HOTSPOTS

MELBOURNE

NUNAWADING WARGAMES ASSOCIATION

Hot Spots Melbourne - Alpha Strike 2027 Pack

Hosted by Nunawading Wargames Association

Sunday 21 March 2027

Blackburn RSL: 2 Diggers Way, Blackburn VIC 3130

Welcome to Hot Spots Melbourne's fourth year. This casual tournament is focused on fun play and scenarios to challenge your force. The intent of this tournament is to build the Battletech community by meeting new players in Melbourne (or beyond) while playing some competitive games. More detail on the previous tournament events are available here: Hot Spots Melbourne Wrap-up

You only need the main **Alpha Strike Box Set** or similar box sets to be able to play in the tournament (eg Battletech AGOAC, Battletech CI or 2 Force Packs). Games run for 90 minutes under normal play conditions for 3-6 turns resulting in a satisfactory conclusion. The tournament will be a four round swiss style tournament with win/loss conditions and scores.

Your force registry should be submitted for review to the event contact email one week prior to the event (14 March). If there is a delay please notify the tournament organiser. If using MUL or other software tool do not forget to also send formation selected and force name.

Day Schedule

Start	End	Time	Notes
9:00 am	9:10 am	10 minutes	Setup for first game
9:10 am	10:40 am	90 minutes	Scenario 1
10:40 am	10:55 am	15 minutes	Mid round scoring and setup game
10:55 am	12:25 pm	90 minutes	Scenario 2
12:25 pm	1:10 pm	45 minutes	Mid round scoring, lunch and setup next game
1:10 pm	2:40 pm	90 minutes	Scenario 3
2:40 pm	2:55 pm	15 minutes	Mid round scoring and setup game
2:55 pm	4:55 pm	120 minutes	Scenario 4 (Doubles Match)
4:55 pm	5:10 pm	15 minutes	Final score counting, pack up.
5:10 pm	5:30 pm	20 minutes	Outcomes and prizes.

What to Bring on the Day

- Your miniatures, dice, rulebooks, force list, alpha strike cards and game aids.
- Action markers conforming to AS colours (Black, White, Yellow, Red).
- Pencils, markers as appropriate for record sheets. Pens for score cards.
- A positive attitude to have some good games and some fun.

Rules Used

To play in this event you will need to be familiar with the rules in the Alpha Strike Box Set QuickStart rules **(QS)**. Additional rules and clarifications from Alpha Strike Commanders Edition **(CE)** and Aces **(rules AR, campaign AC)** are used. Where rules from Aces are used they are summarised in brief within this pack. Errata updates will be used if available, current version used is seventh printing.

Important rules

- **2027 scenario rules:** each scenario has a sub rule for probe use. Additionally the special terrain rule this year is **Urban Rampage** covered on p.6 that applies to all play surfaces.
- **Front-Loaded Initiative (AR p.6):** If you have up to double you must move 2, triple 3, ect…
- **Formations (QS p37, CE p116 and FM):** Each force will have a 'mech formation that receives a formation bonus from the QuickStart or Commanders Edition. Formations in Force manuals can be used if a faction and era lock is used (even if not normally required). Note some formations have format adjustments as listed in clarifications later in the pack (p.12).
- **Forced Withdrawal (QS p12, CE p126):** Is used and crippled units cannot claim objectives.
- **Vehicle and infantry criticals (AR p.4):** Both are modified as follows:
  - **Vehicle criticals:** Vehicles do not have a "no critical" effect. On a 6 or 8 they take a "Weapons Hit" and on an 7 they take a "MP Hit" as per standard effects.
  - **Infantry criticals:** Infantry/Battle Armor take a Weapons Hit on a critical.
- **Battlefield Support Points (QS p29, CE p55, AC p.19):** Each player has access to an Aerospace fighter affectionately known as "the pig". This gives them one of each BSP card Light Strike and Heavy Strike. Only one BSP may be played per turn. When a Strike is played on a unit with FLK or in line of sight and range of a friendly unit with FLK (select one only, must not have sprinted), increase the target number on the Battlefield Support card by its FLK rating. Players are encouraged to use the BSP cards from the Alpha Strike box set or Aerospace models to remind them of this feature.
- **Optional Rules:** Only the three optional rules specified below are in play. All other optional rules from commander's edition are not used.
  - **Alternate Munitions (CE p143):** Only three types are used, Precision Ammunition, Swarm-I, Tandem Charge. See clarifications for summary.
  - **ECM/ECCM (CE p161)**
  - **Multiple Attack Rolls (QS p21, CE p174):** Is used, one attack roll per damage point. Please bring different colored 2d6 dice pairs on the day (we will have spares).

