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BATTLETECH®

**LAWYERS, GUNS,
& MONEY**



TWKGAMES



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CREDITS

Writing

Charles Wilson
Theodore Wilson

Scenario Development

R. Scott Taylor
Charles Wilson
Theodore Wilson

Additional Writing

R. Scott Taylor

Project Development

R. Scott Taylor

Project Editing

Charles Wilson
R. Scott Taylor

Battletech Line Developer

Randall N. Bills

Playtesters

The FanPro Commandos

Production Staff

Art Direction

Raymond Arrastia

Cover Art

Karl Waller (colored by Joel Biske)

Cover Design

Raymond Arrastia

Layout

Raymond Arrastia

Interior Art

Tom Baxa, Peter Bergting, Joel Biske, Doug Chaffee, Paul Daly, Earl Geier, Rick Harris, Malcolm Hee, Mike Jackson, Jeff Laubenstein, Ray Lederer, John Paul Lona, Larry MacDougall, Dave MacKay, Bradley McDevitt, Jim Nelson, Mike Nielsen, Anthony Sczudlo, Franz Vohwinkel, Loston Wallace, Karl Waller, Gary T. Washington.

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TABLE OF ORGANIZATION & EQUIPMENT

Lone Star Battalion

1st Company

Command Lance, The Colonel's Own

Ranger-Colonel Robert Brown (2/2) WHM-7M *Warhammer*
Ranger-Lieutenant Amy Ghasin (1/3/3) MAD-5D *Marauder*
Ranger-Sergeant Caspar Mayfield (3/2) STK-5S *Stalker*
MechWarrior Patrick Morgenthayler (3/3) WVR-7K *Wolverine*

Bodyguard Lance, Francisco's Guardians

Ranger-Lieutenant Churchill Francisco (3/3) CRD-5M *Crusader*
MechWarrior Hyeoksang Chung (4/3) ARC-4M *Archer*
MechWarrior Erika Hladki (3/3) WHM-7M *Warhammer*
MechWarrior Olaf Mills (3/2) MAD-5S *Marauder*

Recon Lance, Sybil's Pathfinders

Ranger-Sergeant Sybil Naglfar (3/3) TR-1 *Wraith*
MechWarrior Hiriam Baranovsky (4/3) ASN-23 *Assassin*
MechWarrior Jesse Hess (4/4) MON-67 *Mongoose*
MechWarrior Clem Roberts (5/4) LCT-1E *Locust*

2nd Company

XO Lance, Davis's Law-Dogs

Ranger-Major Megan Davis (3/2) HCT-5S *Hatchetman*
MechWarrior Alex Popov (3/2) CGR-3K *Charger*
MechWarrior Charles Taylor (4/3) SNK-1V *Snake*
MechWarrior Kelley McManus (3/3) VND-3L *Vindicator*

Assault Lance, Vagnozzi's Vanguard

Ranger-Captain Steve Vagnozzi (3/3) AS7-D *Atlas*
MechWarrior Carl Porter (4/3) AWS-8Q *Awesome*
MechWarrior Bill Underhill (4/3) BNC-3E *Banshee*
MechWarrior Melissa Lopez (2/3) DRG-1N *Dragon*

Strike Lance, Jarvis' Jokers

Ranger-Lieutenant Vernon Jarvis (3/3) HCT-5S *Hatchetman*
MechWarrior Shaunda Berquist (3/3) PXH-3D *Phoenix Hawk*
MechWarrior Bryan Fochs (3/3) GRF-3M *Griffin*
MechWarrior Jasmine Howell (4/3) WSP-1D *Wasp*

3rd Company

Attack Lance, Yee's Raiders

Ranger-Lieutenant Andrew Yee (3/3) BJ2-OC *Blackjack*
MechWarrior Terry Schwartz (3/2) MHL-X1 *Marshal*
MechWarrior Byunghoon Choi (3/3) HEL-3D *Helios*
MechWarrior Nicole Papadopoulos (4/3) MLN-1B *Merlin*

Strike Lance, Davis's Desperadoes

Ranger-Sergeant James Davis (3/3) ASN-21 *Assassin*
MechWarrior Kasha Lowe (4/3) ENF-4R *Enforcer*
MechWarrior Brian Kolowski (5/4) CLNT-2-3T *Clint*
MechWarrior Andrew Thompson (4/3) JR7-D *Jenner*

Pursuit Lance, DeGroot's Deputies

Ranger-Sergeant John DeGroot (3/2) SCP-10 *Scorpion*
MechWarrior Carolyn Hancock (4/3) JR7-K *Jenner*
MechWarrior Sarah Kimbrough (4/3) RVN-3L *Raven*
MechWarrior Daniel Ling (3/3) SDR-7M *Spider*

Redfield's Renegades

1st Company

Command Lance, Redfield's Raiders

Colonel Sarah Redfield-Barnes (3/2) BLR-3M *Battlemaster*
Lieutenant Robert Diaz (4/3) AWS-9M *Awesome*
MechWarrior Jeff Bowen (4/3) AXM-1N *Axman*
MechWarrior Stephanie Amos (3/2) ARC-5R *Archer*

XO Command Lance, Mustafa's Marauders

Major Clyde Mustafa (3/3) CP-10-Z *Cyclops*
MechWarrior Nina Reinhart (4/3) ZEU-6S *Zeus*
MechWarrior Shani Rand (2/3) GHR-5H *Grasshopper*
MechWarrior Curtis Jenkins (4/2) HBK-4G *Hunchback*

Recon Lance, Gessert's Grenadiers

Sargeant Ann Gessert (3/2) PXH-3K *Phoenix Hawk*
MechWarrior C.C. DiPonio (4/3) WLF-1 *Wolfhound*
MechWarrior Rachael Chirenko (4/3) JA-KL-1532 *Jackal*
MechWarrior Howell Bertsch (3/3) LCT-3M *Locust*

2nd Company

Security Lance, DeMarco's Demolishers

Lieutenant Adolph DeMarco (4/3) OTL-5M *Ostsol*
MechWarrior Dale Kempfer (3/3) GRF-3M *Griffin*
MechWarrior James Hixson (4/3) KW1-LH2 *Lineholder*
MechWarrior G. Eisenlord (4/3) LNX-9Q *Lynx*

Fire Support Lance, Miguel's Archers

Lieutenant Miguel Ramirez (3/4) CPLT-C1 *Catapult*
MechWarrior Andrea Hallock (4/4) WTH-1 *Whitworth*
MechWarrior Adam Fike (4/3) TBT-5N *Trebuchet*
MechWarrior Farid Jajou (4/3) DV-6M *Dervish*

Harasser Lance, Hankerd's Hitmen

Sargeant Kechia Hankerd (3/3) WSP-3M *Wasp*
MechWarrior Mikhail Blodwin (4/3) COM-5S *Commando*
MechWarrior Sunil Chow (3/2) FNHK-9K1A *Falcon Hawk*
MechWarrior Robert McCulloch (3/3) PNT-10K *Panther*

3rd Company

Suppression Lance, The Great Wall of Chou

Captain Shu-shint Chou (3/3) GLT-5M *Guillotine*
MechWarrior Kenneth McIntyre (4/3) TMP-3M *Tempest*
MechWarrior Douglas Wesolek (3/2) GOL-3M *Goliath*
MechWarrior Larry Doyle (3/3) LGB-7Q *Longbow*

Sweep Lance, Foster's Strikers

Sargeant Linda Foster (4/3) TDR-7M *Thunderbolt*
MechWarrior Josiah Miller (4/3) SHD-5M *Shadow Hawk*
MechWarrior Solomon Gayle (4/3) RFL-5M *Rifleman*
MechWarrior Ernie Fowlks (3/3) WVR-7D *Wolverine*

Pursuit Lance, Folker's Jagers

Sargeant Elijah Folker (4/3) TLN-5W *Talon*
MechWarrior Pris Daigoji (4/3) SPR-5F *Spector*
MechWarrior Kimball Jones (5/4) HSR-400-D *Hussar*
MechWarrior Briseño Sundell (5/4) SDR-8M *Spider*

SCENARIO 1: THE MISTAKE

To: "Duke Pierre Benton"
From: "Ananias S. Lundt"
Date: May 25, 3067
Subject: Shamus Mountains—May 20th-21st, 3067

Duke Benton,

After meeting with Ms. Deborah Meneneau, who is the archivist in charge of pre-Succession war documents in the Epsilon-city library, I came across a transcript that may shed some light on recent events:

*SLS Antietam Creek, Near Orbit
Epsilon Eridani, March 11, 2767*

2nd Bn, 83rd BattleMech Division: Redbird 1, Redbird 1, this is Ripper 6.

SLDF 5th Army Aerospace Controller, SLS Antietam Creek: Ripper 6, Redbird 1, go.

Ripper 6: Redbird 1, Ripper is requesting immediate dustoff.

Redbird 1: Ripper 6 what is your situation?

Ripper 6: Uhhh...Redbird 1, we are surrounded by Rimmer forces. We have established a perimeter, but we can't hold for much longer. There's too many of them.

Redbird 1: Ripper 6, calm down son. Put Ripper 6 actual on and we'll get some help to you.

Ripper 6: Uhhhhhhh....negative Redbird 1. Ripper 6 actual is KIA.

Redbird 1: Alright son, give me a full sitrep.

Ripper 6: Yes Sir. Ripper has 19 functioning assets, all damaged. 7 WIA, 9 KIA, we've lost contact with Fifth Army CP, we need a dustoff Sir, and we need it now.

Redbird 1: Ripper, what's your current posit?

Ripper 6: Redbird 1, Rippers current posit is grid 44-62.

Redbird 1: Ripper, can you secure an LZ for dustoff and hold a perimeter for the loadout?

Ripper 6: I don't know Sir. They're pushing really hard. If we stay here we're gonna be overrun.

Redbird 1: Alright Ripper, put out a rear guard and disengage, move at best speed to Grid 55-62. Get there, hunker down and wait for instructions.

Ripper 6: Redbird 1, is Grid 55-62 our dustoff point? Is there a ride there for us?

Redbird 1: Ripper, just get your people moving! You'll find out what's there when you get there! You just make sure no Rimmers tail you.

Ripper 6: Roger Redbird 1, Ripper is moving out.

