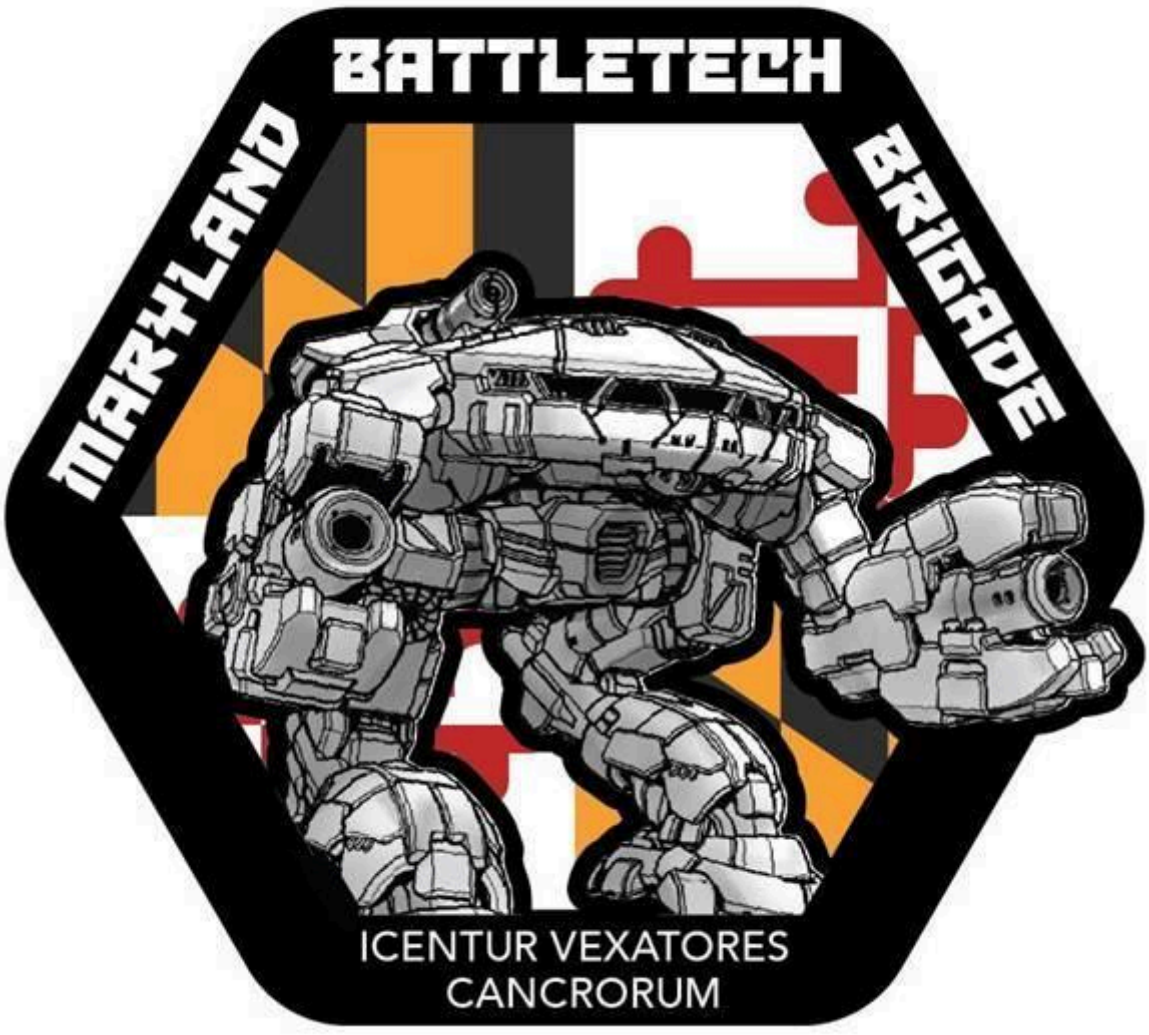
BATTLE FOR THE BAY 2026



A Maryland BattleTech Brigade (MBB) Alpha Strike Tournament

July 18, 2026

PRIORITY MESSAGE! PRIORITY MESSAGE!

On 18 July 3152 (2026), Crab Shack's newest craving, our ALL NEW Son Hoa Crab Cake Sandwiches will be available on the planet Blue Hole.

The people demanded it, and we listened!

To facilitate this one-day event after last year's regulatory fines from collateral damage, Crab Shack HQ has partnered with Napa Tidal Research to reimagine the local government in the city of Azul-Harbor.

Crab Shack HQ invites all its franchise owners, fresh and seasoned, to participate in this limited time special event. Join us in the flavor frenzy.

Crab Shack: Viva la Cancer!

Want to join the Crab Shack Family? Sign up below!

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General Event Information

Please Read this Packet in its Entirety

What: A Three Round BattleTech Alpha Strike Singles Event. **ilClan Era, 351 PV**

When: Saturday, July 18, 2026

Where: Games and Stuff

7736 Ritchie Hwy, Glen Burnie, MD 21061

How much is it? Registration is $25 on the day of the event or ahead of time via online link coming in the future.

Sign up here: 2026 Battle For The Bay Sign-Up Sheet

Purpose of Battle For The Bay

Our goal is to grow the Battletech gaming scene in a fun and exciting direction. To achieve that goal, we need to develop a strong inclusive community of players that participate regularly in fun, well-organized events. The Battle for The Bay Tournament is our attempt at contributing toward this goal. We hope to present an environment where all aspects of the hobby are covered and rewarded. We ask that everyone come to our event with an attitude of fun, competitiveness, and community. We strongly encourage you to provide us with constructive feedback.

Accommodation

Should you be traveling from afar, there are several options for lodging near the venue. The BWI Airport and Arundel Mills Mall are both nearby with many lodging options around each.

Food during the lunch break is available in the immediate walkable area, including but not limited to Mission BBQ, Crazy Crab, Piazza Italiano, Outback Steakhouse, and a Lidl. The inclusion of these venues in this packet does not constitute endorsement.

Tournament Schedule

Saturday, July 18, 2026

10:00 AM: Doors Open

10:00 AM - 10:30 AM: Registration and Meet & Greet

11:00 AM - 1:00 PM: Game 1

1:00 PM - 2:00 PM: Lunch Break (Food not provided)

2:00 PM - 4:00 PM: Game 2

4:30 PM - 6:30 PM: Game 3

6:45 PM - 8:00 PM: Awards, Prizes and Clean-up

Event Information

Point Allotment: 351 PV, Alpha Strike.

As part of each list, every player will receive a patented MBB J-27 Ordnance Transport Crab Shack at skill 5 (for 1 PV), for franchise purposes. Players are required to fill in the rest of their lists while including this important Crab-themed venture.

