CHARLISE: A scenario to integrate TRO: 2600 designs into regular Battletech play

Charlise is a planet with an unusual geography. Sometime in the distant past (20-30 million years ago), the planet was struck by the remains of a planetoid. The planetoid's fragmented remains created three large impact craters along the Charlise's equator and deposited billions of tons of water and ice on the planet. Additionally, the impact ruptured the surface of Charlise causing increased vulcanism in the areas around the impact crater. The constant eruptions of toxic chemicals eventually resulted in severe damage to the ocean between an area roughly bounded by the tropical latitudes. The sea between the tropics averages 200 meters in depth, and the basins average almost 2000 meters in depth. The rest of the ocean, however, averages less than 50 meters in depth. Near the basins the water is nearly caustic and the air is difficult to breath. Unprotected individuals will begin to suffer ill effects within 1-2 hours. While filterning systems can enable humans to work in the environment for hours or days at a time, a full environmental system is necessary to sustain humans for periods longer than a week. Unfortunately for the population of Charlise, the most valuable minerals exist on the islands that rise from the impact basins, and it is these islands that the inhabitants war over.

Settled in three separate waves from the late 2300's to the early 2500's, the various groups on Charlise are distinct in culture. In 2388, the initial wave settled in the southern section of the main continent where the temperatures are mild and the land was very fruitful. The second wave settled a chain of islands with a temperate climate around 2436, with the final wave settling the southern isles at well as the northern section of the main continent from 2507 to 2523. The geography and climate of both the southern isles and the northern section of the main continent are very similar with cool, temperate summers and cold winters. Since the third wave, Charlise has been in a state of almost perpetual warfare both within each group of settlers and between the groups of settlers. For the most part, these groups used homebuilt designs manufactured by the automotive and shipbuilding companies on Charlise. In the mid-2500's however, many of the third-wave agencies began to rely on outside defense contractors to design, build, and deliver more advanced systems, especially since these groups had very limited manufacturing capabilities. These groups continued to produce these designs throughout the history of Charlise including the Succession Wars. Both the Successor House and the Planetary governor have allowed the low level of almost continual warfare so long as it does not interupt intersteller trade, threaten Successor State or Charlisian Defense Forces, or seriously jeapordize the health of the population or planet. With the recent outbreak of high-intensity warfare at the intersteller level (reason could be Clans, Chaos March events, FedCom Civil War, or Jihad), the planetary nobles are mobilizing their forces and have already initiated their own high-intensity conflicts that threaten to seriously harm the Charlisian citizenry and may even threaten the supremecy of King Hugh the Black's Charlisian Defense Force. Someone has hired the player characters to augment their forces and ensure their final victory (could be an outside agent, King Hugh, one of the regions or an individual noble depending on the size of the PC group).

The History of Charlise

In 2578, representatives from the planet petitioned the Terran Hegemony to protect them from encroachment from the Free Worlds League. In order to join The Terran Hegemony, Charlise had to be united under a single governmental system. The leaders of the various factions, realizing it was in their best interests to join the Hegemony but not wanting to cede power to a central authority, selected a minor warlord Hugh the Bald, to lead the new government as an elected King. Hugh, a descendent of the third wave of immigrants, controlled the largest spaceport on planet and freely traded with warlords of the 1st and 2nd wave as well as his fellow warlords of the 3rd wave. For these reasons (his ability to manage his spaceport, this relative weakness to most other warlords, his relative geographic isolation, and the fact that he had the best relations between the various groups of any warlords), all other parties agreed to Hugh representing the planet. Knowing that he would need leverage against his peers in the future, Hugh forced the warlords to agree to give him full control of planetary defenses and all spaceports and and limit all imported military equipment for subject warlords to less than 5 tons or less (with current equipment grandfathered in). In return, Hugh established a system of peerage that would formalize the warlords' control over their areas of influence, provide for unlimited local military forces as long as they were locally produced, and limited the planetary militia to weapon systems of less than 100 tons. The resulting agreement led to a planetary government system that met the requirements for inclusion in the Terran Hegemony, and Hugh was recognized that the Planetary Governor for Charlise. Immediately upon coronation, Hugh the Bald began to push for the coronation of his son, Robert the Rightous, as a "co-king". The reasoning he gave to the nobility was that he intended to initiate an anti-pirate action against bandits that had been invading Charlise, but the reasoning was just as much Hugh's advanced age at the time of his coronation (he was 78) and Hugh's desire to cement his line's control over the nobility. The nobility would not coronate Robert until Hugh's death, but it did establish and appoint him to the position of Lord High Chamberlain, a non-hereditary peer that assisted the King in the administration of royal affairs and generally served as a chief of staff. In 2612, Hugh's grandson, Hugh II, a former member of the SLDF, was recognized as a Baron of the Realm; service by the sons of noble lords of Charlise was common and granted legitimacy in military affairs to the young noble that, often, would eventually lead their fathers' military forces.

