

# TRAIL OF BLOOD



A BATTLETECH SCENARIO



# CONFLICT BACKGROUND

After the Battle of Tukayyid, the Clan War machine ground to a halt. Infighting reigned supreme as the clans struggled to admit their defeat, raged against it or tried to recover from their losses.

Most importantly, as plenty of Clanners had been certain of their victory, some had taken several liberties with protocol, especially regarding treatment of the Inner Sphere barbarians. One such individual was the always-enterprising Star Captain Dougall.

Despite not being officially allowed to participate in the invasion, Star Captain Dougall interpreted Clan Law creatively. Using the merchant caste as an excuse, Star Captain Dougall had invaded further into the Inner Sphere than Tukayyid. With implied approval from his superiors, he set out with a trinary of omnimechs and elementals before the Battle of Tukayyid to the appropriately named system of Blue Diamond.

While this caused some grumbling within the warriors under his command who would have preferred to take part of the Battle of Tukayyid than act as 'bodyguards, they understood the plan, which would bring the Clan and its merchants great wealth.

Once the Spheroids on Tukayyid would be defeated, having an advance base deeper than any other clan had within the borders of the FedCom would give the Sharks a great advantage when dividing up the Inner Sphere.

The planetary defenders were easily overwhelmed with ruthlessness and cruelty uncharacteristic of the small skirmishes of the late Succession Wars. As the day of the Battle of Tukayyid loomed ever closer, the Clanners did not have the luxury of taking their time fighting, but ruthlessly crushed the 'mech company defending the planet and a conventional company of vehicles and infantry guarding the interests of the local duke. The 4th Lyran Regulars, who would otherwise have been there to repel the invaders, had been redeployed for raids into Clan-occupied space mere months before this attack.

The population was repressed, the local HPG taken over and the sharks bided their time, waiting for the news of victory on Tukayyid. As the attentions of the Inner Sphere focused on Tukayyid, the Sharks attack avoided FedCom attention.

When the news of loss came, the Sharks plans fell into shambles. A brave Comstar adept sacrificed his life to get the message of the planetary situation out, prompting FedCom to take action. With the Sharks torman in shambles and their acts directly violating the fresh Truce of Tukayyid, no help was coming for them, either.

With grim determination, Star Captain Dougall made to retreat his operation off-world. For the Spheroids, their goal was clear. Show this Clanner the price of business in the Inner Sphere before he could pull out from this deal that had gone sour for him.

# GAME INFORMATION

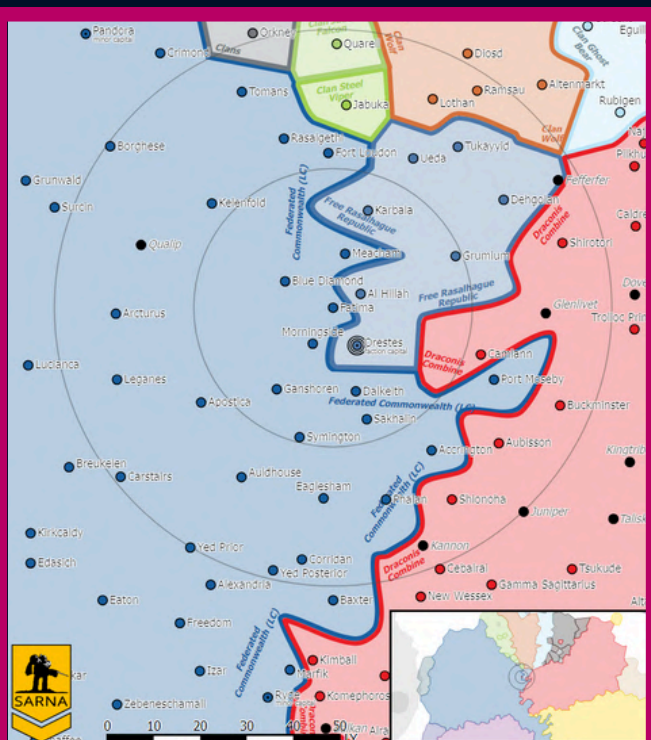
The scenario is designed to be played with four players in two teams. One playing with the Clan forces, and three players together forming the various Inner Sphere forces competing to hunt Captain Dougall down. Feel free to alter the amount and quality of units for more or less players if you wish.

## SCENARIO RULES

**Scenario win conditions:** If Star Captain Dougall is eliminated before the Inner Sphere forces are forced to retreat, the Inner Sphere players win. Otherwise, the Diamond Sharks are victorious.

**Time limit:** If Dougall's 'mech is not eliminated by the end of turn 15, the Diamond Sharks win.

**Deployment:** The Diamond Shark units are first deployed using the Hidden Unit rules from Total Warfare (p.259), with a maximum of two units per mapsheet. The Inner Sphere forces are then deployed on the short edges of the map. The players roll off if they can't decide the order of deployment. The winner deploys their units first on the short edge of their choosing. The second player deploys their units on the opposite map edge. The third player deploys their units, dividing them equally between both short edges.



## BLUE DIAMOND, 3052

"We have plotted the Jump course, Star Captain Dougall. Dropship Calm Waters is coming down fast to pick you up. Be advised, satellite imaging has an entire company of Battlemechs on approach to spaceport from multiple directions. Time to arrival is five minutes."

"Aff, Merchant Captain. We will dye the sand with their blood."

-Intercepted Comms pre-operation

**Clan Honor:** The Diamond Sharks are fighting for survival, and are thus not forced to use Zellbrigen.

**Forced Retreat:** Crippled Inner Sphere units are subject to the rules of forced retreat once half of the players units have been crippled or destroyed. Units in forced retreat must expend all of their walking movement to move back to the closest short edge once they have been crippled.

