

MechWarrior: Gambit Scenario # 1: DropShip Down

Duchess Katana Tormark, leader of the Dragon's Fury faction, has made plans to take the world of Addicks. Newly discovered natural reserves of crude oil are at stake. If Katana can secure the planet, it will guarantee her a supply of fuel for her vehicles and IndustrialMechs. Victory is critical, as capturing Addicks is the key opening move in Katana's long-term plans.



Tai-i Danni Haag JumpShip Dragon's Claw Zenith Jump Point, Markab System Prefecture III, The Republic

The blackness of oblivion stretched out before her. Pinpricks of light filled the void: thousands of stars extending across as many light-years. Standing in the ready room of her command JumpShip, Katana

Tormark stared impassively ahead. Behind her, she could sense a presence.

"Have you brought the report?" Katana said, shifting the weight of the blade she cradled in her arms.

"Hai," Danni Haag said, holding out the report. Katana ignored it.

"You have verified it?" she asked.

"Hai. It is everything the initial findings said it would be. It's still early, but based on our preliminary exploration, it appears the fields on Addicks contain in excess of 10 billion tons of oil." Danni paused for a moment, as though waiting for a response, and then continued when none was forthcoming. "That is one of the largest finds in the Inner Sphere in the past century."

Katana slowly and reverently raised her namesake but did not remove it from its sheath; if she drew the blade, it would have to be blooded. "Do you know the history of this blade, Danni?" she asked quietly.

Danni inclined her head, and her voice fell to a whisper. "Hai tonno. All who follow you know the legend of that blade." Silence filled the ready room.

Finally Katana broke the reverie, answering her own question as though Danni had not spoken. "This blade was forged in 2865 by decree of Coordinator Miyogi Kurita himself," she said reverently. "It was right after the Shadow War between Miyogi and his sister-witch Roweena. My ancestor Jackson Hayes forsook his African heritage and took the name Tetsuhara during that time and threw his support behind Miyogi. The support of a lowly soldier meant little then, but Miyogi rewarded the loyalty behind it nonetheless. It has been in the Tetsuhara clan ever since. It was once wielded by Minobu, one of the greatest samurai of his generation. Now, though I bear the name Tormark, Tetsuhara blood runs in my veins, and so it comes to me. How am I to honor that legacy?"

In a savage voice, Danni replied, "By making the Dragon strong once more."

With a motion as smooth as flowing water, Katana unsheathed the flawless sixty-nine-centimeter katana and turned to face Danni for the first time, extending the blade toward her. "This is the gambit that will make the Dragon strong once more," she stated. "This source is untapped and as yet unguarded by the Republic. Such an independent source of fuel for my IndustrialMechs and vehicles is paramount. You must take Addicks."

"Hai. I will, or I will die trying," Danni vowed. Slowly, she raised her right hand and grasped the end of the blade, not wincing as the keen edge bit into her palm.

Captain Tara Bishop Plains of Jesara Landersia, Addicks Prefecture III, The Republic

"You really think Katana will come here." Though her tone was respectful, Tara Bishop's voice contained a hint of doubt. Tara Campbell turned to look at Bishop, her virtual twin in looks and first name, although the two were not related at all.

"Yes, I do, because that's what I would do in her situation," Campbell responded. Looking beyond her captain, she could see half a dozen oil derricks in the distance, rising above the Jesara Plains. She knew full well that it was only the current communications crisis and the rumors of fighting that had kept the development of the plains to a minimum. It could not last.

"And now you are omniscient? Or simply telepathic?" This time Bishop's voice was not quite as deferential.

"It's a good thing you're one of my best captains, Tara, or I'd have to do something about you," Campbell said.

A sharp laugh was her response. "I live to be respectful, your grace," Bishop said, making a low bow with a flourish of her hand.

Tara smiled, her captain's levity releasing a little of the tension that filled her. However, her thoughts could not stray far from the impending attack. She felt it to her core.

Sensing Campbell's mood, Bishop grew serious for the first time that morning. "If Katana comes, we'll stop her," she promised softly. "I don't care one whit how high and mighty you think she is. She's flesh and blood, and so are her troops. They'll die like anyone else."

Taking strength from the words, Campbell pushed aside her concerns. Never mind that she'd idolized Katana for years or that most of her troops had never seen real combat. With an effort, she spoke, trying to lighten the atmosphere. "I don't know how you can stand this soup the locals call air," she complained.

Bishop laughed again. "At least you don't have to stay here, but you do get used to it."

