

BATTLETECHTM

CHAOS CAMPAIGN



SUCCESSION WARS



INTRODUCTION



Any able commander can win a single battle, but only true leaders with skill, guts, and vision can win a war. Do you think you have what it takes to change the course of the Succession Wars and add your name to the annals of history?

Building off of the *BattleTech Beginner Box* and *BattleTech: A Game of Armored Combat*, *Chaos Campaign: Succession Wars* provides rules for selecting a force and embarking on a planetary assault mini-campaign, as well as tools to create campaigns of your own.

The scenarios included with those boxed sets are intended as one-off battles with no impact on the next encounter. This module introduces Chaos Campaign play, which offers consequences between individual missions, a reason to chase down specific objectives while preserving your troops, and ways to improve your force as you progress.

Note: The first time an important term is used, it is bolded. Exceptionally important parts of a sentence may also be bolded for ease of reference.

WHAT'S NEEDED?

These rules assume the player owns *BattleTech: A Game of Armored Combat* (CAT3500D). They also draw on material from the *Beginner Box* (CAT35020), *Map Pack: Grasslands* (CAT35150) and *Record Sheets: Succession Wars* (E-CAT35RS220), but the module can be used without those products. However, each is a logical enhancement to the *A Game of Armored Combat* boxed set, and they are the first products we'd recommend purchasing as you step into the *BattleTech* experience.

At the end of this module, we've included guidance on using other rulebooks and sourcebooks which introduce new unit types, eras of play, and additional tracks.

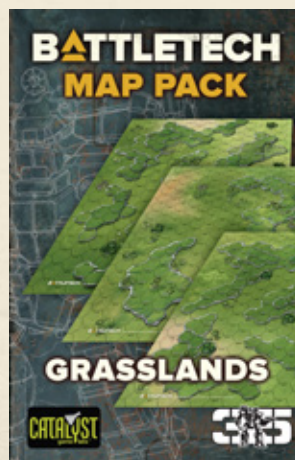


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INTRODUCTION

SCENARIOS VS. CHAOS CAMPAIGN

The *Beginner Box* and *A Game of Armored Combat* include scenarios. These are ready-made set pieces in which the Attacker, the Defender, the mapsheets, and the objectives are completely detailed. Players simply grab the needed materials, set up as indicated, and start playing.

However, there are many different ways that a game of *BattleTech* can unfold on the table. The Chaos Campaign system embraces that flexibility, allowing players to become the masters of their games. You choose the maps, you select your forces, and you determine which battles to fight: in effect, you become the battlefield commander. In doing so, you'll take your enjoyment of *BattleTech* to a whole new level.

HOW TO USE THIS MODULE

Chaos Campaign play organizes each distinct battle as a **track**. Players sculpt their campaign by playing through a series of tracks, with their success or failure in achieving a track's **objectives** influencing the subsequent tracks available to them. Each track provides a general framework to help **gamemasters** and players create the Attacking and Defending forces and add battlefield conditions and objectives.

Players choose the campaign's direction with the **Warchest Point System**, or **Warchest**. **Warchest Points** (WPs) allow players to repair damaged **units**, upgrade their 'Mechs and pilots, and most importantly, gain access to their next track to continue the campaign. The Warchest system is explained in further detail below.

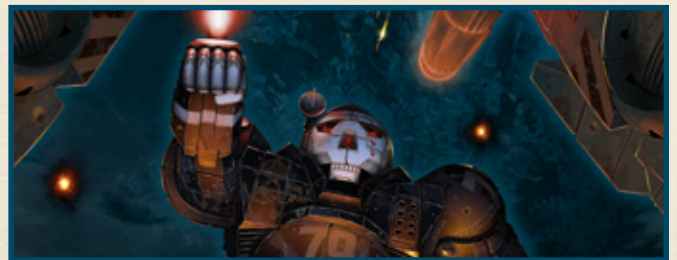
Terminology: These rules use the following terminology:

- **Unit:** Whenever the term unit is used, it refers to a single game piece; i.e., a BattleMech.
- **Force:** The term **force** refers to the total collection of units that a given side has available.
- **OpFor:** The **opposing force** (OpFor) will square off against the players' force.

Gamemaster: The Chaos Campaign system assumes that one individual will take on the role of the gamemaster (GM), while one or more other individuals be the player group. It's the GM's job to read through the next track selected by the players, to set up the OpFor, and to provide the limited information available to the players at the start of a track, which they can use to select their forces. The GM controls the OpFor during the track, executing all movement and attacks against the players. The GM must pay the **track cost** for each track, and collects and spends Warchest Points just like the players. As a result, it is not possible for one player alone to play through a Chaos Campaign.

Some groups may wish to rotate the role of GM among the various players from track to track. One or more players may also need to assist the GM during the course of the game if the OpFor consists of a high number of units.

Player vs. Player: With some minor adjustments, tracks can be fought between two competing player forces without the presence of a GM. In that case, one group will serve as Attacker and another as Defender; however, both groups *must* each pay the full track cost when using this method. Despite the lack of a GM, one player will need to read through the next track fully, determine what each side can know, and trigger any events during gameplay as necessary, such as minefields. The individual fulfilling this role should not have overall command of his or her side, if possible, and this role should alternate between sides from track to track. One way to ensure a fair game is for the player fulfilling this role to not take part in force selection; after sharing the information each side can know, the other players can select their force without input from the individual who has already read the track in full.



COMMON INNER SPHERE MILITARY ORGANIZATION

Most Inner Sphere militaries organize their 'Mechs in lances of four, led by a Lieutenant. Three lances form a company (twelve 'Mechs), led by a Captain. Three companies form a battalion (thirty-six 'Mechs), led by a Major. Three battalions form a regiment (108 'Mechs), led by a Colonel.

Each Successor State has its own names for those ranks, based on their nation's cultural and historical background.

WARCHEST POINT SYSTEM



The Warchest Point System is an abstraction of the rewards and opportunities that arise out of combat. More than just money, Warchest Points (WP) account for abstract factors such as renown, contacts, and being in the right place at the right time. Warchest Points represent opportunities, whether to participate in a particular battle, get signed on a particular contract, find and pay for transport, or acquire a BattleMech. They also shape the battlefield environment of a track, allowing players to take on a greater challenge for a greater reward.

GETTING STARTED

Both sides begin *Chaos Campaign: Succession Wars* with **1,000 Warchest Points**.

Next, the player group selects **12 'Mechs of their choice**. These units are the players' starting force, and do not need to be purchased with WP. These 'Mechs can be of any size and variant, because the Chaos Campaign system bases the OpFor on the players' force. Players who select many light units will likely face light units in return. Likewise, players who select all assault-weight 'Mechs can expect to see many of those among the enemy force!

As a loose guideline, it is recommended that players select one lance of light and medium 'Mechs, one lance of medium and heavy 'Mechs, and one lance of heavy and assault 'Mechs. Players should select units they believe will work well together. For a good, balanced starting force, players may want use the 12 'Mechs suggested in the Example Starting Company sidebar.

Players should not worry about grouping their 12 'Mechs into strictly organized lances. Many tracks call for the players to deploy only a portion of their entire force, and players will often want to select a variety of individual 'Mechs to accomplish their objectives.

OpFor Selection: Just as the players select 12 'Mechs to comprise their starting force, for this campaign the GM must select a starting OpFor. The OpFor roster is subject to the same costs for repair, rearming, and recruitment as the players (see *Time Between Tracks*, p. 8). The OpFor should match the tonnage of the players' starting force, and cannot exceed it in numbers. If a Track allows, this OpFor may claim and use Salvage.

Gunnery and Piloting: Each starting MechWarrior has a Gunnery Skill rating of 3 and a Piloting Skill rating of 4.

WARCHEST POINT SYSTEM

Larger Than A Company: While this campaign is designed with a company-sized force in mind, forces of any size can be used. The GM will then need to consult the *Converting Warchest Points* section (see p. 8) to adjust Warchest spending during the time between each track.

Factions: The plot of most tracks—including this campaign—assumes that the players are a mercenary force. With some modifications to the story, the player force might also be House, pirate, or even corporate security. For example, if the players decide to use a House force, they may have been detached from their parent command and sent on assignment. Ultimately it is for the GM and the players to decide the details.

Players should not worry about a given faction's access to the 'Mechs they want to play with. After centuries of combat, most BattleMechs have been captured, ransomed, or salvaged by every major House. Mercenary units can be even more eclectic, given the diverse background of their MechWarriors.

However, for those who really wish to embrace a faction-specific play, consult the *Master Unit List* sidebar (p. 26).

TRACKS

Each track lists the following (review page 16):

- **Situation:** Describes the in-universe circumstances of the conflict.
- **Game Setup:** Details the type and number of mapsheets to be used when creating the **playing area**. This section will also describe how the **Attacker** and **Defender** forces are to be built and then **deployed** on the playing area,

EXAMPLE STARTING COMPANY

These 'Mechs are all chosen from *A Game of Armored Combat*. Their configurations complement each other, and the lance title gives you an indication of how to use them. Note that it's perfectly acceptable to pick individual 'Mechs for a given track; you do not take penalties for mixing up parts of different lances.

Battle Lance

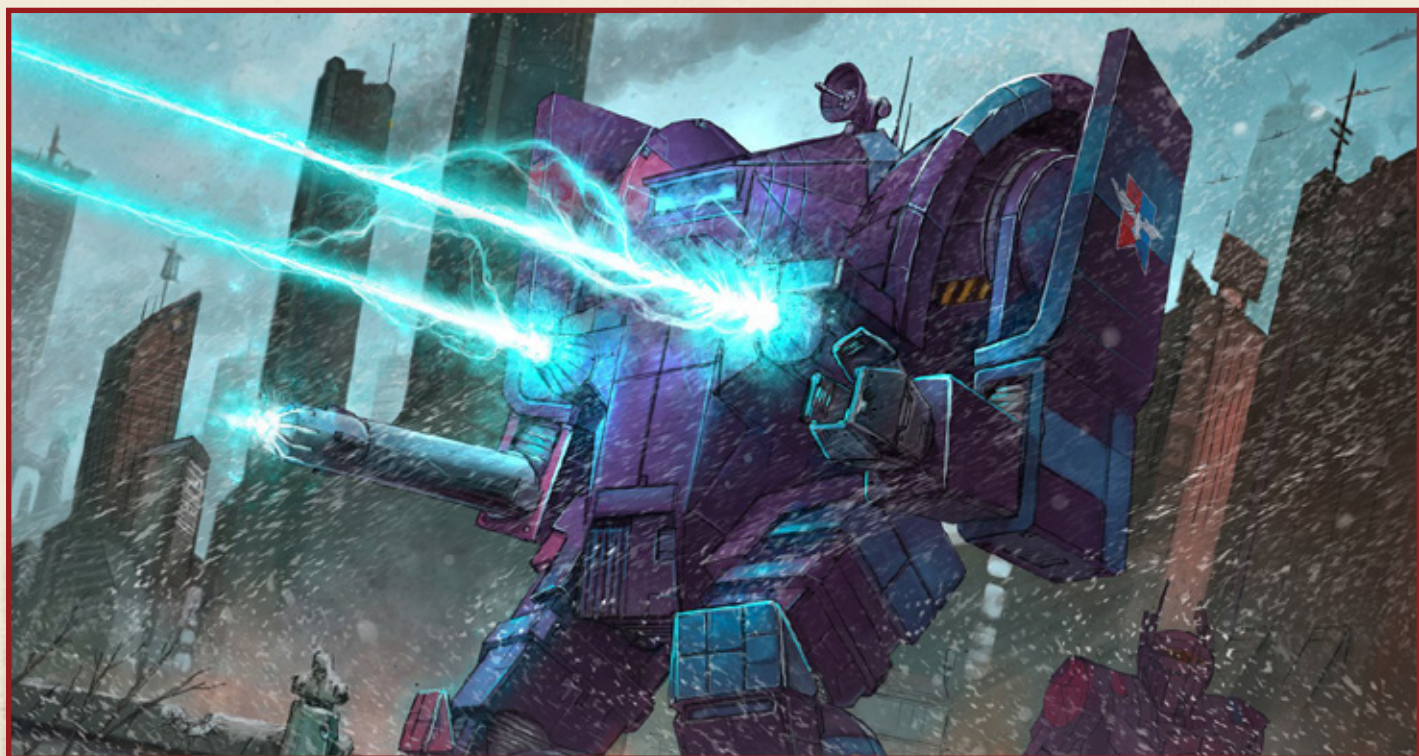
AWS-8Q *Awesome*
BLR-1G *BattleMaster*
CPLT-C1 *Catapult*
TDR-5S *Thunderbolt*

Striker Lance

TDR-5SE *Thunderbolt*
GRF-1S *Griffin*
SHD-2H *Shadow Hawk*
WVR-6M *Wolverine*

Pursuit Lance

WVR-6R *Wolverine*
LCT-1E *Locust*
COM-2D *Commando*
COM-3A *Commando*



WARCHEST POINT SYSTEM



including which sides of that area are considered the **home edge** for the Attacker and Defender. Note that the players' role can change from track to track, shifting between Attacker and Defender.