## FORCE CREATION

The Inner Sphere players are subject to the following rules when creating their forces:

**Battle Value:** Each IS players' force may be no more than 6000 BV after adjusting for 'mechwarrior skills, C3 or TAG.

**Force composition:** Each IS players force is a Lance or Level II of 'mechs and/or ground combat vehicles. Lances may be depleted or reinforced, so each player can bring a total of 2-6 units.

**Unit restrictions:** The IS players are restricted to only technology available in the Inner Sphere in 3052. No clan units or customized units are available.

## SPECIAL RULES

The following rules from Tactical Operations: Advanced Rules are used:

- Careful Stand (p.20)
- Floating critical rule (p. 75)
- Active probe targeting (p. 97)
- Autocannon rapid fire mode (p. 98)
- ECM Ghost targets (p. 100)
- Machine gun rapid-fire mode (p. 100)
- Hot-loaded Missiles (p. 101)

The following rules from Battletech: Initiative Deck are used:

- Unequal Number of Units (p.2-3)

## HOUSE RULES

**Flamers:** Flamers deal both 2 point of damage and two points of heat on a succesful hit against targets that track heat.

"I've fought these guys before, you know." Leutnant Steinbeck mentioned casually, surveying his instruments as his Banshee advanced at a brisk run to keep up with the rest of the advance.

"We've ALL fought the clans at this point. Not exactly an achievement." came the somewhat stiff reply from Sergeant Nyarko's Ostsol. Light snickering filled the radio waves.

"No, no, I mean these guys. These exact guys. The Diamond Shark. We thought they were some eccentric pirate band at first. I have never wished to be actually fighting pirates before going up against these guys. Shot my 'mech up good!" Steinbeck insisted, his lancemates voicing their agreement. The Carmine Company's defense of Kola-C had been their first touch with the clans and had turned out to be quite profitable.

"Yeah, we all lost our clan virginity at some point or the other. Wouldn't have wanted to be the poor bastards on this rock. Looks like the Clans weren't being gentle, like they were with your ass." Nyarko retorted. The scars in the earth a reminder that this had been a warzone just months before, and was about to be one again.

"If you two are finished..." another, stern voice cut in. "...We're within weapons range of the spaceport. Spread out and find those Clanners. There's a dropship on the way so we're on a timer."

# DIAMOND SHARKS

No more than a Binary of Omnimechs and a Star of Elementals could be spared by the Sharks toulman for the operation on Blue Diamond. While losses were light during the fighting, the small amount of Clan Troops had their hands full in holding the population in check. As soon as the victory on Tukayyid would be confirmed, reinforcements would be coming.

As this turned out to not be the case, the Clans lighter 'mechs and Elementals were forced into hurrying preparations to leave the planet, leaving a brutal Assault Star opposing the Inner Sphere Forces.

## KINGFISHER PRIME

### STAR CAPTAIN DOUGALL ( 3/4 )

Were he a commander from the Inner Sphere, he could simply hide away or make his escape without fighting. Despite his experiences with Spheroid culture, his warrior heart won't let Captain Dougall simply hide away while his warriors have all the fun.

Besides, he's got a full Star of Assault Omnimechs supporting his Kingfisher. No force can stand against him.

## GARGOYLE PRIME

### MECHWARRIOR JOHN ( 3/4 )

Mechwarrior John has been tasked with acting as a hunter-killer for the rest of the Star to take down any light units the Spheroids might bring to range ahead of their other forces.

While not as glorious of a task as he might have hoped, he understands the necessity. He was the obvious choice for this as during the pacification of the world, his Gargoyle was crucial in disabling the company of conventional armor forces of the local planetary nobles forces, letting elementals make short work of the crippled vehicles.



## DIRE WOLF PRIME

### STAR COMMANDER SHIA ( 3/4 )

Star Commander Shia made it a point of pride to ensure that Captain Dougall's orders of a swift pacification were followed, choosing the most powerful 'mech she could for the task.

Her hot-headed, almost suicidal attitude would mark her a bad leader of men in any of the Inner Sphere's armed forces, while in the Clans, she's whispered to be up for leading her own trinary soon. The defeat at Tukayyid has put such career plans into jeopardy. She will be glad to have a target to vent her frustrations into in the upcoming battle.



## DIAMOND SHARK - ASSAULT STAR ALPHA

### WARHAWK PRIME MECHWARRIOR JESSICA ( 3/4 )

While preferring light configurations and the skill it takes to land hit after hit while avoiding those from your enemies, Jessica has found the pleasure of simply trading fire against an inferior opponent, trusting in the superior armor of her Warhawk to keep her protected while her enemy succumbs to her superbly accurate ER PPC fire.

Lying in ambush, laughing to herself in anticipation of striking like a viper suits her perfectly, and she is glad for the opportunity this defense provides.

### TURKINA PRIME MECHWARRIOR SAMANTHA ( 3/4 )

How the Diamond Sharks managed to get their hands on a Turkina is classified, though rumor has it that once Tukayyid would be won, the Jade Falcons would receive preferential treatment on Blue Diamond. Whatever the case behind it, Mechwarrior Samantha is glad to have such a powerful machine beneath her.

"You are in position, quiaff?" Star Captain Dougall asked. The ambush positions had a careful network of tight-beam communications setup so as to not let the radio waves give away their positions. Confirmations of being in position came in. He didn't have to tell these elite warriors how to conduct this ambush.

"Stravag! Star Captain, I have got eyes on the hostiles." the hostility in Shia's voice caught Dougall by surprise. It was only when he looked at the beamed video feed that he realized the issue, eyes narrowing.

They were the same Mercenaries that had stopped them on Kola-C. They would not get the best of him another time.

"Give them a warm welcome, Star Commander." he told her, receiving communications from the other members of his Star that the other forces were approaching, as well. There would be plenty of merc blood spilled.

