

BATTLETECH



Mini Campaign

"I'm going to the city"



INTRODUCTION

I'm going to the city is a Battletech mini campaign for four players, consisting of two preliminary one-on-one battles and a final battle. It is set in the War of 3039 (Federated Suns vs. Draconis Combine), but can easily be used for other eras and forces. It is designed to be playable in one day.

The preliminary battles feature two objectives each. Success or failure in achieving these objectives affects the setup for the final battle. During the final battle, victory points are awarded for achieving objectives and destroying enemy mechs.

FORCE COMPOSITION

Each player has 5,000 BV2 available for buying mechs and pilots. These should be used to build one lance consisting of four mechs. The lance must contain at least one light mech and at most one assault mech.

The chosen mechs should fit the faction represented by the respective player. These can be picked from the Faction assignment & rarity tables.

The decision which side plays attacker and defender can be made before choosing forces, but building forces is more of a challenge if attacker and defender are chosen at random before the first battles. The choice of which players play battle 1A and 1B can also be made randomly.

SPECIAL RULES

In Battle 2, initiative can be determined by drawing playing cards instead of rolling dice. Assign one card to each player, shuffle them and draw one by one. The player assigned to the drawn card moves all of his mechs.

Players will undoubtedly want to jump onto buildings with flat roofs with their mechs. Instead of assigning construction factors to each building, roll a D100 whenever a mech stands on top of a building. If the result is equal to or greater than the mechs tonnage, the building can carry the weight. Otherwise the building collapses.

BATTLE 1A

SETUP

Two maps, desert, hills. One hill houses an air surveillance radar (CF50). A small base with repair facilities lies on the other map.

The defender may place his mechs anywhere on the map of the radar station. The attacker sets up within 3 hexes of the farthest map edge.

ATTACKER OBJECTIVES

- Destroy the enemy air defense radar system.
- Capture the field repair base.

DEFENDER OBJECTIVES

Prevent the attacker from achieving his objectives.

DURATION

10 turns. The player with the most mechs within 5 hexes of the repair base at the end of the game is considered to be in possession of the base.

RESULTS

- Radar destroyed: Aerospace fighter destroy static city defenses.
- Radar not destroyed: City defenses active.
- Repair base captured: Attacker's lance may repair 100 points of armor damage before next battle.
- Repair base not captured: Defender's lance may repair 100 points of armor damage before next battle.

BATTLE 1B

SETUP

Two maps, edge of town, scattered woods. Supply base in the center of one map with supply containers (CF10, destroyed containers explode and deal 10 damage to units in the same hex, 5 damage to units in neighboring hexes) and administrative building with communication system (CF50).

The defender may place his mechs anywhere on the map of the supply base. The attacker sets up within 3 hexes of the farthest map edge.

ATTACKER OBJECTIVES

- Raid the supply base. A mech ending its movement in the same hex as a container may pick the container up and carry it. At least one hand is required to pick up containers. Only leg mounted weapons may be fired while carrying containers. Front torso hits on mechs carrying a container have a 50% chance of hitting the container.
- Destroy the communications system.

DEFENDER OBJECTIVES

Prevent the attacker from achieving his objectives.

DURATION

10 turns. Each container that is on the map not holding the base at the end of the game is considered in the possession of the attackers.

RESULTS

- Attacker may fully reload one mech for each container captured.
- Defender may fully reload one mech for each container remaining.
- Comm center destroyed: No advance warning for governor in next battle.
- Comm center not destroyed: Two turns advance warning for governor in next battle.

BATTLE 2 SETUP

Four maps, from the edge of town to city center with high-rise buildings. One of maps farthest from the attackers' entry edge holds the defenders' HQ (CF80). The defenders may place their units anywhere on the four maps. The attackers enter at their designated map edge.

Depending on the outcome of the previous battles, several missile turrets may be active.

The governor has to escape by vehicle from the HQ to the opposite map edge. He departs on turn two or four, depending on the outcome of the previous battle.

ATTACKER OBJECTIVES

- Capture the bridge.
- Capture the governor.
- Destroy the enemy HQ.

DEFENDER OBJECTIVES

Prevent the attacker from achieving his objectives.

DURATION

12 turns. The player with the most mechs within 3 hexes of the bridge at the end of the game is considered to be in possession of the bridge.

VICTORY POINTS

- HQ: 6 VP
- Governor: 4 VP
- Bridge: 3 VP
- Each enemy light or medium mech destroyed: 1 VP
- Each enemy heavy or assault mech destroyed: 2 VP.
- Shots that miss a mech standing directly in front of a building cause collateral damage to the building. -0.5 VP for each building (not each hex) damaged in this way. This applies to attacker and defender. Buildings collapsing due to mechs standing on them also count as collateral damage.