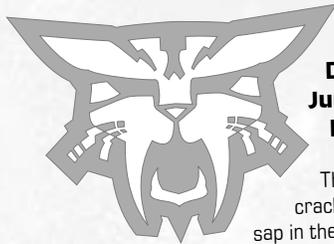


### Visions of Fire

#### Scenario #1: Ghost Walkers

Galaxy Commander Kev Rosse of the Spirit Cats has had a revelation. In the flames of his vision he has seen a new Path that he must take; a Path that will lead to a haven of safety for his Spirit Cats. Hand picking several chosen units, as his vision has shown him, he sends them to worlds where he believes their haven might exist. Star Colonel Rikkard Nova Cat leads one of those chosen ones, and he is sent to secure the world of Ozawa so that Rosse can determine if it is, indeed, the place. However, Jacob Bannson also wants the world of Ozawa, as it will be his stepping-stone into Prefecture III.



**Star Colonel Rikkard  
Nova Cat  
Desolate Pass  
Juniper. Mallory's World  
Prefecture III. The Republic**

The flames leapt high, snapping and crackling as the few trace veins of rich sap in the logs superheated and exploded, sending a shower of ruby sparks to mix with the field of diamonds scattered across the night sky.

Sitting cross-legged, his ceremonial leathers warmed by the fire, Star Colonel Rikkard Nova Cat breathed in the atmosphere of this place. So much history. So much emotion staining the very air.

Like all Nova Cats, he knew that, even in a universe filled with a billion suns, fate tended to gather around pivotal locations, hot spots of activity where major convergences of history occurred again and again. Having studied the history of the worlds in The Republic, Rikkard had known right away that Mallory's World was one of those places; a vortex where fate constantly swirled, waiting for the next great event.

One of the greatest of recent memory was already a century old and yet its effects could still be felt. Ian Davion, leader of the powerful House Davion, had died in this pass, fighting off an incursion by Davion's mortal enemies, House Kurita. Rikkard closed his eyes and placed both hands on the sandy ground; the strength of conviction that flowed through him felt as though it was being drawing from Ian himself, dead now for a hundred and twenty years.

"What do you feel?" Opening his eyes he could see Galaxy Commander Kev Rosse standing slightly to his right across the fire. The flickering light gave his features an other-worldly glow and for a moment Rikkard wondered if the spirit of that long-dead Prince had not infused his commander, to pass along his wisdom.

"Strength," he replied.

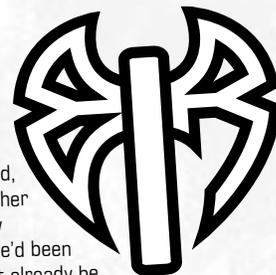
Slowly crouching, his ceremonial leathers flowing like black shadows across his form, Kev picked up a handful of sand and allowed it to cascade back to the ground. "Yes, much strength of purpose. Strength we will need."

"It is a strength of comfort only, Galaxy Commander. We have all the strength that we need-that I need. You have chosen me and tasked me with securing Ozawa to see if it is the place of your vision. What can stop me?"

"Fate," Rosse replied. His voice barely rose above the roar of the bonfire. "Your conviction is noteworthy, but do not let it lead you to hubris; arrogance has brought down the greatest of men."

"I know my limitations, Commander. From this place of great events a new one is unfolding. An event that will shake the stars and see us to safety."

**Captain "Dagger Di" Jones  
Petre Hills  
Near Sapporo, Ozawa  
Prefecture III. The Republic**



"What are you saying?" "Dagger Di" Jones said, her jaw aching from clenching her teeth together so hard. Her fingers twitched, subconsciously reaching for one of her favorite daggers; if she'd been face-to-face with Sergeant Nelson, she might already be letting him know of her displeasure.

"We lost another three vehicles to the last strike," Nelson muttered.

She breathed deeply, imagining the dagger twirling through her nimble fingers, the tip of the blade a blur; she knew the answer to the question she was about to ask before she voiced it. "How many Cats did you bring down?"

"None," came the hesitant reply. Though Nelson's AgroMech stood in front of her, it still appeared to cower before her *Hatchetman*.

"How is that possible?"

"They're demons, Commander! Damn Ghosts! One minute they're not there and the next they strike as though rising up out of the ground. They never miss a damn shot and before we can organize any type of counterattack they're gone, vanishing like smoke. They're not human!"

