

BATTLETECH™

CLAN INVASION SCENARIO



DIMINISHING RETURNS

LECTURE: DIMINISHING RETURNS

I Defeating the Clans demands common ground and common understanding. That begins with knowing how your parents have fought their wars, and seeing the rationale behind the choices they made, both strategically and tactically, over the last two hundred years. With that understanding established, I will show you how the Clans' approach to warfare differs, and conclude with strategies to defeat them with the tools you already possess.

I realize many of you young royals have received some form of military training, some others have direct battlefield experience, and three of you have even found some success against the Clans already. For now, I want you to forget all of that. We will start at the beginning and move forward—together.

—Mackenzie Wolf, *Outreach*, 10 February 3051

GROUND TO DUST

The Great Houses embarked on the First Succession War with a purpose—but only in theory. Coordinator Minoru Kurita's claim to the title of First Lord was an effective pretense quickly aped by his fellow Council Lords but was never truly a goal of the war for any of them. It is doubtful whether this political outcome could have been achieved by military means at all, but the Houses did not bother to pursue it. Instead, they immediately focused their strategies simply on annihilating their neighbors. Jerome Blake's seizure of Terra in 2788 cemented this focus; unwilling to risk the interstellar-communications lifeblood of their realms with a direct assault on Terra, the House Lords had little else to do with their armies but wage total war on each other. Even then, the realms were too evenly matched for any one to conquer another. Although the Draconis Combine did maintain a decade-long drive deep into the Federated Suns, no Successor State was truly at risk of falling during the First Succession War.

The three and a half decades of the Second Succession War saw a critical shift in the way the Successor States waged war, one which set the tone for the ensuing 150 years. As each House Lord came to the realization that they had nowhere near the might and resources necessary to destroy even a single opponent, let alone four, they instead settled for diminishing their rivals' ability to destroy *them* while protecting their own resources. This fundamental change in strategy, from annexation to attrition, was the basis on which all campaigns were fought until just twenty-five years ago. But wars of attrition can only be won if one side possesses greater resources or numbers than their opponents, and that has rarely been the case in the Inner Sphere.

Hanse Davion's gains against the Capellan Confederation in the Fourth Succession War were the result of one of the few true mismatches at any point during the four Succession Wars. The First Prince took full advantage of the differentials in

leadership, troop numbers, troop quality, and logistics his realm possessed, and the result was the first major redrawing of Inner Sphere maps since his own realm faced its end at the hands of the Combine.

Some historians point to those two instances as proof that the Succession Wars could have resulted in an actual victor. But we Wolf's Dragoons are outsiders and view things differently. Our message to you is this: the real tragedy of the Succession Wars is that they were never winnable by anyone.

THE BIG PICTURE

Operating at a level of technological capability that barely allowed for interstellar war in any form, the House Lords' strategic options during the later Succession Wars were drastically limited. Despite their supposed inviolability, the irreplaceable nature of JumpShips made deep strikes too risky. The Successor States' long shared borders made the concentration of forces for a sustained campaign both resource-intensive and easily detectable by the enemy, leaving the would-be aggressor vulnerable. Finally, most Houses' critical war-making assets were located far from the front lines and were all but out of reach by conventional assault; that Hesperus II was the target of more than a dozen battles during the first three Succession Wars speaks as much to its basic accessibility as its importance.

Nonetheless, the human feeling of patriotism, memory for injury, and need for reciprocity all remained strong across the centuries. The Great Houses chose to remain in a de facto state of war for decade after decade, even with little military action taking place, rather than risk the domestic fallout of daring to speak the word "peace." Unable to land a haymaker, the House Lords opted for endless light jabs targeting border units, resource depots, and any perceived advantage an enemy might have developed.

ON THE GROUND

This emphasis on attrition and "giving as good as you get" carried through to battlefield commanders of the late Succession Wars. With Pyrrhic victories as likely to result in a court-martial as outright defeat, most unit commanders deployed their troops in a highly conservative manner, prudently weighing each opportunity against the attendant risk to their own materiel. Raids which resulted in the destruction of the objective were viewed as unacceptable. As were raids that cost more in BattleMechs than they yielded in other resources.

