



CLASSIC BATTLETECH

The WOLF and the HOUND

An unofficial Mini-Campaign charting the first encounters of the Clans into the Inner Sphere



By Metal Man Studios for use in Catalyst Game's Classic Battletech

The Wolf and the Hound

A BT Narrative Campaign

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This mini campaign is a humble effort on my part to simulate the first contact of the clans and inner sphere forces in 3049. The valiant Kell Hounds had no idea what they were getting into while pirate hunting on fringes of the Periphery, and the foundations of future heroes and villains of the BT universe would be laid down here, on the rust-colored soil of a distant planet called Sisyphus's Retreat. Players will be able to experience the terror and the firepower of mechwarrriors engaged in this initial struggle, where the smartest of the clan leaders were given pause, and some of the most elite forces in the IS attempted to hold the line. The Clans had arrived, and they were playing for keeps. Though historically doomed to defeat, can the dogged Kell Hounds buy time for the Inner Sphere to prepare for the coming storm with their lives, or will they be swept aside as so much chaff in the wind? It is up to the Commanders to either change history... or repeat it.

The Mini Narrative Campaign

To simulate the first engagement of the Clan war, I've chosen to implement a mini narrative campaign that follows the struggle of Clan Wolf's Golden Keshik against the Kell Hounds third regiment. Each mission is strung together in a linked fashion that follows the initial engagement timeline and has a roster of forces/pilots that were either present or most likely present in the fight.

Balanced Forces

BV has been calculated to try and make the forces more or less equal, and where they are not, special rules or victory conditions are implemented to attempt to balance the missions. In addition, if players do not wish to use the forces and Pilots I have in the Roster, I have included the approximate BV that can be used as a basis to field their own unique forces. This opens the mini campaign up to broader play to simulate an event or operation of their own!

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

The Clans 101 – As a new player to BT, my friends and I have mostly stuck to the Succession wars era of AGoAC for simplicity and fun in our initial games... but as we all know this is only small part of the BT universe both lore and game wise. So, as an introduction to new mechs, rules, and weapons, this little project of mine would serve as a steppingstone into larger games and future eras. It also serves to introduce other new players who haven't yet dipped their toes into Clan Wars era and prepare them for the true lethality of the Clan war-machine.

Campaign Basics

Game Master and Commanders

The campaign works best with at least two players. One player always serves as the **Game Master (or GM)**, while the second is a **Commander**. GMs are in charge of running the campaign, setting up the board, and controlling enemy forces, in this case usually Clan Wolf. Each Commander is in charge of playing the Kell Hound Forces. Both sides have objectives and VP to meet and earn and thus determine the outcome of the campaign. Being a GM is a big job, but can be quite rewarding.

Switching Roles and Additional Players

If players wish to fight to the campaign from the Clan point of view, the Commanders will control the Clan Wolf forces while the GM will take control of the Kell Hound and/or any Neutral Forces. Additional Commanders may be added to face off against the GM, forming two or even three on one team games. Of course, Commanders can join the GM's side as well to help him overcome his buddies!

Missions

Missions are the heart of the campaign, and each denotes an important event during the three days of fighting on the Rock. Each has a quick sitrep blurb, and then explains the Terrain, Forces, Deployment, Special Rules, and Victory Conditions to use. Once a mission is completed, book keep the earned VPs and move onto the next until the campaign is finished. The campaign consists of three Missions:

- ❖ **First Contact**
- ❖ **Hounds Unleashed**
- ❖ **Death Rites**

These scenarios are played in order, with VPs and Victor Rewards carried over to the next mission. This may include Pilot skill buffs, or one-time initiative buffs. Make sure to note down these boons on the Campaign VP chart at the end of this document, as well as the amount of VP earned!

Winning the Campaign

The side with the most VP at the end of the Campaign is the Victor, though the degree of the spread will determine by how much so. All VPs that are earned during the campaign count towards the final total, so even if a player loses a battle, they should try and earn as many as they can. You can lose a battle, but still win the war so to speak!

