BATTLETECH

Alpha Strike: Narrative Campaign
V 1.4
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Introduction

This document was constructed so two players may play out a campaign over the course of hours, days, or weeks using the Battletech Alpha Strike rules system. Each player takes the role of a Company Commander fighting one another through a series of Missions for control of an Area of Operations. The rules are designed to encourage storytelling but are also intended to be intuitive and fun!

BT: A Tale of Two Systems

After taking a gander at what campaign rules are currently available, I was shocked to find little in the way that specifically catered to Alpha Strike players. While classic stuff can be converted over to AS, I found this both time intensive and complicated, at least for a new player such as myself. So, this humble project of mine is an effort to make it a bit easier to run a small campaign between friends using some solid ground rules.

Commanding a Company on Campaign

Operating off of the concept of players taking the role of Commanders in the field, each can lead their favorite faction's forces in a specific theatre of war. Both players will construct and manage their own companies through a series of connected Missions with varying objectives. These rules are a combination of official, unofficial, and custom-built scenarios that allows players to have fun while making interesting tactical decisions along the way.

Not Perfect

That being said, these rules are not intended to be the end all be all. They are simply a framework to hang your games on and to give you some entertaining ways to campaign. Have fun and watch those flanks Commander!

Homebrew Rules! - *These rules are designed to be fun, not restrictive, so have fun with them! Any comments, suggestions, and recommendations you may are welcome. Please visit my website at JaredBlando.com for updated rules, more BT Content, and some original Scifi content of my own!*

LGN-1D Legionnaire

Campaign Basics

To start, both players roll a die. The highest is the **Invader**, while the second is the **Defender**. If you have a narrative in mind, the players can decide who what role they wish to have. Follow these steps to get started:

- ❖ **Determine Commander Roles**
- ❖ **Generate AO**
- ❖ **Supply Point and Force Construction**
- ❖ **Determine Campaign Level**
- ❖ **Play Missions and Determine Rewards**

Generate AO

An *Area of Operations* (AO) can be quickly generated via the rules below. These traits give flavor to the campaign and may influence terrains from Special Rules on the battlefield. To Generate an AO, follow the rules below.

- ❖ **Roll (or Pick) a World on the World Generator**
- ❖ **Determine World's Loyalty (optional)**
- ❖ **Determine Population Density (optional)**

World Generator

While I cannot simulate every world, I have made a simple planet generator that can serve as a backdrop for your narrative campaign. Worlds vary considerably from one another, and each has its own peculiarities that may influence mission parameters. In addition, different worlds have a variety of weather and terrain effects which may help or hinder your plans. Whether it's a border excursion from the Draconis Combine into the Federated Suns or a pirate raid on a small Periphery power, this might help you formulate some ideas for your campaign.

The Generator has three Sections: World Type, Suggested Terrain, and Mission Weather/Terrain Effects.

World Types

The Battletech world is filled with thousands of planets and planetoids, each with its own composition and makeup. From Tharkad in the Inner Sphere to The Rock in the outer Periphery, people, live, work, and struggle over these worlds, and have for generations. I have divided these worlds into *Arctic*, *M-Class*, and *Planetoids*.

Arctic Worlds are inhospitable frozen wastes such as Hoth, but often contain industry, settlements, and outposts. M-Class planets are habitable worlds of varying climates that comprise the most common BT worlds, usually having been colonized before The Star League era. Planetoids make up mining asteroids, fringe colonies, and worlds either in the process of being terraformed, or with extensive habitation domes.

Determine Population Density

Rolling on the Population density table can give you an extra layer of complexity for your world. Some worlds contain only small outposts or unmanned radar stations, while others may be highly built up metropolitan areas or industrial powerhouses. The Density level will give you an idea of how many buildings, and of what type you can include while playing missions. The higher the Density, the greater the number and size of the Structures.

Population Density		
Roll	**Density**	**Types/Scale of Buildings**
1	Virgin World	*0-1 light Structures/Comms Relay.*
2-3	Scattered	*0-2 Light or Medium Structures. Dirt or Paved Roads.*
4-5	Populated	*1-4 Light, Medium or Heavy Structures. Paved Roads.*
6	Metropolis	*2-6 Light, Medium or Heavy Structures. Paved Roads.*

Determine Worlds Loyalty

In the great game of politics, loyalty is a fickle mistress. While a world may owe fealty to a great house or chief, dissension is rife and justice cruel. Some worlds may welcome attacking forces as liberators, while others may fight tooth and nail for their homes.

To determine Loyalty, Players may roll once on this table to establish the AO's Loyalty for the whole campaign, then use the Effects for each mission. As an alternative, either Commander can roll once before every Mission to represent the ebb and flow of a civil war/uprising, or the unpredictability of a fluid AO.

World's Loyalty		
Roll	**Status**	**Effects**
1	Open Rebellion	*Before every Mission, Invader gains 1d6 BSP.*
2	Unrest	*Defender rolls 1d6 every Turn they want to use Battlefield Support. On a 1, they may not use support for that turn.*
3-4	Neutral	*No Effect*
5	Loyal	*Invader rolls 1d6 every Turn they want to use Battlefield Support. On a 1, they may not use support for that turn.*
6	Fanatical	*Before every Mission, Defender gains 1d6 BSP.*

Dissidents or Freedom Fighters?

Using World Loyalty or Population Density might be both intimidating or annoying at first glance, but I think it might offer the players a unique and fun backdrop for their campaign. For instance, maybe an Invading Davion Commander rolls up Open Rebellion for the campaign AO? Instead of a conquest, it's now a war of liberation with the local revolutionary cells rising up against their Draconis Combine overlords! Or maybe the Davion Commander must maintain control of an unruly populace while fending off attackers. Local dissidents may aid the Invaders, while loyalists provide support to the garrison troops. Sometimes campaigns can be a mixture of both so either Commander can get a taste of the people's "love".

World Generator

Roll	World Type	Suggested Terrain			Mission Weather/Terrain Effects	
1	**Arctic**	■ Up to 25% Hills ■ Up to 50% Forest ■ *Frozen Solid* River or Lake ■ 1-3 *Deep Snow* Fields			*Beginning of each Mission roll a D6. On a 3+ Roll again for Environmental Modifiers.*	
					1	Battlefield is *Temperature: Cold*
					2	*Thin Atmosphere* Enviro. Condition
					3-4	Light/Heavy Snowfall
					5	Sleet
					6	Hail

