

# BATTLETECH™

## TURNING POINTS TYRFING™





**BATTLETECH**  
**TURNING POINTS**  
**TYRFING**<sup>TM</sup>

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**35TP024**



# Renda in Waiting

**SLDF Storage Site TV-9**  
**Tyrfing**  
**Free Worlds League**  
**15 December 2788**

Leftenant Renda Montauban of the Fourth Davion Guards swallowed the lump in her throat. She commanded a recon lance. Waiting in ambush was hardly her stock-in-trade. And as far as she'd ever experienced, an ambush of this type was completely unheard of. That only made her more nervous.

Like the rest of her lance, she was buttoned up tightly in her cockpit in one of the gantries lining the walls of the immense BattleMech facility that stencils on the wall identified as SLDF Storage Site TV-9. Renda didn't know if that meant there were another eight such warehouses on Tyrfing or not. And she didn't have time to dwell on it. Her audio pickups screamed.

There was no communication allowed, so she couldn't ask if anyone else had heard the sound of a BattleMech's foot scraping against the ferrocrete floor. Nor could she turn her *Phoenix Hawk's* head to look where she thought it had originated. If she were powered up, she might be able to look at the compressed view of her 'Mech's cameras displayed in the HUD. But everyone was under strict orders to keep their engines off until the trap was sprung. Only passive sensors, like audio pickups, were allowed until the prey sprung the trap.

A shadow crossed the viewport in front of her. She held her breath, despite the impossibility of the approaching enemy hearing her respiration. A shape eclipsed the view of the immense stack of ammunition crates lined up opposite the gantried ranks of BattleMechs. She hoped the technicians' efforts to scour the paint off her 'Mech fooled the enemy, or that the enemy was not very observant. She'd complained about the shiny surface showing the traces of grinding, making her precious Bayard stand out from the age-dulled surfaces of the treasure trove of 'Mechs surrounding her. There was nothing to do about it now except trust Captain Kieran's assurances that she was overreacting.

The unmistakable silhouette of a *Thunderbolt* crept past her. Its black paint swallowed the meager lighting, but the massive jaws and shark's eyes

painted over the 'Mech's head identified it as one of the Black Sharks. They were mercenaries now, but they had once served the Usurper. Worse, they were selling their services to the Draconis Combine. Renda narrowed her eyes and embraced a surge of hatred.

The *Thunderbolt* moved further down the wall out of view. It was trailed by a *Hunchback* and two *Shadow Hawks*. She smiled. In the open field, she wouldn't worry over such opposition. She'd run circles around them. In a close-in fight, though, Bayard and her lancemates—a *Wasp*, *Stinger*, and *Spider*—would be hopelessly outgunned. The current situation was another animal entirely.

The storage site was filled not just with pristine BattleMechs and tanks, but staggering amounts of ammunition. The stack of crates across the aisle was just one of hundreds. If the enemy went mad and relied on weapons fire to escape the ambush, the whole site might be destroyed. That would be a colossal waste of lives and precious materiel that all five Houses hoped to claim. If these were Drac regulars, she might fear such a cataclysmic outcome. Knowing they were the Usurper's former stooges, though, eased those fears. The Black Sharks might be despicable, but they were *survivors*. They would never commit suicide, even to deny the enemy such a trove.

Another lance of Sharks passed by a few minutes later, and still she held her place. It was not for her to spring the trap unless she was discovered. They needed as many of the enemy in and among the explosive loot before attacking. This was to be a true brawl, limited to fists and feet. The Sharks were a heavier command than the Fourth. Surprise would have to make the difference, if the numbers were even. Two lances had passed so far, but there might be others moving along different routes.

A third lance moved past. The last in line, another *Phoenix Hawk*, stopped suddenly before it left her field of view. Her eyes widened. She tightened her grip on Bayard's controls. Unconsciously she pushed herself back into her command couch, preparing for sudden acceleration. The enemy stepped back and stopped again, directly in front of her. It turned to face her.

Her face split with a predatory grin. She slammed her fist against Bayard's control panel, shock-starting her reactor. Her fists were arcing toward the enemy *Phoenix Hawk's* head before her monitors completed their startup sequence. The time for fear, concern, anticipation, and dread were over. The time for killing had arrived.



# TURNING POINTS TYRFING™

**W**elcome to the next in the series of *Turning Points* campaign products, designed to give players the opportunity to fight in some of the landmark conflicts of *BattleTech's* tumultuous history using the *Alpha Strike* or *Total Warfare* rulesets.

The general information contained in the **Atlas** and **Combatants** sections give players the tools needed to fight an infinite number of engagements in 2788, while the **Tracks** detail some of the more pivotal battles between the five Houses fighting on Tyrfing. The **Tracks** section can also be used with stand-alone games set in the 2788 time frame.

The **Atlas** section presents a global overview and some quick facts about Tyrfing. Included in this section are terrain tables broken into various categories. These tables can be used as a random means to determine the maps used in the tracks or simply as a guide to the types of terrain found on the world. This section also contains a list of various additional terrain types, environments, and other rules that can be used to enhance the gameplay experience. All players should agree whether to use any or all of these features before play begins.

The **Combatants** section details the units that participated in the conflict and can be used by players who wish to add authenticity to their games. However, these forces are provided only as a guideline, and players are encouraged to use other forces at their option to attempt to rewrite history. This allows the players to pursue the tracks with different forces as they desire. Players should feel free to balance the forces in each track as they see fit, whether by battle value, tonnage, total number of units, or whatever else suits them.

The **Tracks** section presents the tracks set during the events listed. For those playing the campaign, the tracks can be played in any order, representing the chaotic nature of the battle for Tyrfing. However, those playing a campaign should make an effort to carry over any damage from track to track, as applicable. Players wishing to incorporate these tracks into their *Chaos Campaign* campaigns should use the Warchest Points (WP) listed in the brackets. Optional points are awarded only if the group achieves at least one Objective while using the listed option. Objective points are cumulative as they are achieved, unless otherwise noted.

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**Special Thanks:** For all those who came before and kept the flame burning.

For more information about the nations covered in this OTP and the peoples who have lived and died there, please see: *Field Report: Periphery (FRP)*, *Objectives: Periphery (ObjP)*, and *The Wars of Reaving Supplemental (WRS)*. Various sources are abbreviated in this product. They are: *Total Warfare (TW)*, *Alpha Strike Commanders Edition (ASCE)*, *Campaign Operations (CO)*, *Tactical Operations: Advanced Rules (TO:AR)*, *Combat Manual: Kurita (CM:Kurita)*, and *Historical: Reunification Wars (H:WR)*.

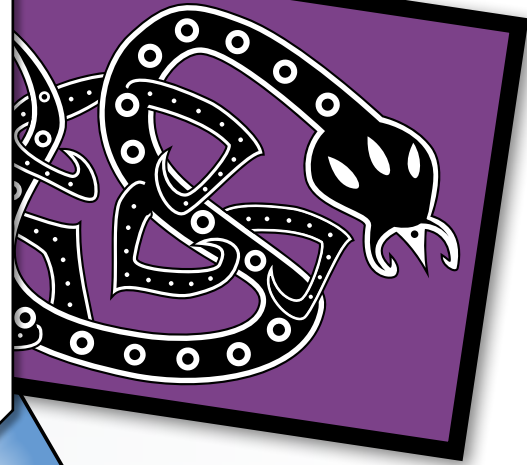


## NOTE!

The last four pages of this PDF are sized for 11" x 17" paper. Please keep this in mind when printing out the document.

### TYRFING (2788)

**Star Type (Recharge Time):** F6V (177 hours)  
**Position in System:** 5  
**Time to Jump Point:** 13.87 days  
**Number of Satellites:** 2 (Dvalli, Durin)  
**Surface Gravity:** 1.04  
**Atm. Pressure:** Standard (Tainted)  
**Equatorial Temperature:** 33°C (Arid)  
**Surface Water:** 47 percent  
**Recharging Station:** Nadir  
**HPG Class Type:** B  
**Highest Native Life:** Microbes  
**Population:** 1,608,000,000  
**Socio-Industrial Levels:** C-B-B-C-C



# TYRFING

Originally known as the Tabit system, the Terran Hegemony colonized the system in the 2350s. The colonists were primarily of Scandinavian extraction. They renamed the system Tyrfin, after a mythical Norse sword. Similarly the continents, satellites, and cities were named after elements of the Tyrfin Cycle. The colonists discovered evidence of the abandoned colony efforts in the form of mining and habitation ruins. Terraforming, aided in part by seeding of beneficial flora by the earlier failed colony, enabled human life to prosper everywhere throughout Tyrfin. Development was aided by a large tourism draw due to the naturally-occurring crystal formations found primarily in the lowlands. In particular, the kilometers-long Great Crystal Valley, home to enormous phosphorescent crystals in the eastern region of Angantyr continent, attracted tens of thousands of tourists daily under the Terran Hegemony.

Under the Star League, Tyrfin's prominence increased as the world became more heavily-industrialized. As a provincial capital, Tyrfin hosted a sophisticated space defense network and five Castles Brian to protect its three billion inhabitants. Stefan the Usurper made use of these defenses after seizing control of the Star League. Overcoming them took the SLDF two years and multiple orbital, nuclear, and chemical weapon attacks. Much of the planet was devastated and the atmosphere was tainted. Little recovery had been completed before Kerensky's Exodus. Despite the panicked flight of its citizens, the Free Worlds League annexed the world in 2786 as the Star League's collapse led to rumors of weapons caches and abandoned SLDF equipment.

## Mapsheets

The following tables represent the categories of terrain that can be found on the battlefields of Tyrfin. While *Alpha Strike* encourages players to utilize terrain tables, many players prefer to use pre-printed mapsheets. Players using mapsheets may either select a map from the appropriate table or randomly determine which map to use, unless otherwise specified. Note also that the various MapPacks may be used to alter the terrain of individual mapsheets as players deem appropriate. BT = *Classic BattleTech Introductory Box Set*, MPG = *Map Pack Grasslands*, MS = *Map Set*, MSC = *Map Set Compilation*. Players using terrain should use the Terrain Table as a guideline for setting up terrain appropriate to the world their battle is taking place on.

## Optional Rules

If all players agree, the following particular effects from may be used to add specific aspects to the battles played out on Tyrfin.

## Base Terrain Types

- Heavy Industrial Zone (see p. 20, *TO:AR*)
- Rough (Ultra) (see p. 37, *TO:AR*)
- Sheer Cliffs (see p. 37, *TO:AR*)

## TYRFING MAPSHEETS TABLE

CASTLE BRIAN RUINS	2D6 Result	Map
	1	Wilderness*
	2	Military Base #1 (MS7)
	3	Wilderness*
	4	Drop Port #1 (MS7)
	5	Drop Port #2 (MS7)
	6	Military Base #2 (MS7)

\* Roll on the Wilderness Map Table. Wilderness maps should be outside the perimeter of the Castle Brian (i.e., as its surroundings).

WILDERNESS †	2D6 Result	Map
	2	Scattered Woods (MS2, MSC1)
	3	Moonscape #1 (MS5, MSC1)
	4	Wide River (MS6, MSC2)
	5	Open Terrain #3 (MPG)
	6	Desert Hills (MS2, MSC1)
	7	Open Terrain #2 (MPG)
	8	City Ruins (MS2, MSC1)
	9	Moonscape #2 (MS5, MSC1)
	10	Wide River (MS6, MSC2)
	11	BattleTech (BT, MS2, MSC1)
	12	BattleForce (MS6, MSC1)

† Replace all Wooded Terrain with Crystal formations (see p. 13).

TUNNEL ‡	2D6 Result	Map
	2	Desert Sinkhole #1 (MS3, MSC1)
	3	Moonscape #2 (MS5, MSC2)
	4	City Ruins (MS2, MSC1)
	5	Desert Mountain #2 (MS3, MSC1)
	6	Lake Area (MS2, MSC1)
	7	Desert Sinkhole #2 (MS3, MSC1)
	8	Desert Hills (MS2, MSC1)
	9	Moonscape #1 (MS5, MSC1)
	10	Wide River (MS6, MSC2)
	11	Large Lakes #1 (MS4, MSC1)
	12	Desert Mountain #1 (MS3, MSC1)

‡ Replace all Wooded Terrain with Stalagmite/Stalactite formations (see p. 13).

