

# Battletech Mercenaries Crusade

## Getting Started

The year is 3035. Your fledgling mercenary command has arrived at the planet Outreach, seeking adventure, glory, and cold hard cash. Lucrative contracts for combat actions are plentiful as the Great Houses, armed with newly re-discovered Star League technologies, are again engulfed in war and need all the hired guns they can get their hands on.

### **What you'll need:**

Player should have access to a physical copy of each of the following:

- Battletech Total Warfare Rules & These Campaign Rules
- Appropriate Battletech Miniatures\* (3025 and 3039 era Mechs) and corresponding Record Sheets. You can use the traditional wipe plastic covered sheets that you clean after every mission. However, if you have access to an inexpensive printer, consider printing out a fresh sheet for each mech before each mission. That way, the results of the battle become a permanent record of the fun shared with friends. Make sure to mark down the date and your opponents name and contact info.
- All Game Materials: Dice, Maps, Tape Measure, Markers, Laser Line of sight tool. Etc

The Campaign Organizer will provide the following:

- A List of available Contracts
- A Unit Roster
- List of 'Mechs for sale and their prices in C-Bills

\*Please note that this Campaign will use liberal WYSIWYG Rules. Chassis appropriate miniatures are encouraged. Proxies will be allowed if all players in the combat action agree to their use in advance. Painting up new mechs as you acquire them as battlefield salvage is more fun when the acquisition is tied to a story. Adhering to specific armament and variants will not be enforced.

### **Timeline:**

The Mercenary Campaign is intended to be played over the course of 1 year.

- 3035
  - The Campaign begins in 3035 in the wake of the 4th Succession War. Every month, we will advance the timeline by 1 year.
- 3039
  - Star League Era tech will begin to enter the campaign. Every month we will advance the timeline by 2 years until the Clan Invasion.
- 3050
  - The Clan Invasion of the Inner Sphere begins. Every month we will advance the timeline by 1 year, ending with the Battle of Tukayyid.

## **Starting a Mercenary Unit**

Each player will assume the role of commander of a mercenary unit on the planet Outreach. Mercenary Units will begin the campaign with the following:

- \$12,000,000 C-Bills
- Four Mechwarriors:
  - 1 Regular Gunnery: 4 Piloting: 4
  - 2 Regulars Gunnery: 4 Piloting: 5
  - 1 Green Gunnery: 5 Piloting: 5

\*One of your starting Mechwarriors must be assigned as your Commanding Officer.
- Assign a Background
- 15 pre-paid Jumps

**Mechwarriors:** Players may upgrade or downgrade their Mechwarriors as per the rules in the following Starting Mechwarriors section, and must assign a Commander.

**Commander:** One of your starting Mechwarriors is assigned as the Commander. A Commander may move to any unoccupied Mech that he wants. If a Commander dies he's immediately replaced by the best remaining pilot in the Unit.

**Mechs:** At the start of the campaign, each player must purchase at least two Mechs. These may only be standard, Inner Sphere [IS], Light Mechs. Access to larger Mechs and new technology will be granted as the Unit gains experience and renown.

**Combined Arms:** Combined Arms include Vehicles, Aircraft, Infantry, etc. and are collectively known as Other Units in this Campaign. Combined Arms may make up no more than 25% of your force and have all the restrictions of Mechs to start. Unlike Mechs you must purchase crews for each vehicle at the cost of \$200,000 C-Bills per crew or infantry unit. Each crew has a beginning Gunnery and Piloting Skill of 5 / 5 and may not be modified at the beginning of the Campaign.

## **Starting Mechwarriors**

At the beginning of the Campaign you may make the following modifications to your Mechwarriors:

- **Piloting:** You may decrease the piloting of a single Mechwarrior at the cost of \$1,000,000. Only one Mechwarrior in the unit may have his piloting decreased once in this way. Inversely you may increase a single Mechwarrior's piloting to gain \$1,000,000. This may not be the same Mechwarrior whose Gunnery is increased.
- **Gunnery:** You may decrease the gunnery of a single Mechwarrior at the cost of \$2,000,000. Only one Mechwarrior in the unit may have his piloting decreased once in this way. Inversely you may increase a single Mechwarrior's Gunnery to gain \$2,000,000. This may not be the same Mechwarrior whose Piloting is increased.

**Assign Mechwarriors:** Each Mechwarrior must be assigned to a Mech as long as there are Mechs available. Once you have assigned a Mechwarrior to a Mech, you may not change the Mech they are assigned to except in certain circumstances. If you have a Mech with no Mechwarrior (Salvage, Purchase with no pilot, etc) then you may move a Mechwarrior into the unpiloted Mech as long as it is considered an Upgrade.

Mechwarriors can be assigned new mechs under the following conditions:

- **Upgrade:** The new 'Mech must be in the same or greater weight category and tech level than the pilot's previous Mech, unless the pilot is currently dispossessed. If the Mechwarrior's previous Mech is not sold a green Mechwarrior must be purchased to pilot the previous Mech.
- **Sold:** If you sell the Mechwarrior's previous Mech you may move the Mechwarrior into any other unoccupied Mech, or any 'Mech that is purchased at the end of the current round.
- **Dispossessed:** You may not dispossess one of your Mechwarriors. If a Mechwarrior is "fired", whatever Mech he is currently piloting is lost as well and the player must pay a 1,000,000 C-Bill fine. (Early contract release).

## Starting Mechwarriors:

At the beginning of the Campaign you may make the following modifications to your Mechwarriors

**Piloting:** You may decrease the piloting of a SINGLE Mechwarrior at the cost of \$1,000,000. Only one Mechwarrior in the unit may have his piloting decreased once in this way. Inversely you may increase a SINGLE Mechwarrior's piloting to gain \$1,000,000. This may not be the same Mechwarrior whose piloting is increased.

**Gunnery:** You may decrease the gunnery of a SINGLE Mechwarrior at the cost of \$2,000,000. Only one Mechwarrior in the unit may have his piloting decreased once in this way. Inversely you may increase a SINGLE Mechwarrior's Gunnery to gain \$2,000,000. This may not be the same Mechwarrior whose piloting is increased.

**Assign Mechwarriors:** Each Mechwarrior must be assigned to a 'Mech as long as there are enough 'Mechs. Once you have assigned a Mechwarrior to a Mech then you may not change the Mech they are assigned to except in certain circumstances. If you have a Mech with no Mechwarrior (Salvage, Purchase with no pilot, Etc) then you may move a Mechwarrior into the unpiloted Mech as along as:

**Upgrade:** The new 'Mech must be in the same or greater weight category and tech level than the pilot's previous 'Mech, unless the pilot is currently dispossessed. If the Mechwarrior's previous Mech is not sold a green Mechwarrior must be purchased to pilot the previous Mech.

**Sold:** If you sell the Mechwarrior's previous Mech you may move the Mechwarrior into any other unoccupied Mech, or any 'Mech that is purchased at the end of the current round.

**Dispossessed:** You may not dispossess one of your Mechwarriors. If a Mechwarrior is "fired", whatever Mech he is currently piloting is lost as well and the player must pay a 1,000,000 C-Bill fine. (Early contract release).

## Starting Battlemechs, Vehicles, Infantry and Battle Armor:

Your mercenary unit will have to purchase its Mechs and other units at the start of the campaign and will use the [Battletech Master Battle Value Table v2](#) which is included in these rules or may be found at: <http://www.classicbattletech.com/index.php?action=downloads>. You may also use any agreed upon 'Mech creation software.

**'Mechs:** Mechs are still the uncontested king of the battlefield and thus will usually have priority over all Other Units. There is no limit to the number of 'Mechs you may have; however in general 'Mechs are the most expensive units to field in terms of actual cost as well as weight and space requirements. For jump purposes a 'Mechs will cost its actual tonnage, as well as for drop tonnage. Mechs may perform any task in a Scenario.

**Vehicles:** Vehicles are mainly used for support purposes, except the few "Tread Heads" that are out there. The term Vehicle refers to all air and ground combat or support vehicles. Vehicles are considered by most commanders and techs to be less important than 'Mechs and sometimes even other Units such as Battle Armor, therefore they tend to take longer to repair and refit. For jump purposes a Vehicle will cost half of its tonnage (round up), as well as for drop tonnage. Vehicles may not be used to recon an objective.