First Contact

The Kell Hounds, hired by the Free Rasalhague Republic, have been searching for a force of pirates known as Redjack Ryan's Rebels in The Rock system. A typical contract, but given the vast territory to cover, they have spread themselves thin trying to cover as much ground as possible ... and it hasn't been easy.

On Sisyphus's Lament, a small and almost uninhabitable planetoid, Mechwarriors Phelan Kell and Jackson Tang do indeed find their quarry, though all is not as it seems. As the two Hounds close in, they spot the Rebels, but fleeing from some unknown aggressor in unidentified mechs. Hails go unanswered as the mysterious force closes, firing from impossible ranges at the retreating pirates.

Who are these people, and be they friend or foe? Cold sweat beads on Phelan's brow as he moves forward with his squad mate and the engagement begins...

Maps and Terrain

- ❖ **2 x Map Sheets** (*Desert Map pack is encouraged. No Trees*) **or 1 x Neoprene Battlemat** (*Crystalline Canyon, Lunar, Bloody Basin, or Sand Drifts*).

Game Turns: 9

Forces Roster (Gunnery/Piloting)

Clan Wolf Star *Total BV: 8772*

- ❖ Mad Cat Prime (Star Captain Vlad 3/4) – 3613 BV
- ❖ Loki A (3/5) - 2338 BV
- ❖ Vulture Prime (3/5) – 2821 BV

Redjack Ryan's Rebel Lance *Total BV: 4666*

- ❖ Griffin GRF-1N (Kenny Ryan 3/3) – 1832 BV
- ❖ Locust LCT-1E (4/3) - 664 BV
- ❖ Panther PNT-9R (3/5) – 923 BV
- ❖ Rifleman RFL-3N (4/3) – 1247 BV

Kell Hounds Scout Lance *Total BV: 3400*

- ❖ Wolfhound 1A (Phelan Kell, 2/2) - 2029 BV
- ❖ Blackjack 1 (Jackson Tang, 2/2) – 1371 BV

DR Suggested BV Limit for Custom Forces

- Clan Force – One Clan Star, (9000 BV)
- Pirate Force – One IS Pirate Lance (5000 BV)
- Kell Hound Force – 2 IS Mechs (3500BV)

Scenario Special Rules

Battle Damaged

Kenny Ryan and his lance are desperately trying to retreat from the Clan Wolf mechs and have taken a lot of battle damage in the process. Before the scenario starts, Roll 3d6 for each Rebel mech, and apply this amount of

damage in 5-point groupings to it. Any Critical Hits should be rolled as normal, but ammo explosions are ignored.

Running Scared

All Pirate mechs are under the control of the GM at the beginning of the game and will be attempting to use all speed to exit off the board through the Kell Hounds Deployment Hexes. At the beginning of the turn the GM rolls for each mech. On a 4+ it Runs or Jumps, and 1-3 it Walks in direct route towards the Kell Hound deployment zone. They will move at full speed to do this making use of terrain if possible. If they Join the Kell Hounds, they will abandon this notion, unless they are in Forced Withdrawal.

Pursuing Force

Clan Wolf enters the game turn 3 on the edge of their deployment zone (map edge). Movement wise they are considered Walking even if they don't move further onto the map.

Enemy of my Enemy

The Rebel Lance starts the game hostile towards all other forces and controlled by the Preceptor Marshal. However, The Kell Hound player may attempt to communicate with Kenny Ryan's Mech and have them join them, at least temporarily, but ONLY when the Clan Mechs arrive on the board and open fire on the Pirates. If either Kell Hound mech is within 9 Hexes and LoS of Kenny Ryan's Mech at the beginning of the Shooting phase, and before any shots are traded, they may make a Piloting Roll +4 to establish communications. On a success, the Rebel mechs become allies and the Kell Hound Commander assumes control of them. On a failure, they can't broker a deal this turn and the Rebel mechs remain hostile, and any Kell Hound mech that's attempted and failed to communicate suffers a +2 his shooting for the rest of their Shooting Phase. Players may attempt multiple times a turn if they are within range and LoS, but only once per mech.