"I can't stay," Campbell confirmed, "and you know why. It's important to keep Katana from taking Addicks, but fighting is breaking out on several worlds. I've got to try and find out where it's coming from—and why."

Bishop's voice took on a note of true sincerity. "I know, my liege. Have no fear. If the Dragon comes, I'll be its bane."



MECHWARRIOR[®]

DARK AGE

Scenario # 1 : DropShip Down

Background

The forces of the Dragon's Fury have just grounded their first assault DropShip on the smaller southern continent of Sparro, home to Addicks's only aerospace fighter base at the city of Neo Carthagia. They must neutralize the airfield before the primary wave of DropShips arrives, or they risk losing a significant portion of their force before they even touch down. The Highlanders are well aware of this fact and have thrown up a strong defensive screen to protect the airfield.

Objective: Both players seek to control the airfield.

Army Size: 2-player game, 300-point battle forces, 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 Highlanders player is Player 1. Neither player may deploy their battle force on terrain piece B1.

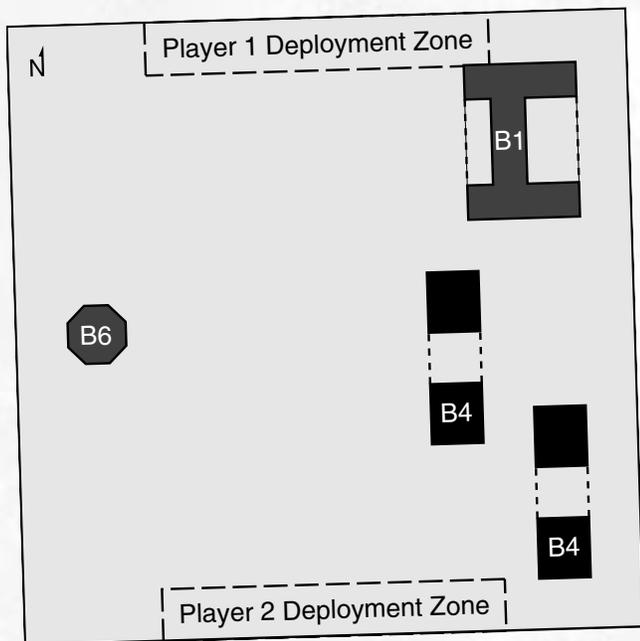
Special Rules

1) Before the scenario begins, the players determine who will play the Highlanders and who will play the Dragon's Fury. This can be done either through a random die roll or negotiation. While players represent the same faction throughout all four battles in this scenario series, they may play any combination of factions in their battleforce.

Victory Conditions

Score victory points as per the standard rules. The winner of the scenario is the player who wins Victory Condition 2: Control of the Battlefield. If the total points for Victory Condition 2 are tied, Player 1 wins.

Battlefield Map



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MechWarrior: Gambit Scenario #2: Reach for the Sky

Hoping to shut down the spaceport at Neo Carthagia, Tai-i Danni Haag deploys her forces to take control of the city and thus gain de facto control over the entire continent of Sparro.



Tai-i Danni Haag
Outside city limits
Neo Carthagia, Addicks
Prefecture III, The Republic

"Talon One, Bravo Company is in position, over," her XO said, the voice from the commline seeming to fill the small cockpit. After the long silence, it was a welcome sound.

"I copy, Talon Two, repeat, I copy," Danni Haag replied. She'd not expected her XO, Jasmine Tatsu, to get her Bravo Company into position so quickly; it boded well for the coming assault. She clenched her jaw to open up another commline. "Talon Three, this is Talon One, is Charlie Company in position? Over."

"Hai, Talon One, Charlie Company is in position. Over," the response came back immediately from Chu-i Overlund.

She continued to cycle through the elements of her forces, assuring herself that they were positioned correctly, as the countdown to zero hour continued. A tone sounded in her ear, letting her know that a private channel was coming in directly from Talon Two; she connected.

"Talon Two to Talon One, do you read me, over?" her XO said.

"Hai, I copy. Over," Danni responded.

"What do you think?"

In another subordinate, Danni might have attributed the question to nerves, which could affect the coming assault. However, she'd been here, with Jasmine long enough to know that the woman had nerves of steel; nothing affected her. Nevertheless, Danni rarely missed an opportunity to rib her lancemates. "Nervous?"

The derisive snort was response enough. "Just wondering if we really need this much force to push these so-called Highlanders out of Neo Carthagia." Danni smiled at the sarcasm dripping from every word.