# RANDOM ASSIGNMENT TABLES

Random Assignment Tables are meant to be used by players wishing to determine their forces randomly, or help them determine the likely equipment used by each side during the struggle for Tyrning. Players are not required to use these tables, especially when using player-group units. To randomly assign pilot quality, see the appropriate tables in *Total Warfare* (see p. 273, TW).

To use these RATs, first determine the appropriate unit type and weight class for the force being generated from its description in the Combatants section. Then roll 2D6 on the unit type/weight class table to obtain a random unit.

Note: 'Mechs marked with an asterisk (\*) indicate a quad design.

## RANDOM ASSIGNMENT TABLES: TYRFING, 2788

CAPELLAN CONFEDERATION	2d6 Result	Light	Medium	Heavy	Assault
	2	UM-R60 UrbanMech [30]	GRF-2N Griffin [55]	GLT-3N Guillotine [70]	CGR-1A1 Charger [80]
	3	MCY-99 Mercury [20]	PXH-2 Phoenix Hawk [45]	WHM-6Rb Warhammer [70]	HGN-732 Highlander [90]
	4	SDR-5V Spider [30]	CDA-2A Cicada [40]	OSR-2C Ostroc [60]	BLR-1G BattleMaster [85]
	5	HER-1S Hermes [30]	HOP-4B Hoplite [55]	CHP-1N Champion [60]	EMP-6A Emperor [90]
	6	STG-3G Stinger [20]	HBK-4G Hunchback [50]	CRD-3L Crusader [65]	PLG-1N Pillager [100]
	7	FRB-2E Firebee [35]	GRF-1N Griffin [55]	CRD-2R Crusader [65]	STK-3F Stalker [85]
	8	LCT-1V Locust [20]	WVR-6R Wolverine [55]	KSC-3L Koschei [65]	STC-2C Striker [80]
	9	FS9-K Firestarter [35]	WVE-5N Wyvern [45]	CPLT-C1 Catapult [65]	THG-11E Thug [80]
	10	WSP-1A Wasp [20]	CLNT-2-3T Clint [40]	TDR-5S Thunderbolt [65]	VTR-9B Victor [80]
	11	PNT-8Z Panther [35]	CRB-27 Crab [50]	CHP-1N2 Champion [60]	AWS-8Q Awesome [80]
	12	FFL-3A Firefly [30]	SCP-1N Scorpion [55]*	KSC-3I Koschei [65]	BLR-1Gc BattleMaster [85]

DRACONIS COMBINE	2d6 Result	Light	Medium	Heavy	Assault
	2	THE-N Thorn [20]	PXH-1Kk Phoenix Hawk [45]	LNC25-01 Lancelot [60]	STC-2C Striker [80]
	3	OTT-7J Ostscout [35]	WVE-5N Wyvern [45]	WHM-6R Warhammer [70]	HGN-732 Highlander [90]
	4	MON-66 Mongoose [25]	PXH-1 Phoenix Hawk [45]	BMB-12D Bombardier [65]	THG-11E Thug [80]
	5	SDR-5V Spider [30]	SHD-2H Shadow Hawk [55]	EXC-B2 Excalibur [70]	VTR-9B Victor [80]
	6	STG-3G Stinger [20]	CDA-2A Cicada [40]	ARC-2R Archer [70]	STK-3Fk Stalker [85]
	7	PNT-9R Panther [35]	PXH-1K Phoenix Hawk [45]	DRG-1N Dragon [60]	BNC-3E Banshee [95]
	8	WSP-1A Wasp [20]	GRF-1N Griffin [55]	CPLT-C1 Catapult [65]	GOL-1H Goliath [80]*
	9	STG-3R Stinger [20]	WVR-6K Wolverine [55]	TDR-5S Thunderbolt [65]	BLR-1G Battlemaster [85]
	10	PNT-8Z Panther [35]	HBK-4G Hunchback [50]	CPLT-C1b Catapult [65]	KGC-000 King Crab [100]
	11	LCT-1V Locust [20]	WTH-1 Whitworth [40]	RFL-3N Rifleman [60]	LGB-0W Longbow [85]
	12	HER-1S Hermes [30]	KTO-19 Kintaro [55]	WHM-6Rk Warhammer [70]	CGR-1A1 Charger [80]

FEDERATED SUNS	2d6 Result	Light	Medium	Heavy	Assault
	2	HSR-200 Hussar [30]	HOP-4C Hoplite [55]	MAD-1R Marauder [75]	BLR-1Gd BattleMaster [85]
	3	FS9-H Firestarter [35]	BJ-1 Blackjack [45]	RFL-3N Rifleman [60]	LGB-7Q Longbow [85]
	4	TLN-5V Talon [35]	CLNT-2-3T Clint [40]	OTL-4D Ostsol [60]	EMP-5A Emperor [90]
	5	LCT-1V Locust [20]	PXH-1 Phoenix Hawk [45]	MAD-2R Marauder [75]	BNC-3E Banshee [95]
	6	STG-3R Stinger [20]	WVR-6R Wolverine [55]	WHM-6R Warhammer [70]	VTR-9B Victor [80]
	7	WSP-1A Wasp [20]	DV-6M Dervish [55]	ARC-2R Archer [70]	BLR-1G BattleMaster [85]
	8	JVN-10N Javelin [30]	SHD-2H Shadow Hawk [55]	MAD-2R Marauder [75]	EMP-6A Emperor [90]
	9	FLC-4N Falcon [30]	GRF-1N Griffin [55]	WHM-6R Warhammer [70]	AWS-8Q Awesome [80]
	10	MON-66 Mongoose [25]	PXH-1 Phoenix Hawk [45]	BL-6-KNT Black Knight [75]	STK-3F Stalker [85]
	11	OTT-7J Ostscout [35]	ASN-21 Assassin [40]	TDR-5Sd Thunderbolt [65]	THG-11E Thug [80]
	12	NTK-2Q Night Hawk [35]	GRF-2N Griffin [55]	CRD-2R Crusader [65]	PLG-3Z Pillager [100]

## RANDOM ASSIGNMENT TABLES: TYRFING, 2788 (CONTINUED)

FREE WORLDS LEAGUE	2d6 Result	Light	Medium	Heavy	Assault
	2	HER-1Sb Hermes [30]	GRF-2N Griffin [55]	CPLT-C1 Catapult [65]	EMP-6A Emperor [90]
	3	THE-N Thorn [25]	CRB-27 Crab [50]	BL-6-KNT Black Knight [75]	HGN-732 Highlander [90]
	4	STG-3R Stinger [20]	KY2-D-02 Kyudo [45]	FLS-8K Flashman [75]	LGB-0W Longbow [85]
	5	FLE-15 Flea [20]	KTO-19 Kintaro [55]	WHM-6R Warhammer [70]	BLR-1G BattleMaster [85]
	6	SDR-5V Spider [30]	SHD-2H Shadow Hawk [55]	TDR-5S Thunderbolt [65]	STK-3F Stalker [85]
	7	LCT-1V Locust [20]	PXH-1 Phoenix Hawk [45]	MAD-1R Marauder [75]	THG-11E Thug [80]
	8	FLC-4N Falcon [30]	ICR-1S Icarus II [40]	CRD-2R Crusader [65]	AWS-8Q Awesome [80]
	9	WSP-1A Wasp [20]	HBK-4G Hunchback [50]	ON1-K Orion [75]	EMP-5A Emperor [90]
	10	SGT-3G Stinger [20]	WVR-6R Wolverine [55]	ARC-2R Archer [70]	LGB-7Q Longbow [85]
	11	MON-66 Mongoose [25]	SCP-1N Scorpion [55]*	OTL-4D Ostsol [60]	BNC-3M Banshee [95]
	12	TLN-5V Talon [35]	LNX-9Q Lynx [55]	BMB-12D Bombardier [65]	BLR-1Gc BattleMaster [85]

LYRAN COMMONWEALTH	2d6 Result	Light	Medium	Heavy	Assault
	2	TLN-5W Talon [35]	KTO-19 Kintaro [55]	FLS-8K Flashman [75]	STC-2C Striker [80]
	3	FLC-4N Falcon [30]	GLH-1D Galahad [50]	CRD-2R Crusader [65]	BWP-3A Ymir [90]
	4	PNT-8Z Panther [35]	STN-3L Sentinel [40]	GLT-3N Guillotine [70]	THG-11E Thug [80]
	5	COM-1D Commando [25]	GRF-1N Griffin [55]	ARC-2R Archer [70]	AWS-8Q Awesome [80]
	6	FLC-4N Falcon [30]	SHD-2H Shadow Hawk [55]	OSR-2C Ostroc [60]	STK-3F Stalker [85]
	7	COM-2D Commando [25]	GRF-1N Griffin [55]	TDR-5S Thunderbolt [65]	VTR-9B Victor [80]
	8	STG-3R Stinger [20]	PXH-1 Phoenix Hawk [45]	WHM-6R Warhammer [70]	BLR-1G BattleMaster [85]
	9	WSP-1A Wasp [20]	GRF-2N Griffin [55]	CHP-1N2 Champion [60]	BNC-3E Banshee [95]
	10	THE-N Thorn [25]	LNX-9Q Lynx [55]	CRS-6B Crossbow [60]	BWP-2E Ymir [90]
	11	HSR-200-D Hussar [30]	HBK-4G Hunchback [50]	MAD-1R Marauder [75]	KGC-000 King Crab [100]
	12	OTT-7J Ostscout [35]	AL-A1 Alfar [55]	CRS-6C Crossbow [60]	HGN-732 Highlander [90]





## FIVE-WAY WAR

The Battle for Tyrfing in 2788 was not one of conquest. Rather, it was about treasure-hunting. The world had not yet recovered from the horrors of the war against Stefan the Usurper when the Free Worlds League annexed it in 2786, essentially without firing a shot. The Usurper's troops held the world against the SLDF's Fifth Army and Twelfth Fleet, thanks to five Castles Brian and the generous application of nuclear weapons. The SLDF troops were forced to respond in kind, laying waste to vast stretches of the world. The environmental equipment, which made the atmosphere tolerable for human life, was smashed by the time the League finally cracked open the last Castle Brian with nuclear weapons and orbital bombardment. Considered pacified, the SLDF and the war moved on. The surviving population fled in huge numbers even as repairs to the terraforming equipment began. Then the First Succession War came to Tyrfing.

Rumors from an unknown source, suspected to be ComStar, spread throughout the Inner Sphere, telling of valuable weapons caches left behind by the SLDF and the Usurper's forces. Compounding this tantalizing lure were tales of Free Worlds League technicians reviving the battered remnants of the Space Defense System that once guarded the world from orbit. The Free Worlds League's neighbors could not allow such valuable resources to be secreted behind so powerful a shield. In July 2788, both the Lyran Commonwealth and the Capellan Confederation sent forces to seize everything of value they could locate. The defending Twenty-third Marik Militia found themselves pitted against two regiments from each of their hostile neighbors. The Free Worlds League quickly dispatched the Third and Seventh Oriente Hussars to aid the defense.

All three factions vied for control of the ruined Castles Brian and everything else of conceivable value. Much of what they coveted was smashed even further beyond recognition as all three sides engaged one another. Sporadic raids were as likely to peter out as to become full-fledged regimental battles. Infantry troops and vehicle crews suffered the worst. The Twenty-third Marik Militia, hard-put from the start, deployed a number of nuclear and chemical weapons discovered in the ruins, worsening the lingering taint of the earlier SLDF-Usurper conflict. Without the environmental protection of a sealed BattleMech cockpit, these troops died by the hundreds. The Marik Militia was mauled by the Capellans and Lyrans in retaliation. The Twenty-third would be destroyed in the fighting on Tyrfing.

Only a few weeks after the Lyrans and Capellans arrived, a strike force from the Federated Suns appeared in-system. Two AFFS regiments had been dispatched by the desperate nation in hopes of securing anything to aid their faltering defense against the Draconis Combine. The three-way war had become a four-way war. However, ignorant of the profligate use of WMDs, the AFFS forces, so reliant upon conventional forces, looked on in horror as the bulk of their troops died not from direct fire but from the lingering poisons of earlier attacks. Contesting ownership of the various ruins and potential new finds fell exclusively

to the BattleMech regiments of the various forces. The unsympathetic among the combatants made note of the increased cargo space on their DropShips without the need to transport home all the troops lost to weapons of mass destruction.