Rules not used in Hotspots Melbourne

- **Skidding (CE p75):** Is not used.
- **Special Pilot Abilities (CE p92):** Are not in play unless used in formations.
- **Optional Special Abilities using Optional Rules (CE p82-91):** Specials using optional rules not in play have no effect (e.g. MHQ and RCN for battlefield intelligence initiative bonus, MDS for minefields, etc). Units with these rules may be taken (if not restricted in force registry below), the specials just have no effect.

Force Registry

Each player creates a Force Registry (Force) to be used in all scenarios. Your force will end up composed of the following elements:

- A ‘mech only formation of 4-5 mechs that receive a formation bonus.
- A detachment of units that receive no formation bonus.
- Two battlefield support strikes, as covered on the previous page under rules used.

The following tournament parameters apply in building your force:

Faction and era:

- **Open faction and era (default):** your force may select units from any era and faction.You may choose to align to a faction or era of your choice for fun or just use the cards in the box.
- **Faction and Era Locking (optional):** Forces that choose to lock faction and era availability on the MUL (or force book) may use formations from force books. Comstar/Blakist forces that do this may have a mech formation of 6 ‘mechs.

Force building:

- **Point Value (PV):** Each Force will have a maximum of **250 PV**.
- **Unit limit:** Each force must have **six (6) to ten (10)** units in its roster.
- **Unit Types:** Battlemech (BM), Combat Vehicles (CV) and Infantry (BA, CI) units may be taken
- **Skill Rating:** All units are limited to “regular” skills rated from three (3) to five (5).
- **Mech formation:** First build a formation of **four to five (4-5) ‘mech units** that receive a formation **Bonus Ability** (page 110 of AS:CE 6ed). [Formation Cheat Sheet]
- **Detached formation:** Next select detached units of **any type** within your unit limit. These units do **not** receive formation bonus abilities but count as a formation for scenario purposes.

Restrictions:

- **PV minimum:** no unit of **6 PV** or less after skill adjustment.
- **Duplicate units:** Each force may use a maximum of **two (2) of any non-unique unit** excluding Infantry and Battle Armor. The two units may be identical classification/models.
- **Custom built units:** Outside of the Brumby event mascot these are not available.
- **Unique unit:** each force may use a **single (1) unique** unit listed on MUL or named card.
- **Area effect abilities:** Given the smaller board layout and fast play approach units with area effect specials, such as ART, BT and HPG may not be taken.
- **Heat limit:** your force is limited to 5 heat (HT) total in any one range band from any source.
- **Restricted Specials:** Units with the specials BIM, BTAS, DRO, DCC, LAM, MTAS, QV, RBT or TSEMP may not be taken.

Scoring

Scoring phase: This additional phase occurs after the end phase. This is to clearly separate any effects occurring during the simultaneous end phase. Eg unit shut down, damage, removal of units. Think of it as the end of the end phase.

Points Scoring: You can claim two types of points during a mission:

- **Mission Objective (MO)** points are claimed during the round you achieve an objective.
- **Heavy Metal Mayhem (HMM)** points are claimed when an opposing unit is destroyed by a player. A unit may voluntarily withdraw from a players Home Map Edge at any time and this does not trigger HMM for destruction.

Score Card: Each player will be given a score card to keep track of their points during a scenario and to be submitted at the end. **During the match** they will need to record points towards achieving the **Mission Objective** and **Heavy Metal Mayhem (HMM)**. The combined of which is the overall **Total Points** for the round.

After the match players:

1. Check their score. The total score is the sum of Mission Objectives and the players HMM.
2. record their **opponents** HMM Points score on their score card.
3. Optionally they record a highlight of the match to be used later in the event summary writeup.
4. Players then confirm the **winner** who is the player with the highest Total Points.
5. In the event of a tie a winner must be determined using the following sequence (1) highest Mission Objective score, (2) Lowest opponent HMM (least lost) (3) most remaining active units (4) Finally tie break with a random 2d6 roll or paper-rock scissors.
6. Finally players initial their opponents card before submitting the scorecard to the coordinator.

