

MECHWARRIOR DARK AGE

MechWarrior: Battle for Ankaa Scenario # 1: Sword and Claw

Duke Aaron Sandoval, leader of the Swordsworn faction, is plotting to consolidate his hold on Prefecture IV. His first move is to secure the world of Ankaa, which is the headquarters and manufacturing center for DiNapoli Industries (a subsidiary of Bannson Industries), the leading manufacturer of DropShips in Prefecture IV. This will give him much-needed intersolar transport capacity, which he requires to secure more worlds for himself and for House Davion. However, Duke Sandoval is not the only one who realizes the importance of those transportation assets, and if he wants to take the world, he'll have a fight on his hands.



Leftenant Colonel Diane Jameson Prefecture IV Capitol Building Tikograd, Tikonov Prefecture IV, The Republic

Duke Aaron Sandoval, Lord Governor of Prefecture IV and Governor of Tikonov, stood before the giant, bulletproof windows of his office in the Capitol Building. He looked resplendent in his robes of state, which bore a resemblance to a military uniform, matching his carriage. His piercing blue eyes and strong chin, along with his impressive topknot of long blond hair that cascaded halfway down his back, made the Duke a person not easily forgotten. Diane Jameson certainly never would.

"You called for me, my lord?" she queried, entering the room and closing the door behind her with a quiet click. The Duke turned sharply; it was not the hurried action of an anxious person, but the precise move of a man who knows exactly what he wants and how to go about getting it.

"Thank you, Leftenant," he said. "I'm glad you could make it here on such short notice."

"Of course, my lord."

"You know what is taking place around us," the Duke said abruptly. "Darkness, chaos, death—we cannot allow this to happen."

"Of course not, my lord," Diane responded, confused. Why was he speaking of such things? These were matters for her superiors, not a lowly leftenant.

"Good. I'm glad you agree." He paused for a moment, pinning her in place with the intensity of his gaze. "I'm putting you in charge of a combat command and tasking you with securing the world of Ankaa," he said finally, ignoring the gasp that burst from her lips.

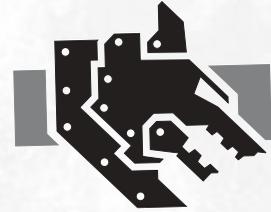
"I'm sure this comes as a shock to you," he continued, "but I've watched you for some time now. Though you are relatively young, you have shown a determination and a sense of loyalty that few can match. More important, you've striven to leave behind the travesty that the Free Worlds League has become."

Staggered by the implications, she nodded faintly, her head spinning. In command of a combat formation? That would give her a promotion to leftenant colonel. Leftenant to leftenant colonel? You couldn't do that! She stopped her whirling thoughts with an effort and attempted to focus on the Duke's words.

"The Republic is falling apart, and we have a duty to our people to fill the vacuum before death and war become commonplace once more," he said. "The world of Ankaa and its DropShip assets will become a scarred battleground if we don't move immediately. I'm trusting you with this important mission, *Leftenant Colonel*."

His emphasis on her new rank snapped her back to attention. Regardless of the circumstances, her Duke had given her a mission, and she would do it! There was no alternative—even though she knew what awaited her should she fail. "Yes, my lord," she said firmly. "Ankaa will be yours."

Star Captain Sadia Wolf Vlad Proofing Grounds Near Four Cities, Tigress Prefecture IV, The Republic



Galaxy Commander Kal Radick swiveled his torso back and to the left and brought his right arm up and around, using all of his weight to propel his fist like a gauss round, landing it squarely on Star Captain Sadia Wolf's jaw. The blow snapped her head back and lifted her completely off her feet. She landed hard beyond the line of the Circle of Equals, violating the circle. The Trial of Grievance was done.

He walked over to her, wiping away the blood from a split lip where one of her blows had smashed his lips into his teeth. He spat out a mouthful of coppery-tasting saliva. Sadia struggled back to her feet and worked her jaw; nothing was broken, but she'd feel it for days if not weeks to come. A reminder that Radick was not to be questioned so insolently.

