12. 12 divided by 6 is 2, giving a total modifier of -4). When multiple enemy formations are occupying a hex, the player can choose which enemy Formation to engage.

All movement between hexes is undertaken using the Formation's lowest MP and each hex/area costs 2 MP to enter.

A Formation that has been attacked cannot declare an attack against another Formation, but must fight the hostile Formation that declared an attack against it or try to make an evade roll.

Formations that are trying to make an Evade Roll, in order to avoid fighting, to pass through an enemy occupied hex, or leave a fortification under assault, must roll equal to or greater a target number of 4. When making the Evade Roll, players consult the Evade Modifier Table. A Formation may make one evade roll for each enemy Formation that attempts to attack it.

DropShip Formations on the PCM can only move hexes by first moving to the Inner Circle of the Planetary Approach Map and then back to the PCM. Additionally, any Aerospace unit landing or taking off from a PCM hex must spend 1 extra MP.

Hidden Formations can move should they wish. However for every hex moved they must roll to stay hidden. When moving a hidden Formation, a player multiplies the hexes moved by 4 and must roll equal to or more than the TN on 2d6. Therefore, a hidden Formation moving 2 hexes would stay hidden on a roll of 8 or more.

Any Formation moving through a hex where there is a hidden Formation can be ambushed by the hidden Formation (see below).

Aerospace Formations moving on the PCM can move only half their movement value, representing flying from their base of operations and returning after their attack.

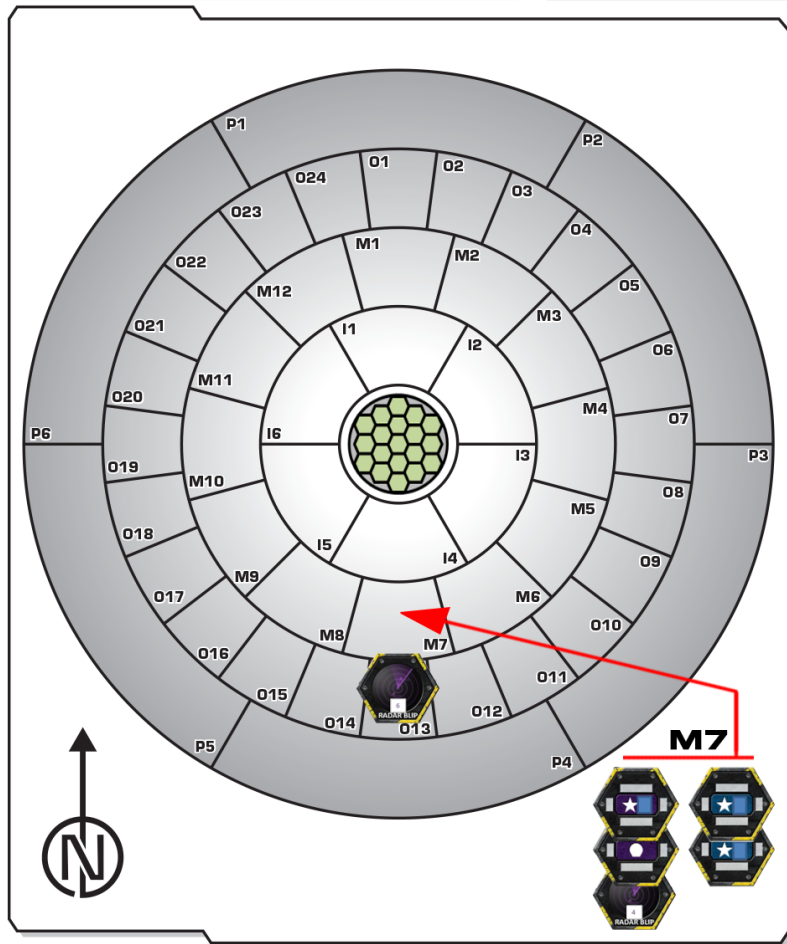
A special tactic that can be used when a player wants to retreat off world is called the Rear Guard. Players can designate a Formation in a hex with DropShips as a Rear Guard formation. Any enemy Formation entering that hex must fight the rear guard Formation unless they can successfully evade the Rear Guard. All other Formations being protected by the rear guard cannot intentionally the enemy. If these defended Formations are successfully attacked by an enemy Formation that avoided the rear guard, they inflict half their normal damage in combat. At the end of the turn, if any of the Rear Guard has survived and has not surrendered, it is considered to have boarded its transports and lifted off with the DropShips. Artillery and Aerospace Formations automatically ignore the Rear Guard Formation if the controlling player wishes.

ABSTRACT COMBAT



BATTLETECH

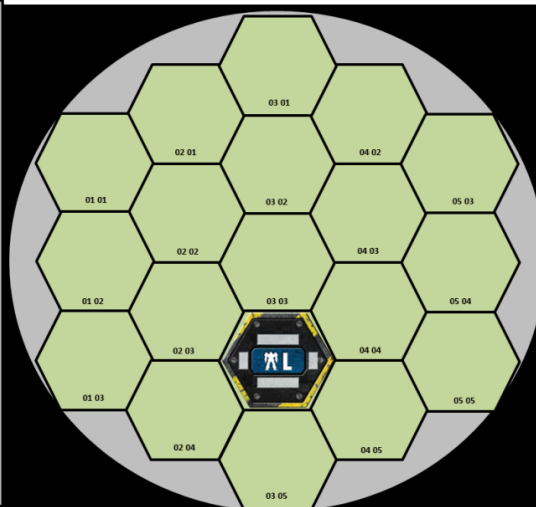
CAPITAL RADAR MAP



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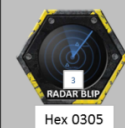
ATTACKER
RECON FORMATIONS

DEFENDER
RECON FORMATIONS



ATTACKER
HIDDEN FORMATIONS

DEFENDER
HIDDEN FORMATIONS



PLANETARY APPROACH MAP

Movement Points:

When moving on the PCM, movement values are scaled to represent the distances that are traversed. The PAM Movement Table (p.XX) details the MP required to move from one ring to another and within a ring.

Aerospace fighters without DropShip support may only move around the Inner Ring. If placed at the Zenith or Nadir jump points and then deprived of DropShips they may operate in that zone only, suffering a -2 to all Initiative and Combat Rolls.

Zone occupancy:

There are no limits to the number of Formations that can be in a single zone of the PAM.

In-System Jump (Optional): If a jump capable ship has not expended any IMP (see *Interstellar Movement Phase*, p. XX) in the current combat turn (for example as part of moving on the Interstellar Map used in a *BattleTech Strategic Game Campaign*) it may attempt to make an in-system jump.

Long / Short Jump Point Transit (Optional): The average star system has a transit averaging in the 7-10 day recharge time. For standard game play this is standardized to seven days matching the combat turn/sub-turn duration.

Some stars have significantly greater transit times. Players wishing to add this additional level of realism are suggested in keeping the turn duration the same and instead dividing aerospace movement points the transit time divided by 7 (rounded up) and round up to obtain the adjusted MP. For example, if a system's transit time was nineteen days, all MP would be divided by 3. So a DropShip with an MP of 2 would end up with an MP of 1 ($19 \div 7 = 2.7$ rounded up to 3. $3 \div 2 = .66$ rounded up to 1).