According to Ms. Meneneau, during the confused fighting immediately following the Amaris coup, many of the SLDF units still in the Hegemony were caught completely off guard. Unable to quickly organize a concerted resistance, these units were ground up piecemeal by the armies of the Rim Worlds Republic. Nowhere was this desperate confusion more evident than here on Epsilon Eridani—apparently the headquarters for the SLDF 5th Army. Epsilon Eridani was so far removed from the fighting in the Periphery that none had even dreamed that war could break out on such an important Hegemony world. Home to a Castle Brian and assorted depots, Epsilon Eridani was a high priority target for the Amaris forces.

As with most from the SLDF days, records are sketchy at best. But this much we know for sure. On 11 March 2767, a unit of the SLDF, 2nd Battalion 83rd BattleMech Division, was in danger of being over-run by Rim Worlds forces. The unit requested dust-off and was routed to a depot where a *Colossus*-class DropShip was dispatched to pick the beleaguered unit up. As the *Colossus* made its final orbit before re-entry, one of its high-speed hydrogen fuel pumps failed catastrophically. According to my discussion with Technician Candace Johannson, the entire engine room would have been contaminated with hydrogen if the pump flew apart and pieces of it punctured the fuel tank. It appears that the DropShip grounded at a remote SLDF Depot in the desert Shamus Mountains where it stayed until recent events.

There is no record that we could find regarding the status of the DropShip crew. It is unlikely that they stayed with their disabled ship, but we have no records to confirm or deny that they ever left Epsilon Eridani. Unless Ms. Meneneau can find something else, it is safe to assume that they were KIA.

According to library records, Mr. Santos' grandfather had reviewed the documents in question along with Mr. Santos himself many years later (albeit the original documents do not mention the location of the depot in question and only hint at its contents). But with solid proof of its existence and the last known location of the 83rd, Mr. Santos apparently had upwards of a quarter century to track down its location.

I have seen first-hand the head of the security robot that he produced at the Outback Lounge. Kressly Warworks paid him a rather large sum of money for this piece of lostech. After assuring Nikolas Kressly that there would be no interference from your administration, he

THE MISTAKE

allowed both my engineer and myself to review said robot. Mr. Dehavilind has confirmed the authenticity of the robot-and also mentioned as an aside that if Kressly can reverse-engineer the electronic components, it is highly likely that they will be able to produce a newer more lethal version of the Lineholder BattleMech. Since Eridani Tech is not the NAIS, I'm not too sure if it wasn't just the wishful thinking of a man who holds a significant amount of Warworks stock. But, that is neither here nor there, the fact remains that Mr. Santos may have indeed found the remains

of the 83rd and that is what sparked the unfortunate events of May 20th.

I have a meeting scheduled with Mr. Santos, who seems anxious to leave Epsilon Eridani for some reason. I will notify your office immediately following our interview should it become necessary to "detain" Mr. Santos for further questioning.

Sincerely,
Chief Investigator Ananias S. Lundt, Esquire, P.C.

ASL: Thank you for meeting with me Mr. Santos.

GS: Call me George.

ASL: Very well George. Could you please tell me about the robot you found and who you may have told about it?

GS: Well, I had been searching the mountains following a pattern that my grandfather set up. Y'know, start at a fixed point and work you way out in a spiral kind of thing.

ASL: Not very efficient.

GS: Ain't that the truth, took me 27 years to find it. Not counting the fifteen years that grandpa was out there lookin'.

ASL: The Star League depot?

GS: It's always in the last place you would've thought to look. I ended up finding it in a box canyon. Was carrying a portable magres scanner. Found a lot of mineral deposits over the years, but nothing that set the scanner off like this did. It was sheer genius too. If you weren't in a specific spot in the canyon, you'd walk right by it. At that point, all I had to do was poke around for a couple of weeks until I found the door.

ASL: And that's when you found the security bot and the DropShip?

GS: Yep. Nothing worked, no lights or anything. The whole base was covered in that fine dust that gets into the gears of your jeep. So after looking around for a day or two, I jimmed the head off of the robot for proof and went back into town.

ASL: Why did you go to the Outback Lounge? Weren't you afraid that someone might steal the treasure right out from under you? Or worse, beat it out of you?

GS: Heh. Kinda screwed up on that part of the plan didn't I? Y'see, Prosperity Station is the only town for kilometers. It was going to take me two straight days of driving until I got back to civilization so I had to stock up on fuel and water. Y'don't get caught out in the desert without water. And, I admit it, I wanted to celebrate a little.

ASL: That's when the soldiers started heckling you?

GS: That was when everyone started in on me. I walked through the door and right from the start, everyone started throwing insults at old "Champagne George". Even Phil got in the action.

ASL: Phil?

GS: Phil Wade. The owner of the bar. I'da thought that he knew better than that. He was a prospector himself before he gave up. And look what it got him? A bar in the middle of nowhere!

ASL: What were the MechWarriors doing there?

GS: The usual things. There's a lot of fighting, hitting on local wives, and just big dumb guys blowing off steam.

ASL: Soldiers from both Redfield's Renegades and the Lone Star Battalion?

GS: There's no other bar within 1500 kilometers. The Outback is the place to be when you've got time off.

ASL: And that's when you showed them the security bot?

GS: No, it took about five drinks before I did that. Just got tired and decided to show them who's crazy and who's about to be filthy rich. Not the best decision I ever made.

ASL: I suppose not.

GS: Once they saw that piece of lostech, the bar cleared out. I heard them soldiers running for their hoverjeeps and trying to get through to their commanders. I guess you know the rest otherwise you wouldn't be talking to me.

ASL: Aren't you upset about the mercenaries stealing your discovery?

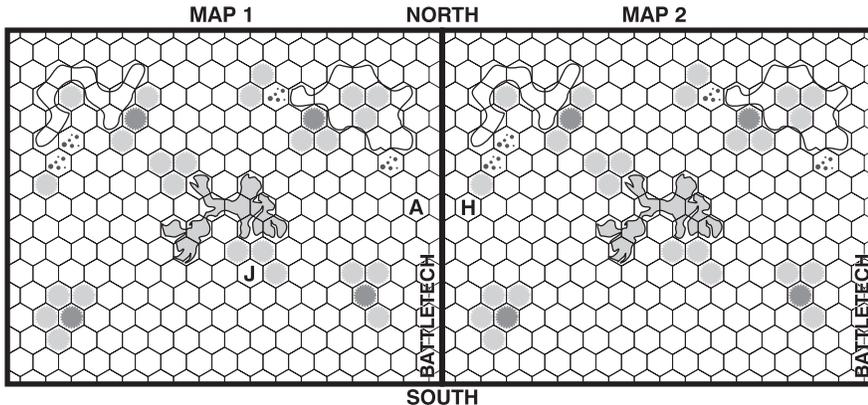
GS: Look Mr. Lundt, I'm 70 years old. It would've been nice to have more money than the Duke, but what I got from old Kressly will take care of me for the rest of my days. I don't like what those mercs did, but the way they clubbed themselves to death over the Star League depot, well, I figure they got what they deserved.

Transcript of interview May 25th, 3067
—George "Champagne George" Santos

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GAME SET UP

Lay out the *BattleTech* mapsheets as shown. Use the two standard *BattleTech* maps from the boxed set. Lay the two *BattleTech* maps lengthwise end to end, so that hex numbers 1501 & 1517 touch. The leftmost edge of map 1 is the Lone Stars' home edge and the rightmost edge of map 2 is the Renegades' home edge.



ATTACKER

The attacker consists of elements from Redfield's Renegades.

Redfield's Renegades

XO Command Lance, Mustafa's Marauders

Major Clyde Mustafa (Piloting 3, Gunnery 3), *Cyclops* CP-10-Z
MechWarrior Nina Reinhart (Piloting 4, Gunnery 3), *Zeus* ZEU-6S
MechWarrior Shani Rand (Piloting 2, Gunnery 3), *Grasshopper* GHR-5H
MechWarrior Curtis Jenkins (Piloting 4, Gunnery 2), *Hunchback* HBK-4G

Fire Support Lance, Miguel's Archers

Lieutenant Miguel Ramirez (Piloting 4, Gunnery 3), *Catapult* CPLT-C1
MechWarrior Andrea Hallock (Piloting 4, Gunnery 4), *Whitworth* WTH-1
MechWarrior Adam Fike (Piloting 4, Gunnery 3), *Trebuchet* TBT-5N
MechWarrior Farid Jajou (Piloting 4, Gunnery 3), *Dervish* DV-6M



DEFENDER

The defenders consist of elements from the Lone Star Battalion.

Lone Star Battalion

Assault Lance, Vagnozzi's Vanguard

Ranger-Captain Steve Vagnozzi (Piloting 3, Gunnery 3), *Atlas* AS7-D
MechWarrior Carl Porter (Piloting 4, Gunnery 3), *Awesome* AWS-8Q
MechWarrior Bill Underhill (Piloting 4, Gunnery 3), *Banshee* BNC-3E
MechWarrior Melissa Lopez (Piloting 2, Gunnery 3), *Dragon* DRG-1N

Strike Lance, Davis's Desperadoes

Deputy James Davis (Piloting 3, Gunnery 3), *Assassin* ASN-21
MechWarrior Kasha Lowe (Piloting 4, Gunnery 3), *Enforcer* ENF-4R
MechWarrior Brian Kolowski (Piloting 5, Gunnery 4), *Clint* CLNT-2-3T
MechWarrior Andrew Thompson (Piloting 4, Gunnery 3), *Jenner* JR7-D

May 20, 3067 - 0435 hours
Location: Epsilon Eridani

"Let's move it people, the Lone Stars have to be out looking by now," said Captain Miller. "Spread out, we have a large area to search and we're running out of time. Jenkins, move further out, ten clicks, and keep an eye on your magres scanner. That cache has got to be in this direction."

Static hissed at MechWarrior Jenkins as he slowly turned his *Hunchback* to the left and shouldered past an outcropping of rock. Walking parallel to the formation, his 'Mech's feet kicked up clouds of reddish-brown silicon. The dim spotlights recessed into his 'Mech flickered every couple of seconds. Jenkins squinted through the haze in front of his ferroglass canopy, then cleared his throat.

"Please repeat that Alpha, everything past ten clicks." Jenkins leaned over and smacked his secondary monitor. The static decreased for the moment.

"Pay attention Jenkins. I said move out ten...*SQWAARRK*..." The static in his speakers returned with a vengeance and screeched at him.