# CARMINE COMPANY

Having faced against this particular Clan force once before, it was an obvious advantage for Katarina Haas and her Carmine Company when negotiating the contract, especially as their previous encounter had seen the Clanners forces driven off-world. As Hauptmann Haas originates from the Commonwealth, working with and for the AFFC without having to worry about the ineptitude of 'Social Generals' interfering on the battlefield was precisely the kind of thing she had become a mercenary for. The increase in pay from being a common soldier didn't hurt, either.

## **BANSHEE BNC-3S**

### **LEUTNANT EMIL STEINBECK ( 3/4 )**

Chosen to command the Battle lance, Leutnant Steinbeck is a dependable 'mechwarrior, even if he isn't exactly imaginative or daring. He prefers to advance towards the enemy and keep firing until the enemy stops moving, all the while making sure his 'mech components aren't damaged from overheating.

This has made being assigned to his Banshee's repair crew fairly enjoyable for the company 'mechtechs.

## **MARAUDER MAD-3M**

### **LEUTNANT VASILI ANTONOVA ( 3/4 )**

Leutnant Antonova would not accept "no" for an answer when choosing who would be sent on this operation. Having been personally had his Spider crippled by Star Captain Dougall himself, he's very eager for some payback.

Originally preferring light 'mechs, Vasili has grown fond of the Marauder chassis, though he prefers not to discuss it in depth when asked. It is assumed that his near-death experience within that Spider has to do with it.

## **ENFORCER ENF-4R**

### **LEUTNANT HANNA PASTERNAK ( 3/4 )**

A former security 'mech operator, Leutnant Pasternak found that telling citizens to move along or standing in front of a fence for six hours straight was a tremendous waste of her abilities and the firepower at her disposal.

After several disagreements on how she should do her job, she ultimately decided to pursue a career elsewhere, her expertise of urban operations being a welcome addition for the Carmine Company.

## **COMMANDO COM-2D**

### **LEUTNANT NOELLE AL-DADI ( 4/5 )**

Not having fought against the clans before, Leutnant Al-Dadi was assigned to the mission as everyone needs to have their first time sometime. Her orders are to range ahead and harass the clanners and to make sure that she's not a priority target, if at all possible.

While nervous, she's glad that her 'mech is at least capable of outrunning any Elementals she might encounter, having heard the stories about them tearing 'mechwarriors from their cockpits.



## CARMINE COMPANY - BATTLE LANCE

The awkward tension was stifling. The soldiers of what remained of the Blue Diamond Defense Force trying to appear tough and professional and definitely not like they were trying to get a good look at what was going on around the map table.

Three huddles of Mercenaries were around the table, studying the information they had on their operation, throwing out banter to help their nerves... but most importantly trying to figure out who was top dog, a ritual between soldiers as old as the profession.

At the head of the table were the Blue Diamonds, their outfits similar to the blue dress uniforms worn by the BDDF officers. As they were 'locals', despite one of them never having set foot on the planet before, they had a slight aura of superiority about them. Apparently, one of them was related to the duke, too. The 'mechs they had brought with them were also top of the line, and they apparently wanted everyone to be aware of the fact as well.

To their left were the 'mechwarrriors of the Carmine Company, camouflaged fatigues covering with cooling vests underneath, the very image of what one would expect of a professional mercenary company. They offered their professional opinion and little else to the discussion, clearly used to this kind of jockeying for power. Their 'mechs were rugged and reliable designs. Piloted by veterans, they'd be more than a match for any clanners.

Finishing up was a quartet with no distinguishing uniform or outfit. If it weren't for the cooling vests and the hard looks in their eyes, one could have mistaken them for civilians. Jankko's Janissaries seemed straight out of a Solaris holoivid, as were their varied 'mechs. Despite their appearances, though, the 'mechjocks were making good points on how to approach the job at hand.

All in all, the local troops were very glad these mercenaries were on their side...



# BLUE DIAMOND MERCS

Originating from the planet of Blue Diamond, when the call came to help drive the Clans off their home planet, the Blue Diamond mercenary company decided it was time to return back to their roots... For a hefty paycheck provided by their former liege lord, of course. The contract had their 'mechs refitted with the latest and best in technology that C-bills could buy in the Inner Sphere. The Duke of Blue Diamond had a lot of riding on these Mercenaries being able to drive off the invaders, after all.

## **BATTLEMASTER BLR-2C** **CAPTAIN WILL TAKANASHI ( 4/5 )** **SERGEANT HANNA STAHL (4/5)**

Leader of the Blue Diamond's, Will Takanashi's mixed parentage made him want to experience the mercenary life, rather than spend his life on one planet. Funny how that very business has brought him back home.

Meanwhile, the dispossessed Sergeant Stahl was more than eager to jump into the second seat of the Battlemaster instead of being forced to sit the deployment out completely.

## **AWESOME AWS-9MA** **LIEUTENANT ERICH JAEGER ( 4/5 )**

The decision to customize an Awesome to fit the custom variant piloted by the legendary Adam Steiner was a political one. As the company responsible for refitting the Blue Diamond mercs realized just how deep their employers pockets were, the amount of "necessary" and "very highly praised" additions skyrocketed, leading to the company Awesome's custom refit.

A naturally vain person, Lieutenant Jaeger thinks that as the second-in-command of the Company, such a 'mech is perfect for a pilot of his caliber.

## **OSTSOL OST-5M** **SERGEANT SASKIA NYARKO ( 4/5 )**

Snarky and hotheaded, Saskia is quite happy with her new ride. She had a bad habit of overheating her previous model of Ostsol, but with the new double heat sinks, that is most likely not going to be a problem for her anymore.

With the battlefield leveling due to the recovered technologies, Saskia is itching to get back at the clans, perfectly aware that getting up-close-and-personal is the way to go when fighting the clanners.

## **OSTSOL OST-5M** **SERGEANT HANS HIMMEL ( 4/5 )**

Very distantly related to the Duke of Blue Diamond, Sergeant Himmel has more than just a paycheck riding on this mission. The blue blood in his veins is boiling at the sight of how the local population has been treated by the invaders and he can't wait to get his hands on the ones responsible.

