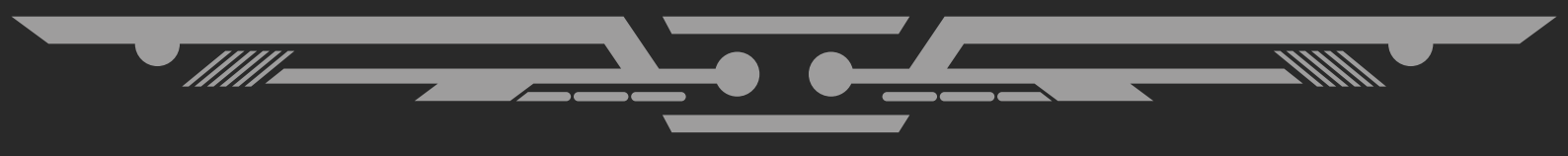




# A RŌNIN'S HONOR



## A BATTLETECH REPORT



# CONFLICT BACKGROUND

Despite how often mercenaries are glorified within the Inner Sphere, the fact remains that many a mercenary does not end up one out of their own volition. Some have a falling out with a regular military unit, others hide their acts of piracy behind the title of 'mercenary' while some idealists or foolhardy nobles ride their shining BattleMechs towards glory and riches, only to end up dead in a ditch.

Still, no matter their origins, mercenaries are, at their core, killers for hire. Many have tried to double cross a mercenary unit or stiff them on payment, only to find out that messing with someone commanding a lance of the deadliest fighting vehicles ever created by mankind is, generally, a bad idea. However, that is not to say that mercenaries are all honorable or loyal. Shifting loyalties when presented with a better offer or resorting to looting or piracy to make up for lack of contracts was a common occurrence during the Succession Wars.

This is the story of the rough beginnings of one such mercenary unit, the Carmine Company.

## FOUNDING THE CARMINE COMPANY

Founded in 3028 by disillusioned Lyran Lieutenant Katarina Haas, the Carmine Company was founded after her first and only tour of duty with the LCAF was over done. The ineptitude of the Social Generals had been too much for her, prompting her to seek an alternative way of taking advantage of her expertise.

Starting out as merely a lance and some support staff she poached from those who had fought against Marik forces with her. After some minor contracts, she made her way to Galatea, seeking out other Mechwarriors to join her. After a long search, she found two prospective mercenary lances.

The first was Shugo Hitoshi Daiyama's Broken Sword, consisting of the disgraced rōnin and his closest retainers. Hailing from the Draconis Combine, he had been loathe to even consider the life of a mercenary, which had not done wonders for his employment opportunities so far.

The second was the F.F.F of Boss Tamm, a band of misfits from the periphery. Despite their skilled pilots and heavy 'Mechs, they had had an unlucky streak and were getting fairly desperate for a new contract.

Showing her skill as a merchant and tradesman, she bound the two lances to her own, making the Carmine Company a true mercenary company. This allowed them to seek better employment opportunities together. As luck would have it, the Company soon found a lucrative defense contract. Ironically for Katarina, it was the word of Rochelle within the Free Worlds League.

Everything went well at first, but it would not be long until the true reason for Boss Tamm's willingness to join forces with her became apparent.

## GET RICH QUICK

In truth, Boss Tamm thought the ex-Lyran commander weak and inexperienced. Why else would she be negotiating with a disgraced Kuritan and himself, rather than focusing her efforts on growing her unit with her own power?

After settling into the initial routine of protecting the mining operations on Rochelle, Boss (now Leutnant) Tamm used his new position to craft a plan. Being the strongest military force on the planet, it would be easy to loot, steal and pillage enough material from their employers to sell off on the black markets for a cozy life somewhere. Managing to convince some of the support personnel and a dropship crew in secret was easy enough, but he knew the rest of the Mechwarriors would not be so easily convinced.

Still, he put his plan into motion, assaulting and emptying a warehouse during a thunderstorm that had broken down communications on-world. What Tamm hadn't accounted for was the same Thunderstorm putting his navigational systems on the fritz, ending up on the patrol route of Shugo Daiyama...