**Infantry:** Infantry are still considered low man on the totem pole. Usually they are the least equipped and trained units on the battlefield. In order to increase an Infantry platoons Gunnery it will cost the normal cost (instead of the usual lesser amount) as a specialist must be hired or found to train them. Infantry take up 5 tons of space for jump purposes and 1 ton of space for drop purposes. Infantry do not count as a "Unit" for purposes of diversion.

**Battle Armor:** Battle Armor are the "New" units and much like Infantry require special training and equipment to increase their skills. In order to increase a Battle Armor Units Gunnery it will cost the normal cost (instead of the usual lesser amount) as a specialist must be hired or found to train them. Battle Armor Units take up 10 tons for jump purposes and 10 tons for drop purposes due to support and supplies for the Battle Armor. Battle armor may perform any task in a Scenario.

## TURN ORDER:

**Round:** Each time the player in the campaign complete a contract is considered one round and is broken into the following sequence.

- Select contract**
- Roll for mission (Bonus chart if necessary)**
- Complete contract**
- Repair and refit**

### Contracts:

Contracts are what pay the bills. Each round the players will choose one, or more contracts to fulfill. Contracts are broken into the following components.

**Employer:** This is the house you are fighting for. It is possible to fight for and against the same House.

**Target:** This is the house you are fighting against. It is possible to fight for and against the same House.

**Category:** This is the size of the battle that you will be fighting and this will determine the size of the forces you are allowed to take. There are four Categories; Light, Medium, Heavy, and Assault.

**Light:** Your force may not exceed 130 tons and no Mech may exceed 50 tons.

**Medium:** Your force may not exceed 200 tons and no Mech may exceed 70 tons.

**Heavy:** Your force may not exceed 280 tons and there is no max tonnage limit.

**Assault:** Your force may not exceed 390 tons and there is no max tonnage limit.

**Technology Level:** This is the tech level that is expected to be on planet, there are four tech levels;

**Level 1:** 3025 Techs

**Level 2:** 3039

**Level 3:** 3050+

**Clan:** Clan Tech

Note Some Mechs might be at a higher-level or lower level tech, depending on the random chart.

**Terrain:** What kind of terrain you will be fighting in. There are four types of terrain;

**Forest:** The terrain is primarily comprised of light to heavy woods,

**Barren:** The terrain is primarily comprised of, well, nothing such as a desert or moon, etc.

**Urban:** The terrain is primarily comprised of urban or suburban buildings and houses.

**Mountainous:** The terrain is primarily comprised of mountainous or rocky areas.

The terrain listed does not mean that it is all that is located on the battlefield, just that it is the primary feature of the area.

**Jumps:** This is the number of jumps it will take to get to the desired location. Each jump will cost \$1,000 for every ten tons of 'Mechs being transported per jump. All 'Mechs that are owned must be calculated in your jump cost, the only exception to this is a 'Mech that is being repaired or upgraded as it can be left at Outreach. If a Mech that is left at Outreach is repaired or upgraded you must pay the Jump cost to bring that Mech to your current location.

**X Missions:** There are multiple Missions for this Contract, each Contract will have the same planet, employer and salvage percentages but will otherwise be randomly generated. You may not leave the planet you are located on until all Contracts are fulfilled or you decide that you cannot continue fighting. If you do give up on a Multiple Contract then you will only get paid for the Contracts that you have completed minus \$2,000,000 for each unsuccessful or uncompleted contract. While repairing 'Mechs on a Multiple Contract you will pay 10% extra for faster repairs rather than the normal 5%. For each successful Contract that you complete on a Multiple Contract you will receive 2 House Points, and for each Contract that you do not complete you will lose 1 House Point. Any early termination of an X Missions Contract will automatically be brought up before the MRCB.

**Special:** These are random bonuses that come with each contract and are listed as follows:

**Nothing:** Repair costs are not reimbursed.

**Repair 1 Million:** The House you are working for will repair the first 1 Million C-Bills of damage incurred.

**Repair 500K:** The House you are working for will repair the first \$500k of damage incurred.

**All Jumps Paid:** All jumps listed on the contract are paid for.

**1 Point of support Battlearmor:** The player gets one chosen Point of Battlearmor. The player will roll 1D6 and on a roll of a six they may choose Clan Battlearmor otherwise they must choose IS Battlearmor. This Battlearmor is only available for the duration of the Contract.

**1 Mission Class Support Vehicle:** The player gets one random Mission Class Vehicle with a random piloting and gunnery (see Gunnery and Piloting Chart). The player will roll 1D6 and consult the table below. This Vehicle is only available for the duration of the Contract.

1	VTOL	4-5	Wheeled
2-3	Tracked	6	Hover

**Payment:** How much you are paid for completing the contract. A Mercenary unit will get paid whether or not they complete the contract. If a Mercenary unit does not successfully complete the contract then they will not get salvage or any other special bonuses.

**Multiple Missions:** Players may split their 'Mechs and Mechwarriors up, sending different groups on different missions. At least two 'Mechs must be assigned to each contract. All players must select a Contract before any player may select a second Contract, and it is the player's responsibility to ensure that all Missions are scheduled within the timeframe for a given turn.

**Salvage:** This is how much salvage you will get from each mission. There are three types of salvage:

**None:** The player will get no salvage from the contract.

**Percentage:** This is a percentage of the available salvage, which is paid in the form of C-Bills in lieu of actual salvage. To determine the amount of C-Bills that a player will get from a mission take each Unit that was salvaged and repair them using the base repair chart. The player then gets the listed percentage of the Units value in C-Bills minus the repair cost of the Unit. Note that Units repaired in such a way do not have to pay additional time or money for faster repairs.

**Full:** The player will get all salvage from the battle.

**Note:** A Mech with an XL engine that is salvaged provides the player 50% of the total C-Bill value after modifiers are complete. (E.G. - after the repair costs have been taken into account, and the salvage percentage has been calculated, THEN the player receives 50% of what remains.)

## House Points:

As the Contracts are paid for by one of the five Great Houses, the minor periphery powers, the MRCB, or even Comstar or Word of Blake. You will gain favors and notoriety by fighting for them - House Points (HP) represent this. HP are gained by successfully completing a Contract for your employer. For each contract you successfully complete you will receive two (2) HP, and for each mission you fail you lose one (1) HP. (This is cumulative: Ex. - You currently have two HP with House Laio, if you were to fail the next Contract you do **NOT** gain the two HP for the mission, and you lose one HP from your existing stock - in this example it would leave only one HP. You can go into negative HP this way.) HP can be used to gain various advantages for your mercenary unit:

**Contract:** An HP may be used to bid for a certain contract to ensure the contract is awarded to the player. (See 'Shaving' below) If one person has negative house points with the hiring house, they automatically lose if bidding against someone with 0 or positive house points.

**Goods:** HP may be used to purchase the following:

**Mechs:** 1 HP = \$1,000,000 credits when purchasing a Mech. You may only use a House Point to purchase a Mech if you are currently in the House's employ. If you have positive House Points for the location you are in you will pay 20% less and if you have negative House Points you pay full cost for any Mechs purchased.

You may also use House Points while employed by a House to find a certain Mech. It will cost one HP per tonnage class, ex: a light Mech would cost one HP, a Medium two HP, etc. When rolling for random

'Mechs, you can spend one HP to change the variant available within the same tech level. [E.G. – You roll an Archer 4W (level 2) as a random mech. You pay one HP, and can choose any other level 2 Archer 'Mech variant.]

**Jumps:** 1 HP will purchase all Jumps through that House's space for a single contract.

**Mechwarriors:** HP can also help you to find better (or worse) Mechwarriors as follows:

For every 10 total HP from all Houses you may add an additional +1 to the dice roll when rolling for a random Mechwarrior using the **Random Mechwarrior Table**.

If your total HP for all Houses is less than zero then you will get a -1 to any roll on the **Random Mechwarrior Table**. This is cumulative with any other positive or negative modifiers.

