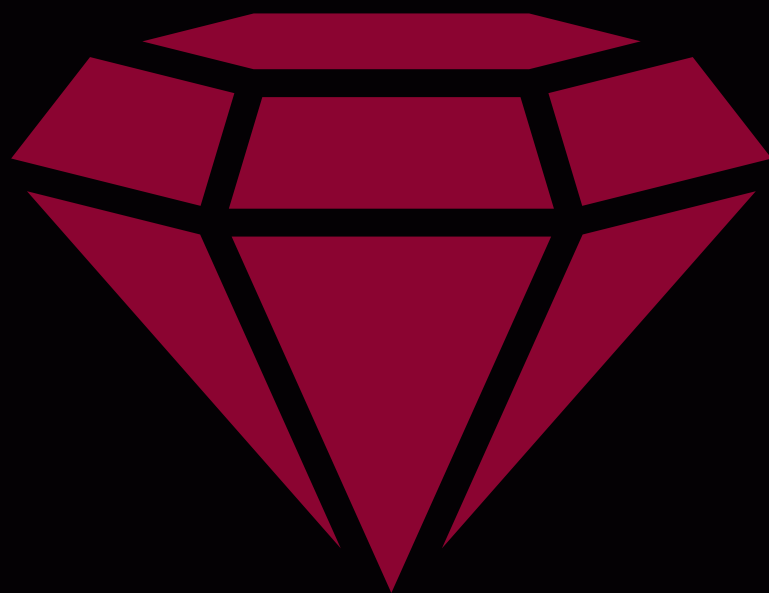


THE DIAMOND GAMBIT



A BATTLETECH SCENARIO



CONFLICT BACKGROUND

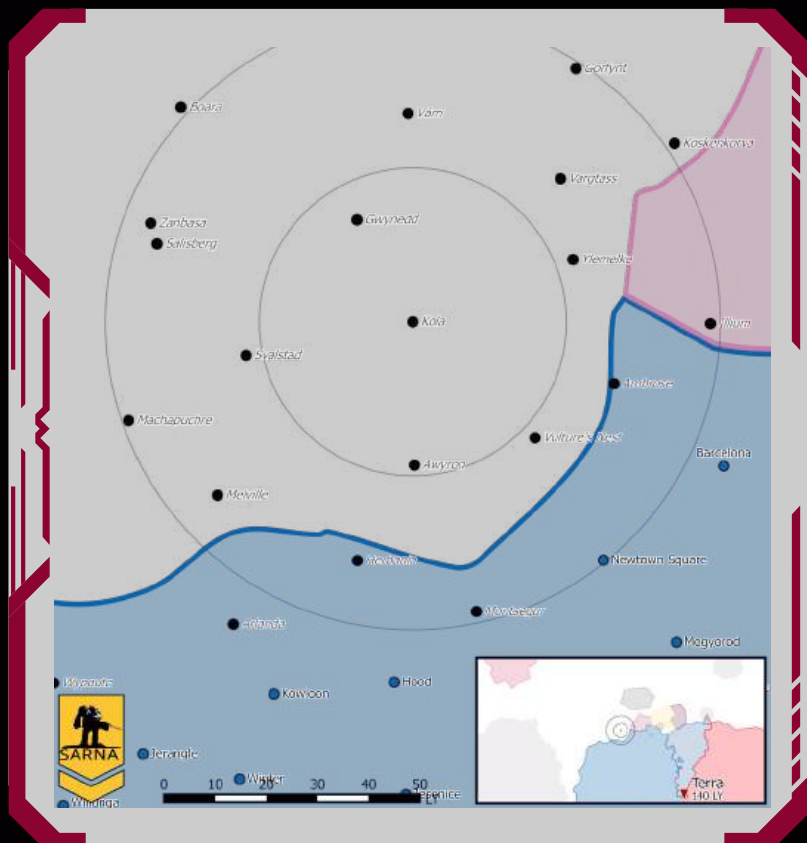
The Kola system, formerly of the infamous Rim Worlds Republic, abandoned by the Lyran Commonwealth during the chaos of the First Succession War was, for all intents and purposes, forgotten by history. With seemingly little to keep the interest of the Great Houses, the system was left alone for centuries. The people of Kola-C lived a meager, simple life in the only inhabitable planet on the system.

This changed once the ALMC's (Allied Lyran Mining Consortium) exploratory vessels made contact and landed in 3047. With state-of-the-art equipment (for the time, atleast), it did not take long for the company to realize the vast, untapped potential of the system.

