

BattleTech Championship Circuit

Competitive Events for BattleTech and Alpha Strike

2023 Season

This packet contains all the information required to run a BattleTech Championship Circuit (BTCC) event for both *BattleTech: Total Warfare* and *BattleTech: Alpha Strike*. The BTCC is a series of competitive level BattleTech events, meaning that a firm grasp of the rules of the game is required from the players and event staff.

BTCC events use Swiss rounds for pairing for a number of rounds determined by the number of players in the event. Players are ranked based on the Victory Points scored each round to determine final standings, as described below.

PLAYER RESPONSIBILITIES

Players at BTCC events are responsible for bringing and supplying their own miniatures, force lists (at least one copy for each round of the event and one for the judges for review), record sheets, dice, pencils or other writing utensils, measuring devices (if applicable), game aids, rule books, and any other materials useful for playing BattleTech and/or Alpha Strike.

MINIATURES AND PAINTING

Each player must have one (1) model to represent each unit in their force. Players must adhere to the following guidelines for their models:

1. Only official models produced and sold by Catalyst Game Labs (CGL) or Iron Wind Metals (IWM) are legal for BTCC events.

2. All models must be mounted on a hex base that is approximately 1.25" from flat end to flat end. This applies to both Total Warfare and Alpha Strike events.
3. All models in BTCC events must be painted to a minimum three color tabletop standard, and all bases must be covered with basing material of some kind.
4. 3D printed models are not allowed in BTCC events.
5. The model used to represent a particular unit or chassis must be of the same chassis for the variant being used. (*For Example: An AS7-K Atlas model may be used to represent an AS7-RS Atlas.*)

SPORTSMANSHIP

All players are expected to be civil and polite during BTCC events. The staff have worked hard to make the events a welcoming environment for all players, and every player is at all times responsible for their own behavior.

Rules disputes will inevitably happen, and in such cases both players are expected to be courteous and respectful toward other players and event staff, including judges and TOs. Should a dispute not be able to be settled between the two players in a game,



an event judge may be called over to the table to settle the dispute.

At all events, either the TO or the person designated as the Head Judge will have the final say on the floor for all game and rules disputes. No arguing with them is allowed past their final say on a matter.

Unsportsmanlike Behavior and Penalties

A Verbal Warning will be issued at the table by a TO or judge, and an Official Warning will be recorded with the Head Judge. At that time, the Head Judge or TO will decide if the player will be allowed to continue playing in the event. If the player is allowed to continue playing, a twenty-five (25) Victory Point Penalty will be applied to that player's score for that round. A second Official Warning in the same event results in immediate disqualification from the event.

Exhibiting any of the behaviors listed below may get a player awarded with either a warning and/or ejection from the event:

- Disrespectful behavior toward other players, TOs, Judges, or spectators.
- Intentionally trying to misrepresent any situation to another player, TO, or judge, specifically concerning the game state.
- Any intentional disruption of your own game or another game currently being played.
- Quickly removing dice results from the table or a dice tray and not allowing your opponent to see the result.

TOURNAMENT ORGANIZER RESPONSIBILITIES

TOs are expected to provide the gaming surfaces to be played upon, whether those be hex maps for Total Warfare or terrain tables for Alpha Strike. The guidelines for each type of playing surface are found below.

TOs are also responsible for establishing a safe and inviting playing environment for the event and maintaining that atmosphere throughout the duration of the event. Should a TO need to, they will make sure to appoint any judges for the event as required. If multiple judges are appointed, a Head Judge will be chosen by the TO in order to establish who has the last call for all disputes during the event.

Before an event can begin, the TO and/or judges must check to ensure that all force lists have been turned in and meet the requirements for the event. Any player whose list is found to not be in compliance will be allowed to change their list before the event begins.

Gaming Surfaces

BattleTech: Total Warfare - BattleTech uses hex maps for its play area. Any of the double sized neoprene hex mats sold by Catalyst Game Labs are suitable for use in BTCC events. In the absence of the neoprene mats, two (2) regular sized paper hex maps may be used at the playing surface. If paper maps are used, they will be set on the table with the long sides adjoining. In either case, only official CGL maps are used in BTCC events.

