

CHICAGOLAND NARRATIVE SCENARIOS 2024

FELL DEEDS AWAKE

ALPHA STRIKE AND BATTLETECH SCENARIOS

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Special Thanks:

We meet again. Last year was an incredible success for the WWE. I regret that this year is under much different circumstances. I took a lot of feedback from Agents and players last year and put it towards making this year even better. This year had a lot of potential for everyone to be an amazing WWE. Although this is no longer an official WWE, I hope my track record writing these events will convince you to give the first Chicagoland Narrative Scenario (CNS) a go.

We find our CNS set this year in the Hinterlands, that region of space that until recently was the Jade Falcon Occupation Zone. Now it is up for grabs to those who are the highest bidder, carry the biggest stick, or are fastest on their feet. Obviously, this CNS does not affect canon nor is it based on a specific knowledge of any CGL product. However, with the Hinterlands a looming focus of CGL this CNS is designed to help build excitement for that region and hopefully some excitement for that book.

The most important part of this whole page, however, is my thanks. I want to thank everyone who ran the WWE last year and in all the years before. I want to thank Scotty, Joel, and Will for helping me smooth out this year's idea. And, of course, you the Agents. I can write this, but it is all of you who brings it to life.

This CNS is waiting for you all to grab it by the horns. I truly hope everyone has a great time running it. As in years past I look forward to seeing how this plays out and I hope to do this again in 2025 for everyone.



FOG OF WAR

FORTRESS-CLASS DROPSHIP *PIERRE DARU* BABAESKI HINTERLANDS 19 NOVEMBER 3152

The 'Mechs were pristine: paint shone, cockpits gleamed, reactors hummed as they started up. Marshal Kate Coscoeau couldn't hold back her excitement. She'd been a member of La Grande Armée for a year and a half and now she was finally about to lead her Corps into a major battle. She was ready. She knew her Corps was ready.

As Kate marched her *Bushwacker* off the dropship her combat senses kicked in. La Grande Armée was deploying briskly and in fine order off their multiple dropships. Her eyes kept glancing between her monitors and the viewscreen. But no enemy contacts emerged.

"1st lance on point, everyone else, echelon left off me." Her Corps began to move smartly into formation. The rest of La Grande Armée was deploying and moving into position as well. As her Corps advanced there was an eerie quietness. Their landing was certainly no secret, they were well aware that the clanners on this planet had deep space reconnaissance. But there was no resistance, so where were they?



FIREBASE EDEN BABAESKI HINTERLANDS 20 NOVEMBER 3152

The mercenaries had certainly made a strong impression on their landing. That much Star Commander Jose could not deny. But a strong impression was not a requirement to conquer a planet. And Star Commander Jose had a pretty strong viewpoint on what was required to conquer a planet.

Sitting in his *Summoner* as he patrolled the outskirts of the firebase, Jose had plenty of time to consider their situation. These mercenaries were aggressive, a trait he could appreciate. But they were also, clearly from their deployment, here for conquest and nothing else.

The thought of that made a thin smile emerge on Jose's face. An enemy seeking conquest was an enemy he could handle. He pushed the throttle forward moving his *Summoner* from a slow walk to a trot. He opened the line to his star.

"Tau Star, wedge formation. Let us go hunting." And with that the clans moved to engage.



LOOK TO THE WESTERN SKY

SITUATION

BABAESKI

HINTERLANDS

29 NOVEMBER 3152

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Recognizing the situation, Davout planned to take full control by seizing the initiative. To do this he identified a weakness in the Clanners defensive setup. An outlying airbase, barely used by the clans but well situated for La Grande Armée, offered just the place. Fortunately for the clans that very airbase came across La Grande Armée as they approached and with that, a race was on.

GAME SET-UP

Lay out the maps as shown to the right.

NW: AeroBase #1
NE: AeroBase #2
SW: Desert Runway
SE: Badlands #1*

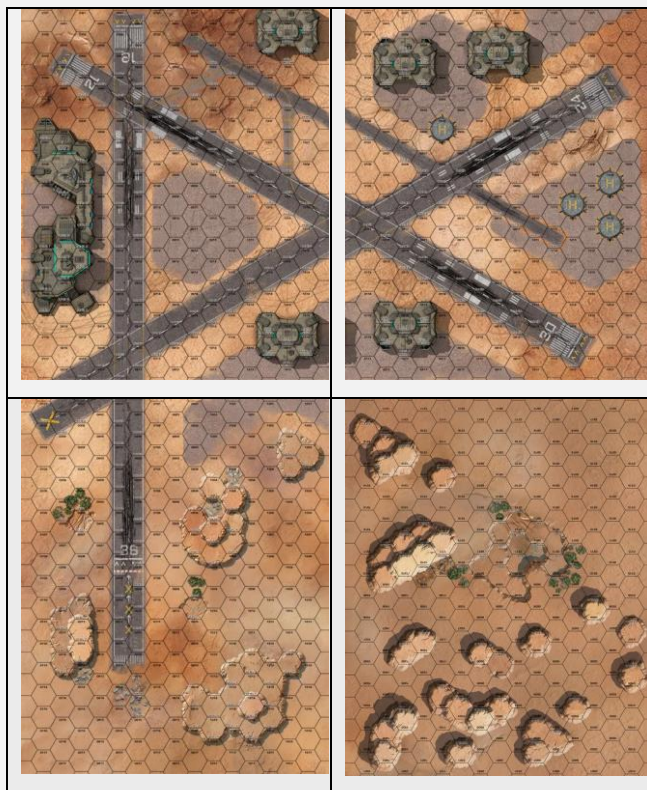
* This will require the usage of two packs of the mapsheets as this is on the reverse side of AeroBase #1.

This game is intended to be run on a 2x2 sized board. The Battlemat BFM: Grassland/Desert (BFM hereafter) does contain three of the four mapsheets used in this scenario and the one change should not alter the scenario significantly. However, if you decide to use the BFM, the Clan forces should still deploy as listed below. This will result in a substantial portion (approximately half) of the BFM not being used.