It did not take long for the company to calculate the profits to be gained from mining and refining the ores found beneath the planets surface. Despite their misgivings of Spheroids, the local communities agreed to work with the corporation, whether swayed by bribery, promises of work, wealth and stability or not-so-subtle threats of pirate and mercenary activities should they refuse.

By early 3049, preparations had been completed and the mining operation had begun, protected by a newly-hired Mercenary company. This proved to be a mutually beneficial arrangement for everyone involved.

...And then the Clan Invasion began.



The Allied Lyran Mining Consortium ALMC began as a desperate attempt by now-CEO Anton Stein and several other small business owners to save his small company from hostile takeover. Thirty years later, it has become the exact thing that originally caused it's inception.

While the Diamond Shark clan was forbidden to bring warriors into the Inner Sphere during the initial invasion, enterprising individuals of the merchant clan saw plenty of opportunity and leeway with the orders. For the good of the clans, of course. One such individual, being privy to the knowledge of the to-be invasion corridor of the Jade Falcons was Star Captain Johannes Dougall.

He organized a trinary of battlemechs and a supporting contingent of merchant caste members, taking to the periphery. If anyone were to question him, he would claim to be simply there to guard the merchants, the loss of his personal honor an acceptable sacrifice for the opportunity this provided. The mechwarriors under his command, unsettled at first, came to see his point of view as it offered a possibility for glory and combat within the Inner Sphere, rather than waiting for their turn during the invasion. After all, they could claim a jump malfunction should they “accidentally” end within the Inner Sphere.



During the early stages of the invasion, he had the merchants trading and selling obsolete equipment (by clan standards, anyway!) to the locals in the periphery. While this rankled the warriors under his command, he managed to keep them under control for now with promises of combat down the line. With the merchants giving out deals that were good enough to make friends and loosen lips, Captain Johannes found out about the Kola-C mining operation.

Were they able to gain control of the planet, the profits would be immeasurable. Kola-C could serve as a base of operations to provide the invading clans war materiel while providing the benefits of the mining operation, as well. Best of all, it would give him an opportunity to finally let his warriors and himself see some combat, as it was highly likely that a target this valuable would be under heavy guard.

With hostile takeover in mind, he made his plans and set course for Cola-C...

STAR CAPTAIN JOHANNES DOUGALL

Like most Clan Warriors, Johannes Dougall is a character of many contradictions. On one hand, personal glory comes above all else. On the other, the needs of the Clan come first. Despite being a member of the warrior caste, he understands and appreciates the work of others, especially the merchant and technician castes who keep the Clans war machine operational.

While not exceptional as a mechwarrior, it is this willingness to co-operate for the good of the clan and himself that made his Gambit a reality.

THE SHARKTOOTH STAR

During the bidding on who would represent the Clans interests best, Commander Dougall argued for each star captain to bid away members of their stars or even themselves to form the task force that would take to the field, under his command. He bid only his own Kingfisher from Alpha Star.

With the captain of Beta galaxy bidding away three members from his Heavy Battle Star and the captain of Gamma star bidding away himself and two others from his Cavalry star, the Sharktooth Star was considered well bargained and done.

STAR CAPTAIN DOUGALL KINGFISHER PRIME

Although the Star Captain trusts every single member of his command, he could not resist the opportunity of taking to the field himself for a taste of combat against soldiers of the Inner Sphere. While the Kingfisher is an older design, he trusts in it's heavy weaponry and armour.

STAR COMMANDER STAN MAD CAT PRIME

Star Commander Stan has been looking for an excuse to engage in combat ever since he managed to claim a Mad Cat from Clan Wolf as Isorla, although the details of the events that lead to it grow more exaggerated with each telling.

MECHWARRIOR EHSAN CROSSBOW B

Although he would not like to admit it, Mechwarrior Ehsan has come to rely on the guidance systems of his Streak-SRMs a little too much. While the other configurations of the Crossbow also provide supreme firepower, he simply cannot go back after that first high of seeing twenty four missiles impact against the torso of his opponent.

MECHWARRIOR MAIRE VAPOR EAGLE

A veteran of more honor duels than he remembers, Maire likes using the slightest provocation as an excuse for a duel. From a positive point of view, this has led to her becoming almost one with her Vapor Eagle, capable of almost acrobatic grace with the 55-ton machine. As a negative consequence, however, it has been strongly recommended to her by her Star Commander to fight those duels in a simulator from now on.

MECHWARRIOR JESSICA ADDER PRIME

Jokingly referred to being a member of the Steel Viper Clan, although never within earshot of her, Jessica seems to have found a calling in light sniper configurations such as the Adder Prime. She delights in staying low and on the move before striking fast with a sting from her PPCs, retreating to cover before firing again from another angle, her hissing laughter in the comms telling her comrades she has gotten another kill.