Elites

The Clan Wolf and Kell Hound Forces do not obey the Forced Withdrawal rules in this mission.

Identify Hostiles

The Kell Hounds are desperate to figure out who these terrifying new foes are and are willing to get detailed scans for their comrades and the IS, even if it means they probably won't make it out alive. If either Kell Hound mech is within 6 Hexes and LoS of a Clan Mech at the beginning of the Shooting phase, he may suffer a

+2 his shooting for the rest of their Phase to make a Gunnery Roll +2 (+ any standard modifiers except Target Movement) to “Scan” the target. On a success, the Clan mech is Scanned. A Clan mech can only be successfully Scanned once. On a failure, the Kell Hound mech was not able to collect enough data but may attempt to do so again next turn. Scanned mechs count as additional victory points.

Forced Withdrawal

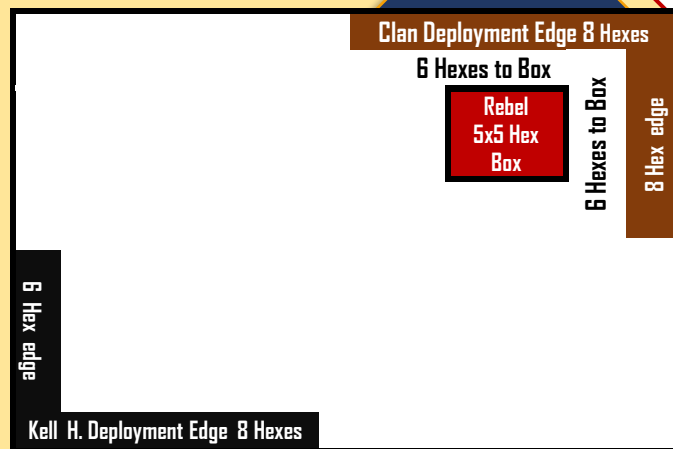
The Rebel Lance must obey Forced Withdrawal rules and will retreat to the western edge of the map if forced to do so.

Victory Conditions: The Force with the most VP at the end of Turn 10 wins the Scenario. In case of a tie, the force with the most mechs at the end of the game is the victor. Allied Pirate Mechs do not count for the Kell Hound force.

Victor's Reward: Increase the Piloting skill of one Mechwarrior of the Force Commander's choice in the next Scenario. In addition, if either Phelan Kell or Jackson Tang make it through the battle alive, one of them (not both) may be substituted for the Commando 2D in the next mission.

Objectives

- ❖ **Headhunter** – Star Captain Vlad is worth an additional 1 VP if his mech is Destroyed.
- ❖ **Kill Count** – Clan Wolf scores 2VP for each IS Mech destroyed. Kell Hounds score 2VP for each Clan Mech destroyed, and 1 VP for each Rebel Mech (if not Allied) destroyed.
- ❖ **No Room for Failure** – Each Rebel mech that successfully escapes via normal movement (or Forced Withdrawal) will Subtract 1VP from the Clan Force VP total.
- ❖ **Brutal Demonstration** – If every IS mech is Destroyed by the end of turn 9, Clan Wolf is awarded an additional 2VP. In addition, a single Clan Objective is placed in the center of the board. If a Clan mech or mechs is on or within three hexes of it by the end of the game, and no enemy is within three hexes of it, they score 2VP.
- ❖ **Identify Hostiles** – Each “Scanned” mech counts as 3VP.



Hounds Unleashed

After an initial engagement with unknown hostiles the Kell Hounds have regrouped with the intention of dealing with this threat once and for all. Major Preston, the CO of Third Battalion, has led the Command Lance and the remains of his Recon element to a barren ridgeline where their long-range sensors have picked up contacts.

Even as a veteran of dozens of campaigns, the reports of such a powerful force out here in the boonies, and supposedly pirates nonetheless, is an unsettling thought even to a grizzled merc.