Roll	World Type	Roll	Sub Type	Suggested Terrain	Mission Weather/Terrain Effects	
2-5	**Class M**	1	Agrarian	■ Open Plains ■ Up to 50% Hills ■ Up to 25% Woods ■ 2-4 large Fields	*Beginning of each Mission roll a D6.*	
					4-5	*Wind Force 1* Conditions for D6 +1 Turns
					6	*Wind Force 2* Conditions for d6 +1 Turns
					All Fields are *Planted Fields*	
		2	Tropical	■ Up to 25% Jungle ■ Many small Rivers ■ 0-2 Small Lakes ■ 0-2 Swamps	*Beginning of each Mission roll a D6.*	
					4-5	*Light/Heavy Rainfall* Environ. Attack Modifier
					6	*Torrential Downpour* Environ. Attack Modifier
					Thick Atmosphere Environmental Condition	
		3	Temperate	■ 25% Hills ■ Up to 50% Forest ■ Up to 1 river ■ 0-2 *Planted* Fields	*Beginning of each Mission roll a D6. On a 4+ Roll again for Environmental Modifiers.*	
					4-5	*Light/Heavy Rainfall* Environ. Attack Modifier
					6	*Heavy Fog* Environ. Attack Modifier
		4	Appalachia	■ Up to 50% Hills ■ Up to 50% Forests ■ 1-4 Lakes ■ 0-1 Board spanning *Rails* ■ 0-1 Rivers	*Beginning of each Mission roll a D6. On a 3+ Roll again for Environmental Modifiers.*	
					1-3	*Heavy Fog* Environ. Attack Modifier
					4-5	*Light/Heavy Snowfall* Environ. Attack Modifier
					6	*Wind Force 1* Conditions
		5	Jungle	■ Up to 25% Hills ■ 50-75% Jungle ■ Large River ■ 0-2 Mud fields/Quicksand ■ 0-1 Swamp	*Beginning of each Mission roll a D6*	
					4-5	*Light/Heavy Rainfall* Environ. Attack Modifier
					6	*Heavy Fog* Environ. Attack Modifier
					Thick Atmosphere Environmental Condition	
		6	Desert	■ Up to 75% Hills ■ Up to 10% Woods ■ Up to 1 Small Lake (Oasis) ■ 2-4 *Sand* Fields	*Beginning of each Mission roll a D6.*	
					4-5	*Blowing Sands* Environmental Attack Modifier
					6	*Electromagnetic Interference* Attack Modifier

Roll	World Type	Roll	Sub Type	Suggested Terrain	Mission Weather/Terrain Effects
6	**Planetoid**	1-2	K Class Moon	■ Up to 50% Hills ■ Up to 10% Woods ■ Up to 25% *Heavy Industrial* ■ 0-1 *Hazardous Liquid Pool*	*Trace Atmosphere* Environmental Condition
		2-3	L Class Moon	■ Up to 50% Hills ■ Up to 50% Forests ■ Up to 1 Small River ■ Up to 10% *Heavy Industrial*	*Thin Atmosphere* Environmental Condition
		4-6	Mining Asteroid	■ Up to 50% Hills/Ravines ■ Up to 50% *Heavy Industrial* ■ 1-3 *Sand* Fields ■ 0-1 Board spanning *Rails* ■ 0-2 *Gravel Piles*	■ *Vacuum* Environmental Condition ■ +2" Movement due to *Low Gravity* ■ *Electromagnetic Interference* Attack Modifier

Supply Point and Force Construction

Supply Points represent the various logistical, material, tactical, political, and leadership means with which to equip and lead a formation into and out of combat. This numerical system is of course abstract, but it is your Formation's lifeblood. With it you build, sustain, and support your force in the field.

Players use "**SP**" to generate their Companies using the Force Construction rules on *pg.110* of the AS rulebook.

SP are the same as the Alpha Strike PV.

In addition to building your Force, SP are also spent on *Repair and Replacement*, *Battlefield Support*, and *Mission Ops*. These are discussed in further detail later.

Building a Company

Each Player fields a Company sized force for the Campaign. Each Commander has **500 SP** (*or an amount agreed on by both Commanders*) to build their Companies. Specific Unit Formations are detailed in the AS Force Construction rules and Companies may have any mix of Formations.

Unit Purchasing

Each Commander purchases Units to put together their Lances, Stars, Level IIs, etc. Individual Units are selected from the Master Unit list website (http://www.masterunitlist.info/).

Remember that the Skill of each Unit will directly affect its SP cost, as well as the overall Skill Rating average of the Company. This is important when it comes to assigning SPAs and SCAs to your individual pilots and the company as a whole.

Assign Individual SPAs (Special Pilot Abilities)

ISPAs add individual flavor to the pilots who possess them. Certain individuals in your company may have unique skills that you can represent on the table whether they be your Force Commander, Lance leaders, or ace pilots you want to flesh out for fun.

Battalion Sized Campaigns

Commanders may elect to play the campaign with a larger Battalion sized force using **1600PV**, which consists of several Companies depending on your faction's Unit Organization. Check the UO Unit Breakdown table as reference for how many Companies each Type fields.

These skills may be purchased and assigned using your SPs and are added on top of the cost of the total Unit/Skill and can be found on *Pg.94* of the AS rules.

How valuable and how many SPAs a pilot can possess is directly corelated to the Unit's Skill. The total pts spent on SPAs may not exceed the Total SPA value allowed for the Unit.

Pilot Skill Level	Total Individual SPA Number	Total SPA Value
Wet Behind the ears Very Green Green Regular	~	~
Veteran	1	2pts or Less
Elite Heroic	2	4pts or Less
Legendary	3	6pts or Less

Formation and Individual SPAs

Individual SPAs are different from Formation ISPAs in that they are unique to that Pilot. Formation ISPAs are FREE with the Formation and do not cost anything, nor do they count against the limit of the Pilot's Individual SPA Number Limit.

> **Individual SPA Example** - *The Elite Pilot "Ajax" may have up to a maximum of two Individual SPAs in any points combination (1+3, or 2+2, or 4 pts), but no more than that. He selects "*Eagle Eyes*", and "*Jumping Jack*". While Ajax has two Individual SPAs, he also possesses "Speed Demon", which is a bonus Free Formation SPA he is granted for being in a Striker/Cavalry Formation. This gives Ajax a three total SPAs during the battle. Ace!*

Individual SPA Limitations

To prevent the game from getting too complicated however, you are limited to how many Individuals may have SPAs in your command. Remember Formation SPAs are free and are not subject to this Limitation.

Inner Sphere or Comstar/WoB Formations may have one Unit out of every five Units assigned ISPAs. Due to their superior training, Clan Formations may have one Unit out of every four Units assigned ISPAs.

Company Skill Rating

Once you have built your company you can calculate the Company's overall Skill Rating. This Rating is an abstraction of how well trained the Company is as a whole and effects how many SCAs (Special Command Abilities) the Company may take. This calculation can be found on **pg.102** of the AS rules. For brevity I have listed the rules here with an example.

Calculating Company Skill

To determine the Company's average Skill Rating, add together all the Skill ratings of the Units in the force. Then divide this number by the total number of Units in the force and then round to the nearest whole number. Whatever that number is the Company's Skill rating.

If playing with a Battalion, different Companies may have different averages.

Company Skill Example - *An Outer Worlds Alliance Armored Reinforced Company has a whopping twenty-four Units in four Lances plus a few Detachments.*

1st Lance has four tank Units (3 Units are Skill 4, while the Commander is Skill 3) w/ two Aerospace fighters as support (Skill 2). So, 3 + 4 + 4 + 4 +2 + 2 = 19. Do this for each other Lance, counting each Unit, etc.