- **Warchest:** Includes two sections:
- **Track Cost:** Each track has a WP **cost**, which covers the in-universe transportation, incidental costs, connections, and reputation required to be able to participate in that track. **It must be paid by both sides before beginning the track.**
- **Options:** Tracks may have a set of **Options** with a WP value listed before each. Players may elect to subject themselves to the listed **Planetary Conditions** or operational situations. A player may elect to use all, none or some of the listed Options to try to claim more WP. However, WP bonuses only accrue if the Option is applied to the track and *at least* one Objective is completed.
- **Objectives:** All tracks have **Objectives** with a WP value listed in brackets at the end of each description. Players gain (or lose, if the WP value is negative) those points if that objective is achieved or occurs (if negative).
- **Special Rules:** indicates which **Special Rules** are in play for that track; these do not confer a WP bonus to the players.
- **Next Track:** indicates the next track options for the players to choose.

GAME SETUP AND BALANCE

Each track will stipulate how much of the Attacker's and Defender's total forces can be fielded in the track, rounding fractions normally. This percentage must be applied to whatever system the GM uses to balance forces; this module assumes tonnage will be used to balance the forces.

Using percentages creates compatibility with most any balancing method the players want to use, and keeps the tracks playable regardless of how heavy or light their unit may be. It also creates flexibility in the number of units the players choose to deploy.

Note that the percentage indicated in a track is the maximum fraction of the players' total force that they can deploy in that scenario; they may elect to take a smaller force. And unless the track indicates otherwise, the OpFor is always calculated using the tonnage of forces the players will field, it is never based off of the total force the players possess. In addition, the OpFor cannot consist of a greater number of 'Mechs than the players will field.

EXAMPLE

The players are beginning a new campaign with the Meeting Engagement track, which allows them to field up to 33 percent of their total force. The players determine that their force comprises twelve 'Mechs totaling 580 tons. As tonnage must be used to balance the sides, 33% of their 580 tons may be fielded, equal to 191.4 tons, which rounds to 190 tons. They decide to use three 'Mechs, a Griffin, a Wolverine and a Catapult, with a combined mass of 175 tons.

The Defender in this track will be played by the GM; the Defender can also field up to 33 percent of their total force. The chooses to send in a Trebuchet, a Hunchback and his own Catapult, a total of 165 tons. The composition of the GM's force would have allowed him to field four different 'Mechs which would have met the 33% cut off, but remember that he must field the same number of 'Mechs as the players—in this case, three.

PILOT CARDS

The Pilot Cards from the *Beginner Box* and *A Game of Armored Combat* add fantastic diversity and immersion to any game. While the Piloting and Gunnery Skills of those cards can be incorporated to Chaos Campaign games, the **Special Pilot Abilities** (SPAs) attached to each card are more difficult to work into this campaign. One SPA in a light BattleMech could be far more powerful in an assault BattleMech, and vice versa.

As such, there are no hard rules for how to use them in this module. Instead, it's a great opportunity for players to get a feel for how changes and additions in a track or scenario can powerfully affect a game. And those skills will enable them to adapt elements, such as the Pilot Cards, as they desire while building their own games.

WARCHEST POINT SYSTEM

MAPSHEETS

Unless otherwise described in a track, use one mapsheet per lance of the players' force, rounding up. However, many tracks will provide guidelines for mapsheet usage, including a minimum number of mapsheets to use.

If you prefer, you can randomize which mapsheets are used by rolling on the Random Terrain Tables (see below). Reroll results that cannot be used, such as opposite sides of the same mapsheet or mapsheets from collections the playing group does not yet possess.

More Mapsheets = More Time: Players should be aware that the more mapsheets they employ, the longer their game will take. More turns will be spent crossing terrain, tracking down their targets, and getting into the thick of combat.

ENTERING THE PLAYING AREA

If a track's Game Setup requires a force to "enter through their home edge in Initiative order," the loser of the Initiative roll for the first turn moves a unit onto the playing area first, then the winner moves a unit, and so on.

Units entering the mapsheet in this way must pay Movement Points (MP) for the first whole hex they enter—1 MP if it is a Clear hex, 2 MP if it contains Light Woods, and so on. They do not need to pay additional MP if their desired entry hex is above or below Level 0; assume that the unit is entering the hex from another hex of the same Level.

Any number of units may use the same entry hex, provided they each end up in their own hex at the end of their movement. Unless the Game Setup indicates otherwise, any whole hex along a force's home edge is an eligible entry hex.

DEPLOYING PRIOR TO INITIATIVE

If a track's Game Setup requires a force to "deploy prior to Initiative," that side's units must be placed on the map before Initiative is rolled. This often occurs when the Defenders have taken up positions on the playing area and face an assault from the Attacking side.

If the Game Setup does not indicate any restrictions for deployment, the force may place its units anywhere on the playing area. Players will usually want to take up an ideal position when this option presents itself.

In certain tracks, only a portion of one side's units will deploy prior to Initiative, with the rest entering the playing area as described above.

RETREAT AND ENDING THE GAME

Any unit may voluntarily withdraw from play by simply spending MP to reach and exit through its home edge; a unit doing so is removed from play but is not considered destroyed. This allows players to preserve their remaining units once an objective has been achieved or hopelessly lost, without continuing to risk 'Mech or MechWarrior.

Similarly, if both sides mutually agree that the track's objectives have been completed or that no further advantage remains by playing on, they may choose to end the game without requiring all remaining units to exit via their home edges. In addition to saving playing time, this reflects the tone of the Succession Wars, an era in which prudent battlefield commanders would withdraw and allow their opponents to do the same once it was clear no further purpose would be served by continuing the battle.

Note that a game which ends by mutual agreement does not entitle either side to claim salvage, as neither can claim to hold the field (see *Salvage*, p. 12).

RANDOM TERRAIN TABLES

PLAINS

2d6 Roll	Map	Source
2	Grassland #1	<i>Beginner Box</i>
3	Grassland #2	<i>A Game of Armored Combat</i>
4	Grassland #3	<i>A Game of Armored Combat</i>
5	Desert #2	<i>A Game of Armored Combat</i>
6	Desert #3	<i>A Game of Armored Combat</i>
7	Grassland #1	<i>Beginner Box</i>
8	Grassland #2	<i>A Game of Armored Combat</i>
9	Open Terrain #2	<i>Map Pack: Grasslands</i>
10	Open Terrain #3	<i>Map Pack: Grasslands</i>
11	Desert #1	<i>Beginner Box</i>
12	Forward Base	<i>Map Pack: Grasslands</i>

FOREST

2d6 Roll	Map	Source
2	Woodland	<i>Map Pack: Grasslands</i>
3	Streams	<i>Map Pack: Grasslands</i>
4	Foothills #1	<i>Map Pack: Grasslands</i>
5	Foothills #2	<i>Map Pack: Grasslands</i>
6	Rolling Hills #1	<i>Map Pack: Grasslands</i>
7	Rolling Hills #2	<i>Map Pack: Grasslands</i>
8	Rolling Hills #3	<i>Map Pack: Grasslands</i>
9	Woodland	<i>Map Pack: Grasslands</i>
10	Streams	<i>Map Pack: Grasslands</i>
11	Lakes	<i>Map Pack: Grasslands</i>
12	River CommCenter	<i>Map Pack: Grasslands</i>

WARCHEST POINT SYSTEM

TIME BETWEEN TRACKS

What happens between tracks can be just as important to a campaign as the games played during the tracks themselves. During the time between tracks, players may use WP to improve their personnel, repair and rearm, and purchase new equipment. All expenditures of WPs must occur before selecting the next track. WPs may not be spent during gameplay of a track.

When spending WPs between tracks, keep in mind that the next track must also be bought with Warchest Points—overspending on upgrades may leave a force with nowhere to go!

CONVERTING WARCHEST POINTS

In order to use WPs between tracks, they must be converted into **Support Points (SP)**. To convert WP into SP, multiply the number of WP to be converted by the players' **Base Force Size Multiplier**. The Base Force Size Modifier is calculated by determining how many base units can be made out of a player's starting force. This module breaks forces up into lances of four 'Mechs, and fractions are rounded up. This modifier may change throughout the campaign as a force expands or decreases in numbers.

The reverse method can be used to convert SP back to WP—divide the number of SP to be converted by the Base Force Size Modifier. This may be useful to turn SP gained from selling assets into WP to be used for purchasing new tracks.

Note: SP cannot be carried over between tracks; unspent SP can be converted back into WP as described above.

EXAMPLE

Paul started with nine 'Mechs. Because his force is organized into lances of four 'Mechs, his Base Force Size Modifier would be $9/4 = 2.25$, which rounds up to 3. After his first track, he wants to convert 150 Warchest Points into Support Points; multiplying by his Base Force Size Modifier of 3, he receives 450 Support Points.

After completing another track, Paul salvaged four new 'Mechs, giving him 13 total units. Recalculating his Base Force Size Modifier, he divides his current number of units, 13, by 4, giving him a modifier of 3.25, rounded up to 4.

Paul decides to convert 150 Warchest Points into Support Points to repair and re-arm his new units. With a Base Force Size Modifier of 4 (13 units divided by lances of 4 is 3.25, rounded up is 4), his 150 Warchest Points are converted into 600 Support Points.

REPAIRS, PURCHASING, AND OTHER EXPENSES

Support Points can be used directly to effect **repairs**, and **purchase** new units or personnel, as shown on the SP Activity Cost Table below.

Repairs: Spending SP to repair a 'Mech's armor or internal structure restores *all* such damage across the entire 'Mech. The exception is if a player spends SP to repair a 'Mech's armor, and one or more locations still have damage to their internal structure. In that case, all armor is replenished *except* in the locations with internal damage; those locations do not regain any armor. This may be necessary if WP or SP is running low, but means that the player will have to eventually pay SP to repair the 'Mech's internal structure, and then again pay the full SP cost to repair the 'Mech's entire armor. When paying Support Points to repair a unit's internal structure, all critical hits are repaired and all internal structure is replenished, even on missing locations. (**Hint:** Whether repairing armor or internal structure, remember that it's all or nothing; sometimes it may be worth it to choose to not repair a unit that has taken very minor damage.)

Ammunition & Purchased Units: Newly-purchased units come with a full complement of ammunition.

New MechWarriors: Newly hired MechWarriors are of Regular quality, with a Gunnery Skill of 4 and Piloting Skill of 5. Note that these MechWarriors are of slightly lesser quality than those the players start with—good reason to keep your initial MechWarriors alive and healthy!

