BATTLETECH

Interstellar Operations

Beta: Sample Scenarios Templates
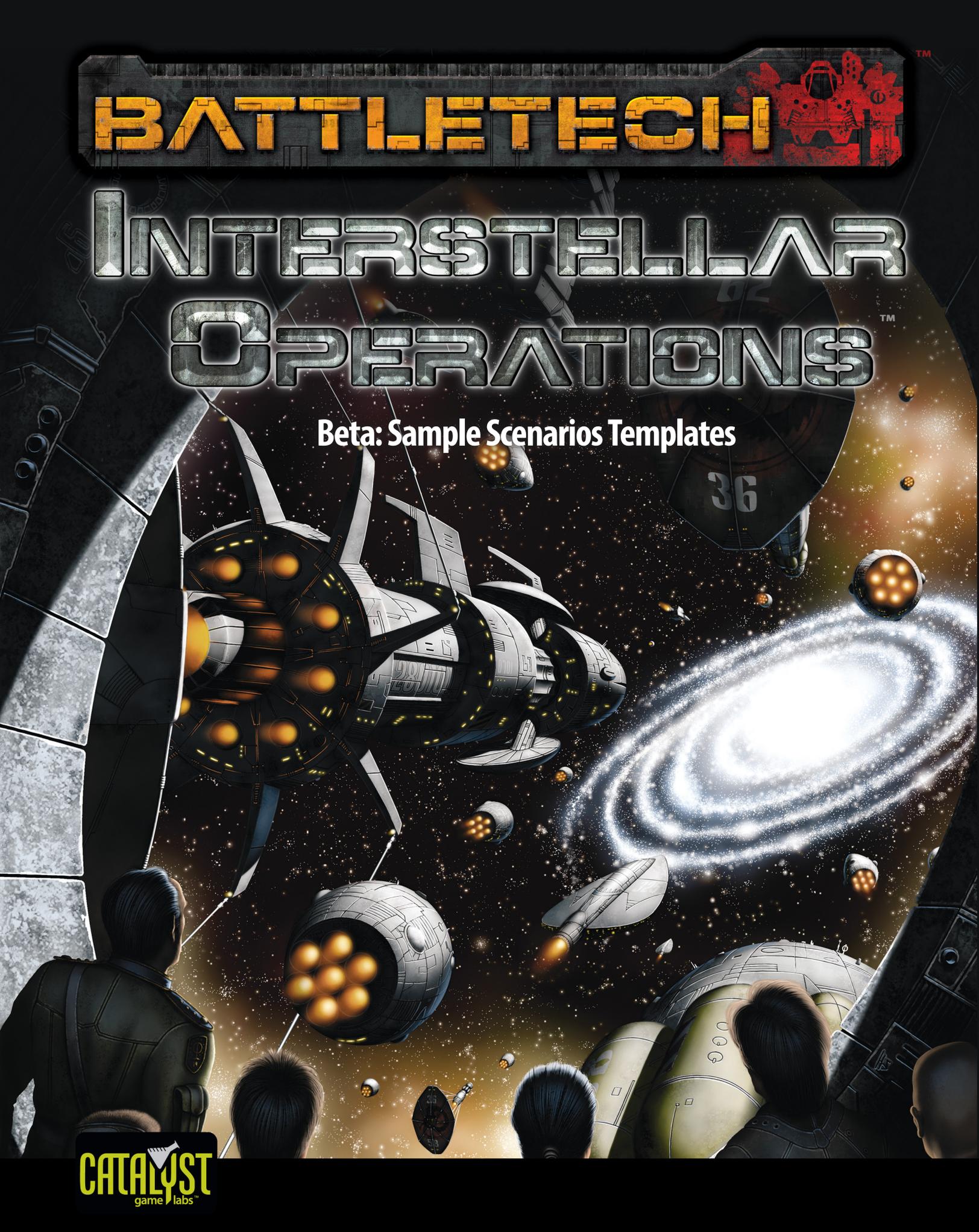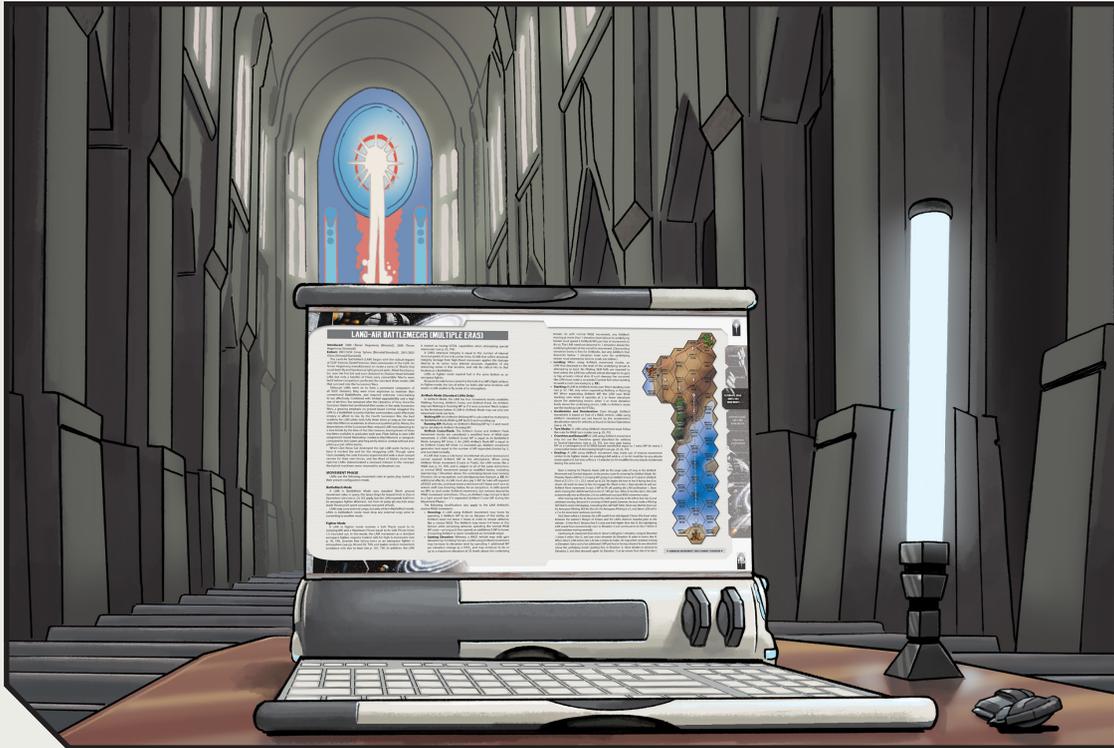
TAKE COMMAND!

