



Welsh Battletech Circuit

2025 Classic Battletech Tournament Pack

The Welsh Battletech Circuit is a series of Classic Battletech Events held in Cardiff, Wales. We aim to provide a fun and safe environment for those who are looking for a more competitive atmosphere in their gaming, and while we will have referees on hand to assist with the (many) niche rules in Battletech, a firm grasp of the basics of Battletech is the minimum level we expect from competitors. If you are still learning the ropes, it is suggested you come to one of our casual days, where Catalyst Demo Team reps are on hand to teach you the game.

PLAYER RESPONSIBILITIES

Players at WBC events are responsible for bringing and supplying their own miniatures, force lists (at least one copy for each round of the event and one for the judges for review), record sheets, dice, pencils or other writing utensils, game aids, rule books, and any other materials useful for playing BattleTech. Do not expect the event to supply these for you (ex: do not expect to print your record sheets at the event).

MINIATURES AND PAINTING

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

- Catalyst Game Labs (CGL), Iron Wind Metals (IWM), Ral Partha Metal miniatures or easily identifiable and in scale proxies mounted on Hex bases no larger than 1.25" from other sources are to be used.
- While we would appreciate all models at our events be painted to a three color minimum, this is not a strict requirement. Sometimes you don't have the time to paint, or an injury prevents you from completing the process, there are many reasons why

your mechs may not be painted. Whatever the reason, this will not prevent you from competing.

- The model used to represent a particular unit or chassis must be of the same chassis for the variant being used, or related in some way. (Ex: An AS7-K Atlas model may be used to represent an AS7-RS Atlas. A Caesar may be represented by a Cataphract, as they are very closely related mechs. A Locust may not represent an Awesome.) In cases where a similar mech is being used as a proxy, you must make your opponent fully aware of this in advance.

FORCE REGISTRY

Prior to the event, you must submit your force for review by our team, in order to make sure it is both legal and within the restrictions set out below. There are no faction restrictions in place, likewise there are no faction benefits available.

- Units may only be selected if they appear on the Master Unit List (MUL) available online at <http://www.masterunitlist.info/>
- Units are restricted to gunnery and piloting skills between 2-6, with both skills no more than 2 points apart (example being a 2/4 pilot is legal, however a 2/5 pilot is not, and likewise a 7/7 pilot is also not legal)
- Battle Armour may consist of between 4-6 troopers. While the MUL does list smaller units, these will not be permitted.
- Each Force Registry may use a maximum of three (3) of any Unit Chassis, including variants. Example: A Force Registry may include three (3) Locust BattleMechs, each of which may be a different variant or all three may be the same variant, but no more than three (3) total Locust chassis may be taken. In the case of two identical units, to avoid confusion each unit must be easily differentiated from each other through marking, colour coding, or other method established before play begins.
- Adjust BV levels for Skills, TAG, C3, and appropriate Special Munitions as directed in the "Constructing a Battle Force" section found on page 315 of BattleTech: TechManual.
- Players must have multiple copies of their Force Registries, one for review by the gamemaster and one for each Round of the event. Force Registries used by each player in a Round are turned into the Head gamemaster along with the Round Scorecard for record keeping purposes.
- Record Sheets used in events must be either official Catalyst Game Labs (CGL) Record Sheets, Flechs Sheets, or be fully legible and contain all relevant details of a standard BattleTech record sheet.
- All force registries & record sheets must be printed on paper. Lamination & digital record sheets are not allowed.

Each player will submit a single force registry prior to the event, consisting of three parts: The Core Force, and The Reinforcement Forces A & B. The Core Force will be your primary fighting force for all games, while The Reinforcement Force is selected prior to each round start.

Core Force

- 4,000 BV2 limit
- Between 2 – 4 units
- May consist of BattleMechs, Battle Armour, Ground Vehicles, V.T.O.L, or Industrial Mech found in the MUL.
- A maximum of 2 non-BattleMech units. Non-BattleMech units cannot exceed a combined 1,000BV2
- No unit produced after 3067
- Units are limited to Tech Level 3 (Advanced)
- Any Special Munition outlined in the BattleMech Manual, p.106 onwards. BV2 costs must be accounted for in Force Registry. No tech level limit on special munitions.

Reinforcement Force A/B

- 2,000 BV2 limit
- Between 1 – 3 units (but not exceeding 6 total units when combined with Core Force)
- May consist of BattleMechs, Battle Armour, Ground Vehicles, V.T.O.L, or Industrial Mech found in the MUL.
- A maximum of 2 non-BattleMech units. Non-BattleMech units cannot exceed a combined 500 BV2
- No unit produced after 3067
- Units are limited to Tech Level 3 (Advanced)
- Any Special Munition outlined in the BattleMech Manual, p.106 onwards. BV2 costs must be accounted for in Force Registry. No tech level limit on special munitions.
- Forces A & B may not contain identical units (different variants of the same chassis are permitted, however identical variants – regardless of skill differences – are not).
- When combined with the core force, the total force may not exceed 6,000 BV2. Similarly, all three forces combined may not exceed 8,000 BV2. (For example, if the core force contains TAG, and the Reinforcement force contains Semi-guided LRM's, this would cause an increase in BV2 not accounted for in the separate forces)

GAMEMASTER RESPONSIBILITIES

The gamemaster will provide the gaming surfaces to be played upon. The guidelines for each type of playing surface are found below.