BattleTech: Alpha Strike - Alpha Strike in the BTCC will use a terrain table measuring a minimum of 43" long and 35" wide and a maximum of 48" square. The tables will contain appropriate terrain as deemed so by the TO. This allows for a variety of terrain



types and environments to be used in any one event.

Fees, Awards, and Prizes

As most BTCC events are likely to be run by Catalyst Demo Team Agents, the collection of fees from players shall be at the discretion and the stipulation of the venue in which an event is taking place. As per CDT guidelines, an Agent cannot personally make any money from the running of a BTCC event. It is recommended that any and all event fees collected be handled by the venue if possible. If not possible, all fees must be handled in a manner such that they are used up between venue costs and prize support.

Though it is not a requirement that a BTCC TO personally provide prize support for a BTCC event, it is recommended that the TO work with a venue (should it be a game store) or their local community in order to provide some kind of prize support for the event. This goes a long way toward establishing a good rapport with the players, and everyone loves taking home something that represents their appropriate friendly bragging rights status.

OTHER RULES

Pairings and Concessions

For the first round of an event, pairing will be determined randomly. For all subsequent rounds, players paired based on total match scores from the round(s) before, with the highest scores playing the next highest and so on. If there is a tie, determine who is currently ranked higher by strength of schedule and if any of the players have already met in a previous round. Players

should not play against the same opponent more than once per event if it can in any way be avoided.

If there are an odd number of players, forcing a player to receive a bye, that player will be awarded 75 match points for the round but will not gain any strength of schedule.

Concessions are never recommended under any circumstances. Should a player concede a round, their opponent immediately receives 100 match points and the round victory. The player who conceded receives zero (0) match points for that round.

CONVENTION BLURBS

Certain conventions will require both short and long blurbs, which are concise event descriptions for events such as the BTCC. It is recommended that TOs use the blurbs below.

Total Warfare

Short Description: The BTCC tournament is 4 Rounds of competitive BattleTech play meant to test players against one another in a friendly environment to see who can take home the title of Tournament Champion.

Long Description: Using the BTCC Adepticon 2023 Player Packet, players will assemble a competitive BattleTech list and play in 4 rounds of 1v1 matches, earning tournament points as they achieve objectives and destroy enemy units.

The Rounds consist of games that are limited to 12 Game Turns or 2hrs 45mins hours of clock time (Master Time Clock kept by TO), and the results will determine the overall winner.



The BattleTech Championship Circuit is the official Catalyst Demo Team competitive BattleTech experience, developed in-house for the purpose of bringing an option of competitive spirit and edge to BattleTech events and venues.

Alpha Strike

Short Description: The BTCC Alpha Strike event is 4 Rounds of competitive Alpha Strike play meant to test players against one another in a friendly environment to see who can take home the title of Tournament Champion.

Long Description: Using the BTCC Alpha Strike Adepticon 2023 Player Packet, players will assemble a competitive BattleTech list and play in 4 rounds of 1v1 matches, earning tournament points as they achieve objectives and destroy enemy units.

The Rounds consist of games that are limited to 12 Game Turns or 90 minutes of game clock time (Master Time Clock kept by TO), and the results will determine the overall winner.

The BattleTech Championship Circuit is the official Catalyst Demo Team competitive BattleTech experience, developed in-house for the purpose of bringing an option of competitive spirit and edge to BattleTech events and venues.



BATTLETECH: TOTAL WARFARE

TOURNAMENT RULES

BattleTech: Total Warfare (TW) and *BattleTech: TechManual* (TM) are the rulebooks used for BTCC Total Warfare events. The latest printings of all rule books used at the time of the events, including any and all officially issued errata, will be considered the current rules set for an event.

Additional rules for the format come from *Tactical Operations: Advanced Rules* (TO:AR), *Tactical Operations: Advanced Units & Equipment* (TO:AUE), and the *BattleMech Manual* (BMM). These three books (TO:AR, TO:AUE, BMM) are used only as referenced in this document and only for the purposes mentioned. All other rules in these books not referenced here are not used in BTCC events.

