

PS PSEUDOTECH

ARCADE OPERATIONS



INTRODUCTION

Greetings, MechWarrior! You have been recruited by the Star League to defend the Inner Sphere against the Periphery and its pirate armadas...

—REJECTED REUNIFICATION WAR-ERA SLDF RECRUITMENT SLOGAN (ALLEGED)

Hello, and welcome to Mindstar Entertainment's Solaris Games Enhancement Annex. The simple fact that you are standing here, listening to this pre-recorded message, means that you have volunteered to make a glorious contribution to the dueling experiences of the next millennium! Here at Mindstar Enterprises, we are always striving to bring our customers the latest and greatest in quality entertainment, but we need *you* to help us ensure that we deliver the best bang for the C-Bill! Top Twenty duelists, Jihad war heroes, Second League Martial Olympians, you're here because we want the best in the business—and you are it!

The document you are about to receive is your primer on our special new program for the future of the interstellar dueling circuit. While Solaris may be *the* Game World today, in our post-Jihad universe, we at Mindstar look forward to the day when the best champions in the Inner Sphere will tour beyond the same old tired arenas, and experience the infinite potential of a truly international campaign of fame and glory.

Here, at our Solaris Games Enhancement Annex, you will be testing the various new protocols and special dueling system technologies developed by the finest entertainment engineers and technicians the Inner Sphere has to offer. These improvements to existing arena systems are sure to offer new surprises, challenges, and—above all else—fun, both for the spectators of and the participants in future dueling tournaments.

As you begin the first battery of game tests, Mindstar Enterprises would like to remind you all that we take both your safety and our dedication to maximizing the market potential of these games very seriously. This is why we have insisted on having all of you sign the special waivers and non-disclosure agreements you were presented with before entering our annex. Rest assured that the monitoring implants that we provided upon your agreements are safe, and are in no way designed to act as anything more than a safety precaution on our part. Should our competitors (or the various criminal and government-sponsored terror elements known to operate here on Solaris) take an interest in your well being as a means of procuring Mindstar's proprietary material, these implants will provide Mindstar's security department with the best chances of quickly and efficiently locating you—and, if necessary, rescuing you from your captors. Upon your completion of these tests, the implants will be deactivated, and you will be paid handsomely for your contributions.

Once again, we at Mindstar Enterprises welcome you to our Solaris Games Enhancement Annex, and thank you for your participation in the development of the dueling experience of tomorrow!

—STANDARD VOLUNTEER GREETING STATEMENT, MINDSTAR OF SOLARIS ANNEX, CA. 3087

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You people have *no* idea how
long I've wanted to do this...



STAR LEAGUE



SUCCESSION WARS



CLAN INVASION



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INTRODUCTION

HOW TO USE THIS BOOK

PseudoTech: Arcade Operations is a whole new concept for *BattleTech* games. Unlike most of our other products, *PseudoTech* is designed to provide campaign players and gamemasters with game rules, scenario options, and even background material that is not merely a little off the beaten path for the *BattleTech* universe, it practically runs screaming in the other direction! As a result, the rules and options given in these electronic-exclusive publications are considered one hundred percent optional for players and gamemasters to use in their *BattleTech* games. They are, in fact, provided purely in the interests of fun, and may be considered non-canon (unless specifically stated otherwise).

HOWEVER (yes; we're using that word again!), these rules need not be seen as a *complete* joke. Having been lovingly crafted for you, the player, by professional game designers, every effort has been made (including uncounted hours of playtesting and refinement) to make these rules compatible with *BattleTech* games and—within certain *loosely* defined parameters—even compatible with the aesthetics of the setting. For, even though the real battlefields of the thirty-first are not the place in which one might find a floating icon that magically gives a BattleMech temporary invulnerability to all weapons fire, simulator exercises and the artificial battlefields of dueling arenas can incorporate these features as an exotic feature for audience (and player) enjoyment, working in the effects of such “power-ups” via programmed features in the simulator software and training system inhibitors. In this way, even players taking part in the most serious of *BattleTech* campaigns can inject a little “unreality” into their games, as a break from the life-or-death fighting that might characterize their warriors’ everyday lives.

The point is: Have fun!

As can be inferred from the title, this first (and possibly *only*) edition of *PseudoTech* is specifically designed as a tribute to video

games, particularly those of the classic arcade and console variety. The sections following this brief introduction each focus on one aspect of such games, as outlined below:

The first section, **Power-Ups**, details an optional tactical gameplay rule that offers variety and special effects alike. Useful in virtually any scenario type, these contact-activated items range from unit-enhancing boosters like Invisibility, Quick-Fix, and Super Size, to crippling “de-buffs” such as the Booby Trap, Limpets, and Stun. Combined with additional, special Power-Ups, including Location Scatter and The Reset Button, Power-Ups add a unique and unpredictable new twist to the standard stand-up fight or free-for-all. (Astute readers, of course, will remember that many of these game-enhancers were introduced about a decade ago [Really? *Already?*] as a special April Fool’s Day spoof for *Tactical Operations*. Here, those same rules have been enhanced and expanded, for even more dramatic and playable effects.)

The next chapter, **Achievements**, covers a host of bonus objectives that can be used as the pretext for off-beat missions and scenarios—or merely a campaign goal your players can aspire to just for the bragging rights. These Achievements range from traditional goals (such as attaining “Ace” combat performance in battle), to the truly strange (such as making a kill via the infamous “Nutcracker” attack).