He pipes into his comms and quickly stills the nervous chatter, "We'll move fast across the valley and strike them hard with everything we've got. Nothing fancy. Everybody got it?" Affirmatives follow. His boys are all professionals. So is he, though he can't shake the feeling that something is off. After a moment gazing at the vista that stretches before them, the Major's outfit advances into the valley. "Whoever they are, they're about to get a nasty introduction" ...

Forces Roster (Gunnery/Piloting)

Clan Wolf Star (Nova) *Total BV: 9891*

- ❖ Thor Prime (3/4) – 3033 BV
- ❖ Man 'War D (3/4) - 2999 BV
- ❖ Loki A (3/4) – 2571 BV
- ❖ Elemental Point [Sqd5] 3/3) – 644 BV
- ❖ Elemental Point [Sqd5] 3/3) – 644 BV

Kell Hounds Command Lance *Total BV: 9975*

- ❖ Marauder 3D (CO, 2/3) - 2470BV
- ❖ Warhammer 6R (2/3) – 2182 BV
- ❖ Hatchetman 5S (3/3) – 1496 BV
- ❖ Dragon 5N (3/4) – 1614 BV

Kell Hounds Scout Lance

- ❖ Phoenix Hawk 1 (3/3) – 1499 BV
- ❖ Commando 2D (3/4) – 714 BV

OR Suggested BV Limit for Custom Forces

- Clan Force – One Clan Nova/Star, (10000 BV)
- Kell Hound Force – 6 IS Mechs (10000 BV)

Maps and Terrain

- ❖ **2 x Map Sheets** (*Desert Map pack is encouraged. Or Lunar, etc. No trees for cover*) **or 1 x Neoprene Battlemat** :(*Crystalline Canyon, Lunar, Bloody Basin, or Sand Drifts*).

Game Turns: 10

Scenario Special Rules

A New Threat

The IS has never encountered Battle Armor before, least of all suits worn by genetically engineered Elementals, and so their first engagements with this new threat caused much confusion and panic. On the next three turns after the first of either Elemental Points are revealed from being Hidden, or a Kell Hound Mech is subject to a Swarm or Anti Mech Attack from an Elemental Point, the Kell Hound Commander suffers a -2 to their Initiative roll.

Hidden Daggers

Clan Elementals often ride into battle attached to Omnimechs, giving them mobility to match their firepower. Elementals in this Scenario may be attached to Clan Mech of their choice, determined at the beginning of the game but kept secret from the Kell Hound Player. While they are attached, they are invisible and Hidden (but can still be hit by weapons fire, etc). At the beginning of the Movement Phase, the Clan Commander may choose to dismount one or both, at which point, their miniature is put on the table, and the "A New Threat" rule comes into play.

Professionals

The Kell Hounds are as tough as they come and are consummate professionals in their craft. Personal Initiative can and has won them battles, and they train accordingly. Once per game, the Kell Hound Commander may add a +4 bonus to their initial roll after both sides have rolled for Initiative. However, this boon cannot be added during any of the "A New Threat" turns.

Golden Keshik

Clan Wolf Mechs Ignore the Forced Withdrawal rules in this mission.

Forced Withdrawal

The Kell Hounds must obey Forced Withdrawal rules and will retreat to their deployment edge of the map if forced to do so.

Zellbringen : Ritual Dueling of the Clans (OPTIONAL)

The Clans have a code of honor which strives to restrain the wanton brutality of all-out war, a tenant that was built into their new society by their founder, Nicholas Kerensky. Part of this seemingly odd and debilitating way of fighting (at least to Inner Sphere warriors) is that of Zellbringen, or ritualistic dueling. Certain Clans uphold-

Zellbringen Continued ...

-these rules to the letter while others have a more practical interpretation, at least in regard to fighting non clanners.

At the Players choice, in this scenario, each Clan Wolf Mech may only engage and fire at one IS target at a time, until it is destroyed, as long as that mech is in Range and LoS. Clan Mechs may not fire at the same target, or fire at another target already fired on by another Clan Mech. If the target leaves LoS or goes out of range, they may select a new target, but return to firing on the original once it comes back into Range and LoS. **If any Clan Mech is fired upon by multiple adversaries in one turn, the Clan Commander may declare that the Zellbringen code is broken, and a Grand Melee has begun.** This means the Clan Mechs may fire at whatever targets they wish, or even have multiple Clan Mechs gang up on a single target.