Add up the totals: 19 (1st Lance) + 14 (2nd Lance) + 32 (3rd Lance) + 16 (4th Lance) = 91. Divide the total by 24 (# of Units) and you get 3.791, which rounds up to 4; Thus, this OWA Armored Company is "Regular".

SCA (Special Command Abilities)

Companies and Battalions are often trained in various capabilities that specialize them in specific theaters of combat. This can be a result of where they are stationed, their tactical purpose, or due to the nature of their commanding officer.

Regardless, SCAs provide a further layer of flavor to your force that further defines their role and capabilities on the battlefield. The Full list of SCAs can be found on **Pg. 102** of the AS Rules.

Assigning SCAs

You may assign a number of SCAs to your list depending on the average Company Skill. The higher trained the more SCAs they may have. Unlike SPAs, SCAs do not have a pts value, and are essentially free. A complete list of SCAs can be found on pg.102 of the AS rulebook.

Company Skill Level	Total SCAs
Wet Behind the ears Very Green	~
Green Regular	1
Veteran Elite	2
Heroic Legendary	3

Fair is Fair

While SCAs can be a lot of fun, they can also be incredibly annoying if an opponent tailor makes their force to take advantage of them. Certain Command abilities such as "Esprit Des Corps" are not very balanced and should be either house ruled or ignored completely. Basically, both players should use their head and try to build their forces as fairly as they can.

Company SP Pool

After you have constructed your company and assigned SPAs and SCAs, any extra PV after Force Construction goes back into the Player's Supply Point "Pool".

Each Commander is then given **50 SP**, in addition to any remaining SP (VP) for their starting total Supply Point value which forms their starting SP Pool. The campaign is now ready to begin!

Reserve Assets (Optional but Recommended)

A Commander is assumed to have an operational reserve with which to draw on to swap in Unit/Lance losses and replacements during a Campaign. These reserve Units may be purchased at the beginning of a Campaign or anytime during it. They exist outside the standard Company, do not need to obey Formation/Lance rules (but may if you wish), and represent higher command issuing replacements to your Command. This is a good way to build a new Lance and experiment with new Formations mid-Campaign or form a Reserve Pool of Mechs and vehicles to draw on when needed.

Reserves Pool

Reserve Units may be used to replace/swap out existing Units from other Lances in between Missions, after any Repair/Replace rolls have been made. This is done on a Mission-by-Mission basis and must obey Formation rules. An entire Formation may be substituted as well, in which case the previous Formation goes into the Reserve Pool. The new Formation must obey Formation rules.

Unit Organization Types

The various fighting forces of the 31ˢᵗ century each use unique systems of organization that determine how many individual Units are fielded in each Formation. Commanders must use the Unit Organization Type that fits the type of Company they are building. There are three types of UO: Inner Sphere, Clan, *and* Comstar/WoB.

Inner Sphere - *Lance*

These formations make up the forces of the Great Houses and Periphery states located within the Inner Sphere's militaries. It is the most commonly used Formation type and has been around for hundreds of years.

IS/Periphery Companies use the "Lance" formation for their Unit Organization. **A Lance is made up four Units.**

> **Reinforced Company** - *A standard Inner Sphere Company has three Lances for a total of 12 Units, but a Player may opt to build a "**Reinforced Company**" if they wish. A Reinforced Company contains a fourth Lance, as noted in the Breakdown Table, giving it 16 Units, not including any Detachments. This extra Lance does NOT count as the Battalion Reserves, and thus a Reinforced Company may in fact have four Lances plus Detachments. Reinforced Battalions may have 4 companies plus their Reserve (Regimental) Assets.*

Clans - *Star*

The Clans are the descendants of the old Star League Defense Forces that fled the Inner Sphere during Operation Exodus. Forged into a warrior society, they have returned to conquer the Great Houses and restore honor and stability to their former charges.

Clan forces use the "Star" as their basic Unit organization. **Each Star is made up of three to five Units**.

> **Clan Formation Terms** - *For higher Commands, the Clans use other terms in place of course the standard Lance /Company/ Regiment connotations of their Inner Sphere counterparts. A Clan Company comes in two forms; a "Binary", or "Light Company" made up of Two Stars, or a "Trinary" or "Reinforced Company" which is made up of Three Stars. Their equivalent to an Inner Sphere Battalion is called a "Cluster", with each Cluster made up of three to five Binaries or Trinaries.*

Comstar / Word of Blake – *Level II*

The Comstar Organization and its radical offshoot, the Word of Blake, are the semi mystical cult who run the vast telecommunications network which binds the Inner-Sphere together. While they are officially neutral in most matters, they rarely play by their own rules and throw armies of fanatically loyal and well-trained troops at any foe foolish enough to cross them.

Comstar/WoB forces use the "Level II" for their basic Unit organization. **Each Level II is made up of six Units**.

> **Comstar Formation Terms** — *Comstar/Word of Blake Forces refer to their Units as "Level I"s. In addition, these armies use different terms for their Companies and Battalions. A Company is called "Level III" and is made up of six Level II's. Therefore, a Level III (Company) can have up to 36 Units. A Comstar/WoB Battalion is called a "Level IV" and is made up of six Level IIIs.*

I have a basic list here, but a more detailed breakdown is available on pg.110 of the AS rulebook.

UO Unit / Company / Battalion Breakdown	
Inner Sphere	
Company *or* **Reinforced Company**	3 or 4 Lances
	4 Units per Lance
Battalion or Reinforced Battalion	*3 or 4 Companies*
Clan	
Binary *or* **Trinary**	2 – 3 Stars
	3 - 5 Units per Star
Cluster	*3 – 5 Binaries/Trinaries*
Comstar/Word of Blake	
Level III	6 Level IIs
	6 Units per Level II
Level IIII	*6 Level IIIs*
Unit	*1 BattleMech, Vehicle, Infantry Platoon, Battle Armor Squad, Aerospace fighter*

Repairing & Replacing Units

During a Mission, Units can be Damaged, Disabled, or Destroyed by enemy fire. You may spend your Supply Points to fix up damaged units and the replace the destroyed ones. SP is deducted directly from your SP pool and any changes should be written down in your Campaign Force Sheet.

Damaged - Units that have taken damage (Armor/Structure pips) but are operational at the end of a Mission may be Repaired as per the standard repairing rules.

Disabled - A Unit that is reduced to zero Armor/Structure pips or takes two critical hits on the same location is Disabled and is out of the game. Unless Destroyed, the Unit is considered salvageable and may be Repaired as normal.

Destroyed – Role for each Disabled Unit at the end of the Mission. On a 1-2 it is Destroyed and must be completely Replaced. This may be the same Unit or another Unit of your choice. *If using the Pilot Survival check and Replacement Pilots, note the extra cost.*

Pilot Survival Check (Optional Rule)

When a Unit is Destroyed, the Pilot/crew are assumed to have survived. However, to add a bit of flavor, you may roll a Pilot Survival Check to see if they were able to make it out of the wreckage alive. The unit keeps its Skill and SPAs, and the Destroyed Unit may be Purchased at Normal Cost.

On a 3-6, the pilot/crew are safe and sound, and the Unit may be Replaced as normal. On a 1-2, they have become a are a casualty of war. The Player must purchase a Replacement Pilot from below at additional cost.