**Bonus Equipment Chart:** A player may use 3 HP to add +1 or -1 to his or her dice roll when rolling to see if they can roll on the Bonus Equipment Chart during mission rolls. They may not use HP to affect the actual roll on the chart.

**Bad Reputation:** If a player chooses a contract, and has a total of 5 or more negative house points against the target house, then the OP4 on that mission has the option of letting his mechs stay on the field and fight, even though they would normally be forced to withdraw from the damage rules.

**Contract Bidding:** It may be that certain contracts are more valuable than others to a player, or players may want to continue working for the same House or for a variety of other reasons two or more mercenary units want to take on the same Contract. In this situation, there is a contract bid - a few ways to bid are listed as follows:

**Shaving:** the easiest way to win a bid is to cut the payment amount of the contract, by offering to do the job at a lower cost a mercenary unit may win the bid - this is known as shaving. House Points may be used to the same extent; each house point is worth \$500,000 for the purposes of shaving.

**House Points:** If a player spends three House Points on a contract they will automatically win the contract. If two or more players submit three HP on the same contract then other means must be used. Please note that the House Points must be the same as the employers House. If one person has negative house points, they automatically lose if bidding against someone with 0 or positive house points.

**Special:** A unit may also give up the special portion of the contract if any. (Note: 2 and 3 Mission specials may not be used in this way).

## Determining a Scenario:

**Scenarios:** There are seven scenarios based on the type of battle being fought. Once a Contract has been chosen each player rolls 2D6 and compares the roll to the **Scenario Mission Chart**. A roll of a 2 or a 12 means that either the person playing OP4 will choose the mission type or the player will choose, as well as rolling on the bonus equipment chart. (See below) After each player has rolled for their missions they will use the **Scenario Mission Chart** to find out what scenario will be played. The player then chooses the force he wants to send to the planet (to be limited by the mission).

**Bonus Equipment Chart:** The bonus equipment chart is a means for a player to gain goods and equipment as a bonus on some missions. After a player has chosen a contract and is rolling for the mission, a player and OP4 roll 2D6 for the mission. On a roll of double ones (1) or double sixes (6) for either the player or the OP4, the player may then roll on the chart below. If the player successfully completes the contract, they will receive the bonus.

2. **Advanced Neurohelmet:** Choose one of your Mechwarriors – this warrior is treated as having the ‘advanced neurohelmet’ sponsor until he is killed.
3. **Research Lab:** Gain one (1) random mission-class level 3 technology mech.
4. **Star League Find:** Gain one (1) random mission-class level 2 technology mech.
5. **Advanced Supplies:** The player may upgrade one (1) currently owned mech to the next higher technology level. (E.G. – Level 1 to Level 2, or Level 2 to Level 3) No Clan!
6. **Friends in Low Places:** Gain one (1) random mission-class level 1 technology mech.
7. **Militia:** Gain two (2) random mission-class vehicles or battle armor.
8. **Good Tech:** May choose one currently owned mech. This mech may remove one primary weapon system, and replace it for another. The removal / addition must remain within the current tonnage restrictions as a C3 master computer – any excess tonnage is lost.
9. **Swap Meet:** May trade one (1) currently owned mech for another mech of the same technology level. (Roll 2D6 random Mechs to determine what is available at the time)
10. **Wobbie / Comstar connection:** May upgrade one (1) currently owned mech to a C3i system at no cost. (The player may re-roll if he does not wish this to apply.)
11. **Gunslinger Manual:** The player may lower the gunnery of a single Mechwarrior in his unit by one. This Mechwarrior (if fired) will incur a 5,000,000 C-Bill penalty for firing.
12. **Clan Refit:** May choose one currently owned mech. This mech may replace one or two primary weapon systems with its clan equivalent(s). The excess space may be filled in accordance with the current house rules. (E.G. – Adding jump jets, armor, C3 / C3i, etc.)

**OP4s Forces:** The OP4 player will then consult the Contract and determine the number and weight classes of the Mechs they are allowed to use for the mission. After determining what classes of ‘Mechs are available, the OP4 player then rolls on the **Random Mech Chart** to see what Mechs they will receive. This chart will include all variants and all appropriate tech levels. After each Mech is determined, the OP4 player will roll to see the Piloting and Gunnery for each Mech using the **OP4 Random Piloting and Gunnery Table**. Tech level 2 is the default Mech choice unless otherwise specified.

**C3i:** When facing a player with three or more C3i equipped Mechs; all OP4 pilots are 3 / 4 unless the random roll is better on the **OP4 Random Piloting and Gunnery Table**.

**50% Advantage by BV:** If the player’s or the OP4’s Forces have a 50% advantage based on the unadjusted Battle Value (BV) the following measures will be taken to make the game more enjoyable for both sides:

**OP4 Advantage:** If the OP4 has the advantage then the player may drop an extra 20 tons of Mechs and equipment times the Mission Category where Light equals one and Assault equals four (E. G. - Heavy Mission = 20\*3 = an extra 60 tons.)

**Player Advantage:** If the player has the Advantage then the OP4 may roll an additional Mission Class Mech (Medium Contract equals a Medium Mech)



**OP4 Modifications:** The OP4 player has many disadvantages; often they are fighting with Mechs and equipment that are unfamiliar and sometimes contradictory to each other. In order to balance this out, OP4 players may adjust their 'Mechs in the following manor:

1. The following items:
  - Flamer, Machine guns, Small laser, SRM-2
  - Excess ammunition, Advanced electronics
  - A-pods or B-pods
  - Jump jets, Heat sinks

Can be freely replaced for any of these:

  - Additional armor
  - Jump jets
  - Additional ammunition for other weapons
  - A-pods or B-pods
  - C3 Slave unit (3050 or later), or C3i unit (3065 or later)
2. You can freely replace an inner sphere XL engine for a light engine (if you are playing in the correct time period - 3065 or later), but you can only remove items to balance out the weight. No swapping of equipment is permitted.
3. You can freely replace inner sphere equipment for a C3 master computer (if you are playing in the correct time period - 3050 or later), but you can only remove items to balance out the weight. No swapping of equipment is permitted.
4. Any weapon that is mounted in a rear-facing arc may be freely changed to a forward-facing arc.

**Damage and Withdrawal for OP4 Mechs:** OP4 Mechs must retreat when one of the following conditions is met:

<b>Side Torso Location is Destroyed</b>	<b>Two Engine Criticals</b>
<b>One Gyro &amp; One Engine Critical</b>	<b>Sensors Critical</b>
<b>Internal Structure Damage to 3 or more Locations</b>	<b>Four or more Pilot Hits</b>

Retreating Mechs will run at their maximum speed towards the nearest table edge that they can disengage from, and will fire only the weapons that are in one arm and those mounted to fire backwards.

## **MRCB:**

The Mercenary Review and Commission Board, or MRCB, is set up to deal with grievances against Mercenary units. The MRCB is made of two parties; the jury which is comprised of all the players. The second party is the Judge and is comprised of a single D6. If the majority of the jury cannot come to a consensus on any matter then it is the job of the judge to settle the question.

### **Purpose of the MRCB**

- 1 To establish an equitable scenario where everyone can enjoy themselves and support fair play.

If a majority of the MRCB decides that a player has acted in an unfitting manor then they can award the player -1 MRCB points. If a player reaches -3 MRCB points they will not be allowed to play in the Campaign. MRCB points cannot be removed

For the first negative MRCB point, you will lose 1 HP from every House. For each -1 MRCB point, you will have to pay 20% more for every Mech you purchase, no matter what planet you are on to reflect your poor reputation.
- 2 To decide upon a **Mercenary Withdrawal**.

**Mercenary Withdrawal:** A Mercenary unit may decide to withdrawal from the battlefield at any time, however unless it is a justified withdrawal they will be punished. The unit will receive no payment for the Contract, will receive -1 MRCB point and will lose 3 HP from the House that he was fighting for. The majority of the players must agree in order for this penalty to take effect.