"I agree with you, Jasmine, but Katana has a lot of respect for Tara Campbell, and so should we," she replied. "If Tara put these troops here, we should be wary of them." A small light began to flash on the console before her, and a grin lit her face. Zero hour. Opening up a general frequency, she gave the order she'd been waiting to say for years: the first truly large-scale assault that she'd led. "All units, forward," she said crisply.

Grasping the throttle in her left hand, she moved it full forward. Her Arbalest, as though sensing her own eagerness, leapt forward, its legs quickly eating up the ground in huge, four-meter strides as she dashed toward battle.



Captain Tara Bishop
Inside the city limits
Neo Carthagia, Addicks
Prefecture III, The Republic

The cerulean beam of twisting energy slammed into the building a scant meter from Tara Bishop's Pack Hunter. The kilojoules of energy instantly superheated the trace moisture in the brick, flashing it to vapor and causing a large section of the wall to explode in every direction. The debris sounded like heavy hail against her Mech's armor.

That was too close for comfort, Tara thought as she threw her machine into a reverse walk that moved her out of the advancing Dragon's Fury forces' line of fire.

The sudden appearance of a Scimitar MKII around the corner of the building alerted her that they were moving much more quickly than she'd thought possible. Four smoky contrails sprouted around the Scimitar's short-range missile rack, while the twin miniguns spouted a continuous stream of shells that almost contemptuously, Tara used the right-hand joystick to bring her targeting reticule to bear on the nuisance and let fly with a particle projector cannon when it glowed gold with a target lock. The pinpricks against her Pack Hunter's legs barely registered on her damage schematic. But the awesome might of her Clan-manufactured PPC stripped armor off the Scimitar like a hot knife through butter, punching a jagged hole through its front armor. The hovercraft's pilot immediately slewed into the safety of a side street, its fan kicking up a small dust storm behind it.

"Let's hope they'll all run that easily," Jason Carlyle said over the commline. Tara was startled for a moment, not having noticed his arrival on her screen during her brief clash with the fleeing vehicle.

"Don't bet on it, Jason," she replied. "The battle for the airfield already taught us that, and then some. I hate to admit it, but these Snakes are good."

"Snakes? I've not heard that in years. Is that really a word a good soldier of the Republic should use?" Despite the laughter in his voice, she briefly considered turning the PPC on her lancemate.

"Why not?" she snarled, unable to help the fury that crept into her voice. "They've pretty much declared their intention of conquering Prefecture III, for the greater glory of the Dragon."

"Yeah, but most people I know who call 'em snakes make the mistake of underestimating them."

"No need to worry about that. These so-called samurai have guts, I'll give you that much. That AgroMech just kept coming, even though he was totally outclassed."

She broke off as falling metal rain cascaded down at the end of the street and began to walk toward them. "Here they come," Tara said grimly. "We stop them now."

Scenario #2: Reach for the Sky

Background

Military DropShips can be disguised as civilian vessels when the need arises. To prevent that possibility, the Dragon's Fury forces have decided to shut down all civilian traffic to and from the planet. They are attempting to take control of the city of Neo Carthagia and the planet's only spaceport. This will give them de facto control of the southern continent of Sparro and will allow them to divert the rest of their forces directly to the oil fields in the northern continent of Landersia.

Objective

The attacking Dragon's Fury units must take control of two-thirds of the buildings in Neo Carthagia. The defending Highlanders force must maintain control of the city.

Army Size: 2-player game. The Highlanders player has a 300-point battleforce and 3 orders per turn. The Dragon's Fury player has a 400-point battle force and 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 Dragon's Fury player is Player 1. Player 2 may deploy his units in his deployment zone or in the clear terrain in either of the B1 terrain pieces.

