

Solar Eclipse

SITUATION

Robinson, Draconis March, Federated Suns

23 August 3144

The death of Prince Caleb Davion has the Federated Suns in disarray. While Duke Corwin Sandoval has been operating independently for several years, the Dragon knows the current chaos will deny him any reinforcements soon. This is the perfect time to invade, and the Seventh and Eight Sword of Light hope to make the most of their opportunity by taking Sandoval's home planet of Robinson.

Unit Selection: Miniatures & record sheets for **pre-made forces will be available**, but players may also bring their own forces created in accordance with the rules below.

- At least 2 but no more than 6 units.
- 7000 BV, including adjustments for skill, C3, etc.
- All units must be chosen from the appropriate MUL list. Choose one from either Attacker (Draconis Combine) or Defender (Federated Suns).
 - Attacker: <https://tinyurl.com/59sn42s2>
 - Defender: <https://tinyurl.com/5c7p5brw>
- Standard technology only. (This should be accounted for in the MUL filters above.) This is because MUL doesn't let one allow some Advanced/Experimental tech while leaving out others, and it's much easier to block it all than to have players show up with illegal forces because the allowable-equipment checklist was too complex.
- Skills may differ by no more than 2. For example, G3/P5 is fine; G1/P4 is not.
- Remember that this game is being run by a member of the Catalyst Demo Team, so **official miniatures only**, please. (Catalyst, Iron Wind Metals, and Ral Partha.) If you don't have minis, grab one of the loaner forces that will be available.

Terrain and setup description: Four mapsheets (or two battlemats) with a variety of terrain. Players will be split so that there are four players per map (two per side). Both sides will move on from their respective edges in the first round.

Victory Conditions: The side who has destroyed the most enemy BV wins. Crippling a unit counts half. A defending unit that withdraws off any edge counts as crippled, whether or not it's actually crippled (but better than giving your opponent points for its outright destruction). Forced Withdrawal is not in effect, but badly-damaged units may wish to attempt escape anyway for scoring purposes.

Special Rules: With a few exceptions, only Total Warfare rules will be used.

- There is no "edge of the world." If a mech is up against a map edge, the three hexes that would be surrounding the mech off the board are now legal hexes for movement; occupying any of those hexes opens up more hexes, etc.

- The following rules from Tactical Operations will be used: Floating Crits, Sprinting, Evading, Crawling, Careful Stand, Firing When Down (one-armed prop), ECCM, Expanded Backward Movement, Expanded Stacking, Gauss Shut Off, Active Probe Targeting, Retractable Blades.