Two months later, the Draconis Combine landed two regiments of their own on Tyrfing. Perhaps because of their distaste for such forces, or perhaps hearing of the horrors the other Houses had experienced, the Combine troops brought only BattleMechs to the fight. The Five-Way War had begun.

What followed is among the most confusing and poorly-recorded battles of the First Succession War. A force might find itself occupying a position and defending against two or three of the other factions present one day, then attacking that same position the next day alongside some of the forces they fought against the previous day. Alliances came and went, sometimes by the hour, to the point that no one could trust whom they fought beside, knowing they would soon be fighting against them once the time of convenience for alliance had passed.

These chaotic conditions swirled first around four of the ruined Castles Brian. Each House would send a regiment, sometimes alone and sometimes with allies, into the ruins, not knowing if one of the other Houses had troops there or not. As often as not, they would find the ruins deserted, but their very presence alerted the other Houses to the potential of valuable salvage. They would then send their own troops, singly or together, to dislodge the new occupants. Such engagements were the norm in this swirling morass of combat. No true record of those battles exists, as even the commanders involved in them could not keep track of who fought whom and when and where and over what.

What is recorded, at least so far as the resulting damage, is that a six-day, five-way battle took place in December 2788 in the Great Crystal Valley. Elements of every BattleMech regiment, including the survivors of the Twenty-third Marik Militia, clashed in that famed tourist attraction. The vivid landscape of Tyrfing's most famous nature preserve was utterly and completely laid waste. As with the rest of the Five-Way War, though, which commands fought beside or against which others, and on which days, remains unknown. It's certain that each regiment alternated between assaulting and defending various objectives, including the Cave of Wonder, the ruins of Castle Brian CB-T-V-4, Arco-Mine Terminus J-38, and SLDF Storage Site TV-9. Minefields consumed entire hectares of the valley floor. Vast crystal formations dating to before humans first walked upright on Terra were smashed under the tread of BattleMechs piloted by MechWarriors heedless of nature's beauty when precious loot to aid in further destruction lay within grasp.

The Five-Way War moved beyond the Great Crystal Valley, and for the next nine weeks sporadic fighting continued over various sites. These included the last tenuous remnants of the world's once-vast industrial cities. Soon, these too were smashed into unsalvageable ruination. One by one, in February 2789, the invaders took to their DropShips and departed the Tyrfing system. None claimed victory. Neither did the League troops who held the world. For what worth is ruination?

# COMMANDERS

## NIKOLINA TATARINOV

**Rank:** Colonel (Capellan Confederation)

**Born:** 2724 (64 in 2788)

Nikolina Tatarinov began her career in the Ares Titans. Her skill and courage eventually earned her a billet in the elite Red Lancers. For twenty years, she served with distinction, rising to command Second Battalion, Nikolina's Nightmares. As she aged, though, she realized her skills were deteriorating. She requested a transfer to a "less famed" unit, so that her faltering abilities would not detract from the Lancers' sterling reputation. The Chancellor took a personal interest in a warrior choosing to serve the best interests of the Chancellor by seeking to leave such a premiere command. She rewarded Tatarinov's selflessness with command of the Prefectorate Guard in 2781.

Even though she was unable to keep up with her Lancers' comrades, she ran circles around those in her new command. She has sought to subvert the Guard's low-intensity mindset with one geared more toward actual combat. Her desire to improve her troops led her to request a combat assignment outside the Capellan Commonality. The Chancellor obliged by cajoling the Prefectorate Council to approve sending the Guard to Tyrfin, but only on the condition that the command's fighters and infantry remain behind to defend the halls of government. Tatarinov was only too happy to oblige.

**Skill:** Regular (4) (TW: G4/P5)

**BattleMech:** *Crusader* CRD-3L

**Special Pilot Abilities:** Jumping Jack (see p. 97, *ASCE*, or p. 76, *CO*)

## HECTOR FUSHIMI

**Rank:** *Tai-sa* (Draconis Combine)

**Born:** 2737 (41 in 2788)

Hector Fushimi was an exemplary MechWarrior in the Third Sword of Light, commanding Third Battalion as a *sho-sa*. When the Eighth Sword of Light was being formed, officers were sought. Fushimi was the most experienced of those who volunteered. He was promoted to *tai-sa* and given command.

His new command had been the Fourth Sun Zhang Cadre. Rather than reassign them to individual commands, nearly the entire cadre was converted to the Eighth Sword, after sufficient (and standard) vetting of loyalties. The Jade Dragon was still fresh from the forge, but they were tempered in the fires of Hesperus II. This defeat sobered Fushimi and his troops. The Sword of Light was not known for failing to complete its objectives. Fushimi knew his personal honor was at stake, along with the collective honor of the warriors under his command. He volunteered for the long-distance mission to Tyrfin as a way to prove his failure was not due to cowardice. But he knew going in that a second failure might only be atoned for via *seppuku*.

**Skill:** Elite (2) (TW: G2/P3)

**BattleMech:** *Phoenix Hawk* PXH-1

**Special Pilot Abilities:** Jumping Jack (see p. 97, *ASCE*, or p. 76, *CO*) and Maneuvering Ace (see p. 97, *ASCE*, or p. 77, *CO*)

## ELIJAH WALLACE MITROVICH

**Rank:** Colonel (Federated Suns)

**Born:** 2725 (63 in 2788)

Eli Mitrovich's promotion to command the Fourth Davion Guards should have been the triumphant moment of his life. However, succeeding one of the most charismatic, beloved, and successful commanders in all of the AFFS left him in an unenviable position. The Fourth was already the pride of the AFFS, having won wargames against the best the SLDF had to offer. There was little room for improvement, for Mitrovich to make his mark.

Thus, he stagnated. While many of his classmates from Albion went on to become generals and marshals, he remained a colonel. Compounding his troubles, he succeeded Colonel Stopek, who was named Prince's Champion, and the Fourth atrophied. Despite near-constant combat with the Draconis Combine, Mitrovich's lack of will permeated the ranks.

The dedication to constant training when not engaged in combat fell by the wayside. As losses mounted from combat, retirement, and transfers, replacements fell into line with the rank and file.

The outbreak of the First Succession War changed that. Immediately, wargames were unimportant as the fate of the nation depended upon every man and woman in uniform. The Fourth might be a shadow of its former self, but the defeatist attitude evaporated in an instant. Mitrovich kindled that fire within himself and became a hard-charging lead-from-the-front commander overnight, and his troops would lay down their lives at his order.

**Skill:** Veteran (3) (TW: G3/P4)

**BattleMech:** *Archer* ARC-2R

**Special Pilot Abilities:** Combat Intuition (see p. 93, *ASCE*, or p. 72, *CO*) and Oblique Attacker (see p. 98, *ASCE*, or p. 78, *CO*)

## RODRIGO SULLIVAN

**Rank:** Colonel (Free Worlds League)

**Born:** 2743 (45 in 2788)

Rodrigo Sullivan was a simple rank-and-file MechWarrior who rose through the ranks based more on longevity than exceptional skill. What distinguished him most was a tendency towards stoic silence in the face of even the most terrible conditions. Admirers and detractors alike praised this aspect of his temperament. None of them knew that as a child he had suffered a severe speech impediment. It would return in force during times of stress. To avoid exposing himself, he would simply keep his mouth shut and lead by example rather than through rote order when conditions reached their worst. Thus he rose to command the Twenty-third Marik Militia in 2784.

After spending considerable time at his *Marauder's* controls, Sullivan has achieved a peculiar melding with the BattleMech. Even though his skills are only slightly better than the average MechWarrior's, he has an uncanny ability to excel when his *Marauder* is fairly glowing with the waste heat of weapons discharge, not to mention his ability to deliver fire more accurately than any of his comrades. The MechWarriors of the Twenty-third are known to call Sullivan "DC:" Dead-Center.

**Skill:** Veteran (3) (TW: G3/P4)

**BattleMech:** *Marauder* MAD-1R

**Special Pilot Abilities:** Hot Dog (see p. 97, *ASCE*, or p. 76, *CO*) and Marksman (see p. 97, *ASCE*, or p. 77, *CO*)

## OSKAR KURUNTA

**Rank:** Colonel (Lyran Commonwealth)

**Born:** 2738 (50 in 2788)

Kurunta was a heavily-scarred, pugnacious man. Known as "the Anatolian," he claimed to descend from an ancient Hittite king. This outrageous assertion led to many fights that slowed his career to a crawl. It was only the reformation of the Seventh Donegal Guards that finally earned him regimental command.

Like the surplus academy cadets who filled the ranks of the reborn Seventh, Kurunta lacked combat expertise. Despite taking part in numerous battles during his military career, the fact that he was constantly shuffled from one command to another due to his distasteful personality prevented acquiring any particular specialty. As CO of the Seventh, he tasked his battalion and company commanders to make up for his deficiency by forming the esprit de corps that should rightfully come from Kurunta himself.

Kurunta's most redeeming characteristic was that he was always spoiling for a fight. Unfortunately, he never learned how to back down from a losing one. His dogged refusal to capitulate cost the Seventh more men and materiel than other commands facing similar opposition to that point in the First Succession War. This further alienated him from his troops, as they believed he didn't care for their well-being. His combative nature prevented his subordinates from bringing these issues to his attention, though, which was sure to lead to disaster.

**Skill:** Veteran (3) (TW: G3/P4)

**BattleMech:** *Thunderbolt* TDR-5S "Hittite Rising"

**Special Pilot Abilities:** Iron Will (see p. 97, *ASCE*, or p. 76, *CO*) and Street Fighter (see p. 99, *ASCE*, or p. 80, *CO*)

# COMBATANTS

This section lists the combat units active on Tyrfing. The Experience Level indicates which column to roll on when using the *Random Skills Table* (see p. 273, *TW*) for the combatants.

*RAT* shows which Random Assignment Tables (see Tyrfing, 2788 *RAT*, pg. 5–6 to roll units from if randomly determining a force. To build a unit (if not using a player-defined unit from a campaign), use the *Unit Generation* rules (see p. 264, *TW*). For the faction tables to roll from, locate the *RAT* entry for each combatant.

If not using the included Tyrfing, 2788 *RAT*, choose a variant specific to the force involved to give a specific flavor to the forces used. Variants dating to 2788 or earlier are recommended.

**RAT sources:** *First Succession War (1SW)*

*Special Command Abilities* are special game rules that apply to that unit in combat. Keep in mind these rules are optional, and all players should agree to their use before gameplay begins. The *Notes* section gives in-universe details on the unit to help give players a “feel” for the command during the battles on Tyrfing. Details for special abilities may be found in the sources referenced: *Campaign Operations (CO)*, *Combat Manual: Kurita (CM:Kurita)*, or *Alpha Strike Commander's Edition (ASCE)*.

## Prefectorate Guard [Capellan Confederation]

**CO:** Colonel Nikolina Tatarinov

**RAT:** Capellan Confederation

**Notes:** The Prefectorate Guard was formed to safeguard the Capellan Prefecture and its families. Thus, it has seen much less combat since its inception in 2532 than the rest of the CCAF. This is due to the requirement that a majority vote of the Prefectorate Council approves deployment elsewhere. The privations of the First Succession War, though, left few available troops for Chancellor Barbara Liao to deploy to Tyrfing. Because the mission was believed to be a simple in-and-out operation, she convinced the nervous Council to vote along with her to send the Guard.

The Prefectorate Guard is a cushy posting, by much older MechWarriors than other Capellan commands, as those who join its ranks desire not to leave them. Guarding the nobility and government officials is fairly easy work. The command makes a show of performing defensive drills, but always in the same area and using the same means to demonstrate their overwhelming fanaticism toward completing their duties. These warriors were thus shocked to learn of their deployment not just outside the commonality, but outside the nation. They knew they were far from ideal for the mission, but they also knew that the Chancellor would note their performance. These warriors would have to unearth heretofore unknown reserves of moxie and courage to keep hold of their posh posts.

The MechWarriors were jealous of the fighter pilots and infantrymen, both tasked to remain on Capella to safeguard the functionaries and institution of governance. They preferred the safety of ceremonial duties on Capella. Their experiences on Tyrfing exacerbated those feelings.