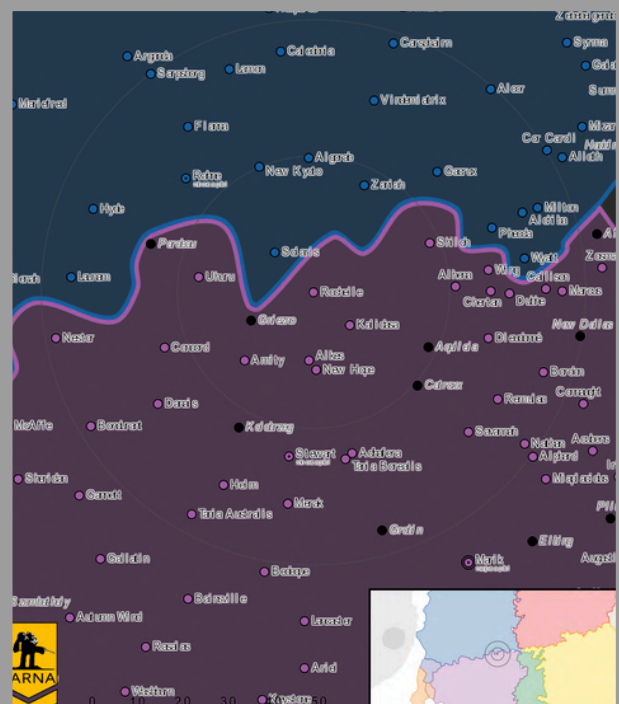
*A shadow of it's former self by the time of the Third Succession War, Rochelle nevertheless is a world of some strategic interest. With an industry based off of ore mining and refinery, the people of Rochelle supply the FWL with the tools they need to prosecute the never-ending Succession Wars, living mostly in small settlements, the atmosphere tainted by nuclear and chemical weapons.*

*Leading his lance on a routine patrol, Shugo Daiyama felt his talents were being wasted. Still, honor demanded he do his duty. A warning showed up on his instruments. Approaching BattleMechs!*

*After the initial flood of adrenaline in his veins, he was relieved to see it was just Tamm's lance. Had they gotten their patrol route mixed? He was about to flick open a channel to the other mercenaries when a Crusader raised it's arms, sending out two flights of LRMs towards him, forcing him to evade.*

*"Sorry, Snake." came Boss Tamm's voice from his headset. "I've got bigger plans than just guarding this dump. Go sharpen your sword or something!" the voice cut off.*

*Shouting quick orders to his lancemates to turn around and engage, the rōnin swore Boss Tamm would not live through this day.*



**ROCHELLE, 3025**

# THE BROKEN SWORD

Shugo Hitoshi Daiyama had always considered himself to be loyal servant to the Dragon. Protecting the borders of the Draconis Combine from the predations of the barbarians of the Federated Suns, he fought honorably on many occasions against small raiding forces.

Upon being ordered to participate in an assault into FedSuns territory, however, his fortunes changed. While succesful in combat, he got into an argument with his direct superior, Tozama Geppen, on how to treat the local population and non-combatants. While those outranking Geppen ultimately agreed that Shugo Daiyama had been in the right, his superior would not forgive such an insult.

It was easy to outmaneuver such an honorable samurai on the field of politics, leaving him disgraced and forced to leave the Combine, branded a rōnin. As a final, calculated insult, he was let go with a lance of 'mechs for considered obsolete and inferior to their more commonly seen counterparts in the Combine for his closest retainers, forcing him to seek employment as a mercenary.

## DRAGON DRG-IN

### SHUGO HITOSHI DAIYAMA ( 4 / 4 )

Shugo Daiyama is what most DCMS Samurai aspire to be, only to find that the reality is that their military is nearly as rife with petty bickering and politics as the courts of the hated Lyran Commonwealth or Federated Suns. Hitoshi found this out the hard way, forced into a situation where to follow his orders, he would need to dishonor the Dragon or himself.

As a true Samurai, he chose the former. While contemplating ritual suicide, Hitoshi chose to believe that he still has value to the Dragon and to hone his abilities until he would be called to serve the Draconis Combine once again, even if it means taking the worthless path of a sell-sword. The name of his new command being a self-deprecating little joke showing this fact.



### SHUGO HITOSHI DAIYAMA

*Shadows stain the blade,*

*once bright, now dulled by disgrace—*

*a hidden glimmer*

*From Hitoshi Daiyama's Letter to the  
Coordinator of the Combine, 3029*



## GLADIATOR GLD-4R

### KASHIRA GRAYSON ( 4 / 5 )

Having fought and won against Lyran Griffin pilots with the 'mech, Kashira Grayson has never understood the dislike for the ancient Gladiator. Once learning that she was being 'gifted' the hated 'mech upon her dismissal from the DCMS, she didn't quite manage to hide her joy, much to the displeasure of Tozama Geppen.

## PANTHER PNT-8R

### KASHIRA RASHIRA ( 4 / 5 )

Kashira Rashira does not harbor much ambition, being satisfied with his lot in life and trusting that Shugo Daiyama will do him well as long as he serves him loyally.