THE SHARKTOOTH STAR

"It made no sense, Sir! The pirates, these "Diamond Sharks", they... just... Claimed the mining operations as theirs, outlined their plan to attack us with five 'mechs, told us where they'd be landing and asked what defenders we had against them!" Commtch Lena told CTO Jorge Svensson, who arched a brow as he processed the information, gesturing for the younger woman to go on. "And what did you do?"

"I... Informed them that we have a full mercenary company ready to meet them and attacking us would be suicide." she said, shrugging. "...They... complimented me on my bargaining skills and cut comms after that. It was quite bemusing."

"And you're sure this isn't a trick? Lure the mercenaries away from our facilities..?" Svensson asked, scratching the stubble on his chin as he leaned over, studying the maps projected onto the screens. The mercenaries had already been alerted.

She gestured towards the display. "No, sir. Even if their pilot were to engage in some risky in-atmosphere maneuvers, they couldn't land more than a few clicks from where they said they'd land. Though their dropship seems to be an Union class, so they might be lying about their numbers..." she offered as an explanation.

Svensson nodded, satisfied with the explanation. "Well, now we'll have to hope those mercs are worth their paycheck." he said, eyes glued to the blips on the screen...

THE CARMINE COMPANY

Founded by lieutenant Katarina Haas of the LCAF in 3027 after her first (and only) tour of Duty was over, the Carmine Company has had numerous successful, if minor in the grand scheme of things, contracts. The company has been able to prosper and maintain combat readiness under her command.

With her ties to the Lyran Commonwealth, working a lucrative security contract against pirates for the ALMC seemed like a good bet to get some on-the-field training in. However, the clan invasion may see the company's fortunes change...

CARMINE LANCE

HAUPTMANN KATARINA HAAS

Although getting on in years, Hauptmann Haas is still an excellent Mechwarrior and prefers to lead from the front. While she prefers to pilot a Steiner-made Griffin, she'll take any Medium mech as long as it's got jump jets to get her out of trouble.

CRIMSON LANCE

FIRST LEUTNANT EMILIA BRAUN

Emilia joined the company during their campaign in Thalassa prime against the usurper baron Sommer. An easygoing individual, her chipper voice broadcasting quips from the loudspeakers somehow make the 'mech seem even more intimidating.

CHERRY LANCE

FIRST LEUTNANT MERCER

A No-nonsense mechwarrior, Jae Mercer has been with the unit since its inception. While new members ask if him being so taciturn is due to his age, his comrades know that's just the way he is, sticking to only saying what's necessary concisely, making him an excellent recon operative.

HAUPTMANN KATARINA HAAS

Born in 3004 in the Alarion province of the Commonwealth into a life of white-collar comfort, Katarina always wanted to become a Mechwarrior for the LCAF. With the wealth of her parents, enlisting into a military academy was not an issue for her, though she found herself annoyed by the way noble scions bumbled their way into positions of power with status and wealth rather than skill. She realizes the irony of this and strives to prove that she has gotten where she is due to her own skills. A graduate from the War College of Buena, she has been doing a good job of it for over 20 years.





CARMINE LANCE

**TO&E, CARMINE COMPANY, 3049
CARMINE LANCE - DESIGNATION: BATTLE**

Warhammer WHM-6D - Lt Litaniana
Catapult CPLT-C1 - Lt Koski
Trebuchet TBT-5N - Lt Horst
Wolverine WVR-6M - Hpt Haas

CRIMSON LANCE - DESIGNATION: ASSAULT

Atlas AS-7D - 1st Lt Braun
Banshee BNC-3S - Lt Steinbeck
Awesome AWS-8Q - Lt Han
Marauder MAD-3R - Lt Porter



CRIMSON LANCE

CHERRY LANCE - DESIGNATION: RECON

Phoenix Hawk PXH-1D - 1st Lt Mercer
Valkyrie VLK-QA - Lt Angel
Spider SDR-5V - Lt Antonova
Stinger STG-3G - Lt Sotomura



CHERRY LANCE



BATTLE REPORT

The Diamond Gambit was played as an introductory scenario to Battletech for three of my friends, each one taking command of a single 'mech of each weight class in the Carmine Company, while I took control of the Diamond Shark star. The game was balanced to be just under 15 000 BV for both sides.

"I have visual confirmation of our enemies. You have visual, Star Commander?" the Captain's voice rang in his helmet. The star had split in two, with each group only seeing glimpses of the other's advance. There was Jessica's Adder, clambering into a sniping position, Stan noted with some irritation. He would have preferred to get the first shot off.