**Experience Level:** Regular (4)

**Unit Composition:** 1 medium 'Mech regiment

**Special Command Abilities:** Banking Initiative (see p. 102, *ASCE*, or p. 83, *CO*) and Tactical Specialization (Defense) (see p. 108, *ASCE*, or p. 87, *CO*)



## Ariana Grenadiers [Capellan Confederation]

**CO:** Colonel Tomislav Yovchev

**RAT:** Any

**Notes:** The Ariana Grenadiers are the premiere command of the Chesterton Regulars brigade of the CCAF. They were founded by merging Tikonov Home Guard troops with expatriate Chesterton free companies. This immediately produced a combat command that was battle-hardened and anti-Davion. They made their presence felt within the Federated Suns by carrying out numerous cross-border raids. Their exploits verged on the criminal, which the Suns branded numerous members of the command.

The Grenadiers excel at raiding, which is why the Chancellor selected them for the mission to Tyrfing. Outmaneuvering enemy defenders and successfully infiltrating bases to make off with valuables was their stock-in-trade. It should have served them well. Unfortunately, their vehicle regiment, composed mostly of fast hovercraft, was devastated in the early stages on Tyrfing. Colonel Yovchev ordered the few crews that survived the horrors to remain buttoned up in the command's DropShips. He feared none would survive the ongoing battle, leaving his MechWarriors to acquire and return to the Confederation all the valuables they could carry.

**Experience Level:** Veteran (3)

**Unit Composition:** 1 medium 'Mech regiment

**Special Command Abilities:** Forcing the Initiative (see p. 105, *ASCE*, or p. 85, *CO*), Off-Map Movement (see p. 106, *ASCE*, or p. 85, *CO*), and Tactical Specialization (Attack) (see p. 108, *ASCE*, or p. 87, *CO*)

## Eighth Sword of Light [Draconis Combine]

**CO:** *Tai-sa* Hector Fushimi

**RAT:** Draconis Combine

**Notes:** The Eighth Sword of Light was formed after the Succession War broke out. Like its sister regiments, the Eighth makes use of a reinforced BattleMech regiment of four battalions. The command's first action was the assault on Hesperus II as part of Operation BROKEN BLADE. That disaster left the Eighth with the stain of defeat. *Tai-sa* Fushimi sought to make up for this loss of honor by volunteering to join the mercenaries tasked with securing SLDF materiel on Tyrfing. With no other commands volunteering, and since the Eighth had just returned from Hesperus and was yet to be assigned a new objective, Fushimi's request was granted.

The Eighth landed on Tyrfing confident of success. They were stunned at the carnage they found. Ruins of cities, factories, and Castles Brian filled the landscape from horizon to horizon. Radiation and chemical contamination alarms went off before the DropShips even opened their bay doors. Cautioning his troops to double-check their cockpit seals, he led them into a dishonorable form of warfare.

The Eighth prefers direct engagement against enemies of similar or lighter weight. Three battalions tend to attack simultaneously, while the fourth waits for an opening to exploit. Once they have forces behind enemy lines, they double down on their ferocity, seeking to link back up at the expense of their foes.

**Experience Level:** Veteran (3)

**Unit Composition:** 1 reinforced medium BattleMech regiment

**Special Command Abilities:** Banking Initiative (see p. 102, *ASCE*, or p. 83, *CO*), Sharp Shooters (see p. 107, *ASCE*, or p. 86, *CO*), and Tactical Specialization (Attack) (see p. 108, *ASCE*, or p. 87, *CO*)



**Black Sharks****[Mercenary, Draconis Combine]****CO:** Colonel Istros Callimachus**RAT:** Draconis Combine

**Notes:** The Thirteenth Republic Light Lancers of the Rim Worlds Republic military survived the Amaris Crisis with enough equipment to make a go in the mercenary trade. They changed their name to the Black Sharks and were hired by the Draconis Combine in 2781. Their combination of speed and firepower made them a prime command for combat against the Federated Suns. The Black Sharks distinguished themselves in numerous minor actions along the Federated Suns front. However, a dispute with the Second Sword of Light over disposition of enemy equipment forced the Black Sharks off the border. When the Coordinator decided to send a force to Tyrning in search of a cache of SLDF weapons, the Black Sharks were quick to volunteer. They saw it as their only chance to redeem their good name after being accused of theft by the Sword of Light.

The Black Sharks continue to favor mobile warfare over standup fights. They prefer BattleMechs with hands, the better to grab as much salvage as possible when forced to abandon a position on short notice. Like other regular military commands gone mercenary, the Black Sharks sold off their conventional forces to secure a large pool of replacement parts and equipment for their BattleMechs.

The Black Sharks paint their BattleMechs flat black, with extravagant nose-art of shark heads and teeth on the head, as with ancient atmospheric fighter planes.

**Experience Level:** Veteran (3)**Unit Composition:** 1 medium 'Mech regiment

**Special Rules:** When using RATs to determine BattleMechs, the controlling player may reroll any result that gives a BattleMech without at least one hand. The second roll for that MechWarrior, even if resulting in a handless BattleMech, must be accepted.

**Special Command Abilities:** Off-Map Movement (see p. 106, *ASCE*, or p. 85, *CO*), Tactical Specialization (Attack) (see p. 108, *ASCE*, or p. 87, *CO*), and Zone of Control (see p. 109, *ASCE*, or p. 87, *CO*)

**Fourth Davion Guards****[Federated Suns]****CO:** Colonel Elijah Wallace Mitrovich**RAT:** Federated Suns

**Notes:** The Fourth Davion Guards were nearly destroyed during the War of Davion Succession. Colonel Mitchel Stopec sought to return them to their former skill level. He exceeded all expectations. In 2748, he challenged the SLDF's 320th Dragoon Regiment, winners of the last Martial Olympiad (held in 2736), to war games on Venus. Despite being grievously maimed, Stopec continued to direct his troops in their victorious effort. The Fourth's victory boosted the morale of the entire AFFS. Stopec, after receiving prosthetics for much of his face, including cybernetic eyes at the personal expense of First Prince John Davion, was appointed Prince's Champion.

Stopec's replacement as CO of the Fourth, though, lacked his drive for excellence. Colonel Mitrovich is a skilled commander, to be sure, but he lacks Stopec's inspirational core. Thus, the Fourth's skills eroded over time, due both to the new commander and to constant losses in battle with the Draconis Combine.

The Fourth's typical tactics of outmaneuvering their enemies, then pressing them into the bigger guns of their comrades, thus, are no longer viable after their infantry and vehicle crew comrades died horribly from acute radiation sickness or chemical poisoning after arriving on Tyrning. With the few survivors of those regiments evacuated, the Guards find themselves in the unfamiliar position of fighting without support.

**Experience Level:** Veteran (3)**Unit Composition:** 1 light 'Mech regiment

**Special Command Abilities:** Enemy Specialization (Draconis Combine) (see p. 103, *ASCE*, or p. 84, *CO*), Off-Map Movement (see p. 106, *ASCE*, or p. 85, *CO*), and Tactical Specialization (Attack) (see p. 108, *ASCE*, or p. 87, *CO*)

**Fifth Dragonlords****[Federated Suns]****CO:** Colonel Jehan Garside**RAT:** Federated Suns

**Notes:** The Fifth Dragonlords are the only one of the brigade's five regiments not stationed along the border with the Taurian Concordat. Thus, to maintain their skills, they enact wargames with the GM factory security and test pilots, and with the militia on their homeworld of Talcott.

Like the rest of the brigade, the Godzilla Stalkers lack conventional support and make up for this by carrying a fourth BattleMech battalion. Each of the first three battalions carries a scout company and two medium-weight companies. The fourth battalion, however, uses heavy and assault 'Mechs exclusively. This slower battalion might be expected to remain in the rear, either as base security or to mop up enemies bypassed by their speedier comrades. The Fifth likes to disappoint their enemies, however. While the lighter battalions scout the enemy, Fourth Battalion, Sidorov's Sides of Beef, mounts their DropShips and executes a combat drop behind—or on top of—their foes. This precision maneuvering rarely fails to demoralize their enemies, who more often choose flight over combat.

**Experience Level:** Regular (4)**Unit Composition:** 1 reinforced Medium 'Mech regiment

**Special Command Abilities:** Combat Drop Specialists (see p. 103, *ASCE*, or p. 84, *CO*) and Overrun Combat (see p. 107, *ASCE*, or p. 86, *CO*)

**Third Oriente Hussars****[Free Worlds League]****CO:** Colonel Karlicek Mlynarik**RAT:** Free Worlds League

**Notes:** The Third Oriente Hussars are known as Perseverance. This nickname was sorely tested on Tyrning. The Third had long been stationed on the Capellan border, giving them a familiarity with Capellan tactics. However, on Tyrning they kept finding themselves engaged with the two Lyran regiments on-world. The tactical distinction left the Third on their heels most of the time. Compounding the tactical situation was the complete loss of the command's fighter pilot pool when they were caught outside their fighters during a chemical weapon attack. The Third's combat vehicles and infantry were not totally wiped out, but their numbers were so heavily impacted they withdrew from Tyrning.

With the fate of Tyrning in the hands of BattleMechs only, Perseverance was all the Third had left. They threw themselves with abandon upon their enemies, selling their lives dearly for very little gain. Time and again they defended an objective they had assaulted the previous day, only to find their opposition had changed overnight from one enemy nation to another. As the Great Crystal Valley beckoned to all the world's combatants, the Third simply shot at anything that moved, hoping it would stop moving so they could persevere in peace.

**Experience Level:** Regular (4)**Unit Composition:** 1 medium 'Mech regiment

**Special Command Abilities:** Enemy Specialization (Capellan Confederation) (see p. 103, *ASCE*, or p. 84, *CO*) and Tactical Specialization (Defense) (see p. 108, *ASCE*, or p. 87, *CO*)



### Seventh Oriente Hussars [Free Worlds League]

**CO:** Major Dobromila Chernik

**RAT:** Free Worlds League

**Notes:** Fresh off their victory over the Eighth Liao Lancers on Wazan, in which the Hussars quelled resistance on the conquered world, the Seventh was sent to Tyrning as soon as the defending Twenty-third Marik Militia reported the arrival of four regiments of enemy 'Mechs. Spoiling for more enemies to fight, the Seventh was still fresh-faced, even with a slight improvement in their combat skills.

None of the survivors was interested in another quick combat assignment after the first few weeks. Putting down the last holdouts of a defeated enemy on Wazan was nothing compared to the horrors the Seventh experienced in the opening stages on Tyrning. Their courageous comrades in the Seventh's infantry and tank complement were killed nearly to a man thanks to unexpected wind shifts after the Twenty-third deployed chemical weapons without informing the Seventh. The sudden collapse of their right flank left the Seventh exposed. They had to retreat in the face of two advancing Lyran regiments bent on revenge after their conventional forces suffered a similar fate.

The Seventh was forced to fight the remainder of their time on Tyrning using only their BattleMechs. By the time the Battle of the Great Crystal Valley began, their commanding officer had died and morale was nearly broken. It was only the presence of their hated Capellan enemies that allowed the XO to galvanize their resolve.

**Experience Level:** Regular (4)

**Unit Composition:** 1 medium 'Mech regiment

**Special Command Abilities:** Enemy Specialization (Capellan Confederation) (see p. 103, *ASCE*, or p. 84, *CO*) and Hit and Run (see p. 106, *ASCE*, or p. 85, *CO*)

### Twenty-third Marik Militia [Free Worlds League]

**CO:** Colonel Rodrigo Sullivan

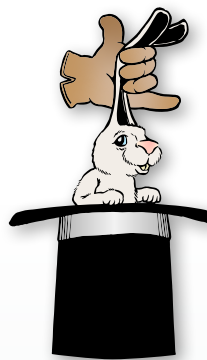
**RAT:** Free Worlds League

**Notes:** The Twenty-third Marik Militia is extremely cunning when it comes to concealing their forces. They are known to spring ambushes from areas where their heavy 'Mechs should not be easily concealed. Their surprise is usually complete, allowing them to lay about with abandon when they appear in the midst of an advancing enemy. Alternately, they sometimes choose to stay in concealment until the enemy has passed completely, only then leaving their ambush positions to wreak havoc among the enemy's rear areas. Their unit is known as the "Sleight of Hand" due to this uncanny acumen at camouflaging their force on short notice.