The gamemaster will also determine the pairings.

FORCE CHECK

Before an event can begin, the gamemaster must check to ensure that all force lists have been turned in and meet the requirements for the event. Any player whose list is found to not be in compliance will be allowed to change their list before the event begins as long as this does not delay the start of the event. Therefore, it is recommended that players submit their lists before the event.

GAMING SURFACES

We will provide suitable gaming surfaces for the games to be played upon. This will consist of either a single Neoprene hex map, or two standard sized paper mapsheets joined together along the long edge.

3D Terrain will be provided for each map, laid out in varying arrangements designed to provide a variety of environments and play experiences, while maintaining fair and balanced gameplay.

For ease of play, buildings are to be treated as similarly sized hills, and may not be damaged, destroyed, or 'entered' in any way. The roof hexes of said buildings are considered to be paved hexes, with all associated movement modifiers and risks associated. As much as we want to see an Atlas burst out of a skyscraper like the Koolaid man, we feel this could slow gameplay considerably and wish to avoid this.

PAIRINGS AND CONCESSIONS

For the first round of an event, pairing will be determined randomly. This will be done by the gamemaster randomly (Ex: a randomizer app, pulled from a hat). For all subsequent rounds, players paired based on total match scores from the round(s) before, with the highest scores playing the next highest and so on. If there is a tie, determine who is currently ranked higher by strength of schedule and if any of the players have already met in a previous round. Players should not play against the same opponent more than once per event if it can in any way be avoided.

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

Concessions are strongly discouraged. Should a player concede a round, their opponent immediately receives 100 match points and the round victory. The player who conceded receives zero (0) match points for that round.

WBC RULES

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

Additional rules for the format come from Tactical Operations: Advanced Rules (TO:AR), Tactical Operations: Advanced Units & Equipment (TO:AUE), and the BattleMech Manual (BMM). These three books (TO:AR, TO:AUE, BMM) are used only as referenced in this document and only for the purposes mentioned. All other rules in these books not referenced here are not used in WBC events. Please note we are not at this time using the updated Battlefield Support rules outlined in the Mercenaries Box Set, as they are not available to all players at this time.

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

As there are many rules in BattleTech & this is a competitive event it is recommended that players bring their own copies of these books, particularly if they are using a unit or weapon referenced in any of the books mentioned in "additional rules." Officially published PDFs on screens are allowable for the event as the search function can greatly increase the speed at which rules can be referenced.

OPTIONAL RULES: IN USE

The following Special Rules are printed rules found in the Total Warfare book series and will be in use in all WBC Total Warfare events.

- Forced Withdrawal (258, TW)
- Specific missions will allow pre-selected BSP, however for the sake of speeding up gameplay they will not be permitted in general gameplay.
- Backward Movement (Expanded) (20, TO:AR)
- Floating Critical Rule (75, TO:AR)
- Expanded Reversing (Flipping) Arms (85, TO:AR)
- Engine Explosions (75, TO:AR)
- Ammunition Explosions (76, TO:AR)
- Advanced 'Mech Hit Location Table (74-75, TO:AR)
- Special Munitions (106-108, BMM)
- Players may not change Special Munitions between Rounds.

ADDITIONAL RULES

Some scenarios in certain seasons may also call for additional rules. Those are detailed in the scenario description.

EVENT LENGTH AND ROUND PROCEDURE

The gamemaster will determine how many Rounds the event will be based on the number of players at the event. The “Number of Rounds” chart below is the guide that the gamemaster can use but it is ultimately their decision as sometimes other factors (like allotted time slot) can play a role.

8 Or less: 3 rounds

9-16: 4 rounds

17+: 5 rounds

Each Event Round is three (3) hours long, followed by a short break of no less than 30 minutes to allow players to finalize the results of their games and for event staff to tabulate scores, generate new pairings for the next Round, and answer any questions that have arisen.

In the event of two players having tied for first place at the end of play, an additional ‘tie-breaker’ round will be played to establish the tournament champion (time permitting). Should there be insufficient time, first place will be awarded to whomever has the lower overall BV2.

BEGINNING OF ROUND PROCEDURE

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

1. Review the Round Scenario.
2. Each player rolls 2D6, and the player with the highest roll determines who is Attacker and Defender.
3. Select whether you will be using Reinforcement Force A or B
4. Exchange Force Registries for review.
5. The Defender chooses their board edge.
6. The players place any Objectives as directed by the Scenario.
7. Players make any allowed pre-game decisions and note them on their Round Score Card. (BSP, Alternate Munitions, etc.)

8. The Attacker has Initiative for the first turn of the game. During the first Movement Phase, each player may bring units in from their home edge, not exceeding the unit's Walking speed. A unit may not use Jump to enter the Battlefield. Battle Armour may start the game riding an appropriate unit as desired.
9. The game begins.

END OF ROUND PROCEDURE

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

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

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

SPORTSMANSHIP

All players are expected to be civil and polite during WBC events.

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 the gamemaster.

