



# BATTLETECH<sup>TM</sup>

## HISTORICAL TURNING POINTS

# NEW DALLAS<sup>TM</sup>

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35TP012



# PARTING GIFTS

**NEAR FORT RESOLUTE  
NEW DALLAS, TERRAN HEGEMONY  
22 MARCH 2787**

Captain Paul Holekamp held the antique pocket watch he pulled from his cooling suit's vest pocket and rubbed his fingers over the well-worn metal. Alone in the cockpit of his *Crusader*, he turned the watch back and forth, moving it just enough to catch the last rays of New Dallas's setting sun. Even in the dim light, he could make out the inscription carved into the back: "With all my love, Jenny."

*My Jenny.*

She was gone. They all were. Every last man, woman, and child in Caddo City, vaporized in an instant—a gift from the Free Worlds League for refusing to surrender their home. His unit had fought to resist the Marik invasion of New Dallas, but despite their best efforts, the Rangers were unable to dislodge the League. They had inflicted casualties, of course, but in the process had been whittled down to nearly nothing—just like New Dallas. Now he was the ranking officer, a captain in charge of a lance and the few stragglers they had rescued.

He started coughing and tasted blood. Radiation poisoning, another Marik gift.

*Damn Kerensky*, he thought to himself. *Damn him for abandoning us when we needed him the most.*

His comm board beeped to life. "Contact. Point 145, and moving fast," Lieutenant Warren whispered, his thick, South Fork accent barely punctuated over the cockpit's speakers.

"Confirmed, Hunter Three. Do we have a positive identification?" Holekamp jammed the watch back into his pocket and awaited a reply.

"Roger, Ranger One. We have one-eight Atreans. Positive ID on the Third Dragoons."

Holekamp connected his tactical feed to Warren's *Exterminator*. The screen showed eighteen fast-moving contacts headed their direction.

"Okay, Hunter Three, reel 'em in."

The telltale sound of LRM detonations rolling over the horizon was the lieutenant's only reply. With any luck, the Dragoons would take the bait and follow Warren back to the militia. He switched his comm over to the command's open frequency. "We have incoming," he growled as he brought his *Crusader* into a short trot. A chorus of acknowledgements and status reports popped up on his secondary display while the remainder of his lance—Marty's *Black Knight*, Sam's *Thug*, and Charlie's old 2N *Rifleman*—pulled in behind him. None of his 'Mechs were in good shape; a week of heavy fighting while on the run was beginning to show. Replacement armor patches were unpainted, and Charlie's *Rifleman* still sported Marik colors. Only a big, silver star hastily painted across its chest indicated it was part of the militia.

Holekamp took a moment to eye the terrain around their position. They had selected good ground to spring their trap—a wide winding trench that ran along one of the few access points to the old SLDF base. It was a natural choke point, and with any luck his Rangers would catch the Marik 'Mechs in enfilade.

Pushing the throttle, Holekamp was taking his *Crusader* toward the edge when movement triggered a warning ping on his HUD. A red contact appeared, then others, moving toward them. Sadly, Warren's IFF wasn't among the contacts, and he hoped the spry *Exterminator* had managed to disengage. He waited, weapons at the ready; the Dragoons were only minutes from the target area.

*Just a little more.*

A shape appeared, shaded because of the angle of the setting sun and the curve of the depression, but Holekamp could make it out. It was a *Wolverine*, painted in the green and light gray livery of the Atrean Dragoons. Without hesitation, he rose and took aim, his anger conquering his restraint; his carefully-laid plan was discarded the moment he saw the Marik BattleMech.

He held his *Crusader's* blocky forearms forward, launching more than a dozen LRMs. Corkscrewing through the fading light, the missiles rocked the smaller machine, peppering hits across its upper torso and head. The Marik 'Mech fell back, armor plates radiating outward. An autocannon—he wasn't sure whose—stitched a line of shells across the *Wolverine's* torso. One of them struck the open SRM ports near the 'Mech's head, which exploded in a blinding flash and tore the smaller Atrean 'Mech in half.

