



those Rapid Cool-Down cards. The Clan player has a distinct 'Mech disadvantage, but the Unique cards should make up for the

deficit. And the Inner Sphere player will have his or her hands full once that Effective Groundwork comes into the fray.

## Luthien: January 3052

### Campaign Summary

With the speed of a hyperfax, word reaches House Kurita that Clan Smoke Jaguar and Clan Nova Cat have targeted the Draconis Combine homeworld. Luthien, at the heart of the Combine's Pesht District, would be the most important victory yet in the Clan offensive, as it would cripple the Inner Sphere resistance and pave the Clans' way to Terra.

At word of the attack, Hanse Davion sends the Wolf's Dragoons and Kell Hounds mercenary squadrons to help defend Luthien. Over Coordinator Takashi's objections, the Draconis Combine Mustered Soldiery (DCMS) joins the mercenaries in the largest force yet to fight in the war. The DCMS deploys 1,300 'Mechs, from the First Sword of Light, the Otomo, two Genyosha regiments, the Second Legion of Vega, and Takashi's own Dragon's Claws. Eight hundred Nova Cat and Smoke Jaguar BattleMechs land on the Tairakana Plains fifty clicks east of the Imperial City.

While the Clans deploy, hovertanks scout targets for the DCMS fighter planes. Elemental points decimate the tanks after they report the Clan positions. As DCMS fighters strafe the Clans, the Jaguars run into a wedge provided by the First Sword and the Otomo. The Jaguars' superior range devastates the Otomo, though no one breaks formation. The Jaguars pounce on the Otomo, only to discover that the Otomo 'Mechs are unmanned decoys hiding vibrabombs. As the Clan 'Mechs stumble into the trap, the real Otomo regiment, the Genyosha, and Theodore's Second Legion ambush them. The Jaguars are routed, and the Nova Cats plow through their Jaguar comrades on the way to the Imperial City. The

Cat aerofighters attack, and are met by mercenary planes and missile launchers. The Combine forces box the Cats and Jaguars, but confusion in the Kurita line gives the Clans time to regroup.

As the Clans approach the unevacuated Imperial City, *Gunji-no-Kanrei* Theodore Kurita's forces maneuver the Nova Cats into the Dragon's

Claws, an elite unit formed by Coordinator Takashi Kurita himself. The Dragon's Claws back the Cats into the Kell Hounds, who hold the line so that the Dragoons and DCMS forces can box the Cats in. The Cats go straight at the Dragon's Claws, which works to keep the Cats contained. Though a few Cats make it into the outlying parts of the city, most are destroyed by constant aerospace and 'Mech batteries, and the Clans flee the planet. But the casualties on the Inner Sphere side are very high: The DCMS and mercenaries lose about twenty percent of their pilots, but over fifty percent of their machinery.

**BattleDeck Strategies.** The Clan deck brims with big 'Mechs, and the resources to back them up. But while the Clan player is building up these behemoths, the Inner Sphere player should be using his or her resources (and Theodore Kurita, if possible) to flood the field with expendable 'Mechs. The Inner Sphere player should expect to take high casualties and serious damage to the Stockpile, but those mercenary cards and subterfuge attacks may just be enough to get around those larger Clan 'Mechs. Maybe. ®

*Glenn Elliott co-developed the BattleTech TCG, and Mike Selinker designed the Web game BattleTech: Last Stand at Hanover. They are hard at work co-designing the next BattleTech TCG expansion.*

### Luthien Inner Sphere

- 1 Aerospace Fighter Mission
- 1 Ambush!
- 1 Contract With Kell Hounds\*
- 1 Contract With Wolf's Dragoons
- 1 Helicopter Support
- 1 Hovortank Detachment
- 1 Jaime Wolf
- 1 Morgan Kell
- 1 Operation Advisory Council
- 1 Takashi Kurita
- 1 Theodore Kurita

- 1 Annihilator ANH-2A\*
- 2 Atlas AS7-K
- 2 Dragon DRG-1N
- 2 Falcon FLC-4P
- 1 Flea FLE-17
- 2 Grand Dragon DRG-5K
- 2 Hatamoto-Chi HTM-27T
- 1 Hoplite HOP-4D
- 1 Hornet HNT-171
- 1 Imp IMP-3E
- 2 JagerMech JM6-DD
- 2 Jenner JR7-D
- 2 Katana CRK-5003-2
- 2 Mauler MAL-1R
- 2 Sentinel STN-3M
- 1 Shogun SHG-2F
- 2 Wolf Trap WFT-1

- 7 Support: Assembly
- 2 Support: Logistics
- 5 Support: Munitions
- 3 Support: Politics
- 4 Support: Tactics

### Clans

- 2 Aerospace Fighter Mission
- 2 Dropship Site
- 2 Elemental Point
- 2 Inexorable Advance
- 2 Operation Advisory Council
- 2 Think Tank
- 2 Veteran MechWarrior

- 2 Black Hawk B Nova
- 1 Daishi A Dire Wolf
- 1 Daishi B Dire Wolf\*
- 1 Daishi Prime Dire Wolf\*
- 2 Dragonfly C Viper
- 2 Fenris Prime Ice Ferret
- 2 Koshi B Mist Lynx
- 2 Koshi Prime Mist Lynx
- 1 Mad Cat B Timber Wolf
- 1 Mad Cat D Timber Wolf
- 2 Man O' War Prime Gargoyle
- 1 Masakari A Warhawk
- 1 Masakari Prime Warhawk
- 2 Uller B Kit Fox
- 2 Uller Prime Kit Fox

- 8 Support: Assembly
- 3 Support: Logistics
- 5 Support: Munitions
- 3 Support: Politics
- 4 Support: Tactics

\*from Counterstrike