While being dismissed from the DCMS shook this belief slightly, he trusts that his lord still has his best interests in mind.

## JENNER JNR-7F

### KASHIRA LUHANSEN ( 3 / 5 )

With just enough skill to be cocky but not enough to actually become an ace, Kashira Luhansen was never popular with 'mechtechs or other lances he served with. Shugo Daiyama has patiently tolerated his antics, which has slowly but surely brought out small changes in his disposition.

Initially fearful of what would become of him after this dismissal, he found this 'punishment' to serve him well. Able to show his skills as a Mechwarrior as a mercenary and with a more well-armored version of the Jenner, his pin-point accurate laser fire has saved his lancemates more than once... Even if he is often chastised for using those same lasers to leave rude remarks written in hiragana on destroyed 'mechs.



*Despite being branded rōnin, Shugo Daiyama and his retainers are a force to be reckoned with. Despite their disliked status within the combine, Shugo Daiyama's lance is well-armed and mobile, perfect for patrol and raid missions*

# THE F.F.F

Led by the brutish Bossman Tamm, the F.F.F has been employed on assignments that more reputable mercenaries wouldn't even wish to hear about. They've been on both sides of pirate hunting contracts, somehow managing to come through and survive. What F.F.F means is not clear, and it is a long-time tradition of the unit to harass anyone who asks about the meaning of the name.

On the verge of resorting to piracy again, contact with the Carmine Company allowed for Bossman Tamm to avoid that fate for a while. However, once realizing the chance this contract offered him and his buddies to an early retirement, he was quick to turn on his new allies in the hopes of turning this defense contract into a raid, stealing a dropship and selling his spoils to his black market contracts in the periphery...

## RIFLEMAN RFL-3N

### BOSSMAN TAMM ( 3 / 4 )

Most Mercenary leaders are charismatic, business-savvy and resourceful. What Bossman Tamm lacks in the first two, he makes up for in the third.

Periphery born and raised, Tamm has always looked after number one. A brute of a man, he believes that justice is what he can get with his fists or from being on the right side of a gun. This is reflected in his usage of his Rifleman, frequently letting loose devastating Alpha Strikes if it helps him bring down his enemies, despite the clear overheating this causes.

## CRUSADER CRD-3R

### TOP DOG HÄRKÖNEN ( 4 / 5 )

Härkönen is as dumb as he is brutish, but still works as Tamm's second-in-command. Even if getting more than half a sentence is hard from him, during negotiations he mostly stands next to Bossman Tamm with his arms crossed intimidatingly. Many former employers attest that it is a successful negotiation tactic.

## ORION ONI-V

### MECHWARRIOR ELSPER ( 4 / 5 )

Elsper has always wanted to be a Mechwarrior, going from piloting agromechs in the periphery to joining up with one of the Pirate Kings, each new machine he pilots bigger and deadlier than the last.

Leafing through dog-eared TROs, he dreams of one day getting to pilot a Star League 'mechs, such as the King Crab or a Pillager.

## WASP WSP-1A

### MECHWARRIOR DARC ( 3 / 4 )

The only one with any real military training, though he refuses to tell where, exactly, Mechwarrior Darc handles most intelligence and scouting duties for the F.F.F. He prefers to locate targets for the heavier 'mechs of the lance to destroy rather than risk himself in an engagement.

With three heavy 'mechs usually by his side, he finds it easy to not be the primary target for his opposition.



*Bossman Tamm believes that might makes right, which is reflected in his lance composition. Heavy, brutal designs relying on missiles and autocannons over lasers, with Mechwarrior Darc's Wasp the only light 'mech in the unit.*

*Bossman Tamm slammed his fist on the map display on his cockpit. That seemed to fix it, for now. The thunderstorm was abating. It had provided the perfect cover for his raid on the refinery. A few blasts from his 'mechs weapons was enough to pacify the civilian workers into loading tons of material onto mag-clamped containers and rigging fixed to his 'mechs. He glanced at the C-bill-filled suitcase jammed into a corner of the cockpit. That had been a nice bonus to find.*

*"Boss, got a problem. Patching visual to you now." Darc's matter-of-fact tone annoyed the pirate, but he had to admit that the recon he provided was valuable. He lazily flipped a switch, patching the view from Darc's Wasp to his Rifleman's screen. He immediately straightened up from his lazy pose, galvanized into action.*

*The goddamn Snake lance was right there! Either they were investigating the sudden silence from the refinery or just gotten lucky. It didn't really matter, though. They were going to pick up his 'mechs any moment now, see their loot, do the math and alert that damn Lyran.*