"It is settled, quiaff?" he said.

"Aff, Galaxy Commander," she said. As with any good Clansman, there was no rancor or veiled hostility in her voice. She had challenged him to a Trial of Grievance over his decision to move against Ankaa—claiming that several of his most recent decisions were foolish and would harm the Steel Wolves—and had lost in the Circle of Equals. His superior combat ability had vindicated his leadership, and he now had Sadia's full support ... until she spotted the next opportunity to find fault.

Her rabid dedication to the cause was commendable, though. After all, Sadia Wolf had had the Clan's Enhanced Imaging device implanted, which showed in the faintly glowing red lines all over her skin. Though it greatly increased her combat prowess in her BattleMech, it would eventually drive her insane. Such single-mindedness was always the downfall of the fanatic. It reminded him of a rabid wolf: useful, but if it was not kept on a tight leash it would turn on you.

"Then go and take Ankaa," Kal said. "We must have the DropShip assets on that world to transport our forces wherever the need arises."

"Aff, Galaxy Commander," she said. With the red lines glowing faintly through her skin and her vicious smile, he was reminded of a picture of a demon he'd seen in one of Tikograd's ancient paper tombs before the Fall. Yes, a rabid Wolf indeed.

MECHWARRIOR DARK AGE

Scenario # 1 : Sword and Claw

Background

Well aware of how dangerous the Steel Wolves are, Lieutenant Colonel Diane Jameson takes a daring gamble. With the hope of taking the Wolves by surprise, the Swordsworn forces make an orbital combat drop directly into Ankaa's capital city of Anqabad. Aware of Jameson's penchant for outrageous maneuvers, Star Captain Sadia Wolf has prepared her Wolves well; their claws will break any swords thrown at them.

Objective

Each player aims to conquer Ankaa by defeating the other player and gaining control of Anqabad's major buildings.

Army Size: 2-player game. 300-point battleforces, 3 orders per turn.

Time Limit: 60 minutes

Preparing the Battlefield

Players set up the terrain per the battlefield map. No additional terrain is placed. The Swordsworn player is Player 1.