DESTROYED VS. TRULY DESTROYED

A unit may be considered "destroyed" during a game, as described in the *A Game of Armored Combat (AGoAC) Rulebook* (see p. 35). However, there are instances when a unit "destroyed" in terms of a particular game is not truly destroyed in terms of a campaign. In other words, it may be possible for a unit considered destroyed during gameplay to return to operational status through repairs between tracks.

A 'Mech is only truly destroyed when its center torso internal structure is eliminated. In that instance, as noted on the SP Unit Activity Cost Table, it cannot be repaired. All other damage sufficient to consider a unit "destroyed" during gameplay can be repaired between tracks, including a completely destroyed head location (however, in that case, a new MechWarrior will need to be hired).

WARCHEST POINT SYSTEM

SP ACTIVITY COST TABLE

Activity	Support Point Cost
Repair 'Mech's Entire Armor*	= Tonnage
Repair 'Mech's Entire Internal Structure**	= Tonnage x 2
Purchase 'Mech	= Tonnage x 10
Selling a 'Mech***	= Tonnage x 5
Re-arm Unit (per ton of ammunition)	= 5
Hire a new MechWarrior****	= 30
Heal MechWarrior	= 100 per Wound box

* Armor is restored only to locations which do not have internal structure damage.

** 'Mechs whose center torso internal structure has been reduced to 0 cannot be repaired.

*** A 'Mech must be fully repaired before it can be sold.

**** Does not come with their own 'Mech; a new 'Mech has to be purchased or salvaged separately.

SKILL ADVANCEMENT TABLE

Activity	Support Point Cost
MechWarrior Gunnery Skill -1	= 200
MechWarrior Piloting Skill -1	= 150
Special Pilot Ability	= Point Cost x 100

WARCHEST DEBT

If the players do not have enough WPs to purchase any of the next tracks available to them, they may go into **Warchest Debt** in order to participate in the next track. Players may *not* purchase services and equipment or improve their MechWarriors with Warchest Debt; the option may only be used to cover a track's cost.

Any WPs gained during that track are used to pay off the Debt until the Warchest regains a positive balance.

Players may not go in to Warchest Debt to pay for two tracks in a row. If a force is already in Debt and still cannot pay for the next track, there are three options.

- **Sell Assets:** The first option is to sell assets until the force can purchase its next track. Note that repairs while in Debt are not permitted, so only units that are already completely undamaged may be sold.
- **Retire:** Secondly, the GM and players may decide that the force is now retired, and the campaign ends. This may be the appropriate response if selling off assets would reduce the force to such a degree that future tracks are not likely to be fun for the player. Keeping it fun must always be the goal.
- **Skip A Track:** The third option is to have the force "skip" a track. This is only possible while you are in Debt. The force instead spends its time repairing and refitting, and arranging for access to an upcoming track. Only repairs may be executed; no additional activities may be performed during a skipped track, even if there are WP available. The players then pick a track from the "Next Track" section of the track they could not afford to advance beyond. The GM must select one of the Options listed in the Warchest section (if Playing With Two Sides, and there is more than one objective, randomly determine an Option) and apply it to the new track, but the players will not receive the bonus WPs from it. If additional Options are selected, the players will receive WPs for those as normal. The option to skip a track may only be taken once; if the force skips a track, plays a following track, and afterward again cannot afford a subsequent track, they must either sell assets or retire.

SKILL ADVANCEMENT

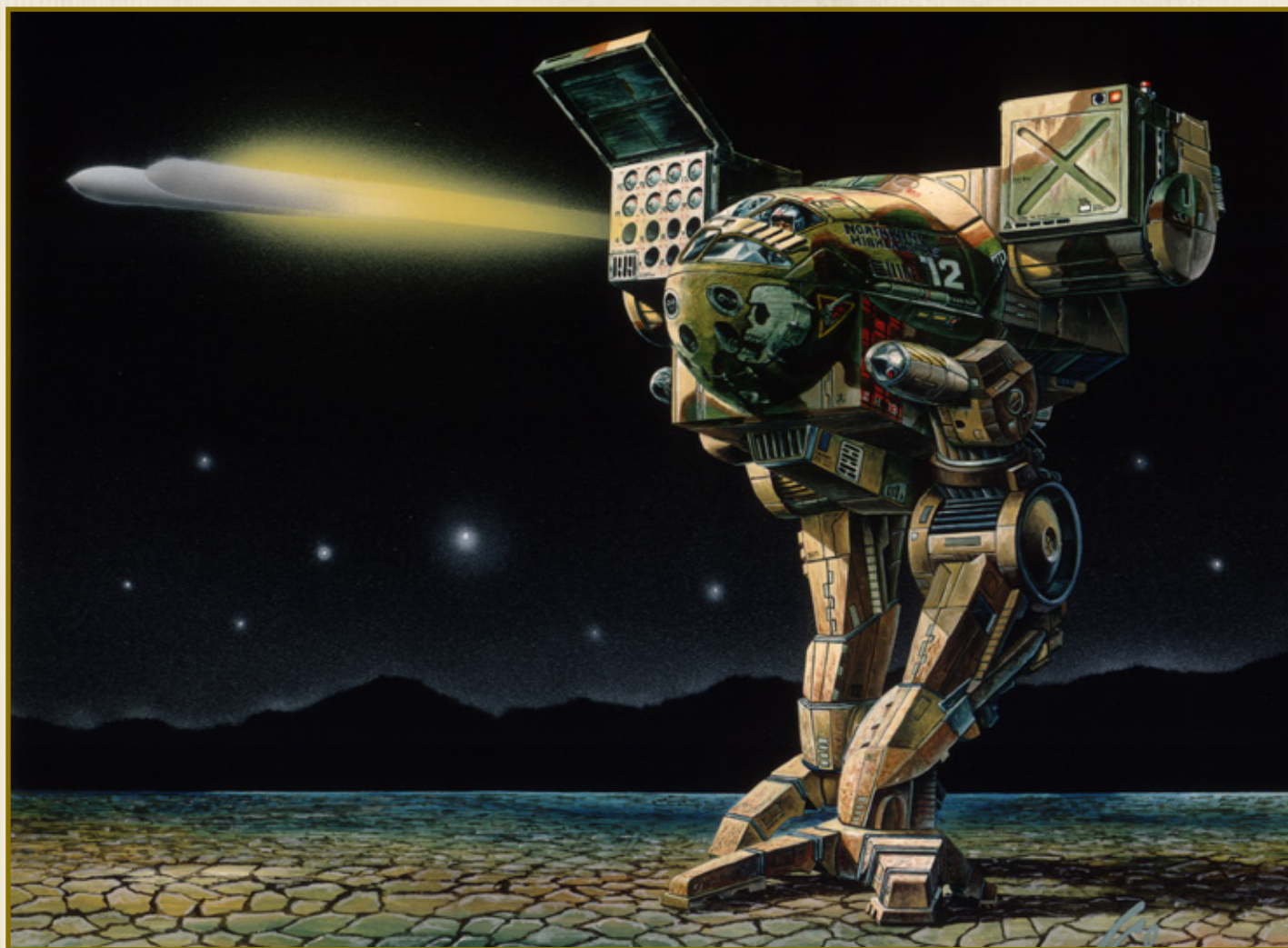
Between tracks, personnel who participated in the last track may improve their Gunnery or Piloting Skills by paying the Support Point Costs on the Skill Advancement Table. Personnel who did not participate in the last track may also improve their skills, but at three times the listed cost in SP.

Personnel may only improve each skill set one rating at a time between tracks. For example, a MechWarrior can improve either their Gunnery or their Piloting Skill by one rating, or improve *both* their Gunnery and Piloting by one rating, but they may not advance either skill by two or more ratings in between tracks.

Hint: Improving the skills of MechWarriors is a key way to enhance both a player's unit and their chances of success, and should be prioritized.

Special Pilot Abilities: A player may purchase any Special Pilot Abilities shown on any MechWarrior Cards from the *Beginner Box* or *A Game of Armored Combat*. If they do, they will not be able to advance either the Gunnery or the Piloting Skill of that MechWarrior between two particular tracks. The MechWarrior receiving a Special Pilot Ability must have participated in the preceding track. Remember, as described in the Pilot Card sidebar, SPAs can be problematic in this campaign. Any such purchases should be made carefully and with the consent of the entire playing group.

PLANETARY ASSAULT MINI-CAMPAIGN



This campaign focuses on a single planetary assault, in which the players attempt to seize control of a planet. The conquest of the planet is pursued through a series of engagements, the nature of which will change depending on who wins each one. As the campaign rages on, attrition will become a key factor in permitting or denying victory, so players should consider carefully how many units they choose to commit to each fight.

Remember that the forces fielded in each track must match in tonnage, though the Defender's force cannot outnumber that of the Attacker.

PLANETARY CONDITIONS

The *A Game of Armored Combat* scenario rules include two planetary conditions: Full Moon Night and Strong Gale. Those rules are below, along with four new ones, excerpted from the *BattleMech Manual*. Various conditions are listed under the Options section for each track.

MUD

MP Modifier: A hex covered in mud adds +1 MP cost per hex.

PSRs: Entering a mud hex forces a Piloting Skill Roll. All PSRs made in a hex with mud (including the PSR made when entering one) apply a +1 Target Number modifier.

PLANETARY ASSAULT MINI-CAMPAIGN

ICE

If applied to water hexes, the hex is presumed to be frozen solid, and cannot be broken or melted through during the battle.

MP Modifier: A hex covered in ice adds +1 MP cost per hex.

PSRs: Entering an ice hex forces a Piloting Skill Roll. All PSRs made in a hex with ice (including the PSR made when entering one) apply a +3 Target Number modifier.

LIGHT FOG

MP Modifier: Apply a +1 MP cost per hex.

FULL MOON NIGHT

MP Modifier: +1 MP cost per hex.

Attack Target Number Modifier: +2 to all weapon attacks. Reduce this by 1 for every 20 points of heat on the target 'Mech's heat scale (minimum of 0).

MODERATE RAINFALL

Attack Target Number Modifier: +1 to all weapon attacks.

Mud: Moderate rainfall creates all modifiers and effects of mud in any clear, Depth 0 water hex on the playing area.

STRONG GALE

Attack Target Number Modifier: +2 to all attacks of the missile (M) type, and +1 to all attacks of the direct-fire ballistic (DB) type.

PSRs: Apply a +1 Target Number modifier to all Piloting Skill Rolls.

CAMPAIGN SPECIAL RULES

The *Special Rules* section of each track indicates which rules, if any, apply in that track.

FORCED WITHDRAWAL

Most forces will not fight to the last man. Instead, once they have taken significant amounts of damage, they will begin to retreat. The forced withdrawal rules help simulate this situation.

Under forced withdrawal, 'Mechs must retreat from the battlefield when rendered useless or in imminent danger of destruction (see *Crippling Damage*, below). A 'Mech making a forced withdrawal must always move toward its home map edge. However, the 'Mech need not spend Running MP, and may retreat moving backward.

Withdrawing 'Mechs may still attack an enemy 'Mech that closes within range of a weapon or physical attack.

CRIPPLING DAMAGE

Any 'Mech that suffers crippling damage must withdraw from the map. Crippling damage is defined as one or more of the following:

- Four or more points of damage to the MechWarrior
- The destruction of all sensor critical slots
- One gyro and one engine critical hit
- Two engine critical hits
- A side torso location is destroyed
- Internal structure damage in either three or more limbs or two or more torso locations (torso internal structure damage does not count towards crippling damage if that location still has front armor)
- The loss of all weapons. This is triggered if a 'Mech loses all weapons (either through damage or ammunition depletion) with a range greater than five hexes and if it can no longer cause more than 5 points of combined weapons damage. This does not apply if the 'Mech did not start with the ability to do 5 or more damage, or the ability to do damage at a range greater than five hexes; in this case the 'Mech can never trigger this condition.