*Still, the storm's effect was still playing havoc on long-distance comms. Maybe, if he got the Samurai's lance fast enough, they couldn't raise HQ, and he'd be able to head for the dropship before the jig was up.*

*"Alright guys, time for some violence. We've got to wreck those 'Mechs if we want to keep our loot. Härkönen. Go for the Dragon with me. Elesper, flank with Darc. Remember, if we do this right, we can all retire to live cozy somewhere nice. I'm thinking Solaris, myself..." Tamm said, arming his weapons and pushing his 'mech to full throttle.*

# GAME INFORMATION

## SCENARIO OBJECTIVES

In this scenario, the defending player is on patrol and suddenly comes under fire by the attacking player's force.

The objective for both sides is to either cripple or destroy the opponent's force. The game is over when all 'mechs from one side are either crippled or destroyed. The other player is the winner.

## SPECIAL RULES

**Forced Withdrawal:** The rules for Forced Withdrawal (Total Warfare, p. 258) are in effect for both forces.

For the sake of Forced Withdrawal, the Defender's home edge is the east edge of the map, while the Attacker's home edge is the north edge of the map.

**Tactical Operations:** The scenario is designed to be played with the following special rules from Tactical Operations: Advanced Rules:

- Careful Stand (p.20)
- Floating critical rule (p. 75)
- Autocannon optional fire modes (p. 98)
- Machine gun rapid-fire mode (p. 100)
- Hot-loaded Missiles (p. 101)

**Initiative Deck:** The following rules from the Battletech Initiative Deck are also recommended:

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

## FORCE CREATION

Forces for both sides should be built with units available in the year 3029 in the Inner Sphere and be no more than 4500 BV in value.

## DEPLOYMENT

Choose which player is the attacker and which is the defender. If the players can't or don't wish to choose, decide randomly.

**Mapsheets used:** The scenario uses the mapsheets Lakes and Open Terrain #2., placed with their long ends touching.

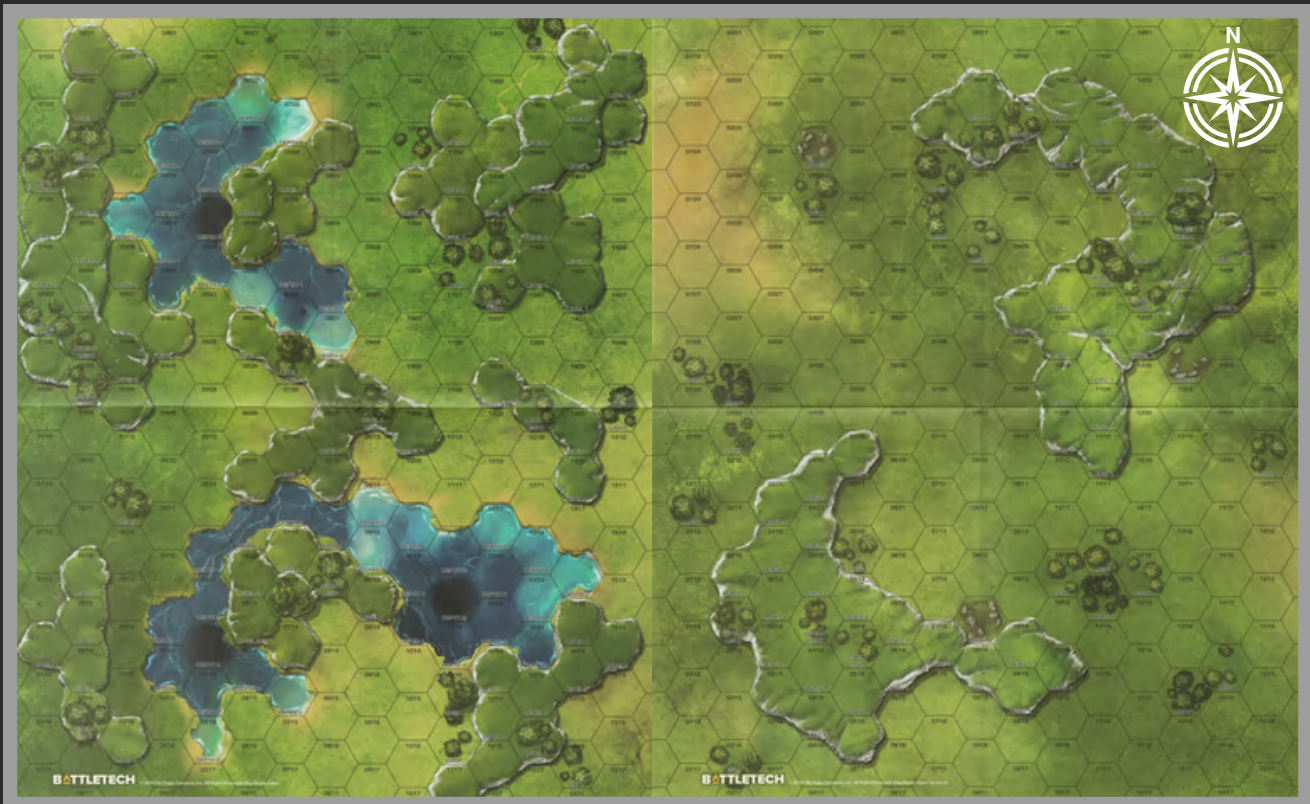
**Defender Deployment:** The defender deploys his unit "on patrol" before the first turn following these rules:

- No more than half of the player's units can be placed on a single mapsheet
- All units must be placed within the first two full hexes of the south edge of the map.
- All units must be at least four hexes apart from each other
- All units must face towards the east edge of the playing field.

**Attacker Deployment:** The Attacker's units arrive onto the playing field on their first turn in initiative order from the north edge of the playing field.

**Initiative:** The Defender automatically wins initiative on the first turn. After that, initiative is rolled for normally.





*Fitting his status, Shugo Daiyama was the pointman for the patrol while Kashira Luhansen's Jenner followed behind, ready for any sudden developments. The Gladiator and Panther held up the rear, able to bring their long-range weapons to bear upon any enemies that Daiyama's Dragon would encounter.*

*Were they to be ambushed from behind, the Jenner and Dragon had the mobility to move back and assist, while any attack from the side would soon find the lance turning to the side to form an effective firing line, as the traitorous mercenaries of the F.F.F would rapidly find out.*

*Despite the tainted atmosphere of Rochelle, the planet's natural flora and fauna had adapted, leaving only humans to suffer from their own actions, the planet's atmosphere turning hostile towards them.*



## THE PIRATES ANGER THE DRAGON

At the sound of a missile warning, Shugo Daiyama maneuvered his Dragon into a heavy forest for excellent cover from incoming fire. Nevertheless, one LRM salvo struck home while the return fire from his AC/5 and own LRM battery was ineffective. Bossman Tamm also focuses his fire on the rapidly moving Dragon, but to no effect.

On the other side of the battlefield, Kashira's Grayson and Rashira move to form a firing line, their initial laser and PPC shots flying wide off their target, the Orion. Luhansen breaks formation to move and harass the opposition, scoring light damage on the Orion's right torso while avoiding return fire completely.



*Reacting swiftly, the patrolling lance turns to face the attackers, who focus their fire on the Dragon and Jenner over the more distant Gladiator and Panther.*

*Härkönen watched the missile salvo strike at the Dragon's torso moments before it hid behind the trees, his other attack merely splintering wood. A glance to the right showed that Tamm's Rifleman was steadily pouring fire into the same cover as well. He paused to think. Math had never been his strong suit, but he was pretty sure that with him and Tamm's mechs, he had, like, at least double the 'Mech than the Rōnin had. He smirked.*

*He slowed his 'mech down. Even moving slowly, the missile launchers would slowly overheat his 'Mech. He heard the satisfying, mechanical clunk of the last missiles in the arm-mounted launchers locking in place. He took aim at the hiding dragon and launched another salvo. He could handle the heat. Could the Dragon do the same?*



*Mechwarrior Elsker is too slow in realizing that the lone panther isn't quite as alone as he had initially thought, the Shugo's retainers swarming his 'mech.*

## PANTHER HUNTING

On the second turn, Rashira's Panther leaped over the water to join into the fray. Seeing a perfect opportunity to bring his SRM launchers and lasers to bear, Elsker's Orion moved to engage the lone panther, believing that with his far heavier 'mech, he could make short work of the Kuritan machine.

Shugo Daiyama quickly ordered his lancemates to take down the lone 'mech, confident in his position within the woods and the heavy armor of his 'mech against his two opponents. His retainers moved to obey, bringing down fire from every direction on the Orion, savaging it's armor, but it managed to stay upright with no internal damage, twisting it's torso to engage the Jenner rather than the Panther, but dealing little damage.

Darc's Wasp moved to help, but it's weapons compliment was barely noticed by the Gladiator, dealing light damage to it's right side. All the while the Rifleman and Crusader still poured down fire on the Dragon, leaving it's Left Torso almost breached.



