

# CLASSIC BATTLETECH



## OPERATION : RED ARRAY

...OR FIFTY THOUSAND CROWNS FOR A  
WORKING IFF

You might be a **BattleTech Redneck** if...

# Operation Red Array

## or

### Fifty Thousand Kroner for a Working IFF

*A Classic Battletech Scenario*

Art—Robert S. Frank II  
Writing—Robert S. Frank II  
Layout—Robert S. Frank II  
Playtesting—Battletech Redneck of Bakersfield, CA  
Robert “Hawkeye” Frank  
John “Ace” Hallum  
Lance “Ion Tiger” Hughes  
Opalin “The Keeper” Pickens  
Cameron “The Kid” Spears

Playtesting done at The Gaming Experience of Bakersfield, CA  
3208 Stine Road

Miniature pictures taken by Robert S. Frank II  
Featuring miniatures painted by  
Hawkeye  
Ace  
Ion Tiger  
The Keeper  
The Kid

Miniature terrain provided by GXP

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# Table of Contents

Opening Scenes	Page 4
Master Campaign Map	Page 7
About Operation: Red Array	Page 8
Operation: Red Array	Page 9
Scenario One: Drop Zone	Page 10
Scenario Two: Battle at the Isthmus	Page 13
Scenario Three: Hold the Isthmus	Page 16
Scenario Four: Securing the Township	Page 19
Scenario Five: Seaborne Invasion	Page 21
Scenario Six: Crossing the Straits	Page 24
Scenario Seven: Meeting Engagement in the Forest	Page 27
Scenario Eight: Gunfight at the Inventor's Hut	Page 30
Scenario Nine: Strike at Enemy HQ	Page 33
Scenario Ten: Held up on the Coast Road	Page 36
Scenario Eleven: Strike South!	Page 38
Scenario Twelve: End Run	Page 41
Scenario Thirteen: Plains of Woe	Page 43
Scenario Fourteen: Destroy WoB Linchpin Force	Page 46
Scenario Fifteen: Betrayal!	Page 48
Scenario Sixteen: Island of Hope	Page 50
Scenario Seventeen: Extreme Sanction	Page 53
Scenario Eighteen: Last Stand at the SLDF Facility	Page 55
Game Notes	Page 57
Marshal Zhukov	Page 58

LCDS *Mary Ellen Carter*, Colos-  
sus Class Dropship  
Round Rock Spaceport, Texas  
Aberystwyth, Timbuktu Theater,  
Lyran Alliance  
29 October 3071

The red light over the bulkhead shone down suddenly upon Captain Sergei Chereneko, indicating that the Colonel was now waiting within for his presence. He'd known the Colonel all his life; his father and the Colonel went far, far back, before the Clans had invaded the Inner Sphere. He knew that the Colonel didn't say much, he showed you a progression of data and if you didn't reach the right conclusions, well, the conclusion might as well be that you just weren't the right person for the Colonel's time. Promotions were won and lost in the crucible of Douglas Glendower's silence, and that's where he'd been summoned.

Sergei stepped inside, doffing his garrison cap in respect to the man behind the desk. Pushing seventy now, Colonel Glendower's hair was silver, a beard framing his stern face with its deep set eyes that seemed to be wells at which the twinkle of water could just be barely seen at the bottom. He motioned Sergei to sit, and he placed his smallish frame into one of the office chairs. On the desk was the glossy form of a ComStar veriagraph, with the prominent logo of the Archon's office emblazoned on the bottom. The monitor for his computer was swiveled half way around, so that

both men, displaying a schematic of the Inner Sphere with a single world highlighted, could view its screen.

Sergei felt that the time to break the silence had come. "Sir, why have I been summoned?"

Douglas tapped the screen.

Sergei leaned closer. The middle of the Inner Sphere was beginning to be stained by the gold-trimmed white of the abomination known as the "Word Of Blake Protectorate". "Chara III? Pacifica? I know that world, Colonel. It has been peaceful there for close to half a century. I take it that the 'Wobblers' have chosen to make it less so."

Douglas nodded and handed over the veriagraph. Sergei scanned it. "Archon has requested our support, hmmm." Sergei thought about that for a moment. "Seeing how I am here and Mary Ellen Carter is not boosting for space, there must be a complication, some reason to deny request from Archon."

Narrowing his eyes slightly, Douglas tapped a control on his computer highlighting a line between a pair of star systems. Sergei whistled in amazement. "Archon is trying the old 'carrot, stick', eh? Shifting the Sixth Guard closer to Aberystwyth while making a 'request' is not very subtle, even for this Archon. We cannot leave Aberyst-



wyth under this blatant threat, sir. A team we could spare, but certainly not more.”

Nodding his approval while tapping on his keyboard, Douglas displayed orders to Team Two to this effect. “Why am I here, sir, instead of Lieutenant Colonel MacKenzie, sir? It’s his team.”

The Colonel made a small motion, moving aside a piece of paper, revealing a box of Lieutenant Colonel’s insignia. Sergei looked at them, and at the screen, and thought hard before saying a word.

“Father MacKenzie does not wish to leave with the Guard unit coming closer. For some reason, you want me to assume the duty of leading Team Two on this mission.”

The small smile that played across his commander’s lips let Sergei know he’d been correct. “But one team will not be enough, sir. Am I presuming too much in thinking you have thought of a way around this problem as well?”

A button was pressed and the map returned, tracing an erratic line toward the Chara system, revealing the data about units stationed on several of the systems enroute. It would figure that after fifty years of warfare, the old man would be able to call in these kinds of favors.

Camp Snoopy (Temporary Barracks, Ace Wrecking Crew)  
Dixie, Cavanaugh Theater  
Lyran Alliance  
13 November 3071

“Josh, wake up and haul ass to CnC. We gotta broadcast from the Nadir jump point coming in.”

Josh Edwards rubbed the sleep from his eyes and resolved then and there to kick John Dozier’s butt at the next available opportunity. Not that there wasn’t a stockpile of previously earned butt-kickings... whatever. He pulled on his leather jacket and walked over to the Quonset that held the in-system commo gear.

“What the hell is worth disturbing my sleep in garrison, guys? Are we being invaded? If we’re being invaded why are there no sirens and asses-in-Mechs? Since y’all are here and it’s quiet, I’m assuming we’re not being invaded. Kinda brings me back to my original question here.”

Josh looked down at the screen and saw the spiky-haired form of the diminutive Sergei Chereneko. “We get a broadcast from a Captain of an LCAF spec-ops formation, and I’m awakened. Y’all want hazard pay too much.”

“C’mon Josh,” said Major Dozier. “We’d played it cool if it wasn’t important, but a: It’s Colonel Chereneko now and b: he’s calling in one of Douglas’ favors.”

“Shit.”

“Yeah, well, we’re just doing garrison time here on a short term transitional contract waiting for Tharkad to pull its collective head out of its collective nether region.”

“So you mean Doug isn’t asking for it all, plus New Avalon?”

“Nope, just wants half. One battalion of your fine mercenary Ace Wrecking Crew.”

Josh suddenly knew how to pay John back.

Tiger Base (Bivouac of the All Volunteer Group of the Kell Hounds)  
Gienah, Cavanaugh Theater  
Lyran Alliance  
23 November 3071

Noelani Vought paced as the screen flickered off. She’d signed her unit on with the Kell Hounds after going through a long, tiring trial period and now her past was catching up with her. An old bond, a promise, a commitment had been called forth and she was going to have to step up or bow out.

Reina Siddley walked in and leaned against the filing cabinet. “What’s wrong, Noelani? You look like you’ve seen a ghost.”

“No, a ghost would be preferable than seeing that bas-

tard again. I could have gone a thousand years without hearing the name Douglas Glendower again. Every time he’s involved in any operation...”

“Things go wrong?”

“Reina, he plans things to go wrong. He’s got this thing about ‘bringing order out of chaos’. It’s just that when he sees order he didn’t set up, there’s chaos.”

“Sounds like a dangerous man.”

“Dangerous enough to get you killed. But I owe him one; he did save me and my command from the Ghost Bears. And just when we’ve got on good with the Hounds, he drops this baby-faced light Colonel in my lap and says he’s calling in the favor. And damnit, I think we’ll have to go.”

Reina looked puzzled, watching her CO get more and more flustered. “Go where?”

“Knowing this guy, hell.”



## **About OPERATION: RED ARRAY (O: RA)**

O: RA is a campaign pack devised by Cavalier Cavalry Productions and Battletech Redneck to run a campaign during the Word of Blake Jihad. Each scenario has two different outcomes, a win or a loss. Each result will let you know which scenario to run next. The entire campaign can swing between dire straits for the players to the heights of martial glory... and then turn back. Even at the very end, there is still a chance for total victory and humiliating defeat.

Scenario one leads into scenario two (player win) and scenario three (player loss). Scenario two leads into scenario four (player win) and scenario five (player loss), while scenario three leads into scenario five (player win) and scenario six (player loss). This mission “tree” allows for each battle to have an effect on the battles down the line, and to the ultimate level of victory.

Battletech Redneck has been playing with “standardized force tonnages” for

years, and being developed by them, we’ve used this system for force generation. A heavy lance contains 320 tons of ‘Mechs. A medium lance is 240 tons, while a light lance is 160 tons. If you would rather use the Battle Value system, simply replace 320 tons with 5000 BV points, 240 tons with 3750 BV points, and 160 tons with 2500 BV points.

You will need the map sheets available in Map Compilations 1 and 2, or the seven map packs. If you would rather play with 3D terrain, the map pictures are included in this campaign pack to give you a general idea of terrain layout. An overall map of Pacifica, based on the game “Crescent Hawk’s Inception” is also included.

This game is meant to conform to all Level Two rules as set forth by FanPro in Battletech: Master Rules (revised)

Have fun.

Robert S. Frank II

Commando #184 – Battletech Redneck  
#1



# **OPERATION RED ARRAY**

**FILE NUMBER 05256/A-OMEGA  
ISSUED THROUGH LAAD  
QUARTERMASTER CORPS**

**DO NOT DISSEMINATE TO HOSTILE  
COMMANDS  
DESTROY UPON POSSIBILITY OF  
IMMINENT CAPTURE**

**TOP SECRET**

## **Scenario: ONE – Drop Zone**

LCDS *Yarmouth Castle*, Overlord  
Class Dropship  
In Final Approach  
Chara III (Pacifica), Freedom  
Theater  
Lyran Alliance (Word of Blake  
Protectorate)  
1 January 3072

Wrapped in the tight shell of his ablative drop cocoon, Sergei Chereneko felt the weight of three worlds lift off his shoulders to be replaced by the gut-swirling sensation of free-fall. There wasn't any space-borne opposition so the dropships were granted a free ride. Off to the east, the LCDS *Concordia* was discharging the black and red 'Mechs of Major Vought's command. To the south west, the Irian registered FWLS *Texas Hold 'Em* was laying out its load of warriors from the Ace Wrecking Crew. Despite the calm look of the dropping 'Mechs, Sergei knew that orbit's cold shoulder would be replaced with a warm welcome on the planet below. The third planet in the Chara system, Pacifica hung below the falling tons of war machines, including his own TR-1 *Wraith*. Archon Steiner had ordered some support in taking this planet back for the Alliance, in case there was something the Blakists knew about the SLDF facility that had been overlooked forty-five years ago. So now he was leading Team Two of the Cavalier Cavalry and a coalition of additional forces in to this fracas. Damn the shifting of the Sixth Lyran, Sergei really could

have done without this test of his abilities and really could have used the weight of the entire Cavalry in this situation. But the Colonel had used his connections, allies, and friends to build for Sergei this coalition of troops to lead. But as the azure bolts of PPC fire rose to meet his troopers over the southwestern peninsula they were trying to secure, it was the Colonel's enemies he worried about.

### **Situation:**

Allied command decided to drop on the remote southwestern peninsula of Chara III's only continent. Its location promised a minimal resistance level and a defensible position if the situation became untenable. But 'minimal' isn't zero, and the some of the dropping 'Mechs would encounter opposition patrols. Mostly light recon 'Mechs, they would be a danger if the survivors could get back and report about the scope of the Allied invasion force. As the 'Mechs dropped also tended to be toward the lighter end of the weight scale, these initial fire-fights could go either way.

### **Force Composition:**

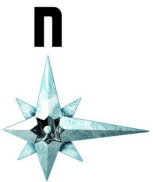
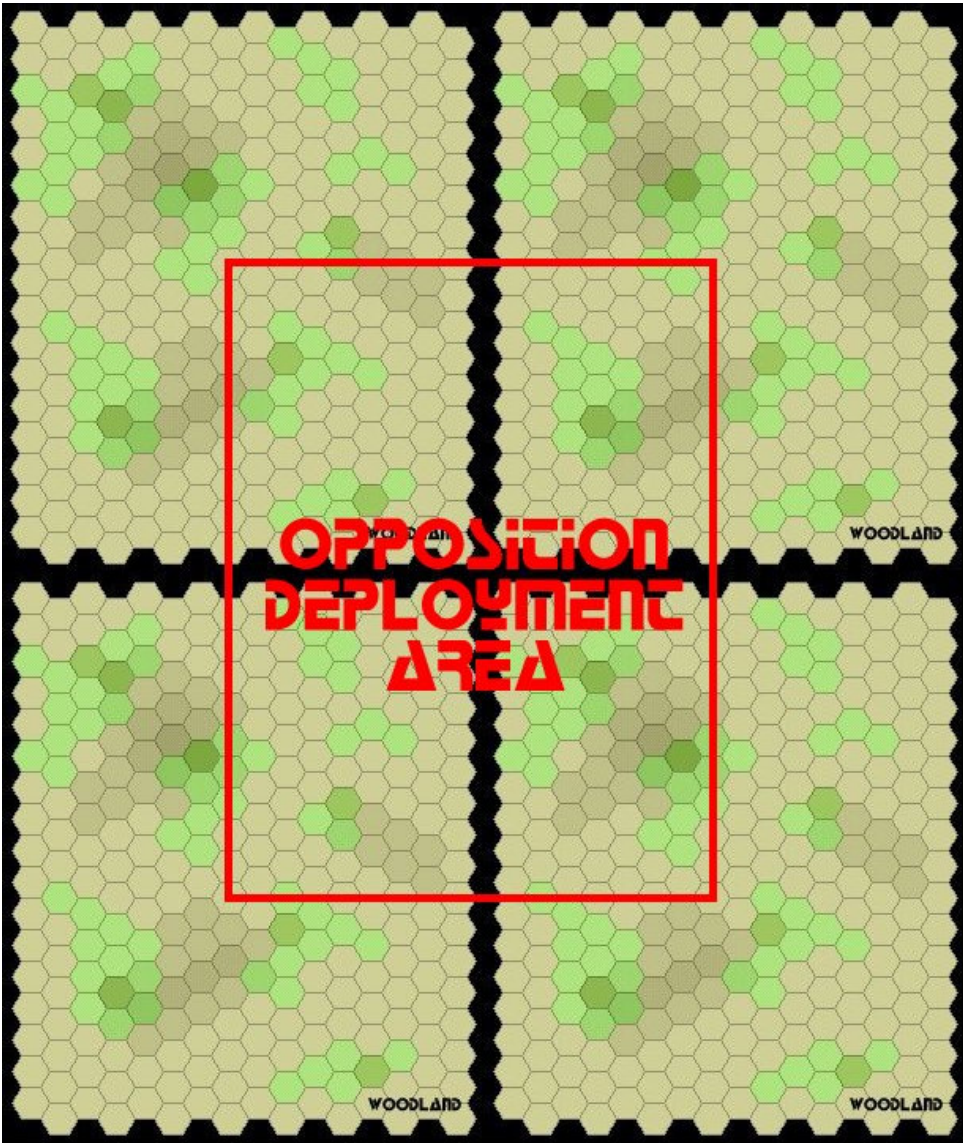
#### **Allied units:**

Players deploying Allied units may use any 160 or 240 ton lances at their disposal.