If using these rules, when all of a 'Mech's weapons are destroyed and it can no longer move, the 'Mech is considered destroyed. This is in addition to the regular rules for determining whether a 'Mech is destroyed.



PLANETARY ASSAULT MINI-CAMPAIGN

SALVAGE

Salvage is the taking of destroyed/crippled equipment still remaining on the battlefield at the end of a track. If the players hold the field at the end of the track as described under the track's rules, and if they have completed at least one Objective, they may claim all battlefield salvage, unless taking salvage is prohibited by the Special Rules section of a track. Note that a game which ends by mutual agreement of both sides does not entitle either side to claim salvage, as neither can claim to hold the field. But sometimes it is better to preserve your force, than to lose three 'Mechs capturing two wrecks.

'Mechs that are salvaged may be repaired using the Warchest system; remember that they must be fully repaired before being sold.

DROPPING 'MECHS (SIMPLIFIED)

BattleMechs, being exceptionally versatile and resilient combat units, are capable of being dropped directly onto the battlefield, using special disposable equipment to plummet from DropShips high up in the atmosphere or even in orbit. The sudden appearance of many tons of 'Mech directly on top of an enemy position and seemingly out of nowhere has turned the tide of many battles. These rules are excerpted from the *Special Case Rules* section of the *BattleMech Manual*.

Players may choose to keep some or all of their force in reserve at the start of the battle, if the track permits this or if all players agree.

DROP TIMES

The time it takes for a dropped force to arrive on the battlefield must be determined before the game begins, either by instructions given in the track or by the agreement of all players. The time prior to arrival may be a fixed rate (e.g., "all dropped 'Mechs arrive on Turn 5"), variable (e.g., "all dropped 'Mechs arrive at 1D6 turns into the battle"), or some combination of the two (e.g., "Alpha Lance arrives on Turn 2, but Beta Lance does not arrive for 1D6-1 turns after this"). If the players cannot or do not wish to choose one of these methods, by default the dropped units will arrive on Turn 3. In all instances, though, the time of the arrival of dropped units is not secret.

ARRIVAL

At the start of a turn in which dropped 'Mechs arrive on the field, the controller of each arriving 'Mech must secretly nominate a hex anywhere on the playing area in which the 'Mech will land. This can be done by writing the information on a piece of paper and turning it face down on the table. If a 'Mech is prohibited from entering a specific hex type, that hex cannot be chosen as the target, with one notable exception: a player can intentionally try to violate the stacking rules (see *Stacking*, p. 10, *A Game of Armored Combat (AGoAC) Rulebook*).

At the end of the Movement Phase, after all non-dropping troops have moved, a Piloting Skill Roll (see p. 40, *AGoAC Rulebook*) is made for each dropping 'Mech in any order the player controlling the 'Mechs chooses. If more than one player is dropping 'Mechs this turn, stagger the order by their Initiative, as in standard movement. Before each roll, the player must reveal the nominated target hex for



PLANETARY ASSAULT MINI-CAMPAIGN

the landing (if both opponents have troops arriving in the same turn, alternate reveals as per standard movement). A successful roll indicates the 'Mech lands in the target hex at the end of the Movement Phase with any facing desired. If a roll fails, resolve that drop completely before moving on to the next 'Mech.

A dropping 'Mech may not move or make attacks in the turn that it landed, but may act normally on the following turn. Attacks made against dropping 'Mechs apply a +3 modifier for target movement.

Flak: All Type F (flak) attacks apply a –2 Target Number modifier when made against dropping 'Mechs.

Minefields: If the 'Mech lands in a hex that contains a minefield (see p. 14), treat the dropping 'Mech as though it entered the hex along the ground.

Planetary Conditions: Any Piloting Skill Roll modifiers resulting from in-play *Planetary Conditions* (see p. 10) are applied to the Piloting Skill Roll made for landing.

Stacking: Per the stacking rules (see p. 10, *AGoAC Rulebook*), only one 'Mech can occupy a given hex at the end of the Movement Phase. If a 'Mech violates the stacking rules when it lands, use the *Displacement* rules to determine the effects (see p. 40, *AGoAC Rulebook*); randomly determine the direction to displace any 'Mechs (if there are multiple 'Mechs displaced, randomly determine the displacement direction for each one). This is not considered an accidental fall from above. If a 'Mech cannot be displaced (for example, all the adjacent hexes are prohibited terrain), the 'Mech is destroyed.

FAILED LANDINGS

A 'Mech that fails the Piloting Skill Roll for its drop will at the very least be damaged, and may even be destroyed.

Location: If a 'Mech fails its landing, roll a number of D6 equal to the difference between the roll result and the Target Number for the Piloting Skill Roll; this is the number of hexes the unit scatters. To determine the direction of the scatter, roll one die and compare it to the Scatter Diagram (see right). The dropping 'Mech will land in that direction a number of hexes as determined above.

If the scatter result would take the 'Mech completely out of the playing area, it does not land and is considered destroyed for purposes of determining victory in the current track.

Damage: A 'Mech which fails its landing takes damage as though it had fallen a number of levels equal to the difference between the roll result and the Target Number for the Piloting Skill Roll (see *Falling*, p. 42, *AGoAC Rulebook*). For example, if a 'Mech with a modified Piloting Skill Target Number of 6 or higher rolled a 3, the 'Mech would suffer damage as if from a fall of 3 levels. A PSR for landing that fails by more than 7 means the 'Mech is automatically destroyed.

Stacking: Per the stacking rules (see p. 10, *AGoAC Rulebook*), only one 'Mech can be in a single hex at the end of the Movement Phase. If a 'Mech violates the stacking rules when it scatters and enters a hex after a failed landing roll,

use the *Displacement* rules to determine the effects (see p. 40, *AGoAC Rulebook*); in this case, the movement direction of the dropping 'Mech for any displacement that might occur is traced from the hex that 'Mech originally aimed to land in. This is automatically treated as an accidental fall from above (see p. 44, *AGoAC Rulebook*).

BATTLEFIELD SUPPORT

Artillery, minefields, and aerospace fighters—and their effect on the battlefield—are pivotal elements of *BattleTech* fiction. The following rules bring minefields into this campaign; these rules are excerpted from the *Battlefield Support* rules of the *BattleMech Manual*.

MINEFIELD SUPPORT (SIMPLIFIED)

Light Density Target Number: 9

Medium Density Target Number: 8

Heavy Density Target Number: 7

At the start of a track calling for minefields, the players must write down the mapsheet hex number which contains each minefield selection. The player can designate any full hex anywhere on the playing area, except water hexes.

The maximum number of minefield Damage Value groupings that can be placed in a single hex by either side is 6 (see the Battlefield Support Table below). However, both sides can have a minefield in the same hex. In other words, a player could only place a single Heavy Density minefield in a hex, but could instead place three Light Density fields, or a Light and a Medium Density field. In all those instances, two sets of each combination could be present in a given hex, one for each side of the game.

During each Movement Phase, a minefield's controlling player secretly tracks if any unit enters a hex with a minefield. When a unit—either enemy or friendly—enters a minefield



• SCATTER DIAGRAM •

PLANETARY ASSAULT MINI-CAMPAIGN

hex, any player controlling a minefield in that hex immediately announces the presence of any minefields there and rolls against the listed Target Number(s). In all instances, each minefield is resolved separately.

Displacement (see p. 40, *AGoAC Rulebook*) can also trigger a minefield; if a unit enters a minefield hex along the ground for any reason, the minefield's controlling player must immediately announce its presence and make an attack roll. Units expending Jumping MPs only trigger a minefield if they end their movement in a minefield hex.

Target Number Modifiers: No modifiers are applied to the Target Numbers list above and shown on the Battlefield Support Table. Players simply roll 2D6, comparing the result against the corresponding Target Number to determine whether the attack is successful.

Successful Attack: If the attack succeeds, roll on the front column of the Kick Location Table for each Damage Value grouping.

If a minefield is triggered and inflicts damage against a target, reduce the minefield's total Damage Value groupings by 1; if a minefield's Damage Value groupings are reduced to 0, it has no further effect on play.

Unsuccessful Attack: If the attack fails, the minefield stays active. Players may agree to place a counter to designate that the hex contains a minefield; or, if both players agree, they can decide to not place counters in such instances to create a "fog-of-war" aesthetic.

Area-Effect Damage Type: Minefields are an Area-Effect (AE) Damage Type attack. AE attacks damage every target in their area of effect.

Damage Value Groupings: If an attack is successful, all Damage Value groupings are applied, but a separate hit location roll is made for each grouping. Each Damage Value grouping noted on the Battlefield Support Table consists of 5 damage. For example, the Heavy Density minefield has six Damage Value groupings, so it would apply a total of 30 points of damage, in six Damage Value groupings of 5 damage each. The minefield's number of Damage Value groupings is then reduced by 1 as described above.

Dropping 'Mechs: If a minefield is present in a hex in which a dropping 'Mech lands (see p. 14), treat the dropping 'Mech as though it entered the hex along the ground.

BATTLEFIELD SUPPORT TABLE

Support Type	Target Number	Damage Value Groupings	Damage Type
<i>Minefield Support</i>			
Light Density	9	2	AE
Medium Density	8	4	AE
Heavy Density	7	6	AE



MAKE IT YOUR OWN

The very nature of this module is about each player group crafting the type of game they wish to play. As such, players are encouraged to change rules that do not suit their particular campaign or circumstance, provided that this happens with the agreement of all involved.

PLANETARY ASSAULT MINI-CAMPAIGN

STRATEGY FOR THE CAMPAIGN

When playing through this campaign, keep the following in mind to set appropriate expectations, and to increase your ability to grab victory:

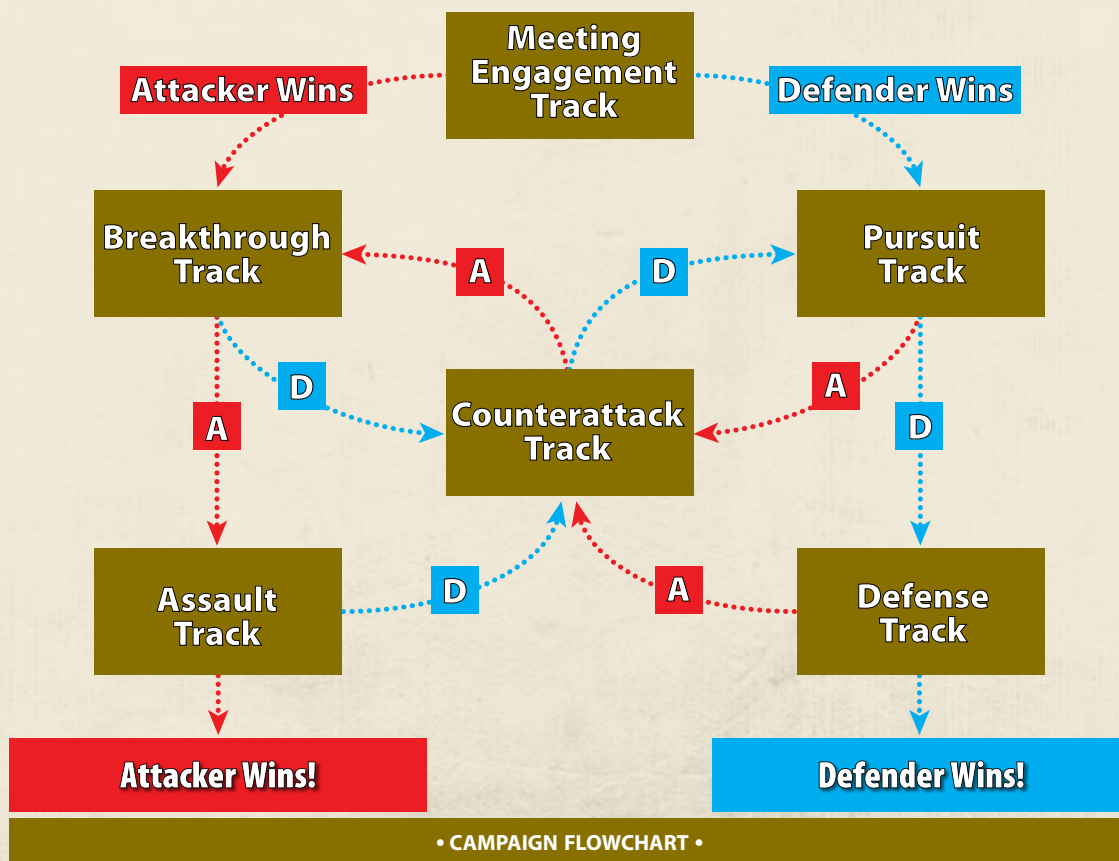
This campaign is not meant to be endless. The players should be down to shreds and angry thoughts past the first Counterattack.

