



# A CLAN MUST DIE

For seven long years, an uneasy truce has kept the Clan war machine from continuing its relentless march into the Inner Sphere—but young Clan Crusaders hungry for war now push for an end to the Truce of Tukayyid, and a renewal of the invasion. Building on the momentum of their victory over the Jade Falcons on Coventry, the Great House leaders create a Star League Constitution, resurrecting with a pen what they had failed to accomplish through force of arms—a new Star League. With the might of all the Houses apparently united after hundreds of years of warfare, the members of this fragile union hatch a desperate plan to end the Clan threat once and for all—the complete destruction of a Clan.

**The Dragon Roars** is a BattleTech scenario pack that describes the brutal conflict between forces of the newly constituted Star League Defense Force—made up of a coalition army from every Great House—and the savage Smoke Jaguars. Detailed descriptions and maps follow each wave of this titanic struggle as the Inner Sphere sweeps into the Smoke Jaguar Occupation Zone. Twelve BattleTech scenarios and one BattleForce 2 scenario allows players to actively participate one of the largest conflicts in human history.

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**Sunset, the dragon weeps;  
Night to day as winter, spring;  
Sunrise, the dragon roars.**

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# THE DRAGON ROARS



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# THE DRAGON ROARS

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# THE DRAGON ROARS

## INTRODUCTION

In 3058, fresh from its devastating war with longtime rival Clan Wolf, Clan Jade Falcon invaded the Lyran Alliance in a show of strength intended to dissuade any opponents who might have hoped to take advantage of the weakened Falcon Clan. After penetrating two hundred light-years into Lyran space, the invaders dug in on the world of Coventry, just short of the Tukayyid Truce line, and challenged the Inner Sphere to send its best troops against them.

In response, the Great Houses of the Inner Sphere formed a joint task force—the first time military commands from every Great House had joined to fight side by side against a common foe since the fall of the Star League. Under the command of ComStar's Precentor Martial Anastasius Focht and Prince Victor Steiner-Davion of the Federated Commonwealth, the task force offered the Falcons *hegira*—the opportunity to withdraw with honor—which the invaders accepted. In the wake of the bloodless victory, Steiner-Davion proposed that the Inner Sphere powers assemble a united force and take the war to the Clans.

The leaders of the Inner Sphere greeted this proposal enthusiastically and, on 3 October 3058, the leaders of every Inner Sphere power assembled on the world of Tharkad to formally discuss the matter. During that meeting, Precentor Martial Anastasius Focht proposed that the leaders form a united front to face the Clans by creating a unified political body and a coalition military force.

The assembled leaders agreed and took the historic step of drafting a new Star League Constitution. Sun-Tzu Liang, Chancellor of the Capellan Confederation, was appointed to the ceremonial post of First Lord. His selection symbolically raised him to equal status with the leaders of the larger and more powerful Great Houses, and served as a strong show of Inner Sphere solidarity.

Almost immediately, the House leaders and their strategists began to devise an ambitious plan to claim the offensive in the war against the Clans. Thus was born Operation Bulldog, one of the largest military operations undertaken in the history of mankind—and perhaps the greatest victory ever achieved by the Great Houses of the Inner Sphere.

### HOW TO USE THIS BOOK

**The Dragon Roars** is a scenario pack for use with the **BattleTech**, **BattleSpace** and **BattleForce 2** game systems. Most of the scenarios in the book use the standard **BattleTech** rules from the **BattleTech Compendium: The Rules of Warfare (BTC: RoW)**. To run the scenarios, players will need **BattleTech Map Sets 2, 3, 4** and **5**, as well as miniatures or other markers to represent the 'Mechs and other units on the game board. For some scenarios, players may wish to use the building counters found in **CityTech, 2nd Edition**.