Miniatures and Proxies

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

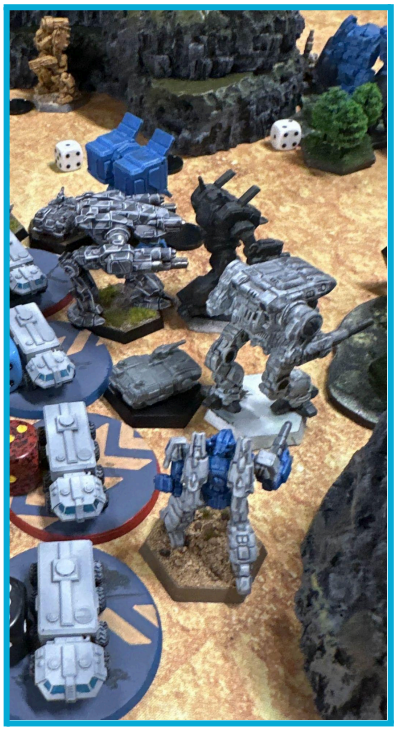
1. While we prefer official models, with limited availability in Australia we will accept 3D printed units at this tournament. Non-Catalyst units must closely resemble the unit they represent.
2. We request that models be painted to a minimum three colours, but are very tolerant.
3. All models must be mounted on a hex base that is approximately 1.25” from flat end to flat end and is covered with basing material of some kind (so it is visible for alpha strike arcs).
4. The model used to represent a particular unit or chassis must be of the same chassis for the variant being used. (For Example: An AS7-K Atlas model may represent an AS7-RS)
5. Elementals may be used as a proxy for any battle armour.

Play etiquette and recommendations

Play by intent. Declare your intents to the other player as you move or interact with the board. Announce if you think you are in a rear arc or have partial cover to a certain unit. Doing this makes the combat phase faster and the play experience more pleasant.

Know the rules you are using. If you bring a special vehicle type or ability it falls on you to assist the other player in understanding these rules and assisting with tracking. If you don’t know them go easy on yourself and don’t bring them.

Help build the community: This is a casual tournament and there are prizes, but you don’t need to smash someone so hard they forfeit, or worse never come back. Some abilities are frustrating to play against, if you take them, take responsibility for your opponents play experience. Likewise if you are losing, loose gracefully and move onto the next game.



Play Surface, Setup and Special Event Rule

All matches will be played on a 3 foot by 4 foot play surface. Terrain is set up prior to the tournament to ensure consistency and speed of play. Terrain setup will be asymmetrical in layout.

Home Map Edge

Before the first turn, after rolling for setup initiative (prior to rolling initiative for the first turn), the player winning setup initiative selects a 3 foot board edge to be their home map edge (6 foot for scenario 4), the opponents home map edge is the opposite side.

Setup Phase Declarations

During the setup phase, any unit “states” must be declared that affect first turn deployment. This includes but is not limited to units being mounted/transported, heat level (for TSM), ECM/ECCM/STL status, etc.

Terrain

Buildings: Unless specified by the scenario, all buildings are Heavy buildings with **CF6** (Weight Capacity 6). When a building is destroyed and removed during the end phase replace it with rubble tokens from any rubble terrain on board (each board has a rubble pile with tokens). This token counts as rubble terrain within 1” from the edge of the token (hex base sized token).
Trees: all tree terrain is treated as 2” high.
Water: is not in use.

Urban Rampage - 2027 Environmental Rule

Each board will have a central city feature with urban terrain. The following rules addition applies to all scenarios in the 2027 Hotspots format.
If a unit is within 1” of a building the following two additional rules apply.

1. A unit receiving damage **may** transfer a single point (1) of received damage to a building within 1”. This does not impact specials or criticals, unless damage is reduced to zero.
2. Additionally any damage that missed the unit **must** be applied to a building within 1” by the player on the receiving end of the damage.

In both cases the building receiving the damage must not have enough damage that it will resolve as destroyed during the end phase.

Add board setup photo so people know what to expect.

SCENARIO: Push Through

Situation

“Break on through to the other side, break on through, break on through.” The Doors.

The battles on Mateao have taken a new turn and your forces must re-position their operational control to an urban environment. Unfortunately another force is also moving through the area. Advance your forces to safety while harassing your opponent's force.

Beginning The Scenario (First Turn)

Step 1 - Go go go!: units with a ground or jump speed or **8” or less** gain the *Speed Demon* SPA on the first turn if they do not gain it from another source (p.99; +2” move, +4” on sprint). This ability is lost after the first turn.

Step 2 - Commence First Turn: The player's units enter the battlefield from their home edge during the Movement Phase of the first turn.

Step 3 - Home Map Edge swapped after all units deployed: After the movement phase on the first round each players home map edges switches to the other side. This impacts achieving the asset recovery mission objective and makes units in forced withdrawal do so to the opposite board edge (though they are unable to score mission objectives).

During The Scenario

Mission Objective - Asset recovery: from turn 2 onwards during the scoring phase, a player may achieve this objective by having an active unit within 6” of their home map edge (this is the far side due to the swap above).

Units not jammed by ECM that have LPRB, RCN, PRB or MHQ add 2” to this range (8”) while those with BH add 4” (10”).

Each turn a player may remove (withdraw) a single active unit to score 10 objective points.

Heavy Metal Mayhem: A player earns points when they cripple a unit equal to the **tens digit** of its PV to a minimum of 1. (As PV/10 round down, minimum 1; eg 37 gives 3 points).