At the opposite end of the transit scale are worlds with extremely short transit times under three days. For these systems double the MP available to aerospace units. So a DropShip with an MP of 2 would have an MP of 4.

Both Andrea and Harry roll for initiative again, with Andrea rolling a 7 + 8 for a total of 15 and Harry rolling an 8 + 5 for a total of 13.

Andrea has previously moved her entire force from Sector P4 to Sector O13.

Harry, as the loser of initiative will move first. He first moves his Aerospace Wing from Sector M8 to Sector M7. Andrea then moves FWLS Raven into Sector M7. Harry then moves his Defense Wings from Sector M6 to M7 and Andrea moves the remainder of her forces, less the JumpShips, into M7 as well. A large Aerospace battle is now imminent.



PAM MOVEMENT TABLE

Action	MP Modifiers
Move within Outer Ring	MP divided by 3
Move within Middle Ring	MP divided by 2
Move within Inner Ring/Centre	MP divided by 1.5
Move from Inner to Middle Ring	MP divided by 2
Move from Middle to Outer Ring	MP divided by 3
Move from Middle to Inner Ring	MP divided by 2
Move from Outer Ring to Middle Ring	MP divided by 3

COMBAT RESOLUTION

Players now undertake combat with Formations that occupy the same hex as enemy Formations and that have not successfully evaded. In order to undertake combat, players must determine the range at which they wish to engage the enemy, whether they will engage in offensive or defensive tactics and determine the effects of any ambushes or combat drops and other factors (see the Combat Factors Table below). Combat Rolls are undertaken by a whole Combat Formation as a group, not by individual Combat Elements within the Formation.

Players first determine the range at which their force will fight from. The closer a Formation is to the enemy the more damage it does, though it is harder to maneuver into position. Long range has no modifiers, medium range suffers a +2 modifier and short range a +4 modifier to the Combat Roll. Tactics are divided into two categories, Offensive and Defensive. Offensive tactics maximize a Formation's potential to do damage to other Formations, while Defensive Tactics minimize the damage a Formation receives.

When selecting a tactic, a player first determines if it will be an offensive or defensive tactic. If a player chooses an offensive tactic, for each +1 modifier they add to the Combat Roll for a Formation, the Formation does an extra 10% damage if its Combat Roll is successful. If the roll fails, the Formation does its standard damage, but the bonus it was trying for is applied to the damage it receives. Therefore, if a player wished to have a Formation gain a 30% offensive bonus, that Formation would have a +3 modifier to its Combat Roll. If the Combat Roll was successful, the Formation would do 30% more damage and receive standard damage in return. However, if the Combat Roll was unsuccessful, the Formation would inflict normal damage on its target, but receive 30% more damage in return. This is called the Damage Inflicted Modifier.

If a player chooses a defensive tactic, for each +1 modifier they add to the Combat Roll for a Formation, the Formation reduces the damage it receives by 10% if the Combat Roll is successful. If the roll fails, the Formation receives damage normally, but the bonus it was trying for is applied as a modifier to the damage it inflicts on its target. Therefore, if a player wished to have a Formation gain a 30% defensive bonus, that Formation would have a +3 modifier to its Combat Roll. If the Combat Roll was successful, the Formation would

reduce the damage it received by 30% and inflict the standard amount of damage in return. However, if the Combat Roll was unsuccessful, the Formation would receive normal damage, but inflict 30% less damage on its target. This is called the Damage Received Modifier. This modifier must also take into account damage modifiers gained by Combat Elements fighting from Fortifications.

The combat roll involves players attempting to roll equal to or greater than the base Target Number of 2 on 2d6 and modified according to the Combat Modifiers Table.

Formations that engage in combat with multiple enemy Formations can divide fire amongst the Formations assaulting them, as long as they allocate at least half the damage to their original attacker.

In situations where a player's total number of battalion/Trinary/Level III Elements within a single hex outnumbers an enemy by more than two to one they may attempt to flank the enemy Combat Formation. Where a player's forces outnumber an enemy by more than four to one, they may attempt to surround them and strike from behind. A successful Combat Roll means that the attack has been successful and the flank attack adds and extra 50% to the Damage Inflicted Modifier and a successful rear attack adds 100% to the Damage Inflicted Modifier.

When a Formation is ambushed by a hidden Formation, it suffers 50% more damage no matter the result of combat. Aerospace Fighter Formations attacked in their hex, before moving, are considered to have been struck on the ground and suffer the same effects as an ambush.

DropShip Formations on the PCM inflict only half their normal damage on other ground forces.

Aerospace Combat Rules

Unless all units in combat possess either CAP or SCAP specials (see AlphaStrike Companion, p. XX), the following step is added to the combat sequence.

Units with CAP or SCAP may launch a free attack using their Long Range damage value with a base TN of 2. If the roll fails, no damage from the free attack is delivered.

Once normal combat begins, units with CAP or SCAP automatically use their Short Range damage values with a base TN of 4, and do not modify the TN for movement point differences. This does not apply when firing at a unit that has CAP or SCAP specials. In those cases, normal combat rules apply.

Fortifications in Combat

Weapon equipped Fortifications may fire on any enemy force located in the same hex as it is. As the fortification is immobile, range is determined by the enemy force based on the range it chooses to attack the Fortification's occupants or the fortification itself. Fortifications are always Regular experience level. Damage dealt is based on the Fortifications weapons level and range. Consult the *Fortification Weapons Damage* table.

ABSTRACT COMBAT



FORTIFICATION WEAPONS DAMAGE

Weapons	Damage Grade
Level 1	X/X/X
Level 2	X/X/X
Level 3	X/X/X

Capital-5 and Castle Brian fortifications may mount Surface to Orbit firepower (StO). Each level StO does 11 Capital Scale (CAP) damage. Any WarShip(s) attempting to use artillery on an StO equipped Fortification, suffers damage equal to the StO level times 11 points for every round of orbital fire (if multiple WarShips, the defending player chooses which WarShip is fired at). If a Combat Formation attempts to hot drop on an StO equipped Fortification, the DropShip assets used to drop the Combat Formation suffer the same damage from the surface to orbit weapons. Additionally, if there is an StO equipped Fortification in an adjacent hex in which the drop is occurring can also fire at the DropShips. The laser batteries are also able to be fired at any Aerospace Formation that engaged in combat in the hex they occupy.

Damage: Standard Fortifications can only be damaged by artillery, artillery and nuclear weapons. For every 500 points of artillery damage a Standard Fortification absorbs, a Fortification loses one level of Fortification, therefore players will need to keep track of the Fortification's remaining armor level. Capital Fortifications can only be reduced using Nuclear WMDs or concentrated Orbital Bombardments and Capital-5 Fortifications are immune to these forms of damage.