A J-27 Ordnance Transport Crab Shack will be provided at the event for you, or if you know someone with a 3D printer the files to print one out yourself ahead of time can be found here.

If you have any questions or queries about the event please contact the **Tournament Organizers Jacob Brooks, Stephanie Brooks, J. Hammer or Matt LeBaron** for clarification at mdbattletech@gmail.com or join the Maryland BattleTech Brigade Discord server to ask at https://discord.gg/kybmGdMBA3

We can currently accommodate 70 Players for the BattleTech Alpha Strike Tournament but may be able to increase that. There are likely to be some no shows the day of, so please sign up on our reserve list if you are interested. It is our goal that anyone who desires to play will have a table available.

Rule Set

All standard rules up through page 53 in the Alpha Strike: Commanders Edition (AS:CE) are to be followed during the Tournament. In addition, all special abilities are in effect except for the following:

- Bomb (BOMB#)
- Artillery (ARTX-#)
- Drone (DRO)
- Drone Carrier Control System (DCC#)
- Mine Dispenser (MDS#)
- Mobile Headquarters (MHQ#)
- Remote Sensor Dispenser (RSD#)
- Robotic Drone (RBT)

Again these rules are *NOT* allowed but units with these special abilities are allowed, the abilities just do not function.

The latest Errata is version 7.0, was released on 11 August 2024 and can be found here.

List Submission

Force lists are to be submitted by 11:59 PM EST on July 1st, 2026 via email to: mdbattletech@gmail.com

Players should note that all lists for the weekend will be open.

Force Lists should be submitted from Master Unit List (MUL)
Http://masterunitlist.info/Force/Build

Other tools may be used but Force List submissions should use the MUL to ensure accuracy as some of the other tools have inaccuracies.

Force Selection

Armies will be built using up to 351 points. **All players must include a patented Clan Sea Fox J-27 (J-27 Ordnance Transport in the MUL) Crab Shack at skill 5 (for 1 PV), for franchise purposes.** You may use less, but you are not permitted to exceed 351 points, even by 1 point. No custom builds in MUL are permitted. **In addition, you must designate your selected BSPs and note it with your list submission.**

Force Lists must display the PV cost (after skill adjustment) of each unit listed in the force. **This Tournament will be both Faction and Era Locked. Only units available during the ilClan era are allowed.** You may select any faction if it is present during the **ilClan era**. For example, the Republic of the Sphere will not be available during this era because they were smoked. To

check for availability, visit http://masterunitlist.info, click on Era, Click on "**ilClan**", select your faction. This produces the selection of available units for your chosen Faction.

Unit Restrictions

Proxies/3d Printed Models (SUBJECT TO CHANGE!)

BattleTech has a long history of being miniature agnostic. This is since on a hex grid, line of sight can be determined regardless of model type. Alpha Strike requires True Line of Sight for determining targets. As such, Catalyst Game Labs and Iron Wind Metals models are strongly encouraged but not required. Non-official models must be sized appropriately and be evident to a new player which unit they are supposed to represent. If you are unsure, please check with an organizer ahead of time. Failing to do so risks one or more of your models being deemed illegal for use at the tournament.

Allowed Units:

- BattleMechs
- OmniMechs
- SuperHeavy BattleMechs
- ProtoMechs
- Industrial Mechs
- Combat Vehicles
- Conventional Infantry
- Battle Armor Units
- Units with any BOMB#, ARTX-#, DRO, DCC#, MDS#, MHQ#, RSD#, and RBT abilities are allowed but will be unable to use these abilities during the tournament.

Barred Units / Rules / Abilities:

- No Aerospace
- No Support Vehicles
- No Alternate Munitions
- No Formation Bonuses Permitted
- No Pilot or Command Special Abilities
- No unit that is Experimental Tech level
- No Unit with an "Unknown", "Unique" or named after fictional character rules designation.
- No Unit less than 10 PV after skill adjustments. (**Does not apply to J-27 Crab Shack.)**

Force List Restrictions:

- No more than 15 units per Force (This DOES apply to your J-27 Crab Shack)
- No more than 12 BattleMechs/Omnimechs/SuperHeavy
- No more than 2x VTOL units are allowed in any list
- Armies may have Mixed Tech (Clan & Inner Sphere) provided the model is within faction availability on MUL.

- Skill levels may only go as low as 2 (2 Unit Maximum) and as high as 6 (2 Unit Maximum). Any number of units may have Skills 3-5.
- Players may only have up to two units that share the same chassis name in their force.
- BattleMechs, OmniMechs, and Industrial Mechs cannot share the same variant in an Force.
- No more than 6 total heat in an force. A unit's heat value is the highest HT value it has at any range.(e.g. A unit has HT 2/1/1. That unit counts for 2 total HT).
- Armies can only have JMPS# up to 2. You can have 2 units with JMPS1 or a single unit with JMPS2.

Highest and Lowest PV Unit Bonus Objectives:

- In the case you have more than one 'mech or vehicle with the most or least PV, select **ONE** for the purposes of bonus objectives. This unit will be designated **DURING List Submission** and cannot change.

Salvage Pass

- Players are allowed to take one (1) unit from outside their chosen faction and add it to their force list. **The unit must still be era appropriate.**
- This one unit must be noted on the Force List Submission email (to help our List Checker) and must not otherwise violate the other Force Building rules listed in this packet (i.e. not go over unit count, be Experimental per the MUL or otherwise have the Unique or Extinct tags).
- The purpose of this rule is to encourage diversity and socializing with opponents and peers, as well as simulate the "anything is salvageable" mentality normally associated with Battletech gaming and literature.

Battlefield Support Points (Pg. 55 of AS:CE)

Each player is allotted ten (10) BSPs to use every game with the following restrictions:

- Maximum of two (2) selections per type of Battlefield Support. (Strike, Bombing, Strafing, Cover, Artillery)
- Minefields are **not** permitted in this tournament.
- BSPs are chosen at the start of the event, cannot be changed game to game, and should be included in force submission.
- Ensure that you have all necessary templates for your selected BSPs.
- Because different versions of the BSPs have been printed over time, the official costs from the 7th Printing of the Alpha Strike Commanders Edition are below for verification:
    - Light Strike: 2 BSP, Light Bombing: 3 BSP, Heavy Strike: 3 BSP, Heavy Bombing: 4 BSP, Strafing: 5 BSP, Light Air Cover: 1 BSP, Heavy Air Cover: 2 BSP, Thumper: 2 BSP, Sniper: 3 BSP, and Long Tom: 5 BSP
- BSPs are played at the beginning of the Combat phase of any turn. Each player will place any BSPs they wish to use face down (hidden) on the table, revealing them once both players have confirmed they have placed all BSP's they wish to play this turn.

- After this, each player may elect to play any Cover BSPs that may be applicable to their opponents played BSPs.
- Resolve all BSPs and then commence the Combat phase as normal.