Should a dispute not be able to be settled between the two players in a game, a gamemaster may be called over to the table to settle the dispute. The game master will have the final say on the floor for all game and rules disputes. This ruling is final, no continued arguing or debating is allowed.

For brevity, speedrolling (rolling multiple attacks simultaneously) is permitted, however each set of dice should be clearly marked to differentiate them. In addition, speedrolling should consist solely of identical weapons. (Example: Rolling 4 Medium Lasers hitting on 7's together is permitted. Rolling 2 Medium Lasers on 7's and 2 ERPPC's hitting on 5's together is not.)

While the use of rattleboxes is permitted, please try to keep the volume down, and not make a spectacle of it. We are aware that some of our attendees may have sensory issues, and

would appreciate your consideration when playing the game. If you are inconsiderate of those around you, we will ask you to stop using the rattlebox and roll like a civilized person.

UNSPORTSMANLIKE BEHAVIOUR AND PENALTIES

If unsportsmanlike conduct a gamemaster will issue a verbal warning one time. A second Official Warning in the same event results in immediate disqualification from the event.

All events are subject to conduct & behaviour policies of the venue & all the policies of the Catalyst Demo Team.

The follow behaviours are also not acceptable for this event:

- Intentionally trying to misrepresent any situation to another player or gamemaster (ex: lying)
- Any intentional disruption of your own game or another game currently being played (ex: trying to intentionally slow down the game play so time expires in the round)
- Intentionally removing dice results from the table or a dice tray and not allowing your opponent to see the result.
- Discrimination of any kind will not be tolerated at our events, and will result in immediate removal from the event

SPORTSMANSHIP AWARD

Here at WBC, we reward good sportsmanship. You will be asked to rate your opponent from 1-10 on sportsmanship, and the totals will be added up. The highest overall score will potentially receive a prize! WBC gamemasters reserve the right to award additional sportsmanship points in the event that we witness a player going ABOVE AND BEYOND what is expected. While this is a competitive event, and we expect you to use every legal technicality at your disposal, we also want this to be a FUN event for everyone.

ALLOWED UNITS

Only units from the following sources are allowed in WBC Total Warfare events. This is updated each season & is part of the “flavour” of each season.

Official Record Sheet Sources:

- BattleTech Force Packs Record Sheets – Wave One (From the Clan Kickstarter)
- BattleTech Force Packs Record Sheets – Wave Two (Clan KS)
- BattleTech Force Packs Record Sheets – Wolf’s Dragoons

- Any other current BattleTech TRO dated 3067 or earlier.
- Selections are limited to BattleMechs, Battle Armour, Vehicles (Including V.T.O.L.), and QuadVee's rated Design Level 1 – 3.
- Conventional Infantry, Protomechs, Support Vehicles, Dropships, and Aerospace Fighters are not permitted selections.
- Units mounting Artillery (Arrow IV, Sniper Artillery, etc) are not permitted.
- No nukes (lol)

Scenario 1

THERE'S GOLD IN THEM THAR HILLS!

Situation

Planet Bristol

About 50 miles west of the Capitol city, on the continent of Cymru

9 February 3067

"Word is there's an old Star League base round here, Colonel"

"You said that on the last planet we visited, Tyler. What makes this one different?"

"I have a ton of good intel, boss. It's definitely here!"

"You said that too, remember? And all we found was a gaggle of Falcons itchin' for a fight!"

The Attacker and Defender are trying to scout potential cache's of hidden weapons of. Players must attempt to locate these caches by investigating leads outlined in somewhat sketchy intelligence.

Game Setup

Objective Marker Placement: six objective markers are placed on the map in the pre-determined locations outlined in the scenario deployment map.

- In the case where the predetermined hex contains woods or rough terrain, the objective marker replaces said terrain.
- If the predetermined hex is occupied by a building, the objective marker is placed atop the building.
- If the predetermined hex is in depth 1 or deeper water, it's height is extended so that it rises 2 levels above the surface of the water.

The objective marker has the following attributes:

A level 2 hardened building occupying one hex that cannot be entered or stood on and loses no CF when damaged.

Attacker

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

Defender

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

Objectives

Heavy Metal Mayhem: A player earns match points equal to a unit's BV/100, for each unit they destroy. Half this reward if the unit is crippled. A player may earn a maximum of 40 match points for this objective. **[0-40]**

Scouting Mission: Each player's objectives are to scout the three objectives located in your opponent's half of the map. In order to successfully scout an objective, three conditions must be met:

1. The scouting unit must be within 2 hexes of the objective during the **end phase** of two consecutive turns.
2. The scouting unit is not crippled, has not fallen over, and possesses weapons capable of damaging an enemy unit. (GM note: A 'Mech that intentionally goes prone may still scout an objective, however a 'Mech that falls over and chooses not to stand up is considered 'fallen over' until it attempts to stand.)
3. Control of the objective is uncontested (There are not equal or greater enemy forces within 2 hexes of the objective during the end phase)

Units with active probes may scout an objective from up to 4 hexes away, with similar restrictions. In this case, contesting forces must still remain within 2 hexes of the objective **even if they also possess active probes.**

A player may earn a maximum of 60 match points for this objective. **[20/40/60]**