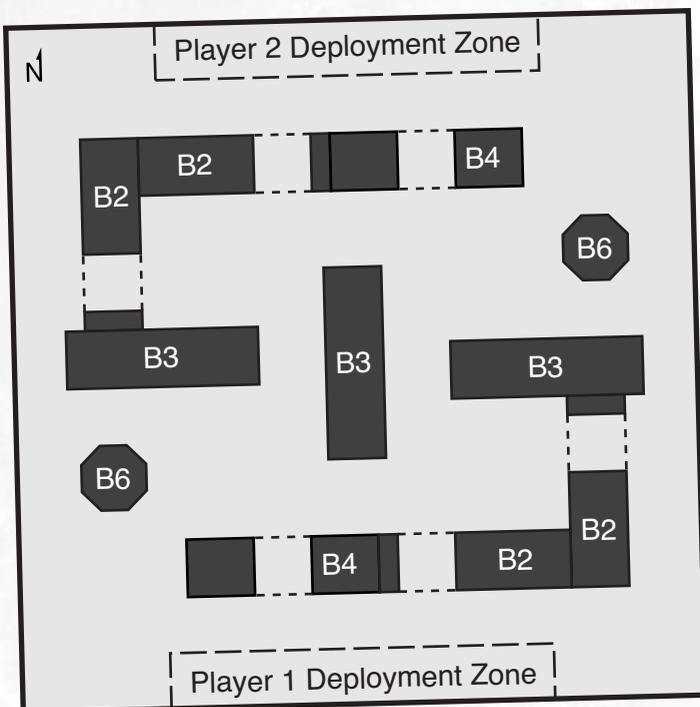
Special Rules

- 1) Before the scenario begins, the players determine who will play the Steel Wolves and who will play the Swordsworn. This can be done either through a random die roll or player negotiation. Players represent the same faction throughout all four battles in this scenario series.
- 2) Treat all terrain template B3 buildings as abrupt elevated terrain; units with Jump Jets may move on top of these buildings. All other buildings are blocking terrain. Use the Elevated Terrain rules for units on top of buildings (see MW: DA rules, p. 23).
- 3) Additional victory points can be gained by controlling B3 buildings at the end of the game. A player controls a building at the end of the game if he has more points' worth of units in base contact with the building than his opponent. Units on top of a building are considered to be in base contact with the building.

Victory Conditions

Score victory points as per the standard rules. At the end of the game, score 50 points per B3 building that you control. These points count for Victory Condition 2: Control of the Battlefield.

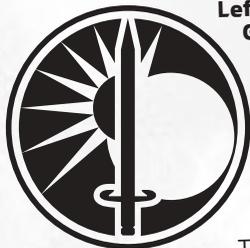
Battlefield Map



MECHWARRIOR DARK AGE

MechWarrior: Battle for Ankaa Scenario #2: Downstrike

Following the battle for Anqabad, the Steel Wolves savagely push the Swordsworn into the twisted canyons of the North Pole's Great Maze. Neither side is familiar with the jagged, treacherous and disorienting terrain, meaning both forces must fight with the terrain as much as with each other.



Lieutenant Colonel Diane Jameson
Great Maze
North Pole, Ankaa
Prefecture IV, The Republic

The shotgun scatter from Diane Jameson's four type-2 LB-X autocannons barely missed the fleeing *Spider* as it jetted up and out of the ice crevasse on columns of superheated plasma. The *Spider* skidded along the wall of the canyon as it went, sending a cascade of ice tumbling down on her *Ryoken II*, momentarily blocking her sensors.

The heat of her machine quickly melted the ice and snow coating it, but by then her seismograph was screeching an unnecessary warning: she could feel herself through the pitch and roll of her BattleMech that the autocannon blast had loosened the canyon wall. It was coming down. Grabbing the throttle with her left hand, she shifted into reverse gear and slammed the throttle full forward, praying she was fast enough. The loud whine of the gyro indicated its struggle to keep the giant metal beast upright as it ran backwards through a rain of falling ice chunks the size of houses. The ground buckled under the impact of so many thousands of tons of ice, and she ground her teeth. *How did I miss?*

With a sound like a crashing DropShip, the wall came down, slamming into the other side of the crevasse and set off an avalanche from that direction as well. The buck of the ground and concussive blast of air that followed the impact tossed her twelve-meter, seventy-five-ton war machine through the air as if it were a toy.

No amount of bracing could prepare her for the impact of landing. Stars exploded before her eyes as her neurohelmet slammed into the back of her command couch, and fire blossomed in her mouth as her teeth lacerated the inside of her right cheek.

Several minutes passed before her head cleared enough to evaluate the situation. As usual, her machine had automatically rolled onto its front, which left her suspended face down in her six-point harness. She swallowed the blood pooling in her mouth, took a deep breath, and then grasped both joysticks and laboriously maneuvered her *Ryoken II* to its feet. A quick check of her damage schematic showed she'd lost 30 percent of her rear armor.

Without a glance behind her, she began moving in the only direction she could now. She shook her head angrily. *I'll not miss that damn Wolf Spider again.*



Star Captain Sadia Wolf
Great Maze
North Pole, Ankaa
Prefecture IV, The Republic

"What do we have here?" Sadia Wolf's question was meant for her alone; the depths of these canyons made communication with her Wolves impossible. "I believe I spy a field mouse poking its head into the open," she said gleefully. "Naughty mouse."

Her current position was almost five hundred meters away from the Swordsworn AgroMech MOD, up a steep incline and partially hidden among several towers of solid ice. It was astonishing that she'd found such an open expanse in this hellish landscape, but it would allow her to take full advantage of her long-range weapons.