In 2763, Hugh II's son Magnus, Charlise's planetary governor at the time, was re-commissioned in the SLDF as a Colonel and was given administrative control of all Star League military and civilian assets on Charlise including a logistics/training command composed of two Star Lord class jumpships and 12 different dropships, as well as a training battalion composed of an assortment of battlemechs, vehicles, and infantry units including several squads of Nighthawk Power Armor. Most of these materials were blue water navy equipment that was extremely old and dated to the very early days of the Star League. The mission of this task force was to establish a training center for SLDF troops that would be operating in an aquatic or amphibious environment and to transport logistical supplies to various 1st Army bases. In the capacity of SLDF officer, Magnus was able to circumvent the charter's 100 ton weight limits on war material. In 2765, one battalion of Rim Worlds Republic troops was deployed to Charlise to help secure the planet against outside threats. Other than the forces assigned to the training command, the SLDF did not have a presence on Charlise, so Operation Apotheosis on Charlise involved the mobilization of the Rim Worlds Troops against the training units and against King Magnus and the Charlisian Defense Force. Since the training units were not active at the time, the Rim Worlds Troops captured the bulk of these troops except for a mixed company of 'Mechs and Vehicles that were actively training in the training area and several naval vessels that were deployed at the time. The Rim Worlds troops faced off against nearly two Battalions from the CDF including King Magnus among the hardened building's of Charlise's primary spaceport. Despite the numerical advantage held by the CDF, the Rim Worlds troops wiped out the entire force capturing only 23 CDF personnel alive. The remaining battalion of CDF troops vanished overnight.

The commander of the Rim Worlds troops demanded compliance from the planetary nobility and, at least publicaly, compliance was given. There was no popular movement against the Rim Worlds troops since most citizens identified with their local region or their local noble and not Charlise. Even after King Magnus was publically tried for crimes against the state and sentenced to death there was very little public outcry. King Magnus' execution (as well as the execution of all POWs) was scheduled for January 7th, but the SLDF training unit and the last battalion of CDF troops conducted a combat drop on Charlise's major spaceport where the POWs were held captive. Although they suffered significant losses of men and materials, every surviving POW was rescued and every surviving member of the rescue force was able to exfiltrate successfully, but it appeared King Magnus was killed in the exchange. Despite this, where there was once a regimental-sized CDF force and a battalion-sized SLDF training force, only 14 Battlemechs and 32 combat vehicles (along with 8 of the dropships) remained. These forces were secreted away to a hidden royal resort abord a Verne Submarine and would remain hidden for the remainder of the Amaris Civil War. King Magnus would manage the operational and logistical side of the resistance while Pierre Dumont would become the face of the active insurgency.