DEPLOYMENT

The elemental star will deploy first adjacent to any buildings on the two AeroBase maps. Additionally, *Visigoth* aerospace fighters must be deployed on AeroBase #2 hexes 1011 (facing “2”), 1110 (facing “4”),

and 1211 (facing “6”). The third *Visigoth* is only in play if the clans use a force of four stars or more.



La Grande Armée then deploys anywhere on the south edge of Badlands #1 as well as the east edge up to hex 0107.

Finally, the remaining clan forces will deploy anywhere on the west edge of Desert Runway map.

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 pack. The exact identity of the other two 'Mechs in each unit are up to the GMs discretion.
- At least one of the remaining two GM chosen units should be something from TRO:3145 or later.
- Both forces should be within 5% of each other by BV.

Attacker

The Attacker consists of La Grande Armée. The paint scene of La Grande Armée consists of white legs and front torso, dark blue arms and rear torso, and red trim on the upper body. The Attacker's forces should obey the following guidelines:

- The force should contain either three or four lances (Corps).
- Each lance (Corps) which is used needs to have a Marshal assigned.
- No more than two of the "augmented" lances should be included.
- La Grande Armée is employed by either the Arc-Royal Liberty Coalition, Tamar Pact, or Vesper Marches. How the GM decides who the employer is a decision left to GMs. However, the GM chosen forces should attempt to reflect their employer.
- The Grande Armée is heavily based on their TO&E from the 2019 WWE. However, they generally are using a six-unit organization where four are 'Mechs and two are vehicles. That is *not* a hard rule so GMs can still feel free to complete the Grande Armée units as they see fit.

Defender

The Defender consists of a detachment of clan "adjacent" forces. The clanners could be from the Alynia Mercantile League, Jade Falcons, or even a wandering group of Hell's Horses. The decision on who they are is left to individual GMs to decide.

- The force should be two or three stars. Three is highly recommended.
- Each star which is used needs to have a Star Commander assigned.
 - Note, this is irrelevant to the game play but does matter to obfuscate the scoring for the Metagamers out there.
- One star must be the star of elementals.
- Alpha Alpha Star cannot be used in this scenario.
- The GM chosen forces should attempt to reflect the clan chosen.
 - Common 'Mechs for the clanners include: *Griffin IIC* (Alyina & Horses), *Locust IIC* (Horses & Falcons), *Loki Mk. II* (Horses & Falcons), *Shadow Hawk IIC* (Alyina & Horses), *Sun Cobra* (Alyina & Horses)

RECORD SHEETS

Record sheets for all the units can be found at [this link](#).

NOTABLE PERSONALITIES

This year each side has been provided with one pilot having unique abilities written specifically for the scenario. Each side has also been provided with a pilot who has Special Pilot Abilities (SPA) as found in *Campaign Operations*, page 70. If a notable personality is used for one side, it is recommended that the other side receive the counterpart ability as well (i.e. both sides use the SPA abilities or both sides use the unique abilities). These personalities may be applied to any unit matching their personality but do not change the assigned skills of that unit.

NICHOLAS DAVOUT (GRANDE ARMÉE): Everyone has quirks. Some people avoid stepping on sidewalk cracks. Others collect old baseball cards. Less healthily, some drink themselves into oblivion. Nicholas obsesses over all things Napoleonic. After convincing several members of the Dieudonne militia

to desert with him he began to obsess over the glory of the Grande Armée. He changed his last name to one of Napoleon's most famous marshals, developed a paint scheme based on their uniforms, organized his small unit as if it were that army of old, and has begun dreaming of having a multi-regiment force large enough to justify their name.

In-game bonus: Nicholas wants to live up to the nickname "Iron Marshal" that was assigned to the man whose name he has taken. Nicholas and his Imperial Guard cannot be knocked over by Piloting Skill Rolls induced by damage (failed movements PSRs or anything which would cause an automatic fall are not affected by this ability).

LUCY BEE (GRANDE ARMÉE): When La Grande Armée put out its recruiting call upon their return to the Inner Sphere, Lucy was immediately taken by their confidence. Returning the favor, she just about demanded that they not only accept her but assign her a jumping 'Mech so that she could demonstrate her ferocity. When La Grande Armée gave her a trial, she proved that she could put her money where her mouth was.

In-game bonus:

Jumping Jack (*Campaign Operations p. 76*): The Jumping Jack SPA reduces the normal +3 to-hit attacker movement modifier (including for spotting) for using Jumping movement to a +1 modifier.

Melee Master (*Campaign Operations p. 77*): When executing a physical attack, a MechWarrior with this ability can deliver one extra punch, kick, club, or hatchet attack during the Physical Attack Phase (so long as all other restrictions are met, such as not firing weapons in the attacking limb). This attack may even be combined with a Charge or Death from Above attack.

FINNY (CLANNER): Fifteen years ago, Finny made a fake shark fin and then went on a biting spree upon one of his sibkin. The reasons, to this day remain known only to Finny. However, the nickname and notoriety he earned from that has stuck with him ever since. Now as an up-and-coming Star Commander, Finny's personality is key to his successful leadership.

In-game bonus: Finny adds one victory point to each 'Mech that he either kills or does at least 20 points of damage to in the phase that it dies.

MYRTLE (CLANNER): "Like a ballerina with a blade" is how Myrtle's first CO described her performance in battle. While not the most impressive with ranged combat, Myrtle's ability to move her 'Mechs in an almost hypnotic fashion has left many an opponent surprised and, often soon thereafter, dead when her 'Mech showed up in places it had no right to be. How far her abilities will take her is a place Myrtle is driven to find.