Replacement Pilots (Optional Rule)

Finding good replacements on campaign is a difficult task and losses may necessitate younger and less experienced soldiers to take the places of the fallen.

When Replacing the Unit, it loses any Individual SPAs it had, and the Replacement must be of the previous equivalent pilot's skill or lower only. In addition, you must pay an additional SP Cost for the Replacement pilot in addition to the cost of the Unit. Replacement units may be given Individual SPAs if possible, when recruited. Replacements may not rank higher than Veteran.

If using the optional Battalion Reserves rules for adding new Units to your Reserve Pool, you must pay the additional cost here, in addition to the cost of the Unit. You may not purchase reserve pilots greater than Veteran Skill.

Replacement Pilot	Skill Rating	Additional SP Cost
Really Green	6	Free
Green	5	2
Regular	4	4
Veteran	3	8

Repair Cost

SPs are used to Repair and Replace Units during the campaign. When a Unit is Damaged/Disabled during a mission, a player may spend SP to Repair Units and bring them up to snuff. Units that are Damaged do not need to be fully repaired, but if fielded it must have its Structure pips fully restored, at least one of their starting Armor Pips, as well as all Critical hits.

REPAIR / REPLACEMENT Table	SP Cost
Armor/Structure Pip	1/per
Critical Hit	2/per
Disabled Unit	~
Destroyed Unit	Full Unit Cost + *Replacement Pilot*

Battlefield Support

Both the Invader and the Defender have access to certain off table assets that they may call in to help them win a Mission. These off-board assets can be artillery/air strikes, minefields, air cover, etc.

Battlefield Support assets are outlined in the AS rulebook on pages 54-56, notably in the Battlefield Support Table on **pg.55**.

BS levels and SP Cost

A Commander can purchase Battlefield Support with SP at the beginning of a Mission. As noted in AS rulebook, there are four levels of Battlefield Support. Light Minefields and Light Air Cover may not be purchased, as well as only up to three of any one type of support.

BATTLEFIELD SUPPORT Level	BSP Points	SP Cost
Extraction Raid	5	5
Objective Raid	12	12
Diversionary Raid	20	20
Planetary Assault	35	35

Mission Ops

Mission Operations, or "Ops" represent the various clandestine tactics that commanders may utilize to give them an edge over their campaign opponent. These actions include reconnoitering enemy lines, launching commando raids, supply chain disruption, etc. It assumes that Commanders have access to various other off board means with which to combat the enemy indirectly, whether its recon satellites, teams of special operators, or plain old efficient staff work.

Scheduling Ops

Ops can be purchased by Commanders before their next Mission using SP. **Up to two Ops** can be scheduled and attempted by each Commander before the next Mission begins. You may not schedule two of the same Ops at the same time.

OPs Secrecy

Each Commander should keep their Ops (*whether they succeeded or failed each roll)* a secret until the Mission begins. After both Commanders have finished setting up their Battalions via the Scenario rules, both must reveal their Op to their Opponent.

Rolling for Ops

All Ops represent a risk and are not guaranteed to be successful. Each has a relevant Success rating that a Commander must roll on a **2D6** for the Op to take effect. Any Failed Ops rolls mean the Op was unsuccessful and its effect ignored, and any SP spent to schedule them are wasted.

Using Ops

Starting with the player going first, each player reveals and rolls for one Op and applies its effects, (if successful). This alternates until all Ops have been rolled and applied.

Ops	Success Rating	SP Cost
Gather Reconnaissance	6	10
Infiltrate Skirmishers	7	12
Pinpoint Coordinates	5	10
Flanking Maneuver	7	18
Dig in!	5	10
Allocate Priority Target	5	14

Gather Reconnaissance - *Gain a +2 on your Initiative Roll on a turn of your choice during your next Mission.*

Infiltrate Skirmishers – *Choose one Recon or Striker Formation or Infantry or Battle Armor Formation or Detachment. That Formation gains the "Camouflage" SCA (pg.103) and may be setup as Hidden Units within the Commander's respective Deployment zone even if they are the Attacker during the next Mission.*

Pinpoint Coordinates - *Commander may reroll any two failed BSP Artillery/Aerospace Strikes.*

Flanking Maneuver - *Choose one Striker, Pursuit, or Battle Armor Formation in your Company. That Formation may enter the table via either sideboard edge.*

Dig in! - *Start the Mission with all infantry Platoons and Battle Armor Squads using the "Modified Position Benefits" rules (Pg. 139) and Vehicles "Hull Down"(pg.38). Any Unit will lose these benefits once they move from their starting position.*

Allocate Priority Target - *Choose one Command, Assault, Fire, or Support Formation in your Company at any point during the game. 75% of that Lance gains the "Blood Stalker" SPA for that turn only.*

Narrative Campaigns

The Battletech universe revolves around the clash of various peoples, cultures, ideologies, and governments. Whether it is the Star league era and the Secession wars, or the Clan Invasion to the Jihad, war is and has always been a major driving force of humanity in the far-flung future. Tales of heroic victories, valiant defeats, duels of honor, acts of cruelty, and daring escapes all inspire and drive the BT universe, weaving together a rich tapestry of the world and its peoples.

To capture some of this spirit, you can use these rules to form your own narrative-based campaigns. Players can use this framework to string together their own story-based missions, contributing your own deeds of valor or disgrace to the annals of the Inner Sphere.

Campaign Levels

There are three levels of Campaign in this guide, each consisting of number of different Missions that may be played in order. Raid Campaigns have three Missions, Attack Campaigns have five, and Invasion Campaigns have seven.

Each campaign has set Missions that will be played in order from top to bottom, each testing the mettle of both Invader and Defender.

Winning Missions will garner the Victor "Rewards" that will aid the Commander in running and upkeeping the company. **The Commander with the most total VPs at the end of the Campaign is the winner.**

Narrative Campaign	Length		
Missions	Raid	Attack	Invasion
Planetfall!	-	X	X
Containment Sweep	X	-	X
Supply Raid	X	-	X
Surprise Engagement	X	-	X
Settlement Defense	-	X	X
Counterattack	-	X	X
Pitched Battle	-	X	X
Bug out	-	X	-

Playing the Campaign

Campaign play is broken down into a series of steps both Commanders can follow so they can run and maintain their companies in an orderly fashion.

- ❖ Schedule Missions Ops
- ❖ Determine BSP for Mission
- ❖ Select/Play Mission
- ❖ Determine Mission VP and Victor
- ❖ Allocate Victor SP/Rewards
- ❖ Roll on Spoils of War Table
- ❖ Repair, Replace, & Reinforce Units
- ❖ Update Company Sheet

Playing Missions

Missions cover a wide gamut of operations, from seizing territory, or stealing supplies, to protecting valuable assets and destroying your enemies. The more successful you are, the more victory points you accrue for your force.

Every Mission has specific Special Rules, Deployment, Victory Conditions, Turn Limit, Suggested Points Limit, and Board Size. Each one is described in detail in the Mission Briefing section later.