Complete record sheets for all the BattleMechs and vehicles used in the scenarios appear in **BattleTech Record Sheets 3025 & 3026, 3050** and **3055 & 3058**, as well as the **BattleTech Field Manuals Draconis Combine** and **Free Worlds League**. Game statistics and illustrations for most of these units appear in the various **Technical Readouts**, though the record sheets contain all the information needed to play. Scenarios that involve aerospace fighters and DropShips may

be played with the **AeroBattle** rules in **BattleSpace**, or with the rules for **AeroTech** (now out of print) if players have them. Game statistics for spacecraft used in these scenarios appear in **Technical Readout 3057**.

Each scenario in **The Dragon Roars** re-creates one of the battles fought during Operation Bulldog, the SLDF campaign against Clan Smoke Jaguar. The rules for each scenario provide all the information needed to play out the battle. Each scenario begins with a personal account and a brief historical background of the engagement. The scenarios also include sections titled **Game Set-Up**, **Attacker** and **Defender**, **Victory Conditions** and **Special Rules**.

**Game Set-Up** provides specific information needed to play the scenarios, including instructions on laying out mapsheets, directions for special terrain features and suggestions on appropriate **BattleTech** rules to use.

The **Attacker** and **Defender** sections describe each scenario's combatants in detail, and also provide directions for deployment and guidelines for running the scenarios as self-contained games. Assume that all conventional vehicles listed in these sections are standard models unless the text specifically states that they are upgraded or refitted versions. The descriptions of some units, most notably vehicle and spacecraft crews, list crew quality in place of individual combatants' skills. When playing **BattleSpace** scenarios, refer to page 62 of the **BattleSpace Rulebook** to determine the skills conferred by different levels of crew quality. When playing **BattleTech** scenarios, consult the Unit Quality Table.

UNIT QUALITY TABLE

Unit Quality	Gunnery	Piloting
Green	5	6
Regular	4	5
Veteran	3	4
Elite	2	3

**Victory Conditions** determine the outcome of the battle, and vary from scenario to scenario. Combat in a scenario rarely continues until one side is obliterated; in some cases, both sides may claim victory if they achieve their tactical objectives. **Victory Conditions** simulates this by listing specific objectives for one or both forces.

Finally, **Special Rules** lists any rules for the scenario that are not covered in **BTC: RoW**.

### SPECIAL CAMPAIGN RULES

The **Special Rules** section of each scenario indicates which of the following rules apply in that scenario. For more detailed rules on Clan honor and tactics, see the **BattleTech** game supplement, **First Strike!**

Players familiar with the rules contained in the **Battle of Coventry** scenario pack should note that there are several differences between the Jade Falcon interpretation of Clan battlefield conventions in that book and those presented in **The Dragon Roars**.

# INTRODUCTION

## CLAN HONOR AND BATTLEFIELD TACTICS

The Clans' code of honor shapes and defines the actions of Clan forces in battle. The militaries of the Successor States used this insight to great effect during the Clans' initial invasion of the Inner Sphere, and as a result several Clans have since toned down or abandoned the limitations imposed by the code. Not so Clan Smoke Jaguar, however.

An extremely traditional-minded Clan, the Jaguars believe that their strict adherence to the martial code set down centuries ago by Clan founder Nicholas Kerensky gives them a moral advantage over their fellow Clans and the Inner Sphere. In most circumstances, Smoke Jaguar forces follow a strict interpretation of Clan battlefield conventions, only adopting more liberal interpretations when faced with a dishonorable enemy. By comparison, the Clan Nova Cat and Wolf Clan in Exile forces active during the operation tended to follow a looser interpretation. However it is applied, the Clan code of battlefield conduct is simulated in game play by using honor levels.

## Honor Levels

Honor levels reflect a force's commitment to Clan honor and battlefield conduct. **The Dragon Roars** uses Honor Levels 1 and 2. (For more information about Clan honor levels, see pp. 40–42, **First Strike!**)

Each scenario describes the honor levels that opponents observe when engaged in each of the following battle situations: dueling, physical attacks and retreat. In some cases, opponents observe different honor levels in different situations. For example, a force may observe Honor Level 2 when dueling and Honor Level 1 when in retreat.