The AgroMech had emerged from a side canyon and was tentatively peering down the icy expanse of the crevasse. She was amused to see the machine rotate its torso back and forth and incline it up and down, as though it were actually "looking" for enemy units. A classic sign of a MechWarrior who was newly come to a machine. Too often inexperienced warriors moved their 'Mechs as if they were human bodies, instead of trusting their sensors, which were far superior to human senses. Apparently satisfied that the coast was clear, the AgroMech began to move forward and turned left, away from her.

"Ah, mouse, you should have looked at the sky," Sadia murmured. Right now, she felt more Hawk than Wolf.

Toggling off her targeting—she didn't want a target-lock signal to alert the enemy—she lined up and let fly with thirty long-range missiles. The black contrails streaked through the air as the unsuspecting target continued to move confidently forward.

She almost clapped with joy when they struck, most of them hitting the back torso of the machine. The paper-thin armor pulverized under the onslaught, and the rain of metal moved inward to savage the engine and gyro of the machine. The Internal Combustion Engine exploded in a fireball, killing the pilot instantly as the remains of the AgroMech collapsed on the icy floor of the canyon.

"Come out, mouse," she said again, waiting for the next enemy to move into her field of fire. "Come out, wherever you are."

MECHWARRIOR DARK AGE

Scenario #2: Downstrike

Background

Now fully engaged, the Steel Wolves have driven the Swordsworn units into the depths of the North Pole. Hoping to escape the Wolves' savage onslaught, the Swordsworn battleforce moves into the Great Maze. The Steel Wolves are right on their heels, and a game of cat and mouse is played out in the bitterly cold landscape.

Objective

Both sides have their sights set on victory, but they must fight the terrain as much as each other. Victory for either side will come as much from surviving the Great Maze as it will from surviving combat with the enemy.

Army Size: 2-player game. 300-point battleforces, 3 orders per turn.

Time Limit: 60 minutes

Preparing the Battlefield

Players set up the terrain as per the battlefield map. No additional terrain is placed. The Steel Wolves player is Player 1.

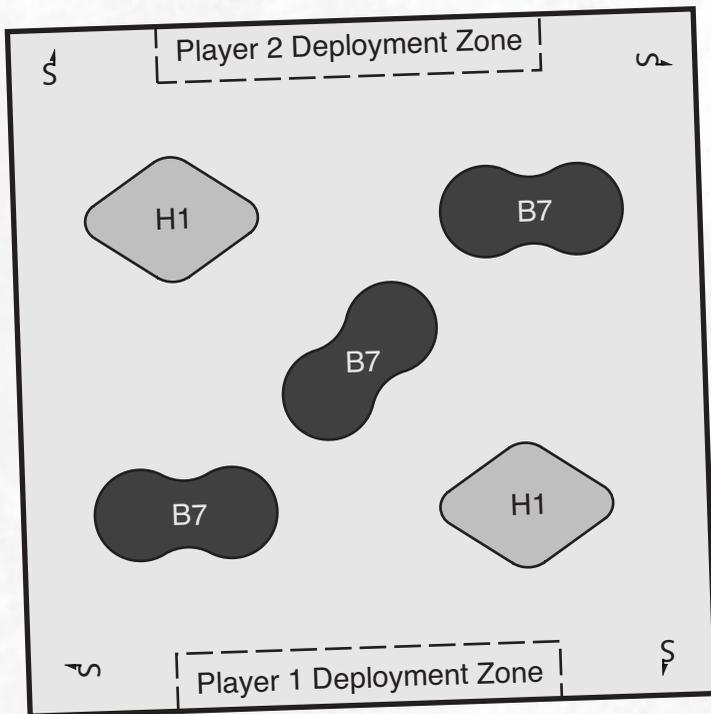
Special Rules

- 1) Infantry units other than Battle Armor may not be used in the game.
- 2) Polar anomalies in the magnetic field have an adverse effect on targeting. Increase the defense value of targets of ranged attacks at 8 inches or more by 1.
- 3) When a ranged combat order is unsuccessful, roll 1 six-sided die. On a result of 1, 2 or 3, the missed shot has caused an avalanche. Roll 2 six-sided dice for the firer (or each unit in a ranged combat formation) and the target (or each target for a multiple ranged combat attack). If the result is greater than the unit's speed value, that unit takes a click of damage from falling ice. This damage cannot be prevented.