Invalid List

If a list is discovered to be invalid during tournament play, the player will receive a loss for any game won previously in the tournament and forfeit any game they are currently on. In the case of a difference between an official AS card and the MUL, the MUL is the source of record.

***** To avoid this happening, please send your Force List to the Tournament Organizer No Later Than 1 July 2026 to have it be validated at mdbattletech@gmail.com*****

ALL UNITS MUST BE A VALID UNIT ON THE MASTER UNIT LIST!

Other Event Information

JUDGES' DECISIONS ARE FINAL. No one is perfect, decisions can be discussed after the game. The goal is to play, and have fun!

Children under the age of 14 MUST be accompanied by an adult. We have a tournament gaming age of 12 and up.

Handle disputes calmly and fairly. It is best to discuss preferences with your opponent PRIOR to the game. Take the opportunity to agree which terrain is rough, blocks line of sight or provides cover.

Special Rules

Multiple Attack Rolls

- All games will be played using the Multiple Attack Rolls Optional Rule (Page 175, AS:CE). Players will need a different pair of dice for every possible point of damage their unit may produce in one round of combat.
- **Damage Modifying Effects:** Effects which would normally incrementally increase the damage output of a unit, or the damage taken by a unit, such as rear attacks (weapon or physical), or NARC, will roll an additional single pair of dice to hit if a weapon attack or add one extra damage if a physical attack. Effects which incrementally decrease damage taken by a unit (Such as AMS or certain armor types) are applied to the first point of damage taken from an attack.
- **Special Attacks:** These attacks consist of Special Ability attacks found in the lower left-hand box of the Alpha Strike Card. (e.g. HT#) Players are to mix standard and special attacks into one roll. To use a special attack with your normal roll, players must declare which set of dice represent their "special attack" value.

- Physical attacks do not use the Multiple Attack Roll optional rule. Anti Mech (AM), Charges, and DFA attacks are physical attacks.

Front Loaded Initiative: Uneven Unit Counts will be moved at the beginning of the movement phase rather than the end. *Example: If you have 9 units and your opponent has 7, you will move two units for your first two activations to your opponent's 1, thus on the 3rd activation each of you would have 5 units to move.*

RCN, PRB, MHQ: Units with the RCN, PRB, or MHQ special ability may add +1 to their own size for purposes of calculating objective control only, for a total of no more than +1 per unit but multiple units with RCN, PRB, or MHQ add +1 each, stacking.

Sprinting: A sprinting unit cannot do anything but move. Therefore, it is unable to take actions or fulfill any Scenario Objectives that involve more than simply moving. A sprinting unit can contest a space. Sprinting units cannot claim an objective, pick up an objective, dismount or mount Battle Armor or Infantry, Attack, or Perform Physical Attacks.

Your Mandatory J-27 Crab Shack Special Rules

- Wherever the Crab shack stops, inevitably a swarm of hungry customers follow.
- To destroy an enemy Crab Shack, for every point of damage you inflict, **you must roll a 1d6. On a 5-6 the Crab Shack is Destroyed. On a 1-4, the damage will be lost into the writhing masses.**

Game State and Missed Opportunity: Inevitably there are going to be situations where a player has forgotten to do something which may or may not need correcting.

- **Game State:** These situations are defined as something that MUST happen. In these situations, a player or players have forgotten to do something the game dictates must happen. These situations **must** be corrected.
- **Missed Opportunity:** This is when a player, or players forget to do something that the game does not dictate must be done. Instead, it is an option a player may have done but forgot. These situations **do not** get corrected.

The "Table" Rule - if a player destroys their opponent to the point they have no units or only the J-27 Crab Shack remaining on the field, the game will end at the conclusion of the turn. Points will be awarded as is, and not as if the game would continue to the end of the 8th turn.

- If a player gains a 4 to 1 advantage in unit numbers against their opponent, at the start of a turn, the player that is outnumbered has the option to call the game. Points will be awarded as is, and not as if the game would continue to the end of the 8th turn.

Tournament Organization & Score

Missing a Battle- Should a player be over 15 minutes late or miss a battle for whatever reason, a Referee or Reserve may be appointed to step in as a temporary spare player. If there are

no referees or stand-ins available to fill in, then a bye will be awarded. Players who require a stand-in will forfeit their points for the round.

Round Timing & Game Length- A strict timetable will be adhered to, in order to ensure the event moves smoothly, and people are able to leave in a timely fashion. Failure to move, shoot, and strategize in a timely fashion can result in the frustration of your opponent, advantages that would not normally have been gained otherwise, and a general sense of annoyance. To combat what is considered "Slow Play," the following two provisions will be in effect:

1. Announcements will be made throughout the round indicating the amount of time remaining. At 15 minutes to go, it is strongly recommended that you complete your game, ensuring equal opportunities for each player to complete the turn, then submit your results. If you fail to hand in results on time, you will be given a warning. If you fail to hand in the results slip a second time, your score (for both players) will be reduced to zero.
2. If a referee asks you to speed up playing during the game or stop playing at the end of the game, and this request is refused, the refusing player(s) will have their scores for that round reduced to zero. In addition, it is within the TO's discretion to apply a further point penalty to a players overall tournament score. No Stalling!

Should rounds run faster than expected, the schedule will be amended to end earlier. All adjustments will be clearly communicated to all players.

Scoring

There are four separate areas to score in: Commander, Sportsperson, Painter, and List Score. Players can earn points in all categories to compete in one of the four categories listed after this section.

Commander: Earn Points through crushing your enemies and completing objectives to earn Victory Points.

Victory Points: Points are calculated using the method below. Every round presents the ability to earn Game Points and Bonus Points during each game based on completing mission scenario specifics. Victory points are earned per the following schedule:
Victory Points are calculated as follows:

- All Game Points scored during the game.
- All relevant and completed bonus point objectives.

Players will complete a scorecard at the end of each game to be verified by their opponent. Points will be totaled, and the next round will begin.

The total possible Victory Points are 120.

Sportsperson: Earn Points by being a humble and pleasant opponent and who brings an force that is not only lore friendly, but fun to play against. Points can be earned in two categories.

Opponent Score: The ability to make the game of BattleTech enjoyable for your opponent, win or lose, is a key component of the hobby. It is also critical to the success of a tournament. To recognize and encourage this fact, Sportspersonship will be a factor for the awards.

After each round, each player will award their opponents a score of 1 to 10. This score is based on their experience playing their opponents, and how enjoyable those opponents were to play. Obviously, your opponent's list design or the fact that you won or lost should not factor into your sportspersonship score. This score focuses on your enjoyment battling a great opponent.

Sportsperson scores will be combined together and multiplied by 1.33 for a final score of up to a possible score of 40 points.

