

MechWarrior: Age of Destruction

SCENARIO HANDBOOK v2.1



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Foreword:

This project was originally submitted to WizKids, LLC for web publication in April 2007. Due to an understaffed and over-worked editorial department, they never had time to review and fact-check this document and thus, it never saw the light of day. The original version of this document was meant to be a companion to the WizKids website (ie. The storyline scenario section only contained brief summaries rather than the full text of the scenario.) However, once WizKids was closed by the parent company Topps in November 2008, I shifted the scope of the document into a “full preservation” mode. Version 2.0 points download links at www.warrenborn.com and removes dead links pointing at the old WizKids website.

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Handbook Goals

This handbook was written to help two main audiences: scenario authors and MechWarrior players. To get the most out of this document, it is recommended that you have an internet connection; there are many useful internet links throughout the handbook. However, this guide was also written to be useful as a physical book as well.

Beginning scenario authors will find a helpful walkthrough of writing a scenario and more experienced authors should find the Official Components section handy for cut/pasting various planetary conditions or missions. MechWarrior players will most likely get the most use out of the library of scenarios in later sections.

The scope of this handbook addresses individual, single-game scenarios only. While they may be strung together into a larger campaign, there are no additional rules or framework provided by this handbook.

Writing a Scenario

The process of writing a scenario begins with some kernel of an idea that the author finds interesting or amusing. Applying that idea into game mechanics can be difficult and crafting a scenario that is simple, elegant, and easy for all to understand can often be a trial.

Brain Jumpstart

Typically, scenarios have three main themes: Unusual Environment, Unusual Situation or Experimental Game Mechanic. You will often see elements of two or more themes in a scenario, but usually the focus is on one theme. Unusual Environments are inherent to the location of your scenario. Maybe it's a battle deep under the ocean, or on a low gravity moon, or in a swamp with highly volatile swamp gas. Planetary Conditions already cover a wide variety of Unusual Environments, but you may find a special attribute to enhance or combine them with something else. Unusual Situations are even more limitless; maybe the scenario's goal is for one player to defend a specific building, or hunt down a traitor, or make it to the other side of the board, or defend yourself when surrounded by an ambush. Missions already cover several Unusual Situations, but they are only the tip of the iceberg. The Experimental Game Mechanic theme covers that "what if it worked like this" idea you've had brewing in the back of your head. One of the Officer's Club Scenario Cards experiments with the idea of allowing vehicles to use the assault order.

Simplicity vs. Complexity

One of the main things you need to consider when writing your scenario is: who is going to play it? If your goal is for a wide audience with various levels of experience and education levels, then it is recommended that you keep things as simple as possible. That means making very little changes to the standard game and keeping special rules to a minimum. If your intent is to write to more experienced players who like complexity, then feel free to up the ante. However, unless you are really writing campaign rules or a modification of the game, it's best to keep the entire scenario to one side of a single page. At the most, a second page should only contain the map setup if you feel a map is necessary.

So, you've got your idea and know your audience. Now you're ready to start writing it. Below are the main elements for a scenario. You will probably start in whatever section feels best and then hop around, but by the end of the process you should have hit all areas. Where appropriate, default values show what is expected in the standard constructed game. Your scenario may augment or replace these values as necessary.

Name of Scenario:

Although it's at the top of your scenario write-up, this is usually the last thing you'll do. Most writers try for a catchy cliché phrase or something descriptive of the scenario in general.

Background or Flavor Text:

This is your hook – the reason for the scenario. Tell us a brief story about either the situation and/or the environment this takes place in. Usually a single paragraph is enough to set the stage.

Objective:

Default: Each player aims to defeat the other.

The vast majority of games use the default objective. This statement is also linked to Victory Conditions (below) and if you change the objective, you may need to edit those also.

Battleforce Size/Composition:

Default: Two-player game; 600-point build total; four orders per turn.

The build total and number of orders can change as desired. If you give one player more build total points than the other, then you must give the smaller player some kind of advantage to balance the scenario.

Your scenario may require or ban certain types of units. Entire groups of units may be addressed in the following ways:

- **Unit Types:** ‘Mech, Vehicle, Infantry
- **Speed Modes:** Colossal, ‘Mech, Quad, Tracked, Wheeled, Hover, Tracked, VTOL
- **Unit Attribute:** Point Value, Artillery, Transport Capacity, Anti-Aircraft (AA), etc.
- **Special Equipment or Gear:** ie. Must have Jump Jet SE or Jump Pack Gear.

Some scenarios require a Factional Advisor or Battleforce Purity. The examples below are several ways that WizKids phrased past battleforce purity requirements. Copy the phrasing in *italics* if you want to use that factional limitation:

- **Factional Advisors:** *The {insert Faction here} player must have at least one unit from the {insert Faction here} faction in his or her battleforce. (NOTE: This was the original requirement used for many past Campaigns/Storylines. The requirement is repeated once for each of the two sides in the storyline. Use whatever factions are involved in the written story. Although it may inspire a faction pure army build, many players use only one unit as an advisor and built the rest of their army with other factions.)*
- **Total Factional Purity:** *Battleforces must be composed of units with the same faction symbol.*
- **Total House Purity:** *Battleforces must be composed of units with the same faction symbol or be allied via a house alliance.*
- **Total Grand Alliance Purity:** *Battleforces must be composed of units with the same faction symbol or be allied via a house alliance or Grand Alliance.*
- **Partial Unit Factional Purity (with Merc Pure Allowance):** *Of the points spent on units (only) in a player’s battleforce, half must come from units with the same faction symbol (or have no faction symbol).*
- **Partial Unit House Purity:** *Of the points spent on units (only) in a player’s battleforce, half must come from units with the same faction symbol or have a House Alliance.*
- **Partial Unit Grand Alliance Purity:** *Of the points spent on units (only) in a player’s battleforce, half must come from units with the same faction symbol or have a House Alliance or Grand Alliance.*
- **Partial Integrated House Purity:** *XXXXX points of the build total must be spent on units with the same faction symbol or faction symbols allied via a House Alliance. This includes any recruitment costs or mercenary contracts being used. When determining the point value of a ‘Mech, include any gear or pilots assigned to that ‘Mech. When determining the faction symbol of units without a faction symbol, use the symbol of the faction that the unit will be recruited to (if applicable), either by paying the recruitment cost or using a mercenary contract card. (NOTE: Replace XXXXX with a point value, usually half the build total. This wording was meant to be more explicit as some people got confused with the “units (only)” method.)*

NOTE: When requiring or banning units or setting faction purity requirements, be sensitive to newer players who may not have specific units (like Ares) or enough units for a Faction or House Alliance Pure battleforce.

Rules Sets:

Default: MechWarrior®: Age of Destruction, Firepower, Annihilation, Domination, Vanguard, Wolf Strike, and Battleforce.

In general, don't change the rules sets. The current base set and the expansions that follow it determine the core rules. While it might be interesting to some people to play a "blast from the past" game using the old base set rules, generally most people will expect the latest rules are in effect.

If you want to ban missions, you might be tempted to just remove *Firepower* from the rules sets. However, this is way too subtle for most people to notice and it's better to just state, "No missions may be played" in the Preparing the Battlefield section. Each rule set adds extra rules that most people expect to be there.

Time Limit:

Default: 50 minutes.

The 50-minute time is ideal for a 2-player game playing 4-6 orders per turn. Increase the time only if you have more than 2 players or more than 6 orders per player.

Preparing the Battlefield:

Default: Determine the first player and place terrain per the MechWarrior®: Age of Destruction rules.

If you have a pre-set Planetary Condition, Mission and/or a Special Rule that would be compromised by Planetary Conditions or Missions, you will probably want to add: *No planetary condition or mission cards may be played.*

If your scenario requires that certain terrain be used or not used, specify that here. Examples:

- *Only hindering terrain may be placed in the terrain pool.*
- *No water terrain may be placed in the terrain pool.*
- *Only blocking less than 8" by 8" may be placed in the terrain pool.*

This is also where you would reference any terrain setup map you might have.

Planetary Conditions:

If there's one in play, list its name, number, and rules text.

Missions:

If there's one in play, list its name, number, and rules text.

Special Rules:

These will often make or break your entire scenario. Make sure you have a firm grasp of all the rules in the MechWarrior: Age of Destruction rulebook before crafting your own special rules. How you write each sentence here is critical; pay attention to wording and grammar. The simpler and clearer the language, the more effectively you will communicate your rule.

Victory Conditions:

Default: Use MechWarrior®: Age of Destruction victory conditions.

Scenarios often will either eliminate or modify one or more of the standard three victory conditions. One popular modification is to set a specific condition for gaining VC3 points.

Presenting your Scenario

In Person

If you plan on only handing out the scenario without much lead time, make sure you let players know ahead of time to bring a large enough pool of units to accommodate your scenario. It also helps if you have enough printouts or photocopies for everyone.

Personal Website

If you are a battlemaster that has the web space, it's a good idea to post your scenario and add a link to it within the WizKids Event Description – especially if it's a long scenario or one that has a specific map.

Community Forums (*Using vBulletin® or Simple Machines SMF Forum Engines*)

The forums are a great place to both circulate your scenario idea and get feedback to make it better. The WizKids forums and cmgrealms.com used to be two of the main places to post scenarios. Currently it appears that the Classic Battletech forums (on classicbattletech.com) are a good gathering point for MechWarrior players. Below is a template that should save you time posting to the forums; simply to copy/paste it into your posting. The square bracket codes like [b]text[/b] allow headings to be bolded and make your scenario easier to read. Change the default text as needed.

[b]Name of Scenario: [/b]

[b]Background or Flavor Text: [/b]

[b]Objective: [/b]

Each player aims to defeat the other.

[b]Battleforce Size/Composition: [/b]

Two-player game; 600-point build total; four orders per turn.

[b]Rules Sets: [/b]

***MechWarrior®: Age of Destruction**, Firepower, Annihilation, Domination, Vanguard, Wolf Strike, and Battleforce.*

[b]Time Limit: [/b]

50 minutes.

[b]Preparing the Battlefield: [/b]

*Determine the first player and place terrain per the **MechWarrior®: Age of Destruction** rules.*

[b]Planetary Conditions: [/b]

[b]Missions: [/b]

[b]Special Rules: [/b]

[b]Victory Conditions: [/b]

*Use **MechWarrior®: Age of Destruction** victory conditions.*

Inside a WizKids Event Description

[EDITOR'S NOTE: Since WizKids closed down in November 2008, this section is somewhat obsolete. However, it might be useful to someone in the future if there is another web-based event organizing system gets set up.]

If you are a Battlemaster who intends to run a scenario for an event, you'll want to pack as much as you can into the 1,000 characters that are allowed. If you can't link to a copy of the scenario, then try and list the points you feel are critical for the player to be able to make a battleforce for the scenario. A few HTML tricks can also help to present your scenario to players without it being all bunched together in one paragraph. "Less than" / "Greater than" bracket codes like `text` will bold your headings. A `
` is code to hit the "Enter" key. A `<p>` is like hitting the "Enter" key twice. Your event description should hit these key elements (and some advice is noted in *italics*):

`Battleforce Size/Composition:
`
Important to put full text here.<p>

`Preparing the Battlefield:
`
Briefly note key elements.<p>

`Planetary Conditions & Missions:
`
Card numbers and names only. Not full text.<p>

`Special Rules:
`
Include brief elements if they affect how someone would build an army.<p>

`Victory Conditions:
`
Briefly note anything different.<p>

NOTE: To give you an idea how much space you have, the above segment is 195 characters without advice text and 399 characters with advice text.

If you want to add a hyperlink that goes to either a web page or document of the scenario rules, then you need to add the below code to the event description. I've underlined the areas that you need to change after you've inserted this template into your event description. Just copy the "Address" line of your Internet browser (Internet Explorer, Netscape, etc.) when you're looking at the scenario you want by highlighting the address and hitting CTRL-C or Right-Clicking it and choosing "Copy." When you're in your event description, you'll need to "Paste" it over the existing template where I've underlined.

`http://www.wizkidsgames.com/mechwarrior/`

That will both show your players the URL link and make it click-able. Each `<` and `"` mark is very important to making it work, so if there's a problem with your link, look closely for missing punctuation. It's also important that you've replaced both underlined sections with the same information.

📖 *Official Components* 📖

This section contains a handy reference of all the official components a scenario writer may need to reference.

Planetary Conditions

This section purposefully does not repeat the "cancels" and "cancelled by" info for each card; this information is not relevant for scenario construction. Each card has been modified with its appropriate FAQ entry.

Age of Destruction

PC-001 Ice Field

All water terrain features become clear terrain features instead. Only shutdown 'Mech units roll for heat effects when losing heat. At the beginning of each player's clean-up stage, that player rolls one six-sided die. If the result is 5 or 6, all 'Mechs lose 1 heat in addition to any other heat lost during the clean-up stage.

PC-002 Desert Wasteland

Remove all water terrain features from the battlefield. 'Mech units do not lose heat during their controllers' clean-up stages.

PC-003 Dust Storm

All units must be deployed at NOE level. No unit may move to cruising level or be at cruising level when an order resolves. No unit may make a charge or death from above special attack. Units with a maximum range value greater than 8 have a maximum range value of 8 instead. The line of fire to all artillery markers is blocked.

PC-004 Swamp

All units without speed mode hover or VTOL that have a speed value greater than 8 have a speed value of 8 instead. Reduce the blast radius of all artillery markers by 1" to a minimum of 1".

PC-005 Storm [FAQ corrections in bold]

All non-blocking terrain features become shallow water terrain features instead. **All units with a speed value greater than 10 that begin the turn at cruising level have a speed value of 10 instead.**

PC-006 Barrens

Remove all terrain features from the battlefield.

PC-007 Mountain Range

All non-blocking terrain features become blocking terrain features.

PC-008 Perfect Day

Cancel one other planetary condition and remove this Perfect Day from the battlefield.

PC-009 Active Volcanoes

At the beginning of each player's clean-up stage, that player rolls one six-sided die. On a result of 5 or 6, each player must deal 1 pushing damage to one of his or her units.

PC-010 Tornado

All blocking terrain features become hindering terrain features instead.

Firepower

PC-011 Urban

All non-blocking terrain features become blocking terrain features instead. Units at cruising level do not ignore terrain features for movement purposes and may not have their bases overlap any blocking terrain feature at any time. Lines of fire drawn to or from a unit at cruising level do not ignore blocking terrain.

PC-012 Beach

All non-shallow water terrain features become shallow water terrain features instead. When a 'Mech without Jump Jets is given a move or assault order, roll one six-sided die. On a result of 6, the unit cannot be moved, though units with the 'Mech speed mode may be rotated to a new facing. If the unit was given an assault order, it may still make a ranged or close combat attack, if possible.

PC-013 Heavy Fog

All artillery units get +2 to the target values of their artillery markers. Targets of a special attack, and targets of a ranged combat attack from an attacker that is more than 8? away, get +1 to their defense values.

PC-014 Mine Field

At the end of his or her clean-up stage, the active player rolls one six-sided die. On a result of 6, each player chooses a single friendly unit occupying clear terrain and deals 1 pushing damage to it. If a player has no units occupying clear terrain, he or she must choose a single friendly unit and deal 1 pushing damage to it.

PC-015 Caustic Atmosphere

No unit may be at cruising level when an order resolves. At the beginning of his or her command stage, the active player rolls one six-sided die. On a result of 6, units with Salvage and infantry without “battle armor” in their names are dealt 1 pushing damage.

PC-016 Earthquakes

At the beginning of his or her command stage, the active player rolls one six-sided die. On a result of 6, each player chooses a single friendly unit with zero or one order token and gives it an order token. If the unit is a ‘Mech that would receive a second order token, that unit gains 1 heat instead.

PC-017 Subzero Temperatures

Any ‘Mech given an assault order subtracts 1 from the total heat gained from resolving that order. At the beginning of his or her command stage, the active player rolls one six-sided die. On a result of 6, vehicles may not be given move orders that turn, and infantry without “battle armor” in their names are dealt 1 pushing damage.

PC-018 Jungle

All non-hindering terrain features become hindering terrain features instead. Units at NOE level that are the target of a ranged combat attack originating from cruising level get +2 to their defense values. Changing between NOE and cruising level requires 4" of movement instead of 2".

Annihilation

PC-019 Sniper's Steppe

At the beginning of the active player’s command stage, that player may make a ranged combat attack against any opposing unit. This attack always has a clear line of fire, has an attack value of 7, has the ballistic symbol range type, and scores 1 damage if it succeeds. This attack does not count toward the active player’s order total for the turn.

PC-020 Grasslands

All infantry with unmodified defense values of 19 or less get +1 to their defense values.

PC-021 Nightfall

Any unit targeted by a ranged combat attack from an opposing unit more than 8" away from it gets +1 to its defense value unless the attacker has Improved Targeting.

PC-022 Salt Flats

Able units with the wheeled symbol or tracked symbol speed mode and speed values of 5 or greater get +4 to their speed values, to a maximum of 14.

PC-023 Crag

Units with the hover symbol speed mode and speed values greater than 8 have speed values of 8 instead. ‘Mechs cannot use the run option.

PC-024 Monsoon

Units with the wheeled speed symbol or tracked speed symbol speed mode and speed values greater than 6 have speed values of 6 instead. During the active player’s clean-up stage, any ‘Mech that player controls that was not given an order that turn loses 2 heat instead of 1 heat.

PC-025 Solar Flare

At the beginning of his or her command stage, the active player rolls one six-sided die. On a result of 5 or 6, all units ignore the following special equipment: Decoy, Improved Targeting, Improved Tracking, and all special equipment with “ECM” or “electronic” in the name.

PC-026 Polar Gale

All ‘Mechs get +1 to their vent ratings. Units with the hover or VTOL speed mode and speed values greater than 10 have speed values of 10 instead.

Domination

PC-027 Sensor Echoes

When using ranged combat formations, primary attackers get +1 to their attack values for each other member, instead of +2. Special equipment with “electronic” or “probe” in the name is ignored.

PC-028 Underbrush

‘Mechs get –2 to their attack values when targeting non-’Mech units at NOE level. All non-’Mech units get –1 to their attack values when targeting non-’Mech units at NOE level.

PC-029 Corrosive Atmosphere [FAQ corrections in **bold**]

Units with a defense value greater than 23 have a defense value of 23 instead. **This defense value is applied after all other modifiers are applied.**

PC-030 Magnetic Storm

All units ignore Decoy and all special equipment with “ECM,” “ECCM,” and “electronic” in the name.

PC-031 Ice Field [*REPRINT*]

All water terrain features become clear terrain features instead. Only shutdown ‘Mechs roll for heat effects when losing heat. At the beginning of each player’s clean-up stage, that player rolls one six-sided die. On a result of 5 or 6, all ‘Mechs lose 1 heat in addition to any other heat lost during the clean-up stage.

PC-032 Caverns

All non-blocking terrain features becomes blocking terrain features instead. All units must be deployed at NOE level. No unit may be moved to cruising level. No artillery or indirect-fire ranged combat attacks can be made. All units ignore Jump Jets and Jump Pack special equipment.

PC-033 Craters

All non-blocking terrain features becomes blocking terrain features. All units ignore blocking terrain for line of fire purposes.

PC-034 Perfect Day [*REPRINT*]

Cancel one other planetary condition and then remove this Perfect Day from the battlefield.

Wolf Strike

PC-035 Horrible Day

When making an attack roll as part of resolving a close or ranged combat attack, if both dice of the same color result in a 1 or 2, the attack is a critical miss.

PC-036 Constant Tremors

All units ignore the Advanced Anti-Missile System, Coolant Flush, and Point Defense special equipment, as well as any special equipment or gear with “repair” in the name.

PC-037 Ionized Atmosphere

Attacks using the energy range type range type score 1 less damage. Targets of indirect-fire ranged combat attacks get +4 to their defense values instead of +3.

PC-038 Rocky Terrain [FAQ corrections in **bold**]

Units get an **order** token after being unloaded from transports and cannot be given an **order** on the turn they are unloaded. Infantry with the foot speed mode get +1 to their defense values against ranged combat attacks.

PC-039 Magnetic Deposits

A unit targeted by an attack using the ballistic range type gets +1 to its defense value for the attack.

PC-040 Lightning Storm

Whenever a ranged combat attack is made using the energy range type, roll a six-sided die. On a result of 1, the attacker takes 1 impact damage after the attack resolves. On a result of 6, the target takes 1 impact damage after the attack resolves.

PC-041 Sunside

Starting on the second turn of the game, roll a six-sided die at the beginning of each player's command stage. On a result of 5 or 6, each of the active player's infantry without "battle armor" in the name takes 1 pushing damage, and each of that player's 'Mechs gains 1 heat.

PC-42 Scorching Sands

Vehicles with the wheel speed mode and speed values greater than 0 get -2 to their speed values, to a minimum of 0. Units with the Quad 'Mech speed mode gain 1 heat when pushed, in addition to any other heat generated by the order.

Missions

Below you will find the full text of every mission card. Each card has been modified with its appropriate FAQ entry. When adding a mission to a scenario, the author should specify whether just one player or both players may complete the mission.

Firepower

M-001 Seek And Destroy

At the beginning of your first command stage, from the battleforce of the opponent directly opposite you, choose the unit with the highest point value. If units are tied for highest point value, choose all of them.

To complete this mission, eliminate the chosen unit(s). Reveal this mission at the end of the stage in which it is completed.

M-002 Deliver The Payload

Your battleforce must contain at least one vehicle with the VTOL speed mode.

At the beginning of your first command stage, of the vehicles with the VTOL speed mode in your battleforce, choose the vehicle with the highest point value. If vehicles are tied for highest point value, choose all of them.

To complete this mission, the chosen vehicle(s) must be able and occupy the deployment zone of the opponent directly opposite you for two whole turns, starting with the turn of the opponent to your immediate left. Reveal this mission at the end of the turn in which it is completed.

M-003 With Extreme Prejudice

To complete this mission, choose and complete one of the following three options, which each target the opponent directly opposite you: 1) Eliminate at least half of that player's infantry units, rounded up; or 2) if that player has no infantry units when the game begins, eliminate at least half of his or her vehicle units, rounded up; or 3) if that player has no infantry or vehicle units when the game begins, eliminate at least half of his or her 'Mech units, rounded up.

M-004 At All Costs

Your battleforce must contain at least one infantry with the foot speed mode.

At the beginning of your first command stage, of the infantry in your battleforce with the foot speed mode, choose the infantry with the lowest point value. If infantry are tied for lowest point value, choose all of them.

To complete this mission, the chosen infantry must be able when the game ends.

M-005 Clash Of The Titans

You must have at least one 'Mech in your battleforce.

At the beginning of your first command stage, from the battleforce of the opponent opposite you, choose the 'Mech with the highest point value. If 'Mechs are tied for highest point value, choose all of them.

To complete this mission, the chosen 'Mech(s) must be eliminated as the result of an attack made by any 'Mechs friendly to you. Reveal this mission after resolving the order that completes it.

M-006 Rolling Thunder

You must have at least one vehicle without the VTOL speed mode in your battleforce.

To complete this mission, eliminate two opposing units from the battleforce of the opponent directly opposite you. These units must be eliminated as a result of an attack made by any vehicles without the VTOL speed mode friendly to you. Reveal this mission after resolving the order that completes it.

M-007 Technology Raid

To complete this mission, when the game ends you must control a unit deployed by the player directly opposite you.

M-008 Rule The Skies

You must have at least one vehicle with the VTOL speed mode in your battleforce.

To complete this mission, choose and complete one of the following two options, which each target the opponent directly opposite you: 1) If that player began the game with at least one vehicle with the VTOL speed mode, the only able vehicle with the VTOL speed mode must be friendly to you; reveal this mission at the end of the stage in which this condition is met. 2) If that player began the game with no vehicles with the VTOL speed mode, you must have at least one able vehicle with the VTOL speed mode when the game ends.

Annihilation

M-009 Control The City

To complete this mission, when the game ends each blocking terrain feature on the battlefield must have at least one able unit friendly to you in base contact with it. If there are no blocking terrain features on the battlefield when this mission would be put into play, do not put it into play and do not choose another mission.

M-010 Flush 'em Out

To complete this mission, when the game ends one of the following conditions must be met: 1) no opposing unit may occupy any hindering terrain feature or 2) any opposing unit occupying hindering terrain must be in base contact with an able unit friendly to you. If there are no hindering terrain features on the battlefield when this mission would be put into play, do not put it into play and do not choose another mission.

M-011 Turn The Tide

At the beginning of your first command stage, from the battleforce of the opponent opposite you, choose the unit with the highest unmodified damage value. If units are tied for highest damage value, choose all of them. One of the chosen units must be eliminated as a result of an attack made by a unit friendly to you. Reveal this mission after resolving the order that completes it.

M-012 Hooray For The Underdogs [FAQ corrections in bold]

To play this mission, you must either not have any 'Mechs, or not have any **heavy, assault, or colossal** 'Mechs, in your battleforce.

This mission is complete if you win victory condition 1 per the Age of Destruction Rules of Warfare.

M-013 Pull Together

To complete this mission, eliminate one unit from the battleforce of the opponent directly opposite you. This unit must be eliminated as the result of at least two consecutive orders given to units friendly to you that deal damage to the unit during one of your turns. Reveal this mission at the end of the stage in which it is completed.

M-014 Captured Intelligence

This mission is complete at the end of any stage in which a unit friendly to you controls an infantry captive without the VTOL speed mode from the battleforce of the opponent opposite you. Reveal this mission at the end of the stage in which it is completed. If there are no infantry in the battleforce of the opponent directly opposite you after all battleforces have been deployed, this mission cannot be completed; do not choose another mission.

M-015 Morale Blow

To complete this mission, eliminate one non-infantry unit from the battleforce of the opponent directly opposite you. This unit must be eliminated as a result of a charge or death from above special attack. Reveal this mission at the end of the stage in which it is completed.

M-016 Last Man Standing

To complete this mission, at the end of the game the able unit with the lowest point value must be friendly to you.

Domination

M-017 First Blood

Put this mission card into play face up instead of face down; it may be completed by any player.

The first player to eliminate an opposing unit completes this mission. After the order that completes it is resolved, place this mission card in front of the player who completed it.

M-018 Gain The Momentum

Put this mission card into play face up instead of face down; it may be completed by any player.

The first player to roll a critical hit completes this mission. After the order that completes it is resolved, place this mission card in front of the player who completed it.

M-019 Defend Home Base

To complete this mission, when the game ends you must have at least one friendly able unit and no opposing able units occupying your deployment zone.

M-020 Split Up

Put this mission card into play face up instead of face down.

To complete this mission, when the game ends you must not have used a ranged combat formation. If you use a ranged combat formation during this game, this mission cannot be completed; remove it from play.

M-021 Ambush

To complete this mission, you must use two orders during one of your turns to make two successful indirect-fire ranged combat attacks (at least one from each order). Reveal this mission after resolving the order that completes it.

M-022 Sabotage

To complete this mission, when the game ends you must have at least one able friendly vehicle without the VTOL speed mode occupying the deployment zone of the opponent directly opposite you.

M-023 Target Acquired

Put this mission card into play face up instead of face down.

At the beginning of the first player's first command stage, choose a non-infantry unit occupying the deployment zone of the opponent directly opposite you. Tell this opponent which unit you chose and write your choice on a piece of paper. To complete this mission, the chosen unit must be eliminated as the result of an attack made by a unit friendly to you. If the opponent's battleforce contains more than one unit with the collector's number you have chosen, eliminate any one of them to complete this mission.

M-024 Intercepted Orders

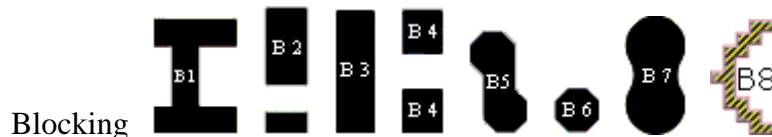
After all mission cards (including this one) have been put into play, reveal this mission: Cancel one other mission and then remove this Intercepted Orders from the game.

Terrain

New web location for downloading terrain: <http://www.warrenborn.com/Terrain.html>

Terrain table showcase for Gale Force 9 terrain: https://www.gf9.com/Default.aspx?tabid=288&art_id=1969

All Gale Force 9 3D terrain is out of production, but the Noble Knight Games website still has entries for them.



B1 “Office Building” (aka H-Building) – Dimensions: 9” by 6.5”

Download Link: <http://www.warrenborn.com/Files/Terrain/MWDATerrainB1hi.pdf>

B2 “City Block A” (Off-Center Gap) – Dimensions: 10” by 3”

Download Link: <http://www.warrenborn.com/Files/Terrain/MWDATerrainB2hi.pdf>

B3 “City Block B” (Solid Building) – Dimensions: 10” by 3”

Download Link: <http://www.warrenborn.com/Files/Terrain/MWDATerrainB3hi.pdf>

Gale Force 9 Manufacturing Facility: <https://www.nobleknight.com/P/2147367937/Manufacturing-Facility>

B4 “City Block C” (Center Gap) – Dimensions: 10” by 3”

Download Link: <http://www.warrenborn.com/Files/Terrain/MWDATerrainB4hi.pdf>

Gale Force 9 City Block & Ruins: <https://www.nobleknight.com/P/2147367936/City-Block-and-Ruins>

B5 “Industrial Complex” (Twin Octagonal Ends) – Dimensions: 8” by 4.5”

Download Link: <http://www.warrenborn.com/Files/Terrain/MWDATerrainB5hi.pdf>

Gale Force 9 Reactor & Ruins: <https://www.nobleknight.com/P/2147367935/Reactor-and-Ruins>

B6 “Industrial Tower” (aka Cup Coaster) – Dimensions: 3.5” by 3.5”

Download Link: <http://www.warrenborn.com/Files/Terrain/MWDATerrainB6hi.pdf>

NOTE: Full Color version included in the MechWarrior: Age of Destruction Starter

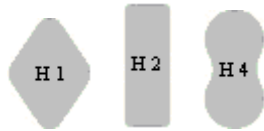
B7 “Butte” (aka Peanut Shape) – Dimensions: 9.5” by 4.75”

Download Link: <http://www.warrenborn.com/Files/Terrain/MWDATerrainB7hi.pdf>

Gale Force 9 Reactor & Ruins: <https://www.nobleknight.com/P/2147367935/Reactor-and-Ruins>

B8 “Fortification Wall” (Angular Wall) – Dimensions: 9” by 5”

Download Link: <http://www.warrenborn.com/Files/Terrain/MWDATerrainB8hi.pdf>



Hindering

H1 “Woodland” (Diamond Shape) – Dimensions: 9” by 6.5”

Download Link: <http://www.warrenborn.com/Files/Terrain/MWDATerrainh1hi.pdf>

H2 “Orchard” (Long Strip) – Dimensions: 10” by 3.5”

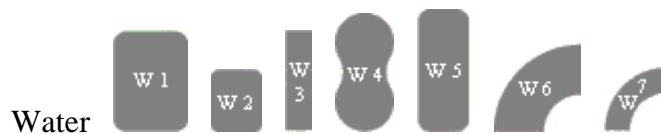
Download Link: <http://www.warrenborn.com/Files/Terrain/MWDATerrainh2hi.pdf>

H4 “Brush” (aka Peanut Shape) – Dimensions: 9.5” by 4.75”

Download Link: <http://www.warrenborn.com/Files/Terrain/MWDATerrainh4hi.pdf>

Gale Force 9 Wilderness Terrain: <https://www.nobleknight.com/P/2147367938/Wilderness-Terrain>

NOTE: GF9’s 3-D Forest terrain has minor differences in shape compared to Official PDF.



Water

W1 “Lagoon” (Largest Wide Water) – Dimensions: 8” by 6”

Download Link: <http://www.warrenborn.com/Files/Terrain/MWDATerrainW1hi.pdf>

W2 “Pool” (Smallest Wide Water) – Dimensions: 5” by 4”

Download Link: <http://www.warrenborn.com/Files/Terrain/MWDATerrainW2hi.pdf>

NOTE: Full Color version included in the MechWarrior: Age of Destruction Starter.

W3 “Canal” (Narrow Water Strip) – Dimensions 8” by 2”

Download Link: <http://www.warrenborn.com/Files/Terrain/MWDATerrainW3hi.pdf>

W4 “Tarn” (aka Peanut Shape) – Dimensions: 9.5” by 4.75”

Download Link: <http://www.warrenborn.com/Files/Terrain/MWDATerrainW4hi.pdf>

Gale Force 9 Wilderness Terrain: <https://www.nobleknight.com/P/2147367938/Wilderness-Terrain>

NOTE: GF9’s 3-D Water terrain is the same shape as the C2 “goggle shape” terrain.

W5 “Watercourse” (Wide Water Strip) – Dimensions: 10” by 4”

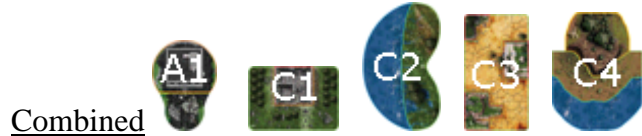
Download Link: <http://www.warrenborn.com/Files/Terrain/MWDATerrainW5hi.pdf>

W6 “Watercourse Bend” (Wide Water Turn) – Dimensions: 7” by 4”

Download Link: <http://www.warrenborn.com/Files/Terrain/MWDATerrainW6hi.pdf>

W7 “Canal Bend” (Narrow Water Turn) – Dimensions: 5” by 2”

Download Link: <http://www.warrenborn.com/Files/Terrain/MWDATerrainW7hi.pdf>



Combined

A1 “Abrupt Elevated” (Balloon Shape) – Dimensions: 7” by 5”

Download Link: <http://www.warrenborn.com/Files/Terrain/MWDATerrainA1hi.pdf>

C1 “Blocking/Hindering” (Rectangle Shape) – Dimensions: 5” by 7”

Download Link: <http://www.warrenborn.com/Files/Terrain/MWDATerrainC1hi.pdf>

C2 “Water/Hindering” (Goggles Shape) – Dimensions: 10” by 6”

Download Link: <http://www.warrenborn.com/Files/Terrain/MWDATerrainC2hi.pdf>

C3 “Blocking/Hindering” (Rectangle Shape) – Dimensions: 9” by 5”

Download Link: <http://www.warrenborn.com/Files/Terrain/MWDATerrainC3hi.pdf>

C4 “Abrupt/Hindering/Water” (Rounded/Angled Shape) – Dimensions: 9” by 7”

Download Link: <http://www.warrenborn.com/Files/Terrain/MWDATerrainC4hi.pdf>

Artillery Tokens ● ● ●

Although originally intended as artillery tokens replacements, a creative scenario designer who wants a random direction effect for a scenario might benefit from the .PDF links below. You can also find black and white versions of some of these tokens on the WizKids website, but this document only links to the color ones.

How would you use artillery tokens themselves as scenario elements? One of the official Wizkids scenarios uses them as meteor impacts. You could use a token to track a randomly moving effect like a tornado. Another possibility is as a random deployment method -- lay the token where you like and then roll a standard attack roll; the black die result is direction and white dice added together are the number of inches away you place the figure.

Artillery Token Download Area: <http://www.warrenborn.com/ArtilleryTokens.html>

Fire For Effect:

Normal Link: http://www.warrenborn.com/Files/Artillery%20Tokens/MWFFE_artillerytokens.pdf

LE/Unique Link: http://www.warrenborn.com/Files/Artillery%20Tokens/MWFFE_LE_artillerytokens.pdf

Death From Above:

Normal Link: http://www.warrenborn.com/Files/Artillery%20Tokens/MWDFA_artillerytokens.pdf

LE/Unique Link: http://www.warrenborn.com/Files/Artillery%20Tokens/MWDFA_LE_artillerytokens.pdf

Liao Incursion:

Download Link: http://www.warrenborn.com/Files/Artillery%20Tokens/MWLI_artillerytokens.pdf

Counterassault:

Download Link: http://www.warrenborn.com/Files/Artillery%20Tokens/MWCA_artillerytokens.pdf

Falcon’s Prey:

Download Link: http://www.warrenborn.com/Files/Artillery%20Tokens/MWFP_artillerytokens.pdf

Age of Destruction:

Download Link: http://www.warrenborn.com/Files/Artillery%20Tokens/MWAD_artillerytokens.pdf

Firepower:

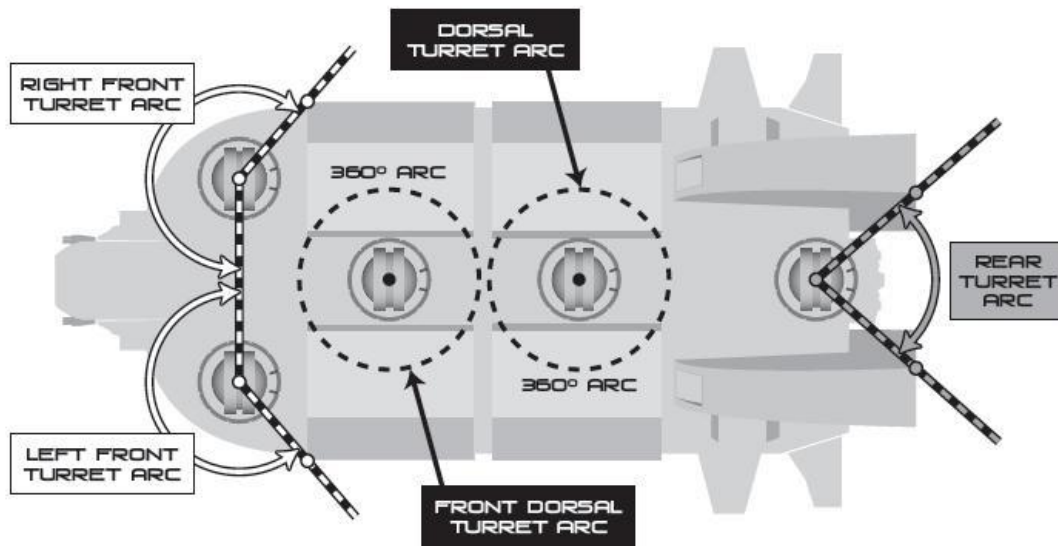
Download Link: http://www.warrenborn.com/Files/Artillery%20Tokens/MWFI_artillerytokens.pdf

Special Unit Rules

If you are going to use a special unit like the Dropship or a Colossal Class 'Mech in your scenario, it is a nice courtesy to have those rules available just in case potential players might not be aware of them or need a refresher.

Aurora Dropship

Download Link: <http://www.warrenborn.com/Files/Rules/DropshipRules.pdf>



The **MechWarrior Aurora-class DropShip** adds a new element to large **MechWarrior: Age of Destruction** games. The *Aurora* is both a terrain feature and a **MechWarrior** unit, and it has five combat dials. Each of these dials is contained in one of five turrets. Turrets provide the DropShip with offensive firepower as well as a means of tracking the damage the entire DropShip has received. The *Aurora* also features four 'Mech™ bays that provide support to friendly units. All **MechWarrior: Age of Destruction** rules apply to the DropShip, except as noted below.

General Rules

Because of its size and special characteristics, the DropShip:

- cannot capture or be captured;
- ignores other units' Armor Piercing, Anti-Personnel, Grapple, Repair, and Bypass special equipment;
- does not take damage or heat from pushing;
- cannot be part of a formation;
- cannot move or be moved;
- cannot make free spins;
- is never considered to be in base contact with any other unit, either friendly or opposing;
- is considered blocking terrain; and
- has no rear arc.

Deploying the DropShip

Assemble the *Aurora-class DropShip* such that all five turrets are placed correctly in the hull. The two dorsal turrets have black center dots, the two front turrets have white center dots, and the rear turret has a gray center dot. The total point value of the DropShip is equal to the sum of its five turrets. When using a DropShip in your battleforce, deduct the DropShip's point value from the build total of your army to determine the number of points and orders available to your battleforce. Because of the DropShip's size, it is recommended that you not play on a standard 3' x 3' battlefield; instead, battlefields at least 3' x 5' are recommended in order to meet the deployment criteria listed below. Deploy the Aurora before terrain or any other units are placed on the battlefield. The DropShip must be placed at least 6½" from your edge of the battlefield, at least 6½" from any other edge of the battlefield, and at least 30½" from an opponent's deployment zone. Deploy the DropShip with all of its 'Mech bay doors open. When using the DropShip, each player places one fewer pieces of terrain. No terrain piece may be placed within 6½" of any part of the DropShip. Once all terrain is placed, close the DropShip doors. Treat all 'Mech bays as deployment zones for the DropShip's controller. Units may be deployed in 'Mech bays as described under "Unit Placement."

Turret Arcs

The *Aurora-class DropShip* is a formidable opponent bristling with weaponry. Each turret has a specific arc as described below. The center of each turret is marked with a dot for line of fire purposes. Four other dots (two white for the front turrets and two gray for the rear turret) appear on the body of the DropShip to indicate the arcs of the turrets. Both dorsal turrets have 360-degree arcs.

Unit Placement

A unit may not be placed so that any portion of its base is beneath the DropShip. Look down at the DropShip from above to ensure that the DropShip does not overhang a unit's base. Units can be placed in a 'Mech bay or on the ramp into an open 'Mech bay provided there is room for the unit's entire base in these locations. Otherwise, no units can be placed on the DropShip. Units in a 'Mech bay are not considered to be on elevated terrain.

Measuring

All distances to and from a turret are measured from the center dot printed on the top of the turret. Measure only the horizontal distance to and from a turret or to and from a unit on a ramp.

Combat Dials

The *Aurora-class DropShip* has five turrets, each with its own combat dial and firing arc. The combat values shown on each turret represent the capabilities of that turret and the defenses of that section of the DropShip. Each time a turret is dealt damage, remove the turret from the DropShip and click the combat dial clockwise a number of times equal to the damage dealt. Replace the turret when done assigning damage. If a combat dial shows three bullet holes, that turret is eliminated and no more damage may be applied to it. An eliminated turret cannot be the target of an attack. If only one or two bullet holes appear on a combat dial, the value in the position of a bullet hole is 0. The Aurora-class DropShip is eliminated when a total of ten bullet holes appears on its combat dials. An eliminated DropShip is left in play as blocking terrain, but no orders can be given to any of its turrets.

Giving Orders to the Dropship

The *Aurora* provides its controller with five orders each turn. At least four of these orders must be given to the DropShip. Any unused orders are lost. A DropShip may be given one or more of its controller's orders each turn. Each turret of the DropShip may be given only one order per turn. A turret may not be given a move or vent order. If a turret is given an order, mark the turret with an order token. If a turret is given an order on two consecutive turns, give it a second order token. The turret is then considered pushed, but it is not dealt pushing damage. A turret with two order tokens on it may not be given an order. A single order given to a single turret can have one of the following three effects:

1. Attack

A turret with an attack value greater than 0 may be given a ranged combat order. In order to give a turret a ranged combat order, the line of fire from the center of the turret to the center of the target must pass through the turret's arc. Unit bases and the DropShip itself never block line of fire from a DropShip turret. Treat the turret as if it were on elevated terrain when determining line of fire.

2. Open or Close 'Mech Bay Doors

The DropShip has four 'Mech bays, each capable of protecting and repairing units. Each 'Mech bay has two doors: a top door that opens up and a bottom door that opens down and extends to become a ramp. To open or close the doors of a single 'Mech bay, give the corresponding dorsal turret an order and either open the corresponding closed doors or close the corresponding open doors. 'Mech bay doors may not be closed if there is a unit on the ramp into that 'Mech bay. 'Mech bay doors may not be opened if the ramp would overlap a unit base on the battlefield. Units within a closed 'Mech bay cannot be affected by any attacks and cannot be given orders. A 'Mech inside a closed 'Mech bay does, however, lose 1 heat at the end of any turn in which it is not given an order.

3. Repair a Unit within a 'Mech Bay

By giving a dorsal turret a close combat order, one friendly unit within a 'Mech bay may be repaired if the base of the friendly unit is in contact with the back wall directly beneath the single dot on the wall. The bay door need not be closed for this repair to occur. Give the dorsal turret corresponding to the 'Mech bay a close combat order. Roll 3 six-sided dice and add them to the attack value of the corresponding dorsal turret. If the result is greater than or equal to the defense value of the friendly unit, the repair attempt succeeds.

Roll 1 six-sided die and repair the friendly unit of damage equal to the result. If the repaired unit is an infantry or vehicle unit with zero order tokens or one order token, give the repaired unit an order token after resolving the repair order. Do not apply pushing damage if the unit is given a second order token.

If the repaired unit is a 'Mech with zero order tokens, it gains 1 heat and is given an order token after resolving the repair order. Otherwise, it simply gains 1 heat. Stop repairing a unit of damage as soon as a repair marker appears on its dial, though if the unit begins the repair order with a repair marker showing, it may be repaired as if that particular repair marker were not present.