In-game bonus:

Natural Grace (*Campaign Operations p. 78*): The special maneuvers a warrior with the Natural Grace Ability can perform are limited primarily by the player's imagination and the gamemaster or opponent's agreement, but may include the ability to execute complex gestures, handle delicate objects, perform a dance maneuver or execute an unusual acrobatic maneuver. While these maneuvers have the effect of possibly amusing or annoying one's fellow players, the talent and grace involved do grant the following bonus capabilities:

- An additional -1 target modifier to any roll that involves avoiding falls, damage from moving through buildings, pilot damage from falls or setting off minefields.
- An additional hexside of torso twisting range beyond the 'Mech's current abilities (regardless of chassis configuration). This will allow most bipedal/humanoid 'Mechs to rotate their torsos through 300 degrees (covering all facings except directly to the rear), while four-legged 'Mechs can "twist" to the left or right like humanoids.
- The ability to perform an "arm flip" with only one arm, or with an arm that also has lower arm and/or hand actuators.
- Reducing the movement cost to pass through buildings by 1 MP per hex traveled.

Stand Aside (*Campaign Operations p. 78*): The Stand-Aside pilot may make a Piloting Skill Roll with a +2 target modifier. For every weight class by which the opposing pilot's machine outweighs her own, the Stand-Aside pilot applies a +1 modifier to this roll. If

the Stand-Aside pilot's machine is heavier, they receive a -2 modifier to the roll for every weight class of difference instead. If the check succeeds, the pilot using the Stand-Aside Ability passes through the enemy-occupied space at a cost of 1 additional MP. Otherwise, the Stand-Aside pilot's unit loses half of its remaining MP (rounding down) and must move around the contested area. Regardless of the outcome, no damage is applied to either unit for the use of this ability.

SPECIAL RULES

Aerospace Fighters (Scenario Specific Rule)

This facility is an airbase for the Clanners. At the start of the battle, they have *Visigoths* preparing to execute a reconnaissance mission. The *Visigoths* will execute the listed actions on the listed turns beginning with the first turn of the game:

1. The alarm is sounded.
2. The pilots arrive in their cockpits and begin to scramble.
3. The first fighter (Hex 1011) taxis, using safe thrust, to hex 0608.
4. The first fighter takes off and, using max thrust, heads for the nearest map edge.
5. The second fighter (Hex 1110) taxis, using safe thrust, to hex 0608.
6. The second fighter takes off and, using max thrust, heads for the nearest map edge.
7. If applicable, the third fighter (Hex 1211) taxis, using safe thrust, to hex 0608.
8. If applicable, the third fighter takes off and, using max thrust, heads for the nearest map edge.

The *Visigoths* can be captured by La Grande Armée by doing any of the following actions:

- Having more combat units directly adjacent to a fighter than the Clanners have at the end of a turn.
- Doing at least twenty points of damage in one phase prior to the fighter taking off.
- Being in the direct path of the fighter at the end of a turn.

Forced Withdrawal (*Total Warfare* page 258, *BattleMech Manual* page 81)

Forced Withdrawal is in effect for both sides.

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. 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, as found on page 49.

VICTORY CONDITIONS

GMs are encouraged to fix a length of time appropriate to the size of their game prior to the start of it. That being said, the game should run at least seven turns to allow for the full implementation of the aerospace fighter actions.

Attacker

La Grande Armée knows this airbase is a vital reconnaissance resource for the Clanners. They must defend it. By forcing this battle La Grande Armée has an opportunity to not only blind the Clanners but also gain some significant loot. La Grande Armée earns points in the following ways:

- +10 per captured *Visigoth*
- +5 per destroyed *Visigoth*
- +2 per destroyed 'Mech
- +1 per walking movement of destroyed 'Mechs whose movement exceeds five. For example, a Dragonfly would be three points ($8-5=3$).
- +8 if all elemental points are destroyed

Defender

Although displeased by the turn of events that has forced them to the defensive, the opportunity for combat against a true foe is not one they shall pass up. Victory, and the glory that comes with it is what matters. The Clanners earn points in the following ways:

- + "X" Points based on the size of a destroyed 'Mech and the 'Mech that destroyed it. The chart is provided below.
- +1 per gunnery skill of a destroyed 'Mech that is better than regular skill. For example, an *Atlas* with a G/P of 2/3 would be two points ($4-2=2$).
- +1 per combat vehicle destroyed
- +2 if a Marshal is killed
- +4 additional if a second Marshal is killed
- +8 additional if a third Marshal is killed
 - Additional Marshals are worth no additional victory points.

The winner is the team with the most points.

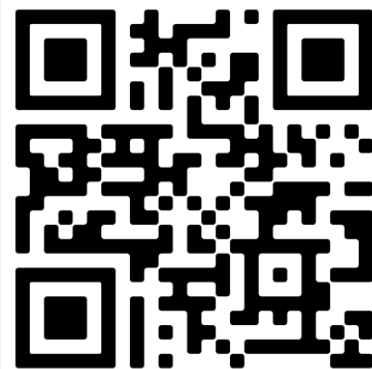
Defender VP Chart		Attacker			
		Light	Medium	Heavy	Assault
Target	Light	4	3	2	1
	Medium	5	4	3	2
	Heavy	6	5	4	3
	Assault	7	6	5	4

REPORTING THE EVENT

At the conclusion of the event the results should be reported. A Google Form has been created at this link. A QR Code is provided if that should be an easier way of getting to the link.

To submit your event, simply fill out the required fields and any extra details you wish to make note of. Then, submit the results. Each event (*BattleTech* and *Alpha Strike*) will need to be submitted separately.

At the conclusion of the event time frame the results will be tabulated and an average of the results will be announced publicly.



LA GRANDE ARMÉE

I wasn't sure we would survive that fight on Buffalo Meadows. I knew then we were going to face some stiff opposition. And yet we lived. But now I can't help wondering if this will be the end of us. Oh, we're good, I know that. But are they? Who are they? And most importantly, where the hell are they?

-MARSHAL DENISE HAGUE

One dead clanner, two dead clanners, three dead clanners, four. Five dead clanners, six dead clanners, seven dead clanners, more.