Special Note: Some units playable in Total Warfare events may use equipment found only in the Interstellar Operations: Alternate Eras (IO:AE) rule book. In those instances, that book is legal for BTCC events as well, but only so far as the rules for the specific weapons and equipment are used.

SPECIAL RULES

The following Special Rules are printed rules found in the Total Warfare book series that are either optional or left to discretion and will be in use in all BTCC Total Warfare events.

- **Forced Withdrawal (258, TW)**
- **Battlefield Support Points (75-79, BMM)**

- Each player has six (6) BSP to use every game, with the following restrictions:
 - Maximum of one (1) selection per type of Battlefield Support (Strike, Bombing, Strafing, Cover, Artillery, Minefield)
 - BSP are chosen at the start of each Event Round, after choosing Attacker and Defender but before deployment, and must be noted on the Round Scorecard included indicating the use of said Battlefield Support.
- **Backward Movement (Expanded) (20, TO:AR)**
- **Floating Critical Rule (75, TO:AR)**
- **Expanded Reversing (Flipping) Arms (85, TO:AR)**
- **Special Munitions (140-142, TW)**
 - These consist of the Autocannon Munitions (208, TM) and Missile Munitions (230-231, TM), the rules for which can be found beginning on page 164 of TO:AUE.
 - Players may change Special Munitions between Rounds, with the exception of Semi-Guided
 - ***Please Note: Thunder LRMS are not legal for BTCC events.***

UNITS

Only units from the following sources are allowed in BTCC Total Warfare events. Record Sheets used in events must be official Catalyst Game Labs (CGL) Record Sheets and cannot come from any third party source.

Official Record Sheet Sources:

Official Record Sheet Sources:

- BattleTech Force Packs Record Sheets - Wave One (From the Clan Kickstarter)
- BattleTech Force Packs Record Sheets - Wave Two (Clan KS)
- BattleTech Force Packs Record Sheets - Wolf's Dragoons
- BattleTech: ilClan Recognition Guides (All Volumes)

As more official Record Sheet sources become available and approved for BTCC event use, those sources will be added to this list on a case by case basis.

FORCE Registry

BTCC play does not by default use Era or Faction restrictions for Force Registry building. Instead, there are a few easy to follow rules players will use to create their Force Registries, outlined below.

- Each player will create one Force Registry.
- A Force Registry will have a maximum of 7,000 Battle Value (BV).
- Units may only be selected from the approved Record Sheet sources.

- A Force Registry must have at least three (3) units and can have no more than six (6) units.
- Each Force Registry may use a maximum of three (3) of any Unit Chassis, including variants.
 - *For Example: A Force Registry may include three (3) Locust BattleMechs, each of which may be a different variant or all three may be the same variant, but no more than three (3) total Locust chassis may be taken.*
- Adjust BV levels for Skills, TAG, C3, and appropriate Special Munitions as directed in the "Constructing a Battle Force" section found on page 315 of BT:TM.
- Fill out a Force Registry sheet and turn it into the TO before the tournament as specified by the TO.
- Players must have multiple copies of their Force Registry, one for review by the TO/Head Judge before the event begins, and one for each Round of the event. Force Registries used by each player in a Round are turned into the Head Judge along with the Round Score Card for record keeping purposes.

RUNNING AN EVENT

Event Length and Round Procedure

The TO will determine ahead of time how many Rounds the event will be, based on the number of players at the event. The “Number of Rounds” chart below is the guide that a TO should use to determine this.

Each Event Round is three (3) hours long, including 2.5 hours of game clock time and 30 minutes to allow players to finalize the results of their games and for event staff to tabulate scores, generate new pairings for the next Round, and answer any questions that have arisen.

NUMBER OF ROUNDS	
Players	
8 or less	3
9 to 16	4
17 to 32	5
33 to 64	6
65+	7

BATTLETECH™

BattleTech Championship Circuit | Force Registry

Name: _____

Total Force Battle Value (BV) : _____

Reference the "Constructing a Battle Force" rules on page 315 of the BattleTech TechManual when creating your Force Registry.