**Experience Level:** Regular (4)

**Unit Composition:** 1 heavy 'Mech regiment

**Special Command Abilities:** Brawlers (see p. 103, *ASCE*, or p. 83, *CO*) and Tactical Experts (Hidden Units) (see p. 108, *ASCE*, or p. 87, *CO*)



### Seventh Donegal Guards [Lyran Commonwealth]

**CO:** Colonel Oskar Kurunta

**RAT:** Lyran Commonwealth

**Notes:** The Royal Munster Fusiliers were reformed in 2765, the original command having been destroyed by the Draconis Combine in the 2500s. The Seventh thus lacks the skill and reputation of other Donegal Guards regiments. The Seventh prefers flanking attacks, leaving direct assaults to others. Give them a distracted enemy to blindsides and they're happy. By the time the Battle of the Great Crystal Valley took place, the Seventh's vehicle and infantry regiments had been pulled from the field due to heavy losses.

**Experience Level:** Regular (4)

**Unit Composition:** 1 medium 'Mech regiment

**Special Command Abilities:** Flankers (see p. 105, *ASCE*, or p. 84, *CM:Kurita*) and Off-Map Movement (see p. 106, *ASCE*, or p. 85, *CO*)

### The Stealths [Mercenary, Lyran Commonwealth]

**CO:** Colonel Raymond Hempsted

**RAT:** Lyran Commonwealth

**Notes:** The Stealths were formed in the mid-27th century as the Twenty-third Republic Light Lancers of the Rim Worlds Republic Military. After surviving the Amaris Crisis, the command turned mercenary and renamed itself the Stealths. The command was hired by Archon Jennifer Steiner in 2785. They spent the first decade of their service fighting against the Draconis Combine, quickly improving their skills in the savage combat along that front. They were transferred to the Free Worlds League border just in time for the raid on Tyrning. The Stealths keep one heavy 'Mech company in each battalion. These companies open holes in enemy lines for the other companies, all light and medium 'Mechs, to exploit the breach and savage the enemy's rear area. Many enemies believe the Stealths forego using a unit insignia, when in fact they do use one. It is simply painted on their BattleMech torsos and vehicle bodies in UV ink, only visible under a blacklight, on the dark blue-violet paint scheme.

**Experience Level:** Veteran (3)

**Unit Composition:** 1 medium 'Mech regiment

**Special Command Abilities:** Enemy Specialization (Draconis Combine) (see p. 103, *ASCE*, or p. 84, *CO*) and Fast Withdrawal (see p. 105, *ASCE*, or p. 84, *CM:Kurita*)



# SPECIAL RULES FOR THE BATTLE OF THE GREAT CRYSTAL VALLEY

The chaotic nature of the Battle of the Great Crystal Valley requires some alterations in the standard mode of play that most BattleTech players might be familiar with. First, for each Track in Turning Point: Tyrning, the forces present are to be determined randomly. Second, it must be randomly determined which forces are the Attacker and Defender for that Track. Third, in the event there are multiple forces assigned to either role (or both roles), it must be determined whether those factions are allied for that Track. Thus, there can be two or three Defenders in a Track, with all or none allied. Likewise for Attackers in a given Track. In part, the number of factions present should be based on the number of players available. If there are only two players, the number of options are more limited than if there are five or more players. Before any rolls are made, though, players should generate forces representing the regiments available on Tyrning, or their own custom commands if all players agree. Consider the potential chaos of having all players generate a force to represent one of the regiments, then randomly determining who plays which force. Not knowing if that force will be the attacker or defender, or even which person's force you would have to play. Glorious chaos!

## Factions Present

Roll 1D6 to determine how many factions are present in the given Track. This roll should be made by a gamemaster, if there is one. Otherwise, the players should select someone to make this roll, perhaps by rolling 2D6 and letting the highest result make the 1D6 roll. For the 1D6 roll, re-roll results of 1 or 6. Thus, there will be 2-5 factions present for the battle.

Additional 1D6 rolls determine *which* factions are present. These die rolls are made by the players themselves, with the results determining which faction they are to play for the Track. The table below shows the factions corresponding to a given result. The number of factions present determines the number of times this table is rolled on. Note: if 5 factions are present, there is no need to roll on this table. Only use this table for cases in which 2-4 factions are present. Re-roll any duplicate results (unless there are six or more players, in which case the number in parentheses indicates how many times a given faction can be rolled before that result must be re-rolled).

1D6	Faction (number of roll results allowed for 6+ players)
1	Capellan Confederation (2)
2	Draconis Combine (2)
3	Federated Suns (2)
4	Free Worlds League (3)
5	Lyran Commonwealth (2)
6	Roll again



## Forces Present

For each faction present, there are 2-3 forces that might be present in the Track. Unless there are enough players to use all 11 available regiments, the disposition of forces should be determined randomly. Alternately, players may choose which regiment of their faction they wish to play, if all players agree to this method. Each Track is based around a company-sized force from each regiment. Players may increase or decrease this size as suits their preferences. Note that multiple players can roll the same regiment, indicating that more than one company of that regiment is present for the Track.

1D6	CC	DC	FS	FWL	LC
1	Ar. Gren.	B. Sharks	4th D. Guards	23rd MM	7th Don. Guards
2	Prof. Guard	8th SoL	5th DrLords	3rd Hussars	Stealths
3	Ar. Gren.	B. Sharks	4th D. Guards	7th Hussars	7th Don. Guards
4	Prof. Guard	8th SoL	5th DrLords	23rd MM	Stealths
5	Ar. Gren.	B. Sharks	4th D. Guards	3rd Hussars	7th Don. Guards
6	Prof. Guard	8th SoL	5th DrLords	7th Hussars	Stealths

## Random Allies

The chaotic ebb and flow of battle on Tyrning saw the various factions ally with—then betray—the other factions in rapid succession. For the purposes of this Turning Point, any alliances last for the given Track only. No such alliances can be expected to carry over from one Track to another.

Rather than have players choose alliances directly, players should instead randomly determine if they have any allies in the Track to be played. First, all players roll 2D6. The players with the two highest rolls will roll for random allies. The player who rolls highest (re-roll any ties) is the first to determine random allies. Consider the chart below. Each faction has been assigned a number. However, due to the international politics in BattleTech, not every possible alliance is allowed. A faction is only allowed to ally with one of its two neighbors in any given battle, and only if also allied with a non-neighbor. Thus, the Lyran Commonwealth may ally with the Federated Suns and the Capellan Confederation, but not with the Federated Suns and Draconis Combine (as the Combine would be allied with *both* its neighbors). First, the player rolls 2D6 to determine if the faction being played has any allies in the Track to be played.

2D6	Number of Allies
2	2
3	2
4	1
5	1
6	0
7	0
8	0
9	1
10	1
11	2
12	2

If the roll result indicates 0 or 2 allies, no further rolls need be made. If the result is 1 ally then that faction can only ally with a non-neighbor. The player assigns even results to one potential ally and odd results to the other, then rolls 1D6. For example, if the player is controlling the Lyran Commonwealth, and rolls a 5 on the Number of Allies table, the Lyrans will have 1 ally from the forces present, which can be only the Capellan Confederation or Federated Suns. The player assigns even numbers to the Confederation and odd to the Suns. The player rolls a 4, and thus the Lyrans are allied with the Capellans for that track. Note

that for cases in which the random faction determination yielded no potential allies for a given faction, then that player cannot have any allies for that Track. Once a faction has gone through this process, it cannot be further allied to later factions making these rolls. For instance, if in the above example, the Lyran player rolled 0 allies, then the Lyrans cannot have any allies in that Track, even if a player for the Capellan Confederation rolls 1 or 2 potential allies. This player would be limited to the Draconis Combine (for 1 ally only), along with one of the Confederation's neighbors (for 2 allies). If a single faction has multiple forces present, then those forces are automatically considered to be allies even if controlled by different players.



#### Random Attacker/Defender

Finally, once forces and potential allies are determined, players must determine which faction(s) are attacking and defending in the Track to be played. Each faction (or group of allied factions) rolls 2D6. The lowest result (re-roll any ties) is the Defender. There can be only one defending force, whether from a single faction or several allied factions. All other forces are Attackers. For multiple attackers, they are competing with one another to possess whatever is being defended; since they are not allied, a three-way battle can erupt.

#### SPECIAL TERRAIN FEATURES

The Great Crystal Valley contains several unique terrain features. These features greatly impacted the battles fought there. The following rules describe the effects of these terrain features during the Battle of the Great Crystal Valley.

#### Crystal and Stalagmite/Stalactite Formations

In the Great Crystal Valley, combatants fought in and amongst the famed giant crystal formations that gave the valley its name, while those who fought in Tunnel settings, encountered stalagmite/stalactite formations. Both terrain types occur in the same Light and Heavy versions (and others as per *TO*, as players prefer) with the same modifiers to targeting and additional MP to pass through. However, unlike trees which are relatively flexible and unlikely to affect units passing through them, stalagmites and stalactites will damage units. Any unit passing

through stalagmite terrain (outdoor or underground) takes 10 damage in 5-point groups, allocated per the front Kick Locations Table. Any unit passing through stalactite terrain (underground only) takes 5 damage in one location on the front Punch Location Table. This damage is rolled upon entering any such hex (or per 2" of such terrain if not using mapsheets) and takes effect immediately. After passing through such terrain, the controlling player rolls 2D6. On a 9+, the terrain is affected. See table below for terrain effects from such damage.

Note that the effects to LOS (for targeting) are unaffected; that is, the formations are so dense that while passing through causes some damage, it does not destroy the formation completely. However, these formations may be targeted as per Clearing Woods, though the resulting underlying terrain conditions are +2 MP greater than they would be for clearing woods of a given type. Furthermore, in a Tunnel setting, clearing such a formation may result in a cave-in (see *Underground Collapses*, p. 137, *TO:AR*); however, since it is not a building that is collapsing, apply 1000 damage to all affected units and consider the affected hexes to be completely impassable due to the cave-in. Such clearing tactics are, thus, not recommended.

#### Rubble Piles

These are similar to Gravel Piles (see p. 28, *TO:AR*), but can be larger due to the larger pieces of debris that form them. Rubble Piles occur in two sizes: Standard and Large. Standard Rubble Piles obey the rules for Gravel Piles. Large Rubble Piles, occupy a circle 6" in diameter (*TW*: a single hex and its 6 surrounding hexes). The peak is the central 2" circle (*TW*: the central hex), which is 2 levels above the underlying terrain, blocks LOS, and cannot be entered by ground units. The peak is surrounded by a 2" ring (*TW*: the 6 hexes around the central hex) that obeys the rules for Gravel Piles.

#### EM Crystals

Among the unusual formations in the Great Crystal Valley are those containing EM Crystals. These crystals generate powerful EM fields that can affect targeting and other systems. The effects are similar to, but more powerful than, Electromagnetic Interference (see p. 62, *ASCE*, or p. 53, *TO:AR*). First, these massive crystals occupy one hex and are 4 levels tall; they block LOS through their hex. Second, the fields create a dustcloud with a radius of 6" (3 hexes) from the crystal. These dustclouds attenuate lasers, reducing their effectiveness. For any laser passing within 2" of (*TW*: a hex adjacent to) the crystal, reduce the damage by 3 (to minimum of 0). This reduction is 2 from 2-4" (2 hexes) away, and 1 for 4-6" (3 hexes) away. PPCs fired through a dustcloud suffer range reduction to 3/6/9, 4/8/12, and 5/10/15 when LOS passes through the same ranges noted previously. Only the greatest reduction occurs; this is not cumulative for passing through multiple portions of the dustcloud. Other EMI effects are tripled, doubled, and as standard for EMI for LOS passing into, through, or out of the dustcloud at the ranges noted above. Outside the dustcloud, there are no effects. Further, any BattleMech standing within 2" of (*TW*: in an adjacent hex) an EM crystal in the End Phase must make a shutdown roll at 9+ due to interference with the unit's cockpit systems. EM Crystals cannot be destroyed or otherwise affected by BattleMechs.

### STALAGMITE/STALACTITE TERRAIN EFFECTS TABLE

Beginning Terrain	Damaged 1x (MP cost)	Damaged 2x (MP cost)	Damaged 3x (MP cost)
Light Formation	Rough (+1)	Heavy Rough (+2)	Ultra-Heavy Rough (+3)
Heavy Formation	Heavy Rough (+2)	Ultra-Heavy Rough (+3)	Supra-Heavy Rough (+4)

# RUINED

## SITUATION

Castle Brian CB-T-V-4

Tyrfing

Free Worlds League

13 December 2788

The “official” start of the Battle of the Great Crystal Valley was instigated when an unknown technician, broadcasting in the clear, announced the discovery of a heretofore unknown vault under the foundations of Castle Brian CB-T-V-4. The ruined Castle Brian began on the eastern termination of the valley. The fortification extended a considerable distance from the valley, but its lower level rested on the valley floor. When the contending forces heard the uncoded message, they thought it too good to be true. But they couldn’t risk letting such riches escape their grasp. Their suspicions were correct, for they were walking into an ambush.

