

BattleDeck Campaigns

THIS IS NOT A DRILL.

In the world of the **BattleTech** Trading Card Game, the Clan and the Inner Sphere are at war, and you have been entrusted with a sacred responsibility. It is your duty to lead the citizens of the 31st century into the fire. You control the resources, the MechWarriors, the machinery, the lifeblood of your people. Their fate is your burden.

You cannot lead this fight awash in ignorance. In MechWarrior academies and sibkos across a thousand suns, warriors learn of the battles that shaped a generation and transformed a galaxy. You must do the same if you are to win in **BattleTech**.

On the following pages, you will see three important campaigns laid out as **BattleDeck** simulations, each based on a key event in Michael A. Stackpole's *Blood of Kerensky* trilogy. In each simulation—Rasalhague, Twycross, and Luthien—one player pits a carefully tuned Inner Sphere deck against an opponent's equally strong Clan deck. When the dust clears, one side will rule the battlefield, and another will lie in ruins.

The history of the **BattleTech** universe is in your hands, if you hold the right cards. Know this war, and know **BattleTech**.

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Twycross: September 3050

Campaign Summary

Taking huge losses in the Lyran Commonwealth, House Davion's top leadership decides to mount a counter-incursion. At the suggestion of young Prince Victor Steiner-Davion, the Davion leaders choose the Clan-occupied planet of Twycross, right at the edge of the Periphery. Twycross, an important industrial planet, is so deep in Jade Falcon's occupation zone that the most powerful Falcon forces are far offworld.

In the brutal winds of the Diabolis storm, the Ninth Federated Commonwealth and their mercenary allies deploy themselves in a mountainous region called the Cloisters, centered around a pass called the Great Gash. They plant 'Mech decoys and vibrabombs to slow down the Jade Falcons, and the Kell Hounds try to lead the Falcons into this trap. The Clans advance on the pass, but stop to check it for traps. Victor, his aide Galen Cox, and



the Hounds meet the Falcons in a battle inside the Diabolis, which hinders all long-range fire.

Victor assigns the Kell Hounds and a lance led by Liao heir Kai Allard-Liao to evacuate a field hospital in the Clans' path. Victor and his forces are forced to pull back when the Falcons' recon

teams give way to front-line 'Mechs, and the Falcons pour into the Gash. Over the objections of Dr. Dierdre Lear, Kai evacuates the hospital, and sends his technicians back up to blow the pass. The techs are killed, so Kai (with Lear in the cockpit of his *Hatchetman*) barrels into the Falcon front line, routing the Falcon scouts back to their main regiments. Kai broadcasts a challenge to the Falcons, drawing them in. At the last minute, Kai ejects his cockpit and detonates his reactor, destroying the pass and crushing the main force of the Falcons in the landslide. The remaining Falcons retreat, outrunning their Ninth F-C pursuers.

TWYXCROSS

Inner Sphere

- 1 Berserker Warrior*
- 1 Blow the Pass!*
- 1 Contract with Kell Hounds*
- 1 Galen Cox
- 3 Heavy Fog
- 2 Holographic Decoy
- 1 Kai Allard-Liao
- 1 Minefield*
- 1 Secured Drop Site*
- 1 Risky Combat Jump*
- 1 Victor Steiner-Davion
- 2 Blackjack *BJ2*
- 2 Bombardier *BMB-12D**
- 1 Hatchetman *HCT-3F*
- 2 Hatchetman *HCT-5S*
- 3 Hunchback *HBK-4G*
- 1 Quickdraw *QKD-4G*
- 2 Quickdraw *QKD-5M*
- 2 Trebuchet *TBT-7M*
- 2 Victor *VTR-9K*

- 2 Vindicator *VND-1R*
- 3 Wolfhound *WLF-2*

- 8 Support: Assembly
- 2 Support: Logistics
- 6 Support: Munitions
- 4 Support: Politics
- 4 Support: Tactics

Clans

- 4 Communications Failure
- 2 Deploy Reinforcements*
- 5 Elemental Point
- 2 Massive Battlefield Confusion*
- 2 Recon Pilot*
- 2 Running Battle
- 1 Fenris A *Ice Ferret*
- 1 Fenris C *Ice Ferret*
- 1 Fenris D *Ice Ferret*
- 3 Fenris Prime *Ice Ferret*
- 1 Loki A *Hellbringer*

- 3 Loki B *Hellbringer*
- 2 Loki Prime *Hellbringer*
- 1 Thor A *Summoner*
- 1 Thor C *Summoner*
- 1 Thor D *Summoner*
- 3 Thor Prime *Summoner*

- 10 Support: Assembly
- 3 Support: Logistics
- 6 Support: Munitions
- 6 Support: Tactics

*from *Counterstrike*