"Aff, Star Captain. Three enemy battlemechs. Engaging within the next twenty seconds." he replied, targeting a firing solution over the Inner Sphere Battlemech, smiling toothily as the target distance kept creeping closer to the maximum effective range of his large lasers.

"I saw three heavy battlemechs engaged in a flanking maneuver." a third voice, that of Mechwarrior Ehsan, cut in. "...With luck, we will have dealt with their comrades before they arrive."

A fourth voice spoke up, broadcasting on an open channel. "This is Mechwarrior Maire of the Diamond Shark Clan. Is there any amongst you who dares oppose?"

"Mechwarrior! This is not a honor duel. These are not trueborn warriors. Do not show them the respect of one." the Captain's voice cut in harshly, and was met with a subdued, if angry, apology. Honestly, looking at the blips of targets appearing and disappearing on his instruments as his sensors caught sight of his opponents, he was growing concerned. Treating this like a honor duel would leave them at a significant disadvantage, as they were outnumbered heavily. The mercenaries seemed to be bringing in plenty of heavy battlemechs onto the field, as well.

A moment later, there was a reply. "This is Hauptmann Haas of the Carmine Company. We don't negotiate with pirates. Retreat or we will destroy you. This is your only warning." the line went silent. Tensions rose within the ranks of the star.

"She thinks us pirates. She thinks us cowards." the hissing, mocking voice of Mechwarrior Jessica chuckled with dark, insulted amusement. There was a brief crackle of interference from her charging up her ER PPCs. A beam of azure energy sent the Clanners response to the mercenary's offer directly into the torso of the first of the advancing mercenaries as battle was joined.

GAME INFORMATION

SCENARIO RULES

Scenario win conditions: The scenario is a stand-up fight between a mercenary 'mech company and a Clan Star. The last side with uncrippled mechs standing on the field is the victor and can claim the mining operation on Kola-C.

Time limit: There is no time limit to the scenario

Deployment: Each side rolls off. The winner chooses a long map edge from which their units will enter the field from during the first turn. Alternatively, for a match that favours the clans, choose a short map edge.

Clan Honor: The opponents are not Clan, and do not deserve the courtesy of being fought against with Zellbrigen.

Forced Retreat: The Mechwarriors of the mercenary command would prefer to live to see another day, and follow the rules for forced retreat. The clans may abandon field if the day is lost, but many would prefer death over dishonor.

Skill levels: All Mercenary pilots are 4/5, while Clan pilots are 3/4

TACTICAL OPERATIONS

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

- Floating criticals
- Careful stand

HOUSERULES

Due to the game being played with four new-ish players, each commanding a lance or a star and with more than twice the number of 'mechs on the Mercenary side, we used the following houserules for fairness and faster gameplay

'LUCK OF THE DRAW' INITIATIVE

Prepare a deck of playing cards, with the players determining a suit of cards for each lance/star under their command. Form a deck by adding in one card from each suit per 'mech belonging to that lance/star.

