

BATTLETECH™

At the Cost of Bootlaces

ALPHA STRIKE AND TOTAL WARFARE
WORLDWIDE EVENT
2023



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WORLDWIDE EVENT 2023

At the Cost of Bootlaces

Alpha Strike and BattleTech Scenarios

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Special Thanks: We're back! It's been three, very, very, very long years. But the Worldwide Event (WWE) is back. And so too is *BattleTech*. For those of you who have run a WWE before, I'm sure you'll all agree that *BattleTech* today is a world apart from where it was in 2019, or even 2020 if you managed to run that WWE. So, although it is not our usual time, we wanted to get the WWE back and going and so here we are.

This year's event centers on New Earth, the first target of the ilClan and reborn Star League. If you saw the CamoSpecs diorama at Gen Con, then you'll have a taste of this as well. It is important to note, however, that this is a teaser. We are not previewing canonical details of the invasion of New Earth. We are not affecting canon. We are simply letting players know that this will be a battle that is coming. So let's show off our new plastics. Let's build the excitement for the new era of *BattleTech*.

My thanks again extend to the many people who have helped to pull this idea off. Mary, once again, has entrusted me with the WWE and has backed me up with the full support of the Demo Team. Ray was willing to give us the heads up on where the fiction will be heading. Dak has, once again, made this Demo Team project look so much better than I could have ever dreamed of. And, of course, thank you to the Demo Team. Thank you to those of you who helped me get this refined and ready to go. And thank you to all of you who will go out and run this. Without you, there is no WWE.

So go out there and enjoy this WWE. I hope you all have a great time running it. I look forward to seeing the results come in and I look forward to doing this again in 2024.

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E-CAT35WWE23



UNSTOPPABLE AND IMMOVABLE

LOW ORBIT
NEW EARTH
STAR LEAGUE
13 DECEMBER 3151

Star Commander Randall looked out the window of the *Unity's Dream*. New Earth grew larger by the minute as the dropship began its atmospheric entry. Moving carefully into his 'Mech, he sealed himself into the cockpit. He then carefully strapped himself into his couch and prepared for the rough and tumble atmospheric interface. Sitting there, his mind wandered to the past year.

He thought about the fight for Terra and that first step he took on its sacred ground. He thought about the dozen battles against the Republic there. He thought about his comrades, his *sibkin*, who did not make it out of the Cauldron. The memory, the wounds, still burned.

But that was then. Now, he felt New Earth's gravity take hold of him. A smile came across his face. He was not typically one for sentimentality but now was a special occasion. The Star League was reborn and he was part of its vanguard. He would be leading its rebirth.

His *Timber Wolf* started up without issue. Was there a more classic Clan design with which to begin the Star League's rebirth? If so, Randall could not think of one. The computer chirped at him asking for his pass phrase. The sentimentality came back to him now.

"A journey of a thousand miles begins with a single step." The computer accepted that. Minutes later he felt the DropShip settle down on New Earth. The cargo bay doors opened revealing its surface to him. There were no Capellans interdicting their deployment and so Randall moved forward cautiously, taking it all in. The *Unity's Dream* was the first one to deploy and he was the first to deploy from it. And with that he took the Star League's first step onto New Earth.

FORWARD OPERATING BASE LI JING
NEW EARTH
CAPELLAN CONFEDERATION
13 DECEMBER 3151

The dawn mist hung heavily over the base. A cool morning breeze blew in from the south gently blowing some leaves across the quiet tarmac. *Pai-zhang* Charles Kaputo stood there joining in the silence. He put his hands together behind his back and closed his eyes. Still, the morning was quiet. His nose picked up a whiff of the sea that lay a few kilometers south. He took it all in.

How calm this day is. When this is all over I shall miss these.

He opened his eyes and exhaled. After one more, long, look around, he turned back to the hangar where his lance was preparing for today. Like him, they knew what the day was likely to bring. He saw the technicians move away from his *Crusader* having finished their precheck. Walking back into the hangar he saluted the techs. He signed off on his 'Mech's precheck and then climbed the ladder.

After getting into his cockpit he secured himself and began the powerup sequence. A chorus of positive signals and chimes came back to him followed by his 'Mech prompting him for his pass phrase.

"My spears are so sharp that among all things there's nothing they can't penetrate".

Today will not be the day they meet the other half of that quote.

As soon as the powerup finished he looked down and saw one of the marshallers waving him out. He pushed the controls and took his *Crusader* out onto the tarmac and toward what he knew would be the start of a new chapter in History.

HERE LITTLE CAPPIE...

SITUATION

NEW EARTH

STAR LEAGUE

13 DECEMBER 3151

New Earth. Perhaps no other planet in the Inner Sphere, besides Terra itself, carried the same prestige of association with the Star League. It was the first planet colonized by humanity and for Alaric and the Clans, it would be the first target of the unified Clan forces.

Alaric and his Wolves had used New Earth as a staging base for their assault on Terra. That infrastructure, combined with the seeming absence of any Wolves, proved too tempting for the Capellan Confederation. While the Wolves claimed the title of ilClan, the Capellans claimed New Earth for themselves. When news reached Alaric, reclaiming New Earth became the highest priority for the Clans.

Given how wounded the Clans still were after their fight, they knew they were in for a hard fight. After several skirmishes to test the Capellans, the Wolves came up with a plan to lure the Capellans into a pitched battle on their terms. Although immediately suspicious, the bait offered to the Capellans proved too tempting and a mixed force from House Hirsutsu and some auxiliaries immediately headed out.

GAME SET-UP

Lay out the maps as shown to the right.

NW: Open Terrain #3
NE: Foothills #2
SW: Rolling Hills #4
SE: Lakes

Deployment

The Clan forces will first set up their wounded 'Mechs first within three hexes of the lake on the NW map sheet. Three of these 'Mechs must be attached to a gantry crane (see *Special Rules* for those below).

The Capellan forces will then deploy on either, or both if they so choose, the south edge of the SW mapsheet or the east edge of the NE mapsheet.

The remaining Clan forces will then deploy on the south and east edge of the SE mapsheet, but no closer than nine hexes from any Capellan forces. If there is insufficient room, any remaining Clan forces will deploy on the north and west edges of the NW mapsheet.