She sighed, and tried to calm her racing heart. The Cats had been on planet for less than a week and already they'd managed to wreak such havoc. More infuriating, they'd managed to break one of her people and he didn't appear to have a scratch on him. She closed her eyes and the voice of Jacob Bannson seemed to fill the cockpit.

*Weaker men will always attempt to stand in the way of those destined for greatness. Whether intentional or through sheer stupidity, it does not matter; you remove them immediately. The Republic dared mess in my business affairs; there is only one response to that, Dagger. Only one.*

She slowly opened her eyes again. If they are weak, you remove them; she'd learned that brutal lesson on the mean streets of Yorii long before meeting Jacob Bannson.

With a suddenness that didn't even allow Nelson to raise his IndustrialMech's arms, Dagger moved her *Hatchetman* forward and swung the multiton depleted-uranium-tipped hatchet held in her *BattleMech's* right hand; the thunderous crunch as it shattered the cockpit was almost as satisfying as the clean slash of her blade. If there was one thing she couldn't stand, it was weakness.

She opened up a general frequency. "These Spirit Cats are not ghost walkers, people. They are flesh and blood and they will bleed . . . or you will."

# MECHWARRIOR<sup>®</sup>

## DARK AGE

### Scenario #1: Ghost Walkers

#### Background

Having touched down in the hinterlands of the continent of Kushiro without meeting any resistance, the Spirit Cats move to take control of the city of Sapporo. Finally meeting their enemy, the Spirit Cats play a game of strike and fade, using their legendary marksmanship to maximum effect. Unwilling to lose the initiative, "Dagger Di" Jones uses every available means at her disposal to stop the advancing Cats.

#### Objective

Each player aims to defeat the other player and gain control of the city of Sapporo, the first step in gaining control of the world of Ozawa.

**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 Spirit Cats player is Player 1.

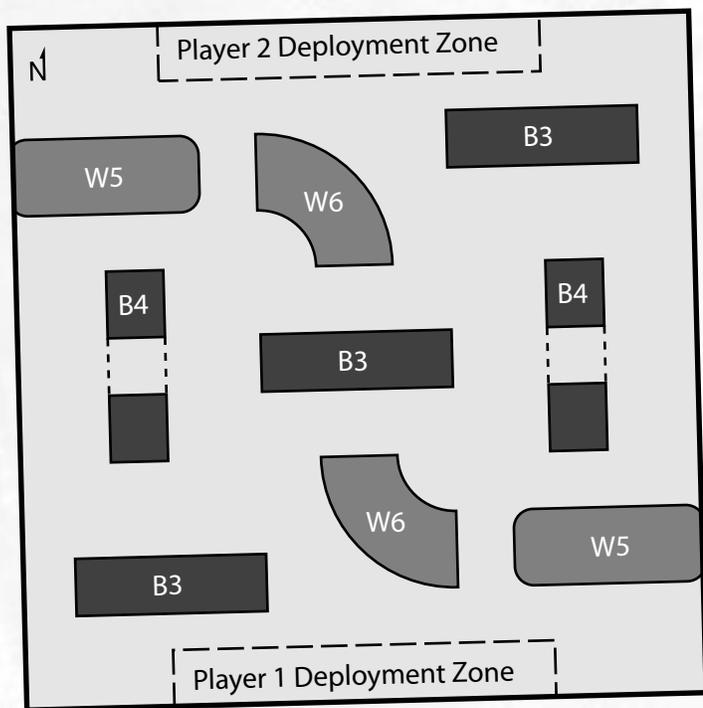
#### Special Rules

- 1) Before the scenario begins, the players determine who will play the Spirit Cats and who will play Bannson's Raiders. This can be done either through a random die roll or player negotiation. Players represent the same faction throughout all four battles in this campaign.
- 2) Treat all terrain template B3 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).
- 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. Units on top of a building are in base contact with the building.
- 4) Treat the water terrain as deep-water special terrain.