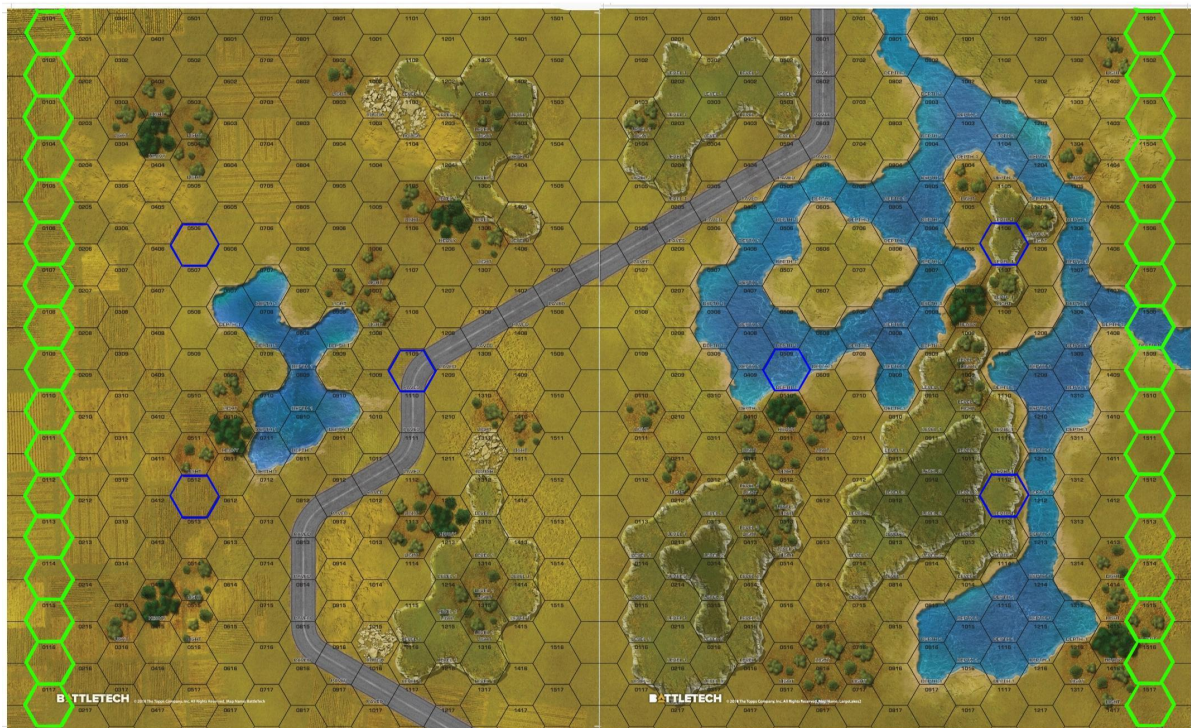
Round End

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

Special Rules

The following rules are in effect for this scenario:

NONE



Scenario 2

Bank Job

Situation

Planet Bristol

About 50 miles west of the Capitol city, on the continent of Cymru

3067

9 February 3067

“Somebody stole our loot!”

“What? How!?”

“Just strolled right in with a couple of LoaderMechs, scooped it up, and ran off with it! Right out of the dropship! Lucky thing we tagged it with a tracker, eh boss?”

“Where is it now?”

“About thirty miles south of here, holed up in an abandoned base.”

The Attacker is attempting to reduce the base defences, while the defender must stop them.

Game Setup

Objective Marker Placement: two objective markers are placed on the map in the pre-determined locations outlined in the scenario deployment map.

- In the case where the predetermined hex contains woods or rough terrain, the objective marker replaces said terrain.
- If the predetermined hex is occupied by a building, the objective marker is placed atop the building.

- If the predetermined hex is in depth 1 or deeper water, it's height is extended so that it rises 1 level above the surface of the water.

The objective marker has the following attributes:

A level 1 hardened building occupying one hex that cannot be entered or stood on and loses no CF when damaged.

Attacker

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

Defender

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

Objectives

Heavy Metal Mayhem: A player earns match points equal to a unit's BV/100, for each unit they destroy. Half this reward if the unit is crippled. A player may earn a maximum of 40 match points for this objective. **[0-40]**

Base destruction: The attacker's objective is to gain control and destroy two objectives. Each objective has three points of destruction. In order to successfully inflict a point of destruction on an objective, three conditions must be met:

1. The attacking unit must be within 2 hexes of the objective during the end phase of a turn.
2. The attacking unit is not crippled, has not fallen over, and possesses weapons capable of damaging an enemy unit. (GM note: A 'Mech that intentionally goes prone may still attack an objective, however a 'Mech that falls over and chooses not to stand up is considered 'fallen over' until it attempts to stand.)
3. Control of the objective is uncontested (There are not equal or greater enemy forces within 2 hexes of the objective during the end phase)

If the attacker outnumbered the defenders by two or more units (2 attackers, 0 defenders / 3 attackers, 1 defender / 4 attackers, 2 defenders) then they may inflict two points of destruction.