#### **Opposition units:**

Players deploying Opposition units field the same number of





# Combat Area Scenario One: Drop Zone

lances as Allied lances. Opposition units cannot field a 240 ton lance until the Allies field their second 240 ton lance. The skill level of Opposition 'Mechs will be the same as Allied skill levels, excepting the number one Opposition 160 ton lance, which will have a skill level one higher than the Allies number one lance.

### **Deployment:**

Opposition 'Mechs deploy first, each lance occupying a different section of the center area of the combat area. Each lance must deploy as a unit, with no 'Mech more than three hexes from a lance-mate.

Allied 'Mechs then deploy. Allied player will select any hex to drop his 'Mech into play. Once the hex

and direction have been selected, player will roll a D6. On a one, the drop will drift. Roll a D6 for direction (1 = north on combat area), a D6 for distance, and a D6 for final facing (relative to player's selection). If the drift carries them out of the Combat Area, the 'Mech can enter the Combat Area on the beginning of the fourth turn, in the hex the player drifted out of.

The map layout and Opposition Deployment Zone is illustrated on Page 11

### **Post Scenario:**

If the Allies defeat the Opposition, go to Scenario TWO (2)

If the Opposition deals the Allies a defeat, go to Scenario THREE (3)





## **Scenario: TWO - Battle at the Isthmus**

Clarke Isthmus  
Chara III (Pacifica), Freedom  
Theater  
Lyran Alliance (Word of Blake  
Protectorate)  
3 January 3072

The drive inland had begun. All the peninsula had been secured, the dropships grounded and unloaded of their cargo of 'Mechs. Lt. Colonel Sergei Chereneko watched as the blue (anthema to his Russian heretige) markers indicating his forces began to move northeast. Just as the first unit crossed the narrowest part of the landmass, suddenly the corner of his SatTrak display began to glow red. His commline soon crackled and popped.

"We have contact with the enemy. Opposition forces spotted incoming from northeast.", called in Commander O'Connor, the CO of the small Canopian security detachment.

"Array your force in a skirmish line, O'Connor. I've got 7<sup>th</sup> Cavalry moving up to reinforce you. The Hounds and my Team 2 are moving to hold the east flank. The rest will move up once contact is made."

"Roger."

"Team Two, gather up those mercs and move out. Major Dozier, you'd best get to the north. There's Canopians waiting for you

but I am afraid it is not a pleasure circus."

Sergei was startled to hear John Dozier's booming laugh. "It depends how many Blakists she leaves for me!"

Shaking his head, wobbling his *Wraith* slightly, Sergei moved his 'Mech off toward the front.

### **Situation:**

Allied command had pushed to form an initial staging line across the narrow part of the isthmus connecting the southwestern peninsula to the southern arm of the continent. Soon after establishing a basic presence, the lead elements have come under fire by a significant body of 'Mechs. An even fight, a meeting engagement in the classic sence, the outcome will keep the drive inland on target or deflect it, exposing a flank. Allied command still has yet to deploy the heaviest forces, having just grounded them at the LZ. It will be up to the screening forces of both armies to settle this fire-fight and seize the initiative.

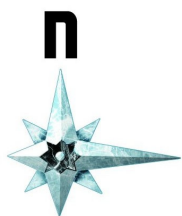
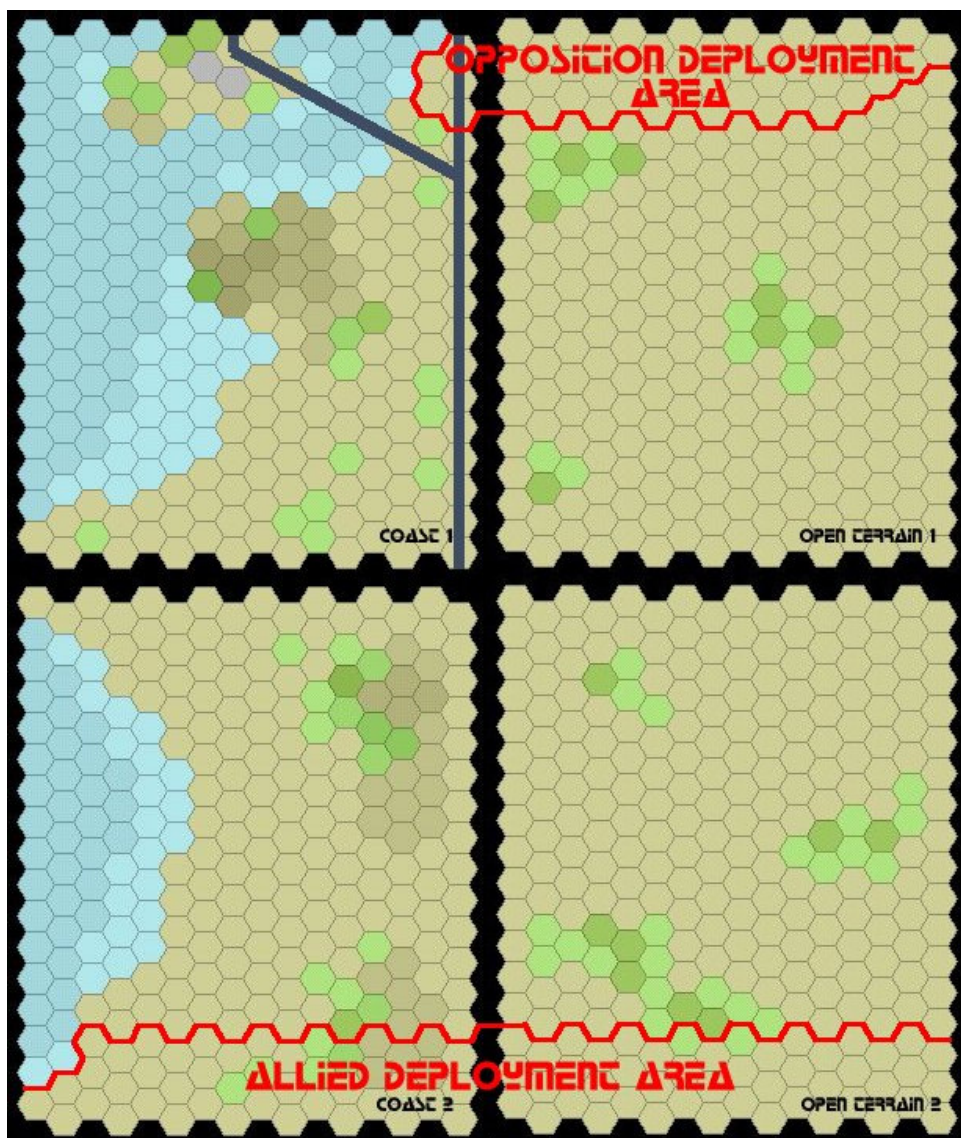
### **Force Composition:**

#### **Allied units:**

Consist of any 160 or 240 ton lances the player wishes to commit to the battle.

#### **Opposition units:**

Consist of the same tonnage as deployed by the Allied player.



## Combat Area Scenario Two: Battle at the Isthmus

Skill levels are set at the same level as the Allied player as well.

### **Deployment:**

Allied units deploy within three hexes of the southern edge of the Battle Area in any land hex.

Opposition units deploy within three hexes of the northern edge of the “Open Terrain 1” map.

These starting positions are illustrated in the map on page 14

### **Post Scenario:**

If the Allies trump the Opposition, move to Scenario Four (4).

If however, the Opposition decimates the Allies, move to Scenario (5)





## Scenario THREE: Hold The Isthmus

Clarke Isthmus

Chara III (Pacifica), Freedom Theater

Lyran Alliance (Word of Blake Protectorate)

3 January 3072

“What are you using for intelligence, Red Star Six? Magic Eight Balls? Ouija Boards? A deck of Nova Cat playing cards? Margaret Olsen’s Do-it-yourself Home Séance kit? Over.”

Sergei Chereneko muttered a few choice Russian oaths under his breath before keying his mike. “Crunch. We are all surprised. Not shutting down enemy patrols did this. It is not intel’s fault. If it were, well, my father does not take failure lightly. We can still push through and up the coast, but we must all do our duty now. So get that *Berzerker* over to the enemy lines, and I will get behind them. If you do not, I shall contact Major Dozier and he can explain reality for you. After the campaign, if you still feel intel needs a critique, I shall arrange

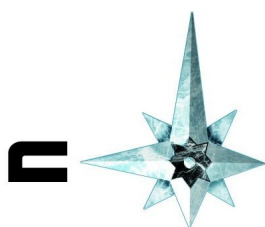
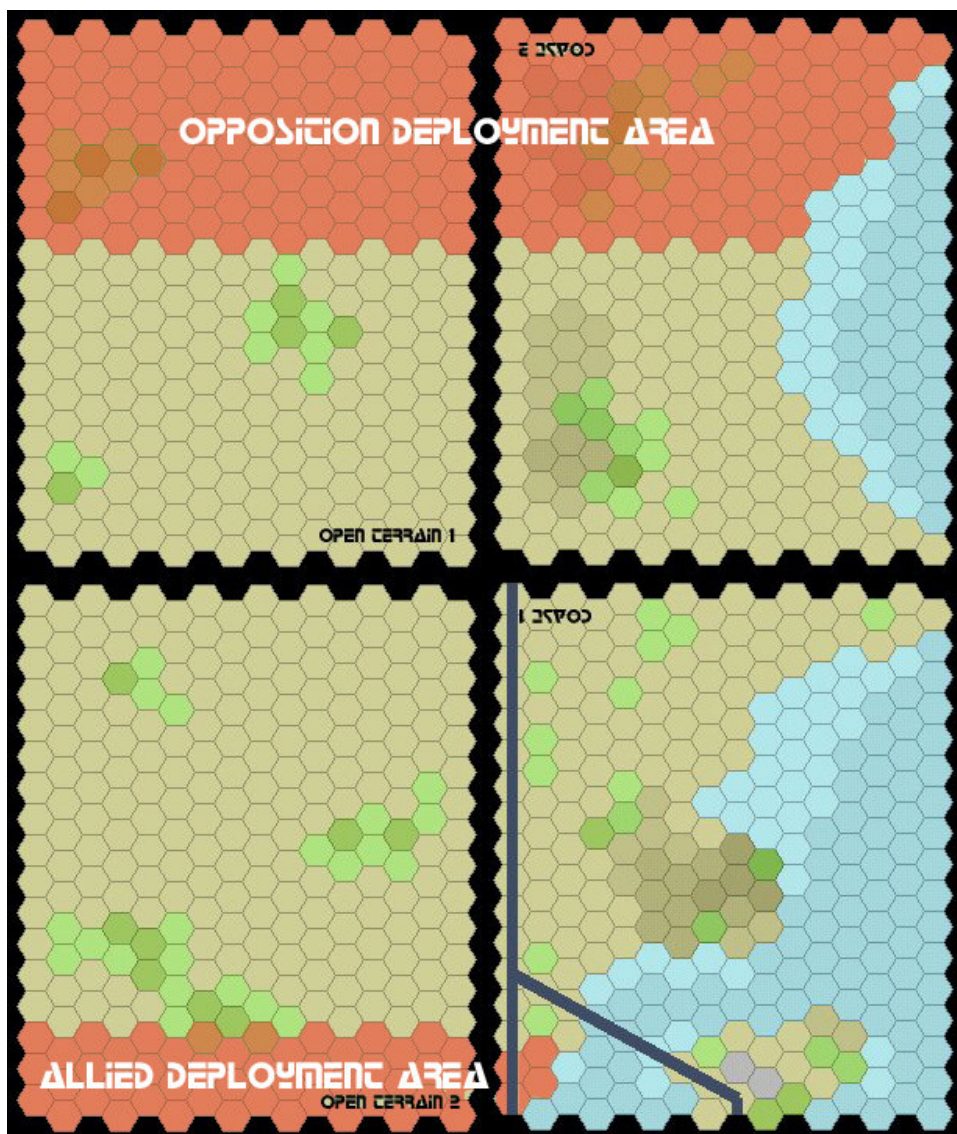
for your introduction to Nikolai, and you can discuss this. Until then, we must win.”

He snapped off the comm angrily, but was rewarded with the sight of the Ace Wrecking Crew’s axe wielding lance move out to bolster the line. And he suddenly had a new appreciation for the commanders who’d put up with him in the past with his own reckless attitude. Not that he’d been that bad, of course. Pushing his *Wraith* to its top speed, he set off to join the battle.

### Situation:

The surviving Opposition patrols have reported back to their HQ, and they’ve fielded their ready-reserve teams to try to hammer back the Allied force before they can break out of their landing zones, and to deny the Allies of any sense of security for their dropships. Either covering the LZ while Command prepares for a switch to ‘Plan B’ or smashing the opposing force for a drive up the coast, the Allied force deploys in a skirmish line to meet the oncoming ‘Mech forces.





## Combat Area Scenario Three: Hold the Isthmus

## **Force Composition:**

### **Allied Forces:**

Consists of any 160, 240, or 320 lance in the player's unit.

### **Opposition Forces:**

The Opposition will field an identical weight as the Allies, with equivalent skill levels.

### **Deployment:**

Allied forces start within three hexes of western edge of Combat Area

Opposition forces start within the first seven hexes of eastern edge of Combat Area

Map layout with deployment areas is illustrated on page 17

### **Post Scenario:**

If the Allies break through in victory, go to Scenario FIVE (5)  
If the Opposition is pressing their advantages, go to Scenario SIX (6)



## **Scenario Four: Securing the Township**

Northwest of Arvin  
Chara III (Pacifica), Freedom  
Theater  
Lyran Alliance (Word of Blake  
Protectorate)  
3 January 3072

Missiles arced over the small buildings impacting on a ‘Mech trying to find cover from the relentless pursuit of the Allied command. Eight of the LRM’s exploded across its chest, but despite the best efforts of the Artemis IV FCS, two missiles slammed into a house, setting it on fire.

“Check your fire, Valkyrie Two.” Sergei commed. “We can’t be sure if all the civvies have beat feet.”

“Roger.”

This little town had a full ‘Mech gantry in place, left over from when Alexander Kerensky used Pacifica as a staging point against the usurper, Stephan Amaris. Now used for maintaining the Agro- and Forestry-‘Mechs, a facility like that would allow the Allies to repair and reload far closer to the front lines, shortening their supply chain. But as missile fire came arcing back toward his command, he knew it wasn’t going to be just given to him.

### **Situation:**

In its drive inland, Allied command realized that it’s supply line would get longer as the opposition’s got shorter. To help offset this, a push was made to capture the small town of Arvin with it’s facilities for maintaining the industrial ‘Mechs, now called “Mech-it Lube”, and move a substantial part of the supplies forward. This would allow for faster action and more daring assaults to shorten the invasion timetable.

### **Force Composition:**

#### **Allied Units:**

Consists of any units available to players

#### **Opposition Units:**

Consists of units comprising Allied unit’s total weight, plus an additional 80 tons for every three lances fielded.