FORCE CREATION

The exact size of the game is left up to the individual GM's discretion. The guidelines below should guide force creation. Any units used in this scenario *cannot* be reused for the *Alpha Strike* scenario. That being said, there are a few general concepts which help:

- Most of the Clan units have been created using three 'Mechs out of a given Star ForcePack. Likewise, the Capellan units have been created using two 'Mechs out of a given Lance ForcePack. The exact identity of the other two 'Mechs in each unit are up to the GMs discretion.
- At least one of the remaining two 'Mechs should be something from *TRO:3145* or later.
- Both forces should be within 5% of each other by BV.

Attacker

The Attacker consists of the Capellan Warrior House Hirsutsu. The Attacker's forces should obey the following guidelines:

- One lance of *UrbanMechs* is to deploy with, and in advance of, the House Hirsutsu forces. This force is not considered to be part of House Hirsutsu.
- The force should contain either three or four lances, including the *UrbanMech* lance.



Defender

The Defender consists of a detachment of Clan Wolf's Gamma Galaxy, Clan Snow Raven's Beta Galaxy, and smaller detachments of Jade Falcons (painted using Delta Galaxy colors) and Smoke Jaguars (painted using Alpha Galaxy colors). These forces are not specifically representative of any canonical units. The Defender's forces should obey the following guidelines:

- The Jade Falcons should make up one star, regardless of total force size for the Clans. These 'Mechs are the "wounded" ones for the scenario.
- Each Star must have a Star Commander assigned. For every two stars a Star Captain must be assigned.
- One out of every five 'Mechs should be assigned a Bloodnamed pilot. However, this is only a guideline. Given the casualties the Clans enter the fight with, more or fewer Bloodnamed pilots would be acceptable. Be aware, however, that killing these is a scoring condition so the quantity chosen will affect how easily Capellans can earn points.

RECORD SHEETS

Record sheets for all the units can be found at this [link](#) on the Demo Team Google Drive.

NOTABLE PERSONALITIES

In previous years the notable personalities received unique abilities written specifically for the scenario. This year, that is not the case. Each pilot has been provided with Special Pilot Abilities as found in *Campaign Operations*, page 70.

Note: If a notable personality is used for one side, it is recommended that the other side receive one as well. These personalities may be applied to any unit matching their personality but do not change the assigned skills of that unit.

BO TRANST (CAPELLAN): Some people have rage issues. Some people have undiagnosed rage issues. Bo is not one of them. His rage issues are well known. Fortunately, Bo's colleagues found ways to work with him to, appropriately, channel his rage. Unfortunately for his opponents these methods usually involve their 'Mechs are brutal physical combat. With the coming of the Clans, Bo has been particularly excited as he intends to enjoy unleashing his style of combat upon the "hapless test tube warriors."

In-game bonus:

Melee Specialist (*Campaign Operations* p. 77): A MechWarrior with the Melee Specialist Ability has perfected the difficult art of melee combat using the arms, legs, fists, and feet of his BattleMech, and is a master of physical attacks of all kinds. When executing a physical attack, the warrior receives a -1 Target Number modifier to the attack roll, and increases by 1 point any damage dealt by a successful physical attack.

Fist Fire (*Campaign Operations* p. 75): To use this ability, the 'Mech must have an arm that contains full actuation (a functional shoulder, upper arm, lower arm, and hand), as well as at least one direct-fire energy or ballistic weapon located in that arm. (Physical attack weapons may be present as well, but are not required.) A Fist Fire attack may be delivered against any non-infantry unit.

To execute the Fist Fire attack, the aforementioned arm must be used to deliver a punch or physical weapon attack, per standard physical combat rules. If this attack is successful and inflicts damage to the target, the Fist Fire warrior then fires one of the arm-mounted weapons, resolving the attack per the normal rules for the weapon, but with an additional -1 Target Number modifier. If the weapon attack succeeds, the target sustains the weapon's damage to the same location as the physical attack.

Only one punch or physical weapon attack can benefit from this ability per turn, even if the attacker also has the Melee Master Ability.

LEON SAWYER (CAPELLAN): Leon wanted to be a sniper. When he first joined House Hiritsu his skill in long-range shooting was immediately apparent. However, he also quickly demonstrated that he did not have the temperament to be a sniper. Unwilling to lose a man of his skills, he was quickly found to be a decent 'Mech pilot. More importantly, his knack for long-range shooting transferred to 'Mechs as well.

In-game bonus:

Sniper (*Campaign Operations* p. 80): The Sniper Special Pilot Ability reduces the Medium and Long Range Attack modifiers by half, so an attack applies a +1 Target Number modifier at Medium Range (rather than +2), and a +2 Target Number modifier at Long Range (rather than +4).

THEMISTOCLES (CLANS): "A truer nerd the Clans have never seen." Such are the words that greet anyone reading his Codex. He may well be a nerd but his encyclopedic knowledge of just about everything military related has come in very handy. His starmates appreciate his ability to point out seemingly every weakness ever created on any 'Mech. And Themistocles is more than capable of exploiting those same weaknesses himself.

In-game bonus:

Human TRO: 'Mech (*Campaign Operations* p. 76): The Human TRO has studied the makes, models, and capabilities of so many 'Mechs that they can immediately recognize the specific variant and rattle off the stats for that design on sight. The Human TRO receives a +1 modifier to rolls on the Determining Critical Hits Table.

Cluster Hitter (*Campaign Operations* p. 73): The warrior who has the Cluster Hitter Ability has spent hours mastering the focus of clustering weapons such as missile and rocket launchers, ultra and rotary autocannons, and LB-X style weapons. Able to more tightly group his shots, the Cluster Hitter can make an Aimed Attack with any one of his unit's cluster-type weapons using all of the rules for the Marksman SPA (see CO, p. 77). On a successful hit, this focused attack will deliver all of the shot's clustered rounds to the targeted location. When not attempting this focused attack, the Cluster Hitter receives a +1 roll modifier on the Cluster Hits Table for all applicable weapons.

YANA (CLANS): If she is not in the field or asleep, then Yana can be found tinkering with her unit's Improved Heavy Large Lasers. She does not care whose 'Mech they can be found on, she will tinker with any and all. The technicians in her unit have learned to give her a very large berth when she is on the warpath.

In-game bonus:

Weapon Specialist: Improved Heavy Large Laser (*Campaign Operations* p. 82): A MechWarrior with the Weapon Specialist ability is exceptionally proficient with a single type of weapon system. When acquiring this ability, the warrior must identify a specific weapon as their ultimate "weapon of choice" in battle. When making attacks using their chosen weapon, the Weapon Specialist applies a -2 Target Number Modifier.

