SWORD AND DRAGON CAMPAIGN: 3048-49

Starterbook: Sword and Dragon provides a campaign framework that allows players and gamemasters to run either Sorenson's Sabres or the Fox's Teeth (McKinnon's Raiders) through a period of border raids along the Davion and Kurita borders during the years of 3048-49. Each track is set up as a general framework to assist gamemasters and players in creating the opposing forces and adding other battlefield effects specific to that track. In addition, using the Warchest Point System, player groups may repair and rearm their units in between each track and also choose what direction they wish their force to take. Players should use the TO&E from 3049 for the force they have decided to play (see pp. 17 and 35, respectively).

Because the player group decides which route to take between tracks, this campaign can be replayed often, with different tracks, forces, and even outcomes every time. Additionally, players can choose to just play a track as a stand-alone game, if they desire. Ultimately, the route, gameplay and depth of detail are up to each group of players.

TRACKS

There are two types of tracks in the Sword and Dragon campaign: Mission and Touchpoint.

A *Mission* track is recognizable by the title of the track, where the mission profile is simply stated—i.e. "Recon" is a generic track focused on reconnaissance. Mission tracks may be played as many times as the players wish.

A *Touchpoint* track deals with a specific event that occurs during a force's history and is keyed to either the Sabres or the Raiders (with the exception of the last Touchpoint track, which involves both forces). Touchpoint tracks do not need to be played in order to finish the campaign, but they do bring a level of detail to the force and players will find their campaign experience that much richer if used. Once a Touchpoint track has been used, it may not be repeated during the course of the campaign.

Both Mission and Touchpoint tracks follow the same format, though more detail is given in Touchpoint tracks. Each track contains Game Set-Up information, Warchest cost, Options, Objectives, the base Warchest reward and any Special Rules in use.

Game Set-Up gives details on how to set up the battlefield, including the starting locations for both sides. The player's opposition is also detailed, with instructions on which portion of the Random 'Mech Assignment Table: Opposing Force (see p. 61) to use and a small table to use to determine the total number of units.

The *Warchest Point System* (see p. 62) describes in detail how many Warchest Points (WP) a track costs, additional bonus options that may be used to add difficulty (and as a result, more WP) and the objectives that net the players additional WP if attained. Bonuses only accrue if the bonus option is applied to the track and the players attain at least one Objective. The WP reward gained is listed at the end of the objective's description. The reward is only achieved if the Objective is completed. Objective rewards can accumulate.

The Sabres corner a hapless Ghost Bear warrior during the Dominion War.

The *Next Track* section indicates the next track options from which the players may choose. In order to gain the most fun from their campaign experience, players should restrict their choices to just those tracks listed.

Touchpoint tracks also include a brief fictional introduction (to help "set the mood"), an in-universe report that sets up the situation, and an aftermath report to show what actually happened in-universe.

Player Force Size

A player's force may be the Attacker or Defender in each track, as defined in the track's description. A suggested size will be indicated for the player to use—it is up to them to select the units they feel are best suited for each Mission or Touchpoint. For added enjoyment, players may opt to keep listed lances together, to simulate the cohesiveness of their lancemates. At the discretion of the gamemaster, additional units may be added, but in consequence, additional units may be added to their opposing forces for a semblance of fair play.

Opposing Forces

Each track will indicate how to determine the composition and type of the opposing force. If the player's force size is within the recommended size listed, no modifications are required to increase the opposing force's size. However, if the gamemaster chooses to increase the player's allotted force, he should also increase the size of the opposing force to keep the game as balanced as possible. As a general rule of thumb, for every two units (or fraction thereof) added to the player's force, the opposing force may roll once on the Force Composition Table with a –2 modifier to the roll.

There are three types of forces that may oppose the player's force: Militia, House, and Mercenary. The type of force determines the skill level of the opposition. For each track, the Force Composition Table will indicate the type of force to be used. To determine that force's skills, refer to the following table, unless the track specifies otherwise.

Force Type	Skills
Militia	Gunnery 5, Piloting 5
House	Gunnery 3, Piloting 4
Mercenary	Gunnery 4, Piloting 4

Opposing force composition is rolled from one of the tables on the following page. Players running Fox's Teeth will use either the Kurita or Mercenary tables, while players running Sorenson's Sabres will use either the Davion or Mercenary tables, unless the track indicates otherwise.

CAMPAIGN SPECIAL RULES

The *Special Rules* section of each track indicates which special rules, if any, apply in that track. The gamemaster may use any of the following rules in addition to those given for a track if he believes they will add flavor and depth to the campaign.