Victor's Reward: Increase Piloting skill of one Mechwarrior in the next Scenario, and a one-time benefit of +2 to their Initiative roll. If Colonel Preston survives, he may take command of the Marauder in the next mission. He retains command as the Kell Hound's CO, and his skill level is made a 2/3.

Clan Wolf Deployment Zone (Enter Board Edge Turn 1)

Forces Deployment

Kell Hounds Deployment Zone (Enter Board Edge Turn 1)

Objectives

- ❖ **Lead by Example** – Every Mech Major Preston personally destroys is worth an additional 1 VP.
- ❖ **Kill Count** – Clan Wolf scores 2VP for each IS Mech destroyed/put into Forced Withdrawal. Kell Hounds score 3VP for each Clan Mech destroyed, and 1VP for each Elemental Point destroyed.
- ❖ **Line in the Sand** – Two Objectives are placed in hexes 0909 and 2309, (8 hexes from each long board edge, and 8 from each narrow board edge). Starting on turn 3, each turn either a Kell Hound or Clan Wolf mech (or mechs) are on or within three hexes of the Objective (and standing), they score 1VP. If an opposing Mech or Elemental Point is within three hexes of the Objective (and standing), it's considered contested. Add up the total tonnage, the highest value receives the VP. Elementals count as 50 Tons.
- ❖ **Combined Arms** – Each Mech destroyed by an Elemental Point is worth 1 additional VP.
- ❖ **Honor Appeased (If Using Zellbringen)** – If the Clan Commander finishes the scenario without ever declaring it a *Grand Melee*, the Clan Player is awarded an additional 3VP.



Death Rites

After three days of ferocious combat, the Kell Hounds have been ground down to a shadow of their former selves. Counter attacks, ambushes, skillful withdrawals, and considerable courage have only delayed the inevitable, and the relentless advance of the Clan war machines have taken a deadly toll of mechs and personnel. After several sharp actions, the remnants of the Kell hounds Battalion have withdrawn to their final position.

Surrounded on all sides and the enemy closing with deadly efficiency, the mercs have made a shadowy canyon the site for their last stand. With no hope of reprieve, supplies running out, and little time to conduct repairs, the battered Kell Hounds are determined to go down fighting. Even so, they have one last surprise for their implacable foe.

Though the Clan Wolf warriors have gained a grudging respect for these "freeborn barbarians", the smell of blood is in the air, and they will not be denied. Even so, there is an old Terran saying; "A wounded animal is most dangerous when cornered"

Forces Roster (Gunnery/Piloting)

Clan Wolf Battle Star *Total BV: Approx. 15,300*

- ❖ Mad Cat Prime (Star Captain Vlad 3/4) – 3613 BV
- ❖ Thor Prime (3/4) – 3033 BV
- ❖ Vulture Prime (3/4) – 3103 BV
- ❖ Man 'War D (3/4) - 2999 BV

Clan Player may choose to add EITHER:

- ❖ Loki A (3/4) – 2571 BV
- Or 4 x Elemental Points which makes a "Nova".*
- ❖ Elemental Point [Sqd5] 3/4) – 590 BV
- ❖ Elemental Point [Sqd5] 3/4) – 590 BV
- ❖ Elemental Point [Sqd5] 3/4) – 590 BV
- ❖ Elemental Point [Sqd5] 3/4) – 590 BV

Kell Hounds Battle Lance *Total BV: 15,276*

- ❖ Centurion AL (3/3) – 1522 BV
- ❖ Marauder 3D (CO) (3/3) - 2117 BV
- ❖ Hatchetman 5S (3/3) – 1496 BV
- ❖ Grand Dragon 1G (3/4) – 1716 BV

Kell Hounds Direct Fire Lance

- ❖ Banshee 3S (3/3) – 2521 BV
- ❖ Warhammer 6R (3/3) – 1871 BV
- ❖ Archer 2S (2/4) – 2145 BV
- ❖ Shadow Hawk 5M (3/4) – 1888 BV

*DR*Suggested BV Limit for Custom Forces

- Clan Force – (15000 BV)
- Kell Hound Force – (15000 BV)

Maps and Terrain

- ❖ **2 x Map Sheets** (*Desert Map pack is encouraged. Or Lunar, etc. No trees for cover*) **or 1 x Neoprene Battlemat** (*Lunar, Bloody Basin, or Sand Drifts*).