## FALLING ORION, HIDDEN DRAGON

On turn 3, Tamm's Rifleman had to abandon the fight against Daiyama's Dragon, moving to assist the Orion and Wasp. Härkönen and his Crusader moved to seven hexes of the Dragon to bring his LRMs full potency to bear. With the Dragon's superior cover, the weapons fire proved ineffective.

The Gladiator rushed towards the Orion, which stood still to better aim its weapons. This proved to be a costly mistake. Flanking around, Luhansen's Jenner applied accurate laser fire to the 'Mechs right leg, melting its armor and blowing the leg clean off. Combined with the Gladiator's SRM and laser fire, the Orion was left in poor shape, turning his panther hunt into a desperate struggle to survive, Darc's Wasp's firepower too little to deter his attackers.

*Mechwarrior Elspere saw the Panther jump over the water and tracked his autocannon over its form. From experience, he knew that the 'mech would take a moment to stabilize, which would be when it was still.*

*The proximity warning went off before he could let loose, however. He quickly swung to the right and let loose with his short-range missiles and lasers, forcing the Jenner to disengage. It was too late, however, the Jenner's salvo of lasers having reduced most armor on his leg into slag. Where had it come from!?*

*"Boss, I need some help over here." he said, the impact from a PPC rocking him to the side, forcing the weight of his 'Mech onto its injured leg. The interference from the PPC's hit was wrecking havoc with his electronics, and could only hear static in response to his plea. He turned to exchange fire with his new opponent, the Gladiator accepting his challenge of a short-range firefight. Somewhere in the back of his mind, Elspere remembered something. Where had that Jenner gone...?*

*Damage readouts flashed suddenly, the polite voice of the onboard computer suggesting that he brace for impact. Elspere was confused. None of the Gladiator's shots had gone for his legs. Realization hit his mind as hard as his head hit the radar readout screen. The Jenner had circled around and blasted his damn leg off!*

*"Boss, I REALLY need some help over here!" he spoke, licking his lips instinctively. Mixed with the salty taste of sweat was the tang of blood. That fall had hurt him good. The Gladiator's form loomed over him, hesitating for a moment whether to pursue Darc's Wasp or finish him off. Bracing his 'mech with his left arm, he let go with everything he had at the Combine 'Mech. It rocked back with the impact of an autocannon shell.*

*"That's right, you whoreson, I'm still your opponent!" he screamed, his voice booming from the external speakers as the Gladiator began to raise its leg for a stomp...*





*With skill, luck, and numbers all on the Kuritan retainers side, the Orion is brought down, it's return fire unable to penetrate the Gladiator's armor. Elspert's mech loses a leg, leaving him easy prey for his enemies while Darc fails to draw the Kuritans fire to him.*



*Like a hero of mythical times, the Crusader faces the Dragon hiding in it's lair. Neither the Kuritan Rōnin or the bandit mercenary being able to strike a weak point, nor daring to advance into the open yet.*

## THE DRAGON'S ROAR

Seeing Bossman Tamm's Rifleman break from the engagement, the samurai spirit of Shugo Daiyama was stoked, rushing to give chase, shouting a challenge. The Rifleman rose to the challenge and the two 'mechs engaged each other with lasers and kicks, stripping all armor from the Rifleman's right leg and leaving the Dragon's left leg barely armored. One lucky strike was all it would take to bring the Dragon down, it's ammo stores dangerously open, but the Rifleman missed all of it's shots, rapidly overheating and turning away as it saw how poorly the Wasp and Orion were faring, hoping to cool down before the Kuritans would assault.

Härkönen shifted as well but hung back, taking the opportunity to rain down SRMs as the Dragon crossed the open field, staying at medium range so as to not get too close to the other Kuritans.

From the other side of the field, Rashira's Panther jumped once more to help his leader dispatch the Rifleman, his allies assuring him they could handle the Orion. Shamefully, none of his large laser shots struck home. Darc's Wasp initially gave chase, managing to kick the Panther, but it was not enough to bring it down. With the Orion's situation getting more and more desperate, Darc ran back to assist, and was rewarded with a PPC strike to his right arm from the Gladiator, blowing his right arm clear off. With only his SRM left, he decided that he'd rather take his chances elsewhere and began to retreat off the field.

While Luhansen's Jenner kept running circles, only taking a single potshot at the Orion to cool down, the Gladiator poured steady fire onto the Orion, momentarily stopping to drive away Darc's Wasp. This gave Luhansen the perfect opportunity to approach, accurate laser fire aimed directly at the Orion's Autocannon ammunition supply detonating it, destroying the 'mech and killing the traitorous mercenary.