There was no ejection.

*Ammunition detonation.* He smiled. *That one's for you, Jenny.*

Through the smoke he could make out the *Wolverine's* companions: two full companies. Still keyed into the militia's general frequency, he screamed, "For New Dallas!" as he threw his *Crusader* into a gallop aimed directly at the center of their line. The rest of the militia followed, hollering their best rebel yells. Moving full tilt toward the Atreans, Holekamp didn't even bother targeting. He just fired salvo after salvo of missiles as quickly as his weapons would cycle.

With the element of surprise ruined, return fire from the Dragoons was tremendous. Holekamp winced as the combined fire of six Dragoon 'Mechs disemboweled Charlie's battered *Rifleman* advancing beside him. To his left, Marty's *Black Knight* reeled under its own halo of impacting fire, but his PPC and lasers were still spitting out shots at a rate far faster than even his double heat sinks could dissipate. The battle degenerated into a swirling melee, and Holekamp salvoed all six of his 'Mech's missile packs into a nearby *Griffin*—spiking his own heat well into the red—with countless LRMs and SRMs making impact, hitting the lighter machine across its upper torso. The *Griffin* fell backward and didn't get up again.

Holekamp worked to catch his breath. The heat in his cockpit was unbearable, and sweat stung his eyes. Auto shutdown alarms sounded, but he slapped the override. There was no way he was shutting down.

Movement to his immediate left caught his eye; Marty's *Black Knight* exploded as three full salvos of LRMs descended on him. He spotted the source—a pair of *Archers*—and lifted his arms to flush his LRM racks again, only to hear the warning buzz indicating his magazines were empty. Side-stepping his *Crusader* toward the wreckage he started to cough again, and tasted more blood.

*Jenny, I'll see you soon.*

Ignoring enemy fire, Holekamp reached down and pried the PPC off of the downed *Black Knight*, holding it in two hands like a baseball bat, and charged the two BattleMechs who killed his friend. A wall of missiles met him, other Dragoon 'Mechs added their fire, and his *Crusader* collapsed, its engine cored. As he hit the ground, the last thing he saw was Sam's *Thug* advancing one step at a time, her weapons firing again and again and again.

They were finished. The Hegemony was finished.

New Dallas was lost.

# HISTORICAL TURNING POINTS NEW DALLAS™

**W**elcome to *Historical Turning Points: New Dallas*, a campaign designed to give players the opportunity to fight in one of the landmark conflicts of the Inner Sphere's tumultuous history.

The general information contained in the **Atlas** and **Combatants** sections gives players the tools needed to fight an infinite number of engagements on New Dallas, while the **Track** section gives details on some of the larger and more pivotal battles of the planetary struggle. These can also be used with standalone games set in the Star League, Succession Wars, and Jihad eras.

The **Atlas** section presents a global view followed by some quick facts about New Dallas. Included in this section are terrain tables broken into various categories. These tables can be used as a random chart to determine the maps used in the tracks or simply as a guide to provide ideas on the types of terrain found on the world. This section also contains a list of various additional terrain types, environment, and other rules that can be used to enhance your game experience. All players should agree whether or not to use any or all of these features before play.

The **Combatants** section gives details on the units who participated in the conflict and can be used by players who wish to add authenticity to their game. While the units who actually participated in the battles are noted, in most cases the numbers on each side are left undetermined. This allows the players to pursue the tracks with different forces as they wish. The rough ratio of forces on each side is provided as a guideline. Players should feel free to balance the forces in each track as they see fit, whether by battle value, tonnage, total number of 'Mechs, or whatever else suits them.

The **Tracks** section presents several key battles that occurred on the world, though they are not the only ones. Players wishing to incorporate these tracks into their *Chaos Campaign* campaigns should use the Warchest Points (WP) listed in brackets. Optional points are awarded only if the group achieves at least one Objective while using the selected option. Objective points are cumulative as they are achieved unless otherwise noted.