Finally, the last section, **Scenarios**, takes the arcade experience to the next level by showing players how to modify the standard *BattleTech* scenarios to mimic the abstract, and often-arbitrary styles of various video games that have become popular through the years. See what happens when your combatants do battle on “Patch Day”, where the very balance of the game is shifted suddenly and strangely—or set them loose in a “Platformer” scenario, where they can only survive a rising tide of caustic lava by bounding to safety rooftop by rooftop!

For best effects, of course, all three of these game mechanics will make for truly entertaining, off-beat *BattleTech* games, but creative players can work them into even the most straight-laced campaigns. With *PseudoTech*, virtually anything can happen!



ARCADE POWER-UPS

Under its core rules, *BattleTech* gameplay is intended to reflect the “gritty reality” of thirty-first century warfare, where battles are hard-fought, all damage is significant, and warriors may die with every pull of a trigger. In *BattleTech*, after all, life is cheap, and war is inevitable.

Still, even in the *BattleTech* universe, not every fight has to be deadly. Training exercises—whether undertaken in the virtual reality of a holographic battlefield, or using live ‘Mechs with depowered weapons—are common. Meanwhile, in the dueling arenas of game worlds like Solaris VII, exhibition matches—with or without live fire—often take place between the main events, providing a more light-hearted simulation of combat that can make up with special effects what they lack in intensity.

One of the more popular features used in such unconventional exercises and dueling matches are “Power-Ups”, special battlefield markers that, once activated, can produce unpredictable, temporary effects. Inspired by similar features in popular holo games enjoyed across the Inner Sphere, the use of Power-Ups provides an instantly recognized and entertaining treat for spectators and combatants alike.

The following gameplay rules reflect the use of this cinematic element in *BattleTech* tabletop play. While most of these are designed with BattleMech units in mind, players should be able to adapt them easily to non-Mech units as well.

BASIC POWER-UP RULES

Arcade Power-Ups are abstract markers that appear randomly (or in patterns) on the battlefield, and may provide positive or negative effects in gameplay. Positive Power-Ups can provide combat enhancing boosts or repair damaged units, while negative Power-Ups may be explosive traps, or “de-buffs” that impair combat performance. In rare instances, a Power-Up may even have a neutral, randomizing effect that provides neither help nor harm to the unit, but instead causes some kind of strange effect such as scattering the activating unit to a new location.

Power-Ups can be used as objective markers in special scenarios, or reflect the presence of critical aid stations neutral toward the combatants and thus available for both sides’ use. Though they are a stationary element on the map, akin to terrain, Power-Ups do not block line of sight. Under standard Power-Ups rules, Power-Ups also suffer no damage if attacked, nor are they restricted to use by any unit type or side in a scenario. Players interested in even more variety can also apply one or more of the optional rules described later in this chapter.

PLACEMENT

Power-Ups are placed on the map before gameplay begins. The ultimate number of Power-Ups to be placed must be pre-determined by the scenario rules or player agreement, but should never exceed 2 per mapsheet or 1 for every 4 total units fielded by all players, just to avoid cluttering things up too much. Power-Up markers may be represented on the map by using spare dice or simple counters with clearly identified markings on them (though the graphic tiles presented at the back of this book should prove handy as well).

The Power-Ups may be placed in pre-designated areas if desired, or randomly scattered about the playing area (one possible approach is selecting a central hex, and then rolling 1D6 for a direction, and 2D6 or 3D6 to determine the number of hexes along that direction that the Power-Up lies, like an Artillery Scatter).

Artillery-Delivered Power-Ups: For even more amusement, Power-Ups may be placed during the game via a special, periodical (perhaps once every 3 turns or so) random delivery from via an *actual* off-board artillery weapon attack. To ensure that the shot always scatters, use an effective Gunnery Skill of 8 for this off-board strike, and enjoy the hilarity that ensues. Power-Ups that scatter off-board are, of course, lost to all players (and the artillery gunner is slapped lightly upside the head).

DETERMINING POWER-UP TYPES

Power-Ups may be identified as “known” (their specific type revealed from the start of play, during placement), or as “unknown” (their types revealed only upon activation during gameplay (see *Activation* on p. 4).

“Known” Power-Ups must use markers that clearly designate the Power-Up’s Type upon placement, and can be either pre-determined by a gamemaster, or determined randomly by using the Random Power-Up Type Table below. Icons for all the Power-Ups presented here can be found at the end of this product.

“Unknown” Power-Ups (or Randomizer Power-Ups rolled for a “known” Power-Ups scenario) may be placed as generic markers, or by using the mystery “?” marker found at the end of this product. The effects of these Power-Up are then determined upon activation during play. Once again, these may be pre-defined by a neutral gamemaster, or randomly rolled upon activation by the player whose unit is activating the Power-Up. If the gamemaster is pre-defining the Power Ups, he must keep a secret record for each one placed on the map, to keep the details straight.

To determine a Power-Up’s type randomly, roll 1D6 and consult the Random Power-Up Type Table (see p. 5), then roll on the indicated Power-Up Effects sub-table. Note that while most Power-Up sub-tables are 1D6, De-Buff Power-Ups require a 2D6 roll to resolve.



ARCADE POWERUPS

ACTIVATION

Unless otherwise noted, Power-Ups are automatically activated whenever a unit enters or passes through a Power-Up hex during the Movement Phase (or when a unit is displaced into a Power-Up's hex for any reason). Unless optional rules are in play or the Power-Up rules specifically state otherwise, Power-Ups will be activated by any unit type, regardless of its affiliation. Once activated, a Power-Up's gameplay effects will take place as described in the rules for that type of Power-Up (see *Power-Up Effects*, pp. 6–12).