In any turn when an artillery Formation is in the same hex as a Standard Fortification, it can choose to reduce the fortification instead of engaging in combat. Standard Fortifications have 500 Armor points per fortification level. Damage from the artillery attack is divided by 2 before being applied to the fortification. Orbital Bombardment against Standard Fortifications is treated like standard artillery dividing its damage as is appropriate before applying it to the fortifications armor points.

When a level of fortification is destroyed, the defending forces take damage equal to the number of levels destroyed divided by the total number of levels the original Fortification possessed, times by 10 and applied as a percentage. Therefore if a Level 3 Fortification loses one level due to damage, the defending forces within that fortification would suffer 3% damage to their armor value ($1/3 = 0.33$. Multiplied by 10 = 3.3%).

Nuclear weapons attacks are resolved differently than Artillery. Consult the Nuclear Weapons Damage to Fortifications Table (see p. **XX**) when resolving such attacks.

If an enemy has successfully performed a sabotage Fortification attack, the fortification is reduced by one fortification level. Capital-5 or Brian-5 fortifications that are successfully sabotaged are now vulnerable to nuclear and artillery attacks. They remain immune to aerospace and standard artillery.

If an enemy has successfully performed an Infiltrate Fortification Intelligence Operations (see Intelligence Operations, p. **XX**) then they are able to bypass the fortifications normal defenses and fight with the defender inside the fortification. Resolve combat normally with the following modifiers.

- The Defender receives a +2 to their initiative roll so long as their PV is 25% or more of the Attacker (round up).
- The Defender reduces ground damage taken by 5% per level for Standard Fortifications, 10% per level (maximum 30%) for Capital and Castle Brian fortifications.
- Defender still receives the standard protection afforded by a fortification against aerospace, artillery and artillery attacks.

Castles Brian

Castles Brian are the pinnacle of defensive fortifications. Used by the Star League and reused or copied by others, they have served as the turning point of many of BattleTech's pivotal moments.

Castles Brian are more resilient to being reduced. It requires two Santa Anas to reduce a Capital Fortification's level by one. A single Peacemaker will destroy two levels of a fortification. For each level destroyed, the Formations inside suffer 25% casualties.

Beyond granting the same protection as Capital formations, another benefit of the Castes Brian is that in combat, defenders

NUCLEAR WEAPON DAMAGE TO FORTIFICATIONS

Weapon	Damage v Standard	Notes	Damage v Capital*	Notes
Type Ia	50	N/A	25	N/A
Type Ib	50	N/A	25	N/A
Type II	500	Automatic loss of level	250	N/A
Type III	5,000	Total Destruction of Fortification	2,500	Automatic loss of level
Ahab	15,000	Total Destruction of Fortification	7,500	Automatic loss of 2 levels
Type IV	50,000	Total Destruction of Fortification	25,500	Automatic loss of level 3 levels
AMW	300,000	Total Destruction of Fortification	150,000	Automatic loss of Fortification

*Unless a Level5 Capital Fortification, in which case all damage above are ignored



COMBAT FACTORS

Factor	Modifier
Base TN	2
LR	Divide by 3, round down and add to Base TN
Short Range Attack	0
Medium Range Attack	-2
Long Range Attack	-4
Movement Points Difference	Your opponents Formation movement minus your Formation's
Crowding penalty	-2 for each Formation over three in an attack
Force Experience is Wet Behind the Ears	+1
Force Experience is Really Green	0
Force Experience is Green	-1
Force Experience is Regular	-2
Force Experience is Veteran	-3
Force Experience is Elite	-4
Force Experience is Heroic	-5
Force Experience is Legendary	-6
Force Loyalty is Questionable	+1
Force Loyalty is Reliable	0
Force Loyalty is Fanatical	-1
Force Skills from Field Manuals (optional)*	+/-
Morale	Apply any morale penalties
Fatigue	Divide Fatigue by 2, subtract 1 and add the result to the roll
Fortifications	+1 per point if defender in Fortifications
Retreated Last round	+8
Combat Drop Modifier	-4 to +5
Ambush	-6
Formation can Sally from a Castle Brian	-2
Tactics Modifier	Player Choice
Attempting Flank Attack	+3
Attempting Rear Attack	+5
Aerospace Attacking WarShip	+3
Aerospace Attacking DropShips	+2
DropShips Attacking DropShips	+1
DropShips Attacking WarShips	+2
WarShip Attacking WarShips	+1
Not Supplied Last Round	+4
Partially Supplied Last Round	+2

* These skills can be determined by referencing *Field Manuals*, *Field Reports*, *Turning Points* and *Historical* series publications. If these skills will be used, Players must agree on their use and exact benefits prior to the start of game play.

ABSTRACT COMBAT

in a Castle Brian can sally out of special defender ports, allowing them to engage their attacker on their own terms.

What makes a Castle Brian stand out most from a Capital Formation is their ability to fight back. The weapons systems of the larger Castles Brians can equal the firepower of a regiment of BattleMechs. Castles Brians can be equipped with three levels of firepower, Light, Medium and Heavy. Light fortifications have a S/M/L damage rating of 72/96/96, Medium 144/192/192 and Heavy 216/288/288.

Andrea and Harry decide to engage in the following tactics for each of their Formations:

Andrea

FORMATION (Target)	RANGE	MODIFIER	TACTIC	MODIFIER
FWLS Raven (Aerospace Wing)	Short	+4	Offensive 20%	+2
Transport Group (Defence Wing)	Long	0	Defensive 20%	+2
Aerospace Wing (Aerospace Wing)	Medium	+2	Offensive 0%	+0

Harry

FORMATION (Target)	RANGE	MODIFIER	TACTIC	MODIFIER
Aerospace Wing (Transport)	Short	+4	Offensive 60%	+6
Defence Wings (WarShip)	Long	0	Offensive 30%	+3

Damage Phase

Damage is applied following the combat roll by using the damage formula. The damage formula is Combat Element Damage for selected range * Damage Inflicted Modifier, all divided by 4 and rounded to the nearest whole number. Therefore if a Combat Element can do 80 damage at short range and has a modifiers of

130%, the damage inflicted would $104 * 80 \times 130\% = 104$. 104 is divided by 4 to get the final value of 26.

Once the damage inflicted by each Combat Element in a Formation has been determined, it is added together and then assigned to the Formation's target. The damage is then applied to the Combat Elements within the targeted Formation randomly, in 20 point lots, up to the maximum unmodified armor of any Combat Element taking damage. Once the total damage for each Combat Element is determined, it is multiplied by the Damage Received Multiplier and any modifiers from Fortress defenses (see XXX Table p. XX). Therefore, if a Formation receives 200 damage, this damage would be randomly assigned in ten, 20-point clusters. If one of the Combat Elements within that Formation received 80 points of damage and had a Damaged Received Modifier of 80%, the Combat Element would take only 16 damage to its armor ($[80 \times 80\%] / 4 = 16$).

Recon Formations suffer damage at this point in the combat phase, receiving damage equal to the number of scouting points assigned to scout hunting (see Scouting p.XX). Each point inflicting 5+2d6 damage to the Recon Force. If the Recon Formation used scouting points on scout shielding this acts as additional armor that must first be destroyed before damage can be applied to Combat Elements in the Recon Formation.