## GAME SETUP

*Recommended Terrain:* Castle Brian Ruins

Defender sets up the map, using at least one map per player. At least half of the building and wall hexes should be reduced to rubble. Defender also places 2D6 Rubble Piles (see p. 13) throughout the ruins. At least half the Rubble Piles must be Large Rubble Piles. Defender must assign one Large Rubble Pile to conceal the entrance to the SLDF vault (see *Special Rules*). Defender chooses a home edge. Attacker’s home edge is the opposite edge.

## Attacker

*Recommended Forces:* One or more (allied) forces

Attacker enters via home edge on Turn 1. Each separate (allied) force has the same number of units as the Defender.

## Defender

*Recommended Forces:* One (allied) force

Defender may place up to the entire force as Hidden Units (see p. 168, *ASCE*, or p. 259, *TW*), if terrain allows. Defender may also use 2D6 Improved Positions (see p. 166, *TO:AR*); Defender may assign these as un-destroyed buildings on the map that appear to be intact but are simply well-camouflaged imitations.

## WARCHEST

**Track Cost:** 300

### Optional Bonuses

**+500 Lights Out!** The battle takes place at night, and the ruins have no power for their lighting system. The valley walls ensure no moonlight reaches the valley floor. Use Moonless Night rules (see “Darkness,” p. 102, *ASCE*, or see p. 56, *TO:AR*).

**+500 Immovable Force.** Double the number of enemy units. (Player taking this bonus decides which opposing force, if there is more than one, gets doubled in number. In such cases, the player may take the bonus more than once to double additional opposing forces.)

## OBJECTIVES

**1. Crush Your Enemies!** Destroy/disable enemy units. [50 per unit]

**2. See Them Driven Before You!** Control the battlefield by driving off all enemy units [1000]

## SPECIAL RULES

The following rules are in effect for this track:

### Forced Withdrawal

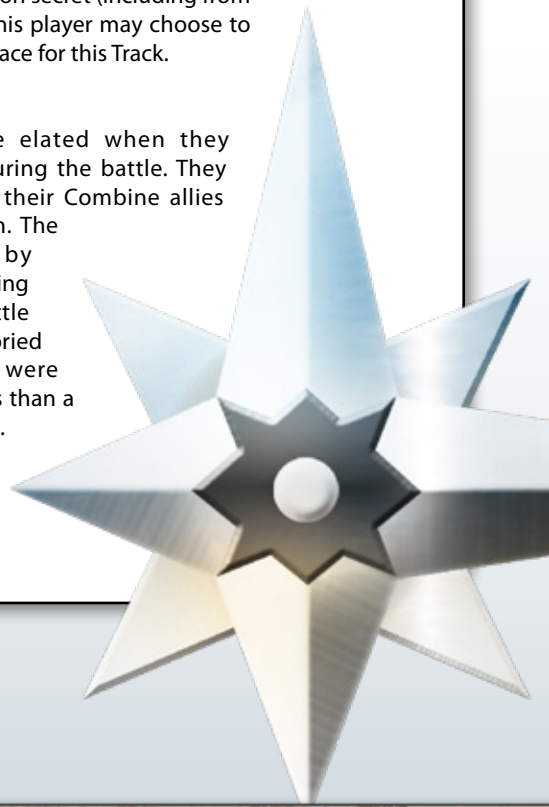
All forces are operating under Forced Withdrawal (see p. 126, *ASCE*, or p. 258, *TW*).

### Vault

The vault is real, but its contents are unknown. Attacking units may detect the vault by scanning (no moving or engaging in combat (weapons and physical attacks, spotting) for an entire turn). After scanning, the Defender reveals the location of the vault to that player if the scanning unit was within 5 hexes of the vault. The vault contains 4D6+6 BattleMechs in perfect condition (though without ammunition for any weapons requiring such). Determine the ‘Mechs by rolling randomly on the Tyrfing, 2788 RAT (see p. 5); first roll 1D6, re-rolling 6, and assigning 1 to the first faction’s RAT and 5 to the last. Use the same faction’s RAT for all contents of the vault. The vault’s contents are awarded to the (allied) force controlling the map at the end of the battle. If the vault is detected during the battle by only one player, that player may choose to keep the location secret (including from any allies); in addition, this player may choose to break any alliance(s) in place for this Track.

## AFTERMATH

The Capellans were elated when they discovered the vault during the battle. They quickly turned against their Combine allies and a free-for-all began. The Capellans won out by virtue of their backstabbing methods. When the battle finally ended and they pried open the vault, they were disappointed to find less than a company of BattleMechs. It was something, sure, but far less than their losses warranted.



# TERMINUS

## SITUATION

*Arco-Mine Terminus J-38*

*Tyrfin*

*Free Worlds League*

*December 2788*

The exact date is uncertain, but what is known is that the terminal point of Arco-Mine J-38 yawned at the southwestern point of one offshoot of the Great Crystal Valley. In the quest for forgotten war materiel, it's too tempting a site to pass up. But what if someone else got here first?

## GAME SETUP

*Recommended Terrain:* Tunnel, Industrial

Arrange the playing surface to produce Tunnel terrain; replace all wooded terrain with Stalactite/Stalagmite Formations (see p. 13). There should be a single entrance/exit 2" wide (1 hex) to the Arco-Mine. All other edge hexes are considered impassable walls. Every force present in this battle possesses the same number of BattleMechs. Note that this might make for an uneven battle in the event of any alliances. Players should mark where lights are installed: lights provide illumination in their hex and adjacent hexes. There should be at least three hexes of darkness between illuminated areas. Units with searchlights may use them and fight normally, while other units within such dark regions (or targeting units in such regions) must use the Moonless Night rules (see "Darkness," p. 102, *ASCE*, or see p. 56, *TO:AR*).

## Attacker

*Recommended Forces:* One or more (allied) forces

Attacker's units enter via the Tunnel entrance on Turn 1, which is considered every force's home edge. If more than one Attacker force is present, the controlling players must roll 2D6 before play begins to determine which enters first. The lowest 2D6 result enters on Turn 1, the next highest on Turn 2, etc.

## Defender

*Recommended Forces:* One (allied) force

Defender's units are placed within 12" (6 hexes) of the end point of the Tunnel, opposite the Tunnel entrance. This edge marks a cave-in that completely blocks the Tunnel.

## WARCHEST

**Track Cost:** 500

### Optional Bonuses

**+500 Trapped!** Double the size of the enemy force.

**+500 Vault.** Secure the contents of the vault (see *Special Rules*).

## OBJECTIVES

**1. Escape the Trap! (Defender Only)!** Exit units from the Tunnel via the entrance [100 per unit]

**2. Close the Trap! (Attacker Only)** Disable/destroy enemy units before they can escape. [100 per unit]

**3. Well, At Least That's Something.** Disable/destroy more enemy units than the enemy destroys of yours. [250]

## SPECIAL RULES

The following rules are in effect for this track:

### Vault

Optionally, at a midpoint (within 16" (8 hexes)) of the Tunnel length is a hidden vault. The vault contains 3D6 BattleMechs in pristine condition, determined randomly from the RAT of the Defending force(s). The vault may only be detected by standing along the map edge in the specified region and scanning (no moving or engaging in combat (weapons and physical attacks, spotting) for an entire turn). Determine if the vault is adjacent to that unit by rolling 2D6 during the End Phase. On a result of 11+, the vault is detected. However, the vault cannot be opened during battle. The Arco-Mine must first be cleared of opposing forces. Note: once the vault is located, any alliances are immediately terminated as all factions seek to control the vault. The next turn, every faction rolls individual Initiative. If the vault is not detected before the last possible location is scanned, then it is in the last location by default. If this optional bonus is not used, the vault is not present.

## AFTERMATH

More than three battalions of BattleMechs, all told, fought in the confines of the Arco-Mine. Most of them never returned to the light of day. The last group to emerge, from the Eighth Sword of Light, dragged with them two lances of pristine BattleMechs. These were properly consigned to the regiment's DropShips for transport back to the Combine.

# ALL THAT GLITTERS

## SITUATION

SLDF Storage Site TV-9

Tyrfing

Free Worlds League

15 December 2788

It was discovered by accident. There weren't even records of its existence. Combat in the valley caused a number of rock slides which revealed the cunningly camouflaged entrance to SLDF Storage Site TV-9. It predated the battle against the Usurper's forces. Unblemished BattleMechs and combat vehicles as far as the eye could see. Huge ammunition stores. Vast caches of replacement weapons, limbs, cockpits, sensors, life support equipment, and every other conceivable component that might be required for a full regiment setting out for combat. But as with all else in the Great Crystal Valley, no secret stayed so for long. All sides immediately saw the need to refrain from discharging their weapons, lest they risk setting off the entire complex and destroying themselves along with the precious loot.

## GAME SETUP

*Recommended Terrain:* Castle Brian Ruins

Each player places a map until the playing surface is complete. If another map is required to make the playing surface complete, the Defender places it. Players then alternate placing 1D6 counters per map to represent ammunition stores (see *Special Rules*). The ceiling is 3 levels tall, so jumping movement is prohibited. Defender selects a 12" (6 hex) section of one map edge to represent the entrance to the storage site, which is also Attacker's home edge; the opposite edge is Defender's home edge. Weapon attacks are not allowed. Only physical attacks may be carried out. Along the outer edges of the map is a continuous line of BattleMechs in gantries. These can be represented by counters, miniatures, or other means.

## Attacker

*Recommended Forces:* One or more (allied) forces

Attacker's units enter via home edge on Turn 1; if multiple factions are present, each player rolls 2D6. Players alternate bringing units onto the map during Turn 1 from lowest 2D6 result to highest. Each (allied) force of Attacking units is equal in number to Defender's force.

## Defender

*Recommended Forces:* One (allied) force

Defender's units are placed on the map before Turn 1, within 12" (6 hexes) of Defender's home edge. Up to half of Defender's force may be concealed as Hidden Units (see p. 168, *ASCE*, or p. 259, *TW*) but only by standing along the outer edge row in place of one of the BattleMechs ringing the site.

## WARCHEST

**Track Cost:** 1000

### Optional Bonuses

**+1000 Overwhelming Force.** Double the size of an enemy force (may only be taken once per (allied) force).

## OBJECTIVES

- 1. Now or Never.** Destroy/disable enemy units. [100 per unit]
- 2. Spoils of War.** Control the Storage Site by eliminating all enemies. [2000]

## SPECIAL RULES

The following rules are in effect for this track:

### Forced Withdrawal

All forces are operating under Forced Withdrawal (see p. 126, *ASCE*, or p. 258, *TW*).

### Ammunition Stores

The ammunition counters placed on each map are 2 levels tall and block LOS. The counters cannot be moved, climbed, or stood upon. Any damage inflicted to any counter (such as by pushing an enemy unit into one) causes an immediate explosion. The explosion inflicts 100 damage at a radius of 2" (1 hex), 50 at a radius of 4" (2 hexes), and 25 at a radius of 6" (3 hexes).

### Storage Site Contents

The contents of the site are awarded to the player whose forces are the last on the map. There are 6 companies of BattleMechs (2 Light, 2 Medium, 1 Heavy, and 1 Assault) and 3 companies of vehicles. These should be determined randomly from the Royal SLDF RAT (see p. 91, *H:WR*). Each company is composed wholly of the same unit, so only one roll is made for each company.

## AFTERMATH

At least three separate battles were fought over the contents of Storage Site TV-9. These were emotionally crippling melees. Much like trench warfare on ancient Terra, killing one's enemies at close range was traumatizing. Only the tacit refusal to use their weapons preserved the contents at all. When the final battle was resolved, the Fourth Davion Guards secured nearly a regiment's worth of combat equipment.

# 'MIT'AY 'TIT'AY

## SITUATION

*Cave of Wonders*

*Tyrfing*

*Free Worlds League*

*December 2788*

The Cave of Wonders was one of many tourist sites within the overall Great Crystal Valley complex. Opening from a northeastern arm of the valley, the cave was renowned for enormously vast stalactites and stalagmites filling nearly the entire cavern. Nature provided a single winding path around and through the formations. The path looped back on itself several times, creating a sort of maze that extended for kilometers into the crust of Tyrfing. When observers reported seeing a company of enemy BattleMechs enter the cavern and not emerge quickly enough to dissuade interest, it was concluded that something important had been discovered. The only problem is that more than one faction's observers spotted the intrusion...