The **Annex** contains two official Record Sheets. The first is the customized *Rifleman II* of Major General Carlos Kataga, senior SLDF officer before Operation APOTHEOSIS, followed by the custom configuration *Rampage* of General Viktoria Benboudaoud, Commander of all Rim Worlds forces garrisoning New Dallas at the start of the Amaris Coup.

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**Special Thanks:** To Ben, for letting me take a crack at something a little different and for answering all of my questions. You're a legend. To my mom, who bought my first BattleMech. This is YOUR fault. To my amazing wife—you're the best lancemate this 'Mech jockey could hope for. Lastly, to the BattleTech fans. I hope you like this one.

For more general information about the history of New Dallas, see the sourcebooks *Technical Readout: 3075* and *Historical: Liberation of Terra Volume I*.

## STAR LEAGUE ERA



## CLAN INVASION ERA



## JIHAD ERA



## SUCCESSION WARS ERA



## CIVIL WAR ERA



## DARK AGE ERA

## NOTE!

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



# NEW DALLAS

Initially a marginally habitable rock, extensive terraforming of the planet's inhospitable atmosphere turned New Dallas into an ideal planet for settlement. Dominated by three major landmasses—Reunion, Ellum, and Trinity—and two large oceans, the planet enjoyed rich soil, vast savannahs, and thick forests. Abundant water and long growing seasons made the planet ideal for agriculture, and during the Star League New Dallas supplied the needs of more than a dozen neighboring systems. While stable, the subtropical environment was prone to massive seasonal thunderstorms, a result of the planet's terraformed ecology. Reunion and Trinity in particular, with their vast flat plains and long coasts, would suffer gale-force winds and tornadoes during the spring and fall months.

Caddo City, the planetary capital and first settlement, was located along the Brazos Ocean in the northern hemisphere. Formerly a collection of underground habitats built to protect colonists from the planet's sweltering heat and thick atmosphere, it eventually became Dallas's largest city, despite its intense seasonal storms. After terraforming, many of the original habitats were repurposed or sealed. One such facility was the "boneyard" bunker converted by the New Dallas Militia. During the First Succession War forces from House Marik leveled the city with nuclear weapons.

Lake Galvez, the largest body of fresh water on Reunion, had no less than five major cities along its shores and was home to the planet's large technology industry. During Operation CHIEFTAIN, the SLDF utilized the many DropPorts along the lake to establish a beachhead for the invasion. The area saw heavy fighting, and Republic troops destroyed the city of Port Vera to cover their retreat off world.

Located in the Caprock Midlands on Trinity and once the location of an inland sea, New Angelo was the most industrialized city on New Dallas, after surface scans revealed reservoirs of oil. At the end of APOTHEOSIS, bombardment by Rim Worlds WarShips demolished the city, releasing millions of barrels into the countryside.

Before the Coup, New Dallas boasted three Castles Brian, dozens of SLDF bases, a fleet port, and extensive training facilities. Fortress Goliad, the largest Castle Brian on Trinity, housed the planetary SDS command center.

The Amaris Coup devastated the planet's industrial infrastructure and engineered environment. Liberal use of orbital bombardment and heavy fighting destroyed vast tracks of land. During the First Succession War the Free Worlds League's detonation of dozens of nuclear weapons irrevocably destroyed what remained, and runaway heating of the planet's atmosphere rapidly reverted New Dallas to its natural state.

By the Second Succession War New Dallas was a toxic, dead world.

## Mapsheets

The following tables represent the categories of terrain found on the battlefields of New Dallas. Players should create a playing area using terrain suitable for the terrain type noted under *Game Setup* for each track. Players using mapsheets may either select a map from the appropriate table or randomly determine which map to use, unless otherwise specified by the track. MS = *Map Set*, MSC = *Map Set Compilation*, BT = *BattleTech Introductory Box Set*.

If miniature rules are used instead of mapsheets, players should do their best to mimic the type of terrain features and elevations found on the listed mapsheets.