-CORPORAL HENRI FLANDERSY

SITUATION

BABAESKI

HINTERLANDS

29 NOVEMBER 3152

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Recognizing the situation, Davout planned to take full control by seizing the initiative. To do this he identified a weakness in the Clanners defensive setup. An outlying airbase, barely used by the clans but well situated for La Grande Armée, offered just the place. Fortunately for the clans that very airbase came across La Grande Armée as they approached and with that, a race was on.

OBJECTIVES

La Grande Armée knows this airbase is a vital reconnaissance resource for the Clanners. They must defend it. By forcing this battle La Grande Armée has

an opportunity to not only blind the Clanners but also gain some significant loot. Your objectives are:

- Capture or destroy the *Visigoths*.
- Destroyed the Clanners, whoever they are.
 - Specifically, eliminate their mobile 'Mechs and infantry.

Aerospace Fighters (Scenario Specific Rule)

The *Visigoths* can be captured by La Grande Armée by doing any of the following actions:

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BONUSES

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THE CLANNERS

If you were to ask me "Are you a philosopher," then my answer is obviously "no." But I am a student of history and history tells me that nature abhors a vacuum. Perhaps I am too poetic, perhaps I have waxed too many times about the days of yore. But going into this fight, my head and my heart in synchronicity tell me that our clan must win this fight to survive.

-STAR CAPTAIN BUD

Malvina may have left these worlds defenseless but I have not. Malvina may have viewed those of us left here as worthless but I do not. Malvina may have died in her bloodlust but I will not.

-STAR COLONEL ARTURO

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EN PASSANT

SITUATION

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9 DECEMBER 3152

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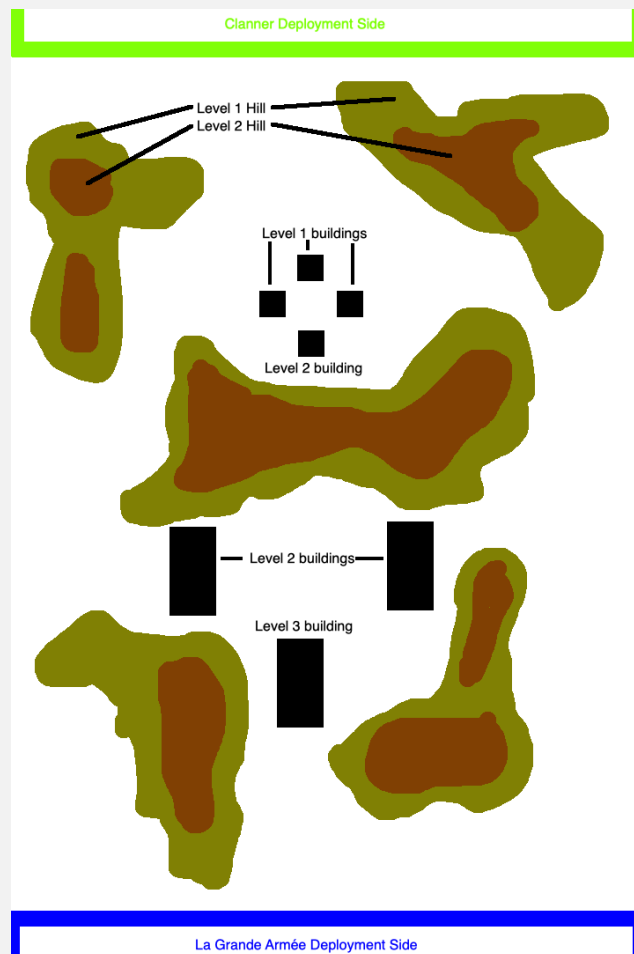
As the struggle for control continued, both sides looked to leverage whatever advantage could be found. For the clans, this led to the decision to strike at an industrial facility suggested to be a staging ground for La Grande Armée. For La Grande Armée they decided to strike at a technology complex tied into the planetary satellite network hoping to both deny it to the clanners and also gain some last intel. Neither side realized they had chosen the same location.

GAME SET-UP

As per standard Alpha Strike rules, the game should be played on a hexless terrain board. This event calls for substantial terrain to block line of sight. Given that, and the practicalities of tables, GMs should aim for a table size around 72"x48" (183 cm x 122 cm for our metric friends, or 10 x 7 [bananas](#) for our oddball friends) which, in Alpha Strike rules, is equivalent to a 24 x 36 hex map.

The GM should consult the provided map to create terrain approximating what is shown. This scenario calls for multiple buildings. The buildings shown on the map do correspond to the fold-up buildings contained within the Alpha Strike Box Set.

Scattered other terrain, particularly trees, should be provided in addition to what is shown. The intention of the terrain is twofold. Firstly, it should prevent the buildings from being seen at ground level by either deployment side thereby forcing the players to advance. Secondly, it is to force the players to come together rather than sniping at longer ranges.



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 BT 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 pack. The exact identity of the other two 'Mechs in each unit are up to the GMs discretion.
- At least one of the remaining two GM chosen units should be something from TRO:3145 or later.
- Both forces should be within 5% of each other by PV.
- Battlefield Support should not be used in the game.

Attacker

The Attacker consists of [La Grande Armée](#). The paint scene of La Grande Armée consists of white legs and front torso, dark blue arms and rear torso, and red trim on the upper body. The Attacker's forces should obey the following guidelines:

- If you ran the BattleTech scenario, then you should use all the lances (Corps) not used in that scenario.
- If you did not run the BattleTech scenario, then you should use four or five lances (Corps).
- Each lance (Corps) which is used needs to have a Marshal assigned.
- La Grande Armée is employed by either the Arc-Royal Liberty Coalition, Tamar Pact, or Vesper Marches. How the GM decides who the employer is a decision left to GMs. However, the GM chosen forces should attempt to reflect their employer.
- The Grande Armée is heavily based on their TO&E from the 2019 WWE. However, they generally are using a six-unit organization where four are

'Mechs and two are vehicles. That is *not* a hard rule so GMs can still feel free to complete the Grande Armée units as they see fit.

Defender

The Defender consists of a detachment of clan "adjacent" forces. The clanners could be from the [Alynia Mercantile League](#), [Jade Falcons](#), or even a wandering group of [Hell's Horses](#). The decision on who they are is left to individual GMs to decide.