SPECIAL RULES

Gantry Crane (Scenario Specific Rule):

Three Jade Falcon 'Mechs start the scenario attached to gantry cranes that are providing repairs and rearming. To detach from a gantry crane requires that a 'Mech use only walking MP and make a successful PSR modified by a turn counter. On the first turn it is a PSR +1. For each subsequent turn that modifier is reduced by one until the 'Mech is free. Failure to detach ends a 'Mech's movement.

Each gantry crane has a CF of 40. Additionally, due to their skeletal nature, while they do not move, they do not provide an immobile bonus to opponents.

Forced Withdrawal (Total Warfare p. 258, BattleMech Manual p. 81)

Forced Withdrawal is in effect for the Capellans.

Under forced withdrawal, 'Mechs must retreat from the battlefield when rendered useless or in imminent danger of destruction (see *Crippling Damage*, below). A 'Mech making a forced withdrawal must always move toward its home map edge (even a single hex of movement in that direction satisfies this requirement). However,

the 'Mech need not spend Running MP, and may retreat moving backward. If equipped with MASC, a supercharger, or some other system that increases speed at the risk of damage, a 'Mech need not engage that system when withdrawing.

Withdrawing 'Mechs may still attack an enemy 'Mech that closes within range of a weapon or physical attack.

Crippling Damage

Any 'Mech that suffers crippling damage must withdraw from the map. Crippling damage is defined as one or more of the following:

- Four or more points of damage to the MechWarrior
- The destruction of all sensor critical slots
- One gyro and one engine critical hit
- Two engine critical hits
- A side torso location is destroyed
- Internal structure damage in either three or more limbs or two or more torso locations (torso internal structure damage does not count towards crippling damage if that location still has front armor)
- The loss of all weapons. This is triggered if a 'Mech loses all weapons (either through damage or ammunition depletion) with a range greater than five hexes and if it can no longer cause more than 5 points of combined weapons damage. This does not apply if the 'Mech did not start with the ability to do 5 or more damage, or the ability to do damage at a range greater than five hexes; in this case the 'Mech can never trigger this condition.
- If using these rules, when all of a 'Mech's weapons are destroyed and it can no longer move, the 'Mech is considered destroyed. This is in addition to the regular rules for determining destroyed 'Mechs (see *BMM*, p. 49 or *TW* p. 128).

VICTORY CONDITIONS

The game has no standardized length but GMs are strongly encouraged to fix a length of time appropriate to the size of their game prior to the start of it. If a fixed length has been chosen, the GM should announce that prior to the start of the game.

Attacker

The Capellans are looking to level the odds. While the Clan forces may have limited strength across the Inner Sphere, here on New Earth they outnumber the Capellans. Therefore, the Capellans are looking to nibble away without being drawn into a set-piece battle. The Capellans earn points in the following ways:

- +3 for each gantry crane destroyed.
- +1 for each light or medium 'Mech destroyed
- +2 for each heavy or assault 'Mech destroyed
- +1 additional if the destroyed 'Mech belonged to the Jade Falcons
- +2 additional if a destroyed 'Mech is a Bloodnamed warrior
- +3 additional if a destroyed 'Mech is a Star Commander or higher rank
- -1 for each House Hirsu 'Mech lost

Defender

The Clans would like to nail down and hammer the Capellan forces as quickly as possible. They are not afraid to take casualties if it means reducing the Capellan forces in equal numbers. They wish to end this fight as quickly as possible. The Clans earn points in the following ways:

- +3 for each House Hirsu 'Mech destroyed
- +2 for each non-House Hirsu 'Mech destroyed
- +1 for each Clan that kills a 'Mech

The winner is the team with the most points.

HOUSE HIRITSU — BATTLETECH BRIEFING

SITUATION

NEW EARTH

STAR LEAGUE

13 DECEMBER 3151

New Earth. Perhaps no other planet in the Inner Sphere, besides Terra itself, carried the same prestige of association with the Star League. It was the first planet colonized by humanity and for Alaric and the Clans, it would be the first target of the unified Clan forces.

Alaric and his Wolves had used New Earth as a staging base for their assault on Terra. That infrastructure, combined with the seeming absence of any Wolves, proved too tempting for the Capellan Confederation. While the Wolves claimed the title of ilClan, the Capellans claimed New Earth for themselves. When news reached Alaric, reclaiming New Earth became the highest priority for the Clans.

Given how wounded the Clans still were after their fight, they knew they were in for a hard fight. After several skirmishes to test the Capellans, the Wolves came up with a plan to lure the Capellans into a pitched battle on their terms. Although immediately suspicious, the bait offered to the Capellans proved too tempting and a mixed force from House Hiritsu and some auxiliaries immediately headed out.

OBJECTIVES

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- +3 additional if a destroyed 'Mech is a Star Commander or higher rank
- -1 for each House Hiritsu 'Mech lost

NOTABLE PERSONALITIES

Note: If a notable personality is used for one side, it is recommended that the other side receive one as well.

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I don't really care if these Clanners call themselves the Star League. It is dead. It died in 2766. It died in 3067. It's not coming back a third time no matter how much these Clanners think. All it means is we finally have a reason to go and kill them.

—BAN-ZHANG AMIR ZELL

How much simpler does it get than "Death to enemies of the Chancellor?"

—PAI-ZHANG LEONID MUHSK

Fist Fire (*Campaign Operations* p. 75): To use this ability, the 'Mech must have an arm that contains full actuation (a functional shoulder, upper arm, lower arm, and hand), as well as at least one direct-fire energy or ballistic weapon located in that arm. (Physical attack weapons may be present as well, but are not required.) A Fist Fire attack may be delivered against any non-infantry unit.

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CLANS — BATTLETECH BRIEFING

SITUATION

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STAR LEAGUE

13 DECEMBER 3151

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Alaric and his Wolves had used New Earth as a staging base for their assault on Terra. That infrastructure, combined with the seeming absence of any Wolves, proved too tempting for the Capellan Confederation. While the Wolves claimed the title of ilClan, the Capellans claimed New Earth for themselves. When news reached Alaric, reclaiming New Earth became the highest priority for the Clans.