Match End

The game ends during the end phase of a turn:

1. When one player has achieved 40+ points.
2. When a player has no units (no further points scored).
3. Turn 6 is completed or the round time has ended.

Determining winner: The winner is the player with the highest Total Points (Objective Points plus Heavy Metal Mayhem). If it is still a draw compare HMM scores, the player with the highest wins.

SCENARIO: Hold The Zone

Situation

"Have fun storming the castle!" Miracle Max.

Your forces are establishing a new base of operations on the edge of the city you have established a foothold in. Hold several critical zones and prevent your opponent from establishing a foothold.

Beginning The Scenario (First Turn)

Step 1 - Objective Marker Placement: place four objective markers, two are located 6" from the home edge and 12" from the left side of each players deployment area. The other two are located 18" from the home edge and 6" from the right side of each players deployment area. The markers are circles with a 2" diameter and 0" height that do not obstruct movement.

Step 2 - Commence First Turn: The player's units enter the battlefield from their home edge during the Movement Phase of the first turn.

During The Scenario

Mission Objective - Hold the Zones: from turn 2 onwards during the scoring phase, a player may control an objective marker on their half of the board by meeting the following two criteria:

1. Having no landed active enemy unit within 8" of the marker edge
2. Having a friendly landed active unit within 4" of the marker edge.

Units not jammed by ECM that have LPRB, RCN, PRB or MHQ add 2" to these ranges (10"/6") while those with BH add 4" (12"/8").

A player scores 10 points for a single occupied objective and 15 points for two.

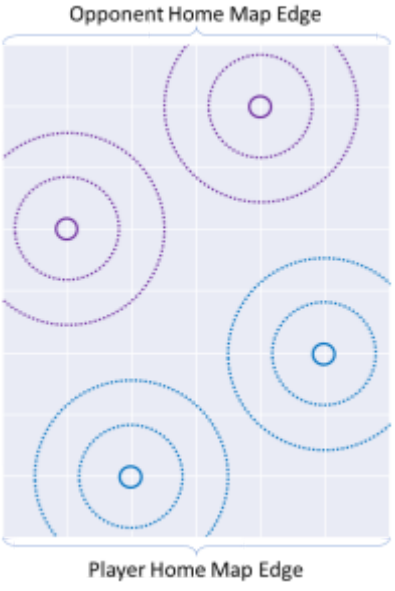
Heavy Metal Mayhem: A player earns points when they cripple a unit equal to the **tens digit** of its PV to a minimum of 1. (As PV/10 round down, minimum 1; eg 37 gives 3 points).

Ending The Scenario

The game ends during the end phase of a turn:

1. When one player has achieved 40+ points.
2. When a player has no units (no further points scored).
3. Turn 6 is completed or the round time has ended.

Determining winner: The winner is the player with the highest Total Points (Objective Points plus Heavy Metal Mayhem). If it is still a draw compare HMM scores, the player with the highest wins.



SCENARIO: Salvage Operation

Situation

"We took what was left. If we hadn't, someone else would have. It's the law of the deep." Mal.

A recent battle has left damaged units and supply convey wreckage scattered over the battlefield. Locate viable supplies and call in your recovery team before your opponent does.

Beginning The Scenario (First Turn)

Step 1 - Objective Marker Placement: place three (3) Objective markers along the centre line of the map (24" from each home edge), the first in the middle and the others 6" from the edges. The markers are circles with a 2" diameter and 0" height and count as **rough terrain**. These represent salvage not yet marked for recovery.

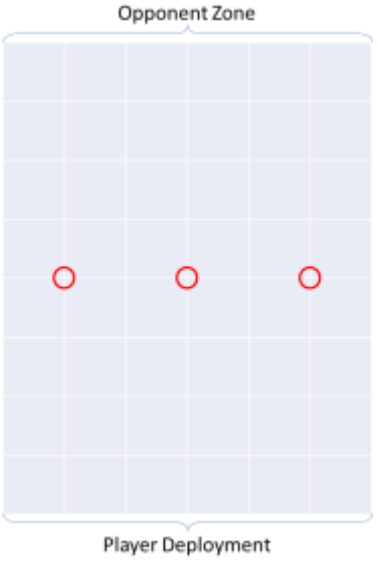
Step 2 - Commence First Turn: The player's units enter the battlefield from their home edge during the Movement Phase of the first turn.

During The Scenario

Mission Objective - Secure salvage: From turn two onwards, control any salvage site during the scoring phase by having more SIZE (SZ) value of active grounded units within 2" of the objective marker than your opponent.
Units not jammed by ECM that have LPRB, RCN, PRB or MHQ add 2" to these ranges (4") while those with BH add 4" (6").
A player scores 10 points when they complete this objective and they remove the marker.