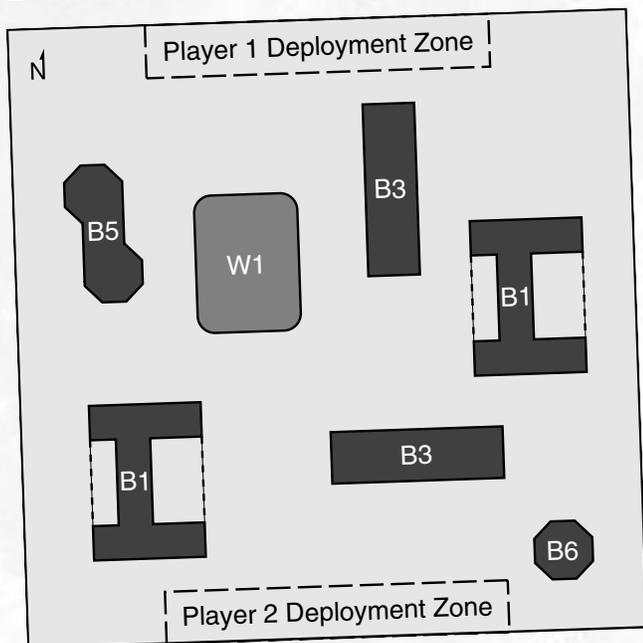
Special Rules

- 1) Treat all 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 MWV:DA rules, p. 23).
- 2) 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.
- 3) Treat the water terrain as shallow water special terrain.

Victory Conditions

Player 1 wins the game if he controls 4 of the 6 buildings on the battlefield at the end of the game. Otherwise, Player 2 wins.

Battlefield Map



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DARK AGE

MechWarrior: Gambit Scenario #3: Poseidon's Fury

Unable to land their DropShip on the northern continent, where the primary target of the oil fields is located, the Dragon's Fury forces from the southern continent of Sparro ground on the equatorial continent of Auskel. Knowing that her troops must join up with those already on Landersia if the Fury is to claim victory, Danni Haag attempts to cross the small strait separating the twin continents. The force is spotted by a flyover, and a small Highlander detachment is sent to force them back into the sea.



Tai-i Danni Haag
Sea of Landersia
Offshore of Landersia, Addicks
Prefecture III, The Republic

A behemoth that dwarfed her Arbalest moved lazily through the relatively calm waters some twenty meters below the ocean's surface. Danni had no idea if the creature was aggressive, but she was not eager to find out. Though she knew her energy weapons could carve through the creature's blubber with ease, its sheer size discouraged her from trying; one swipe of its tail would cause a concussive blast that might rupture the sealed environment of her BattleMech. At this depth, as her Arbalest walked slowly along the ocean floor, such a breach would be fatal.

"Talon One, this is Talon Two, do you copy? Over." The garbled voice of her XO was having difficulty transmitting through the fury of the storm above her. She shook her head at her XO's willingness to ride through the storm outside her 'Mech. She had to give her kudos for traveling with the poor infantry strapped to those giant steel bathtubs the locals called boats.

"Talon Two, this is Talon One. Go ahead. Over," she responded, turning slightly green just thinking about the five-meter swell up top.

"We've got land in sight. I repeat, land in sight. The shoreline is rocky as hell, but if we don't make landfall soon these tubs are headed straight for the bottom. Over."

"I copy, Talon Two. I'll inform Second Company that we should meet our rendezvous of twenty hundred hours."

A sudden explosion sounded harshly in her ear, and for a startled instant she thought the sea beast had returned. The moment of disorientation passed, and she realized the sound had been transmitted over the commline from Talon Two. "Talon Two, status report," she barked.

"We're taking fire from the beach. I repeat, we're taking fire from the beach."

Danni pounded her fist on her thigh. How did they find us? she thought. She quickly calmed herself. It didn't matter now. She had to push on through. "Regardless of what it's like, beach those ships," she ordered over the commline. "I don't care if you have to run them onto the rocks, do it! We make landfall now, and those Highlanders will not stop us."

Captain Tara Bishop
Carlton Beach
Landersia, Addicks
Prefecture III, The Republic



"I can't hear you!" Tara shouted above the howl of the storm. Rain lashed at her relentlessly, finding its way inside her poncho and soaking her to the bone. If she were out in this weather much longer, she'd freeze to death.

"We've got the VTOL up and running," her aide shouted into her ear. "It's about to go up. Do you want in?"

For a moment Tara was horrified at the thought of being in a VTOL in this weather. Then she realized that at least if she died, she'd die warm. She nodded rather than wasting her energy trying to shout over the storm and moved quickly toward the waiting VTOL, whose blades were already starting to spin. Climbing inside, she quickly strapped herself in and put on her headgear as the door slid shut. Shucking off her drenched poncho, she breathed a sigh of relief at the sudden warmth that flooded into her. Then she gulped as her stomach dropped through the floor and the VTOL swooped into the air. Several long minutes passed as she fought for control of her stomach.

"Captain, I think I've got something," the pilot's voice said in her ear.

"Where?" she responded.