For the first time, *BattleTech* fans have the chance to see their own scenarios included in a core rulebook! We want to include several *Strategic BattleForce* and *Abstract Combat System* scenarios in the final version of *Interstellar Operations*, and we're offering you the chance to see your best scenarios in print.

Use the rules for each combat system detailed in the *Interstellar Operations* beta rulebook and the template below to create your best *SBF* or *ACS* scenario. An example is also provided, and additional ideas are available in the *Alpha Strike Companion* (p. 158). Also, when converting attacking and defending Formations to *SBF* or *ACS* scale, be sure to show your work using the spreadsheet available at <website>.

Take command of your forces, and leave your mark on the *BattleTech* universe!

INTERSTELLAR OPERATIONS SCENARIO TEMPLATE

SCENARIO NAME
Situation.

Game System: SBF / ACS / ISW
World/World Type:
Objectives:

GAME SETUP
Recommended Terrain:
Deployment Zones:

UNIT COMPOSITION

Attacking Formation(s):
<<insert SBF Formation template>>
<<insert ACS Unit template>>
Defending Formation(s):
<<insert SBF Formation template>>
<<insert ACS Unit template>>

Special Rules (*TW* or *ASC* for standard examples?)

VICTORY CONDITIONS

VARIATIONS

THE BATTLE OF BOLAN

May 2785—The Lyran Commonweath's invasion of the Free Worlds League stronghold of Bolan, and both sides' involvement of civilian targets has guaranteed that the First Succession War will not be governed by the Ares Conventions. Desperate to buy their non-essential personnel and local civilians time to flee the planet before the first weapons of mass destruction fall, the Sixth Bolan Defenders have taken the field against twice their number and are determined to hold the line.

Game System: SBF / ACS / ISW
World/World Type: Bolan (Arid/Mountainous)
Objectives: *Free Worlds League*—Hold the line against the Commonwealth forces and buy non-essential personnel and civilians time to evacuate the planet. *Lyran Commonwealth* – Eliminate the League units and seize the civilian DropShips before they lift off.

GAME SETUP

Recommended Terrain: Players should use maps featuring mountainous or rough terrain.

Deployment Zones: The Attacker may deploy in the lower quarter of the mapsheets selected. The

Defender may deploy within four hexes of the middle of the playing area. The Defender's home map edge is considered the edge opposite the Attacker's deployment zone.

UNIT COMPOSITION

Attacking Formations: XX Lyran Regulars, **XX** Lyran Regulars
<<insert *SBF/ACS* Formations>>
Defending Formation: Sixth Bolan Defenders
<<insert *SBF/ACS* Formation>>

Special Rules

The following special rules apply for this scenario.

No Flankers Allowed: Neither force in this scenario type may exit the map from these edges for any reason, even if using special command abilities such as Off-Map Movement. The very nature of this scenario is such that the Attacker's force *must* force its way through the Defender's line to achieve victory.

Timed Play: The scenario lasts for eight turns. After the eighth turn, the player who lost the initiative rolls 1d6. On a result of 1, 2, or 3, the scenario ends as the first atomic weapons begin to fall; on any other result, play continues. This process is repeated in each successive turn, adding one additional number to the roll required to continue play; i.e., after the ninth turn, as roll of 1, 2, 3, or 4 is needed. After the tenth turn, play will continue only if a 6 is rolled.

VICTORY CONDITIONS

Players will use standard *Strategic BattleForce* victory point scoring for this scenario. Any Attacking Units which reach the Defender's home edge may retreat from the board in the following Movement Phase. Any units doing so score 100 Victory Points per escaping unit.

The scenario ends when the Attackers have either all been destroyed or otherwise removed from play. The Attackers receive an extra 500 VP if at least half of their starting force successfully escapes the map via the enemy's deployment zone. Otherwise, the Defenders receive 500 VP for successfully minimizing the number of escaping enemy units.