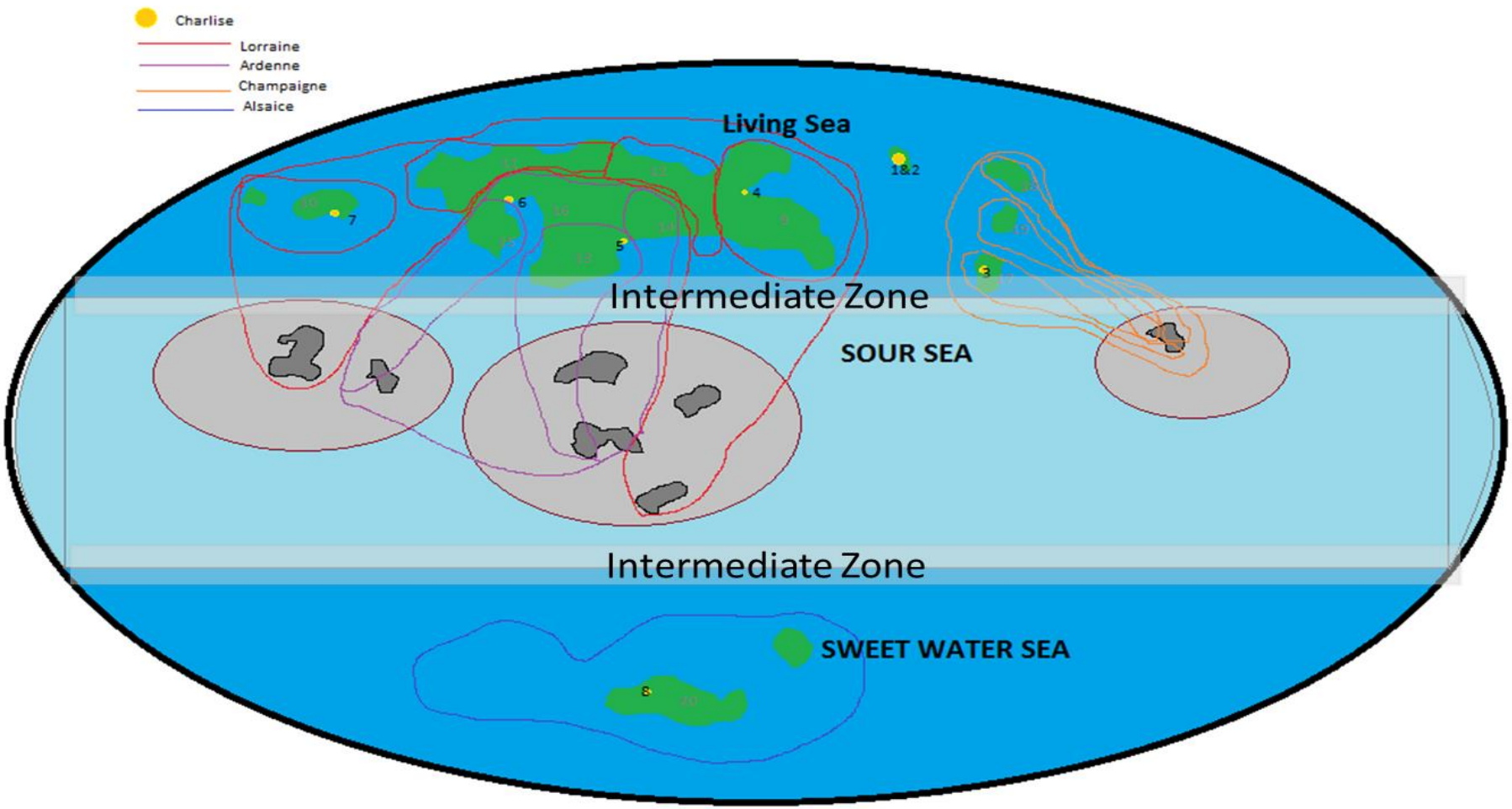
Early on, the nobility did not want to actively support the insurgency. This changed when the whereabouts of 37 Charlisian SLDF Soldiers (including 8 sons of various noble families) and more than 250 Charlisian civilians were determined to be on Devil's Rock as members of the 112th Royal Hussar Regiment. Recognizing he needed leverage over the nobility, King Magnus began to plan a massive rescue effort. Not knowing what the current status was for the members of the 112th, King Magnus immediately dispatched a Star Lord to the system carrying 3 merchant dropships. The operation, intended to gather intelligence for impending assault, took more than 16 months to complete. At the end, however, King Magnus had succeeded in three things. First, elements of his task force had made contact with members of the SLDF insurgency that had put him in contact with forces at Freedom and Liberty Stations. Second, he had identified the whereabouts of the majority of the Charlisian SLDF members and the Charlisian civilians and had already successfully exfiltrated three Charlisian Soldiers (and 12 non-Charlisian Soldiers) and 198 civilians while confirming the deaths of 16 Soldiers 32 civilians. Finally, King Magnus had coordinated to produce limited supplies for the insurgency resulting in small factory operations for energy and ballistic weapon systems on Charlise.

On 2769, King Magnus initiated a simultaneous actions on three separate planets to rescue 400 isolated SLDF personnel including 18 Charlisian Soldiers. Additionally, King Magnus was able to recover more than 20 Aerospace Fighters, 50 Battlemechs, and 100 Vehicles, though most were heavily damaged. As a part of this mission, King Magunus was able to supply more than 100,000 tons of materials to local partisans and SLDF forces that remained on the ground including several highly advanced light wheeled and tracked assault vehicles. After consolidating on Charlise, all 18 of the Charlisian SLDF Mechwarriors and Aerospace pilots returned to their respective noble houses along with whatever fuctioning Mech or fighter could be had, most of which were systems that had been stored over the previous two years. This left King Magnus with even few functioning weapon systems, but it further cemented the relationship between the King and his nobles. The nobility continued to send additional logistical supplies to the King so he could supply the SLDF. By 2772, King Magnus' functioning military forces consisted of 11 Battlemechs, 5 Aerospace Fighters, 56 vehicles (many of which were naval vessels), and 6 military dropships. The King also controlled a rapidly growing stockpile of non-mission capable SLDF and Rim Worlds Republic equipment. King Magnus would lose 5 Battlemechs, 3 Aerospace Fighters, and 24 Vehicles by the time the Rim Worlds forces left on 19 January 2774. Throughout the remainder of the war, Charlisian nobles would remain relatively quiet and would support the King in providing logistical support to the SLDF but would not actively take a hand in resisting Rim Worlds forces. King Magnus' open opposition to the Rim Worlds forces, and the revelation that he had been alive during the entire occupation, increased his status in the eyes of the Charlisian citizenry. King Magnus' son, Henry, a Lieutenant and Mechwarrior in the SLDF, also saw his stature increase in the eyes of the general public. At the end of the Amaris Civil War, Magnus controlled a huge amount of damaged SLDF war material and was able to claim it legitimately by asserting his responsiblity to maintain the equipment as the commander of a major logistical service and supply operation. The vast majority of this equipment would be stored for then next 350 years in a reinforced, underground bunker Hugh had built during the occupation.