Forced Withdrawal

Under the Forced Withdrawal rule, crippled units must retreat from the battlefield (when damage has rendered them useless or they are in imminent danger of being destroyed; see *Crippling Damage*, below). A unit making a forced withdrawal must move toward the edge of the map board designated for the scenario. However, a unit need not spend Running MP; it can move backward if the controlling player wishes.

Withdrawing units may not directly engage an enemy unit, though they may add their firepower to help cut it down. Any enemy unit that closes within range of a weapon or physical attack by a withdrawing unit may be targeted as well. The following guidelines cover the many circumstances that may occur. Within these guidelines, the gamemaster's decision is final.

Crippling Damage: Any non-player unit that suffers crippling damage must withdraw from the map board. Unless otherwise stated in the *Special Rules* section, crippling damage is defined as follows:

- A BattleMech is considered crippled when a side torso location is destroyed; the 'Mech takes two engine critical hits; the 'Mech takes one gyro and one engine critical hit; or it loses the use of its sensors. Internal structure damage in three or more limbs or two or more torso locations (the torso internal structure damage does not count towards crippling damage if that location still has front armor), or four or more pilot hits, also renders a 'Mech crippled, as do the loss of all the 'Mech's weapons to damage or ammunition depletion. If all of a 'Mech's weapons are destroyed and it can no longer move, the 'Mech is considered destroyed.
- All of a unit's weapons are considered destroyed if it loses all weapons with a range greater than five hexes and if it can no longer cause more than 5 points of combined weapons damage.
- BattleMechs that are immobilized—usually through leg or gyro damage—are shut down and typically abandoned (though abandonment places the pilot at the mercy of the battlefield). Only the most fanatical warriors or those in dire circumstances will continue to fight. Likewise, only orders from the highest possible source will prompt an immobilized element to keep fighting.

Salvage

Salvage is the taking of destroyed/crippled equipment remaining on the battlefield at the end of a track. In general, and unless a track's special rules state otherwise, players who achieve at least one Objective in a track may claim all battlefield salvage in any area where their forces participated.

Players may not claim salvage after battles in which they did not participate or were forced to withdraw (see *Forced Withdrawal*, above). Salvage may be sold using the Warchest system (see *Selling Units*, p. 62).

RANDOM 'MECH ASSIGNMENT TABLE: OPPOSING FORCE

House Davion

D6	Light	Medium	Heavy	Assault
1	HNT-151 Hornet	WTH-1 Whitworth	QKD-4G Quickdraw	AWS-8Q Awesome
2	COM-2D Commando	CN9-A Centurion	GHR-5H Grasshopper	BNC-3E Banshee
3	WLF-1 Wolfhound	DV-6M Dervish	JM6-S JagerMech	ZEU-6S Zeus
4	WLF-1 Wolfhound	ENF-4R Enforcer	JM6-S JagerMech	AS7-D Atlas
5	SDR-5V Spider	ASN-21 Assassin	GHR-5H Grasshopper	AS7-D Atlas
6	JVN-10N Javelin	TBT-5N Trebuchet	CPLT-C1 Catapult	LGB-7Q Longbow

House Kurita

D6	Light	Medium	Heavy	Assault
1	MON-66 Mongoose	CLNT-2-3T Clint	GHR-5H Grasshopper	LGB-7Q Longbow
2	JR7-D Jenner	HBK-4G Hunchback	DRG-1N Dragon	CGR-1A9 Charger
3	JR7-D Jenner	WTH-1 Whitworth	DRG-1N Dragon	CGR-1A9 Charger
4	PNT-9R Panther	ASN-21 Assassin	QKD-4G Quickdraw	BNC-3E Banshee
5	PNT-9R Panther	TBT-5N Trebuchet	QKD-4G Quickdraw	AS7-D Atlas
6	SDR-5V Spider	CDA-2A Cicada	JM6-S JagerMech	CP-10-Z Cyclops

Mercenary

D6	Light	Medium	Heavy	Assault
1	HNT-151 Hornet	VND-1R Vindicator	CPLT-C1 Catapult	CP-10-Z Cyclops
2	COM-2D Commando	HBK-4G Hunchback	QKD-4G Quickdraw	AWS-8Q Awesome
3	JR7-D Jenner	CN9-A Centurion	GHR-5H Grasshopper	BNC-3E Banshee
4	WLF-1 Wolfhound	ASN-21 Assassin	GHR-5H Grasshopper	AS7-D Atlas
5	PNT-9R Panther	TBT-5N Trebuchet	JM6-S JagerMech	LGB-7Q Longbow
6	SDR-5V Spider	HER-2S Hermes II	DRG-1N Dragon	ZEU-6S Zeus

Off-Map Movement

Some forces are proficient in tactical movement behind the lines of combat. Commands with the off-map movement ability may move units off the map during play. These units re-enter play at a predetermined map edge. A player may only use this ability if the scenario type allows for it.