VARIATIONS

Chase: In this variation, the deployment zones are reversed. The Defenders may deploy in the lower one-third of the mapsheets selected, and take the first turn.
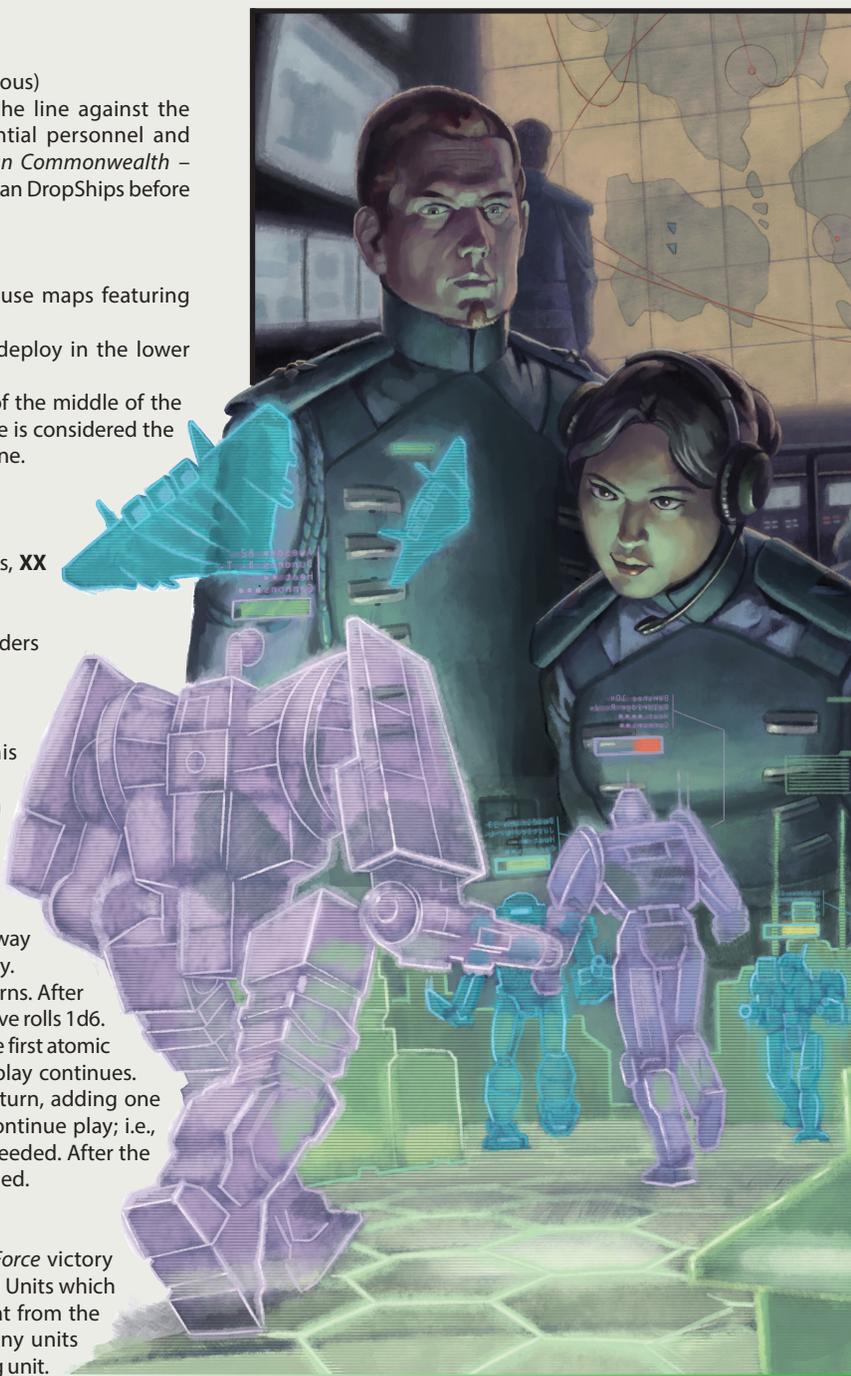
INTRODUCTION

ALTERNATE ERAS

ALTERNATE ERAS: UNITS AND EQUIPMENTS

ALTERNATE ERAS: COST AND AVAILABILITY

STRATEGIC BATTLEFORCE

ABSTRACT COMBAT SYSTEM

CONVERSION RULES

INNER SPHERE IN FLAMES

RECORD SHEETS

A WORLD TO FAR

I submit to you, men and women of the Lyran Guards, that the fate of our beloved Commonwealth is in your hands. Your BattleMechs alone can stem the evil tide that threatens to engulf Hesperus, this tiny island of defiance against the evil of the Dragoon and the corruption of the Eagle. With courage, with sacrifice, with blood and iron, we will throw back these mercenaries, these wolves nursed on the blood of innocents, these sellswords whose hands are stained with the unclean gold of the Marik usurpers. Fight, MechWarriors of the Lyran Guards, and know your cause is just.