## GAME SETUP

*Recommended Terrain:* Tunnel

Each player places one map. The overall playing surface should be 2x3 maps at least. Players should cooperate to mark out the open path that forms a rough circle throughout the playing surface. The path should be at least 4" (2 hexes) wide in all places, but may be up to 10" (5 hexes) wide, such as to accommodate specific terrain features (lakes, *e.g.*). The path has only one entrance/exit to the outside world. This opening is 4" (2 hexes) wide along one map edge. Players must agree on any alteration of these strictures.

### Attacker

*Recommended Forces:* One or more (allied) forces

Attacker enters via the cave entrance on Turn 1. If there are multiple Attacking forces, they must roll 2D6, with the lowest result entering on Turn 1, the next highest on Turn 3, the next on Turn 5, etc.

### Defender

*Recommended Forces:* One (allied) force

Defender is placed on the map prior to Turn 1. Defender may place one-third of total force as Hidden Units (see p. 168, *ASCE*, or p. 259, *TW*), terrain permitting. None of Defender's units may be placed on the map containing the cave entrance.

## WARCHEST

**Track Cost:** 500

### Optional Bonuses

**+500 Getting Crowded in Here!** Double the size of an enemy force (may only be taken once per (allied) force).

**+500 Crossed-Up.** Each force's regimental commander is present. Kill or cripple an enemy commander to receive this bonus. See *Commanders* for units to assign to some of the commanders present on Tyrfing.

## OBJECTIVES

- 1. Makin' Salvage.** Destroy/cripple enemy units. **[50 per unit]**
- 2. Territoriality.** Control the battlefield by destroying or driving off all enemy units. **[500]**
- 3. Bleeding Heart.** Minimize destruction by not entering or firing into/through any Stalactite/Stalagmite Formations (see p. 13). **[100 per unit obeying this restriction for the entire battle]**

## SPECIAL RULES

The following rules are in effect for this track:

### Forced Withdrawal

All forces are operating under Forced Withdrawal (see p. 126, *ASCE*, or p. 258, *TW*).

### Tunnel

The Cave of Wonders was not designed for BattleMech combat. The cave roof over the path is 2 levels tall, so Jumping movement is not allowed. All other hexes are considered one level higher than the path, thus making them too small for BattleMechs to enter. Further, in addition to Stalactite/Stalagmite formations replacing all Wooded hexes/terrain, there are smaller stalactites every 2" (in every hex) of the Tunnel. These inflict damage to all units that pass. For every 2" (hex) entered or moved in (turning is considered the same as entering a hex for this purpose), the unit takes 1 point of damage on the front Punch Location Table (if the unit is walking backwards, apply torso damage to rear torso locations). Running doubles this damage.

## AFTERMATH

As with other combat in the valley, the combat in the Cave of Wonders was most horrifically destructive to the natural architecture. Instead of forests of stalactites and stalagmites, piles of rubble remained. The only salvage to be found was that produced by the battle itself. Truly, this was a fruitless battle, bringing only ruination.



## NOT SO FAST

### SITUATION

*Great Crystal Valley*  
*Tyrfing*  
*Free Worlds League*  
*December 2788*

More than once, a force slipped away from one enemy only to run straight into the teeth of another. Matters were worse when the first enemy pursued, leaving the fleeing command in a pincer.

### GAME SETUP

*Recommended Terrain:* Wilderness

Each player places a map until the playing surface is complete. The surface should be longer than it is wide. Players also alternate placing EM Crystal counters (see *Special Rules*); in the same order that maps were placed, players place 1 EM Crystal per mapsheet (see p. 13). Attacker chooses one short edge as home edge; opposite edge is Defender's home edge. The long map edges are sheer cliffs 20 levels tall.

### Attacker

*Recommended Forces:* Two (allied) forces

Each Attacking force rolls 2D6. The higher result chooses whether to be the pursuing force or the blocking force. If there is only one (allied) force, this roll is not made. Instead, the force must be divided such that at least one-third of the total force is the pursuing element. Blocking force is placed along Attacker's home edge prior to Turn 1. Pursuing force enters via Defender's home edge on Turn 2.

### Defender

*Recommended Forces:* One (allied) force

Defender is placed on the map within 12" (6 hexes) of Defender's home edge.

### WARCHEST

**Track Cost:** 500

### Optional Bonuses

**+500 Commanders.** Players designate one unit as each force's (or each regiment's) commanding officer. Bonus points are awarded for destroying/disabling an enemy commander's unit.

### OBJECTIVES

- 1. Breakout! (Defender Only)** Exit units off Attacker's home edge. [100 per unit]
- 2. Bottle Them Up. (Attacker Only)** Prevent Defender's units from exiting via Attacker's home edge. [100 per unit that does not escape]

### SPECIAL RULES

The following rules are in effect for this track:

### Forced Withdrawal

All Attacker forces are operating under Forced Withdrawal (see p. 126, *ASCE*, or p. 258, *TW*).

### AFTERMATH

In the worst such example of this type of encounter, the Seventh Donegal Guards were trapped between the pursuing Seventh Oriente Hussars and the Black Sharks. With escape blocked, the Guards unleashed hell in all directions. Combat was complicated by localized EM interference, which affected all sides. Despite their fervor, the Guards lost two companies in the desperate breakout attempt. They gave as well as they got, though, taking an equal number of enemies with them.

# TREAD CAREFULLY

## SITUATION

Box Canyon

Tyrning

Free Worlds League

December 2788

The ebb and flow of the tide of battle included many attempted ambushes. Few succeeded as well as luring the enemy into pursuit through a minefield. It worked so well that those forces devastated by it employed the tactic themselves.

## GAME SETUP

*Recommended Terrain:* Wilderness

The map should be longer than it is wide. Defender chooses one end of the map as home edge; this represents the terminal end of the box canyon. The opposite edge is Attacker's home edge. The map edge is considered to be sheer cliffs 20 levels tall, except for Attacker's home edge.

### Attacker

*Recommended Forces:* One or more (allied) forces

Attacker's forces enter via home edge on Turn 1. If there are multiple, non-allied forces, they must partition the home edge (roll 2D6; highest roll chooses portion first) equally among the forces. All forces must enter on Turn 1. Each Attacking force has the same number of units as Defender's force. Each Attacking force must secretly assign one unit as the commander. This may be one of the personalities in the *Commanders* section.

### Defender

*Recommended Forces:* One (allied) force

Defender is placed on the map within 6" (3 hexes) of home edge prior to Turn 1. Defender also places a field of Jumping Landmines (see *Special Rules*). Defender must secretly assign one unit as commander. This may be one of the personalities in the *Commanders* section.

## WARCHEST

**Track Cost:** 500

### Optional Bonuses

**+500 Night Terrors.** This battle takes place at night (use Moonless Night rules; see "Darkness," p. 102, *ASCE*, or see p. 56, *TO:AR*).

**+500 Supermines.** Double the jumping range of the mines and the damage inflicted after the jump.

## OBJECTIVES

**1. Decapitate.** Destroy/disable enemy Commander's BattleMech. [250]

**2. Destroy Enemy Units.** Destroy/disable enemy units. [50 per unit]

## SPECIAL RULES

The following rules are in effect for this track:

### Forced Withdrawal

All forces are operating under Forced Withdrawal (see p. 126, *ASCE*, or p. 258, *TW*).

### Jumping Landmines

Defender places a minefield that crosses the entire map. It is 18" (9 hexes) wide. These mines are of an experimental type discovered in one of the ruined Castles Brian. They are not active initially; Defender chooses to activate or deactivate them during the End Phase of any turn (the entire field is activated/deactivated at once). Until then, they are undetectable by any means. When any unit moves within 2" of (*TW*: enters a hex containing) a Jumping Mine, it takes 1 damage (*TW*: 10 points of damage in one location, use the front Kick Location Table). Then the mine jumps 2D6 inches (*TW*: 1D6 hexes). Determine direction by rolling 1D6, assigning 1 to the direction the unit was moving in when it set off the mine, with 2 through 6 proceeding clockwise. The player controlling that unit rolls for direction, then rolls 2D6 (*TW*: 1D6) for inches (hexes) distance. All units within 2" of the destination (*TW*: in the destination hex) take 1 damage (*TW*: 5 damage in one location, use the Punch Location Table (unless they are prone)). Jumping mines will not set one another off. Each mine only goes off once, after which that 2" area (the starting hex) is considered Rough. Note: Only Defender's Commander may activate/deactivate the minefield. If the commander's BattleMech is disabled/destroyed, the minefield's status cannot be changed again.

## AFTERMATH

Perhaps even more regretful than the lives lost in these ambushes was the loss of this experimental mine type. None survived the fighting on Tyrning, rendering them apocryphal to those who didn't experience the horror of stumbling through a field of them.

# LEFTOVERS

## SITUATION

*The Scrap Pile*  
*Tyrfing*  
*Free Worlds League*  
*December 2788*

The war to clear Tyrfing of the Usurper's taint was colossally devastating. Thousands of tons of BattleMechs and combat vehicles were rendered inoperable in the fighting. In their haste to continue the campaign against the Usurper, the SLDF did not scavenge the wreckage for salvageable units. Instead, they hauled it all to one of the minor canyon offshoots of the Great Crystal Valley and dumped it, far—they thought—from prying eyes. Heavy equipment buried the wreckage until the SLDF could return and properly examine the scrap for usefulness. It was chance that a passing company of BattleMechs literally stumbled over the periphery of the wreckage. It was just sitting there for the taking. As long as no one objected to it being taken...

## GAME SETUP

*Recommended Terrain:* Wilderness

Each player takes turns placing one map. Defender places a final map if needed to complete the playing surface. Attacker chooses a home edge; Defender's home edge is the opposite edge. Defender places 1D6 Rubble Piles (see p. 13) on the map with Attacker's home edge and the adjacent maps. Each map in the next rank gets 2D6 Rubble Piles and 1D6 Large Rubble Piles. The map with Defender's home edge gets 1D6 Rubble Piles and 2D6 Large Rubble Piles. A region 2" x 16" (8 contiguous hexes) at the middle of Defender's home edge represents the location of the Scrap Pile.

## Attacker

*Recommended Forces:* One or more (allied) forces

Attacker enters via home edge on Turn 1. If there are multiple, non-allied forces, they must partition the home edge (roll 2D6; highest roll chooses portion first) equally among the forces.

## Defender

*Recommended Forces:* One (allied) force

Defender is placed on the map within 8" (4 hexes) of the Scrap Pile before Turn 1.

## WARCHEST

**Track Cost:** 500

### Optional Bonuses

**+500 Neverending.** Enemy forces get one lance of reinforcements. This bonus may be taken by all forces multiple times. Player must announce

during End Phase that the bonus is being taken. Reinforcements enter via non-home edges only, in the turn following the announcement.

## OBJECTIVES

- 1. Slip the Noose (Defender Only).** Exit units via Attacker's home edge. [50 per unit]
- 2. Hang 'Em High (Attacker Only).** Prevent Defender's units exiting the map. [50 per unit]
- 3. This Scrap Be Ours.** Be the last force present on the battlefield. [1000]

## SPECIAL RULES

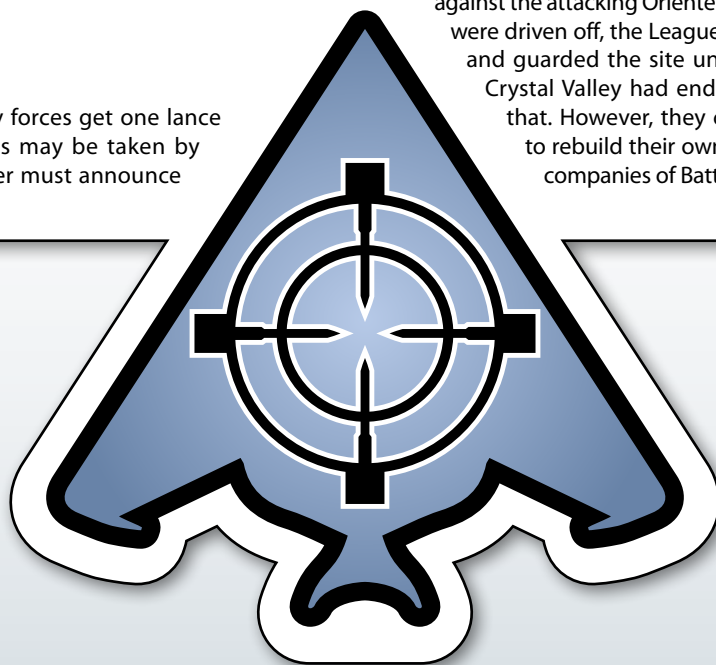
The following rules are in effect for this track:

### Forced Withdrawal

All forces are operating under Forced Withdrawal (see p. 126, ASCE, or p. 258, TW).