Mission/Board Setup

When a mission has been selected and the board is setup according to the AO, both Commanders roll a die. The lowest roll must set up their first Objective (if any) first, alternating with their opponent. Both Commanders then roll again, and the lowest sets up their first Lance Formation (Single Units if the model count is significantly low), alternating with their opponent until all Formations/Units have been placed. Successful Ops are now revealed, and any that alter deployment should now be carried out. Finally, both Commanders roll for Initiative and the game begins.

Victory Points (VP)

VPs are used to determine who wins a Mission. These points can be earned via the Standard VPs below, and/or any Mission specific tasks as laid out in the Mission Briefing. The Commander with the highest VP at the end of the Mission is the Victor. In case of a tie, the Force which suffered the least number of Disabled Units is the tie breaker.

Standard VPs

Some Missions use Standard VPs, which reward the player for destroying Units and/or taking out the enemy Commander. These are basically there to award damaging your opponent, though that will not always garner you victory. Consult the list below and add these up at the end of the Mission.

Standard VP Chart	
Disabled Enemy Unit	**VP Worth**
Infantry Platoon/Battle Armor Squad	1/2
Size 1 BM/Vehicle	1
Size 2 or 3 BM/Vehicle	2
Size 4 BM/Vehicle	3
Enemy Commander	+1

Rewards

The Victor receives any Reward immediately, usually in the form of SP or something Mission Specific. If the Reward is SP, the Defeated Commander receives one third of the total rolled by the Victor as well.

In addition, both players gain SP value equal to four times the VP they scored during the Mission. Both Commanders add this newly gained SP to their respective SP Pools.

Spoils of War

To make things fun, after any Mission, both players roll on the Spoils of War chart below. However, the Victor rolls a 2D6, and the Defeated Commander rolls a D6. Any Rewards are noted and applied Immediately.

Spoils of War Chart		
Reward	**Roll**	**Details**
Lostech Cache Discovered	1	*Add a single Unit worth up to 40pts to your roster for free.*
Local Guides Found	2	*Add +2 to Initiative Roll in next Mission for first two turns.*
Battlefield Commendation	3	*Upgrade one Unit of your choice by one Skill level.*
Mech Tech Miracle	4	*Replace one Unit that has been Disabled or Destroyed during the campaign at no cost.*
Spec Ops Teams Deployed	5	*Add one automatically successful Mission Op to your next Mission. It does not count against the Ops limit.*
Successful Salvage Op	6	*+ 25 SP*
Comstar Logistical Support	7	*Add +5 BSP for next Mission.*
Repair Protocols	8	*Total Mission Repairs (Not Destroyed Units) cost 25% less.*
Decoy Maneuver	9	*Before the first turn of the next Mission starts, redeploy one of your deployed Formations or Detachments after all deployment is finished. Redeployed Units must be within your Deployment area.*
Supplies Recovered	10	*+40 SP*
Talented Pilot	11	*Add a Value 2 or less SPA to one of your Units. This SPA does not count against the ISPA limit.*
Excellent Staff Work	12	*Auto succeed the next failed Mission Ops roll.*

Special Rules

Many missions have special rules associated with them that will govern how the battle is fought. These rules can cover all sorts of things, from reinforcements and specific Objectives, to special hardpoints or conditions that affect the battle setting. Below is a list of rules that are explained for easy Player reference. Some of these rules are included in the AS book itself, and others are flavored rules I have come up with.

AO Specific Rules

This rule implies that whatever Area of Operations Settings were rolled up at the beginning of the campaign should be applied. I.E World Weather/Terrain Effects, or Loyalty. Roll before the Mission starts and apply if needed.

Using Suggested Terrain - *During setup, Suggested Terrain mentioned in the World Generator or Population Density Tables may be utilized for each mission. Both players should agree on the terrain being used, and then alternate placing each piece. Terrain that is essential to the Mission must be placed first, and then move on to suggested terrain. When placing terrain, the Defender places a terrain piece first, and then the Invader. They do this until all terrain has been setup.*

Personal House Rules (Optional)

Here are several tweaked House rules, and/or Advanced Rules that I like to use in my games since they add some interesting tactical flavor, randomness, and new effectiveness to certain Units. If used, these rules should be applied to the entire campaign, or ignored as a whole, but they do work well together.

DFA Attack roll and Damage

When making attack rolls, players roll a d6 for the Pilot, and another d6 for each point of Damage being used against the target. Add the pilot die roll to each Damage die to determine a hit or miss. If targeting multiple targets, apply the +1 Target modifier to each roll.

Battlefield Intelligence

BI is an abstraction of the situational awareness of a CO on the ground during a Mission. Each Unit with the RCN, or MHQ (X) SPA counts as 1 BI point or (X) points. At the beginning of each turn, add up the current (non-Disabled Unit) BI of each Force and compare them to one another. The force with the most BI at the beginning of a Turn gains a +1 Bonus to their Initiative Roll. If the forces are tie, neither side gets the bonus.

Hidden Units

Certain Units may start a Mission as "*Hidden"* as denoted in the Mission's Special Rules. Certain SPA's (such as the *Camouflage* SPA) may grant a force Hidden status as well. Hidden Units are powered down, dug in, or are shrouded from enemy eyes via physical or electronic means. Either way, Hidden Units are extremely hard to target but are limited in what they can do while Hidden.

Deciding which Units are Hidden is determined during deployment. Each Unit that is Hidden is denoted with a Hidden Token. A Hidden unit may not move or shoot. If they do, they are no longer Hidden. When targeted, a Hidden Unit is granted a +3 Modifier when attacked.

A Hidden unit is "revealed" if any opposing Unit moves within Short Range of it. In addition, instead of Shooting in the shoot phase, any Unit with the RCN / LPRB ability, or *Eagle's Eyes* SPA may choose to automatically "Reveal" a single opposing Hidden Unit within LoS and Medium Range. A Unit with the Active Probe (PRB) ability may do the same at Long Range. Hidden Units with the ECM ability reduce the Reveal range band by one. Medium to Short, etc.

Advanced Infantry Options

To make infantry more viable and effective, Commanders should use the "*Digging In*", "*Hitting the Deck",* and "*Using the Non-Infantry Units as Cover*" rules on pg.139 of the AS rulebook.

LRM/SRM Infantry Alternate Munitions

SRM or LRM Infantry Platoons have access to "*Inferno*", "*Semi-Guided*", "*Smoke*", and "*Tandem Charge*" munitions described on ***Pg. 146 - 150*** of the AS rulebook.

Camouflage SCA

A Force with the Camouflage SCA may deploy up to half of their force on table as "Hidden" within the Mission's deployment zone. In addition, Camouflage Vehicles, Battle Armor Squads, and Infantry Platoons gain a +1 TMM modifier when Standing Still and targeted by an Opponent at Medium, Long, or Extreme Range.

Demolition Charges (X)

The Invader or Defender, denoted by (X), may allocate up to 2 Units in their force to have Demolition Charges, which remain a secret. A Unit may use its Shoot Phase to "attach" a Demolition Charge to a Settlement Building. It may detonate the charge in the Shoot Phase of its next turn and do 1d+26 Damage in a 2" Blast Radius. A Unit that is hit by an Attack while carrying a Demolition Charge must roll a D6. On a 6, it detonates the charge in a 2" blast radius, doing 1d6+2 Damage to all Units within the blast radius.