Favorite Opponents: At the end of the tournament each player will select their favorite opponent, those selections will factor into the Sportsperson scoring as well.

Painter: Earn Points based on your artist ability and dedication to the hobby craft.

Playing with and against well-painted armies adds another layer of enjoyment and immersion to the hobby. Seeing a table full of painted models can draw people into the game in the first place and is an important part of being a complete player. To acknowledge this, painting will be a category participants may score points in. We are not here to shame anyone's painting abilities, we all started somewhere. Veterans will all acknowledge that paint of any kind is better than gray plastic.

A group of three judges will score each force's painting from 1-10, their scores will be combined together and multiplied by 1.33 for a final score of up to a possible score of 40 points.

List Score: Part of the joy of BattleTech is the variety of armies you battle against. Is your force one that is fun for you to play, and fun for your opponent to play against? Whether it is a well-thought-out optimized list, themed, or cobbled together out of the salvage heap, armies that are fun to play against are crucial to the success of a tournament and the hobby. To recognize this, an independent panel of three judges will rate lists from 1 to 10. The panel will consider synergies, unit choice, and special abilities. Each opponent will also rate your score from 1-10. The purpose of this is to provide both independent, and played-against feedback, with a total possible score of 40 Points.

Fair warning to our mercenary players: While Clan tech is prevalent in the Mercenary Master Unit List, all but the most known mercenary outfits would not have the funds or capability of acquiring more than one or two Clan mechs.

Awarding points are done on a scale of 1 to 10. 1 being the Cheesiest of Cheddars, and 10 being the fluffiest of Surat fur.

1-2: The Sweatlord's List. Within the rules, it may be over the top. Not built for fun, but to win at all costs.

3-4: A hard list, but not unbeatable. This would not be a favored list to play against most games.

5-8: Average List. This list was built to face multiple types of opponents. Fun most of the time. I would willingly rematch.

9-10: Why would anyone play this list? This was the easiest list to beat. All about the theme and fun, more than winning.

Winning the Tournament

Prizes will be awarded for the following:

A player can only place in one of these categories, players will be awarded whatever the highest category is. *(For example if they are 3rd Best Painted but 2nd Overall, they would be awarded 2nd Overall and the 4th place Best painted would move up to 3rd.)*

Best Overall: This Player scored highest in all categories combined.

Best Commander: This Player scored highest in Victory Points.

Best Hobbyist: This Player scored highest on Opponent Score, List score, and Painting.

Best Painter: This Player scored highest on Painting Score alone.

Player Responsibilities

All players are required to bring the Following:

- Their own miniatures
- Please bring **at least (3) physical copies** of your list, one for each round. Electronic copies will not be permitted. We encourage extras so that you can provide one for your opponent each round as well.
- Dice
- Pen/Pencil
- Measuring device
- Any game aids you need
- Rule book

Sportspersonship

All players are expected to be civil and polite during the event. The staff have worked hard to make the events a welcoming environment for all players, and every player is always 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 appeals are allowed after a final ruling.

Unsportsperson like 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 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 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.

In short, this event is designed to be a fun and welcoming environment for new players, returning players, and veteran players alike. Please do what you can to ensure that each participant has an enjoyable experience so we can hopefully continue to foster future events, and grow the Maryland BattleTech Community at large.

Code of Conduct

- All organizers, players, and spectators are expected to conduct themselves in a way that ensures everyone has fun, remember we are playing this game to HAVE FUN!
- Foul or abusive language will not be tolerated. There are acceptable substitutions such as FRAK or Fudge that are family friendly.
- No bullying, this includes hazing, discriminatory or derogatory language, comments, or activities will be tolerated at any level.

- If you are caught stealing, you will forfeit your right to play. Please ask before touching anyone's miniatures.
- No improper attire, wearing of obscene, demeaning, or overly revealing attire is not allowed. You may be asked to leave if you are wearing anything that we believe to be inappropriate.
- Drugs or alcohol will not be tolerated, period.
- All individuals should be respectful of the Games and Stuff venue and clean up after their games.
- Pictures may be taken during the event. If you do not want to be photographed please let your TO know.
- Players, spectators, organizers, and property should be treated with the same respect that players would expect for themselves and their property. Distracting an opponent or judge to gain an advantage shows disrespect to everyone involved in the event.
- Games cease to be fun when players break the rules to achieve victory. A player should prefer to lose a game than to win by cheating. Remember things can be interpreted differently. Should a disagreement arise, and no resolution agreed upon, 2d6 can be rolled and the winner decides the outcome.
- Players of any game should strive to act honestly while playing that game. If a player inadvertently breaks a rule during a game and becomes aware of the error before his or her opponent or a judge, that player should make the opponent and judge aware of the misplay. BattleTech has the highest caliber of player, and we strive to keep it a game of honor and integrity.
- Please arrive on time for events. Keeping an entire tournament waiting for you is disrespectful. If you are going to be late, or unable to attend, please contact us.

ABOVE ALL HAVE FUN!

Special Thanks

We would like to thank the following individuals for their support and help in establishing this tournament and contributing to its success.

Games & Stuff, Glen Burnie

Catalyst Game Labs

Eugene Gonzalez & 888STL

Robert "Bobby" Ash, Fortress Miniatures and Games.

Death Ray Designs

The Unicorn Company Podcast

& The MechBay Podcast. "Through salvage all things are possible."

Change Log

- **2/12/2026 - Re-added explanation of RCN, PRB, MHQ rule to the Special rules section**
- **2/21/2026 - Added Table of Contents and adjusted point scoring on King of the Hill**
- **4/10/2026 - Added the following clarifications to Mission 8:**
    - "If an applicable target is available but engaged, the unit must stand aside as detailed below."
    - "A unit becomes available for an honorable duel in the Combat phase in which their previous opponent is destroyed."
- **4/17/2026 -** Corrected Fight! scoring, it should be the total PV of your opponents units that you destroy or damage divided by 10 for calculating score.
- **5/24/2026 -** Added "if a weapon attack or add one extra damage if a physical attack" to the Damage Modifying Effects area in the special rules.
- **5/24/2026 -** Modified Circle of Vending scenario to encourage movement of primary objective each turn.