Game Turns: 12

Scenario Special Rules

Killing Ground

The Kell Hound Commander(s) automatically win deployment initiative, forcing the Clan Wolf to deploy first. In addition, before any units are deployed, the Kell Hounds are given six pieces of terrain. Each is 1-2 hexes in size; and either hill hexes at least 2 levels or higher, or sub level hexes of 1-2 levels deep. These may be placed however they wish within their own deployment zone to give them favorable ground, but each may not be placed adjacent hex of each other.

Baiting the Trap

Betting they can pop one last nasty surprise on the enemy commander, the Kell Hounds have a plan to lure the enemy into the canyon and even the odds at close range, superior technology or not. By keeping a portion of their machines shutdown and hidden from sensors, the Clan warriors must come into point blank range to detect their enemy, that is unless they have a sensor probe.

With this tactic in mind, the Kell Hound Commander may choose to deploy up to 50% of their mechs as Hidden units at the beginning of the game. They must note down the Hex # each mech is hidden in. A mech can be hidden in any hex within the Kell Hound Deployment zone. Hidden mechs do not count towards the number of units on the board for activation purposes while hidden.

Mechs may be Hidden in a terrain hex such as Rough, Crystal, Sublevel 2 or lower, or when adjacent to any level 2 or higher (basically against the wall).

A mech may also be hidden in an open terrain hex, though its not nearly as efficient. If done so, the Hidden mech follows the standard Forcibly Revealed rules, but will be revealed if an enemy ends its movement within four hexes and LoS instead of adjacent (which is normal for Hidden units on terrain). Active Probes add five hexes (nine hexes total) to their standard detection range if within range and LoS of the target.

A Hidden mech that chooses to move during the Movement phase must be moved first before all other

mechs. A hidden mech will be revealed in the Shooting Phase if it opens fire. In both cases the mech is placed on the board in its respective phase.

If any enemy mech moves into an adjacent hex occupied by a Hidden mech, or they are within an Active Probe's range and LoS (five hexes), it is **Forcibly Revealed**. A forcibly revealed mech is placed on the map. It may then either:

- **Do nothing.** *The non-hidden mech finishes its movement, and the revealed mech may shoot as normal in the Shooting Phase.*
- **Surprise Attack!** *The revealed mech immediately executes a shooting Attack (even in the enemy's movement phase) with a +2 to hit modifier. After this attack, the enemy mech continues to move until it's done. If it shoots, the mech may not shoot again during the shooting phase, but it may attack in the Close Combat Phase if its adjacent to an enemy Mech.*

Regardless of what it does, a mech that is forcibly revealed by an enemy may not move that turn other than torso twist but does not count as immobile.

Times Up!

After fighting run and gun battles for the last couple days without proper support facilities, the Kell Hounds are short on ammo and repair time. As such, each mech is down 25% of its maximum ammo for each type it can hold, rounding down. (One Ton of AC10 round would be down 2.5 rounds, so 3 rounds, while two tons would be 20 rounds, making it 5 rounds down.) Each mech also has suffered 3D6 damage pips per mech, to be rolled in 5-point groupings. Roll for critical hits as normal but ignore ammo explosions.

Practical Zellbringen

The Clan Player may obey the Zellbringen as laid out on pg. 6, but after three days of fighting these stubborn IS barbarians and their dishonorable ways, Clan Wolf is open to being a bit more practical when facing their foes. The Clan player may deem the contest a Grand Melee from the start or finish the scenario with their honor intact for extra VPs.