When the Amaris Civil War ended, Hugh and the population of Charlise hoped that everything would return to normal. Charlise was experiencing an extreme recession because there was no interstellar market for raw and refined ores that were the primary export for the planet. This hope was dashed when General Kerensky and the SLDF departed. At the time, less than 1000 Charlisian citizens had been serving with the SLDF and less than 100 of them returned (although every living member of a noble family returned). Many of them retained their military equipment and, under sovereign decree (affirmed by the nobility), King Magnus declared that all SLDF war materials controlled by Charlisian citizens would be held as lawful property of the citizen who could transfer property rights to their liege. Seeing this as an opportunity to inflate their military capabilities, the nobles offered hefty incentives to the returning troops in order to access their equipment, and many troops transferred their rights for a hereditary title of knighthood (affirmed and recognized by King Magnus). Unknown to the planetary nobility, however, this also legitimized all of the equipment (albeit mostly non-functioning) King Magnus had accumulated during the Amaris Civil War.

As events spiraled out of control across the Inner Sphere as the SLDF departed, the leaders and people of Charlise hunkered down to prepare for the worst. On February 28, 2787, shortly after the initiation of hostilities in the First Succession War, King Magnus died of heart failure. His son, Henry (later Henry the Subtle), recognizing that Charlise could not adequately defend itself, peacefully joined the Free Worlds League. Charlise remained a low priority for security, however, and it was used as a staging area by both the Lyran Commonwealth and the Capellan Confederation during the First Succession War. King Henry the Subtle maintained and protected the CDF (consisting of less than an active company of Battlemechs and about a battalion of combat vehicles) by inactivating it and only using it to defend Charlisian assets when they were very directly threatened. Later, throughout the Second, Third, and Fourth Succession Wars, the CDF would take a more active role, but almost always as a supplement to regular Free Worlds League forces. This would change during the Clan war when the Charlise experienced a massive influx of cash because of the need for its mineral wealth, and the CDF would gain access to lost technologies that enabled it to repair many of the SLDF war machines secretly held in its inventory for more than 300 years.

Even today, the CDF maintains a huge stockpile of SLDF equipment, much of it still in disrepair including a total of more than 60 non-funtioning Battlemechs, more than 20 non-functioning Aerospace Fighters, and more than 100 non-functioning vehicles.


Charlise
Lorraine
Ardenne
Champaigne
Alsaice
Living Sea
1&2
4
5
6
7
8
Intermediate Zone
SOUR SEA
Intermediate Zone
SWEET WATER SEA

The Players

Location/Organization		Group/Alliance	Name	Rank of Peerage	Population
	0	Charlise	Hugh the Black	King of Charlise	300
	1	Charlise	Victor Revald	Lord High Chamberlain	6000
	2	Charlise	Franklin Knomish	Chatelain	280,000
	3	Charlise	Salvador Bricker	Chatelain	90,000
	4	Charlise	Andrea Everrat	Chatelain	78,000
	5	Charlise	Carlos Mohler	Chatelain	85,000
	6	Charlise	Matthew Longston	Chatelain	30,000
	7	Charlise	Leonard Walls	Chatelain	27,000
	8	Charlise	Sean Keitering	Chatelain	31,000
Lorainne: Lorainne is a subdivision of Charlise that, unlike Ardenne and Champaigne, is closely unified in military and economic systems. While each fief is independent, the four peers have long coordinated virtually all activities by council with the senior Duc serving as regional representative					
	9	Lorainne	Albert of Reims	Duc Reims	172,000,000
	10	Lorainne	Cheyon Clastome	Duc Riyard	159,000,000
	11	Lorainne	Pierre Montesomme	Conte Losat	65,000,000
	12	Lorainne	Phillip de Leguinne	Conte Shoval	51,000,000
Ardenne: The Ardenne is significantly different from Lorainne in culture and attitude.					
	13	Ardenne	Val of Wendt	Duc of Wendt	145,000,000
	14	Ardenne	Denvon Kershaw	Conte Poitou	82,000,000
	15	Ardenne	Salander Envon	Conte Orleans	35,000,000
	16	Ardenne	Charles Hander	Conte Guyenne	43,000,000
	17	Champaigne	Victoria Tumson	Conte Saisson	29,000,000
	18	Champaigne	Mandy Lathrum	Conte Rethel	18,000,000
	19	Champaigne	Sarai Kitson	Conte Morraine	9,000,000
	20	Alsaice	Henri the Bold	Duc Allencon	82,000,000