"Dead ahead. I'll bring her alongside." With that the VTOL swung sideways, causing her stomach to rebel once again. The sway and bounce of the craft in the savage winds was not helping at all. Clenching her teeth, she looked to see the ugliest flotilla of boats she'd ever seen slogging their way through five-meter waves; how they'd stayed afloat, she couldn't imagine. However, even through the driving rain she could see the jumbled infantry on the decks of several of the boats. More important, a tarp on one vessel had been ripped loose by the storm, revealing a modified ForestryMech. They were actually attempting a crossing! "Get these coordinates to Talon Two," she ordered. "I want fire before they can even see them. One good hit on any of these boats, and they'll sink like rocks."

A sudden updraft yanked the VTOL up several meters before the pilot could regain control. Swallowing back bile, she yelled, "And get me back on the ground! I have some snakes that need to be thrown back into the sea."

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DARK AGE

Scenario #3: Poseidon's Fury

Background

As the Dragon's Fury attempt to transport their troops from the southern continent of Sparro to the northern continent of Landersia, a concerted aerospace assault by the remaining Highlander fighters force the DropShip to ground on the equatorial continent of Auskel. When saboteurs knock the engine drive core offline, Danni Haag enacts a daring plan: she sends her forces across the small strait between the two continents. If they can survive the treacherous crossing, they can link up with the rest of the forces already on Landersia. However, the Highlanders discover the crossing and send a detachment to stop them. If they can repel the attackers, the Highlanders will have a better chance of defeating the final thrust against the oil fields

Objective: The Dragon's Fury player must cross the map and exit at least two-thirds of his force through the Highlanders' northern deployment zone.

Army Size: 2-player game. The Highlanders player has a 300-point battleforce and 3 orders per turn. The Dragon's Fury player has a 450-point battle force and 3 orders per turn. No single unit in the Dragon's Fury Battleforce may exceed 125 points.

Time Limit: 60 minutes

Preparing the Battlefield

Players set up the terrain as per the battlefield map. No additional terrain is placed. The Dragon's Fury player is Player 1.

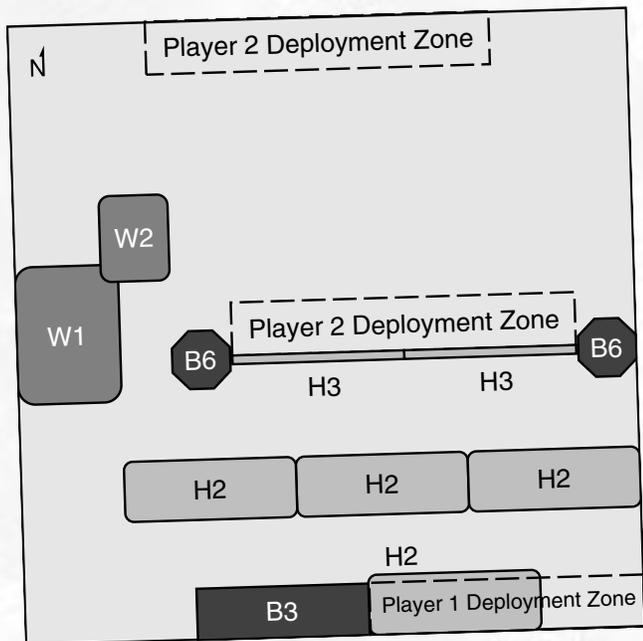
Special Rules

- 1) Treat all 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) Treat the water terrain as shallow water special terrain.
- 3) To exit a unit from the battlefield, Player 1 must begin his turn with the unit in the deployment zone of Player 2 and in base contact with the north edge of the battlefield. Give the unit a move order, and remove it from play to exit it from the battlefield. The unit must make a successful breakaway roll if an opposing unit is in base contact with it. Player 1 units that exit the battlefield may not return to play. Player 2's units may not exit the battlefield.

Victory Conditions

Player 1 wins the game if he exits units with a total value of at least 300 points through Player 2's deployment zone. Otherwise, Player 2 wins.

Battlefield Map



MECHWARRIOR[®]

DARK AGE

MechWarrior: Gambit Scenario # 4: Black Gold

Having finally combined their forces, the Dragon's Fury make a final assault on the fortified positions of the Highlanders surrounding the oil fields. They are attempting to breach the Highlanders' line, which will allow them to split the defenders and force their withdrawal from the field. The Highlanders must hold the line if the oil fields—and, ultimately, the entire world of Addicks—are to remain in the hands of those who support the Republic.