Holding Action (X)

The Invader or Defender, denoted by (X), must place three Objectives within their deployment zone, at least 6" from the Board edge and at least 12" from one another. Starting with the End Phase of Turn 2, the Commander (X) chooses an Objective and removes it. In Turn 4, they remove a second Objective, and finally in Turn 6, they remove the last Objective.

Starting Turn 3, the Commander (X) removes 1D3+1 Units of their choice from the battlefield. Turn 5, the Commander (X) must remove another 1D3 Units of their choice. These Units have retreated and do not count for awarding VPs to an enemy.

Unlike the standard Objective rules, any Objectives in a Fighting Retreat that have been Claimed by the opposing Commander are removed from the board, and the VPs (as denoted by the mission) are awarded only once.

Flanking Force (X)

The Invader or Defender, denoted by (X), must deploy at least 200pts of their force's total points value inside their respective Deployment Area. The rest of their force will arrive on Turn 3 and may be deployed anywhere on the table edge of the short or long board sides, but not within an Opponent's initial Deployment area.

Flatfooted (X)

The Invader or Defender, denoted by (X), has a -2 to their Initiative role for the first two Turns. In addition, the Invader may not use the "Flanking Maneuver" OP during this Mission.

Forced Withdrawal

If any Unit (except Infantry Platoons or Battle Armor) has lost all its Armor boxes and at least half of its Structure boxes, it must "Withdraw" from the battlefield. A Unit that is Withdrawing must move at It's maximum allowable movement via the quickest route directly towards its side's Deployment edge. If there are two edges, choose the closest. The Unit must move around and avoid enemy Unit's where possible.

The withdrawing Unit may fire its weapons but may not initiate Melee Attacks. A unit that successfully makes it off the board is **not** considered a casualty and may be Repaired as needed. It does not count as VP for the opposing player.

Limited BSP (Turn X)

Neither side (unless specified by the Mission Special Rules) may use any Aerospace (Offensive, Defensive or on table Aerospace assets) or Artillery Battlefield Support Assets until Turn X, where X is the Turn where these assets may begin to be used. Minefield Support may not be used by an Invader in any Mission with Limited BSP, no matter what turn It is.

Looting

Any Battlemech or Infantry/Battle Armor Unit that is in base contact with a Building and does not shoot during the Shoot Phase may use a "Loot" Action to collect 1D3 Loot Points. Any Battlemech with hand manipulators, or an Infantry/Battle Armor Platoon rolls 1D3+1. Once "Looted" a building may not be looted again. Any Building that is occupied (Has a Unit inside or on top of) may not be "Looted".

Objectives (X)

Objectives are tactical areas of import that must be protected or captured. They may be represented as forward command posts, ammunition dumps, damaged aerospace/battlemech Units, etc.

The (X) denotes how many Objective Markers need to be placed for the Mission by their respective Commander. An Objective is a 2" round marker, or a 2" x 2" square marker that does not block line of sight.

Any Unit may stand directly on top of an Objective, and an Objective may not be destroyed in any way.

When placing Objective Markers, each one must be at least 6" from a Short or Long Board edge, and within the appropriate Deployment area denoted by the mission. Objective markers may not be placed within 12" from any another Objective marker.

An enemy Objective may be "Claimed" for VPs during play. If a friendly Unit(s) is within 1" of an enemy Objective, they will score 2VPs in the End phase of every Turn. This will go on till the game ends. However, their can be no enemy Units within 1" of that same Objective, if so, the Objective is considered Contested and is awarded to no one. While "Claiming" an Objective a Unit may shoot and move normally.

Planetary Defense Forces (X)

The Invader or Defender, denoted by (x), has three additional (SRM) Green Foot Platoons for use during the Mission. This Force must be deployed according to the Mission specifics and counts as its own Formation.

Random Time of Day

The Mission may take place at a random time of day. Roll a D6. On a 1-2, it is *Dawn*. On a 3-5, It is in the afternoon and no rules apply. On a 6, it is *Night*. These Attack Modifiers can be found on Pg. 58 of the Environmental Attack Modifiers Table under the *Darkness* entry.

Reinforcements (X)

Commander (X) deploys up to half of the total Pts of their force inside their respective Deployment Area. Formations should be deployed together if possible. Starting turn 2, at the beginning of the Turn, Commander (X) selects up to 100pts in Units that have not been deployed yet and rolls a D6 for each one. On a roll of a 4+ that unit may be deployed on the board edge (short or long) in the Commander's respective initial deployment zone, and act normally during the turn. On turn 3, choose another 100pts and add +1 to the roll. Turn 4, add +2, etc, until all Units have arrived on table and been deployed.

Limited Objectives (Invader or Defender, X)

These represent lesser goals that function exactly as normal Objectives but are only worth 1VP per turn. In addition, each must be placed within 2" of the center line (lengthwise) of the board, unless otherwise noted by the Mission. Each must also obey the standard Objective placement rules (6" from short and long table edges, can't be within 12" of another Objective.)

Death From Above Wargaming Rules
(Optional Rules)

In addition to my personal rules, I have also started using some content from DFA Wargaming, a fantastic website/group of guys who play AS extensively and modify it accordingly. They have a number of excellent modifications on the base rules that I highly recommend. I'm a big fan so please check out their website for an incredible amount of excellent content!

AS Tournament Ruleset Quick Sheet

This quick reference sheet changes a couple of major things in your AS game, most notably the **weapon ranges /modifiers** and the **visual distances**. Highly recommended and available for download here.

DFA House Rules

In addition to the tournament quick reference sheet, DFA has also developed a recommended set of House rules as well, some of which overlap with my own. I have not used them all, but they are quite interesting and are certainly worth a look see! The free download is available here.

Youtube How-to-Play Videos

In addition, DFA has a great series of how-to-play AS videos that are perfect for introducing new players to the game, whether they are beginners, veterans, or hardened Mech heads. Check out their Youtube channel and you will be fielding mechs and rolling dice in no time!

All optional rules property of "Death From Above Wargaming™"

Mission Briefings

Here is a list of Missions for use in the campaign. Each can be played in any order, but there is a sense of escalation to them. Even so, these missions can be swapped or changed as the Commanders see fit or run in any order they like.

Planetfall!

Using Dropships and under cover of Aerotech assets, the Invader has made planetfall and disgorged their compliment of ground troops. Orders are to secure the LZ and sweep aside any Defensive elements they encounter with aggressive tactics. Local security forces must try and hold an initial defense line while inbound reinforcements arrive to help blast the invaders!

Board & Game Length: 6 x 4' or 4 x 4', 6 Turns

Suggested Points Limit: Up to 500pts

Terrain: Setup according to AO, No settlements.

Special Rules:
- ❖ AO special Rules
- ❖ Time of Day
- ❖ Forced Withdrawal
- ❖ Limited BSP (Turn 1)
- ❖ Reinforcements (Defender)
- ❖ Limited Objectives (Defender, 2)

Victory Conditions: Starting Turn 3, Each Invader BM or Vehicle Unit inside the Defender's Deployment Zone during End Phase of each Turn is worth 1VP.