Victory Conditions

Score victory points as per the standard rules.

Battlefield Map



MECHWARRIOR[®]

DARK AGE

MechWarrior: Battle for Ankaa Scenario #3: Baiting the Wolf

Disgusted by how the Steel Wolves took control of the battle for Ankaa and forced her Swordsworn into the Great Maze, Lieutenant Colonel Jameson formulates a plan that will give her the initiative. Pulling back to the base of Al Kazim—the third-largest mountain in Ankaa's north polar region—she sets up a fake field command post. Leaving her own machine in the open to bait them, she's hoping to pull most of the Wolves down on the site, which she has surrounded with her own troops.



Lieutenant Colonel Diane Jameson
Near Fake Field Command Post
Al Kazim, Ankaa
Prefecture IV, The Republic

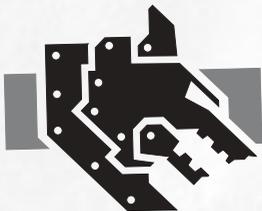
The *Shiva* sliced through the sky, its long body and arrowhead shape moving effortlessly through the strong air currents above Ankaa's North Pole. For a conventional fighter, such maneuvers would be impossible. However, for an aerospace fighter, especially one as large and powerful as the *Shiva*, it was only a mild workout.

Pushing the fighter through another loop high above the fake field command post she'd erected, Lieutenant Colonel Diane Jameson couldn't help but think of her past. She almost never piloted an aerospace fighter anymore, but when she did—especially the *Shiva*, which was built by the Free Worlds League—she couldn't help being reminded. Every now and then, the horror of having seen her beloved Lloyd Marik-Stanley Aerospace School come apart under the stress of multiple claimants to the throne of House Marik was more than she could bear. It was why she'd left the Free Worlds League, why she'd joined a cause that had nothing to do with her past and offered her a future where loyalties were easy to discern.

"Eagle Eye, this is Charlie One. Do you have a visual?" The voice of her XO sounded loud in the confines of the cockpit, snapping her back to the present. "I repeat, do you have a visual?" She silently reprimanded herself for allowing her thoughts to wander. Though they'd all agreed she was the logical choice for the eyes and ears of the operation, using one of the few aerospace craft at their disposal, she was angry over once again falling into the trap of her memories.

Diane scanned her screens, and her radar quickly picked up what appeared to be a column of moving units. In this weather, in this terrain and location, it could only be the Wolves.

"Charlie One, this is Eagle Eye. The hook is set," she said. "I repeat, the hook is set." Despite her anger, she slowly smiled. She'd never tracked down that *Spider*, and though she would not be involved directly in the battle, she was confident one of her troops would bring it down. That was more than enough for her.



Star Captain Sadia Wolf
Near Fake Field Command Post
Al Kazim, Ankaa
Prefecture IV, The Republic

"How could they be this stupid?" Sadia Wolf asked herself.

"They attacked us here, did they not? That is stupidity enough," Star Commander Bekal responded through the private com channel, his tone filled with wry humor.

The sound of her second's voice made her start, but then Sadia realized she'd actually spoken loudly enough for the voice-controlled mike to transmit her words. She shook her head slightly and looked out once again at the barren, windswept landscape of Ankaa's northern pole. The mountain they were heading for blotted out almost a full third of the sky: a massive upthrust of rocks and ice. She looked again at her comm screen. She hadn't intended to speak out loud, but perhaps a discussion might enlighten the situation.