#### Victory Conditions

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

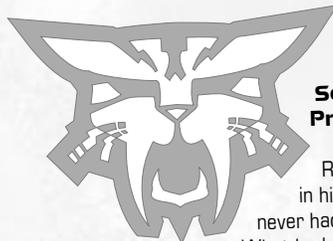
#### Battlefield Map



### Visions of Fire

#### Scenario #2: Hot Zone

Following his own visions, regardless of what his intelligence sources might tell him, Star Colonel Rikkard Nova Cat moves a small force onto the continent of Sendai, into the worst of the radioactive hot zones on Ozawa. Incredulous and uncomprehending of such a move, Dagger Di has no choice but to send a small force to follow, hoping to thwart whatever strange plans the Spirit Cats might be up to.



**Star Colonel Rikkard  
Nova Cat  
Plain of Tears  
Sendai, Ozawa  
Prefecture III, The Republic**

Rikkard Nova Cat had trod many worlds in his life, experiencing many things, but never had he seen such abominable desolation. What had once been a verdant landscape, praised for its magnificent beauty and noteworthy for its contribution of resources to its populace, was now a barren wasteland.

Following the collapse of the Star League in 2781, both the Capellan Confederation and the Draconis Combine attempted to take control of Ozawa in what would become centuries of warfare called the Succession Wars. Numerous assaults left many sections of the world in ruin, but the end came when the Combine made one final attempt to control the world and didn't hesitate to use nuclear weapons to achieve that end, even if it meant losing the world in the end: better to leave it a twisted ruin than allow it to fall into the hands of the enemy.

Bile rose in the back of Rikkard's throat. He was a warrior and had dealt death on many occasions, but such senseless destruction was abhorrent to any Clansmen. It had served no purpose, but it had killed millions and rendered a resource-rich area into a wasteland that even now, centuries later, could not support life beyond lichens and moss.

"Star Colonel, do you really expect to find something here?" The voice of his XO reminded him how long he'd simply looked out the forward viewscreen of his Firestarter, sickened by what he saw.

"No, Jakob, I do not. I knew not why I should come to this place, but I believe I now know." He slowly stretched his neck back and forth, the vertebrae popping as he attempted to relieve muscles that had borne the weight of a heavy neurohelmet for long hours.

"I believe I was meant to see the excess of the Houses. We Clans originally returned from our self-imposed exile to stop this type of wasteful warfare and we lost our way. Especially those of us who felt that Devlin Stone and his Republic of the Sphere were truly the Star League come again in a different form. How long has the HPG grid been down, and how quickly do the various factions scramble to arm themselves and go to war? We must find our sanctuary, or risk ending like this plain: awash in death, pain and tears, forgotten by history."

"Um, Star Colonel, I don't mean to interrupt, but I believe we have company."

"I know."

**Captain "Dagger Di" Jones  
Plain of Tears  
Sendai, Ozawa  
Prefecture III, The Republic**



"What are they doing?" Though it was a rhetorical question, "Dagger Di" couldn't help but ask it anyway.

"I don't know, Captain, I can only see what you see," came the obvious response. She'd not expected a reply, but of course Alexia would give her one; if she wasn't one of the best pilots under her command, Dagger would've carved away her sarcastic arrogance long ago.

"I can see that," she said, attempting to calm her anger. Why was it so hard for her troops to know their place? Did she have to remind them every second that she was in control?

Attempting to clear her head, she focused once more on the far-distant figures of the Spirit Cats. Her own troops had purposely stayed far behind the Cats' advancing column, using the few hills and ravines in the area to mask their movement. Now, they'd holed up in a small arroyo, which allowed two 'Mechs to stand shoulder to shoulder, mostly hidden, and view the plain beyond. However, there was nothing to view. The Cats were simply standing out there. They'd been motionless for an hour.

"Do they know we're here?" Dagger muttered to herself and then cursed under her breath when she realized she'd spoken loud enough for her mike to pick it up and send it to Alexia.

"How would I know, Commander?" came back the usual caustic reply. "I've not seen them move for an hour either. Of course, if they have another force in the area that we're unaware of, then perhaps they're simply forcing us to remain stationary while they maneuver the second force into position."

For just a moment, Dagger contemplated the idea and then cast it aside. There was no way they could've brought a second force to Sendai without her finding out about it. "No," she fired back, "more likely they are simply as crazy as we've heard and are trying to soak up the radiation for their 'visions.'"

"If you say so," she said. Dagger ground her teeth.

"Yes, I do."

"Well, then what do we do?"