The Attacker will have to stretch to get to their third track, and if they lose that track, they will only have salvage from the Breakthrough track to try to succeed in a Counterattack after the Assault fails.

The Assault track also rewards (or punishes) deployment choices made prior to this track. If the Attacker overcommitted early, they are unlikely to have fresh units to seal the deal.

The Attacker has a decent chance of obtaining access to the final Assault after just two tracks, but could find that they've pushed too hard, and now lack the means to dislodge the Defender. They'll only gain access to salvage after the third track, and need to be wise about what forces they deploy in their first two fights.

Meanwhile, the Defender needs to make the Attacker pay for every meter of ground they gain, ideally forcing a rout when the first Assault fails. Preservation of forces and shrewd deployment in the first and second tracks (trading units for terrain, effectively) can give the Defender a possible edge. A strategy focused on salvage can be extremely beneficial for the Defender.



FLOWCHART

The Campaign Flowchart helps illustrate the progress of the campaign based on which side wins each track. If the Attacker wins, the next track played is identified by the red arrows marked "A". If the Defender wins, the next track played is identified using the blue arrows marked "D". This is also listed under *Next Track* in the description of each track.

MEETING ENGAGEMENT

SITUATION

And now, again, a battle is joined.

Some believe that you get the true measure of your enemy when you first face them in combat. This is true enough to be said, and true enough to be repeated, but it is not a whole truth.

Surely, the first time your weapon strikes out at those who face you, you do not merely test the manufacture of their armor. The flesh and bone beneath it all might give sooner than the metal.

But you cannot know the measure of your enemy until you bring them close to death.

Let us see, then, who has come to face us.

GAME SETUP

In the initial confrontation between two forces, it is rare for either to have an immediate tactical advantage. Each side selects an equal number of mapsheets for this first fight, requiring an even number to be used (two, four, and so on).

The Defender selects their home edge first; the Attacker's home edge is the opposite.

ATTACKER

The Attacker may field up to 33% of their total force.

The Attacker enters through their home edge in Initiative order.

DEFENDER

The Defender may field up to 33% of their total force.

The Defender enters through their home edge in Initiative order.

WARCHEST

Track Cost: 100

Options

+100 Witching Hour: Use the Full Moon Night Planetary Condition (see p. 11).

+100 Mined Out (Attacker only): Recon teams have managed to place a number of Light Density conventional minefields equal to the number of 'Mechs the Defender has deployed. (See *Minefield Support*, p. 14). The Defender places these minefields prior to rolling Initiative.

OBJECTIVES

Make their Acquaintance: The first team that destroys or cripples (see p. 12) at least 50% of the units of the opposing force wins. Units which voluntarily withdraw from the map count toward the 50% objective. [200]

SPECIAL RULES

The following special rules are in effect for this track:

FORCED WITHDRAWAL

Both forces must adhere to the *Forced Withdrawal* rules (see p. 11).

NEXT TRACK

Neither side may claim salvage at the conclusion of this track. Neither side may spend WP to repair, replace, or rearm units following this track.

Attacker Won: Breakthrough (p. 17)

Defender Won: Pursuit (p. 20)



PLANETARY ASSAULT MINI-CAMPAIGN



BREAKTHROUGH

SITUATION

Initial resistance has been cast aside, and on we march. Haste is of the utmost concern, but discipline is the crucial virtue. It would be all too easy to push too far now and find ourselves overextended.

Balance in all things is the only path to victory; our strategy must reflect this. Our own flaws are now our enemy as much as the weaponry arrayed before us.

GAME SETUP

The first engagement is over, and the Attacker has won a distinct advantage.

The Attacker chooses the mapsheets used for this track, selecting one for each full lance they will field, and places them in any legal configuration.

The Defender selects their home edge first; the Attacker's home edge is the opposite.

ATTACKER

The Attacker may field up to 75% of their total force. Units fielded during the prior track are available for use, but may not be repaired between tracks.

The Attacker enters through their home edge in Initiative order after the Defender deploys their entire force.

DEFENDER

The Defender may field up to 60% of their total force. Units fielded during the prior track are available for use, but may not be repaired between tracks.

The Defender deploys their entire force prior to Initiative.

WARCHEST

Track Cost: 300

Options

-100 Getting a Grip: (Attacker only) The Attacker may automatically win Initiative a number of times equal to the number of full lances they deployed at the start of this track. The Attacker may use this ability after Initiative has been rolled.

+100 Cold Hearts: All Water hexes, regardless of Depth, must be treated as Ice. This bonus is only available if there are more than 10 Water hexes within the playing area.

OBJECTIVES

Push Through: If the Attacker moves at least half the number of units with which they began the track off the Defender's home edge, the Attacker wins the track. If the Defender cripples or destroys half of the Attacker's starting units before this occurs, the Defender wins the track. [200]

Hold the Field: If all units on one side are destroyed or withdraw from the playing area, the other side successfully holds the field. [100]

SPECIAL RULES

The following special rules are in effect for this track:

FORCED WITHDRAWAL

Both forces must adhere to the *Forced Withdrawal* rules (see p. 11).

NEXT TRACK

If a side holds the playing area when the track ends, that side may salvage any destroyed units. Both sides may spend WP after this track as detailed in *Time Between Tracks* (see p. 8).

Attacker Won: Assault (p. 18)

Defender Won: Counterattack (p. 19)

PLANETARY ASSAULT MINI-CAMPAIGN

ASSAULT

SITUATION

At last, the final confrontation is before us. Our prior success has led us here, the longed-for decisive moment. It is now that our enemy is the most dangerous, when we have left nothing for them to lose. They cannot fall further.

So let us see who wants victory more.

GAME SETUP

Building upon prior success, the Attacker is ready to inflict a final, fatal blow to the Defender. The Defenders' backs are to the wall now; can they turn it around?

The Defender chooses the mapsheets used for this track, selecting one for each full lance they will field, and places them in any legal configuration.

The Defender selects their home edge first; the Attacker's home edge is the opposite.

ATTACKER

The Attacker consists of up to 100% of the attacking player's total available force. Units fielded during the prior track are available for use, but units that were salvaged following the track immediately prior to this one (if any) are not available for use.

The Attacker enters through their home edge in Initiative order after the Defender deploys their entire force.

DEFENDER

The Defender may field up to 100% of their total force. Units fielded during the prior track are not available for use, nor are any units that were salvaged following the track immediately prior to this one.

The Defender deploys their entire force prior to Initiative.

WARCHEST

Track Cost: 300

Options

+150 Fog of Uncertainty

(Attacker Only): Use the Light Fog Planetary Condition (see p. 11).

-200 More Mines: (Defender Only) During setup, the Defender may secretly place a number of Medium Density minefields (see Minefields, p. 14) equal to the number of defending units that will be deployed.

OBJECTIVES

Conquer: The Attacker must cripple or destroy all of the Defender's units, without the Defender destroying more than 50% of the Attacker's deployed force. If the Attacker loses more than 50% of their total deployed force, the Defender wins. [600]

Hold the Field: If one side's entire deployed force is crippled or destroyed, the other side successfully holds the field. [100]

SPECIAL RULES

There are no special rules in effect for this track.

NEXT TRACK

If a side holds the playing area when the track ends, that side may salvage any destroyed units. Both sides may spend WP after this track as detailed in *Time Between Tracks* (see p. 8).

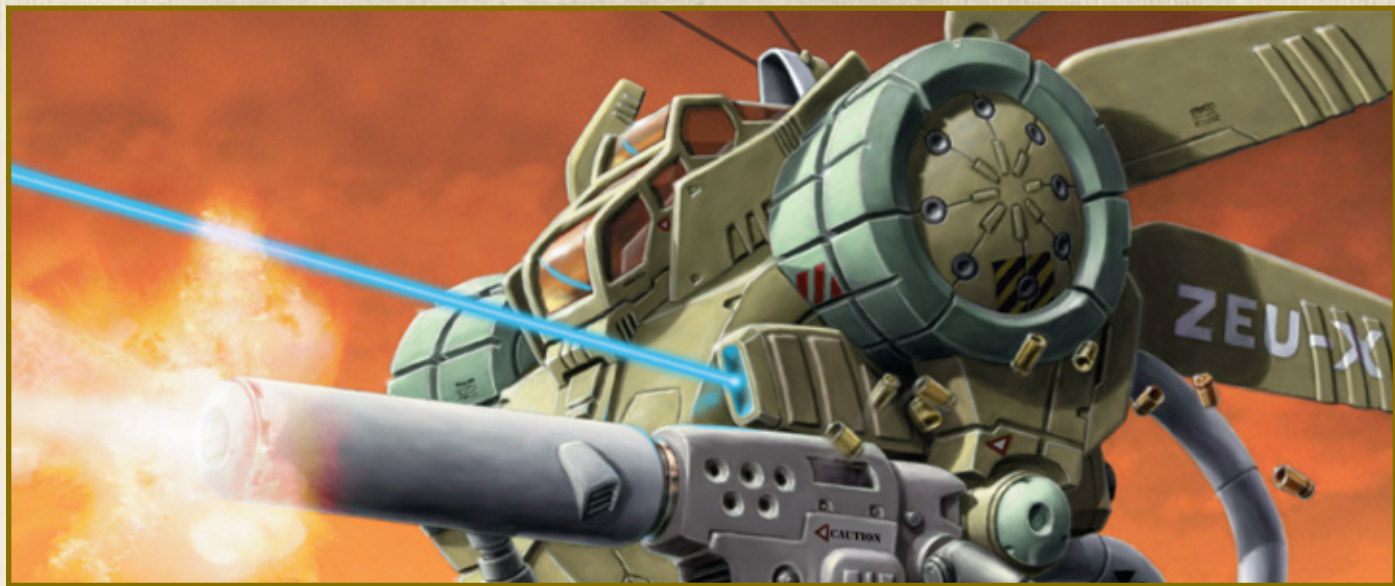
Attacker Won: None. The Attacker has won the campaign!

Defender
Counterattack (p. 19)

Won:



PLANETARY ASSAULT MINI-CAMPAIGN



COUNTERATTACK

SITUATION

Our mistakes have led us to this battle, where we seek to undo them. We should take comfort that our success has purchased this opportunity. We still breathe, and we still have an opportunity to turn back our enemy. A moment of true equilibrium, and we must disrupt their momentum while maintaining ours.

GAME SETUP

Despite earlier setbacks, the combatants face a battle where the tide may turn back in their favor, or for it to turn against them.

Roll for Initiative. Each side picks an equal number of mapsheets for play, and places them, one at a time, in any legal configuration, in Initiative order. The winner of the Initiative roll places second.