Attacking the DropShip

Only ranged combat orders may be used to attack the Aurora. Attacks may be made targeting both the turrets and open 'Mech bays. Treat turrets and open 'Mech bays as if they are on elevated terrain.

Attacking a Turret

In order to make a ranged combat attack against a turret, a unit must have clearline of fire to the center of the turret, and the line of fire must be within the target turret's arc. Unit bases and the Aurora itself never block line of fire to a target turret.

When a dorsal turret is eliminated, open the top door of both corresponding 'Mech bays; this does not require an order. Units cannot enter or exit these open 'Mech bays unless they have Jump Jets special equipment. Units within the 'Mech bay corresponding to an eliminated turret and the 'Mech bay itself may be attacked.

Attacking an Open 'Mech Bay

Each 'Mech bay has a single dot on the center of its back wall. Opposing units may attack the DropShip through an open 'Mech bay with a ranged combat attack if they have clear line of fire to this dot. Unit bases never block line of fire to the inside of a 'Mech bay.

Unlike targeting a turret, for which the DropShip does not block line of fire, attacking through an open 'Mech bay requires a clear line of fire that does not cross any part of the DropShip other than the floor of the 'Mech bay and the ramp to the 'Mech bay. Otherwise, the line of fire is blocked. The attacker selects any target turret against which to resolve the attack; the target turret gets -1 to its defense value for the attack.

Victory Points

Victory points are awarded for eliminating DropShip turrets based on the turrets' point values. When a total of ten bullet holes are showing across all the Aurora's turrets, the DropShip is eliminated. In this case, award victory points equal to the point values of all five turrets.

Units still in 'Mech bays or on 'Mech bay ramps when the DropShip is eliminated are also eliminated, and award victory points as normal. Remember that 'Mech bays are considered to be deployment zones for the DropShip's controller.

Colossal Class 'Mechs (Ares)

Download Link: http://www.warrenborn.com/Files/Rules/MWaresRULES_LO.pdf

Colossal-class BattleMechs™ are machines of destruction weighing in at 130 tons, built to be versatile and mobile weapon platforms. Colossal 'Mechs list a "C" for their class and have the Colossal speed mode. In addition to the combat values shared by all other 'Mechs, colossal 'Mechs also have tertiary damage values and heat effects.

A colossal 'Mech can be given more than one order each turn, with the following exceptions:

- It can be given only one move order and one assault order each turn.
- It cannot be given orders after being given a vent order.
- Once you give a colossal 'Mech an order, you cannot give an order to another figure and then go back and give additional orders to the colossal 'Mech.

A colossal 'Mech can be assigned up to three pilots; more than one pilot can be Unique. No two assigned pilots can have the same requirements.

General Colossal 'Mech Rules

A colossal 'Mech

- treats all hindering terrain and shallow water terrain as clear terrain for movement purposes,
- treats deep water terrain as hindering terrain for movement purposes,
- ignores infantry bases when determining its movement path,
- always succeeds at breaking away from infantry without requiring a die roll,
- fails to break away from opposing vehicles and 'Mechs only on a result of 1,
- deals 1 pushing damage to all opposing infantry and vehicles in base contact with it when it successfully breaks away,
- ignores other figures' Grapple energy special equipment,
- cannot run,
- gets a +1 called-shot modifier instead of +2,
- cannot target and deal damage to the same figure more than once per turn, and
- does not benefit from the hindering terrain modifier.

🌀 *WizKids Scenario Library* 🌀

To fully use this section, an Internet connection is needed. Below is a listing of all the official scenarios that WizKids held through the Approved Play system, all of the scenario cards from the Officers Club Kits, and the Play@Home scenarios.

A complexity rating has been assigned to each scenario to act as a player guide. There are three ratings similar to unit rankings in MechWarrior: *Green*, *Veteran*, and *Elite*. **Green** scenarios are very easy to understand and have very few additional rules. **Veteran** scenarios are more complex and have some additional rules. **Elite** scenarios usually require a careful reading and may have several additional rules.

Recommended adjustments to older scenarios to help them conform to **Age of Destruction** standards are noted. As a global recommended adjustment, use the current base set rules release of MechWarrior and all additional expansion rules for all scenarios. (I.e. Substitute "**Age of Destruction**" for "**Dark Age**" where appropriate.)

For scenarios pre-dating the **Age of Destruction** rule set (Pre-2005), it is recommended that any scenario with a specific map setup should prohibit the use of Planetary Conditions and Missions.

For those who desire to read the original lore surrounding each of the official storyline campaigns as well as their official outcomes, I direct you to the **Mechwarrior Campaigns** document compiled by James Mark (Hojnowski).

2002 Organized Play Campaigns & Storylines

September 2002 Campaign - Gambit: The Battle for Addicks! vs.

Scenario #1: “Dropship Down” – Complexity Rating: GREEN

Neo Carthagia, Addicks – Prefecture III, The Republic

The forces of the Dragon’s Fury have just grounded their first assault DropShip on the smaller southern continent of Sparro, home to Addicks’s only aerospace fighter base at the city of Neo Carthagia. They must neutralize the field before the primary wave of DropShips arrives, or they risk losing a significant portion of their force before they even touch down. The Highlanders are well aware of this fact and have thrown up a strong defensive screen to protect the airfield.

Objective: Both players seek to control the airfield.

Battleforce Size: 2-player game, 300-point battle forces, 3 orders per turn

Time Limit: 60 minutes

Preparing the Battlefield

Players set up the terrain as per the battlefield map. No additional terrain is placed. The Highlanders player is Player 1. Neither player may deploy their battle force on terrain piece B1.

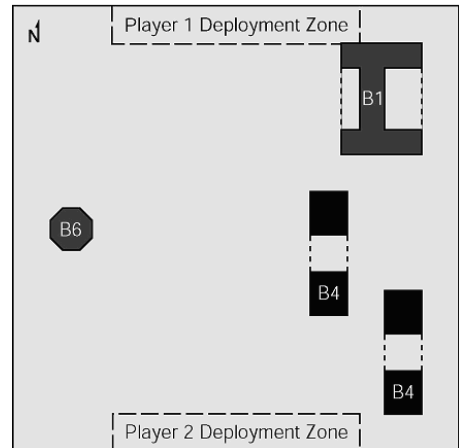
Special Rule

Before the scenario begins, the players determine who will play the Highlanders and who will play the Dragon’s Fury. This can be done either through a random die roll or negotiation. While players represent the same faction throughout all four battles in this scenario series, they may play any combination of ‘Mechs they choose.

Victory Conditions

Score victory points as per the standard rules. The winner of the scenario is the player who wins Victory Condition 2: Control of the Battlefield. If the total points for Victory Condition 2 are tied, Player 1 wins.

Recommended Adjustments: 450-point battleforce. Time limit: 50 minutes.



Scenario #2: “Reach For the Sky” – Complexity Rating: GREEN

Neo Carthagia, Addicks – Prefecture III, The Republic

Military DropShips can be disguised as civilian vessels when the need arises. To prevent that possibility, the Dragon’s Fury forces have decided to shut down all civilian traffic to and from the planet. They are attempting to take control of the city of Neo Carthagia and the planet’s only spaceport. This will give them de facto control of the southern continent of Sparro and will allow them to divert the rest of their forces directly to the oil fields in the northern continent of Landersia.

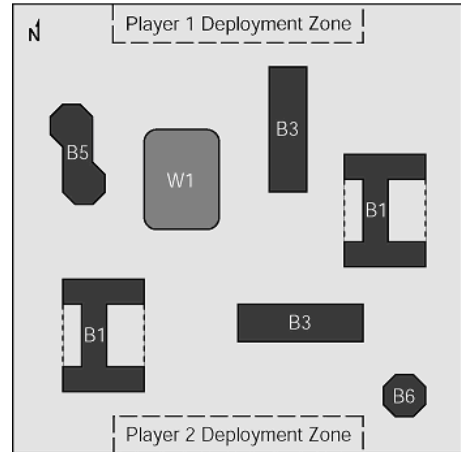
Objective: The attacking Dragon's Fury units must take control of two-thirds of the buildings in Neo Carthagia. The defending Highlanders force must maintain control of the city.

Battleforce Size: 2-player game. The Highlanders player has a 300-point battle force and 3 orders per turn. The Dragon's Fury player has a 400-point battle force and 4 orders per turn.

Time Limit: 60 minutes

Preparing the Battlefield

Players set up the terrain as per the battlefield map. No additional terrain is placed. The Dragon's Fury player is Player 1. Player 2 may deploy his units in his deployment zone or in the clear terrain in either of the B1 terrain pieces



Special Rules:

- 1) Treat all buildings as abrupt elevated terrain; units with Jump Jets may move on top of these buildings. Use the Elevated Terrain rules for units on top of buildings (see MW:DA rules, p. 23).
- 2) A player controls a building at the end of the game if he has more points' worth of units in base contact with the building than his opponent. Units on top of a building are considered to be in base contact with the building.
- 3) Treat the water terrain as shallow water special terrain.

Victory Conditions

Player 1 wins the game if he controls 4 of the 6 buildings on the battlefield at the end of the game. Otherwise, Player 2 wins.

Recommended Adjustments: Highlanders 450-point battleforce. Dragon's Fury 600-point battleforce. Time Limit: 50 minutes. Replace (see MW:DA rules, p. 23) with (see MW: AoD rules, p. 34)

Scenario #3: "Poseidon's Fury" – Complexity Rating: GREEN

Carlton Beach, Landersia, Addicks – Prefecture III, The Republic

As the Dragon's Fury attempt to transport their troops from the southern continent of Sparro to the northern continent of Landersia, a concerted aerospace assault by the remaining Highlander fighters force the DropShip to ground on the equatorial continent of Auskel. When saboteurs knock the engine drive core offline, Danni Haag enacts a daring plan: she sends her forces across the small strait between the two continents. If they can survive the treacherous crossing, they can link up with the rest of the forces already on Landersia. However, the Highlanders discover the crossing and send a detachment to stop them. If they can repel the attackers, the Highlanders will have a better chance of defeating the final thrust against the oil fields.

Objective: The Dragon's Fury player must cross the map and exit at least two-thirds of his force through the Highlanders' deployment zone.

Battleforce Size: 2-player game. The Highlanders player has a 300-point battle force and 3 orders per turn. The Dragon's Fury player has a 450-point battle force and 3 orders per turn. No single Dragon's Fury unit may exceed 125 points.

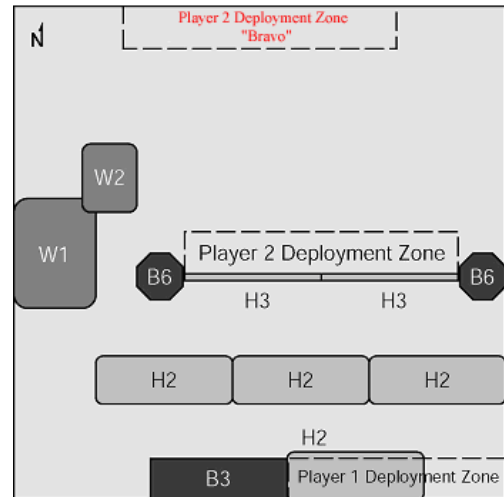
Time Limit: 60 minutes

Preparing the Battlefield

Players set up the terrain as per the battlefield map. No additional terrain is placed. The Dragon's Fury player is Player 1.

Special Rules:

- 1) Treat all buildings as abrupt elevated terrain; units with Jump Jets may move on top of these buildings. Use the Elevated Terrain rules for units on top of buildings (see MW:DA rules, p. 23).
- 2) Treat the water terrain as shallow water special terrain.
- 3) To exit a unit from the battlefield, Player 1 must begin his turn with the unit in the "Bravo" deployment zone of Player 2 and in base contact with the north edge of the battlefield. Give the unit a move order, and remove it from play to exit it from the battlefield. The unit must make a successful breakaway roll if an opposing unit is in base contact with it. Player 1 units that exit the battlefield may not return to play. Player 2's units may not exit the battlefield.



Victory Conditions

Player 1 wins the game if he exits units with a total value of at least 300 points through Player 2's Bravo deployment zone. Otherwise, Player 2 wins.

Recommended Adjustments: Highlanders 450-point battleforce. Dragon's Fury 600-point battleforce. No single Dragon's Fury unit may exceed 150 points. Replace H3 with H2 or B8 (since Low Walls don't exist anymore). Time Limit: 50 minutes. Replace (see MW:DA rules, p. 23) with (see MW:AoD rules, p. 34). Victory Conditions: Player 1 wins the game if he exits units with a total value of at least 400 points through Player 2's Bravo deployment zone.

Scenario #4: "Black Gold" – Complexity Rating: GREEN

Plains of Jesara, Landersia, Addicks – Prefecture III, The Republic
 With her remaining forces finally concentrated, Danni Haag launches a final assault against the Highlanders. There is no give and take this time around. The winner captures Addicks, and the loser must flee offworld in shame.

Objective: Both sides battle for control of the Plains of Jesara.

Army Size: 2-player game, 300-point battle forces, 3 orders per turn.

Time Limit: 60 minutes

Preparing the Battlefield

Players prepare the battlefield as per the MechWarrior: Dark Age standard rules. The Dragon's Fury player is Player 1.

Special Rules

None.

Victory Conditions

Score victory points and determine the winner of the game as per the standard rules.

Recommended Adjustments: 450-point battleforce. Time limit: 50 minutes.

October 2002 Campaign - Baring the Blade: The Battle for Ankaa! 🌞 vs. 🌑

Scenario #1: "Sword and Claw" – Complexity Rating: GREEN

Anquabad, Ankaa – Prefecture IV, The Republic

Well aware of how dangerous the Steel Wolves are, Lieutenant Colonel Diane Jameson takes a daring gamble. With the hope of taking the Wolves by surprise, the Swordsworn forces make an orbital combat drop directly into Ankaa's capital city of Anqabad. Aware of Jameson's penchant for outrageous maneuvers, Star Captain Sadia Wolf has prepared her Wolves well; their claws will break any swords thrown at them.

Objective: Each player aims to conquer Ankaa by defeating the other player and gaining control of Anqabad's major buildings.

Battleforce Size: 2-player game. 300-point battleforces, 3 orders per turn.

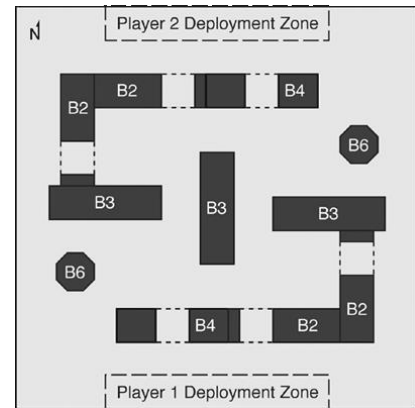
Time Limit: 60 minutes

Preparing the Battlefield

Players set up the terrain per the battlefield map. No additional terrain is placed. The Swordsworn player is Player 1.

Special Rules:

- 1) Before the scenario begins, the players determine who will play the Steel Wolves and who will play the Swordsworn. This can be done either through a random die roll or player negotiation. Players represent the same faction throughout all four battles in this scenario series.
- 2) Treat all terrain template B3 buildings as abrupt elevated terrain; units with Jump Jets may move on top of these buildings. All other buildings are blocking terrain. Use the Elevated Terrain rules for units on top of buildings (see MW:DA rules, p. 23).
- 3) Additional victory points can be gained by controlling B3 buildings at the end of the game. A player controls a building at the end of the game if he has more points' worth of units in base contact with the building than his opponent. Units on top of a building are considered to be in base contact with the building.



Victory Conditions

Score victory points as per the standard rules. At the end of the game, score 50 points per B3 building that you control. These points count for Victory Condition 2.

Recommended Adjustments: 450-point battleforce. Time limit: 50 minutes. Replace (see MW:DA rules, p. 23) with (see MW:AoD rules, p. 34)

Scenario #2: "Downstrike" – Complexity Rating: GREEN

Great Maze, North Pole, Ankaa – Prefecture IV, The Republic

Now fully engaged, the Steel Wolves have driven the Swordsworn units into the depths of the North Pole. Hoping to escape the Wolves' savage onslaught, the Swordsworn battleforce moves into the Great Maze. The Steel Wolves are right on their heels, and a game of cat and mouse is played out in the bitterly cold landscape.

Objective: Both sides have their sights set on victory, but they must fight the terrain as much as each other. Victory for either side will come as much from surviving the Great Maze as it will from surviving combat with the enemy.

Battleforce Size: 2-player game. 300-point battleforces, 3 orders per turn.

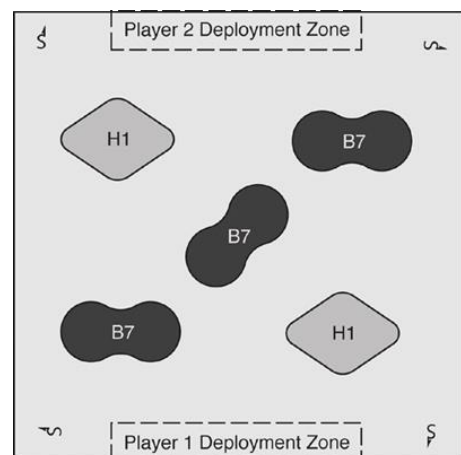
Time Limit: 60 minutes

Preparing the Battlefield

Players set up the terrain as per the battlefield map. No additional terrain is placed. The Steel Wolves player is Player 1.

Special Rules:

- 1) Infantry units other than Battle Armor may not be used in the game.
- 2) Polar anomalies in the magnetic field have an adverse effect on targeting. Increase the defense value of targets of ranged attacks at 8 inches or more by 1.
- 3) When a ranged combat order is unsuccessful, roll 1 six-sided die. On a result of 1, 2 or 3, the missed shot has caused an avalanche. Roll 2 six-sided dice for the firer (or each unit in a



ranged combat formation) and the target (or each target for a multiple ranged combat attack). If the result is greater than the unit's speed value, that unit takes a click of damage from falling ice. This damage cannot be prevented.

Victory Conditions

Score victory points as per the standard rules.

Recommended Adjustments: 450-point battleforce. Time limit: 50 minutes.

Scenario #3: “Baiting the Wolf” – Complexity Rating: VETERAN

Fake Field Command Post, Al Kazim, Ankaa – Prefecture IV, The Republic

Following the horrendous battle in the Great Maze, the Swordsworn pull back farther from the capital and erect a fake field command post. They set about convincing the Steel Wolves that the commander of the attacking Swordsworn is at the lightly defended post. The Swordsworn hope to use an ambush to eliminate the rest of the Steel Wolves.

Battleforce Size: 2-player game. 400-point battleforces, 4 orders per turn.

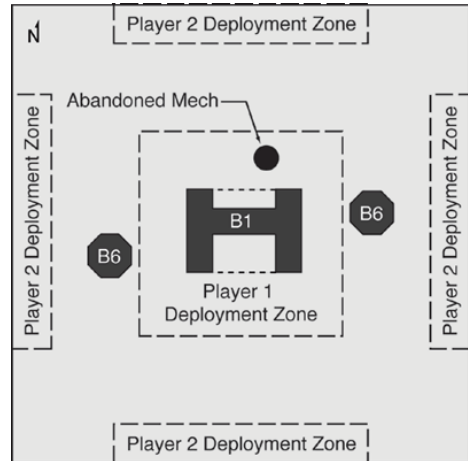
Time Limit: 60 minutes

Preparing the Battlefield

Players set up the terrain as per the battlefield map. No additional terrain is placed. The Steel Wolves player is Player 1 and must deploy inside the fake command post. Player 2 is the Swordsworn player, who then deploys in any of his 4 deployment zones.

Special Rules:

- 1) Snow squalls impair vision and sensor readings. All ranges are limited to a maximum of 6 inches.
- 2) If Lieutenant Colonel Jameson's 'Mech (#144) is not available for play, use any spare 'Mech of no more than 150 points to represent Lieutenant Colonel Jameson's abandoned 'Mech. If the players cannot agree on an abandoned 'Mech to use, the BattleMaster will choose one for them.
- 3) The abandoned 'Mech begins with its combat dial in the starting position and its heat dial at the first shutdown position. While abandoned, treat this 'Mech as an opposing unit to both players. This 'Mech cannot be captured, but can be Bypassed as if it were already captured. If Bypassed, treat this 'Mech as a friendly unit to the side which Bypassed it. Until Bypassed, the abandoned 'Mech does not receive any clicks of cooling.
- 4) Neither player receives victory points for the abandoned 'Mech if it is eliminated or made Salvage before it is Bypassed.
- 5) No units can begin the game in base contact with the abandoned 'Mech.
- 6) Neither player can accumulate on points for Victory Condition 3.



Victory Conditions

Score victory points for Victory Condition 1 and Victory Condition 2 as per the standard rules. The winner of the game is the player with the highest combined point total for both of these victory conditions.

Recommended Adjustments: 600-point battleforce. Time limit: 50 minutes.

Scenario #4: “Coupé” – Complexity Rating: GREEN

DiNapoli Industries Complex, Anqabad, Ankaa – Prefecture IV, The Republic

Though both sides attacked with abandon, the commanders of both the Swordsworn and Steel Wolves forces focus on their objectives once more. Capturing and holding the domed DiNapoli Industries Complex is the highest priority. Neither side would risk destroying the structure, since they both needed it too badly. With the Wolves having gotten there first, the Swordsworn must move to take it from them.

Objective: The Swordsworn player must take control of the buildings within the complex. The Steel Wolves player must maintain control of the buildings for as long as possible.

Battleforce Size: 2-player game. Player 1 is the Swordsworn player, with a 450-point battleforce and 4 orders per turn. Player 2 is the Steel Wolves player, with a 300-point battleforce and 3 orders per turn.

Time Limit: 90 minutes

Preparing the Battlefield

Players set up the terrain as per the battlefield map. No additional terrain is placed.

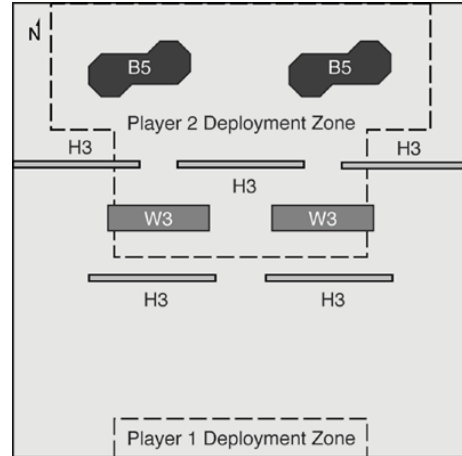
Special Rules:

- 1) Treat both terrain template B5 buildings as abrupt elevated terrain; units with Jump Jets may move on top of these buildings. Use the Elevated Terrain rules for units on top of buildings (see MW:DA rules, p. 23).
- 2) Additional victory points can be gained by Player 2 by controlling the two B5 buildings. Player 2 controls a building if he has a unit in base contact with the building. Player 2 gains 15 points towards Victory Condition 2 at the beginning of each of his turns for each building B5 he controls. Units on top of a building are in base contact with the building.
- 3) Player 1 cannot accumulate any points for Victory Condition 3: Control of Your Opponent's Deployment Zone.
- 4) Treat the water terrain as shallow water special terrain.

Victory Conditions

Score victory points as per the standard rules. Add Player 2's victory points for control of B5 buildings as described in Special Rule 2 above.

Recommended Adjustments: Player 1 with 600-point battleforce. Player 2 with 450-point battleforce. Replace H3 with H2 or B8 (since Low Walls don't exist anymore). Time: 75 minutes.



November 2002 Campaign - Visions of Fire: The Battle for Ozawa!  vs. 

Scenario #1: "Ghost Walkers" – Complexity Rating: GREEN

Sapporo, Ozawa – Prefecture III, The Republic

Having touched down in the hinterlands of the continent of Kushiro without meeting any resistance, the Spirit Cats move to take control of the city of Sapporo. Finally meeting their enemy, the Spirit Cats play a game of strike and fade, using their legendary marksmanship to maximum effect. Unwilling to lose the initiative, "Dagger Di" Jones uses every available means at her disposal to stop the advancing Cats.

Objective: Each player aims to defeat the other player and gain control of the city of Sapporo, the first step in gaining control of the world of Ozawa.

Battleforce Size: 2-player game. 300-point battleforces, 3 orders per turn.

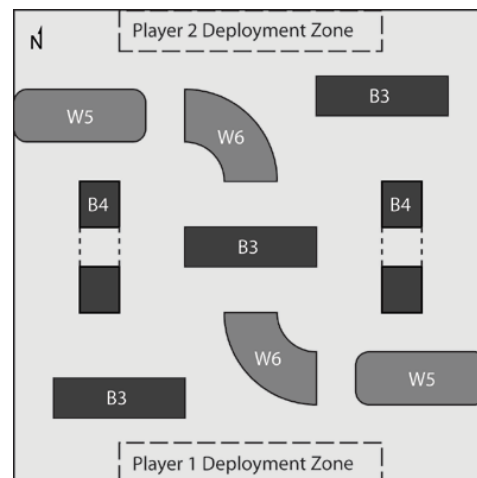
Time Limit: 60 minutes

Preparing the Battlefield

Players set up the terrain as per the battlefield map. No additional terrain is placed. The Spirit Cats player is Player 1.

Special Rules

- 1) Before the scenario begins, the players determine who will play the Spirit Cats and who will play Bannson's Raiders. This can be done either through a random die roll or player negotiation. Players represent the same faction throughout all four battles in this campaign.



- 2) Treat all terrain template B3 buildings as abrupt elevated terrain; units with Jump Jets may move on top of these buildings. Use the Elevated Terrain rules for units on top of buildings (see MW:DA rules, p. 23).
- 3) Additional victory points can be gained by controlling B3 buildings at the end of the game. A player controls a building at the end of the game if he has more points worth of units in base contact with the building. Units on top of a building are in base contact with the building.
- 4) Treat the water terrain as deep-water special terrain.

Victory Conditions

Score victory points per the standard rules. At the end of the game, score 50 points per building B3 that you control. These points count for Victory Condition 2: Control of the Battlefield.

Recommended Adjustments: 450-point battleforce. Time limit: 50 minutes. Replace Special Rule 4 with “Treat the water terrain as shallow water.” Replace (see MW:DA rules, p. 23) with (see MW:AoD rules, p. 34)

Scenario #2: “Hot Zone” – Complexity Rating: GREEN

Plain of Tears, Sendai, Ozawa – Prefecture III, The Republic

According to their custom, Nova Cat warriors seek visions in flames, of signs and portents that will lead them to further victories. Following the battle for Sapporo, Rikkard Nova Cat determines that he must journey to the continent of Sendai, into the heart of Ozawa’s radioactive hot zones. A Raiders force follows and a fast and dangerous battle ensues. Because of the harsh environment of the nuclear wasteland, the crews of damaged Mechs and vehicles risk exposure to deadly radiation.

Objective: Each player is attempting to eliminate the other.

Battleforce Size: 2-player game. 300-point battleforces, 3 orders per turn.

Time Limit: 60 minutes

Preparing the Battlefield

Players set up the terrain per the empty battlefield map. No additional terrain is placed. The Spirit Cat player is Player 2.

Special Rules:

- 1) Victory Condition 3 does not apply.
- 2) At the end of Player 2’s turn, give a click of damage to any ‘Mech or vehicle which is Salvage or has a repair marker showing on its dial. This damage cannot be prevented by any means. Infantry do not take this additional damage.

Victory Conditions

Score victory points as per the standard rules except neither player accumulates points for Victory Condition 3.

Recommended Adjustments: 450-point battleforce. Time limit: 50 minutes.

Scenario #3: “Flashing Daggers” – Complexity Rating: GREEN

Sukade, Todoga, Ozawa – Prefecture III, The Republic

The Bannson’s Raiders have purposely left the city of Sukade lightly defended in hopes that the Spirit Cats will concentrate all of their remaining on-planet forces to take the administrative capital of Prefecture III. However, the Raiders have arrayed most of their remaining forces around the city and hope to trap and then destroy the Cats once they’ve committed themselves.

Battleforce Size: 2-player game. 300-point battleforces, 3 orders per turn.

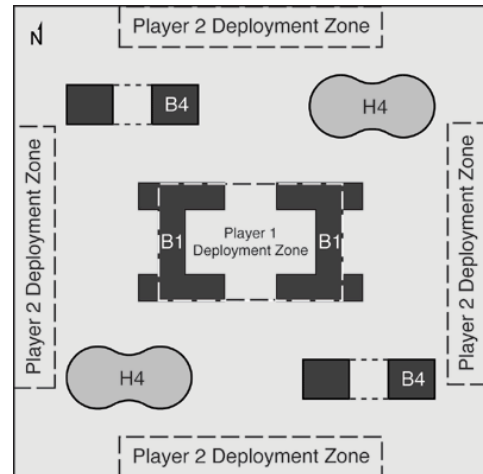
Time Limit: 60 minutes

Preparing the Battlefield

Players set up the terrain as per the battlefield map. No additional terrain is placed. The Spirit Cats player is Player 1.

Special Rules:

- 1) Treat all terrain template B1 buildings as abrupt elevated terrain; units with Jump Jets may move on top of these buildings or be deployed on top of them. Use the Elevated Terrain rules for units on top of buildings (see MW:DA rules, p. 23).
- 2) Player 2 deploys his battleforce within any combination of the Player 2 deployment zones.



Victory Conditions

Score victory points per the standard rules except neither player may accumulate points toward Victory Condition 3.

Recommended Adjustments: 450-point battleforce. Time limit: 50 minutes. Replace (see MW:DA rules, p. 23) with (see MW:AoD rules, p. 34)

Scenario #4: “Firestorm” – Complexity Rating: GREEN

[EDITOR’S NOTE: Reworded this scenario’s special rules to be clear without map’s north reference.]

Todaka Forest, Near Sukade, Todoga, Ozawa – Prefecture III, The Republic

Left with few options outside of destruction or retreat off-world, the Spirit Cats set the forests near the city of Sukade ablaze. Though they will have to deal with the hellish effects of the fire as much as the Bannson’s Raiders’ forces, they are hoping to direct its flow just enough to give them final victory.

Objective: Each player aims to eliminate the other player. As so often occurs in war, the players will have to contend with outside conditions—in this case a raging fire—as much as each other.

Battleforce Size: 2-player game. 300-point battleforces, 3 orders per turn.

Time Limit: 60 minutes

Preparing the Battlefield

Players prepare the battlefield as per the MechWarrior: Dark Age standard rules. No deep-water terrain can be placed. The Spirit Cat player is Player 2.

Special Rules:

- 1) Use a string or extra tape measure to represent the southern extent of the forest fire. Start the fire at the edge of the map behind Player 2. Roll 1 six-sided die at the end of Player 2’s turn. Move the edge of the fire toward Player 1’s side of the map a number of inches equal to the result rolled.
- 2) A unit is in the forest fire if its center dot is on the fire line or anywhere behind it, toward player 2’s map edge. ‘Mechs in the forest fire at the end of Player 2’s turn take 1 click of heat. Vehicles and infantry in the fire at the end of Player 2’s turn take 1 click of damage.
- 3) Water terrain offsets the heat caused by the fire but does not prevent the damage it causes.

Victory Conditions

Score victory points per the standard rules

Recommended Adjustments: 450-point battleforce. Time limit: 50 minutes.

2003 Organized Play Campaigns & Storylines

January 2003 Campaign - Knife in the Dark: The Battle for New Rhodes III!  vs. 

Scenario #1: “Stiletto” – Complexity Rating: GREEN

Near Xerxes, New Rhodes III – Prefecture IV, The Republic

Because both the attacking and defending forces are relatively small and there are no significant targets, the attacking Raiders ground their DropShips a scant hundred kilometers from Xerxes. Their first probing attack to feel out the defenses of New Rhodes III is a direct strike at Xerxes. Not wanting to damage the city, the defenders march out to meet them in a straight-up fight.

Objective: Each player aims to defeat the other, but the sand inhibits movement for all units except hovercraft.

Battleforce Size: 2-player game. 300-point battleforces, 3 orders per turn.

Time Limit: 60 minutes

Rules Set: MechWarrior: Dark Age

Preparing the Battlefield

Players prepare the battlefield as per the MechWarrior: Dark Age standard rules.

Player 1 represents the Raiders. Player 1's battleforce must include at least 1 Raiders unit. Player 2 represents the Swordsworn. Player 2's battleforce must include at least 1 Swordsworn unit.

Special Rules:

- 1) Unless it has speed mode hover, any unit with a speed value greater than 6 has a speed value of 6.
- 2) No water terrain may be placed. It's a desert!

Victory Conditions

Use standard **MechWarrior: Dark Age** victory conditions.

Recommended Adjustments: 450-point battleforce. Time limit: 50 minutes.

Scenario #2: "Color of Night" – Complexity Rating: GREEN

Xerxes, Crete, New Rhodes III – Prefecture IV, The Republic

By splitting his forces, the Raiders' commander hopes to lure the Swordsworn out of their defensive position by giving them an apparent opportunity to destroy a good portion of the Raiders' forces. Once the Swordsworn have moved out of position, the second, larger force will move to take Xerxes and then act as the anvil to the remaining Raiders' hammer.

Objective: The defending player is attempting to eliminate as many attacking units as possible.

Army Size: 2-player game. 300-point battleforces, 3 orders per turn.

Time Limit: 60 minutes

Rules Set: MechWarrior: Dark Age

Preparing the Battlefield

Players prepare the battlefield as per the **MechWarrior:**

Dark Age standard rules in addition to the terrain shown. Player 1 represents the Raiders. Player 1's battleforce must include at least 1 Raiders unit. Player 2 represents the Swordsworn. Player 2's battleforce must include at least 1 Swordsworn unit.

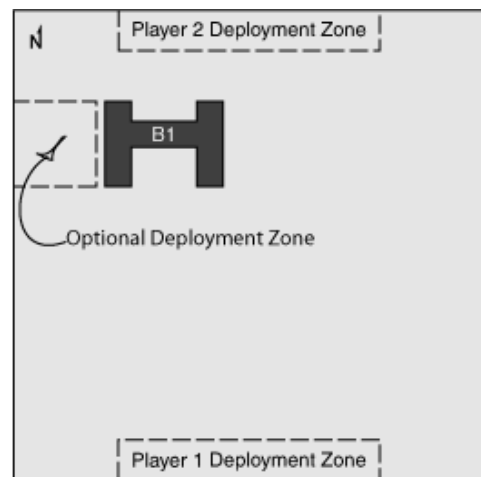
Special Rules:

- 1) Player 1 may place up to 75 points' worth of units in the "Optional Deployment Zone."
- 2) No deep water may be placed.

Victory Conditions

Use standard **MechWarrior: Dark Age** victory conditions.

Recommended Adjustments: 450-point battleforce. Time limit: 50 minutes.



Scenario #3: "Burning Sands" – Complexity Rating: GREEN

Near Jkonda Basin, Crete, New Rhodes III – Prefecture IV, The Republic

After the sudden loss of communication with their DropShip, the Raiders send a small force to contact their ship. On the way, however, they become hopelessly lost. Their struggle is witnessed by the native nomad warriors, who lead a small contingent of Swordsworn to finish what the desert has begun. As the fight begins, the nomad warriors throw themselves into the battle alongside the Swordsworn.

Objective: Each player is attempting to defeat the other. In the area where the fighting takes place, the heat of the desert is particularly strong, and the effects of the shifting sands on movement are extremely inhibiting—except for the nomad warriors, who are immune.

Battleforce Size: 300-point battleforces, 3 orders per turn.

Time Limit: 60 minutes

Rules Set: MechWarrior: Dark Age

Preparing the Battlefield

Players prepare the battlefield as per the **MechWarrior: Dark Age** standard rules in addition to the terrain shown. Player 1 represents the Raiders. Player 1's battleforce must include at least 1 Raiders unit. Player 2 represents the Swordsworn. Player 2's battleforce must include at least 1 Swordsworn unit.

Special Rules

- 1) The entire battlefield is hindering terrain.
- 2) The movement of Player 2's Peasant units 001, 002, and 003 are not affected by hindering terrain in this battle.
- 3) No water terrain may be placed. It's a desert!

Victory Conditions

Use standard **MechWarrior: Dark Age** victory conditions.

Recommended Adjustments: 450-point battleforce. Add in Battleforce Size: "Units with Hover speed mode are not allowed." Reword Special Rule 1: "All clear terrain is treated as Hindering Terrain. VTOL units must stay at cruising or are eliminated." Time limit: 50 minutes.

Scenario #4: "The Golden Egg" – Complexity Rating: GREEN

Jkonda Basin, Crete, New Rhodes III – Prefecture IV, The Republic

The Swordsworn are on the offensive, striving to capture or, if necessary, destroy the Raiders' grounded DropShip. The Raiders, their backs against the wall, must defend their base of supplies and operations or risk destruction.

Objective: The defending Raiders are attempting to eliminate the attackers; the attacking Swordsworn are attempting to capture the grounded DropShip. In the area where the fighting occurs, the heat of the desert is particularly strong, and the effects of the shifting sands on movement are extremely inhibiting.

Battleforce Size: 300-point battleforces, 3 orders per turn.

Time Limit: 60 minutes

Rules Set: MechWarrior: Dark Age

Preparing the Battlefield

Players prepare the battlefield as per the **MechWarrior: Dark Age** standard rules in addition to the terrain shown. Player 1 represents the Raiders. Player 1's battleforce must include at least 1 Raiders unit. Player 2 represents the Swordsworn. Player 2's battleforce must include at least 1 Swordsworn unit.

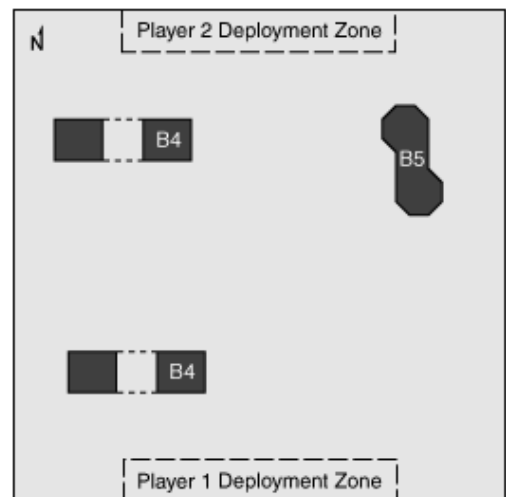
Special Rules:

- 1) Any unit with a speed value greater than 8 has a speed value of 8, unless it has speed mode hover.
- 2) Victory Condition 3's point values are doubled for Player 2.
- 3) Player 1 receives 4 orders on turns 1 and 2.
- 4) No deep water may be placed.

Victory Conditions

Use standard **MechWarrior: Dark Age** victory conditions, modified by special rule 2.

Recommended Adjustments: 450-point battleforce. Add to Preparing the Battlefield "Do not place additional terrain." Delete Special Rule 4. Time limit: 50 minutes.



February 2003 Campaign - Roar of the Dragon: The Battle for Ronel!  vs, 

Scenario #1: “Incomming Fire” – Complexity Rating: GREEN

Lenor, Ronel – Prefecture IV, The Republic

Using the city of Lenor itself as the proverbial wall for their backs, the defending Swordsworn forces of the Ghost Legion meet the invading Brotherhood regiment of the Dragon’s Fury outside the city limits of the planetary capital. The Dragon’s Fury are coming in hot, PPCs blazing.

Objective: Each player aims to defeat the other player, and gain or retain control of the Capitol City of Lenor.

Battleforce Size: 2-player game. 300-point battleforces, 3 orders per turn.

Time Limit: 60 minutes

Rules Set: MechWarrior: Dark Age

Preparing the Battlefield

Players set up the terrain per the battlefield map. No additional terrain is placed. The Dragon’s Fury player is the first player.

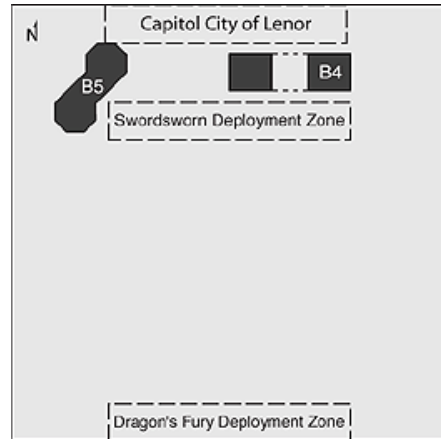
Special Rules:

- 1) Before the scenario begins, the players determine who will play the Swordsworn and who will play Dragon’s Fury. This can be done either through a random die roll or player negotiation. Each player represents the same faction throughout all four battles in this campaign.
- 2) The Dragon’s Fury player uses the “Capitol City of Lenor” for victory condition 3 (see MW:DA rules, p. 31).

Victory Conditions

Use standard **MechWarrior: Dark Age** victory conditions.

Recommended Adjustments: 450-point battleforce. Time limit: 50 minutes.



Scenario #2: “Firing Lines” – Complexity Rating: GREEN

Lenor Valley, Xox, Ronel – Prefecture IV, The Republic

Successfully leading the Dragon’s Fury away from the city of Lenor, the Swordsworn now find themselves nearly ambushed in the toxic highlands of Ronel. Facing the hard-charging Brotherhood, the Ghost Legion must successfully extricate themselves without losing the precious ground they gained at Lenor.

Objective: Each player aims to defeat the other player.

Battleforce Size: 2-player game. 300-point battleforces, 3 orders per turn.

Time Limit: 60 minutes

Rules Set: MechWarrior: Dark Age

Preparing the Battlefield

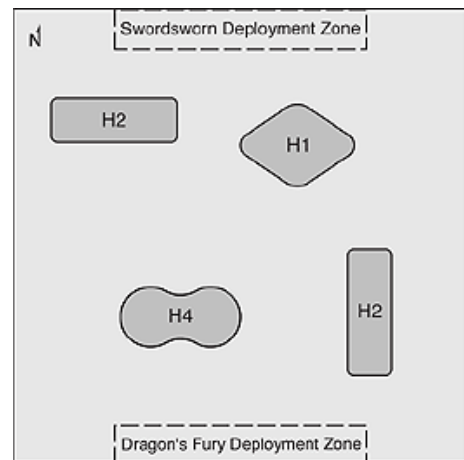
Players set up the terrain per the battlefield map. No additional terrain is placed. The Dragon’s Fury player is the first player.

Special Rules

None

Victory Conditions

Use standard **MechWarrior: Dark Age** victory conditions.



Recommended Adjustments: 450-point battleforce. Time limit: 50 minutes.

Scenario #3: “Siege” – Complexity Rating: GREEN

Omar’s Vein, Ronel – Prefecture IV, The Republic

Digging in for a long fight, the Dragon’s Fury have taken over a series of mining complexes, including Omar-Hyroggi Mine 1 as their battlefield headquarters. The Swordsworn have used satellite and aerial reconnaissance to discover some of these sites and are now attempting to destroy or cripple them.

Objective: The Swordsworn player wins by destroying four buildings. The Dragon’s Fury player is trying to defend the structures that make up their battlefield headquarters.

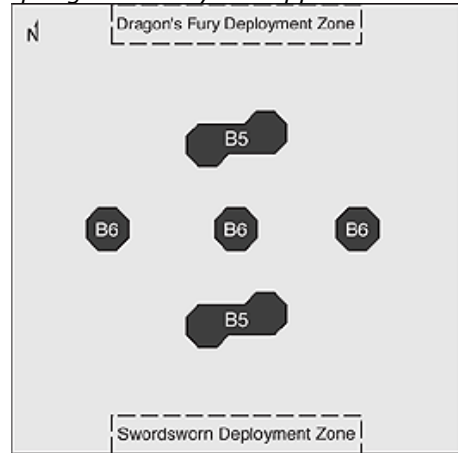
Battleforce Size: Two-player game; 300-point battleforces; three orders per turn. The Swordsworn player must have at least one unit from the Swordsworn faction in his or her battleforce. The Dragon’s Fury player must have at least one unit from the Dragon’s Fury faction in his or her battleforce.

Time Limit: 60 minutes

Rules Set: MechWarrior: Dark Age

Preparing the Battlefield

Players set up the terrain per the battlefield map. No additional terrain is placed. The Swordsworn player is Player 2.



Special Rules:

1. The Swordsworn player can target the buildings as though they were opposing 'Mech units, except that lines of fire are drawn to an outside edge of a target building.
2. Each building has a defense value of 21. Building Templates B5 are destroyed once they take 8 clicks of damage. Building Templates B6 are destroyed once they take 6 clicks of damage. Use counters to keep track of the number of clicks of damage a building has received.
3. Once a building is destroyed, it is considered hindering terrain for the remainder of the scenario. Use a counter to mark a building as destroyed.

Victory Conditions

The Swordsworn player wins the scenario if he destroys four of the buildings. Otherwise, standard victory conditions apply.