Given how wounded the Clans still were after their fight, they knew they were in for a hard fight. After several skirmishes to test the Capellans, the Wolves came up with a plan to lure the Capellans into a pitched battle on their terms. Although immediately suspicious, the bait offered to the Capellans proved too tempting and a mixed force from House Hiritu and some auxiliaries immediately headed out.

OBJECTIVES

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- +3 for each Capellan 'Mech destroyed
- +1 for each Clan that kills a 'Mech

NOTABLE PERSONALITIES

Note: If a notable personality is used for one side, it is recommended that the other side receive one as well.

THEMISTOCLES (CLANS): "A truer nerd the Clans have never seen." Such are the words that greet anyone reading his Codex. He may well be a nerd but his encyclopedic knowledge of just about everything military related has come in very handy. His starmates appreciate his ability to point out seemingly every weakness ever created on any 'Mech. And Themistocles is more than capable of exploiting those same weaknesses himself.

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Human TRO: 'Mech (*Campaign Operations* p. 76): The Human TRO has studied the makes, models, and capabilities of so many 'Mechs that they can immediately recognize the specific variant and rattle off the stats for that design on sight. The Human TRO receives a +1 modifier to rolls on the Determining Critical Hits Table.

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The Star League was born on Terra. It lived on Terra. But the Star League Defense Force was birthed on New Earth. And now it shall rise again. Wolves, Falcons, Ravens, Jaguars. The blood we shed here will bathe us in glory and birth the new Star League Defense Force. No Capellan can stop us or our destiny.

—STAR COLONEL MAVEN COOPER

I survived the Hell that was the Cauldron. The Capellans can do nothing to compare with that.

—STAR COMMANDER BASILIUS

YANA (CLANS): If she is not in the field or asleep, then Yana can be found tinkering with her unit's Improved Heavy Large Lasers. She does not care whose 'Mech they can be found on, she will tinker with any and all. The technicians in her unit have learned to give her a very large berth when she is on the warpath.

In-game bonus:

Weapon Specialist: Improved Heavy Large Laser (*Campaign Operations* p. 82): A MechWarrior with the Weapon Specialist ability is exceptionally proficient with a single type of weapon system. When acquiring this ability, the warrior must identify a specific weapon as their ultimate "weapon of choice" in battle. When making attacks using their chosen weapon, the Weapon Specialist applies a -2 Target Number modifier.

REGRETS WILL NOT SAVE THE BRIDGE

SITUATION

NEW EARTH

STAR LEAGUE

22 DECEMBER 3151

New Earth. Perhaps no other planet in the Inner Sphere, besides Terra itself, carried the same prestige of association with the Star League. It was the first planet colonized by humanity and for Alaric and the Clans, it would be the first target of the unified Clan forces.

Alaric and his Wolves had used New Earth as a staging base for their assault on Terra. That infrastructure, combined with the seeming absence of any Wolves, proved too tempting for the Capellan Confederation. While the Wolves claimed the title of ilClan, the Capellans claimed New Earth for themselves. When news reached Alaric, reclaiming New Earth became the highest priority for the Clans.

After a week of combat both sides found their original battle plans to be falling away. The Clans struggled to pin down the Capellans and deliver the crushing blow. But the Capellans found the Clans to be very adept at avoiding the nibbling that they were relying upon to level the playing field. As each side looked for new options both laid eyes upon a sleepy river crossing on the edge of the conflict area.

GAME SET-UP

As per standard *Alpha Strike* rules, the game should be played on a hexless terrain board. A minimum size would be 48" x 72" which, in *Alpha Strike* rules, is equivalent to a 24" x 36" hex map. A more suitable size, if practical, would be 72" x 84" (or a 36" x 42" hex map).

The GM should consult the provided map to create terrain approximating what is shown. The bridges have a CF of 20. The buildings in the middle should all be light or medium buildings with two hardened, 2+ level buildings, one on each side of the river. The river should be at least 4" wide, thereby requiring at least 3 *BattleTech* movement points to cross by jumping.

Scattered other terrain may be provided in addition to what is shown so long as such terrain does not prevent movement through it nor block line-of-sight.

Deployment

After a dice roll, the loser will deploy one unit (lance/Star) into their deployment zone. The winner will then deploy a unit. After that, units will alternate deployment until all units are on the board.

FORCE CREATION

The exact size of the game is left up to the individual GM's discretion. The guidelines below should guide force creation. Any units used in the *BattleTech* scenario cannot be reused for this scenario. That being said, there are a few general concepts which help:

- Most of the Clan units have been created using three 'Mechs out of a given Star ForcePack. Likewise, the Capellan units have been created using two 'Mechs out of a given lance ForcePack. The exact identity of the other two 'Mechs in each unit are up to the GMs discretion.
- At least one of the remaining two 'Mechs should be something from *TRO:3145* or later.
- Both forces should be within 5% of each other by PV.

Attacker

The Attacker consists of the Capellan Warrior House Hiritsu. The Attacker's forces should obey the following guidelines:

- The Capellan forces should attempt to use all the remaining units that were not used in the *BattleTech* event. If your group is particularly small then you may use fewer units.



Defender

The Defender consists of a detachment of Clan Wolf's Gamma Galaxy, Clan Snow Raven's Beta Galaxy, and smaller detachments of Jade Falcons (painted using Delta Galaxy colors) and Smoke Jaguars (painted using Alpha Galaxy colors). These forces are not specifically representative of any canonical units. The Defender's forces should obey the following guidelines:

- Each Star must have a Star Commander assigned. For every two Stars a Star Captain must be assigned.
- One out of every five 'Mechs should be assigned a Bloodnamed pilot. However, this is only a guideline. Given the casualties the Clans enter the fight with, more or fewer Bloodnamed pilots would be acceptable.
- There is no bonus in this fight for the Capellans killing Bloodnamed pilots. However, the Clan players are likely to think there will be since there was one in the *BattleTech* event. This will likely make the Clan players more cautious and is desired.

NOTABLE PERSONALITIES

Note: If a notable personality is used for one side, it is recommended that the other side receive one as well. These personalities may be applied to any unit matching their personality but do not change the assigned skills of that unit.

STEVE HOYR (CAPELLAN): Steve has an unusual hobby for a MechWarrior. He is a ballerino. His compatriots have learned to not only not make jokes but to also appreciate his abilities. Steve has managed to translate years of dancing to his abilities as a MechWarrior. He can make his 'Mech do things that most others think impossible. And when he gets into combat, many an opponent has learned that he is a very dangerous foe.