"Yeh, keep it up. When it all goes down, you're the first officer I'm going to frag."

"Say again... beta four..." the speakers in Jenkins' cockpit squealed then cut out.

"Blast it," he roared, then leaned over and smacked the receiver. Once, twice, then the speakers cut back in. He raised throbbing knuckles to his mouth and tasted blood.

"Beta four, look out."

Jenkins looked up just in time to see the *Assassin* lunge out of the night.

"Bloody hell," he yelled and his hands jolted for his controls. As he wrenched the controls backwards and towards the right, a thunderbolt went off next to his ear. In slow motion, Jenkins watched the smaller BattleMech halt its advance under the power of a Class-20 Tomodzuru spitting out shells. Explosions tracked up the 40-ton 'Mech's chest and smashed into the cockpit. The *Assassin* shuddered, then fell backwards.

"Oh god... what have I done..." he whispered.

From behind him, the speakers roared "Murderer!" then his *Hunchback* rocked under the impact of laser and missile fire.

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"Fire three, you're getting too close to that sandstorm, close ranks," said Ranger-Captain Araneta. "Let's tighten up that formation people, we're almost home. I don't care how tired you are, you can slack off on your own time."

"Yeah, yeah, we hear you," said MechWarrior Thompson.

"Quiet on the channel. I want this patrol by the numbers...hold on... Strike One, I'm picking up some signals just east of your position. Take Strike Four and check it out."

"You got it boss. Strike One out." The *Assassin* and the *Jenner* peeled off from the eight 'Mech V-formation and homed in on the signal-weak but getting stronger every second. The two Lone Star 'Mechs raced across the desert leaving small clouds of sand in their wake that rained down upon the desert floor.

"S'matter Strike One, having trouble keeping up in that old clunker?" Thompson taunted his friend. In reply, Davis leaned his *Assassin* forward, trusting in his neurohelmet to transmit the signals necessary for his gyro to keep the 40-ton BattleMech from falling. Slowly, he overtook the *Jenner* and passed it.

"Man, you gotta teach me that trick someday," said the *Jenner* pilot.

"It's all talent, baby. When you get married, you'll understand what a couple of extra minutes between patrols spent with your wife can mean."

Thompson laughed as the two 'Mechs plowed through the night. In tandem, magres sensors in their cockpits started beeping.

"Contact," Davis said, "50-tonner, looks to be a *Hunchback*." Probably that jerk from the Renegades. He was reminded of the last time he and 'Chelle were at the Outback. Davis would have laid a beating on the cocky 'MechJock when he propositioned her if 'Chelle hadn't refused his advances—with a swift knee to the groin. Heck of a fight that evening. Slowing his *Assassin* to a brisk trot, he opened a comm channel.

"Unknown *Hunchback*, please identify yourself, you are entering a restricted area. Over." As his *Assassin* broke through a rift between two sand dunes, he came face to face with the *Hunchback*. Davis did not have the time to scream as the mammoth autocannon roared fire and smoke, smashing through his torso and cockpit armor.

Deployment

The Lone Star's *Assassin* starts on hex 0816 of map 1 and faces 0817 (due east). The *Assassin* begins turn one laying flat on its back and may choose to stand up in turn one. The *Jenner* starts on hex 0510 of map 1, faces 0511 (due east) and is hidden from the *Hunchback*. The remaining forces enter from their home edge on turn two.

The *Hunchback* starts on hex 0801 of map 2 and faces 0817 (due west). The remaining forces enter from their home edge on turn two. The *Hunchback* automatically wins the initiative on turn one.

VICTORY CONDITIONS

Lone Star Battalion:

- Total Victory Force the Renegade forces to withdraw from the field while only losing 2 'Mechs.
- Marginal Victory Force the Renegade forces to withdraw from the field while only losing 4 'Mechs.
- Pyrrhic Victory Force the Renegade forces to withdraw from the field while losing more than 4 'Mechs.
- Marginal Defeat Was forced to withdraw from the field.
- Total Defeat All 8 Lone Star 'Mechs were lost.

Redfield's Renegades:

- Total Victory Force the Lone Star forces to withdraw from the field while only losing 2 'Mechs.
- Marginal Victory Force the Lone Star forces to withdraw from the field while only losing 4 'Mechs.
- Pyrrhic Victory Force the Lone Star forces to withdraw from the field while losing more than 4 'Mechs.
- Marginal Defeat Was forced to withdraw from the field.
- Total Defeat All 8 Renegade 'Mechs were lost.



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Withdrawal Conditions

When an enemy 'Mech receives any of the following damage, they must retreat off of their home edge: two engine hits, one gyro hit, two sensor hits, one hip hit, all weapons destroyed or no ammo left for active weapons.

Forced Withdrawal

At the beginning of each movement phase, it must be determined if one side is outnumbered by a factor of 2 to 1. Each side will fight until their force takes too many casualties and must withdraw from the field. Each side must withdraw from the field if they are outnumbered by a 2 to 1 ratio. For example, if at the beginning of turn 4, there are 7 Lone Star 'Mechs, and only 4 Renegade 'Mechs, the ratio would be 7 to 4, or 1.75 to 1 (7 divided by 4). This would not be a cause for withdrawal. If however, at the beginning of turn 5, there are 6 Lone Star 'Mechs, and 3 Renegade 'Mechs, the ratio would be 6 to 3, or 2 to 1. In this case, the Renegades would be required to withdraw. At the beginning of a turn, if a force is required to withdraw, that force is required to move towards its home edge of the map. The force must move towards its home edge at no less than its walking speed by moving through the quickest route to its home edge. The force may walk backwards and make a fighting withdrawal if it wishes, but may not move forward. Any 'Mech that cannot move (withdrawal) due to destroyed legs may either fight to the death or shutdown at the pilot's discretion. In the case of two sensor hits, physical attacks may still be made by a withdrawing unit, if the target is between the withdrawing unit and its home edge.

Rallying: During a forced withdrawal, the force ratios must be checked at the beginning of each movement phase. If during a forced withdrawal, the ratio of forces goes below a 2 to 1 ratio in favor of the withdrawing force, the withdrawing force may rally and attack as normal.

Lost: A 'Mech is considered lost if:

1. The 'Mech is destroyed, from the destruction of the center torso, engine, cockpit or head, or pilot death.
2. The 'Mech is disabled from the destruction of both legs or the gyro. A 'Mech with a destroyed gyro may still fight as per the *BMR* rules, but is still considered disabled. A 'Mech with one leg does not count towards withdrawal conditions.

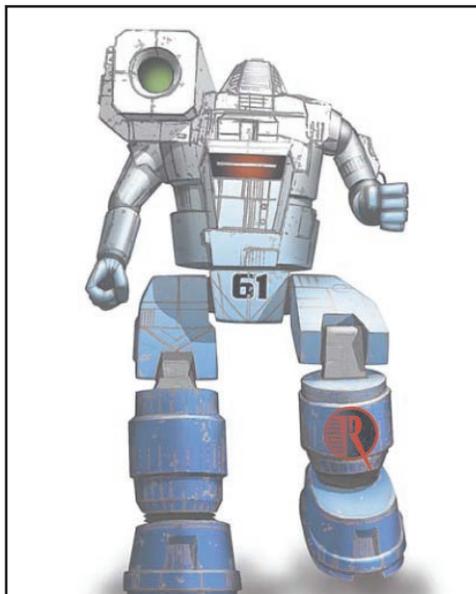
SPECIAL RULES

The following special rules apply during this scenario.

Starting Damage

The Lone Star's *Assassin* starts out the game with 20 points of damage applied to the center torso, and 4 points of damage to the left torso rear. The MechWarrior starts the game with one pilot hit.

The Renegades' *Hunchback* starts out the game with one sensor hit (critical hit slot 2) and 9 rounds of AC/20 ammunition (critical hit slot 1).



(continued)

"What the hell," said Thompson as he closed in just in time to see the *Assassin* pitch over and fall on its back. Eyes wide open, Thompson stood over his friend's corpse while staring down the *Hunchback* for an eternity of seconds.

"Strike One, Strike One, this is XO-One, do you copy? What's going on out there," asked Ranger-Captain Araneta. Icy needles stabbed into Thompson's heart then turned white hot as a growl welled up from inside him. He stabbed at his radio's wide band channel.

"Murderer!" Hands tight on the control sticks, he hit the alpha strike trigger and jumped towards the 50-ton 'Mech.

SITUATION

Shamus Mountains
Epsilon Eridani, Chaos March
20 May 3067

With two mercenary units in close proximity, neither having a war to fight, rivalries were bound to break out. Fights that were started inside the only bar for kilometers soon drifted out into the field, where patrols swept closer and closer to their rivals in an attempt to see who would flinch first.

After the Renegades found out about the Star League depot, Colonel Redfield-Barnes sent out Lances of 'Mechs to scour the area and find the lostech treasure. Lack of money and lackluster maintenance took its toll when faulty sensor equipment in a *Hunchback* failed to notify the Renegade's MechWarrior of two inbound Lone Star 'Mechs.

The surprised MechWarrior panicked when an *Assassin* stepped out of the night and into his field of fire. His accidental autocannon fire ravaged the Lone Star's *Assassin* knocking the 'Mech down and badly injuring the pilot. Before the *Hunchback*'s pilot could admit to the mistake and retreat off of the field, the *Jenner's* MechWarrior had already joined the battle to avenge his comrade.

The battle in Shamus Mountains started as an accident but before it was over, it would become a war for survival between two Mercenary units searching for a forgotten treasure.