Location/Organization			Military Strength Levels
	0	King's Headquarters	1 Confederate Dropship, 2 Assault Battlemechs, 2 Heavy Battlemechs, 2 Heavy Aerospace Fighters, 100 Magnus Combat Vehicles Confederate Dropship, 2 STU-5b Stu
	1	CDF Military Headquarters	2 Star Lord Jumpships, 1 Union Dropship, 2 Assault Battlemechs, 2 Heavy Battlemechs, 4 Light Battlemechs, 2 Aerospace Fighters, 20 Naval Vessels
	2	CDF Station 1	2 Confederate Dropship, 1 Mule Dropship, 10 Battlemechs, 4 Aerospace Fighters, 16 Heavy Vehicles, 62 Light Vehicles, 18 Foot Infantry Platoon
	3	CDF Station 2	1 Union Dropship, 1 Mule Dropship, 10 Battlemechs, 4 Aerospace Fighters, 16 Heavy Vehicles, 62 Light Vehicles, 18 Foot Infantry Platoon
	4	CDF Station 3	1 Union Dropship, 1 Mule Dropship, 10 Battlemechs, 4 Aerospace Fighters, 16 Heavy Vehicles, 62 Light Vehicles, 18 Foot Infantry Platoon
	5	CDF Station 4	1 Dictator Dropship, 1 Mule Dropship, 10 Battlemechs, 4 Aerospace Fighters, 16 Heavy Vehicles, 62 Light Vehicles, 18 Foot Infantry Platoon
	6	CDF Station 5	2 Confederate Dropship, 1 Mule Dropship, 10 Battlemechs, 4 Aerospace Fighters, 16 Heavy Vehicles, 62 Light Vehicles, 18 Foot Infantry Platoon
	7	CDF Station 6	1 Buccaneer Dropship, 1 Mule Dropship, 10 Battlemechs, 4 Aerospace Fighters, 16 Heavy Vehicles, 62 Light Vehicles, 18 Foot Infantry Platoon
	8	CDF Station 7	1 Bucaneer Dropship, 1 Fortress Dropship, 10 Battlemechs, 4 Aerospace Fighters, 16 Heavy Vehicles, 62 Light Vehicles, 18 Foot Infantry Platoon
9/10/11/12		Lorainne Common Militia	1 Hedge Naval Support Vessel, 2 Landing Ship, Dock, 4 Fast Supply Ship, 4 Poena Littoral Combat Ships, 12 Campo Corvettes, 6 Bronze Shark Patrol Ship
			12 Montbard Fast Attack Boat, 6 Blanchefort Attack Sub
			7 Battlemechs
			24 Drakina WiGE, 28 Lernean Hovercraft, 28 Amber Hawk VTOL, 14 Onyx Eagle Attack VTOL, 4 Beryl Buzzard Heavy Cargo VTOL, 14 Calchan Attach VTOL
			18 Cychreides Landing Assault Craft, 24 Swamp Pony, 76 Silver Fox Light Tanks, 52 Silver Wolf Medium Tanks, 24 Dancing Bear SPA
			24 Running Bear Main Battletanks, 18 Growling Kodiak, 104 Sandoval Medium Tanks (Omni)
			**The Lorainne Common Militia has successfully smuggled large lasers onto planet and modify the vehicle upon outbreak of hostilities
			24 Ladan Air to Air Fighter, 12 Teratorn Heavy Bombers, 76 Emerald Kite Air Superiority Fighters
			228 platoons foot infantry, 23 platoons Marine infantry
	13	Army of Wendt	1 Georgia Light Aircraft Carrier, 1 Carolina Escort Carrier, 1 VT99 Battle Cruiser, 4 ML25 Torpedo Boat Destroyers (Missile), 10 Lewis Torpedo Boats
			2 Walden Landing Ship, Tank, 6 Shama Landing Ship, Utility, 6 S224 LR Attack midget, 4 Resupply Ships
			2 Battlemechs
			98 Busch Heavy Tank, 223 Thompson Light Scout Car, 24 Brownback Attack Helicopter, 24 Schmit Cargo Helicopter, 18 Van Wert Ground Attack Fighter,
			68 Carlton VSTOL Air Superiority Fighters, 22 Scorden AA Piece, 18 Herman Selfpropelled Artillery, 88 Infantry Platoons
	14	Piotu Free Militia	2 Carolina Escort Carrier, 2 VT99 Battlecruiser, 4 RX1 Torpedo Boat Destroyer, 2 Resupply Ship,
			35 Carlton Air Superiority Fighters, 48 Carson Light Tank, 18 Stevens Medium Tank, 76 Sandford IFV, 43 Infantry Platoons
			1 Battlemech
	15	Defenders of Orleans	3 Battlemech
			4 RX1 Torpedo Boat Destroyer, 16 Lewis Torpedo Boats, 2 Walden Landing Ship, Tank, 12 Shama Utility Landing Craft
			24 Busch Heavy Tanks, 250 Thompson Light Scout Car, 6 Herman Self-Propelled Artillery, 8 Scarden AA pieces
			8 Van Wert Ground Attack Fighters, 18 Jackson Fighter Bombers
			29 Infantry Platoons
	16	Armed Forces of Shoval	2 Aerospace Fighters, 10 Combat Vehicles
			48 Jackson Fighter Bombers, 48 Brownback Ground Attack Helicopters, 24 Schmit Cargo Helicopters
			96 Sandford IFV, 52 Stevens Medium Tank, 18 Herman Self-Propelled Artillery, 20 Loper Ballistic Missile Launcher, 52 Long-Range Ballistic Missile Silos
			96 Grey Death Scout Battle Armor, 220 Platoons Infantry
	17	Saisson Grenadiers	3 Battlemechs
			1 Carolina Escort Carrier, 4 Torpedo Boat Destroyers (Missile), 12 Torpedo Boats, 2 Resupply Ships
			27 platoons Marines, 6 Van Wert Ground Attack Fighters, 12 Carlton Air Superiority Fighters, 10 Brownback Ground Attack Helicopters
	18	Rethelian Fusilliers	1 Georgia Light Aircraft Carrier, 3 RX1 Torpedo Boat Destroyers (Gun), 10 Lewis Torpedo Boats, 1 Resupply Ship
			14 platoons marines, 28 Carlton Air Superiority Fighters, 10 Brownback Attack Helicopters
	19	Morraine Navy	2 Aerospace Fighters
			3 VT99 Battle Cruisers, 6 RX1 Torpedo Boat Destroyers, 3 ML25 Torpedo Boat Destroyers, 22 Lewis Torpedo Boats
			12 platoons Marines, 4 Carlton Air Superiority Fighters, 12 Brownback Attack Helicopter
	20	Bold Warriors of Allencon	24 Coastal Forts (2 Turreted Eight Inch Guns, 4 Heavy SAM Launchers)
			2 Amphibious Transport Docks
			6 Bronz Shark Patrol Boats, 24 Montbard Fast Attack Boats, 18 Blanchfort Attack Subs
			18 Temelay Ground Attack Fighters, 18 Ladan Air to Air Fighters, 6 Ismenian Aquatic Fighters , 18 Perigors Cargo Helicopter, 24 Payens Attack Helicopter
			36 Craon Attack Hovercraft, 24 Riquad Light Tank, 18 Miliaco Heavy Tank
			56 platoons Infantry