## Optional Rules

If all players agree, the following particular effects from *Total Warfare* (TW), *Tactical Operations* (TO), and *Strategic Operations* (SO) may be used to add "New Dallas flavor" to specific eras of this campaign.

### Base Terrain Types

*Level 1 Foliage* (see p. 36, TO)  
*Planted Fields* (see p. 38, TO)  
*Ultra Heavy Woods* (see p. 40, TO)

### Weather Conditions

*Storm* (see p. 61, TO)  
*Tornadoes* (see pp. 61–62, TO)  
*Extreme Temperatures* (see p. 61, TO)

## NEW DALLAS MAPSHEETS TABLE

PRAIRIE	2D6 Result	Map
	2	City Street Grid/Park #2 (MS4, MSC1)
	3	Open Terrain #2 (MS5, MSC2)
	4	Scattered Woods (MS2, MSC2)
	5	Rolling Hills #1 (MS3, MSC1)
	6	Open Terrain #1 (MS5, MSC2)
	7	BattleTech (MS2, MSC1)
	8	Open Terrain #2 (MS5, MSC2)
	9	Rolling Hills #2 (MS3, MSC1)
	10	Battleforce 2 (MS6, MSC2)
	11	Open Terrain #1 (MS5, MSC2)
	12	Desert Hills (MS2, MSC1)

RUINS/URBAN	2D6 Result	Map
	2	City (Hills/Residential)* #1 (MS3, MSC1)
	3	City Street Grid/Park* #1 (MS4, MSC1)
	4	City, Downtown (MS6, MSC2)
	5	City, Suburbs (MS6, MSC2)
	6	Seaport (MS7)
	7	City, Suburbs (MS6, MSC2)
	8	Drop Port #2 (MS7)
	9	City, Skyscraper* (MS6, MSC2)
	10	City Street Grid/Park* #2 (MS4, MSC1)
	11	City (Hills/Residential)* #2 (MS3, MSC1)
	12	Military Base* (MS7)

\*Place Medium and Heavy buildings of varying heights in each non-paved hex. For Ruins roll 2D6 for every hex containing a building. On a result of 6+, that hex is reduced to rubble.

COASTAL	2D6 Result	Map
	2	River Delta/Drainage Basin #1 (MS4, MSC1)
	3	City, Suburbs (MS6, MSC2)
	4	Archipelago #1 (MS7)
	5	Coast #2 (MS7)
	6	Seaport (MS7)
	7	Coast #1 (MS7)
	8	Seaport (MS7)
	9	City, Downtown (MS6, MSC2)
	10	Drop Port #2 (MS7)
	11	Coast #2 (MS7)
	12	River Delta/Drainage Basin #2 (MS4, MSC1)

## Terrain Modifications

*Roads, Dirt, and Gravel* (see p. 51, TO)

## Terrain Conditions

*Low Gravity* (see p. 55, TO)  
*High Atmosphere* (see p. 54, TO)  
*Very High Atmosphere* (see p. 55, TO)  
*Radiological/Poisonous Atmosphere* (see p. 56, TO)

## Forced Withdrawal

Unless otherwise noted, the *Forced Withdrawal* rules (see p. 258, TW) are in effect for all forces.

## Salvage

Unless otherwise noted in an individual track, the *Salvage* rules (see p. 191, SO) may be used if the player achieves at least one Objective in the track.

# RANDOM ASSIGNMENT TABLES: NEW DALLAS

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

Units marked with an asterisk (\*) are four-legged (quad) BattleMechs.