Battle for the Bay 2026 Scenarios

- **All games are to be played in 4'x4' areas.**
- **The terrain is set up ahead of time and should not be moved.**
- **Battle of the Bay scenarios will be semi-randomly determined from 3 of the below 8 scenarios to use. There will be no repeats.**

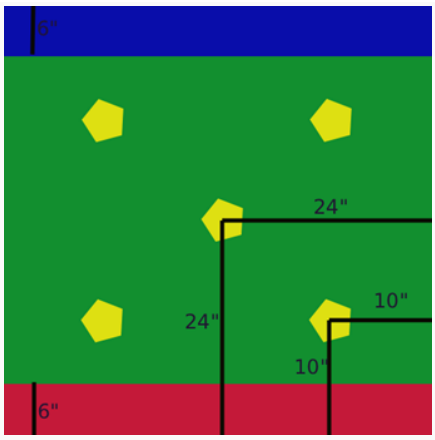
Scenario	Dice Roll
Sales Projection	1
The Circle of Vending	2
Supply Drop	3
King of the Hill (s)	4
Recipe Recovery	5
Mobile Assets	6
Fight!	7
Batchall	8

Scenario 1: Sales Projection

INCOMING MESSAGE: Our Wonderful Franchise Owners, from classified analytics data, our Marketing and Riot Management teams have identified several key areas of maximum sales projections. We task you to conquer these specific locations for your franchise, and the overall Crab Shack Brand. Beware of your fellow franchise owners looking to secure these key locations for themselves. Cancer guide you.

Setup:

- One objective will be placed in the direct center of the play area, the other four will be placed in each corner, 10 inches away from each play area side.
- Players roll 2D6 for selection of board edges, the winning player selects an edge for their force, the losing player uses the opposite edge.
- The deployment zone is 6" from the board edge. The player who won the roll for board edge places a unit first, following standard placement.
- Begin the game by rolling for Initiative.



Rules:

- The game will run for 8 turns or until the time is called.
- Units must be within 2" of an objective to claim it.
- If both players have units within range of the objective, the player with the highest total combined Size (as listed on each unit card) within range is considered holding it. (Note RCN, PRB and MHQ bonuses to holding objectives.)
- In the case of a tie, remove the team flag token from the objective.
- During the end phase, if an objective is claimed, place a Team Flag Token on that objective and remove any opposing Team Flag Token that may be present.
- Units do not need to remain on an objective to keep the Team Flag Token in place.

Scoring:

A point is scored for each objective with your Team Flag Token on it at the end of each round and bonus points are earned separately. Bonus points scoring is listed below.

Game Point Scoring: (0-30)

Each player scores game points by controlling any of the five points at the end of a turn. While it is possible to score more points over the course of a game (5 points x 8 turns) the total game points are capped to 30.

Bonus Point (BP) Scoring: (0-10)

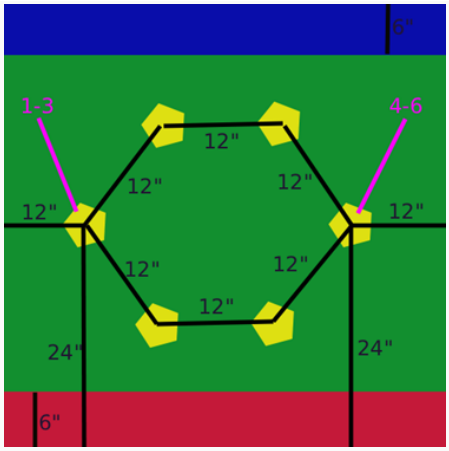
These should be recorded separately from Game Points and each one can only be scored once.
+1 if one of your units ends a turn in your opponent's deployment zone.
+2 if your highest PV unit dealt damage with a rear shot.
+2 if your highest PV unit never claims or contests an objective.
+2 if your patented J-27 Crab Shack unit claims or contests the center objective.
+3 if you never destroy an enemy unit on an objective the entire game.

Scenario 2: The Circle of Vending

INCOMING MESSAGE: Franchise owner, our customers are mobile and so shall you be! Ensure all locations are secured and served by your franchise and none other! There are roving crowds of extra hungry warriors out there so be ready to move and serve at a moment's notice!

Setup:

- Players roll 2D6 for selection of board edge, the winning player selects an edge for their force, the losing player uses the opposite edge.
- The objectives will be set up as shown to the right.
- The deployment zone is 6" from the board edge.
- The player who won the roll for board edge places a unit first, following standard placement.
- Begin the game by rolling for Initiative.



Rules:

- The game will run for 8 turns or until the time is called.
- Units must be within 2" of an objective to hold it.
- If both players have units within range of the objective, the player with the highest total combined Size (as listed on each unit card) within range is considered holding it. (Note RCN, PRB and MHQ bonuses to holding objectives.)
- In the case of a tie, the objective is contested and not scored.
- At the beginning of each turn before initiative, to include the first turn of the game but after deployment, a player rolls a D6. On the first turn a 1-3 the left objective is "the primary" for this turn, on a 4-6 it is the right objective. (Determine which player is the Red at the beginning of the game)
- On turns 2-8 on a roll of 1-2 the "primary" objective stays at its current location, on a 3-6 it moves to the other side.

Scoring:

1 point is scored for each objective a player controls at the end of each round and "the primary" objective is worth 2 additional points. (So, a total of 3.) Bonus points scoring is listed below.

Game Point Scoring: (0-30)

Each player scores game points by controlling any of the six points at the end of a turn. While it is possible to score more points over the course of a game (6 points x 8 turns + primary) the total game points are capped at 30.

Bonus Point (BP) Scoring: (0-10)

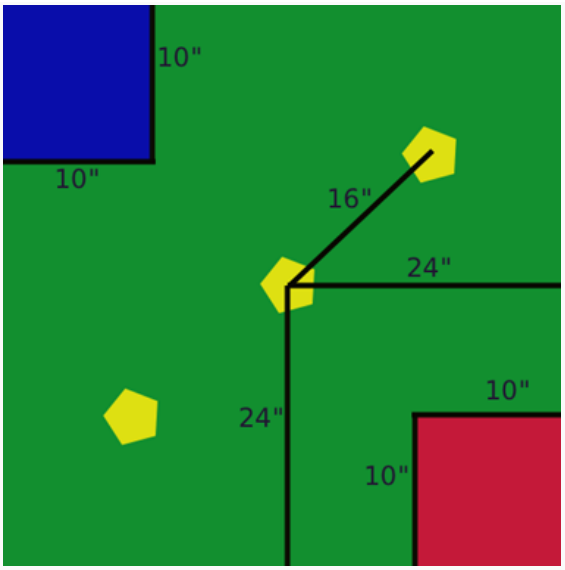
These should be recorded separately from Game Points and each one can only be scored once.
+1 if your patented J-27 Crab Shack holds an objective for a turn.
+2 if your lowest point unit holds a primary objective (Other than your 1-point patented J-27 Crab Shack)
+2 if your highest point unit never controls an objective
+2 if your fastest unit survived the game. (Must identify this unit at the beginning of the game.)
+3 if your patented J-27 Crab Shack destroys an enemy unit currently within 2" of an objective.

Scenario 3: Supply Drop

INCOMING MESSAGE: Franchise owner, critical supplies of Old Bay and J.O. seasoning have been identified at key locations across the battlefield. We are tasking you to secure these absolutely critical supplies. Let no other imitation crab shacks deter you from your righteous goal!