—Excerpt from *Mistakes, Men and 'Mechs, the Battle for Epsilon Eridani*, by Professor Vaughn Wiley, Eridani University, College of History 3067

THE MISTAKE

To: "Duke Pierre Benton"
From: "Ananias S. Lundt"
Date: May 25, 3067
Subject: Shamus Mountains—May 20th-21st, 3067

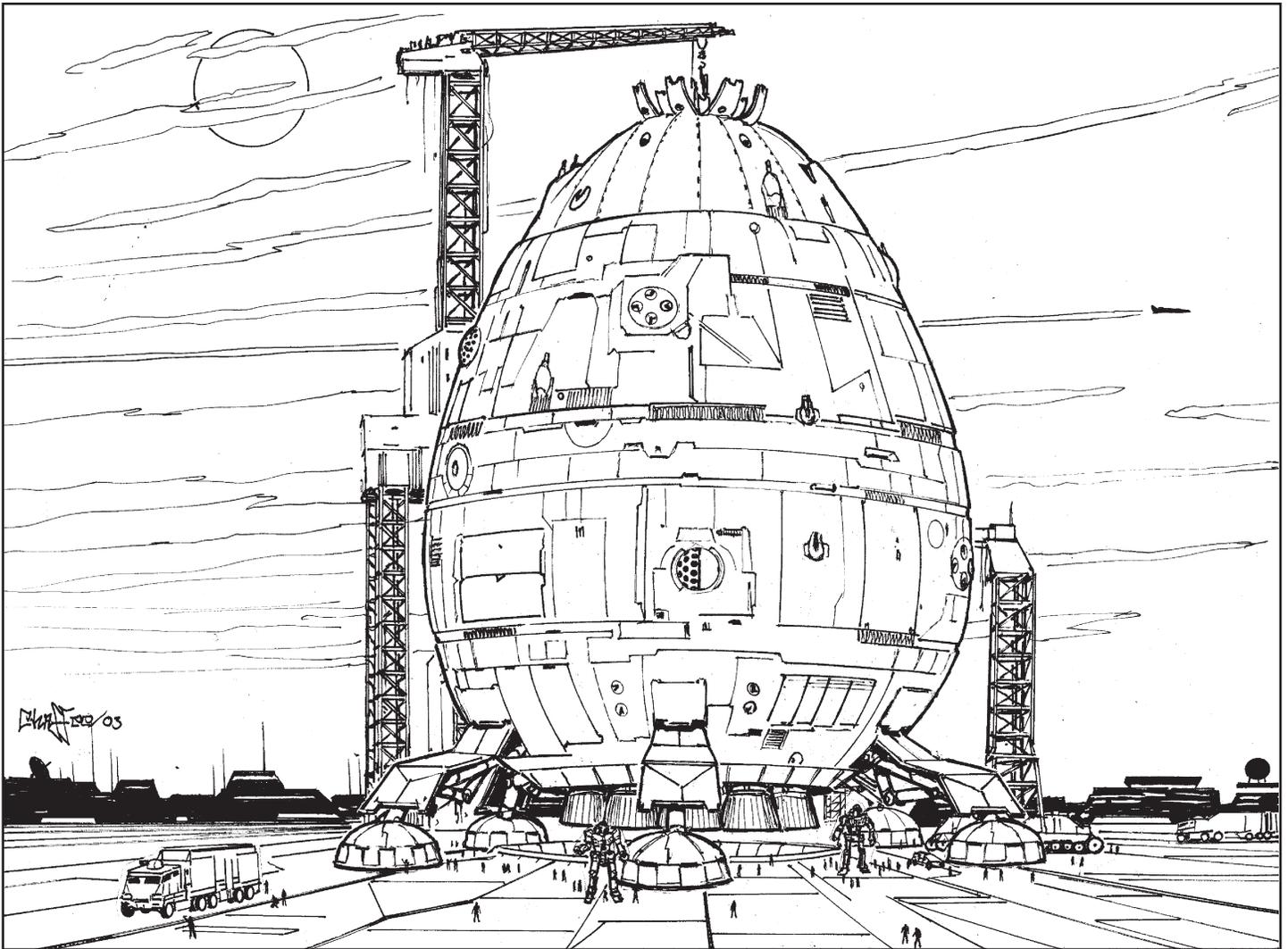
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pilots' remains may have been removed but the 'Mechs are still here. They look like burned out shells to me, but on something that size, there's always some evidence to be found. Dehavilind said that the *Assassin* is the key. There's no damage other than a some torso damage and a destroyed cockpit. Strange in a battle this fierce that there's no other damage—no laser fire, no missile damage, nothing other than a little banged up armor from the fall. But that's it. The *Hunchback* leaning up against the boulder looks like it was ripped apart—PPC fire, lasers, missiles, that machine went through hell and back before the pilot ejected. We found the remains of a pilot earlier today. He appears to have been stepped on while still in his command chair. Dehavilind thinks that he ejected from his

'Mech and either didn't get out of the chair in time or was unconscious when it landed. There's obviously too much trauma for an autopsy so all we can do is speculate. Given time and a couple of long tape measures, he said that he can diagram the footprint and figure out what kind of 'Mech stepped on the pilot. I'm not sure, but the pilot's death could be viewed as a war crime. We don't have enough time to do a thorough investigation of the battlefield, so I'm recommending that you get a forensic team down here immediately. It's been three days already since the Renegades and the Lone Stars attacked each other. We need to get this site mapped out before the wreckage is salvaged or a sandstorm erases the evidence.

By the way, thank you very much for lending me the militia VTOL. Its presence has greatly facilitated my ability to investigate this matter. The pilots have been very accommodating and should be commended for their professional behavior.

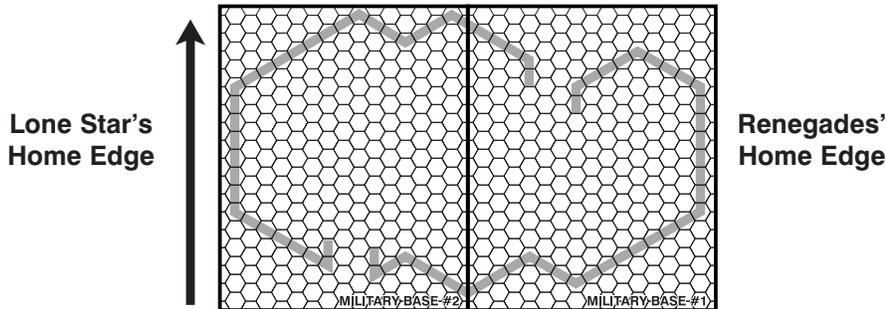
Sincerely,
Chief Investigator Ananias S. Lundt, Esquire, P.C.



SCENARIO 2: A DEVELOPING SITUATION

GAME SET UP

Military Base maps 1 and 2 should be laid out so that hexes 1501 on Military Base #2 and 0101 on Military Base #1 meet up. The West side of the Military Base #2 map is the Lone Stars home edge and the East side of the Military Base #1 map is the Renegades home edge.



ATTACKER

The attacker consists of elements from Redfield's Renegades.

Redfield's Renegades

Command Lance, Redfield's Raiders

Colonel Sarah Redfield-Barnes (Piloting 3, Gunnery 2), *Battlemaster* BLR-3M
Lieutenant Robert Diaz (Piloting 4, Gunnery 3), *Awesome* AWS-9M
MechWarrior Jeff Bowen (Piloting 4, Gunnery 3), *Axman* AXM-1N
MechWarrior Stephanie Amos (Piloting 3, Gunnery 2), *Archer* ARC-5R

Recon Lance, Gessert's Grenadiers

Sergeant Ann Gessert (Piloting 3, Gunnery 2), *Phoenix Hawk* PXH-3K
MechWarrior C.C. DiPonio (Piloting 4, Gunnery 3), *Wolfhound* WLF-1
MechWarrior Rachael Chirenko (Piloting 4, Gunnery 3), *Jackal* JA-KL-1532
MechWarrior Howell Bertsch (Piloting 3, Gunnery 3), *Locust* LCT-3M



DEFENDER

The defenders consist of elements from the Lone Star Battalion.

Lone Star Battalion

Command Lance, The Colonel's Own

Ranger-Colonel Brown (Piloting 2, Gunnery 2), *Warhammer* WHM-7M
Ranger-Lieutenant Amy Ghastin (Piloting 3, Gunnery 3), *Marauder* MAD-5D
Ranger-Sergeant Caspar Mayfield (Piloting 3, Gunnery 2), *Stalker* STK-5S
MechWarrior Patrick Morganthayler (Piloting 3, Gunnery 3), *Wolverine* WVR-7K

Strike Lance, Jarvis' Jokers

Ranger-Lieutenant Vernon Jarvis (Piloting 3, Gunnery 3), *Hatchetman* HCT-5S
MechWarrior Shaunda Berquist (Piloting 3, Gunnery 3), *Phoenix Hawk* PXH-3D
MechWarrior Bryan Fochs (Piloting 3, Gunnery 3), *Griffin* GRF-3M
MechWarrior Jasmine Howell (Piloting 4, Gunnery 3), *Wasp* WSP-1D

May 20, 3067 - 0545 hours

Location: Epsilon Eridani

XO: Colonel Brown, I've got Ranger Jones on the radio, coming in fast from Prosperity Station. He's got something I think you should hear.

CB: Patch him through... this better be good Ranger.

DJ: Colonel, what's going on? Why are the 'Mechs deployed?

CB: The Renegades just attacked one of our patrols.

DJ: Bastards! They're trying to edge out the competition.

CB: What do you mean?

DJ: There's a Star League depot in the Shamus Mountains.

CB: A what? You trying to tell me they attacked us over a legend?

DJ: It's no legend sir...

CB: I don't have time for this. Ranger, get back to the base and help with the evac. I've got two heavy lances on their way and if we can't hold them, I want our civilians out of harms way.

DJ: Sir, listen to me, a prospector showed up with a Star League security bot at the Outback. It's real sir!

CB: I don't buy it Ranger. But if this guy fooled you, he sure as hell could've fooled the Renegades. XO, patch me through to the whole company.

XO: Yessir.

CB: Okay listen up people, the Renegades are laboring under two delusions: one, that there's Lostech in the Shamus Mountains. Two, that they can use this as an excuse for piracy.

XO: Heads up Colonel, we got incoming. Two 'Mechs—Assault class, there's two more lances behind them. IFF is tagging them as Renegades. Hold on, it looks like Colonel Redfield herself is leading the charge. Orders sir?

CB: All right, if these greedy bastards want a fight, let's give it to them. I will pay 1000 C-Bills out of my own pocket to the Ranger who takes down Colonel Redfield.

A DEVELOPING SITUATION

CR: Everyone hold in a V-formation. Okay Robert, why did the *Hunchback* fire on the Lone Star 'Mechs? Was it a grudge against one of the pilots?

XO: I don't know of any, Colonel. Jenkins' tech said that it's been having problems with sensors, comm gear and targeting ever since we left the Marik space. It's been slated for an overhaul but the parts haven't caught up with us yet.

CR: Alright everyone, start hanging back about 30 clicks. How close was the Lone Star patrol to our op zone? Could it have been two 'Mech Jocks playing chicken?