"What do you think? Attack! This is stupid, to just sit here. They don't have some grandiose plan in the works to defeat us. They're simply nuts and it's our job to put them out of their misery."

"Now that's a plan I like." For the first time all day, Alexia's voice held no sarcasm; killing was why she'd signed up with Bannson, just like the rest of them.

# MECHWARRIOR<sup>®</sup>

## DARK AGE

### Scenario #2: Hot Zone

#### Background

According to their custom, Nova Cat warriors seek visions in flames, of signs and portents that will lead them to further victories. Following the battle for Sapporo, Rikkard Nova Cat determines that he must journey to the continent of Sendai, into the heart of Ozawa's radioactive hot zones. A Raiders force follows and a fast and dangerous battle ensues. Because of the harsh environment of the nuclear wasteland, the crews of damaged Mechs and vehicles risk exposure to deadly radiation.

**Objective:** Each player is attempting to eliminate the other.

**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 Spirit Cat player is Player 2.

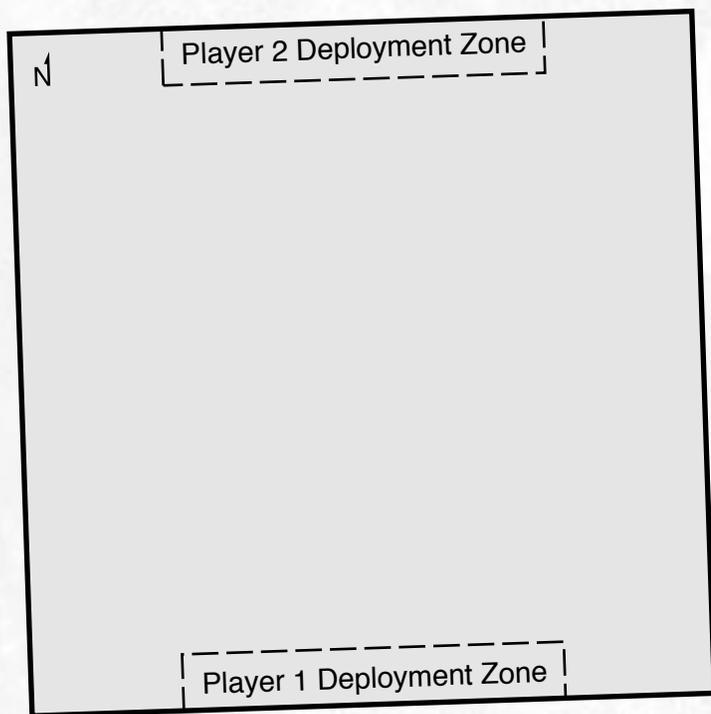
#### Special Rules

- 1) Victory Condition 3 does not apply.
- 2) At the end of Player 2's turn, give a click of damage to any 'Mech or vehicle which is Salvage or has a repair marker showing on its dial. This damage cannot be prevented by any means. Infantry do not take this additional damage.

#### Victory Conditions

Score victory points as per the standard rules except neither player accumulates points for Victory Condition 3.

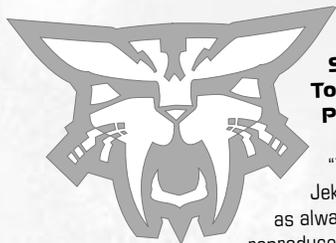
#### Battlefield Map



### Visions of Fire

#### Scenario #3: Flashing Daggers

Frustrated with the continued presence of the Spirit Cats and her inability to eliminate them as a threat, "Dagger Di" Jones of Bannson's Raiders hatches a plan. By leaving the city of Sukade—administrative capital of Prefecture III—apparently undefended, she hopes to lure the Spirit Cats to the city, which her Raiders will have surrounded so she can move in for the kill. Though aware of the potential for a trap, the Spirit Cats cannot resist the lure.



**Star Colonel Rikkard**  
**Nova Cat**  
**Sukade**  
**Todoga, Ozawa**  
**Prefecture III, The Republic**

"You know it is a trap, quiaff!" Jakob said, his voice strong and firm as always, even though electronically reproduced.

Rikkard waited a moment to respond as he finished the final startup sequence on his *Firestarter*.