### **Deployment:**

Allied forces begin with four hexes of north edge of “BattleTech” map

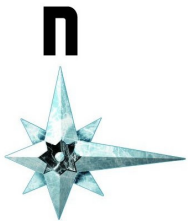
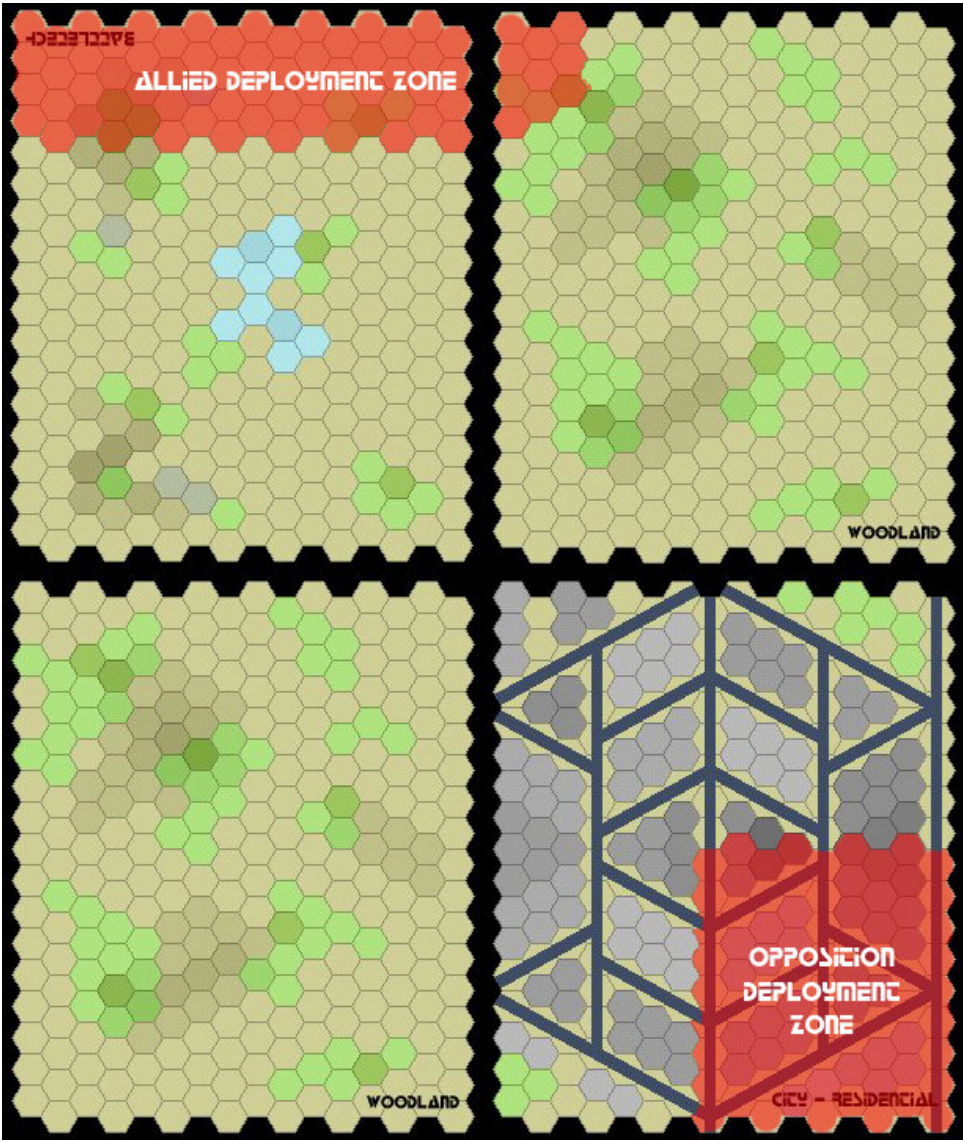
Opposition forces begin within southeastern quadrant of “City (Residential)” map

Map layout with deployment areas is illustrated on Page 20

### **Post Scenario:**

If the Allies take the ‘Mech-it Lube, go to Scenario SEVEN (7)  
If the Opposition keeps its hold on Arvin, go to Scenario FIVE (5)





# Combat Area

## Scenario Four: Securing The Township



## **Scenario Five: Coastal Invasion:**

Dockweiller Beach  
Chara III (Pacifica), Freedom  
Theater  
Lyran Alliance (Word of Blake  
Protectorate)  
7 January 3072

Young Jim Wilson was carefully putting the finishing touches on his latest masterpiece. The budding architect had just added the final tower to his copy of the Triad, and now three somewhat identical cylinders of sand stuck out of the beach. He was very proud of it, and started building connecting walls to his sand castle in preparation for getting at that bad Nondi Steiner when the time came. Suddenly, however, he heard a funny noise, one he didn't associate with the beach, but far beyond his eight years of knowledge. He turned around to look out over Pacifica's inland sea to see the water beyond the breaks was, well, bubbling.

"Mom! Dad! Something funny is happening in the ocean!"

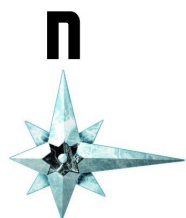
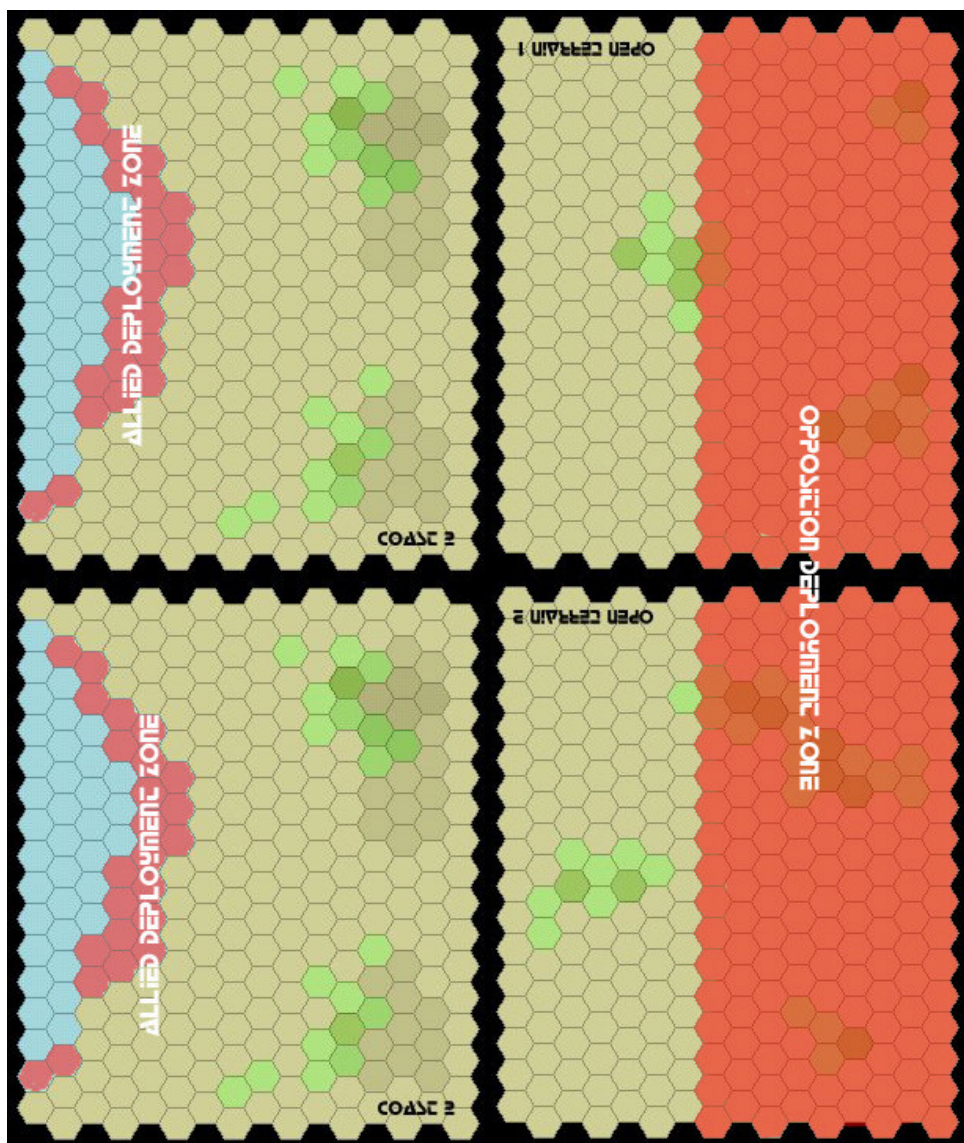
Dave Wilson's head snapped up and looked out over the sea. A veteran of the Clan invasion, he had a good idea what it was. He thought that this area would be safe from the fighting beginning to rage again across Pacifica, but apparently he'd guessed wrong. He told Dori to grab their stuff and ran to Jim and picked him up. Looking back over his father's shoulder to the

sea as they ran to their waiting hovervan, Jim saw a cowl-covered blue and black 'Mech emerge from the ocean. Soon joined by others painted in silver, blue, and green the 'Mech strode onto the beach and to his delight he saw it smash his sand castle just before his dad put him in the hovervan and sped off.

\* \* \* \* \*

Sergei Chereneko said a brief word of prayer as the small family van moved off. His forces wouldn't shoot it; not being able to tell if it really wasn't a family on holiday, but word was about that the opposition might not be so discriminating. But this action was necessary. While some of the Allied elements had kept the timetable, the force was being bottled up by a significant 'Mech force. A tough nut to crack, but Sergei decided to try and keep to the original thrust of the campaign through the southern tier of the continent and ordered this audacious move, a seaborne invasion. If successful the campaign would be back on track. If not... well, he'd be able to resupply the scouts still here but they'd have to come up with a new plan. As his TR-1 *Wraith* shifted, grounding the forgotten sandcastle into the beach, he watched in amazement as a 'Mech emerged from the woods. They'd have good intel on the enemy today he was sure. It was his father's 'Mech, the "Marshal Zhukov", moving toward his force.

## **Situation:**



# Combat Area Scenario Five: Seaborne Invasion

### Opposition Units:

Consists of matching total force weight of the Allies, without individual lance weight restrictions. (May use 320 ton lances)

### Deployment:

Opposition lances set up first, on eastern halves of either “Open Terrain” maps.

Allied lances then set up, placing “Mechs on any level 1 water hex on “Coast” maps.

Map layout with deployment areas illustrated on page 22

### Post Scenario:

If the Allies storm the beach and take out the Opposition, go to Scenario SEVEN (7)

If the Opposition forces the Allies to swim back in defeat, go to Scenario EIGHT (8)

Pinned on the coast road, elements of the Allied force are unable to continue around the opposition. HQ orders a flanking attack to be made through the shallow waters of Pacifica’s inland sea. Intel’s forward scouts have already reconned the area, giving the Allies a significant advantage. In addition, Nikolai Chereneko himself has taken to the battlefield to help the invasion force.

### Force Composition:

#### Allied Units:

Consists of any 160 or 240 ton lance available to the players. In addition, Allied team may field the 80 ton “Marshal Zhukov” *Charger* variant piloted by Nikolai Chereneko (G2, P3 Edge)

“Marshal Zhukov” stats found on page \*\*



## **Scenario Six: Crossing the Straits**

Goran Straits  
Chara III (Pacifica), Freedom  
Theater  
Lyran Alliance (Word of Blake  
Protectorate)  
5 January 3072

“Colonel, everything is proceeding as planned.”

Sergei Chereneko turned to Lieutenant Amanda Quarterman and looked into her eyes. “You mean, everything in the loading is proceeding as planned.”

The dark haired young ‘Mechwarrior nodded. “Yes sir. We’ve got almost all the units you asked for loaded onto the ships. No more than an hour or so before they cast off.”

Sergei looked out over the beach where several “ro-ro” type ships had been commandeered and were being loaded with ‘Mechs of the Allied forces. Fighting continued on the main thrust,

but it didn’t look very promising. He had decided to hedge his bets and send a force to the other arm of the continent separated by Pacifica’s Sundering Sea. If he could shift the axis of his attack maybe the opposition would be caught off guard. It still felt like dancing to someone else’s tune.

“But you’re bringing a lot of weight to dance with, sir.”

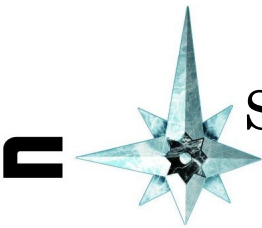
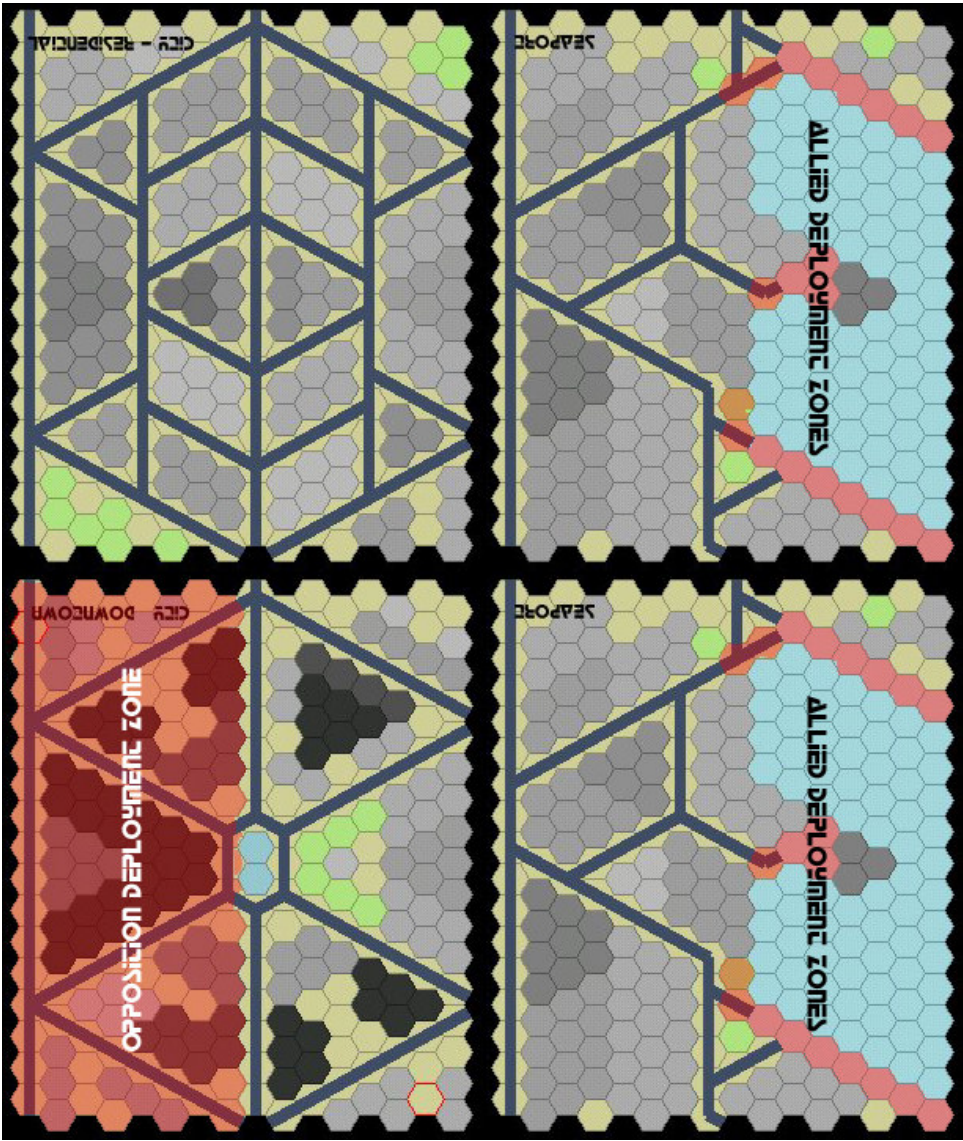
Surprised at Lt. Quarterman’s voice, he hadn’t realized he’d thought that last bit out loud. Watching the last of the ‘Mechs, a 9K *Victor* being loaded, he couldn’t help but wonder what the band was going to be playing on the other side...