Because many MechWarriors took their family's ancestral 'Mech into combat, individual warriors could prove even more conservative than their commanders. The destruction of a treasured and invaluable BattleMech was likely to bring a warrior both personal shame and an end to their military career: in the late Succession Wars, a fall into the ranks of the Dispossessed was not a fate the average MechWarrior could ever overcome.

SCENARIO: DIMINISHING RETURNS

SITUATION

Kerwin locked his arms against the sides of his command couch as another brace of missiles slammed into his Thunderbolt. The Catapult was still out there, causing trouble.

"Leftenant, Gunderson just went down! I don't think she's getting up!" The whine lay more in Evans's voice than the patched-together communications gear. The kid was close to breaking.

The hell with this. More than one way to skin a Drac. "Charlie Lance. They are going to win this fight. Time to make them pay for the privilege before we withdraw."

GAME SETUP

Place any 2 maps from the *BattleTech: A Game of Armored Combat* box or *Map Pack: Grasslands* next to each other, connecting the long sides of the maps. All MechWarriors have Gunnery 4 and Piloting 5.

Roll Initiative. The Initiative winner selects their home side; their opponent's home side is on the opposite end. Retreat is only possible through the home side. The Initiative loser walks on to the map (see *Entering the Playing Area, Chaos Campaign: Succession Wars*, p. 7) first.

ATTACKER

The Attacker is Charlie Lance, Twelfth Vegan Rangers, Delta Regiment, consisting of:

- Leftenant Joshua Kerwin, TDR-5S *Thunderbolt*
- MechWarrior K. J. Evans, WVR-6R *Wolverine**
- MechWarrior Sarah Gunderson, COM-2D *Commando*
- MechWarrior Anton Emanuel, GRF-1N *Griffin*



DEFENDER

The Defender is Dou Lance, Thirty-sixth Dieron Regulars, consisting of:

- Tai-i Rio Ueda, CPLT-C1 *Catapult*
- MechWarrior Kenneth Hamil, LCT-1E *Locust*
- MechWarrior Shinju Honda, SHD-2K *Shadow Hawk**
- MechWarrior Yuriko Laaksonen, WVR-6K *Wolverine*

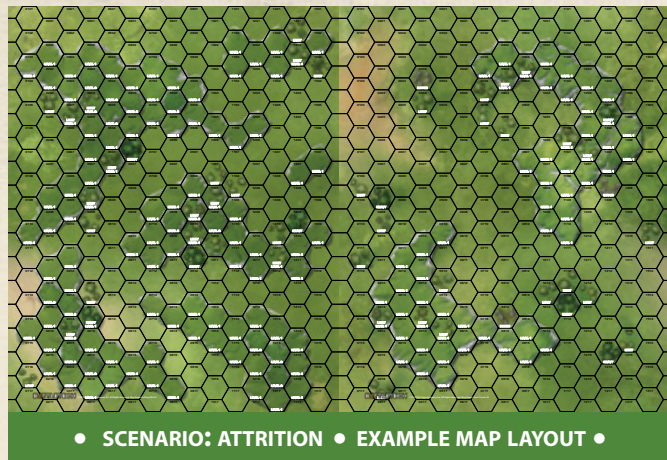


OBJECTIVES

Apply the following points to each side, then compare the scores when the Scenario ends.

Lost 'Mech: -200 if one of your 'Mechs is destroyed by any means. This cancels any Internal Damage, Critical hit, or Location Lost penalties you have incurred.

Internal Damage: -10 per location with at least 1 internal structure damage.



Critical Hit: -10 for every critical hit suffered. **Empty ammunition bins count toward this objective.**

Location Lost: -50 for every location that has been destroyed or that has suffered a Blown Off critical hit. This cancels any Internal Damage and Critical hit penalties you might have incurred on this location.

Tactical Kill: +50 for every opposing 'Mech that has withdrawn from the playing area.

Salvage: +50 for every 'Mech (friendly or hostile) that has been destroyed by any means, except an Ammo Explosion. You **ONLY** score this if you also achieve *Hold the Field*, below.

Hold the Field: +100 if your 'Mechs are the last ones still on the map.

VICTORY CONDITIONS

The scenario ends when one side has been completely destroyed, or has withdrawn all 'Mechs they still control.