Uncover additional salvage: When a supply objectives is removed, the player who removed an objective must hand it to their opponent who places it back on the board immediately at least 12" from its edge to their home edge, 6" from any other objective and not touching any other unit base.

Heavy Metal Mayhem: A player earns points when they cripple a unit equal to the **tens digit** of its PV to a minimum of 1. (As PV/10 round down, minimum 1; eg 37 gives 3 points).



Ending The Scenario

The game ends during the end phase of a turn:

1. When one player has achieved 40+ points.
2. When a player has no units (no further points scored).
3. Turn 6 is completed or the round time has ended.

Determining winner: The winner is the player with the highest Total Points (Objective Points plus Heavy Metal Mayhem). If it is still a draw compare HMM scores, the player with the highest wins.

DOBLES SCENARIO: Control The City

Situation And Special Rules

Your forces must push through to control the city while under heavy air attack.

Doubles scenario: This scenario pits two players up against two others. Partners share the long edge choosing one half each as their individual home map each. They also share initiative rolling order and movement activation order and score.

Formation movement: This scenario uses formation (Lance/Star) movement (p.33, AS:CE 6ed).

Beginning The Scenario (First Turn)

Step 1 - Comms Relay Placement: Four (4) buildings are placed 12" from the edges of each corner. They are Heavy buildings with **CF12** (Weight Capacity 6, hex size base around 2" high).

Step 2 - Objective Zone Placement: Two (2) large templates (12" by 8") will be placed roughly in the middle of each board touching each other. This forms a zone has a 0" height that does not obstruct movement, it is covered in urban terrain unrelated to its use as an objective zone.

Step 3 - Commence First Turn: Formations enter during Movement Phase of the first turn.

During The Scenario

Bring out the pig: The four comms relays are linked and controlling them allows additional air strikes. To determine control of the linked relays, during the scoring phase count the SIZE (SZ) value of each team's active landed units in base contact with any surviving relay. If a team has more total SIZE (SZ) they get back a used strike card. On a draw both teams gain this.

Mission Objective - Hold the City: From turn two onwards, control the objective zone during the scoring phase by having more SIZE (SZ) value of active landed units on the zone compared to your opponent. Each turn you control the zone score 10 points.

Units not jammed by ECM that have LPRB, RCN, PRB or MHQ may contribute if they are 2" from the zone while those with BH may contribute from 4" away.

Heavy Metal Mayhem: A player earns points when they cripple a unit equal to the **tens digit** of its PV to a minimum of 1. (As PV/10 round down, minimum 1; eg 37 gives 3 points).

Ending The Scenario

The game ends during the end phase of a turn:

1. When one team has achieved 60+ points.
2. When a player has no units (no further points scored).
3. Turn 6 is completed or the round time has ended.

Determining winner: The winner is the player with the highest Total Points (Objective Points plus Heavy Metal Mayhem). If it is still a draw compare HMM scores, the player with the highest wins.

Matching and Pairing

The first round uses random pairing. After the first round, players are ranked by highest wins, higher Total Score, least points lost to crippling (opponents HMM, aka “survival score”). Reserve players (assistants on the day) will be called on to fill buys and missing player counts. These will be used last in the selection process.

For rounds two and three, starting in order from the highest ranking, players are matched with the next valid player on the list based. Valid players are those who have not been matched currently or previously with the player or club excluded for that player. Players may elect to skip same club in which case a random later player will be applied (roll of a dice).

For round 4, the doubles match, pairing of partners will start at the top of the list (as above), then the bottom to create partner pairs, proceeding through the list (next highest and lowest) until all players are paired.

Prizes and Awards

All ticket monies go towards venue costs and prize support. Everyone takes something home and players draw from the prize table in order of the awards and then by final ranking.
Awards are ranked as follows:

1. **The PPC award (Primary Player Category):** Player with the best overall result ranking.
2. **The Blackburne prize:** during lunch, setup your force for a photo and voting on best painted. We will encourage players and others present to vote on the best painted force.
3. **Lone Wolf (Best of solo):** Player with the best in the first three scenarios. May be the PPC as well, though they will still only receive a single pick in order.
4. **The Ogre slayer:** Awarded to the player that did the most damage to the unit designated as the Ogre. This is the unit in the event with the most health.
5. **The Hanger Queen:** Player that had the most damage received.

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Battletech Victoria Facebook: https://www.facebook.com/share/g/17KhJ9taBm/?mibextid=wwXIf
Battletech Victoria Discord: https://discord.com/invite/TfJ6jd77BW

If you want us to add you to this list please message us and we will add your group.