Piloting the Diamonds other Ostsol, similarly upgraded as sergeant Nyarko's machine, Hans Himmel wants to be seen as a noble hero of old, the vengeful knight coming to drive out a barbarian invaders. With his trusty steed, he is very close to achieving that fantasy.



## THE BLUE DIAMOND MERCENARY COMPANY

## JANKKO'S JANISSARIES - COMMAND LANCE



# JANKKO'S JANISSARIES

Contracts against the clans used to be desperate, suicidal affairs – the sole reserve of the foolhardy, thrillseekers, and fanatics. Jankko's crew are none of those. They know the odds, but they also know it isn't 3049 anymore, when contracts against the clans contained such abstract orders as "hold as long a possible" in the face of overwhelming odds. Now they have a more easily understood objective. Clanner or not, just one man needs to die for them to be paid. Nice and simple, just how they like it. It's the Inner Sphere's way of making sense of things.

## MARAUDER MAD-5D

### MAJOR KALERVO JANKKO ( 4/4 )

Jankko pilots the company's newest 'mech. The company earned it during another contract in the invasion corridor. A fortuitous ammo detonation left them in possession of a single intact arm of a clan Mad Cat and half of its legless torso savaged by the very same explosion. That salvage was whisked off to the New Avalon Institute of Science in exchange for a MAD-5D straight off the assembly lines at Kathil. Proud as he is of his new 'mech, Jankko has not forgotten it cost him his family heirloom STK-3F and the lives of two veteran mechwarriors.

## AWESOME AWS-8Q

### COMBAT FIGHTER AZIZ ( 4/4 )

A man of few words but great enthusiasm, his lacking communications skills mean that he has never been assigned outside of Jankko's lance. In no other circumstances would he be placed in a 'mech as heavy as the AWS-8Q, but stranger things have happened during the invasion and Jankko has great confidence in the single kind of competence that Aziz has demonstrated thus far – relentless, enthusiastic violence.

"You go on ahead for the spaceport, wouldn't want your fancy 'mechs getting dirty out here in the outskirts." Major Jankko told the two members of the Blue Diamonds that had joined his lance.

"Affirmative. We'll go cap that clanner while you fine gentlemen... guard the rear, yeah? Wouldn't want to get shot at by the big, bad clanners." came the snooty reply from Lieutenant Jaeger.

"He's got you there, Major." Sergeant Silakka said good-naturedly. Banter was all well and good, but they needed to know they were on the same side.

Jankko laughed in reply, though it was a little forced. "You can say that once we've made sure no Clanners got you in a pincer. Silakka, range ahead, put that fancy probe of yours to use. We'll swing wide and join up with you Diamonds once this area is clear, yes?"

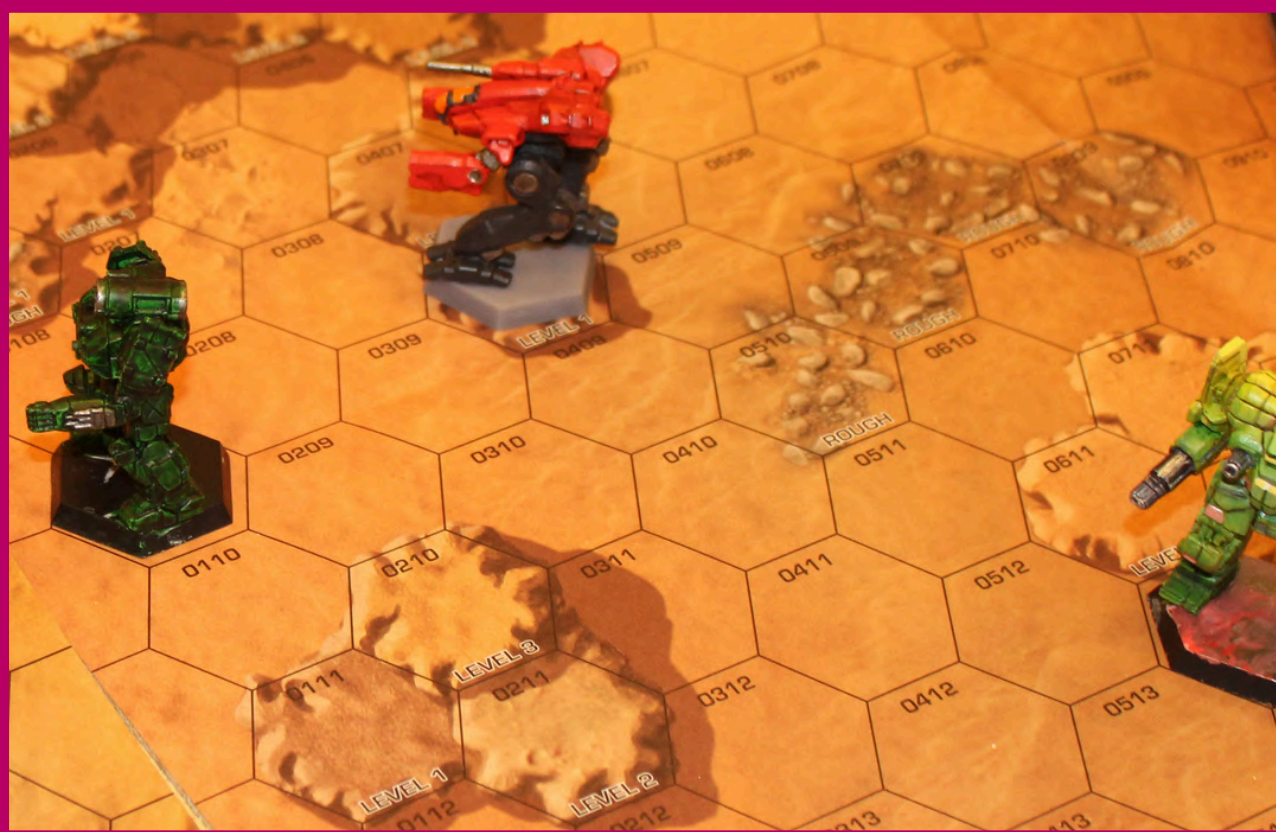
"I suppose we'll let you play the role of cavalry, gentlemen. I'll buy a bottle of wine for the first man to spot a clanner." Jaeger replied as he and his companion set towards the spaceport.