Each Disabled Invader Unit is worth its Size attribute in VP for the Defender. Invading Units in Forced Withdrawal at the end of the game are worth half their Size attribute (rounded up) each to a minimum of one.

Victor's Reward: 16D6 SP

Defender Deployment Area 16" from Defender's board edge
No Man's Land
Invader Deployment Area 8" from Attacker's board edge

Containment Sweep

The Defender's forces are sweeping the countryside to run down any troops that forced their way through the initial cordon line. Invader Elements have indeed slipped through and are heading for their primary objectives. The invaders must escape the net and fan out into the countryside, while the Defenders must either damage or destroy as much of the Invaders force as possible.

Board & Game Length: 6 x 4' or 4 x 4', 6 Turns

Suggested Points Limit: Up to 350pts

Terrain: Setup according to AO.

Special Rules:
- ❖ AO special Rules
- ❖ Forced Withdrawal
- ❖ Flanking Force (Defender)

Victory Conditions: Each Invader Unit that exits the Defender's Deployment Zone during the game is worth 2VP. Each Defender Unit Disabled is worth 1VP.

Each Invader Unit Damaged (Stripped of all its Armor pips) by the Defender is worth 1VP. Each Disabled Invader Unit is worth an additional 2VP.

Victor's Reward: 12D6 SP

Defender Deployment Area Up to 16" from Defender's board edge
No Man's Land
Invader Deployment Area 12" from Attacker's board edge

Supply Raid

The Invader has pinpointed a small outpost which holds valuable supplies and material essential to the Defenders economy and is determined to pillage it. The defenders have the local defense forces on hand which are too few to stop a determined raid, but there are more in the surrounding area that can be called in as reinforcements. The attackers have a limited window to steal what they need before the cavalry shows up…

Board & Game Length: 4 x 4", 6 Turns.

Suggested Points Limit: Up to 350pts

Terrain: Setup according to AO, ignore the Population Density Suggested Buildings for this Mission.

The Defender places a Medium Settlement:
- ❖ 8" radius cluster (*3 Light buildings, 2 Medium buildings, 1 Large building*).

Special Rules:
- ❖ AO special Rules
- ❖ Forced Withdrawal
- ❖ Time of Day
- ❖ Planetary Defense Forces (Defender) (Hidden Units)
- ❖ Looting
- ❖ Reinforcements (Defender only)

Victory Conditions: Standard VP. The Invader can Loot any of the Buildings (even if they have been wrecked). Each Loot point attained is worth 1 VP for the Invader. Each un-looted Building is worth 3VP for the Defender.

Victor's Reward: Defender Scores 14D6 SP**.** Invader scores 2D6 SP for each captured Loot Point.

Defender Deployment Area Up to 16" from Defender's board edge
Settlement placed (by Invader) within 1" of center point of board in a 8" radial Cluster
Invader Deployment Area 8" from Attacker's board edge

Surprise Engagement

While sweeping through the wilds, elements of both forces stumble into one another, and a sharp contest develops. As reinforcements are called in, what was an initial skirmish escalates into a proper engagement. Both sides hope to outmaneuver and destroy their opponents.

Board & Game Length: 6 x 4' or 4 x 4", 8 Turns.

Suggested Points Limit: Up to 400pts

Terrain: Setup according to AO.

Special Rules:
- ❖ AO special Rules
- ❖ Forced Withdrawal
- ❖ Time of Day
- ❖ Reinforcements
- ❖ Objectives (Invader/Defender, 1 each)
- ❖ Limited Objectives (Invader/Defender, 1 each)

Victory Conditions: Score highest Objectives VPs.

Victor's Reward: 14D6 SP

Defenders Table Edge Invader places 1 Limited Objective here.	Defender Deployment Area 24" Box Invader places 1 Objective here.
Invader Deployment Area 24" Box Defender places 1 Objective here.	Defender places 1 Limited Objective here. Invaders Table Edge

Facility Defense

The Defender has good intel that the invading forces will strike a daring blow and assault a small military outpost with a vital Uplink Tower facility. The Defenders have almost been caught flat footed but managed to rush troops to the area to try and parry the attack. Even so, they are outnumbered and must defend as best they can whilst relieving forces make their way to the battlefield.

Board & Game Length: 4 x 4', 6 Turns.

Suggested Points Limit: Up to 350pts

Terrain: Setup Terrain according to AO. Ignore the Population Density Suggested Buildings for this Mission.

The Defender places a Large Settlement: 8" radius cluster:
- ❖ 2 x Outbuildings (*Emplacement, Heavy, Small buildings w/8CF*)
- ❖ 1 x Uplink Tower (*Emplacement, Size 4, Hardened, Medium building w/16CF*).

Special Rules:
- ❖ AO special Rules
- ❖ Forced Withdrawal
- ❖ Planetary Security Forces (Defender) (Hidden)
- ❖ Demolition Charges (Invader Only)
- ❖ Reinforcements (Defenders only)

Victory Conditions: Standard VP. The Invading Force must destroy as many Settlement Buildings as possible. The Uplink Tower is worth 8VP, while the Outbuildings are worth 4VP each. The Defender scores 4VP for each building left standing at the end of the game.

Victor's Reward: 12D6 SP

Defender Deployment Area
Up to 8" from Defender's board edge

Settlement placed (by Defender) within 2" of center of board
Defender may setup 200pts of Units within Settlement radius, Planetary Defense forces do not count towards limit.

Invader Deployment Area
Attacker's board edge

Counterattack

The tables have turned, and the Defenders have rallied enough troops to execute a powerful counterstrike. It is the Invaders turn to hold the line while the Defenders surge forward in an attempt to outmaneuver and swallow the Invader's force.

Board & Game Length: 6 x 4' or 4' by 4', 8 Turns.

Suggested Points Limit: Up to 400pts
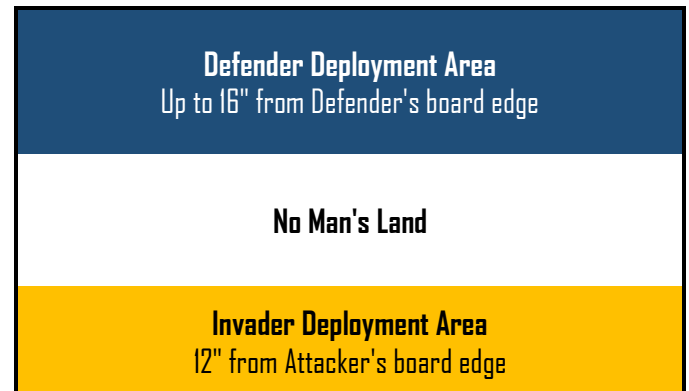
Terrain: Setup according to AO.

Special Rules:
- ❖ AO special Rules
- ❖ Forced Withdrawal
- ❖ Time of Day
- ❖ Flatfooted (Invader)
- ❖ Limited Objectives (Invader, 2, on midtable line)

Victory Conditions: The Defender scores 1VP for each Unit within the Overrun Area during the End Phase of Each Turn. The Invader scores 3VP for every non-Disabled Unit within the Invader Deployment Area at the end of the Mission.