"Yes," she said in response to Bekal's comment, "but this simply seems too good to be true. The commander of the Swordsworn in a lightly defended command post? Why would he do that? Where did the rest of his forces go, and why have we not seen them?"

"I cannot explain it, Star Captain. However, we are confident that the *Ryoken II* is the commander's BattleMech. We've only seen one in their entire force. More, the SM1's crew stated emphatically that the *Ryoken II* is at this command post."

She mulled that over, still troubled. It had to be a trap. They'd managed to escape the trap of the Great Maze, and now they wanted to spring a trap of their own on the Wolves.

"How could they be this stupid?" she asked again.

There was a momentary silence before Bekal answered. "Star Captain, if they are this stupid, then the battle is over before it begins. If not and this is a trap, then so be it. We are aware of it beforehand, and we are Wolves. There is no trap that can hold us, quiaff."

His words immediately lightened her mood. "Aff," she said. "You are correct." With a quicksilver change in attitude—shifts that were occurring more and more frequently these days—she gave the order for her entire force to move forward. Trap or not, the battle for Ankaa would end today.

MECHWARRIOR DARK AGE

Scenario #3: Baiting the Wolf

Background

Following the horrendous battle in the Great Maze, the Swordsworn pull back farther from the capital and erect a fake field command post. They set about convincing the Steel Wolves that the commander of the attacking Swordsworn is at the lightly defended post. The Swordsworn hope to use an ambush to eliminate the rest of the Steel Wolves.

Army Size: 2-player game. 400-point battleforces, 4 orders per turn.

Time Limit: 60 minutes

Preparing the Battlefield

Players set up the terrain as per the battlefield map. No additional terrain is placed. The Steel Wolves player is Player 1 and must deploy inside the fake command post. Player 2 is the Swordsworn player, who then deploys in any of his 4 deployment zones.