—Speech by Lieutenant-Colonel Orpheus Thomas, Commander of the Twenty-Fourth Lyran Guards, June 6, 3019

Wolf's Dragoons had carved a path of indignant surprise and chaos across the Federation of Skye, much like a cavalry raid of old, as Janos Marik unleashed his most potent military asset in the closing days of the Third Succession War. The Dragoons had jumped the border and been let slip, as they sought to unbalance the Lyran Commonwealth before striking at their true target. Gienah, Launam, Fianna, Sarpsborg and Lamon were all struck by raids designed to do little more than sow chaos, as the Black Widow Company, 7th Kommando, Special Recon Group and Zeta Battalion softened up targets for the sledge hammer blow of a line regiment, before the entire Dragoons battle group moved on.

As effective as Jamie Wollf's tactics were, it rapidly became clear to the Lyran Commonwealth Armed Forces (LCAF) High Command that the Wolf and the Eagle were moving towards the jewel of the industrially minded heart of the Commonwealth – Hesperus II. Like a great treasure of legend, the immense factories of Defiance Industries had been an unconquerable dream for centuries, struck at over a dozen times during the Succession Wars, but earning aggressors little more than black shrouded names on regimental honor rolls.

Wolf's Dragoons, with their skill, élan, numerical strength and epic reputation, were sent to build a greater legacy yet, though the legacy they built was not quite what was planned for by the Dragoons themselves. It would not be until the lights of a perverse science lit the flames of the Jihad that the great fortress-factory of the Myoo Mountains would fall.

Nevertheless, the Dragoons entered the Hesperus system and made planet fall with three regiments on June 6, 3019, beginning what would become one of the last epic battles of the Third Succession War, one

that would keep honored company in may MechWarrior beer halls alongside such notable campaigns as Mallory's World, Halstead Station, Galtor III, McCarron March and Anton's Revolt.

Game System: ACS
World/World Type: Rugged Hills (Hesperus II Map from *Jihad Turning Points: Hesperus II* Optional)
Objectives: Lyran Commonwealth—Inflict more than 50% losses on Wolf's Dragoons
Wolf's Dragoons—Seize Hesperus II with less than 50% losses

GAME SETUP

Recommended Terrain: Rugged Hills (Hesperus II Map from JTP Hesperus II Optional)
Deployment Zones: As per ACS Map. If using Hesperus II Map, all Lyran forces must be deployed on the South Whitman continent. Wolf's Dragoons deploy from orbit

UNIT COMPOSITION

Attacking Formations:
<<insert *SBF/ACS* Formations>>
Defending Formation:
<<insert *SBF/ACS* Formations>>

Special Rules
Wolf's Dragoons must withdraw once they suffer more than 50% losses.

VICTORY CONDITIONS

VICTORY CONDITIONS TABLE

Lyran Commonwealth	
Situation	**Result**
Inflicts 50% damage to Dragoons and suffers less than 20% losses	Heroic Victory
Inflicts 50% damage to Dragoons and suffers less than 30% losses	Major Victory
Inflicts 50% damage to Dragoons and suffers less than 40% losses	Moderate Victory
Inflicts 50% damage to Dragoons and suffers less than 50% losses	Minor Victory
Inflicts 50% damage to Dragoons and suffers more than 50% losses	Pyrrhic Victory
Wolf's Dragoons	
Situation	**Result**
Suffers less than 10% damage and takes world	Heroic Victory
Suffers less than 20% damage and takes world	Major Victory
Suffers less than 30% damage and takes world	Moderate Victory
Suffers less than 40% damage and takes world	Minor Victory
Suffers less than 50% damage and takes world	Pyrrhic Victory

VARIATIONS

Wolf's Dragoons enter the campaign with each regiment and battalion having suffered 1d6% losses on the campaign to date.