### **Situation:**

Faced with significant setbacks on the first thrusts inland, Allied command decided to send a heavy unit to secure the north beachhead of the Sundering Sea. Control of this area would allow Allied command to advance on both sides of the sea, shifting







# Combat Area Scenario Six: Crossing the Straits

forces from one side to the other as events warrant. Lack of control would push them inland, isolate them from the LZ, and make re-supply more difficult.

### **Force Composition:**

#### **Allied Units:**

Consist of 320 ton lances at the player's disposal.

#### **Opposition Units:**

Consists of 240 ton lances, with every third lance fielded being up rated to 320 tons.

### **Deployment:**

Allied units begin on any non-building hex adjacent to a water hex on the "Seaport" maps

Opposition units, representing the surprised garrison, start out on the north half of the City (Downtown) map.

Map layout with deployment areas is illustrated on page 25

### **Post Scenario:**

If the Allies take the port, go to Scenario FIVE (5)

If the opposition forces them away, go to Scenario EIGHT (8)



## **Scenario Seven: Meeting Engagement in the Forest**

Archon National Forest  
Chara III (Pacifica), Freedom  
Theater  
Lyran Alliance (Word of Blake  
Protectorate)  
8 January 3072

“Goddamnit.”

“Roger that, Red Star  
Six.”

Sergei Chereneko looked surprised; he hadn’t realized his com was on when he uttered the oath.

“Thank you for responding so quickly, Tovarich Dozier. But I am afraid the command knows now that I am in a bad mood.”

“Hell, Serge, y’all just commed what we’ve all been wanting to for the last hour, hour and a half.”, John Dozier joked back. “It’s just that none of us can exactly call you to task on it, especially me. I want Doug to tell the Archon to pay me.”

“I will be sure to have him ask for a couple of extra Kroner for this march, Ace Six.”

“Roger that!”

The woods were so heavy that even his quick *Wraith’s* ground speed was about the same as an Urbanmech at a dead run. His patience exhausted, with a quick thought of praise for Curtis

Militech’s engineers, Sergei Chereneko lit the jump jets up on his ‘Mech and pierced the canopy of the forest they were marching through. From his lofty perch he could see the bright blue and gold *Wolverine* belonging to the security detail from the Canopian Pleasure Circus he’d picked up. Bright flares coming from it’s large pulse laser suggested it’d found something. Whatever it was, fighting it in this snarl wasn’t going to be a walk in the woods.

### **Situation:**

As the Allied command tried to gain a superior position by marching through the southern forest, the opposing commander came up with the same brilliant idea. The two forces would engage in a deadly game of cat and mouse under the trees of Pacifica.

### **Force Composition:**

#### **Allied units:**

Consist of any units available to the player

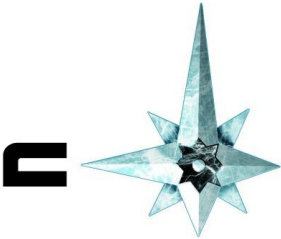
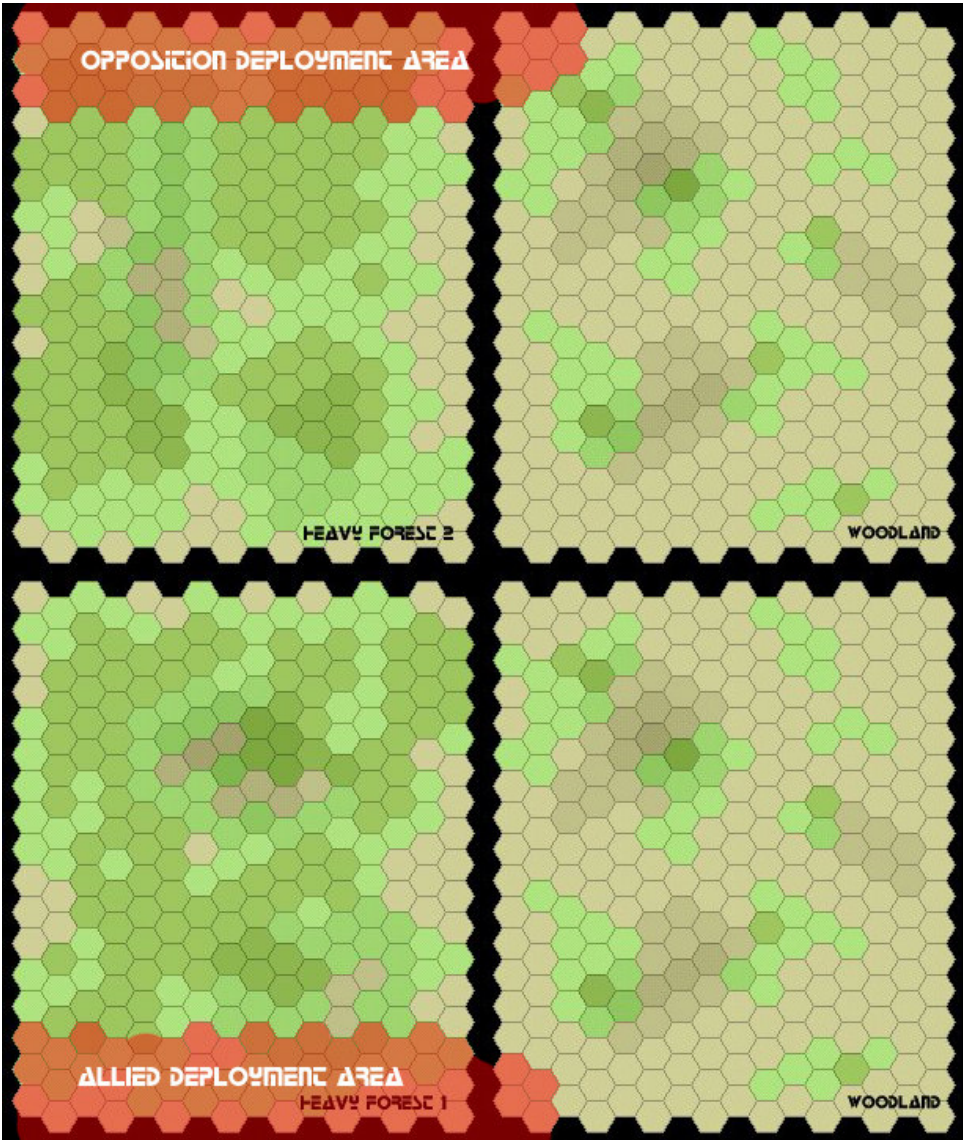
#### **Opposition units:**

Consists of an equal weight of the Allied units. Skill levels are identical, except the number four unit is one skill level better than his allied counterpart.

### **Deployment:**

Allied units start within three hexes of western edge of the com-





# Combat Area

## Scenario Seven: Meeting Engagement in the Forest



bat area on the “Heavy Forest” map

Opposition units start within three hexes of eastern edge of the combat area on the “Heavy Forest” map

Map layout and deployment zones are illustrated on page 28

### **Post Scenario:**

If the Allies burn the woods down around the Opposition, go to scenario NINE (9)

If the Opposition uses the Allies for kindling, rather than the trees, go to scenario TEN (10)



## **Scenario Eight: Gunfight at the Inventor's Hut**

The Inventor's Hut  
Chara III (Pacifica), Freedom  
Theater  
Lyran Alliance (Word of Blake  
Protectorate)  
8 January 3072

Sergei Chereneko's command lance was speeding northward across the northern half of Pacifica's continent, trying to assist in the capture of a facility that had become vital to the campaign. Jason Youngblood of the Kell Hounds had passed on the information through Noelani Vought; on the off chance he would need it. With parts of the campaign failing around him, the facility would give his forces a forward base of operations again. But the opposition had good intel on his movements, and while they may not have understood the significance of the structure, they had a good grip on the idea of shooting up his command.

"To any Allied 'Mechs!  
This is Cav Two-Three-One! We're under heavy fire! We need assistance! We'll not be able to hold

much... \*crackle\*"

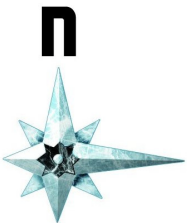
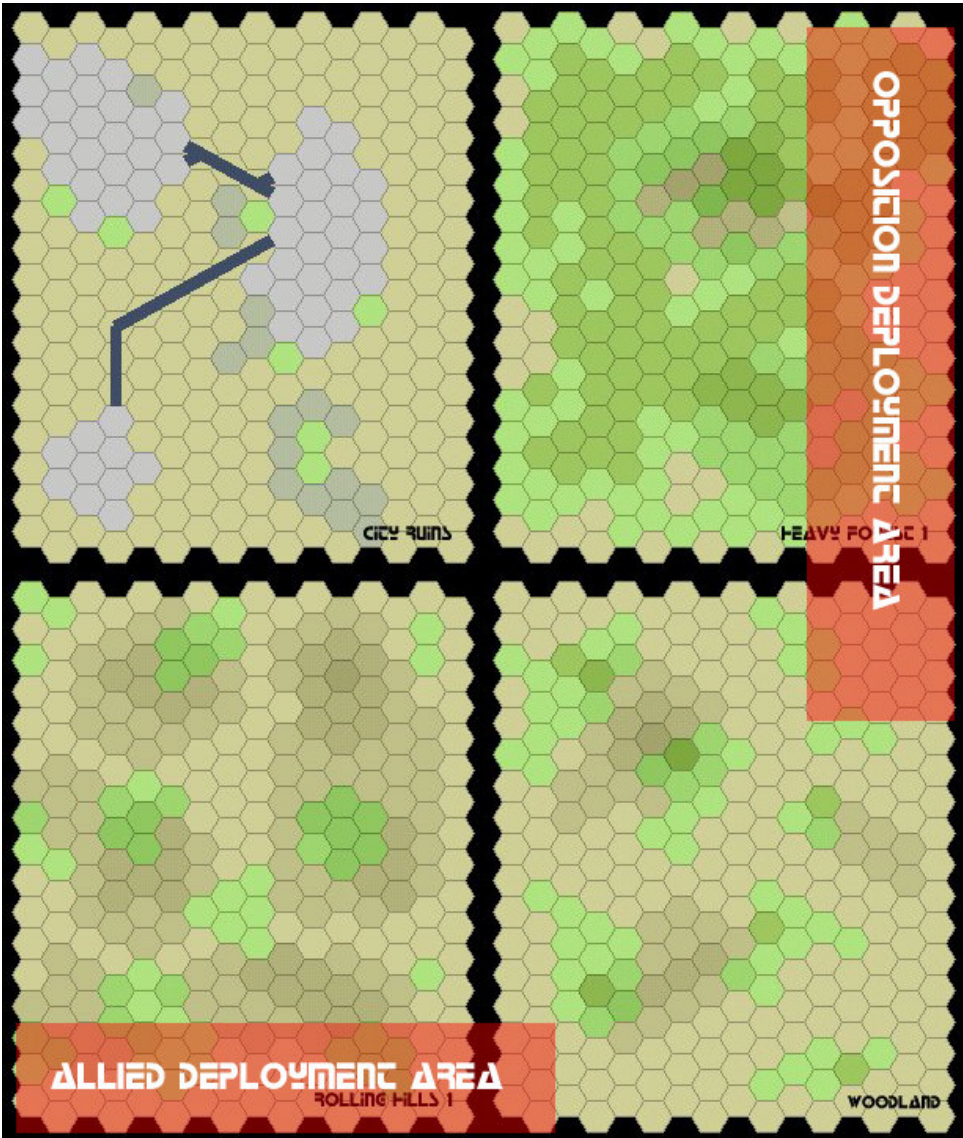
Sergei hit his com, "Hold on MacShane! We're coming!"

As he neared the fighting, Sergei saw the tall industrial building known as 'the Inventor's hut'. Its ferrocrete face had been pockmarked with stray autocannon rounds and missiles. Carbon scoring testified to the presence of laser and PPC fire. Still the building looked sound but the hulks of 'Mechs littered before it did not, however. Some were from the opposition, yes, but too many were from his own command. As the enemy made another push across the open yard, Sergei took one look at the wrecked form of Lt. Ian MacShane's *Blackhawk-KU*, leveled his large pulse laser, and planned his revenge.

### **Situation:**

Desperately needing a base of operations other than the grounded dropships, Allied command races north to a structure known locally as "The Inventor's Hut" but the Opposition apparently has discerned this action and raced some of it's faster screening forces north





Combat Area

Scenario Eight: Gunfight at  
the Inventor's Hut



to intercept the Allied strike.

### **Force Composition:**

#### **Allied units:**

Any lance the player has available from his forces

#### **Opposition units:**

Equal weight as the Allied unit, with no 320 ton lances.

### **Deployment:**

Allied forces start within three hexes of south map edge of “Rolling Hills #2”

Opposition forces start within five hexes of northern half of east map

edge of “Heavy Woods”

**SPECIAL:** Treat ALL pavement hexes on City Ruins as a Level 3 hardened building with a CF of 450

Map layout with deployment zones illustrated on page 31

### **Post Scenario:**

If the Allies kick it in the hut after the battle, go to scenario TEN (10)

If the Opposition pulls the welcome mat out from under the Allies, go to scenario ELEVEN (11)



## **Scenario Nine: Strike at Enemy HQ**

Northeast of Pacifica City  
Chara III (Pacifica), Freedom  
Theater

Lyran Alliance (Word of Blake  
Protectorate)

10 January 3072

“YEEEEEEE-HAW!” came booming out of the loudspeakers of one of the ‘Mechs from the Ace Wrecking Crew as the forest thinned and the faster elements began to stream across the plain.

“Douse that chatter! All strike elements, forward at 70 KPH!”

The trees left behind him; Sergei Chereneko had to resist the urge to accelerate his ‘Mech to its top speed of 120 KPH. Here was a chance to devastate the morale of the enemy. The opposition had set up their forward HQ in the southern capital, and the Allied forces had just broken through. Sure to be heavily guarded, Sergei was sure this was a chance worth taking.

“Walking Bear, keep marching south. We might need you to cover our retreat if this goes badly, and if it goes well, you might be needed to mop up resistance in the city. If we could wait, we would, but...”