XO: I'm not sure. Our lances were spread pretty thin trying to dodge that sandstorm. I think your answers died with Jenkins unless we can get some working gun cam footage. Just a minute... Ma'am, we're still getting no response from the Lone Star camp.

CR: I hear that Colonel Brown is a reasonable man, time about to find out how reasonable. Hold up people. Lieutenant Diaz and I will close in. If there's trouble, come and bail us out. Otherwise, stay put. I don't want anyone making any threatening gestures to the Lone Stars.

XO: What was that?

CR: What?

XO: Two... six... Colonel, there are two lances of BattleMechs coming out of the base.

CR: Steady Lieutenant. That *Warhammer* should be the good Colonel. Point your arms at the ground, show them that we want to talk. Red Four, any word on the comm channels?

R4: Colonel, switch to your wide band, now!

CB: ...to them. I will pay 1000 C-Bills out of my pocket to the Ranger who takes down Colonel Redfield. {Sound of weapons fire and explosions}

XO: Oh god, the Colonel's down, everyone move up, get us out of here!
{static}

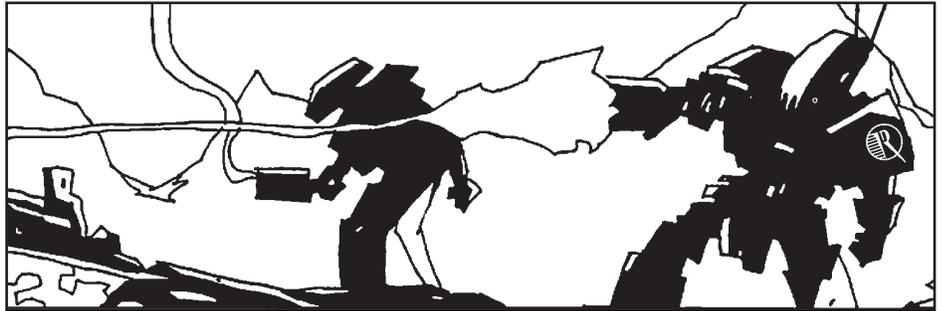
—Transcript based upon recording of transmissions made on May 20th, 3067: 5:45 TC.

Deployment

Each force starts the scenario by entering their home edge. Entering the home edge via a full or half hex costs 1 MP.

VICTORY CONDITIONS

The Lone Star forces must prevent Renegade forces from reaching certain positions, allowing their civilians to escape, while the Renegade forces must push through to avoid being surrounded by Lone Star reinforcements.



Lone Star Objectives:

1. Hold 50% of the Renegade forces (must be 4 'Mechs) from crossing the 1st line for 5 turns. (1st Line — Map 2, Hexes 1501-1517)
2. Hold 50% of the Renegade forces (must be 4 'Mechs) from crossing the 2nd line for 10 turns. (2nd Line — Map 2, Hexes 0801-0817)
3. Hold 50% of the Renegade forces (must be 4 'Mechs) from escaping off of the board (Lone Star's Home Edge) for 15 turns.

Redfield Renegades Objective:

Successfully push through the Lone Star Defenders to escape off of the opposite side of the board within 15 turns while minimizing your casualties.

VICTORY LEVEL TABLE

Lone Star Battalion:

Total Victory Achieved all 3 objectives.
Marginal Victory Achieved 2 out of 3 objectives.
Pyrrhic Victory Achieved 1 out of 3 objectives.
Marginal Defeat Achieved 0 objectives.
Total Defeat All 8 Lone Star 'Mechs were lost.

Redfield's Renegades:

Total Victory Cross the Lone Star's home edge while losing no more than 1 'Mech .
Marginal Victory Achieved objective while losing no more than 2-3 'Mechs.
Pyrrhic Victory Achieved objective while losing no more than 4 'Mechs.
Marginal Defeat Does not achieve final objective within 15 turns.
Total Defeat All 8 Renegade 'Mechs were lost.

SPECIAL RULES

Skidding rules are in effect.

Note: A 'Mech is considered "lost" if it's destroyed per the standard *BMR* Rules.

AFTERMATH

To: "Duke Pierre Benton"
From: "Ananias S. Lundt"
Date: May 26, 3067
Subject: May 20th-21st, 3067

Duke Benton,

According to transcripts of the radio chatter that I've just reviewed, this would explain the fighting inside the Lone Star Battalion's base. While it seems likely that the Renegades' *Hunchback* pilot fired first—perhaps due to a previous altercation with the *Assassin* pilot—this bounty placed upon Colonel Sarah Redfield-Barnes is rather damning evidence. Although I'm sure that any lawyer worth his degree would argue that Ranger-Colonel Brown acted in self-defense and the defense of their civilians based upon the Renegades' previous actions. The number of non-combatants killed or missing after the fight in the Lone Star base doesn't help the Renegades' case either. This just keeps getting worse and worse the deeper I dig.

Sincerely,
Chief Investigator Ananias S. Lundt, Esquire, P.C.



SITUATION

Shamus Mountains
Epsilon Eridani, Chaos March
20 May 3067

When she heard about the accidental fire incident and the battle raging between the two forces, Colonel Sarah Redfield-Barnes knew that she only had a short period of time to act before the situation spiraled out of control. Attempts to contact the Lone Star Battalion's base went ignored as the Lone Stars tried to route reinforcements up to the battle.

Believing treachery over a fictional trove of LosTech was the cause of the unwarranted attack, Ranger-Colonel Brown sent a fast recon lance to reinforce their comrades while recalling two other patrols to the base. The Colonel surmised that the base with its command personnel would be the Renegades' next target. He was not surprised to see two lances of BattleMechs approaching from the direction of the Renegades' base. Angered at her audacity for such a threatening gesture towards the Lone Stars and their non-combatants, Ranger-Colonel Brown publicly placed a bounty of 1000 C-bills on Colonel Redfield's head.

When the Renegades arrived and attempted to open a dialog, they were attacked en-masse. With eight BattleMechs in front of her and sixteen coming in from behind, Colonel Redfield-Barnes made the most difficult choice of her career. She called for her aging Union Class DropShip for retrieval on the salt flats beyond the Lone Star's base. Then she led the drive through the Lone Star's base and off to safety. The Lone Stars were torn between rage and duty as they sacrificed both their lives and their 'Mechs while holding off the Renegades so their civilians could be evacuated.

—Excerpt from *Mistakes, Men and 'Mechs, the Battle for Epsilon Eridani*, by Professor Vaughn Wiley, Eridani University, College of History 3067

ASL: Can you continue MechWarrior McManus? Should I have the Dukes' Physician look at that shoulder?

MwKM: Sorry. Phantom pain. The arm's gone, but it still aches something fierce. I'll be OK.

ASL: As you wish. You were telling me about your encounter on the 20th of May.

MwKM: Well, we were out looking for the depot.

ASL: You weren't out hunting for Renegade forces?

MwKM: Nah. Don't get me wrong, we really felt for Megan, losing her husband and all. Ranger-Sergeant Davis was a great guy, especially for a non-com officer. Bailed most of us out of jail on more than one occasion—though we usually pulled double-duty to pay him back. He wanted to spend as much time with Meg as possible. Since they were both in charge of different lances, they didn't get much time together.

ASL: Please stick to the facts surrounding the event.

MwKM: Sure, sure, we were patrolling, and Meg was acting really twitchy. Needless to say, we all wanted her back defending the base not out in the field. We trusted her in a fight, don't get me wrong, but coming this soon after Davis' death, well, let's just say that we were all looking to Ranger-Sergeant DeGroot for leadership. Problem was, he and his Scorpion were a couple of clicks behind us when the fighting started.

ASL: Who fired first?

MwKM: They did. Their Lights came in hard and fast. Started firing at everyone then tried to fade back. Didn't work though.

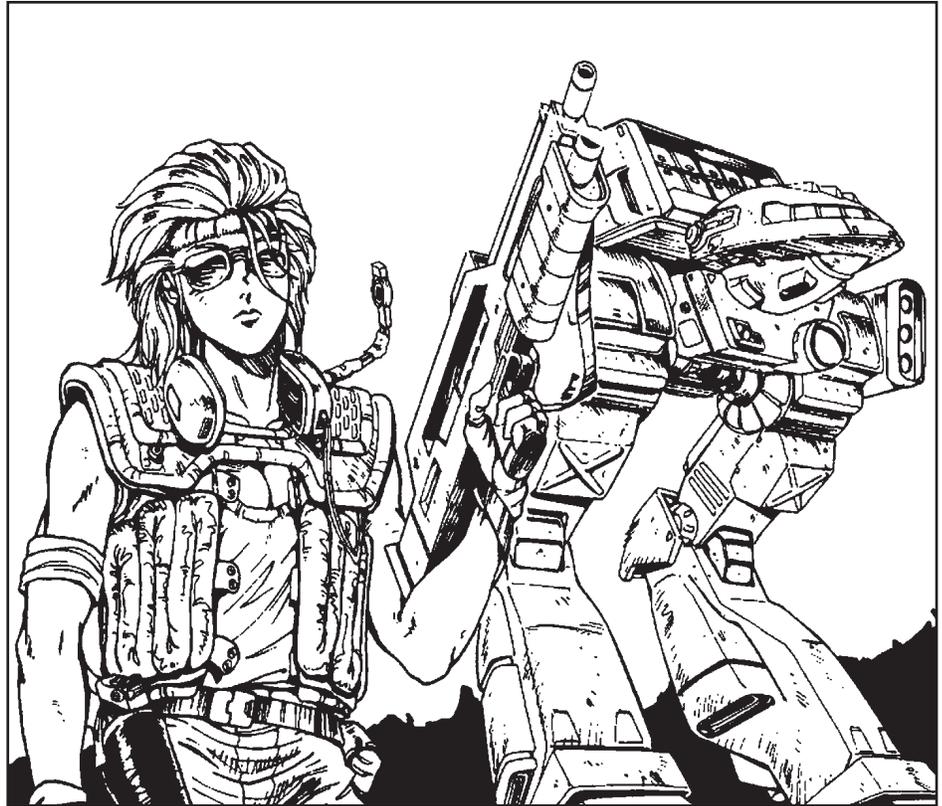
ASL: Why not?

MwKM: One of their 'Mechs, the *Wasp* I think, ran past me and stumbled, kinda like he had a gimpy knee actuator. So, I let him have it. One pull from my PPC, and the leg ripped right off!