Setup:

- Three (3) objectives will be placed diagonally across the board. One will be placed in the center, and the other two will be placed 16” away from the center objective towards either diagonal corner. If any hard terrain interferes with this placement, move the terrain 4” in any direction.
- Players roll 2D6 for selection of deployment corner, the winning player selects a corner, losing player gets the opposite.
- The deployment zone is a 10” square box in the selected corner. The player who won the rolls for deployment zone places a unit first, following standard placement.
- Begin the game by rolling for Initiative.



Rules:

- The game will run for 8 turns or until the time is called.
- Units must be within 2” of an objective to hold it.
- If both players have units within range of the objective, the player with the highest total combined Size (as listed on each unit card) within range is considered holding it. (Note RCN, PRB and MHQ bonuses to holding objectives.)
- In the case of a tie, the objective is contested and not scored.

Scoring:

2 points are scored for each objective a player controls at the end of each round. Bonus points scoring is listed below.

Game Point Scoring: (0-30)

Each player scores game points by controlling any three points at the end of a turn. While it is possible to score more points over the course of a game (6 points x 8 turns) the total game points are capped to 30.

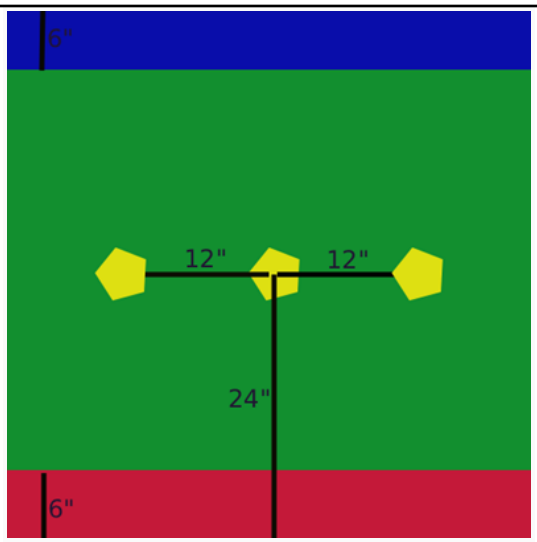
Bonus Point (BP) Scoring: (0-10)

These should be recorded separately from Game Points and each one can only be scored once.
+1 if you successfully deal at least one damage at Long Range.
+2 if your patented J-27 Crab Shack controlled or contested the center objective.
+2 if your highest point unit DID NOT hold or contest an objective.
+2 if you successfully performed a charge attack on something within range of an objective.
+3 If you never use a BSP during the game.

Scenario 4: King of the Hill (s)

INCOMING MESSAGE: Valued Franchise Owners, your efforts in cornering the market of explosive taste have not gone unnoticed. We are hearing reports that our lead competitor - Shanty Shawn's Seafood Bar and Grill - has established a roving food truck to steal from your profit margins. We cannot allow this incursion to continue. Dominate wherever those pirates appear across your Area of Operations with your superior foodstuff.

Setup:

· One objective will be placed in the center of the board, the other two will be placed 12" to the right and left. Each objective will have a set of numbers on it, 1-2, 3-4, and 5-6. · Players roll 2D6 for selection of board edge, the winning player selects an edge for their force, the losing player uses the opposite edge. · The deployment zone is 6" from the board edge. The player who won the roll for board edge places a unit first, following standard placement. Begin the game by rolling for Initiative.	

Rules:

- The game will run for 8 turns or until the time is called.
- Units must be on or touching a portion of an objective to claim it.
- At the beginning of each turn before initiative, to include the first turn of the game but after deployment, a player rolls a D6. The result of that roll determines which objective according to the numbers on each one that is "active" for the current turn.

Scoring:

Each unit that has any portion of their base on or touching the objective that is "active" for the turn scores 2 points at the end of the turn. Example: *If you have 3 units on the "active" objective and your opponent has 1, you would score 6 points and they would score 2 for that turn. Bonus points scoring is listed below.*

Game Point Scoring: (0-30)

There is no contesting, an "active" objective and it can be scored as many times as there are units on or touching it. Total game points are capped to 30.

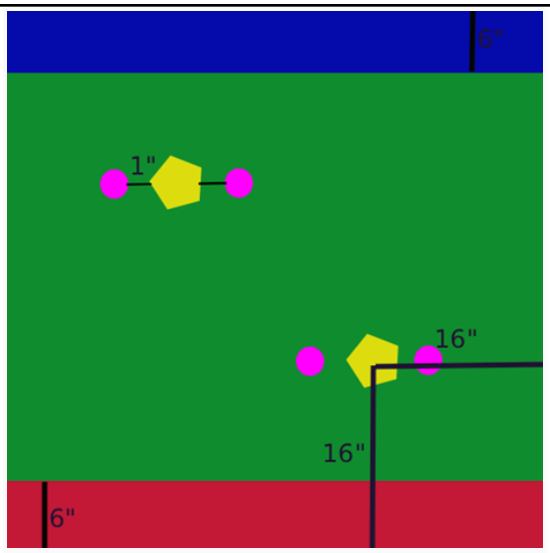
Bonus Point (BP) Scoring: (0-10)

These should be recorded separately from Game Points and each one can only be scored once.
+1 if your highest PV unit survived.
+2 if your patented J-27 Crab Shack dealt damage to any enemy unit.
+2 if one of your units ends a turn within your opponent's deployment zone.
+2 if you attempt three or more Physical attacks in a single turn.
+3 if you successfully complete a DFA attack.

Scenario 5: Recipe Recovery

INCOMING MESSAGE: Valued Franchise Owners! Transports carrying our secret crab recipe and master chefs have been intercepted and shot down! This dishonor cannot be allowed to stand! Secure the crash sites, recover our master chefs, and show our pathetic competition that we will stand victorious and flavorful!

Setup:

· There will be two objectives, each placed 12 inches away from two adjacent board edges in opposite corners from each other. Each objective will have two infantry tokens placed an inch away from the objective in such a way that a single unit cannot be base to base with both at the same time. · Players roll 2D6 for selection of board edge, the winning player selects an edge for their force, the losing player uses the opposite edge. · The deployment zone is 6” from the board edge. The player who won the roll for board edge places a unit first, following standard placement. Begin the game by rolling for Initiative.	