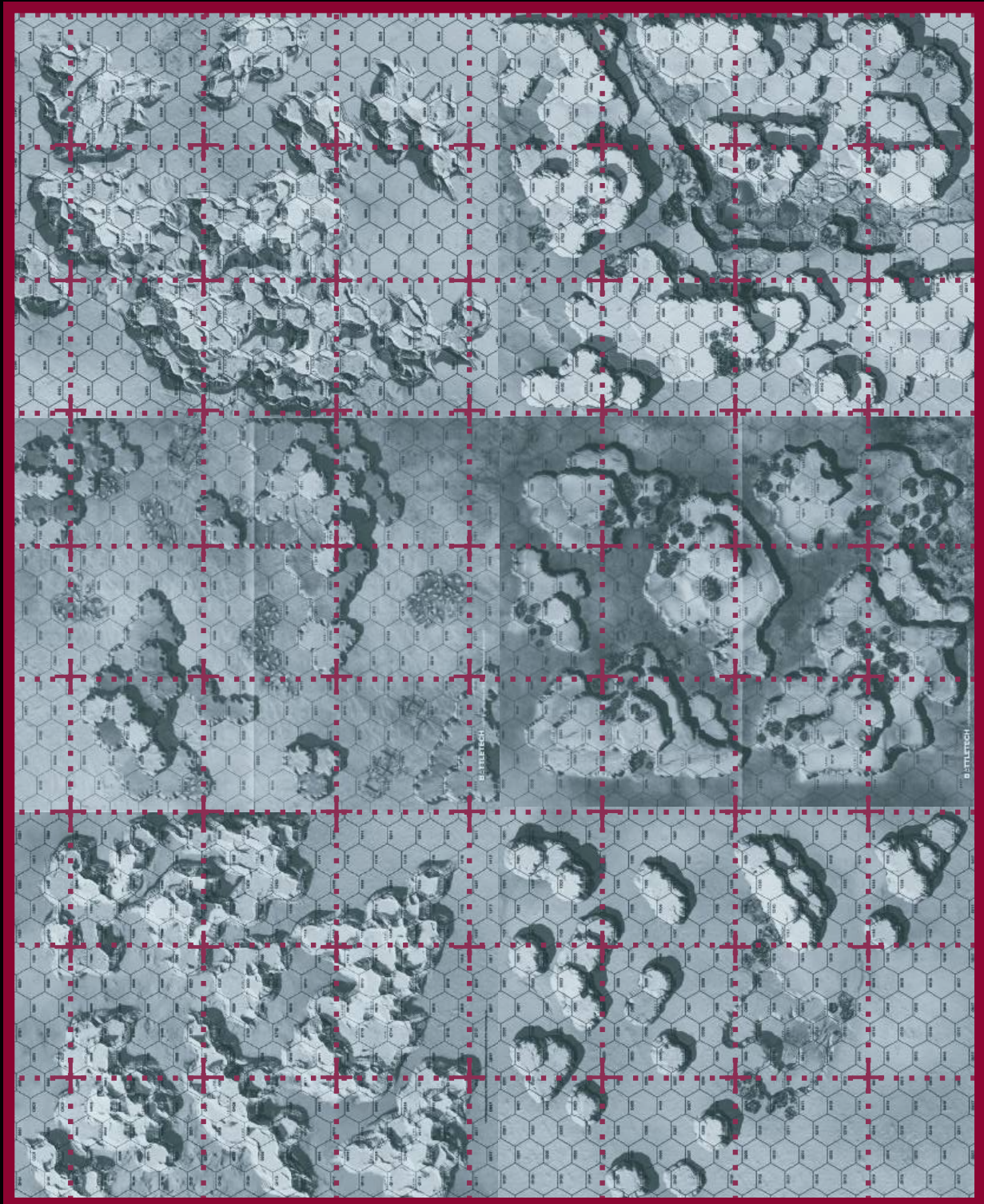
Instead of rolling initiative, shuffle the cards together and draw one. A mech from the lance/star that is represented by the suit must be chosen to move. After this move, another card is drawn. Repeat until each card has been drawn (eg. each 'mech has moved). Shuffle the cards together and repeat the process next turn.

QUICKER COMBAT

Rather than having each 'mech declaring their attacks and then attacking in initiative order, have each 'mech take their turn declaring their weapons fire and roll for it's attacks. Apply all effects at the end of the phase, as normal.

While this gives a small advantage to those firing later on in the turn, it saves quite a lot of time and keeps bookkeeping simpler.

AREA OF OPERATIONS



Not wanting to harm their future holdings, the Star Commander ordered the attack approximately twenty kilometers from the main mining site. He believed he could use the terrain to his advantage against the numerical superiority of his opponents.

Mapsheets used from top left onwards: Sand Drift #1 (reversed), Badlands #2, Barren Lands #2, Desert #3, Sand Drift #2, Badlands #1

Leutnant Antonova regretted her decision to advance immensely as the Kingfisher crushed the entire right side of her 'mech with a well-placed kick, though she survived to tell the tale, and managed to harass the Clanners after struggling to her remaining leg for the rest of the engagement.



FIRST SALVOES

During the first turn of the match, no mech's managed to get in range of weapons fire effectively. The Clan Star spread into two separate groups while the Inner Sphere forces spread evenly, although a heavy flanking force of a Marauder, Awesome and Warhammer proceeded alongside the northernmost section of the map.

On turn two, the Mad Cat exchanged it's first salvoes with the opposing Banshee, but failed to inflict heavy damage. The mercenary Spider and Wolverine took the brunt of fire elsewhere, realizing that their enemies were more than just periphery pirates. However, rather than falling back, they kept pressing their attack with disastrous results for the Spider, who moved within running distance of the Kingfisher and got promptly kicked in it's already damaged leg, destroying it's right torso as well. The better pilots and superior range of the Clan weapons served them well early on in the conflict.