## REPAIR AND REFIT:

### **Repairing Battlemechs, Vehicles, Infantry and Battle Armor:**

Once purchased you do not have to pay any upkeep on your Mechs and other units, however if they become damaged in an engagement they must be repaired. Each type of unit has its own repair chart listed on the page. Note that each Mech's status should be reviewed and agreed upon by the two sides that fought to determine the appropriate damage level. If a consensus cannot be reached, then a non-battle participant will act as a third vote to break ties.

**Faster Repairs:** A player may pay an additional 5% per damage level to have a unit repaired faster. You will drop 1 round for each 5% over the initial repair cost. If on a multiple mission contract it will cost 10% extra per level instead of the 5% normally paid.

**Damaged Units:** Units must be repaired before they can fight in a new contract with the exception of infantry.

**Outreach:** Any unit may be left at outreach while it is being repaired; however you must pay its jump cost +10% to get it to you unless you return to Outreach.

**Clan Maintenance:** Any clan Mech that participates on a mission will take a minimum effect of 25% 'damage', even if the mech does not take damage in the mission. This reflects the difficulty in maintaining clan-based technology. This is **not** cumulative with other damage the Mech suffers.

### **Mechs**

Mech damage is broken into six different categories representing the percentage of damage received. The chart shows the damage categories, time, and cost in percentage to repair the Mech\*\*

Damage %	Cost to Repair	Time to Repair	Description
0% Damage	No Cost	No Time	Mech has less than 50% armor damage and less than 5 IS damaged
25% Damage	5% of Original Value	No Time	Mech mostly operational, examples would be a limb blown off, or a non-engine/gyro critical, this does not apply to Vehicles and will round up to 50% damage.
50% Damage	10% of Original Value	1 Round	Mech partially operational, examples would be large amounts of armor destroyed, one engine or a gyro.
75% Damage	15% of Original Value	2 Rounds	Mech almost non operational, examples would be two engine hits, extensive internal structure damage.
100% Damage	25% of Original Value	3 Rounds	Mech non operational, examples would be three engine or two gyro criticals, massive internal structure damage.
Destroyed	Must Re-Purchase Mech	N/A	Mech is destroyed by an ammo explosion that does not have CASE, or a Mech that is unable to withdraw from the battlefield if the player loses the mission.

### **Vehicles**

In the campaign a Vehicle's damage is broken into four different categories representing the percentage of damage the Mech has received. The following chart shows the damage categories and the cost in percentage to repair the Vehicle as well as the amount of time it will take to repair the Vehicle;\*\*

Damage %	Cost to Repair	Time to Repair	Description
0% Damage	No Cost	No Time	Vehicle has less than 50% armor damage, less than 10 IS damaged, and 2 or less Criticals that do not effect movement.
50% Damage	10% of Original Value	1 Round	Vehicle has greater than 50% armor damage, More than 10 IS damage, more then 2 Criticals, or any critical that effects movement.
100% Damage	25% of Original Value	3 Rounds	Vehicle non operational, examples would be anything that stops the vehicle from functioning, or massive internal structure or armor damage.
Destroyed	Must Re-Purchase Vehicle	N/A	Vehicle is destroyed by an ammo explosion that does not have CASE, or a Vehicle that is unable to withdraw from the battlefield if the player loses the mission.

**Infantry:** In the campaign Infantry are the most straight forward unit when it comes to damage. If an infantry Platoon is reduced below half of its original starting number you must purchase a new Infantry Platoon. If an infantry platoon is still above half its numbers it is returned to full strength after one Round.

**Battle Armor:** In the campaign Battle Armor are repaired by dividing the total cost of the Battle Armor by the number of individual Battle Armors in the Unit. For each Battle Armor in the Unit that is destroyed you must pay that portion of the Units cost to repair it back up to full strength.

**Salvaged 'Mechs:** A 'Mech may be salvaged if you win the Mission that you are fighting in and the 'Mech was unable to leave the field of battle. The criteria for this are as follows:

- 2 Gyro Hits or 3 Engine Hits**
- One or Both Legs Destroyed**
- Pilot is killed or ejected during the Mission**
- Center Torso or Head Destroyed**
- Anything that reduces a Mechs MP to 0**

*\*Note that these are just some examples. A Mech that both parties agree should be salvaged probably is.*

A salvaged 'Mech may be sold at 75% of its original cost. Only fully repaired 'Mechs can be sold. If you can't afford the cost to repair a 'Mech before it is sold, you can sell a damaged 'Mech for a quarter of the undamaged percentage. (E.X. - a 25% damaged Mech can be sold for 75% of its value divided by four)

#### **Purchasing New Units and Pilots:**

**Purchasing a Unit:** You may purchase new Units after each round, however your current location will determine what Mechs are available to purchase. When you purchase a new Mech it will come with or without a Mechwarrior at the player's discretion. This Mechwarrior will be randomly generated using the **Random Mechwarrior Generation Table** (Page 11). All other units may roll on the **Random Mechwarrior Generation Table** but will subtract 1 from their roll after all other modifiers. If you purchase a Unit, you may not sell that Unit until two rounds have passed. If a player's Unit is destroyed or lost, the player may choose to purchase the exact same Unit (at the end of that round only) as a replacement.

**Outreach:** If you are on the planet Outreach any standard Tech level 1, 2, or 3 Unit may be purchased, but it will take one round to arrive. Inner Sphere Omni-Mechs may be purchased, but the most expensive variant must be purchased and there is a 10% extra cost to represent the Mechs flexibility. (All variants are included, and can be freely swapped out at any time afterward.)

**Clan Mechs:** As Clan Mechs (Omni or second line) represent the pinnacle of modern Mech warfare they are very rare and valuable. Once per round each player may roll 2D6 and if any double is rolled Clan Mechs are available for that player in campaign settings where clan technology is available. The Mechs available for purchase are determined by rolling on the **Random Mech Chart**.

**House Employ:** While in House employ each player may roll on the **Random Mech Chart**. You may also "Order" a Mech from outreach but you will pay the full price and it will take two rounds to arrive. If you have positive House Points for the location you are in you will have to pay 20% less and if you have negative House Points you pay full cost for any Mechs purchased. You may also use House Points while in a Houses employ to find a certain Mech. It will cost one HP per tonnage class, ex: a light Mech would cost one HP, a Medium two HP, etc. When rolling for random 'Mechs, you can spend one HP to change the variant available within the same tech level. [E.G. – You roll an Archer 4W (level two) as a random mech. You pay one HP, and can choose any other level two Archer 'Mech variant.]

**Hiring New Mechwarriors or Crews:** You may hire a Mechwarrior or Crew for \$250,000. This Mechwarrior will start out green with a piloting and gunnery of 5.

**Clan Mechs and Mechwarriors:** If you purchase a Clan Mech and choose to roll randomly for your Mechwarrior you may reroll once if you roll a regular Mechwarrior. If you salvage a Clan Mech roll 2D6 and if you roll a 7 or higher then the Mechwarrior was a Clan Mechwarrior and he will offer to join your unit, This Mechwarrior uses the same gunnery and piloting he had when captured.

## Upgrading Units and Pilots:

**Units:** To upgrade a Mech it must be fully repaired, and you must have positive HP for the house you are in or be on Outreach. Take the full value of the older version of the Mech from the new version and pay the difference. All bonuses and penalties still apply. Note that any Upgrades will take one round to complete and the Mech that is being upgraded will not be able to participate in any Contract during that round. Clan second line Mechs can be upgraded to a different variant, but the process will cost the difference plus \$1,000,000 C-Bills and take two turns. If an “Upgrade” results in the value of the ‘Mech decreasing, the extra C-Bills are lost.

**Weapons:** To upgrade a weapon you must pay the full amount of the upgraded weapon +10% (Ex: PPC to ER PPC), this may only be done on Outreach. You may not change the type of weapon, only the Tech Level. Note that any upgrades will take one round to complete and the Mech that is being upgraded will not be able to participate in any Contract during that round. You may also ‘upgrade’ weapons to a lower technology level, if you wish. You cannot upgrade Inner Sphere weapons to Clan technology using this method, unless all group members agree.