Forced Withdrawal

Clan Wolf must obey Forced Withdrawal rules and will retreat to their deployment edge(s) of the map if forced to do so.



Formations (Optional Rules)

Lances or Stars of mechs are often organized into "Formations". These Formations consist of mechs that train and drill together to fulfill a specific battlefield purpose which amplifies their effectiveness in combat. In game terms, this provides bonus special rules, rerolls, and abilities to the mechs within them.

Formation rules are introduced in the Clan Invasion Rulebook that came with the Starter Set, though they are covered in much greater depth the "**Campaign Operations**" book. For the sake of simplicity, I will refer to the Clan Invasion book with the page numbers given below. The Kell Hounds have a "Battle Lance", which gains the perks of a Command Star/Lance on pg.21 while their "Direct Fire Lance" gains the benefits described on pg. 22.

Clan Wolf's Star is technically a "Nova" (two Stars in combined into one), one being mechs, and the other being Elementals. Either way, the Mech Star is a "Battle Star" with the perks described on pg.21, and the Nova rules on page 23.

Objectives

- ❖ **Die Hards** – If any Kell Hound mechs remain un-destroyed and standing at the end of the game, the Kell Hounds score 4 VP. Hidden Mechs do not count. Kell Hounds ignore Forced Withdrawal in this scenario.
- ❖ **Kill Count** – Clan Wolf scores 2VP for each IS Mech destroyed. Kell Hounds score 3VP for each Clan Mech destroyed, and 1VP for each Elemental Point destroyed.
- ❖ **Take the Ground** – Three Objectives are placed inside the Kell Hounds Deployment Zone by their Commander. They must be at least 4 hexes away from Deployment Zone edges and of each other. An objective has two sides, each representative of either Clan Wolf or Kell Hound control. Each objective may be “Claimed” if there is a mech on or within two hexes of it at the end of the Heat Phase. If there are multiple opposing mechs, the side with the heaviest tonnage determines control (Elemental points are worth fifty tons each). At the end of the game, a side with one claimed Objective gains 2VP. Two claimed Objectives are worth 5VP, and three are worth 8VP.
- ❖ **Last Rites** – Any Mech destroyed by a Mech’s Melee attack is worth 1 additional VP.
- ❖ **Supreme Hunter** – Each mech personally destroyed by the Star Captain Vlad is worth an additional 1VP.
- ❖ **Honor Above All** (Optional)– If the Clan Commander finishes the scenario without ever declaring it a *Grand Melee*, the Clan Player is awarded an additional 3VP.

Destroyed Mechs Any mech that has had three engine hits, two gyro hits, or is in Forced Withdrawal is considered Destroyed.

Clan Wolf Deployment Zone (Enter Board Edge Turn 1)

Up to 3 Units

Kell Hounds Deployment zone
(9 Hexes up, 12 hexes across)

Up to 3 Units



Victory Conditions: The Force with the most VP at the end of Turn 12 wins the Scenario and gains +2 VP. In case of a tie, the force with the most mechs at the end of the game is the victor.

Campaign Finished!

Congratulations on completing the campaign! Each Commander now tallies up their VPs for the last mission and then adds them to their Campaign total. Compare the total difference in VPs to the chart below to determine the results.

- ❖ **Draw** Equal to 2 points.
- ❖ **Minor Victory** 3-6 points
- ❖ **Major Victory** 7+ points

Campaign VP Score Card



Kell Hounds _____



Clan Wolf _____

The Future of the Inner Sphere... Hopefully the Kell Hounds gave as good as they got and you had fun playing! If you liked these rules, check out my **Metal Man - Classic Battletech Narrative Campaign**. They are much more comprehensive and guide a player through the founding of their very own BT Outfit, the Missions it will go on, and its economic upkeep. Capture Strategic Objectives, launch covert missions, Salvage enemy equipment, and blast you friends (and enemies) into slag!

If you enjoyed this content [donations](#) are welcome and appreciated. As always, good luck Commander and I will see you in the field! ~Blando