NEW DALLAS MILITIA	2D6	LIGHT 'MECHS	MEDIUM 'MECHS	HEAVY 'MECHS	ASSAULT 'MECHS
	2	HNT-151 Hornet	SHD-2Hb Shadow Hawk	MAD-1R Marauder	THG-11Eb Thug
	3	STG-3Gb Stinger	KTO-19b Kintaro	WHM-6R Warhammer	HGN-732b Highlander
	4	THE-Nb Thorn	KY2-D-02 Kyudo	LNC25-05 Lancelot	STC-2C Striker
	5	MCY-99 Mercury	WVE-5N Wyvern	CRD-2R Crusader	LGB-7Q Longbow
	6	WSP-1A Wasp	PHX-2 Phoenix Hawk	FLS-8K Flashman	STK-3F Stalker
	7	MON-66 Mongoose	CRB-27 Crab	BMB-12D Bombardier	HGN-732 Highlander
	8	NTK-2Q Night Hawk	HBK-4G Hunchback	BL-6-KNT Black Knight	PLG-3Z Pillager
	9	FLC-4N Falcon	WVR-6R Wolverine	GLT-3N Guillotine	AS7-D Atlas
	10	TLN-5V Talon	LNK-9Q Lynx	ARC-2R Archer	LGB-7Q Longbow
	11	FFL-3A Firefly	PXH-1b Phoenix Hawk	TDR-55b Thunderbolt	RFL-3N-2 Rifleman II
	12	LCT-1Vb Locust	CRB-27b Crab	WHM-6Rb Warhammer	BLR-1Gbc BattleMaster

RIM WORLDS REPUBLIC	2D6	LIGHT 'MECHS	MEDIUM 'MECHS	HEAVY 'MECHS	ASSAULT 'MECHS
	2	TLN-5W Talon	PX-3R Phoenix	ST-8A Shootist	HGN-732 Highlander
	3	HSR-200D Hussar	PXH-1 Phoenix Hawk	BL-6-KNT Black Knight	THG-11E Thug
	4	FS9-H Firestarter	GRF-1N Griffin	BMB-12D Bombardier	STK-3F Stalker
	5	LCT-1V Locust	DV-6M Dervish	OSR-2C Ostroc	BNC-3M Banshee
	6	WSP-1A Wasp	HBK-4G Hunchback	ARC-2R Archer	GOL-1H Goliath*
	7	STG-3R Stinger	SHD-2H Shadow Hawk	TDR-5S Thunderbolt	VTR-9B Victor
	8	FFL-3A Firefly	WVR-6R Wolverine	CRD-2R Crusader	RMP-2G Rampage
	9	MCY-99 Mercury	PX-4R Phoenix	OSR-2C Ostroc	BLR-1G BattleMaster
	10	JVN-10N Javelin	CRB-27 Crab	WHM-6R Warhammer	LGB-0W Longbow
	11	MON-66 Mongoose	KTO-19 Kintaro	CPLT-C1 Catapult	AWS-8Q Awesome
	12	THE-N Thorn	LNK-9Q Lynx	CHP-1N Champion	RMP-4G Rampage

FREE WORLDS LEAGUE	2D6	LIGHT 'MECHS	MEDIUM 'MECHS	HEAVY 'MECHS	ASSAULT 'MECHS
	2	MON-66 Mongoose	WVR-6R Wolverine	MAD-1R Marauder	EMP-6A Emperor
	3	SDR-5V Spider	DV-6M Dervish	CHP-1N Champion	BNC-3M Banshee
	4	HER-1S Hermes	TBT-5N Trebuchet	CRD-2R Crusader	STC-2C Striker
	5	TLN-5W Talon	HER-2S Hermes II	RFL-3N Rifleman	BLR-1G BattleMaster
	6	LCT-1V Locust	PHX-1 Phoenix Hawk	WHM-6R Warhammer	AWS-8Q Awesome
	7	WSP-1A Wasp	HOP-4B Hoplite	ON1-K Orion	STK-3F Stalker
	8	NTK-2Q Night Hawk	GRF-1N Griffin	WHM-6R Warhammer	LGB-0W Longbow
	9	FLE-15 Flea	HBK-4G Hunchback	OTL-4D Ostsol	AWS-8R Awesome
	10	FS9-H Firestarter	SHD-2H Shadow Hawk	TDR-5S Thunderbolt	VTR-9A Victor
	11	THE-N Thorn	WTH-1 Whitworth	ARC-2R Archer	CP-10-Z Cyclops
	12	UM-R60 UrbanMech	ASN-21 Assassin	OSR-2C Ostroc	PLG-3Z Pillager