**C3i** – If you are customizing C3i on a mech that does not have C3i stock, it takes two turns instead of one to upgrade. When facing a player with three or more C3i equipped Mechs, all OP4 pilots are 3 / 4 unless rolled better on the random OP4 chart.

**Mechwarriors and other Units:** Once the campaign has begun you must still pay to upgrade your Mechwarriors and other units piloting and gunnery per the following **Piloting & Gunnery Advancement Table** listed below.

**Piloting & Gunnery Advancement Table**

Gunnery Table		
Starting Level	Ending Level	Cost
Level 6	Level 5	\$500,000
Level 5	Level 4	\$1,500,000
Level 4	Level 3	\$5,000,000
Level 3	Level 2	\$10,000,000

Piloting Table		
Starting Level	Ending Level	Cost
Level 6	Level 5	\$400,000
Level 5	Level 4	\$1,000,000
Level 4	Level 3	\$3,500,000
Level 3	Level 2	\$7,500,000

**New Mechwarriors or Crews:** Any time you purchase a new Mech or Other Unit it may come with a Mechwarrior (See Purchasing New Mechs Above) This Mechwarrior is randomly generated using the **Random Mechwarrior Chart**. Depending on the Category of the ‘Mech you will add a bonus or negative to the roll for determining the Mechwarriors Piloting and Gunnery as follows:

<b>Light</b>	<b>-1</b>
<b>Medium</b>	<b>+0</b>
<b>Heavy</b>	<b>+1</b>
<b>Assault</b>	<b>+2</b>
<b>Clan</b>	<b>+3</b>

*Other Units besides Mechs subtract 1 from the roll after modifiers*

**Damage and Withdrawal for OP4 Mechs:** OP4 Mechs must retreat when one of the following conditions is met:

<b>Side Torso Location is Destroyed</b>	<b>Two Engine Criticals</b>
<b>One Gyro &amp; One Engine Critical</b>	<b>Sensors Critical</b>
<b>Internal Structure Damage to 3 or more Locations</b>	<b>Four or more Pilot Hits</b>

Retreating Mechs will run at their maximum speed towards the nearest table edge that they can disengage from, and will fire only the weapons that are in one arm and those mounted to fire backwards.

## Campaign Quick Reference

### Round:

Determine Location: players must determine how many jumps their forces are from Outreach. When starting the Campaign each player is located on Outreach.

Select Contract: The Person with the most C-Bills will get first choice of the available contracts, at start roll randomly.

Contract Bidding: The players will then bid for any contested Contracts.

Determine the Scenario: Each player rolls 2D6 and compares their rolls to the Scenario Mission Chart they then determine the Scenario using the Scenario Chart.

Determine Players Forces: The player determines what forces he will land for the Mission

Determine OP4 Forces: The OP4 will then roll randomly for their Mechs then determine each mechs Piloting and Gunnery using the **OP4 Random Piloting and Gunnery Table**.

Determine OP4: The players will then determine who will be playing against whom

Battle: Each Battle is fought and adjusted;

Player Wins: If the player wins determine salvage (if any) and repairs; a player may move his forces to another location if desired.

Player Loses: Make repairs - player may move his forces to another location if desired.

### Purchasing Mechs:

**Outreach:** If you are located on Outreach at the beginning or end of a round you may purchase any tech level 1, 2 or 3 Mech at cost. This 'Mech will take one round to arrive.

**House Employ:** While in House employ each player may:

**Order:** You may "Order" a 'Mech from Outreach and it will take one round to arrive. You will pay full cost if you have no HP or negative HP with the House you are in, and 20% less if you have positive HP.

**Random:** You may roll 1D6 random Mechs on the House you are located in Random Mech Table and this 'Mech will be available the turn that you purchase it. You may only roll once for two Mech Categories (E.G. – Medium and Heavy), and 1D6 Mechs are available for each.

**House Points:** You may use an HP for \$1,000,000 toward the purchase of a 'Mech or you may use one HP per tonnage class to "find" a specific Mech. When rolling for random 'Mechs, you can spend one HP to change the variant available within the same tech level. [E.G. – You roll an Archer 4W (level two) as a random mech. You pay one HP, and can choose any other level two Archer 'Mech variant.]

**Inner Sphere XL Mechs:** All costs to purchase, maintain, repair, and sell IS XL Mechs are based on 50% of the mech's actual cost in C-Bills, rounding up to the next million C-Bill mark. (Ex: A 3050-era MAD-5S Marauder costs 15,498,000 C-Bills. The cost for the player to purchase this mech is 8,000,000 C-Bills. [15,498,000 divided by two is 7,749,000, which is rounded up to 8,000,000 C-Bills.] Percentage discounts / penalties are taken before dividing by 50%.) This does **not** apply to Clan Mechs, nor does it apply to IS light engines.

**Clan Maintenance:** Any Clan Mech that participates on a mission will take a minimum effect of 25% 'damage', even if the mech does not take damage in the mission. This reflects the difficulty in maintaining clan-based technology. This is **not** cumulative with other damage the Mech suffers.