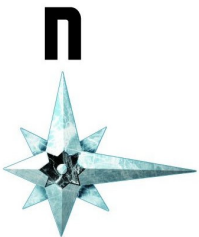
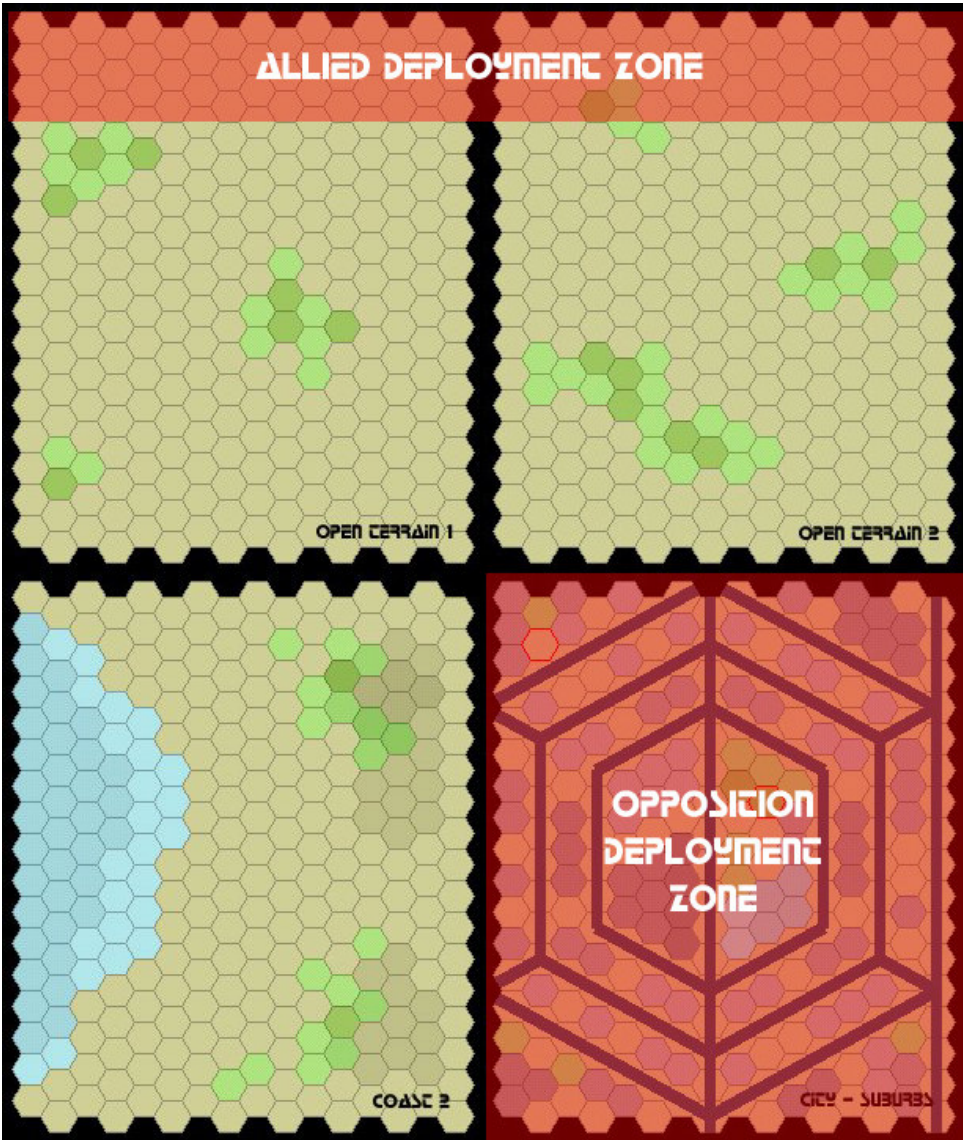
“Don’t worry, Colonel. I knew that I’d get left behind every now and again when I started driving this old *Stalker*. We’ll get there though to either save your bacon or sweep up the ashes. The kitchen help’s job is never done.”

Despite being a little uneasy talking to Captain Stephen Walking Bear, after all, a month ago they’d been the same rank, Sergei smiled at the banter... and edged the throttle out just a little more.

### **Situation:**

Opposition HQ is now exposed as the front has crumbled. Allied command has sent in a quick strike force to disrupt C3 operations before reinforcements can set up a new line of defense. But the HQ has a sizeable body-guard unit in attendance as garrison.





# Combat Area

## Scenario Nine: Strike at Enemy HQ



## **Force Composition:**

### **Allied units:**

Consists of any 160 or 240 ton lance at the players disposal

### **Opposition units:**

Consists of Allied weight +80 tons per three lances of Allied force. If Allies deploy less than three lances, add one 'Mech within the 50 to 70 ton range to the OpForce.

## **Deployment:**

Opposition deploys first, anywhere on the "City (Suburbs)" map.

Allies deploy within three hexes of northern map edge on either "Open Terrain" map.

Map layout with deployment zones illustrated on page 34

## **Post Scenario:**

If the Allies squelch the Opposition HQ, go to scenario TWELVE (12)

If the Opposition HQ keeps rocking the airwaves, go to scenario TEN (10)



## **Scenario Ten: Held Up on the Coast Road**

Skye Highway  
Chara III (Pacifica), Freedom  
Theater  
Lyran Alliance (Word of Blake  
Protectorate)  
11 January 3072

The campaign had shifted back and forth, forth and back, until this force was able to mount one last shot at the original timetable. But to do that they had to push fast along a narrow stretch of coastline between the Sundering Sea and the Great Southern Forest. The ominous looking trees quite frankly concerned Sergei Chereneko, and he kept looking at them. Suddenly, flying out of the forest came the “Marshal Zhukov”, his father’s ‘Mech.

“Sergei Nikolaivich, you’d best order your force toward the south. I, unfortunately, have brought company.”

“I understand, father.”  
Sergei heated up his weapons.  
“We will roll out the welcome mat.”

“Welcome mat?”

As the opposition ‘Mechs began to appear out of the forest, hundreds of missiles began to fly from ‘Mechs like Captain Walking Bear’s *Stalker*, Pilot James’ *Catapult*, Pilot Querrish’s *Crusader*, and Pilot Meader’s *Viking*. “Well, father, we’re rolling out *something*. Isn’t all that’s important?

We shouldn’t be rude just because we’re short of mats.”

### **Situation:**

The invasion has one chance to keep to the original plan, but in attempting to flank the force through a gap on the coast, the opposition has made it a trap. But Allied scouts, giving them a slight edge in the upcoming battle, have discovered the trap.

### **Force Composition:**

#### **Allied units:**

Any lance available to the players. Also, the players may opt to add the “Marshal Zhukov”

#### **Opposition units:**

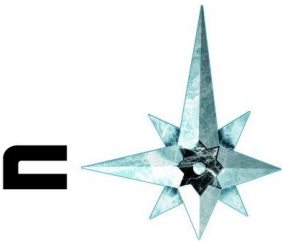
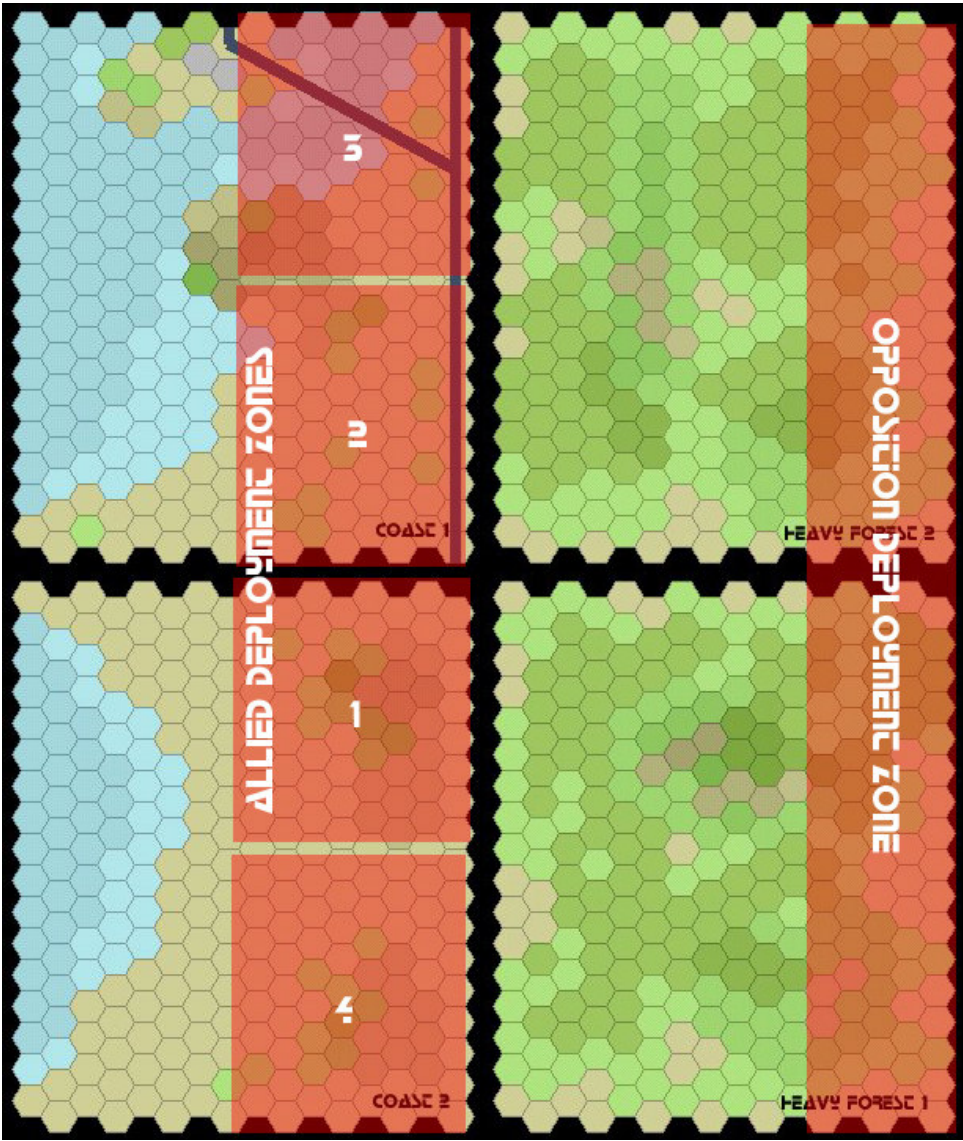
Consists of equal tonnage and skills as compared to Allied force. Do not include “Marshal Zhukov” and Nikolai Chereneko during force generation.

### **Deployment:**

Allies place one lance in a coast map quadrant in the following order: Lance #1 “Coast #2, SE quadrant”, Lance #2 “Coast #1, SW quadrant”, Lance #3 “Coast #1, SE quadrant”, Lance #4 “Coast #2, SW quadrant. Repeat as necessary.

Opposition places within five hexes from south edge of combat area.





# Combat Area

## Scenario Ten: Held Up on The Coast Road

Map layout and deployment areas illustrated on page 37

### **Post Scenario:**

If the Allies push through, go to scenario TWELVE (12)

If the Opposition stop them cold, go to scenario THIRTEEN (13)

### **Scenario Eleven: Strike South!**

Northern Tidal Plain

Chara III (Pacifica), Freedom Theater

Lyran Alliance (Word of Blake Protectorate)

10 January 3072

“Ensign Blackwood, you’ll take east flank. Lieutenant Quarterman, you’ve got point. The main body will fall in behind you. There’s a chance we can reinforce the southern drive and do some good, but we’ve got to be quick.”

Sergei Chereneko’s *Wraith* throttled up to 80 kph, and headed south. They’d stop if they made contact with the enemy and pull back just enough to not leave their big guns behind. After the debacle at the Inventor’s hut, the northern tier was even shakier than the elements in the south. He was afraid that if he was forced to stay with the northern drive that they’d fail, and Pacifica wouldn’t emerge from behind the veil of the Word of Blake. He really found that hard to stomach, considering what they’d discovered in the small town of La Mont. All the educated people had been rounded up, led to the small creek... water wasn’t supposed to be that color. The Blakists had to pay for this, but he was having difficulty collecting on their account. The southern drive, that’s where the action was.

“Contact.” The sound of long range missiles and the whine of a capacitor discharge let Sergei



know that the Canopian soldiers had found the enemy. “Colonel, we’ve got a screening force, and we’re low on ammo. Bring up the force, I’m really not configured for this fight. I’ve only got a few rounds for my HGR...” The sharp crack of the weapon’s discharge sounded over the com. “...but there’s less rounds of nickel than there are Wobbies that need killin’.”

Sergei’s ‘Mech moved with ease over the rolling hills as they slowly gave way to a broad plain. As he looked out he could see the orderly retreat of his scouts as they brought the Blakist forces toward them. A delay was intolerable, a defeat though could spell doom for the millions on Pacifica. He kicked his ‘Mech to full speed. “All units... CHARGE!”

### **Situation:**

After failing to secure the Inventor’s Hut, Allied command made preparations to recross the Sundering Sea to try to catch the opposition off guard. But the opposition is attempting to flank the main body with it’s faster elements, leading to a pitched battle on the northern tidal plains.

### **Force Composition:**

#### **Allied units:**

Consists of any lance of the player’s choosing. Allied units do not have full ammo bins, however. For each ‘Mech roll a D6. On a 1,2,3, or 4, the ‘Mech carries a  $\frac{3}{4}$

load of ammo. On a 5 or a 6, the ammo load is halved.

### **Opposition units:**

May not contain a 320 ton lance until the Allies field a second 320 ton lance. Defender then can build at a –80 ton deficit to the Allies. Skill levels correspond to Allied levels. However, as a dedicated harassing force drawn into a pitched battle, the opposition suffers a –2 initiative penalty for the first four rounds, -1 for rounds five through eight, and none there after.

### **Deployment:**

Allied force begins within five hexes of northern edge of combat area.

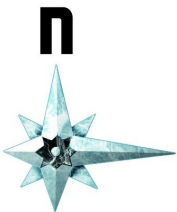
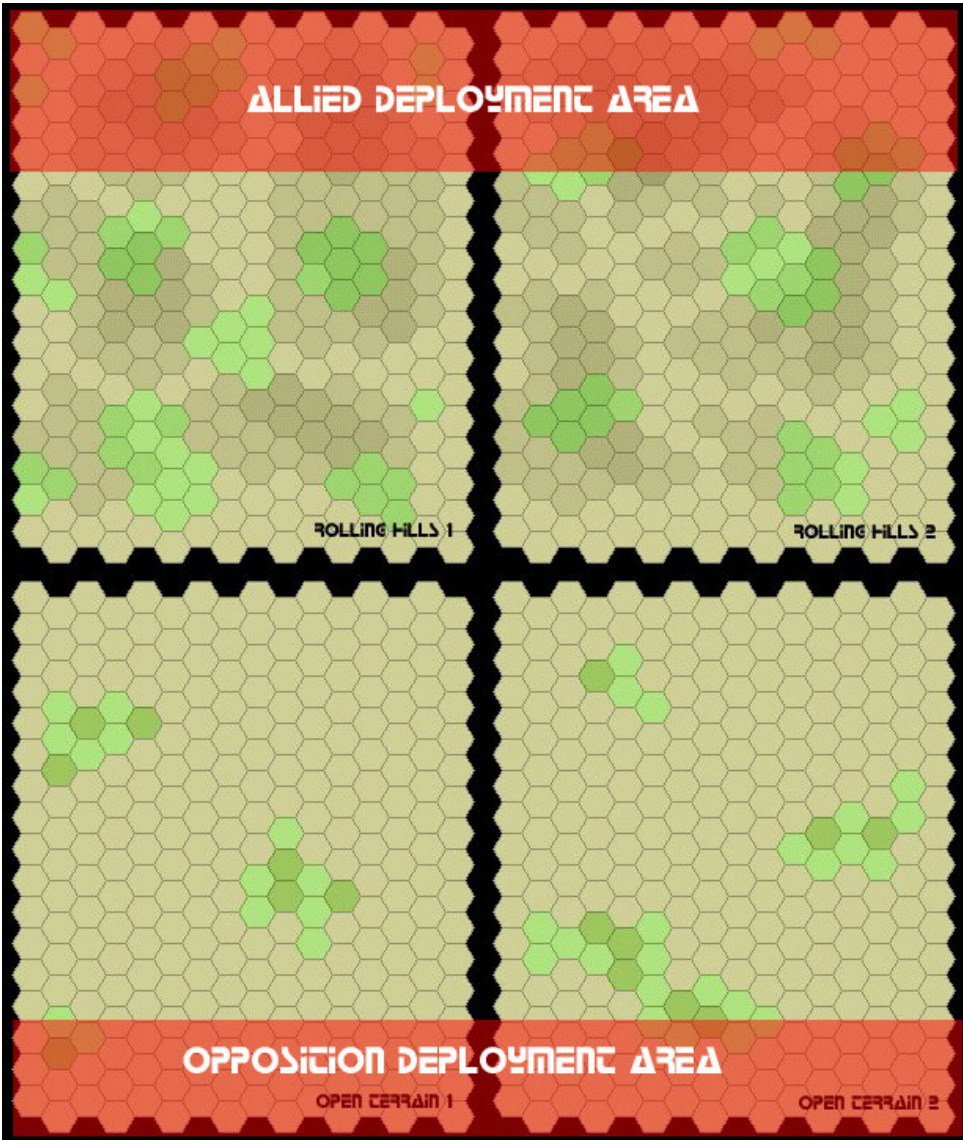
Opposition force begins within three hexes of southern edge of combat area.