Katarina struggled to keep her 'mech standing, staring at the damage readouts. Her right torso had almost lost all of it's protection from a single PPC shot she wouldn't have believed possible at such a distance. She engaged her jumpjets to get into a better position to see just what she was fighting against. Gleaming, powerful Battlemechs in designs her computer failed to recognize properly. This was no band of ordinary pirates, she realized.

She could only watch with mounting horror as one of the machines forced Antonova's Spider to retreat from it after some remarkable mid-jump marksmanship, the light mech headed directly towards the rest of the opposition. With mounting horror, she watched the enemy assault 'mech raise it's massive foot...

EARLY FIGHTING

The first casualty of the match ended up being a mercenary Valkyrie on turn four. Leutnant Angel's demise came due to her not realizing that the clanners LRM salvos did not need time to arm, unlike their Inner Sphere counterparts. A lucky salvo and large laser hit from the Mad Cat took the Valkyrie's head clean off. However, Mechwarrior Ehsan of the Crossbow B moved too close in his eagerness of getting his own SSRM salvos off. A lucky hit from the Awesome's PPC and the Atlas's LRMs ended up hitting his cockpit, killing him and destroying the 'mech in turn.

With this loss of heavy firepower, the clans were immediately on the back foot. Despite their early hits, several light and medium mechs were harassing the Clanners, forcing them to divide their fire. 1st Leutnant Mercer's Phoenix Hawk performed exceptionally well, surviving despite the loss of all armor save for that on his legs, a head hit, and the loss of both arms and one side torso, buying time for the rest of his company to close the distance.

On the clanners side, Mechwarrior Maire was a menace to the lighter opposition, her pulse lasers allowing for her to keep tearing armor off the 'mechs harassing her companions, ultimately forcing the Phoenix Hawk, Stinger, Trebuchet and Warhammer into retreat during the course of the game.



The heaviest fighting took place around a 150-meter tall hill. The Diamond Shark 'mech's superior speed allowed for them to use the cover it provided to their advantage against the oncoming Mercenary juggernauts.

From his Marauder, Leutnant Porter was growing concerned. From his vantage point behind the heaviest fighting, things seemed to be going well. There should be no question as to the outcome of this match. He had wanted to make a quip at their Lyran commander being too careful about the paintjobs on their mechs, but the death scream of Leutnant Angel had put a stop to that. How were these five 'mech's proving to be so difficult? The comms had been buzzing with information which he tried to focus on as much as he could whilst tracking targets of opportunity with his PPCs and autocannon in the chaos of the fighting.

"That weird Catapults out of LRMs, I'm goi- Watch out for that jumper, Horst! Horst, behind y- Providing Fire support, keep him painted for me, Cherry Fo- Where's Crimson Lancel? they're tearing us ap-" he tuned out the voices as he sent yet another one-two-punch at the distant Catapult-Marauder hybrid, which was holding it's own against the company banshee, phoenix hawk and Stinger... No, not just holding it's own... Winning. Another quick message from the radio made him turn his attention to the hill to his right. Moments earlier, the largest enemy mech had sought refuge behind it, and was now backing out from behind it, weapons tracking towards him.

A quick look at his heat gauge. He decided he had to risk it. It was getting clear that no matter what these monsters shot out, they seemed to be suffering no problems from heat to their 'mechs. Porter was going to see about that. Two PPC blasts knocked the enemy 'mech down, only for it to rise almost immediately and move towards him. Porter opened up again with everything he had, even firing his medium lasers. Blake's Blood, there was no way a 'mech that big should be that fast, have that many weapons and still have that much armor! How was it still coming at him? Impact warnings rang out and the onboard computer politely told him that the enemy had gained target lock for it's missiles, and was currently fiting them at him, as if he couldn't bloody tell it himself.

He pulled the triggers once again, only to be met with deafening silence, realizing that he had forgot to override the safety shutdown. He didn't have time to kick himself over it, however, as the enemy 'mech took aim directly at his head and fired.

After he recovered from the blinding flash and realized he was still alive, fear for his life turned into rage in his veins. He'd get these pirates, even if it was the last thing he did. He'd turn his 'mech back on and show that enemy what it meant to mess with him. His rage was short-lived, however, as he realized that the impacts had forced his immobile mech to a slide on it's precarious position on the sand-swept hill. Hurriedly he began the startup procedures but it was too late. His mech slowly toppled over, crushing it's own head under it's immense weight before coming to a smoking halt.



Continuous Harassment by the lighter Mercenary mechs forced the Diamond Shark Warriors to waste time and ammunition engaging them, leaving the slower heavy and assault mechs in good condition to engage the damaged Clan mechs in the end.