ASL: And that was when Major Davis kicked in the cockpit of the *Wasp*?

MwKM: (coughs) Ah, that's not how I recall the events. After I took the *Wasp* out, Davis attacked a *Commando* and

SCENARIO 3: PAYBACK'S A MEDEVAC



SITUATION

Shamus Mountains
Epsilon Eridani, Chaos March
20 May, 3067

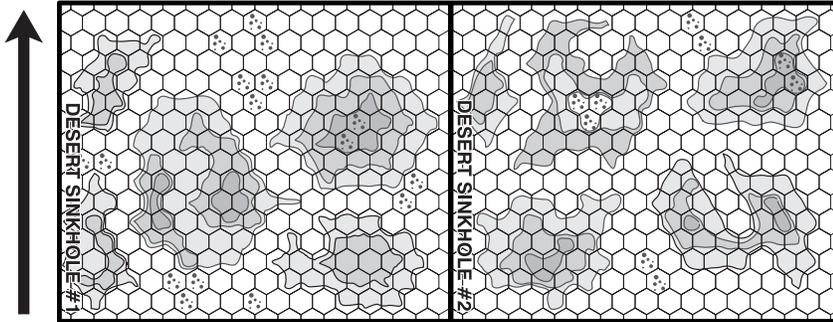
When the Lone Stars reached the ruins of their base, Ranger-Major Megan Davis snapped. Not only had her husband been murdered by the Renegades' treachery, but then they had attacked the rest of the families holed up at the base. Ranger-Colonel Brown was being cut out of the remains of his *Warhammer*. He had weathered the battle and, using a portable radio, was barking out orders to his people. As the Colonel's XO, Ranger-Major Davis took command of two lances and went out hunting under the guise of patrolling, just in case the Renegades launched a sneak attack. By the time she found her quarry, word had reached the Renegade 'Mechs that the Lone Stars had tried to kill Colonel Redfield-Barnes when she attempted to put a halt to the misunderstanding. With Colonel Redfield-Barnes WIA, the two Deputies in command of the Renegade lances ignored the depot and launched their own assault on the approaching Lone Star 'Mechs, intending to put a halt to this madness by crushing the command structure of the Lone Stars.

—Excerpt from *Mistakes, Men and 'Mechs, the Battle for Epsilon Eridani*, by Professor Vaughn Wiley, Eridani University, College of History 3067

PAYBACK'S A MEDEVAC

GAME SET UP

Desert Sinkhole map 1 and map 2 should be laid out so that hexes Map1: 1501 and Map2: 1517 meet up. The West side of the map is the Renegades' home edge and the East side is the Lone Star's home edge.



ATTACKER

The attackers consist of elements from the Lone Star Battalion.

Lone Star Battalion

XO Lance, Davis's Law-Dogs

Ranger-Major Megan Davis (Piloting 3, Gunnery 2), *Hatchetman* HCT-5S
MechWarrior Alex Popov (Piloting 3, Gunnery 2), *Charger* CGR-3K
MechWarrior Charles Taylor (Piloting 4, Gunnery 3), *Snake* SNK-1V
MechWarrior Kelley McManus (Piloting 3, Gunnery 3), *Vindicator* VND-3L

Pursuit Lance, DeGroot's Deputies

Ranger-Sergeant John DeGroot (Piloting 3, Gunnery 2), *Scorpion* SCP-10
MechWarrior Carolyn Hancock (Piloting 4, Gunnery 3), *Jenner* JR7-K
MechWarrior Sarah Kimbrough (Piloting 4, Gunnery 3), *Raven* RVN-3L
MechWarrior Daniel Ling (Piloting 3, Gunnery 3), *Spider* SDR-7M



DEFENDER

The defender consists of elements from Redfield's Renegades.

Redfield's Renegades

Sweep Lance, Foster's Strikers

Sergeant Linda Foster (Piloting 4, Gunnery 3), *Thunderbolt* TDR-7M
MechWarrior Josiah Miller (Piloting 4, Gunnery 3), *Shadow Hawk* SHD-5M
MechWarrior Solomon Gayle (Piloting 4, Gunnery 3), *Rifleman* RFL-5M
MechWarrior Ernie Fowlks (Piloting 3, Gunnery 3), *Wolverine* WVR-7D

Harasser Lance, Hankerd's Hitmen

Sergeant Kechia Hankerd (Piloting 3, Gunnery 3), *Wasp* WSP-3M
MechWarrior Mikhail Blodwin (Piloting 4, Gunnery 3), *Commando* COM-5S
MechWarrior Sunil Chow (Piloting 3, Gunnery 2), *Falcon Hawk* FNHK-9K1A
MechWarrior Robert McCulloch (Piloting 3, Gunnery 3), *Panther* PNT-10K

Deployment

Each force starts the scenario by entering their home edge. Entering the home edge via a full or half hex costs 1 MP.

(continued)

destroyed it. She moved on to the next target and next thing I knew, we had LRMs coming down on us. Sergeant DeGroot said that he was coming in as fast as he could, so fade back and draw them towards his Pursuit lance. That's what I did.

ASL: But let's get back to the *Wasp*. The BattleMech's head was crushed. I've seen the holos.

MwKM: What can I say man, crazy things happen in battle. Sometimes 'Mechs trip over other 'Mechs—or pieces of them. I remember this one time back in the Concordat.....

ASL: Mr. McManus, let me get the Doctor....

Transcript of interview May 29th, 3067
—MechWarrior Kelly McManus, Lone Star Battalion.

* * *

MwJM: (Puts down glass of water)
When the word leaked over the comm channels that Colonel Redfield's *Battlemaster* had just gone down, my heart sank. There was no chance we could get out of here without massive bloodshed.

ASL: Please stick to your particular encounter, Mr. Miller. This is just a fact-finding mission for Duke Benton, not a media interview.

MwJM: Okay, (sighs) well, Colonel Redfield had split the Battalion into four distinct units of about two lances per unit.

ASL: This would leave one lance behind?

MwJM: Yep, I assume she wanted a lance of our heavies and assaults guarding our civilians, just in case. Well, we got paired up with Company B's Harasser Lance. I guess she figured we could cover more ground in the search for the depot.

ASL: You were not out looking for Lone Star Battalion forces?

MwJM: Officially? No, we weren't. But, after hearing about the Colonel, well, everyone wanted a piece of the Lone

PAYBACK'S A MEDEVAC

(continued)

Stars. When they showed up in our grid, no one was going to back down.

ASL: There was some excessive physical damage to the 'Mechs that we looked at. Given the terrain, I would have thought that any engagement would be at longer ranges—especially since the Lone Star force outweighed yours.

MwJM: Heh, well, I think you're referring to the *Hatchetman*, right?

ASL: (flips through pages) Ranger-Major Megan Davis? Yes.

SJM: Yeah. Hankerd's Harasser Lance was trying to maneuver, y'know, use their speed for hit and run attacks while my lance provided long-range cover fire. Textbook military strategy, right from the old Gray Death himself. That's when we saw the *Hatchetman*. This lunatic wasn't trying to dodge any fire coming her way, she just ran towards Kechia's *Wasp*.

ASL: Why the *Wasp*?

MwJM: She had strayed a little too close to that *Vindicator* and got her leg blown off. The armor on that leg was always a little weak. We hadn't been able to fix the internal structure and the actuators were kind of twitchy.

VICTORY CONDITIONS

The Lone Star forces must destroy as many Renegade 'Mechs as possible, while losing as few 'Mechs as possible. The Renegade forces must kill the Lone Star Unit's XO & the Sergeant of the Pursuit Lance, while losing as few 'Mechs as possible.

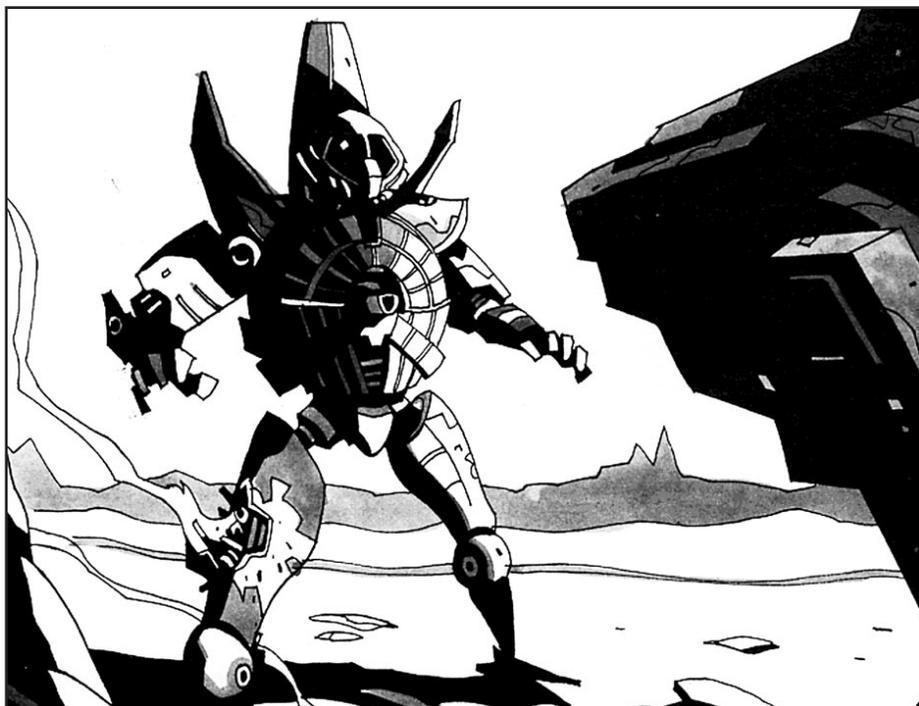
VICTORY LEVEL TABLE

Lone Star Battalion:

Total Victory	Destroy the entire Renegade unit, while losing only 2 Lone Star 'Mechs.
Marginal Victory	Destroy 6 or more Renegade 'Mechs, while losing only 3 Lone Star 'Mechs.
Pyrrhic Victory	Destroy 4 or more Renegade 'Mechs, while losing no more than 4 Lone Star 'Mechs.
Marginal Defeat	Was forced to withdraw from the field.
Total Defeat	All 8 Lone Star 'Mechs were lost.