UNIT DATA

Type: _____	Gunnery: _____	Piloting: _____
Alternate Munitions: _____		
Base BV: _____	TAG: Y / N TAG BV: _____	C ² : Y / N C ³ BV: _____
External Stores: _____	Modified BV: _____	Skill Multiplier: _____
Final BV: _____		

Type: _____	Gunnery: _____	Piloting: _____
Alternate Munitions: _____		
Base BV: _____	TAG: Y / N TAG BV: _____	C ² : Y / N C ³ BV: _____
External Stores: _____	Modified BV: _____	Skill Multiplier: _____
Final BV: _____		

Type: _____	Gunnery: _____	Piloting: _____
Alternate Munitions: _____		
Base BV: _____	TAG: Y / N TAG BV: _____	C ² : Y / N C ³ BV: _____
External Stores: _____	Modified BV: _____	Skill Multiplier: _____
Final BV: _____		

Type: _____	Gunnery: _____	Piloting: _____
Alternate Munitions: _____		
Base BV: _____	TAG: Y / N TAG BV: _____	C ² : Y / N C ³ BV: _____
External Stores: _____	Modified BV: _____	Skill Multiplier: _____
Final BV: _____		

Type: _____	Gunnery: _____	Piloting: _____
Alternate Munitions: _____		
Base BV: _____	TAG: Y / N TAG BV: _____	C ² : Y / N C ³ BV: _____
External Stores: _____	Modified BV: _____	Skill Multiplier: _____
Final BV: _____		



BATTLETECH: ALPHA STRIKE

TOURNAMENT RULES

- **Please Note: Thunder LRMS are not legal for BTCC events.**

- **ECM/ECCM (161, AS:CE)**
- **Multiple Damage Rolls (174-175, AS:CE)**

Alpha Strike: Commander's Edition is the rulebook used for BTCC Alpha Strike events. The latest printings of all rule books used at the time of the events, including any and all officially issued errata, will be considered the current rules set for an event.

SPECIAL RULES

The following Special Rules are printed rules found in *Alpha Strike: Commander's Edition* that are either optional or left to discretion and will be in use in all BTCC Alpha Strike events.

- **Forced Withdrawal (126-127, AS:CE)**
- **Battlefield Support (54-56, AS:CE)**
 - Each player has six (6) BSP to use every game, with the following restrictions:
 - Maximum of one (1) selection per type of Battlefield Support (Strike, Bombing, Strafing, Cover, Artillery, Minefield)
 - BSP are chosen at the start of each Event Round, after choosing Attacker and Defender but before deployment, and must be noted on the Round Scorecard included indicating the use of said Battlefield Support.
- **Optional Special Abilities (82-91, AS:CE)**
- **Alternate Munitions (143-150, AS:CE)**

UNITS AND UNIT CARDS

BTCC Alpha Strike events use the Master Unit List (www.masterunitlist.info) as the source for Alpha Strike Unit Cards. The cards produced by Catalyst Game Labs that are included in Force Packs are not used because Force Registries are required to be turned in with the Round Score Cards at the end of every Round, just like in Total Warfare events.

Unless otherwise noted all of the Units on the Master Unit List are legal for play in BTCC with the exception of the Unit types listed below. If a Unit type is on the list, it is forbidden in BTCC play.

- **Aerospace**
- **Support Vehicles**
- **Industrial Mechs**
- **Advanced Aerospace**
- **Any Unit with the Unique or Solaris 7 designation**
- **Off-board Artillery**

FORCE REGISTRY

For BTCC Alpha Strike events, it is recommended that players use the Force Builder on the Master Unit List website to build their Registries. Force Registries are created using the specifications below:

- Each player will create two Force Registries, one (1) Attacker Registry and one (1) Defender Registry.
- Each Force Registry will have a maximum of 400 Point Value (PV)
 - **At least fifty percent (50%) of a Force Registry PV must be spent on 'Mech Units.**
- Each Force Registry must have at least either (8) Units and can have no more than sixteen (16) Units.
- Units must be selected from the same Faction and Era list on the Master Unit List
- Forces Registries are built using the Force Building rules, beginning on page 100 of AS:CE, with the following changes:
 - **When building an Alpha Strike Force, only use Steps 1-6. Step 7: Special Command Abilities are not used for BTCC.** Any faction and era may be chosen in Step 2 of this process.
 - *Please Note: The section titled 'Companies, Binaries and Beyond' as well as the charts on page 124 are **not** used.*
 - In order to begin the game with Formation SPA bonuses, a Formation must begin the game at or above the prescribed unit strength for that Formation.
- Each Force Registry may use a maximum of three (3) of any Unit Chassis, including variants.
 - *For Example: A Force Registry may include three (3) Locust BattleMechs, each of which may be a different variant or all three may be*

the same variant, but no more than three (3) total Locust chassis may be taken.

- *Note: Infantry and Battle Armor units are exempt from this limit.*
- Unit **Skill** ratings are limited to the following restrictions:
 - A Force Registry may **not** have any Unit at Skill 0.
 - A Force Registry may have up to one (1) Unit at Skill 1.
 - A Force Registry may have up to two (2) Units at Skill 2.
 - A Force Registry may **not** have any Units at Skill 6 or worse.
- If a Force Registry consists of between eight (8) and twelve (12) Units, up to one of those units may be assigned additional SPAs according to Step 6 of the Force Building rules (112, AS:CE).
 - If a Force Registry consists of more than twelve (12) units, up to two (2) units may be assigned additional SPAs.
- Players must have multiple copies of their Force Registries, one for review by the TO/Head Judge before the event begins, and one for each Round of the event. Force Registries used by each player in a Round are turned into the Head Judge along with the Round Score Card for record keeping purposes.

RUNNING AN EVENT

Event Length and Round Procedure

The TO will determine ahead of time how many Rounds the event will be, based on the number of players at the event. The "Number of Rounds" chart below is the guide that a TO should use to determine this.



Each Event Round is two (2) hours long, including 90 minutes of game clock time and 30 minutes to allow players to finalize the results of their games and for event staff to tabulate scores, generate new pairings for the next Round, and answer any questions that have arisen.

NUMBER OF ROUNDS	
Players	
8 or less	3
9 to 16	4
17 to 32	5
33 to 64	6
65+	7

BTCC SCENARIOS

2023 SEASON

Each Round of a BTCC event will be assigned a Scenario from this packet. There are six (6) official Scenarios for the BTCC 2023 Season. Should an event need more than six (6) to complete, re-using Scenarios that have been used previously in an event is permissible, as long as the Scenario used in a new Round is not the same as was used in the preceding Round just before it.

TOs may decide to announce ahead of time which Scenarios will be used at an event.

BEGINNING OF ROUND PROCEDURE

The following steps outline the procedures and steps players will take at the beginning of every Round.

1. Review the Round Scenario.
2. Exchange Force Registries for review.
3. Each player rolls 2D6, and the highest roll determines who is Attacker and Defender.
4. The Defender chooses their board edge.
5. The players place any Objectives as directed by the Scenario.
6. Players make any allowed pre-game decisions and note them on their Round Score Card. (BSP, Alternate Munitions, etc.)
7. The Attacker has Initiative for the first turn of the game.
8. The game begins.

END OF ROUND PROCEDURE

At the end of each Round, when time is called by the Head Judge or TO, players will finish the Phase of the game they are currently in and proceed to the end of the game turn. Players **DO NOT** play out the rest of the game turn.

The following steps outline the procedures and steps players will take at the end of every Round.

1. The players tally up final Objective Points as described in the Scenario, and the player with the highest score is declared the winner.
 - a. *Scoring Note: Crippled Units that are still on the field at the end of the game count as Destroyed.*
2. Both players collaborate to fill out a single Round Score Card, filling in the information required on the sheet, and turn it along with their Force Registries into the Judge's Station.
3. After the end of the last Round, the TO or Head Judge will announce the final standings and hand out any appropriate awards and accolades.

KING OF THE HILL

Situation

*NAIS Research Station Relay Gamma
New Avalon
Federated Suns
14 November 3146*

“Captain, the enemy is headed for the same station we are.”