Whichever side ends the game with more points wins. If both sides have a negative point total, both sides have lost.

SPECIAL RULES

The following special rules are in effect for this scenario:

Forced Withdrawal

Both forces must adhere to the *Forced Withdrawal* rules (see *Chaos Campaign: Succession Wars*, p. 11).

Logistics is the Ball and Chain of Armored Warfare

All 'Mechs begin with half their ammunition, round down any fractions.

RECORD SHEETS

Record Sheets for this scenario are included in the *A Game of Armored Combat* box, except for two marked with an asterisk (*). Those can be found in *Record Sheets: Succession Wars*, but are included with this scenario for your convenience (see p. 4-5).

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Shadow Hawk SHD-2K

Movement Points:

Walking: 5
Running: 8
Jumping: 3

Tonnage: 55

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Sniper

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 5	RT	2	1/Msl [M,C,S]	6	7	14	21
1	PPC	LT	10	10 [DE]	3	6	12	18

Ammo: [LRM 5] 24

BV: 1147



WARRIOR DATA

Name: _____

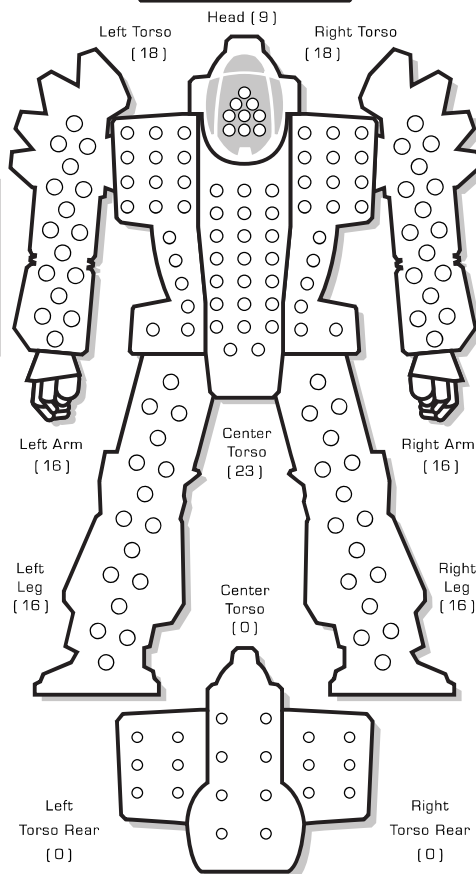
Gunnery Skill: _____

Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again

1-3

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again

1-3

Right Torso

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- Heat Sink
- Jump Jet
- PPC
- PPC
- PPC
- Roll Again

1-3

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Jump Jet
- Roll Again

Engine Hits ○○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○

Left Leg

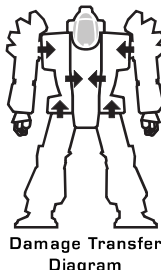
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

4-6

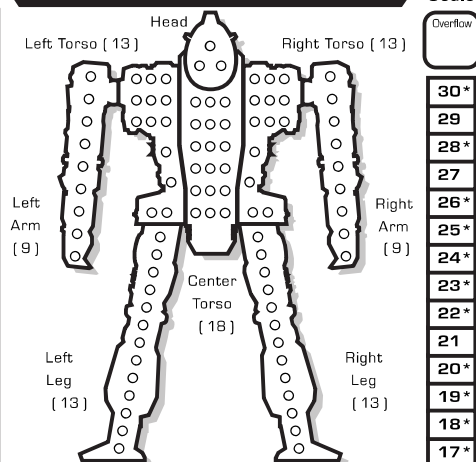
Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

4-6



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks
30	Shutdown	17
28	Ammo Exp. avoid on 8+	16
26	Shutdown, avoid on 10+	15*
25	-5 Movement Points	14*
24	+4 Modifier to Fire	13*
23	Ammo Exp. avoid on 6+	12
22	Shutdown, avoid on 8+	11
20	-4 Movement Points	10*
19	Ammo Exp. avoid on 4+	9
18	Shutdown, avoid on 6+	8*
17	+3 Modifier to Fire	7
15	-3 Movement Points	6
14	Shutdown, avoid on 4+	5*
13	+2 Modifier to Fire	4
10	-2 Movement Points	3
8	+1 Modifier to Fire	2
5	-1 Movement Points	1

Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Wolverine WVR-6K

Movement Points:

Walking: 5
Running: 8
Jumping: 0

Tonnage: 55

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Skirmisher

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	HD	3	5 [DE]	—	3	6	9
1	SRM 6	LT	4	2/Msl [M.C.S]	—	3	6	9
1	Large Laser	RA	8	8 [DE]	—	5	10	15
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Small Laser	RA	1	3 [DE]	—	1	2	3

Ammo: [SRM 6] 30

BV: 1248

WARRIOR DATA

Name: _____

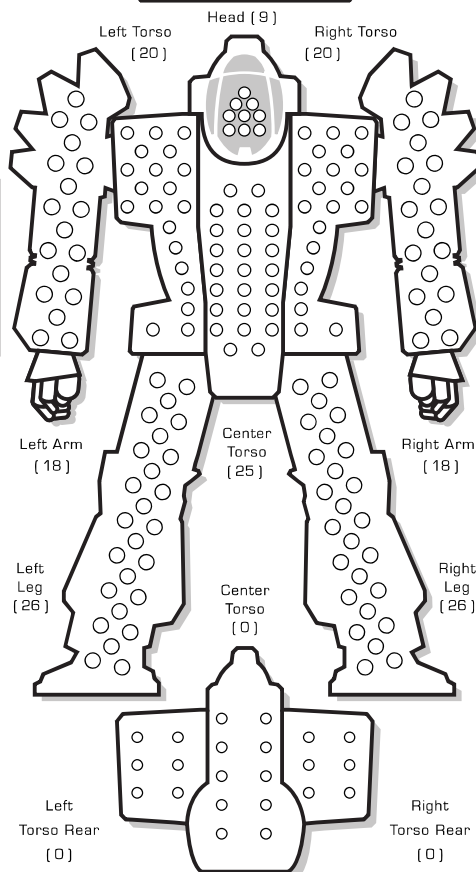
Gunnery Skill: _____

Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Medium Laser
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Large Laser
- Large Laser

Center Torso

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- SRM 6
- SRM 6
- Roll Again
- Roll Again
- Roll Again
- Roll Again

1-3

4-6

1-3

4-6

4-6

1-3

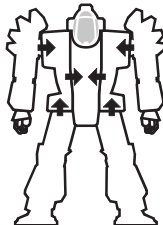
4-6

Engine Hits ○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○



Damage Transfer Diagram

Left Torso

- SRM 6
- SRM 6
- Roll Again
- Roll Again
- Roll Again
- Roll Again

1-3

4-6

1-3

4-6

1-3

4-6

1-3

4-6

1-3

4-6

1-3

4-6

1-3

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Roll Again

Right Torso

- Ammo (SRM 6) 15
- Ammo (SRM 6) 15
- Roll Again
- Roll Again
- Roll Again
- Roll Again

1-3

4-6

1-3

4-6

1-3

4-6

1-3

4-6

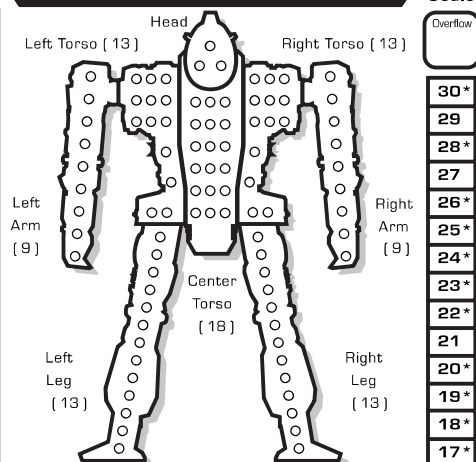
1-3

4-6

1-3

4-6

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22	Shutdown, avoid on 8+	8*
20	-4 Movement Points	7
19	Ammo Exp. avoid on 4+	6
18	Shutdown, avoid on 6+	5*
17	+3 Modifier to Fire	4
15	-3 Movement Points	3
14	Shutdown, avoid on 4+	2
13	+2 Modifier to Fire	1
10	-2 Movement Points	0
8	+1 Modifier to Fire	
5	-1 Movement Points	

Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0