A unit may only activate one Power-Up at a time. If a unit with one Power-Up activates another while one is still in use, the new Power-Up's effects immediately replace those of the old one.

All Power-Ups possess a duration in their descriptions, which last from the turn (and phase) noted in their description, until the same phase of the listed number of turns later. For example, if a unit receives an Energy Triple-Shot Power-Up (which has a 3-turn duration and starts in the first Weapon Attack Phase after the Power-Up activates) during its Movement Phase in turn 3, that unit's energy weapons will enjoy the benefits of that Power-Up from that turn's Weapon Attack Phase, up to and including the Weapon Attack Phase of turn 5.

A duration of "Instant" indicates that the Power-Up imparts its effects immediately upon activation, and is considered spent at that point.

Once a Power-Up is activated, its marker should be removed from the map, unless the Persistent Power-Ups optional rule is in play (see below). If the Regenerating Power-Ups rule is in play, a new, random Power-Up marker should be placed on the board in accordance with the Placement rules during the End Phase of the turn in which the removed Power-Up was activated.

POWER-UPS OPTIONAL RULES

The following options can add even more flavor to *BattleTech* games played with the Power-Ups rules.

Destroyable Power-Ups

Using the Destroyable Power-Ups optional rule, Power-Ups can be destroyed by conventional attacks. In this case, the Power-Up is treated as an Immobile Target with a height of 1 level (6 meters) above its underlying terrain. The Power-Up suffers damage as a Building with a CF of 40, but units may not climb atop them, as entering their position counts as an activation.

Physical attacks against a destroyable Power-Up will activate the Power-Up's effects against the attacking unit on a 1D6 roll of 5+. Because they place the attacking unit in their hex, successful Ramming, Charging, and Death-From-Above physical attacks against a destroyable Power-Up automatically activate them, instead of damaging or displacing them. Successful Push Attacks that do not trigger a destroyable Power-Up's activation instead displace the Power-Up into a new hex as per the normal pushing rules.

Factional Power-Ups

Using the Factional Power-Ups optional rule, Power-Ups have a set affiliation based on the players on the map, and will only activate for those units they are "friendly" to. Any non-friendly unit that enters or passes through the Power-Up's hex will receive no benefit from the Power-Up, nor will it force the Power-Up to "disappear." An unfriendly unit can, however, simply "camp" the Power-Up by staying in its hex in an attempt to prevent other units from accessing it.

To clearly indicate a factional Power-Up's affiliation, players should come up with some form of color coding or symbology that ties one faction's units to their friendly Power-Ups. Handy, color-coded player markers for up to six player factions (P1 through P6) can be found at the back of this product for just such purposes.



Persistent Power-Ups

Under the Persistent Power-Ups optional rule, Power-Ups are not removed from the map upon activation, but remain in the same hex in which they were encountered. To avoid abuse, a persistent Power-Up can only impart its effects once per turn, and then must then be replaced by a D6 with a random side facing up. (In other words, roll 1D6 and put a die with that value facing up in the activated Power-Up's place.) This marker die applies no effects on gameplay whatsoever.

In each Movement Phase after the one in which the Power-Up was last activated, the marker die is turned so that the next number down is shown from its initial facing (e.g. a 6 becomes a 5, a 5 becomes a 4, and so forth). A marker die that is turned down from a 1 is replaced by its original Power-Up, ready once more for activation.

Regenerating Power-Ups

Under the Regenerating Power-Ups optional rule, Power-Ups that have been activated are removed from the map, but must be replaced in the End Phase of the turn immediately following their activation. The replacement process uses standard Power-Ups Placement rules and may be an entirely new and random Power-Up or (if the gamemaster and players agree) the same Power-Up that was previously activated. Because this rule effectively "moves" the Power-Up's location, it cannot be used in conjunction with the Persistent Power-Ups optional rule above.

ARCADE POWERUPS

Hidden Power-Ups

This optional rule replaces the normal placement rules for Power-Ups, making them a surprise element in the game that can only be discovered in the course of the wanton destruction of battle—or as a landmine-style surprise triggered as units move through thick terrain.

Under the Hidden Power-Ups optional rule, Power-Ups are placed as “hidden units” on the map by locating them inside structures, units (including player units!), or within destroyable/

passable non-clear terrain types. The locations of these Power-Ups may be recorded by the gamemaster, at the start of the scenario, or randomly determined whenever a unit or structure is destroyed.

When Power-Ups are hidden in this fashion, they cannot be activated unless the concealing buildings or units are destroyed first (at which point the Power-Up appears in the End Phase of the turn, at the site of the wreck), or when a unit passes directly through the terrain in which the Power-Up has been hidden (in which case, the Power-Up activates in accordance with its specific rules).

RANDOM POWER-UP TYPE TABLE	
D6 Roll	Power-Up Type
1	De-Buff
2	Randomizer*
3	Repair
4	Weapon Buff
5	Defense Buff
6	Special Buff

POWER-UP EFFECTS SUB-TABLES					
D6 Roll	Repair	Weapon Buff	Defense Buff	Special Buff	Randomizer
1	Reload	Artillery Strike	Energy Shield	Super-Sized	Pot-Luck
2	Reload	Ballistic Triple-Shot	Partial Shield	Super-Speed	Tornado!
3	Partial Repair	Homing Missile	Hyper-ECM	Super-Strength	Location Scatter
4	Partial Repair	Energy Triple-Shot	Hyper-ECM	Super-Strength	Broken Joystick
5	Full Repair	Fire Bomb	Invisibility	Jump Pack	Wild Missile
6	Full Repair	Artillery Strike	Invulnerability	Jackhammer	The Great Reset!