If destroyed, the objective nearest the attacker's home edge will earn the attacker 20 Victory Points. The second objective will earn the attacker an additional 40 Victory points. Vice versa, if the objectives survive at the end of the scenario will earn the defender identical victory points. A player may earn a maximum of 60 match points for this objective. **[0/20/40/60]**

Round End

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

Special Rules

The following rules are in effect for this scenario:

Cold Day: During the head phase, roll 1D3 for each heat-tracking unit. That unit sinks an additional heat equal to the result

Battle Armour Infiltration: Battle Armour units that end their movement in a hex adjacent to the objective may forego any shooting in order to plant explosives on the objective, following the rules associated with a leg attack. A successful 'leg attack' will inflict a single point of destruction. A single 'leg attack' of this manner may be performed per turn, regardless of how many Battle Armour units may be adjacent. Battle Armour performing this attack are exposed during this, and considered 'Immobile' for the duration of the turn.



Scenario 3

Capture The Informant

Situation

Planet Bristol

Cardiff City Centre, Cymru

11 February 3067

“Colonel, we’ve found the rat-bastard who snitched on us! But somebody tipped him off, he’s making a run for it. There’s a full lance of ‘Mechs moving in to cover him!”

“Get the lads ready, I want a word with that man...”

“Right on, Boss. Alpha Lance is ready to roll!”

The Attacker and Defender are trying to capture an informant. Players must attempt to take control of the informant vehicle, and escort it back to their home edge.

Game Setup

Informant vehicle setup: A single vehicle objective is set up in the centre hex of the map.

The informant vehicle has the following attributes:

- A wheeled vehicle.
- One level high.
- Capable of moving 3 hexes per turn. The informant vehicle does not expend MP to change facing, enter woods/rough terrain, or move up/down terrain levels.
- Immune to weapons fire.
- Cannot be the target of physical attacks, or displaced through the domino effect. In this event, treat the vehicle as a hill one level higher than the underlying terrain.

- For the purpose of unit stacking, the informant vehicle cannot share its hex with any other units. Units may pass through the informant vehicle hex, but may not end their movement in the same hex.
- The informant vehicle does not block line of sight, or provide any terrain modifiers.

Attacker

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

Defender

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

Objectives

Heavy Metal Mayhem: A player earns match points equal to a unit's BV/100, for each unit they destroy. Half this reward if the unit is crippled. A player may earn a maximum of 40 match points for this objective. **[0-40]**

Capture Mission: Each player's objective is to take control of the informant vehicle and move it off the home edge of the map. In order to control the objective, three conditions must be met:

4. The scouting unit must be adjacent to the objective during the **end phase** of the turn.
5. The controlling unit is not crippled, has not fallen over, and possesses weapons capable of damaging an enemy unit. (GM note: A 'Mech that intentionally goes prone may still control the objective, however a 'Mech that falls over and chooses not to stand up is considered 'fallen over' until it attempts to stand.)
6. Control of the objective is uncontested (There are not equal or greater enemy forces within the control hexes of the objective during the end phase)

If a player controls the objective during the end phase of a turn, at the start of the next movement phase, prior to any movement taking place, the objective may be moved three hexes in any direction.

If a player moves the objective off their home edge, they receive 60 Victory Points and the game ends. If, at the end of the game, a player controls the objective but has not successfully moved it off their home edge, they receive 20 Victory Points. In addition, determine whose home edge the objective is nearest, they receive 20 victory points. If neither player's home edge is closer, both players receive 20 victory points.

A player may earn a maximum of 60 victory points for this objective. [0/20/40/60]

Round End

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

Special Rules

The following rules are in effect for this scenario:

Dusty Haze: Apply an additional +1 penalty to hit at range 14 or above. For the purposes of Indirect Fire, measure from the spotter to the target. For the purposes of C3 networks, measure from the closest networked unit.



Scenario 4

TAKE AND HOLD!

Situation

Planet Bristol

Southern Cornwell, Continent of Cymru

30 March 3067

“Keep pushing, we have them on the back foot! Bravo Company, advance on the southern front! Charlie company, secure our rear! Don’t let them get behind us!”

The Attacker and Defender are trying to take control of the four quarters of the map. To do so, players must attempt to take control of the four objectives, one located in each quarter.

Game Setup

Objective Marker Placement: four objective markers are placed on the map in the pre-determined locations outlined in the scenario deployment map.

- In the case where the predetermined hex contains woods or rough terrain, the objective marker replaces said terrain.
- If the predetermined hex is occupied by a building, the objective marker is placed atop the building.
- If the predetermined hex is in depth 1 or deeper water, it’s height is extended so that it rises 2 levels above the surface of the water.

The objective marker has the following attributes:

A level 2 hardened building occupying one hex that cannot be entered or stood on and loses no CF when damaged.