- The force should be three to five stars. Four is recommended. Five should only be used in extraordinarily large games.
- Each star which is used needs to have a Star Commander assigned.
 - Note, this is irrelevant to the game play but does matter to obfuscate the scoring for the Metagamers out there.
- Alpha Star must be used in this scenario.
- The GM chosen forces should attempt to reflect the clan chosen.
 - Common 'Mechs for the clanners include: *Griffin IIC* (Alyina & Horses), *Locust IIC* (Horses & Falcons), *Loki Mk. II* (Horses & Falcons), *Shadow Hawk IIC* (Alyina & Horses), *Sun Cobra* (Alyina & Horses)
- Artillery variants of 'Mechs should not be used.

UNIT CARDS

Unit cards for the predetermined formations can be found at this [link](#) on the Demo Team Google Drive. These unit cards are only partial formations, as per the TO&E. Agents can certainly use the [MasterUnitList](#) to create full units if they so choose.

NOTABLE PERSONALITIES

This year each side has been provided with one pilot having unique abilities written specifically for the scenario. Each side has also been provided with a pilot who has Special Pilot Abilities (SPA) as found in *Alpha Strike: Commander's Edition*, page 92. If a notable personality is used for one side, it is recommended that the other side receive the counterpart ability as well (i.e. both sides use the SPA abilities or both sides use the unique abilities). These personalities may be

applied to any unit matching their personality but do not change the assigned skills of that unit.

PIOTR BAAMONDE (GRANDE ARMÉE): Piotr learned as many people in the Republic-era did: by piloting an industrial mech. Consequently, Piotr learned a great deal on how to maneuver through trees in his career as a logger. And like many other young people before him, Piotr grew bored and disaffected with his life as a blue-collar nobody. When the Grande Armée came to recruit on his planet he was one of the first to sign up. His skills with navigating the terrain has made him very useful to the unit.

In-game bonus: Piotr ignores all movement penalties for woods.

JOHN GRUBER (GRANDE ARMÉE): When La Grande Armée came back from the Periphery sporting brand new, Star League-era 'Mechs, John's gut told him this was the unit to sign up for. Dispossessed and broke, he had nothing to lose. Since signing up his gut has proven its worth both in and out of combat in every situation from breaking out of an outnumbered ambush to saving his unit more than a few C-bills with the right bar.

In-game bonus:

Combat Intuition (*Alpha Strike: Commander's Edition* p. 93): If this unit's side wins Initiative, the unit whose pilot has this SPA can move and resolve all of its attacks during the Movement Phase, applying all damage effects immediately—before any target units can act. This ability can only be used once every 3 turns.

MUHRBAALS (CLANNER): Some people can track everything thrown at them and deal with it all just as quickly. Muhrbaals is one of those people. Nothing ever seems to phase him. In fact, everyone who has seen him in battle says that he seems to get better the more the enemy targets him. No one knows what his secret is but all can agree that a Bloodname is probably in his near future.

In-game bonus: If Muhrbaals was shot at by multiple 'Mechs the previous turn, he receives an additional +2

to be shot at the current turn. This modifier is an independent modifier (i.e. is it not a bonus to TMM or any existing categories).

VOLODYMIR (CLANNER): Volodymyr has never lost a target once he laid eyes on it. It is a skill that has served him quite well in trials with his clan. But in the open battlefield it has left him a limited tool. His Starmates have learned this about him and have adapted to use the opportunities he offers. They also do their best to cover for the weaknesses he brings. He is all too willing to play along so long as he can paint another kill marker at the end of the day.

In-game bonus:

Blood Stalker (*Alpha Strike: Commander's Edition* p. 93): The Blood Stalker unit must designate a "chosen enemy" at the start of each game. All attacks against the chosen enemy receive a -1 Target Number modifier, but all attacks made against any other enemies suffer a +2 Target Number modifier until the chosen enemy is destroyed. If the Blood Stalker starts its Movement with its chosen enemy out of line of sight or destroyed, the Blood Stalker may choose a new enemy to stalk.

Float Like a Butterfly (1 point) (*Alpha Strike: Commander's Edition* p. 96): One time only, this unit may force an opponent to reroll an attack with this unit as the target. This unit may force a reroll of the attack roll, or the critical hit effects roll. The second roll result stands, even if it fails or is worse than the first.

This special pilot ability may not be used to change the outcome of other roll types, such as its own attack rolls, hull breach checks, Initiative, or Morale rolls.

SPECIAL RULES

Darkness (*Alpha Strike: Commander's Edition* page 62)

Fighting under the various level of darkness (from dusk and dawn to pitch blackness) imposes Target Number modifiers as shown in the Environmental Conditions Attack Modifiers Table (see p. 58). These modifiers are negated if the attacking unit is a BattleMech or has the Searchlight (SRCH) special ability. These units may turn their lights on or off during the End Phase of any turn, illuminating all

terrain and units within a 2" radius around the light-bearing unit (including the light-bearing unit itself). All attacks against units in an illuminated area ignore the darkness modifiers.

- This game is set in "Night" darkness, imposing a +2 penalty.

Forced Withdrawal (Alpha Strike: Commander's Edition page 127)

Forced Withdrawal is in effect for both sides. 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.

The buildings on this map all have specific purposes. The chart below details the buildings, their CFs, and their purpose in this scenario.

Building Type	CF	Purpose
Level 1	3	Communications Relay
Level 2 Small	4	Communications Hub
Level 2 Large	6	Supply Warehouse
Level 3	10	Mech Repair Bay

Attacker

La Grande Armée believes that the clanners are in control of the communications center. By taking the facility, they hope to force the clanners into battle and/or figure out their intentions from the facility's intel.

- +PV of each enemy unit destroyed
- +5 per OmniMech destroyed
- +Twice the CF per communications building per turn that La Grande Armée controls the building
 - To control a building, La Grande Armée must be adjacent to it with no clanner adjacent (i.e. base contact) to it.