Recommended Adjustments: 450-point battleforce. Time limit: 50 minutes.

Scenario #4: “Descent” – Complexity Rating: GREEN

Omar’s Vein, Oxo, Ronel – Prefecture IV, The Republic

Battling in the labyrinthine mine tunnels, Swordsworn and Dragon’s Fury forces fight for planetary dominance.

Objective: The Swordsworn forces enter the mine to destroy the Dragon’s Fury forces.

Battleforce Size: Two-player game; 300-point battleforces; three orders per turn.

Time Limit: 60 minutes

Rules Set: MechWarrior: Dark Age

Preparing the Battlefield

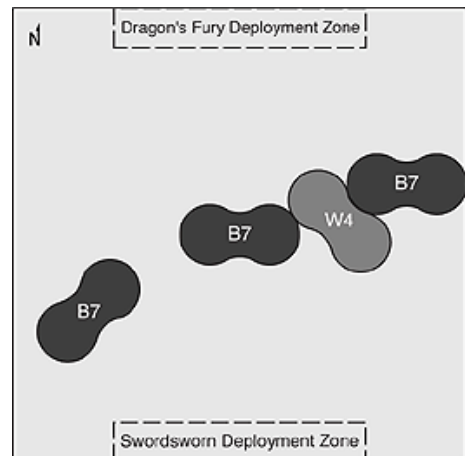
Players set up the terrain per the battlefield map. No additional terrain is placed. The Swordsworn player is Player 1.

Special Rules

1. Jump jets special equipment cannot be used.
2. Terrain template W4 is shallow water special terrain.

Victory Conditions

Score victory points per the standard rules.



Recommended Adjustments: 450-point battleforce. Time limit: 50 minutes. Add planetary condition “**PC-032 Caverns.**” Delete Special Rule 1. Modify Special Rule 2 to read: “Caverns does not convert W4 water terrain into Blocking and it is shallow water.”

March 2003 Campaign - Information Is Ammunition: The Battle for Achernar!  vs. 

Scenario #1: “Lady Luck” – Complexity Rating: GREEN

Eridanus, Achernar – Prefecture IV, The Republic

The Steel Wolves are returning to where they’d previously occupied Achernar: the Highlake Basin. Under direct orders from Galaxy Commander Kal Radick, they are returning to attempt to capture the world after their failed bid to do so only a month earlier. As luck would have it, the remaining Swordsworn forces on the planet are near the Wolves’ grounding zone, and fighting erupts almost immediately.

Objective: Each player aims to defeat the other player.

Battleforce Size: Two-player game; 300-point battleforces; three orders per turn. The Steel Wolves player must have at least one unit from the Steel Wolves faction in his or her battleforce. The Swordsworn player must have at least one unit from the Swordsworn faction in his or her battleforce.

Time Limit: 60 minutes

Rules Set: MechWarrior: Dark Age

Preparing the Battlefield

Players prepare the battlefield per the MechWarrior: Dark Age standard rules. The Steel Wolves player is the first player.

Special Rules: None

Victory Conditions

Use standard **MechWarrior: Dark Age** victory conditions.

Recommended Adjustments: 450-point battleforce. Time limit: 50 minutes.

Scenario #2: “Predator And Prey” – Complexity Rating: VETERAN

Highlake Basin, Eridanus, Achernar – Prefecture IV, The Republic

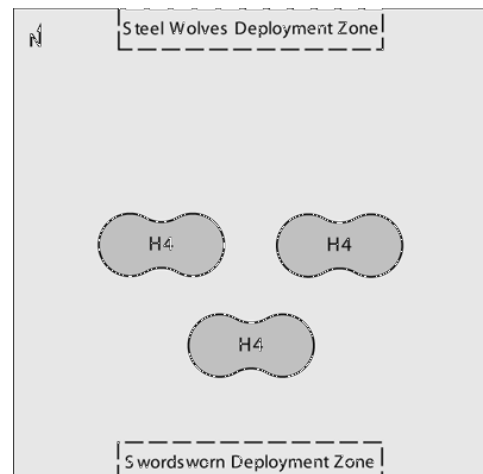
The Steel Wolves have gained the initiative, and the Swordsworn are on the run. Attempting to run them into the ground, the Steel Wolves must catch and eliminate them before Republic reinforcements can arrive.

Objective: Each player aims to defeat the other, with the Steel Wolves player specifically aiming to occupy the Swordsworn deployment zone with sufficient force to prevent reinforcements from arriving.

Battleforce Size: Two-player game; 300-point battleforces; three orders per turn. The Swordsworn player has both an initial 200-point or less battleforce and a reinforcement battleforce of no more than 100 points. The Swordsworn player has three orders per turn for the entire game. No units with speed mode Hover may be used in the initial Swordsworn battleforce. The Steel Wolves player must have at least one unit from the Steel Wolves faction in his or her battleforce. The Swordsworn player must have at least one unit from the Swordsworn faction in his or her battleforce.

Time Limit: 60 minutes

Rules Set: MechWarrior: Dark Age



Preparing the Battlefield

Players prepare the battlefield per the battlefield map. No additional terrain is placed. The Steel Wolves player is the first player. The Swordsworn must deploy his or her initial battleforce within the hindering terrain, even if the units have Infiltrate.

Special Rules:

- 1) Starting on the Swordsworn's third turn, there is a chance that the Swordsworn's reinforcement battleforce arrives.
 - a. At the beginning of turn 3, roll 1 six-sided die. **On a result of 5 or 6**, place the reinforcement battleforce in the Swordsworn deployment zone.
 - b. If the reinforcement battleforce doesn't arrive on turn 3, roll 1 six-sided die at the beginning of turn 4. **On a result of 3, 4, 5, or 6**, place the reinforcement battleforce in the Swordsworn deployment zone.
 - c. If the reinforcement battleforce hasn't arrived by the beginning of turn 4, the reinforcements arrive in the Swordsworn deployment zone at the beginning of the Swordsworn's turn 5.
- 2) If the Steel Wolves have 100 points of units in the Swordsworn's deployment zone when the reinforcements arrive, the reinforcements do not arrive that turn—except on turn 5, when the reinforcements will arrive regardless of how many Steel Wolves units are in the Swordsworn's deployment zone. Only move orders may be given to units in the reinforcement battleforce the first turn they're on the battlefield.

Victory Conditions

Use standard MechWarrior: Dark Age victory conditions, except that no Victory Condition 3 points may be gained.

Recommended Adjustments: 450-point battleforce. The Swordsworn total is divided into an initial 300-point battleforce (with no hover units) and 150-point reinforcement battleforce (with any units). 150+ points of Steel Wolf units to prevent Swordsworn reinforcement. Time limit: 50 minutes.

Scenario #3: “Steel Rain” – Complexity Rating: GREEN

Swordsworn Field Repair Base, Highlake Basin, Eridanus, Acheron — Prefecture IV, The Republic
Having captured an artillery unit, the Steel Wolves make a bid to destroy the encamped Swordsworn. Catching them off-guard, the Wolves launch a rain of steel and then vault their forces into melee.

Objective: Each player aims to defeat the other.

Battleforce Size: Two-player game; 300-point battleforces; three orders per turn. The Steel Wolves battleforce must include at least one artillery unit. The Steel Wolves player must have at least one unit from the Steel Wolves faction in his or her battleforce. The Swordsworn player must have at least one unit from the Swordsworn faction in his or her battleforce.

Time Limit: 60 minutes

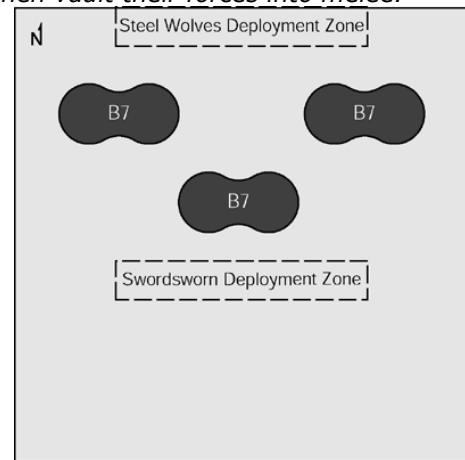
Rules Set: MechWarrior: Dark Age and the MechWarrior: Fire for Effect rules supplement.

Preparing the Battlefield

Players prepare the battlefield per the battlefield map. The Steel Wolves player is the first player.

Special Rules:

The Steel Wolves have six orders on the first turn.



Victory Conditions

Use standard MechWarrior: Dark Age victory conditions.

Recommended Adjustments: 450-point battleforce. Time limit: 50 minutes.

Scenario #4: “Final Stand” – Complexity Rating: GREEN

Goldensands Cove, Tolec Sea, Eridanus, Acheron – Prefecture IV, The Republic

With their backs to the wall of the Tolec Sea, the Swordsworn have nowhere else to run. They must defeat the Steel Wolves here or risk complete destruction.

Objective: Each player aims to defeat the other.
Battleforce Size: Two-player game; 300-point battleforces; three orders per turn. The Steel Wolves player must have at least one unit from the Steel Wolves faction in his or her battleforce. The Swordsworn player must have at least one unit from the Swordsworn faction in his or her battleforce.

Time Limit: 60 minutes

Rules Set: MechWarrior: Dark Age and MechWarrior: Fire for Effect.

Preparing the Battlefield

Players prepare the battlefield per the battlefield map. No additional terrain is placed. The Steel Wolves player is the first player. The Swordsworn deployment zone is 4½” deep and includes the water terrain.

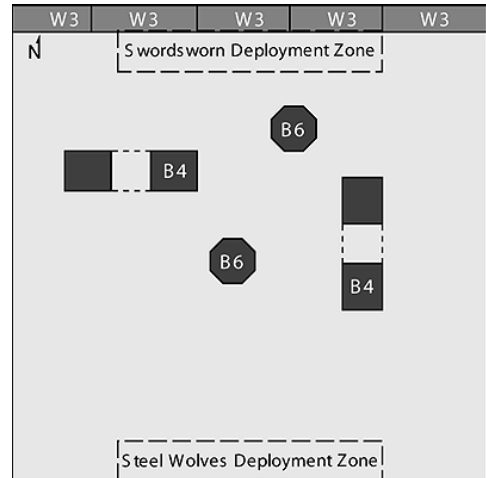
Special Rules:

Treat the water terrain as shallow water special terrain.

Victory Conditions

Use standard MechWarrior: Dark Age victory conditions.

Recommended Adjustments: 450-point battleforce. Time limit: 50 minutes.



May 2003 Campaign - Black Rain: The Battle for Addicks  vs. 

Scenario #1: “Skirmish” – Complexity Rating: GREEN

Various Locations, Addicks – Prefecture III, The Republic

Addicks, rich with oil the Spirit Cats need for their vehicles and IndustrialMechs, has been assigned as a target to support their search for a safe haven. The defending Highlanders, who already successfully defended the world from a Dragon’s Fury assault in September 3132, are confident of victory this time as well.

Week one of May’s Campaign will be conducted using the Sealed Box format. Each player builds a 300-point battleforce using figures taken from his or her boosters.

Objective: Each player aims to defeat the other player.

Battleforce Size: Two-player game; 300-point battleforces; three orders per turn.

Time Limit: 60 minutes

Rules Set: MechWarrior: Dark Age and MechWarrior: Fire for Effect

Preparing the Battlefield

Players prepare the battlefield per the MechWarrior: Dark Age standard rules.

Special Rules: None

Victory Conditions

Use standard MechWarrior: Dark Age victory conditions.

Recommended Adjustments: 450-point battleforce. Time limit: 50 minutes.

Scenario #2: “Blind Woman’s Bluff” – Complexity Rating: GREEN

Plains of Jesara, Tauken, Addicks – Prefecture III, The Republic

The Spirit Cats strike what apparently is the most important objective on the world—the newly discovered oil fields on the plains of Jesara. The Highlanders fended off the Dragon’s Fury in September of 3132, however, and they are not about to let the Cats take the world, either.

Objective: Each player aims to defeat the other.

Battleforce Size: Two-player game; 300-point battleforces; three orders per turn. The Spirit Cats player must have at least one unit from the Spirit Cats faction in his or her battleforce. The Highlanders player must have at least one unit from the Highlanders faction in his or her battleforce.

Time Limit: 60 minutes

Rules Set: MechWarrior: Dark Age and MechWarrior: Fire for Effect

Preparing the Battlefield

Players prepare the battlefield per the **MechWarrior: Dark Age** standard rules. The Spirit Cats player is the first player.

Special Rules: Before the scenario begins, the players determine who will play the Spirit Cats and who will play the Highlanders. This can be done either through a random die roll or player negotiation. Players represent the same faction throughout all three battles in this Campaign.

Victory Conditions

Use standard **MechWarrior: Dark Age** victory conditions.

Recommended Adjustments: 450-point battleforce. Time limit: 50 minutes.

Scenario #3: “Siege At The Gates” – Complexity Rating: GREEN

Black Woods, northwest of Saint Randall, Landersea, Addicks – Prefecture III, The Republic
With a feint with their initial forces at the plains of Jesara, the Spirit Cats lured the Highlanders into a position where they could assault Saint Randall almost unopposed.

Objective: Each player aims to defeat the other.

Battleforce Size: Two-player game; 300-point battleforces; three orders per turn. The Spirit Cats player must have at least one unit from the Spirit Cats faction in his or her battleforce. The Highlanders player must have at least one unit from the Highlanders faction in his or her battleforce.

Time Limit: 60 minutes

Rules Set: **MechWarrior: Dark Age** and **MechWarrior: Fire for Effect**

Preparing the Battlefield

Players prepare the battlefield per the battlefield map. No additional terrain is placed. The Spirit Cats player is the first player.

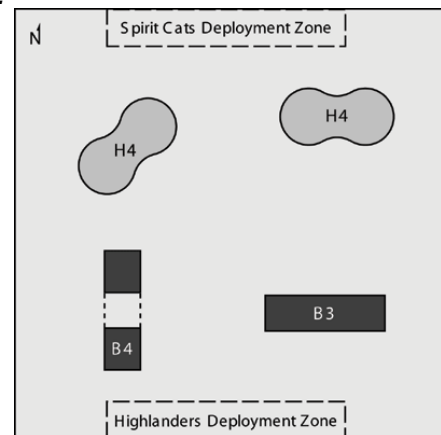
Special Rules: Treat the B3 building as abrupt elevated terrain; units with Jump Jets may move on top of that building. Use the elevated terrain rules for units on top of buildings (see

MechWarrior: Dark Age rules, p. 29).

Victory Conditions:

Use standard **MechWarrior: Dark Age** victory conditions.

Recommended Adjustments: 450-point battleforce. Time limit: 50 minutes. Replace (see MW:DA rules, p. 29) with (see MW:AoD rules, p. 34)



Scenario #4: “Urban Jungle” – Complexity Rating: GREEN

Saint Randall, Landersea, Addicks – Prefecture III, The Republic
Knowing that the winner of this battle will win the war and take the planet, both sides continue to feed units into the meat grinder of the battle for Saint Randall.

Objective: Each player aims to defeat the other.

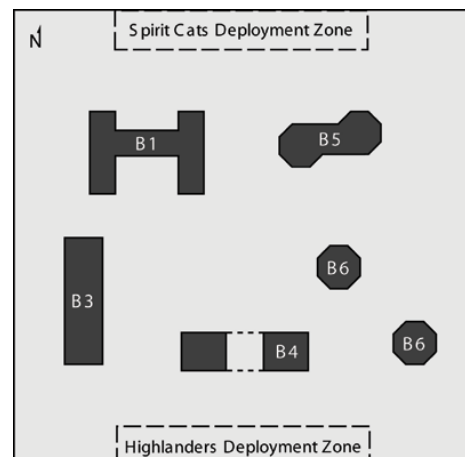
Battleforce Size: Two-player game; 300-point battleforces; three orders per turn. The Spirit Cats player must have at least one unit from the Spirit Cats faction in his or her battleforce. The Highlanders player must have at least one unit from the Highlanders faction in his or her battleforce. No artillery units may be used in this scenario.

Time Limit: 60 minutes

Rules Set: **MechWarrior: Dark Age** and **MechWarrior: Fire for Effect**

Preparing the Battlefield

Players prepare the battlefield per the battlefield map. No additional terrain is placed. The Spirit Cats player is the first player.



Special Rules:

1. Treat the B1, B3, and B5 buildings as abrupt elevated terrain; units with Jump Jets may move on top of these buildings. Use the elevated terrain rules for units on top of buildings (see **MechWarrior: Dark Age** rules, p. 29).
2. Victory points can be gained by controlling the B1 and B4 buildings at the end of the game. A player controls a building at the end of the game if he or she has more points' worth of units in base contact with the building than his or her opponent. Units on top of a building are considered to be in base contact with the building. At the end of the game, score 50 points per B1 and B4 building that you control. These points count for Victory Condition 2.

Victory Conditions

Use standard **MechWarrior: Dark Age** victory conditions in addition to the points scored for Special Rule 2, above.

Recommended Adjustments: 450-point battleforce. Time limit: 50 minutes. Replace (see MW:DA rules, p. 29) with (see MW:AoD rules, p. 34)

June 2003 Campaign - Trial of Destiny: The Battle for Ruchbah  vs. 

Scenario #1: “Skirmish” – Complexity Rating: GREEN

Various Locations, Ruchbah — Prefecture IV, The Republic

Heavily industrialized Ruchbah is home to Michaelson Heavy Industries, producer of both civilian and military vehicles. As it is open for the taking, the Spirit Cats and Steel Wolves descend on the same day—and the “cake walk” suddenly becomes a raging battle.

Week one of June’s Campaign will be conducted using the Sealed Box format. Each player builds a 300-point battleforce using figures taken from his or her boosters.

Objective: Each player aims to defeat the other player.

Battleforce Size: Two-player game; 300-point battleforces; three orders per turn.

Time Limit: 60 minutes

Rules Set: **MechWarrior: Dark Age** and **MechWarrior: Fire for Effect**

Preparing the Battlefield

Players prepare the battlefield per the **MechWarrior: Dark Age** standard rules.

Special Rules: None

Victory Conditions

Use standard **MechWarrior: Dark Age** victory conditions.

Recommended Adjustments: 450-point battleforce. Time limit: 50 minutes.

Scenario #2: “Raining Cats And Dogs” – Complexity Rating: ELITE

High Altitude, Ruchbah — Prefecture IV, The Republic

With the industry-heavy world of Ruchbah free for the taking, both the Steel Wolves and Spirit Cats, as fate would have it, attempt to gain control of the world on the same day. With simultaneous orbital insertions, the forces begin to battle each other before they even touch ground.

Objective: Each player aims to defeat the other.

Battleforce Size: Two-player game; 300-point battleforces; three orders per turn. The Spirit Cats player must have at least one unit from the Spirit Cats faction in his or her battleforce. The Steel Wolves player must have at least one unit from the Steel Wolves faction in his or her battleforce. Only units with Jump Jet special equipment may be used in this scenario. In addition, each battleforce must have at least one ‘Mech®.

Time Limit: 60 minutes

Rules Set: **MechWarrior: Dark Age** and **MechWarrior: Fire for Effect**

Preparing the Battlefield

The Spirit Cats player is the first player. When preparing the battlefield, instead of deploying units in his or her deployment zone, the Spirit Cats player places a single unit anywhere on the battlefield. The Steel Wolves player then places a single unit anywhere on the battlefield, but at least 6½” away from any other unit. Placement alternates back and forth under the same restrictions until all units are placed; a player may place more than one unit at a time once the other player has no more units to place.

For each player's first four turns, units are descending to the planet and there is no terrain on the battlefield. Players must keep track of the number of turns spent descending. At the beginning of the first player's fifth turn, players place terrain per Special Rule 4, below.

Special Rules

1. Before the scenario begins, the players determine who will play the Spirit Cats and who will play the Steel Wolves. Players represent the same faction throughout all three battles in this Campaign.
2. The following restrictions apply during descent:
 - a. Because units are using the majority of their jump jet exhaust to bleed off velocity, all units have a speed value of 2.
 - b. Passing cloud cover and the speed of the fall make targeting difficult. All units gain the height advantage modifier due to the targeting difficulty.
 - c. No base contact is allowed.
3. At the beginning of the first player's fifth turn, all units touch down on the planet. Units without Jump Jets are eliminated. Once grounded, all units ignore all descent penalties.
4. Once units touch down, players prepare the battlefield terrain per the **MechWarrior: Dark Age** standard rules, except that no blocking terrain may be placed at a location occupied by a unit; ignore the 3½" terrain restriction for the edges of the battlefield. Deep water terrain may not be used.

Victory Conditions

Use standard **MechWarrior: Dark Age** victory conditions, except that neither player receives points for Victory Condition 3.

Recommended Adjustments: 450-point battleforce. Time limit: 50 minutes. Units with Jumpack Gear are also not eliminated on turn 5.

Scenario #3: "Fire And Ice" – Complexity Rating: VETERAN

Lake Sharpe, Verlin Valley, Ruchbah – Prefecture IV, The Republic

With the orbital insertion battle too costly to continue, the Spirit Cats moved back to a more defensive position. The Steel Wolves strike at them across a frozen lake, risking being delayed beyond the bounds of the battle in the icy depths in an effort to catch the Spirit Cats off guard and finish them off in one fell swoop.

Objective: Each player aims to defeat the other.

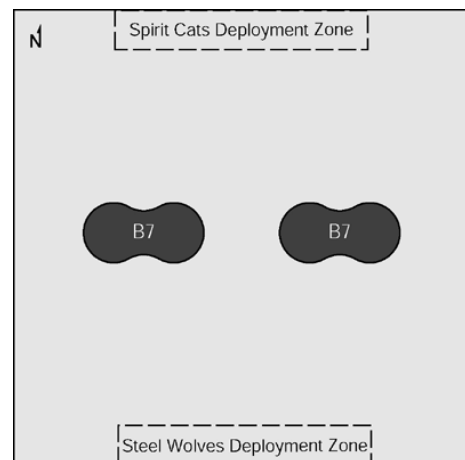
Battleforce Size: Two-player game; 600-point battleforces; three orders per turn. Each player must have at least three 'Mechs in his or her battleforce. The Spirit Cats player must have at least one unit from the Spirit Cats faction in his or her battleforce. The Steel Wolves player must have at least one unit from the Steel Wolves faction in his or her battleforce.

Time Limit: 60 minutes

Rules Set: **MechWarrior®: Dark Age**, *Fire for Effect*, and *Death from Above*

Preparing the Battlefield

Players prepare the battlefield per the battlefield map. No additional terrain is placed. The Steel Wolves player is the first player.



Special Rules:

1. Treat the clear terrain on the battlefield as ice, with the following restrictions:
 - a. At the end of any turn in which a 'Mech® moves, the controlling player rolls a six-sided die. On a result of 1, the 'Mech falls and takes 1 click of damage (for game purposes, it immediately stands up in the same position as before). This damage may not be prevented.
 - b. If a 'Mech falls, the controlling player rolls another six-sided die. On a result of 1, the 'Mech falls through the ice; remove it from the game. Neither player scores victory points for a 'Mech that falls through the ice.

- c. If a 'Mech uses Jump Jets during a move order and ends with any part of its base on the ice, its controller does not have to roll to see if the 'Mech falls, but he or she must roll a six-sided die. On a result of 1 or 2, the 'Mech falls through the ice; remove it from the game. Neither player scores victory points for a 'Mech that falls through the ice.
2. Treat B7 terrain as abrupt elevated terrain; units with Jump Jets may move on top of these ice columns. At the end of an order in which a 'Mech moves on top of an ice column, however, the controlling player rolls a six-sided die. On a result of 1, the 'Mech falls and takes 1 click of damage (for game purposes, it immediately stands up in the same position as before). This damage may not be prevented.
3. Due to the frigid temperatures, all 'Mechs increase their vent rating by 1 for the duration of the game.

Victory Conditions

Use standard **MechWarrior: Dark Age** victory conditions.

Recommended Adjustments: 900-point battleforce, 4 orders per turn. Time limit: 50 minutes.

Scenario #4: “Zellbrigen” – Complexity Rating: GREEN

Verlin Valley, Ruchbah – Prefecture IV, The Republic

In a desperate ploy, the Spirit Cats launch a counterassault against the Steel Wolves. With most of their damage still unrepaired, the Cats hope the Steel Wolves will be caught off guard, with even less time to repair their damage.

Objective: Each player aims to defeat the other.

Battleforce Size: Two-player game; 300-point battleforces; three orders per turn. The Spirit Cats player must have at least one unit from the Spirit Cats faction in his or her battleforce. The Steel Wolves player must have at least one unit from the Steel Wolves faction in his or her battleforce.

Time Limit: 60 minutes

Rules Set: **MechWarrior®: Dark Age**, *Fire for Effect*, and *Death from Above*

Preparing the Battlefield

Players prepare the battlefield per the **MechWarrior: Dark Age** standard rules. The Spirit Cats player is the first player.

Special Rules

This battle takes place shortly after the last engagement, and few repairs have been made by either side. To simulate this preexisting battle damage, use the following rule:

After combat dials are turned to their starting positions, and before any units are placed on the battlefield, each player rolls 2 six-sided dice for each unit he or she controls.

- **On a result of 2**, the unit takes 3 clicks of damage.
- **On a result of 3 or 4**, the unit takes 2 clicks of damage.
- **On a result of 5 or 6**, the unit takes 1 click of damage.
- **On any other result**, the unit takes no damage.

This damage may not be prevented. Once damage has been assigned, the game proceeds normally.

Victory Conditions

Use standard **MechWarrior: Dark Age** victory conditions.

Recommended Adjustments: 450-point battleforce. Time limit: 50 minutes.

*July 2003 Campaign - **Redemption: The Battle for Tybalt!***  vs. 

Scenario #1: “Skirmish” – Complexity Rating: GREEN

Various Locations, Tybalt – Prefecture IV, The Republic

A vision of destiny, revealed in the fires of war on Ruchbah, has led Star Captain Liz Nostra to seek her fate on Tybalt, the heart of Jacob Bannson’s corporate empire. She is bent on securing this world in the name of her Clan, and no “rabble” Raiders will stop her.

Week one of July’s Campaign will be conducted using the Sealed Box format. Each player builds a 300-point battleforce using figures taken from his or her boosters.

Objective: Each player aims to defeat the other player.

Battleforce Size: Two-player game; 300-point battleforces; three orders per turn.

Time Limit: 60 minutes

Rules Set: **MechWarrior: Dark Age**, *Fire for Effect* and *Death from Above*

Preparing the Battlefield

Players prepare the battlefield per the MechWarrior: Dark Age standard rules.

Special Rules: None

Victory Conditions

Use standard **MechWarrior: Dark Age** victory conditions.

Recommended Adjustments: 450-point battleforce. Time limit: 50 minutes.

Scenario #2: “The Shores Of Oberon” – Complexity Rating: GREEN

Port Duncan, Tybalt – Prefecture IV, The Republic

Driven by her vision, Star Captain Nostra makes a blitzing opening assault on the city of Port Duncan on the Bannson’s Raiders’ nominal capital world of Tybalt.

Objective: Each player aims to defeat the other.

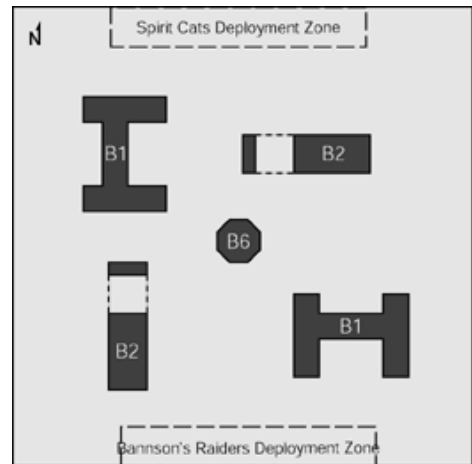
Battleforce Size: Two-player game; 300-point battleforces; three orders per turn. The Spirit Cats player must have at least one unit from the Spirit Cats faction in his or her battleforce. The Bannson’s Raiders player must have at least one unit from the Bannson’s Raiders faction in his or her battleforce.

Time Limit: 60 minutes

Rules Set: **MechWarrior: Dark Age**, *Fire for Effect* and *Death from Above*.

Preparing the Battlefield

Players set up the terrain per the battlefield map. No additional terrain is placed.



Special Rules

1. Before the scenario begins, the players determine who will play the Spirit Cats and who will play the Bannson’s Raiders. Players represent the same faction throughout all three battles in this Campaign. The Spirit Cats player is the first player.
2. Treat all terrain template B1 buildings as abrupt elevated terrain; units with Jump Jets may move on top of these buildings. Use the abrupt elevated terrain rules for units on top of buildings (see **MechWarrior: Dark Age** rules, p. 29).

Victory Conditions

Use standard **MechWarrior: Dark Age** victory conditions.

Recommended Adjustments: 450-point battleforce. Time limit: 50 minutes. Replace (see MW:DA rules, p. 29) with (see MW:AoD rules, p. 34)

Scenario #3: “Shell Game” – Complexity Rating: ELITE

Hamlet Beach, Tybalt – Prefecture IV, The Republic

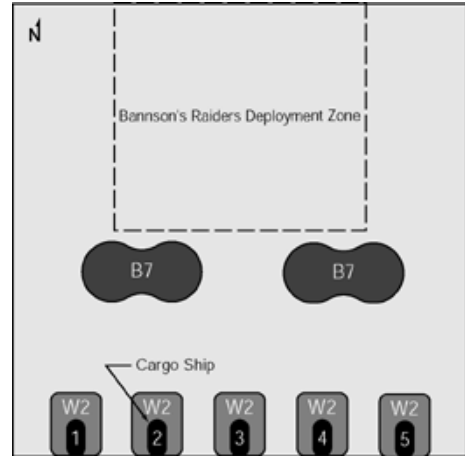
Captain Nostra sends five cargo ships at the Bannson’s Raiders as a diversionary raid. Only two of the ships are loaded with Spirit Cats.

Objective: The Bannson's Raiders player aims to eliminate all the Spirit Cat units. The Spirit Cats player aims to have his or her units survive to the end of the scenario.

Battleforce Size: Two-player game; 300-point battleforces; three orders per turn. The Spirit Cats player must divide his or her battleforce into two groups, each with a maximum total point cost of 150. The Spirit Cats player must have at least one unit from the Spirit Cats faction in his or her battleforce. The Bannson's Raiders player must have at least one unit from the Bannson's Raiders faction in his or her battleforce.

Time Limit: 60 minutes

Rules Set: **MechWarrior: Dark Age**, *Fire for Effect* and *Death from Above*.



Preparing the Battlefield

Players set up the terrain per the battlefield map. No additional terrain is placed. W2 terrain templates are shallow water terrain; place them 2.5" apart as shown on the battlefield map. The Bannson's Raiders player is the first player. Place a cargo ship in each of the five W2 templates. Use one spare vehicle figure to represent each ship. Click their dials to their starting positions. After the Bannson's Raiders player has deployed all his or her units (including units with Infiltrate), the Spirit Cats player secretly assigns each group to a single ship. Two groups may not be assigned to the same ship. To assign a group, write down the number of the ship a group is in on a piece of paper and place it beneath the corresponding group off the battlefield.

Special Rules

1. At the beginning of the scenario, the Bannson's Raiders force takes three consecutive turns. At the beginning of the Spirit Cats player's first turn, he or she may decide to unload one of his or her groups from the ship it occupies. If the Spirit Cats player does not decide to unload a group, the Raiders player takes another turn, and then the Spirit Cats player once again can decide to unload a group. If there are no Spirit Cat units on the battlefield, continue this sequence of play until either a Spirit Cats group has unloaded or the game has ended. Once the Spirit Cats player has units on the battlefield, play follows the regular **MechWarrior** turn sequence.
2. Cargo ships may not be given orders and they have no combat values or special equipment. Use their combat dials to record damage to each ship as detailed in Special Rule 5. Ships are not considered to be units for victory condition purposes.
3. Spirit Cat units in a cargo ship cannot attack or use their special equipment and are not affected by attacks.
4. Due to command-and-control restraints, only one Spirit Cats group can be on the battlefield at a time. Only when all units from this group are eliminated, captured or salvaged may the Spirit Cats player unload a new group. At the beginning of his or her turn, if the Spirit Cats player decides to unload a group, use the following rules:
 - a. Announce the ship that will unload its group and reveal the sheet of paper to your opponent confirming the location of that group.
 - b. Place the unloaded units in base contact with the ship they just unloaded from, or in base contact with the water terrain the ship is in. Units must be placed on the battlefield taking existing figure base locations and terrain restrictions into account. Units that cannot be placed on the battlefield are eliminated.
 - c. Once a group has unloaded, the Spirit Cats player may give his or her unloaded units orders on his or her turn, including the turn they unload in.
5. A cargo ship can be attacked by a ranged combat or close combat attack as if it were a 'Mech. Damage to a cargo ship is resolved in the following manner:
 - a. If a unit is in base contact with a ship, it can be given a close combat attack to attack the ship. If a unit has a clear line of fire to a ship, it can be given a ranged combat order to attack the ship. On any roll but a critical miss, such a unit inflicts damage to the ship as normal. Ram and Charge attacks can be made against ships. Resolve artillery attacks using the **MechWarrior: Fire for Effect** rules for artillery.

- b. When a ship takes damage, apply clicks of damage to the ship equal to the damage taken. Once it has taken 12 clicks of damage (shown by reaching its starting position once again), the ship is eliminated. All Spirit Cat units in an eliminated ship are also eliminated.
- c. The Spirit Cats player does not have to disclose to his or her opponent if one of his or her groups is eliminated on a ship. If both Spirit Cat groups are eliminated, however, the Spirit Cats player must immediately reveal the location of the groups to his or her opponent, and the game ends.

Victory Conditions

The Bannson’s Raiders player wins if all the Spirit Cat units are eliminated before the time limit is reached. Otherwise, the Spirit Cats player wins.

Recommended Adjustments: Time limit: 50 minutes.

Scenario #4: “Night Of The Cat” – Complexity Rating: GREEN

MacBeth, Tybalt – Prefecture IV, The Republic

In a final grasp for victory, Star Captain Liz Nostra strikes straight at MacBeth, the capital of Tybalt, and the headquarters building of Bannson Universal. If the Cats gain control of the building, they gain the world. But Bannson’s troops are known for their own vigilance and loyalty; Nostra’s fight will not be easily won.

Objective: Each player aims to defeat the other.

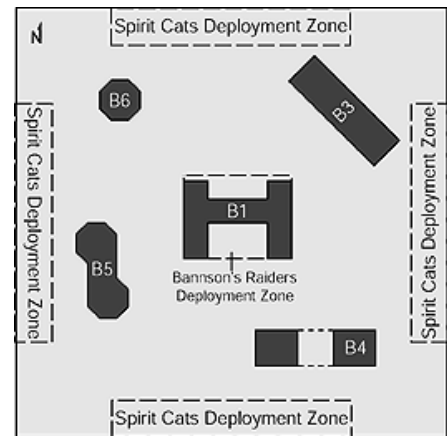
Battleforce Size: Two-player game; 300-point battleforces; three orders per turn. The Spirit Cats player must have at least one unit from the Spirit Cats faction in his or her battleforce. The Bannson’s Raiders player must have at least one unit from the Bannson’s Raiders faction in his or her battleforce.

Time Limit: 60 minutes

Rules Set: MechWarrior: Dark Age, Fire for Effect and Death from Above.

Preparing the Battlefield

Players set up the terrain per the battlefield map. No additional terrain is placed. The Bannson’s Raiders player places all of his or her forces first, confining them to the area constrained within terrain template B1. Then the Spirit Cats player may place his or her forces in any of the four bordering deployment zones.



Special Rules

1. Before the scenario begins, the players determine who will play the Spirit Cats and who will play the Bannson’s Raiders. The Spirit Cats player is the first player. Players represent the same faction throughout all three battles in this Campaign.
2. Treat the terrain template B1 building as abrupt elevated terrain; units with Jump Jets may move on top of this building. All other buildings are blocking terrain. Use the abrupt elevated terrain rules for units on top of buildings (see **MechWarrior: Dark Age** rules, p. 29).
3. Additional victory points can be gained by controlling the B1 building at the end of the game. A player controls the B1 building at the end of the game if he or she has the most points’ worth of units in base contact with the building. Units on top of a building are in base contact with the building.

Victory Conditions

Use standard **MechWarrior: Dark Age** victory conditions. At the end of the game, score 50 points if you control the B1 building. These points count toward Victory Condition 2.

Recommended Adjustments: 450-point battleforce. Time limit: 50 minutes. Replace (see MW:DA rules, p. 29) with (see MW:AoD rules, p. 34)

Scenario I – “Liao Velvet” – Complexity Rating: GREEN

Al Tirizi, Menkar – Prefecture V, The Republic

Having slipped personnel, weapons, and equipment across the border for years in preparation for a full-scale invasion, the Capellan Confederation instigates outright rebellions and uprisings on numerous worlds in Prefecture V of The Republic. One such uprising, on the world of Menkar, pits waves of fanatical infantry against 'Mechs. Though kings of the battlefield, even these behemoths can succumb to the determined, massed attack of those desperate to pull down their oppressors and gain their freedom.

Objective: Each player aims to defeat the other.

Battleforce Size

Two-player game; 300-point battleforces; three orders per turn. The Liao player must have at least one unit from the Liao faction in his or her battleforce. The Liao player can have only infantry in his or her force. The Republic player must have at least one unit from The Republic of the Sphere faction in his or her battleforce. The Republic player must have at least one 'Mech unit in his or her force.

Rules Sets: MechWarrior: Dark Age, Fire for Effect, Death from Above, and Liao Incursion

Time Limit: 60 minutes

Preparing the Battlefield

Players set up the terrain per the battlefield map. No additional terrain is placed. The Republic of the Sphere player places all of his or her forces first. Then the Liao player may place his or her forces in any of his or her three deployment zones.

Determine the first player per the **MechWarrior: Dark Age** rules.

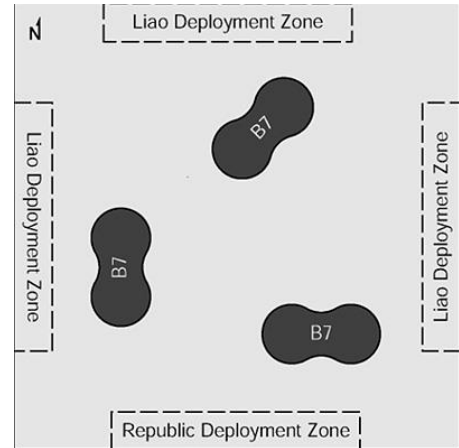
Special Rule

The Liao infantry are mostly ill-trained partisans. All units targeted by the Liao player's units add 1 to their defense values. In addition, the defense value of any Republic unit is increased by 5 (instead of the standard 3) versus capture attempts.

Victory Conditions:

Use standard **MechWarrior: Dark Age** victory conditions.

Recommended Adjustments: Time limit: 50 minutes.



Scenario II – “Liao Fist” – Complexity Rating: GREEN

Al Minkar Archipelago, Menkar – Prefecture V, The Republic

Though still not a full-scale invasion, with uprisings occurring in numerous locations on Menkar, House Liao slips in a slightly more substantial force on world in the hopes of gaining a quick foothold on one of the world's three archipelagoes. From such a hidden base they can strike where needed to support the rebellion and perhaps circumvent the need for a full planetary assault. Not all inhabitants are looking forward to a return to Confederation rule, however, and Liao's location is betrayed. Within a week, a Republican force descends to push the invaders from Menkar.

Objective: Each player aims to defeat the other.

Battleforce Size

Two-player game; 300-point battleforces; three orders per turn. The Liao player must have at least one unit from House Liao in his or her battleforce. The Republic player must have at least one unit from The Republic of the Sphere in his or her battleforce.

Rules Sets: MechWarrior: Dark Age, Fire for Effect, Death from Above, and Liao Incursion

Time Limit: 60 minutes

Preparing the Battlefield Players set up the terrain per the battlefield map. No additional terrain is placed. Determine the first player per the **MechWarrior: Dark Age** rules.

Special Rules:

Treat the entire battlefield as heavy jungle, with the following restrictions:

1. All units have the following speed value modifiers: hover -6, wheeled -4, tracked -3, 'Mech® -2, foot (no modification). If a unit's modified speed value equals 0 or less, it cannot move OR change its facing. The only exception to this would be during a free spin for a Mech or an Infantry unit based by an opposing unit. This modifier applies immediately, before any speed special equipment is activated.
2. Units with speed mode VTOL cannot be at NOE level.
3. All units have their defense values against ranged attacks modified depending on their speed mode: foot +3; hover, wheeled, tracked +2; 'Mech +1; VTOL (no modification).

Victory Conditions:

Use standard **MechWarrior: Dark Age** victory conditions.

Recommended Adjustments: 450-point battleforce. Time limit: 50 minutes. Speed mode Aquatic -4 Speed Value and +2 Defense. Speed mode Quad -2 Speed Value and +2 Defense. VTOL units are destroyed if they are forced to NOE level.

October 2003 Storylines - The Battle for Algot  vs. 

Scenario I – “Green, White, and Red” – Complexity Rating: GREEN

Algot Prime DropPort – Camellias, Algot – Prefecture V, The Republic

Following their exploits on Foochow and Menkar, House Liao moves a small force onto Algot to support additional uprisings against The Republic. To their shock, however, they run up against a small troop of Spirit Cats at Algot's primary DropPort. Having come to Algot to see if their visions reveal this place to be their safe haven, the Cats will fight tooth and claw against House Liao . . . until their dreams tell them otherwise.

Objective: Each player aims to defeat the other.

Battleforce Size

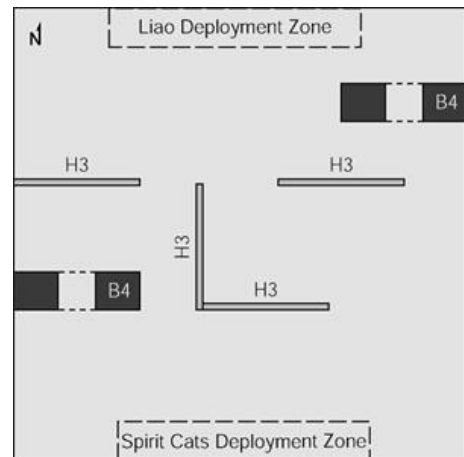
Two-player game; 300-point battleforces; three orders per turn. The Liao player must have at least one unit from House Liao in his or her battleforce. The Spirit Cats player must have at least one unit from the Spirit Cats faction in his or her battleforce.

Rules Sets: **MechWarrior: Dark Age**, *Fire for Effect*, *Death from Above*, and *Liao Incursion*

Time Limit: 60 minutes

Preparing the Battlefield

Players set up the terrain per the battlefield map. No additional terrain is placed. Determine the first player per the **MechWarrior: Dark Age** rules.



Special Rules:

1. At the end of any turn in which a Green 'Mech® moves, the controlling player rolls 1 six-sided die. On a result of 1 or 2, the 'Mech falls and takes 1 click of damage (for game purposes, it immediately stands up in the same position as before).
2. At the end of any turn in which a Veteran 'Mech moves, the controlling player rolls 1 six-sided die. On a result of 1, the 'Mech falls and takes 1 click of damage (for game purposes, it immediately stands up in the same position as before).
3. Elite 'Mechs never need to make this falling roll.
4. Any unit with a hover or wheeled speed mode may add 2 to its speed value.

Victory Conditions: Use standard **MechWarrior: Dark Age** victory conditions.

Recommended Adjustments: 450-point battleforce. Time limit: 50 minutes. Replace H3 with H2 or B8 (since Low Walls don't exist anymore).

Scenario II – “Davion Ghosts” – Complexity Rating: GREEN

Ruins of AFFS Compound near Cassol – Camellias, Algot – Prefecture V, The Republic

In their usual, seemingly random way, the Spirit Cats have ignored several tactical and strategic military targets on Camellias following the fighting at the DropPort, and have traveled to the interior of the continent. There, amid the ruins of the AFFS compound that was fire-bombed during the Jihad, the Cats have come seeking ghosts. The Liao warriors, disdainful that even dead Davion warriors could be of use, mount an assault.

Objective: Each player aims to defeat the other.

Battleforce Size

Two-player game; 300-point battleforces; three orders per turn. The Liao player must have at least one unit from House Liao in his or her battleforce. The Spirit Cats player must have at least one unit from the Spirit Cats faction in his or her battleforce.