Attacker

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

Defender

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

Objectives

Heavy Metal Mayhem: A player earns match points equal to a unit's BV/100, for each unit they destroy. Half this reward if the unit is crippled. A player may earn a maximum of 40 match points for this objective. **[0-40]**

Take And Hold: Each player's objectives are to control as many objectives as possible at the end of the game. In order to successfully control an objective, three conditions must be met:

1. The controlling unit must be within 2 hexes of the objective during the end phase of the game.
2. The controlling unit is not crippled, has not fallen over, and possesses weapons capable of damaging an enemy unit. (GM note: A 'Mech that intentionally goes prone may still scout an objective, however a 'Mech that falls over and chooses not to stand up is considered 'fallen over' until it attempts to stand.)
3. Control of the objective is uncontested (There are not equal or greater enemy forces within 2 hexes of the objective during the end phase)

A player earns 15 Victory Points for each objective held at the end of the game. In the event that one player has no active units remaining on the board, the game ends and the player with units remaining received 60 Victory Points. If neither player has active units remaining, both players receive 30 victory points. A player may earn a maximum of 60 match points for this objective. **[0/15/30/45/60]**

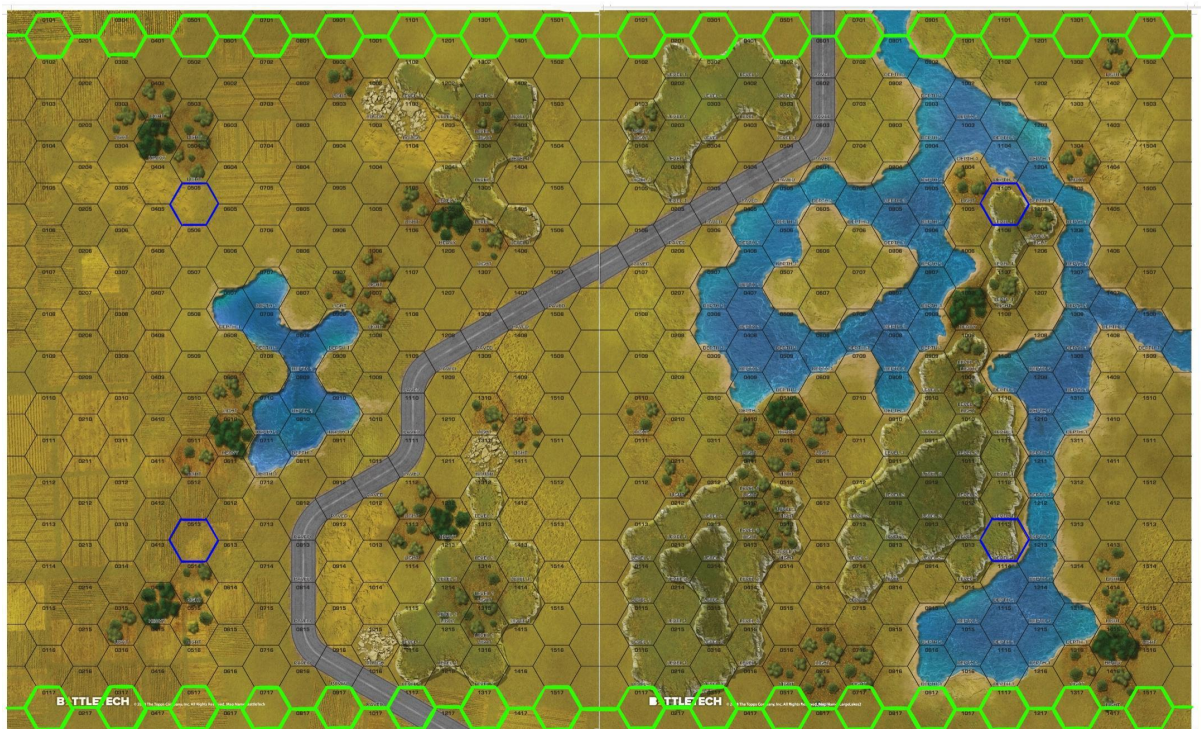
Round End

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

Special Rules

The following rules are in effect for this scenario:

Sticky Objectives: Following a successful capture of an objective, the objective remains under the players control until successfully captured by their opponent, even if the controlling unit(s) move away from the objective.



Scenario 5

Cut Off The Head, And The Body Will Whither.

Situation

Planet Bristol

Southern Cornwell

28 March 3068

“Colonel, we’ve tracked down the rebel leader. One swift strike, and this could all be over!”

This is an assassination mission. Both players designate a commander which they have to protect. The Attacker and Defender are trying to eliminate the opponent's commander.

Game Setup

Each player, starting with the defender, designates a single unit as force commander. This unit must be a BattleMech.

Attacker

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

Defender

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

Objectives

Heavy Metal Mayhem: A player earns match points equal to a unit's BV/100, for each unit they destroy. Half this reward if the unit is crippled. A player may earn a maximum of 40 match points for this objective. [0-40]

Assassinate: A player earns 10 victory points for crippling the the opponent's commander. A player earns an additional 20 victory points for killing the opponent's commander. [0/10/30]

Protect: A player earns 30 Victory Points if their commander is alive and not in a crippled condition at the end of the game. If the commander is crippled but not destroyed, the player earns 10 Victory Points. [0/10/30]

Round End

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

Special Rules

The following rules are in effect for this scenario:

Not One Step Backwards: Force Commanders are not subject to the Forced Withdrawal rule, and may not withdraw from the map under any circumstances.

Ancient Minefield: At the end of any movement by a unit not using jump, roll 2d6. On a roll of 2, the unit has struck an ancient mine from a long forgotten battlefield. If the unit is a BattleMech, it takes a 5 points of damage to a single location on the kick table. If the unit is Battle Armour, it takes 1d6 damage to a single trooper.