Map layout with deployment zones illustrated on page 40

### **Post Scenario:**

If the Allied force defeats the Opposition scouts, go to scenario TEN (10)

If the Opposition blunts the Allied thrust, go to scenario THIRTEEN (13)



# Combat Area Scenario Eleven: Strike South



## **Scenario Twelve: End Run**

Northwest of The Citadel Ruins  
Chara III (Pacifica), Freedom  
Theater

Lyran Alliance (Word of Blake  
Protectorate)

13 January 3072

After a quick pass through the ruins of the old Commonwealth Citadel, Sergei had arrayed his force on a broad front to swing north toward the spaceport.

“Ace Wrecking Crew, status.”

John Dozier’s voice crackled to life. “We’re ready. Locked. Loaded. Ready to kick butt.”

“Hounds. Status.”

“We’re all green lights here.”, came Noelani Vought’s reply.

“Fourth Hussars. Status.”

Wade ‘Deadpool’ Wilson piped up. “Action, baby, action.”

“Canopians, status.”

Cassidy O’Connor keyed her com. “We’re ready. Give the word, Colonel.”

“GO! GO! GO! GO! GO!”, Sergei Chereneko yelled into the

mike. Behind him, the Allied main body surged forward across the plain. Chuck Hamlin’s aerospace fighters had ID’d the command element of the opposition force. The cream of that force was holding the southern approaches to Pacifica’s main starport. Quickly assembling the strike force, Sergei decided to break the morale of the enemy by eliminating their best troops in a lightning strike. As LRM’s streaked overhead illuminated by the flares of PPC fire, the battle was joined.

### **Situation:**

With the OpFor HQ elements identified Allied command made the decision to attempt a ‘headhunter’ strike. Not only would this disrupt the enemy, it would leave the starport wide open for an Allied thrust.

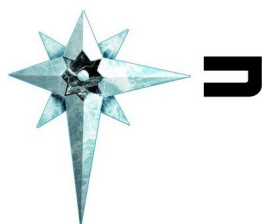
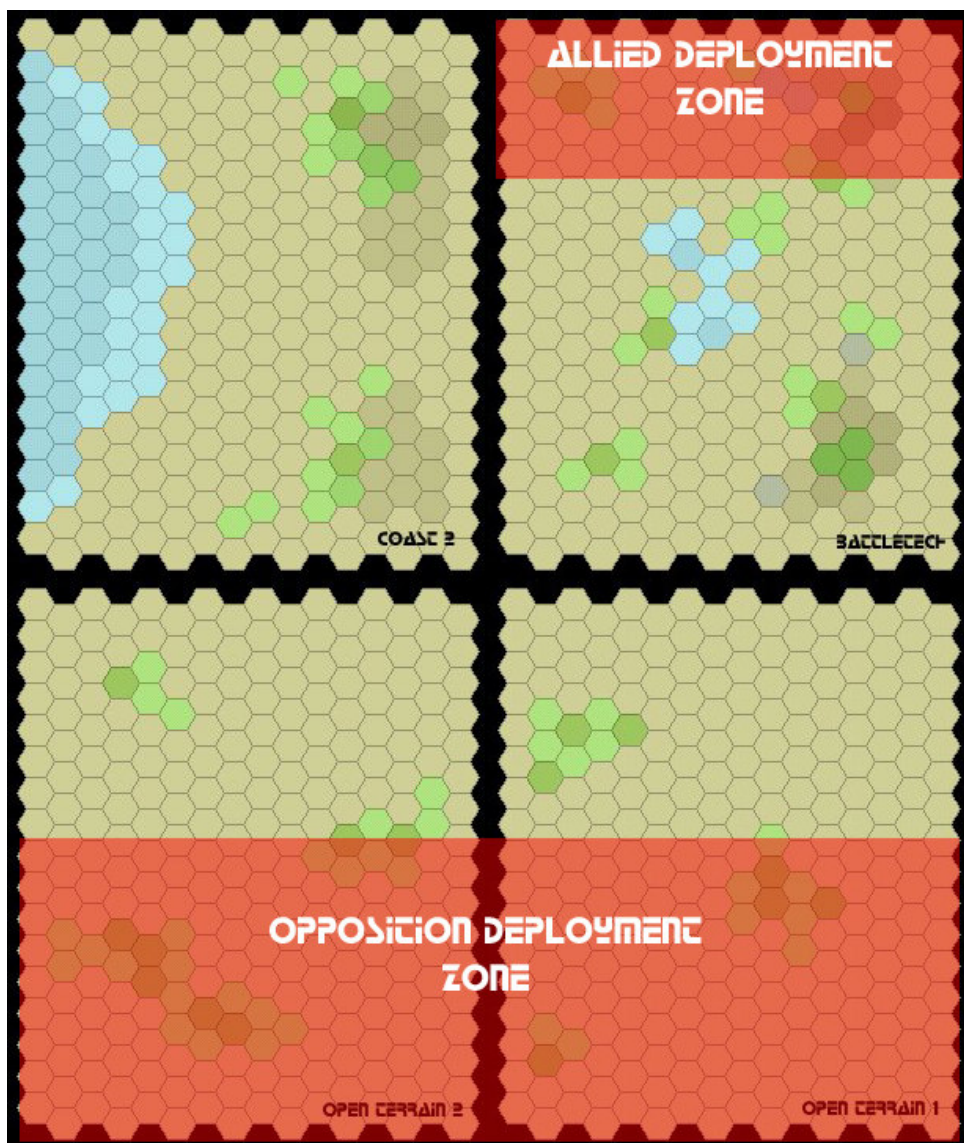
### **Force Composition:**

#### **Allied units:**

Consists of any lance at the player’s disposal.

#### **Opposition units:**

Mirrors Allied force weight. All number 1 elements are one skill level better than their Allied counterparts.



## Combat Area Scenario Twelve: End Run

## **Deployment:**

Allied force deploys within five hexes of west edge of “Battletech” map.

Opposition force deploys on east halves of either “Open Terrain” maps.

Map layout with deployment zones illustrated on page 42

## **Post Scenario:**

If the Allies cap the Opposition, go to scenario FOURTEEN (14)

If the Opposition keeps it's head, go to scenario FIFTEEN (15)



## **Scenario Thirteen: Plains of Woe**

Great Northern Plains  
Chara III (Pacifica), Freedom  
Theater  
Lyran Alliance (Word of Blake  
Protectorate)  
13 January 3072

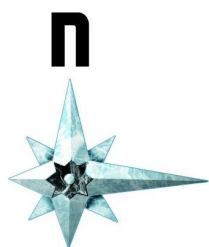
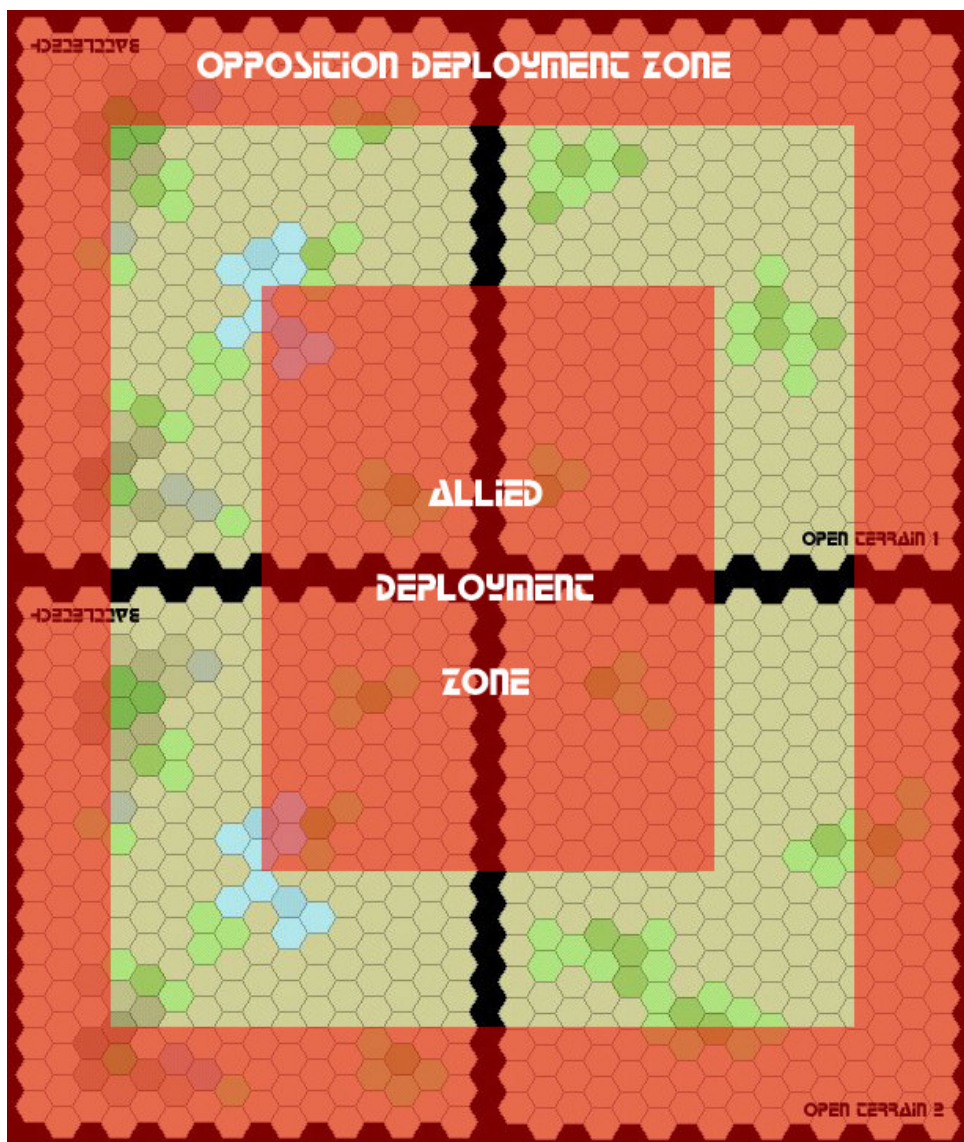
“Stay on the farm roads, people. Trampled crops will show up like a giant arrow.”

Sighing, Sergei looked out over the impromptu bivouac in the farm country of Pacifica. Many of his units had broken up long established lances and formed provisional units. Where once stood battalions, there were companies. Companies to lances. Lances gone. With his command strung out over both halves of the continent, the situation had become dire. Losses had forced him to regroup here at a large farm in the middle of the northern plain. Not much place to hide...

A loud crack announced the arrival of a supersonic aircraft, shaking his cockpit. Activating his targeting camera and setting it to full magnification, he pointed it ahead of the emerging contrails. On his screen he saw the star-on-broadsword design of the Word Of Blake on the *Seylditz*. Calling out on all frequencies he had his troops mount up. They'd been spotted.

## **Situation:**

Regrouping on the northern



## Combat Area Scenario Thirteen: Plains of Woe



plains, the Allies are interrupted by a strike organized after they'd been spotted. Low on replenishables, the Allies turn to defend themselves.

### **Force Composition:**

#### **Allied units:**

Consists of any lance at the players disposal. For every unit, roll a D6. On a 1, the unit has a full ammo load. On a 2, 3, 4 the unit has a  $\frac{3}{4}$  ammo load. On a 5, the unit has a half load. On a 6, the unit has a quarter of it's usual load of ammo.

#### **Opposition units:**

Mirror Allied force.

### **Deployment:**

Allied force starts anywhere in the center section of the combat area, deploying first.

Opposition force deploys within three hexes of ANY map edge after the Allied force is deployed.

Map layout with deployment zones illustrated on page 44

### **Post Scenario:**

If the Allies survive, go to scenario FIFTEEN (15)

If they fall to the Opposition, go to scenario SIXTEEN (16)



## **Scenario Fourteen: Destroy the Word Of Blake Linchpin Force**

Southeast of Melissa Steiner Memorial Starport  
Chara III (Pacifica), Freedom Theater  
Lyran Alliance (Word of Blake Protectorate)  
15 January 3072

The towering forms of dropships appeared on the horizon. Racing north, Sergei Cherenko knew that something would go wrong. Intel had said there wasn't anything between the last battlefield and the starport, but he felt uneasy since seeing that aerospace fighter. As the mountains of dropships grew, he could now make out a line of 'Mechs.

"All commands, we have contact."

"Red Star Six, this is 7<sup>th</sup> Cav Six, we've got sight on them as well."

"John, can you ID them?"

"My G-2 says their Word Of Blake regulars, not the mercs we've been fighting since we hit this rock. This is the real deal, Sergei."

As he got closer to the opposing 'Mechs, he could see their paint scheme and knew Major Dozier was right with his assessment. But until the Jihad began, who knew white could be as sinister as black?

## **Situation:**

Shedding their proxies in the fight, the Word Of Blake itself defends the spaceport against the allies. A heavy force, and totally fanatical, they will lay down their lives to stop the Allies from securing Pacifica.

## **Force Composition:**

### **Allied units:**

Consists of any lance of the player's choosing

### **Opposition units:**

Consists of identical weight and skills as Allied units, excepting the number 1 element in each lance. That pilot is a G1/P1, unless the corresponding Allied unit is better.

## **Deployment:**

Allied force begins within three hexes of south edge of combat area.