## **FIRESTARTER FSH-9S** **SERGEANT TIMO SILAKKA ( 4/5 )**

Despite piloting both the smallest 'mech and being the least experienced mechwarrrior involved on the mission, Silakka is the best compensated by far. His FSH-9S has a rare piece of equipment on board – a Beagle Active Probe. As rare, new equipment and 'mechs continue to trickle down to mercenary units, access to them is a privilege hotly contested and often fought over. Not in the case of this particular piece, though. Silakka considers himself incredibly lucky and is already counting his money. He is a man of rare optimism – a necessary quality for anyone willing to voluntarily go scouting for clan assault 'mechs.

## **THUNDERBOLT TDR-5SS** **LIEUTENANT MATTI NÄSÄ ( 4/4 )**

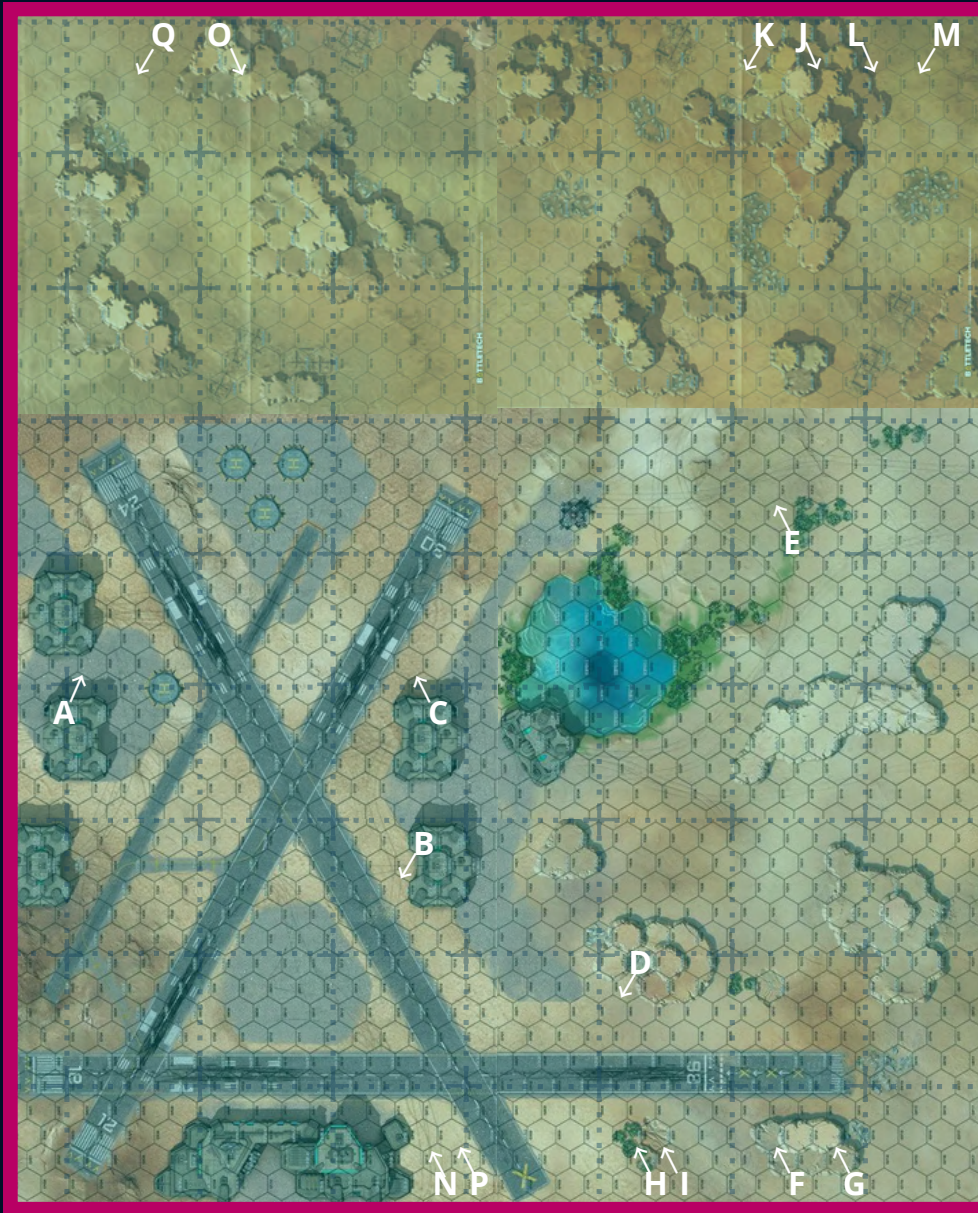
Machines such as this TDR-5SS are becoming less and less common as the invasion rolls on. Not the model in itself, though. While the double sierras are being phased out by newer, better machines with updated technology, they are still being built for the AFFC. Näsä's TDR-5SS is rare for being more than a century old and having avoided being swallowed up by the destruction of the invasion thus far. Näsä intends to shepherd his personal property through the rest of the conflict, jealously guarding it from others. Not that anyone is eager to deal with its quirks now that post-Helm-Core manufactured models are becoming available on the mercenary market.