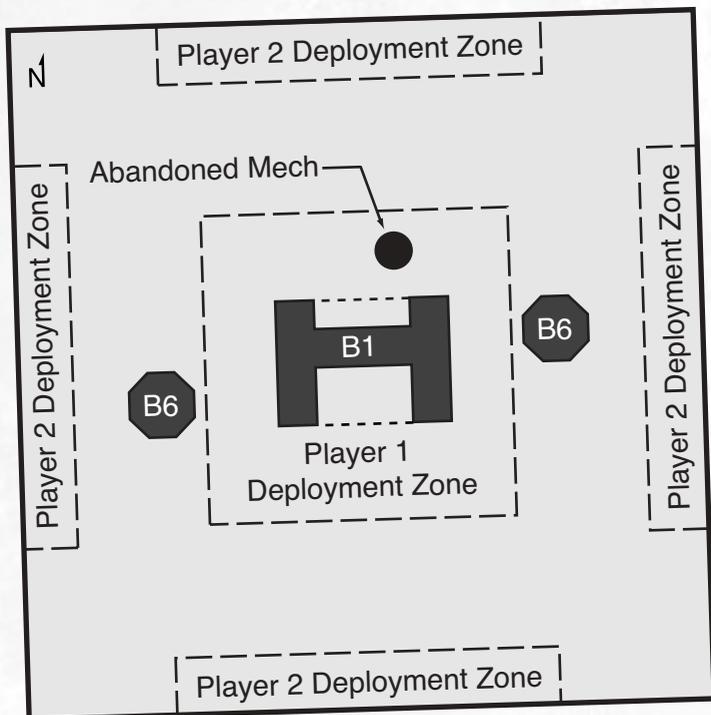
Special Rules

- 1) Snow squalls impair vision and sensor readings. All ranges are limited to a maximum of 6 inches.
- 2) If Lieutenant Colonel Jameson's 'Mech (#144) is not available for play, use any spare 'Mech of no more than 150 points to represent Lieutenant Colonel Jameson's abandoned 'Mech. If the players cannot agree on an abandoned 'Mech to use, the BattleMaster will choose one for them.
- 3) The abandoned 'Mech begins with its combat dial in the starting position and its heat dial at the first shutdown position. While abandoned, treat this 'Mech as an opposing unit to both players. This 'Mech cannot be captured, but can be Bypassed as if it were already captured. If Bypassed, treat this 'Mech as a friendly unit to the side which Bypassed it. Until Bypassed, the abandoned 'Mech does not receive any clicks of cooling.
- 4) Neither player receives victory points for the abandoned 'Mech if it is eliminated or made Salvage before it is Bypassed.
- 5) No units can begin the game in base contact with the abandoned 'Mech.
- 6) Neither player can accumulate on points for Victory Condition 3: Control of Your Opponent's Deployment Zone.

Victory Conditions

Score victory points for Victory Condition 1 and Victory Condition 2 as per the standard rules. The winner of the game is the player with the highest combined point total for both of these victory conditions.

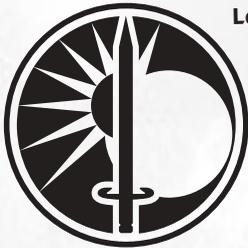
Battlefield Map



MECHWARRIOR DARK AGE

MechWarrior: Battle for Ankaa Scenario #4: Coupé

After the savage, no-holds-barred fighting in the Great Maze and at the base of Al Kazim, both sides have taken extensive casualties. Realizing that they need sufficient forces to take and hold Anqabad and the domed DiNapoli Industries complex, they both move for the city. However, the Steel Wolves beat the Swordsworn to the punch, forcing them to fight a defending force entrenched in a city.



Leftenant Colonel Diane Jameson
Near the domed DiNapoli Industries Complex
Anqabad, Ankaa
Prefecture IV, The Republic

Diane leaned forward in her command couch, as though her added weight might help force her *Ryoken II* through the steel-reinforced wall of the massive warehouse where the *Spider* had gone to ground. Whether that made the difference she'd never know, but the sudden shriek of tortured metal and popping of exploding cinderblocks announced the wall's demise; it collapsed inward with a cacophonous boom. Two swift kicks finished the job, and she quickly pushed her way in.

Incoherent beams of light immediately splashed across the *Ryoken II*'s torso, sloughing off more than a half-ton of armor. Without even thinking, she swiveled her torso in the direction of the incoming fire and tightened both fists on her joysticks, firing every weapon at her disposal.

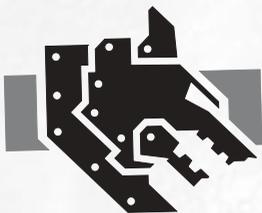
Thirty long-range missiles streaked away, while the coughing belt of her four autocannons poured forth metal death. The warehouse was full, and her BattleMech's fury unleashed itself mostly on giant wooden crates, the explosions scattering splintered wood and shattered supplies in every direction. However, she'd gotten a brief lock on the target with her sensors, letting her know at least some of her shots had hit home.

"Come to me," she growled aloud. She pushed the throttle full-forward and began racing after the fleeing *Spider*. She knew that such a move on the bone-cold ferrocrete floor would most likely spill her machine to the ground, causing more damage than the *Spider* ever could. However, inside the warehouse his jumping ability was effectively nullified, and if she could just catch him ...

Warning klaxons again erupted. The *Spider* had used its superior speed to maneuver behind her. Kilojoules of energy slagged more armor off her machine.

Knowing the consequences but acting instantly nonetheless, she spun the *Ryoken II* around. The whine of the gyro built to a crescendo as her move overpowered its ability to keep the machine on its feet. Still moving in the direction she'd been traveling but now falling backwards, Diane quickly lined up a shot and once more unleashed every weapon in her arsenal. As her machine again slammed onto its back, lighting up her damage schematic with reds all across the rear torso, her face lit with a savage grin as the *Spider* fell.