THE TIDE TURNS

With the Mad Cat running out of LRMs and a lucky critical hit tearing it's right arm off, Star Captain Stan was forced to retreat into better position despite it's success at destroying both shoulder actuators of the Banshee, neutering one of it's fearsome PPCs. Fighting a duel against a 'mech twenty-five tons heavier was providing to be incredibly difficult as he was constantly harassed by the mercenaries light 'mechs and a flanking Trebuchet providing fire support.

On the other side of the battlefield, the Kingfisher's attempt at holding off an Atlas, a Warhammer, a Catapult and a Wolverine was becoming desperate. Things were not proceeding according to Captain Dougall's plans.

The mercenaries were battered, but nowhere close to being beaten. Despite grievous damage, nearly all of them fought on. The Catapult, Atlas and Awesome were practically undamaged at this point of the fighting. The Atlas really brought it's weight to bear as well, finally able to bring it's fearsome AC/20 into the melee, scoring direct hits on both the Adder and the Kingfisher.

The most succesful 'mechs so far had been the Adder and Vapor Eagle, both mechwarriors using their targeting computers to their fullest to tear off armor from the opposing 'mechs while using their superior mobility to avoid returning fire, for the most part. Nonetheless, the Adder's luck would run out as well, as incoming PPC fire from the approaching Warhammer would destroy her side torso, rendering her nearly useless from overheating to be of much use. Mechwarrior Maire's Vapor Eagle would force the Warhammer into retreat by destroying it's right torso, but it would still provide fire support with it's remaining PPC to great effect.

One stroke of luck for the Clanners was the overheat shutdown from the overeager Marauder's pilot, which was instantly responded to by the Kingfisher bringing both of it's large pulse lasers to bear, scoring one aimed headshot which destroyed it's sensors. Another hit knocked the 'mech off balance, scoring another head hit as the 'mech fell, crushing the cockpit and killing the Mechwarrior inside.

"Ssshit", hissed Mechwarrior Jessica, struggling in her command couch after a grievous hit, revealing that her engine was badly damaged, one PPC was offline and her machine was overheating. She was still being harassed by a light 'mech behind her, too. if she could just turn around, one shot would be all she'd need.

Her world shook as another impact threw her 'mech back. A fearsome skull visage was grinning at her from a hundred meters away, still pointing a smoking large-bore autocannon at her 'mech as it's reloading cycle took place. Realizing she only had seconds left to live if she stood her ground, she fell back behind the trees to retreat from the field with another angry hiss.



Despite her superior skills as a duelist, Mechwarrior Maire could not avoid fire from six 'mechs simultaneously. Her engine shutting down marking the end of the battle.

ENDGAME

The final three turns of the game saw one 'mech from the clan side going down in rapid succession as the Inner Sphere mercs surrounded and took them down one by one, being unable to inflict enough damage to the critical components of their opponents to stop them from fighting back.

The Kingfisher succumbed to multiple successive center torso hits destroying its gyro, forcing Commander Dougall to abandon his 'mech. Being unable to bring her remaining PPC into battle effectively, Mechwarrior Jessica also retreated from the field with her engine barely functional and center torso being held together by luck. Star Captain Stan fell to another couple of lucky headshots from the remaining Inner Sphere 'mechs while pressing against the damaged Banshee, forcing it into retreat.

With her allies falling around her, Mechwarrior Maire and her Vapor Eagle were finding it more and more difficult to stay in the fight, taking fire from every conceivable angle. Taking down lieutenant Sotomura's stinger by coring it with a pinpoint large laser hit, she was working on destroying the damaged Warhammer when multiple consecutive LRM salvos finally shut down her engine, forcing her to eject.

END RESULTS

BEGIN TALLY

SHARKTOOTH STAR

KINGFISHER PRIME - SALVAGEABLE

Gyro destroyed
Engine damaged
Left torso destroyed
Left arm destroyed
Right Torso destroyed
Center torso heavily damaged
Right leg damaged
Approx. 5% of armor remaining

MAD CAT PRIME - SALVAGEABLE

Right arm blown off
Right Torso destroyed
Head destroyed
Mechwarrior K.I.A
Approx. 20% of armor remaining
LRM ammo depleted

CROSSBOW B - SALVAGEABLE

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

VAPOR EAGLE - SALVAGEABLE

Left Arm destroyed
Superficial damage to left torso
Engine shut down
Approx. 25% of armor remaining

ADDER PRIME - ESCAPED

Left Torso destroyed
Left arm blown off
Engine damaged
Center Torso heavily damaged
Right arm damaged
Approx. 30% armor remaining