This scenario pack provides an opportunity to introduce players to large planetary militias that utilize older technology in their defensive weapon systems. Charlise is a placeholder name for a planet that was once a member of the Terran Hegemony and later was incorporated into the Free Worlds League. Like many planets in the Inner Sphere, Charlise has several governing bodies that are often in conflict. Charlise is a poor planet of very little importance, but the Planetary government has controlled a small vehicle factory for the past 250 years that has produced every component of a small wheeled omni-vehicle (though it is only capable of mounting equipement in its turret), the Magnus, even supplying this vehicle to General Kerensky's forces during the Amaris Civil War. For much of the Succession Wars, the planetary government was only able to produce a support vehicle version, the Magnus II, but it was still a very advanced, albeit small, combat system.

Beyond these weapon systems, Charlise is able to export large quantities of rare minerals that, were the mining and refinement of these minerals better managed, could make Charlise amajor economic power. The minor governments on the planet are in constant conflict over these minerals, and the central, planetary government only acts to restrict civilian casualties or major degredation of the planet's infrastructure and environment. The planet does not have a significant FWL garrison, and often only hosts a company to battalion sized FWLM force that normally conducts training operations against the Charlisian Defense Forces during garrison operations. At the time of this scenario, the is no FWLM force on planet (perhaps they are involved in combat against the Federated Commonwealth?). The Charlisian Defense Force uses ancient, but highly advanced, SLDF designs left over from the Amaris Civil War and only recently repaired to operational status. Except for the regional military of Alsace, all regional military forces are resrticted to locally produced weapons or imported heavy weapons that weigh less than 5 tons (no weapons as large or larger than a large laser). The region of Alsace does not face this limitation because it is rarely in conflict with other regional governments, and it is partially responsible for planetary defense in its region.

The player group may come to Charlise in a variety of ways, either as a supplemental force for the planetary government, as an illegal mercenary group hired by a combatant regional government (unless the PCs only use weapons that are 5 tons or less…example, a WSP-1a would be legal because all of its weapon systems are lighter than 5 tons. A PNT-9R, on the other hand, would not. Note: because of the way the requirements are written, an HBK-4G Hunchback would be illegal (AC-20) but an HBK-4P (6 medium lasers) would be legal.

The player characters will arrive at a major spaceport and will go through a customs review. Unless the characters are able to smuggle their 'Mechs on planet, illegal systems will be impounded. If the player characters are working for King Hugh, all weapon systems are legal. Once the players have made it through customs, they will be escorted by their employers to the relevant military base and will receive the appropriate military briefing. If the PCs are working for a regional government they can expect to immediately be thrust into attack role as the spearhead of a large military force. If the PCs are working for the planetary government, they will be working to defend planetary infrastructure along side a smaller supporting unit.

The planetary government will be reliant on mercenary forces so that any losses suffered by the mercenaries will not demand extreme, violent action against the offending regional government; losses of CDF assets in conflict with a regional power will necessitate war between the King and the regional power in order for the King to preserve his legitimacy.

