

# The Battle of Monte Diablo

Leutenant-General Daniel Voss-Steiner strode purposefully into the command center. "Report," he barked.

The duty officer started at his Commanding Officer's sudden 3 A.M. appearance, but recovered quickly enough. "General, Intel confirms reports from the 112th Fighter Wing. We have the Fourth Crucis headquarters company positively identified," he answered.

"Finally!" exclaimed Voss-Steiner. "I knew it was only a matter of time before we ran Giggins to ground. Where?"

The Leutenant nodded to a nearby com-tech, who entered the coordinates into the Holo-Projector. "Here sir. It's designated on our maps as Hill 1253," the young First Leutenant explained.

Voss-Steiner thoughtfully studied the projection. "That hill has a nearly unrestricted view of the entire Ephraim Valley. If the rebels keep it, they'll be able to call down fire on any units operating there." Voss-Steiner sipped his coffee, weighing his options. "What do we have in the immediate area?" he asked.

The com-tech typed into his computer, calling up all friendly position reports from the last few hours. "Leutenant-General, we have elements from the Second Donegal operating just to the east of the area. We also have a small unit from our own Kilo Company operating to the west. All indicate they are fully combat ready," the duty officer stated.

"Good, have them converge on the rebel positions," ordered Voss-Steiner.

"Yes General. Shall I inform Leutenant-General Voss?" asked the duty officer, indicating the commander of the Second Donegal Guards.

Voss-Steiner replied quickly. "No, Leutenant, no need to wake him. The orders will go out over my signature." Voss-Steiner was already mentally composing the victory message he would send to the Archon-Princess when a tag on the holographic map caught his attention. "What is the local name for this Hill 1253, Leutenant?"

The com-tech called up the data tag on his screen. "Monte Diablo sir," he answered.

"Devil Mountain, eh?" said Voss-Steiner. "Well, at dawn we'll just have to introduce General Giggins to this hill's namesake..."

## SITUATION

*Monte Diablo, Giasuar  
Cavanaugh Theatre, Lyran Alliance  
17 August 3065*

As the Federated Commonwealth Civil War heated up, many conscientious commanders attempted to maintain a neutral stance, trusting that the Federated Commonwealth was strong enough to resist the contest of wills that had flared up between Victor Steiner-Davion and his sister Katherine. As the struggle grew from a few isolated incidents of violence to a full blown civil war, these neutral commanders found themselves with fewer and fewer options. One such commander was Leutenant-General Andrew Giggins, Commanding Officer of the Fourth Crucis Lancers Regimental Combat Team.

A tenth generation Federated Suns officer, General Giggins found himself torn between duty to the Federated Suns and to the Lyran Alliance planet of Giasuar, his home for the previous decade. With a wife and three children native to the world, he had no wish to see the hell of civil war come to his home. He wasn't blind, however. He'd heard reports of

units loyal to the Archon-Princess vying for control of worlds garrisoned by neutral commands. When he received a personal invitation from General of the Armies Nondi Steiner for he and his family to visit Tharkad, Giggins knew that he was out of options. He quickly met with his command staff and informed them of his decision to openly declare the Fourth Crucis Lancers for Victor Steiner-Davion.

On 31 March 3064, the 4th Crucis Lancers officially announced their allegiance to Victor Steiner-Davion. The veteran Second Donegal Guards, already enroute to Giasuar, landed a week later.

What followed was a two-year struggle between the opposing forces. The Second Donegal received reinforcements in the form of the Seventh Donegal in February of the following year. In the meantime Leutenant-General Giggins waged a brilliant hit and run campaign across Giasuar's eastern continent until he received his own reinforcements from ComStar's 167th Division that next July. Soon the two Davion-loyal units embarked on a more proactive strategy.

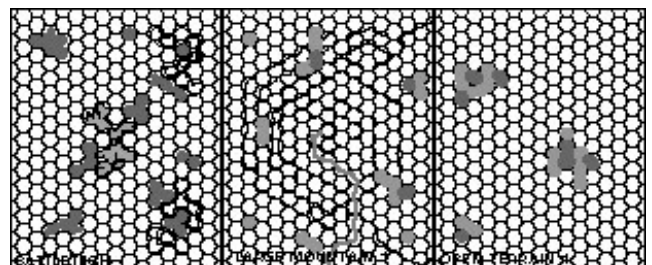
For their part, the Lyran forces, hampered by a convoluted chain of command and an intense rivalry between the two Donegal Guards' commanding officers, were unable to pin down the Davion forces long enough to bring their numerically superior forces into battle. At the same time, Giggins' own campaign wore down the two Lyran units' patience and supplies.

Giggins' campaign took its toll, however. In desperate need of rest and refit, the majority of the Fourth Crucis Lancers stood down for a few days in August of 3065. Giggins' himself occupied Monte Diablo, a lone promontory that afforded an excellent view of the surrounding countryside.

A chance flyover by a Lyran reconnaissance craft revealed Giggins' position on the mountain. Leutenant-General Daniel Steiner-Voss, Commanding Officer of the Seventh Donegal Guards, recognized the chance to cut off the head of the Davion forces in one decisive stroke. Without Leutenant-General Giggins to lead them, and with no hope of further relief or reinforcement, the remaining Lancers and Com Guards would be forced to either surrender or face certain death. Leutenant-General Voss-Steiner hastily ordered all Lyran forces in the area of Monte Diablo to converge on the Davion forces and wipe them out. At dawn on 17 August 3065, the Lyran forces moved in for the kill.