"Rikkard Nova Cat, code phrase confirmed. Welcome aboard. Full control is now yours." With those words his 'Mech passed full control to him as power flooded through the *Firestarter*, bringing all systems on-line. A quick glance showed that all systems were a go.

"Aff, Jakob. Of course it is a trap," Rikkard responded.

"Then why are we falling into it?"

"Jakob, we are not *falling* into anything. To know that a trap exists means that you already will have the element of surprise when you do not react the way your opponent expects you to when he pounces."

"Yes, but the best way to avoid a trap is to avoid it altogether, no?" As usual, there was no disrespect evident in Jakob's voice. He simply had something to say and he said it; it was an attitude that Rikkard encouraged among all his warriors.

"In the normal course of events, yes. However, there are times when the desired prize in the trap is too great, and the only way to acquire it is to go there. To hold the world, we must hold Sukade, or we hold nothing."

"But it has no strategic value whatsoever," Jakob countered.

"True, but it has a psychological advantage. It is the administrative capital of Prefecture III, and as long as the Raiders hold it, we will not hold Ozawa."

There was a momentary pause as Jakob mulled his comments over. Just then a voice echoed throughout the DropShip. "Drop in sixty seconds. I repeat, drop in sixty seconds." The dull rumble of the DropShip's engines and the low keen of the passing wind became a thunderous roar and banshee wail as the main 'Mech ramp slowly opened.

"It appears to be too late at this point," Jakob said.

"Not too late Jakob. Just right. Yes, just right." Rikkard maneuvered his *Firestarter* to the threshold of the door as the city of Sukade came into view. As always, he led his men from the front lines, and as the countdown struck zero he leapt toward the void and the victory that would surely follow.

**Captain "Dagger Di" Jones**  
**Sukade**  
**Todoga, Ozawa**  
**Prefecture III, The Republic**



The *Hatchetman* reached the apex of its flight as its jump jets spewed out superheated plasma. The 'Mech sailed over the buildings at the outskirts of Sukade and plummeted toward the ground. With long practice, she raised the *Hatchetman's* right arm, which held a depleted-uranium-tipped hatchet the size of a mini-hovercar. Ahead of her, an AgroMech stood stock-still, as though disbelieving what his sensors and senses were telling him; a deer caught in the headlights. At the last second, "Dagger Di" brought the hatchet flashing downwards, the strength of the blow amplified by the inertia of forty-five tons of falling metal. She let out a blood-curdling scream as the hatchet crunched into the forward cockpit assembly, instantly pulping the warrior within and tearing away the entire torso section. Belching smoke, the now lifeless machine slowly tumbled backwards. She raised the hatchet into the air and let out another scream of satisfaction. This was what made life worth living!

Her warning klaxon announced the arrival of another target, as a modified ForestryMech moved into the intersection of the street several hundred meters away. With a savage grin—a grin that had made numerous men twice her size slowly back away—"Dagger Di" pushed the throttle full forward and her *Hatchetman* began to run toward the target.

Her opponent raised the running logging saw that formed the lower half of the ForestryMech's left arm, accepting her challenge. A vision flashed through her mind of ancient knights, blades raised and rushing toward each other to determine the superior opponent face-to-face. Once again, Dagger declined to use her ranged weaponry, preferring to settle the encounter up close and personal.

Her opponent was not of a like mind, however, and let off a burst of autocannon fire that spewed into the ground at her 'Mech's feet, and then stitched its way across both of its legs. The ForestryMech turned and ran back the way it had come. How dare he?!

Quickly reaching the intersection, she brought her Ultra-10 Autocannon on-line and fired. A steady stream of depleted-uranium slugs clawed through the air to savage the back of the 'Mech and instantly tear through to destroy its engine. As it splayed forward its fuel tank exploded, sending gouts of flame in every direction.

"Coward." "Dagger" moved to find an opponent worthy to face her blade.

# MECHWARRIOR<sup>®</sup>

## DARK AGE

### Scenario #3: Flashing Daggers

#### Background

The Bannson's Raiders have purposely left the city of Sukade lightly defended in hopes that the Spirit Cats will concentrate all of their remaining on-planet forces to take the administrative capital of Prefecture III. However, the Raiders have arrayed most of their remaining forces around the city and hope to trap and then destroy the Cats once they've committed themselves.

