



The Falcons' first loss signals a turning point in the war. But the biggest Clan defeats are yet to come.

BattleDeck Strategies. The Diabolis storm may be the deciding factor in this BattleDeck clash. While the Clan player takes advantage of cards like Massive Battlefield Confusion and Com-

munications Failure, the Inner Sphere player can mute Clan forays with Heavy Fog and Holographic Decoy. The Inner Sphere has a decisive advantage in Unique cards, but even all that royalty may not be enough to overcome those Norse gods. And with all that confusion, both sides need to be patient and seize the opportunities for all they're worth.

Rasalhague: July-November 3050

Campaign Summary

After only four months of war, the Clans have cut deep into the Inner Sphere's galactic northern front. Dozens of worlds have fallen in the Lyran Commonwealth, the Draconis Combine, and the Free Rasalhague Republic. But these are border worlds, outlands. The Clans now have the biggest prizes in their sights: the capital world of Rasalhague and the mercantile hub of Radstadt.

Ulric Kerensky, Khan of Clan Wolf, orders the conquest of Rasalhague in July. His captive Phelan, formerly of the Kell Hounds mercenary company, gives Ulric inside intelligence on Rasalhague's defenses, including the vulnerability of the Rasalhague Freeman due to a virus ravaging their world. The Wolves attack at the drop point of Asgard, which the defenders believe is an error that will give Rasalhague's aerospace support time to evacuate Prince Magnussen. With the aerospace support out of the way, the Clans wade into the Rasalhague ground forces.

A renegade wing of 1st Drakøns aerofighters blasts the Clan forces before leaving Rasalhague, making the Clans' advance to the capital city of Reykjavik very difficult. They make it to the capital, only to find that the Rasalhague military is willing to take the fight into their own streets, at the cost of thousands of civilian lives. After a brutal battle that destroys Reykjavik, Clan Wolf pacifies the capital.

Clan Wolf presses on, pouncing on Radstadt in October. Fearing the

aerowing that fled Rasalhague, the Clan forces land far west of the capital of Munich and are attacked by heavy Drakøn 'Mechs. The Wolf elementals surprise the Drakøns from behind and disrupt the Radstadt forces. The Drakøns lead the battle into an island chain near Kjakan, unfamiliar territory for the Clans. Though naval forces hold off the Wolf elementals for some time, the Clan 'Mechs break the Drakøn line and force them to retreat. Radstadt falls.

Thinking they are in the clear, the leaders of all the Clans prepare to hold a Grand Kulturai council at Radstadt. But fate has other plans, as the Clan leadership is ambushed by the 1st Drakøn aerowing, who just happen to be in the neighborhood. The *Dire Wolf* DropShip gets into a fierce firefight with the aerospace fighters. In the heat of battle, pilot Tyra Miraborg slams her damaged *Shilone* fighter into the bridge of the *Dire Wolf*, killing ilKhan Leo Showers and paralyzing the Clan invasion for a year.

BattleDeck Strategies. The Rasalhague deck depends on powerful bombing cards to turn the tide, but the Clan player should not ignore the cheaper heavy 'Mechs that will be protecting those destructive cards. The Rasalhague 'Mechs will be overheating left, right, and center, so the Clan player must watch out for

RASALHAGUE

Inner Sphere

- 1 Aerospace Fighter Mission
- 1 Cover of Night*
- 1 Haakon Magnussen*
- 2 Lured into Bog
- 2 Pinpoint Air Strike*
- 4 Rapid Cool-Down
- 2 Strafing Run*
- 4 Banshee BNC-5S
- 3 Blackjack BJ2
- 2 Firestarter FS9-S
- 2 Highlander HGN-732
- 2 JagerMech JM6-DD
- 2 Jenner JR7-D
- 3 Katana CRK-5003-2
- 2 Panther PNT-9R
- 4 Stalker STK-3F
- 9 Support: Assembly
- 5 Support: Munitions
- 4 Support: Politics
- 5 Support: Tactics

Clans

- 1 Blood of Kerensky*
- 1 Bjorn Jorgensson
- 1 Effective Groundwork
- 3 Elemental Point
- 2 End Run*
- 2 Hazardous Battle Zone*
- 1 Leo Showers
- 1 Natasha Kerensky
- 1 Phelan
- 1 Ulric Kerensky*
- 1 Vlad of the Wards*
- 2 Fenris A Ice Ferret
- 2 Fenris B Ice Ferret*
- 1 Fenris D Ice Ferret
- 2 Fenris Prime Ice Ferret
- 3 Mad Cat B Timber Wolf
- 1 Man O' War A Gargoyle
- 4 Man O' War B Gargoyle
- 1 Man O' War C Gargoyle
- 2 Uller B Kit Fox
- 2 Uller Prime Kit Fox
- 8 Support: Assembly
- 6 Support: Munitions
- 4 Support: Politics
- 6 Support: Tactics

*from Counterstrike