“Of course they are. The enemy is commanded by no fool. This will be a tough fight.”

“The research station is just over the next ridge. Prepare for close quarters combat, MechWarriors.”

The Attacker and Defender are trying to gain control of a position of strategic importance. Players are attempting to secure the “hill” by having more of their units in the given area designated than their opponent.

Game Setup

Objective Marker Placement: The Defender places the objective marker on the centerline in clear terrain. The marker must be at least 3 hexes (TW) or 8” (AS) from either board edge. The objective markers have the characteristics below.

- **Total Warfare:** A level 2 hardened building occupying one hex that cannot be entered or stood on and loses no CF when damaged.
- **Alpha Strike:** an objective marker measuring 2” x 2” with 0” height.

Attacker

The Attacker’s units enter the battlefield from their home edge during the Movement Phase of Turn 1.

Defender

The Defender’s units enter the battlefield from their home edge during the Movement Phase of Turn 1.

Objectives

Heavy Metal Mayhem: A player earns match points equal to a unit’s BV/100 (TW) or the unit’s PV/5 (AS), round up, for each unit they cripple. Double this reward if the unit is destroyed. A player may earn a maximum of 40 match points for this objective. **[0-40]**

Take the Hill: To complete this objective a player must control the hill. A player controls the hill if they have more active units within 2 hexes (TW) or 6” (AS) of the objective marker than their opponent at the end of the round after the end phase is complete. Battle Armor and infantry must dismount in order to count as a controlling unit. A player scores 10 points when they complete this objective. A player may earn a maximum of 60 match points for this objective. **[0-60]**

Special Rules

The following rules are in effect for this scenario:

Round End

This game ends after the end phase of turn 12, when one player reaches 100 points, as soon as one player has no active units on the board, or the round time has ended.

TAKE AND HOLD

Situation

50 Kilometers South of Primary HPG Station

Northwind

First Kearny Highlanders

November 9th 3068

“Alright Lads, the Wobbies think they are going to set foot on Northwind. Let them come. The fools don’t know what they are up against! We cannot let them take control of the HPG. They will try to seize the uplink towers. Defend them to the Last! Command says we hold’em off, drinks are on them. Right, let’s get stuck in!”

Communication in warfare is critical, which makes things like HPG uplink towers of vital importance. The Attacker must seize these towers from the Defenders if they have any hope of coordinating with the larger planetary assault. Meanwhile, the Defenders have to keep control of the comm towers to stay in communication with the other units planning to defend their home planet.

Game Setup

Objective Marker Placement: Each player, starting with the Attacker, places an objective marker anywhere within five hexes (TW) or 10” (AS) of the centerline in clear terrain. Continue placing markers until each player has placed a marker on the board. Each marker must be at least two hexes (TW) or 4” (AS) from any board edge and four hexes (TW) or 8” (AS) from another marker. The objective markers have the characteristics below.

- **Total Warfare:** a level 2 hardened building occupying one hex that cannot be entered or stood on and loses no CF when damaged.
- **Alpha Strike:** an objective marker measuring 2” x 2” with 0” height.

Attacker

The Attacker’s units enter the battlefield from their home edge during the Movement Phase of Turn 1.

Defender

The Defender’s units enter the battlefield from their home edge during the Movement Phase of Turn 1.

Objectives

Heavy Metal Mayhem: A player earns match points equal to a unit’s BV/100 (TW) or the unit’s PV/5 (AS), round up, for each unit they cripple. Double this reward if the unit is destroyed. A player may earn a maximum of 40 match points for this objective. **[0-40]**

Hold the Uplink: to complete this objective you must control the uplink. You control the uplink if you have more active units adjacent to (TW) or with 2” of (AS) the objective marker than your opponent at the end of the round after the end phase is complete. Battle Armor and infantry must dismount in order to count as a controlling unit. You score 10 points when you complete this objective. You may earn a maximum of 60 match points for this objective. **[0-60]**

Special Rules

The following rules are in effect for this scenario:

Round End

This game ends after the end phase of turn 12, when one player reaches 100 points, as soon as one player has no active units on the board, or the round time has ended.