In-game bonus:

Dodge (*Alpha Strike Commander's Edition* p. 95): The pilot with this SPA is able to execute evasive actions in close quarters combat. Though not quite fast enough to evade weapons fire, it is more than enough to avoid or deflect an incoming physical blow. Any opposing unit that attempts to deliver a physical attack against a unit with this SPA will suffer a +2 Target Number modifier.

Stand Aside (*Alpha Strike Commander's Edition* p. 99): This unit can move through hostile units during its Movement Phase, at an additional cost of 1 inch of Move. This action causes no damage to either unit; it simply negates the normal "stacking restriction" that prevents units from moving directly through enemy-occupied positions on the map.

A unit piloted by a warrior with this SPA is also immune to the maneuver-limiting effects of any opposing unit using the Zone of Control special command ability against it (see AS:CE p. 109).

SUN NIPSHUR (CAPELLAN): It doesn't take most prospective MechWarriors long to learn that trees offer a huge advantage on the defense. It also doesn't take long to learn that moving through them is a pain. Sun took both lessons to heart quickly. He has mastered how to move through trees, a skill that came in quite handy during the initial Capellan takeover of New Earth.

In-game bonus:

Terrain Master: Forest Ranger (*Alpha Strike Commander's Edition* p. 100): A warrior with this ability is truly at home in woodlands. A unit piloted by a warrior with this SPA reduces its additional Move costs when traveling through woods or jungle terrain (including heavy and ultra-heavy woods and jungle) by 1 inch per inch of movement (to a minimum added cost of +0 inches). In addition to this, attacks against this warrior's unit suffer an additional +1 Terrain Modifier if it ends its movement inside wooded or jungle terrain.

MALCOLM (CLANS): During his Trial of Position Malcolm faced a daunting situation. His opponent savaged his legs with inferno SRMs. His 'Mech was done and, but for an incredibly lucky headshot, so too was his career as a warrior of the Clans. Since that time Malcolm has vowed to never be in that position again. He has trained extensively to prevent that situation from ever happening again.

In-game bonus:

Hot Dog (*Alpha Strike Commander's Edition* p. 97): This MechWarrior knows how to ride the heat envelope. The unit acts as if it was one level lower on the Heat scale, and can sustain 4 points of Heat before automatically shutting down rather than the usual 3. At 4 points of Heat, the unit loses 6" of ground movement, subtracts 2 from its Target Movement Modifier (minimum TMM of 0), and suffers a +3 Target Number modifier instead of shutting down.

Hopper (*Alpha Strike Commander's Edition* p. 97): The MechWarrior with this special pilot ability has an extremely fine sense of balance—so fine, in fact, that he can even remain mobile after one of his 'Mech's legs has been blown off. A unit controlled by a pilot with this SPA can ignore the effects of the first MP Hit it receives (it still occurs, for the purposes of any event which tracks critical hits; only the effects are ignored).

This ability does not grant movement if the unit has been immobilized for other reasons—such as when shutdown or stuck in bog down terrain.

KUSHIM (CLANS): In his first two years after becoming a warrior Kushim fought over twenty Trials of Grievance. Since then he has fought zero. Everyone around him gives him a wide berth and is very cautious and deferential when they must speak to him. He is a fearsome warrior and if he weren't so aggressive most of his starmates believe he would have already been nominated for a Bloodname.

In-game bonus:

Demoralizer (*Alpha Strike Commander's Edition* p. 93): A warrior with the Demoralizer SPA can make his unit a holy terror on the battlefield, projecting an intimidating presence that manifests in the way he maneuvers and taunts his enemies—with or without the use of communications.

Every enemy unit that comes within 6" of a unit using this SPA must roll 2D6. If the roll is 8 or less, the enemy unit becomes intimidated. Intimidated units reduce their Move by half (round down) and suffer a +1 Target Number modifier for all attacks made against the Demoralizer. The reduced Move rating does affect its target movement modifier.

If a demoralized unit begins any phase more than 24" from or without line of sight to the Demoralizer, the unit is no longer demoralized.

SPECIAL RULES

Water Levels (Scenario Specific Rule):

At the end of a turn, if either side has at least twice the PV within 2" of the hardened building on their side of the river as their opponent, they may, for the next turn only, adjust the water level of the river. In adjusting the water level they may do **one** of the following:

- Flood, or dry out if already flooded, any one bridge with Depth 1 water.
- Dry out 1" on either side of any one bridge.
- Lower the entire river level to Depth 1.

Forced Withdrawal (Alpha Strike Commanders Edition p. 127)

Forced Withdrawal is in effect for the Capellans.

Under the Forced Withdrawal rule units will begin to retreat from the battle once they have sustained crippling damage.

Crippling Damage

For the purposes of Forced Withdrawal, a unit that meets any of the following criteria is considered crippled and will be forced to withdraw:

- The unit has no Armor remaining and has been reduced to half its starting Structure value (rounded up). If the unit possesses only 1 point of Structure to begin with, it begins retreating as soon as it loses all of its Armor.



- The unit has been reduced to a damage value of 0 for all Medium- and Long-range attacks. This condition does not apply if the unit began the scenario with a damage value of 0 at Medium and Long range.
- The unit has been immobilized through damage, critical, and/or motive hit effects.

VICTORY CONDITIONS

The game has no standardized length but GMs are strongly encouraged to fix a length of time appropriate to the size of their game prior to the start of it. If a fixed length has been chosen, the GM should announce that prior to the start of the game.

Attacker

The Capellans simply want to survive this intact. They also want to retain the initiative for future battles and that means controlling the river and its crossings.

- +PV of each enemy unit destroyed
- +Twice the PV of each enemy unit destroyed that crossed the river
- +PV of all units that survive each turn of weapons fire within 2" of the bridges.
- +½ PV of all Capellan units still alive at the end of the fight
- -20 PV per bridge destroyed

Defender

The Clans have been looking for a chance to bite down on the Capellans and destroy a large portion of their force. As part of their efforts to do that, securing the river crossing and preventing the Capellans from using it to raid them is essential.

- +Twice the PV of each enemy unit destroyed
- +PV of all surviving Clan units that have crossed the river

The winner is the team with the most points.