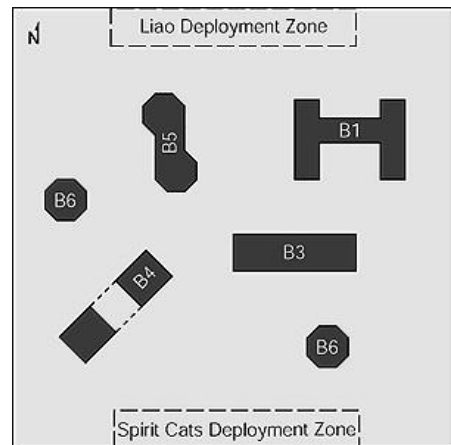
Rules Sets: **MechWarrior: Dark Age**, *Fire for Effect*, *Death from Above*, and *Liao Incursion*

Time Limit: 60 minutes

Preparing the Battlefield

Players set up the terrain per the battlefield map. No additional terrain is placed. Determine the first player per the

MechWarrior: Dark Age rules.



Special Rules:

The compound's buildings are in ruins and can actually cause damage to units during battle. Every time a ranged combat attack fails, if the target unit is within 2" of a building, the attacker rolls 1 six-sided die and consults the rules below (this has no effect on the terrain and does not change it in any way). Defense special equipment does not reduce this damage.

1. If the target unit is a 'Mech®, it takes 1 click of damage on a result of 1, 2, or 3.
2. If the target unit is a vehicle, it takes 2 clicks of damage on a result of 1 or 2.
3. If the target unit is infantry, it takes 3 clicks of damage on a result of 1.

Victory Conditions:

Use standard **MechWarrior: Dark Age** victory conditions.

Recommended Adjustments: 450-point battleforce. Time limit: 50 minutes. VTOLs at cruising take no damage.

November 2003 Storylines - The Battle for Buchlau 🇨🇪 vs. 🇨🇰

Scenario I – “Mile-High Battle” – Complexity Rating: GREEN

Near Belgrade – Vienna, Buchlau – Prefecture V, The Republic

With Liao slipping forces onto Republic planets so far from Liao borders, it was only a matter of time before they ran afoul of other factions beyond The Republic. The Swordsworn, looking to expand their influence beyond Prefecture IV, have moved against several worlds in Prefecture V to test the waters. On the world of Buchlau, a sizable Swordsworn force lands, only to find that a small Liao detachment has already taken the high ground on the massive, kilometer-long plateau on which the capital of Belgrade is situated. Feeling the spark of their renewed feud with House Liao, the Swordsworn attempt to move up the steep sides of the plateau, hoping their superior numbers will make up for the Liao warriors' entrenched position on the high ground.

Objective: Each player aims to defeat the other.

Battleforce Size

Two-player game. The Liao player fields a 300-point battleforce (three orders per turn) and must have at least one unit from the Liao faction in his or her battleforce. The Swordsworn player fields a 400-point battleforce (four orders per turn) and must have at least one unit from the Swordsworn faction in his or her battleforce.

Rules Sets: *MechWarrior: Dark Age, Fire for Effect, Death from Above, and Liao Incursion*

Time Limit: 60 minutes

Preparing the Battlefield

Players set up the terrain per the battlefield map. No additional terrain is placed. Determine the first player per the

MechWarrior: Dark Age rules.

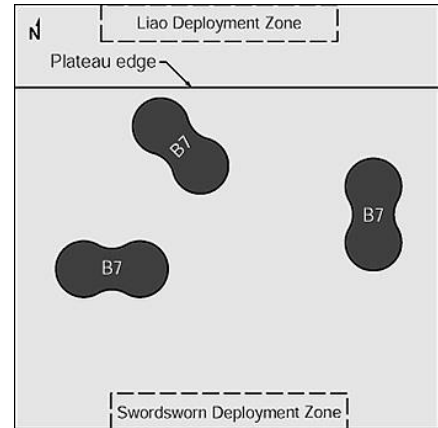
Special Rule To simulate the plateau edge and the steep terrain south of that line, use the following rules.

1. Infantry units whose center dot is located south of the plateau edge line decrease their attack values by 1 for ranged combat attacks, and decrease their speed value by 1.
2. Vehicle and 'Mech® units whose center dots are located south of the plateau edge line decrease their attack values by 2 for both ranged and close combat attacks, and decrease their speed values by 2.

Victory Conditions:

Use standard **MechWarrior: Dark Age** victory conditions.

Recommended Adjustments: 450-point House Liao battleforce 600-point Swordsworn battleforce. Time limit: 50 minutes. VTOLs at cruising ignore special rules 1 & 2.



Scenario II – “Mines or Yours” – Complexity Rating: VETERAN

Near Belgrade – Vienna, Buchlau – Prefecture V, The Republic

Having gained the plateau, the Swordsworn push forward toward Belgrade with the hope of capturing the city and effectively seizing control of Buchlau. The Capellan forces, however, have seeded the ground with command-detonation mines. What should have been a rout as the numerically superior Swordsworn push the Liao forces off the plateau turns into a nightmare, as the Swordsworn must fight not only their enemies, but also the very ground itself.

Objective: Each player aims to defeat the other.

Battleforce Size

Two-player game. The Liao player fields a 300-point battleforce (three orders per turn) and must have at least one unit from the Liao faction in his or her battleforce. The Swordsworn player fields a 400-point battleforce (four orders per turn) and must have at least one unit from the Swordsworn faction in his or her battleforce.

Rules Sets: *MechWarrior: Dark Age, Fire for Effect, Death from Above, and Liao Incursion*

Time Limit: 60 minutes

Preparing the Battlefield

Players set up the terrain per the battlefield map. No additional terrain is placed. Determine the first player per the **MechWarrior: Dark Age** rules.

Special Rule To simulate the command-detonation mines laid by the House Liao forces, use the following rules.

1. After all terrain has been placed, the House Liao player records the location of five mines on the battlefield. This is called the mine record sheet. The Liao player details a mine's location by recording the distance from his or her deployment zone and a side of the battlefield: for example, 15" x 14L" means that a mine is 15" from the Liao deployment zone and 14" from the left side of the battlefield. Mines cannot be placed within 6" of each other or in any player's deployment zone, but may be placed on terrain. Once the mine locations are recorded, the Liao player places the mine record sheet face down on the table.
2. At the beginning of any of the Liao player's turns, he or she may detonate any number of mines; this is done before giving any orders to his or her units and does not count against his

or her orders per turn. Each time the player detonates a mine, he or she must confirm the mine's location on the mine record sheet.

3. When a mine is detonated, it deals 2 clicks of damage to any units (both friendly and opposing) whose center dots are within 3" of the mine's location. Defense special equipment does not prevent damage from mines.

Victory Conditions: Use standard **MechWarrior: Dark Age** victory conditions.

Recommended Adjustments: Revise Rule 3 to read: "When a mine is detonated, it deals 2 clicks of pushing damage to any units (both friendly and opposing) whose center dots are within 3" of the mine's location." 450-point House Liao battleforce 600-point Swordsworn battleforce. Time limit: 50 minutes.

2004 Organized Play Campaigns & Storylines

January 2004 Storylines - The Battle for Ningpo vs.

Scenario I – “Out To Pasture” – Complexity Rating: GREEN

Near Ningbo – Qingyuan, Ningpo – Prefecture V, The Republic

With the Liao invasion in full swing, the Swordsworn have begun to make their move, pushing at several locations at the tip of the Liao salient into The Republic. With intelligence that says the Swordsworn have been seen on Ningpo, the commander in theater of the Liao forces authorizes the launch of a small mercenary force—under direct Liao command, of course—to Ningpo. Instead of the Swordsworn, however, the force finds able Republic defenders spoiling for a fight.

Objective: Each player aims to defeat the other.

Battleforce Size

Two-player game; 450-point battleforces; three orders per turn. The Liao player must have at least one unit from the Liao faction in his or her battleforce. In addition, at least 100 points of the Liao player's battleforce must be mercenary units. The Republic player must have at least one unit from The Republic faction in his or her battleforce.

Rules Sets: **MechWarrior: Dark Age**, *Fire for Effect*, *Death from Above*, and *Liao Incursion*

Time Limit: 60 minutes

Preparing the Battlefield

Players set up the terrain per the battlefield map. No additional terrain is placed. Determine the first player per the **MechWarrior: Dark Age** rules.

Special Rules:

To simulate the giant crop field where the battle occurs, use the following rules:

- No units with the hover movement type may be used.
- Only infantry units may use Infiltrate.
- Infantry units increase their defense values by 2.

Victory Conditions: Use standard **MechWarrior: Dark Age** victory conditions.

Recommended Adjustments: House Liao player must have at least 100 points of Mercenary units and/or Gunslingers. Time limit: 50 minutes.

Scenario II – “Blow The Sticks Down” – Complexity Rating: GREEN

Yuan Forest, Near Ningbo – Qingyuan, Ningpo – Prefecture V, The Republic

Through the terrible fighting in the open field, which devastated both forces, a running, pitched battle unfolds. Attempting to gain better cover, Republic defenders move to the nearby Yuan Forest. Though the huge forest hampers the use of the attacker's VTOLs and artillery support, it equally hampers the defenders, leaving the battle to be decided in a brutal, close-quarters slugfest among the giants.

Objective: Each player aims to defeat the other.

Battleforce Size

Two-player game; 450-point battleforces; three orders per turn. The Liao player must have at least one unit from the Liao faction in his or her battleforce. In addition, at least 100 points of the Liao player's battleforce must be mercenary units. The Republic player must have at least one unit from the Republic faction in his or her battleforce.

Rules Sets: **MechWarrior: Dark Age**, *Fire for Effect*, *Death from Above*, and *Liao Incursion*

Time Limit: 60 minutes

Preparing the Battlefield

Players set up the terrain per the battlefield map. No additional terrain is placed. Determine the first player per the **MechWarrior: Dark Age** rules.

Special Rule

To simulate the forest, use the following rules:

- VTOLs must begin the game at cruising level. VTOLs may not change to NOE during the game.
- Any line of fire drawn to an artillery marker is considered blocked.

Victory Conditions:

Use standard **MechWarrior: Dark Age** victory conditions.

Recommended Adjustments: House Liao player must have at least 100 points of Mercenary units and/or Gunslingers. VTOLs forced to change to NOE are eliminated. Time limit: 50 minutes.

February 2004 Storylines – The Battle For Algol 🚀 vs. 🌐

Scenario I – “Smorgasbord” – Complexity Rating: GREEN

Algol DropPort, Algol City – Shalom, Algol – Prefecture V, The Republic

In an effort to further destabilize the region and throw the fear of Liao into all of Prefecture V, Liao sends a small tactical force to the world of Algol. Because the world’s massive food production services numerous worlds in the vicinity, disrupting the regularly scheduled food exports will cause havoc and weaken Republic control. As the forces first drop near the Algol DropPort, they quickly realize the key to gaining control of the critical spaceport is to capture its control tower.

Objective: Each player aims to defeat the other.

Battleforce Size

Two-player game; 450-point battleforces; three orders per turn. The Liao player must have at least one unit from the Liao faction in his or her battleforce. The Republic player must have at least one unit from the Republic faction in his or her battleforce.

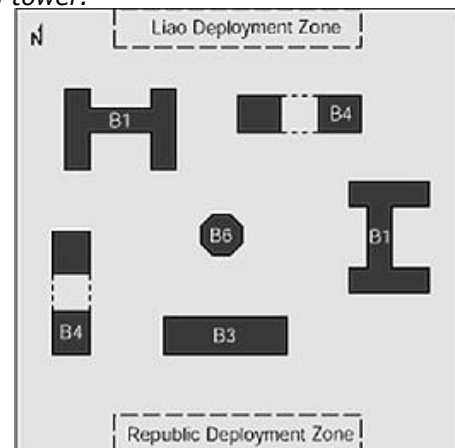
Rules Sets: **MechWarrior: Dark Age**, *Fire for Effect*, *Death from Above*, and *Liao Incursion*

Time Limit: 60 minutes

Preparing the Battlefield

Players set up the terrain per the battlefield map. No additional terrain is placed. Determine the first player per the

MechWarrior: Dark Age rules.



Special Rule

Victory Condition 3 points may be scored only in the following manner: Players score 1 point at the beginning of each turn for each unit they control that is in base contact with terrain piece B6.

Victory Conditions:

Use standard **MechWarrior: Dark Age** Victory Conditions 1 and 2 in addition to Victory Condition 3 points, as indicated above.

Recommended Adjustments: Time limit: 50 minutes.

Scenario II – “Repeating History” – Complexity Rating: GREEN

Destroyed AFFS Munitions Depot, Groffer’s Toll – Shalom, Algol – Prefecture V, The Republic

Following the battle for the DropPort, the retreating forces make their way to the old AFFS Munitions Depot, which was destroyed during the Word of Blake jihad. Among the burned-out husks of warehouses and scorched earth, battle once again is waged.

Objective: Each player aims to defeat the other.

Battleforce Size

Two-player game; 450-point battleforces; three orders per turn. The Liao player must have at least one unit from the Liao faction in his or her battleforce. The Republic player must have at least one unit from the Republic faction in his or her battleforce.

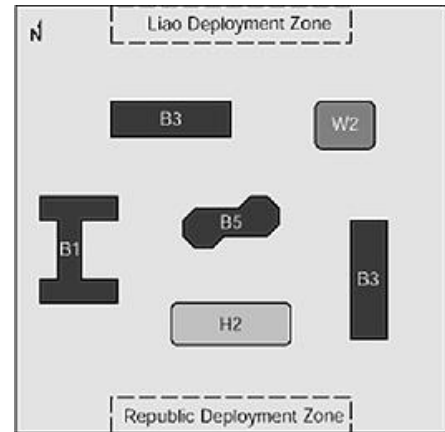
Rules Sets: MechWarrior: Dark Age, Fire for Effect, Death from Above, and Liao Incursion

Time Limit: 60 minutes

Preparing the Battlefield

Players set up the terrain per the battlefield map. No additional terrain is placed. Determine the first player per the

MechWarrior: Dark Age rules.



Special Rule

Units do not take damage for using the following single-use special equipment:

- Armor Piercing
- Anti-Personnel
- Streak Missiles
- Flamers

Victory Conditions:

Use standard MechWarrior: Dark Age Victory Conditions.

Recommended Adjustments: Units can choose to not take damage from using single-use equipment: Armor Piercing, Anti-Personnel, Streak Missiles, Homing Beacon, Flamers. Time limit: 50 minutes.

March 2004 Storyline - The Bitter Truth 🏹 vs. 🌪️

Scenario I – “The Bitter Truth” – Complexity Rating: GREEN

Silver Plains, 100 kilometers east of Fewers – Kuaka, Slocum – Prefecture V, The Republic
In their continuing campaign to conquer worlds in Prefecture V of The Republic of the Sphere, House Liao dispatches a small force to Slocum. Their planet practically turned into a ghost world after the twin holocausts of the Amaris Coup during the fall of the original Star League and the Jihad, the world’s inhabitants prayed that the current troubles would leave their blasted world alone. The bitter truth, however, is that the Silver Plains, even after centuries of mining, still contain vast quantities of silver: a metal used to boost a sagging economy. In all likelihood, of course, House Liao has no interest in this aspect of Slocum and is simply bent on chaos... but the Swordsworn cannot take that chance, and so send a force to uproot them.

Objective: Each player aims to defeat the other.

Battleforce Size

Two-player game; 450-point battleforces; three orders per turn. At least 200 points of the Liao player’s battleforce must be from the Liao faction to begin the game. At least 200 points of the Swordsworn player’s battleforce must be from the Swordsworn faction to begin the game.

Rules Sets:

MechWarrior: Dark Age, Fire for Effect, Death from Above,, Liao Incursion, and Counterassault.

Time Limit: 60 minutes

Preparing the Battlefield

Players set up the battlefield and determine the first player per the **MechWarrior: Dark Age** rules.

Victory Conditions:

Use standard MechWarrior: Dark Age Victory Conditions.

Recommended Adjustments: Time limit: 50 minutes.

April 2004 Storyline - Lies, Lies, Lies vs.

Scenario I – “Lies, Lies, Lies” – Complexity Rating: GREEN

Silver Plains, 100 kilometers east of Fewers – Kuaka, Slocum – Prefecture V, The Republic
Having clashed for several weeks, the Swordsworn and Liao forces find themselves entering Slocum’s six-month winter period. As both sides sally forth one final time to determine who will control the world, they do so in a blanket of white, as the first blizzard of winter attempts to scour their pitiful forces from the very face of the world.

Objective: Each player aims to defeat the other.

Battleforce Size

Two-player game; 600-point battleforces; four orders per turn. VTOL units cannot be used. At least 200 points of the Liao player’s battleforce must be from the Liao faction to begin the game. At least 200 points of the Swordsworn player’s battleforce must be from the Swordsworn faction to begin the game.

Rules Sets: MechWarrior: Dark Age, *Fire for Effect*, *Death from Above*, *Liao Incursion*, and *Counterassault*.

Time Limit: 60 minutes

Preparing the Battlefield

Players set up the battlefield and determine the first player per the **MechWarrior: Dark Age** rules.

Special Rules

Use the following rules to simulate the blizzard:

1. All units get +1 to their defense values against ranged attacks.
2. Any unit making a ballistic ranged combat attack has its ballistic damage value reduced by 1 to a minimum of 1.

Victory Conditions: Use standard MechWarrior: Dark Age Victory Conditions.

Recommended Adjustments: Time limit: 50 minutes.

May 2004 Storyline - Sword of Betrayal vs.

Scenario I – “Sword of Betrayal” – Complexity Rating: ELITE

Tokal Mountains – Katenga, Acamar – Prefecture V, The Republic
The vast ore deposits on Acamar have made this frozen ball of a planet irresistible for centuries, leading to constant fighting. In Liao’s continuing effort to destabilize the region and take advantage of any inroads they can make into Prefecture V, they send a small force to take Acamar. Duke Sandoval, however, cannot allow a force to go uncontested on a world so close to his own Prefecture, and so he sends an appropriate response. House Liao, however, has long been willing to use any means to achieve its goals: A dagger in the back can be more devastating than an army of BattleMechs®.

Objective: Each player aims to defeat the other.

Battleforce Size

Two-player game; the Swordsworn player fields a 750-point battleforce with five orders per turn; the Liao player fields a 600-point battleforce with four orders per turn. At least one Liao unit must be in the Liao player’s battleforce to begin the game. At least one Swordsworn unit must be in the Swordsworn player’s battleforce to begin the game.

Rules Sets: MechWarrior: Dark Age, *Fire for Effect*, *Death from Above*, *Liao Incursion*, and *Counterassault*.

Time Limit: 60 minutes

Preparing the Battlefield

Players set up the battlefield and determine the first player per the **MechWarrior: Dark Age** rules.

Special Rules

1. At the beginning of turn 4, the Swordsworn player rolls a six-sided die. On a result of 5 or 6, 200 points’ worth of the Swordsworn battleforce defects to the Liao player’s battleforce until the end of the scenario. This is done in the following manner:
 - A. The Swordsworn player randomly determines a unit to defect to the Liao player, using only units with point values of 200 or less. If there are no units worth at least 200 points, the unit with the lowest point value automatically defects to the Liao player. If the Swordsworn player has fewer than 250 points’ worth of units in the game at the

beginning of turn 4, no defections occur; in this case, ignore points B and C, below. (Please note that while passengers of transports are unable to defect until the passengers have disembarked, the passengers do count towards your battleforce total.)

- B. Once a unit defects, the Swordsworn player subtracts that unit's point value from 200, and then he or she determines if any of his or her remaining units have point values equal to or less than the difference. If so, repeat point A.
 - C. Once the number of points left (200 minus the point value(s) of any unit(s) that have defected) is less than the point value of any remaining units from the Swordsworn battleforce, no more units defect. (Please note that if the Swordsworn player has only one remaining unit that is neither captured or salvage, that unit will not defect.)
 - D. **CLARIFICATIONS:** Salvage units cannot defect. Defected transports passengers are treated the same as passengers of a captured transport. Units that defect do not change position on the battlefield, they only change 'owner.'
2. If no Swordsworn units defected on turn 4, at the beginning of turn 5, the Swordsworn player rolls again; on a die roll result of 4–6, follow step 1, above. If he or she has fewer than 250 points' worth of units in the game at the beginning of turn 5, no defections occur; in this case, ignore points B and C, above.
 3. If no Swordsworn units defected on turns 4 or 5, at the beginning of turn 6, the Swordsworn player rolls again; on a die roll result of 3–6, follow step 1, above. If he or she has fewer than 250 points' worth of units in the game at the beginning of turn 6, no defections occur; in this case, ignore points B and C, above.
 4. If no Swordsworn units defected on turns 4, 5 or 6, at the beginning of turn 7, the Swordsworn player must automatically follow step 1, above. If he or she has fewer than 250 points' worth of units in the game at the beginning of turn 7, no defections occur; in this case, ignore points B and C, above.

Victory Conditions:

Use standard MechWarrior: Dark Age Victory Conditions.

Recommended Adjustments: None.

June 2004 Storyline - Trouble in Paradise 🗡️ vs. 🛡️

Scenario I – “Trouble in Paradise” – Complexity Rating: VETERAN

Somewhere near the North Pole – Elton, Elnath – Prefecture VI, The Republic

The world of Elnath spent centuries under Liao control, and it will again if Daoshen has his say.

Instead of using his own forces, however, he has Jacob Bannson, who has secretly been helping Liao, send a small detachment. But when that force goes silent, and a Liao force is sent to investigate, in a blasted wasteland and in total darkness, both forces find themselves fighting each other in a battle that should not have occurred.

Objective: Each player aims to defeat the other.

Battleforce Size

Two-player game; 450-point battleforces; three orders per turn. At least one Liao unit must be in the Liao player's battleforce to begin the game. At least one Bannson's Raiders unit must be in the Bannson's Raider player's battleforce to begin the game. Unless an infantry unit has "Battle Armor" in its name, it cannot be used in this scenario.

Rules Sets: MechWarrior: Dark Age, *Fire for Effect*, *Death from Above*, *Liao Incursion*, and *Counterassault*.

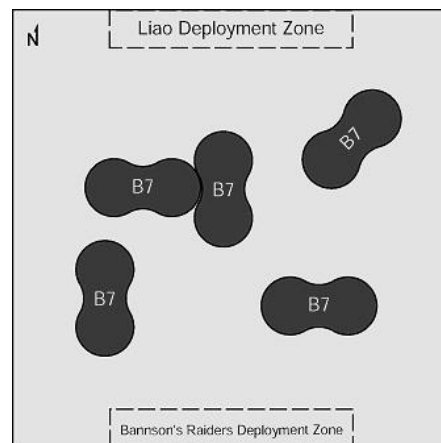
Time Limit: 50 minutes

Preparing the Battlefield

Players set up the battlefield per the battlefield map. No additional terrain is placed. Determine the first player per the MechWarrior: Dark Age rules.

Special Rules:

The B7 terrain templates represent sinkholes; do not treat these templates as blocking terrain. Use the following rules to simulate sinkholes and the total darkness of the north pole night:



1. Only units without the speed mode hover can have their movement paths cross a sinkhole. Each time a unit's movement path crosses the edge of a sinkhole, subtract 2 from that unit's speed value before moving it.
2. All units with vent increase their vent ratings by 1.
3. At the beginning of each player's turn, that player rolls one six-sided die. **On a result of 1–5**, during that player's turn all units not occupying a sinkhole get +2 to their defense values against ranged combat attacks and all units occupying a sinkhole get +3 to their defense values against ranged combat attacks. **On a result of 6**, during that player's turn a strong aurora borealis flare occurs and all units occupying a sinkhole get +1 to their defense values against ranged combat attacks.

Victory Conditions:

Use standard **MechWarrior: Dark Age** Victory Conditions.

Recommended Adjustments: VTOLs at cruising do not have a speed value reduction when crossing sinkholes.

July 2004 Storyline – Stick The Knife In  vs. 

Scenario I – “Stick The Knife In” – Complexity Rating: VETERAN

Somewhere near the North Pole – Elton, Elnath – Prefecture VI, The Republic

In the bitter darkness and cold of Elnath's north pole, the fighting becomes desperate as both sides attempt to end the nightmare by throwing all of their forces into one last battle. As the depths of true winter unfold, however, man and machine begin to break down under the relentless assault of Mother Nature.

Objective: Each player aims to defeat the other.

Battleforce Size

Two-player game; 500-point battleforces; three orders per turn. At least one Liao unit must be in the Liao player's battleforce to begin the game. At least one Bannson's Raiders unit must be in the Bannson's Raider player's battleforce to begin the game. Unless an infantry unit has “Battle Armor” in its name, it cannot be used in this scenario.

Rules Sets:

MechWarrior: Dark Age, *Fire for Effect*, *Death from Above*, *Liao Incursion*, and *Counterassault*.

Time Limit: 50 minutes

Preparing the Battlefield

Players set up the battlefield and determine the first player per the **MechWarrior: Dark Age** rules.

Special Rules

Use the following rules to simulate the total darkness and extreme cold of the north pole night:

1. All units with vent increase their vent ratings by 2
2. All units get +2 to their defense values against ranged attacks.
3. At the beginning of every turn, a randomly determined player rolls one six-sided die. **On a result of 1–4**, special rules 1 and 2, above, apply. **On a result of 5 or 6**, for that turn only, a strong aurora borealis flare means that special rule 2 does not apply.
4. At the beginning of each player's turn, he or she rolls one six-sided die for every vehicle under his or her control. **On a result of 1–5**, nothing happens. **On a result of 6**, that vehicle cannot be given an order that turn.

Victory Conditions:

Use standard **MechWarrior: Dark Age** Victory Conditions.

Recommended Adjustments: None.

2005 Organized Play Campaigns & Storylines

February 2005 Storyline - The Bird in the Trees  vs. 

Scenario I – “The Bird in the Trees” – Complexity Rating: GREEN

Zenishli, Alya – Prefecture I

With Jade Falcon pushing merciless onward, the Stormhammers take to Alya in an effort to thwart their plans to procure the planet for plastics and fuel. Under an evergreen canopy, the two forces collide.

Objective: Each player aims to defeat the other.

Battleforce Size/Composition

Two-player game; 600-point build total; four orders per turn. Of the points spent on units (only) in a player's battleforce, at least half must come from units with the same faction symbol (or have no faction symbol) before the battlefield is prepared. CEC SA-001 may not be used.

Rules Set: MechWarrior®: Age of Destruction

Time Limit: 50 minutes

Preparing the Battlefield: Players may place only hindering terrain features in the terrain pile.

Special Rule:

Units at NOE level that are targeted by ranged combat attacks originating from cruising level get +2 to their defense values against those attacks. Changing between NOE and cruising level requires 4" of movement instead of 2".

Victory Conditions:

Use **MechWarrior: Age of Destruction** victory conditions.

Recommended Adjustments: None.

March 2005 Storyline - Recruitment Drive  vs.

Scenario I – “Recruitment Drive” – Complexity Rating: GREEN

Strumm, Alrakis – Prefecture I

In bids to expand their access to available infantry and corresponding support weapons, House Liao and the Dragon's Fury descend upon Alrakis and begin recruitment attempts.

Objective: Each player aims to defeat the other.

Battleforce Size/Composition

Two-player game; 450-point build total; four orders per turn. Of the points spent on units (only) in a player's battleforce, at least half must come from units with the same faction symbol (or have no faction symbol) before the battlefield is prepared. In addition, each player brings 150 points of infantry units to represent his or her infantry pool; these units may be from any faction or have no faction symbol, in any combination.

Rules Set: MechWarrior®: Age of Destruction

Time Limit: 50 minutes

Preparing the Battlefield: No planetary condition cards may be played. Determine the first player per the MechWarrior: Age of Destruction rules.

Special Rule:

Starting with his or her second turn and each turn thereafter, at the beginning of his or her command stage the active player rolls one six-sided die. On a result of 6, that player rolls the die a second time. The player places a number of infantry units from his or her infantry pool onto the battlefield equal to the second result. These units must be placed in base contact with friendly units and cannot be placed in base contact with any opposing units. The player has 60 seconds to place these units on the field. Any units not placed on the battlefield within 60 seconds may not be placed and are left in the infantry pool. If an infantry unit cannot be placed on the battlefield, it remains in the infantry pool. If a player places all the infantry from his or her infantry pool, he or she no longer rolls a die to check for placing infantry.

Victory Conditions:

Use **MechWarrior: Age of Destruction** victory conditions.

Recommended Adjustments: None.

April 2005 Storyline - Of 'Mechs and Men  vs.

Scenario I – “Of ‘Mechs and Men” – Complexity Rating: GREEN

Shokaku, Yorii – Prefecture X

Yorii's mining and manufacturing settlements, now almost wholly recovered, are a tempting target for both the Spirit Cats and Bannson's Raiders, who send BattleMechs™ and infantry to collect early resources. When the two forces meet, the entire planet comes up for grabs.

Objective: Each player aims to defeat the other.

Battleforce Size/Composition

Two-player game; 600-point build total; four orders per turn. Of the points spent on units (only) in a player's battleforce, half must come from units with the same faction symbol (or have no faction symbol) before the battlefield is prepared. Only 'Mechs™ and units with the foot speed mode may be used.

Rules Set: MechWarrior®: Age of Destruction

Time Limit: 50 minutes

Preparing the Battlefield: Players may place only blocking terrain features in the terrain pile. For this scenario, planetary condition PC-009, Active Volcanoes, is in effect. No other planetary condition cards may be played. Determine the first player per the **MechWarrior: Age of Destruction** rules.

PC-009 Active Volcanoes

At the beginning of his or her clean-up stage, the active player rolls one six-sided die. On a result of 5 or 6, each player must deal 1 pushing damage to one of his or her units.

Special Rule

A 'Mech given an assault order subtracts 1 from the total heat gained when calculating heat gain for the order.

Victory Conditions:

Use **MechWarrior: Age of Destruction** victory conditions.

Recommended Adjustments: None.

May 2005 Storyline - A Tale of Two Swords  vs. 

Scenario I – “A Tale of Two Swords” – Complexity Rating: GREEN

Holt – Prefecture VII

Sent to Holt by The Republic to secure a new armor supplier, the Highlanders encounter a House Liao force in the process of attempting to expand the Capellan Confederation's holdings. In a currently unused manufacturing district, the battle for Holt flares to life.

Objective: Each player aims to defeat the other.

Battleforce Size/Composition

Two-player game; 600-point build total; four orders per turn. Of the points spent on units (only) in a player's battleforce, half must come from units with the same faction symbol (or have no faction symbol) before the battlefield is prepared. No artillery units can be used in this scenario.

Rules Set: MechWarrior®: Age of Destruction

Time Limit: 50 minutes

Preparing the Battlefield: Players may place only blocking terrain features in the terrain pool. When placing terrain on the battlefield continue placing terrain until six terrain features have been placed on the battlefield or no more terrain features can be placed such that they are at least 3" away from any other terrain feature already on the battlefield, from any edge of the battlefield and from any player's deployment zone. No planetary condition cards may be played. Determine the first player per the **MechWarrior: Age of Destruction** rules.

MechWarrior: Age of Destruction rules.

Special Rules:

1. 'Mech units given an assault order subtract 1 from their total heat gain when calculating heat gain for the order.
2. A line of fire drawn between a unit at cruising level and a unit at NOE level does not ignore blocking terrain.

Victory Conditions:

Use **MechWarrior: Age of Destruction** victory conditions.

Recommended Adjustments: Delete Special Rule 2 and add PC-011 Urban.

June 2005 Storyline – Snakes In The Grass vs.

Scenario I – “Snakes In The Grass” – Complexity Rating: GREEN

Agito, Shitara – Prefecture II

Seeking to take back the commercial hub once ceded to The Republic, the Draconis Combine moves in only to find that the Swordsworn seem to be moving in to secure it for themselves and House Davion. In the grasslands of Agito, infantry gain the advantage.

Objective: Each player aims to defeat the other.

Battleforce Size/Composition

Two-player game; 600-point build total; four orders per turn. Of the points spent on units (only) in a player's battleforce, half must come from units with the same faction symbol (or have no faction symbol) before the battlefield is prepared.

Rules Sets: MechWarrior®: Age of Destruction and Firepower

Time Limit: 50 minutes

Preparing the Battlefield

Players may place only hindering terrain in the terrain pile. Determine the first player per the

MechWarrior: Age of Destruction rules.

Special Rule:

Infantry with the foot speed mode get +1 to their defense values.

Victory Conditions:

Use **MechWarrior: Age of Destruction** victory conditions.

Recommended Adjustments: Delete Special Rule and add PC-020 Grasslands.

July 2005 Storyline – The Dragon Eats Its Tail vs.

Scenario I – “The Dragon Eats Its Tail” – Complexity Rating: GREEN

Agito, Shitara – Prefecture II

Moving in response to The Republic's weakening state, the Draconis Combine begins to assimilate the Dragon's Fury fighters loyal to Katana Tormark.

Objective: Each player aims to defeat the other.

Battleforce Size/Composition

Two-player game; 600-point build total; four orders per turn. Of the points spent on units (only) in a player's battleforce, at least half must come from units with the same faction symbol (or have no faction symbol) before the battlefield is prepared.

Rules Sets: MechWarrior®: Age of Destruction and Firepower

Time Limit: 50 minutes

Preparing the Battlefield

Before placing terrain, place one blocking terrain template B6 such that its center is at the center of the battlefield. For this scenario, planetary condition PC-013, Heavy Fog, is in effect. No other planetary condition cards may be played. Determine the first player per the **MechWarrior: Age of Destruction** rules.

PC-013 Heavy Fog

All artillery units get +2 to the target values of their artillery markers. Targets of a special attack, and targets of a ranged combat attack from an attacker that is more than 8" away, get +1 to their defense values.

Special Rule:

Players can also gain Victory Condition 3 points by having units in base contact with terrain template B6 at the center of the battlefield. Players score 1 victory point at the beginning of each command stage in which they have one or more friendly units in base contact with this template. If the game ends with only one player having units in base contact with this template, that player wins Victory Condition 3, regardless of how many Victory Condition 3 points his or her opponent has.

Victory Conditions:

Use **MechWarrior: Age of Destruction** victory conditions, with the exception outlined in “Special Rule,” above.

Recommended Adjustments: None.

August 2005 Storyline – Clash of Swords vs.

Scenario I – “Clash of Swords” – Complexity Rating: GREEN

Glastonbury, New Aragon – Prefecture V

Seeking to advance their holdings, the Capellan Confederation moves toward New Aragon in hopes of securing new medical research facilities. Upon arriving, they find that the people of New Aragon are still staunch supporters of the Federated Suns, having welcomed them to set up operations.

Objective: Each player aims to defeat the other.

Battleforce Size/Composition

Two-player game; 600-point build total; four orders per turn. Of the points spent on units (only) in a player's battleforce, at least half must come from units with the same faction symbol (or have no faction symbol) before the battlefield is prepared. No artillery or VTOL units may be used in this scenario.

Rules Sets: MechWarrior®: Age of Destruction and Firepower

Time Limit: 50 minutes

Preparing the Battlefield

Of the three terrain features a player places in the terrain pile, only one may be a hindering terrain feature. For this scenario, planetary condition PC-014, Mine Field, is in effect. No other planetary condition cards may be played. Determine the first player per the **MechWarrior: Age of Destruction** rules.

PC-014 Mine Field

At the end of his or her clean-up stage, the active player rolls one six-sided die. On a result of 6, each player chooses a single friendly unit occupying clear terrain and deals 1 pushing damage to it. If a player has no units occupying clear terrain, he or she must choose a single friendly unit and deal 1 pushing damage to it.

Victory Conditions:

Use **MechWarrior: Age of Destruction** victory conditions.

Recommended Adjustments: None.

September 2005 Storyline – The Combine Returns to Kervil vs.

Scenario I – “The Combine Returns to Kervil” – Complexity Rating: GREEN

Infernus, Kervil – Prefecture II, The Republic

The Draconis Combine is no stranger to Kervil, having been there before as they expanded their metallurgical interests. Now, seeking to expand as The Republic's defenses fade, the Draconis Combine sends an invading force to Kervil to take the planet and its metal industries once more.

Objective: Each player aims to defeat the other.

Battleforce Size/Composition

Two-player game; 600-point build total; four orders per turn. Of the points spent on units (only) in a player's battleforce, at least half must come from units with the same faction symbol (or have no faction symbol) before the battlefield is prepared.

Rules Sets: MechWarrior®: Age of Destruction and Firepower

Time Limit: 50 minutes

Preparing the Battlefield

Players may place only blocking terrain features in the terrain pile. For this scenario, planetary condition PC-009, Active Volcanoes, is in effect. No other planetary condition cards may be played. Determine the first player per the MechWarrior: Age of Destruction rules.

PC-009 Active Volcanoes

At the beginning of his or her clean-up stage, the active player rolls one six-sided die. On a result of 5 or 6, each player must deal 1 pushing damage to one of his or her units.

Victory Conditions:

Use **MechWarrior: Age of Destruction** victory conditions.

Recommended Adjustments: None.

October 2005 Storyline – Taming The Dragon  vs. 

Scenario I – “Taming The Dragon” – Complexity Rating: GREEN

Felkra, Murchison – Prefecture III

Finally rising to take a place by Kurita’s side, the Nova Cats begin to assist in bringing the remaining members of the Dragon’s Fury into the fold. With honor toward their future brethren, MechWarrior meets MechWarrior on the field of battle.

Objective: Each player aims to defeat the other.

Battleforce Size/Composition

Two-player game; 600-point build total; four orders per turn. Of the points spent on units (only) in a player’s battleforce, half must come from units with the same faction symbol (or have no faction symbol) before the battlefield is prepared. Each battleforce must contain at least one ‘Mech™.

Rules Sets: MechWarrior®: **Age of Destruction** and *Firepower*

Time Limit: 50 minutes

Preparing the Battlefield

Players may not place shallow water terrain features in the terrain pile. For this scenario, mission M-005, Clash of the Titans, is in effect for both players. No other mission cards may be played.

Determine the first player per the **MechWarrior: Age of Destruction** rules.

M-005 Clash of the Titans

At the beginning of your first command stage, from the battleforce of the opponent opposite you, choose the ‘Mech with the highest point value. If ‘Mechs are tied for highest point value, choose all of them.

To complete this mission, the chosen ‘Mech(s) must be eliminated as the result of an attack made by any ‘Mechs friendly to you.

Special Rules

1. M-005 adds one to the number of victory conditions available. The first player to complete it completes the mission and wins that victory condition. Once this mission is completed, it cannot be completed again by any player.
2. A unit that is eliminated as the result of a close combat attack resolved against it is worth a number of victory points equal to twice its point value to the player who eliminates it.

Victory Conditions

Use **MechWarrior: Age of Destruction** victory conditions, with the exceptions outlined in “Special Rules,” above.

Recommended Adjustments: None.

November 2005 Storyline – Déjà Vu, All Over Again  vs. 

Scenario I – “Déjà Vu, All Over Again” – Complexity Rating: GREEN

Sarrina, Cebalrai – Prefecture I

Continuing to test The Republic’s defenses, the Combine sends a force to Cebalrai, only to discover the Lyran Alliance has had the same idea. With The Republic nowhere to be found, Steiner and Kurita clash for control of Cebalrai.

Objective: Each player aims to defeat the other.

Battleforce Size/Composition

Two-player game; 600-point build total; four orders per turn. Of the points spent on units (only) in a player’s battleforce, at least half must come from units with the same faction symbol (or have no faction symbol) before the battlefield is prepared.

Rules Sets: MechWarrior®: **Age of Destruction** and *Firepower*

Time Limit: 50 minutes

Preparing the Battlefield

For this scenario, planetary condition PC-001, Ice Field, is in effect. No other planetary condition cards may be played. Determine the first player per the **MechWarrior: Age of Destruction** rules.

PC-001 Ice Field

All water terrain features become clear terrain features instead. Only shutdown ‘Mechs roll for heat effects when losing heat. At the beginning of his or her clean-up stage, the active player rolls one six-

sided die. On a result of 5 or 6, all 'Mechs lose 1 heat in addition to any other heat lost during the clean-up stage.

Victory Conditions

Use **MechWarrior: Age of Destruction** victory conditions.

Recommended Adjustments: None.

2006 Organized Play Campaigns & Storylines

February 2006 Storyline – The Bear In Winter vs.

Scenario I – “The Bear In Winter” – Complexity Rating: GREEN

Thelios, New Wessex – Prefecture I

Riding to what they believe to be The Republic’s rescue, a contingent of Rasalhague forces lands on New Wessex, only to discover Clan Nova Cat moving in on behalf of the Draconis Combine. On the polar continent of Thelios, they meet.

Objective: Each player aims to defeat the other.

Battleforce Size/Composition

Two-player game; 600-point build total; four orders per turn. 300 points of the build total must be spent on units with the same faction symbol or faction symbols allied via a House Alliance. This includes any recruitment costs or mercenary contracts being used. When determining the point value of a 'Mech, include any gear or pilots assigned to that 'Mech. When determining the faction symbol of units without a faction symbol, use the symbol of the faction that the unit will be recruited to (if applicable), either by paying the recruitment cost or using a mercenary contract card.

Rules Set: MechWarrior®: Age of Destruction, Firepower, Annihilation and Domination.

Time Limit: 50 minutes

Preparing the Battlefield: Players may not place water terrain features in the terrain pile. For this scenario, planetary condition PC-017, Subzero Temperatures, is in effect. No other planetary condition cards may be played and no mission cards may be played. Determine the first player per the MechWarrior: Age of Destruction rules.

PC-017 Subzero Temperatures

Any 'Mech given an assault order subtracts 1 from the total heat gained from resolving that order. At the beginning of his or her command stage, the active player rolls one six-sided die. On a result of 6, vehicles may not be given move orders that turn, and all infantry without “battle armor” in their names are dealt 1 pushing damage.

Special Rule

'Mech units given move orders that do not use the run option that would cause the 'Mech to gain heat subtract 1 from the total heat when calculating the heat gain for that order.

Victory Conditions:

Use MechWarrior: Age of Destruction victory conditions.

Recommended Adjustments: None.

March 2006 Storyline - All Washed Up? vs.

Scenario I – “All Washed Up?” – Complexity Rating: GREEN

Persephonie, Helen – Prefecture III

Though retreated back to Prefecture X, not all of The Republic forces manage to make it back in time. Now, on the continent Persephonie in the middle of monsoon season, a contingent of Republic forces attempts to gain the high ground and fight off the advances of the Draconis Combine.

Objective: Each player aims to defeat the other.

Battleforce Size/Composition

Two-player game; 600-point build total; four orders per turn. 300 points of the build total must be spent on units with the same faction symbol or faction symbols allied via a House Alliance. This includes any recruitment costs or mercenary contracts being used. When determining the point value of a 'Mech, include any gear or pilots assigned to that 'Mech. When determining the faction symbol of

units without a faction symbol, use the symbol of the faction that the unit will be recruited to (if applicable), either by paying the recruitment cost or using a mercenary contract card.

Rules Set: MechWarrior®: Age of Destruction, Firepower, Annihilation and Domination.

Time Limit: 50 minutes

Preparing the Battlefield

A total of six pieces of blocking terrain piece B3 are needed for this scenario. When preparing the battlefield, place the blocking terrain pieces on the battlefield such that they resemble a plus (+) sign, with the center of the plus sign in the center of the battlefield. You will need to use three pieces of blocking terrain for each line, and the terrain should extend to the edge of the battlefield (it will overlap deployment zones). For this scenario, planetary conditions PC-018, Jungle, and PC-024, Monsoon, are in effect. No other planetary condition cards may be played. Mission cards may be played for this scenario. Determine the first player per the **MechWarrior: Age of Destruction** rules. PC-018 **Jungle** All non-hindering terrain features become hindering terrain features instead. Units at NOE level that are the target of a ranged combat attack originating from cruising level get +2 to their defense values against those attacks. Changing between NOE and cruising level requires 4" of movement instead of 20.

PC-024 **Monsoon** Units with the wheeled speed mode or tracked speed mode and speed values greater than 6 have speed values of 6 instead. During the active player's clean-up stage, any 'Mech that player controls that was not given an order that turn loses 2 heat instead of 1 heat.

Special Rules

Blocking terrain pieces are not affected by PC-018. Units may occupy blocking terrain and a unit's movement path may cross blocking terrain. A unit's base may overlap blocking terrain at the end of its movement or during deployment. Blocking terrain does not block any line of fire crossing it. Units with the wheeled or tracked speed mode that begin and end their movement occupying blocking terrain are not affected by PC-024.

Victory Conditions:

Use MechWarrior: Age of Destruction victory conditions.

Recommended Adjustments: None.

April 2006 Storyline - **Beneath the Seas of Fire**  vs. 

Scenario I – “Beneath the Seas of Fire” – Complexity Rating: GREEN

Kantuene, Kansu — Prefecture V

Previously uninterested in Kansu, a renewed interest in the burning planet of Kansu and its precious metal deposits brings both the Federated Suns and the Capellan Confederation into conflict in the caverns beneath the seas of fire.

Objective: Each player aims to defeat the other.