Victor's Reward: 14D6 SP. If Defender is the Victor, they gain an Automatic "Battlefield Commendation" Reward. If Invader is the Victor, they gain an Automatic "Talented Pilot" Reward.

Overrun Area 16"	Invader Deployment Area 8" Wide x 48" Tall	No Man's Land	Defender Deployment Area Up to 16" in from Defender's board edge

Pitched Battle

After weeks of intense skirmishing and irregular combat, each side is determined to break each other's power in a pitched battle. Both commanders have thrown everything they have into a general engagement and victory must be achieved!

Board & Game Length: 6 x 4' or 4 x 4', 8 Turns.

Suggested Points Limit: Up to 500pts

Terrain: Setup according to AO.

Special Rules:
- ❖ AO Special Rules
- ❖ Forced Withdrawal
- ❖ Objectives (2 Each)
- ❖ Limited Objectives (Both, 1 each)

Victory Conditions: Standard VP. Objectives.

Victor's Reward: 16D6 SP. Victor Rolls an Additional time on the Spoils of War Table.

Defender Deployment Area
Up to 12" from Defender's board edge
24" No Man's Land
Invader Deployment Area
12" from Invader board edge
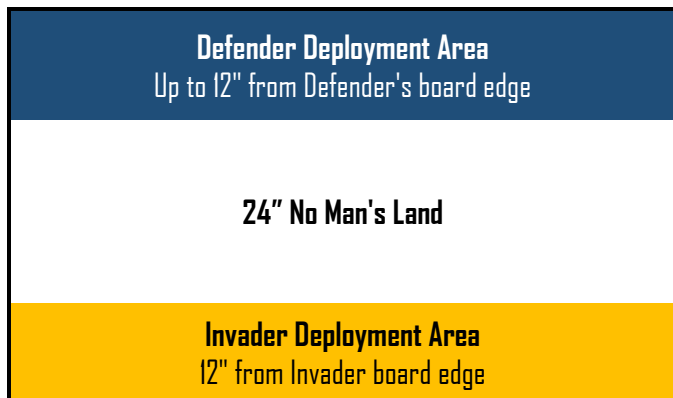
Bugout

The Invading forces are racing back to their LZ with their spoils! In hot pursuit, the Defender's troops are pressing the attack with overwhelming force. A rearguard force must fight a delaying action to hold off the planetary defense forces so their comrades can load the Dropships and escape! There is no retreat, the invaders must hold their positions and then withdraw in good order!

Board & Game Length: 6 x 4' or 4 x 4', 6 Turns.

Suggested Points Limit: Up to 400pts

Terrain: Setup according to AO.

Special Rules:
- ❖ AO special Rules
- ❖ Forced Withdrawal (Defender's Force only)
- ❖ Holding Action (Invader's Force)
- ❖ Limited BSP (Turn 1)

Victory Conditions: Standard VP. Holding Action Objectives (Invader). The Invader scores 5 VP for every Objective successfully removed. The Defender Scores 8 VP for every Objective successfully Claimed.

Victor's Reward: ~

Defender Deployment Area
Up to 12" from Defender's board edge
12" No Man's Land
Invader Deployment Area
24" from Invader board edge
Place Three Objectives

Inner Sphere Company		Commander		Avg. Skill	Total SP
Special Command Abilities				Total PV	Campaign VP
History					

1st

Lance				Type		PV	
Formation SPA's							

Unit	Skill	Pilot	Role	Size	Total A/S	Current A/S	Unit SPAs / Notes	Cost

2nd

Lance				Type		PV	
Formation SPA's							

Unit	Skill	Pilot	Role	Size	Total A/S	Current A/S	Unit SPAs / Notes	Cost

3rd

Lance				Type		PV	
Formation SPA's							

Unit	Skill	Pilot	Role	Size	Total A/S	Current A/S	Unit SPAs / Notes	Cost

4th (Reinforced Company)

Lance				Type		PV	
Formation SPA's							

Unit	Skill	Pilot	Role	Size	Total A/S	Current A/S	Unit SPAs / Notes	Cost

Clan Binary/Trinary

Commander	Avg. Skill	Total SP

Special Command Abilities		Total PV	Campaign VP

History

Alpha Star

	Type		PV

Formation SPA's

Unit	Skill	Pilot	Role	Size	Total A/S	Current A/S	Unit SPAs / Notes	Cost

Beta Star

	Type		PV

Formation SPA's

Unit	Skill	Pilot	Role	Size	Total A/S	Current A/S	Unit SPAs / Notes	Cost

Gamma Star (Trinary)

	Type		PV

Formation SPA's

Unit	Skill	Pilot	Role	Size	Total A/S	Current A/S	Unit SPAs / Notes	Cost

Elemental Detachment

		PV

Points	Skill	Point Leader	Role	Size	Total A/S	Current A/S	Unit SPAs / Notes	Cost

Comstar/WoB Level III		Commander	Avg. Skill	Total SP
Special Command Abilities			Total PV	Campaign VP
History				

First Level II

		Type		PV

Formation SPA's

Level Is	Skill	Pilot	Role	Size	Total A/S	Current A/S	Unit SPAs / Notes	Cost

Second Level II

		Type		PV

Formation SPA's

Level Is	Skill	Pilot	Role	Size	Total A/S	Current A/S	Unit SPAs / Notes	Cost

Third Level II

		Type		PV

Formation SPA's

Level Is	Skill	Pilot	Role	Size	Total A/S	Current A/S	Unit SPAs / Notes	Cost

Comstar/Word of Blake Level III continued...

Fourth Level II							Type		PV
Formation SPA's									

Level Is	Skill	Pilot	Role	Size	Total A/S	Current A/S	Unit SPAs / Notes	Cost

Fifth Level II							Type		PV
Formation SPA's									

Level Is	Skill	Pilot	Role	Size	Total A/S	Current A/S	Unit SPAs / Notes	Cost

Sixth Level II							Type		PV
Formation SPA's									

Level Is	Skill	Pilot	Role	Size	Total A/S	Current A/S	Unit SPAs / Notes	Cost

Company Detachments

Conventional Infantry | PV

SPA's:

Unit	Skill	Platoon Leader	Role	Size	Total A/S	Current A/S	Unit SPAs / Notes	Cost

Battle Armor | PV

SPA's:

Unit	Skill	Pilot	Role	Size	Total A/S	Current A/S	Unit SPAs / Notes	Cost

Aerospace Squadron / Attached Wing | PV

SPA's:

Aerospace Asset	Skill	Pilot	Role	Size	Total A/S	Current A/S	Unit SPAs / Notes	Cost

Battalion Reserves Pool

SPA's							Total PV	
Unit	Skill	Pilot	Role	Size	Total A/S	Current A/S	Unit SPAs / Notes	Cost

Kurita Swarm Lance

Unit	Skill	Pilot	Role	Size	Total A/S	Current A/S	Unit SPAs / Notes	Cost

Campaign Notes