HOUSE HIRITSU — ALPHA STRIKE BRIEFING

SITUATION

NEW EARTH

STAR LEAGUE

22 DECEMBER 3151

New Earth. Perhaps no other planet in the Inner Sphere, besides Terra itself, carried the same prestige of association with the Star League. It was the first planet colonized by humanity and for Alaric and the Clans, it would be the first target of the unified Clan forces.

Alaric and his Wolves had used New Earth as a staging base for their assault on Terra. That infrastructure, combined with the seeming absence of any Wolves, proved too tempting for the Capellan Confederation. While the Wolves claimed the title of ilClan, the Capellans claimed New Earth for themselves. When news reached Alaric, reclaiming New Earth became the highest priority for the Clans.

After a week of combat both sides found their original battle plans to be falling away. The Clans struggled to pin down the Capellans and deliver the crushing blow. But the Capellans found the Clans to be very adept at avoiding the nibbling that they were relying upon to level the playing field. As each side looked for new options both laid eyes upon a sleepy river crossing on the edge of the conflict area.



If they think that they can pin us down and smash us, then I have several vats of jelly that I should like to sell them. Then they can practice nailing that to a wall.

—BAN-ZHANG MILOS SUVOROV

I hope the Clans like a bath for we shall drown them in these waters.

—PAI-ZHANG ARI FLEISCHAUER

OBJECTIVES

The Capellans simply want to survive this intact. They also want to retain the initiative for future battles and that means controlling the river and its crossings.

- +PV of each enemy unit destroyed
- +PV of each enemy unit destroyed that crossed the river
- +PV of all units that survive each turn of weapons fire within 2" of the bridges.
- +½ PV of all Capellan units still alive at the end of the fight
- -20 PV per bridge destroyed

NOTABLE PERSONALITIES

Note: If a notable personality is used for one side, it is recommended that the other side receive one as well.

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In-game bonus:

Dodge (*Alpha Strike Commander's Edition* p. 95): The pilot with this SPA is able to execute evasive actions in close quarters combat. Though not quite fast enough to evade weapons fire, it is more than enough to avoid or deflect an incoming physical blow. Any opposing unit that attempts to deliver a physical attack against a unit with this SPA will suffer a +2 Target Number modifier.

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In-game bonus:

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SPECIAL RULES

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- Flood any one bridge with Depth 1 water.
- Dry out 1" on either side of any one bridge.
- Lower the entire river level to Depth 1.

CLANS — ALPHA STRIKE BRIEFING

SITUATION

NEW EARTH

STAR LEAGUE

22 DECEMBER 3151

New Earth. Perhaps no other planet in the Inner Sphere, besides Terra itself, carried the same prestige of association with the Star League. It was the first planet colonized by humanity and for Alaric and the Clans, it would be the first target of the unified Clan forces.

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OBJECTIVES

The Clans have been looking for a chance to bite down on the Capellans and destroy a large portion of their force. As part of their efforts to do that, securing the river crossing and preventing the Capellans from using it to raid them is essential.

- +Twice the PV of each enemy unit destroyed
- +PV of all units that survive each turn of weapons fire within 2" of the hardened building on the Clan side of the river
- +PV of all surviving Clan units that have crossed the river

NOTABLE PERSONALITIES

Note: If a notable personality is used for one side, it is recommended that the other side receive one as well.

MALCOLM (CLANS): During his Trial of Position Malcolm faced a daunting situation. His opponent savaged his legs with inferno SRMs. His 'Mech was done and, but for an incredibly lucky headshot, so too was his career as a warrior of the Clans. Since that time Malcolm has vowed to never be in that position again. He has trained extensively to prevent that situation from ever happening again.

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This ability does not grant movement if the unit has been immobilized for other reasons—such as when shutdown or stuck in bog down terrain.

KUSHIM (CLANS): In his first two years after becoming a warrior Kushim fought over twenty Trials of Grievance. Since then he has fought zero. Everyone around him gives him a wide berth and is



I have grown weary of chasing these Capellans. For a people who were so aggressive in claiming the Republic's territory they are a cowardly people when faced with us. But at last we have a chance to sink our teeth into them. I shall not let this opportunity slip by.

—STAR CAPTAIN KRISTEN

A river? They might as well have built a wall of tissue paper for all the good this will do them.

—STAR CAPTAIN JAIME

very cautious and deferential when they must speak to him. He is a fearsome warrior and if he weren't so aggressive most of his Starmates believe he would have already been nominated for a Bloodname.

In-game bonus:

Demoralizer (*Alpha Strike Commander's Edition* p. 93): A warrior with the Demoralizer SPA can make his unit a holy terror on the battlefield, projecting an intimidating presence that manifests in the way he maneuvers and taunts his enemies—with or without the use of communications.

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If a demoralized unit begins any phase more than 24" from or without line of sight to the Demoralizer, the unit is no longer demoralized.

SPECIAL RULES

Water Levels (Scenario Specific Rule):

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- Flood any one bridge with Depth 1 water.
- Dry out 1" on either side of any one bridge.
- Lower the entire river level to Depth 1.