Wolf's Dragoons automatically suffer a drop result of Poor Pattern and Moderate cattering

THE VALLEYS OF DEATH

Despite their preparation and support, the Dragoon's Alpha, Beta and Gamma regiments were surprised by the strength of the Lyran aerospace defense and scattered widely. Their first task on Hesperus II would not be to conquer, but to avoid being conquered, as four of the Lyran's best BattleMech regiments, aided by their own mercenaries, sought to destroy the Dragoon landing parties in detail.

Despite their precarious situation, the Dragoons pulled together, aided by the landing of Delta Regiment in the LCAF rear areas. The freewheeling advance of the Dragoons saw the eventual deployment of their entire strength, as the ever mounting numbers of the defenders took its toll on regiments that had been on campaign for months since leaving Marik space. Ambush and counter—ambush were the order of the day and only the skills and audacity of the Dragoons kept their advance on track, as the daunting Lyran Wall of Steel was also deployed time and time again before the advancing mercenaries. The LCAF was difficult to overcome when defensively prepared at the best of times, but when the best of the LCAF dug in, was properly motivated and well supported, the LCAF became almost immoveable. ,The most apt analogy to be uttered during the campaign was by a Dragoon MechWarrior from Gamma Regiment who said: "*It was like throwing an army against the Spartans at Thermopylae.*"

Though the campaign for the highlands and the march to the Erewhon River are often seen as the precursors to the main fight for the world, the engagements across the rugged uplands were a notable campaign in their own right, especially the fighting for the landing zone of the three cattered Dragoon formations. Almos any other force would have fallen afoul the defenders and been defeated in detail, however, the Dragoons not only managed to pull together, they also managed to strike back, land additional forces and begin the advance on the main prize.

Game System: SBF
World/World Type: Hesperus II/Rugged Hills
Objectives: Lyran Commonwealth—Prevent Wolf's Dragoons Alpha Regiment from reforming from its scattered drop and advancing off the map

Wolf's Dragoons—Reform Alpha Regiment and advance off the map.

GAME SETUP

Recommended Terrain: Set up the maps Desert Hills, Desert Mountain 1 and Desert Mountain 2 left to right.

Deployment Zones: Wolf's Dragoons must be deployed on Desert Mountains 1 and 2, with no deployed unit closer than 6 hexes to any other unit.

Lyran forces must be deployed within Desert Hills

UNIT COMPOSITION

Attacking Formations:
<<insert *SBF/ACS* Formations>>
Defending Formation:
<<insert *SBF/ACS* Formations>>

Special Rules

On a role of 6 on 1d6, Wolf's Dragoons can drop a single Battalion from Delta Regiment in the Desert Hills map. Only one Delta Battalion can be dropped.

VICTORY CONDITIONS

VICTORY CONDITIONS TABLE

Lyran Commonwealth	
Situation	Result
Prevent Dragoons from exiting west end of map and suffer less than 20% losses	Heroic Victory
Prevent Dragoons from exiting west end of map and suffer less than 30% losses	Major Victory
Prevent Dragoons from exiting west end of map and suffer less than 40% losses	Moderate Victory
Prevent Dragoons from exiting west end of map and suffer less than 50% losses	Minor Victory
Prevent Dragoons from exiting west end of map and suffer more than 50% losses	Pyrrhic Victory
Wolf's Dragoons	
Situation	Result
Exit west end of map and suffers less than 10% damage	Heroic Victory
Exit west end of map and suffers less than 20% damage	Major Victory
Exit west end of map and suffers less than 30% damage	Moderate Victory
Exit west end of map and suffers less than 40% damage	Minor Victory
Exit west end of map and suffers less than 50% damage	Pyrrhic Victory

VARIATIONS

Delta Regiment is unable to land and Alpha must fight alone.
LCAF forces are forward deployed into Desert Mountains 1.
A second Delta Battalion can be landed on a second roll of 6 on 1d6.