To use this ability, the controlling player writes down the exit hex and mapsheet of each unit moving off-map. The controlling player then writes down the hex, mapsheet and turn at which each unit will re-enter. Before re-entering the map, an exiting unit must remain off the map for the amount of time it would take to travel from its exit hex to its entrance hex. To calculate this travel time, count the number of blank half hexes along the map edges between the entrance and exit hexes. Then divide this number by the unit's Running MP rating (rounding fraction up). The result is the minimum number of turns the unit must remain off the map. The controlling player can delay the unit's re-entry beyond this period if he desires, but must select the re-entry turn when the unit leaves the map.

Each returning unit re-enters the map in the End Phase of the turn noted on its "written orders." At that time, the opposing player can check the unit's orders to make sure the move was legal. If the move was illegal, the unit is considered destroyed and removed from play. (A move is illegal if the unit does not remain off the map for the required travel time or does not enter at the location and turn noted on its written orders.) In a campaign setting, these "destroyed" units may be brought back into play in a later battle, since they are actually lost rather than destroyed.

If a returning unit is supposed to enter the map in a hex containing an enemy unit, or containing a friendly unit that would violate the stacking limits of the hex, the returning unit is placed in a hex of the opposing player's choice adjacent to the intended entry hex.

Units off the map cannot engage in combat. If the opposing force destroys all the units remaining on the map before off-map units return, the battle is lost.

WARCHEST POINT SYSTEM

The *Warchest Point System* is an abstraction of the rewards and opportunities that arise out of combat. More than merely a monetary concept, the Warchest also represents factors such as renown, contacts and being at the right place at the right time. It represents opportunities, whether to participate in a particular battle, fight under certain environmental modifiers or acquire a BattleMech.

GETTING STARTED

Regardless of how the group comes to the table, the players' forces begin the *Sword and Dragon* campaign with 100 Warchest Points (WP).

WARCHEST AND TRACKS

Each track has a WP cost that covers the transportation, incidental costs, connections and reputation required to participate in that track. This cost appears in the Warchest section of each track and must be paid before beginning the track. In addition, all tracks have objectives with a WP value listed in parentheses. Players gain (or lose, if the WP value is negative) those points if they complete that objective.

Finally, each track includes one or more optional bonuses with a WP value listed in parentheses. Players gain those points if they choose to subject themselves to the listed environmental or operational situation. A player may elect to use all, none or some of the listed optional bonuses. Players only gain WP from optional bonuses if they attain at least one Objective during the track.

All these points go in the Warchest. Between tracks, players may use their WP to increase personnel experience, repair and rearm, and purchase other group abilities or equipment. All WP expenditures must occur before the beginning of the next track. Players may not spend WP during a track. Keep in mind that the next track must also be paid for from the Warchest.

WARCHEST DEBT

If the players lack enough WP to purchase any tracks available to them, they may go into Warchest debt in order to participate in the next track. Players may NOT purchase services and equipment on Warchest debt.

As the players gain WP during the track, they can use these points to pay off the debt until the Warchest rises to a positive number. If debt still exists after that track, players must sell off assets until the force can purchase its next scenario. Players may not go into Warchest debt twice in a row. If a force is so far in debt that it cannot pay for a new track, the gamemaster may decide that the force is too damaged to maintain fighting cohesiveness. That force is then "retired" and the campaign is considered finished.

Another option is to have the force spend a large amount of time repairing and refitting, forfeiting an entire track in order to carry out the necessary repairs. If a gamemaster decides on this course of action, the players may re-enter the current campaign arc at a point beyond the track where they got stuck. To do this, choose a track from the options presented under the Next Path guidelines for the track the players

would have carried out. In addition, the gamemaster will select one of the optional bonuses listed in the *Warchest* section and apply it to the track, but the players will not receive the bonus WP. If the players or gamemaster select additional options, the players receive WP for them as normal.

WARCHEST POINTS BETWEEN TRACKS

In order to spend WP between tracks, players only need to consult the Supply Table (see p. 63) and purchase what they need for their force. To purchase a BattleMech, look on the appropriate reinforcement table for the player's force. Each 'Mech purchased in this way comes fully armed but with empty ammunition bins.

Selling Units

BattleMechs may also be sold by players, in order to make ends meet. To sell a 'Mech, locate the appropriate weight class on the Unit Repair Table and cross-reference its current condition with the Damage type. Subtract this number from the Average Unit Cost table, below. The difference is the total number of WP gained from selling the unit.