Battleforce Size/Composition

Two-player game; 600-point build total; four orders per turn. 300 points of the build total must be spent on units with the same faction symbol or faction symbols allied via a House Alliance. This includes any recruitment costs or mercenary contracts being used. When determining the point value of a 'Mech, include any gear or pilots assigned to that 'Mech. When determining the faction symbol of units without a faction symbol, use the symbol of the faction that the unit will be recruited to (if applicable), either by paying the recruitment cost or using a mercenary contract card.

Rules Sets: MechWarrior®: Age of Destruction, Firepower, Annihilation and Domination.

Time Limit: 50 minutes

Preparing the Battlefield

Players may only place blocking terrain features in the terrain pile. For this scenario, planetary condition PC-032, Caverns, is in effect. No other planetary condition cards may be played. Mission cards may be played for this scenario. Determine the first player per the MechWarrior: Age of Destruction rules.

PC-032 Caverns

All non-blocking terrain features becomes blocking terrain features instead. All units must be deployed at NOE level. No unit may be moved to cruising level. No artillery or indirect-fire ranged combat attacks can be made. All units ignore Jump Jets and Jump Pack special equipment.

Special Rule

A 'Mech given an assault order subtracts 1 from the total heat gained when calculating heat gain for the order.

Victory Conditions:

Use MechWarrior: Age of Destruction victory conditions.

Recommended Adjustments: None.

May 2006 Storyline – If You Can't Take The Heat vs.

Scenario I – “If You Can't Take The Heat” – Complexity Rating: GREEN

Tiburica, Konstance – Prefecture I

The search for resources to fuel continued pushes into Republic-abandoned space means not even the greenhouse-effect plagued planet of Konstance is spared seeing an invasion force. In the former capital of Konstantinople, now reclaimed by nature, the Mailed Fist meets the Dragon as House Steiner and House Kurita clash.

Objective: Each player aims to defeat the other.

Battleforce Size/Composition

Two-player game; 600-point build total; four orders per turn. 300 points of the build total must be spent on units with the same faction symbol or faction symbols allied via a House Alliance. This includes any recruitment costs or mercenary contracts being used. When determining the point value of a 'Mech, include any gear or pilots assigned to that 'Mech. When determining the faction symbol of units without a faction symbol, use the symbol of the faction that the unit will be recruited to (if applicable), either by paying the recruitment cost or using a mercenary contract card.

Rules Sets: MechWarrior®: Age of Destruction, Firepower, Annihilation and Domination.

Time Limit: 50 minutes

Preparing the Battlefield

For this scenario, planetary condition PC-023, Craggs, and mission M-016, Last Man Standing, are in effect. No other planetary condition or mission cards may be played. Mission M-016 is in effect for both players. If both players complete M-016 each player wins one VC. Determine the first player per the **MechWarrior: Age of Destruction** rules.

PC-023 Craggs

Units with the hover speed mode and speed values greater than 8 have speed values of 8 instead.

'Mechs cannot use the run option.

M-016 Last Man Standing

To complete this mission, at the end of the game the able unit with the lowest point value must be friendly to you.

Special Rules

'Mechs do not lose heat during their controllers' clean-up stages.

Victory Conditions:

Use MechWarrior: Age of Destruction victory conditions.

Recommended Adjustments: None.

June 2006 Storyline – A Matter of Honor vs.

Scenario I – “A Matter of Honor” – Complexity Rating: GREEN

Hamilton – Prefecture VII

As Capellan and Lyran forces confront each other on Hamilton, a lance from each side becomes separated. They come upon each other far from combat and stare each other down before reaching an unspoken agreement; for the honor of their houses, they will fight this battle themselves, without reinforcements.

Objective: Each player aims to defeat the other.

Battleforce Size/Composition

Two-player game; 1,200-point build total; four orders per turn. Players may have up to four 'Mechs in their battleforces; no infantry or vehicles may be used. All 'Mechs must have the same faction symbol or have faction symbols allied via a House Alliance, Grand Alliance, or situational alliance. When

determining the faction symbol of units without a faction symbol, use the symbol of the faction that the unit will be recruited to, either by paying the recruitment cost or using a mercenary contract card.

Rules Sets: MechWarrior®: Age of Destruction, Firepower, Annihilation and Domination.

Time Limit: 50 minutes

Preparing the Battlefield

No planetary condition or mission cards may be played. Determine the first player per the

MechWarrior: Age of Destruction rules.

Special Rules:

1. A 'Mech may be given a move order that cannot be used to make a special attack and does not use the run option. This is called a walk order. If a walk order would cause a 'Mech to be pushed, it does not gain 1 heat for pushing.
2. If an attack roll resolving a ranged combat attack against a 'Mech results in a critical hit before any special equipment, pilot, faction or situational alliance abilities are applied, eliminate that 'Mech.

Victory Conditions:

Use **MechWarrior: Age of Destruction** victory condition 2.

Recommended Adjustments: None.

July 2006 Storylines – FINDER'S KEEPERS 🏴 vs. 🏴 & THE DRAGON! THE DRAGON!!! 🏴 vs. 🏴

Scenario I – “Finder’s Keepers” – Complexity Rating: VETERAN

Klondike, Shensi – Prefecture V

The Capellan Confederation returns to Shensi once more to take back what's theirs and to reincorporate their secret supply caches from long ago. They arrive only to encounter a substantial Bannson's Raiders force attempting to do the same. Valuable assets are on the line... whose will they become?

Objective: Each player aims to defeat the other.

Battleforce Size/Composition

Two-player game; 600-point build total; four orders per turn. 300 points of the build total must be spent on units with the same faction symbol or faction symbols allied via a House Alliance. This includes any recruitment costs or mercenary contract cards being used. When determining the point value of a 'Mech™, include any gear or pilots assigned to that 'Mech. When determining the faction symbol of units without a faction symbol, use the symbol of the faction that the unit will be recruited to (if applicable), either by paying the recruitment cost or using a mercenary contract card. In addition, each player should bring two additional 'Mechs, with assigned gear and pilots if the player chooses. The total point value of these two 'Mechs with gear and pilots (but without recruitment costs, if any) cannot exceed 400 points. Before the game begins, all four 'Mechs should be placed together off to the side of the battlefield for both players to see.

Rules Sets: MechWarrior®: Age of Destruction, Firepower, and Domination.

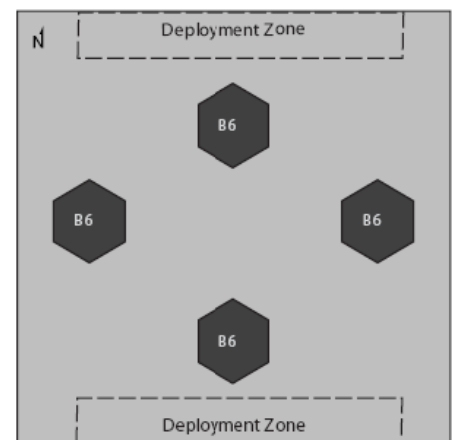
Time Limit: 50 minutes

Preparing the Battlefield

Before placing terrain, place four B6 templates on the battlefield as shown. These templates represent secret caches. These templates should be 3 inches from the sides of the battlefield and three inches from the nearest deployment zone. These templates are treated as clear terrain for movement and line of fire purposes. Any other terrain features must be placed at least 3 inches away from these terrain features. No mission cards or planetary condition cards can be played. Determine the first player per the **MechWarrior: Age of Destruction** rules.

Special Rules

Players can gain additional units by “opening” secret caches. If a player starts his or her turn with an infantry he or she controls with the foot speed mode occupying a secret cache, during that player's



command stage, he or she can roll two six-sided dice. **On a result of 10–12**, the cache is “opened.” That player can then choose one of the four ‘Mechs placed off to the side of the battlefield (described above) and place it on the cache he or she just “opened.” That B6 template is then removed from the battlefield and the unit is marked with an order token. This unit becomes part of that player’s battleforce and can be given orders on the same turn it was “found.” If the unit has no faction symbol printed on its base and is being piloted by a gunslinger, that player can recruit the gunslinger to a faction, if possible.

Victory Conditions:

Use **MechWarrior: Age of Destruction** victory conditions.

Recommended Adjustments: None.

Scenario II – “The Dragon! The Dragon!!!” – Complexity Rating: GREEN

Oregon, Mallory’s World – Prefecture III

Once again a target for factions seeking a strategic strike point, Mallory’s World is under attack from House Davion, who finds that House Kurita has similar plans. House Davion will have to slay a particularly troublesome BattleMech on Kurita’s side—called the “Dragon”—in order to have any hope of taking Mallory’s World.

Objective: Each player aims to defeat the other.

Battleforce Size/Composition

Two-player game; 900-point build total; four orders per turn. 450 points of the build total must be spent on units with the same faction symbol or faction symbols allied via a House Alliance. This includes any recruitment costs or mercenary contract cards being used. When determining the point value of a ‘Mech™, include any gear or pilots assigned to that ‘Mech. When determining the faction symbol of units without a faction symbol, use the symbol of the faction that the unit will be recruited to (if applicable), either by paying the recruitment cost or using a mercenary contract card. Determine the first player per the **MechWarrior®: Age of Destruction** rules; the first player decides if he or she wishes to represent House Kurita or House Davion. The House Kurita player must include at least one ‘Mech in his or her battleforce.

Rules Sets: **MechWarrior: Age of Destruction**, *Firepower*, and *Domination*

Time Limit: 50 minutes

Preparing the Battlefield

For this scenario, planetary condition PC-003, Dust Storm, is in effect. No other planetary condition cards can be played. No mission cards can be played.

PC-003 Dust Storm

All units must be deployed at NOE level. No unit may move to cruising level or be at cruising level when an order resolves. No unit may make a charge or death from above special attack. Units with a maximum range value greater than 8 have a maximum range value of 8 instead. The line of fire to all artillery markers is blocked.

Special Rules

After all units have been deployed, the Kurita player designates one of his or her ‘Mechs as the “Dragon.” Place a small slip of paper under this unit’s base to mark it as such. The Dragon gets +1 to its attack value and –1 to its defense value. Units eliminated by the Dragon are worth a number of victory points equal to twice their point value. If the Dragon is eliminated, it is worth a number of victory points equal to twice its point value.

Victory Conditions

Use **MechWarrior: Age of Destruction** victory conditions.

Recommended Adjustments: None.

August 2006 Storylines – Escape!  vs.  & *Good Night, Knight* 

Scenario I – “Escape!” – Complexity Rating: VETERAN

Trapped in a bad situation, Bannson forces are desperately attempting to get off-planet, but House Liao is not so easily left behind.

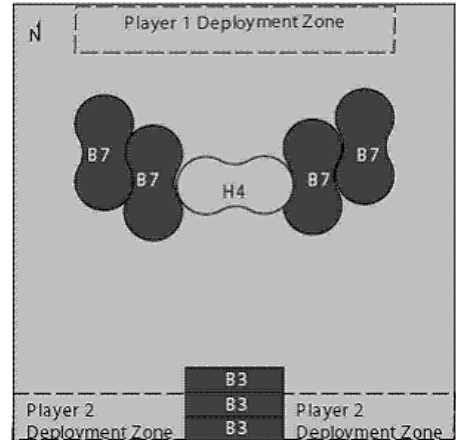
Objective: Each player aims to defeat the other.

Battleforce Size/Composition

Two-player game; 600-point build total; four orders per turn. 300 points of the build total must be spent on units with the same faction symbol or faction symbols allied via a House Alliance. This includes any recruitment costs or mercenary contracts being used. When determining the point value of a 'Mech, include any gear or pilots assigned to that 'Mech. When determining the faction symbol of units without a faction symbol, use the symbol of the faction that the unit will be recruited to (if applicable), either by paying the recruitment cost or using a mercenary contract card.

Rules Set: MechWarrior®: Age of Destruction, Firepower, Annihilation, Domination, and Vanguard.

Time Limit: 50 minutes



Preparing the Battlefield

Place three B3 templates, four B7 templates and one H4 template on the battlefield as shown. No other terrain may be placed. The three B3 templates collectively represent an escaping dropship. No planetary condition cards may be played. Determine the first player per the **MechWarrior: Age of Destruction** rules. The first player then decides if they want to be the "attacking" player or the "defending" player. The defending player deploys in the deployment zone nearest the escaping dropship.

Special Rules

The escaping dropship has the following characteristics:

- it may be targeted by ranged combat attacks only,
- line of fire to the escaping dropship is blocked by blocking terrain and 'Mech bases only,
- it may not be occupied by any units,
- has a defense value of 23 with Hardened Armor,
- ignores the G-146 R.I.S.C. Bunker Buster CEC, and
- has 20 "clicks" of life; use counters, a die or dice or a pencil and paper to keep track. After 20 damage is dealt to the escaping dropship, it is considered eliminated. If the escaping dropship is eliminated, treat the B3 templates as hindering terrain for the remainder of the scenario.
- Can be affected by artillery
- Can not be affected by the pilot ability "Good Night Irene"
- It is considered both terrain AND a unit (for CEC targeting and effect purposes)

Victory Conditions: Use **MechWarrior: Age of Destruction** victory conditions 1 and 2. Victory condition 3 does not apply. In addition, if the escaping dropship is destroyed, the attacking player wins an additional victory condition. If the dropship is not destroyed, the defending player wins an additional victory condition.

Recommended Adjustments: None.

Scenario II – "Good Night, Knight" – Complexity Rating: GREEN

Talitha – Prefecture VII

Trapped outside Prefecture X, Knights of the Sphere still go about the business of The Republic, be it protecting loyal planets or implementing subversive tactics. Now, one Knight finds himself to be a target, and it's the target of something much larger than he is...

Objective: One player aims to keep their Knight of the Sphere alive, while the other aims to eliminate it.

Battleforce Size/Composition

Two-player game; 900-point build total; six orders per turn. In addition, each player must have at least one 'Mech in their battleforce. Determine the first player per the **MechWarrior: Age of Destruction** rules; the first player then decides if they wish to represent the battleforce containing the Knight of the Sphere (the Knight player) or the battleforce supporting the Ares colossal class 'Mech (the Ares player).

Rules Sets: MechWarrior®: Age of Destruction, Firepower, Domination and Ares 3 Pack.

Time Limit: 50 minutes

Preparing the Battlefield

Each player may only place one piece of blocking terrain in the terrain pool, and only one piece of blocking terrain may be placed on the battlefield. No mission or planetary condition cards may be played.

Special Rules

At the beginning of the first player's first turn, the Knight player indicates which of their 'Mechs will represent the Knight of the Sphere. This 'Mech can be marked with a slip of paper beneath the base. If the Ares player has a colossal-class unit in their battleforce, that unit may target and damage that Knight of the Sphere 'Mech twice in one turn.

Victory Conditions

If the Knight of the Sphere 'Mech is eliminated, the game ends and the Ares player wins. If the Knight of the Sphere 'Mech is not eliminated, the Knight player wins.

Recommended Adjustments: None.

September 2006 Storylines – Urban Warfare  vs.  & Night Running  vs. 

Scenario I – “Urban Warfare” – Complexity Rating: VETERAN

Kaus Australis — Prefecture I

Having heard rumors of an Ares BattleMech factory on-planet, Clan Nova Cat has gone in to investigate, only to be met by a House Steiner force who seems to have intercepted the same intelligence. Clan Nova Cat hurriedly lands and rushes forces in to take the factory quickly, leaving them to fend off a House Steiner onslaught until their remaining forces arrive.

Objective: Clan Nova Cat aims to keep the rumored Ares BattleMech Factory, while House Steiner aims to capture and hold it.

Battleforce Size/Composition Two-player game; 900-point build total. Determine the first player per the **MechWarrior: Age of Destruction** rules; the first player then decides if they wish to represent Clan Nova Cat or House Steiner. Both players must have at least one 'Mech in their battleforce. The House Steiner player must have at least three infantry with the foot speed mode in their battleforce. Clan Nova Cat must divide their 900 point battleforce into two battleforces; one must be 600 points or less. The Clan Nova Cat player gets 4 orders per turn. The House Steiner player gets 6 orders per turn.

Rules Sets: **MechWarrior®: Age of Destruction**, *Firepower, Annihilation, Domination, Vanguard and Battleforce.*

Time Limit: 50 minutes

Preparing the Battlefield

Before placing terrain, place one B1 template on the battlefield in front of the Clan Nova Cat player's deployment zone; it must be 3 inches away from the deployment zone and three inches away from any other side of the battlefield. This terrain piece is a rumored Ares BattleMech Factory. Players may only place hindering and blocking terrain in the terrain pool. No planetary condition or mission cards may be played for this scenario.

Special Rules:

1. The House Steiner player (only) may target the Ares BattleMech Factory with capture attempts as long as they have an infantry with the foot speed mode in base contact with it, and the Clan Nova Cat player has no infantry in base contact with it. When making the close combat attack, the Ares BattleMech Factory has a defense value of 24.
2. When deploying battleforces, the Clan Nova Cat player deploys their battleforce that is closest to 600 points without exceeding 600 points. At the end of an order stage where one of the Clan Nova Cat player's 'Mechs has been eliminated, the Clan Nova Cat player deploys their remaining battleforce. Infiltrate is ignored when deploying this battleforce.

Victory Conditions

The House Steiner player wins if they hold the Ares BattleMech Factory as a captive for three turns, where a turn is equal to both players having taken a turn. Begin counting the turns with the turn taken after the Ares BattleMech Factory has been captured. The Clan Nova Cat player wins if at the end of a turn there are no able House Steiner infantry with the speed mode foot. If neither player has won after 50 minutes, use **MechWarrior®: Age of Destruction** victory conditions to determine the winner.

Recommended Adjustments: None.

Scenario II – “Night Running” – Complexity Rating: VETERAN

Mieszko, Poznan – Prefecture V

House Liao and House Kurita both find themselves in a battle for former Liao holding, Poznan.

Objective: Each player aims to defeat the other.

Battleforce Size/Composition

Two-player game; 600-point build total; four orders per turn. Only 300 or less points of the build total may be spent on units with Jump Jets or units equipped with the BattleMech Jump Pack CEC.

Determine the first player per the **MechWarrior: Age of Destruction** rules. The first player then decides if they wish to represent the landing force or the grounded force.

Rules Sets: **MechWarrior®: Age of Destruction**, *Firepower, Annihilation, Domination, Vanguard* and *Battleforce*.

Time Limit: 50 minutes

Preparing the Battlefield

For this scenario, planetary condition PC-021, Nightfall, is in effect. No other planetary condition cards may be played. No mission cards may be played for this scenario.

PC-021 Nightfall

Any unit targeted by a ranged combat attack from an opposing unit more than 8" away from it gets +1 to its defense value unless the attacker has Improved Targeting.

Special Rules:

1. When deploying forces, the landing force may deploy up to 300 points worth of units with Jump Jets or units equipped with the BattleMech Jump Pack CEC. These units may be deployed anywhere on the battlefield, though they cannot be deployed in base contact with an opposing unit and they cannot be deployed in an opponent's deployment zone.
2. When the game begins, the landing force players' units are at cruising level and have a speed value of 6 instead of their speed value. They cannot be moved to NOE level.
3. At the beginning of their third turn (after both players have taken two turns) all the landing force player's units are at NOE level. If any unit does not have Jump Jets showing or does not have the BattleMech Jump Pack CEC, that unit is eliminated. If any units are occupying terrain they could not ordinarily occupy, those units are eliminated. No player gains victory points for a unit's elimination in either fashion.
4. During their command stage on their third turn, the landing force player deploys the remainder of their battleforce in their deployment zone.

Victory Conditions

Use **MechWarrior: Age of Destruction** victory conditions.

Recommended Adjustments: None.

October 2006 Storylines – A Hard Rain & Monkey Business

Scenario I – “Hard Rain” – Complexity Rating: GREEN

Bascombe, Planet Kervil

It's bad enough that they sent us to Kervil during the monsoon season. Rain by the bathtub I can deal with. But they've never really managed to terraform this place completely and combined with all the strip mining and industrial waste that the work generates... well, I'm no bleeding heart environmentalist but I swear that the puddles around here have already gobbled a few layers of sealant off my 'Mechs' feet. No, what's worse is that it looks like we've been assigned patrol in Bascombe. Ever been to Bascombe? Of course you haven't. And you never want to. It's boring, rusting city from horizon to horizon. And, lucky us, we pulled duty in the old industrial section.

This place better be worth defending. If it isn't, I'm going to make Eli pay for a new paint job on my 'Mech. Maybe I'll even demand it be hot pink. Just to be difficult." - Captain Tanya Carnahan, Rock Brigade Mercenary Battalion, unhappily on planet Kervil

Objective: Each player aims to defeat the other.

Objective: Each player aims to defeat the other.

Battleforce Size/Composition

Two-player game; 600-point build total; four orders per turn. Of the points spent on units (only) in a player's battleforce, half must come from units with the same faction symbol (or have no faction symbol) before the battlefield is prepared. No artillery units or units with VTOL movement can be used in this scenario.

Rules Sets: MechWarrior®: Age of Destruction, Firepower, Annihilation, Domination, Vanguard, Wolf Strike and Battleforce.

Time Limit: 50 minutes

Preparing the Battlefield

Players may place only blocking terrain features in the terrain pool. Determine the first player per the MechWarrior: Age of Destruction rules.

Special Rules

The rain is relentless and unforgiving, containing heavy metals, toxins, and a high acid content. Its intensity interferes with targeting and has a slightly corrosive effect on many alloys. Consequently,

- Any weapon with a range greater than 10" is considered to have a maximum range of 10", &
- Any unit with a defense value, modified or unmodified, of greater than 23 has a defense value of 23.

Victory Conditions: Use MechWarrior: Age of Destruction victory conditions.

Recommended Adjustments: None.

Scenario II – “Monkey Business” – Complexity Rating: VETERAN

[EDITOR’S NOTE: This scenario has been reworded from the original for brevity and clarity.]

Undisclosed Planet, Undisclosed Location

The legend has it that a Faction wanted another Faction’s monkey. Naturally, the other Faction doesn’t want the monkey to go away. So they fought for the possession of the monkey. The reasons for wanting the monkey was lost in the mists of history.

Objective: To destroy, maim, crunch and otherwise destroy the enemy and own the monkey.

Battleforce Size/Composition

Two-player game; 600-point build total; four orders per turn. The army must be either faction-pure/house-pure or merc-pure. Mercs are not allowed in the faction-pure army. This means no Gunslingers in the faction-pure army. Gunslingers in merc-pure army is allowed. Gunslingers whose preferred 'Mechs are Wolf Hunters may be played in a Wolf Hunter faction Pure force. No Merc Contracts in this storyline. No Situational Alliances. Determine the first player per the MechWarrior: Age of Destruction rules.

Rules Sets: MechWarrior®: Age of Destruction, Firepower, Annihilation, Domination, Vanguard, Wolf Strike and Battleforce.

Time Limit: 50 minutes

Preparing the Battlefield

No terrain may be placed in the center of the battlefield. No terrain may be placed in such a way that center of the battlefield is obscured to prevent the placement of the monkey. No clever strategies! "Ah-ha! I'll place a building smack dab on the monkey and squish it!" is a serious no-no. The monkey WILL spank you for doing that. For this scenario, **PC-032 Caverns** is in effect. No other planetary conditions cards may be played. No mission cards may be played for this scenario.

PC-032 Caverns

All non-blocking terrain features becomes blocking terrain features instead. All units must be deployed at NOE level. No unit may be moved to cruising level. No artillery or indirect-fire ranged combat attacks can be made. All units ignore Jump Jets and Jump Pack special equipment.

Special Rules

- Units may not infiltrate.
- Place an infantry unit directly in middle of the battlefield. This is the "Monkey" It may not be transported. It may not be captured. [It may not be damaged in any way.] The only thing you can do is "Escort" it. Do not try to spank the monkey or it will spank you.
- To escort the monkey, you must base one of your units to it. If there's no opposing units basing it, you may "Escort" the monkey 4" each turn, if there is an opposing unit basing the monkey, it cannot move until there is no opponents basing it. If the unit who was "Escorting" the monkey is no longer able or dies and there is no other unit basing it, the monkey gets confused and goes back to the center of the battlefield. If the monkey is Escorted away from the center of the battlefield and a unit is placed in the center of the battlefield, thus preventing the monkey's return to the center of the battlefield, the unit is destroyed by the monkey's amazing mental powers, then the monkey goes back to the center. Do not mess with the monkey's spot.

- The monkey can only be Escorted via Move order. This means no Assault 'Mech orders moving the monkey. You think the monkey likes being dragged screaming and kicking by a big 'Mech with its guns blazing? You may only Escort the monkey 4" per turn. You cannot Escort the monkey more than one time per turn. The unit Escorting the monkey can only move 4". You cannot chain-escort the Monkey back to your DZ. No Monkey-Brigades! No bananas for you! No, you may not Escort the Monkey by any way except plain old movement. IE: You measure 4", you move the Escorter/Monkey 4". That's it. No shooting. No explody. No slippery bananas. No funny business.
- The monkey may move as if it were a part of a formation but it does not count for ANY formation. A single unit may escort it by itself.

Victory Conditions

Escort the monkey to your DZ to win. That is the ONLY victory condition. In the case both players blow each other up and the monkey never quite makes it to the DZ, the player who has brought the monkey closest to their DZ over the course of the game wins. The goal of this Storyline is to Escort the monkey to your DZ, not to say "Hi, nice monkey. Be a good monkey, stay there while we wage a war around you." The monkey must be Escorted at least once during the game.

Recommended Adjustments: None.

November 2006 Storylines – What's that Sound? & Thanks for Giving! vs.

Scenario I – “What's that Sound?” – Complexity Rating: GREEN

MegaPedia Galactia Entry 13333045: Telemachus Meteor Shower: 1. Name for a local phenomenon in the Galedon solar system between Steiner and Marik space. Although mostly comprised of gas giants, the moon Telemachus (in orbit around the red giant Ulysses) has been terraformed and is a source of great mineral riches. Every 12 years, the orbit of Telemachus takes it through a small asteroid belt, probably the remnants of another Ulyssean satellite. Fortunately, the moons' axial tilt ensures that 99.7% of all meteorites fall in the almost uninhabited equatorial region. Indeed, inhabitants in the more temperate polar regions are guaranteed a spectacular, if harmless, celestial light show for many weeks during this time.

*"Harmless, my *****."*

--- Captain Owen Strain, after reading the MegaPedia Galactia entry for Telemachus Meteor Shower

Objective: Each player aims to defeat the other.

Battleforce Size/Composition

Two-player game; 600-point build total; four orders per turn. All units in a player's battleforce must either be from the same Faction, or be recruited to the same Faction, or be in a House Alliance. No player may have any artillery units in their army. Each player must also bring five different artillery tokens of their choosing. Determine the first player per the **MechWarrior®: Age of Destruction** rules; the first player then decides whether they wish to represent the Rassalhague Dominion or House Kurita. **Rules Sets:** **MechWarrior: Age of Destruction**, *Firepower*, *Annihilation*, *Domination*, *Vanguard*, *Wolf Strike* and *Battleforce*.

Time Limit: 50 minutes

Preparing the Battlefield The Planetary Condition PC-030 (Magnetic Storm) is considered to be in play. No other Planetary Conditions may be played. Before the game begins, combine all players' artillery tokens in a cup or bag. These tokens represent meteorite tokens.

PC-030 Magnetic Storm

All units ignore Decoy and all special equipment with "ECM," "ECCM," and "electronic" in the name.

Special Rule

1. At the beginning of the first player's turn, each player rolls a die. On a result of 2–5, that player may place one meteorite token. On a result of 6, that player may place two meteorite tokens. To place a meteorite token:
 - Draw the appropriate number of tokens randomly from the cup.
 - From a height of anywhere at least twelve inches above the battlefield, drop the tokens. Tokens that roll off the battlefield are returned to the cup; they are not dropped a second time. Flip over any tokens that land face down. These tokens now represent where a meteorite will land at the beginning of the first player's next turn.
2. At the beginning of the first player's turn, if there are any meteorite tokens on the battlefield, resolve them before placing additional tokens. Resolve a meteorite attack as you would an

artillery attack, except that the line of fire to a meteorite token is always blocked and no unit is dealt damage on a critical miss. When resolving a meteorite attack, use the attack and damage values on the token. The meteorite attack deals impact damage instead of damage from the ballistic range type. After the attack is resolved, return the tokens to the cup.

Victory Conditions

Use MechWarrior: Age of Destruction victory conditions.

Recommended Adjustments: None.

Scenario II – “Thanks for Giving!” – Complexity Rating: VETERAN

Areseppi, Menkent – Prefecture VIII

On a planet near the borders of Fortress Republic, loyalists are bravely battling a Clan Wolf incursion. In the middle of the engagement, a mysterious assault class ‘Mech appears, and no one knows what to make of the situation. Not even the pilot of the mysterious ‘Mech!

Objective: Each player aims to defeat the other.

Battleforce Size/Composition

Two-player game; 600-point build total; four orders per turn. Of the points spent on units (only) in a player’s battleforce, half must come from units with the same faction symbol or have a House Alliance before the battlefield is prepared. Both players must also bring an assault ‘Mech with pilot and gear CECs, or a pre-AOD ‘Mech equal to or greater than 250 points. This additional ‘Mech is not counted as a part of any player’s battleforce. Determine the first player per the **MechWarrior: Age of**

Destruction rules. The first player then decides if they wish to represent the Republic of the Sphere or Clan Wolf.

Rules Sets: MechWarrior®: Age of Destruction, Firepower, Annihilation, Domination, Vanguard, Wolf Strike and Battleforce.

Time Limit: 50 minutes

Preparing the Battlefield

For this scenario, no blocking terrain may be placed within 3” of the center of the battlefield. After terrain has been placed but before deploying battleforces, each player rolls a six-sided die. The player with the highest result chooses one of the two additional ‘Mechs. The chosen ‘Mech becomes the rogue ‘Mech. Place the rogue ‘Mech in the center of the battlefield.

Special Rules:

1. The rogue ‘Mech is not friendly to any player, and may not be captured. The rogue ‘Mech does not count towards any victory conditions. Neither player may control the rogue ‘Mech except as noted in these special rules.
2. At the beginning of each player’s command stage, that player rolls a d6. Use the result to determine what order (if any) that player must give the rogue ‘Mech that turn. This order does not come from that player’s order total, and the rogue ‘Mech does not get an order token or gain heat, even if it has a pilot ability that would cause it to gain heat.
 - **On a result of 1**, no orders may be given.
 - **On a result of 2**, that player must give the rogue ‘Mech an order to attack the closest unit opposing to that player.
 - **On a result of 3**, that player must give the rogue ‘Mech an order to attack the closest unit friendly to that player.
 - **On a result of 4**, that player must give the rogue ‘Mech a move order and move the rogue ‘Mech its maximum speed value towards the closest unit opposing to that player. The run option may not be used.
 - **On a result of 5**, that player must give the rogue ‘Mech a move order and move the rogue ‘Mech its maximum speed value towards the closest unit friendly to that player. The run option may not be used.
 - **On a result of 6**, roll a six-sided die. On a result of 1-3, the result is 2. On a result of 4-6, the result is 3.

Victory Conditions

Use MechWarrior: Age of Destruction victory conditions.

Recommended Adjustments: None.

Scenario I – “I Smell A Swamp Rat” – Complexity Rating: GREEN

by: Matt “Laserlight” Roen

Somewhere in the Draconis March . . .

Stranded far from home and just short of her employers, a Bannson’s Raiders traitor finds herself and her stolen papers between a very angry Bannson force and the relative safety of House Davion’s paying arms.

Objective: Each player aims to defeat the other.

Battleforce Size/Composition

Two-player game; 600-point build total; four orders per turn. Of the points spent on units (only) in a player’s battleforce, half must come from units with the same faction symbol (or have no faction symbol) or from factions allied via a House or Grand Alliance before the battlefield is prepared. In addition to their battleforce, each player must also bring either a medium class ‘Mech equipped with gear and a common pilot, or a pre-Age of Destruction ‘Mech with a point value between 130 and 180. This ‘Mech must have a defense value equal to or greater than 20 (either before or after modifiers) and represents the traitor.

Rules Sets: MechWarrior: Age of Destruction, Firepower, Domination, Wolf Strike.

Time Limit: 50 minutes

Preparing the Battlefield

You would also include instructions such as “no blocking terrain may be placed” or “players may only contribute hindering terrain to the terrain pool.” Determine the first player per the **MechWarrior: Age of Destruction** rules. The first player decides if they will represent House Davion or Bannson’s Raiders. Before any terrain is placed, the Bannson’s Raiders player places their traitor in the center of the battlefield with its front arc facing the Bannson’s Raiders player’s deployment zone. The House Davion player sets their traitor aside; it is not used. When placing terrain, No terrain may be placed within 3” of the traitor’s center dot. For this scenario, planetary condition PC-004, Swamp, is in effect. No other planetary condition cards may be played.

PC-004 Swamp

All units without speed mode hover or VTOL that have a speed value greater than 8 have a speed value of 8 instead. Reduce the blast radius of all artillery markers by 1” to a minimum of 1”.

Special Rule

Only the House Davion player may give orders to the traitor. Any orders given to the traitor come from the House Davion player’s order total. The Traitor is considered to have the faction symbol of the Davion player’s chosen faction for the purposes of Faction Pride and Situational Alliance cards, though it may not use the abilities granted by Faction Pride or Situational Alliance cards.

Victory Conditions

Use MechWarrior: Age of Destruction victory conditions.

Recommended Adjustments: None.

Scenario II – “Deep Six” – Complexity Rating: VETERAN

by: Mike “Rimoran” McCarrig

Somewhere, beneath the waves . . .

A dropship crash site is a tempting target for local factions hungry for salvage. Unfortunately, this one is half a mile under the sea. Outfitted with torpedoes, S.C.U.B.A. gear, and turbine movement harnesses, ‘Mechs, vehicles and infantry converge to fight over the metallic carcass.

Objective: Each player aims to defeat the other.

Battleforce Size/Composition

Two-player game; 600-point build total; four orders per turn. Only vehicles with the aquatic speed mode may be used. Only infantry with the foot or aquatic speed modes may be used. No artillery units may be used.

Rules Sets: MechWarrior: Age of Destruction, Firepower, Domination, Wolf Strike and Ares 3 Pack.

Time Limit: 50 minutes

Preparing the Battlefield

No water terrain may be placed in the terrain pool. No planetary condition or mission cards may be played. Determine the first player per the **MechWarrior: Age of Destruction** rules.

Special Rule

To reflect the ocean depth conditions, the following rules are in effect:

1. **MOVEMENT:** All units without the aquatic speed mode get -2 to their speed values. All units with the aquatic speed mode get +2 to their speed values. 'Mechs cannot use the run option. All units are considered to have Jump Jet special equipment unless their combat dial shows Salvage.
2. **MECH HEAT:** All 'Mechs lose 1 additional heat at the end of each player's turn.
3. **BALLISTIC RANGE TYPE ATTACKS:** All units double their maximum range value to a maximum of 16. The maximum range value cannot be modified by pilot abilities or gear. Targets of a ranged combat attack using the ballistic range type get +1 to their defense.
4. **SPECIAL ATTACKS:** No charge or ram attacks can be made. Damage scored by death from above attacks is halved.
5. **CLOSE COMBAT ATTACKS:** Damage scored by close combat attacks is halved.
6. **SALVAGED UNITS:** For each unit showing Salvage on its combat dial in salvage at the end of the controlling player's turn, roll a six-sided die. On a result of 1 or 2, flooding destroys that unit. Eliminate the unit. No player gains victory points for its elimination.

Victory Conditions

Use MechWarrior: Age of Destruction victory conditions.

Recommended Adjustments: None.

2007 Organized Play Campaigns & Storylines

January 2007 Storylines – Field of Battle & Time and Tides  vs. 

Scenario I – “Field of Battle” – Complexity Rating: ELITE

By: Rob “eMouse” Brunskill

When the machines of war tread to close to the realm of the machines of harvest during a crucial time in the season, the local farming population doesn't just get mad; they get offensive.

Objective: Each player aims to defeat the other.

Battleforce Size/Composition Two-player game; 600-point build total; four orders per turn. In addition to their 600 point battleforce, each player must also bring the following: one 'Mech with a point value equal to or less than 110, one vehicle with a point value equal to or less than 30, and four infantry each with a point value equal to or less than 15 and without “Battle Armor” in the name. These additional forces represent the local farmers and are farming units.

Rules Sets: *MechWarrior®: Age of Destruction, Firepower, Domination, and Ares 3 Pack.*

Time Limit: 50 minutes

Preparing the Battlefield

For this scenario, planetary condition PC-018, Jungle, and mission M-010, Flush 'Em Out are in effect. No other planetary condition or Mission cards may be played. Both players may complete mission M-010. Determine the first player per the **MechWarrior: Age of Destruction** rules. After the planetary condition goes into effect but before battleforces are deployed each player deploys their farming units. Starting with the first player, each player takes turns deploying their farming units on the battlefield, one at a time, until all farming units are deployed. Farming units must be deployed occupying a terrain feature.

PC-018 **Jungle**

All non-hindering terrain features become hindering terrain features instead. Units at NOE level that are the target of a ranged combat attack originating from cruising level get +2 to their defense values against those attacks. Changing between NOE and cruising level requires 4" of movement instead of 2".

M-010 **Flush 'Em Out**

To complete this mission, when the game ends one of the following conditions must be met: 1) no opposing unit may occupy any hindering terrain feature or 2) any opposing unit occupying hindering terrain must be in base contact with an able unit friendly to you. If there are no hindering terrain features on the battlefield when this mission would be put into play, do not put it into play and do not choose another mission.

Special Rules:

1. All farming units treat hindering terrain as clear terrain for deployment, movement and combat purposes.
2. Farming units do not receive order tokens when they are given orders.
3. Because of their unified purpose, all farming units have alliances with each other and may use formations.
4. Both players treat farming units as opposing units.
5. Farming units must always occupy the terrain piece that they were initially deployed in; they may not be moved out of the terrain piece they were initially deployed in.
6. While the farmers are generally apathetic about which side wins the battle, they cannot abide the destruction of this important harvest. During the active player's turn, if an opposing unit is occupying a piece of hindering terrain, that player may give an order to a farming unit occupying the same piece of hindering terrain. This order does not come out of the player's order total.
7. Eliminated farming units do not count towards VC1 or VC2. For each farming unit a player eliminates, they receive -1 point of VC3, as it upsets the locals and will cause problems for that faction after the battle.

Victory Conditions

Use **MechWarrior: Age of Destruction** and **Firepower** victory conditions, with the exception outlined in special rule number 7, above.

Recommended Adjustments: None.

Scenario II – “Time and Tides” – Complexity Rating: ELITE

By: Matt “therose” Sulham

An erratic but rare cycle of massive tidal flows stir deep ocean sediments, rich in titanium, which then require little effort to collect for the Republic's war efforts. It is during this cycle that House Kurita strikes, in hopes of seizing such mineral resources for themselves.

Objective: Each player aims to defeat the other.

Battleforce Size/Composition

Two-player game; 600-point build total; four orders per turn. Of the points spent on units (only) in a player's battleforce, half must come from units with the same faction symbol or have a House Alliance or Grand Alliance. Determine the first player per the **MechWarrior: Age of Destruction** rules; the first player then decides if they wish to represent the Republic of the Sphere or House Kurita.

Rules Sets: **MechWarrior®: Age of Destruction**, *Firepower*, *Annihilation*, *Domination*, *Vanguard*, *Wolf Strike* and *Battleforce*.

Time Limit: 50 minutes

Preparing the Battlefield

After terrain placement, each player rolls a six-sided die. The player with the highest roll decides which of the four edges of the board will be the ocean's edge for the battle. Use a token, glass bead, or some kind of identifying marker for the edges of the board the tide will be moving on. No planetary condition or mission cards may be played.

Special Rules:

1. Flooded terrain is not deep water. This terrain type is water approximately eight meters deep, which is shoulder height on most humanoid 'Mechs. The combination of water, waves/tides and currents all interfere with 'Mechs' actions.
2. At the end of each player's turn, the tide moves in 12" increments across the board from the side designated the ocean's edge. As the tide advances, it first fills a 12" increment of clear terrain with shallow water. The following turn, an increment of shallow water changes to flooded terrain. The water advances until the entire map is considered to be flooded terrain. At the end of turn where the board is entirely flooded terrain, the tide reverses and the 12" increment farthest from the ocean's edge drains to become shallow water terrain. The following turn, the cycle continues with the farthest increment from the ocean edge becoming normal clear terrain, and the middle 12" increment drains from flooded terrain to shallow water level. At the end of turn eight, the board will have reverted to the original placed terrain. Continue to repeat this cycle through the game.
3. Where shallow water overlaps hindering terrain, the effects of both terrains coexist. Where shallow water overlaps blocking terrain, the shallow water effects are ignored. If a unit cannot exist in shallow water, it is immediately destroyed.

4. Where the board has flooded overlaps hindering terrain, both terrains coexist. Where the board has flooded overlaps blocking terrain, the flooded effects are ignored. Units with the tracked or wheeled speed mode, non-battle armor infantry, and salvaged 'Mechs are immediately eliminated in flooded terrain. All units in flooded terrain gain +1 defense, from waterborne debris and waves. 'Mechs lose one heat in addition to any other heat lost during each player's clean up phase.
5. When in flooded terrain, units with the 'Mech or foot speed modes have their speed values reduced by half and cannot use the Jump Jet SE if they begin their movement in flooded terrain. If a unit enters flooded terrain during an order, reduce any remaining speed value by half before proceeding. In combat, 'Mech and foot speed type units' melee and special attacks' damage is reduced by half, and units cannot use weapons with the ballistic damage type.
6. Units with the hover, aquatic and VTOL speed modes treat flooded terrain as clear, but may also ignore the bases of units with the 'Mech and foot speed mode that are in flooded terrain for movement purposes.

Victory Conditions

Use **MechWarrior: Age of Destruction** victory conditions, except units destroyed in flooded terrain do not count towards any player's VC 1 points.

Recommended Adjustments: None.

February 2007 Storylines – Fish In A Barrel & Desperate Measures

Scenario I – “Fish In A Barrel” – Complexity Rating: GREEN

By: Brad “warengine” Zeitler

Infecting the orbital naval laser satellite with a virus seemed like a good idea. That is, until it began firing randomly into the battlefield below

Objective: Each player aims to defeat the other.

Battleforce Size/Composition Two-player game; 600-point build total; four orders per turn. Of the points spent on units (only) in a player's battleforce, half must come from units with the same faction symbol or have a House Alliance or Grand Alliance.

Rules Sets: *MechWarrior®: Age of Destruction, Firepower, Annihilation, Domination, Vanguard, Wolf Strike and Battleforce.*

Time Limit: 50 minutes

Preparing the Battlefield

No planetary condition or mission cards may be played.

Special Rules

At the end of the active player's turn, both players roll 5 six-sided dice. Each player adds up the results of their roll and then measures a number of inches equal to the result along the edge of the battlefield to their left, starting from their edge of the battlefield. Draw a line between the two points. Any unit whose base is crossed by this line is dealt 2 damage of the energy range type. This damage ignores gear and special equipment and is not reduced to 1 against infantry.

Victory Conditions

Use **MechWarrior: Age of Destruction** victory conditions.

Recommended Adjustments: None.

Scenario II – “Desperate Measures” – Complexity Rating: ELITE

By: Mike “Rimoran” McCarrig

Failed cease-fire negotiations result in both parties boarding their respective dropships and attaching to the only available jumpship leaving the system. Halfway to the jump point the jumpship explodes, damaging both dropships and forcing them to crash land on the nearest barely habitable moon. Each side is forced to scramble for survival and revenge for suspected treachery.

Objective: Each player aims to defeat the other.

Battleforce Size/Composition Two-player game; 600-point build total; four orders per turn. No artillery units or units with the VTOL speed mode may be used. Each battleforce must have at least 3 infantry without “Battle Armor” in the name.

Rules Sets: *MechWarrior®: Age of Destruction, Firepower, Annihilation, Domination, Vanguard, Wolf Strike and Battleforce.*

Time Limit: 50 minutes

Preparing the Battlefield

Only hindering terrain may be placed in the terrain pool. When placing terrain, each player places only one piece of terrain. For this scenario, planetary conditions PC-015, Caustic Atmosphere, and PC-017, Subzero Temperatures, are in effect. No other planetary condition cards may be played and no mission cards may be played. Determine the first player per the **MechWarrior: Age of Destruction** rules. Each player also brings one B6 blocking terrain piece, which is used per the special rules.

PC-015 Caustic Atmosphere: No unit may be at cruising level when an order resolves. At the beginning of his or her command stage, the active player rolls one six-sided die. On a result of 6, units with Salvage, and all infantry without "battle armor" in their names, are dealt 1 pushing damage.