WORD OF BLAKE	2D6	LIGHT 'MECHS	MEDIUM 'MECHS	HEAVY 'MECHS	ASSAULT 'MECHS
	2	LCT-5M Locust	LGH-6W Lightray	ST-9C Shootist	SPT-N3 Spartan
	3	NXS2-B Nexus	RJN-200-B Raijin II	GLT-6WB Guillotine	VNQ-2B Vanquisher
	4	OTT-9CS Ostscout	INI-02 Initiate	ARC-8M Archer	KGC-005 King Crab
	5	GUR-2G Gurkha	BLF-21 Blue Flame*	LNC25-04 Lancelot	LGC-02 Legacy
	6	FNHK-9K1B Falcon Hawk	HER-5C Hermes II	TYM-1A Toyama	GRN-004 Grand Crusader II
	7	HSR-500-D Hussar	CRB-30 Crab	WHF-3B White Flame*	THG-12E Thug
	8	NXS1-B Nexus	RJN-200-A Raijin II	RLF-7M Rifleman	VNQ-2A Vanquisher
	9	GUR-4G Gurkha	SHD-7CS Shadow Hawk	DRG-6FC Dragon Fire	LGC-01 Legacy
	10	NXS2-A Nexus	KTO-21 Kintaro	TDR-9M Thunderbolt	GRN-003 Grand Crusader II
	11	MCY-102 Mercury	KW2-LHW Lineholder	EXC-D1 Excalibur	MR-6B Cerberus
	12	ZPH-2A Tarantula*	GRMR-PR30 Grim Reaper	FLS-9B Flashman	HGN-736 Highlander

# COMMANDERS

## CARLOS KATAGA

**Rank:** Major General, commander of New Dallas's SLDF

**Born:** 2694 (72 in 2766)

A native of Lone Star, Carlos Kataga was a company commander in the 2775th Royal Dragoon Regiment. A decorated veteran of Breed, he was rotated back to the Hegemony after Operation SMOTHER and spent his career working to develop training programs for future Royal soldiers. Before Operation APOTHEOSIS, Kataga's training camps were the final stop for many new Royals before heading to the Periphery. A critic of First Lord Cameron's invitation of Rim Worlds troops into the Hegemony, he worked closely with New Dallas Governor Titus Clay to ensure the world's defense remained firmly in SLDF hands, going so far as to assign fresh recruits to active combat patrols. Though APOTHEOSIS caught the Hegemony by surprise, Kataga was quick to organize a counteroffensive against New Dallas's Rim Worlds garrison, personally taking to the field in his *Rifleman* to lead his troops into battle.

General Kataga died in combat when Rim Worlds Admiral Otto Idowu bombarded Fortress Goliad from orbit. Defiantly defending the Hegemony, the general remained at his command post until Republic WarShips buried the complex.

**Special Abilities:** General Kataga is a Veteran MechWarrior and adds +2 modifier to all Administration, Tactics, and Strategy rolls. When fighting alongside SLDF troops, the SLDF gains a +2 Initiative bonus. Kataga also has the Blood Stalker Gunnery special ability (see p. 219, *ATOW*), which is used in defense of the Terran Hegemony or Star League.

## VIKTORIA BENBOUDAUD

**Rank:** General, commander of the Sixty-second Republican Brigade and 154th Amaris Dragoons

**Born:** 2720 (56 in 2766)

A distant cousin of Mohommad Selim, Viktoria Benboudaoud was noted as a ruthless yet loyal soldier who relished the idea of conquering the Hegemony. Placed in command of the prestigious Sixty-second Republican Brigade of the Sixth Republican Guards Division, Benboudaoud was assigned to subdue New Dallas. Unfortunately, the resident SLDF troops undermined her efforts to prepare for APOTHEOSIS and limited her troops' access to New Dallas's more important defenses. While her early efforts would fail to subjugate New Dallas during APOTHEOSIS, her command still managed to seize control of the jump point SDs, which would play a key role in the final conquest of the planet.