The Janissaries scoured their deployment zone cautiously, not wanting to get caught with a Clan Assault 'mech in their rear arc... (Note: The background and descriptions of Jankko's Janissaries troops were written by their owner)

# AREA OF OPERATIONS

## INNER SPHERE DEPLOYMENT ZONE



### Legend

#### **Diamond Sharks**

- A - Kingfisher Prime
- B - Turkina Prime
- C - Warhawk Prime
- D - Dire Wolf Prime
- E - Gargoyle Prime

#### **Carmine Company**

- F - Banshee-3S
- G - Enforcer-4R
- H - Marauder-3M
- I - Commando-2D

#### **Jankko's Janissaries**

- J - Awesome-8Q
- K - Marauder-5D
- L - Thunderbolt-5SS
- M - Firestarter-S

#### **Blue Diamonds**

- N - Battlemaster-2C
- O - Awesome-9Ma
- P - Ostsol - 5M
- Q - Ostsol - 5M

→ - Front arc

## INNER SPHERE DEPLOYMENT ZONE

**TO RECREATE THE SCENARIO, SETUP MAPSHEETS AS FOLLOWS:**

**BARREN LANDS #1 - BARREN LANDS #2**

**AEROBASE #2 - OASIS**

**AEROBASE #1 - DESERT RUNWAY**

## THE GREAT DEATH STRIKES

With the Mercenaries deployed and hunting for the Clanners, the first turns were a deadly game of hide and seek. While the Carmine Company boldly advanced towards the spaceport, the other mercenaries meticulously ensured that no space was left for any Clan 'mechs to take them by surprise. As the Inner Sphere forces did not know the composition of the OpFor, this caution was well justified.

It was already on the first turn's weapon attack phase that the Dire Wolf revealed itself, the Carmine Company's Marauder coming to the perfect range for a devastating strike. Autocannons blazing and large lasers melting tons of armor, there was little the Marauder could do but fall down, it's return fire ineffective, the other 'mechs too scattered to immediately come in to assist.

The second turn forced the Dire Wolf out of it's ambush spot or get potentially kicked in the head, while also letting it bring it's pulse lasers to bear. With the Carmine Banshee and Enforcer moving in to support, the Commando forgot the crucial rule that 'speed is life' as it walked behind the Great Death. It's one salvo of SRM's being it's only one as the assault 'mech turned around, it's devastating fire from it's right arm weapons knocking the lighter machine down and detonated it's ammunition, while it's other arm ravaged the Marauder, a kick nearly tearing the Marauders leg off.



Leutenant Vasili barely noticed the reactor startup before his 'mech was already nearly crippled, a monstrous opponent taking him by surprise on turn 1.



With the other Mercenaries turning around to rain fire on the Dire Wolf, it was clear that despite its fearsome weaponry, the Spheroids would prevail but need to waste precious time from their main mission. Three pinpoint pulse laser attacks nearly cored the Carmine Enforcer, while the Marauder lost its leg, prompting Vasili to begin retreating from the battlefield. On turn 4, the Clan machine finally received enough damage to cripple its engine and gyro, forcing it out of the game.

By this time, however, on the northern side of the battlefield, the Inner Sphere forces had other issues, the Janissaries Firestarter running afoul of the Diamond Sharks Gargoyle...



Under fire from every direction and rapidly overheating, the Dire Wolf finally falls to the combined force of five Inner Sphere 'mechs raining fire down on it on turn 4.

## THE HUNTER BECOMES THE HUNTED

With the Janissaries and the Diamonds two remaining 'mechs carefully combing every possible hiding spot for the remaining Clan 'mechs, Sergeant Silakka makes the mistake of jumping directly in front of Mechwarrior John's Gargoyle on turn 3. A fusillade of fire and a lucky kick leaves the light 'mech knocked down with one leg destroyed and a machine over 40 tons it's superior staring it down, while the Firestarter's weaponry does little more than annoy the fast Assault 'mech.

Realizing that staying still would be a death sentence for his 'mech, the Gargoyle retreats, finding that it's weapons complement, perfect for taking down targets half it's tonnage, are barely a match against the Thunderbolt rushing to it's lancemates rescue, supported by long-range fire by the Marauder and Awesome. The Blue Diamonds are not alerted to join in, the Janissaries believing they can handle their undergunned opponent.

Further retreat would only force the Gargoyle between the Janissaries and Carmine Company's remaining 'mechs. Advancing to try and use the weight of his 'mechs kicks to his advantage, the Gargoyle instead goes down himself with a damaged gyro, but not before the terrified Firestarter pilot chooses to eject rather than risk the Gargoyle destroying his prone 'mech. The other Janissaries ensure his safe retreat.



Before John can confirm his kill on turn 3, he is forced to reassess his situation, the remaining Janissaries gunning their engines to rescue their lancemate.



## DIAMONDS AGAINST THE SHARKS

Scouring the area surrounding the bases had yielded little result for the Blue Diamonds, who soon found themselves under fire from the Clanners who had been taking cover within hangar buildings. The Turkina's initial volley left the Battlemaster taken out of the fight, as a lucky TAC tore out two of its right leg actuators while the rest of the damage focused around its left leg, breaking the foot actuator, rendering the Battlemaster nearly immobile and unable to bring its short-ranged weapons to bear.

From another building, the Warhawk opened up against the Diamond's Awesome with its PPCs, beginning an uneven duel that would last for close to a minute. Most of the Diamond's return fire was absorbed by the buildings, while the Carmine Company and Jankko's Janissaries were out of position to support them.



Outrunning the Janissaries turned out to be impossible with a damaged gyro and a busted hip. On turn 6, the Gargoyle's engine is shut down from heavy damage.

"Nobody on the Beagle, Captain." Sergeant Stahl informed from the second seat of the Battlemaster. No sooner than she had looked up from the instrument panel, however, she saw movement. "Captain, two o'clock, watch out!"