BASE ASSAULT

Situation

*Defense Zone Grid Delta
Northern Continent, Mundrabilla
Free Worlds League
3 December 3078*

The screen displayed three objectives, defended by an enemy force prepared to repel attackers.

The commander's voice went out to the MechWarriors in the forward unit, "These targets have to be eliminated, so the main force can move through undetected. Good hunting out there."

The Attacker must destroy the Defender's forward bases to punch a hole in the Defender's continental defense network. Even as the attack commences, the Defenders desperately attempt to reinforce and maintain the defense network, hoping to hold out long enough for reinforcements to arrive.

Game Setup

Objective Marker Placement: The Defender places two objective markers anywhere within five hexes (TW) or 10" (AS) of the centerline in clear terrain, on the their half of the board. The Attacker then places one marker anywhere on the centerline in clear terrain. Each marker must be at least two hexes (TW) or 4" (AS) from any board edge and 4 hexes (TW) or 8" (AS) from another marker. These marker are

- **Total Warfare:** A level 2 hardened building occupying one hex that cannot be entered or stood on and loses no CF when damaged.
- **Alpha Strike:** an objective marker measuring 2" x 2" with 0" height.

Attacker

The Attacker's units enter the battlefield from their home edge during the Movement Phase of Turn 1.

Defender

The Defender's units enter the battlefield from their home edge during the Movement Phase of Turn 1.

Objectives

Heavy Metal Mayhem: A player earns match points equal to a unit's BV/100 (TW) or the unit's PV/5 (AS), round up, for each unit they cripple. Double this reward if the unit is destroyed. A player may earn a maximum of 40 match points for this objective. **[0-40]**

Hold the Line (Defender Only): The Defender must prevent the destruction of the objective markers. They earn 20 match points for every marker that remains at the end of the game. They may earn a maximum of 60 match points for this objective. **[0/20/40/60]**

Destroy the Base (Attacker Only): The Attacker must destroy all of the markers. To destroy a marker they must control it. A player controls a marker if they have more active units adjacent to (TW) or with 2" of (AS) the objective marker than your opponent at the end of the round after the end phase is complete. Battle Armor and infantry must dismount in order to count as a controlling unit.

If the Attacker controls the marker, they may place one Destruction Pip on the marker (keep track of this with a D6 placed on top of the marker). If the Attacker controls the marker with 3 or more units than the Defender, they may place two (2) Destruction Pips on the marker. Once a marker has three (3) Destruction Pips, that marker is destroyed.. A destroyed maker is removed from the game. The Attacker earns 20 match points each time they complete this objective. The Attacker may earn a maximum of 60 match points for this objective. **[0/20/40/60]**

Special Rules

The following rules are in effect for this scenario:



Round End

This game ends after the end phase of turn 12, when one player reaches 100 points, as soon as one player has no active units on the board, or the round time has ended.

SEND THEM PACKING

Situation

Suryiani Peninsula

Royalston

Capellan Confederation

19 May 3146

“Look at the screen! They’re all trying to break through our lines!”

“Steady on, Leftenant,” the Colonel replied. “These poor souls don’t know what they’re doing or who they’re dealing with. Turn back the assault. Only kill if you have to. The General wants to send a message.”

Grumbling over the comms drowned out the Colonel’s next few words before he cut them all off.

“Enough!” he shouted. “We should all be so lucky as for the enemy to be under the same orders. Now get out there and do your jobs!”

As the Attacker attempts to break through the Defender’s lines, the Defender aims to teach the Attacking forces a lesson.

Game Setup

This mission requires no special setup.

Attacker

The Attacker’s units enter the battlefield from their home edge during the Movement Phase of Turn 1.

Defender

The Defender’s units enter the battlefield from their home edge during the Movement Phase of Turn 1.