Rule clarifications and interpretations

To ensure everyone is using the same interpretation of Alpha Strike Commanders Edition (AS:CE) as possible and to cover minor points of clarification or change the following should be noted:

- **Active Unit:** Units that are not shutdown, crippled, mounted or destroyed are “active”.
- **Eagle’s Eyes SPA (CE p95):** A unit with this SPA (command) adds 2” to its range bonus granted by relevant scenarios for having a probe (+4” or +6”). The unit gains RCN if it does not have it but does not gain the additional 2”.
- **Force withdrawal:** the following clarifications are used:
  - **Exit movement requirement:** if the unit can make a move that will see it safely exit the board without sprinting it must take it.
  - **Unit Immobilised:** units crippled through being immobilised are removed from the board (eject or abandon vehicle).
- **Formation adjustments/clarifications:**
  - **Command:** each SPA option may only be taken once (eg one Combat Intuition).
  - **Hunter (Davion):** choice is locked at the start of the match and may not be changed.
  - **Light Fire Formation (Davion):** requires a hit only (not damage) and resets each turn.
  - **Horde (Kurita):** may use up to 6 mechs in the formation (not limited to 5).
  - **Order (Kurita):** allows 4 units of one type, overriding the duplicate units requirement.
  - **Security (Mercenary):** Defensive option not used.
- **Front-Loaded Initiative (ACES p.6):** At the start of their activation, the player who lost initiative confirms if anyone has more **active** units and must move more than one for that turn. If a player has up to twice the active units, they must move two units. If they have up to three times as many, they must move three units, increasing for each multiple beyond this.
- **Move displacement “The wiggle”:** Given the rules for movement are not specific on displacement, after choosing a movement mode a unit is not required to change its location. This format uses large area objectives and this has been tested to not cause any issues.
- **Overheat:** overheat use does not impact heat reduction in a turn (announced change).
- **Open Cards:** Unit cards are not hidden and should be placed on the play surface. Assist your opponent by answering any request for current unit states. Cards from the MUL or official print cards with correct PV from MUL are to be used only. Digital record keeping is not to be used.
- **Scale and Line of Site (40, AS:CE 6ed):** True line of site and miniature size is used as per the rulebook. If you are uncertain take a photo of the mech that positions the attackers head to the defenders head to examine cover. The optional practical line of site rules are not used.
- **Preloaded munitions:** Alternate munitions are fixed to the applicable special. No other ammunition types are used. Infantry do not have access to these.
  - **AC** specials have Precision ammunition (p145) with an adjustment. The adjustment is: For targets with a modified TMM of 2 or 3, reduce the effect of precision ammo to -1 (half). Target with TMM 4+ use the normal modifier of -2. These modifiers effectively reduce the target’s TMM by the modifier for the dice rolled with the AC special.
  - **SRM** specials have Tandem Charge ammunition (p150). Against BM or CV units if one or more of the SRM attack rolls hit, roll 2d6 and score a critical hit on a 10+.
  - **LRM** specials have Swarm-I ammunition (p150). Missed LRM/IF damage shots are redirected to a random enemy target within 2”. Roll a new attack for missed damage using the same target number as the original attack modified by the difference in TMMs.
  - **NARC:** benefits of this special are available when you elect not to use specialty ammo.

Appendix: The Brumby

Like its namesake, the wild brumby horse from Australia Terra, the Brumby is not a battlemech whose designed has not been tamed by a corporate owner or controlled by the select few. The origins of the 'mech remain uncertain, but many suspect worlds on the Lyran frontiers produced the earliest versions drawing on captured Marik technical notes descending from the Liberator project. It is most commonly seen in use by planetary militia and defence of corporate assets.

The design makes some unusual choices with criticism focusing on the placement of its primary weapons in a single left arm mount. This is intentionally done to cut down on complexity, with only a single power feed to the reactor. Likewise, its right arm features no weapons or supporting equipment whatsoever. The right arm is inconsistent in its form based off the parts available to its producer, it often features an elongated lower limb and claw to allow it to serve a dual role as a worker mech moving loads and shifting equipment.

The legs of the mech give it its distinctive gait and hooved feet that likely contributed to the mech's name. Though complex due to multiple joints, in practice the weight distribution across these joints allows the 'mech to achieve its intended higher than average speeds without significant wear and thus reduced maintenance time desired by those on the edge of space.

The chassis is often described as boxy in nature along with its elongated head mounting enhancing its likeness to a horse. While the fusion engine fills the torso, some have explored mounting the cockpit within the frame. The side torso sections are smaller and higher mounted on each side to allow mounting of missile weaponry. Each torso contains a small missile weapon system to compensate for the lack of a larger mount.