POWER-UP EFFECTS SUB-TABLE	
2D6 Roll	De-Buff
2	Insta-Kill
3	Booby Trap
4	Weapons Dead
5	Corrosion
6	Limpets
7	Nullifier
8	Broken Wing
9	Power Drain
10	Stunned
11	Megabomb
12	Insta-Kill

*If playing with “known” Power-Ups, a Randomizer Power-Up should be represented by a special token or a “question-mark” tile.

ARCADE POWERUPS

POWER-UP EFFECTS

Once activated, Power-Ups have specific gameplay effects based on their types. These effects are described below.

REPAIR-TYPE POWER-UPS

The following Power-Ups produce instant repairs and/or weapon reloads in the field. No rolls are required for these special repairs. If activated in the middle of the unit's Movement Phase, the unit may spend any leftover MPs it had from the start of the Movement Phase after applying all repairs (even if the unit activating this Power-Up would gain MPs from repaired motive/actuator damage, or lose extra MPs made possible by a previous Power-Up).

Partial Repair

Type: Repair

Duration: Instant

The Partial Repair Power-Up instantly reduces the activating unit's excess heat points (if any) by half (rounding down), repairs any 3 internal critical hits (of the controlling player's choice), restores 10 points of internal structure/Structural Integrity damage per location (if any), restores 10 points of armor in all damaged locations (if any), and reloads all weapons. Furthermore, any units that track crew or pilot damage may restore 2 such pilot/crew hits.

If a unit activating this Power-Up has any destroyed/blown-off locations, these locations also receive repaired structure and armor as noted above (magic!), but any damaged critical slots in the restored locations remain damaged as they were (i.e. a destroyed location treats all of its critical slots as destroyed, but a blow-off limb that had any undamaged slots when it was severed, regains the limb and the functionality it had at the time it was blown-off). The controlling player may decide to apply none, some, or all of their 3 critical slot repairs to components in one of these spontaneously-regenerated body sections, if they wish.

Infantry units (conventional or battle armored) that activate an Partial Repair Power-Up will regain a number of troopers equal to half their starting unit strength (rounded up), but the final number of restored troops may not exceed the starting maximum for the platoon (or battle armor squad). (Thus, a 28-man foot platoon would be able to recover up to 14 lost troopers from an Partial Repair Power-Up, but the number of recovered soldiers cannot bring the unit to a strength of more than 28 troops.) Battle armored troopers will also recover all ammunition and all armor damage, including those for the troopers recovered.

Full Repair

Type: Repair

Duration: Instant

Immediately upon activating this Power-Up, the unit repairs all armor, structure, and component damage (including pilot/crew hits



and lost troopers), reloads all ammo-dependent weapons, and resets any excess heat levels to 0.

Reload

Type: Repair

Duration: Instant

The Reload Power-Up instantly refills all ammo bins on the unit (except for any bins that have already been destroyed). This occurs regardless of the state of any weapons they are tied to, so the bins for an Autocannon/20 will still reload, even if the weapon is destroyed.

This Power-Up has no effect whatsoever on units that carry no ammunition.



WEAPON-BUFF POWER-UPS

The following Power-Ups produce enhanced abilities for ranged weapons in the field, but most may only apply to weapons of a selective type (Energy, Ballistic or Missile). Unless the rules for the Power-Up specifically state otherwise (such as the case of the Artillery Strike), the activating unit will gain no effects from a weapon-enhancing Power-Up if that unit does not have a weapon of that type. (For example, a standard WLF-1 *Wolfhound*, with all energy weapons, will not benefit from the Ballistic Triple-Shot or Homing Missile buffs, but it *can* use the Energy Triple-Shot and the Artillery Strike Power-Ups.)

Artillery Strike

Type: Buff (Weapon)

Duration: Up to 3 turns

Starting in the first Weapon Attack Phase after activating this Power-Up, the unit can designate any 1 hex in its forward arc up to a distance of 10 hexes away for a special artillery weapon strike (see pp. 147–151, *TO: AR*). This target designation may be made in addition to any other weapon attacks the unit makes during the turn, as long as the unit with this Power-Up has a valid LoS to the target hex.

In the following Weapon Attack Phase, the designated hex is hit by an artillery strike equivalent to a Cluster round from a Long Tom artillery piece (dealing 20 points of damage to all units in the target hex, and 10 damage to all units in all 6 adjacent hexes). No to-hit roll is required, and no scatter effect occurs. The controlling player's force need not have any Artillery-equipped units assigned to it in order to benefit from the Artillery Strike Power-Up, nor does the unit with this Power-Up require any special spotting equipment or need to make a spotting check for the attack.

The player may designate only one Artillery Strike per use of this Power-Up. Once this Artillery Strike is designated, the Power-Up's effect ends and the strike lands in the following turn. If the player fails to designate a target hex at the end of 3 turns, the Power-Up effect is lost.



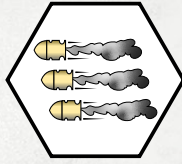
ARCADE POWERUPS

Ballistic Triple-Shot

Type: Buff (Weapon)

Duration: 3 turns

Starting in the first Weapon Attack Phase after activating this Power-Up, the unit adds a -2 Target Number modifier for all attacks made using its ballistic weapons, including Autocannons, Gauss Rifles, Machine Guns, and their infantry-based equivalents. Damage from such attacks also increases by 50 percent (rounding up), but the heat these weapons generate does not increase. For ballistics that resolve their attacks using the Cluster Hits, this power-up also applies a +4 modifier to the Cluster Hits Table roll result. These weapons do not consume ammo any differently when using the Triple-Shot Power-Up, despite the added damage.