Knowing she had failed the First Consul, Benboudaoud led her outnumbered command against the SLDF, dying in the cockpit of her *Rampage*, fighting Star League ground forces after they overran her position outside Fort Resolute.

**Special Abilities:** Viktoria Benboudaoud is a Veteran MechWarrior with the Hot Dog Piloting special ability (see p. 222, *ATOW*). She also has the Impatient trait and Bad Reputation when dealing with SLDF or Hegemony personnel.

## PHILLIP HOLEKAMP

**Rank:** Captain in the New Dallas Militia

**Born:** 2732 (55 in 2787)

A captain in the 150th Royal BattleMech Division at the start of the Amaris Coup, Phillip Holekamp fought through the XXIV Corps's battle for Talitha, witnessing firsthand Republican brutality against civilian targets. A native of New Dallas, Holekamp survived the Hegemony campaign and retired from the SLDF to help rebuild his home. Refusing to leave with Kerensky's Exodus out of loyalty to the Hegemony and New Dallas, Holekamp felt personally betrayed by the general, as he believed Kerensky abandoned the Hegemony when it needed him the most.

Returning to the cockpit during the Free Worlds League invasion, Holekamp led a fanatical defense against the invaders.

**Special Abilities:** Phillip Holekamp is an Elite MechWarrior with the Tactical Genius special ability (see p. 225, *ATOW*). Holekamp also has the traits In for Life and Dependents in regards to New Dallas or the Hegemony.

## VENLA SAHIN

**Rank:** General, commander of the Seventh Marik Militia, Third and Fifth Atrean Dragoons

**Born:** 2723 (64 in 2787)

The daughter of two force commanders who served Elise Marik in the First Free Worlds Guards during the Marik Civil War, Sahin was weaned on tales of service. Entering the FWLM after graduating from the prestigious Princefield Military Academy, Sahin showed an affinity early on for the cavalry tactics practiced by most of the Atrean regiments and quickly rose through the ranks.

Commander of the Third Atrean Dragoons before Kerensky's Exodus, Sahin was promoted by Kenyon Marik in anticipation of the invasion of the Terran Hegemony. Given operational control of two additional regiments—the Seventh Marik Militia and Fifth Atrean Dragoons—Sahin quickly secured Bordon before moving onto her next target: New Dallas.

A consummate professional dedicated to her craft, Sahin considered every weapon in her arsenal viable if it ensured a quick victory.

**Special Abilities:** Venla Sahin is a Regular MechWarrior with the Maneuvering Ace special piloting ability (see p. 223, *ATOW*).

# COMBATANTS

This section lists the combat units active during certain eras of the New Dallas campaign. The Experience Level indicates which column to roll on using the *Random Skills Table* (see p. 273, *TW*) for the combatants.

RAT shows which Random Assignment Tables (see p. **XX**) to use if randomly determining a force. Abbreviations in italics are suggestions for advanced RAT options. To build a unit (if not using a player-defined unit from a campaign), follow the Unit Generation rules in *Total Warfare* (see p. 264, *TW*). To see which faction tables to roll, see the RAT entry for each combatant, taking care not to select any units that may not have yet been constructed. This can be accomplished generally using the lowest quality rated columns (C, D, or F), as more advanced equipment usually fills in the higher-rated columns (such as A and B). Alternatively, when applicable, choose a variant of the unit that did exist during the era in place of one created later.

For a more advanced game utilizing a broader range of 'Mechs, vehicles and battle armor, players should feel free to also utilize the RATs in *Historical: Liberation of Terra Vol. I (HistLoT1)*, *Field Manual: SLDF (FMSLDF)*, *Era Report: 2750 (ER2750)*, *Field Manual: Updates (FMU)*, *Field Manual: Mercenaries, Revised (FMMR)*, *Jihad Secrets: The Blake Documents (BD)*, and *A Time of War (ATOW)*. Note that because some of these materials have a later in-universe date than this campaign, players participating in an authentic era campaign will need to select a variant of the unit that did exist in a specific era in place of one created later. (Visit your local game store to purchase these additional products or order them directly from [www.battlecorps.com/catalog](http://www.battlecorps.com/catalog); PDFs for some products are also available.)