**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 Spirit Cats player is Player 1.

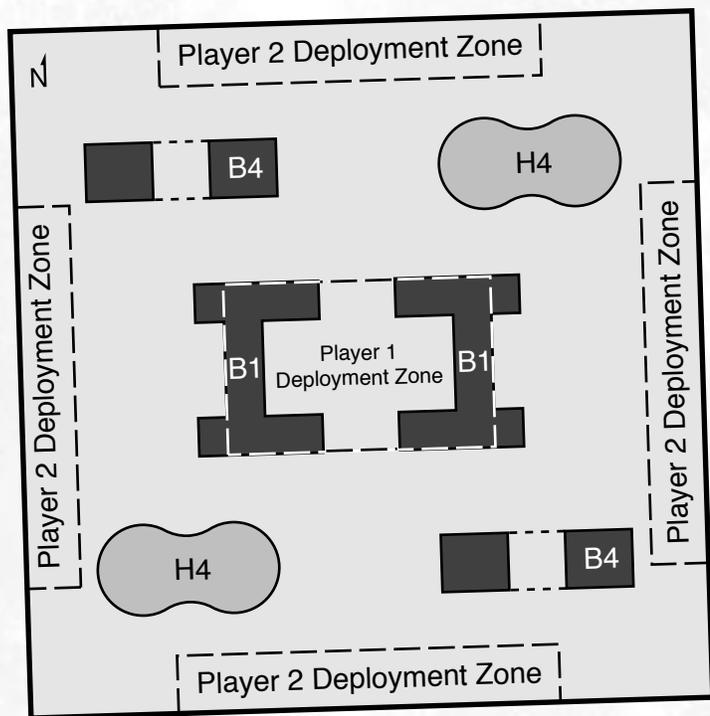
#### Special Rules

- 1) Treat all terrain template B1 buildings as abrupt elevated terrain; units with Jump Jets may move on top of these buildings or be deployed on top of them. Use the Elevated Terrain rules for units on top of buildings (see MW:DA rules, p. 23).
- 2) Player 2 deploys his battleforce within any combination of the Player 2 deployment zones.

#### Victory Conditions

Score victory points per the standard rules except neither player may accumulate points toward Victory Condition 3.

#### Battlefield Map



# MECHWARRIOR DARK AGE

## Visions of Fire

### Scenario #4: Firestorm

*Pushed to the edge in the Todaka Forest, near the city of Sukade, by the remaining Bannson's Raiders on the planet, Rikkard Nova Cat launches one last desperate bid to destroy the Raiders and claim Ozawa—he sets the forest on fire. Though such waste is abhorrent to any Clansman, Rikkard finds the loss of the world and his personal honor more so. As heat is the enemy of every MechWarrior, the Spirit Cats will have to overcome their own fear of death by fire and brave the flames to finish off the Raiders.*



**Star Colonel Rikkard  
Nova Cat  
Todaka Forest, Near Sukade  
Todoga, Ozawa  
Prefecture III, The Republic**

Rikkard Nova Cat pulled the forefinger trigger in his right-hand joystick. The targeting interlock circuit (TIC) flashed a signal through the battle computer and the six flamers mounted in his *Firestarter's* arms—three in each—immediately tapped into the incredible waste heat generated by the BattleMech's fusion reactor and began to spew out a hellacious torrent of flame. Raising both Mech arms, he pushed the throttle forward and his BattleMech began making its way through the forest, setting it ablaze.

For just a moment he had visions of capricious gods stalking ancient Terra, casting lightning bolts and bringing death, destruction and misery to unsuspecting mortals. He shook his head savagely to dislodge such attacks of conscience; this was the only way.

Though the forest was by no means dry—in fact a heavy three-hour rainfall had ended less than thirty minutes ago—the temperature of the flames quickly caused the trees in the flamers' direct path to catch fire. Within thirty seconds a swath of the forest had become a self-perpetuating raging inferno, whose flames were being whipped into a fury by a strong wind that beat the flames at his back.

Though he was confident he'd already started a blaze that would do the job, Rikkard had to make sure and he continued his terrible duty, moving more quickly as this part of the forest became sparse.

Having cut diagonally through almost a kilometer of the forest, he suddenly came to a firebreak in his path, with a completely clear path almost fifty meters wide. Not wishing to be caught in the fire rapidly approaching from behind, he moved his *Firestarter* to the other side and waited. Would the flames pass?