The Battlemaster turned to face its opponent, but it was too late. A spray of fist-sized pellets and a flight of missiles screamed out at the 'mech, hitting low. The 'mech took a step back, then another, the impacts knocking its legs out from underneath it. Captain Takanashi cursed as he realized that the leg wasn't moving as it should, the 'mech crashing down, rolling over its back before coming down to a stop. Damage readouts began blinking red.

Like a massive infantryman, the Battlemaster brought its arm-mounted PPC forward, starting to trade fire at his opponent within the building. Takanashi cursed as he saw his particle beam hit a pillar of concrete instead of the enemy.

"If your Company is worth anything, now'd be the time to prove it! I lost my legs. I'll keep that monster distracted but you've got to get to it before it breaks my armor open!" he shouted into the comms, lining up another shot...



Realizing that waiting any longer will strip the clanners of their advantage, the remaining bodyguards of Captain Dougall reveal their positions to trade fire with the Blue Diamonds heavy hitters while the other mercenaries are in no position to support them on turn 4.

“Not so Awesome now, are you!?” Jessica shouted to nobody in particular, watching the enemy ‘mech rock under her fire. Barely giving her ‘mech time to cool down, she was already pumping another two bolts out from the left arm of her ‘mech while the Awesome was still lumbering closer to get within range, it’s fire mostly impacting against the building she was using for cover. It was hardly a fair fight. Then again, after John’s message that he was going down, the enemies had them outnumbered thrice over.

She delighted in firing again and again at the approaching Awesome, only broken from her methodical execution of her opponent by Dougall’s voice on the comms. “They are about to surround you, Jessica. Get a move on. I will move to assist shortly.”

Jessica looked at the radar. Samantha’s Turkina had been forced out into the open to avoid the Banshee, which was turning around to get into close-quarters with her as well.

“Oh, no, you do not.” she cursed, breaking through the flimsy outer wall of her cover just in time for the Banshee to break in and find her gone. She giggled to herself. She still had time to finish off the Awesome. In the distance, the Captain’s Kingfisher similarly broke free of it’s hiding place to bring it’s pulse lasers to bear on the Ostsols harassing the Turkina. Oh, he was good, too.

“Let’sss settle this, Ssspheroid scum.” she told herself, rushing towards the Awesome.



The Carmine Company arrives to pincer the Clanners, forcing them out of hiding on turn 7

## A TURKEY SHOOT

While the Clanners assault machines sported amazing firepower, they did not have enough time to bring it to bear before the faster mercenary elements could surround them. While the woods around the oasis and the building she had used for support left Jessica free to keep trading fire with the Awesome, this merely meant that Samantha's Turkina took the brunt of the mercenary attack.

Utilizing her 'mechs jumpjets to protect her rear, letting only the retreating Marauder shoot at her from that direction, Mechwarrior Samantha was able to take out the Enforcer, destroying it's left leg, it's center torso destroyed as it fell on the roof of the hangar. However, exposing herself did not pay off for her. the Janissaries were able to bring their weapons to bear against her new location, the concentrated mercenaries fire scoring a lucky critical through her armor, crippling her 'mechs gyro, easy prey for the advancing Janissaries, her 'mechs awkward position leaving her unable to bring more than half her weapons to bear awkwardly.

The Janissary awesome parked itself comfortable to pump repeated PPC fire against her, while the rest of the mercenaries moved to take out Jessica's Warhawk. Had the duel gone on, there was no question that she would have prevailed against lieutenant Jaeger's fancy machine, having knocked out one of it's PPC's already and broken through the armor on both arms. However, the Banshee and Thunderbolt's interference soon knocked her Right Arm off while leaving her with fairly little armor elsewhere, either. With the situation looking dire, it was finally time for Captain Dougall to make his appearance.



On turn 8, Captain Dougall finally makes his appearance, hoping to divert the attention from his Starmates to himself and to turn the fight around with the firepower of his Kingfisher.



While not outclassed, Mechwarrior Jessica finds her long-range configuration hopelessly outmatched, unable to deal with so many targets without dangerously overheating on turn 9.

## THE TRAIL ENDS

Emerging from his cover, Captain Dougall knows that the enemies are there for him, but trusts in his 'mech to be able to withstand any Spheroid attacks. The two OstSols immediately accept his challenge with inaccurate PPC fire from the prone Battlemaster for support. The Turkina is taking a beating as the Janissary Awesome reaches it's position for repeated fire and their Marauder gives one parting kick to it's left leg before moving to engage the Kingfisher.

On the southern end of the spaceport, Mechwarrior Jessica ignores the advancing Thunderbolt and Banshee, hellbent on finishing her duel with the Awesome before being crippled, rushing the other assault 'mech as her long-ranged weapons are no longer enough on their own, but her kicks fail to take the Awesome down, either. With both side torsos open and one arm gone, it's only a matter of time before her 'mech will shut down.

The prone Turkina chooses to ignore the danger to itself, choosing to try and take the Ostsol's down before they can close in with Captain Dougall. Unsurprisingly, trying to aim while being under fire, prone, and kicked around proves to be too much for even Mechwarrior Samantha's abilities.

A lucky headshot from an Ostsol's pulse laser strips the head armor clean off the Kingfisher, while Dougall's return fire doesn't do much else but strip armor off the Ostsol's torso locations, failing to penetrate.

The Ostsols close in within punching range of the Kingfisher. The Turkina provides fire support from afar, it's shot's knocking one of the machines down and causing an engine hit and destroying enough arm and hand actuators that melee won't be a problem from it. However, Dougall's having a hard time pinning the other 'mech down. While scoring an engine hit and knocking out one of the large pulse lasers on the machine, it stays standing. One punch lands directly into the cockpit of the Clan warriors 'mech, killing him instantly and ending the scenario.