CLAN FORCES TABLE

Unit	Base BV	G	P	Mod.	Final BV	Base PV	Skill	Final PV	Armor	Struc.	Tons	Sub-Unit Name	Star Pack	Row #
Fire Moth H	779	4	3	1.2	935	25	3	30	38	33	20	Jade Falcon Detachment	Fire Star	2
Kit Fox K	1109	3	5	1.2	1331	25	4	25	76	51	30	Jade Falcon Detachment	Fire Star	3
Cougar I	1738	2	3	1.68	2920	3	2	43	105	58	35	Jade Falcon Detachment	Fire Star	4
Nova Cat D	2084	4	5	1	2084	40	4	40	216	107	70	Jade Falcon Detachment	Fire Star	5
Warhawk H	2601	3	4	1.32	3433	5	3	64	259	130	85	Jade Falcon Detachment	Fire Star	6
8,311					10,703	98		202	694	379	240			7
Huntsman T	2105	3	4	1.32	2779	39	3	47	169	83	50	Smoke Jaguar Detachment	Heavy Battle Star	8
Crossbow B	1687	4	5	1	1687	43	4	43	192	104	65	Smoke Jaguar Detachment	Heavy Battle Star	9
Ebon Jaguar A	2429	2	2	1.76	4275	41	2	57	182	104	65	Smoke Jaguar Detachment	Heavy Battle Star	10
GM Chosen														11
GM Chosen														12
6,221					8,741	123		147	543	291	180			13
Ice Ferret H	1619	2	2	1.76	2849	45	2	63	144	75	45	Wolf Gamma Galaxy 1	Heavy Striker	14
Mad Dog B	2284	2	3	1.68	3837	41	2	57	163	99	60	Wolf Gamma Galaxy 1	Heavy Striker	15
Gargoyle I	2516	3	2	1.51	3799	46	2	64	211	122	80	Wolf Gamma Galaxy 1	Heavy Striker	16
GM Chosen														17
GM Chosen														18
6,419					10,486	132		184	518	296	185			19
Arctic Cheetah E	1084	3	4	1.32	1431	32	3	38	76	51	30	Wolf Gamma Galaxy 2	Support Star	20
Battle Cobra F	1507	3	4	1.32	1989	29	3	35	124	67	40	Wolf Gamma Galaxy 2	Support Star	21
Linebacker G	2433	3	3	1.44	3504	52	3	62	192	104	65	Wolf Gamma Galaxy 2	Support Star	22
GM Chosen														23
GM Chosen														24
5,024					6,924	113		135	392	222	135			25
Shadow Cat A	2220	3	5	1.2	2664	42	4	42	134	75	45	Wolf Gamma Galaxy 3	Command Star	26
Stormcrow Prime	2073	3	4	1.32	2736	43	3	52	182	91	55	Wolf Gamma Galaxy 3	Command Star	27
Summoner J	2666	3	3	1.44	3839	48	3	58	182	107	70	Wolf Gamma Galaxy 3	Command Star	28
GM Chosen														29
GM Chosen														30
6,959					9,239	133		152	498	273	170			31
Adder L	1738	4	5	1	1738	33	4	33	115	58	35	Wolf Gamma Galaxy 4	Clan Invasion Box	32
Nova D	1450	4	4	1.1	1595	29	4	29	160	83	50	Wolf Gamma Galaxy 4	Clan Invasion Box	33
Timber Wolf Prime	2737	4	5	1	2737	54	4	54	230	114	75	Wolf Gamma Galaxy 4	Clan Invasion Box	34
GM Chosen														35
GM Chosen														36
5,925					6,070	116		116	505	255	160			37
Pouncer D	2246	4	3	1.2	2695	33	3	40	115	67	40	Wolf Gamma Galaxy 5	Alpha Strike Box	38
Nova Prime	2663	3	4	1.32	3515	41	3	49	160	83	50	Wolf Gamma Galaxy 5	Alpha Strike Box	39
Timber Wolf D	2682	3	4	1.32	3540	51	3	61	230	114	75	Wolf Gamma Galaxy 5	Alpha Strike Box	40
GM Chosen														41
GM Chosen														42
7,591					9,751	125		150	505	264	165			43
Incubus	1596	2	3	1.68	2681	38	2	54	105	51	30	Snow Raven Beta Galaxy 1	Striker Star	44
Conjurer	1813	3	2	1.51	2738	35	2	49	163	83	50	Snow Raven Beta Galaxy 1	Striker Star	45
Vapor Eagle 6	1959	3	3	1.44	2821	35	3	42	172	91	55	Snow Raven Beta Galaxy 1	Striker Star	46
GM Chosen														47
GM Chosen														48
5,368					8,240	108		145	440	225	135			49
Howler 3 "Devil"	1277	3	5	1.2	1532	24	4	24	57	33	20	Snow Raven Beta Galaxy 2	Ad Hoc Star	50
Hellion C	2095	4	5	1	2095	27	3	32	64	51	30	Snow Raven Beta Galaxy 2	Ad Hoc Star	51
Pack Hunter	1369	3	4	1.32	1807	43	4	43	105	51	30	Snow Raven Beta Galaxy 2	Ad Hoc Star	52
GM Chosen														53
GM Chosen														54
4,741					5,434	94		99	226	135	80			55
Elemental Point (Laser)	447	3	4	1.32	590	19	3	23	50	5	5	Elemental Support	Elemental Star	56
Elemental Point (Laser)	447	4	5	1	447	19	4	19	50	5	5	Elemental Support	Elemental Star	57
Elemental Point (MG)	404	4	5	1	404	19	4	19	50	5	5	Elemental Support	Elemental Star	58
Elemental Point (Flamer)	404	4	5	1	404	20	4	20	50	5	5	Elemental Support	Elemental Star	59
Elemental Point (AP Gauss)	576	3	4	1.32	760	23	3	28	50	5	5	Elemental Support	Elemental Star	60
2,278					2,605	100		109	250	25	25			61