AVERAGE UNIT COST	
Weight Class	**WP**
Light (20-35 tons)	90
Medium (40-55 tons)	120
Heavy (60-75 tons)	150
Assault (80-100 tons)	200

Additionally, players may attempt to repair salvaged units. To do this, determine whether the unit is a Crippled Unit (p. 60, *Crippling Damage*) or a Destroyed Unit (see *Destroying A BattleMech* in the *Classic BattleTech Introductory Box Set*, p. 32). If the Unit does not fall under either category, then it is considered a Damaged Unit. If a 'Mech has received no damage whatsoever (and only expended ammunition), it is considered "new" and not in need of repair.

Once the 'Mech's status is known, follow the rules for Repairing Units, below.

Repairing Units

To get the unit into fighting trim, cross-reference the 'Mech's weight class and Damage type on the Unit Repair Table to determine the appropriate WP cost. Any unit repaired back to operational status in this manner has empty ammo bins and must purchase ammunition separately.

Prototype Weapons and Equipment (Advanced)

Players may opt to modify their unit's BattleMechs by including any of the listed prototype equipment (see *Prototype Weapons and Equipment*, p. 54) on their 'Mechs. Since adding new and relatively untried technology to existing designs is extremely tricky, an additional WP cost is associated with the installation of this equipment (see the Prototype Cost Table, below). To add this equipment, players will need to follow the rules found in the *Classic BattleTech Rulebook* found in the *Classic BattleTech Introductory Box Set*, which are not covered in this product. The WP cost is in addition to the standard repair cost for the BattleMech.

In the case where a player's BattleMech already has this equipment installed (as per the personal rides of each force's MechWarriors), when a 'Mech is repaired that equipment is also onsidered repaired as well.

SUPPY TABLE

Ammunition	WP Cost
Ballistic, per ton	5
Missile, per ton	7

Pilot Recruitment	WP Cost
Green (Piloting 6, Gunnery 5)	15
Regular (Piloting 5, Gunnery 4)	30
Veteran (Piloting 4, Gunnery 3)	60
Elite (Piloting 3, Gunnery 2)	100

REPAIR TABLE

Damage Type BattleMech Weight class	Damaged	Crippled	Destroyed
Light (20-35 tons)	15	30	45
Medium (40-55 tons)	30	45	60
Heavy (60-75 tons)	60	75	80
Assault (80-100 tons)	80	100	125

RECRUITMENT TABLES

Fox's Teeth Reinforcement Table	WP Cost
HNT-151 Hornet	75
COM-2D Commando	75
WLF-1 Wolfhound	100
CN9-A Centurion	100
ENF-4R Enforcer	125
DV-6M Dervish	125
GHR-5N Grasshopper	150
JM6-S JagerMech	150
QKD-4G Quickdraw	150
ZEU-6S Zeus	200
LGB-7Q Longbow	200
AS7-D Atlas	225

Sorenson's Sabres Reinforcement Table	WP Cost
SDR-5V Spider	75
JR7-D Jenner	75
PNT-9R Panther	100
WTH-1 Whitworth	100
HBK-4G Hunchback	125
TBT-5N Trebuchet	125
DRG-1N Dragon	150
JM6-S JagerMech	150
GHR-5N Grasshopper	150
CGR-1A9 Charger	200
BNC-3E Banshee	200
AS7-D Atlas	225

PROTOTYPE COST TABLES

Weapon	WP Cost
ER Large Laser (ERLL-P)	35
Gauss Rifle (Gauss-X)	50
Medium Pulse Laser (MPL-P)	25
Narc Missile Beacon	20
Ultra Autocannon (UAC/P)	40
LB 10-X Autocannon (LB 10-X-P)	40

Equipment	WP Cost
Double Heat Sinks (Freezers)	20 (each)
Endo-Steel Upgrade	85
Ferro-Fibrous Upgrade	55
CASE	40

HOW TO USE THE CAMPAIGN

This campaign is designed to be played with a minimum of two players—one player uses either the Fox's Teeth or the Sorenson's Sabres force, while the other provides the opposition. More players are welcome to participate—those groups with a large number of players may decide to have a single person gamemaster (GM) and spearhead track setups and answer any rules questions that may arise during the course of gameplay.

Players are welcome to supplement or expand on the rules listed with those from *Total Warfare*. An ideal example is using the buildings rules from *Total Warfare* during certain tracks. If using additional rules not presented in this product, all players must agree to their use. Any questions that arise from using those rules should be decided by either group consensus or by a neutral GM. As a last resort, players may simply roll the dice to settle an issue.

To give an idea on how this campaign system can be run, the following example is provided.