## GAME SET-UP

Lay out the BattleTech maps as shown. Use the BattleTech map from *BattleTech Map Set 2* or the BattleTech boxed set, the Large Mountain #1 and the Open Terrain #1 from *BattleTech Map Set 5*. All level 0 terrain on the Open Terrain #1 map should be considered level 6 in order to match up with the east side of the Large Mountain #1 map.



## Deployment

The Defender deploys first and sets up anywhere on the Large Mountain map.

The Lances from the 2nd Donegal Guards enter on the east side of the Open Terrain #1 map during the Movement Phase of Turn 1. The Lance from the 7th Donegal Guards enters on the west side of the Battletech map in the Movement Phase of Turn 1.

## VICTORY CONDITIONS

The scenario ends when one side is completely destroyed, has withdrawn, or otherwise leaves the map.

As soon as one of these conditions is fulfilled, calculate each sides point total and consult the Victory Level Table.

+20 Points per each Davion or Comstar 'Mech destroyed  
+20 Points if Lt.-Gen. Giggins' 'Mech is destroyed  
-20 Points per each Lyran Mech destroyed  
-15 Points, each Lyran 'Mech forced to withdraw  
-10 Points for each operational Davion or Comstar 'Mech on Monte Diablo at the end of the game.

## SPECIAL RULES

The following special rules apply during this scenario.

### Forced Withdrawal

The Forced Withdrawal rule is in effect for the Lyran Forces. Lyran forces must retreat off their home map edges if they take Crippling Damage. Withdrawing units may not make physical attacks against enemy units. Withdrawing units may fire at enemy units if the enemy unit lies in their front arc and are between the withdrawing unit and the withdrawing unit's home map edge. Davion and Comstar units may not withdraw.

### Crippling Damage

A Battlemech is considered crippled when: A side torso location is destroyed, the 'Mech takes 2 engine critical hits, it takes 4 or more pilot hits, or all of its weapons are destroyed. Any ammunition fed weapon is considered destroyed when its ammunition is depleted. If a 'Mech's weapons are destroyed and it can no longer move, it is considered destroyed.

### Victory Point Table

Total Points	Results
100 or higher	Decisive Lyran Victory
86 to 99	Substantial Lyran victory
75 to 85	Marginal Lyran Victory
60 to 74	Draw
45 to 59	Marginal Davion Victory
21 to 44	Substantial Davion Victory
20 or lower	Decisive Davion Victory



## ATTACKER

The attacker consists of elements of the 2nd Donegal Guards Regimental Combat Team and the 7th Donegal Guards.

### Mike Company, 2nd Donegal Guards

#### Alpha Lance

Hauptmann Susan Reeves (3/3)

*FNR-5 Fafnir*

Leutnant Will Barnes (3/4)

*MDG-1A Rakshasa*

Leutnant Parker Giraldi (3/4)

*FLC-8R Falconer*

Sergeant Mary Coronado (4/4)

*BGS-3T Barghest*

### Bravo Lance

First Leutnant Joshua Ben-Gabriel (3/3)

*AV1-0C Avatar*

Leutnant Yolanda Ruiz (3/4)

*TNS-4S Thanatos*

Sergeant Scott Cowan (3/4)

*JVN-11D Javelin*

Sergeant Charles Helm (3/3)

*CLNT-5U Clint*

### Kilo Company, 7th Donegal Guards

#### Alpha Lance

Hauptmann Seth Carmen (3/3)

*UZL-3S Uziel*

First Leutnant Nicolas Orazco (4/4)

*LNX-9Q Lynx*

Leutnant Raymond Capazzutto (3/4)

*COM-7S Commando*

Sergeant Sam Grant (3/3)

*RZK-9S Razorback*



## DEFENDER

The defender consists of elements of the 4th Crucis Lancers RCT Headquarters Company, and the ComGuards' 167th Division.

### Headquarters Company, 4th Crucis Lancers

#### HQ Lance

Leftenant-General Andrew Giggins (2/2)

*SGT-8R Sagittaire*

Captain John Smallberries (3/3)

*AGS-4D Argus*

Sergeant Major Richard Jablonski (3/3)

*OSR-3D Osiris*

Sergeant Tina Rosche (4/4)

*STO-4A Stilletto*

### Bodyguard Lance

Captain Brian Stull (3/4)

*TLR1-0B Templar*

Leftenant Grace Suithall (3/3)

*HSN-7D Hellspawn*

Sergeant Mack Acuna (3/3)

*END-6J Enfield*

Sergeant Kevin Bagwell (3/4)

*BSW-1L Bushwacker*

### The Silent Men III-Pi, 167th Division

#### Command II (Understrength)

Demi-Precentor VI Demetria Lonis (3/3)

*THG-12E Thug*

Adept I John Rutter (4/4)

*TSN-1C Tessen*

Acolyte II Michael Albano (4/3)

*EXT-5E Exterminator*

Adept III Mariah Freeman (4/3)

*HSR-500-D Hussar*