Tai-i Danni Haag
Plains of Jesara
Landersia, Addicks
Prefecture III, The Republic

"Talon One, we have contact. I repeat, we have contact. Over." She could hear the excitement in Chu-i Takada's voice as his Claw Company—filled exclusively with battle armor—made contact with the front elements of the enemy's army.

Although the Plains of Jesara seemed flat to vehicles and 'Mechs, the lightly rolling land provided enough cover for infantry—both standard grunts and those augmented with power-armored suits—to make a stealthy approach to the enemy—provided that enemy was distracted.

Danni had provided a diversion on cue by feinting several times toward both flanks of the defenders with her entire force. Twice she'd actually closed to contact, exchanging long-range shots with the forward elements of the Highlanders force. However, each time she'd pulled back. The move had only heightened the sense of anticipation in her own troops, and she smiled blackly over how unnerved the defenders had to be.

The distracted Highlanders had not seen her company of battle armor moving toward their lines until they suddenly erupted scant meters in front of them. Rushing forward, they had caused considerable damage, especially against the 'Mechs, which were particularly susceptible to swarming infantry.

Of course, there would be no help for them. Chu-i Takada and his troops knew it was a suicide mission. However, he and his warriors had accepted the assignment as an honor to their House and their training.

"Talon One to all units," Danni said over the commline. "The oil fields are ripe for the taking, and no Highlanders can stand in our way. To the honor of Claw Company and the greater glory of the Dragon!"

The shouted responses burned the airwaves with their intensity. Nothing could stop them from gifting this world to Katana Tormark. Nothing!



Captain Tara Bishop
Plains of Jesara
Landersia, Addicks
Prefecture III, The Republic

Tara Bishop watched in horror as the horde of two-and-a-half-meter-tall metal humanoids swarmed over Jessica's ForestryMech. Jessica swung her ferocious chainsaw, deftly carving through two of them before they could dodge out of the way. But more battle armor units replaced them, their small lasers liquefying the 'Mech's light armor. Clinging to the ForestryMech, the battle armor soldiers used their clawed left hands to strip away its armor and mangle the 'Mech's fragile interior.

Tara began to move toward the ForestryMech, knowing she could not fire on the battle armor without damaging Jessica's machine; she would have to pull the fiends off with her 'Mech's powerful hands. However, before she had closed half the distance, the battle armor units cut through the myomer muscle bundles of the ForestryMech's right leg. Jessica's 'Mech listed violently to starboard. One unit was flung clear, but two others continued their assault. With a shower of sparks, the 'Mech's right hip buckled, and, like the giant trees it used to fell, the six-meter-tall machine toppled awkwardly to the ground. Flames burst within the cockpit, guaranteeing her companion's demise.

Enraged by the attack and her inability to help her lancemate, Tara opened up on the battle armor. Her extended-range particle projector cannon instantly vaporized the suits, its incandescent afterimage burning in midair. Her eight micro lasers spread like a disease through the battle armor, eating away in small but deadly bites through multiple machines at once. She was joined a moment later by the thundering autocannon of a modified AgroMech. Though lasers and missile fire answered their attacks, the engagement was soon over, and burned-out shells of battle armor littered the battlefield.

Tara anxiously opened up a commline. "Jessica, report! Over." Only silence answered. "Jessica, report in! Jessica?!" She clenched her fists, unwilling to accept the inevitable.

"Captain," her XO's voice interrupted. "The Fury's main force has been detected. Respond to sector 4A immediately. Intercept advancing enemy elements. Looks like this was just a minor diversion..."

Tara took a deep breath to compose herself, cleared her throat and spoke in a cold fury. "There's no such thing as a 'minor' engagement," she snarled. "It's time to make them pay!"

MECHWARRIOR[®]

DARK AGE

Scenario #4: Black Gold

Background

With her remaining forces finally concentrated, Danni Haag launches a final assault against the Highlanders. There is no give and take this time around. The winner captures Addicks, and the loser must flee offworld in shame.

Objective: Both sides battle for control of the Plains of Jesara.

Army Size: 2-player game, 300-point battle forces, 3 orders per turn

Time Limit: 60 minutes

Preparing the Battlefield

Players prepare the battlefield as per the MechWarrior: Dark Age standard rules. The Dragon's Fury player is Player 1.

Special Rules: None.

Victory Conditions

Score victory points and determine the winner of the game as per the standard rules.

Battlefield Map