Formations attacked by multiple Formations can elect to concentrate their damage on particular opposing formations if they so wish, otherwise damage is spread evenly against the Formations facing them.

Combat Elements that have suffered heavy losses in combat, the damage they inflict on opposing formations is reduced. The Damage Reduction Table shows the modifiers applicable.

COMBAT RESULTS

Unit	TN	LR	Rng	MvDif	Ex/Ly	Aero/WS	Tac	[TN] Roll	Dam Inflicted	Dam Received
10th Marik Militia										
Aerospace Support										
Aero Wing	2	1	4	3	-2	0	3	11 [3] Failed	1.0	1.3
FWLS Raven	2	1	0	6	-2	0	2	9 [4/ 7] Failed	1	1.2
TR Group	2	1	2	3	-2	0	2	8 [5] Failed	0.8	1

Unit	TN	LR	Rng	MvDif	Ex/Ly	Aero/WS	Tac	[TN] Roll	Dam Inflicted	Dam Received
5th Lyran Regulars										
Aerospace Support										
Aero Wing	2	2	4	-6	-2	2	6	8 [11]	1.6	1
Air Defence Group										
Def Wing 1	2	2	0	-3	-3	3	3	4 [11]	1.3	1
Def Wing 2	2	2	0	-3	-1	3	3	6 [2] Failed	1	



10th Marik Militia	Delivered	Mod	Final	Received	Mod	Final	Armor	Remaining	Left
Aerospace Support									
Aero Wing	24	1	6	0	1.3	0	60	60	100%
FWLS Raven	13	1	3	11	1.2	13	44	31	70%
TR Group	11	0.8	2	22	1	22	82	60	73%
5th Lyran Regulars	Delivered	Mod	Final	Received	Mod	Final	Armor	Remaining	Left
Aerospace Support									
Aero Wing	54	1.6	22	9	1	9	54	45	83%
Air Defence Group									
Def Wing 1	18	1.3	6	2	1	2	72	70	97%
Def Wing 2	18	1	5		1.3	0	72	72	100%

RESOLUTION

Fatigue

For every Combat Command that had one or more of its Elements engaged in combat, apply one fatigue point to the Command. Combat Commands that had no parts of it engaged in combat, do not suffer fatigue. Combat Commands that were resting may reduce their Fatigue by 1 point.

Morale

Combat Commands (or Combat Elements if the entire Command is not in a single Formation) must make morale rolls whenever they reach a certain damage threshold. These are at 25%, 50% and 75% damage. Additionally, if a Combat Command or Element failed to execute an ambush, flank, rear attack or combat drop, or was successfully attacked using one of these tactics, they must also make a morale check. The base target number for a morale check is 4. This number is adjusted based on the modifiers found in

DAMAGE REDUCTION

Armor %	Modifier
76%+	1.0
51-75%	0.75
26-50%	0.5
1-25%	0.25

FAILED MORALE

Margin of Failure	01-25%	26-50%	51-75%	76-100%	100%+
1-3	Retreat	Wavering	Unsteady	Shaky	Shaky
4-6	Retreat OW	Retreat	Wavering	Unsteady	Shaky
7-9	Disintegrate	Retreat OW	Retreat	Wavering	Unsteady
10-12	Surrender	Disintegrate	Retreat OW	Retreat	Wavering
12+	Surrender	Surrender	Disintegrate	Retreat OW	Retreat

Result	Explanation
Shaky	Command suffers -1 combat penalty
Unsteady	Command suffers -2 combat penalty
Wavering	Command suffers -3 combat penalty
Retreated	Command suffers -4 combat penalty
Retreated OW	Command tries to flee off world. If no transport available, commander must roll equal to or over their LR value. If successful, Command disintegrates, is not, Command surrenders
Disintegrated	Command coverts to RP's and can be added to other Commands on world or sent to main supply depots off world
Surrender	Command coverts to RP's and can be added to enemy Commands on world or sent to main supply depots off world

ABSTRACT COMBAT

the *Morale Modifiers Table*. Players must roll over the adjusted target number on 2d6. If the roll fails, take the Margin of Failure and consult the *Failed Morale Table*. If the roll is successful, the Command can continue operating normally.

Supply

Supply is addressed in the *ISW Rules* on page **XX**.

The following table shows the results of the morale checks for Andrea's and Harry's forces. All Command's under 75% are making morale rolls, as are those that were successfully ambushed.

10th Marik Militia	Str %	LR	Exp/Loy	Armor	TN	Roll	Result
FWLS Raven	70%	-1	-2	2	3	7	Success
TR Group	73%	0	-2	2	4	8	Success

At the end of this round of combat, both sides have suffered damage, however, the Free Worlds League looks likely to reach the planet.

MORALE MODIFIERS

Morale Factor	Modifier
LR	Divide by 3, round down and add to Base TN
Wet Behind the Ears	+2
Really Green	+1
Green	0
Regular	-1
Veteran	-2
Elite	-3
Heroic	-4
Legendary	-5
Facing a Wet Behind the ears Formation	-4
Facing a Really Green Formation	-2
Facing a Heroic Formation	+2
Facing a Legendary Formation	+4
Questionable	0
Reliable	-1
Fanatical	-2
Merc A B	-1
Merc Other	-2

Morale Factor	Modifier
Armor 100%+	-1
Armor 76-100%	0
Armor 51-75%	+2
Armor 26-50%	+4
Armor 01-25%	+6
Fatigue	Divide Fatigue by 2, subtract 1 and add the result to the roll
Command was flanked	+2
Command was struck from behind	+4
Command failed an ambush	+3
Command failed a combat drop	+5
Command suffered an ambush	+4
Command suffered a combat drop	+5
Was Shaken Last round	+2
Was Unsteady Last round	+4
Was Wavering Last round	+6
Retreated Last Round	+8
Not Supplied Last Round	+4
Partially Supplied Last Round	+2

PLAYTEST SCENARIOS

Cadets of Nargelring class of 3095, you now face your final test to determine if can one day lad the forces of the Lyran Commonwealth in an Operational context. This final exam will pit you against your fellow classmates through three critical campaigns of them mid-31st Century. These three campaigns will force each of you to utilise the full range of forces at your disposal across an entire solar system. However, unlike many of the simulations you have partaken in over your training, this simulation places you in charge of all the forces within a system, where you must learn to leave tactical decisions to your subordinate commanders, trusting in them to do the jobs they have been trained to do. This will be a steep learning curve for you, placing you in a position you have only limited theoretical experience with, however, this tool will allow the faculty of the Nargelring to determine which of you may one day be suited to higher command within the Lyran Commonwealth Armed Forces.

Each of the scenarios presented below will provide you with a brief summary of your orders, the Order of Battle for each faction and a summary of the historical campaign, so that you may better understand the balance of forces and the historical context of the campaign in question.