Defender

The Clanners are hoping that this strike on the industrial facility will deprive La Grande Armée of critical supplies and other supporting logistics. They are not interested in destroying the communications center as they have been passively using it in support of their efforts.

- +PV of each enemy unit destroyed
- +PV additional of any Marshals destroyed
- +Twice the CF per warehouse/repair bay destroyed
- +44 if all targeted buildings are destroyed
- -3x CF per destroyed communications building

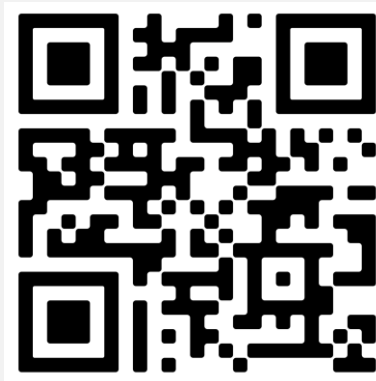
The winner is the team with the most points.

REPORTING THE EVENT

At the conclusion of the event the results should be reported. A Google Form has been created at this link. A QR Code is provided if that should be an easier way of getting to the link.

To submit your event, simply fill out the required fields and any extra details you wish to make note of. Then, submit the results. Each event (*BattleTech* and *Alpha Strike*) will need to be submitted separately.

At the conclusion of the event time frame the results will be tabulated and an average of the results will be announced publicly.



LA GRANDE ARMÉE

We're blinding them and robbing them broke at the same time. If all this goes well, we seize the initiative and put our knives at their throat in one go. So now I get to hope that everyone's thought this through because we are way out on a limb here. If there are any clanners snooping around it could get ugly fast.

-SERGEANT CLAUDIA AL-FRESCA

Sweet baby Jesus there are clanners are here!

-SERGEANT SHAKA BILLINGSLEY

SITUATION

BABAESKI

HINTERLANDS

9 DECEMBER 3152

The eyes of the universe were on Terra. The collective universe held its breath to see whose hands the pearl of Humanity fell into. But the universe does not hold still and opportunities arose for those whose eyes focused elsewhere. As the Jade Falcon Occupation Zone fell apart, Babeski became just one of the many planets where opportunities arose and conflicted.

La Grande Armée, with a newly enhanced reputation, and full coffers after their 3150 contract, came to Babaeski to "free it from the tyranny of the Mongol Falcons." Quite confident in their skills but uncertain at all about their opponents, they were hardly surprised to find a clan force already on planet.

As the struggle for control continued, both sides looked to leverage whatever advantage could be found. For the clans, this led to the decision to strike at an industrial facility suggested to be a staging ground for La Grande Armée. For La Grande Armée they decided to strike at a technology complex tied into the planetary satellite network hoping to both deny it to the clanners and also gain some last intel. Neither side realized they had chosen the same location.

OBJECTIVES

La Grande Armée believes that the clanners are in control of the communications center. By taking the facility, they hope to force the clanners into battle and/or figure out their intentions from the facility's intel. Your objectives are:

- Destroy any enemy units in the area.
 - Particularly enemy frontline (omni) 'Mechs.
- Secure the communications facility for as long as possible.
 - To control a building, La Grande Armée must be adjacent to it with no clanner adjacent (i.e. base contact) to it.

BONUSES

PIOTR BAAMONDE: Piotr learned as many people in the Republic-era did: by piloting an industrial mech. Consequently, Piotr learned a great deal on how to maneuver through trees in his career as a logger. And like many other young people before him, Pitor grew bored and disaffected with his life as a blue-collar nobody. When the Grande Armée came to recruit on his planet he was one of the first to sign up. His skills with navigating the terrain have made him very useful to the unit.

In-game bonus: Piotr ignores all movement penalties for woods.

JOHN GRUBER: When La Grande Armée came back from the Periphery sporting brand new, Star League-era 'Mechs, John's gut told him this was the unit to sign up for. Dispossessed and broke, he had nothing to lose. Since signing up his gut has proven its worth both in and out of combat in every situation from breaking out of an outnumbered ambush to saving his unit more than a few C-bills with the right bar.

In-game bonus:

Combat Intuition (*Alpha Strike: Commander's Edition* p. 93): If this unit's side wins Initiative, the unit whose pilot has this SPA can move and resolve all of its attacks during the Movement Phase, applying all damage effects immediately—before any target units can act. This ability can only be used once every 3 turns.

SPECIAL RULES

Darkness (*Alpha Strike: Commander's Edition* page 62)

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- This game is set in "Night" darkness, imposing a +2 penalty.



THE CLANNERS

It seems odd that there is an industrial facility way out here that can repair 'Mechs. There is just no reason for it. And to put it next to a satellite communications facility? Madness. At least by the end of the day that error shall be rectified.

-STAR COMMANDER PARMA

Blowing up a, stupidly, undefended repair facility? Should be a cake walk. I do like cake. Though I do like killing mercenaries too. I do hope there are some there. Either way, I win.

-MECHWARRIOR MÜNSTER

SITUATION

BABAESKI

HINTERLANDS

9 DECEMBER 3152

The eyes of the universe were on Terra. The collective universe held its breath to see whose hands the pearl of Humanity fell into. But the universe does not hold still and opportunities arose for those whose eyes focused elsewhere. As the Jade Falcon Occupation Zone fell apart, Babeski became just one of the many planets where opportunities arose and conflicted.

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OBJECTIVES

The Clanners are hoping that this strike on the industrial facility will deprive La Grande Armée of critical supplies and other supporting logistics. They are not interested in destroying the communications center as they have been passively using it in support of their efforts. Your objectives are:

- Destroy enemy units
 - Especially their Marshals
- Destroy the warehouses/repair bay
- Do not destroy the communications facility.

BONUSES

MUHRBAALS: Some people can track everything thrown at them and deal with it all just as quickly. Muhrbaals is one of those people. Nothing ever seems to phase him. In fact, everyone who has seen him in battle says that he seems to get better the more the enemy targets him. No one knows what his secret is but all can agree that a Bloodname is probably in his near future.