Redfield's Renegades:

Total Victory	Destroy the Lone Star XO's 'Mech and the Pursuit Lance Deputy's 'Mech while suffering no more than 2 Casualties.
Marginal Victory	Destroy the Lone Star XO's 'Mech and the Pursuit Lance Deputy's 'Mech while suffering no more than 4 Casualties.
Pyrrhic Victory	Destroy either the Lone Star XO's 'Mech or the Pursuit Lance Deputy's 'Mech.
Marginal Defeat	Was forced to withdraw from the field.
Total Defeat	All 8 Renegade 'Mechs were lost.



Withdrawal Conditions

When an enemy 'Mech receives any of the following damage, they must retreat off of their home edge: two engine hits, one gyro hit, two sensor hits, one hip hit, all weapons destroyed or no ammo left for active weapons.

Any unit that withdraws is welcome to make a fighting withdrawal, but must be moving towards it's home edge by walking backwards or diagonally, i.e., it must be able to attack units directly behind it or choosing targets that block it's path to it's home edge.

Neither side can voluntarily retreat off of the map for a full 10 turns unless the particular unit is facing a forced withdrawal.

Note: A 'Mech is considered "lost" if it's destroyed per the standard *BMR* Rules.

AFTERMATH

How I hate talking to MechWarriors. It's always "I told you that pointless story to illustrate the pointless story I'm about to tell you." Don't these people have any concept of time? Gah, just answer the question already! Hm...9:15. Missed dinner again. I'll never hear the end of it when I get home. Better stop and get flowers for Carla on the way. Won't make her any less angry, but hopefully she'll recognize that I'm making an effort.

Personal journal, Ananias S. Lundt, May 29th, 3067



(continued)

The plan was to replace it entirely once we got the cash.

ASL: Getting back to the *Hatchetman*, Sergeant.

MwJM: Yessir, sorry. Well, the *Hatchetman* tromps up to her *Wasp* and kicks the head in. Kechia didn't even have a chance to surrender or eject. I think that the *Vindicator* pilot was as surprised as we were, since he just stood there—well, until my Sweep Lance started bouncing LRMs off him.

ASL: What happened to the *Hatchetman*?

MwJM: She went after Blodwin's *Commando*. Took a swipe at it with that hatchet of hers. Blodwin overcompensated and sideswiped a boulder. That's all it took. The *Hatchetman* jumped on her, and started banging away with the hatchet. I think she was firing that autocannon as well, because a couple of seconds later, Blodwin's missile ammo cooked off blowing them both up.

ASL: The *Hatchetman* was destroyed?

MwJM: Nope. That was the scary thing. Through the black smoke I saw the 'Mech, minus an arm, limping off, looking for another one of my teammates. In the end, it took three of us to take her down. When that suicidal pilot ejected the head from the *Hatchetman*'s body, she even aimed it at my *Shadow Hawk*. The module ricocheted off of my torso armor, flew straight into the canyon wall and exploded.

ASL: Not standard military procedure.

MwJM: Don't know about that, I understand exactly why she did what she did.

ASL: And?

MwJM: Turns out that her husband was the guy who started this whole mess. He was piloting the *Assassin* that charged Jenkins. Everybody who was there swears Jenkins had no choice but to fire. Guess she either felt real guilty about being associated with him or maybe she just loved him too much to go on living without him.

Transcript of interview May 29th, 3067
—MechWarrior Josiah Miller, Redfield's Renegades.

Cpl: Captain, we have enemy contact, bearing one-one-seven. The Lone Stars are coming. E.T.A., five minutes.

CC: Understood, Corporal, hold the line I'll be right there. Patch me into a wide-band transmission. I want to speak to the Lone Star commander.

Cpl: I'm on it...

CC: Sergeant Miller? Get your men inside the depot, find a defensible position, and blast the doors. We'll dig you out shortly, our reinforcements are on the way.

SM: Yes sir. Alright ladies, grab your C4 and follow me...

Cpl: Transmission ready. Okay sir, go ahead.

CC: Attention Lone Star commander, I am Captain Shu-shint Chou, Redfield's Renegades. Please respond.

SLF: This is Ranger-Lieutenant Francisco, Lone Star Battalion. You've got no way out of that box canyon Captain, calling to beg for your life?

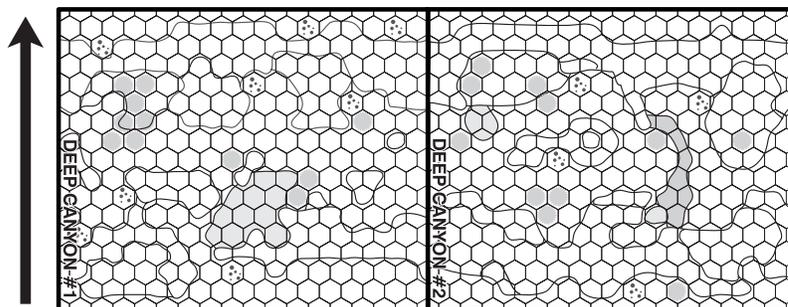
CC: Lieutenant, we both know what we're fighting over and what's at stake here. Mistakes have been made on both sides throughout the day. Is there any chance that we can stop this right here, right now? Bring in ComStar or the MRBC to mediate a cease fire and possibly a settlement?

SLF: What good is your word? You people firestormed our base and attacked our civilians. This is only going to end when all of you are dead.

SCENARIO 4: WHAT'RE WE FIGHTIN' FOR?

GAME SET UP

Deep Canyon map 1 and map 2 should be laid out so that hexes Map 1: 1501 and Map 2: 1517 meet up. The West side of the map is the Renegades home edge and the East side is the Lone Star's home edge.



ATTACKER

The attacker consists of elements from the Lone Star Battalion.

Lone Star Battalion

Bodyguard Lance, Francisco's Guardians

Ranger-Lieutenant Churchill Francisco (Piloting 3, Gunnery 3), *Crusader* CRD-5M
 MechWarrior Hyeoksang Chung (Piloting 4, Gunnery 3), *Archer* ARC-4M
 MechWarrior Erika Hladki (Piloting 3, Gunnery 3), *Warhammer* WHM-7M
 MechWarrior Olaf Mills (Piloting 3, Gunnery 2), *Marauder* MAD-5S

Attack Lance, Yee's Raiders

Ranger-Lieutenant Andrew Yee (Piloting 3, Gunnery 3), *Blackjack* BJ2-OC
 MechWarrior Terry Schwartz (Piloting 3, Gunnery 2), *Marshal* MHL-X1
 MechWarrior Byunghoon Choi (Piloting 3, Gunnery 3), *Helios* HEL-3D
 MechWarrior Nicole Papadopoulos (Piloting 4, Gunnery 3), *Merlin* MLN-1B



DEFENDER

The defenders consist of elements from Redfield's Renegades.

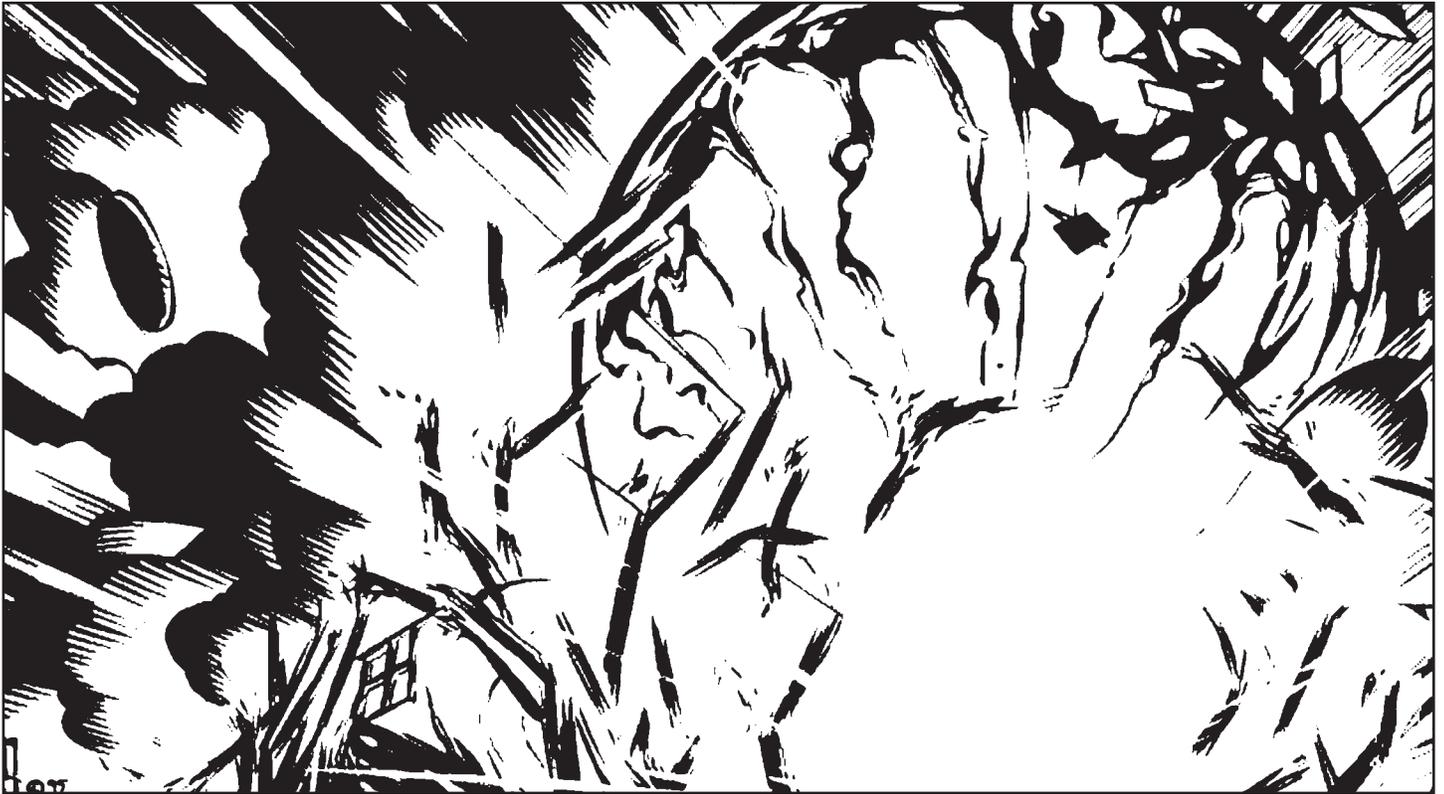
Redfield's Renegades

Suppression Lance, The Great Wall of Chou

Captain Shu-shint Chou (Piloting 3, Gunnery 3), *Guillotine* GLT-5M
 MechWarrior Kenneth McIntyre (Piloting 4, Gunnery 3), *Tempest* TMP-3M
 MechWarrior Larry Doyle (Piloting 3, Gunnery 3), *Longbow* LGB-7Q
 MechWarrior Douglas Wesolek (Piloting 3, Gunnery 2), *Goliath* GOL-3M

Security Lance, DeMarco's Demolishers

Lieutenant Adolph DeMarco (Piloting 4, Gunnery 3), *Ostsol* OTL-5M
 MechWarrior Dale Kempher (Piloting 3, Gunnery 3), *Griffin* GRF-3M
 MechWarrior James Hixson (Piloting 4, Gunnery 3), *Lineholder* KW1-LH2
 MechWarrior G. Eisenlord (Piloting 4, Gunnery 3), *Lynx* LNX-9Q



Deployment

Each force starts the scenario by entering their home edge. Entering the home edge via a full or half hex costs 1 MP.