## AFTERMATH

The Stealths managed to load up two DropShips worth of salvage before they were discovered. They couldn't stand toe-to-toe against the attacking Oriente Hussars, though. After the Lyrans were driven off, the Leaguers called in their own DropShips and guarded the site until after the Battle of the Great Crystal Valley had ended. Much of the scrap was just that. However, they cobbled together enough parts to rebuild their own damage and to field two more companies of BattleMechs for the League.



# OLLY OLLY OXEN FREE

## SITUATION

Great Crystal Valley

Tyrfing

Free Worlds League

18 December 2788

By 18 December, every regiment had had enough. Guile was thrown out along with alliances. They simply wanted to settle the issue of who would hold the Great Crystal Valley, now mostly ruined and never again to achieve its former level of beauty and grandeur. Without any prearranged signal, elements from every regiment fighting on Tyrfing gathered for one colossal five-way battle.

## GAME SETUP

*Recommended Terrain:* Wilderness

Each player takes turns placing one map. Players roll 2D6 (re-rolling ties). The lowest die roll places the first map, with increasing die rolls placing successive maps. Maps must be placed to produce a single row, with long edges touching. Each player chooses a short edge from the map he or she placed as home edge. All forces enter via their home edge on Turn 1. Replace all wooded hexes/terrain with Crystal Formations (see p. 13).

## Attacker

*Recommended Forces:* All factions have all regiments' forces available for this battle

There is to be no quarter given. It is time to eliminate the hostile forces on Tyrfing once and for all. There is nothing to defend in this track. All players are considered attacking forces. Every faction brings the same number of units to the battle.

## WARCHEST

**Track Cost:** 750

### Optional Bonuses

**+500 The Scouring.** Annual windstorms normally cause no issues, but all the destruction to the landscape now results in multiple effects. The crystal dust causes high attenuation of energy weapons: reduce all laser and PPC range brackets by half (round down). Dust is much worse than typical dust storms: Add +2 to all To-Hit rolls. Wind is so severe at minor elevations that jumping is not possible: no Jumping movement allowed.

**+500 EM Crystals.** Place 1 EM Crystal per map. (See *Special Rules* for *Not So Fast*, p. 13).

## OBJECTIVES

- 1. Rage.** Kill/disable enemy units. [100 per unit]
- 2. Dominate.** Be the last faction on the battlefield. [1000]

## SPECIAL RULES

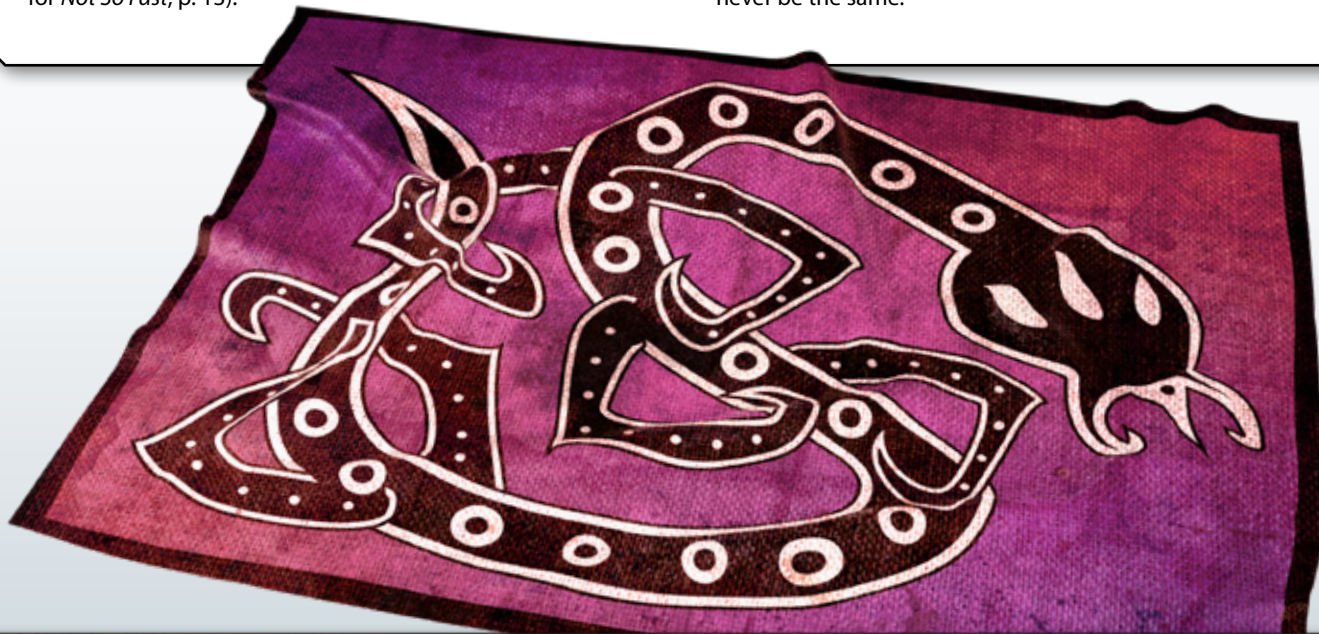
The following rules are in effect for this track:

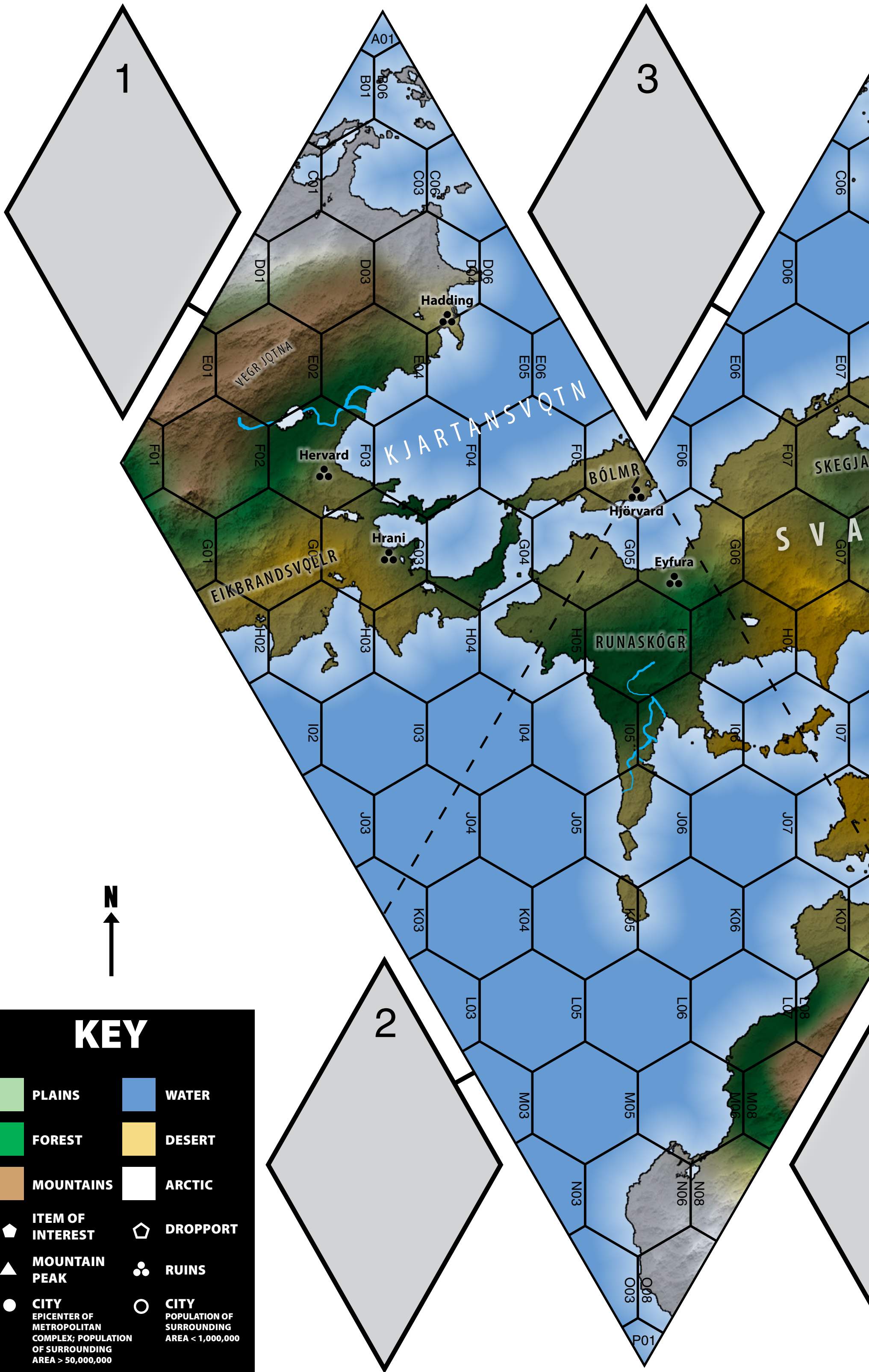
### Forced Withdrawal

All forces are operating under Forced Withdrawal (see p. 126, *ASCE*, or p. 258, *TW*).

## AFTERMATH

The best-recorded fight in the Battle of the Great Crystal Valley was the last one. After six days of crawling through tunnels, climbing over ruins, and sifting through rubble, all the combatants were physically, mentally, and emotionally exhausted. They simply wanted it to end, one way or another. In the end, it came down not to the fresher forces but to those defending their homes. The Free Worlds League might have annexed the world only recently, but to the League troops fighting there, it was already home. They controlled the valley, or what was left of it, by throwing themselves with near-suicidal abandon upon their collective foes. With little else to be gained save mutual destruction, the other four factions chose the better part of valor and left the valley behind. Sporadic fighting continued on Tyrfing for another two months, but the worst of it was over. Normally, those left behind would lick their wounds and get on with rebuilding. But there was no rebuilding the Great Crystal Valley or the rest of Tyrfing. What nature took eons to make, humanity destroyed in a few short years. It would never be the same.





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2

# KEY

- |  |   |   |   |
|--|---|---|---|
|  | <b>PLAINS</b>   |  | <b>WATER</b>  |
|  | <b>FOREST</b>   |  | <b>DESERT</b>   |
|  | <b>MOUNTAINS</b>  |  | <b>ARCTIC</b>   |
|  | <b>ITEM OF INTEREST</b>   |  | <b>DROPPORT</b>   |
|  | <b>MOUNTAIN PEAK</b>  |  | <b>RUINS</b>  |
|  | <b>CITY</b><br>EPICENTER OF METROPOLITAN COMPLEX; POPULATION OF SURROUNDING AREA > 50,000,000 |  | <b>CITY</b><br>POPULATION OF SURROUNDING AREA < 1,000,000 |





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HRING  
FOLDAR

FRELAMI

ANGA

SVALHEIM

HEIDREK

4

6

DRKETILL

HUFU HOGNA

Crystalpeak

Gestumblindi  
(Castle Brian)

Gardariki

SKJALDMEYJAR

GREAT CRYSTAL

Glæsisvellir  
(Castle Brian)

DVERGRANNS

Sifka

Blótspánn  
(Castle Brian)

Hlöð

Hervor



9

SVANVANGR

ARNGRIM

EYGARÐR

NTYR

SVARTÁLFAHEIMR

EIKBRAN

8

10

UN

Sonargölr  
(Castle Brian)

Hjalmar

Myrkviðr  
(Agro Station Ruins)

Málmlögi  
(Castle Brian)

Munarvagr

Barri

N18

N21

N23

O18

O21

O23

O24

P01

O110

A01

B21

B16

C16

C21

D18

D21

D19

E17

E18

E19

E21

F17

F18

F19

F20

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O18

O21

O23

O24

P01

O110