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ALTERNATE ERAS: COST AND AVAILABILITY

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INNER SPHERE IN FLAMES

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THE RUBICON CROSSED?

Despite their success to date, the Dragoons too knew their history and knew they faed a difficult obstacle of dug in defenders on the far bank of the Erewhon River. Though no Theban came to show them the path across the River and with their frontal assaults bloodily repulsed, the Dragoons played their own ace – the Black Widow, Natasha Kerensky. Leading her Black Widow Company across the river in the dead of night, Kerensky created the whole that Delta and Epsilon Regiments tore wide open the following day. The wall of steel was broken and the Dragoons poured across the river and along the final road to the Defiance industrial complex, despite exhaustion, undersupply and over 30% losses.

In their moment of triumph, after the creation of new legends to fuel the name of Wolf's Dragoons, a different legend was formed, not by the Dragoons, but by those facing them. The last Lyran formation on world, as yet unblooded, took the field and faced down that which had been so rarely faced down before. Hansen's Roughriders, though meeting a battered foe, had the task before them, yet were able to at first to halt, stymie and then turn the Dragoon advance away from the industrial *El Dorado* behind them.

With half of his force lost and no way to break the now stabilized Lyran front, Jamie Wolf called the day and brought in his transports. Harassed to the end, the Dragoons departed first Hesperus, the Commonwealth, the League and finally the Inner Sphere on the last of their famed supply runs to Clan space, so devastating were their losses.

Despite their failure to take the immense prize of Hesperus II, the Dragoons added to both their prestige and their mystery, having come so close and then vanished again. The LCAF showed it foes that it was not easily cowed by force and that Hesperus II was still a place of death for those who sought its riches. Finally, Hansen's Roughriders made a name for themselves, one that would not tarnish, like that of Hesperus's impregnability, until the dark days of the Jihad, many years in the future.

Game System: SBF
World/World Type: Hesperus II/Rugged Hills
Objectives: Wolf's Dragoons must force a crossing of the river.
The Lyran Commonwealth must prevent the Dragoons crossing the river.

GAME SETUP

Recommended Terrain: Place River valley Map, Wide River Map and a second River Valley Map, top to bottom.

Deployment Zones: Wolf's Dragoons can deploy anywhere east of the river. The Black Widow Company can be deployed in a hidden location up to 3 hexes west of the river.

The Lyran Commonwealth can deploy anywhere west of the river, with 25% of all deployed forces hidden.

UNIT COMPOSITION

Attacking Formations:
<<insert *SBF/ACS* Formations>>
Defending Formation:
<<insert *SBF/ACS* Formations>>

Special Rules

If Wolf's Dragoons are prevented from crossing the river more than five times, they automatically loose the scenario.

VICTORY CONDITIONS

VICTORY CONDITIONS TABLE

Lyran Commonwealth	
Situation	Result
Prevent Dragoons from exiting west end of map and suffer less than 20% losses	Heroic Victory
Prevent Dragoons from exiting west end of map and suffer less than 30% losses	Major Victory
Prevent Dragoons from exiting west end of map and suffer less than 40% losses	Moderate Victory
Prevent Dragoons from exiting west end of map and suffer less than 50% losses	Minor Victory
Prevent Dragoons from exiting west end of map and suffer more than 50% losses	Pyrrhic Victory
Wolf's Dragoons	
Situation	Result
Exit west end of map and suffers less than 10% damage	Heroic Victory
Exit west end of map and suffers less than 20% damage	Major Victory
Exit west end of map and suffers less than 30% damage	Moderate Victory
Exit west end of map and suffers less than 40% damage	Minor Victory
Exit west end of map and suffers less than 50% damage	Pyrrhic Victory

VARIATIONS

All Dragoon forces enter the scenario with 20% losses.

All LCAF forces, less any from Hansen's Roughriders enter the scenario with 10+1d6% losses.