PC-017 SubZero Temperatures: Any 'Mech given an assault order subtracts 1 from the total heat gained from resolving that order. At the beginning of his or her command stage, the active player rolls one six-sided die. On a result of 6, vehicles may not be given move orders that turn, and all infantry without "battle armor" in their names are dealt 1 pushing damage.

Special Rules:

- 1) **ESTABLISHING THE ENVIRONMENTAL SHELTER:** Due to harsh conditions on the planet, each side is also attempting to establish an environmental shelter for their more vulnerable units. To establish an environmental shelter, choose two units eligible to participate in a close combat formation (they don't have to be in base contact with each other, but will have to be in contact with the B6 terrain piece about to be placed) and give the primary attacker a close combat order. Instead of making an attack, place a B6 terrain piece on the board so that it touches each member of the close combat formation, and does not overlap any other units or terrain. This terrain piece does not need to be 3" from other terrain or board edges and represents the shelter. Place six tokens on the shelter. These represent construction tokens. Each player may place only one shelter at a time, but if their shelter is destroyed they may establish another.
- 2) **CONSTRUCTING THE ENVIRONMENTAL SHELTER:** Any infantry or units with Repair or Repair Gear may make a close-combat "build attack" on the shelter to remove one of the construction tokens. Units with "SalvageMech", "Technician", or "Engineer" in their name gain +4 to their build attack rolls. Close-combat formations can be used when making build attacks.
- 3) **ENVIRONMENTAL SHELTER CHARACTERISTICS:** The shelter is a unit with a point value of 0 that cannot be captured. While any construction tokens are on the shelter, consider this unit to be salvaged. The shelter is a transport unit with a speed value of 0 and a capacity of 6. The shelter may not load or unload vehicles. The entire perimeter of the shelter is the rear arc for loading/unloading only. Any units loaded in the shelter ignore all planetary condition effects. The shelter has an attack value of 9 and may only target a unit being transported to repair it of damage. The shelter may be targeted with close and ranged combat attacks. Use one 6-sided die to represent the amount of damage the shelter has taken and what its defense is. **STATS: 0-2 Damage = 22 Hardened Defense, 3-4 Damage = 21 Heavy Defense, 5-6 Damage = 20 Defense & Salvaged, 7th Click of Damage = Eliminated** (along with anything in transport) & remove from board.
- 4) Units may not gain VC3 points for occupying their opponent's deployment zone. Players gain 1 VC3 point for any infantry without "Battle Armor" in their name that begins their turn as a passenger of their own shelter.

Victory Conditions

Use **MechWarrior: Age of Destruction** victory conditions, with the exception outlined in special rule number 4, above. In addition, if players tie for winning the most victory conditions, the player who scored the most victory condition 3 points wins, instead of the player who scored the most victory condition 2 points.

Recommended Adjustments: None.

March 2007 Storylines – The Search For Jacob & Battle... Interrupted & Island Thunder



Scenario I – “The Search For Jacob” – Complexity Rating: GREEN

Following up on most any lead they have House Liao sends spare contingents out to Rasalhague Dominion space to try and locate the disappearing Jacob Bannson. Not knowing why House Liao would be trying a building-to-building search, the Dominion moves to stop them.

Objective: Each player aims to defeat the other.

Battleforce Size/Composition: Two-player game; 750-point build total; five orders per turn. Of the points spent on units (only) in a player’s battleforce, 300 must come from units with the same faction symbol or be allied via a house alliance. Situational alliance CECs may not be played. Determine the first player per the **MechWarrior: Age of Destruction** rules; the first player then decides if they wish to represent the Rasalhague Dominion or House Liao.

Rules Sets: **MechWarrior®: Age of Destruction**, *Firepower, Annihilation, Domination, Vanguard, Wolf Strike, and Battleforce.*

Time Limit: 50 minutes

Preparing the Battlefield: Only blocking terrain may be placed in the terrain pool. For this scenario, planetary condition PC-021, Nightfall, is in effect. No other planetary condition cards may be played. No mission cards may be played.

PC-021 **Nightfall**

Any unit targeted by a ranged combat attack from an opposing unit more than 8" away from it gets +1 to its defense value unless the attacker has Improved Targeting.

Special Rule: Players can also gain Victory Condition 3 points by having units in base contact with any of the four terrain templates on the battlefield. At the beginning of the active player’s turn, check to see if either player has any units in base contact with any of the terrain templates on the battlefield. If so, determine which player has the most points’ worth of friendly units in base contact with the terrain template. That player gains one point towards VC3. Mark the terrain template with a token; no additional VC3 points may be gained by being in base contact with that terrain template.

Victory Conditions: Use MechWarrior: Age of Destruction victory conditions, with the addition outlined in “Special Rule,” above.

Recommended Adjustments: None.

Scenario II – “Battle... Interrupted” – Complexity Rating: GREEN

Beginning to scrounge for troops, the Rasalhague Dominion and House Liao continue a bitter battle for a Bannson that may not even be there. Among their numbers, paladins roam, looking for forces to recruit against the inexplicable onslaught of the fearsome Ares ‘Mechs.

Objective: Each player aims to defeat the other.

Battleforce Size/Composition: Two-player game; 1000-point build total; five orders per turn. Of the points spent on units (only) in a player’s battleforce, 500 must come from units with the same faction symbol or be allied via a house alliance. Player’s battleforce must have at least 1 ‘Mech in it. Situational alliance CECs may not be played. No unique ‘Mechs, pilots, vehicles, or infantry may be used. Additionally, no CECs with an approved play logo, gold border, or “R.I.S.C” in the title may be used. Determine the first player per the **MechWarrior: Age of Destruction** rules; the first player then decides if they wish to represent the Rasalhague Dominion or House Liao.

Rules Sets: **MechWarrior®: Age of Destruction**, *Firepower, Annihilation, Domination, Vanguard, Wolf Strike, and Battleforce.*

Time Limit: 50 minutes

Preparing the Battlefield: No mission cards may be played.

Special Rule: Before the game begins, each player secretly designates one of his or her ‘Mechs as a “paladin” by placing a small piece of tape on the underside of the base of one of his or her ‘Mechs. At the end of the game, each player reveals their paladin. At the end of the game an eliminated paladin or a paladin with Salvage is worth a number of victory points equal to twice its point value.

Victory Conditions: Use MechWarrior: Age of Destruction victory conditions, with the addition outlined in “Special Rule,” above.

Recommended Adjustments: None.

Scenario III – “Island Thunder” – Complexity Rating: GREEN

By: Scott “PumaKilla” Addley

Beginning to scrounge for troops, the Rasalhague Dominion and House Liao continue a bitter battle for a Bannson that may not even be there. Among their numbers, paladins roam, looking for forces to recruit against the inexplicable onslaught of the fearsome Ares ‘Mechs.

Objective: Each player aims to defeat the other.

Battleforce Size/Composition: Two-player game; 750-point build total; four orders per turn. Battleforces must be composed of units with the same faction symbol or be allied via a house alliance. Situational alliance CECs may not be played. Units with the wheeled speed mode and units with Infiltrate may not be used. Determine the first player per the **MechWarrior: Age of Destruction** rules; the first player then decides if they wish to represent the Rasalhague Dominion or House Liao.

Rules Sets: **MechWarrior®: Age of Destruction**, *Firepower, Annihilation, Domination, Vanguard, Wolf Strike, and Battleforce.*

Time Limit: 50 minutes

Preparing the Battlefield: Only hindering terrain may be placed in the terrain pool. All clear terrain is treated as shallow water terrain. For this scenario, planetary condition PC-040, Lighting Storm, is in effect. No other planetary condition cards may be played. Determine the first player per the

MechWarrior: Age of Destruction rules

PC-040 Lightning Storm

Whenever a ranged combat attack is made using the energy range type, roll a six-sided die. On a result of 1, the attacker takes 1 impact damage after the attack resolves. On a result of 6, the target takes 1 impact damage after the attack resolves.

Special Rules:

1. If the line of sight for a ranged combat attack crosses a hindering terrain feature and neither the attacker or the target occupy that terrain feature, modify the target’s defense by +1 in addition to any other modifiers.
2. Units occupying water terrain that take impact damage as a result of PC-040 take 2 impact damage instead of 1.

Victory Conditions: Use MechWarrior: Age of Destruction victory conditions.

Recommended Adjustments: None.

April 2007 Storylines – Honor Among Thieves  vs. *& Stalking The Colossus*  vs. 

Scenario I – “Honor Among Thieves” – Complexity Rating: GREEN

Even among Bannson’s hive of ruthless criminals there’s a kernel of loyalty that refuses to let it’s paycheck apparently go quietly into that dark night. A rogue group of Bannson’s Raiders takes a stand against House Liao, and with money on the line, it’s personal. In the heat of battle, a mine field can become a very offensive weapon.

Objective: Each player aims to defeat the other.

Battleforce Size/Composition: Two-player game; 600-point build total; four orders per turn. Of the points spent on units (only) in a player’s battleforce, 300 must come from units with the same faction symbol or be allied via a house alliance. Determine the first player per the **MechWarrior: Age of Destruction** rules; the first player then decides if they wish to represent Bannson’s Raiders or House Liao.

Rules Sets: **MechWarrior®: Age of Destruction**, *Firepower, Annihilation, Domination, Vanguard, Wolf Strike, and Battleforce.*

Time Limit: 50 minutes

Preparing the Battlefield: For this scenario, planetary condition PC-014, Mine Field, is in effect. No other planetary condition cards may be played.

PC-014 Mine Field

At the end of his or her clean-up stage, the active player rolls one six-sided die. On a result of 6, each player chooses a friendly unit occupying clear terrain and deals 1 pushing damage to it. If a player has no units occupying clear terrain, he or she must choose a single friendly unit and deal 1 pushing damage to it.

Special Rules:

- 1) An attacker may only target a single unit with an attack, regardless of any gear or pilot abilities that may allow it to target more than one.
- 2) Close combat and special attacks score pushing damage instead of damage and impact damage.
- 3) If a friendly unit is eliminated as a result of PC-014, victory points for that unit are awarded to the opponent.

Victory Conditions: Use MechWarrior: Age of Destruction victory conditions, with the addition outlined in "Special Rule 3," above.

Recommended Adjustments: None.

Scenario II – “Stalking The Colossus” – Complexity Rating: GREEN

*Oblivious to personal vendettas, both House Davion and House Kurita have been occupying themselves with tracking down the source of the formidable **Ares** colossal-class BattleMechs. Intelligence on both sides brings them to the non-descript planet of Sheratan, where most sightings seem to originate from. There, the hunt for clues quickly degenerates into a hunt for each other.*

Objective: Each player aims to defeat the other.

Battleforce Size/Composition: Two-player game; 900-point build total; six orders per turn. Of the points spent on units (only) in a player’s battleforce, 450 must come from units with the same faction symbol or be allied via a house alliance. Each battleforce must have at least one infantry unit without the VTOL speed mode. Determine the first player per the **MechWarrior: Age of Destruction** rules; the first player then decides if they wish to represent House Davion or House Kurita.

Rules Sets: **MechWarrior®: Age of Destruction**, *Firepower*, *Annihilation*, *Domination*, *Vanguard*, *Wolf Strike*, and *Battleforce*.

Time Limit: 50 minutes

Preparing the Battlefield: For this scenario, planetary condition PC-018, Jungle, and mission M-014, Captured Intelligence, are in effect. No other planetary condition or mission cards may be played. Only one player may complete mission M-014; once this mission has been completed no other player may complete it.

PC-018 Jungle

All non-hindering terrain features become hindering terrain features instead. Units at NOE level that are the target of a ranged combat attack originating from cruising level get +2 to their defense values against those attacks. Changing between NOE and cruising level requires 4" of movement instead of 2".

M-014 Captured Intelligence

This mission is complete at the end of any stage in which a unit friendly to you controls an infantry captive without the VTOL speed mode from the battleforce of the opponent directly opposite you.

Special Rules:

- 1) Vehicles and infantry with no order tokens may be given assault orders. If a vehicle or infantry is given an assault order, give it two order tokens after the assault order resolves.
- 2) Units with the foot speed mode treat hindering terrain as clear for movement purposes.

Victory Conditions: Use MechWarrior: Age of Destruction and *Firepower* victory conditions.

Recommended Adjustments: None.

May 2007 Storylines – Battle for Stewart  vs.  &  &  &  & 

Scenario I – “Fog of War” – Complexity Rating: GREEN

Jessica Marik, with rumored support from House Davion, sets her sights on Stewart to demonstrate that she means business in re-forming the Free Worlds League. Not to be outdone, two other forces of Marik invaders challenge for that same "honor." As militias hastily form up to meet the invading forces, and small contingents of the Rasalhague Dominion and House Steiner surface to assist the Stewart inhabitants, the lines between friends and foes are decidedly blurry.

Objective: Each player aims to defeat the other.

Battleforce Size/Composition: Two-player game; 600-point build total; four orders per turn. Of the points spent on units (only) in a player’s battleforce, 300 must come from units with the same faction

symbol or be allied via a house alliance. Each battleforce must contain at least one artillery unit. Determine the first player per the **MechWarrior: Age of Destruction** rules.

Rules Sets: **MechWarrior®: Age of Destruction**, *Firepower*, *Annihilation*, *Domination*, *Vanguard*, *Wolf Strike*, and *Battleforce*.

Time Limit: 50 minutes

Preparing the Battlefield: For this scenario, planetary condition PC-013, Heavy Fog, is in effect. No other planetary condition cards may be played. No mission cards may be played.

PC-013 Heavy Fog

All artillery units get +2 to the target values of their artillery markers. Targets of a special attack, and targets of a ranged combat attack from an attacker that is more than 8" away, get +1 to their defense values against those attacks.

Special Rule:

When a player eliminates an opposing unit, that player rolls one six-sided die. On a result of 1, that player's opponent gains victory points for eliminated unit, instead of that player.

Victory Conditions: Use MechWarrior: Age of Destruction victory conditions, with the addition outlined in "Special Rule," above.

Recommended Adjustments: None.

Scenario II – “What it is to Command” – Complexity Rating: GREEN

As local militias sort themselves and their unlikely helpers out, Marik commanders and Stewart's defenders alike attempt "surgical" strikes at their opponent's leadership. In particular, Captain-General Anson Marik looks to finish what he started on Stewart, while at the same time reminding his rumored House Liao "allies" of Jessica Marik's father, the false Thomas Marik.

Objective: Each player aims to defeat the other.

Battleforce Size/Composition: Two-player game; 750-point build total; five orders per turn. Of the points spent on units (only) in a player's battleforce, 375 must come from units with the same faction symbol or be allied via a house alliance. Each battleforce must have at least one 'Mech. Determine the first player per the **MechWarrior: Age of Destruction** rules.

Rules Sets: **MechWarrior®: Age of Destruction**, *Firepower*, *Annihilation*, *Domination*, *Vanguard*, *Wolf Strike*, and *Battleforce*.

Time Limit: 50 minutes

Preparing the Battlefield: For this scenario, planetary condition PC-022, Salt Flats, is in effect. No other planetary condition cards may be played. No mission cards may be played.

PC-022 Salt Flats

Able units with the wheeled and tracked speed modes and speed values of 5 or greater get +4 to their speed values, to a maximum of 14.

Special Rules:

- 1) All units ignore any gear, faction pride, pilot ability, situational alliance, or special equipment (except Decoy) that allows any number of dice to be re-rolled from an attack roll.
- 2) When deploying their units, each player designates one of their 'Mechs as their "commander" and reveals his or her choice to the other player. As long as a player has an able commander on the battlefield that player may re-roll one die from their attack rolls. The re-rolled result must be used.
- 3) If a player's commander is eliminated, that player must choose and eliminate one additional unit from their battleforce. Their opponent gains victory points for the eliminated unit.

Victory Conditions: Use MechWarrior: Age of Destruction victory conditions with the addition outlined in "Special Rule 3," above.

Recommended Adjustments: None.

Scenario III – “The Speed of Warfare” – Complexity Rating: GREEN

Lester Cameron-Jones makes his final push along with the other would-be conquerors of Stewart, hoping his House Kurita suppliers won't fail him now. Seeking to control key strategic areas and cities, he (and the other Captains-General) meets fierce resistance from the independent souls of Stewart, hoping to remain strong in the absence of the Republic. Will this be the beginning of a new Free Worlds League, or just the end of one in particular?

Objective: Each player aims to defeat the other.

Battleforce Size/Composition: Two-player game; 900-point build total; six orders per turn. Of the points spent on units (only) in a player's battleforce, 450 must come from units with the same faction symbol or be allied via a house alliance. No artillery units may be used. Determine the first player per the **MechWarrior: Age of Destruction** rules.

Rules Sets: **MechWarrior®: Age of Destruction**, *Firepower*, *Annihilation*, *Domination*, *Vanguard*, *Wolf Strike*, and *Battleforce*.

Time Limit: 50 minutes

Preparing the Battlefield: Only hindering and blocking terrain may be placed in the terrain pool. For this scenario, planetary condition PC-019, Sniper's Steppe, and mission M-016, Last Man Standing, are in effect. No other planetary condition or mission cards may be played. Only one player may complete mission M-016.

PC-019 **Sniper's Steppe**

At the beginning of the active player's command stage, that player may make a ranged combat attack against any opposing unit. This attack always has a clear line of fire, has an attack value of 7, has the ballistic range type, and scores 1 damage if it succeeds. This attack does not count towards the active player's order total for the turn.

M-016 **Last Man Standing**






To complete this mission, at the end of the game the able unit with the lowest point value must be friendly to you.

Special Rules:

- 1) Units given move orders that do not result in special attacks do not get order tokens after the move order is resolved.
- 2) Non-'Mech units that are given a second order token are not dealt pushing damage. Instead, non-'Mech units with two order tokens on them get -1 to their defense values.
- 3) You may give a non-'Mech unit an order if it has two order tokens on it. If you do, do not give it an order token after the order resolves, and do not deal pushing damage to the unit.

Victory Conditions: Use MechWarrior

Recommended Adjustments: None.

June 2007 Storylines – The Giant's Trail Grows Hot  vs.  & *In the Path of Wolves*
 vs.  & *Gentle Into That Good Night, Knight*  vs. 

Scenario 1 – “The Trail Grows Hot” – Complexity Rating: VETERAN

In the wake of their initial clash on Sheratan, House Davion and House Kurita narrow their search to a not-so-abandoned business park complex. Infantry begin to conduct a building to building search while supporting forces battle to drive each other off.

Objective: Each player aims to collect more intelligence than the other.

Battleforce Size/Composition: Two-player game; 600-point build total; four orders per turn. Of the points spent on units (only) in a player's battleforce, 300 must come from units with the same faction symbol or be allied via a house alliance. Each battleforce must contain at least one infantry.

Determine the first player per the **MechWarrior: Age of Destruction** rules; the first player then decides if he or she wishes to represent House Davion or the House Kurita.

Rules Sets: **MechWarrior®: Age of Destruction**, *Firepower*, *Annihilation*, *Domination*, *Vanguard*, *Wolf Strike*, and *Battleforce*.

Time Limit: 50 minutes

Preparing the Battlefield: Only blocking terrain features can be placed in the terrain pool. No planetary condition or mission cards may be played.

Special Rules:

1. Infantry ignore Infiltrate.
2. Infantry may occupy blocking terrain and treat occupying terrain as clear terrain for movement purposes. An infantry unit occupying blocking terrain is inside. A unit not occupying blocking terrain is outside. A unit that is outside cannot make a ranged or close combat attack against a unit that is inside and vice-versa. Infantry that are inside may make ranged and close combat attacks against each other; an attacker that is inside attacking a target that is inside ignores blocking terrain for line of fire purposes.

3. At the beginning of your turn, if you have any infantry units occupying blocking terrain, roll one six-sided die for each unit, for a maximum of four units. On a result of 6, that unit has discovered intel about the colossal class BattleMechs, and you gain one VC3 point. VC3 points cannot be gained by occupying your opponent's deployment zone.
4. If any player gains 20 VC3 points, the game ends immediately and that player wins the game.

Victory Conditions: Use MechWarrior: Age of Destruction victory conditions with the exceptions outlined in special rules 2 and 3.

Recommended Adjustments: The maximum number searching infantry should be 6 instead of 4.

Scenario II – “In the Path of Wolves” – Complexity Rating: ELITE

In their apparent quest for a new home territory, Clan Wolf seems to begin a drive towards Prefecture X, the Iron Curtain, and the reclusive Republic of the Sphere. The Rasalhague Dominion, unwilling to surrender to the thought that the Republic may not rise again, stands in their way, prepared to drive them off to greener pastures. As Clan Wolf hot drops onto an unsuspecting planet, the Dominion intercepts.

Objective: Each player aims to defeat the other.

Battleforce Size/Composition: Two-player game; 750-point build total; five orders per turn. Of the points spent on units (only) in a player's battleforce, 375 must come from units with the same faction symbol or be allied via a house alliance. Each battleforce must contain at least one 'Mech or infantry with Jump Jets or BattleMech Jump Pack gear. Determine the first player per the **MechWarrior: Age of Destruction** rules; the first player then decides if he or she wishes to represent Clan Wolf or the Rasalhague Dominion.

Rules Sets: MechWarrior®: Age of Destruction, Firepower, Annihilation, Domination, Vanguard, Wolf Strike, and Battleforce.

Time Limit: 50 minutes

Preparing the Battlefield: When placing terrain, each player places three pieces of terrain, instead of two. When placing terrain, each terrain feature must be placed at least 2 inches instead of 3 inches away from any other terrain already on the battlefield, from any edge of the battlefield, and from any player's deployment zone. No planetary condition or mission cards may be played. Do not deploy units per the **MechWarrior: Age of Destruction** rules. Instead, deploy only units with Jump Jets or BattleMech Jump Pack gear. When deploying these units, these units ignore all terrain features and deployment zones. The first player places one of his or her units anywhere on the battlefield. The second player then places one of his or her units anywhere on the battlefield. Continue placing units in this way until both players have placed all their units with Jump Jets or BattleMech Jump Pack gear on the battlefield. Units may not be placed in base contact with each other. All units ignore Infiltrate. Units without Jump Jets or BattleMech Jump Pack gear will be deployed later in the game.

Special Rules:

- 1) All units ignore all terrain and deployment zones for the first three turns of the game, where a turn includes both the first and second players having had a turn. No special attacks may be made during the first three turns.
- 2) At the beginning of the first player's fourth turn, any units occupying terrain that they ordinarily cannot occupy are removed from the game; no player gains victory points for their removal. Additionally, any units without Jump Jets or BattleMech Jump Packs are also removed from the game; no player gains victory points for their removal. After these units have been removed from the game, the first player deploys his or her remaining units in their deployment zone, followed immediately by the second player. Play then continues.
- 3) The game does not immediately end if either player has all of their units showing the Salvage SE or eliminated during the first 3 turns. Play continues until turn 4 when Special Rule #2 takes effect.

Victory Conditions: Use MechWarrior: Age of Destruction victory conditions 1 and 2.

Recommended Adjustments: During the first 3 turns, 'Mechs may not run and no unit may enter base contact with an opposing unit.

Scenario III – “Gentle Into That Good Night, Knight” – Complexity Rating: GREEN

On the anti-spinward side of Prefecture VIII, a Knight of the Sphere continues his support of a Republic militia as they try to repel a Steiner invasion. When a small colossal-class force seems to join House Steiner forces, things look grim. When it becomes clear the Ares BattleMech has only one true target, the Knight, things get downright scary. Who IS the colossal class’ master, and why do they want the Knights of the Sphere dead?

Objective: Each player aims to defeat the other.

Battleforce Size/Composition: Two-player game; 900-point build total; six orders per turn. Of the points spent on units (only) in a player’s battleforce, 450 must come from units with the same faction symbol or be allied via a house alliance. Each battleforce must contain at least one ‘Mech. Determine the first player per the **MechWarrior: Age of Destruction** rules; the first player then decides if he or she wishes to represent House Steiner or the Republic of the Sphere.

Rules Sets: MechWarrior®: Age of Destruction, Firepower, Annihilation, Domination, Vanguard, Wolf Strike, and Battleforce.

Time Limit: 50 minutes

Preparing the Battlefield: No planetary condition or mission cards may be played. When deploying battleforces, the Republic of the Sphere player designates one ‘Mech in their battleforce as a Knight of the Sphere, and informs the House Steiner player of their choice.

Special Rules:

1. Units eliminated as a result of damage dealt by an attack from the Knight of the Sphere are worth a number of victory points equal to twice their point value.
2. The designated Knight of the Sphere is worth a number of victory points equal to twice its point value.

Victory Conditions: Use MechWarrior: Age of Destruction victory conditions.

Recommended Adjustments: None.

July 2007 Storylines – Crusader’s War vs. & Militia In Training vs.

Scenario 1 – “Crusader’s War” – Complexity Rating: GREEN

In the throes of their own civil war, Clan Jade Falcon finds itself under attack from Clan Hell’s Horses, who are determined to teach them that they truly know nothing of the crusader philosophy their leader, Malvina Hazen, pushes them to embrace.

Objective: Each player aims to defeat the other.

Battleforce Size/Composition: Two-player game; 600-point build total; four orders per turn. Of the points spent on units (only) in a player’s battleforce, 300 must come from units with the same faction symbol or be allied via a house alliance. Each battleforce must have at least one ‘Mech. Determine the first player per the **MechWarrior: Age of Destruction** rules; the first player then decides if he or she wishes to represent Clan Jade Falcon or Clan Hell’s Horses.

Rules Sets: MechWarrior®: Age of Destruction, Firepower, Annihilation, Domination, Vanguard, Wolf Strike, and Battleforce.

Time Limit: 50 minutes

Preparing the Battlefield: For this scenario, planetary condition PC-011, Urban, is in effect. No other planetary condition and no mission cards may be played.

PC-011 Urban

All non-blocking terrain features become blocking terrain features instead. Units at cruising level do not ignore terrain features for movement purposes and may not have their bases overlap any blocking terrain feature at the ends of a move order or when making a ranged combat attack. Lines of fire drawn to or from a unit at cruising level do not ignore blocking terrain.

Special Rules:

1. Blocking terrain can’t be ignored or treated as clear terrain by faction pride abilities, gear, pilot abilities, situational alliance abilities, or special equipment. Blocking terrain always blocks line of fire for ranged combat purposes.
2. Non-‘Mech units that are given a second order token are not dealt pushing damage. Instead, non-‘Mech units with two order tokens on them get -1 to their defense values.

3. You may give a non-Mech unit an order if it has two order tokens on it. If you do, do not give it an order token after the order resolves, and do not deal pushing damage to the unit.

Victory Conditions: Use MechWarrior: Age of Destruction victory condition 1, only.

Recommended Adjustments: None.

Scenario II – “Militia In Training” – Complexity Rating: ELITE

The Rasalhague Dominion takes advantage of an uncharacteristic break from outside invading forces to train a local Republic of the Sphere militia movement. Technicians load up paint-filled ammunition, and the war games are on.

Objective: Each player aims to control the city.

Battleforce Size/Composition: Two-player game; 600-point build total; four orders per turn. No situational alliance cards may be played. Determine the first player per the **MechWarrior: Age of Destruction** rules; the first player then decides if he or she wishes to represent the Rasalhague Dominion or the Republic of the Sphere.

Rules Sets: MechWarrior®: **Age of Destruction**, *Firepower*, *Annihilation*, *Domination*, *Vanguard*, *Wolf Strike*, and *Battleforce*.

Time Limit: 50 minutes

Preparing the Battlefield: Each player must contribute at least one blocking terrain feature to the terrain pool, and each player must place at least one blocking terrain feature when placing terrain. For this scenario, planetary condition PC-022, Salt Flats, and mission M-009, Control the City, are in effect. No other planetary condition or mission cards may be played. Only one player may complete mission M-009.

PC-022 Salt Flats

Able units with the wheeled or tracked speed mode and speed values of 5 or greater get +4 to their speed values, to a maximum of 14.

M-009 Control the City

To complete this mission, when the game ends each blocking terrain feature on the battlefield must have at least one able unit friendly to you in base contact with it.

Special Rules:

1. Units may only make ranged combat attacks using the ballistic range type; the energy range type may not be used to make ranged combat attacks.
2. If at any time one of your units gains Salvage or is eliminated, pick up that unit and place it in your deployment zone. During your clean-up stage, roll one six-sided die for each eliminated unit and each unit showing Salvage in your deployment zone and repair that unit of damage equal to the die roll result. Then, mark the repaired unit with three order tokens. Also at the end of your turn, remove all order tokens from any unit with three order tokens that didn't receive three order tokens that turn. Use a pen and paper to keep track of how many times your units are eliminated or Salvaged during the game.
3. When the game ends, the active player finishes their turn.
4. Do not score points for victory conditions 1, 2 or 3. Instead, the player who completes M-009 wins the game. If neither player completes M-009, count how many eliminated and Salvaged units each player had during the game. The player with the least amount of eliminated and Salvaged units wins. If this number is tied, the game ends in a tie.

Victory Conditions: Use the victory conditions outlined in special rule 4, only.

Recommended Adjustments: None.

August 2007 Storylines – Weather Permitting vs.

Scenario 1 – “Weather Permitting” – Complexity Rating: VETERAN

The conquest of Al Na'ir by the Nova Cats was far from easy. Even though emboldened by their Vision Quest, the House Kurita defenders fought with tenacity. Small pockets of resistance remain. On a far corner of Al Na'ir, Kurita guerilla forces still harass the victorious Nova Cats. However, both sides are soon to learn that the term 'Force of Nature' is more than just a pretty colloquialism...

Objective: Each player aims to defeat the other.

Battleforce Size/Composition: Two-player game; 750-point build total; four orders per turn. Of the points spent on units (only) in a player's battleforce, 375 must come from units with the same faction

symbol or be allied via a house alliance. Determine the first player per the **MechWarrior: Age of Destruction** rules; the first player then decides if he or she wishes to represent House Kurita or Clan Nova Cat.

Rules Sets: **MechWarrior®: Age of Destruction**, *Firepower*, *Annihilation*, *Domination*, *Vanguard*, *Wolf Strike*, and *Battleforce*.

Time Limit: 50 minutes

Preparing the Battlefield: Set up the terrain and determine the first player per the **MechWarrior: Age of Destruction** rules. Before the first player takes their turn, the Battlemaster rolls a die. **On a roll of 1-2**, PC-003 (Dust Storm) is in play. **On a roll of 3-4**, PC-013 (Heavy Fog) is in play. **On a roll of 5-6**, PC-008 (Perfect Day) is in play. No other planetary condition and no mission cards may be played.

PC-003 Dust Storm

All units must be deployed at NOE level. No unit may move to cruising level or be at cruising level when an order resolves. No unit may make a charge or death from above special attack. Units with a maximum range value greater than 8 have a maximum range value of 8 instead. The line of fire to all artillery markets is blocked.

PC-013 Heavy Fog

All artillery units get +2 to the target values of their artillery markers. Targets of a special attack, and targets of a ranged combat attack from an attacker that is more than 8? away, get +1 to their defense values against those attacks.

PC-008 Perfect Day

For purposes of this scenario, Perfect Day means no planetary condition is in effect as long as it is in play.

Special Rules

1. After 12-18 minutes have elapsed, the Battlemaster rolls a die. On a roll of 1-3, replace the current planetary condition with PC-005, Storm. On a roll of 4-6, replace the current planetary condition with PC-010, Tornado.

PC-005 Storm

All non-blocking terrain features become shallow water terrain features instead. All units at cruising level with a speed value greater than 10 have a speed value of 10 instead.

PC-010 Tornado

All blocking terrain features become hindering terrain features.

2. After 29-35 minutes have elapsed, the Battlemaster rolls a die. On a roll of 1-3, replace the current planetary condition with PC-024, Monsoon. On a roll of 4-6, replace the current planetary condition with PC-026, Polar Gale.

PC-024 Monsoon

Units with the wheeled or tracked speed mode and speed values greater than 6 have speed values of 6 instead. During the active player's clean up stage, any 'Mech that player controls that was not given an order that turn loses 2 heat instead of 1 heat.

PC-026 Polar Gale

All 'Mechs get +1 to their vent ratings. Units with the hover or VTOL speed mode and speed values greater than 10 have speed values of 10 instead.

3. When a new planetary condition enters play, its' effect takes place immediately. If this would result in any unit occupying a terrain feature that that unit cannot occupy, that unit are eliminated from the game; no player gains victory points for its elimination.
4. The Battlemaster may choose when to roll the die for the new planetary condition in Special Rules 1 and 2, as long as the die roll happens within the time windows prescribed.

Victory Conditions: Use MechWarrior: Age of Destruction victory conditions.

Recommended Adjustments: None.

October 2007 Storylines – Trick or Treat & Night of the Living Dead

Scenario 1 – “Trick or Treat” – Complexity Rating: VETERAN

by Michael Miller, a.k.a. "southpaw13"

Background

Knock, knock! Reach into that great big candy bowl and see if you get the nutty chocolate bar or the lint-covered lollypop. It's Halloween—**MechWarrior®**-style!

Objective: Each player tries to survive the tricks and treats on the battlefield.

Battleforce Size Two-player game; 600-point battleforces; four orders per turn. In addition, each player brings a reserve force (see Special Rule 1). Determine the first player per the **MechWarrior: Age of Destruction** rules.

Rules Sets: **MechWarrior: Age of Destruction**, *Firepower*, *Annihilation*, *Domination*, *Vanguard*, *Wolf Strike*, and the various Battleforce Set rules.

Time Limit: 50 minutes

Preparing the Battlefield

Before setup, the Battlemaster places a B6 blocking terrain piece in the center of the battlefield. Each player must place two additional pieces of terrain on the battlefield.

Special Rules:

1. **Reserves.** You must have a minimum of five units totaling up to 300 points.
2. **Trick or Treat!** The B6 terrain in the center of the battlefield may be targeted by ranged combat attacks as if it were a unit with a 23 defense. Planetary conditions do not affect the center B6, nor may it be damaged or removed in any way. When a player makes a successful ranged combat attack against the center B6 terrain, that player flips a coin. If the coin lands with the heads side up, it's a Trick! If it lands tails side up, it's a Treat!
 - a. **Trick!** The opposing player immediately deploys a random unit from his or her reserves in base contact with the center B6 terrain. That unit may be moved up to its full speed value and then given a ranged combat attack.
 - b. **Treat!** The attacking player may immediately deploy a random unit from his or her reserves in base contact with the center B6 terrain. That unit may be moved up to its full speed value and then given a ranged combat attack.

Victory Conditions: Use standard **MechWarrior: Age of Destruction** victory conditions.

Recommended Adjustments: None.

Scenario 2 – “Night of the Living Dead” – Complexity Rating: VETERAN

by Mike Demaline, a.k.a. “X-Sythe”

Objective: Each player aims to defeat the other.

Battleforce Size

Two-player game; 600-point build total; four orders per turn. Of the points spent on units (only) in a player's battleforce, 600 must come from units with the same faction symbol or be allied via a house alliance. Determine the first player per the **MechWarrior: Age of Destruction** rules.

Rules Sets: **MechWarrior: Age of Destruction**, *Firepower*, *Annihilation*, *Domination*, *Vanguard*, *Wolf Strike*, and the various Battleforce Set rules.

Time Limit: 50 minutes

Preparing the Battlefield

Set up terrain and determine the first player per the **MechWarrior: Age of Destruction** rules. For this scenario, planetary condition PC-032, Caverns, is in effect. No other planetary condition cards may be played. The mission card M-003, With Extreme Prejudice, is in effect. No other mission cards may be played.

PC-032 Caverns

All non-blocking terrain features become blocking terrain features instead. All units must be deployed at NOE level. No unit may be moved to cruising level. No artillery or indirect-fire ranged combat attacks can be made. All units ignore Jump Jets and Jump Pack special equipment.

M-003 With Extreme Prejudice

To complete this mission, complete one of the following three options, which all target the opponent directly opposite you: 1) Eliminate at least half of the target's starting infantry units, rounded up; or 2) if the target has no infantry units when the game begins, eliminate at least half of his or her vehicle units, rounded up; or 3) if the target has no vehicle or infantry units when the game begins, eliminate at least half of his or her 'Mech units, rounded up.

Special Rules:

1. All ballistic special equipment effects are ignored.

2. When a unit is eliminated, leave it where it is on the board. It is considered blocking terrain. At the end of each player's turn, roll a d6:
 - **On a 5–6**, remove from the game any units showing three bullet holes.
 - **On a 1–4**, repair all units showing three bullet holes an amount of damage equal to the die roll (ignore any repair markers).

Victory Conditions: Use standard **MechWarrior: Age of Destruction** victory conditions.

Recommended Adjustments: None.

November 2007 Storylines – HPG: Hyper Poltergeist Generator, Texas Chainsaw Mechssacre, Word of Blake Zombies & Your Candy or Your Life

Scenario 1 – “HPG – Hyper Poltergeist Generator” – Complexity Rating: ELITE

by Mike McCarrig, a.k.a. “Rimoran”

A lightning strike to the planet’s HPG station in mid-transmission overloaded several systems and killed everyone in the building complex. A ComStar investigative team sent to the ruins came back ranting about ghosts. Now competing paranormal research groups have supplied new teams with equipment to capture the rampaging ghosts.

Objective: Each player aims to capture the most ghosts.

Battleforce Size/Composition

Two-player game; 900-point build total; five orders per turn. Artillery units are not allowed. Determine the first player per the **MechWarrior®: Age of Destruction** rules. Additionally, each player brings one artillery token that has a number listed in every drift direction. These tokens represent ghosts.

Rules Sets

MechWarrior: Age of Destruction, *Firepower, Annihilation, Domination, Vanguard, Wolf Strike*, and the various Battleforce Set/Action Pack rules.

Time Limit: 50 minutes.

Preparing the Battlefield

Place a B6 building in the exact center of the battlefield; this represents the ruined HPG station. Each player can place one additional piece of terrain. Determine the first player per the **MechWarrior: Age of Destruction** rules. No planetary condition or mission cards can be played.

Special Rules

1. **Spawning Ghosts:** At the beginning of the game, and any time a ghost is captured or moves off the board, place the token in the middle of the B6 terrain feature.
2. **Moving Ghosts:** At the beginning of your command phase, move the ghost you brought by rolling 2d6, each with a different color. One die represents the drift direction of the ghost (the number around the edge of the token); the other die represents the number of inches the ghost drifts.
3. **Ghost Effects:** Immediately after moving a ghost, every unit within 4” of the ghost token (center-to-center) must make a Ghost Effect check by rolling a d6 and consulting the table below:
 - 1 = **Spooked:** Move the unit toward and into (if possible) its own deployment zone using the unit’s speed value printed on the dial. Move around intervening units and terrain in the most direct path possible. If the unit started this movement in its own deployment zone, remove this unit from the game; no player gains points for its elimination. This movement does not cost an order, generate heat, or generate an order token.
 - 2–3 = **Slimed:** This unit has been hit with caustic ectoplasm, dealing 2 points of impact damage.
 - 4–6 = **No Effect**
4. **Ghost Capturing:** Ghosts exist at cruising height, can overlap the bases of other units, and never take damage. They have a defense of 22 (+ height advantage = 23 defense). Ghosts can be targeted only by a single-target energy ranged combat attack when within 8” of the unit attempting the capture, ignoring the unit’s normal energy maximum range value. This is treated like a normal ranged combat attack. Ranged combat formations can be used as part of this attack if all participants have an energy attack and are within 8? of the ghost’s center dot.

If the attack succeeds, the ghost is captured. Remove the token, record a ghost capture for the player, and place that token back at the center terrain per special rule 1.

Victory Conditions

The player who captures the most ghosts wins. If players have captured an equal amount of ghosts, use **MechWarrior: Age of Destruction** victory conditions to break the tie.

Recommended Adjustments: None.

Scenario 2 – “Texas Chainsaw Mechssacre” – Complexity Rating: VETERAN

by Keith Schmitz, a.k.a. “Norcross”

It was a quiet scene, with several of the guys just sitting around the fire. The men liked to tell stories of ghosts and goblins on nights when lightning played across the sky. I sat nearby, trying to enjoy my dinner of vacuum-sealed muck.

“Hey, Captain!” one of the men called.

I turned to the burly sergeant who had bellowed at me. “Do you know any good stories?” he asked.

“Yeah, I got a real nail-biter,” I said as I walked over to one of the open spots closer to the warmth.

“It was on a night just like this . . .”

Objective: Each player aims to defeat the other, survive the night, and not lose their head to the Haunted ‘Mech.

Battleforce Size/Composition

Two-player game; 666-point build total; four orders per turn. Of the points spent on units, 333 or more points must come from units with the same faction symbol or be allied via a house alliance. Your build must include a ‘Mech. Additionally, each player brings a “Haunted ‘Mech.” This unit is not a part of your build total and it can be any ‘Mech that has a chainsaw, saw blades, or combine blades. Examples include ForestryMech/MOD/MOD-B, Mining Mech/MOD, and *Raider Mk II*.

Rules Sets

MechWarrior: Age of Destruction, *Firepower*, *Annihilation*, *Domination*, *Vanguard*, *Wolf Strike*, and the various Battleforce Set/Action Pack rules.

Time Limit: 50 minutes.

Preparing the Battlefield

Prepare the battlefield per the **MechWarrior: Age of Destruction** rules. Of the four terrain pieces on the board, at least two of them must be blocking terrain. Planetary condition PC-040 Lightning Storm is in effect. No other planetary conditions or missions can be played.

PC-040 Lightning Storm

Whenever a ranged combat attack is made using the energy range type, roll a six-sided die. On a result of 1, the attacker takes 1 impact damage after the attack resolves. On a result of 6, the target takes 1 impact damage after the attack resolves.

Special Rules

1. At the start of the fourth turn (after each player has had three turns) each player places his or her Haunted ‘Mech in the opponent’s deployment zone.
2. You must give your Haunted ‘Mech a move, ranged combat, close combat, or vent order every turn. This does not use up one of your orders per turn. The Haunted ‘Mech takes heat and damage normally.
3. If you give your Haunted ‘Mech a move order, it must move toward your opponent’s units, if possible.
4. If your Haunted ‘Mech eliminates an enemy unit, that unit is worth half its total point value, rounded up, for VC1.
5. When a Haunted ‘Mech is eliminated, roll a d6. Repair it of damage equal to the result from its first Salvage click (minimum two clicks) and redeploy the unit in your opponent’s deployment zone.
6. When you eliminate your opponent’s Haunted ‘Mech, you receive 1 VC3 point. This is the only way to accumulate VC3 points in this scenario.

Victory Conditions

Use **MechWarrior: Age of Destruction** victory conditions, adjusted per special rules 4 and 6.

Recommended Adjustments: None.

Scenario 3 – “Word Of Blake Zombies” – Complexity Rating: ELITE

by Mike McCarrig, a.k.a. “Rimoran”

Toward the end of the Word of Blake Jihad, the dreaded Blakist Tau Zombie legions were healed and repaired so often that they became more machine than man. During one of the last battles of the Jihad, a legion of Manei Domini Tau Zombie troops were finally put down—or were they? Every few years, the atmosphere of this planet ionizes and recharges the implants enough to animate the legion to resume its endless patrol ...

Objective: Each player aims to eliminate the most Tau Zombies.

Battleforce Size/Composition

Two-player game; 600-point build total; four orders per turn. Of the points spent on units (only) in a player’s battleforce, 300 must come from units with the same faction symbol or be allied via a house alliance. Determine the first player per the **MechWarrior®: Age of Destruction** rules. Each player also brings separate pool of five infantry with point values greater than 12 each; these are groups of Tau Zombies.

Rules Sets

MechWarrior: Age of Destruction, *Firepower*, *Annihilation*, *Domination*, *Vanguard*, *Wolf Strike*, and the various Battleforce Set/Action Pack rules.

Time Limit: 50 minutes.

Preparing the Battlefield

No blocking terrain can be placed in the terrain pool. Set up the terrain and determine the first player per the **MechWarrior: Age of Destruction** rules. After placing terrain, each player measures 24 inches from his or her edge of the board along the right edge of the battlefield and places all of his or her Tau Zombie infantry along the edge of the battlefield, with the middle unit in the movement formation at the 24-inch mark. For this scenario, planetary condition PC-037, Ionized Atmosphere, is in effect. No other planetary condition cards can be played. No mission cards can be played.

PC-037 Ionized Atmosphere

Attacks using the energy range type score 1 less damage. Targets of indirect-fire ranged combat attacks get +4 to their defense values instead of +3.