Capabilities

Being a wholly unoriginal design build on common parts and widely shared blueprints, the Brumby manages to do a little bit of everything a planetary militia might need in a battlemech. The design was never intended to operate alone, lacking anti-infantry weaponry and focuses more on consistent firepower provided by heavy lasers and support LRM launchers.

Its mobility grants it the ability to reposition and apply damage at mid to long range. This also gives it some utility in lighter formations requiring fire support. Its main flaw is its relative lack of armor, having amounts similar to many medium designs.

Battle History

Never alone in battle, the early Brumbies made good escorts to mercenary units using short range mechs like the Commando, Javelin or Hunchback. In one of its earlier incarnations, the Redundant Royals mercenary forces purchased a Brumby from a frontier refitted shop in a desperate attempt to replace a fallen Dervish. In the battle of Murakai Pass the unit's Brumby took a backstop position in a series of canyons providing LRM fire support. When a Stalker pushed through the battlelines to take out the support unit, one of the Royal's Hunchbacks fell back to assist. Using positioning the Brumby took heavy damage to its left side, but in exchange the two units frustrated the Stalker into overheating, triggering an ammunition explosion that took the mech off the field.

A Kaumberg LoggerMech co-operative purchased a Retro-Brumby in the 3070's to escort their Crosscut refits into heavy forests where they were beset by pirates. The Brumby took to a recently felled clearing to challenge the lighter pirate mechs while the Crosscuts went idle in the surrounding forests. Taking blows from the pirates' lighter Commandos, the Brumby crippled several of its harassers and skewering one Commando in the head instantly eliminating the pilot. This drew out the commander's Wolverine to the edge of the forest in an apparent blind spot the Brumby had been ignoring. At this point the Crosscuts powered up and attacked with their combined SRM fire accompanied by the Brumbies rockets before the Crosscuts moved in and felled the Wolverine with their Chainsaws.

Variants

Being made to be built out of low grade factories or bespoke workshops, the Brumby has many variants.

The most common refits in the civil war period includes the common BMY-3P design. This upgrades to an advanced Light engine and takes advantage of more modern MMLs and Snub nosed PPCs. A less common refit from the same era, the 4P, draws on the changes above but focuses on close range brawling adding a Supercharger and using SRMs to hammer its enemies.

Wechsel Royal Industrial Repair and Heavy Machining (WRI, Inc.) production lines received a crash-upgrade during this period and produced a limited run of Brumbies using Industrial level technology. These RetroTech BMY-2K varients use a Blazer and Rocket Launchers as primary weapons. While not sophisticated, they are commonly seen on the edges of space in smaller units.

In 3152. forces on Matteo uncovered a science caste vault possessing several complete clan rebuilds of the Brumby designated the Whitehorse. This variant maintains many of the design elements, although it succeeds in mounting the head within the torso structure with a separate sensor pod on top with enhanced ranged capabilities.

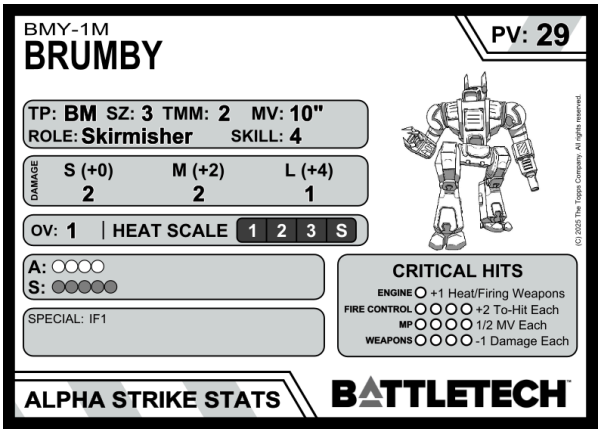
Brumby Rule Notes

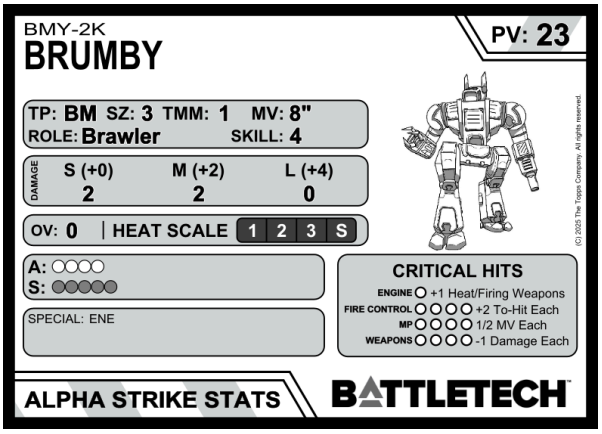
The Brumby is the icon mech for Hot Spots Melbourne and may be used in anyone's force as a generic faction unit. We have STLs available so reach out if you want one and some will be on offer as prizes on the day.