THE SETUP: FOX'S TEETH

Campaign Rules

Players using Fox's Teeth for this campaign have access to all of the pilots and BattleMechs as listed for the force's TO&E for 3049 (see p. 17). However, the Command Lance is unavailable for deployment in the first Mission, as the Benetian Influenza has put the four lancemates out of action.

Players may begin the campaign with one of the following Missions: *Recon*, *Supply Run*, or *Assault*. When determining Opposing Forces, the rolling player may choose from either the Kurita or Mercenary tables of the Random 'Mech Assignment Table: Opposing Force (see p. 61) and must declare which table is being used before rolling.

Firebase Rossyln, Benet III
Draconis March, Federated Suns
5 March 3048

>>>DISPATCH BRAVO-BRAVO-FOUR<<<

Captain McKinnon:

As you may be aware, the Combine has been suspiciously quiet as of late. Very little border raiding has occurred over the last few years and Prince Davion is concerned that the DCMS may be mustering for a surprise attack. Because of your heroic actions against McCarron's Armored Cavalry along the Capellan border and since your force has not seen action along the Combine border for several years, the Fox's Teeth are hereby authorized to conduct shallow border raids into the Draconis Combine to ascertain the enemy's strength. You have full command authority in your target selection and execution as long as it pertains to the mission parameters encoded on this data chip.
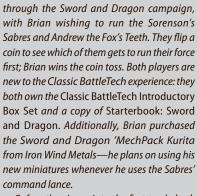
Benet III is to be considered your base of operations and all replacement parts and supplies will be routed to Firebase Rosslyn. Your force is considered Priority Avalon in the Quartermaster's supply chain. The JumpShip *Idaho Sunrise* has been assigned for your operational use.

Remember, Ian: recon and report on the Combine's defenses. We need to know if the border's in danger—the First Prince does not wish to see a "War of '39" dropped into our laps unexpectedly.

Godspeed.

Signed,
Marshall Henry Capston, Draconis March

>>>END DISPATCH<<<

Brian and Andrew have decided to run through the Sword and Dragon campaign, with Brian wishing to run the Sorenson's Sabres and Andrew the Fox's Teeth. They flip a coin to see which of them gets to run their force first; Brian wins the coin toss. Both players are new to the Classic BattleTech experience: they both own the Classic BattleTech Introductory Box Set *and a copy of* Starterbook: Sword and Dragon. *Additionally, Brian purchased the Sword and Dragon 'MechPack Kurita from Iron Wind Metals—he plans on using his new miniatures whenever he uses the Sabres' command lance.*

Before they jump into the first track, both Brian and Andrew decide that they will be using the MechWarrior abilities (see Advanced MechWarrior Abilities, p. 50) but not the BattleMech Quirks (see p. 53). Brian makes sure he has a blank sheet handy to record the Sabres' WP usage (as well as some index cards for easy reference of any special rules during a game), making sure he notes that he has 100 WP to start.

After reading The Setup: Sorenson's Sabres (see p. 65), Brian decides he wishes to open his campaign using Mission: Recon (see p. 66). Andrew then prepares to run the opposition.

Brian immediately subtracts 50 WP from his total, leaving him with 50 WP (100 − 50 = 50). Looking over the Mission rules, he decides to risk gaining some early WP and chooses to run the mission with both Mushy Ground and Rain. If he is successful in at least one objective, he may then add 50 WP (25 + 25 = 50) to his reward total. To remind both of them that these optional bonuses are in effect, Andrew writes "Mushy Ground (25): Add +1 to all Piloting Skill Rolls" and "Rain (25): +1 to-hit modifier to all weapons fire" on an index card and puts it near the maps that he has laid out (since Andrew is the Defender for the Mission). Andrew then designates the left-most edge as his home edge.

While Brian contemplates which Sabres' lance to use (noting that the company's Pursuit lance is unavailable to him, as noted in the Setup), Andrew rolls for his force's composition. He rolls a 4 and consults the Force Composition table listed in the Mission description. He must now roll 2 Light and 2 Medium 'Mechs on the Mercenary column of the Random 'Mech Assignment Table: Opposing Force (see p. 61). He does so, noting that each unit has skill levels of Piloting 4, Gunnery 4. Andrew rolls up a defending force that consists of a Commando, a Spider, and two Assassins. Andrew gets those record sheets from the

Classic BattleTech Introductory Box Set and photocopies them (to avoid erasing the entire sheet when the game is over). In the spirit of the game, Andrew refrains from telling Brian what his force consists of until after Brian chooses to use the Sabres' Fire Lance for the mission.