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VOLODYMYR: Volodymyr has never lost a target once he laid eyes on it. It is a skill that has served him quite well in trials with his clan. But in the open battlefield it has left him a limited tool. His Starmates have learned this about him and have adapted to use the opportunities he offers. They also do their best to cover for the weaknesses he brings. He is all too willing to play along so long as he can paint another kill marker at the end of the day.

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This game is set in "Night" darkness, imposing a +2 penalty.

LE GRANDE ARMEÉ FORCES TABLE

Unit	Base BV	G	P	Mod.	Final BV	Base PV	Skill	Final PV	Armor	Struct.	Tons	Sub-Unit Name	Lance Pack	IWM No.	Row #
Avatar AV1-OB	1496	3	4	1.32	1,975	39	3	47	192	107	70	I Corps	---	AR20-915	2
Crockett CRK-5003-1b	2,307	3	5	1.20	2,768	51	4	51	263	130	85	I Corps	ComStar Battle	20-778	3
Schrek PPC Carrier (Armor)	1,005	2	4	1.54	1,548	27	3	32	138	40	80	I Corps	BFS: Assault & Cavalry	20-753	4
Schrek PPC Carrier (Armor)	1,005	3	5	1.20	1,206	27	4	27	138	40	80	I Corps	BFS: Assault & Cavalry	20-753	5
GM Chosen (Star League)												I Corps			6
GM Chosen												I Corps			7
	5,813				7,497	144		157	731	317	315				8
Chameleon CLN-7V	1042	3	4	1.32	1,375	24	3	29	112	83	50	II Corps	Mercenary Box Set	AR20-697	9
Assassin ASN-21	749	4	5	1.00	749	22	4	22	72	67	40	II Corps	Heavy Recon	20-875	10
Pegasus Hover Tank (3058)	706	4	3	1.30	918	30	3	36	80	20	35	II Corps	BFS: Assault & Cavalry	20-460	11
Pegasus Hover Tank (3058)	706	3	3	1.44	1,017	30	3	36	80	20	35	II Corps	BFS: Assault & Cavalry	20-460	12
GM Chosen												II Corps			13
GM Chosen												II Corps			14
	3,203				4,059	106		123	344	190	160				15
Blackjack BJ-2	1,148	3	5	1.20	1,378	30	4	30	136	75	45	III Corps	Striker	20-735	16
Hatchetman HCT-5S	1039	4	3	1.20	1,247	24	3	29	152	75	45	III Corps	Heavy	20-864	17
GM Chosen (Star League)												III Corps			18
GM Chosen												III Corps			19
	2,187				2,624	54		59	288	150	90				20
Rifleman RFL-3C	1,066	3	4	1.32	1,407	28	3	34	136	99	60	IV Corps	Battle	20-297	21
JagerMech JM6-S	901	3	5	1.20	1,081	26	4	26	96	104	65	IV Corps	Security	20-861	22
LRM Carrier (Standard)	833	2	4	1.54	1,283	22	3	26	48	24	60	IV Corps	BFS: Battle & Fire	20-627	23
LRM Carrier (Standard)	833	3	5	1.20	1,000	22	4	22	48	24	60	IV Corps	BFS: Battle & Fire	20-627	24
GM Chosen												IV Corps			25
GM Chosen												IV Corps			26
	3,633				4,771	98		108	328	251	245				27
Battle Hawk BH-K306	926	4	5	1.00	926	25	4	25	98	51	30	V Corps	---	20-419	28
Phoenix Hawk PXH-3D	1315	4	5	1.00	1,315	30	4	30	120	75	45	V Corps	Battle	20-988	29
Warrior Attack Helicopter H-9	484	4	4	1.10	532	19	4	19	53	10	20	V Corps	BFS: Recon & Hunter	20-723	30
Warrior Attack Helicopter H-9	484	4	3	1.20	581	19	3	23	53	10	20	V Corps	BFS: Recon & Hunter	20-723	31
GM Chosen												V Corps			32
GM Chosen												V Corps			33
	3,209				3,354	93		97	324	146	115				34
Wolfhound WLF-1	949	4	4	1.20	1,139	24	4	24	119	58	35	VI Corps	Striker	20-891	35
Bushwacker BSW-S2	1,293	3	5	1.20	1,552	33	4	33	161	91	55	VI Corps	Heavy Battle	20-735	36
GM Chosen (Federated Suns)												VI Corps			37
GM Chosen (Star League)												VI Corps			38
	2,242				2,690	57		57	280	149	90				39
Condor Hover Tank (Upgrade)	965	2	3	1.68	1,621	32	2	44	107	25	50	I Cavalry Corps	BFS: Assault & Cavalry	AR20-5003	40
Condor Hover Tank (Upgrade)	965	3	3	1.44	1,390	32	3	38	107	25	50	I Cavalry Corps	BFS: Assault & Cavalry	AR20-5003	41
Drillson Hover Tank (Streak)	899	3	4	1.32	1,187	34	3	41	112	25	50	I Cavalry Corps	BFS: Heavy Battle & Sweep	AR20-818	42
Drillson Hover Tank (Streak)	899	4	3	1.20	1,079	34	3	41	112	25	50	I Cavalry Corps	BFS: Heavy Battle & Sweep	AR20-818	43
	3,728				5,276	132		164	438	100	200				44
Black Knight BL-6b-KNT	1627	3	4	1.32	2,148	42	3	50	208	114	75	Imperial Guard	ComStar Command	20-5207	45
Awesome AWS-9Q	1,875	3	3	1.44	2,700	45	3	54	247	122	80	Imperial Guard	AGOAC	20-847	46
Highlander HGN-732b	2,335	2	3	1.68	3,923	53	2	75	277	138	90	Imperial Guard	ComStar Command	20-5128	47
King Crab KGC-009	2,260	2	4	1.54	3,480	55	3	66	307	152	100	Imperial Guard	ComStar Command	20-899	48
GM Chosen (Star League)												Imperial Guard			49
GM Chosen												Imperial Guard			50
	8,097				12,251	195		245	1,039	526	345				51