CARMINE LANCE

WARHAMMER WHM-6D - CRIPPLED

Center Torso heavily damaged
Right torso destroyed
Right foot destroyed
Approx. 15% of armor remaining

CATAPULT CPLT-CI - COMBAT READY

No structural damage
Approx. 80% of armor remaining

TREBUCHET TBT-5N - CRIPPLED

Right torso destroyed
Right arm destroyed
Right leg damaged
Mechwarrior lightly injured
Approx. 30% of armor remaining

WOLVERINE WVR-6M - CRIPPLED

Right arm destroyed
Right torso destroyed
Center Torso damaged
Approx. 60 % of armor remaining



CRIMSON LANCE

ATLAS AS-7D - COMBAT READY

No structural damage
Approx. 95% of armor remaining

BANSHEE - CRIPPLED

Right shoulder destroyed
Left shoulder destroyed
Center torso damaged
Right torso damaged
Gyro damaged

Engine damaged
Mechwarrior lightly injured
Approx. 10% of armor remaining
AWESOME AWS-80 - COMBAT READY

No damage

MARAUDER MAD-3R - SALVAGEABLE

Head destroyed
Sensors destroyed
Approx. 85% of armor remaining

CHERRY LANCE

PHOENIX HAWK PXH-ID - CRIPPLED

Left arm destroyed
Left Torso damaged
Head damaged
Right torso destroyed
Right arm damaged
Mechwarrior lightly injured
Approx. 20% of armor remaining

VALKYRIE VLK-OA - SALVAGEABLE

Head destroyed
Mechwarrior K.I.A
Approx. 60% of armor remaining
SPIDER SDR-5V - CRIPPLED

Right leg destroyed
Right arm damaged
Right torso destroyed
Center torso heavily damaged
Mechwarrior lightly injured
Approx. 10% of armor remaining
STINGER STG-3G - DESTROYED

Right arm destroyed
Right torso damaged
Left torso damaged
Center Torso destroyed
Mechwarrior lightly injured
Approx. 20 % of armor remaining

"Hey Soots, you okay?"

"Yeah, yeah... Just, you know.
Always hurts to lose your 'mech.

"Hey, better the old girl than you,
right? Besides..."

"Besides what, 'Nova?"

"Those fancy 'mechs we're getting
salvaged are going to need pilots."

"...You know what, you're
absolutely right..."

-Conversation between two
Mechwarriors post-fight.

END OF TALLY

MAJOR INNER SPHERE VICTORY

AFTERMATH

With the field rightfully won by the Carmine Company, there was little for the Diamond Sharks to do but accept their defeat and leave. Having left two full stars in reserve, there was little difficulty in extracting Star Captain Dougall and Mechwarrior Maire from the field. The mercenaries seemed more interested in salvaging their 'mechs, anyway.

Star Captain Dougall and his Warriors learned not to underestimate the Inner Sphere. Whilst Mechwarrior Maire claimed great personal honor from her part in the fight, there was little honor to go around and the loss of nearly the entire star would see Dougall struggle to maintain his position, even as he returned to the original plan of working with the merchant caste to support the Clan Invasion.

For the Carmine Company, this first encounter with the clans proved immensely profitable. Not only could they salvage two clan mechs in nearly perfect condition, the fight itself served as their trial by fire to the clan invasion. And even though their techs lacked the expertise to return the Omnimechs into working condition right away, with enough study, they promised it could be done. Of course, none of this was mentioned to their employers, who would be left under the impression of being assaulted by a group of well-equipped, eccentric pirates.

As for the Allied Lyran Mining Consortium, operations continued unimpeded, bringing great wealth and prosperity to both the company shareholders and to the population of Kola-C, with Carmine Company's contract being uneventful for the rest of its duration.

"Those don't look like any 'mechs I've seen", CFO Janssen of the ALMC commented dryly, watching the mercenary technicians swarming over the Mad Cat's damaged arm joint, trying to figure out how the limb had been connected to the torso. They had never seen configurations like this and rumours were spreading like wildfire.

Katarina shrugged dismissively. "Pirates sometimes have the most curious 'mechs. If I would guess, it's a Frankenmech configuration made of Catapult and Marauder parts."

"I believe we have several contacts who would be curious to get to study these... Pirate configurations. For a price." Janssen added. Katarina had been around enough wealthy nobles to know that tone and look, and she hated it.

"As stipulated by our contract, all battlefield salvage is to belong to the Company to ensure we can maintain combat readiness for the duration of our contract. I'm sorry, Sir, my hands are bound." she stated with a shrug and an apologetic smile, glancing at the Company's trademark red shoulder being painted upon the damaged Crossbow two mechbays over...