Objectives

Heavy Metal Mayhem: A player earns match points equal to a unit’s BV/100 (TW) or the unit’s PV/5 (AS), round up, for each unit they cripple. Double this reward if the unit is destroyed. A player may earn a maximum of 40 match points for this objective. [0-40]

Send Them Packing (Defender Only): To complete this objective, the Defender must cripple or destroy an opposing unit. A unit that is crippled in one turn and then destroyed in a following turn counts each time (twice) for this objective. The Defender does not earn match points towards “Make Their Acquaintance” until this objective has been completed three times. The Defender scores 20 points each time this objective is completed. This objective may be scored three times. [0/20/40/60]

Break The Blockade (Attacker Only): To complete this objective The Attacker must break through the Defender’s lines. If the Attacker exits an active unit off the Defender’s home edge, they complete this objective once. Exiting the defender’s home edge in this case does not cause units to become destroyed. The Attacker scores 20 points each time they complete this objective. This objective may be completed three times. [0/20/40/60]

Special Rules

The following rules are in effect for this scenario:

Round End

This game ends after the end phase of turn 12, when one player reaches 100 points, as soon as one player has no active units on the board, or the round time has ended.

STAND-UP FIGHT

Situation

Southern Prezno Plain

Tukayyid

Free Rasalhague Republic

1 May 3052

"You dare to refuse my Batchall?!!!"

The Attacker and Defender meet on the field of battle; may the most efficient killer win.

Game Setup

This mission requires no special setup.

Attacker

The Attacker's units enter the battlefield from their home edge during the Movement Phase of Turn 1.

Defender

The Defender's units enter the battlefield from their home edge during the Movement Phase of Turn 1.

Objectives

Total Heavy Metal Mayhem: A player earns match points equal to a unit's BV/100 (TW) or the unit's PV/5 (AS), round up, for each unit they cripple. Double this reward if the unit is destroyed. Each player may earn a maximum of 100 match points for this objective. [0-100]

Special Rules

The following rules are in effect for this scenario:

Round End

This game ends after the end phase of turn 12, when one player reaches 100 points, as soon as one player has no active units on the board, or the round time has ended.

ESCORT

Situation

Landing Zone

Southern Continent, Butler III

Alyina Mercantile League

16 October 3151

A blip appeared in neon green as the radar line swept across the screen, flashing brightly before fading into the black background. The line passed over the blip again, and was this time joined by two red blips farther out.

"We're not the only ones out here trying to get our hands on this intel! Look sharp!"

The Attacker and Defender are both attempting to capture a VIP Vehicle that contains vital information for the success of ongoing operations. By controlling the area around the Vehicle and gaining control of it, players will attempt to lead it off their board edge.

Game Setup

Objective Marker Placement: Place one (1) Vehicle Objective Marker in the center of the board.

- **Total Warfare:** The Vehicle Objective Marker may be any token, die, or vehicle model.
- **Alpha Strike:** The Vehicle Objective Marker either is or has a standard hex base.

Attacker

The Attacker's units enter the battlefield from their home edge during the Movement Phase of Turn 1.

Defender

The Defender's units enter the battlefield from their home edge during the Movement Phase of Turn 1.

Objectives

Heavy Metal Mayhem: A player earns match points equal to a unit's BV/100 (TW) or the unit's PV/5 (AS), round up, for each unit they cripple. Double this reward if the unit is destroyed. A player may earn a maximum of 40 match points for this objective. **[0-40]**

Escort: A player gains control of the Vehicle Objective Marker during the End Phase by having more units within two hexes (TW) or 6" (AS) of the marker. In the following turn, the controlling player may move the Vehicle Objective Marker as prescribed in the Special Rules section below. Each game turn that a player gains control of the marker, they earn 10 match points at the end of the turn. If the marker moves off of a table edge, the game is immediately over, and the controlling player earns maximum match points for this objective. **[0-60]**

Special Rules

The following rules are in effect for this scenario:

Vehicle Objective Marker

The marker has a Move characteristic of 4 hexes in TW and 6" in AS. The marker is considered to be a VTOL for narrative purposes only and can move through and over any terrain, always moving straight toward the controlling player's map edge.

The Vehicle Objective Marker cannot be attacked or destroyed.

The controlling player moves the marker during their Movement Phase as if it is one of their units, taking up a slot in their initiative order sequence as normal.

Round End

This game ends after the end phase of turn 12, when one player reaches 100 points, as soon as one player has no active units on the board, or the round time has ended.