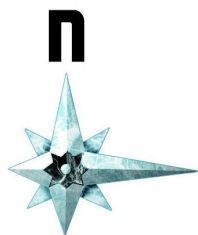
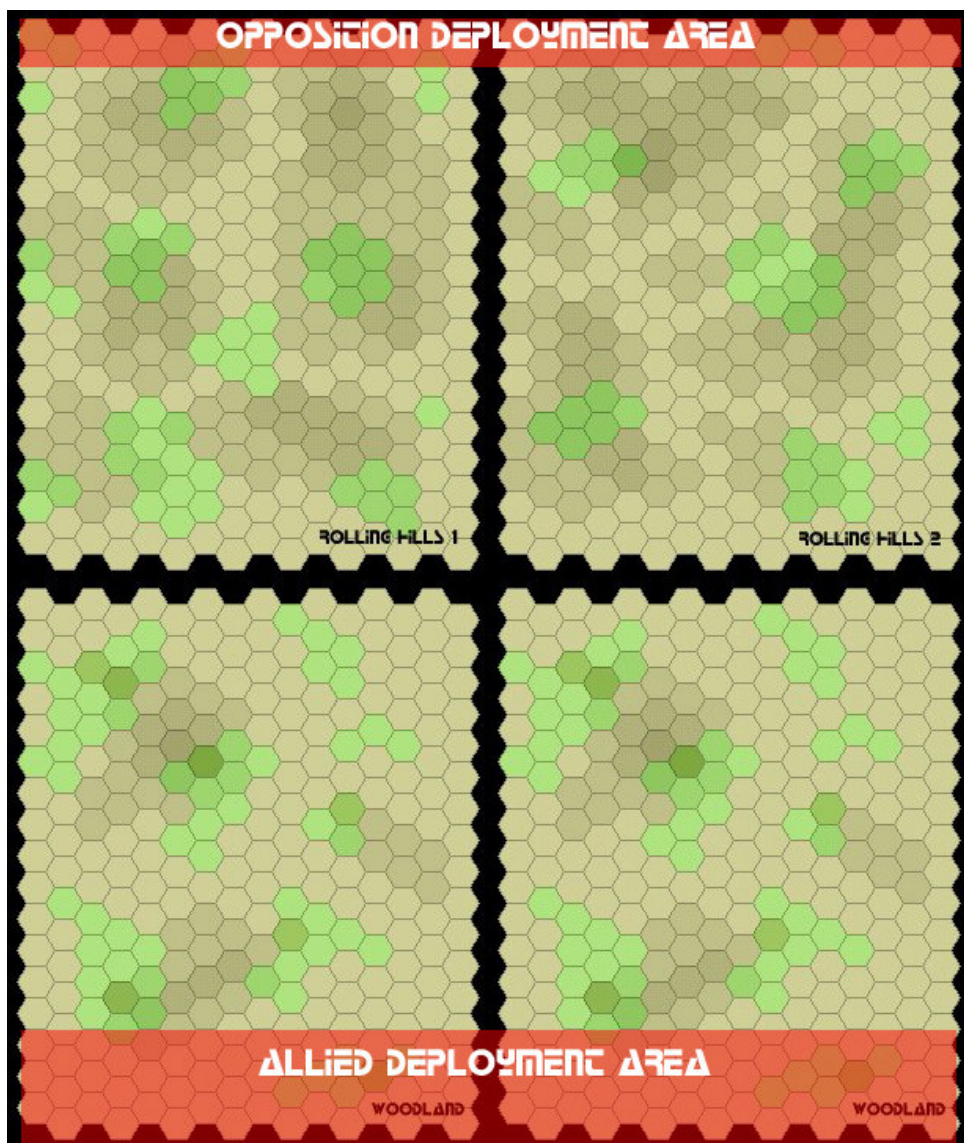
Opposition force starts within one hex of north edge of combat area.

Map layout with deployment zones illustrated on page 47

## **Post Scenario:**

If the Allies turn the white to black, go to scenario SEVENTEEN (17)

If the Opposition keeps its whites bright, go to scenario FIFTEEN (15)



# Combat Area

## Scenario Fourteen: Destroy The Word of Blake Linchpin Force

## **Scenario Fifteen: BETRAYAL!**

Kola Peninsula  
Chara III (Pacifica), Freedom  
Theater  
Lyran Alliance (Word of Blake  
Protectorate)  
16 January 3072

The bulk of his father's 'Marshal Zhukov' hung over Sergei Chereneko's 'Beavis' much the same way his father loomed over him. It was strange how appearances could be deceiving, as he (at least nominally) was in command here. As much as he wanted, practically needed someone to take over in this situation, the responsibility was his. His alone. It was do or die for the assault. If the succeeded here, Pacifica would be free. If they failed...

"But my son, you do not fight alone. Every one you have lead here will help. They fight because you have lead them here, through all obstacles, and they can see the end for good or ill. Even here, now, your father will help!"

Nothing scared Sergei quite like the promise of help from his father.

### **Situation:**

The allied command has gathered its strength on the Kola Peninsula for the final push against the Word of Blake forces garrisoning the starport. There are no fallback positions for either side. Pacifica will probably be won or lost here.

### **Force Composition:**

#### **Allied units:**

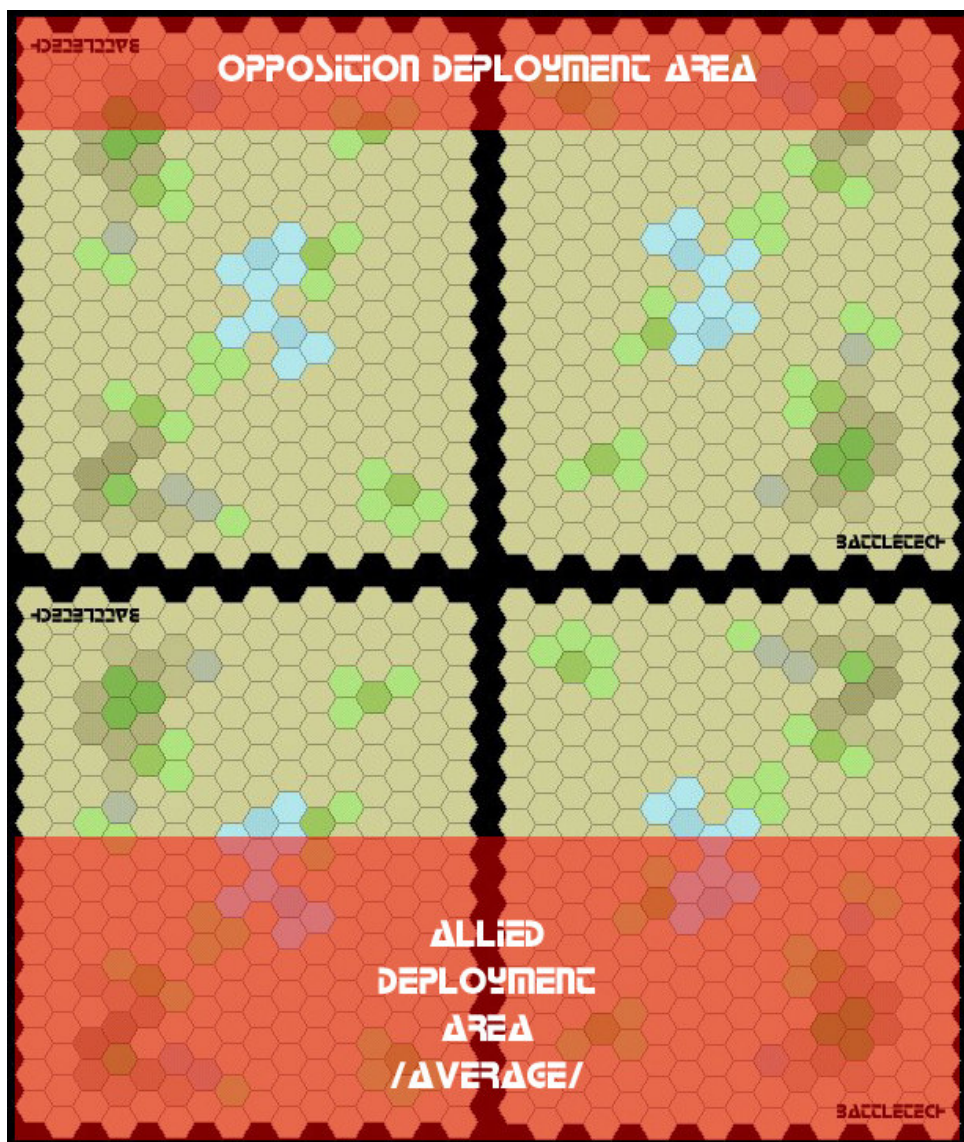
Consists of any lance at the player's disposal, plus the "Marshal Zhukov"

#### **Opposition units:**

Consists of identical weight and skills as Allied force, except lead Word of Blake element. WoB commander possesses G0/P1 skill set.







## **Deployment:**

Allied force deploys within walking MP of south edge of combat area.

Opposition force deploys within three hexes of north edge of combat area.

At the end of every turn, roll 2D6. Starting with two and adding one each turn to a maximum of eight, if the roll matches the target number, one opposition 'Mech is revealed to be Nikolai's deep cover agent. Allied player picks a single opposition 'Mech, not to include the WoB commander, to add to his force at it's current location. If roll fails, add one to target number for next round.

Map layout with deployment zones illustrated on page 49

## **Post Scenario:**

If the Allies crush the Opposition, go to scenario SEVENTEEN (17)  
If the Opposition trounces the Allies, go to scenario EIGHTEEN (18)

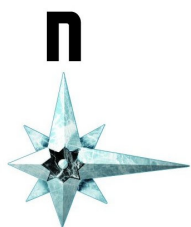
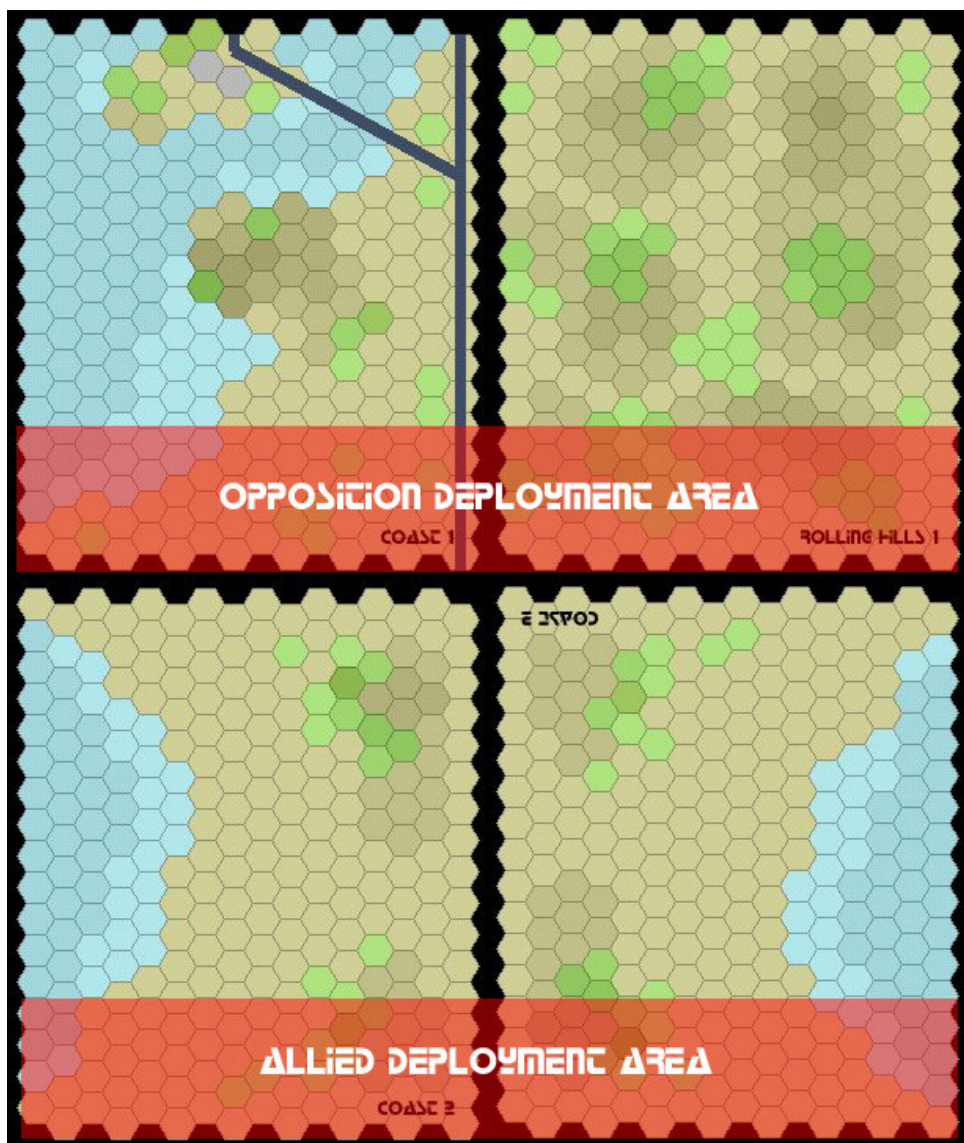
## **Scenario Sixteen: Isle of Hope**

Catalina Island  
Chara III (Pacifica), Freedom Theater  
Lyran Alliance (Word of Blake Protectorate)  
15 January 3072

It would be hard to consider the campaign anything but a disaster. Several allied units lay shattered across both halves of Pacifica's continent. The remainder lay on this tiny island where a daring Kell Hound pilot had brought his *Union* down inside a small valley. Sergei ordered a little rest and repair, and found a little bright spot as well. The Hound pilot had seen a Word Of Blake unit pass by on the mainland, overlooking the small island off shore, their command unit trailing behind them. If they could destroy that unit, maybe they could force the Blakist's command out of the starport. It was like holding a pair of fours in a high stakes card game, but hell, it was also the last hand.

## **Situation:**

Realizing that only a total disruption of opposition command had any chance for the success of the operation, they had to lure it out of the confines of the spaceport. The decision is made to ambush a Word of Blake force and reduce it to make the Word of Blake Command react to the threat.



## Combat Area Scenario Sixteen: Isle of Hope

## **Force Composition:**

### **Allied units:**

Consists of any 320 ton lance at the players disposal

### **Opposition units:**

Consists of 240 ton lances, with skill levels one better than Allied forces.

### **Deployment:**

Allied force starts within four hexes of south edge of combat area

Opposition force starts with four hexes of south edges of “Coast #1” or “Rolling Hills #1” maps, facing north

Map layout with deployment zones illustrated on page 51

### **Post Scenario:**

If the Allies boost their morale with victory, go to scenario FIFTEEN (15)

If the Opposition beats the hope out of the Allies, go to scenario EIGHTEEN (18)





## **Scenario Seventeen: Extreme Sanction**

Melissa Steiner Memorial Starport  
Chara III (Pacifica), Freedom Theater  
Lyran Alliance  
19 January 3072

The blackened hulk gave little indication it had once been a seventy-five ton *Toyama*. It had blocked the main gate into the starport when Sergei Chereneko broadcast his request for unconditional surrender. A salvo of LRM's had been the Blakist's reply. Without orders his command had returned a volley. Thirty-one different 'Mechs had shot at the Blakist, he and his machine hadn't a chance. He'd offered pity merely to have only spite as a reply. The only thing left in his bag of emotions for the Word of Blake was contempt. He was, after all, his father's son.

### **Situation:**

As the Word of Blake command cohesion disintegrated, the starport garrison marches out in an omega unit configuration in a last ditch attempt to halt the Allies

### **Force Composition:**

#### **Allied units:**

Consists of any lance of the players choosing

#### **Opposition units:**

Consists of Allied weight minus 80 tons per lance, at one skill level lower than the Allied units. If the Allies take nothing but 160 ton lances, skill levels are two levels below Allied units.