<p><b>Round:</b> Each time the Players in the Campaign complete a Contract is considered one round and is broken into the following sequence.</p> <p><b>Select A Contract</b>  <b>Roll on the Bonus Equipment Chart</b>  <b>Move to and Complete Contract</b>  <b>Move to any other location, sell or buy 'Mechs</b></p>				<p><b>Purchasing Mechs:</b>  <b>Outreach:</b> If you are located on Outreach at the beginning or end of a round you may purchase any tech level 1, 2 or 3 Mech at cost. This 'Mech will take one round to arrive.</p> <p><b>House Employ:</b> While in House employ each player may:  <b>Order:</b> You may "Order" a 'Mech from Outreach and it will take one round to arrive. You will pay full cost if you have no HP or negative HP with the House you are in, and 20% less if you have positive HP.</p>																																																														
<p><b>OP4 Random Piloting and Gunnery Table</b>  <i>*Add the following modifiers to the roll based on the category of 'Mech: Light = -1; Medium = +0; Heavy = +1; Assault = +2; Clan = +3</i></p>				<p><b>Random:</b> You may roll 1D6 random Mechs on the House you are located in Random Mech Table and this 'Mech will be available the turn that you purchase it. You may only roll once for two Mech Categories (E.G. - Medium and Heavy), and 1D6 Mechs are available for each or 1D3 for Assault.</p> <p><b>House Points:</b> You may use an HP for \$1,000,000 toward the purchase of a 'Mech or you may use one HP per tonnage class to "find" a specific Mech. When rolling for random 'Mechs, you can spend one HP to change the variant available within the same tech level.</p> <p><b>Inner Sphere XL Mechs:</b> All costs to purchase, maintain, repair, and sell IS XL Mechs are based on 50% of the mech's actual cost in C-Bills, which is rounded up to the next million C-Bill mark.</p> <p><b>Inner Sphere Omni Mechs:</b> When purchasing an Inner Sphere Omni Mech you must pay an additional 10% to represent the various flexibility of the Omni Mechs.</p> <p><b>Salvaged Mechs:</b> A Mech may be salvaged if you win the mission that you are fighting in and the 'Mech was unable to leave the field of battle. The criteria for this are as follows:  <b>2 Gyro Hits</b> <b>Pilot is killed or ejected during the Mission</b>  <b>3 Engine Hits</b> <b>Center Torso or Head Destroyed</b>  <b>One or Both Legs Destroyed</b> <b>Center Torso or Head Destroyed</b>  <i>*Note that these are just some examples. A Mech that both parties agree should be salvage probably is..</i></p>																																																														
<p><b>C3 &amp; C3I Equipped Mechs:</b>  If a Player has a C3 or C3I equipped unit then it will modify the <b>OP4 Random Piloting and Gunnery Table</b> as follows. Note that you only use the highest modifier from <u>either</u> C3 or Mission category.  <b>C3 Computer</b> <b>C3i Computer</b>  Just the Master Mech: +0 One C3i Mech: +0  Master and 1 Slave: +0 Two C3i Mechs: +1  Additional slave units: +1 per Mechs after the first two: +1</p>				<p><b>Category:</b> This is the size of the battle that you will be fighting and this will determine the size of the forces you are allowed to take. There are four Categories; Light, Medium, Heavy, and Assault.  <b>Light:</b> Your force may not exceed 130 tons and no Mech may exceed 50 tons.*  <b>Medium:</b> Your force may not exceed 200 tons and no Mech may exceed 70 tons.*  <b>Heavy:</b> Your force may not exceed 280 tons and there is no max tonnage limit.*  <b>Assault:</b> Your force may not exceed 390 tons and there is no max tonnage limit.*  <i>*Unless Sponsor D Efficient Packer is taken</i></p>																																																														
<p><b>Mechwarrior Upgrades:</b> Gunnery Table</p> <table border="1"> <thead> <tr> <th>Starting Level</th> <th>Ending Level</th> <th>Cost</th> </tr> </thead> <tbody> <tr> <td>Level 6</td> <td>Level 5</td> <td>\$500,000</td> </tr> <tr> <td>Level 5</td> <td>Level 4</td> <td>\$1,500,000</td> </tr> <tr> <td>Level 4</td> <td>Level 3</td> <td>\$5,000,000</td> </tr> <tr> <td>Level 3</td> <td>Level 2</td> <td>\$10,000,000</td> </tr> </tbody> </table>			Starting Level	Ending Level	Cost	Level 6	Level 5	\$500,000	Level 5	Level 4	\$1,500,000	Level 4	Level 3	\$5,000,000	Level 3	Level 2	\$10,000,000	<p><b>Damage Table</b></p> <table border="1"> <thead> <tr> <th>Damage %</th> <th>Cost to Repair</th> <th>Time to Repair</th> <th>Description</th> </tr> </thead> <tbody> <tr> <td>0% Damage</td> <td>No Cost</td> <td>No Time</td> <td>Less than 50% armor dam &amp; 5 IS damaged</td> </tr> <tr> <td>25% Damage</td> <td>5% of Original Value</td> <td>No Time</td> <td>Mech mostly operational, examples would be a limb blown off, or a non-engine/gyro crit</td> </tr> <tr> <td>50% Damage</td> <td>10% of Original Value</td> <td>1 Round</td> <td>Mech partially operational, examples would be large amounts of armor destroyed, one engine or a gyro hit.</td> </tr> <tr> <td>75% Damage</td> <td>15% of Original Value</td> <td>2 Rounds</td> <td>Mech almost non operational, examples would be two engine hits, extensive internal structure damage.</td> </tr> <tr> <td>100% Damage</td> <td>25% of Original Value</td> <td>3 Rounds</td> <td>Mech non operational, examples would be three engine or two gyro crits, massive internal structure damage.</td> </tr> <tr> <td>Destroyed</td> <td>Must Re-Purchase Mech</td> <td>N/A</td> <td>Mech is destroyed by an ammo explosion that does not have CASE, or a Mech that is unable to withdraw from the battlefield if the player loses the mission.</td> </tr> </tbody> </table>			Damage %	Cost to Repair	Time to Repair	Description	0% Damage	No Cost	No Time	Less than 50% armor dam & 5 IS damaged	25% Damage	5% of Original Value	No Time	Mech mostly operational, examples would be a limb blown off, or a non-engine/gyro crit	50% Damage	10% of Original Value	1 Round	Mech partially operational, examples would be large amounts of armor destroyed, one engine or a gyro hit.	75% Damage	15% of Original Value	2 Rounds	Mech almost non operational, examples would be two engine hits, extensive internal structure damage.	100% Damage	25% of Original Value	3 Rounds	Mech non operational, examples would be three engine or two gyro crits, massive internal structure damage.	Destroyed	Must Re-Purchase Mech	N/A	Mech is destroyed by an ammo explosion that does not have CASE, or a Mech that is unable to withdraw from the battlefield if the player loses the mission.																		
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<p><b>Jumps:</b> Each jump will cost \$1,000 for every ten tons of 'Mechs being transported per jump. All Mechs that are owned must be calculated in your jump cost, the only exception to this is a 'Mech that is being repaired or upgraded as it can be left at Outreach. If a Mech that is left at Outreach you must pay the Jump cost to bring the Mech to your location.</p>				<p><b>Damage and Withdrawal for OP4 Mechs:</b> OP4 Mechs must retreat when any one of the following conditions is met:  <b>Side Torso Location is Destroyed</b> <b>Two Engine Crits</b>  <b>One Gyro &amp; One Engine Crit</b> <b>Sensors Crit</b>  <b>Internal Structure Damage to 3 or more Locations</b> <b>Four or more Pilot Hits</b></p>																																																														

## Scenarios:

### Free For All

- Description: opposing forces meet on the Battlefield for many different purposes - tactical, accidental, and a slew of other reasons. When this happens there are many different ways that a battle may progress, the most fearsome of these for most commanders is the free for all.

The purpose of the Free for All is for the player to crush the other side's force pure and simple.

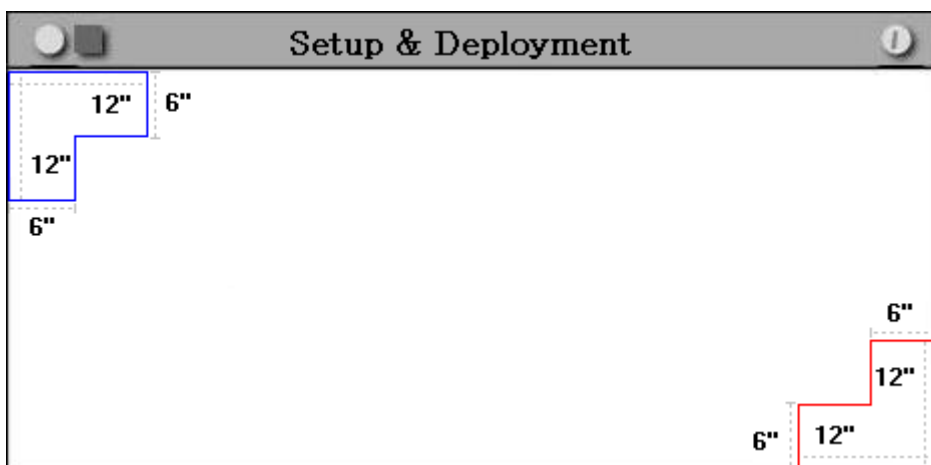
- Turns: 15
- Player Objective: The player's objective is to reduce the OP4s force below 50%.
- OP4 Objective: The OP4's objective is to reduce the player's force below 50%.

If both sides are reduced below 50% in the same turn, the player may choose to continue fighting or may end the scenario as a draw.\*

Note that 50% is determined by tonnage, so if the player has four 50-ton mechs (a total of 200 tons) the OP4 must destroy three of the players Mechs to win.

- Deployment: Each player will roll 1D6 and whoever rolls higher may choose which corner they will set up in, the other player will then choose who deploys first.
- Victory Conditions: The scenario ends when one side has reduced their opponent's force below 50%, unless the player chooses to continue in which case the battle must proceed the full 15 turns.

\*If the Mission is a draw then both forces retreat off of the battlefield. The player is allowed to take their mechs, which are considered salvage but may not take any of the OP4 Mechs as salvage. They will receive payment as normal but will not gain or lose any House Points.