Special Rules

- 1. Tau Zombie Behavior:** At the beginning of each player’s turn, that player moves his or her formation of zombies from right to left in a straight line across the battlefield, maintaining formation with the unit that has the lowest speed value. If one or more zombie has been eliminated previously, make sure all zombies end their movement in base contact again. Any zombie that reaches the opposite edge of the battlefield is removed from play, and no one gets credit for units removed this way. If any zombie encounters a non-zombie NOE unit in their path, they will all base that unit and surround it, if possible. A zombie in base contact with a non-zombie will not move, and any not in base contact will move to surround the already-based unit, if possible. Zombies that don’t move on a turn will attack the based unit with a special “Ravaging Close Combat Attack Formation” that includes all of the zombies in base contact; the target’s opponent chooses the primary attacker. If the attack succeeds, roll 1d6 and the target takes pushing damage equal to the result. If any zombies have a choice between multiple units, roll a die to decide which target they attack, assigning even odds to all possible targets.
- 2. Tau Zombie Qualities:** A zombie can’t be captured, has a 360-degree front arc and no rear arc, can’t make ranged combat attacks, and isn’t assigned order tokens. Zombies are not eliminated when bullet holes are showing; instead they are eliminated when they take enough damage to click them back to their starting click (or beyond). Substitute the following stats for each infantry unit representing a zombie, depending on what you see on the infantry’s dial:
 - Numbers showing on the dial:
DAMAGE: **0**, SPEED: **6 Jump Jets** (*Foot Speed Mode*),
ATTACK: **8**, DEFENSE: **16 Reactive Armor**
 - Bullet holes showing on the dial:
DAMAGE: **0**, SPEED: **4 Jump Jets** (*Foot Speed Mode*),
ATTACK: **6**, DEFENSE: **14 Reactive Armor**

Victory Conditions

The player who eliminates the most zombies wins. If both players have eliminated an equal amount of zombies, use **MechWarrior: Age of Destruction** victory conditions to break the tie.

Recommended Adjustments: None.

Scenario 4 – “Your candy or your life” – Complexity Rating: GREEN

by Rich Miller, a.k.a. “RedDawn”

Remember getting all that candy on Halloween when you were a kid? Now’s your chance to do it MechWarrior style!

Objective: Each player aims to end the round with the most candy in their possession.

Battleforce Size/Composition

Two-player game; 750-point battleforces; five orders per turn. Armies must be ‘Mech™ only; pilot abilities, gear, or faction abilities that allow a unit to make a second attack with the same order are ignored. Determine the first player per the **MechWarrior®: Age of Destruction** rules. In addition, the Battlemaster issues 15 pieces of candy to each player (tokens can be substituted at the venue’s discretion if necessary).

Rules Sets

MechWarrior: Age of Destruction, *Firepower*, *Annihilation*, *Domination*, *Vanguard*, *Wolf Strike*, and the various Battleforce Set/Action Pack rules.

Time Limit: 50 minutes.

Preparing the Battlefield

The terrain pool consists of four pieces: Spooky Woods (H1), Black Lagoon (W1), Old Abandoned Factory (B5), and Haunted Resort (B1). Each player takes turns placing one of the terrain features. PC-013 Heavy Fog is in effect. No other planetary conditions or missions can be played.

PC-013 Heavy Fog

All artillery units get +2 to the target values of their artillery markers. Targets of a special attack, and targets of a ranged combat attack from an attacker that is more than 8" away, get +1 to their defense values against those attacks.

Special Rules

Your Candy or Your Life. After a unit makes a successful ranged combat attack against a single target, the attacking player may choose to do damage to the unit OR take a piece of candy from the defending player’s candy “inventory.” **Note:** The game does not end immediately when one player takes all the candy. Only when that round ends is the candy score tallied.

Victory Conditions

At the end of the round, the player with the most candy wins. In the event of a tie, use Victory Condition 1. If a tie still results, use Victory Condition 2. If that fails to break the tie, the result is a tie.

Battlemaster Suggestion

Candy should be consumed between rounds and reissued (back to pre-consumption levels) after pairings for the next round are complete

Recommended Adjustments: None.

December 2007 Storylines – Toys for bots vs.

Scenario 1 – “Toys for bots” – Complexity Rating: ELITE

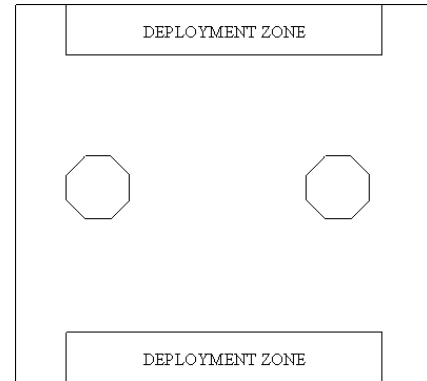
In an effort to win the hearts and minds of the local populace, House Steiner and House Kurita begin stockpiling gifts. Unfortunately, great minds think alike as they choose staging areas very close to each other. Not wanting a public relations nightmare, both sides resort to thievery and sabotage instead of missiles and laser fire as they try to win over the locals.

Objective: Each player aims to stockpile the most gifts for the local populace.

Battleforce Size/Composition: Two-player game; 600-point build total; three orders per turn. Each battleforce must contain at least one infantry with the foot speed mode. No artillery units may be used. Each player will also want to bring a number of artillery tokens to serve as “presents.” Determine the first player per the **MechWarrior: Age of Destruction** rules; the first player then decides if he or she wishes to represent House Steiner or House Kurita.

Rules Sets: **MechWarrior®: Age of Destruction**, *Firepower*, *Annihilation*, *Domination*, *Vanguard*, *Wolf Strike*, and *Battleforce*.

Time Limit: 40 minutes. Yes, 40 minutes.



Preparing the Battlefield: Place two pieces of blocking terrain type B6 in the center of the battlefield as shown. Each one should be four inches away from the edge of the battlefield. These two pieces of terrain represent “staging areas.” Each player may place one additional terrain piece. For this scenario, no planetary condition or mission cards may be played. The second player then chooses which staging area is theirs. The remaining staging area will be the first player’s.

Special Rules:

1. After units are deployed, each player places an artillery token “present” underneath each infantry and vehicle in their deployment zone. To keep track of each player’s presents, the first player should place all their presents face up while the second player places their presents face down. At the beginning of your command stage, place a present under each friendly infantry and vehicle without a present beneath it occupying your deployment zone. A unit may have only one present beneath it.
2. When a unit ends its movement in base contact with a staging area, it may place its present in that staging area. Remove the present from beneath the unit and place it on the staging area.
3. Infantry with the foot speed mode that are in base contact with an opposing staging area may remove presents from that staging area. Make an attack roll and add the unit’s attack value. If the result is 16 or more, place a present from the staging area under the unit.
4. Units do not take damage. If a target is successfully hit by an attack, instead of dealing damage to the target, place an order token on it. If an attack using gear, pilot abilities, or special equipment that places order tokens on a target is used, place order tokens only as indicated by the gear, pilot ability, or special equipment; do not place any additional order tokens.

Victory Conditions: The player with the most presents in their staging area at the end of the game wins. If there is a tie, the battleforce with the lowest actual build total wins. If there is still a tie, each player rolls a d6; the highest roll wins.

Recommended Adjustments: None.

2008 Organized Play Campaigns & Storylines

January 2008 Storylines – **Brother, can you spare a ‘Mech?**  vs. 

Scenario 1 – “Brother, can you spare a ‘Mech?” – Complexity Rating: GREEN

Emboldened by their taking of Galatia III, House Davion presses their luck as House Kurita and Clan Nova Cat continue to be at odds with each other. Planet Murchison is not very far away and Davion musters its forces and reserves and prepares to plunge the Davion sword into the planet, claiming it for their own.

Objective: Each player aims to defeat the other.

Battleforce Size/Composition: Two-player game; 750-point build total; four orders per turn. Players are encouraged to bring a number of (well-organized) units to serve as reinforcements for this event. Determine the first player per the **MechWarrior: Age of Destruction** rules; the first player then decides if he or she wishes to represent House Davion or House Kurita.

Rules Sets: MechWarrior®: Age of Destruction, Firepower, Annihilation, Domination, Vanguard, Wolf Strike, and Battleforce.

Time Limit: 50 minutes

Preparing the Battlefield: Prepare the battlefield per the **MechWarrior: Age of Destruction** rules. For this scenario, no planetary condition cards may be played.

Special Rules: When a player's unit is eliminated, that player has one minute to search their reinforcements for a replacement unit. The replacement unit's point value must be less than half or equal to half of the eliminated unit's point value. After choosing a replacement unit, the player then places it in his or her deployment zone. A player does not have to place a reinforcement unit in their deployment zone after a unit is eliminated.

Victory Conditions: Use MechWarrior

Recommended Adjustments: None.

February 2008 Storylines – Possession is Nine-Tenths vs.

Scenario 1 – “Possession is Nine-Tenths” – Complexity Rating: GREEN

In the messy and disorderly area of Prefecture VII, a defunct and apparently abandoned Hyperpulse Generator station brings House Steiner and House Liao with surreptitiously small forces to try and repair it and take ownership. In the current universe order, some carefully crafted communications can easily help in the takeover of a planet or two.

Objective: Each player aims to defeat the other.

Battleforce Size/Composition: Two-player game; 300-point build total; three orders per turn. Each player's battleforce must contain at least one infantry with the foot speed mode. Faction pride cards may not be used. Determine the first player per the **MechWarrior: Age of Destruction** rules; the first player then decides if he or she wishes to represent House Steiner or House Liao.

Rules Sets: MechWarrior®: Age of Destruction, Firepower, Annihilation, Domination, Vanguard, Wolf Strike, and Battleforce.

Time Limit: 50 minutes

Preparing the Battlefield: Before placing terrain, place one piece of terrain template B6 in the center of the battlefield to represent the HPG control station. Then, prepare the battlefield per the **MechWarrior: Age of Destruction** rules. For this scenario, no planetary condition cards may be played. After players deploy their units, each player designates one of their foot speed mode infantry as their technicians.

Special Rules: Players may attempt to take control of the HPG control station with their technicians. When a player's technicians are in base contact with the HPG control station they may be given a close combat order against the HPG station. The HPG station has a defense value of 18. If the attack succeeds, that player places an order token on the HPG station. The first player to place three order tokens on the HPG control station captures the control station, and gets 100 points towards VC2.

Victory Conditions: Use MechWarrior: Age of Destruction victory conditions with the exception outlined in the special rules.

Recommended Adjustments: None.

March 2008 Storylines – New Neighbors vs.

Scenario 1 – “New Neighbors” – Complexity Rating: ELITE

Clan Wolf's path of destruction seems to be leading them directly towards Prefecture X and the prize of Terra. As they prepare to set up apparent bases on planet Lipton, Republic loyalists will need to do everything in their power to evict the would-be squatters. Are the Wolves actually looking to break the Iron Curtain, or is it just a rest stop on their way to a more sinister destination?

Objective: Each player aims to defeat the other.

Battleforce Size/Composition: Two-player game; 450-point build total; three orders per turn. Each player's battleforce must contain at least one infantry with the foot speed mode. Faction pride cards may not be used. Determine the first player per the **MechWarrior: Age of Destruction** rules; the first player then decides if he or she wishes to represent Clan Wolf or the Republic of the Sphere supporters.

Rules Sets: MechWarrior®: Age of Destruction, Firepower, Annihilation, Domination, Vanguard, Wolf Strike, and Battleforce.

Time Limit: 50 minutes

Preparing the Battlefield: Each player may only place one piece of terrain. This terrain piece must be placed within 12" of either deployment zone. For this scenario, no planetary condition cards or mission cards may be played.

Special Rules:

- 1) **If You Build It...:** If the Clan Wolf player has an infantry with the foot speed mode that is not in base contact with an opposing unit, that unit can attempt to build an encampment. To build an encampment, the Clan Wolf player rolls 3d6 and adds the infantry's attack value. If the attack result is equal to or greater than 17, place a B6 terrain piece in base contact with the infantry. This terrain piece must be 12" away from either deployment zone, 3" away from any other edge of the battlefield, and 2" away from any other terrain piece or encampment. If an encampment cannot be placed in such a way that meets these criteria, the encampment cannot be placed. After placing the encampment, place a d6 on the encampment, with 6 showing on the die. Only one encampment can be built per turn.
- 2) **...They Will Come:** The Republic of the Sphere supporter player may attempt to destroy an encampment by making a close or ranged combat attack against it. When making a close combat attack, a unit's front arc must be in base contact with any part of the encampment. When making a ranged combat attack, a unit must be able to draw a line of fire to any part of the encampment. No gear, pilot abilities or special equipment may be used when attacking an encampment. If the attack result is equal to or greater than 19, the attack succeeds. Subtract the amount of damage dealt from the number showing on the encampment's d6 and adjust the d6. If this would cause a zero or negative number, remove the encampment; it has been destroyed.
- 3) **But Will They Stay?:** If the Clan Wolf player built at least two encampments during the course of the game, that player gets 25 points towards VC2 for each encampment remaining on the battlefield when the game ends. The Republic of the Sphere supporter player gets 10 points towards VC2 for each encampment they destroy.

Victory Conditions: Use MechWarrior: Age of Destruction victory conditions with the exception outlined in the special rule 3.

Recommended Adjustments: None.

April 2008 Storylines – To take a giant vs. & Reinforcements

Scenario 1 – “To take a giant” – Complexity Rating: VETERAN

Intelligence reports coming from planet Sheratan confirm what many agencies have already suspected; the source of the colossal class BattleMechs is none other than the worlds behind the Iron Curtain. Both House Davion and House Kurita act on their proximity to the planet and send in small forces with the intent of ambushing the next Ares 'Mech that comes through. But first they find they must deal with each other, hopefully before the next colossal finds them.

Objective: Each player aims to defeat the other.

Battleforce Size/Composition: Two-player game; 300-point build total; three (yes, three) orders per turn. All units in a player's battleforce must have the same faction symbol after any recruitment costs are paid or after any mercenary contract cards are played. Determine the first player per the **MechWarrior: Age of Destruction** rules; the first player then decides if he or she wishes to represent House Davion or House Kurita.

Rules Sets: MechWarrior®: Age of Destruction, Firepower, Annihilation, Domination, Vanguard, Wolf Strike, and Battleforce.

Time Limit: 50 minutes

Preparing the Battlefield: Prepare the battlefield per the **MechWarrior: Age of Destruction** rules. For this scenario, no mission cards may be played.

Special Rules:

1. Small Unit Tactics: All infantry in each player's battleforce modify their attack values by +1.
2. Espionage: At the beginning of the game each player gets three "espionage" tokens. During the game, a player may use an espionage token when it is not their turn to force the opposing player to re-roll any die roll. A player may affect a die roll in this manner more than once; for

example, a player can force his or her opponent to re-roll a planetary condition check multiple times as long as he or she has an espionage token to spend.

3. Counter-Intelligence: If a player rolls doubles on any of the three dice during an attack roll whether or not the attack roll is re-rolled for any reason, that player gets an espionage token.

Victory Conditions: Use MechWarrior: Age of Destruction victory condition 2.

Recommended Adjustments: None.

Scenario 2 – “Reinforcements” – Complexity Rating: GREEN

Objective: Each player aims to control the city.

Battleforce Size/Composition: Two-player game; 600-point build total; four orders per turn.

Determine the first player per the **MechWarrior: Age of Destruction** rules. In addition to their battleforce, each player may bring a sideboard of units whose combined point total is no more than 1200 points. Any ‘Mechs in this sideboard must have any pilots and/or gear assigned prior to the start of the game.

Rules Sets: MechWarrior®: *Age of Destruction, Firepower, Annihilation, Domination, Vanguard, Wolf Strike, and Battleforce.*

Time Limit: 50 minutes

Preparing the Battlefield: Each player must contribute at least one hindering terrain feature to the terrain pool, and each player must place at least one hindering terrain feature when placing terrain. Planetary condition cards may be played, mission cards may not.

Special Rules:

Reinforcements: After a player’s unit is eliminated, that player may place a unit of equal or lesser point value in his or her deployment zone.

Victory Conditions: Use MechWarrior: Age of Destruction victory condition 1.

Recommended Adjustments: None.

May 2008 Storylines – In Preparation for the Fall vs.

Scenario 1 – “In Preparation for the Fall” – Complexity Rating: VETERAN

Scenario gameplay provided by Jim “VincentDegrassa” Topa

With the Republic sending colossal-class BattleMechs after its own Knights, forces on the outside have begun a more serious debate about peeling back the curtain to finish things once and for all. Such an undertaking will require resources, much like those discovered on a former Bannson holding, a moon named Hermione where uranium is plentiful, gravity is not, and enemies are in abundance.

Objective: Each player aims to defeat the other.

Battleforce Size/Composition: Two-player game; 300-point build total; three (yes, three) orders per turn. All units in a player’s battleforce must have the same faction symbol after any recruitment costs are paid or after any mercenary contract cards are played. Infantry without the words “Battle Armor” in the name cannot be used. Determine the first player per the **MechWarrior: Age of Destruction** rules; the first player then decides if he or she wishes to represent House Liao or House Steiner.

Rules Sets: MechWarrior®: *Age of Destruction, Firepower, Annihilation, Domination, Vanguard, Wolf Strike, and Battleforce.*

Time Limit: 50 minutes

Preparing the Battlefield: Prepare the battlefield per the **MechWarrior: Age of Destruction** rules. For this scenario, no mission or planetary condition cards may be played.

Special Rules:

1. Low Gravity = **Good:** ‘Mechs and infantry without Jump Jets may move up to half their speed value as if they did have Jump Jets.
2. Low Gravity + Jump Jets = **Great:** ‘Mechs with Jump Jets may increase their speed values by half when using Jump Jets.
3. Low Gravity + Hull Breach = **Bad Day:** A unit is eliminated when it gains Salvage or shows three bullet holes on its dial.

Victory Conditions: Use MechWarrior: Age of Destruction victory conditions.

Recommended Adjustments: None.

June 2008 Storylines – The Voice of Stone vs.

Scenario 1 – “The Voice of Stone” – Complexity Rating: VETERAN

The Voice of Stone

“The Dominion? Lap dogs of the Republic?” “Aff. Intelligence tells us that they are receiving communications via a functioning hyperpulse generator on Tukayyid. Our reports also suggest they may even be receiving instructions from Stone himself.” “We must know more. I have little use for subtleties in these times. Send a small force to make an attempt at intercepting or obtaining the content of one of these transmissions.” “By force? On Tukayyid?” “Neg. I am sure one of their military outposts is forwarding messages. Determine which one it is. If the information we are piecing together is correct, the Inner Sphere must know about the corruption that festers and grows like an erratic cancer at the heart of it.”

Objective: Each player aims to defeat the other.

Battleforce Size/Composition: Two-player game; 300-point build total; three (yes, three) orders per turn. All units in a player’s battleforce must have the same faction symbol or be aligned via a house alliance after any recruitment costs are paid or after any mercenary contract cards are played. Each player’s battleforce must contain at least one infantry with the foot speed mode. Determine the first player per the **MechWarrior: Age of Destruction** rules; the first player then decides if he or she wishes to represent Clan Jade Falcon or the Rasalhague Dominion.

Rules Sets: **MechWarrior®: Age of Destruction**, *Firepower, Annihilation, Domination, Vanguard, Wolf Strike, and Battleforce.*

Time Limit: 50 minutes

Preparing the Battlefield: Each player must place one piece of blocking terrain; this piece must be comprised of blocking terrain only. Blocking terrain must be placed first and must be placed at least 12 inches away from either deployment zone. Blocking terrain pieces represent outposts. For this scenario, no planetary condition cards or mission cards may be played.

Special Rules:

1. **Toss that Outpost:** If the Clan Jade Falcon player has an infantry with the foot speed mode in base contact with an outpost, that infantry can toss it for information. To toss an outpost, give the infantry a close combat order, roll 3d6 and add the infantry’s attack value. If the result is equal to or greater than the outpost’s target number of 16, that infantry has found information and the Clan Jade Falcon player gets 1 point towards VC3. If the result is less than the target number, the Rasalhague Dominion player gets 1 point towards VC3.
2. **No Information Found** Every infantry controlled by the Rasalhague Dominion player that is in base contact with an outpost increases that outpost’s target number by 1.

Victory Conditions: Use **MechWarrior: Age of Destruction** victory conditions with the exception outlined in the special rule 1.

Recommended Adjustments: None.

July 2008 Storylines – Wolves of Destiny vs.

Scenario 1 – “Wolves of Destiny” – Complexity Rating: VETERAN

“Kerensky...”

The word from one is no more than a whisper, but repeated by every militia member whose eyes are cast skyward, it becomes a roar. As the Clan Wolf dropship begins delivering its payload, the militia scrambles into place. Someone will be leading the assault on the Republic, and, if she has her way, it will be Anastasia Kerensky to show the glory and might that is Clan Wolf.

Objective: Each player aims to defeat the other.

Battleforce Size/Composition: Two-player game; 300-point build total; three (yes, three) orders per turn. All units in a player’s battleforce must have the same faction symbol or be aligned via a house alliance after any recruitment costs are paid or after any mercenary contract cards are played. Determine the first player per the **MechWarrior: Age of Destruction** rules; the first player then decides if he or she wishes to represent Clan Wolf or the Republic of the Sphere militia.

Rules Sets: MechWarrior®: Age of Destruction, Firepower, Annihilation, Domination, Vanguard, Wolf Strike, and Battleforce.

Time Limit: 50 minutes

Preparing the Battlefield: No blocking terrain may be placed, though combined terrain that contains blocking terrain may still be placed. For this scenario, planetary condition PC-020, Grasslands, is in effect. No other planetary condition or mission cards may be played.

Special Rules:



- 1) **Snipers, Snipers, Everywhere:** At the beginning of the active player's command stage, that player may make a ranged combat attack against any opposing unit. This attack always has a clear line of fire, has an attack value of 9, has the ballistic damage type, and scores 1 damage if it succeeds. This attack does not count towards the active player's order total for the turn.
- 2) **Occupation:** When scoring victory points for victory condition 3, infantry units score 1 victory point, vehicle units score 2 victory points, and 'Mech units score 3 victory points.

Victory Conditions:

Use **MechWarrior: Age of Destruction** victory conditions with the exception outlined in the special rule 2.

Recommended Adjustments: None.

Organized Play Special Events

Ghost War Marquee  vs.  – **Specter of Hostilities** – **Complexity Rating: GREEN**

Gellen's Heights, Sheratan – Prefecture IV, The Republic

Kal Radick has surreptitiously sent out many of his warriors in an effort to begin rounding up small Wolf enclaves in the Republic and bending them to his command. The Republic of the Sphere becomes aware of this activity and sends a Knight, Mason Dunne, to investigate just such a situation on the planet Sheratan. Daneel Wolf, who is already in the process of taking over the Wolf enclave there, does not even attempt to deceive the Knight about his intentions—and combat immediately breaks out.

Objective

Each side is attempting to destroy the other.

Army Size: 300 point battle forces; 3 actions per turn.

Rules Set: MechWarrior: Dark Age

Time Limit: 60 minutes

Preparing the Battlefield

Player 1 is the Steel Wolves player. Player 1's battle force must include at least 1 Steel Wolves unit. Player 2 is representing the Republic. Player 2's battle force may include units from any Faction. Players may place terrain as per the standard MechWarrior: Dark Age rules.

Special Rules

None

Victory Conditions

Use standard MechWarrior: Dark Age victory conditions.

Recommended Adjustments: 450-point battleforce. Time limit: 50 minutes. Factional Advisors for both players.

Fire for Effect Marquee  vs.  – **Snarling Wolves** – **Complexity Rating: VETERAN**

Original Web Link: http://www.wizkidsgames.com/mechwarrior/mw_article.asp?cid=37465&frame=fiction

Original PDF Link: <http://www.wizkidsgames.com/mechwarrior/documents/FFEMarquee.pdf>

Near Jacksonville, Schedar – Prefecture IV, The Republic

The Bannson's Raiders anticipate the purpose of the Wolves' attack and move to secure the underground military factory.

Objective

Achieve victory by controlling the entrance of the underground factory and destroying opposing units.

Army Size: Two-player game; 300-point battleforces; three orders per turn.

Rules Set: MechWarrior®: Dark Age and the MechWarrior: Fire for Effect rules supplement

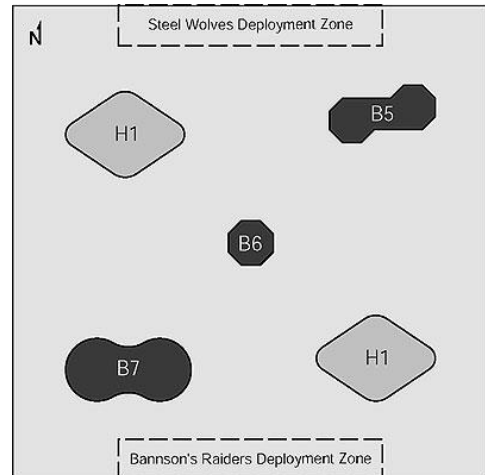
Time Limit: 60 minutes

Preparing the Battlefield

Players set up the terrain per the battlefield map. No additional terrain is placed. Terrain piece B6 represents the entrance to the underground factory. The Steel Wolves player is the first player.

Special Rules:

- 1) Visibility is limited by the dusty atmosphere. Treat the maximum range value for ranged combat attacks—other than artillery attacks and indirect fire attacks—as 6. Artillery range values and indirect fire maximum range values are not affected by the dust.
- 2) If a 'Mech is pushed or runs, roll 1 six-sided die. On a result of 4, 5, or 6, the 'Mech does not take a click of heat for pushing or running. If a 'Mech both is pushed and runs, roll the six-sided die twice to check for each potential click of heat.
- 3) At the beginning of each player's turn, count the total point value of each player's units in base contact with the entrance to the factory. If the player whose turn it is has the higher total, that player scores 1 point toward Victory Condition 3.



Victory Conditions

Score victory points per the standard rules, with the addition of Special Rule 3 above.

Recommended Adjustments: 450-point battleforce. Time limit: 50 minutes.

Death from Above Marquee – Something Wicked This Way Comes – Complexity Rating: GREEN

[EDITOR'S NOTE: The official web page only mentioned it would be a standard sealed booster event.]
Towne – Prefecture III, The Republic

For almost a year Towne has managed to maintain a neutrality respect by the various factions, sparing the world from the ravages felt by so many others. That has abruptly ended as unknown raiders assault Towne. Cobbling together what little on-planet defenders exist, Towne fights to keep their world free and re-establish their neutrality.

The Death from Above Marquee will be conducted using the Sealed Box format. Each player builds a 300-point battleforce using figures taken from his or her boosters.

Objective: Each player aims to defeat the other player.

Battleforce Size: Two-player game; 300-point battleforces; three orders per turn.

Time Limit: 60 minutes

Rules Sets: MechWarrior: Dark Age, Fire for Effect and Death from Above.

Preparing the Battlefield

Players prepare the battlefield per the MechWarrior: Dark Age standard rules.

Special Rules: None

Victory Conditions

Use standard MechWarrior: Dark Age victory conditions.

Recommended Adjustments: 450-point battleforce. Time limit: 50 minutes.

Liao Incursion Marquee vs. – Toe in the Water... -- Complexity Rating: ELITE

Near Redswan, Min-how, Foochow – Prefecture V, The Republic

The assault on the world of Foochow is not a full-scale invasion of The Republic... yet. Though the world does produce electronics that Liao can use to upgrade their IndustrialMechs, the reconnaissance force's primary objective is to determine The Republic's defenses in this region. If that leads to the conquest of the world, all the better. Without knowing the exact composition of the on-world

defenders, the attacking Liao forces have made planet fall in several small DropShips; if any one is lost, the mission can still proceed. This will leave a bevy of reinforcements upon which the House Liao troops can call.

Objective: Each player aims to defeat the other.

Battleforce Size

Two-player game; 300-point battleforces; three orders per turn. The Liao player must have at least 150 points of House Liao units in his or her battleforce. The Republic player must have at least 150 points of Republic of the Sphere units in his or her battleforce. In addition to their 300-point battleforces, each player must have a sideboard consisting of no more than 100 points of units. The House Liao player's sideboard can consist only of House Liao units. The Republic player's sideboard can consist only of Republic units.

Rules Sets: **MechWarrior: Dark Age**, *Fire for Effect*, *Death from Above*, and *Liao Incursion*

Time Limit: 60 minutes

Preparing the Battlefield Players set up the terrain per the battlefield map. Terrain is placed as per standard **MechWarrior: Dark Age** rules. Determine the first player per the **MechWarrior: Dark Age** rules.

Special Rules

Players will participate in this Liao Incursion Marquee event for the normal number of Swiss rounds. The first round of the Marquee is played exactly as the scenario is described above, without the use of the sideboard by either player in a game, or any of these special rules. Starting with the second round and continuing for the rest of the rounds of the Marquee, however, use the following rules at the beginning of each of the remaining rounds.

1. At the end of each round, players must record which of their units were eliminated during the round.
2. Once the battlefield has been prepared, but before players have deployed their battleforces, players must determine which units will have retained damage from the previous round. For each unit that was eliminated in the round immediately prior to the current round, its player rolls 2 six-sided dice.
 - a. **On a combined result of 2 (two 1s)**, that unit is removed from the game and cannot be used for the rest of the Marquee; this also applies to units from the sideboard—if they are removed from the game, they do not return to the sideboard and they cannot be used for the rest of the Marquee.
 - b. **On a combined result of 3 or 4**, click the combat dial of the unit clockwise 3 clicks.
 - c. **On a combined result of 5 or 6**, click the combat dial of the unit clockwise 2 clicks.
 - d. **On a combined result of 7 or 8**, click the combat dial of the unit clockwise 1 click.
 - e. **Otherwise**, the unit begins the round on its starting position. All units begin each round at their starting positions, before any random damage is applied.
3. Once each unit's starting slot has been determined, the first player may substitute in units from his or her sideboard. Any units from the sideboard may be substituted into a player's battleforce as long as the battleforce does not exceed 300 points. Once the first player has determined his or her battleforce, the second player determines his or her battleforce following the same procedure.
4. Once battleforces have been determined, players deploy their battleforces per the **MechWarrior: Dark Age** rules.

Victory Conditions:

Use standard **MechWarrior: Dark Age** victory conditions.

Recommended Adjustments: 450-point battleforce. 150 point sideboards. Time limit: 50 minutes.

Counterassault Marquee  vs.  **– Into the Storm – Complexity Rating: GREEN**

Tortosa Badlands, Arctic Circle, Barcelona, Poznan – Prefecture V, The Republic
With several worlds under firm Liao control, Chancellor Daoshen Liao orders his troops to begin targeting additional worlds. With the bulk of The Republic's remaining forces in Prefecture V centered on New Aragon, a Confederation force is sent to Poznan, in the opening moves of what will be a siege of New Aragon. Daoshen, however, did not foresee the audacity and recklessness of Duke Aaron Sandoval. In a bold move that shows he has what it takes to play in the big leagues, the duke sends forces to several likely targets for Liao conquest—one of which is Poznan. In the shattered and frozen Tortosa Badlands, a terrible melee ensues.

Objective: Each player aims to defeat the other.

Battleforce Size

This is a Sealed Box event. In addition, each player must bring a single Liao or Swordsworn unit, which he or she must include in his or her battleforce; this selection determines whether he or she will fight for House Liao or the Swordsworn. Each player builds a 450-point battleforce (with three orders per turn) using the single Liao or Swordsworn unit he or she brought, as well as the units taken from the 3 Boosters he or she opened.

Rules Sets: **MechWarrior: Dark Age**, *Fire for Effect*, *Death from Above*, *Liao Incursion* and *Counterassault*.

Time Limit: 60 minutes

Preparing the Battlefield

Players set up the battlefield and determine the first player per the **MechWarrior: Dark Age** rules

Special Rule

1. All 'Mechs® increase their vent rating by 1 for the duration of the game.
2. Ranged attacks over 6" cannot be made.

Victory Conditions:

Use standard **MechWarrior: Dark Age** victory conditions.

Recommended Adjustments: 450-point battleforce. Time limit: 50 minutes.

Age of Destruction – Kill and Keep Event – Complexity Rating: ELITE

...thus we may know that there are five essentials for victory:

- *He will win who knows when to fight and when not to fight.*
- *He will win who knows how to handle both superior and inferior forces.*
- *He will win whose army is animated by the same spirit throughout all its ranks.*
- *He will win who, prepared himself, waits to take the enemy unprepared.*
- *He will win who has military capacity and is not interfered with by the sovereign.*

—Sun Tzu, *The Art of War*

Objective: Each player is a free agent out to destroy as many units as he or she can.

Battleforce Size and Composition

Players must bring all game materials required for a sanctioned **MechWarrior®: Age of Destruction** Sealed tournament (order tokens, dice, ruler). The BattleMaster, who controls the DropShip, should bring a method of keeping track of damage dealt to his or her units as well as any terrain he or she wishes to place. The BattleMaster may use the Kill-and-Keep tick sheet (see Special Rule 1), which have been appended to this document.

Each player is required to buy three **MechWarrior: Age of Destruction Boosters** before the tournament begins. The units pulled from the Boosters are the only ones the players are allowed to use during the event. There is no build total for this event; instead, a player may not have more than 15 units, able or otherwise, on the battlefield at any time.

Buy in: At any point a player may choose to "buy in." This means that the player may buy one to three new Boosters. Any units pulled from these new Boosters (only) may be deployed at the end of the player's clean-up stage, as long as the player never has more than 15 units on the battlefield at any time.

Orders: Each player gets three orders per turn. The BattleMaster gets a number of orders per turn equal to the number of players plus two, maximum eight orders per turn.

Rules Sets: **MechWarrior: Age of Destruction** and the DropShip rules, which are packaged with the DropShip.

Time Limit

We suggest allowing four to six hours to complete the event. The BattleMaster has the right to set a time limit on a player's turn if the player is deemed to be taking an unreasonable amount of time to assign his or her orders.

Preparing the Battlefield

The BattleMaster first prepares the battlefield field per the DropShip rules, with the following exceptions:

- We recommend using a play area at least 5' x 6'.
- The DropShip must be placed at least 20" (not 30½") from opposing deployment zones.
- The BattleMaster places terrain; we recommend one piece of terrain per player.

- The BattleMaster's units may be deployed either in a 'Mech™ bay or on the ramp into an open 'Mech bay, provided the unit can occupy the 'Mech bay or ramp; the unit's entire base need not rest completely in the bay or on the ramp. There are no additional deployment zones for the BattleMaster.
- At the end of each of the BattleMaster's clean-up stages, he or she may deploy additional units if those units can occupy a 'Mech bay or ramp. This does not cost an order.

The players then roll for position; reroll any ties. The player with the highest result sits to the left of the BattleMaster, the player with the next highest to the left of that player, and so on. The BattleMaster is the first player.

Special Rules:

- 1. Kill-and-keep.** The BattleMaster tracks damage dealt to his or her units using a "tick" system; the BattleMaster's units are the only units subject to the Kill-and-Keep rules. The BattleMaster records each time a player damages one of the BattleMaster's units. Each time a BattleMaster's unit is eliminated, he or she determines which player dealt the most damage to the unit; that player keeps the eliminated unit. If there is a tie, then the player who dealt damage to the unit first (among the tied players) keeps the unit. For example, a unit with 10 clicks is eliminated. Player A and Player B each dealt 4 damage to it. Player B dealt damage to the unit on its second click, and Player A dealt damage to the unit on its sixth click. Player B keeps the unit because she dealt damage to it "first."
- 2.** Any damage dealt in excess of what it takes to eliminate a unit is not counted when determining which player dealt the most damage.
- 3. Distributing leftover units.** When time is called, any of the BattleMaster's units that have not been eliminated are distributed in the following way, in order:
 - A. The primary BattleMaster may, at his or her option, choose one of the remaining units (except the DropShip) as a reward for running the event. If more than one BattleMaster participated in running the event, they may, at their option, each choose one unit from among those remaining at this time.
 - B. Any player who did not kill-and-keep a unit may choose one unit (except the DropShip), starting with the youngest player.
 - C. The Fellowship winner (if the BattleMaster chooses one) may choose one unit (except the DropShip).
 - D. Any remaining unit that was damaged but not eliminated is given to the player who dealt the most damage to it.
- 4.** The DropShip does not ignore Armor Piercing.
- 5.** The BattleMaster is not required to assign four orders to the DropShip each turn.
- 6.** The only CECs that may be used are gear and pilot CECs.
- 7.** Eliminated units and any CECs assigned to eliminated units may not be redeployed.
- 8.** Units may not be captured.
- 9.** All factions have grand alliances with each other.
- 10.** If a player deploys "bought in" units, any of those units with Infiltrate may be deployed using that special equipment, as if they were being deployed at the beginning of the game.
- 11.** DropShip turrets may not be given close combat orders to repair units.
- 12.** If the DropShip was not dealt damage during the event, all players who participated in the event have their names entered into a random drawing; the BattleMaster randomly draws the name of one person to receive the DropShip. Any remaining unchosen units may be retained by the venue for use as future prize support.

Victory Conditions: N/A

Recommended Adjustments: None.

Annihilation Call To Arms Event – Complexity Rating: GREEN

"Far better is it to dare mighty things, to win glorious triumphs, even though checkered by failure... than to rank with those poor spirits who neither enjoy nor suffer much, because they live in a gray twilight that knows not victory nor defeat."

—Theodore Roosevelt

Objective: Each player aims to defeat the other.

Battleforce Size/Composition

Two-player game; 1350-point build total; nine orders per turn. Each battleforce must contain 4

'Mechs. Players must bring all game materials required for a sanctioned **MechWarrior®: Age of Destruction** Sealed tournament (order tokens, dice, ruler). Each player is required to buy four **MechWarrior** Boosters before the tournament begins. Three Boosters must be from **MechWarrior: Annihilation** while the fourth is chosen at the venue's discretion (we recommend **MechWarrior: Firepower** for some high blasting fun!). The units pulled from the Boosters are the only ones the players are allowed to use during the event.

Rules Sets: **MechWarrior: Age of Destruction**, *Firepower* and *Annihilation*.

Time Limit: 60 minutes

Preparing the Battlefield

Determine the first player per the MechWarrior: Age of Destruction rules. For this scenario, planetary condition PC-026, Polar Gale is in effect; no other planetary conditions may be played. No mission cards may be played.

PC-026 Polar Gale

All 'Mechs get +1 to their vent ratings. Units with the hover or VTOL speed mode and speed values greater than 10 have speed values of 10 instead.

Special Rules

'Mechs may be given up two orders per turn.

Victory Conditions:

Use **MechWarrior: Age of Destruction** victory conditions.

Recommended Adjustments: None.

Faction War (Oct 2003) – Pandora's Box – Complexity Rating: ELITE

Irian Battlemechs Unlimited Plant, Irian – Prefecture VII, The Republic

Following the formation of The Republic of the Sphere, Devlin Stone instituted the Military Material Redemption Program. This audacious vision began the wholesale downsizing of The Republic's military; a downsizing that eventually swept through the entire Inner Sphere, ultimately making BattleMechs a rare site on ever vanishing battlefields. Factories on such worlds as Hesperus and Achernar, and especially on worlds within The Republic such as Tikonov and Epsilon Eridani, slowly began to transition their BattleMech production lines to a peace-time footing and economy; IndustrialMechs for a population increasingly set on construction, not destruction.

On the world of Irian in Prefecture VII of The Republic, Irian BattleMechs Unlimited subsidiary plant followed suit and by the beginning of the thirty-second century, was producing only IndustrialMechs. It's a lie! One of the Irian production lines, though downsized and apparently decommissioned to the public's eyes, was actually kept in running condition, continuing to produce a limited number of BattleMechs in absolute secrecy. Now, as war breaks out across The Republic and the peace we've known for so many decades has been shattered, the truth is revealed!

With a fully operational BattleMech production line as the prize, every faction is scrambling what forces they have available to throw at Irian. Every leader understands the importance of this Pandora's Box that has been opened.

Army Construction

Armies must be between 1,000 and 1,200 points. Units in an army must all be from the same faction. Each player must have a list of the contents of his or her army so that the BattleMaster can verify army-building compliance before the tournament starts. Every unit on the army list must have a matching physical unit; no proxies are allowed. Only one Unique or Limited Edition unit of any collector's number is allowed in an army. No mercenaries are allowed.

Tournament Format

The tournament will be run using the Swiss format. Matches will be 60 minutes long. Players get five actions per turn. Each round, players will use up to 500 points of units from their battleforces. Destroyed, captured, and bypassed units are removed from the tournament and cannot be used by any player in later rounds; they must be marked off their army lists. Destroyed units are marked off immediately, and captured or bypassed units are marked off when the game ends. Salvaged units can be used in later rounds as normal. All salvaged and damaged units are fully repaired between rounds. Between rounds, players can swap out surviving units from their battleforces with units in their army reserves as long as the point totals of their armies for the next round do not exceed 500 points.

Table Size

Tables 3' x 4' are recommended; tables 3' x 3' can be used if necessary.

Terrain Placement

For 3' x 3' tables, players bring four terrain pieces and each place two. For 3' x 4' tables, players bring five terrain pieces and each place three.

Withdrawing

A unit with a speed value of at least 1 that begins its turn in its deployment zone touching the map edge can be given a move order to leave the map. Units must follow break away rules, as applicable. Withdrawn units are not destroyed, and can be used in later rounds. Withdrawn units do not count toward Victory Condition 2. Units destroyed by pushing while attempting to withdraw are considered destroyed. Withdrawn units count at one-half value (rounded up) for your opponent's Victory Condition 1 scoring purposes.

Recommended Adjustments: 1,500 to 1,750 point battleforce and each round uses 750-points of the total battleforce. Time limit: 50 minutes.

Faction War (April 2007) – The Thunderous Sound of Hooves – Complexity Rating: ELITE

Talitha – Prefecture VII, The Republic

The creatures they pattern themselves after are legend, and as they begin their work in the Inner Sphere, they also aspire to legendary status. As tales of their exploits begin to spread like a wildfire, they are spoken of only as the "undead lance," and "the horsemen." So great are their abilities to turn the tide of battle, more than one military leader has sought out their might. These mercenary horsemen, however, have no loyalties, respecting nothing more than flagrant displays of power. As such, they have sent word that the field of battle on the quiet planet of Talitha has been laid bare for just such a display: The last faction standing among those who choose to battle there will receive the services of the horsemen for free. In a time of crisis, when the beating of a butterfly's wings can change the course of a war, not many will refuse the chance to turn the tide in their favor.

*Your faction is sending **you** to Talitha with whatever forces can be spared to prove your faction's might and secure the future services of the horsemen. Will you prove your faction's power? Or will you be trampled in the melee? Prepare yourself as the thunderous sound of hooves builds in the distance. Stand up or Be Trampled!*

Objective: Each player aims to defeat the other.

Battleforce Size/Composition

For the duration of the event:

Players may bring up to a 2,000-point pool of units and CECs. From this pool, players will build and use a 600-point battleforce each round. No Unique may appear more than once in a player's pool. No situational alliance or mercenary pride CECs may be used. When determining the cost of legendary and gunslinger pilots, if such a pilot's preferred 'Mech is in your pool of units, use the pilot's alternative point cost (do not include recruitment costs). When determining the cost of CECs that have variable costs, use a 600-point build total as the basis for their costs. For example, if you choose to bring a faction pride card that costs 5/150, when you add it to your 2,000-point pool, it will cost 20 points (5/150 in a 600-point game costs 20 points). You may include up to two faction pride CECs in your pool. If you include a faction pride CEC, you must play that faction pride CEC in at least one round of the tournament. You may not play two faction pride CECs at the same time. You may have up to 500 points of units in your pool with no faction symbol that may be recruited via a mercenary contract CEC or by paying a recruitment cost.. For this event, players may allocate 20 points of their 2,000-point pools to choose one of the following two game effects to be able to use during each round:

- All Mercenary units friendly to you gain the Clan Hell's Horses faction symbol.
- All Mercenary units friendly to you gain the Comstar faction symbol.

If a player elects to allocate points for one of these two effects, when mercenary contract cards would be played during a round, that player must inform his or her opponent of the game effect he or she is using. Players should also record this game effect and the points paid for it on any army sheets they fill out during the event. Each player must inform his or her Battlemaster of the faction that he or she will be representing for the duration of the event.

For the duration of each round:

Two-player game; 600-point build total; four orders per turn. All of the build total spent on units must be spent on units with the same faction symbol or faction symbols allied via a house alliance. This includes any recruitment costs or costs for mercenary contracts being used. When determining the faction symbol of units without a faction symbol, use the symbol of the faction that the unit will be

recruited to (if applicable), either by paying the recruitment cost or using a mercenary contract card. No grand alliances are in effect for this event. The current house alliances are as follows:

Dragon's Fury–House Kurita
Highlanders–Republic of the Sphere
Spirit Cats–Clan Nova Cat
Steel Wolves–Clan Wolf
Stormhammers–House Steiner
Swordsworn–House Davion

Rules Set: MechWarrior®: Age of Destruction, Firepower, Annihilation, Domination, Vanguard, Wolf Strike, and the Ares 3 Pack.