His answer came soon enough as the wall of angry reds and savage yellows swallowed whole trees in seconds. The forest edge across the way was soon engulfed and, though some fifty meters away, the temperature in the cockpit began to rise as the heat reached him. A sudden flurry of wind snapped through and Rikkard witnessed firsthand a fire's ability to jump such firebreaks under the right conditions, as several fireballs were literally flung across to splash into the trees by his feet.

Nodding with satisfaction, he began moving to the rendezvous point, knowing he'd have to face the enemy in these flames soon enough. It was time for the Cat to lunge for the jugular!

**Captain "Dagger Di" Jones  
Todaka Forest, Near Sukade  
Todoga, Ozawa  
Prefecture III, The Republic**



"What did the report say?" Alexia asked.

Standing in the lee of the quickly pitched tent that was serving as their command post, Dagger was so engrossed by the report that she didn't hesitate to respond. "Trouble. Beautiful trouble. This just came in from a trader captain who just arrived from Helen. It would seem that trouble is spreading even faster than Jacob ever believed possible." She stopped for a moment and looked up, only to steel herself against showing any reaction to sharing such information with her sarcastic lieutenant.

Alexia asked, "What trouble?" Though her face was obviously as blank as her own, Dagger was confident that the sparkle in Alexia's eyes was elation at catching her unaware. Not wanting to share further information, but not wanting to admit she'd made a mistake even more, she continued.

"Very sketchy. Some fighting, power struggles? There are some names here, but I don't know any of them but this one—Sam Donnelly." Dagger turned and moved to the table and the map of the region laid on it, hoping to put Alexia off with a cold shoulder. She knew it wouldn't be that easy as footsteps followed her.

"That name sounds familiar? Why should it?" Alexia asked, her voice moving from the neutral tone that had caught Dagger off guard to its standard of demanding sarcasm.

Dagger leaned against the table and stared blankly at the map for a moment. A dagger would be so useful right now, she thought, for perhaps the hundredth time when dealing with Alexia.

"He passed through Tybalt several months ago, asking questions. Jacob thought there was more to him than met the eye and perhaps there is. Of course, he could be in Jacob's pay for all I know, testing us then and sowing seeds for later harvest. Who knows what—"

"Captain!" The voice echoed across the small clearing, interrupting her train of thought. Her men had learned quickly never to interrupt her unless it was a dire emergency. She turned and strode quickly toward the communications hutch where a man was signaling with a wildly waving arm.

"What is it?" she demanded.

"We've just gotten a report in from Charlie Lance. The forest is on fire!"

"So," she responded, anger stirring that she'd been interrupted for this.

"The Spirit Cats have ignited a huge swath of forest, and the wind has turned it into a huge firestorm that is moving right at us."

# MECHWARRIOR<sup>®</sup>

## DARK AGE

### Scenario #4: Firestorm

#### Background

Left with few options outside of destruction or retreat off-world, the Spirit Cats set the forests near the city of Sukade ablaze. Though they will have to deal with the hellish effects of the fire as much as the Bannson's Raiders' forces, they are hoping to direct its flow just enough to give them final victory.

#### Objective

Each player aims to eliminate the other player. As so often occurs in war, the players will have to contend with outside conditions—in this case a raging fire—as much as each other.

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

**Time Limit:** 60 minutes

#### Preparing the Battlefield

Players prepare the battlefield as per the MechWarrior: Dark Age standard rules. No deep-water terrain can be placed. The Spirit Cat player is Player 2.

#### Special Rules

- 1) Use a string or extra tape measure to represent the southern extent of the forest fire. Start the fire at the north edge of the battlefield. Roll 1 six-sided die at the end of Player 2's turn. Move the edge of the fire south a number of inches equal to the result rolled.
- 2) A unit is in the forest fire if its center dot is on the southern extent of the fire line. 'Mechs in the forest fire at the end of Player 2's turn take 1 click of heat. Vehicles and infantry in the fire at the end of Player 2's turn take 1 click of damage.
- 3) Water terrain offsets the heat caused by the fire but does not prevent the damage it causes.

#### Victory Conditions

Score victory points per the standard rules

#### Battlefield Map