Each side then rolls for Initiative again. The winner of this Initiative roll selects their force home edge first; the Attacker's home edge is the opposite of the Defender's. This Initiative roll is also used for the first turn.

ATTACKER

The Attacker consists of up to 50% of the player's total force. Units fielded during the prior track *are* available for use, as are any units that were salvaged following the prior track.

The Attacker enters through their home edge in Initiative order.

DEFENDER

The Defender consists of up to 50% of the player's total surviving force. Units fielded during the prior track *are* available for use, as are any units that were salvaged following the prior track.

The Defender enters through their home edge in Initiative order.

WARCHEST

Track Cost: 100

Options

No options are available for purchase with this track.

OBJECTIVES

Hold the Field: If one side's entire deployed force is crippled or destroyed, the other side successfully holds the field. [100]

SPECIAL RULES

There are no special rules in effect for this track.

NEXT TRACK

If a side holds the playing area when the track ends, that side may salvage any destroyed units. Both sides may spend WP after this track as detailed in *Time Between Tracks* (see p. 8).

Attacker Won: *Breakthrough* (p. 17)

Defender Won: *Pursuit* (p. 20)

PLANETARY ASSAULT MINI-CAMPAIGN

PURSUIT

SITUATION

An early misstep by the invaders led to their rout. They doubted our resolve, and now we must make their retreat painful and bloody. It is foolish to consider them defeated, but if we succeed now, we may draw them into the sights of even fiercer defenses.

GAME SETUP

The tide has turned in the defenders' favor. The invaders flee, with the defenders in close pursuit. Will they break as they run, or will they turn this campaign around?

The Defender chooses the mapsheets used for this track, selecting one for each full lance they will field, and places them so that the short edges connect.

The Defender selects their home edge first, but must pick one of the two short sides of the playing area; the Attacker's home edge is the opposite of the Defender's.

ATTACKER

The Attacker consists of up to 75% of the attacking player's total force. Units fielded during the prior track are available for use.

The Attacker enters through the Defender's home edge in Initiative order.

DEFENDER

The Defender consists of up to 75% of the defending player's total surviving force. Units fielded during the prior track are available for use, as are any units that were salvaged following the prior track.

The Defender enters through their home edge 3 turns after the Attacker deploys, in Initiative order.

WARCHEST

Track Cost: 300

Options

+200 Lamentations (Defender Only): Use the Moderate Rainfall Planetary Condition (see p. 11).

OBJECTIVES

Close the Noose: (Defender Only) Cripple or destroy at least 50% of the Attacker's units. [300]

Hold the Field: If all units on one side are destroyed or withdraw from the playing area, the other side successfully holds the field. **Note:** This objective varies from previous tracks; crippled units in this track must withdrawal from the map or be destroyed. [100]

SPECIAL RULES

The following special rules are in effect for this track:

FORCED WITHDRAWAL

Both sides must adhere to the Forced Withdrawal rules (see p. 11).

NEXT TRACK

If a side holds the playing area when the track ends, that side may salvage any destroyed units. Both sides may spend WP after this track as detailed in *Time Between Tracks* (see p. 8).

Attacker Won: Counterattack (p. 19)

Defender Won: Defense (p. 21)



PLANETARY ASSAULT MINI-CAMPAIGN

DEFENSE

SITUATION

They undoubtedly regret coming here now, but they do not yet realize that they have traveled light-years to their graves. We will end them in today's conflict, but despite their earlier failures, this will not be an easy task. We must succeed, but cannot underestimate our foe.

GAME SETUP

After a successful chase, the Attacker's forces have been lured into one of the Defender's prepared positions. Will the hammer strike the anvil, or will it break upon its foe?

The Defender chooses the mapsheets used for this track, selecting one for each full lance they will field, and places them in any legal configuration.

The Defender selects their home edge first; the Attacker's home edge is the opposite.

ATTACKER

The Attacker consists of up to 100% of the attacking player's total force. Units fielded during the prior track are available for use, as are any units that were salvaged following the prior track.

The Attacker's force enters through its home edge in Initiative order after the Defender has deployed its entire force.

DEFENDER

The Defender consists of up to 100% of the defending player's total surviving force. Units fielded during the prior track are available for use. Units that were salvaged following the prior track are not available for use.

The Defender deploys their entire force prior to Initiative.

WARCHEST

Track Cost: 300

Options

+200 Stormbreaker (Defender Only): Use the Strong Gale Planetary Condition (see p. 11).

-200 Even More Mines (Defender Only): During setup, the Defender may secretly place a number of Heavy Density conventional minefields (see *Minefields*, p. 14) equal to the number of defending and attacking units that are deployed.

OBJECTIVES

Defeat: The Defender must cripple or destroy all of the Attacker's units without losing more than 50% of their original number of units. The Attacker wins if the Defender loses more than 50% of their units. **[600]**

Hold the Field: If one side's entire deployed force is crippled or destroyed, the other side successfully holds the field. **[100]**

SPECIAL RULES

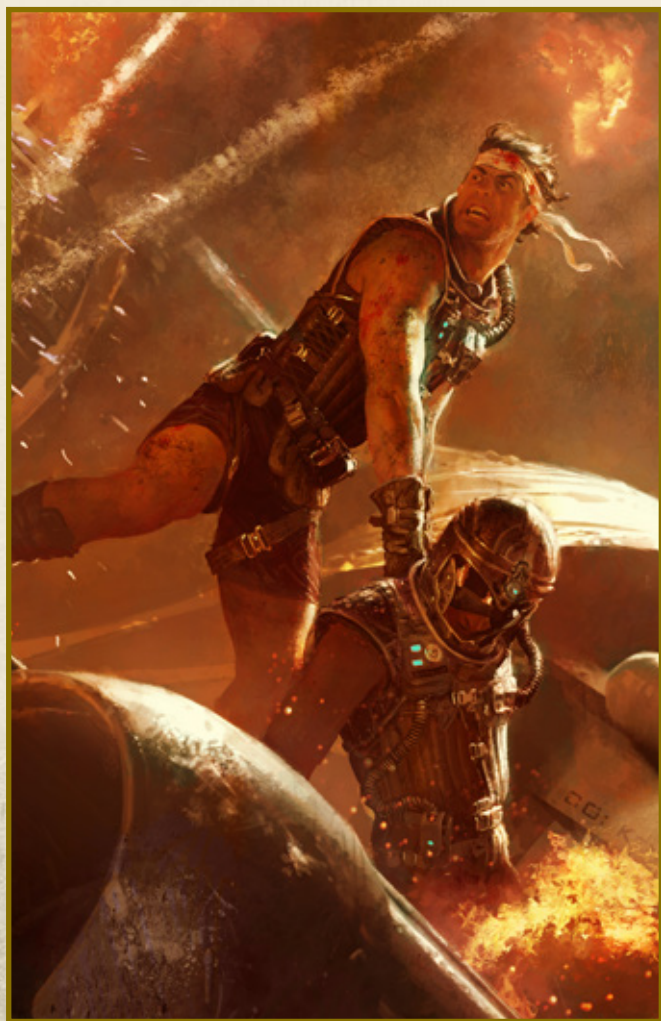
There are no special rules in effect for this track.

NEXT TRACK

If a side holds the playing area when the track ends, that side may salvage any destroyed units. Both sides may spend WP after this track as detailed in *Time Between Tracks* (see p. 8).

Attacker Won: Counterattack (p. 19)

Defender Won: None. The Defender has won this campaign!



UNIVERSE EXPANSION

The tracks above, as well as the scenarios in the *Beginner Box* and *A Game of Armored Combat*, demonstrate how different mapsheets and 'Mechs create variety, fun, and enjoyment in each game. As players delve deeper into the *Technical Readout*, *Record Sheets*, and *Map Pack* series, that variety will only increase. But these expansions are just one part of the *BattleTech* experience—the other is the setting itself. The depth of the *BattleTech* universe offers numerous canonical events and locales to center a track or scenario around.

MISSION TYPES

Whether part of a House, mercenary or even a Clan force, MechWarriors may take part in a myriad of mission types throughout their career.



GARRISON (DEFENSE)

A force on a garrison assignment may guard anything from a facility to a whole planet, defending against hostile raiders or an all-out invasion. Assigning lesser units to garrison duty on interior worlds frees up more elite troops for offensive action. On border worlds where combat is a real threat, garrison forces maintain a fairly strict order of readiness.

CADRE (DEFENSE)

Cadre, or training, duty is possibly the lightest duty of all. A force on cadre assignment generally trains corporate security personnel or a local planetary militia in combat tactics. Cadre duty is often combined with a garrison assignment.

RELIEF DUTY (DEFENSE)

Relief duty generally entails reinforcing friendly military forces that are often in danger of being overrun. Such assignments usually mean dropping into a war zone to face an enemy command that may or may not have already smashed those the reinforcements came to assist.

DEFENSIVE CAMPAIGN (DEFENSE)

Unlike a garrison assignment, forces employed in defensive campaigns are expected to engage an active enemy and fight delaying actions until relief forces can be deployed.

RIOT DUTY (DEFENSE)

The most unsavory of all defensive missions, riot duty involves using heavy assets against civilians. Under the Ares Conventions, such action is only allowed if the civilian targets are engaged in activity that is demonstrably harmful to a legal, internationally recognized government or civil authority. Furthermore, the Conventions require riot-control troops to use the minimum force necessary. For these reasons, this duty can easily spiral out of control, leaving those carrying it out open to severe military and civilian legal actions.

SECURITY DUTY (DEFENSE. COVERT)

Security duty, also called "bodyguard" or "watchdog" duty, is a specialized form of garrison duty that involves protecting a specific prison, object or place from attack and/or capture. Corporations and planetary governments frequently employ forces for security duty.

Forces that specialize in covert operations may find their skills put to the test during covert security duty, which generally implies a higher-priority individual or object to defend, while operating in uncontrolled areas under false pretenses.

UNIVERSE EXPANSION



OBJECTIVE RAID (RAID)

Objective raids consist of crossing enemy lines to destroy a specific target, then pulling out. The target may be a military or corporate installation, a specific piece of equipment, or certain military command personnel—anything or anyone that might be considered a viable military objective.

EXTRACTION (RAID)

Extraction raids, commonly known as “smash-and-grabs,” are nearly identical to objective raids. In an extraction raid, however, the force must capture its target. Understandably, extraction raids that target people often become complicated if the target resists and can result in severe legal action. Such risks are acceptable, however, because the extractions of key enemy leaders can cripple an opposing force, especially if the extraction occurs immediately prior to a major raid or assault by or against the enemy.

RECONNAISSANCE (RAID, COVERT)

Reconnaissance duty involves infiltrating an enemy world and testing the preparations, willingness to engage and overall expertise of the defending forces. Typically, reconnaissance raids are staged before a planetary assault or major raid, but must not alert the enemy that an attack is imminent. Therefore, recon forces must be able to move quickly, avoid detection and operate in small detachments.

Covert reconnaissance raids stress infiltration over engagement, and may even require the force to travel to

the target incognito to gather information in a more passive manner than a direct recon raid.

DIVERSIONARY RAID (RAID, COVERT)

Typically staged just prior to a major assault or raid, a diversionary raid requires the force to draw as many enemy troops as possible from the primary assault objective. This involves hitting hard and moving fast, typically with little to no battlefield support close at hand.

As with the covert reconnaissance raid, the covert diversionary raid differs from the standard in style, but not in function. During a covert diversionary mission, the force must avoid capture at any cost for the length of the operation and make the defenders believe some other faction is responsible for the raid.

PLANETARY ASSAULT (ASSAULT)

Forces involved in a planetary assault generally fall into two categories: front-line and supporting. The front-line forces are in the thick of the fighting from the outset and often enter the fray through combat drops into the teeth of the enemy. Supporting duty still involves heavy fighting, but often in the role of helping to grind down an enemy force across weeks, if not months.