Rules:

- The game will run for 8 turns or until the time is called.
- Each objective is surrounded by a 3” debris area preventing hovers from entering within 3 inches of the objective and preventing VTOLs from landing within 3 inches.
- To secure an infantry token a unit must end its movement (no sprinting) in base-to-base contact and forgo all other actions (not shooting or spotting). If there are no enemy units also in base to base, then the infantry token is picked up.
- A unit may leave the battlefield only through their board edge if they are carrying an Infantry token, that unit may not return to the game but is not counted as destroyed.
- A unit may only carry one infantry token at a time and may not sprint while carrying it.
- A unit that has picked up an infantry token may not drop it unless destroyed.
- VTOLs must land to pick up an infantry token. (Note the debris area rule above.)
- Units must be within 2” of an objective to hold it.
- If both players have units within range of the objective, the player with the highest total combined Size (as listed on each unit card) within range is considered holding it. (Note RCN, PRB and MHQ bonuses to holding objectives.)
- In the case of a tie, the objective is contested and is not scored this round.

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Scoring:
Each turn that an objective is held is worth 2 game points.

At the end of the game each Infantry token in a player's deployment zone is worth 5 game points or if the Infantry token was taken off the battlefield from that player's board edge, they are worth 7 game points instead at the end of the game. (5 or 7, not both) Bonus points scoring is listed below.

Game Point Scoring: (0-30)
Each player scores game points by controlling any of the two points at the end of a turn. They also score points for whether they have infantry tokens either in their deployment zone or off the board by the end of the game. While it is possible to score more points over the course of a game (2 points x 8 turns + 20/28 for infantry) the total game points are capped at 30.

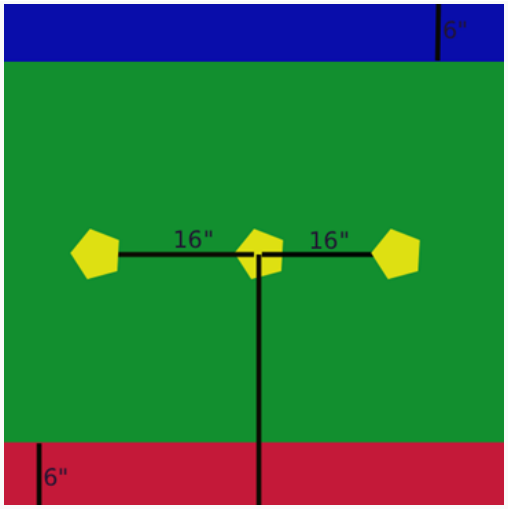
Bonus Point (BP) Scoring: (0-10)
These should be recorded separately from Game Points and each one can only be scored once.
+1 if your lowest PV unit that isn't the Crab Shack deals the killing blow on an enemy unit.
+2 if the Crab Shack does NOT pick up an infantry token during the game.
+2 if you do not use a TMM 3 or higher unit to pick up an Infantry token.
+2 if you successfully deal at least 3 damage from rear attacks during the game.
+3 if you perform a successful DFA during the game.

Scenario 6: Mobile Assets

INCOMING MESSAGE: Invaluable Franchise Owners, Crab Shack HQ is aware of the looming crisis of depleting Turkina Fryer Oil™ supplies on planet. To manage this severe risk to ongoing operations, our Logistics Team has secured additional off-world resources that will begin immediate deployment via orbital drop. Secure your supplies in order to provide uninterrupted service.

Setup:

- Players roll 2D6 for selection of board edge, the winning player selects an edge for their force, the losing player uses the opposite edge.
- Three (3) objectives will be placed across the center of the board. One will be placed in the center, and the other two will be placed 16” away from the center objective.
- The deployment zone is 6” from the board edge. The player who won the roll for board edge places a unit first, following standard placement.
- Begin the game by rolling for Initiative.



Rules:

- The game will run for 8 turns or until the time is called.
- Units must be within 2” of an objective to hold it.
- At the end of the turn after scoring if an objective is held it will move 6” away from the deployment zone of the player that just scored it.
- If an objective reaches a board edge, it stops and does not move off the board.
- If both players have units within range of the objective, the player with the highest total combined Size (as listed on each unit card) within range is considered holding it. (Note RCN, PRB and MHQ bonuses to holding objectives.)
- In the case of a tie, the objective is contested.
- If an objective is contested it stays in place.

Scoring:

2 points are scored for each objective a player controls at the end of each round and bonus points are earned separately. Bonus points scoring is listed below.

Game Point Scoring: (0-30)

Each player scores game points by controlling any three points at the end of a turn. While it is possible to score more points over the course of a game (6 points x 8 turns) the total game points are capped at 30.

Bonus Point (BP) Scoring: (0-10)

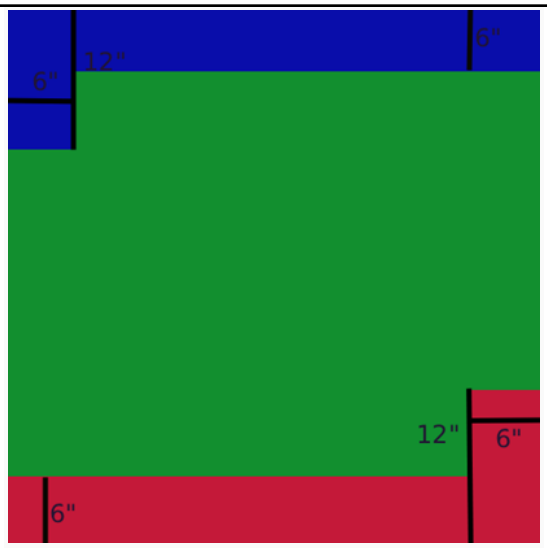
These should be recorded separately from Game Points and each one can only be scored once.
+1 if your highest point unit DID NOT hold or contest an objective.
+1 if you successfully perform a rear shot.
+2 if you successfully deal at least one damage at Long Range.
+2 if you attempt a DFA. (It doesn’t need to be successful.)
+4 if your patented J-27 Crab Shack controlled or contested two different objectives during the game.

Scenario 7: Fight!

INCOMING MESSAGE: Mighty Franchise Owners, what is best in life?! To crush your enemies, see them driven before you, and serve piping hot crabs, of course! Make it so!

Setup:

- Players roll 2D6 for selection of board edge, the winning player selects an edge for their force, the losing player uses the opposite edge.
- The deployment zone is an L shape as shown to the right.
- The player who won the roll for board edge places a unit first, following standard placement.
- Begin the game by rolling for Initiative.



Rules:

- The game will run for 8 turns or until the time is called.

Scoring:
Points are awarded for enemy forces destroyed. Bonus points scoring is listed below.

Units that have taken structure damage but are still alive are worth half their cost rounding up.

Game Point Scoring: (0-30)
Each player adds up the PV total of their opponents destroyed units and half points for any units that have taken structure damage and then divides it by 10, rounding up to a full number. (Example: 272 points divided by 10 is 27.2, which rounds up to 28 Game Points)

While it is possible to score more points over the course of a game the total game points are capped at 30.