SARNA - MAY TO AUGUST 3029

BACKGROUND

The Battle for Sarna was one of the pivotal battles of the 4th Succession War, driving the advance of the AFFS deep into the Capellan Confederation and putting Davion forces in a position where a pincer drive on Sian could be seen as a possibility. Sarna would see the brutalisation of some of the finest troops on both sides of the conflict, but more ominously and still not widely acknowledged publically, provide the impetus for the rise of the more radical faction of ComStar, which would one day give rise to the Word of Blake. The staged assault on the Sarna HPG by ComStar forces, would be the catalyst for the rise of Mydo Waterly. Militarily, Sarna was the beginning of the end for the Capellan Confederation, as well as the last of Hanse Davion's audacious strikes, though the war still had some months still to play out.

SPECIAL RULES

Two CCAF units may begin play hidden. The reinforcements (Davion Light Guard) arrive in round 4.

HISTORICAL CAMPAIGN

The Following Excerpt is from:

Banzai, D. 3031. *The Fourth Succession War Military Atlas Volume II: January 3029-January 3030*. NAIS Military Press, New Avalon.

Eighty-two 'Mech, infantry, and tank regiments loaded aboard JumpShips for the Fifth Wave of Operation Rat. The AFFS planned to conquer Corey, Zaurak, Menkib, New Macao, Mandate, Wei, Remshield, Tsingtao, and Sarna. The overall objective was the same as it had always been, to conquer the Confederation and destroy as many Liao regiments as possible.

The Fifth Wave came at a bad time for the Capellans. The few JumpShips in the Sarna Commonality had been stripped off to form the Command Circuit for Operation Intruders Communion. As a result, the few front-line 'Mech and armour regiments in the region were isolated from each other, and only reservists defended many worlds.

Several aspects of the invasion of Sarna set it apart from the rest of the action on the Capellan front. Sarna was certainly the most important Davion target of the second half of the war, and it was the most heavily defended. The attack was different in its planning, being formulated in detail by the Capellan Operations Command instead of Prince Davion. On other worlds on this front, the fighting had been of short duration, while the struggle for Sarna continued through all three waves of the war's second half.

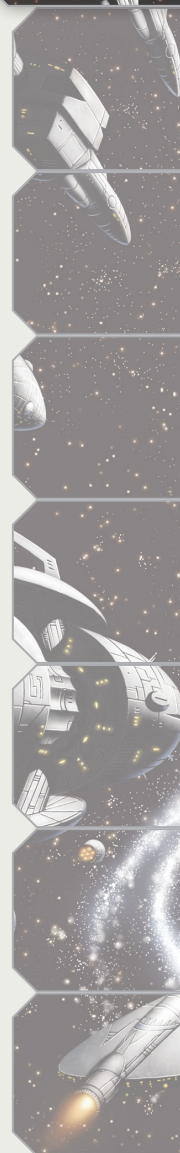
Lastly, events on Sarna had a political impact on the entire front and within the interior of the Federated Suns. From the destruction of an entire Davion Regimental Combat Team to the incidents that led to the ComStar Interdiction, Sarna became the axis on which the Davion war effort turned.

Though Hanse Davion was the architect of Operation Rat and planned its grand strategy and operation in detail, he had occasionally allowed the COC to act on its own during the first four waves of the offensive. With the start of the new invasion, the COC marshals thought Sarna would make an excellent jump-off point and logistics centre for the next wave. They also thought that conquering Sarna would impress Prince Davion, who had suggested that it might be possible. The idea had its drawbacks, too.

Capellan luck and clever strategies would see the destruction of the 5th Syrtis Fusiliers during the campaign, however, the 5th was able, along with the various Davion mercenary regiment, to whittle down the forces of McCarron's Armoured Cavalry to the extent that the arrival of the Davion Light Guards RCT sealed the fate of the world. The ability of McCarron's troops and their early success in ambushing the 5th Syrtis came within a whisker of saving the world for the Confederation, however, had victory been realised, it is unlikely that the CCAF could have held the world against later Davion assault waves.



ABSTRACT COMBAT



ORDER OF BATTLE: SARNA

Name	Unit	MV	ARM	S	M	L	PV	Experience
ARMED FORCES OF THE FEDERATED SUNS								
Mech Regiment, 5th Syrtis Fusiliers RCT	5th Syrtis	4	399	97	97	36	1102	Regular
1st Tank Regiment, 5th Syrtis Fusiliers RCT	A / 5th Syrtis	5	264	90	90	36	786	Regular
2nd Tank Regiment, 5th Syrtis Fusiliers RCT	B / 5th Syrtis	6	219	63	63	24	741	Regular
3rd Tank Regiment, 5th Syrtis Fusiliers RCT	C / 5th Syrtis	5	261	81	81	36	756	Regular
Foot Infantry Regiment, 5th Syrtis Fusiliers RCT	D / 5th Syrtis	2	27	9	9	0	63	Regular
Foot Infantry Regiment, 5th Syrtis Fusiliers RCT	E / 5th Syrtis	2	27	9	9	0	63	Regular
Foot Infantry Regiment, 5th Syrtis Fusiliers RCT	F / 5th Syrtis	2	27	9	9	0	63	Regular
Motorized Infantry Regiment, 5th Syrtis Fusiliers RCT	G / 5th Syrtis	4	65	19	19	4	177	Regular
Motorized Infantry Regiment, 5th Syrtis Fusiliers RCT	H / 5th Syrtis	4	65	19	19	4	177	Regular
Artillery Battalion, 5th Syrtis Fusiliers RCT	Art / 5th Syrtis	3	87	45	45	45	324	Regular
Aerospace Superiority Wing, 5th Syrtis Fusiliers RCT	1st Aero / 5th Syrtis	5	66	22	22	6	168	Regular
Ground Support Wing, 5th Syrtis Fusiliers RCT	2nd Aero / 5th Syrtis	7	58	18	18	4	146	Regular
1st 'Mech Regiment, Crater Cobras	1st Crater-Cobras	5	355	89	89	36	1011	Regular
2nd 'Mech Regiment, Crater Cobras	2nd Crater-Cobras	4	403	97	97	36	1095	Regular
1st Aerospace Wing, Crater Cobras	Aero / 1st Crater-Cobras	6	54	18	18	6	144	Regular
2nd Aerospace Wing, Crater Cobras	Aero / 2nd Crater-Cobras	6	54	18	18	6	144	Regular
Screaming Eagles 'Mech Regiment	2nd Screaming Eagles	6	270	76	66	26	792	Regular
Screaming Eagles Aerospace Wing	Aero / 2nd S. Eagles	6	54	18	18	6	144	Regular
REENFORCEMENTS								
Mech Regiment, Davion Light Guards RCT	Light Guards	6	366	102	90	36	1074	Veteran
1st Tank Regiment, Davion Light Guards RCT	A / Light Guards	7	205	57	57	20	596	Veteran
2nd Tank Regiment, Davion Light Guards RCT	B / Light Guards	7	205	57	57	20	596	Veteran
3rd Tank Regiment, Davion Light Guards RCT	C / Light Guards	7	205	57	57	20	596	Veteran
Foot Infantry Regiment, Davion Light Guards RCT	D / Light Guards	2	27	9	9	0	63	Veteran
Foot Infantry Regiment, Davion Light Guards RCT	E / Light Guards	2	27	9	9	0	63	Veteran
Motorized Infantry Regiment, Davion Light Guards RCT	F / Light Guards	4	65	19	19	4	177	Veteran
Mechanized Infantry Regiment, Davion Light Guards RCT	G / Light Guards	4	84	24	24	6	234	Veteran
Mechanized Infantry Regiment, Davion Light Guards RCT	H / Light Guards	4	84	24	24	6	234	Veteran
Artillery Battalion, Davion Light Guards RCT	Art / Light Guards	3	87	45	45	45	324	Veteran
Aerospace Superiority Wing, Davion Light Guards RCT	1st Aero / Light Guards	5	72	24	24	6	180	Veteran
Ground Support Wing, 5th Syrtis Fusiliers RCT	2nd Aero / Light Guards	7	58	18	18	4	146	Regular
CAPELLAN CONFEDERATION ARMED FORCES								
2nd McCarron's Armored Cavalry Regiment	2nd MAC	5	318	84	78	30	909	Regular
3rd McCarron's Armored Cavalry Regiment	3rd MAC	5	315	81	81	36	927	Regular
4th McCarron's Armored Cavalry Regiment	4th MAC	5	315	81	81	36	927	Veteran
5th McCarron's Armored Cavalry Regiment	5th MAC	4	405	99	99	36	1116	Veteran
McCarron Aerospace Wing	Aero / 2nd MAC	5	66	22	22	6	168	Regular
McCarron Aerospace Wing	Aero / 3rd MAC	7	58	18	18	4	146	Regular
McCarron Aerospace Wing	Aero / 4th MAC	6	54	18	18	6	144	Veteran
McCarron Aerospace Wing	Aero / 5th MAC	6	54	18	18	6	144	Veteran
Sarna Planetary Militia	Sarna Infantry	2	27	9	9	0	63	Green
Sarna Planetary Militia	Sarna Infantry	2	27	9	9	0	63	Green
Sarna Planetary Militia	Sarna Motor	4	65	19	19	4	177	Green
Sarna Planetary Militia	Sarna Motor	4	65	19	19	4	177	Green
Sarna Planetary Militia	Sarna Mechanized	4	84	24	24	6	234	Green
Sarna Planetary Militia	1st Sarna Tank	6	219	63	63	24	636	Green
Sarna Planetary Militia	2nd Sarna Tank	5	261	81	81	36	756	Green
Sarna Planetary Militia	3rd Sarna Tank	7	198	54	54	18	576	Green
Capellan Aerospace Wing	1st CSN Aero	5	72	24	24	6	180	Regular
Capellan Aerospace Wing	2nd CSN Aero	6	60	18	18	6	156	Regular