CAPELLAN FORCES TABLE

Unit	Base BV	G	P	Mod.	Final BV	Base PV	Skill	Final PV	Armor	Struc.	Tons	Sub-Unit Name	Lance Pack	Row #
Stinger STG-6L	680	3	2	1.51	1,027	22	2	30	69	33	20	Stealth Command	Command Lance	2
Phoenix Hawk PXH-4L	1,282	3	3	1.44	1,846	35	3	42	128	75	45	Stealth Command	Battle Lance	3
Archer ARC-7L	1,881	2	4	1.54	2,897	43	3	61	200	107	70	Stealth Command	Command Lance	4
Warhammer WHM-4L	1,743	3	4	1.32	2,301	41	3	49	216	107	70	Stealth Command	Battle Lance	5
	5,586				8,070	141		182	613	322	205			6
Cataphract CTF-3LL	1,664	4	4	1.1	1,830	34	4	34	176	107	70	1st Battle	Heavy Battle Lance	7
Orion ON2-M	1,828	3	5	1.2	2,194	43	4	43	224	114	75	1st Battle	Direct Fire Lance	8
GM Chosen														9
GM Chosen														10
	3,492				4,024	77		77	400	221	145			11
Blackjack BJ-2	1,148	4	5	1	1,148	30	4	30	136	75	45	1st Support	Striker Lance	12
Victor VTR-10L	2,279	4	4	1.1	2,507	44	4	44	247	122	80	1st Support	Urban Lance	13
GM Chosen														14
GM Chosen														15
	3,427				3,655	74		74	383	197	125			16
Spider SDR-8M	621	3	2	1.51	938	26	2	36	53	51	30	1st Recon	Support Lance	17
Raven RVN-4Lr	943	3	4	1.32	1,245	32	3	38	96	58	35	1st Recon	Urban Lance	18
GM Chosen														19
GM Chosen														20
	1,564				2,182	58		74	149	109	65			21
Longbow LGB-14V	1,763	2	4	1.54	2,715	42	3	50	256	130	85	2nd Fire	Fire Lance	22
Stalker STK-9F	2,469	2	3	1.68	4,148	61	2	85	216	130	85	2nd Fire	Fire Lance	23
GM Chosen														24
GM Chosen														25
	4,232				6,863	103		135	472	260	170			26
Centurion CN9-Ar	1,226	4	4	1.1	1,349	31	4	31	136	83	50	2nd Battle	Heavy Lance	27
Hunchback HBK-6N	1,130	3	4	1.32	1,492	28	3	34	160	83	50	2nd Battle	Urban Lance	28
GM Chosen														29
GM Chosen														30
	2,356				2,840	59		65	296	166	100			31
Marauder MAD-7M	1,908	3	5	1.2	2,290	36	4	36	184	114	75	2nd Support	Command Lance	32
Cyclops CP-11-G	1,981	4	4	1.1	2,179	47	4	47	268	138	90	2nd Support	Support Lance	33
GM Chosen														34
GM Chosen														35
	3,889				4,469	83		83	452	252	165			36
Crusader CRD-8R	1,600	3	5	1.2	1,920	40	4	40	203	104	65	3rd Support	Direct Fire Lance	37
Grasshopper GHR-8K	1,754	4	4	1.1	1,929	39	4	39	216	107	70	3rd Support	Heavy Lance	38
GM Chosen														39
GM Chosen														40
	3,354				3,849	79		79	419	211	135			41
Phoenix Hawk PXH-9	1,244	2	3	1.68	2,090	37	2	51	136	75	45	3rd Striker	Alpha Strike Box	42
Wraith TR5	1,581	3	2	1.51	2,387	42	2	58	148	91	55	3rd Striker	Alpha Strike Box	43
GM Chosen														44
GM Chosen														45
	2,825				4,477	79		109	284	166	100			46
Trebuchet TBT-9N	1,550	3	5	1.2	1,860	35	4	35	161	83	50	3rd Fire	Fire Lance	47
Rifleman RFL-7N2	1,452	3	4	1.32	1,917	32	3	38	176	99	60	3rd Fire	Battle Lance	48
GM Chosen														49
GM Chosen														50
	3,002				3,777	67	7	73	337	182	110			51
UrbanMech UM-R60L	470	4	5	1	470	11	4	11	64	51	30	Capellan Auxiliaries	UrbanMech Lance	52
UrbanMech UM-R60	504	4	5	1	504	11	4	11	96	51	30	Capellan Auxiliaries	UrbanMech Lance	53
UrbanMech UM-R27	610	4	5	1	610	15	4	15	96	51	30	Capellan Auxiliaries	UrbanMech Lance	54
UrbanMech UM-R68	561	4	5	1	561	13	4	13	96	51	30	Capellan Auxiliaries	UrbanMech Lance	55
	2,145				2,145	50		50	352	204	120			56

To the players, Agents, and fans of *BattleTech*,

In 2017 I was excited to relaunch the WWE. I've been excited to do them each year since. Whatever the hiccups, and certainly COVID was a heck of a hiccup, I have enjoyed seeing the community take my idea and turn it into an enjoyable event for their local communities. To say that I have been blown away by what was done this year is an understatement. The turnout from the community for this event was amazing and it made all the effort to create this worthwhile.

There is nothing more important in this than first thanking all the Agents who ran this year's event. In years past I've listed everybody but with so many Agents this year, that's simply not possible. But the time, energy, effort, and resources you all poured into this event means the world to me. Without you, nothing I write matters. Without you, there is no WWE.

As in previous years, the reports revealed some needed changes. The number of playtests I could do paled, especially this year, next to the sheer number of results turned in. So, I have responded to the comments, critiques, and criticisms. Hopefully, the tweaking, and it was not very much that needed to be changed, makes Version 2 an even better event.

And now we bid farewell to the 2023 WWE. I want to thank my wife, Mary, for giving me the chance to relaunch the WWEs in 2017. Without her support and leadership these events would have never happened. I hope that the WWEs have the opportunity to continue. It has been my sincere pleasure to have brought you these past five WWEs and I hope to continue bringing you more of them.

Alexander "GreyWolfActual" Kaempfen
Catalyst Game Labs Agent #314 Agent π

2023 WORLDWIDE EVENT RESULTS

Reported Events	107
Total Players	838
Continents	4
Countries	9
USA States	25
First Time Events	60
<i>Here Little Cappie... (Total Warfare) Events</i>	68
ilClan Victories	42
Capellan Victories	26
Average ilClan Points	18.18
Average Capellan Points	12.18
Average Number of Gantry Cranes Destroyed	1.90
Average Number of Jade Falcons Killed	2.53
Average Percentage of House Hiritzu Destroyed	33.57%
Most Used Notable Personality	Bo Transt (Capellan Confederation), Yana (Clans): 38
Most Killed Notable Personality	Bo Transt (Capellan Confederation), Yana (Clans): 12
<i>Regrets Will Not Save the Bridge (Alpha Strike) Events</i>	39
ilClan Victories	31
Capellan Victories	8
Average ilClan Points	1111.89
Average Capellan Points	895.04
Average Number Clan 'Mechs That Crossed the River	7.47
Average Number Clan 'Mechs That Crossed the River and Lived	4.89
Average Number of Water Level Adjustments	1.26
Most Used Notable Personality	Sun Nishpur (Capellan Confederation): 17
Most Killed Notable Personality	Sun Nishpur (Capellan Confederation), Malcolm (Clans): 7



Santa Clara, California, U.S.A.



Austin, Texas, U.S.A.



Clearwater, Florida, U.S.A.



Hurricane, West Virginia, U.S.A.



Huntsville, Alabama, U.S.A.



Cologne, North Rhine-Westphalia, Germany



Hamilton, Ontario, Canada



London, United Kingdom



Koblenz, Rhineland-Palatinate, Germany



Beaverton, Oregon, U.S.A.



Leeds, United Kingdom



Columbus, Ohio, U.S.A.



Cary, North Carolina, U.S.A.



Dublin, Ireland



Berkley, Michigan, U.S.A.



Prince Rupert, British Columbia, Canada



Mount Prospect, Illinois, U.S.A.



Natal, Rio Grande do Norte, Brasil