Clan dueling rules and restrictions on physical attacks only apply to MechWarriors engaging enemy 'Mechs. Conventional vehicles and infantry may be targeted without reference to Clan honor. Likewise, Clan infantry need not follow the rules of engagement, though Elemental Points often follow the *zellbrigen* (dueling) code.

In all cases, the default honor level for Clan Smoke Jaguar is Honor Level 1. For Nova Cat and Wolf Clan in Exile units, the default is Honor Level 2.

## Dueling Rules

Under the rules for ritual dueling, or *zellbrigen*, Clan players must declare targets for each of their dueling 'Mechs. During a duel, no other Clan warrior may attack either of the dueling 'Mechs. If a second enemy unit interferes with a duel, the dueling Clan warrior may attack that unit, provided that another Clan 'Mech has not already challenged that unit to a duel. A duel ends when one combatant is destroyed, disabled or withdraws from the battlefield.

Clan units following the Honor Level 1 interpretation of *zellbrigen* will uphold all the rules of dueling, regardless of the opponent's actions. MechWarriors adhering to Honor Level 2 will follow the dueling protocol as long as other forces do so. However, under Honor Level 2 rules, if any enemy unit violates *zellbrigen* (a third party interfering, a 'Mech involved in one duel fires on a 'Mech in another duel and so on), a Clan warrior need no longer follow any Clan battlefield protocol, turning the engagement into what the Clans call a Grand Melee.

## Physical Attacks

Unlike the formal dueling protocol, the Clans' avoidance of physical 'Mech attacks is an informal, if widespread, custom. To reflect this custom, Clan warriors observing Honor Level 1 never make physical attacks. Warriors observing Honor Level 2 may make physical attacks only if an enemy unit makes such an attack first during the Physical Attack Phase of the turn.

## Retreating from Battle

Though Clan MechWarriors view withdrawal from battle as a breach of personal honor, many of them accept that such actions may be necessary to preserve their Clan's fighting strength for later battles.

To reflect this, Clan warriors observing Honor Level 1 will not retreat as long as enemy forces remain on the map, even if the Clanners' 'Mechs or vehicles are crippled (see **Forced Withdrawal**, below). Units observing Honor Level 2 may retreat, but only if crippled (see **Forced Withdrawal**), or when the retreat is noted in the scenario's special rules.

## FORCED WITHDRAWAL

Under the Forced Withdrawal rule, units retreat off the battlefield when battle damage has rendered them useless. A unit making a forced withdrawal must move as quickly as possible toward the edge of the map designated in the special rules for the scenario. A unit equipped with MASC does not have to engage MASC when forced to withdraw.

Withdrawing units may not make physical attacks against enemy units. However, Inner Sphere units may fire at enemy units that lie within their weapons' forward firing arcs and are between the retreating unit and its designated withdrawal edge. Withdrawing Clan units may fire only if fired upon and must obey the same restrictions as Inner Sphere units. Withdrawing units may not torso twist.

## Crippling Damage

Any unit that suffers crippling damage must withdraw from the map (Clan units must follow any Clan honor rules that apply). Unless otherwise stated in the Special Rules section of a scenario, crippling damage is defined as follows. (The term "weapons" in the following definitions refers to offensive systems. Defensive and non-combat systems, such as anti-missile and NARC systems, are not considered weapons.)

- A BattleMech or OmniMech is considered crippled when it loses a torso, takes 2 engine hits or 1 gyro hit, loses all of its weapons or heat sinks, or takes 4 or more pilot hits.

- A 'Mech that loses all its weapons and can no longer move is considered destroyed. (The pilot of a destroyed 'Mech may eject normally.)

- A tank is considered crippled if it loses all of its armor in a single location or loses all of its weapons.

- An aerospace fighter is considered crippled if it takes a critical hit to its engine or fuel tank, loses all of its weapons or takes 4 pilot hits.

- An infantry platoon is crippled if it loses 21 or more troops (16 for jump platoons).

- An Elemental or battle-armor unit (Point or squad) is crippled if it loses one-third or more of its members.

- Any ammunition-fed weapon is considered destroyed if its ammunition is depleted.