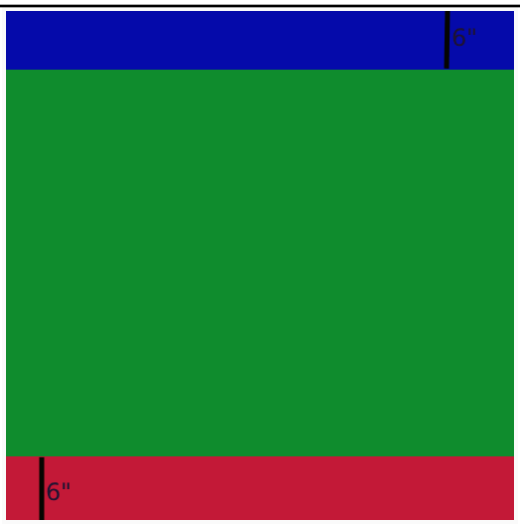
Bonus Point (BP) Scoring: (0-10)
These should be recorded separately from Game Points and each one can only be scored once.
+1 Successfully accomplish a physical attack
+2 if your lowest point unit destroys another unit. (Other than your 1-point patented J-27 Crab Shack)
+2 if your patented J-27 Crab Shack destroys an enemy unit
+2 if your patented J-27 Crab Shack survives the game.
+3 if one of your units ends the game alive and in your opponent's deployment zone

Scenario 8: A Trial of Combat

INCOMING MESSAGE: Beloved Franchise Owners, our Crab Shack franchises have once again proven wildly successful, but Crab Shack HQ has grown increasingly concerned about the volume of collateral damage our sales disputes keep producing. In an effort to preserve both local infrastructure and interstellar dignity, Corporate Leadership have invited us to resolve our differences through an honorable combat under Zellbrigen.

Setup:

- Players roll 2D6 for selection of board edge, the winning player selects an edge for their force, the losing player uses the opposite edge.
- The deployment zone is 6” from the board edge. The player who won the roll for board edge places a unit first, following standard placement.
- Begin the game by rolling for Initiative.



- Select a Force Commander for this mission. The game runs for 8 turns or until the time is called.
- **The opponent who wins initiative attacks first** with each opponent taking turns firing in the same fashion as movement functions. (Front Loaded initiative is in effect here as well)
- In the shooting phase, a player **pairs their unit against one of their opponents in a duel** by inflicting damage upon that unit. Attacking but failing to deal any damage does not begin a duel.
- **Honorable duels** (unless otherwise agreed by both opponents) are between units of the same size, plus or minus one size (PRB/RCN/HQ rules not in play). This rule remains relevant unless the opponent’s remaining list composition makes this non-applicable, at which point honorable duels can be between any size units. If an applicable target is available but engaged, the unit must stand aside as detailed below. Commanders are always valid targets of other Commanders in regard to size differences.
- Mounted/carried units may be damaged/destroyed but are ineligible to duel and do not count as breaking Zellbrigen if damaged/destroyed before being deployed.
- A unit becomes available for an honorable duel in the Combat phase in which their previous opponent is destroyed.
- If one side has more units, the excess warriors must remain inactive (“standing aside”) until a duel slot opens from a destroyed unit. A unit in this situation is still free to move around.
- Units may only attack their designated opponent unless breaking Zellbigen.
- Breaking Zellbrigen (damaging an unchallenged unit or stacking two units onto one opponent without challenge) incurs a Dishonor Penalty (see Bonus Points).

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Exceptions to Zellbrigen:

- If a unit is attacked by an enemy not its designated opponent, it may return fire.
- Units mounting transport nullify their issued challenges.
- A warrior may challenge multiple available opponents, but doing so commits them to facing all simultaneously. This is done by a unit already in a duel dealing damage to an unchallenged unit.
- **If neither dueling unit has a valid line of sight on their dueling opponent for two turns**, the units are free to challenge new opponents in the attack phase of that second turn.

Scoring:
Points are awarded for the PV value of forces left on the field at the end of the game.

Game Point Scoring:
Each player adds up their total remaining PV and then divides it by 10, rounding up to a full number. (Example: 272 points divided by 10 is 27.2, which rounds up to 28 Game Points)

Bonus Point (BP) Modifiers:
These should be recorded separately from Game Points.
+2 Commander destroys opposing Commander in a duel.
+2 Crab Shack only fires upon the opponent's Crab Shack.
+4 “Bound by Honor” - your units adhere to Zellbrigen during the match (no dishonor penalties)
+2 You did not melee.
–2 penalty per instance of dishonor (attacking out of duel, stacking fire improperly). Melee is considered honorable.

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[CRAB SHACK HQ – INTERNAL COMMUNIQUE // NOT FOR CIVILIAN DISTRIBUTION]

Date: 18 July 3152 (2026)

Subject: Son Hoa Crab Cake Sandwich Rollout – Operation BLUE BITE

From: Marketing Division

Franchise Owners, the Shack thrives because of *you.* On July 18th, you will spearhead the arrival of our ALL-NEW Son Hoa Crab Cake Sandwiches on Blue Hole.

This rollout isn't just another menu expansion—it's a proving ground for those who bought into the Crab Shack vision. Our projections show record-breaking local attendance, destabilized civic order, and the kind of brand exposure that money can't buy.

From: HR Division

As owners, you are the backbone of Crab Shack's eternal growth. That means mandatory participation in Operation BLUE BITE.

Uniforms must be maintained bloodstain-free until official ribbon-cutting. Please note: casualties among your hired staff will not qualify for sick leave but may receive *honorary sandwich vouchers.*

Your leadership sets the tone. If you do not shout *"Viva La Cancer"* first, your employees will not follow.

From: Brand Security Division

After last year's "sauce splash radius overage" penalties, HQ is trusting you—our owners—to execute this Grand Opening with discipline. Franchisee-led BattleMechs and ground assets are expected to form the vanguard during the *"customer engagement phase."*

Use only Shack-approved weapons systems: branded SRM/LRM ammunition, New Bay™ Riot Cannons , and—where possible—the Son Hoa Sandwich itself as a morale-breaking symbol.

Remember: our motto is your command phrase.

"Viva La Cancer."

From: Legal Division
Franchise owners are reminded:

- "Coup," "regime change," and "armed occupation" must be referred to as *"Grand Opening Activities."*
- "Hostile takeover" is to be used only in the context of seafood competitors.
- "Viva La Cancer" is registered IP—use proudly, but exclusively, in Shack contexts.

Franchisee Compliance Statement:
All franchise owners must report to HR LIST SUBMISSION Division after reviewing this memo and recite the following oath in your submission email:

"I, as a proud Crab Shack franchisee, have read and accepted the sacred directives of Operation BLUE BITE. Viva La Cancer."

By complying with this directive, you will receive +5 Sportspersonship Points

Failure to comply will result in reassignment to Franchise Owner **Deep Fryer Division (Unshielded).**

This is Crab Shack making history.

End of Memo