### **Deployment:**

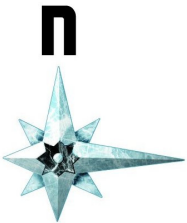
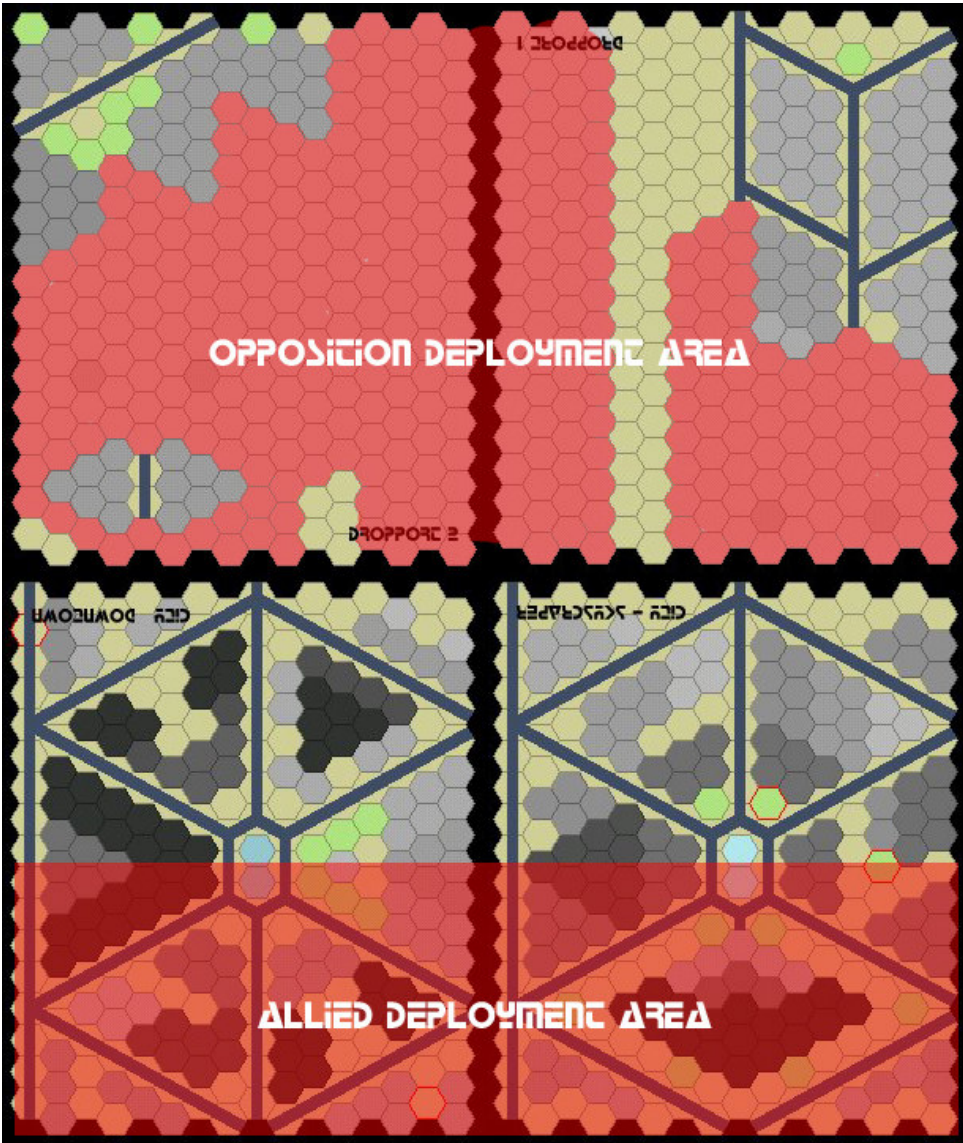
Allied units start on southern halves of "City" maps

Opposition units start on any pavement hex on "Dropport" maps

Map layout with deployment zones illustrated on page 54

### **Post Scenario:**

This is a cakewalk, a mop-up operation geared to let the Allies blow up some Blakists just for one last round of fun. Pacifica is free, returned to the bosom of the Lyran Alliance. After the last of the Word of Blake is rounded up, the units will leave for their original postings... after one hell of a party. Congratulations on the success of OPERATION: RED AR-RAY



Combat Area  
Scenario Seventeen:  
Extreme Sanction

## **Scenario Eighteen: Last Stand at the SLDF Facility**

Abandoned SLDF Facility  
Chara III (Pacifica)  
Word of Blake Protectorate  
19 January 3072

The ground began to recede from the dropship's viewport sending Sergei Chereneko into orbit with an acrid taste in his mouth. Not only blood from where he'd bit his lip ejecting from his dying *Wraith*, but that of defeat. Right now, the remaining shattered elements of his command were moving to make their stand in the warrens of the old Star League facility. He'd left behind a dropshuttle, not knowing until he'd talked to Father MacKenzie of the irony of assigning that particular craft to the duty. If any survived, they'd survive on the *Kobiashi Maru*...

### **Situation:**

Allied command has saved all the troops they could before being overrun. Unfortunately some had to be left behind. Knowing the rumors of Word Of Blake reeducation camps, the remnants choose to fight a last stand and die with honor.

### **Force Composition:**

#### **Allied units:**

Consists of any lance at the player's disposal

#### **Opposition units:**

Consists of same weight as Allies plus eighty tons, with pilots two skill levels better than their counterparts, to a maximum of G0/P0

### **Deployment:**

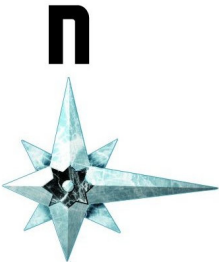
Allied force deploys on any level 1 hex inside canyon walls.

Opposition force begins on any edge hex on any side of combat area. If an opposition 'Mech is destroyed it is replaced with a new 'Mech within 5 tons of weight of the destroyed unit, at one skill level below that of the first unit's pilot. When the second replacement for that unit is destroyed, no further replacements are issued.

Map layout with deployment zones illustrated on page 56

### **Post Scenario:**

This is the last scenario. It really is a "no-win" situation, a last stand against overwhelming odds, designed only to get pilots blown from their 'Mechs. Operation: RED ARRAY has ended in failure; Pacifica is firmly in the grip of the Word Of Blake. If you didn't die here, it would just force the Archon to kill you later. Despite that, congratulations on making it through RED ARRAY... almost.



Combat Area  
Scenario Eighteen:  
Last Stand at the  
SLDF Facility



## GAME NOTES:

OPERATION: RED ARRAY started as one of those “what if” ideas. We really couldn’t do long, drawn out campaigns with resource tracking or salvage or combat points or such, but we wanted to do more than “pick-up” games. The solution hit us when we picked up an old, tired copy of Origin’s *Kilrathi Saga* and were reintroduced to the joys that were *Wing Commander I*. Inside the manual was the one thing we’d forgotten about the game, the “mission tree”. It descended from a single start point to a winning and a losing ending. It even had the guide to the possible outcomes of the game. If it would work for the Vega Sector, why couldn’t it work for the Freedom Theater?

Writing, layout, art, all that naturally devolved onto me. I’ve been running the fights for years, so it wasn’t like the others were going to do it, but that’s ok. Heck, I like to write. My job was to keep it somewhat realistic, and to make it interesting enough to play. Surprisingly enough was that when we did begin to play test it at Gaming Experience, people began to take notice of us five or six BattleTech Rednecks in the back room. Some people have just gotten hooked on the story. I guess that means I done good.

I left O:RA pretty open. It’s a structure, and is easily adaptable to salvage, and force tracking, and all those complicated strategies that people want to play. But it’s a framework and a campaign, you don’t need any of that because it’s the battles that determine where one goes from there, so you can just take a company and play on through if you’d like.

For those of you who’d like to try your hand at playing or running Red Array, I’m giving it away in PDF format to all who want it. No cost. My way of giving back to the Battletech Community with more than designs, artwork, or bad comments on the message board. I’ve been playing this silly game for twenty years now, missed out on the BattleD\*\*\*\*s years, and have been a loyal Lyran since the beginning. Crescent Hawk’s Inception was important in defining that image, so that’s why we came back to Pacifica III.

Special thanks go out to Westwood Associates (defunct) for putting out CHI way, way back in the day. Mike Stackpole for writing novels worth reading. Loren Coleman, despite his fascination with all things Capellan, for continuing the work better than many gave him credit for. Robert Thurston for giving us a different look at the Clans. Bob Charrette for the Dragoons and Combine novels. Randall Bills for keeping the dream alive.

Finally, I thank my crew for putting up with this obsession that’s garnered me about ten thousand Kroner... er DOLLARS worth of sourcebooks, minis, and novels. My nephew Cameron “The Kid” Spears. My girlfriend Opalin “The Keeper” Pickens for picking up the game. My friend Lance “Ion Tiger” Hughes for saying “Well, since FASA’s Star Trek game went under, why don’t we play this robot game...” and getting me back into the life. And John “Ace” Hallum, for following my lead and trying out my weird ideas for these twenty years.

Robert “Hawkeye” Frank II  
Battletech Commando 184  
BATTLETECH REDNECK #1

# BattleMech Technical Readout

Type/Model: Marshal Zhukov MSHL-3F  
 Tech: Inner Sphere / 3055  
 Config: Biped BattleMech  
 Rules: Level 2, Standard design

Mass: 80 tons  
 Chassis: Wells 990 Standard  
 Power Plant: 320 Ford Light Fusion  
 Walking Speed: 43.2 km/h  
 Maximum Speed: 64.8 km/h  
 Jump Jets: 4 Chevron I Standard Jump Jets  
 Jump Capacity: 120 meters  
 Armor Type: Krupp 200 Standard  
 Armament:  
   8 ChrisComp 39 Medium Lasers  
   1 Holly LRM 20  
 Manufacturer: Monolithic Heavy Industries  
   Location: Aberystwyth  
 Communications System: Colmax 90  
 Targeting & Tracking System: Dalban AQ

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Type/Model: Marshal MSHL-3F  
 Mass: 80 tons

Equipment:		Crits	Mass
Int. Struct.:	122 pts Standard	0	8.00
Engine:	320 Light Fusion	10	17.00
Walking MP:	4		
Running MP:	6		
Jumping MP:	4		
Heat Sinks:	16 Double [32]	12	6.00
(Heat Sink Loc: 2 LA, 1 RA, 1 RT)			
Gyro:		4	4.00
Cockpit, Life Supt.:		5	3.00
Actuators: L: Sh+UA+LA+H	R: Sh+UA+LA+H	16	.00
Armor Factor:	247 pts Standard	0	15.50

	Internal Structure	Armor Value
Head:	3	9
Center Torso:	25	38
Center Torso (Rear):		12
L/R Side Torso:	17	26/26
L/R Side Torso (Rear):		8/8
L/R Arm:	13	26/26
L/R Leg:	17	34/34

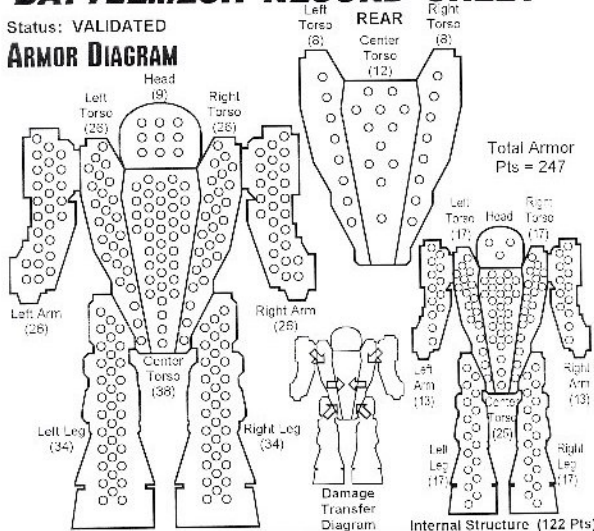
Weapons and Equipment	Loc	Heat	Ammo	Crits	Mass
1 Medium Laser	RA	3		1	1.00
1 Medium Laser	LA	3		1	1.00
5 Medium Lasers	RT	15		5	5.00
1 LRM 20	LT	6	12	7	12.00
(Ammo Locations: 2 LT)					
1 Medium Laser	HD	3		1	1.00
1 Targeting Computer	RT			2	2.00
CASE Equipment:	LT			1	.50
4 Standard Jump Jets:				4	4.00
(Jump Jet Loc: 2 CT, 1 LL, 1 RL)					
-----					
TOTALS:		30		69	80.00
Crits & Tons Left:				9	.00

#### Calculated Factors:

Total Cost: 14,799,240 C-Bills  
 Battle Value: 1,899  
 Cost per BV: 7,793.18  
 Weapon Value: 3,277 / 3,277 (Ratio = 1.73 / 1.73)  
 Damage Factors: SRDmg = 37; MRDmg = 16; LRDmg = 5  
 BattleForce2: MP: 4J, Armor/Structure: 6/5  
 Damage PB/M/L: 7/6/1, Overheat: 0  
 Class: MA; Point Value: 19  
 Specials: if

Status: VALIDATED

**ARMOR DIAGRAM**



## Left Arm

- |     |                    |
|-----|--------------------|
| 1.  | Shoulder           |
| 2.  | Upper Arm Actuator |
| 1-3 | Lower Arm Actuator |
| 4.  | Hand Actuator      |
| 5.  | Medium Laser       |
| 6.  | Double Heat Sink   |
| 1.  | Double Heat Sink   |
| 2.  | Double Heat Sink   |
| 4-6 | Double Heat Sink   |
| 4.  | Double Heat Sink   |
| 5.  | Double Heat Sink   |
| 6.  | Roll Again         |

## Left Torso

- |     |    |                     |
|-----|----|---------------------|
| 1-3 | 1. | Light Fusion Engine |
|     | 2. | Light Fusion Engine |
|     | 3. | LRM 20              |
|     | 4. | LRM 20              |
|     | 5. | LRM 20              |
| 4-6 | 1. | LRM 20              |
|     | 2. | Ammo (LRM 20) 6     |
|     | 3. | Ammo (LRM 20) 6     |
|     | 4. | CASE                |
|     | 5. | Roll Again          |
|     | 6. | Roll Again          |

## Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Roll Axis

## Head

1. Life Support
2. Sensors
3. Cockpit
4. Medium Laser
5. Sensors
6. Life Support

## Center Torso

- |     |   |
|-----|---|
| 1-3 | <ol style="list-style-type: none"> <li>1. Light Fusion Engine</li> <li>2. Light Fusion Engine</li> <li>3. Light Fusion Engine</li> <li>4. Gyro</li> <li>5. Gyro</li> <li>6. Gyro</li> </ol>         |
| 4-6 | <ol style="list-style-type: none"> <li>1. Gyro</li> <li>2. Light Fusion Engine</li> <li>3. Light Fusion Engine</li> <li>4. Light Fusion Engine</li> <li>5. Jump Jet</li> <li>6. Jump Jet</li> </ol> |

## Right Arm

- |     |                    |
|-----|--------------------|
| 1.  | Shoulder           |
| 2.  | Upper Arm Actuator |
| 1-3 | Lower Arm Actuator |
| 4.  | Hand Actuator      |
| 5.  | Medium Laser       |
| 6.  | Double Heat Sink   |
| 1.  | Double Heat Sink   |
| 2.  | Double Heat Sink   |
| 4-6 | Roll Again         |
| 4.  | Roll Again         |
| 5.  | Roll Again         |
| 6.  | Roll Again         |

## Right Torso

- |     |                     |
|-----|---------------------|
| 1.  | Light Fusion Engine |
| 2.  | Light Fusion Engine |
| 1-3 | Medium Laser        |
|     | Medium Laser        |
| 5.  | Medium Laser        |
| 6.  | Medium Laser        |
| 1.  | Medium Laser        |
| 2.  | Targeting Computer  |
| 3.  | Targeting Computer  |
| 4-6 | Double Heat Sink    |
|     | Double Heat Sink    |
|     | Double Heat Sink    |

## Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Roll Again

Battle Value: 1,899  
Weapon Value: 3,277 / 3,277  
Cost: G-Bills: 14,799,240

## 'MECH DATA

Type: Marshal MSHL-3F

Mass: 80 tons

**Movement Points:** Tech, Config. & Level:

Walking: 4 Inner Sphere

Running: 6      Biped 'Mech  
Jumping: 4      Level 2 / 3055

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Shft	Med	Eng
1	Medium Laser	RA	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
5	Medium Laser	RT	3	5	-	3	6	9
1	LRM 20	LT	6	14	11	6	7	14
1	Medium Laser	HD	3	5	-	3	6	9
1	Targeting Computer							

Ammo Type:	Rounds:	DW
LBM 20	12	75

Total Heat Sinks: 16 Double (32)

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Auto Eject: ☐ Operational ☐ Disabled      Weapon Heat: (30)

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

Hits Taken	1	2	3	4	5	6
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Consciousness #	3	5	7	10	11	Dead
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### HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+1 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Points
4	
3	
2	
1	
0	

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