There are two major ground conflicts that occur shortly after the arrival of the player; a massive tank battle that will occur between the forces of Lorainne and Ardenne in the Sander's Pass, and a smaller battle that will occur on the Isle of Gard in the Sour Sea between the Lorainne and Ardenne. Advanced, sealed military systems are preferred in the environment in the Isle of Gard, so PCs can expect to be engaged in conflict there first. At the Isle of Gard, an Ardenne task force consisting of 2 Carolina Escort Carriers, 6 Torpedo Boat Destroyers, 12 Torpedo Boats, and 2 Landing Ships (Tank), as well as 12 utility landing ships, and all associated ground and air forces, have taken a Lorainnian mining operation. The Lorainnians respond with an overland invasion of Ardenne through Sander's Pass as well as by dispatching a Task Force of 1 Landing Ship (Dock), 2 Poena Littoral Combat Vessels, 4 Campo Corvettes, and 4 Bronze Shark Patrol Ships, with a force of 4 battlemechs and all associated ground forces. PCs will be deployed on land if they are a part of the Ardenne Foce, and they will be members of the naval task force if they are employed by the military forces of Lorainne. The Lorainne Task Force will need to heavily damage the Ardenne naval forces in order to be able to deploy ground forces to the Isle of Gard. The Battle of Sander's pass will see the CDF (or PCs) securing Sander's Bridge, a large bridge with a 6 lane highway and railroad track, in order to protect it from both sides.

Battle of Gard's Isle

Attacker: Lorainne			Defender: Ardenne	
1 Landing Ship (Dock)			2 Carolina Escort Carriers	
	4 Drakina WiGE	2 Sandoval M. Tank ea		12 Carlton Air Superiority Fighters ea
	18 Onyx Eagle			2 Van Wert Ground Attack Fighters ea
				1 Jackson Fighter-Bomber ea
	8 Running Bear		6 Torpedo Boat Destroyers	
	4 Growling Kodiak		12 Torpedo Boats	
	20 Infantry Plt			
2 Poena Littoral Combat Vessels				Ardenne Forces on the Ground
	1 Drakina WiGE ea	2 Sandoval M. Tank ea	2 Landing Ship (Tank) (Docked)	
	6 Ladan Air Superiority Fighters ea		12 Utility Landing Ships (Docked)	
	2 Battlemechs ea**	**Helipad is unusable until Mech disembark	24 Busch Heavy Tanks	
4 Campo Corvettes			40 Carson Light tanks	
	2 Cychreides LAC ea.	2 plt Infantry ea	36 Infantry Platoons	
4 Bronze Shark				

Battle of Sanders Pass

Attacker: Lorainne

Lorainne 1: Attacks and Secures Objective A IOT deny enemy access to major urban area

- 1 WVR-6R Wolverine
- 1 PNT-9R Panther
- 1 THE-T Thorn
- 1 DV-6M Dervish
- 12 Running Bear
- 8 Growling Kodiak
- 12 Silver Wolf Medium Tank
- 8 Dancing Bear SPA

Lorainne 2: Blocks Ardenne forces along Route X IOT provide Lorainne 1 with Freedom of movement on Obj B

- 24 Silver Wolf Medium Tanks

Lorainne 3: Established blocking position along route Y to prevent Ardenne from reinforcing OBJ B

- 24 Swamp Pony IFV w/1 squad Infantry each

Lorainne 4: Destroy enemy assets on Obj B IOT enable river crossing of Lorainne 1

- 4 Beryl Buzzard VTOL w/1 Silver Fox Light Tank and 2 Foot infantry plt each
- 12 Amber Hawk Attack VTOL
- 4 Calchan Attack VTOL w/1 squad Infantry ea.
- 1 SDR-5V Spider
- 1 JVN-10N Javelin
- 1 STG-3R Stinger

Lorraine Air Assets

- 12 Teratorn Heavy Bombers
- 28 Emerald Kite Air Superiority Fighters
- 4 Ladan Air to Air Fighters

If the PCs are working for Ardenne, Lorainne will include an additional 24 Sandoval Medium Tanks in their forces

Defender: Ardenne

Ardenne 1: Fixes Lorainne forces at Objective A IOT enable Ardenne 3 to destroy Lorainne Forces

- 4 Stevens Medium Tank
- 40 platoons foot infantry

Ardenne 2: Provide support by fire to Ardenne 1 IOT attrit Lorianne Forces; on order, destroy bridges over Sander's River

- 8 Loper Ballistic Missile Launcher
- 4 Stevens Medium Tank
- 4 Herman Self Propelled Artiller
- 20 platoons foot infantry

Ardenne 3: Move along route X to attack Lorainne forces on OBJ A IOT destroy Lorainne forces

- 10 J. Edgar Hover Combat Vehicles
- 36 Sanford IFV
- 72 Grey Death Light BA (2/Sanford)
- 24 Stevens Medium Tank
- 6 Hermann Self Propelled Artillery

Ardenne 4: Secure Objective C IOT allow freedom of movement of other Ardenne forces

- 4 Stevens Medium Tank
- 4 Loper Ballistic Missile Launcher
- 20 Sanford IFV
- 40 Platoons infantry