*Unit Abilities* are special game rules that apply to that unit in combat. These rules are optional, and all players should agree to their use before gameplay begins. The *Notes* section gives in-universe details on the unit to provide players a "feel" for the command during the New Dallas campaign.



# HOUSTON, WE HAVE A PROBLEM

## SITUATION

Michael Square, Caddo City  
New Dallas, Terran Hegemony  
27 December 2766

H-Hour for Operation APOTHEOSIS: Rim Worlds troops execute their takeover of New Dallas. Their primary target: the Caddo City HPG and SLDF administration buildings. Supported by a special ops team, General Benboudaoud assigned her best assault troops from the 154th Amaris Dragoons to accomplish the mission. If successful, New Dallas would be cut off from the rest of the Terran Hegemony.

## GAME SETUP

*Recommended Terrain:* Urban, Dense Urban, Coastal

The Defender designates/places a building of no more than 6 hexes as the HPG station. The station is considered a Level 4 Hardened structure (CF 120).

The Defender's home edge lies closest to the HPG station. The Defender places/nominates six building hexes as military administration buildings. These are Level 3 Heavy buildings (75 CF) and must be placed within 4 hexes of the Defender's home edge.

## Attacker

*Recommended Forces:* 154th Amaris Dragoons

The Attacker enters from their home edge, opposite the Defender's, at the start of the track.

## Defender

*Recommended Forces:* SLDF Irregulars, New Dallas Militia

The Defender consists of 75% of the Attacker's deployed force. The Defender begins the game anywhere within 5 hexes of the Defender's home edge.

## WARCHEST

**Track Cost:** 400

### Optional Bonuses

**+150 Ready Five:** The Defender equals 100% of Attacker's total deployed force.

**+200 Bright Night:** Use the *Full Moon* rules (see p. 58, *TO*).

## OBJECTIVES

**Silence is golden.** Destroy/Protect the HPG by the end of Turn 12. [500]

**Burn it down.** Destroy/Protect at least half of the SLDF's administrative buildings. [300]

*I didn't know what was happening when I felt the first tremor roll through my office floor or saw the soft flickering glow hovering over Old Town. At first, I thought there was some sort of terrible accident and tried accessing the local NewsNet for a report, but it was already down. That's when I knew something was off. I was reaching for my wrist comm when I saw it: a lone Warhammer walking down Houston Boulevard, the blue-and-red shark crest of the Rim Worlds Republic emblazoned on its chest. In that moment I knew; the Republic had betrayed us all.*

## SPECIAL RULES

The following rules are in effect for this track:

### Forced Withdrawal

The importance of destroying New Dallas's HPG means the Attacker's forces may not use *Forced Withdrawal* (see p. 258, *TW*) until the HPG is destroyed.

### Salvage

Due to General Benboudaoud's order to withdraw, there is no salvage available for the Attacker of this track.

### Overwhelming Force

If the Attacker's force has more than a company of 'Mechs the turn requirement for the **Silence is golden** objective is reduced to 10.

## AFTERMATH

With New Dallas taken completely by surprise, Operation APOTHEOSIS had an auspicious start. However, both of New Dallas's moons were at their fullest, and the commando team sent to capture the HPG was prematurely identified and unable to secure the transmitter. With the alarm raised, General Benboudaoud ordered the HPG destroyed while her ground forces targeted vital SLDF installations and personnel—including an attempt on the governor's life—in an effort to sow as much confusion as possible. When local resistance proved impossible to overcome, she ordered her forces back to their fortified bases and called in orbiting Rim Worlds WarShips for support, preparing for the inevitable Star League counterattack.

## NEXT TRACK

*Operation REPRISAL*