Time Limit: 50 minutes

Preparing the Battlefield: No mission cards may be played. Determine the first player per the **MechWarrior: Age of Destruction rules.**

Special Rules:

- Units eliminated in a round are eliminated from your available pool and may not be fielded in later rounds. Any CEC assigned to a unit that is eliminated is also eliminated from your pool.
- Units may be withdrawn from the field of combat. To withdraw a friendly unit from the battlefield, the friendly unit must occupy your deployment zone. You may give a friendly unit occupying your deployment zone a move order to withdraw from the battlefield. A unit removed from the battlefield this way does not count toward any victory conditions.
- Damage dealt to units and heat gained by 'Mechs are not "carried over" to subsequent rounds. Before deploying your units in a round, always turn their combat dials so that the starting marker shows in the stat slot, and turn your 'Mech heat dials to their starting positions.
- Pilots that have a faction requirement may also be assigned to 'Mechs with faction symbols that are allied via a house alliance to the faction listed as their faction requirement.

Victory Conditions:

Use **MechWarrior: Age of Destruction** victory conditions.

Recommended Adjustments: None.

Play @Home Scenarios

The WizKids team around the release of the “Death From Above” expansion developed these scenarios. The hallmark of each scenario is that they have scalable difficulty and complexity. If you want more of a challenge, use the rules for Veteran and Elite.

Introduction to Play @Home Scenarios:

These scenarios are intended to help you get the most out of your new **MechWarrior** purchases at home. These scenarios are not tournament legal, but should give you the opportunity not only to play at home, but also to play with new units in exciting new ways! Play @ Home scenarios are set up similarly to video games in that you select the level of difficulty. Each scenario has a common set of special rules that apply to the scenario, no matter what the difficulty. In addition to these special rules, you and your opponent decide on the skill level you want; each chosen skill level—**Green, Veteran, or Elite**—adds tailored rules to game play. If you are just starting out with **MechWarrior**, or want a fast game, try the Green special rules. If you want a little more challenge, try the Veteran special rules. Want a high damage count or a really long game? The Elite special rules are for you.

“VTOL Race” – (2 pages) – Complexity Rating: VARIABLE

This canyon race is not for the weak of heart or the unskilled. Chaotic winds and sheer cliffs make for a dangerous course.

Objective: To have your single VTOL reach the finish line before any other VTOL.

Battleforce Size: Each player brings one unit with the VTOL speed special equipment.

Time Limit: 60 minutes

Rules Sets: **MechWarrior: Dark Age** and Death from Above

Preparing the Battlefield:

The battlefield should be at least 36 inches wide by 72 inches long. It can be wider to accommodate more players. No terrain is placed. Determine who goes first by die roll. The player who rolled highest places his or her VTOL in the starting area first, followed by the player with the second-highest roll, and so on, until all VTOLs have been placed. VTOLs may not be in base contact with each other at the start of the game.

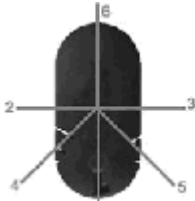
Special Rules:

1. VTOLs start at cruising level and may not change elevation during the game.
2. Infiltrate may not be used.
3. Each player takes one action per turn. Players cannot pass.
4. Each player must either move or attack with his or her VTOL on his or her turn. VTOLs do not receive action tokens.
5. Players move their VTOLs per standard VTOL rules. This includes using 12 speed points to attack an opponent’s VTOL.
6. At the end of each turn, determine if the winds have blown the current VTOL off course, using Special Rule 7. If they have, measure from the center dot of the VTOL in the direction indicated. When the VTOL is placed in its new location, the controlling player determines facing.
7. If the winds cause a VTOL's base to cross or come into base contact with another VTOL, they both take damage as stated in the rules for the level of difficulty chosen. If a VTOL comes into contact with (or is blown past) the east or west side of the field, it has crashed into the side of a canyon, and is eliminated from the race. If a VTOL's speed drops to 0, it is eliminated from the race.



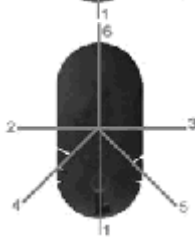
Green Special Rules

At the end of each player's turn, roll 1d6 and use the illustration to the left to determine if the crosswinds have blown the VTOL off course, and in which direction. If the VTOL is blown off course, measure 3 inches from the center dot in the appropriate direction. Each VTOL involved in a collision takes 1 click of damage.



Veteran Special Rules

At the end of each player's turn, roll 1d6 and use the illustration to the left to determine if the crosswinds have blown the VTOL off course, and in which direction. If the VTOL is blown off course, measure 3 inches from the center dot in the appropriate direction. Each VTOL involved in a collision takes 1 click of damage.



Elite Special Rules

At the end each player's turn, roll 1d6 and use the illustration to the left to determine if the crosswinds have blown the VTOL off course, and in which direction. If the VTOL is blown off course, measure 1d6 inches from the center dot in the appropriate direction. Each VTOL involved in a collision takes 1d6 -2 clicks of damage. Treat a negative result as 1.

Victory Conditions:

The first VTOL to reach the finish line wins!

Recommended Adjustments: Time limit: 50 minutes.

“Forgotten Arms” – (2 pages) – Complexity Rating: VARIABLE

It's been a long campaign and both sides are in need of some extra help. Long-forgotten and discarded artillery units have been found, but have yet to be claimed.

Objective: Each player aims to defeat the other.

Battleforce Size: Two-player game; 300-point battleforces; three orders per turn.

Time Limit: 60 minutes

Rules Sets: MechWarrior: Dark Age and Death from Above

Preparing the Battlefield: No terrain is placed.

Special Rules

1. Place the appropriate number of inactive artillery units (determined by the chosen level of difficulty, below) in the center of the field. The artillery units used in this scenario should have a speed of 0. If artillery units with a speed of 0 are not available, use whichever artillery units both players agree to, but consider the artilleries' speed to be 0. The center of the field is defined as 18 inches from each player's battlefield edge.
2. At the start of the game, inactive artillery units are not controlled by either player.
3. A player can gain control of an inactive artillery unit by moving one of his or her units into base contact with the artillery unit.

Green Special Rules

- a. Place two artillery units. Place each unit's center dot on the center line, 9 inches from each player's side and from each other.
- b. As soon as an artillery unit is claimed, it becomes active. The controlling player can then determine the facing of the claimed unit.

Veteran Special Rules

- a. Place three artillery units. Place each unit's center dot on the center line, 4.5 inches from the east and west sides of the battlefield and from each other.
- b. Claimed artillery does not become active until it is towed within 6 inches of the controlling player's starting area. The controlling player can then determine the facing of the claimed unit.

Elite Special Rules

- a. Place three artillery units. Before placing each unit, roll 1d6 and subtract 2. Treat any negative number as 0. The result is the number of clicks the unit is already damaged. Click the unit's combat dial that number of times. Place each unit's center dot on the center line, 4.5 inches from the east and west sides of the battlefield and from each other.
- b. Claimed artillery does not become active until it is towed within 6 inches of the controlling player's starting area. The controlling player can then determine the facing of the claimed unit.

Victory Conditions:

Use standard **MechWarrior: Dark Age** victory conditions.

Recommended Adjustments: 450-point battleforce. Time limit: 50 minutes.

“Caught Sleeping” – (9 pages) – Complexity Rating: VARIABLE

[EDITOR'S NOTE: I absorbed original Special Rules 1 & 4 into the Preparing the Battlefield section.]

A large force of VTOLs, 'Mechs, and infantry is stationed at an airstrip. Unknown to them, an opposing force has dropped on the planet and spent the last few days slowly moving into position, avoiding both radar and scouts. The sneak attack is set: Can the camping army rally fast enough to respond?

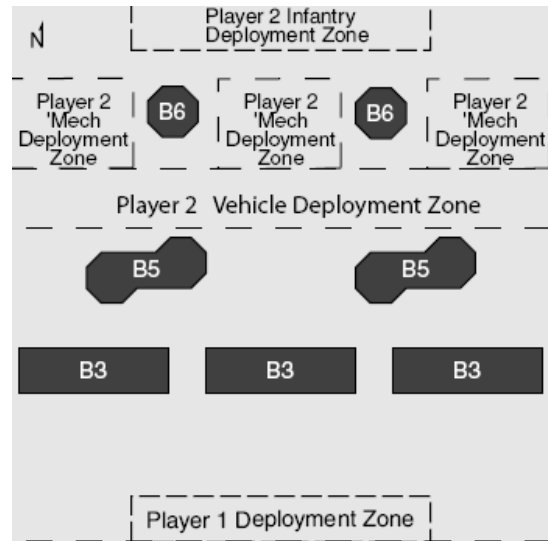
Objective: Each player aims to defeat the other.

Battleforce Size: Two-player game. Player 1 has a 300-point battleforce and gets three orders per turn. Player 2 has a 400-point battleforce and gets four orders per turn.

Time Limit: 60 minutes

Rules Sets: **MechWarrior: Dark Age** and Death from Above

Preparing the Battlefield: Place terrain as indicated on the map and in the special rules. Player 1 sets up as normal. Player 2 sets up his or her forces as shown on the battlefield map. If Player 2 did not bring units of a type indicated in a set-up area, ignore that area for placing units. Player 2's infantry deployment zone is the standard deployment size. Player 2's 'Mech deployment zones are 6-inch by 8-inch rectangles. These rectangles should be 5 inches from the edge of Player 2's side of the field. Player 2's vehicle deployment zone is 4 inches wide and runs the width of the field. It shares a common side with the 'Mech deployment zones.



Special Rules

8. At the beginning of the game, all of Player 2's units are considered to be shut down (this includes vehicles and infantry). Set all their dials to the starting position. Place two tokens on each unit. Any attacks against shutdown units gain 4 to the attack roll. These units cannot be targeted by Indirect Fire special equipment.
9. At the beginning of each player's turn, Player 2 rolls one six-sided die for each unit in his or her force. *Determine effect by consulting the rules below for the level of difficulty you chose.*

Green Special Rules (For Special Rule 2)

On a 4, 5, or 6, the unit becomes active and can use actions immediately. Remove both tokens to indicate that the unit is now active.

Veteran Special Rules (For Special Rule 2)

On a 5 or 6, the unit becomes active and can use actions immediately. Remove both tokens to indicate that the unit is now active.

Elite Special Rules (For Special Rule 2)

On a 5 or 6, the unit becomes active. For infantry and vehicles, remove one token to indicate that the unit is now active. It can take an action immediately, but will take 1 click of pushing damage, per normal rules. For 'Mech units, leave both tokens on until the end of the turn. 'Mech units cannot take an action the turn they become active.

Victory Conditions:

Use standard **MechWarrior: Dark Age** victory conditions.

Recommended Adjustments: Player 1 has a 450-point battleforce and three orders. Player 2 has a 600 point battleforce and four orders. Time limit: 50 minutes.

Officer's Club & Wolf's Dragoons Scenario Cards

Domination (Officer's Club)

Name: SC-001 Escape The City

Players: 2

Build Total: 600

Required Units: At least one 'Mech per battleforce

Ineligible Units: None

Terrain: Blocking terrain features only.

Planetary Condition: PC-011 Urban and PC-018 Jungle

Mission: None

Special Rules: Before battleforces are deployed, put PC-011 into play. At the beginning of his or her command stage, the active player rolls one six-sided die. On a result of 6, replace PC-011 with PC-018; players need not continue rolling at the beginning of their command stages.

Victory: Use **MechWarrior: Age of Destruction** victory conditions.

Name: SC-002 Hot Drop

Players: 4

Build Total: 450

Required Units: None

Ineligible Units: Infantry without Jumpjets, vehicles with the Hover or VTOL speed modes

Terrain: One piece of blocking terrain per player

Planetary Condition: None

Mission: None

Special Rules: Do not deploy battleforces as indicated in the Age of Destruction rules. Instead, the first player deploys a single unit anywhere on the battlefield except if it would occupy another player's deployment zone or be in base contact with an opposing figure. After the first player deploys a single unit, the player to his or her left deploys a single unit. Continue clockwise around the battlefield in this way until the last player deploys a single unit. Then, repeat the process counterclockwise, starting with the last player until reaching the first player. Continue deploying units in alternating directions around the battlefield until all units have been deployed. All units ignore infiltrate.

Victory: Use **MechWarrior: Age of Destruction** and Firepower victory conditions.

Name: SC-003 Take The HPG Station

Players: 2

Build Total: 600

Required Units: None

Ineligible Units: None

Terrain: One square piece of blocking terrain, no bigger than 8" by 8", placed in the center of the battlefield; this represents the HPG station. Each player may also bring one additional terrain feature.

Planetary Condition: PC-021 Nightfall

Mission: None

Special Rules: At the end of each player's clean-up stage, if that player has an able unit in base contact with the center blocking terrain feature, he or she may roll one six-sided die. On a result of 5 or 6, he or she may make a ranged combat attack against a single target using the HPG. This attack has the Ballistic range type, range values of 0/12, and attack value of 8, and a damage value of 2; this attack ignores Nightfall. Measure line of fire from any corner of the HPG terrain feature; the line of fire is not blocked by unit bases.

Victory: Use **MechWarrior: Age of Destruction** victory conditions.

Name: SC-004 Battle of the Stars/Lances

Players: 2 or 4

Build Total: 1,050

Required Units: 'Mechs only, up to five per battleforce.

Ineligible Units: Non-'Mech units

Terrain: For a two-player game, each player may bring two terrain features of his or her choice. For a four-player game, each player may bring one terrain feature of his or her choice.

Planetary Condition: PC-026 Polar Gale

Mission: None

Special Rules: Units may be given more than one order per turn.

Victory: Use **MechWarrior: Age of Destruction** victory condition 2.

Vanguard (Officer's Club)

Name: SC-005 Breaking The Line
Players: 2
Build Total: 600 - 1st Player, 900 - 2nd Player
Required Units: None
Ineligible Units: Artillery units and units with Jump Jets
Terrain: Per the standard rules
Planetary Condition: None
Mission: None
Special Rules: All units ignore Infiltrate. The second player may deploy his or her units up to 10 inches away from his or her deployment zone.
Victory: If the first player has an able unit occupying the second player's deployment zone for two full consecutive turns before the game ends, the first player wins. If he or she does not, the second player wins.

Name: SC-006 Frozen Wasteland
Players: 4
Build Total: 450
Required Units: None
Ineligible Units: None
Terrain: One piece of blocking terrain per player
Planetary Condition: PC-017 Subzero Temperatures
Mission: M-009 Control the City
Special Rules: If more than one player completes M-009, whichever player has the highest total point value of able units in base contact with blocking terrain features when the game ends wins M-009 outright. If two or more players are tied, each of those players wins M-009.
Victory: Use **MechWarrior: Age of Destruction** and Firepower victory conditions.

Name: SC-007 Fog Of War
Players: 2
Build Total: 600
Required Units: None
Ineligible Units: None
Terrain: Any
Planetary Condition: PC-003 Dust Storm
Mission: M-016 Last Man Standing
Special Rules: When an attacker targets an opposing figure more than 8 inches away, after declaring the target, roll one six-sided die (roll separately for each target). On a result of 6, the attack cannot be made against that target. If an attacker cannot make an attack against all targets, the order given to that unit may be given to another figure instead.
Victory: Use **MechWarrior: Age of Destruction** and Firepower victory conditions.

Name: SC-008 King of the Hill
Players: 4 to 8
Build Total: 350
Required Units: 'Mechs
Ineligible Units: Non-'Mechs
Terrain: Each player may bring one blocking terrain feature from the **MechWarrior: Age of Destruction** Starter Set.
Planetary Condition: None
Mission: M-005 Clash of the Titans; this mission is completed by the first player to eliminate an opposing 'Mech, regardless of point value.
Special Rules: When playing with more than four players, players may also deploy from the corners of the battlefield. No player may make an attack on his or her first turn. Each player gets one order per turn. 'Mechs do not get order tokens when given orders and do not gain heat for pushing. Instead, they gain no heat when given a vent order or a move order without using the run option, 2 heat when given an assault order, and 1 heat when given any other order.
Victory: Use **MechWarrior: Age of Destruction** victory condition 2.

Wolf Strike (Officer's Club)

Name: SC-009 "Air" Hockey

Players: 2

Build Total: 600

Required Units: In addition to his or her battleforce, one player must also bring one Hoverbike unit, which does not count against that player's build total.

Ineligible Units: No other hoverbikes can be used

Terrain: None

Planetary Condition: None

Mission: None

Special Rules: Place the Hoverbike in the center of the battlefield. The hoverbike can be targeted only by ranged combat attacks, cannot be given orders, ignores other figures' special equipment, is not dealt damage, and cannot have any figures in base contact with it. When a ranged combat attack succeeds against the hoverbike, instead of scoring damage against it, the player who made the attack moves it a number of inches equal to the amount of damage that would have been scored. If the hoverbike occupies a player's deployment zone, the opposing player scores 1 "goal" and the hoverbike is placed in the center of the battlefield.

Victory: The player who scores the most goals wins.

Name: SC-010 Wild Fire

Players: 4

Build Total: 600

Required Units: None

Ineligible Units: None

Terrain: Any

Planetary Condition: None

Mission: None

Special Rules: Lines of fire do not have to pass through an attacker's front arc. If a line of fire passes through an attacker's rear arc, the target gets +2 to its defense value. If a line of fire doesn't pass through any of the attacker's arcs, the target gets +1 to its defense value.

Victory: Use **MechWarrior: Age of Destruction** and Firepower victory conditions.

Name: SC-011 Lightweights

Players: 4

Build Total: 900

Required Units: Light 'Mechs

Ineligible Units: Non-light 'Mechs

Terrain: Any

Planetary Condition: PC-017 Subzero Temperatures

Mission: M-001 Seek & Destroy; this mission can be completed once by each player.

Special Rules: All units ignore the assault modifier.

Victory: Use **MechWarrior: Age of Destruction** and Firepower victory conditions.

Name: SC-012 Fast and Furious

Players: 2 to 4

Build Total: 750

Required Units: At least one vehicle without the VTOL speed mode per battleforce

Ineligible Units: None

Terrain: None

Planetary Condition: PC-022 Salt Flats

Mission: M-006 Rolling Thunder; this mission can be completed once by each player.

Special Rules: Vehicles can be given assault orders to move up to half their speed values and make a ranged combat attack. A vehicle given an assault order is marked such that it has two order tokens after the order resolves.

Victory: Use **MechWarrior: Age of Destruction** and Firepower victory conditions.

Wolf's Dragoons (*Wolf Spiders Set*)

Name: SC-A01 Whole Lotta Shakin'

Players: 2

Build Total: 600

Required Units: None

Ineligible Units: None

Terrain: One piece of blocking terrain per player.

Planetary Condition: PC-016 Earthquakes

Mission: None

Special Rules: At the end of the active player's clean-up stage, if that player has an able unit in base contact with a blocking terrain feature, he or she gets 1 point toward VC3. When rolling for Earthquakes, on a result of 6 deal 1 pushing damage to every unit in base contact with a blocking terrain feature in addition to following Earthquake's card text.

Victory: Use **MechWarrior: Age of Destruction** conditions.

Name: SC-A02 Duck, Duck, Goose

Players: 4

Build Total: 1,050; 5 orders per turn

Required Units: 'Mechs

Ineligible Units: Non-'Mech units

Terrain: No blocking terrain features.

Planetary Condition: PC-026 Polar Gale

Mission: None

Special Rules: The line of fire for assault 'Mechs is blocked only by assault 'Mechs. The line of fire for heavy 'Mechs is blocked only by assault and heavy 'Mechs. The line of fire for medium 'Mechs is blocked only by assault, heavy, and medium 'Mechs. The line of fire for light 'Mechs is blocked only by light 'Mechs.

Victory: Use **MechWarrior: Age of Destruction** victory conditions.

Name: SC-A03 Death March

Players: 2

Build Total: 750

Required Units: None

Ineligible Units: None

Terrain: Any

Planetary Condition: PC-022 Salt Flats

Mission: None

Special Rules: Non-'Mech units given a second order token are not dealt pushing damage. Non-'Mech units with two order tokens modify both their attack values and defense values by -1, but may be given orders.

Victory: Use **MechWarrior: Age of Destruction** and Firepower victory conditions.

Name: SC-A04 Down Below

Players: 4

Build Total: 900; 4 orders per turn

Required Units: None

Ineligible Units: None

Terrain: Any

Planetary Condition: PC-022 Caverns

Mission: M-016 Last Man Standing

Special Rules: Despite PC-032, units can use Jump Jets and Jump Pack. After a unit resolves a move order using Jump Jets or Jump Pack, roll a d6. On a result of 1-3, deal damage to the unit equal to the result.

Victory: Use **MechWarrior: Age of Destruction** and Firepower victory conditions.

APPENDIX A: *Scenario Index by Point Value*

Keyword Legend

###RP = Point value of off-board units in a reserve pool
 3PU = Third party units on the field (neutral or otherwise)
 AET = Abrupt Elevated Terrain in scenario
 C/T = Counters/Tokens or other non-standard items needed
 Inf = Infantry unit(s) required or encouraged
 Jump = Jumpjet unit(s) required or encouraged

Map = Specific map setup required
 Mech = Battlemech unit(s) required or encouraged
 VC+ = Standard VC's plus a possible extra bonus
 VC- = Less than standard VC's
 VC@ = Completely non-standard VC.
 Veh = Vehicle unit(s) required or encouraged

* = Using Recommended Values instead of Original Scenario Values.

Scope of Index

The scenarios included on this index are only 2-player scenarios. I also removed the *Kill & Keep*, *Faction War* and *Play @Home* scenarios from the list because they require resources or structures beyond the standard game.

Tag #	Scenario Name	Points(Orders)	Complexity	Keywords	Page #
1	Shell Game	300(3)	Elite	3PU, Map, Veh, VC@	41
2	Possession is Nine-Tenths	300(3)	Green	Inf	89
3	To take a giant	300(3)	Veteran	Inf, VC-	90
4	In Preparation for the Fall	300(3)	Veteran	Jump	91
5	The Voice of Stone	300(3)	Veteran	Inf, VC+	92
6	Wolves of Destiny	300(3)	Veteran	VC+	92
7	Predator And Prey	300(3)*/450(3)*	Veteran	150RP for 1 player, VC-	33
8	New Neighbors	450(3)	Elite	Inf, VC+	89
9	Toe in the Water...	450(3)	Elite	150RP	94
10	Out To Pasture	450(3)	Green	Inf	47
11	Blow The Sticks Down	450(3)	Green		47
12	Smorgasbord	450(3)	Green	Map, VC+	48
13	Repeating History	450(3)	Green	Map	48
14	The Bitter Truth	450(3)	Green		49
15	Specter of Hostilities	450(3)	Green		93
16	Snarling Wolves	450(3)	Green	Map, VC+	93
17	Something Wicked This Way Comes	450(3)	Green		94
18	Into the Storm	450(3)	Green	Mech	95
19	Trouble in Paradise	450(3)	Veteran		51
20	Raining Cats And Dogs	450(3)*	Elite	Jump, VC-	38
21	Dropship Down	450(3)*	Green	Map, VC+	21
22	Black Gold	450(3)*	Green		23
23	Sword and Claw	450(3)*	Green	AET, Map, VC+	23
24	Downstrike	450(3)*	Green	Map	24
25	Ghost Walkers	450(3)*	Green	AET, Map, VC+	26
26	Hot Zone	450(3)*	Green	VC-	27
27	Flashing Daggers	450(3)*	Green	AET, VC-	27
28	Firestorm	450(3)*	Green	Mech	28
29	Stiletto	450(3)*	Green		28
30	Color of Night	450(3)*	Green		29
31	Burning Sands	450(3)*	Green		29
32	The Golden Egg	450(3)*	Green	VC+	30
33	Incomming Fire	450(3)*	Green	Map	31
34	Firing Lines	450(3)*	Green	Map	31
35	Siege	450(3)*	Green	C/T, Map	32

Tag #	Scenario Name	Points(Orders)	Complexity	Keywords	Page #
36	Descent	450(3)*	Green	Map	32
37	Lady Luck	450(3)*	Green		33
38	Steel Rain	450(3)*	Green	Map	34
39	Final Stand	450(3)*	Green	Map	34
40	Skirmish (May 2003)	450(3)*	Green		35
41	Blind Woman's Bluff	450(3)*	Green		35
42	Siege At The Gates	450(3)*	Green	AET, Map	36
43	Urban Jungle	450(3)*	Green	AET, Map, VC+	36
44	Skirmish (June 2003)	450(3)*	Green		37
45	Zellbrigen	450(3)*	Green		39
46	Skirmish (July 2003)	450(3)*	Green		39
47	The Shores Of Oberon	450(3)*	Green	AET, Map	40
48	Night Of The Cat	450(3)*	Green	AET, MAP, VC+	42
49	Liao Velvet	450(3)*	Green	Inf, Map, Mech	43
50	Liao Fist	450(3)*	Green		43
51	Green, White, and Red	450(3)*	Green	Map	44
52	Davion Ghosts	450(3)*	Green	Map	44
53	Mile-High Battle	450(3)*	Green	Map	45
54	Poseidon's Fury	450(3)*/600(3)*	Green	AET, Map, VC@	22
55	Reach For the Sky	450(3)*/600(4)*	Green	AET, Map, VC@	21
56	Coupé	450(3)*/600(4)*	Green	Map, VC-	25
57	Mines or Yours	450(3)*/600(4)*	Veteran		46
58	Recruitment Drive	450(4)	Green	150RP, Inf	53
59	Stick The Knife In	500(3)	Veteran		52
60	Toys for bots	600(3)	Elite	Inf, Map, VC@	87
61	Field of Battle	600(4)	Elite	3PU, VC-	70
62	Time and Tides	600(4)	Elite	C/T	71
63	Desperate Measures	600(4)	Elite	Inf, VC@	72
64	Militia In Training	600(4)	Elite	VC@	81
65	Word Of Blake Zombies	600(4)	Elite	3PU, Inf, VC@	86
66	Lies, Lies, Lies	600(4)	Green		50
67	The Bird in the Trees	600(4)	Green		52
68	Of 'Mechs and Men	600(4)	Green	Inf, Mech	53
69	A Tale of Two Swords	600(4)	Green	Mech	54
70	Snakes In The Grass	600(4)	Green	Inf	55
71	The Dragon Eats Its Tail	600(4)	Green	VC@	55
72	Clash of Swords	600(4)	Green		56
73	The Combine Returns to Kervil	600(4)	Green		56
74	Taming The Dragon	600(4)	Green	Mech	57
75	Déjà Vu, All Over Again	600(4)	Green		57
76	The Bear In Winter	600(4)	Green	Mech	58
77	All Washed Up?	600(4)	Green		58
78	Beneath the Seas of Fire	600(4)	Green	Mech	59
79	If You Can't Take The Heat	600(4)	Green		60
80	Hard Rain	600(4)	Green		65
81	What's that Sound?	600(4)	Green	C/T	67
82	I Smell A Swamp Rat	600(4)	Green	180RP, Mech	69
83	Fish In A Barrel	600(4)	Green		72
84	Honor Among Thieves	600(4)	Green		75
85	Fog of War	600(4)	Green	VC-	76
86	The Trail Grows Hot	600(4)	Green	Inf, VC@	78
87	Crusader's War	600(4)	Green	Inf, Mech, Veh	80

Tag #	Scenario Name	Points(Orders)	Complexity	Keywords	Page #
88	Reinforcements	600(4)	Green	???RP, VC-	88
89	SC-001 Escape The City	600(4)	Green	Mech	104
90	SC-003 Take The HPG Station	600(4)	Green		104
91	SC-007 Fog Of War	600(4)	Green		105
92	SC-009 "Air" Hockey	600(4)	Green	3PU, VC@	106
93	Finder's Keepers	600(4)	Veteran	400RP, Inf, Map, Mech	61
94	Escape!	600(4)	Veteran	Map, VC-	62
95	Night Running	600(4)	Veteran	Jump	64
96	Monkey Business	600(4)	Veteran	3PU, VC@	66
97	Thanks for Giving!	600(4)	Veteran	3PU	68
98	Deep Six	600(4)	Veteran	Inf, Mech	69
99	Trick or Treat	600(4)	Veteran	300RP max 5 units	82
100	Night of the Living Dead	600(4)	Veteran		83
101	Baiting the Wolf	600(4)*	Green	3PU, Map, VC-	25
102	SC-005 Breaking The Line	600(4)/900(6)	Green	VC@	105
103	SC-A01 Whole Lotta Shakin'	600(4)	Green		106
104	Texas Chainsaw Mechssacre	666(4)	Veteran	3PU, Mech, VC-	85
105	Island Thunder	750(4)	Green		78
106	Brother, can you spare a 'Mech?	750(4)	Green	???RP	88
107	Weather Permitting	750(4)	Veteran		81
108	In the Path of Wolves	750(5)	Elite	Inf, Jump, Mech	79
109	The Search For Jacob	750(5)	Green	VC+	74
110	What it is to Command	750(5)	Green	Mech	77
111	Your candy or your life	750(5)	Green	C/T, Mech, VC@	87
112	SC-012 Fast and Furious	750(5)	Green	Veh	106
113	SC-A03 Death March	750(5)	Green	Inf, Veh	107
114	Sword of Betrayal	750(5)/600(4)	Elite		50
115	The Dragon! The Dragon!!!	900(4)	Green	Mech	62
116	Fire And Ice	900(4)*	Veteran	AET, Map, Mech	38
117	Urban Warfare	900(4/6)	Veteran	Inf, Mech, VC@	64
118	HPG – Hyper Poltergeist Generator	900(5)	Elite	VC@	84
119	Good Night, Knight	900(6)	Green	Mech, VC@	63
120	Stalking The Colossus	900(6)	Green	Inf, Veh	76
121	The Speed of Warfare	900(6)	Green	Inf, Veh	77
122	Gentle Into That Good Night, Knight	900(6)	Green	Mech, VC+	80
123	Battle... Interrupted	1000(5)	Green	Mech, VC+	74
124	SC-004 Battle of the Stars/Lances	1050(7)	Green	Mech	104
125	A Matter of Honor	1200(4)	Green	Mech	60
126	Annihilation Call To Arms	1350(9)	Green	Mech	97

Creative Uses For This Index:

- Run a "Faction Wars" style campaign starting at the end (high point values) and working backward. *(Ignore faction requirements on each scenario. Treat sealed booster scenarios as a regular constructed event or for fun, have your opponent declare your battleforce from your faction wars unit pool and with the requirement that the battleforce is within 10 points of the scenario point value.)*
- Play a series of random games using the "Tag #" on the chart. Roll one die (1d6) and then keep adding an additional 6 to the roll after each game to make sure a different scenario is generated. *(ie. Round 1 is 1d6, Round 2 is 1d6+6, Round 3 is 1d6+12, etc.)*

APPENDIX B: *Mechwarrior Event Ideas - by Tony Rivera* **(*Post Origins 2006*)**

So, there's no more set retirement for Mechwarrior. You can run any event that you want, limited only by your imagination. ANY event. So many options! It might even be a little overwhelming. Where do you start?

This article is intended to share some of the Mechwarrior event formats that Envoys and players have enjoyed over the years. It's not exhaustive, nor is it intended to be. Rather, use these suggestions as a springboard for designing your event slates. It's a good time to be involved in Mechwarrior, and we want to give you all the tools you need to succeed as a Battlemaster.

General suggestions that you may find helpful:

1. Keep it simple. Don't get me wrong; I love evolved, complex scenarios as much as the next guy. But being handed a 12-page packet of additional rules when you walk into the gaming room can be daunting. A good rule of thumb is that additional scenario rules should occupy less than one page of text; half a page is even better. And if you DO want to run that 12-page scenario...

1a. Make special scenario rules available at least 2 weeks before the event. You can do this in the WizKids event entry page, or at the store, or by email to your players. Make sure everyone knows what they're getting into beforehand... even if the scenario is as uncomplicated as "The youngest player will pull a new random Mission out of this hat every round; it affects everyone." For that matter, no matter what flavor your event, make sure everyone knows what they're getting into well ahead of time.

2. Stir it up! Variety makes for a fresh play environment. Everything from 'standard' army builds to sealed events to The Great Pumpkin (ask Jonas about this event) is on the table now. A slate of events for a month might include a 600 point battle, a scenario event of your own design, a sealed event, and a WizKids scenario. Maybe next month it will be a League and a Call to Arms event. The more pieces that a player can use from their collection, the more likely they are to show up regularly.

3. As silly as this sounds... PLAYTEST your scenarios before you present them! Even the coolest sounding scenarios can have fracture points where a specific army build can have a distinct advantage. It's better to find them before the event begins rather than in the middle of it.

4. Orders are the bottleneck. Mechwarrior is a game of resource management; you generally have more pieces than you can move in a given turn. Because of that, you may think that having more orders per side would speed things up. It actually slows things down. If you want to get the game done in under an hour, it's best to have no more than 3-5 orders per side per turn.

5. To ban or not to ban? All pieces are not created equal. For every Black Rose, there's a Flavio. Don't get us wrong. Flavio is cool. Just not as useful 95% of the time. Because of that, many venues already have a 'gentlemen's agreement' that unofficially discourages players from bringing degenerate armies full of overpowered pieces every week. Under the new guidelines, Battlemasters now have the authority to exercise house rules, and this can, in fact, include specific piece bannings or restrictions. However, I am not a big fan of ban lists personally. My preferential choice would be to manage the use (or overuse!) of powerful pieces by the event design itself, rather than simply stating "No Arrow IVs because I don't have any and I'm the Battlemaster".

6. Ante Up! A number of stores have small event entry fees associated with Mechwarrior events already. That's perfectly fine. It's usually only a few bucks, and it goes toward buying boosters or other merchandise for event prizes. This can be a helpful way to get additional prize support if your personal larders are running low or you just want to give out more cool swag. In fact, if you talk to your retailer, you might find him agreeable to the idea of offering store credit as prizes.

7. Have FUN. Yes, we all like to compete. Yes, most of us would prefer to win than lose. But the point is to have a good time. Because of that, it's refreshing to run an occasional event so unique that you can't feel too bad for losing or too cocky for winning.

Competitive Formats

1. 450/600 point constructed
2. 450/600 point unrestricted

These events are the 'typical' game that's outlined in the Mechwarrior rulebook. A 'constructed' build will often constrain itself to the most recent base set and the sets released from that set forward. Sometimes a set prior to the base set will also be included. An 'unrestricted' event will allow any game piece that's been printed (understanding, of course, that ALL units are now technically 'unrestricted'). Many WizKids-created, non-scenario events (Qualifiers, Call to Arms, etc) will tend to fall in the 'constructed' category. Both are valid; constructed events are fun because you get to play with the newest armies and gadgets, while unrestricted events let you use any piece in your collection. You can also consider...

3. Block Wars

Mechwarrior, like many collectible games, can be thought of in terms of 'blocks' – sets that mesh well together in terms of overall flavor and playability. One block can be thought of as everything from Mechwarrior: Dark Age to Counterassault (Fire for Effect, Death From Above, and Liao Incursion are all in here). Another 'block' is Age of Destruction/Firepower/Annihilation. A third is Domination/Vanguard/Wolfstrike. In fact, you can even think of everything from Age of Destruction on as a 'block' as well, given that 'Mechs are more flexible and customizable in these sets. Falcons' Prey is an interesting set in that it can either belong to the Dark Age or the AOD camp as you see fit. Regardless, limiting the event to units from a certain 'block' can encourage different army build paradigms.

4. Current WizKids Scenarios

Yes, WizKids will continue to offer in-house scenarios! These events will tend to be tied to promotions, new set releases, overarching storylines, and higher-level competitive events such as might be related to Nationals/Worlds. Remember, if you run a WizKids scenario, you need to run it as proscribed.

Unrestricted Formats

These events generally stick to the gameplay outlined in the Mechwarrior rulebook, but they'll usually have one (or more) twists that make them a uniquely different play experience from the standard game.

1. Army Build Limitations

This is probably the simplest of these events to run. Don't want tanks? Don't allow them in the army build! Everything need jump jets? Then every unit needs jump jets! Only one artillery piece? Then only one will you get! Regardless of how you restrict the builds, the game is more enjoyable if there's some internally logical reason why you can't have those pieces in your army. Maybe the wind is so strong on Planet Veebelfetzer that VTOLS can't take off. Maybe you're fighting in broken, rugged terrain and your slow artillery batteries can't keep up with the rest of your force. Or maybe you're fighting a battle alongside the planetary militia, which is why half your force is comprised of mismatched vehicles.

2. Faction Pure

Another favorite, this event requires that all units in your army belong to a specific faction (or be recruited to that Faction). In short, they all need to be wearing the same Faction logo on their bases. Daughter Factions (e.g. Highlanders/Republic of the Sphere) are generally considered to be a part of the larger Faction. It can also be fun to include an appropriate Faction Pride of the players' choosing at no cost!

3. How's the Weather?

As the adage goes: "Don't like the weather in Seattle in April? Wait 15 minutes." Bring a stack of random Planetary Condition cards to the event, and draw a new one for every round of play. This Condition now applies to every player! If you're feeling particularly evil, you could actually draw a new one DURING a round of play. But make sure your players are the sort that would enjoy that sort of chaos before you subject them to Corrosive Urban Frozen Jungles.

4. Mech Only

Many of us enjoy Classic Battletech, where 'Mechs indeed rule the battlefield. 1000-1200 points (gear and pilots allowed, of course, as well as Faction Pride) and 4-5 orders will give you an enjoyable lance/star scale battle while still fitting on a 3'x3' map. If you really want a challenge, make it Mech Only, Faction Pure.

5. Rookies Only

For every decorated hero, there's dozens of unsung soldiers cleaning latrines and peeling potatoes. This is THEIR event. This event uses standard build totals (450 or 600) but only lets you use generic (non "named") pilots and 'Mechs. In short, no Uniques or LEs! This kind of event is great for players who are just starting their collections and don't have many rare units yet. This event is also quite interesting when run Faction Pure – you'll see units that rarely ever see the light of day.

6. Scenarios

Did you know that every scenario WizKids has ever run is archived on the website? [Check it out here!](#) Why not dust off one of those scenarios and give it a whirl? Remember the one where everyone was hot-dropping from low atmosphere, and if you lost your jump jets before you hit the ground, you were in a world of hurt? Ow...

Sealed Formats

You might be asking yourself "If I can run any event I want, why would I want to run a sealed booster event?" And that's a fair question. There are many advantages to running sealed events. You don't have to design an army beforehand. It lets you add to your personal collection AND play your new units at the same time. They are great equalizers, too. Most venues have at least 1-2 players who seem to have access to four copies of every piece ever molded. A sealed event levels the competitive playing field and is friendlier to newer players or players with smaller collections. And it also keeps your venue owner happy. Every square foot of the store that is dedicated to gaming tables is one less square foot that a retailer can use for product display. Sealed events help ensure that the store rent gets paid and that your retailer can continue to offer you and your players a place to game. It's a win/win situation all around!

1. 3-booster sealed

Until Wolfstrike gets released, this is the 'standard' sealed event. 3 boosters, 450 points (150 points per booster), three orders. Once the more 'Mech-heavy environment of Wolfstrike hits, it will probably be more like 600 points (300 per booster), 4 orders in this packaging configuration. These events are usually a little more compelling in the first month or two after a new release, when your players are still pulling pieces they've never seen out of the boosters. But it needn't be limited to a certain set; a sealed event with one Domination booster and a Wolfstrike booster gives you a 450 point army with additional variety.

2. Hybrid

'Hybrid' events are semi-constructed, semi-sealed affairs, where you get to bring a predetermined proportion of the army you'll be fielding. If you were around for the AOD prerelease, you'll remember that you got to bring 150 points of your own units, which were then bolstered by the contents of the AOD starter. As a general rule of thumb, you'll want players to construct about 30-50% of their force and supplement the rest with sealed boosters (150 points added per pre-Wolfstrike booster, 300 per booster after that). So you could easily have an event that amounts to 'bring 300 points of your own army and buy two Vanguard boosters for 600 points total'. These events are easier on the wallet, allow you to play with pieces you would normally not use, and you still get the constructed element! These events are best when played with 450 or 600 point armies.

3. Slim Pickings

You don't need to play with 3 sealed boosters. In fact, it can be more of a challenge to play with only 2! These events are usually quicker, with fewer orders and a different kind of challenge level. We advise not going below 2 boosters (or one Wolfstrike) booster for this kind of event; sometimes the luck of the draw is not with you and a player may not have enough critical mass to field even a semi-competitive army if there's too few boosters to begin with.

Special Formats

1. Kill and Keep

For those of you not familiar with this, WizKids came up with this idea in early 2005. It quickly became a popular event not only with players but Battlemasters as well. It's a 4-6 hour multiplayer game where the Battlemaster controls multiple units (and possibly larger figures as well, such as Dropships). Players try to kill off as many of the Battlemasters' units as they can; if they get the most hits on one of the Battlemasters' units, they get to literally keep the unit. Kill and Keeps are typically sealed events.

No Battlemaster should feel under any pressure whatsoever to run a Kill and Keep. These events, while great fun, take a lot of planning and assume that you can get your hands on quite a pile of prizes to give out. Not everyone can do that. In fact, even if you are in a place where you can part with some of your personal collection, I'd recommend that you don't hold more than 1-2 Kill and Keeps per year. It's supposed to be a big, fun, special event... and it's less so if you're having one monthly.

2. League Play

Leagues, at the core, are simply multi-week events. The League can be something as simple as 'we're playing for ownership of the venues' Dropship over the next 4 weeks, show up and fight for it with your best 600 point standard army!' or it can be more evolved than that. A common League event, for

example, might go for 4 weeks (they don't have to be consecutive) and feature 450 point armies drawn from an initial pool of 1500 points. If units are lost, they are lost for the rest of the League. If they are damaged, then perhaps they get 1d6 worth of free repair if you won the game or the units are in your dropzone at the end of the game. As you can see, the sky is the limit!

Leagues can be a little tricky to run, though. Even a simple league scenario requires a level of commitment on the part of the players to be there every week that the league is running. Because of that, it's probably best to check with your players first before starting even a short league. Summer leagues are better for younger players on break; autumn/spring leagues can be more agreeable for older players who don't attend classes or have nightly homework. Shorter leagues (3-5 events total over a month or two) are easier to manage than longer ones. And it's always good to keep the league design flexible enough to allow new players into the fray.

3. What the...???

Well, why not? We're here to have fun, right? Standard events are enjoyable, but events that stretch the limits of the imagination (and frequently credulity) are also equally enchanting! Why not play a game of "the Dropship vs. Everyone"? Or an event where no ranged combat is allowed, for whatever silly reason you want to dream up? I have referred to Jonas' Great Pumpkin event before, run on or close to Halloween for three years. In short, it was 8-12 players all on the same table attacking a giant pumpkin (defense 26 with hardened armor, 8 Actions per round) and all its' possessed minions! Scattered throughout the battlefield were tokens that generated random events. So at any one given time, your army could gain new units, or be bored into inaction, or be assigned a mission, or suddenly get double range for the turn, or (my favorite) be buried under monkeys falling from the sky for no particular reason. Does it sound like fun? It sure was, and I hope that someday, Jonas will post the event in its' entirety on the site.

It goes without saying, but these events are best when run sparingly and usually around some theme or holiday. They can be, however, one of the most entertaining Mechwarrior play experiences you can have, reminding you that ultimately, this is all about having fun.

In Closing...

This list hasn't even begun to scratch the surface of what is possible. In fact, do you have a favorite event that you like to run? Post it on the forums! Collectively, we're a smart, creative lot. Let's help each other out with event ideas.

Yep, it's a good time to be in the Inner Sphere!

Tony Rivera L5 Envoy
~~Fabulator General, DivaMonkeys~~
Clan Fuzzy Bunny Defector
Rock Star Wannabe
(\ _ /)
(='.'=) --- He IS a Rock Star, though . . .
(")_(")

APPENDIX C: *Community Resource Links*

Community Discussion (Catalyst Game Labs):

<https://bg.battletech.com/forums/>

Community Discussion (Facebook) **Age of Destruction Clix players:**

<https://www.facebook.com/groups/615467028503773>

Community Discussion (Boardgamegeek)

<https://boardgamegeek.com/boardgame/3864/mechwarrrior-dark-age>

MechWarrior Unit Database & Resources:

<http://www.warrenborn.com/>

Sarna.net (Battletech Wiki):

https://www.sarna.net/wiki/MechWarrior:_Dark_Age_Collectable_Minatures_Game

<https://www.sarna.net/files/docs/products/mwda/>

Battleplanner Army Builder:

<http://www.battleplanner.com/>