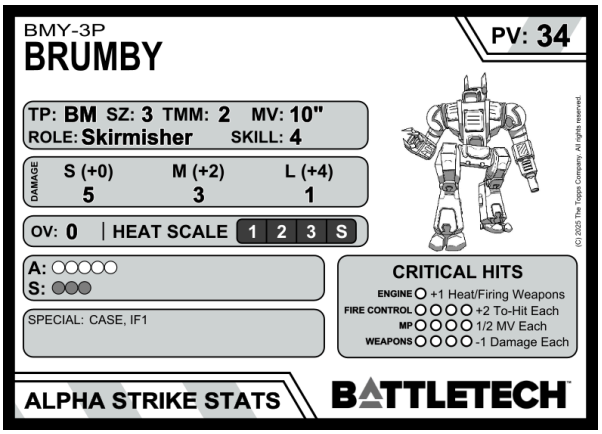
Battletech Record Sheets

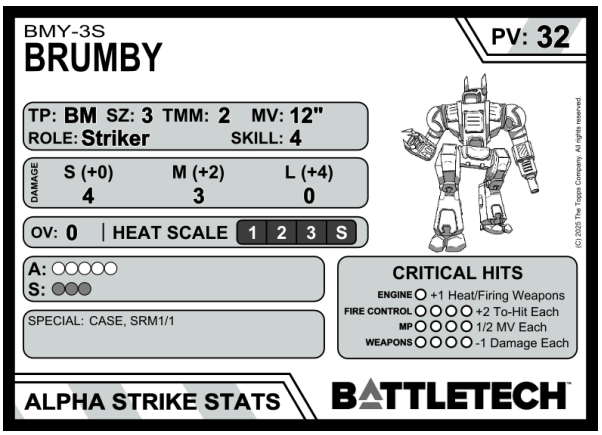
Brumby BMY-1M: Battletech Record Sheet
Brumby BMY-2K: Battletech Record Sheet
Brumby BMY-3P: Battletech Record Sheet
Brumby BMY-3S: Battletech Record Sheet
Whitehorse (Brumby) Prime: Record Sheet

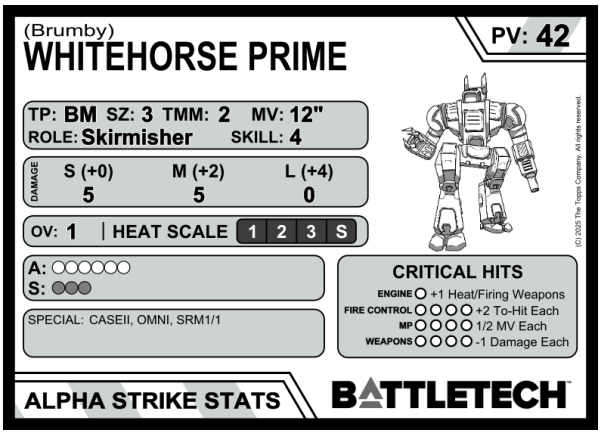
Alpha Strike Cards











Alpha Stike cards images with skills ranging from 3 to 5 are available in this google drive folder: https://drive.google.com/drive/folders/1CO3Tgut-iG9XR4APwOQLeNCTARwO1GxS?usp=sharing

TOURNAMENT PLAYER REGISTRY

Please bring two copies. One for submitting your force and the second for showing your opponent.

Entry Details

Player name:
Call sign/Force designation/Team name for leader boards:
Club Name (for reduced likelihood of playing same club):
Force Description (tell us about your forces story or composition):

Force

Unit No.	Unit & Model	Type eg mech	Role eg Brawler	Formation Y/N	Base PV	Skill Rating	Final PV	HMM
1		Mech		Y				
2		Mech		Y				
3		Mech		Y				
4		Mech		Y				
5								
6								
7								
8								
9								
10								
Total PV/HMM:								

Declarations: Mech Formation, Unique Unit, Faction Era Lock

Formation Type:	If you have a unique unit list it here:
If you have faction and era locked for a formation please specify:	

TOURNAMENT SCORE CARD

Player name:	Round/Scenario:
Opponent name:	

Match Details:

Mission Objective (MO) Points	Heavy Metal Mayhem (HMM) Points	**Total Points (MO+HMM)**	**Opponents HMM Points**	**Win/ Loss**

Highlight of the round (Optional):

Opponent verify initials: ____

TOURNAMENT SCORE CARD

Player name:	Round/Scenario:
Opponent name:	

Match Details:

Mission Objective (MO) Points	Heavy Metal Mayhem (HMM) Points	**Total Points (MO+HMM)**	**Opponents HMM Points**	**Win/ Loss**

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