The two friends then sit down and play a ferocious game of Classic BattleTech. In the end, Brian wins both objectives, but at a high cost: the Sabres are heavily damaged, with Martinez's Panther destroyed and a crippled Trebuchet. Additionally, Seyla Martinez had taken a lucky shot to the cockpit, which killed the pilot. Because there are no rules mentioned for pilot death and both Brian and Andrew want to keep using the famous characters, the two players decide that any cockpit criticals and 6 MechWarrior hits only incapacitate the MechWarriors. After a short discussion, the two friends rule that any character who is affected in this way may not participate in the next mission. Thus, Seyla Martinez is on "medical leave" for the next game.

Brian now tallies up his WP score. He succeeded at both objectives, which give him 100 WP (75 + 25 = 100); additionally, because he used the additional options of Rain and Mushy Ground, he nets a bonus of 50 WP (25 + 25 = 50), bringing his point total for the Recon mission to 150 (100 + 50 = 150). Added to the 50 WP in his bank, he now has 200 WP (150 + 50 = 200) to allot for repairs, purchases, and the next Mission.

The first thing Brian does is repair the destroyed Panther. Locating the Repair Table (see p. 63), he cross-references the Panther (a light 'Mech) with Destroyed and notes it will cost 45 WP to repair. Before deciding to spend the points, he finds out that the Trebuchet will cost 45 WP to repair and that the damaged Charger and Longbow will also cost 80 WP each. Repairing every unit will certainly cost more than Brian has in the bank (45 + 45 + 80 + 80 = 250, which is greater than 200), so he decides to only repair the Panther and Trebuchet and refill some of the ammo bins to capacity. Because the Longbow and Charger go unrepaired, he does not erase those two record sheets from any damage—meaning that the armor-less left leg of the Longbow will need protecting if he uses it again for another track before he can repair it.

Thus, Brian's total WP expenditure is 123.

Charger:	refill 1 ton LRM20 ammo	7
Longbow:	refill 2 tons LRM20 ammo	14 ([2 x 7 = 14)
Panther:	complete repair from Destroyed	45
	refill 1 ton SRM4 ammo	7
Trebuchet:	complete repair from Crippled	45
	refill 1 ton AC/5 ammo	5

(7+14+45+7+45+5= 123)

This leaves Brian with 77 WP left to spend towards the next mission (200 – 123 = 77), as he does not wish to sell any units or purchase any new MechWarriors or 'Mechs. He also opted not to refill two of the Longbow's LRM 20 bins, since he still had 4 shots remaining in them. He did not refill the Trebuchet's SRM 2 ammo bin either; he makes sure he notes on the Trebuchet's record sheet that the SRM 2 is currently empty of ammunition.

Brian then informs Andrew of his spending choices, which Andrew double-checks to make sure everything adds up.

Now Brian needs to decide the direction for the campaign. He notes that at the end of the Mission: Recon his choices are another Recon, a Supply Run, Defend or Assault. Because he does not wish to go into Warchest debt at this time, he decides to play it safe and re-run the Recon mission again, only this time he will use the Sabres Pursuit Lance since they are now available.

THE SETUP: SORENSON'S SABRES

Campaign Rules

Players using Sorenson's Sabres for this campaign have access to all of the pilots and BattleMechs as listed for the force's TO&E for 3049 (see p. 33). However, the Pursuit Lance is unavailable for deployment in the first Mission, as mechanical difficulties with the Express's loading harness has rendered those BattleMechs useless for deployment. The Pursuit Lance will be ready in time for any succeeding scenario, however.

Players may begin the campaign with one of the following Missions: Recon, Defend, or Supply Run. When determining Opposing Forces, the rolling player may choose from either the House Davion or Mercenary tables (see p. 61) and must declare which table is being used before rolling.

Fort Jinjiro
Capra, Draconis Combine
13 May 3048

Orders came down from on high today. The rumors we've been hearing regarding stepped up Davion raids is indeed true—Huan, Wapakoneta, and Paris have all been hit in the last month by Davion companies. Seems the Warlord is releasing us to conduct our own probing attacks across the border. Though I am ecstatic beyond words that the Warlord trusts us enough to do this, I am hesitant because I can see the larger game also in play here. We screw up, the Dragon's cutting us loose. As I figured with that half-assed mission against Smythe and his "Band," this is more about us proving ourselves worthy of our past more than any recon for the Warlord and his forces.

But before I become bitter, I must remember Uncle Ivan's words: "Duty before dishonor, that is all our Lord can ask of us. If we fall into dishonor but have done what our duty required of us, then the cosmic scale is balanced and the world will make sense. It may take a few hundred years for that to actually matter, but by then we'll be dead anyway."