Scenario 6

LAND GRAB

Situation

Planet Bristol

Southern Cornwell, Continent of Cymru

27 May 3068

"We have them on the run, lads! We keep this up, and we'll be getting a fat paycheck tonight!"

"Spectre Lance, be advised we have reports of opposition forces moving to your flanks."

"Roger that Spectre Base. Spectre two, spectre three, fan out and make sure they don't get behind us!"

The Attacker and Defender are trying to take control of the four objectives on the map. To do so, players must attempt to hold the objectives at the end of each turn.

Game Setup

Objective Marker Placement: four objective markers are placed on the map in the pre-determined locations outlined in the scenario deployment map.

- In the case where the predetermined hex contains woods or rough terrain, the objective marker replaces said terrain.
- If the predetermined hex is occupied by a building, the objective marker is placed atop the building.
- If the predetermined hex is in depth 1 or deeper water, it's height is extended so that it rises 2 levels above the surface of the water.

The objective marker has the following attributes:

A level 2 hardened building occupying one hex that cannot be entered or stood on and loses no CF when damaged.

Attacker

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

Defender

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

Objectives

Heavy Metal Mayhem: A player earns match points equal to a unit's BV/100, for each unit they destroy. Half this reward if the unit is crippled. A player may earn a maximum of 40 match points for this objective. **[0-40]**

Land Grab: Each player's objectives are to control as many objectives as possible at the end of the end phase of each turn. In order to successfully control an objective, three conditions must be met:

1. The controlling unit must be within 2 hexes of the objective during the end phase of the game.
2. The controlling unit is not crippled, has not fallen over, and possesses weapons capable of damaging an enemy unit. (GM note: A 'Mech that intentionally goes prone may still scout an objective, however a 'Mech that

falls over and chooses not to stand up is considered 'fallen over' until it attempts to stand.)

3. Control of the objective is uncontested (There are not equal or greater enemy forces within 2 hexes of the objective during the end phase)

A player earns 5 Victory Points if they hold a single objective at the end of the end phase of a turn. A player scores an additional 5 Victory Points if they hold more objectives than their opponent at the end of the end phase of a turn. A player can earn a maximum of 60 Victory Points through this objective. **[0-60]**

Round End

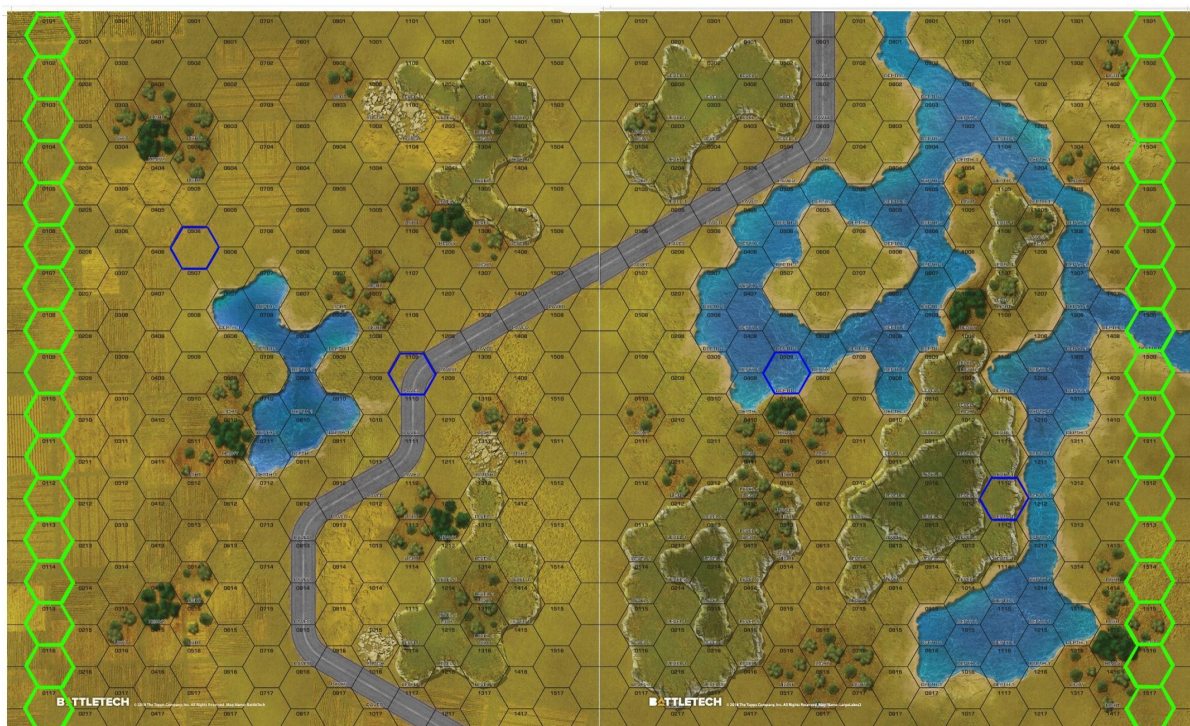
This game ends after the end phase of turn 12, when one player reaches 100 points, as soon as one player has no active units on the board, or the round time has ended.