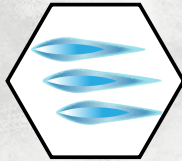


Energy Triple-Shot

Type: Buff (Weapon)

Duration: 3 turns

Starting in the first Weapon Attack Phase after activating this Power-Up, the unit adds a -2 Target Number modifier for all attacks made using its energy weapons, including Lasers, Pulse Lasers, PPCs, Plasma Weapons, Flamers, and their infantry-based equivalents. The damage and/or heat inflicted by such attacks also increases by 50 percent (rounding up), but the heat these weapons generate to the firing unit does not increase. Ammunition-based energy weapons (such as Plasma Rifles and Vehicle Flamers), do not consume ammo any differently when using the Triple-Shot Power-Up, despite the added damage.



Fire Bomb

Type: Buff (Weapon)

Duration: Up to 3 turns

The Fire Bomb uses the same basic rules as the Artillery Strike Power-Up described above (see p. 6), but instead of a standard Long Tom Cluster round, an Inferno-IV round lands instead, filling the target hex and all adjacent hexes with fire, affecting all units within the area of effect as if they have been hit by 5 Inferno missiles (see p. 142, *TW*), and adding heavy smoke to the area that rises 2 levels above the underlying terrain (see pp. 45-46, *TO: AR*) and acts as Heavy Woods for line of sight purposes.

Unlike a normal Inferno IV artillery, however, the fire and smoke linger for 3 turns after impact before simply dissipating.

The player may call in only one Fire Bomb per use of this Power-Up. Once the strike hex is designated, the Power-Up's effect ends and the Inferno strike lands in the following turn. If the player fails to designate a target hex at the end of 3 turns, the Power-Up effect is lost.



Homing Missile

Type: Buff (Weapon)

Duration: 3 turns

Starting in the first Weapon Attack Phase after activating this Power-Up, the unit adds a -2 Target Number modifier for all attacks made using its missile (or torpedo) weapons, including LRMs, MRMs, MMLs, ATMs, SRMs, Streaks, Narcs, Rocket Launchers, Grenade Launchers, as well their infantry-based equivalents. These weapons also receive a +4 roll modifier on the Cluster Hits Table (or, for aerospace units, multiply the damage value for all non-Streak launchers by 1.5, rounding down to the nearest whole number). These modifiers stack with any other Cluster Hits modifiers (such as those applied by Artemis fire control systems).

The Homing Missile Power-Up also allows widens the unit's firing arc into both of the arcs adjacent to the weapon's current facing, without the need for a torso or turret twist.



DEFENSE-BUFF POWER-UPS

The following Power-Ups produce enhanced defensive abilities for the activating unit. Unlike many of the weapon-enhancing Power-Ups, these defensive enhancements do not require special equipment of any kind on the activating unit.

Energy Shield

Type: Buff (Defense)

Duration: 3 turns

Starting in the first Weapon Attack Phase after activation, the unit receives an energy shield that can absorb a total of 150 damage points from all weapon attacks. This defensive buff has no effect against physical attacks, however, nor does it protect against collision damage, falling, or damage resulting from excess heat levels. The controlling unit may still move normally and deliver attacks of its own while shielded, but any weapons fire against the unit must power through the shield first, and thus needs to be tracked. Once the total amount of accumulated damage exceeds the shield's 150-point damage capacity, the shield is lost, and all excess damage will strike the unit normally.

The energy shield does not regenerate its strength; if it is destroyed before the duration of the Power-Up elapses, the Power-Up is considered spent.

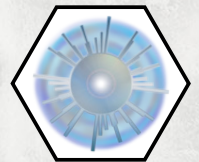


Hyper-ECM

Type: Buff (Defense)

Duration: 3 turns

Starting in the first Weapon Attack Phase after activation, all weapon attacks against the unit with this Power-Up will suffer an additional +3 Target Number modifier, as will all weapon attacks that trace a line of sight through this unit's hex. This modifier does not apply to physical attacks made against the unit.



ARCADE POWERUPS

Invisibility

Type: Buff (Defense)

Duration: 3 turns

Starting with the first Movement Phase after activation (not during the current one), the controlling player may remove his unit from the board and track its movement secretly from where it last appeared, writing down its MPs, hex position, and facing for each turn. If the unit attacks while invisible, it may deliver its attack per the rules governing Point Blank Shots from Hidden Units (see p. 260, *TW*), but must factor in any range modifiers as normal. Doing so, however, forces the attacking player to reveal his unit's position and facing on the board, negating the Invisibility effect even if the Power-Up's duration has not yet expired.

The controlling player must be prepared to prove his unit's movements using the notes made during the invisibility period, and must make any Piloting Skill checks required for terrain conditions and the like while executing their hidden move. Any damage sustained to the invisible unit (and whatever terrain and/or units it's crashed into) will negate the Invisibility effect as if the hidden unit had delivered an attack.

(And if, for some reason, the player cannot adequately prove the legality of their movement during the period of invisibility, well... mistakes happen, guys! But if you must punish the violation, treat the offending unit as if it has hit a Stunned De-Buff immediately upon its return to visibility.)



SPECIAL-BUFF POWER-UPS

The following Power-Ups produce enhancements to the activating unit's abilities that are either particularly unusual or more generalized than weapon or defense buffs. Once again, these Power-Ups do not require special equipment of any kind on the activating unit, but may interact with special equipment for more dramatic effects.