So I will cut orders for the Marrakesh Express to prep for loading. We have a job to do. For the Dragon. For our duty. For us.
—personal journal entry #44-Y, Daniel Sorenson

Sword of Light troops face off with Lyran Guards.

MISSION: RECON-IN-FORCE

So in war, the way is to avoid what is strong and to strike at what is weak.
—Sun-Tzu

GAME SET-UP
The Defender places two mapsheets in any legal position and designates one edge as the Defender's home edge.

Attacker
The Attacker consists of a small portion of the player force and may use up to four units. The Attacker may choose which map edge to enter on. This edge is then designated the Attacker's home edge.

Defender
The Defender is a portion of the planetary defender's force. To determine the Defender's Force Composition, roll 1D6 on the following table. Apply a –2 modifier to the roll if the previous track was *Mission: Recon* or *Mission: Probe*, to a minimum of 1.

1D6	Force Composition	Unit Type
1	3 Light, 1 Medium	Militia
2	2 Light, 2 Medium	Militia
3	1 Light, 3 Medium	Mercenary
4	2 Light, 1 Medium, 1 Heavy	Mercenary
5	2 Medium, 2 Heavy	House
6	1 Medium, 2 Heavy, 1 Assault	House

The Defender sets up all forces on the half of the battlefield closest to the Defender's home edge. Additionally, the Defender designates three hexes as buildings. These buildings are considered to be two levels tall and indestructible. The buildings may be placed anywhere on the Defender's half of the battlefield (in the area where the Defender's forces are set up).

WARCHEST
Track cost: 50 WP

Optional Bonuses (points are gained if at least one Objective is completed with following optional rules, all bonuses cumulative):

+25 High Winds: Apply a +2 to-hit modifier to all ballistic and missile weapons-fire, as well as a +2 modifier to all Piloting Skills Rolls. When rolling on the Missile Hits Table, subtract 4 from the die roll; on a modified result of less than 2, the missile attack misses the target.

+25 Tangled Forests: Hexes with Heavy Woods terrain are considered impassable and block line of sight due to the tangled roots and branches of the trees.

OBJECTIVES
1. **ID / scan all of the Defender's buildings.** Scanning must be done within 2 hexes of an enemy unit (4 if a 'Mech is equipped with a Beagle Active Probe) and in lieu of any attack. (**Reward: 100**)

2. **Seek and destroy!** At least half of the Defender's force must be crippled or destroyed. (**Reward: 50**)

SPECIAL RULES
The following rules are in effect for this track:

Salvage
The salvage rule is in effect for the end of track if the Attacker achieves both Objectives.

Off-Map Movement
The Attacker may assign up to half its force with Off-Map movement orders. This may only occur once during the track.

NEXT TRACKS
Probe, Supply Run, Assault, Defend, Touchpoint: Thestria (McKinnon's Raiders only), Touchpoint: Udibi (Sorenson's Sabres only)

Attacker

The Attacker is a portion of the player's force. The Attacker may choose up to six units and may choose his units after the Defender determines his.

At least 3/4ths of the Attacker's units enter on the first turn from the Defender's home edge. The remainder will enter from the Attacker's home edge at the beginning of Turn 3.

Defender

The Defender consists of part of a Militia force. To determine the militia's unit composition, roll using the following table.

1D6	Force Composition
1	8 Light
2	7 Light, 1 Medium
3	4 Light, 3 Medium, 1 Heavy
4	5 Medium, 2 Heavy, 1 Assault
5	4 Light, 4 Heavy
6	4 Medium, 2 Heavy, 2 Assault

The Defender enters all of his units from the Attacker's home edge.

WARCHEST
TRACK COST: 400 WP

Optional Bonuses (points are gained if at least one Objective is completed with the following optional rules, all bonuses cumulative):

+100 Sinkholes: Roll 2D6 for the first clear hex each 'Mech enters during a turn while using Running MP. If the roll is a 10 or greater, a sub-level 1 sinkhole opens beneath the unit. The player must then make a Piloting Skill Roll with a +1 modifier for that unit to avoid falling into the hole. Players should mark that hex for future reference.

+100 Veteran Defenders: Assign half of the Defender's units with Piloting, 4 and Gunnery, 3 skills.

OBJECTIVES

1. Gauntlet. Prevent at least 2/3rds of the Defender's force from exiting through the Defender's home edge. (**Reward: 500**)

2. No quarter. Cripple / destroy all of the Defender's forces. (**Reward: 150**)

SPECIAL RULES

The following rules are in effect for this track:

Salvage

The salvage rule is in effect if at least one Objective is met.