PIRATE HUNTING (ASSAULT)

Pirate-hunting duty is self-explanatory. Such missions can be very dangerous, with months of fruitless searching suddenly broken by desperate pirates using every dirty trick in the book to survive.

UNIVERSE EXPANSION

GUERRILLA WARFARE (ASSAULT, COVERT)

Guerrilla warfare is one of the most challenging and dangerous missions a force can be assigned. Incorporating elements of a planetary assault, cadre duty, reconnaissance and objective raids, these missions demand that commands operate behind enemy lines without support for extended periods (often denied by their own governments). Forces harass the enemy by identifying and destroying vital targets, while training local allies (most often civilians) in the art of guerrilla fighting.

ESPIONAGE AND SABOTAGE (COVERT)

A variant on the standard guerilla warfare mission and similar to terrorism campaigns, espionage/sabotage duty requires a command to engage civilian and administrative objectives rather than military targets with an eye towards crippling the enemy's infrastructure.

While falling short of outright assassination and terrorism, espionage and sabotage can carry severe penalties if the force involved is apprehended.

OBSERVATION AND MOLE-HUNTING (COVERT)

Observation duty is essentially a long-term reconnaissance raid against an enemy objective, where the command is expected to infiltrate and gather information on a subject or suspected activity without being detected. The observation mission differs from other missions due to a surprising lack of combat, with the focus on intelligence gathering over battlefield victory.

The mole-hunting mission resembles the observation mission, except that the command must infiltrate a certain portion of an operation (corporation, military command, planetary government and so on) to root out possible spies within the organization. Once located, enemy agents could be eliminated or merely reported by the unit to its superiors.

"SPOTLIGHT ON" & "TOURING THE STARS"

When you're ready to step beyond the basics provided in this module and embark on a campaign of your own in the expanse of the *BattleTech* universe, the "Spotlight On" and "Touring the Stars" series of PDFs offer a focused, helping hand to build tracks, recruit new forces, and seek new battlefields.

For those not quite ready to fire up their own force, "Spotlight On" PDFs delve into various combat commands in the Inner Sphere, providing a history of the unit, pilot personalities, a force roster, and several ready-made tracks.

Meanwhile, the "Touring the Stars" PDFs allow players to dive deep into a single world, offering a large swath of details for any type of campaign you want to run on that world.



RULES EXPANSION



The next logical expansions to consider for your *BattleTech* games are the *BattleMech Manual* (CAT35010), which includes rules for advanced equipment and terrain, as well as 'Mech quirks and simplified rules for artillery, aerospace support, minefields, and a variety of other battlefield options. *Total Warfare* (CAT35001V) brings combined-arms warfare to your table and includes rules for ProtoMechs, vehicles, standard infantry and battle armor, aerospace fighters and DropShips. *Tactical Operations* (CAT35003V) adds a wide variety of rules, including alien terrain, full artillery and minefield use, more exotic weaponry, and more complex Building rules, including how to build forts.

This section adds the rules and technologies from those books to the Chaos Campaign system players experienced in this module, and discusses additional products to expand their games.



Unit Search									
Availability Filter: All Succession War Lockdown									
Only units with Battle Value									
Filter by:									
Unit Search									
Name	Weight	Year	BT	TV	TECH	Rules	Size	Value	
Advanced Battle Mech	30	20	400	14	TECHNICAL	Introductory	1	2700	
Advanced Battle Mech	30	20	475	14	TECHNICAL	Introductory	1	2900	
Advanced Battle Mech	30	20	500	15	TECHNICAL	Standard	1	3200	
Advanced Battle Mech	30	20	540	17	TECHNICAL	Advanced	1	3500	
Advanced Battle Mech	30	20	580	17	TECHNICAL	Advanced	1	3800	
Advanced Battle Mech	30	20	620	17	TECHNICAL	Advanced	1	4100	
Advanced Battle Mech	30	20	660	17	TECHNICAL	Advanced	1	4400	
Advanced Battle Mech	30	20	700	17	TECHNICAL	Advanced	1	4700	
Advanced Battle Mech	30	20	740	17	TECHNICAL	Advanced	1	5000	
Advanced Battle Mech	30	20	780	17	TECHNICAL	Advanced	1	5300	
Advanced Battle Mech	30	20	820	17	TECHNICAL	Advanced	1	5600	
Advanced Battle Mech	30	20	860	17	TECHNICAL	Advanced	1	5900	
Advanced Battle Mech	30	20	900	17	TECHNICAL	Advanced	1	6200	
Advanced Battle Mech	30	20	940	17	TECHNICAL	Advanced	1	6500	
Advanced Battle Mech	30	20	980	17	TECHNICAL	Advanced	1	6800	
Advanced Battle Mech	30	20	1020	17	TECHNICAL	Advanced	1	7100	
Advanced Battle Mech	30	20	1060	17	TECHNICAL	Advanced	1	7400	
Advanced Battle Mech	30	20	1100	17	TECHNICAL	Advanced	1	7700	

MASTER UNIT LIST

The **BattleTech Master Unit List (MUL)**, can be accessed at www.MasterUnitList.info. This ever-growing and free to use database enables players to build setting-accurate forces by identifying the 'Mechs, vehicles, fighters, and infantry elements covered by the last thirty-five years of *Technical Readouts* and other sources.

Players can browse unit types simply by clicking "Units," and entering information into the various filter tabs. These filters, and the results returned by a search, include:

- Basic data: weight ranges, *BattleTech* Battle Values from *Total Warfare*, the unit's year of in-universe introduction, and costs in C-bills—the dominant unit of currency used in the *BattleTech* setting;
- Technology bases: including Inner Sphere, Clan, Mixed, and Primitive;
- *BattleTech* rules level: introductory, standard, advanced, and experimental;
- Unit Type: e.g. BattleMech, ProtoMech, Combat Vehicle, and so forth;
- Source: the original *BattleTech* book or product the unit appears in, as well as the Record Sheet product containing its record sheet;
- Faction: Lyran, Federated Suns, Draconis Combine, and more;
- Unit Sub-Types: VTOL, OmniMech, etc.;
- Production and Availability Eras: from the Age of War through the Dark Age setting.

By clicking on the name of a listed unit, the user can view more stats for it, including links to images of the unit courtesy of CamoSpecs Online, and online ordering options to obtain the appropriate miniature via Iron Wind Metals.

Armed with this tool, players can access the broad selection of playable units and begin building custom armies suitable for any era or faction in the official *BattleTech* canon.

RULES EXPANSION

READY-MADE TRACKS

Players who enjoyed this module and want more ready-made tracks—as opposed to creating their own—should seek out the **Turning Points** and **Operational Turning Points** series of PDFs. Turning Points detail single, intense clashes and often bear the name of an Era in their title to help clarify the time period in which they are set, while Operational Turning Points explore larger, more robust campaigns. The lists below divide the two groups of products, and organizes them alphabetically, by Era (discussed in further detail on p. 3 of the *BattleTech Primer* included in the *A Game of Armored Combat* boxed set).

Note that Turning Points and Operational Turning Points set in Eras other than the Succession Wars may require additional rules from the *BattleMech Manual*, *Total Warfare*, and beyond. For players' first forays, we'd suggest sticking to the Succession Wars Era Turning Points—skipping those marked "(Clan)" for now—and starting with *Historical Turning Points: Mallory's World*.

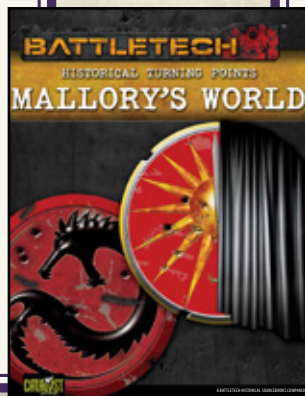
Modification Guidelines: Entries in the *Turning Points* series will require some modifications to ensure their playability for a group which only possesses *A Game of Armored Combat*, *Map Pack: Grasslands* and *Record Sheets: Succession Wars*.

- **Mapsheets:** Instead of using the Mapsheet tables included in the *Turning Points* document, use the Random Terrain Tables on page 7.
- **Non-'Mech Units:** Ignore any rules that refer to non-'Mech Units. It's up to the players to choose the forces used in each track. (The full rules for vehicles are in *Total Warfare*, and most Succession War Era vehicles are included in *Record Sheets: 3039 Unabridged*, available in PDF from the Catalyst Game Labs store.)
- **BattleMech Assignment Tables:** If a Random Assignment Table in a *Turning Points* document indicates a BattleMech not found in *Record Sheets: Succession Wars*, players may substitute a 'Mech of the same tonnage which they do possess.
- **Warchest Options:** Players should only select Warchest Options if they have access to the rulebook containing the related rules for those Options. For example, the first track in *Historical Turning Points: Mallory's World*, Princely Rescue, includes three Options. The first is for artillery, which the players should not select unless they possess *Tactical Operations*, which includes artillery rules. The second options simply shifts the ratio of forces, so that can easily be chosen. The last option deals with Minefields. In this instance, even though the rule as written in the track points to *TO*, this PDF contains rules for Minefields that easily allow the use of this option, if the players choose.

Even with these guidelines, players will likely need to decide for themselves how to resolve situations where they don't have the rules or Units specified by a track. Don't let the minutiae drag a game to a standstill—make some quick calls based upon the guidelines above and get back to the fun of tossing dice!

TURNING POINTS

Star League Era	Jihad Era
New Dallas	Arcturus
Succession Wars Era	Atreus
Galtor	Dieron
Mallory's World	Hesperus II
Misery	Luthien
Orbisonia	New Avalon
Tokasha (Clan)	Sian
War of 3039: Vega	Tharkad
Clan Invasion Era	Tortuga
Glengarry	Dark Age Era
Luzerne	Epsilon Eridani
FedCom Civil War Era	Irian
Antallos	Liao
	Vega



OPERATIONAL TURNING POINTS

Succession Wars Era
Death to Mercenaries
REVIVAL Trials (Clan)
Widowmaker Absorption (Clan)
Clan Invasion Era
Falcon Incursion
The Red Corsair
Dark Age Era
Fronc Reaches

RULES EXPANSION

INCORPORATING ADVANCED TECHNOLOGY

Everything in *A Game of Armored Combat* and the *Beginner Box* is considered "introductory rules" and "introductory technology." The *BattleMech Manual* and *Total Warfare* introduce "standard rules" and "standard technology," while other books, such as *Tactical Operations*, contain "advanced rules" and "advanced technology."

Units that contain standard and advanced technologies are often more effective, but also require more support. This is reflected in their higher cost of maintenance; players should use the Advanced SP Activity Table (see p. 30) when employing such units.

Clan Tech: The indicated SP costs for all activities are doubled for Clan-tech units and personnel, unless the force is from a Clan faction.

Tonnage vs. Battle Value: While balancing by tonnage works well during the Succession Wars, the inclusion of advanced technologies into the game renders such balancing obsolete, as it can generate unbalanced forces. Players are encouraged to use Battle Value instead. The MUL displays Battle Values; *Total Warfare* builds scenarios based off of BV; and finally, the *TechManual* includes the full rules for how to generate a unit's Battle Value.

EQUIPMENT/TECHNOLOGY RATING

Forces fielding advanced technology also tend to require a stronger supply train. A force comprised entirely from units from *A Game of Armored Combat* and the *Beginner Box* has a Technology Rating of F. Players fielding more advanced units will need to calculate their Technology Rating Modifier.

First, determine the percentage of the force's total number of combat units (excluding conventional infantry) that use standard rules/technology or above. Units that use Clan technology are worth double their percentage. This value is the force's Equipment Rating, as shown below in the Equipment Rating Table. Then, using this rating, consult the Technology Rating Modifier Table. This modifier must be used when multiplying the Support Points gained when converting Warchest Points to Support Points (see p. 8).