# END RESULTS

## BEGIN TALLY

### DIAMOND SHARK

#### DIRE WOLF PRIME - SALVAGEABLE

Left Arm destroyed  
Left Torso destroyed  
Right Arm heavily damaged  
Right Torso damaged  
Upper arm actuator destroyed  
Ultra AC/5 damaged  
ER Large laser destroyed  
Two heat sinks destroyed  
Engine heavily damaged  
Gyro heavily damaged  
Mechwarrior lightly injured  
Approx. 5% of armor remaining

#### GARGOYLE PRIME - SALVAGEABLE

Right arm destroyed  
Left Torso damaged  
Center Torso damaged  
Right Leg damaged  
Left Leg damaged  
Engine heavily damaged  
Gyro crippled  
Right Hip actuator destroyed  
Mechwarrior injured  
Approx. 15% of armor remaining

#### WARHAWK PRIME - CRIPPLED

Right Arm destroyed  
Right Torso destroyed  
Center Torso damaged  
Heat sink destroyed  
Engine heavily damaged  
Pilot lightly injured  
Approx. 20% of armor remaining

#### KINGFISHER PRIME - SALVAGEABLE

Head destroyed  
Mechwarrior K.I.A  
Approx. 80% of armor remaining

#### TURKINA PRIME - CRIPPLED

Left Arm damaged  
Right Leg damaged  
Center Torso damaged  
Head Damaged  
LB 5-X Autocannon damaged  
Engine damaged  
Gyro crippled  
Mechwarrior injured  
Approx. 35% of armor remaining

### CARMINE COMPANY

#### COMMANDO COM-2D - DESTROYED

Ammo explosion  
Nothing to salvage

#### MARAUDER MAD-3M - DAMAGED

Right Leg destroyed  
Right Torso damaged  
Left Leg damaged  
Autocannon/5 damaged  
Mechwarrior lightly injured  
Approx. 40% of armor remaining

#### ENFORCER ENF-4R - DESTROYED

Right Arm destroyed  
Left Torso damaged  
Left Leg damaged  
Foot actuator destroyed  
Two heat sinks destroyed  
Mechwarrior lightly injured  
Approx. 20 % of armor remaining

#### BANSHEE BNC-3S - COMBAT READY

No damage

## BLUE DIAMONDS

### BATTLEMASTER BLR-2C - DAMAGED

Right Arm damaged  
Left Leg heavily damaged  
Foot Actuator destroyed  
Foot Actuator destroyed  
Upper Leg actuator destroyed  
Approx. 60% of armor remaining

### AWESOME AWS-9MA - DAMAGED

Right Arm damaged  
Right Torso damaged  
Left Arm damaged  
Two heat sinks damaged  
Two ER PPCs damaged  
Approx. 30% of armor remaining

### OSTSOL OST-5M - DAMAGED

Left Arm damaged  
Left Torso Damaged  
Right Arm damaged  
Upper Left Arm Actuator destroyed  
Right Hand Actuator destroyed  
Double heat sink damaged  
Engine damaged  
Mechwarrior lightly injured  
Approx. 40% of armor remaining

### OSTSOL OST-5M - DAMAGED

Right Arm heavily damaged  
Right Torso heavily damaged  
Right leg damaged  
Large Pulse Laser damaged  
Fusion engine damaged  
Approx. 80% of armor remaining

## JANKKO'S JANISSARIES

### AWESOME AWS-80 - COMBAT READY

No damage

### MARAUDER MAD-5D - COMBAT READY

No damage

### THUNDERBOLT TDR-5SS - COMBAT READY

No internal damage

Approx. 95 % of armor remaining

### FIRESTARTER FS9-S - CRIPPLED

Right Arm destroyed  
Right Torso damaged  
Left Torso damaged  
Left Leg destroyed  
Right Leg damaged  
Heat Sink destroyed  
Beagle Active Probe damaged  
Pilot lightly injured  
Approx. 25% of armor remaining

## END TALLY



# MERCENARY VICTORY

# AFTERMATH

With the death of Star Captain Dougall, the Diamond Shark forces that still could retreated off-world, making haste behind the truce line beyond Tukayyid. While the defeat would stain the codexes of those who had been under his command, the greatest shame was born by Dougall himself, though with his death, he was deemed sufficiently punished already. Hopefully, the next bearer of the bloodname would be able to realize their ambitions better.

For Carmine Company, the deployment had been far from ideal. With two 'mechs destroyed, the payment for the mission was barely enough to break even, even with the salvage from the clan 'mechs. Noelle Al-Dadi paid for her first encounter against the clans with her life as well, the only casualty from the Spheroids side in the conflict.

The Blue Diamonds role in punching out the Kingfisher's cockpit was quickly circulated across the system and beyond, showing that no matter what technological advances or cruel strategies the clan invaders used, there was no answer to a 60-ton punch to the face. This minor celebrity status, overplayed by local media and nobility ensured that the Diamonds would be living the good life for the foreseeable future, and when war would call, they'd be well-equipped to meet it once more.

While Jankko's Janissaries had gathered fairly little personal glory in the operation, they had still played a crucial role. They could also argue that if the clans had deployed differently, their wide sweep would have saved the entire operation. The other mercenaries did not argue this.

Other than the crippled Firestarter, the rest of the command lance received minimal damage. Aziz's efforts at keeping the Turkina down and the combined efforts of destroying the Gargoyle also meant that they hadn't been shirking in duty. All in all, they had gotten a decent payday and hadn't suffered to get it, meaning that most gripes the other mercenaries might have had were due to being jealous of their luck.

The planet of Blue Diamond was still devastated, the scars of the Clan invasion felt deeply by the survivors of the brief occupation by the invaders. Atleast with news reaching the civilians of the victory on Tukayyid, they could breathe easy for now in the belief that they were safe for now. The mercenaries were celebrated as heroes (some more than others, as both the Carmine Company and Jankko's Janissaries found out), the Duke reinstated as a leader and rebuilding began...