VICTORY CONDITIONS

The Lone Star forces must break through the Renegade lines while preventing the Renegades' escape. The Renegades must buy time for their scouts before retreating and linking up with reinforcements.

Lone Star Objectives:

Primary: Get as many 'Mechs through the Renegade line as possible and escape off of their home edge within 15 turns, in order to overtake the Renegade scouts and entrench yourselves in the depot.

Secondary: Do not allow any Renegade 'Mechs to escape.

Redfield Renegades Objective:

Primary: Hold the Lone Star forces off for 15 turns, in order to allow your scouts to seal themselves within the depot. Do not let the Lone Star 'Mechs escape off the Renegade Home Edge.

Secondary: After 15 turns, charge through the Lone Star's line in order to escape off of the Lone Star home edge to link up with your reinforcements.

Note: A 'Mech is considered "lost" if it's destroyed per the standard *BMR* Rules.

(continued)

CC: Lieutenant, with Colonel Redfield-Barnes wounded in action and Major Mustafa KIA, I am the highest ranking member of the Renegades in the field. As such, I have full authority to order all the Renegades to stand down pending a third-party review of the incident. Please listen to reason, soldier. No one else has to die today.

SLF: My children were at the base when your Colonel stormed in and started firing on our transports, I don't know if they made it out alive or not. What can you possibly say that is going to change that?

CC: Reinforcements are on the way Lieutenant, even if you beat us, you'll be in no shape to hold out against the rest of the Renegades.

SLF: If we beat you? You cocky son of a...my reinforcements are inbound as well, so stop wasting your breath.

Cpl: Captain, he's severed communications. Wait... incoming missiles...

CC: All units, return fire.

—Transcript from recorder found in Lone Star Battalion BattleMech, 21 May, 3067.

SITUATION

Shamus Mountains
Epsilon Eridani, Chaos March
 21 May 3067

Both mercenary units had taken a beating when the scout infantry attached to Captain Shu-shint Chou's Company discovered the location of the Star League depot. Thinking quickly, he sent the infantry into the depot to secure it against the Lone Stars and then sent his recon lance across the mountain ridge to form a makeshift chain of radio transmitters. Confident that he could now contact the Renegades' base, he radioed in his discovery and requested reinforcements. Unfortunately for them, a Lone Star patrol had intercepted the radio transmission and was working on a command circuit of their own to call for help. After transmitting their request, the Lone Stars drove forward in an attempt to capture the depot while their own reinforcements made their way through the mountains.

As the enemy forces approached, Captain Chou refused to give in to the madness that had gripped both units. Based upon what he had seen, he knew that there had to be more than enough LosTech for both mercenary units, if only he could get them to stop fighting. With the highest ranking officers of the Renegades wounded, missing, or killed, responsibility for the survival of the Battalion rested squarely on his shoulders. To his credit, Captain Chou's first attempt in dealing with Ranger-Lieutenant Francisco was to use reason in the hopes that the impending battle could be avoided. When Francisco rebuffed his request for a cease-fire, Chou ordered his scout infantry to seal themselves in the depot using explosives and hold out against all aggressors until the Renegade reinforcements arrived.

—Excerpt from *Mistakes, Men and 'Mechs, the Battle for Epsilon Eridani*, by Professor Vaughn Wiley, Eridani University, College of History 3067

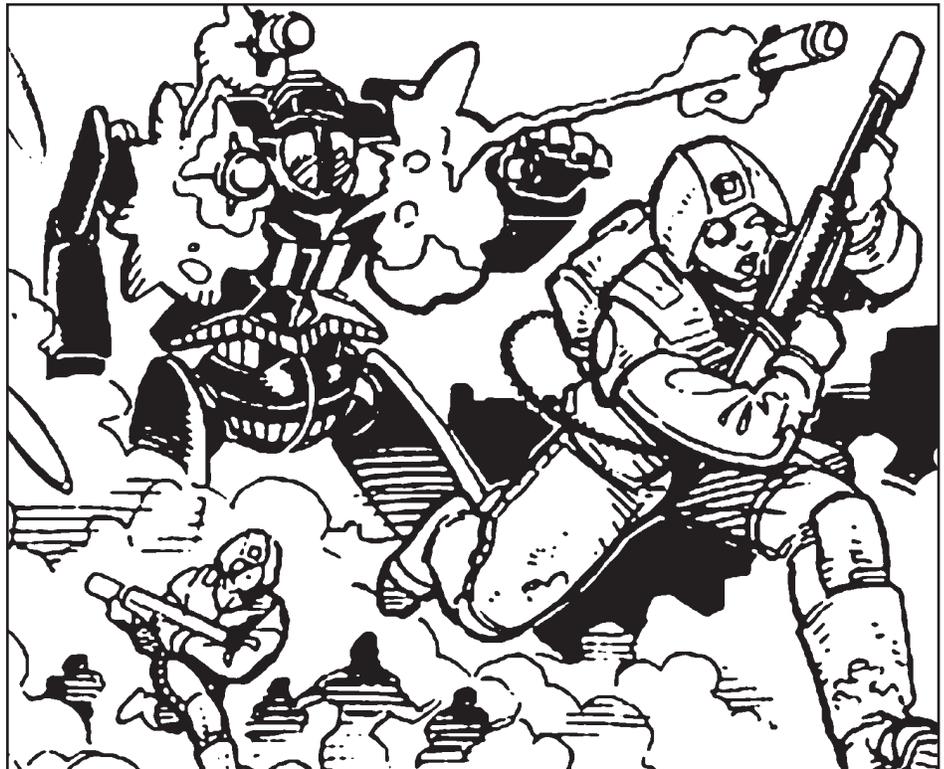
VICTORY LEVEL TABLE

Lone Star Battalion:

Total Victory	Achieve both the Primary & Secondary Objective by moving more than 4 'Mechs off the Renegade's home edge.
Marginal Victory	Achieve both the Primary & Secondary Objective by moving less than 4 'Mechs off the Renegade's home edge.
Pyrrhic Victory	Achieve only the Primary or Secondary Objective.
Marginal Defeat	Achieved neither the Primary or Secondary Objectives.
Total Defeat	All 8 Lone Star 'Mechs were lost.

Redfield's Renegades:

Total Victory	Achieve both the Primary & Secondary Objective by moving more than 4 'Mechs off the Lone Star's home edge.
Marginal Victory	Achieve both the Primary & Secondary Objective by moving less than 4 'Mechs off the Lone Star's home edge.
Pyrrhic Victory	Achieve only the Primary or Secondary Objective.
Marginal Defeat	Achieved neither the Primary or Secondary Objectives.
Total Defeat	All 8 Renegade 'Mechs were lost.



AFTERMATH

To: "Duke Pierre Benton"
From: "Ananias S. Lundt"
Date: June 2, 3067
Subject: May 20th-21st, 3067

Duke Benton,

After reviewing the facts surrounding this case, I have determined that you would have a case against Redfield's Renegades and the Lone Star Battalion as well as their employers General Atomics and Minroc Mines Interstellar. While the companies did purchase prospecting rights to the Shamus Mountains, it was for mineral deposits, not LosTech treasure. But as the exact contents of the Star League depot are not known (save one headless security robot and a battle scarred *Colossus*-class DropShip that may or may not ever fly again) it is possible that we might not get anything of worth after the mercs have picked the carcass clean while we wade through the legal system. I will forward my full report to the Civil Attorney's office. If Administrator Kramer decides to pursue legal action against the parties involved, I'm sure he will contact you directly.

A couple of issues worth noting before taking any action: one, the mercenaries, though mangled, could be back up to full-strength in a short period of time if there is anything of value in the depot. A court battle against them would prove that there is in fact a depot in the Shamus Mountains and that we know about it. The last thing anybody needs is hundreds of prospectors in the outback killing each other while trying to find old Star League bases. (Please refer to the encrypted file

attached to this message. It is the probable locations of other depots on Epsilon Eridani based upon the late Ms. Meneneau's research).

Two, leniency shown towards them and their parent company could bode well for Epsilon Eridani. It is my understanding—based upon second hand information mind you—that the mercenaries have just signed a new contract that will keep them on retainer for the foreseeable future in exchange for assistance finding, purchasing, and installing the new high-speed hydrogen pump. If we make this go away quietly and do not press for a "piece of the action," the mining company in question could be persuaded to keep the mercs on planet. This would help discourage any adventurism by the Capellans or the Federated Suns in the short term.

In the long term, Kressly Warworks has already benefited from this incident by the purchase of the security bot—and should Kressly be able to put its new technology to good use, Epsilon will as well. Preferential treatment shown to the mercs may even net us more LosTech, if any of value still exists in the depot. It is therefore my recommendation that we not pursue this matter any further. The incident, although regrettable, was between two independent parties. As there were no citizens of Epsilon Eridani killed in the incident, it therefore does not concern the government of Epsilon Eridani. Concerning stories of a supposed Star League depot in the Shamus Mountains, that was just a rumor started by a crazy old man.

My itemized bill is included.

My immediate plans may render me incommunicado for several weeks. Until my return I remain,

Chief Investigator Ananias S. Lundt, Esquire, P.C.