Jackhammer

Type: Buff (Special)

Duration: 3 turns

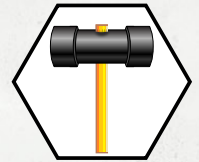
Starting in the first Weapon Attack Phase after activating this Power-Up, the unit with a Jackhammer automatically delivers an automatic 60-point hit to any units—friend or foe—that end the Movement Phase in either of the three forward arc hexes adjacent to it. No attack roll is required to deliver this damage, but it is resolved as a single hit to the appropriate Hit Locations Table of the target unit(s).

Furthermore, any unit that passes through the hex directly in front of the Jackhammer-powered unit *during* the Movement Phase must make an immediate Piloting Skill check, with a +2 Target Number modifier to avoid being struck by the same attack mid-movement. The moving unit struck in this fashion must make the normal Piloting Skill checks for the resulting damage at once, and may fall prone as a result. Fortunately for such units, this fall does *not* end the stricken unit's movement. Whether or not the unit passing directly in front of the Jackhammer is hit, it may spend the MPs remaining in its current Movement Phase—even if it means some must now be spent standing up again.

This same mid-movement rule does *not* apply during the Jackhammer-powered unit's own Movement Phase. Even if the Jackhammer-powered unit manages to somehow pass its front facing hex through multiple other units during its movement, its only victims are those who fall within its adjacent forward arc hexes at the end of its move—and those foolish enough to try and dart right by it during their own.

While equipped with the Jackhammer—it may not be deliberately discarded except by activating another Power-Up or waiting out its effects—the unit may not use Running/Flank, Jumping, or Sprinting MPs. If a unit activates this Power-Up while using Running/Flank, Jumping, or Sprinting MPs, the unit may complete its Movement as intended, but is immediately reduced to Walking/Cruise MP in the following turn.

Infantry units equipped with a Jackhammer may only use Ground MPs as well, and cannot engage in Anti-Mech Swarm or Leg Attacks. As long as they possess the Jackhammer Power-Up, infantry units must declare a facing for the item's "attack" in the Weapon Attack Phase.



Invulnerability

Type: Buff (Defense)

Duration: 3 turns

Starting with the first Weapon Attack Phase after activation, the unit with this Power-Up may ignore any damage from weapons fire, physical attacks, or outside heat sources delivered by friendly or enemy units (including passive weapons such as minefields). The invulnerable unit remains susceptible to damage from overheating, falling, or collisions with terrain and/or buildings, and if damage from these sources causes a breach in hostile environments, the unit will suffer any appropriate effects from those conditions as well.



Partial Shield

Type: Buff (Defense)

Duration: 3 turns

Starting in the first Weapon Attack Phase after activation, the unit receives an energy shield that reduces the damage of all incoming weapon attacks by half (to a minimum of 0). This defensive buff has no effect against physical attacks, nor does it protect against collision damage, falling, or damage resulting from excess heat levels. The controlling unit may still move normally and deliver attacks of its own while shielded. The shield dissipates after three Weapon Attack Phases.



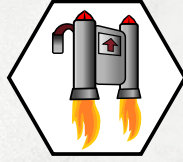
ARCADE POWERUPS

Jump Pack

Type: Buff (Special)

Duration: 3 turns

Starting in the first Movement Phase after activating this Power-Up, the unit with a Jump Pack automatically receives an additional 5 Jumping MP—even if the unit does not have jump jets to begin with (or is a ground unit that is otherwise ordinarily not able to jump). For VTOLs units, the Jump pack instead acts as a +5 Flank MP bonus, while all other aerospace units treat the Jump Pack as a +5 Maximum Thrust capability.



Super-Sized

Type: Buff (Special)

Duration: 3 turns

Starting immediately upon activation, the unit with a Super-Sized buff now has control over all adjacent hexes for stacking purposes and stands twice as tall as before. (Thus, infantry, ProtoMechs, and Combat Vehicles now rise 1 level above the underlying terrain, BattleMechs and IndustrialMechs rise 4 levels tall, and Superheavy 'Mechs rise 6 levels tall.) Lines of sight to this unit are traced from the highest level of the unit's height, while the range is computed based on the Super-Sized unit's central hex. The enlarged unit may not benefit from terrain cover unless the intervening terrain rises at least half as tall as the unit's new height (1 level for infantry, ProtoMechs, and vehicles; 2 levels for standard 'Mechs; 3 levels for superheavy 'Mechs). If such intervening terrain would completely block LOS otherwise (e.g. 3+ Light Woods), but still falls shorter than the enlarged unit's current height, the enlarged unit may be attacked as if it has Partial Cover.



While this Power-Up is active, the unit also doubles its Walk/Cruise MP and recomputes its Running/Flank MP accordingly, but does not change its normal jump distance and may not use Sprinting MP or movement enhancing technologies such as MASC, Superchargers, and Triple-Strength Myomer. If the unit was using such MPs at the time it received the Super-Size boost and still had MP to use for the rest of the turn, it spends its remaining MPs at their unmodified rate; the speed changes kick in the following Movement Phase. Any Piloting Skill checks required for a Super-Sized unit receive an additional -1 target modifier, but if the enlarged unit falls for any reason, it will suffer double its normal falling damage. (The bigger they are, the harder they fall in more ways than one!)

Attacks against a unit with this Special Power-Up receive an additional -2 Target Number modifier to reflect its massive size. While Super-Sized, the unit doubles its physical attack damage, and resolves all forms of successful physical attacks as if it were standing 1 level higher than its underlying terrain, for the purposes of finding hit locations.

Super-Speed

Type: Buff (Special)

Duration: 3 turns

Starting in the first new Movement Phase after activation (not the current Movement Phase), the unit doubles *all* of its movement rates (rounding fractions up). This multiplier affects its Walk/Cruise, Run/Flank, and Jump MP alike.