Ardenne Air Assets

- 2 F-10 Cheetah Aerospace Fighters
- 36 Jackson Fighter-Bombers

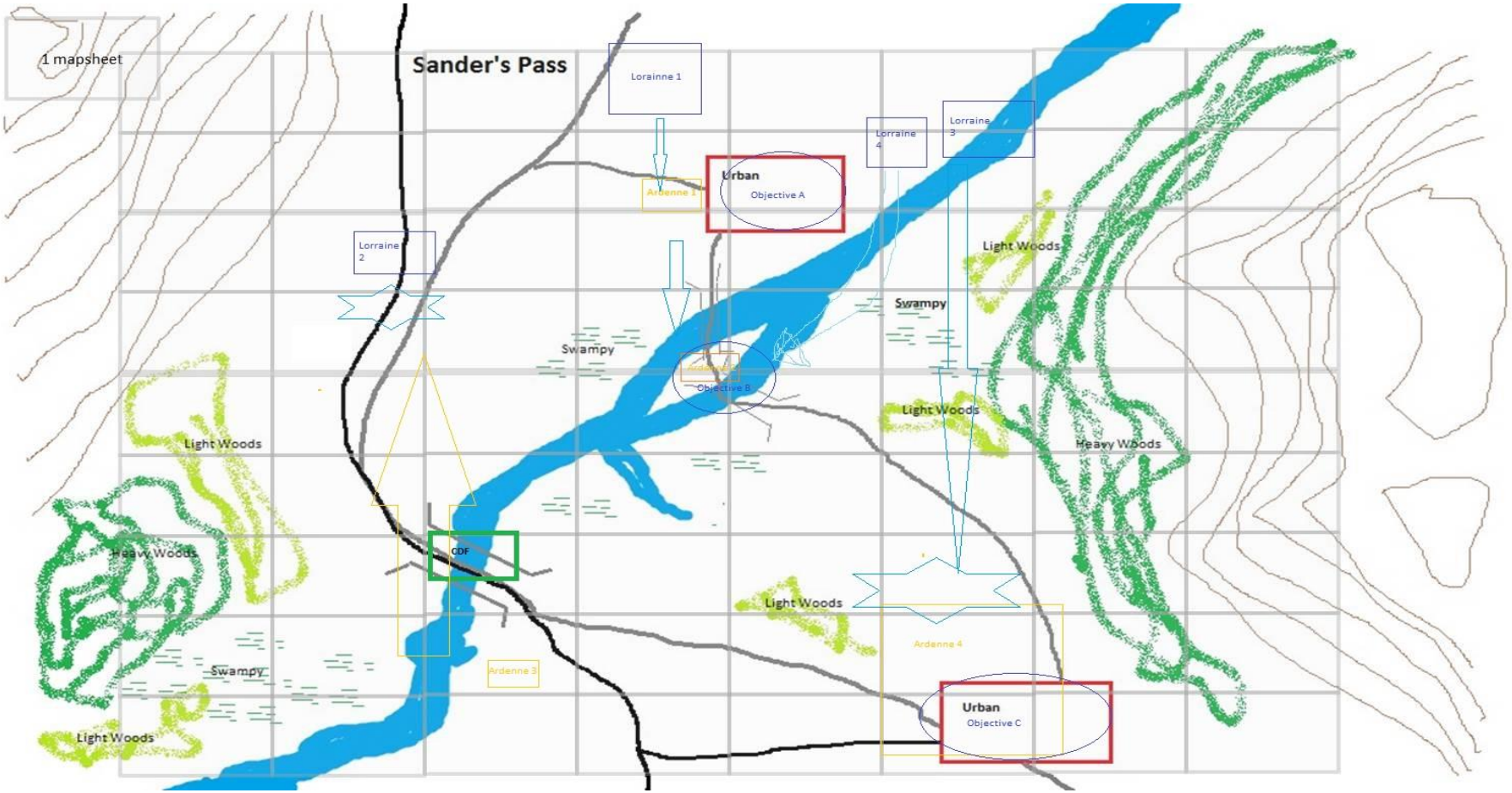
**Sander's Pass is within 200 Mapsheets of 7 silos…coordinates are pre-plotted on the bridges. 2 Ballistic Missiles have a 3 turn flight time, 4 have a 6 turn flight time, and 1 has an 8 turn flight time

If the PCs are working for Lorainne, Ardenne will include an additional 36 platoons of infantry in their forces.

CDF Securing Bridge

The CDF would prefer to have mercenaries securing this bridge so that they will not come into direct conflict if hostilities arise between the combatants and the bridge securing force.
If the PCs are working with a regional power, the CDF will secure the bridge with no less than 4 Battlemechs, 12 combat vehicles, and 4 platoons of infantry

Note: Task Force Ardenne 3 will seek to move across the main bridge but will bypass it when they see the CDF has secured it. If either of the secondary bridges have been destroyed and Ardenne 1 or Ardenne 2 is taking heavy casualties, Ardenne 3 will attempt to fight through the CDF forces.


1 mapsheet
Sander's Pass
Lorainne 1
Lorraine 2
Lorraine 3
Lorraine 4
Urban
Objective A
Ardenne 1
Ardenne 2
Objective B
Ardenne 3
Ardenne 4
Urban
Objective C
CDF
Swampy
Swampy
Swampy
Light Woods
Light Woods
Light Woods
Light Woods
Light Woods
Heavy Woods
Heavy Woods