Blue = Player

Red = OP4

## Diversion

- **Description:** Battles are won or lost by the tactics and maneuvering for position employed before a primary engagement. A cunning commander can divert key enemy away from the main battle, increasing the odds of victory – if they can be delayed for long enough.
- Starting the turn after one or more player Mechs cross the halfway point of the table, the player must spend the below mentioned turns engaging or avoiding the enemy in combat. After the player completes the required number of turns, they must exit the battlefield at the designated area.
- **Turns:**

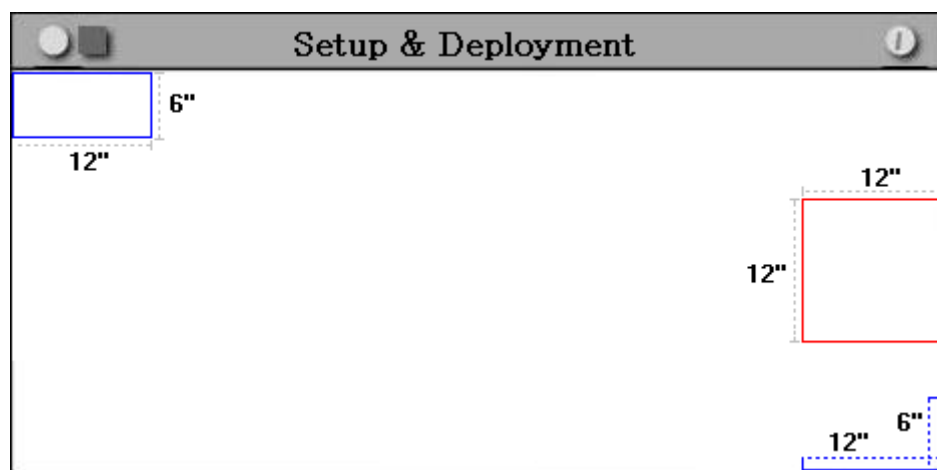
Light	6
Medium	5
Heavy	4
Assault	4
- **Player Objective:** The player's objective is to make it through the turns and exit the battlefield at the designated area or to reduce the OP4 Force below 50%.
- **OP4 Objective:** The OP4's objective is to reduce the player's force below 50%.

If both sides are reduced below 50% in the same turn, the scenario ends as a draw.\*

Note that 50% is determined by tonnage, so if the player has four 50-ton mechs (a total of 200 tons) the OP4 must destroy three of the players Mechs to win.

- **Deployment:** The OP4's force must deploy first.
- **Victory Conditions:** The scenario ends when one side has reduced their opponent's force below 50%, or if the player gets at least 50% of his force off of the battlefield after the allotted time period.

\*If the Mission is a draw then both forces retreat off of the battlefield. The player is allowed to take their mechs, which are considered salvage but may not take any of the OP4 Mechs as salvage. They will receive payment as normal but will not gain or lose any House Points.



Blue = Player.

Blue w/ Dotted Line = Player Exit

Red = OP4 Sets up in a 12" square off of the centerline of the table

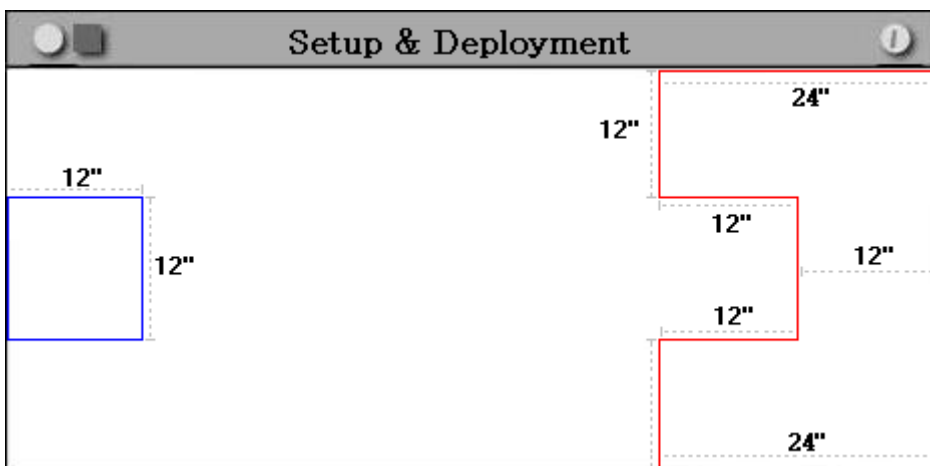


## Breakthrough

- Description: Often a commander will find a part of his forces cut off from the main body. When this happens both forces will try to link up by breaking through the enemy forces.
- The player has to make it to the other side of the battlefield. (A task sometimes easier said than done)
- Turns: N/A
- Player Objective: The player's objective is to get his force to the other side of the battlefield with more than 50% of his force operational.
- OP4 Objective: The OP4's objective is to reduce the player's force to 50% or less.

Note that 50% is determined by tonnage, so if the player has four 50-ton mechs (a total of 200 tons) the OP4 must destroy two of the players Mechs to win.

- Deployment: The player's force must deploy first.
- Victory Conditions: The scenario ends once the OP4 has reduced their opponent's force to 50% or less, or if the player gets more than 50% of his force off of the battlefield.

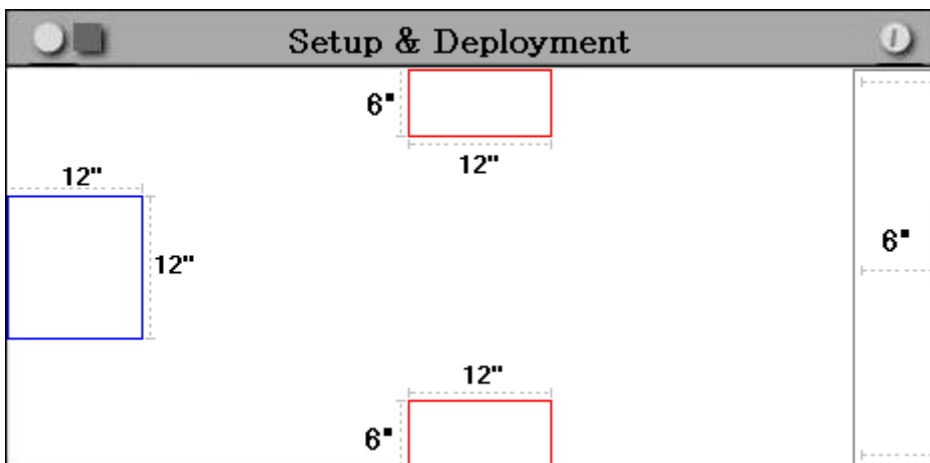


Blue = Player Sets up in a 12" square off of the centerline of the table

Red = OP4

## Recon

- Description: In battle there is always a need for reconnaissance, whether it is to rescue an ejected pilot, pinpoint the enemy's location, or any number of other purposes.
- At least one player unit must traverse the battlefield, and spend one complete turn within five inches of the recon objective, represented by a designated piece of terrain doing nothing. Once this task is complete the player's force must exit the battlefield.
- Turns: N/A
- Player Objective: The players' objective is to ensure that the Mech that completes the recon task passes the halfway mark of the field, and leaves the board
- OP4 Objective: The OP4s objective is to destroy the Mech that made it to the recon area, or destroy the player's force.
- Special: Any Mech within two inches of the "recon" Mech may choose to take the damage for the recon Mech if the player rolls a 6 or above on a 2D6. The OP4 or opposing player will place the objective marker.
- Deployment: The player's force must deploy first.
- Victory Conditions: The player must complete the recon objective and exit the battlefield with all of their force. Any Mech that cannot make it off of the battlefield is considered lost. The scenario ends when the player's recon Mech has accomplished the recon and all player forces have left the table beyond the halfway point of the board, or if the recon Mech is destroyed.



Blue = Player Sets up in a 12" square off of the centerline of the table

Red = OP4 sets up in a 12" x 6" rectangle off of the halfway mark.

Grey = Recon objective may be placed anywhere in this area.

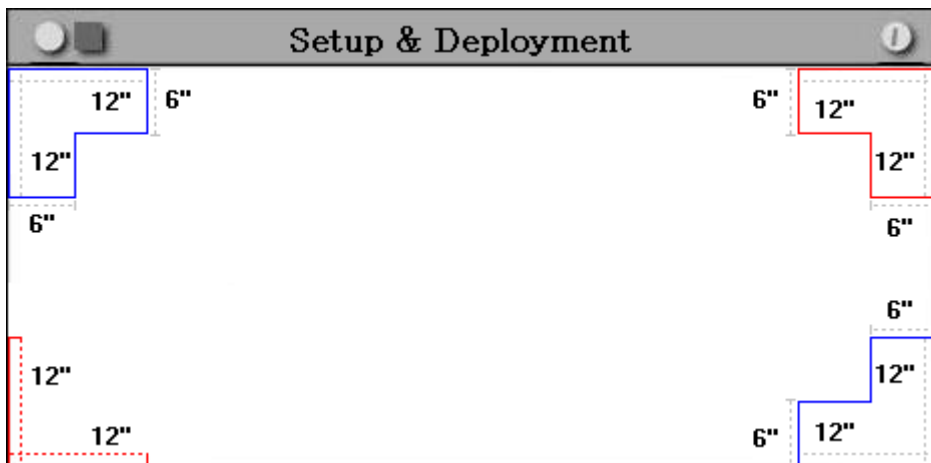
## Intercept

- Description: Small units are often sent to intercept other force before the enemy reaches its final destination.