TWYXCROSS PHASE II - SEPTEMBER 3050

BACKGROUND

The AFFC had been hurt by the assaults of the Clans during 3050, losing numerous worlds and units. However, despite the losses suffered, the AFFC was keen to strike back. With the important industrial world of Twycross within striking distance of the front, the AFFC dispatched a large battle group to retake the world. However, like Sarna, intelligence failures would see a larger and more desperate fight ensue.

SPECIAL RULES

One Jade Falcon unit may begin play hidden.

In order to simulate Kai Allard-Liao, the AFFC can opt to double the damage dealt by the 10th Lyran Guards Mech Regiment against the Falcon Guards one time in this scenario.

HISTORICAL CAMPAIGN

The Following Excerpt is from:

Focht, A. 3053. *Clan Jade Falcon*. Sandhurst Academic Press, Terra.

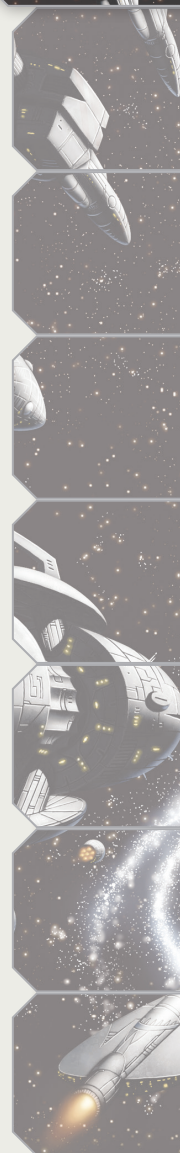
The fourth wave of the invasion called for Clan Jade Falcon to hit fifteen worlds. The Clan had solved its supply problem, and it seemed nothing would stop the Falcons from reaching Terra first. A rapid succession of disasters, however, managed to slow the Falcons down.

Initially, the Falcon attacks came off as scheduled, their troops mauling many AFFC units so badly that they had to be disbanded. The Falcon's first major setback came on the planet Twycross. The Falcon Guards, their departure from that world delayed by bad weather, discovered a Federated Commonwealth counterattack in progress. The Tenth Lyran Guards RCT, the Ninth Federated Commonwealth RCT, and both regiments of the Kell Hounds landed on Twycross and immediately came under pressure from the Falcon Guards and elements of the Jade Eyrie Cluster. The Clans' advantage was short-lived, and ended when Kai Allard-Liao led the Falcon Guards into a trap. Most of the Falcon Guards died in the resulting devastation, including their commander, Star Colonel Adler Malthus; the few survivors managed to withdraw.

The battle's aftermath devastated Clan Jade Falcon even further. When one Bloodright of a given Bloodname is disgraced, other Bloodrights of the same Bloodname usually suffer no repercussions. In this case, however, the shame of the defeat on Twycross affected the entire Malthus Bloodname. The lost honor did not significantly affect the codexes of the other Bloodnamed warriors, but rivals of the Malthus Bloodheritage created such a severe political backlash in the Clan council that Khan Timur Malthus was forced to resign. The same political maneuvering sent most of the Malthus Blood named warriors back to Clan space with strict orders to avoid causing any further disgrace to their Clan.

However, despite their successes, the AFFC could not hold the world and would eventually relinquish it to Clan Jade Falcon. Though a short lived and lucky victory, according to some commentators, the victory on Twycross was, like Wolcott, the victory that the beleaguered AFFC needed.