Hopefully a harbinger for all the Wolves, she thought as she slid into unconsciousness.



Star Captain Sadia Wolf
Near the domed DiNapoli Industries Complex
Anqabad, Ankaa
Prefecture IV, The Republic

Sadia watched with detached satisfaction as a Star of Elemental battle armor swarmed over a Behemoth II Tank that had just entered the avenue about a hundred meters in front of her. At this range, the massive vehicle easily outgunned her, and though she was confident of the eventual outcome, it would have savaged her machine.

However, she'd kept back several Stars of Elementals for just such a situation. The twenty-five battle armor units made quick work of the vehicle, blasting through or simply tearing off the hatch tops and firing their energy weapons directly into the crew quarters, putting the vehicle out of action.

Several hundred meters up the hill, another vehicle slewed into the street and began a high-speed run toward her. The SM1 Tank Destroyer was simply too fast for the battle armor to catch. Sighting up in front of the vehicle, she pulled her right-hand index trigger, whose targeting interlock sent off both of her long-range fifteen packs. Though she dimly recognized that her path of fire would drop near her own troops, the thought never reached the surface of her mind.

The missiles cascaded down, blowing holes in the street and sending some of her Elementals cartwheeling through the air. It was an almost perfect shot, and the sudden loss of some speed and a warble in the hovercraft's movements let her know damage had been done.

Nonetheless, just as the vehicle reached its short range, the SM1 unleashed its only weapon: a massive type-20 ultra autocannon. Depleted uranium shells tore into her *Catapult* with the savagery of a rabid dog, gnawing and rending the *Catapult*'s right side to the bone, shattering armor in a rain of ceramics and blasting through to knock her autocannon and missile packs in that torso off-line.

Furious at the affront, Sadia ignored her Clannish dislike of physical attacks and pulled back the *Ryoken II*'s foot. With uncanny timing, she swept the foot forward into the back of the vehicle. The massive foot tore off a section of the hovercraft's skirt and slewed the SM1 into a garden wall, where it flipped end over end.

Though the kick threw her off balance for a moment, she managed to stay on her feet. *That is for those who seek to take what is rightly ours!*

MECHWARRIOR[®]

DARK AGE

Scenario #4: Coupé

Background

Though both sides attacked with abandon, the commanders of both the Swordsworn and Steel Wolves forces focus on their objectives once more. Capturing and holding the domed DiNapoli Industries Complex is the highest priority. Neither side would risk destroying the structure, since they both needed it too badly. With the Wolves having gotten there first, the Swordsworn must move to take it from them.

Objective

The Swordsworn player must take control of the buildings within the complex. The Steel Wolves player must maintain control of the buildings for as long as possible.

Army Size: 2-player game. Player 1 is the Swordsworn player, with a 450-point battleforce and 4 orders per turn. Player 2 is the Steel Wolves player, with a 300-point battleforce and 3 orders per turn.

Time Limit: 90 minutes

Preparing the Battlefield

Players set up the terrain as per the battlefield map. No additional terrain is placed.

Special Rules

- 1) Treat both terrain template B5 buildings as abrupt elevated terrain; units with Jump Jets may move on top of these buildings. Use the Elevated Terrain rules for units on top of buildings (see MW:DA rules, p. 23).
- 2) Additional victory points can be gained by Player 2 by controlling the two B5 buildings. Player 2 controls a building if he has a unit in base contact with the building. Player 2 gains 15 points towards Victory Condition 2 at the beginning of each of his turns for each building B5 he controls. Units on top of a building are in base contact with the building.
- 3) Player 1 cannot accumulate any points for Victory Condition 3: Control of Your Opponent's Deployment Zone.
- 4) Treat the water terrain as shallow water special terrain.

Victory Conditions

Score victory points as per the standard rules. Add Player 2's victory points for control of B5 buildings as described in Special Rule 2 above.

Battlefield Map

