

AROUND THE SPHERE

Snarling Wolves

With a handful of Kal Radick's more vocal subordinates beginning to call into question his leadership of the Steel Wolves, as well as his combat prowess, Kal Radick decides to launch a campaign of conquest that he'll lead personally. In an attempt to showcase both his leadership skill and military acumen, Radick chooses to conquer the world of Schedar—taking this world while his Wolves also seize Achernar will strengthen his position—home to Rander Communication Equipment. Though they produce mainly civilian components now, for centuries they supplied military communications equipment. As far as his Intel can determine, the only defending forces are a recently arrived contingent from Bannson's Raiders. Even as Kal's assault gets underway, however, his opposition decries the attempt, saying that the world is strategically unimportant and that the Raiders are unworthy of the Wolves' attention. Only time will tell if Radick will be able to carry his Wolves to greater glory while crushing the opposition to his command . . . but first he must win this world.

Steel Wolves Kal Radick



*Orbital Insertion
Upper Atmosphere, Schedar
Prefecture IV, The Republic*

How dare they question my authority? The thought resonated inside Galaxy Commander Kal Radick's skull. They will question me no more!

Firmly strapped into the command couch of his *Mad Cat II* as it plummeted through the buffeting winds of Schedar's upper atmosphere, Kal contemplated his future. Though his detractors continued to doubt his martial abilities, he didn't doubt his skills. After all, had he not been raised in a sibko and tested out in a Trial of Position? Was he not a trueborn?

Though it was galling to allow most of his opposition's comments to fall without repercussion, Kal knew he only fueled their cause if he responded too often. This battle would cement his position and allow him to do away with any true opposition to his leadership of the Wolves. Of this he was certain.

With a violent shudder, explosive bolts detonated along the seams of his 'Mech's ablative cocoon, jettisoning the material now that the danger of the atmosphere had passed; communications suddenly filled the silence with incessant chatter. Though the ground was still three kilometers distant, Kal quickly checked to make sure his *Mad Cat II's* jump jets were fully operational. Satisfied, he brought his weapons on line and started to track the next danger to be faced—aerospace fighters swooping toward his falling 'Mech.

As Kal lined up his shot, he was already thinking of the next danger on the surface below, and the next, and the next . . .

Bannson's Raiders Stefani Ehli



*Near Jacksonville
Near entrance to Rander's main underground
facility, Schedar
Prefecture IV, The Republic*

Stefani watched, emotionally detached, as the burning star streaked across most of the horizon, slowly breaking up and blossoming into dozens of white-hot pinpricks of light that shot off in different directions; Jerry's *Eagle* aerospace fighter finally exploded into a shower of falling bits no bigger than Stefani's clenched fist.

"We've lost our air cover," her XO said. Stefani resisted the urge to comment on the ridiculous obviousness of that statement. Too bad about Jerry. She'd liked him.

Looking out across the low, lazy serpentine sand dunes that crisscrossed this entire area, she could see a handful of tall smoke columns begin to rise into the still air, funeral pyres for her downed aircraft. Like a light rain of fire, the plumes of jump jet plasma exhaust

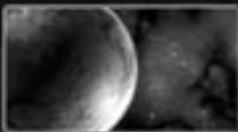
sprinkled her forward vision, as the Steel Wolves forces finished their orbital insertion and bled off velocity before touchdown.

"Perhaps we should've waited until we'd engaged a part of their force before committing our few fighters?"

"Water under the bridge," Stefani said calmly. "They lost two units and that's a fair trade in my book." It was a bald-faced lie, but her XO wasn't in any position to call her on it.

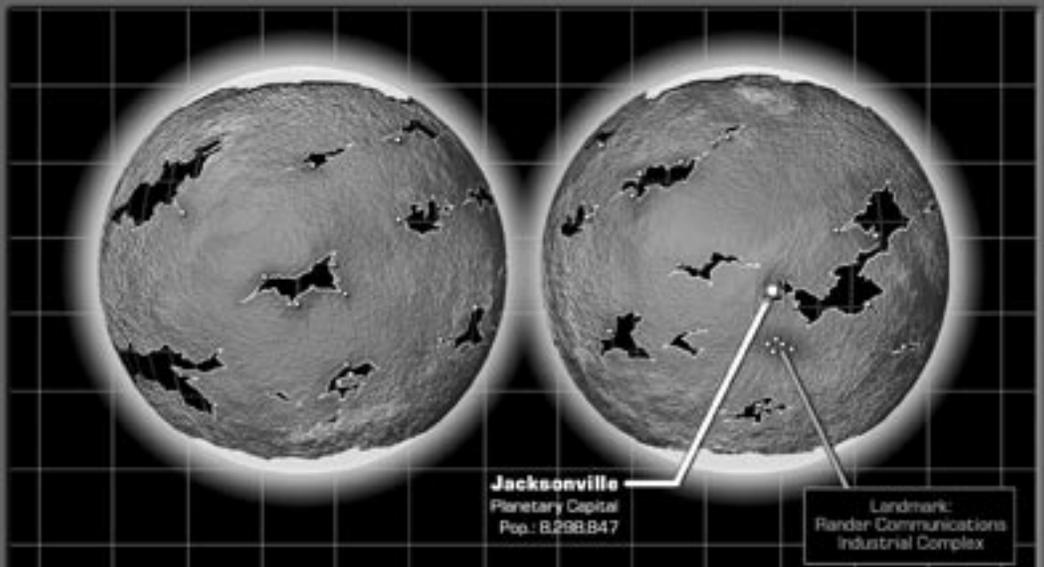
Her lips twisted up into a sneer. *Time to put these dogs down.*

Planet Detail: Schedar



Planet: Schedar
Gravity: 1.1
Eq. Temp: 27° C
Surface H₂O: 20%
Population:
55,000,000
Governor:
Jas Rander
Planetary Legate:
Gerry Janetzke

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Jacksonville
Planetary Capital
Pop.: B.298.B47

Landmark:
Rander Communications
Industrial Complex

MECHWARRIOR

FIRE FOR EFFECT

Snarling Wolves

Background

The Bannson's Raiders anticipate the purpose of the Wolves' attack and move to secure the underground military factory.

Objective

Achieve victory by controlling the entrance of the underground factory and destroying opposing units.

Battleforce Size: Two-player game; 300-point battleforces; three orders per turn.

Time Limit: 60 minutes

Rules Set: MechWarrior®: Dark Age and the MechWarrior: Fire for Effect rules supplement

Preparing the Battlefield

Players set up the terrain per the battlefield map. No additional terrain is placed. Terrain piece B6 represents the entrance to the underground factory. The Steel Wolves player is the first player.

Special Rules

- 1) Visibility is limited by the dusty atmosphere. Treat the maximum range value for ranged combat attacks—other than artillery attacks and indirect fire attacks—as 6. Artillery range values and indirect fire maximum range values are not affected by the dust.
- 2) If a 'Mech is pushed or runs, roll 1 six-sided die. On a result of 4, 5, or 6, the 'Mech does not take a click of heat for pushing or running. If a 'Mech both is pushed and runs, roll the six-sided die twice to check for each potential click of heat.
- 3) At the beginning of each player's turn, count the total point value of each player's units in base contact with the entrance to the factory. If the player whose turn it is has the higher total, that player scores 1 point toward Victory Condition 3.

Victory Conditions: Score victory points per the standard rules, with the addition of Special Rule 3 above.

Battlefield Map