Note that the Warchest system is intended to provide a quick and easy way for players to track logistics, rather than attempt to encompass all possibilities within the *BattleTech*

COMMON CLAN MILITARY TERMS

The Clans organize their 'Mechs into Stars of five, led by a Point Commander.

Three Stars form a Trinary (15 units), led by a Star Captain.

Three to five Trinaries form a Cluster (45-75 units), led by a Star Colonel.

Three to five Clusters form a Galaxy (135-375 units), led by a Galaxy Commander.

universe. Players interested in using units or possibilities not covered by the Warchest system are encouraged to convert Support Points to C-bills, and use the detailed rulesets found in the advanced rulebooks *Strategic Operations* and *Interstellar Operations* to provide the level of detail they desire.

When converting SPs to C-bills, multiply the SP by 10,000. Likewise, C-bills can be converted to Support Points, which can in turn be converted to Warchest Points by dividing SPs by the Base Player Force Size Modifier divided by the Tech Rating Modifier.

EXPANDED FORCED WITHDRAWAL

The following Forced Withdrawal rules include those found previously in this module, but now incorporate all additional unit types players may encounter from the expanded books noted above.

A force subject to the Forced Withdrawal rule must retreat a crippled unit from the battlefield. This condition is achieved when both sides agree that a unit is crippled, or if the conditions listed under *Crippling Damage*, below, are met.

A unit making a forced withdrawal must move toward its force's home edge. However, a unit need not spend Running/Flanking/Maximum Thrust MP; it can move backward if the controlling player wishes, provided that it ends up closer to its home edge each Movement Phase. Additionally, a unit equipped with speed enhancing technology such as MASC or Superchargers need not engage that system when forced to withdraw.

EXAMPLE

A mercenary command consists of four introductory rules 'Mechs, six standard rules Inner Sphere 'Mechs and two standard rules Clan 'Mechs. The percentages of these units in the force are computed as follows:

Inner Sphere Standard Rules units = $(6 / 12) \times 100 = 50$ percent Clan Standard Rules units = $(2 / 12) \times 100 = 16.67 \times 2 = 33.33$ percent Added together, the total percentage of units with Standard Rules Inner Sphere/Clan technology is thus 83.33 percent (rounding down to 83 percent).

At 83% this unit's Tech Rating is B. A Tech Rating B unit uses a 1.75 modifier when calculating how many Support Points are gained from converting Warchest Points. If 100 WP in a company-sized force would generate 300 SP, they generate 1.75 times as much for a Tech Rating B company, or 525 SP.

RULES EXPANSION

A withdrawing unit cannot choose to move adjacent to an enemy unit, though that may sometimes be impossible to avoid. Charge and DFA attacks are only permitted if the hex the target occupies is closer to the home edge than the one in which the withdrawing unit started the Movement Phase.

Withdrawing units may fire on enemy units. Physical attacks are likewise permitted, if the above movement rules are obeyed.

CRIPPLING DAMAGE:

A **BattleMech** or **OmniMech** is considered Crippled when:

- A side torso location is destroyed;
- It has taken two engine critical hits;
- It has taken one gyro and one engine critical hit;
- It has taken enough sensor critical hits to render them inoperable;
- It has internal structure damage in three of more limbs and/or two or more torsos;
- Its MechWarrior has taken four or more pilot hits;
- All its weapons are considered destroyed.

A **ProtoMech** Point will not begin to withdraw until three or more of its component ProtoMechs are either crippled or destroyed, at which point the entire Point must withdraw. A ProtoMech is considered crippled when:

- Its ProtoMechWarrior has taken four or more pilot hits;
- All its weapons are considered destroyed, or if the pilot suffers four or more hits.

A **vehicle** is considered crippled when:

- It loses all of its armor in a single location;
- All its weapons are considered destroyed.

An **aerospace** unit is considered crippled when:

- It suffers one critical hit to its engine or fuel tank;
- The unit loses more than half its original Structural Integrity;
- All of its weapons are destroyed; or if its pilot / crew suffers four or more hits.

An **infantry platoon** is considered crippled if it loses 75% or more troops. If deploying infantry squads, a squad is considered crippled if it loses 5 or more troops.

A **battle-armor unit** (Level II, Point or squad) is considered crippled if it loses half or more of its members.

All Weapons Destroyed: All of a unit's weapons are considered destroyed if it loses all weapons with a range greater than five hexes and if it can no longer cause more

than 5 points of combined weapons damage, either as a result of damage, or because the required ammunition ran out. Units that begin the track with either of those conditions are never considered to have all of their weapons destroyed, but may still be crippled from other conditions, as listed above.

Immobilization: When using Forced Withdrawal rules, Vehicles, ProtoMechs and BattleMechs that are immobilized are shut down in the End Phase of the turn where this occurs. Surrender flares are deployed by such units to signal their capitulation to other units on the battlefield. Immobilization can result from motive damage, or engine destruction in the case of vehicles. 'Mechs that only have 1 leg left, or that have taken enough gyro damage to render it inoperable are likewise considered immobile for Forced Withdrawal purposes.



RULES EXPANSION

EQUIPMENT RATING TABLE

Standard Rules Percentage	Equipment Rating
15 or less	F
16 to 45	D
46 to 65	C
66 to 85	B
86 and up	A

TECHNOLOGY RATING MODIFIER TABLE

Equipment Rating	Technolog Rating Modifier
A	2.0
B	1.75
C	1.5
D	1.25
F	1.0
Clan Frontline	2.0
Clan Secondline	1.5

ADVANCED SP UNIT ACTIVITY COST TABLE

Activity	Support Point Cost
Repair 'Mech or Aerospace Fighter's Entire Armor	Tonnage
Repair Vehicle's Entire Armor	Tonnage/2
Repair ProtoMech	Tonnage x 5
Repair Battle Armor	No. of suits x 2.5
Repair Armor on DropShip or JumpShip	Tonnage x 2
Rearm Unit (Introductory Rules ammo, per ton)	5
Rearm Unit (Standard Rules ammo, per ton)	10
Rearm Unit (Advanced/Experimental Rules ammo)	50

NOTE: Armor is restored only to locations which do not have internal structure damage.

Activity	Support Point Cost
Repair 'Mech or Aerospace Fighter's Entire Internal Structure	Tonnage x 2
Repair Vehicle's Entire Internal Structure	Tonnage
Repair DropShip or JumpShip's Entire Internal Structure/Sl	Tonnage x 5
Reconfigure OmniMech, OmniVehicle, or OmniFighter	Tonnage/4

NOTE: 'Mechs can only be repaired and only if the Center Torso was not reduced to 0.

Activity	Support Point Cost
Purchase 'Mech (Introductory Rules)	Tonnage x 10
Purchase 'Mech (Standard Rules)	Tonnage x 20
Purchase ProtoMech Point (Clan force only)	Tonnage x 5
Purchase Vehicle (Introductory Rules)	Tonnage x 5
Purchase Vehicle (Standard Rules)	Tonnage x 10
Purchase Battle Armor	No. of suits x 50

NOTE: New units come with a full complement of ammunition, but do not include a crew/pilot/MechWarrior.

RULES EXPANSION

ADVANCED SP UNIT ACTIVITY COST TABLE (CONTINUED)

Activity	Support Point Cost
Hire New MechWarrior	30
Hire New Aerospace pilot	30
Hire New Vehicle crew	60
Acquire New ProtoMech pilot (Clan force only)	50
Hire New Battle Armor squad/Point	25
Hire New Foot Infantry platoon	10
Hire New Motorized Infantry platoon	20
Hire New Jump Infantry platoon	30

NOTE: Infantry platoons come with their equipment; 'Mechs, Fighters, ProtoMechs, vehicles and Battle Armor must be purchased or salvaged and assigned to hired personnel. Newly hired personnel are considered Green.

Activity	Support Point Cost
Heal MechWarrior	100 per Wound box
Heal Vehicle crew (Commander hit, Driver hit critical hits only)	250
Heal Aerospace pilot	50 per Wound box
Heal DropShip/Jumpship/WarShip crew	100 per member beneath vessel's crew compliment
Heal Infantry Platoon	20 per individual

SKILL ADVANCEMENT TABLE

MechWarrior Gunnery Skill	200
ProtoMech Gunnery Skill	400
MechWarrior Piloting Skill	150
Aerospace/Aircraft Pilot Gunnery Skill	200
Aerospace/Aircraft Pilot Piloting Skill	150
Vehicle/Support Vehicle Crew Gunnery Skill	100
Vehicle/Support Vehicle Crew Driving Skill	50
DropShip/JumpShip Crew Gunnery Skill	1,000
DropShip/JumpShip Crew Piloting Skill	1,500
Battle Armor Squad/Point Gunnery Skill	800
Infantry Platoon Gunnery Skill	500

NOTE: When advancing a skill between tracks, the personnel must have actively participated in the track immediately prior to the advancement. Those who were idle or just hired may advance their skills at triple the Support Point Cost.

RULES EXPANSION

RANDOM ASSIGNMENT TABLES

LIGHT		
2D6 Roll	'Mech	Tons
2	JR7-F Jenner	35
3	FS-9A Firestarter	35
4	LCT-1E Locust	20
5	PNT-9R Panther	35
6	JVN-10N Javelin	30
7	COM-2D Commando	25
8	JR7-D Jenner	35
9	LCT-1V Locust	20
10	COM-3A Commando	25
11	FS-9H Firestarter	35
12	SDR-5V Spider	30

HEAVY		
2D6 Roll	'Mech	Tons
2	JM6-S JagerMech	65
3	CPLT-C1 Catapult	65
4	ON1-VA Orion	75
5	QKD-5A Quickdraw	60
6	DRG-1N Dragon	60
7	TDR-5S Thunderbolt	65
8	ON1-K Orion	75
9	DRG-1G Grand Dragon	60
10	TDR-5SE Thunderbolt	65
11	GRH-5H Grasshopper	70
12	CPLT-K2 Catapult	65

MEDIUM		
2D6 Roll	'Mech	Tons
2	TBT-5N Trebuchet	50
3	HER-2S Hermes II	40
4	CN9-A Centurion	50
5	BJ-1 Blackjack	45
6	SHD-2H Shadow Hawk	55
7	GRF-1N Griffin	55
8	WVR-6R Wolverine	55
9	VND-1R Vindicator	45
10	ENF-4R Enforcer	50
11	DV-6M Dervish	55
12	HBK-4G Hunchback	50

ASSAULT		
2D6 Roll	'Mech	Tons
2	CP-10-Z Cyclops	90
3	AWS-8T Awesome	80
4	AS7-D Atlas	100
5	VTR-9B Victor	80
6	ZEU-6S Zeus	80
7	BLR-1G BattleMaster	85
8	AWS-8Q Awesome	80
9	STK-3F Stalker	85
10	AS7-D Atlas	100
11	BNC-3E Banshee	95
12	BNC-3S Banshee	95

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Track Title: _____	
Date/Duration: _____	
Force Name: _____	Starting WP: _____
Faction: _____	Track Cost: _____
Options Used	+/-
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_____	_____
Objectives Gained/WP Earned	+/-
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Downtime Costs	+/-
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Final WP: _____	

Track Title: _____	
Date/Duration: _____	
Force Name: _____	Starting WP: _____
Faction: _____	Track Cost: _____
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Objectives Gained/WP Earned	+/-
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Track Title: _____	
Date/Duration: _____	
Force Name: _____	Starting WP: _____
Faction: _____	Track Cost: _____
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Track Title: _____	
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Objectives Gained/WP Earned	+/-
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Downtime Costs	+/-
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_____	_____
Final WP: _____	

CAMPAIGN NOTES