The effects of any speed-enhancing equipment such as Superchargers, MASC, and active Triple-Strength Myomers are also doubled, so a BattleMech using MASC and a Super-Speed buff together can run up to four times its normal Walk MP.



Super-Strength

Type: Buff (Special)

Duration: 3 turns

Starting in the first Physical Attack Phase after activation, the unit triples all damage it inflicts with any of the physical attacks it can deliver (including vehicle rams and infantry swarming attacks). If a unit affected by the Super-Strength Power-Up also has active Triple-Strength Myomers, the unit delivers four times its normal physical attack damage instead.



RANDOM POWER-UPS

The following Power-Ups are neutral by nature, producing wildly unpredictable or radical results that affect either the activating unit or all units on the board in an unpredictable way. As a result, they can prove an instant game changer in any scenario featuring Power-Ups.

Broken Joystick

Type: Randomizer

Duration: 3 turns

Instead of activating immediately, this Power-Up actually takes effect in the first Movement Phase following activation and lingers for 2 additional turns after that.

Before moving the unit in the Movement Phase during this Power-Up's effect, the unit's controlling player must make a special Piloting Skill check with a +4 target number modifier. If the roll succeeds, the unit moves normally. If the roll is unsuccessful, a randomly determined *opposing* player must move the unit instead of its controlling player. (This opposed-player movement is limited to movement only; it cannot be used to deliver a charge, ram, or Death from Above attack.)



Location Scatter

Type: Randomizer

Duration: Instant

This Power-Up instantly sends the affected unit 2D6 hexes in a random direction (using the Facing After a Fall Table to determine direction). Upon arrival, the unit will have a random new facing



ARCADE POWERUPS

(again, using the Facing After a Fall Table) and—if it still had MPs to expend—may resume its movement from the new location and facing. The unit being scattered is not damaged in this process, nor do units composed of infantry (conventional or battle armored) lose members from the Location Scatter effect.

If a Location Scatter sends the unit into terrain that would be illegal for its motive type, the scattered unit is considered Immobilized for the rest of the scenario. If the Location Scatter effect sends the unit into the same hex as another unit in such a way that violates stacking limits, the scattered unit will be displaced into a random adjacent hex (as long as the new hex is unoccupied by other units). Units displaced in such a fashion suffer 20 points of damage to their Front facings, distributed in 5-point groupings (but cause no damage to the units that already occupied the target hex).

If a Location Scatter effect would send a unit off the map, place the unit on the map's edge at the nearest point to where it would have exited.

Pot-Luck Power-Up Surprise

Type: Randomizer

Duration: Instant

This Power-Up is not defined on the standard Random Power-Ups Table, and its full nature should never be determined during the placement of the Power-Ups at all. The Pot-Luck Power-Up Surprise represents a mystery randomizer that only reveals its effects upon activation when the player controlling the activating unit rolls for a completely random Power-Up effect from the Random Power-Up Type Table (see p. 5). If the result is *another* Pot-Luck result, this power-up is considered activated, but no effect occurs at all.

If using the Persistent Power-Ups optional rule, a Pot-Luck Power-Up will require a roll every time it is activated.



The Great Reset!

Type: Randomizer

Duration: 3 turns

When this Power-Up is activated, the game scenario is interrupted by a brief power spike or other digital hiccup, and may add some extra "weirdness" to happen as a result. The following events occur when this Power-Up activates:

First, all units on the field are affected as if they hit a Stunned, but with a duration of 3 turns, rather than 1. During these 3 turns, only environmental effects and Heat Phase resolutions are carried out. Weather conditions with a duration—if any are in play—carry on or shift as they ordinarily would during these turns, fire and smoke may spread and continue to cause damage, heat sinks will continue cooling down engines, and so forth. Players may resolve these three turns separately or simply apply their cumulative effects and skip to the reboot at the start of the fourth turn.

When the fourth turn occurs, all units in the scenario may make a single 1D6 roll and consult the Random Reset Effects Table, applying the results to the scenario as described below.



Note that all results of the Great Reset apply to the scenario in the order of the players' initiatives. In the event of duplicate or conflicting effects, this means that the effects rolled by the player with the higher initiative will either cause the events to happen again, or take ultimate precedence of any changing game play conditions—unless the effect itself specifies otherwise. This can result in instances, for example, where a Patch-Day effect suddenly activates and deactivates again before anyone's even fired a weapon, or multiple rerolls of initiative due to multiple Fragging Lag!! effects. Feel free to play up how your MechWarriors, pilots, and vehicle crews feel about all this chaos.

Unless the players are masochistic enough to agree to allowing more than one of these seizure-inducing events per scenario, a Great Reset may only occur once per scenario. After one occurs and all affected player units have resolved their individual Great Reset effects, any further Power-Up rolls that would call for another Great Reset should instead be rerolled using the Random De-Buff column.

RANDOM RESET EFFECT TABLE

D6 Roll	Power-Up Type
1	Fragging Lag!!
2	Random Power-Up (Self)
3	Random Power-Up (Other)
4	Migrating Markers
5	Everybody Down!
6	What the Hell?

Fragging Lag!!: At the start of the player's Movement Phase, all player's re-roll their initiative, ignoring any initiative modifiers that may otherwise be in effect. Any units that follow the player in the new initiative order may move normally (even if they already moved this turn), while any units that now fall before the player's unit in the rerolled initiative may not move (even if they had yet to do so in the previous initiative roll).