Special Rules

The following rules are in effect for this scenario:

Hot Stuff! During the heat phase, players roll 1D3 for each heat-tracking unit, adding the result to the heat generated that turn.

Sticky Objectives: Following a successful capture of an objective, the objective remains under the players control until successfully captured by their opponent, even if the controlling unit(s) move away from the objective.



Scenario 7

“You dare to refuse my Batchall?!!!”

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

Game Setup

Before play commences, each player must nominate a single unit to be their force commander. This mission requires no special setup.

Attacker

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

Defender

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

Objectives

Total Heavy Metal Mayhem: A player earns match points equal to a unit's BV/100, round up, for each unit they destroy. Half this reward if the unit is crippled. Each player may earn a maximum of 70 match points for this objective. **[0-70]**

First Blood! A player earns 10 match points for scoring the first enemy unit destroyed in the game. **[0-10]**

Decapitation: A player earns 10 match points for killing the enemy Force Commander. **[0-10]**

Flying In Style: A player earns 10 match points if they successfully damage an enemy unit by using a Death From Above (DFA) attack. This objective can only be achieved once per player [0-10]

Special Rules

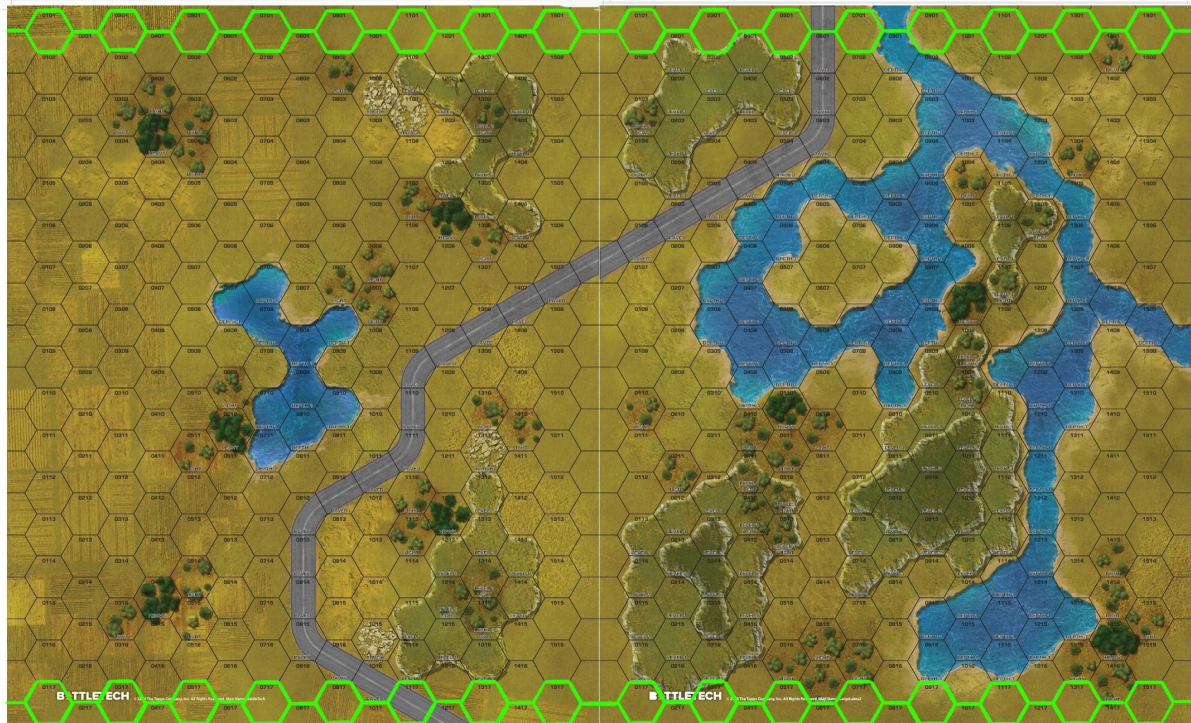
The following rules are in effect for this scenario:

Veteran Warriors: Improve piloting and gunnery skills of all units by 1.

All-in: This scenario is played with the Core Force, as well as both Reinforcement Forces A + B.

Round End

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



ADVANCED 'MECH HIT LOCATION TABLE

2D6 Rolls	Left Side	Front/Rear	Right Side
2*	Left Torso [critical]	Center Torso [critical]	Right Torso [critical]
3	Left Leg	Right Arm	Right Leg
4	Left Arm	Right Arm	Right Arm
5	Left Arm	Right Leg	Right Arm
6	Left Leg	Right Torso	Right Leg
7	Left Torso	Center Torso	Right Torso
8	Center Torso (R)	Left Torso	Center Torso (R)
9	Right Torso (R)	Left Leg	Left Torso (R)
10	Right Arm	Left Arm	Left Arm
11	Right Leg	Left Arm	Left Leg
12	Head	Head	Head

*A result of 2 may inflict a critical hit. Apply damage to the armor in that section in the normal manner, but the attacking player also rolls once on the Determining Critical Hits Table, page 124, *TW*.