NEXT TRACKS

Recon, Probe, Defend, Holding Action, Touchpoint: Cassias (McKinnon's Raiders only)

MISSION: PURSUIT

Always moving, do not sit down, do not say "I have done enough." Keep on; see what else you can do to raise the devil with the enemy.
— *General George S. Patton, Jr.*

GAME SET-UP

The Defender places two mapsheets, connecting the two shortest edges together and designates one of the shorter edges as the Defender's home edge. The Attacker's home edge becomes the opposite of the Defender's edge.

WB

Sergeant Daniel Waylen, ENF-4R Enforcer Daniel *(Fox's Teeth)*

TOUCHPOINT: THESTRIA (FOX'S TEETH)

When somebody in the MIIO had a bee in their bonnet about reports that the Snakes were stockpiling supplies on Thestria, guess who got roped in to give the boys and girls in intel their precious "Ground Truth"? At least they came up with a plan to insert us without raising the alarm immediately, but things began to head south when we ran into 'Mechs from the First Proserpina Hussars. First thing I knew about it was when Grey broke comm silence as we were moving in on Fortress Ningpo—yelling that he had 'Mechs inbound. Normally Captain McKinnon would have bugged out right there. We were playing with a busted flush on a planet full of unfriendliness.

But the Intel types had been adamant. They desperately needed reliable information to corroborate their other sources.

We were going to have to do this the hard way.
—From the journals of Daniel Waylen (3048)

SITUATION
Fortress Ningpo
Thestria, Draconis Combine
19 August 3048

After a few months of raiding worlds in the Galedon District, a MIIO tip-off suggested that the DCMS may be stockpiling several supplies for a possible buildup on Thestria, near an ancient Star League-era fortress. Because the Raiders are the closest unit, Captain McKinnon is ordered to investigate.

The *Galloping Ghost* slipped into orbit masquerading as a merchant and hot-dropped a lance of Raiders roughly two hundred kilometers from the fortress. The DropShip then took on a supply shuttle in orbit and departed as an MIIO vessel burns in to pick up the lance at a designated pickup point.

GAME SET-UP
The Defender sets up two maps in any legal arrangement. On one map, the Defender designates seven adjacent hexes as the supply base. These building hexes are two levels tall and indestructible.

Attacker
The Attacker consists of a lance of Fox's Teeth. The Attacker's force enters from the edge farthest from the Defender's supply base. The Attacker must determine which Raider lance to use before the Defender determines his forces.

Defender
The Defender consists of part of the First Proserpina Hussars, a House force. The Defender must use the Kurita portion of the Opposing Force Table when rolling unit types. To determine the current deployment of the Hussars, roll 1D6 on the following table:

1D6	Force Composition
1	6 Light
2	3 Light, 2 Medium
3	2 Light, 3 Medium, 1 Heavy
4	2 Medium, 2 Heavy, 1 Assault
5	2 Medium, 4 Heavy
6	3 Heavy, 2 Assault

WARCHEST
Track Cost: 300 WP

Optional Bonuses (points are gained if at least one Objective is completed with following optional rules, all bonuses cumulative):

+100 Sinkholes: Roll 2D6 for the first clear hex each 'Mech enters during a turn while using Running MP. If the roll is a 10 or greater, a sub-level 1 sinkhole opens beneath the unit. The player must then make a Piloting Skill Roll with a +1 modifier for that unit to avoid falling into the hole. Players should mark that hex for future reference.

+100 Prepared Defenders: Somehow, the Defenders knew the Raiders were coming. For the first five turns, the Hussars receive a +2 modifier to their Initiative rolls.

OBJECTIVES
1. No quarter. Cripple or destroy all of the Defender's force. (**Reward: 500**)

2. Objective raid. Successfully execute an in-depth scan of each building hex of the supply base. A unit that is scanning a building may not fire any weapons that turn and must be within 4 hexes of the building hex at the end of the Movement phase. (**Reward: 200**)

SPECIAL RULES
The following rules are in effect for this track:

Forced Withdrawal
Both the Attacker and Defender are operating under the *Forced Withdrawal* rules (see p. 60).

Salvage
The Attacker receives salvage from this track if the first Objective is reached.

AFTERMATH
Faced with unexpected resistance from elements of the First Proserpina Hussars, the Fox's Teeth found themselves under fire as they conducted what was supposed to be a covert reconnaissance mission into Kurita space. Fighting their way past the defenders, McKinnon's troops were able to secure scans of the supply base. Analysis of the data revealed that the stockpile the Raiders had been sent to investigate had recently been moved.

With the MIIO still uncertain as to the purpose or the new location of the Thestria stockpile, the Raiders were directed to expand their search.

NEXT TRACKS
Fighting Withdrawal, Recon, Supply Run, Pursuit