CLANNERS FORCES TABLE

Unit	Base BV	G	P	Mod.	Final BV	Base PV	Skill	Final PV	Armor	Struct.	Tons	Sub-Unit Name	Star Pack	IWM No.	Row #
Shadow Cat H	2,155	3	2	1.51	3,254	44	2	62	134	75	45	Alpha Alpha	Command Star	20-991	2
Stormcrow B	2,281	2	4	1.54	3,513	39	3	47	182	91	55	Alpha Alpha	Command Star	20-320	3
Crossbow E	1,558	3	4	1.32	2,057	47	3	56	192	104	65	Alpha Alpha	Heavy Battle Star	AR20-911	4
Summoner H	2,536	2	3	1.68	4,260	43	2	61	182	107	70	Alpha Alpha	Command Star	20-337	5
Turkina D	3,132	3	3	1.44	4,510	64	3	77	288	145	95	Alpha Alpha	Heavy Battle Star	20-759	6
	11,662				17,594	237		303	978	522	330				7
Fire Moth E	822	4	4	1.10	904	18	4	18	38	33	20	Alpha Bravo	Fire Star	20-373	8
Kit Fox B	1,087	4	5	1.00	1,087	30	4	30	76	51	30	Alpha Bravo	Fire Star	AR20-614	9
Cougar D	1,309	4	5	1.00	1,309	33	4	33	105	58	35	Alpha Bravo	Fire Star	20-5155	10
GM Chosen												Alpha Bravo			11
GM Chosen												Alpha Bravo			12
	3,218				3,300	81		81	219	142	85				13
Viper F	1,689	4	3	1.20	2,027	38	3	46	134	67	40	Alpha Charlie	Heavy Striker Star	20-364	14
Mad Dog Prime	2,351	3	4	1.32	3,103	42	3	50	163	99	60	Alpha Charlie	Heavy Striker Star	AR20-600	15
Hellbringer A	1,948	4	4	1.10	2,143	43	4	43	128	104	65	Alpha Charlie	Heavy Striker Star	20-326	16
GM Chosen												Alpha Charlie			17
GM Chosen												Alpha Charlie			18
	5,988				7,273	123		139	425	270	165				19
Battle Cobra G	1,593	4	5	1.00	1,593	26	4	26	124	67	40	Bravo Delta	Support Star	20-662	20
Black Lanner F	2,154	3	5	1.20	2,585	54	4	54	153	91	55	Bravo Delta	Support Star	AR20-760	21
Night Gyr C	2,468	3	4	1.32	3,258	42	3	50	220	114	75	Bravo Delta	Support Star	20-768	22
GM Chosen												Bravo Delta			23
GM Chosen												Bravo Delta			24
	6,215				7,436	122		130	497	272	170				25
Mongrel B	1,903	4	5	1.00	1,903	45	4	45	144	75	45	Bravo Echo	Clan Invasion Box	AR20-677	32
Nova Prime	2,663	3	5	1.20	3,196	41	4	41	160	83	50	Bravo Echo	Clan Invasion Box	BT-014	33
Timber Wolf Pryde	2,900	4	4	1.10	3,190	54	4	54	230	114	75	Bravo Echo	Clan Invasion Box	20-381	34
GM Chosen												Bravo Echo			35
GM Chosen												Bravo Echo			36
	7,466				8,289	140		140	534	272	170				37
Incubus 8	1,557	4	5	1.00	1,557	38	4	38	105	51	30	Bravo Foxtrot	Striker Star	20-338	38
Horned Owl 2	1,191	3	5	1.20	1,429	26	4	26	96	58	35	Bravo Foxtrot	Striker Star	AR20-738	39
Conjurer 6	2,223	3	4	1.32	2,934	42	3	50	163	83	50	Bravo Foxtrot	Striker Star	AR20-345	40
GM Chosen												Bravo Foxtrot			41
GM Chosen												Bravo Foxtrot			42
	4,971				5,921	106		114	364	192	115				43
Rifleman IIC 8	2,541	3	4	1.32	3,354	50	3	60	201	104	65	Charlie Golf	Direct Fire	20-231	44
Phoenix Hawk IIC 6	2,490	4	3	1.20	2,988	47	3	56	220	122	80	Charlie Golf	Direct Fire	AR20-225	45
Bane	1,950	4	5	1.00	1,950	42	4	42	304	152	100	Charlie Golf	Direct Fire	20-340	46
GM Chosen												Charlie Golf			47
GM Chosen												Charlie Golf			48
	6,981				8,292	139		158	725	378	245				49
Locust IIC 3	980	3	5	1.20	1,176	28	4	28	76	43	25	Charlie Hotel	Cavalry Star	20-227	50
Griffin IIC	1,608	4	5	1.00	1,608	31	4	31	134	67	40	Charlie Hotel	Cavalry Star	20-237	51
Shadow Hawk IIC	1,732	3	4	1.32	2,286	37	3	44	144	75	45	Charlie Hotel	Cavalry Star	20-224	52
GM Chosen												Charlie Hotel	Cavalry Star		53
GM Chosen												Charlie Hotel			54
	4,320				5,070	96		103	354	185	110				55
Elemental Point (Laser)	447	2	5	1.40	626	19	3	23	50	5	5	Charlie India	Elemental Star	BT-160	56
Elemental Point (Laser)	447	4	5	1.00	447	19	4	19	50	5	5	Charlie India	Elemental Star	BT-160	57
Elemental Point (MG)	404	4	5	1.00	404	19	4	19	50	5	5	Charlie India	Elemental Star	BT-160	58
Elemental Point (Flamer)	404	3	5	1.20	485	20	4	20	50	5	5	Charlie India	Elemental Star	BT-160	59
Elemental Point (AP Gauss)	576	3	5	1.20	691	21	4	21	50	5	5	Charlie India	Elemental Star	BT-160	60
	2,278				2,653	98		102	250	25	25				61