*With brutal efficiency, Kashira Grayson turns to face the oncoming Wasp, disarming it of its medium laser and forcing it into retreat or risk destruction. Taking advantage, Luhansen calmly walks up to dispatch the Mercenary Orion.*

*Kashira Grayson calmly poured down fire into the fallen Orion, applying the weight of his own Gladiator to dent and crush armor plating and keep his opponent from thrashing. His armor held in all locations. The same could not be said about the Orion.*

*With his leg firmly on the opposing 'mech, he saw the approaching Wasp. Calmly, he twisted his 'mech and let loose with everything he had, barely noticing the SRM striking his right leg as the Wasp tried to fight back. The Light 'mech rocked back and spun to the side like a boxer, stumbling for a couple of steps before engaging its jump jets. A wise decision to disengage, Grayson thought. The traitorous mercenary wouldn't make it far, even if he left the battlefield.*

*Turning back to his true target, he already had his thumbs on the firing stud of his lasers when a quartet of bright light stabbed into the Orion's exposed torso. The light amplified thousandfold as ammunition cooked off, tearing the 'mech apart from inside. He had to correct his balance so he wouldn't fall on top of the Orion as it lost all structural integrity. That had been his kill, he thought bitterly, turning to his remaining foes, following the Jenner's lead. Their master needed their help now.*



*After dispatching of the Orion, The vengeful Kuritans chase after the overheating Rifleman. Darc gives a final SRM salute to the Gladiator that took his Wasp's arm off.*

## **A DESPERATE RETREAT**

With the Orion defeated and Darc telling Bossman Tamm that he had a dire need to be anywhere but on the battlefield, things weren't looking good for the periphery bandit. He put his trust in the extremely thin rear armor of the Rifleman and Härkönen's Crusader, still in nearly pristine condition. Raining down fire onto the Panther. This did not dissuade the Kuritans.

The Crusader had to get in close to try and draw the enemies away from Tamm's Rifleman, which led to him getting surrounded, the Gladiator facing him directly whilst Rashira's Panther got onto his right flank. Despite dealing some serious damage to the gladiator with his lasers, an SRM salvo and a kick, he couldn't deal with both opposing 'mechs and went down.

With the Kuritan's distracted and only Luhansen's Jenner following after him, Bossman Tamm flipped the arms on his Rifleman for a desperate Alpha strike, both large lasers missing the rapidly approaching 'mech. The gambit forced his 'mech to shut down from overheating.

While his retainers were making short work of the dishonored mercenaries, Shugo Daiyama hung back, using his long-ranged weapons to assist in knocking the Crusader over before joining in on the final assault.





*After a desperate final alpha strike, Bossman Tamm's Rifleman overheats, leaving it easy prey to the bloodthirsty Jenner pilot. 'Top Dog' Härkönen tries his best to assist surviving kicks, lasers, SRMs, LRMs and Autocannon fire to assault the Luhansen and her Jenner, but fail to save take the light 'Mech down, going down once again from the extreme damage being brought upon his Crusader, which miraculously doesn't explode.*



## THE BROKEN SWORD SHATTERS

With the Rifleman shut down, Kashira Luhansen went for the throat, claiming his second 'Mech kill of the day. Breaching the nonexistent rear armor of the Rifleman, those medium lasers again found the autocannon ammunition storage, blowing the 'mech apart and killing Bossman Tamm, giving him the early retirement from being a Mechwarrior that he had wanted.

Forcing his battered 'Mech to it's feet, 'Top Dog' Härkönen tried to save his CO, rushing at the Jenner. His kick missed, and while he got through the Right rear armor of the 'mech, his fire only destroyed a jump jet and nothing significant.

With the rest of the Broken Sword lance believing in Luhansen's ability to dispatch of the immobile Rifleman, they focused fire on the Crusader. Stripping both of it's legs of armor and destroying actuators on the left leg, the Crusader was once again brought down. Having seen his CO's unit explode, he decided that he couldn't let it end, not like this.

Surrounded by enemies, all raining fire down on his 'Mech, he struggled his Crusader to it's steel feet. Bossman had wanted for him to get that Dragon with him, and he would get that dragon, if it was the last thing he did. Roaring a challenge, the Rōnin accepted, his honor demanding he finish off the wounded foe.