ABSTRACT COMBAT



ORDER OF BATTLE: TWYXCROSS

Name	Unit	MV	ARM	S	M	L	PV	Experience
ARMED FORCES OF THE FEDERATED COMMONWEALTH								
1st Battalion, 10th Lyran Guards	1 / 10th LG	4	149	35	35	12	400	Green
2nd Battalion, 10th Lyran Guards	2 / 10th LG	4	149	35	35	12	400	Green
3rd Battalion, 10th Lyran Guards	3 / 10th LG	6	78	24	18	6	228	Green
1st Battalion, 9th FedCom	1 / 9th FC	5	115	29	29	12	330	Green
2nd Battalion, 9th FedCom	2 / 9th FC	4	125	31	31	12	351	Green
3rd Battalion, 9th FedCom	3 / 9th FC	5	96	26	24	10	282	Green
1st Battalion, 1st Kell Hounds	1 / 1st KH	5	106	28	26	10	303	Elite
2nd Battalion, 1st Kell Hounds	2 / 1st KH	6	87	25	21	8	255	Elite
3rd Battalion, 1st Kell Hounds	3 / 1st KH	4	132	32	32	12	365	Elite
1st Battalion, 2nd Kell Hounds	1 / 2nd KH	5	97	27	23	8	276	Elite
2nd Battalion, 2nd Kell Hounds	2 / 2nd KH	5	105	27	27	12	309	Elite
3rd Battalion, 2nd Kell Hounds	3 / 2nd KH	5	104	28	24	8	290	Elite
1st Battalion, Armor Regiment A, 10th Lyran Guards RCT	1 / A / 10th LG	4	102	38	38	16	309	Green
2nd Battalion, Armor Regiment A, 10th Lyran Guards RCT	2 / A / 10th LG	5	91	30	30	13	267	Green
3rd Battalion, Armor Regiment A, 10th Lyran Guards RCT	3 / A / 10th LG	6	73	21	21	8	212	Green
1st Battalion, Armor Regiment B, 10th Lyran Guards RCT	1 / B / 10th LG	4	102	38	38	16	309	Green
2nd Battalion, Armor Regiment B, 10th Lyran Guards RCT	2 / B / 10th LG	5	91	30	30	13	267	Green
3rd Battalion, Armor Regiment B, 10th Lyran Guards RCT	3 / B / 10th LG	6	80	24	24	10	232	Green
1st Battalion, Armor Regiment C, 10th Lyran Guards RCT	1 / C / 10th LG	4	102	38	38	16	309	Green
2nd Battalion, Armor Regiment C, 10th Lyran Guards RCT	2 / C / 10th LG	4	95	33	33	14	282	Green
3rd Battalion, Armor Regiment C, 10th Lyran Guards RCT	3 / C / 10th LG	6	80	24	24	10	232	Green
1st Battalion, Armor Regiment A, 9th FedCom RCT	1 / A / 9th FC	4	102	38	38	16	309	Green
2nd Battalion, Armor Regiment A, 9th FedCom RCT	2 / A / 9th FC	5	91	30	30	13	267	Green
3rd Battalion, Armor Regiment A, 9th FedCom RCT	3 / A / 9th FC	6	73	21	21	8	212	Green
1st Battalion, Armor Regiment B, 9th FedCom RCT	1 / B / 9th FC	4	102	38	38	16	309	Green
2nd Battalion, Armor Regiment B, 9th FedCom RCT	2 / B / 9th FC	7	66	18	18	6	192	Green
3rd Battalion, Armor Regiment B, 9th FedCom RCT	3 / B / 9th FC	6	80	24	24	10	232	Green
1st Battalion, Armor Regiment C, 9th FedCom RCT	1 / C / 9th FC	4	102	38	38	16	309	Green
2nd Battalion, Armor Regiment C, 9th FedCom RCT	2 / C / 9th FC	5	87	27	27	12	309	Green
3rd Battalion, Armor Regiment C, 9th FedCom RCT	3 / C / 9th FC	6	80	24	24	10	232	Green
Foot Infantry, 10th Lyran Guards RCT	D / 10th LG	2	27	9	9	0	63	Green
Foot Infantry, 10th Lyran Guards RCT	E / 10th LG	2	27	9	9	0	63	Green
Motorized Infantry, 10th Lyran Guards RCT	F / 10th LG	4	65	19	19	4	177	Green
Mechanized Infantry, 10th Lyran Guards RCT	G / 10th LG	4	84	24	24	6	234	Green
Mechanized Infantry, 10th Lyran Guards RCT	H / 10th LG	4	84	24	24	6	234	Green
Foot Infantry, 9th FedCom RCT	D / 9th FC	2	27	9	9	0	63	Green
Foot Infantry, 9th FedCom RCT	E / 9th FC	2	27	9	9	0	63	Green
Motorized Infantry, 9th FedCom RCT	F / 9th FC	4	65	19	19	4	177	Green
Motorized Infantry, 9th FedCom RCT	G / 9th FC	4	65	19	19	4	177	Green
Mechanized Infantry, 9th FedCom RCT	H / 9th FC	4	84	24	24	6	234	Green
Artillery Battalion, 10th Lyran Guards RCT	Art / 10th LG	3	87	45	45	45	324	Green
Artillery Battalion, 9th FedCom RCT	Art / 9th FC	3	87	45	45	45	324	Green
Aerospace Superiority Wing, 10th Lyran Guards RCT	1st Aero / 10th LG	5	66	22	22	6	168	Green
Ground Support Wing, 10th Lyran Guards RCT	2nd Aero / 10th LG	7	58	18	18	4	146	Green
Aerospace Superiority Wing, 9th FedCom RCT	1st Aero / 9th FC	7	58	18	18	4	146	Green
Ground Support Wing, 9th FedCom RCT	2nd Aero / 9th FC	7	58	18	18	4	146	Green
Kell Hounds 1st Aerospace Wing	Aero / 1st KH	6	54	18	18	6	144	Elite
Kell Hounds 2nd Aerospace Wing	Aero / 2nd KH	6	54	18	18	6	144	Elite
CLAN JADE FALCON								
Falcon Guards Cluster	Falcon Guards	6	223	111	106	33	867	Elite
Falcon Guards Aerospace Star	Aero / Falcon Guards	6	40	23	23	17	147	Elite
Provisional Garrison Cluster	Falcon PGC	5	219	86	81	40	758	Veteran
PGC Aerospace Star	Aero / Falcon PGC	6	26	12	12	7	84	Veteran

LUZERNE - JUNE TO JULY 3059

BACKGROUND

The AFFC had been hurt by the assaults of the Clans during 3050, loosing numerous worlds and units. However, despite the losses suffered, the AFFC was keen to strike back. With the important industrial world of Twycross within striking distance of the front, the AFFC dispatched a large battle group to retake the world. However, like Sarna, intelligence failures would see a larger and more desperate fight ensue.

SPECIAL RULES

One Smoke Jaguar unit may begin play hidden. The reinforcements (Ryuken) arrive in round 4.

HISTORICAL CAMPAIGN

The Following Excerpt is from:

Travena, C. 3059. *The Dragon Roars*. Nargelring Military Publications, Tharkad.

Despite the phenomenal success of the first invasion wave of Operation Bulldog, the second wave commenced only a few days ahead of schedule on 26 June 3059. Troop movements and supply routes for the various waves had been set months before the assault began, and Prince Victor Steiner-Davion felt that changing them at the last moment might severely disrupt the entire assault.

However, he added three more targeted planets to the second wave, bringing the total to eleven Jaguar-held worlds. By targeting more than twice the number of worlds taken in the first wave, Prince Victor hoped to further shock and demoralize the new SLDF's Clan opponents.

Though the world of Luzerne boasted few resources and virtually no military industry, the world became the site of one of the stiffest challenges the SLDF faced during the entire assault. A disastrous approach resulted in a WarShip battle, and only half the assault force made it to the planet's surface.

