



"DROPSHIP RETRIEVAL" scenario track

ABOUT

This scenario track is intended for use as a part of a *BattleTech: Alpha Strike* campaign. It may be used as a "one-off" game, and for two players is expected to take about an hour and a half to complete.

This track is recommended for *BattleTech* players that are experienced and comfortable with the system.

STATION ALERT

ENEMY DROP-SHIP RE-ENTRY DETECTED IN UPPER ATMOSPHERE. LAST KNOWN TRAJECTORY PLACES LZ NEAR YOUR POSITION. FLIGHT PATH INDICATES UNCONTROLLED DESCENT; ASSUMED CRASH-LANDING

DISPATCH UNITS TO DROP-SHIP LANDING SITE. DEFEND SITE FROM ENEMY RECOVERY. DO NOT ALLOW ENEMY UNITS TO RECOVER DROP-SHIP FLIGHT COMPUTER CORE

The border of the map opposite the defender zone is the deployment zone for the recovery team.



Sample placement of a downed drop-ship miniature. Though it is sitting in a Depth-1 water hex, it is halfway between the north and south borders of the map, close to the defender deployment zone, and clear of blocking terrain across all sides. It offers no nearby cover to either team and is accessible from all directions.

SCENARIO

A drop-ship has crash-landed in hostile enemy territory. Its flight computer core contains records of its last known destination, crew complement, tasking, and origin.

Team one is the recovery team. Their mission is to penetrate behind enemy lines to the drop-ship crash site. There, they must recover the computer core (black-box), detonate the remains of the drop-ship and its tech, and then with escape from the area of operations with the black box.

Team two is the defending team. This drop-ship has crash-landed in their territory. Its computers contain sensitive enemy operational intelligence, and must be defended until an extraction team can arrive. Above all, the enemy must not be allowed to reclaim the drop-ship black box.

SET-UP

For this scenario, choose two standard 18" by 22" map sheets and place them, lengthwise, across the playing area.



Choose a drop-ship token or miniature and place it in an open, undefended hex very close (within 5 hexes) of either the east-most or west-most border. This border is now the "defender" deployment zone.

Note: while the drop-ship token does not necessarily need to be placed on a "blank" terrain hex, it should be placed in a clear area that is not offered any natural protection by forests, outcroppings, or buildings. It should be approachable from all angles to promote fair play between both sides.

PLAY

DEPLOYMENT

All units must deploy to the battlefield within 3 hexes of their deployment zone "edge" of the map.

Standard *BattleTech* deployment rules will apply.

"BLACK BOX" CAPTURE

The recovery team must close to within one hex of the downed drop-ship in order to recover the black box. Once a friendly unit has rendezvoused with the drop-ship (IE: is in a hex physically contacting the drop-ship), that unit's turn is done. The recovery team player must announce that this unit is attempting to recover the black box.

Place a token underneath the capturing unit (for example, a poker chip or a quarter). This token represents the black box and will move with the capturing unit at all times.

The recovery team wins the game if a unit carrying the black box is able to "escape" by moving off the board at the recovery team's deployment zone.

If a recovery team unit carrying the black box is destroyed, the unit is removed and the black box is left on the board. Another recovery team unit may then pick up the black box by ending its turn in that hex.

HOLD THE LINE

The defending team may win this scenario by accomplishing either of the following feats:

- Destroy all units controlled by the recovery team player
- Prevent the recovery team player from escaping with the black box for 18 turns

Please note that, for the purposes for this scenario, it is not possible for the defending team to ever recover the black box.

SCORCHED EARTH

If any of the following circumstances come to pass, the match is considered a "draw", and no player wins:

- The dropship is destroyed prior to black box recovery
- A defending team BattleMech "parks" on top of the black box token for 3 turns; the trampled box is considered destroyed.



OPTIONAL RULES

DROPSHIP POINT DEFENSE

A common tactic in an objective-based scenario such as this one is the urge to "camp" an objective. This is especially true when the capturing of the drop-ship black box requires a friendly unit to be in physical contact with the same hex as the drop-ship unit.

To prevent defender camping, players may elect to have the drop-ship's short-range weapons and targeting systems still functional and in automatic mode. It will target a random enemy unit within Short Range (3 hexes, or 6 inches) using a Piloting skill of 5.

DROPSHIP DAMAGE

If players choose to allow the destruction of the downed drop-ship as a no-win scenario, a light drop-ship similar to the one pictured above is recommended.

Mark half of the downed vessel's structure points to signify the critical damage it took before and after the crash. In addition, roll 1D6+2 and mark that many armor points.

If playing by the optional POINT DEFENSE rules, only the drop-ship's short-range weapons are functional.

CAPTURE THE FLAG

A theoretical game of CTF could be created by placing the drop-ship in a central location on the game board. For the purposes of this game mode, both teams are considered the "recovery" team and may capture black box tokens from the dropship.

Play continues as before, only now either team may "score" by bringing a black box token back to their recovery zone.

First player to either recover three tokens or wipe out the opposing team wins.

SURROUND THE TARGET

Due to the nature of playing on a hex-based system, it is very likely that the defender will attempt to prevent the recovery team from obtaining the drop-ship black box by surrounding the downed ship with six units - one per hex.

Given this tendency, it is recommended that the game be played with the POINT DEFENSE optional rule mentioned above.

DELAY

It is in the defender's best interest to dig in and delay the recovery team's units as long as possible.

Given this situation, it is in the interests of fair play that extra consideration be given to where the crashed drop-ship is located on the map board. Too close to areas of cover (like woodland hexes) and the defender units will simply load all units into those spaces and target units at range. However, too far in the open and the recovery team may have too many avenues for approach.

It is recommended that players select (or build) terrain maps that offer a wide variety of cover. The traditional starter [mapsheet](#), for example, would make a poor choice in this game mode.

"WOLF PACK" RUSH

A go-to tactic for recovery teams might be to deploy a swarm of light 'mechs to the target, while covering their retreat with a wave of heavy or assault class BattleMechs. This is a very legitimate tactic that may be hard to counter for the defending team if the light mechs carrying the black box pull away to range.

For this reason, players may want to discuss the possibility of the defender deploying air strikes or land mines.

Another possible tactic to counter wolf-pack rushes would be to utilize the hidden deployment rules for the defender.

Map sheet selection would, again, become key should the recovery team attempt to deploy light 'mech lances to recover the black box. Rugged or watery terrain would impede 'mech progress, allowing defending units an additional turn or two to strike the fleeing mechs at range.

TACTICS

Dropship

LEOPARD "BRICK"

PV: 26

TP: CF SZ: 1 MV: 0

ROLE: Crashed Dropship SKILL: 5

DAMAGE

S (+0) 3 M (+2) 0 L (+4) 0 E (+6) 0

OV: 0 | HEAT SCALE 1 2 3 S

A: ○○○○○○○○○○○○ TH 2

S: ○○○○

SPECIAL: AT2, D4, CT300

CRITICAL HITS

ENGINE ○○ ¼ MV (Minimum 1)

FIRE CONTROL ○○○○ +2 To-Hit Each

WEAPONS ○○○○ -1 Damage Each

ALPHA STRIKE STATS

BATTLETECH

Sample Crashed Drop-ship Unit Card