The player must intercept the OP4s force before it exits the battlefield, the side that inflicts the most damage after all OP4 mechs have made it off of the field or been destroyed is the winner.

- Turns: N/A
- Player Objective: The player's objective is to cause as much damage to the OP4 force as possible before 50% of the OP4s force can exit the battlefield.
- OP4 Objective: The OP4's objective is to get his force to the other side of the battlefield with at least 50% of his force operational.\*
- Deployment: Each player must roll 1D6, the player who rolls highest will choose which corner the OP4 will have to set up in. After the OP4s force have deployed the player must choose one of the opposite corners to deploy in, or can choose to split his force between the two deployment zones.
- Victory Conditions: At the end of the Mission each side must calculate mech damage per the BTC rulebook, unit damage section. Treat any damage to a Mech that is less than 25% damaged as a 10% Damaged Mech. The side with the least damaged force will win the scenario. If the damage is equal for both sides, the scenario ends as a draw.\*

\*If the Mission is a draw then both forces retreat off of the battlefield. The player is allowed to take their mechs, which are considered salvage but may not take any of the OP4 Mechs as salvage. They will receive payment as normal but will not gain or lose House Points.



Blue = Player

Red = OP4

Red with no Border = OP4 Exit

## Defend

- Description: A force will be called upon to defend a certain location or object.

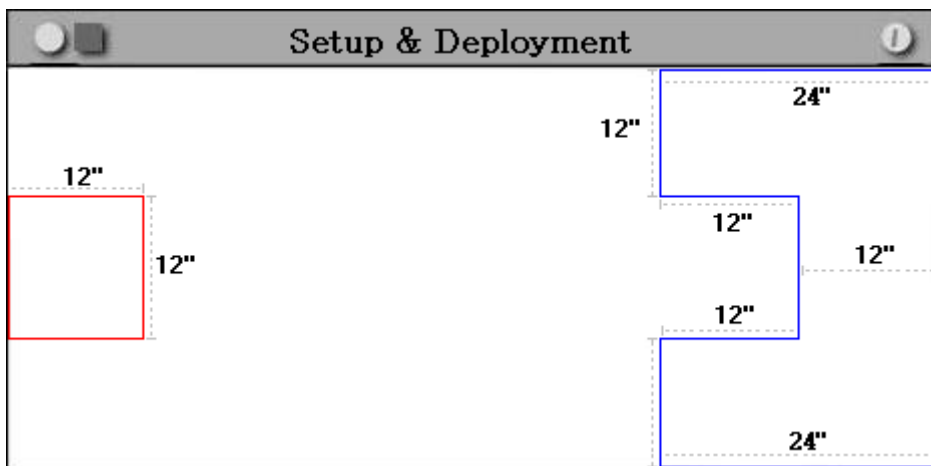
The player must defend a fortified or strategically important location, preventing the destruction of a number of objects or buildings within a limited amount of time

- Turns: The number of turns are equal to the number of buildings, markers, unmanned vehicles, etc (see Special)
- Player Objective: The player's objective is to reduce the OP4s force below 50% before all turns have passed.
- OP4 Objective: The OP4's objective is to destroy at least 1/2 (round up) of the buildings, markers, unmanned vehicles, etc (see Special) before all turns have passed.

Note that 50% is determined by tonnage, so if the OP4 has four 50-ton Mechs (a total of 200 tons) the player must destroy three of the players Mechs to win.

- Special: After the terrain for the Mission is placed but before either side sets down, the player must place 1D6+6 random buildings, markers, unmanned vehicles, etc in the player's deployment zone. These buildings are the OP4s objective; each building can take 25 points of damage before being destroyed however these buildings do not take the "Immobile Target" penalty as they are camouflaged, hardened, dug in, etc. If one of the player's Mechs falls in the LOS of an OP4s Mech that is firing on the building the attacking Mech has a +1 to hit the building.
- Deployment: The player's force must deploy first.
- Victory Conditions: If neither player has achieved their objective before all the turns have passed the scenario ends as a draw.\* After destroying 1/2 of the objectives the player may choose to end the mission or may continue playing until all the turns have passed.

\*If the Mission is a draw then both forces retreat off of the battlefield. The player is allowed to take their mechs, which are considered salvage but may not take any of the OP4 Mechs as salvage. They will receive payment as normal but will not gain or lose any House Points.



Blue = Player

Red = OP4 Sets up in a 12" square off of the centerline of the table

## Attack

- Description: A force will be called upon to attack a location or object.

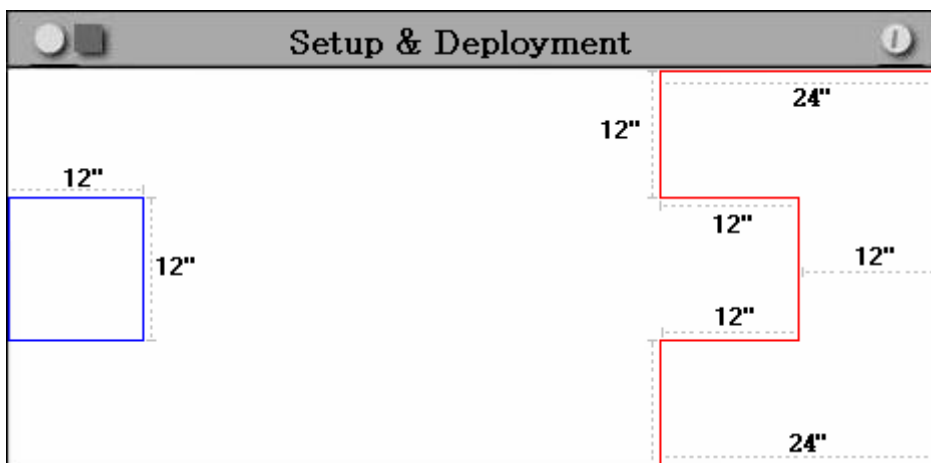
The player must assault a fortified or strategy important location, destroying a number of objects or buildings within a limited amount of time

- Turns: The number of turns are equal to the number of buildings, markers, unmanned vehicles, etc (see Special)
- Player Objective: The player's objective is to destroy at least 1/2 (round up) of the buildings, markers, unmanned vehicles, etc (see Special) before the turns have run out.
- OP4 Objective: The OP4's objective is to reduce the player's force below 50% before all the turns have passed.

Note that 50% is determined by tonnage, so if the player has four 50-ton mechs (a total of 200 tons) the OP4 must destroy three of the players Mechs to win.

- Special: After the terrain for the Mission is placed but before either side sets down, the OP4 must place 1D6+6 random buildings, markers, unmanned vehicles, etc in the OP4s deployment zone. These buildings are the player's objective; each building can take 25 points of damage before being destroyed however these buildings do not take the "Immobile Target" penalty as they are camouflaged, hardened, dug in, etc. If one of the OP4's mechs falls in the LOS of a player's mech that is firing on the building the Attacking mech has a +1 to hit the building.
- Deployment: The OP4's force must deploy first.
- Victory Conditions: If neither player has achieved their objective before all the turns have passed the scenario ends as a draw.\* After destroying 1/2 of the objectives the player may choose to end the mission or may continue playing until all the turns have passed.

\*If the Mission is a draw then both forces retreat off of the battlefield. The player is allowed to take their mechs, which are considered salvage but may not take any of the OP4 Mechs as salvage. They will receive payment as normal but will not gain or lose any House Points.



Blue = Player Sets up in a 12" square off of the centerline of the table

Red = OP4