As a result of poor intelligence, bad planning and sheer bad luck, the naval assault on Luzerne turned into a disaster. The Clans engaged the inbound fleet, an Inner Sphere-style tactic the SLDF had not expected the Jaguars to use and for which they were ill-prepared. Only half the transports managed to run the Jaguar blockade, and those that did were mauled. As a result, instead of one concentrated landing, SLOF troops were scattered across the planet, making the ensuing ground battle much harder.

Expecting to meet a single garrison Cluster, the SLDF force found itself facing a newly formed front-line Cluster as well. The Jaguars scattered the SLDF units across the face of the planet, and only two battalions managed to form any kind of cohesive force to face the Jaguars. Within hours it seemed that Luzerne would become the final graveyard for two good regiments. The force that made planetfall was both smaller than intended and completely disorganized. Worse yet, the SLOF discovered that its target, the Jaguars Fourth Provisional Garrison Cluster, was not alone. The Sixth Strike Cluster, a front-line unit still in the process of filling its ranks, was also on Luzerne and eager for battle. The hunters had become the hunted.

By 7 July 3059, the Draconis Combine had reclaimed all of the targeted worlds lost to Clan Nova Cat, and organized hostilities had ceased on all targeted Smoke Jaguar worlds save for Luzerne. On Luzerne, the beleaguered SLDF forces had barricaded themselves into defensible positions in the town of Thun, from which they engaged in minor skirmishes with their Jaguar opponents. This pattern would remain intact until the start of the invasion's third wave.

The battle for Thun was bloody for both sides, with neither force holding a decisive advantage. A handful of Clan 'Mechs broke through the perimeter, causing considerable damage to the heart of the town, but that damage was minor compared to the outskirts, where the battle raged for hours. In the end, the Jaguars withdrew and the two sides settled into a siege pattern, broken by occasional raids. It took the arrival of the Ryuken-roku on 1 August to break the cycle and tilt the advantage decisively in favor of the SLDF.



ABSTRACT COMBAT



ORDER OF BATTLE: LUZERENE

Name	Unit	MV	ARM	S	M	L	PV	Experience
STAR LEAGUE FORCES								
Level III Alpha, 208th ComGuard Division	A / 208th	5	126	36	40	21	369	Veteran
Level III Beta, 208th ComGuard Division	B / 208th	6	107	38	40	17	349	Veteran
Level III Gamma, 208th ComGuard Division	C / 208th	5	73	30	27	9	273	Veteran
Level III Delta, 208th ComGuard Division	D / 208th	4	122	36	36	20	372	Veteran
Level III Epsilon, 208th ComGuard Division	E / 208th	3	64	24	24	8	220	Veteran
Aerospace Support, 208th ComGuard Division	1st Aero / 208th	7	62	22	22	12	170	Veteran
Aerospace Support, 208th ComGuard Division	2nd Aero / 208th	6	60	24	24	12	174	Veteran
1st Battalion, 3rd Davion Guards	1 / 3rd DG	5	138	39	44	23	411	Elite
2nd Battalion, 3rd Davion Guards	2 / 3rd DG	7	87	32	33	13	309	Elite
3rd Battalion, 3rd Davion Guards	3 / 3rd DG	6	87	28	25	9	269	Elite
1st Battalion, Armor Regiment A, 3rd Davion Guards RCT	1 / A / 3rd DG	7	82	26	26	12	252	Elite
2nd Battalion, Armor Regiment A, 3rd Davion Guards RCT	2 / A / 3rd DG	6	70	24	24	10	232	Elite
3rd Battalion, Armor Regiment A, 3rd Davion Guards RCT	3 / A / 3rd DG	6	70	24	24	10	232	Elite
1st Battalion, Armor Regiment B, 3rd Davion Guards RCT	1 / B / 3rd DG	7	82	26	26	12	252	Elite
2nd Battalion, Armor Regiment B, 3rd Davion Guards RCT	2 / B / 3rd DG	6	70	24	24	10	232	Elite
3rd Battalion, Armor Regiment B, 3rd Davion Guards RCT	3 / B / 3rd DG	6	70	24	24	10	232	Elite
1st Battalion, Armor Regiment C, 3rd Davion Guards RCT	1 / C / 3rd DG	7	82	26	26	12	252	Elite
2nd Battalion, Armor Regiment C, 3rd Davion Guards RCT	2 / C / 3rd DG	6	70	24	24	10	232	Elite
Foot Infantry, 3rd Davion Guards RCT	D / 3rd DG	2	27	9	9	0	63	Elite
Mechanized Infantry, 3rd Davion Guards RCT	E / 3rd DG	4	84	24	24	6	234	Elite
Artillery Battalion, 3rd Davion Guards RCT	Art / 3rd DG	3	87	45	45	45	324	Elite
Aerospace Superiority Wing, 3rd Davion Guards RCT	1st Aero / 3rd DG	7	58	18	18	4	146	Elite
Ground Support Wing, 3rd Davion Guards RCT	2nd Aero / 3rd DG	6	60	20	20	6	156	Elite
Comstar Sovetskii Soyuz-class Cruiser	CSV Harmonius Thought	2	81	73	73	73	145	Veteran
Organic Warship Aerospace Wing	Aero / H. Thought	6	64	26	26	14	188	Veteran
Assault Dropship Squadron	SLDF Dropships	6	36	10	12	6	93	Veteran
Organic Dropship Aerospace Wing	SLDF Aero	7	58	18	18	4	146	Veteran
Troop Transport Squadrons	SLDF Transport	3	27	7	9	4	63	Regular
REEFORCEMENTS								
1st Battalion, Ryuken-Roko	1 / Ryuken-Roko	5	118	37	41	18	372	Veteran
2nd Battalion, Ryuken-Roko	2 / Ryuken-Roko	5	118	37	41	18	372	Veteran
3rd Battalion, Ryuken-Roko	3 / Ryuken-Roko	5	118	37	41	18	372	Veteran
Ryuken-Roko Aerospace Wing	Aerospace / Ryuken-Roko	6	64	26	26	14	188	Veteran
Troop Transport Squadrons	DCMS Transport	3	27	7	9	4	63	Regular
CLAN SMOKE JAGUARS								
4th Provisional Garrison Cluster, Clan Smoke Jaguar	4th PGC / Jaguar	5	236	112	102	44	888	Elite
6th Striker Cluster, Clan Smoke Jaguar	6th Striker / Jaguar	5	233	107	102	53	797	Elite
Aerospace Star, 4th Provisional Garrison Cluster	Aero / 4th PGC	7	33	17	17	10	110	Elite
Aerospace Star, 6th Striker Cluster	Aero / 6th Striker	6	40	23	23	17	147	Elite
Smoke Jaguar Congress-class Frigate	CSJ Snow Leopard	3	73	39	38	38	118	Veteran
Organic Warship Aerospace Star	Hammer Star	6	40	23	23	17	147	Veteran
Smoke Jaguar Lola III-class Destroyer	CSJ Storm Cat	4	48	22	22	22	81	Regular
Organic Warship Aerospace Star	Pouncer Star	7	33	17	17	10	110	Regular
Transport Squadron, 6th Striker Cluster	CSJ Transport	4	37	17	17	10	85	Regular