It proved to be a fatal mistake. Letting loose with everything he had, Härkönen cared little for what would happen to him if it meant that the Dragon would go down with him. An SRM struck the now-exposed side torso of the Dragon, touching of fit's LRM ammo bin. Shugo Daiyama's retainers could only watch in horror as the Dragon was torn apart from within, LRM's flying off like fireworks from within the 'mech, most of their explosive force contained within.

The fury of the Kuritans was immense. Stripping the armor from both side torsos of the Crusader and it's left arm, there was almost nothing protecting the 'mech. A lucky hit ricocheted into the right arm to destroy it's lower arm actuator whilst the left leg lost it's foot actuator. Still, despite the immense damage and impacts throwing the 'mech around, forcing it's gyro to work overtime, Härkönen kept his 'mech standing.

Still, dim-witted as he was, he realized that the jig was up, surrendering to the remaining Kuritans. If he kept fighting, he'd die within seconds. With his surrender, he could atleast try to wiggle out of the situation with his life.

Collecting what scrap the Kuritan's could, they resumed patrol, intending to report Tamm's treason and Daiyama's death to Hauptmann Haas...





*Surrounded, 'Top Dog' Härkönen makes good of the last order he received, and 'Gets that Dragon' like Bossman told him to. His last order fulfilled, he surrenders.*

# END RESULTS

## THE BROKEN SWORD

### DRAGON DRG-IN - DESTROYED

AC/5 Ammo Explosion  
Mechwarrior KIA

### GLADIATOR GLD-4R - COMBAT READY

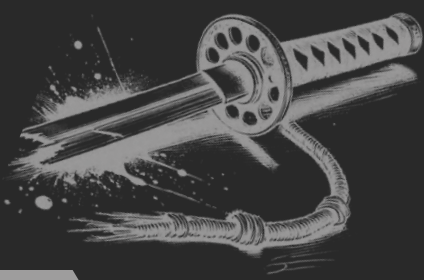
No internal damage  
Approx. 30% of armor remaining

### PANTHER PNT-8Z - COMBAT READY

No internal damage  
Approx. 70% armor remaining

### JENNER JR7-F - DAMAGED

Right Torso damaged  
Jump Jet destroyed  
Approx. 90% of armor remaining



## THE F.F.F

### RIFLEMAN RFL-3N - DESTROYED

AC/5 Ammo Explosion  
Mechwarrior KIA

### ORION ONI-V - DESTROYED

AC/10 Ammo Explosion  
Mechwarrior KIA

### WASP WSP-1A - CRIPPLED

Right Arm destroyed  
Center Torso damaged  
Approx. 30% of armor remaining

### CRUSADER CRD-3R - CRIPPLED

Left Torso damaged  
Left Leg damaged  
Left Hip destroyed  
Left foot destroyed  
Right Torso damaged  
Right Leg damaged  
Right Lower Arm destroyed  
Mechwarrior lightly injured  
Approx. 10% of armor remaining

# AFTERMATH

While there was relatively little harm done to critical infrastructure and staff of the mining refinery on Rochelle, Bossman Tamm's actions were a clear violation of contract. It was only the honorable actions of Shugo Daiyama and the mercantile skill of Hauptmann Haas that averted complete disaster, even if the paycheck the Carmine Company would get from this assignment was significantly lighter, now. The beat-up Crusader they repossessed from 'Top Dog' Härkönen a poor consolation prize. Härkönen himself was executed for gross breach of contract.

Mechwarrior Darc was similarly hunted down, unable to resupply his crippled 'Mech, he tried to vanish into the local population but failed to do so, was captured by the authorities and executed. His 'Mech was later recovered and refurbished, and is now a part of Rochelle's own, modest armed forces.

Hauptmann Haas learned to vet prospective companions better from the incident, and, despite never having thought it possible, was very grateful for the disgraced Draconis Combine nobles actions, offering his retainers a permanent position within the company.

Shugo Daiyama's retainers respectfully declined the offer, preferring to return to Combine space with their 'Mechs to report to the DCMS on what had become of Shugo Daiyama and hopefully re-enlist and live up to his legacy.

*...For breach of Contract, Carmine Company's garrison contract with the Rochelle Ore Collection Company is terminated, effective immediately. The Carmine Company is hereby ordered to reimburse the cost of any and all repairs to the damaged refinery and the hospital bills of any of it's staff injured by former members of the Carmine Company.*

*However, recognizing the perpetrator of the contract breach has been punished and is no longer part of the Carmine Company and recognizing the need for a BattleMech garrison on-world, the ROCC is willing to re-negotiate Carmine Company's contract, but would like to more closely examine points on Command Rights and the amount of payment offered for the company...*

*-From an ROCC memorandum*