When calculation target movement modifiers after a Fragging Lag result, count all the hexes moved by the unit in that turn's Movement Phase, even if it moved multiple times, or never moved at all. For the attacker's movement modifier, however, use only the highest modifier for all the movements the attacker performed in that turn (e.g., an attacker that has jumped and walked due to a lag that gave them two moves in the same turn would apply the jumping modifier only).

Note that Fragging Lag affects movement only; it does not restore, negate, or expend any other unit's Great Reset roll effects. Any units that lose the chance to move because of the effects of the lag will instead resolve their Great Reset roll at the start of the following turn. This is a map-wide effect.

Random Power-Up (Self): At the start of the player's Movement Phase, their unit is instantly affected by a randomly rolled Power-Up. Disregard the roll and carry on normally (i.e. do not bother re-

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rolling) if it would result in the unit's instant destruction or another Great Reset! This is a single-unit effect.

Random Power-Up (Other): Determine another unit on the field at random and roll as above for it to be affected by a Random Power-Up at the start of its Movement Phase. As with Power-Up (Self), ignore any effect that would instantly destroy the targeted unit or result in another Great Reset! (In the event of a duplicate roll of this effect, the target of this effect may not be one that has already been hit by a Random Power-Up (Other).) This is a single-unit effect.

Migrating Markers: At the start of the turn, all Power-Up and Objective markers on the board (if any) are moved 1D6 hexes in a random direction. If this would place them outside the map or in an otherwise unreachable area of the map, remove the marker entirely. If the marker is an Objective Marker, treat the Objective as if it were captured by the unit which rolled this result. Otherwise, treat the marker as destroyed. (In the event of a duplicate roll of this effect, the player may opt to negate the previous migration, or simply allow it to continue by migrating the markers further from their new positions.) This is a map-wide effect.

Everybody Down!: At the start of the turn, all units that may be rendered prone begin the turn in a Prone Position at the lowest elevation level of their current hex. All flying units (including VTOLs and aerospace craft) begin the turn grounded (or on the lowest legal level of altitude they can reach, if the terrain below is illegal for their movement type). No damage is applied for this condition, as the units did not fall, per se. All other unit types lose 2 MP from their first Movement Phase. (Duplicate rolls of this effect are ignored, and do not change its outcome.) This is a map-wide effect.

What the Hell?: One of the special Arcade Scenario Rules in the last section of this product (Patch Day, Score-Keeping, or Multi-Life) suddenly goes into effect at the start of the turn. Roll 1D6 to determine which one it is, with 1–2 representing Patch Day, 3–4 representing Score-Keeping, and 5–6 representing Multi-Life. If that scenario rule is already in play, it *deactivates* instead. In the case of Score-Keeping, a deactivating effect erases all scoring accumulated in the current scenario only; in the case of Multi-Life, the player units simply lose any spare lives they had at that point. This is a map-wide effect.

Tornado!

Type: Randomizer

Duration: Instant

This Power-Up instantly acts the same fashion as a Location Scatter effect, but this time it affects *all* units in the field, regardless of the type of unit scattered, or whether the unit has already moved. Units that scatter into the same hex as each other will both suffer the damage effects caused by such a Location Scatter, before displacing into random unoccupied hexes adjacent to their original destinations.



Wild Missile

Type: Randomizer

Duration: Instant

This Power-Up instantly delivers a 40-point missile attack (resolved in 5-point clusters) to any one random unit—friend, foe, or neutral—currently located within 10 hexes of the unit that activates this Power-Up. The attack automatically hits its target (though it may be blocked by the Shield or Invulnerability Power-Ups) and is resolved as if it came from the activating unit's location. Partial cover does not hinder the damage effects of the Wild Missile.



DE-BUFF POWER-UPS

The following Power-Ups are harmful to whatever unit activates them. Many are the polar opposite of a comparable boost. Their effects are outlined below.

Booby Trap

Type: De-Buff

Duration: Instant

Immediately upon activating this Power-Up, the unit suffers the effects of a 70-point explosion, with damage distributed against its Front facing in 5-point Clusters. Because this Power-Up takes effect immediately, it negates any other Power-Up effects, including Energy Shield and Invulnerability, so even those units will sustain the full effects of this Power-Up.



Broken Wing

Type: De-Buff

Duration: 3 turns

Starting in the first Movement Phase after activating this Power-Up, any unit with jump jets or otherwise capable of Jump MPs will lose the ability to use those systems for 3 turns. For VTOLs and other aerospace units, the Broken Wing instead reduces all MP and Thrust rates by 5, forcing such units to land (or drift) if doing so results in less than 1 Flank MP or Max Thrust point. (If an airborne unit forced to land is unable to do so for any reason when suffering from the Broken Wing, the unit automatically crashes.)



Corrosion

Type: De-Buff

Duration: 3 turns

Immediately upon activating this Power-Up, and at the start of the next 2 Movement Phases that follow, the unit is suffers 20 points' worth of damage, distributed in 5-point groupings against its Front facing. The corrosive effect cannot be countered by water or other environmental conditions, nor do the Energy Shield or Invulnerability boosts reduce its damage, as they are automatically deactivated the moment this Power-Up is activated.



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Insta-Kill

Type: De-Buff

Duration: Instant

Immediately upon activating this Power-Up, the unit is completely destroyed. If engine explosion rules are in play, the unit's controlling player may check to see if one occurs, treating the event as if all triggering conditions had been met. If an engine explosion event occurs, the damage to nearby units is also resolved by the destroyed unit's player.

If unit kills are being tracked for scoring purposes, Insta-Kill awards 1 kill to the destroyed unit's controlling player if they activated this Power-Up through their own actions. If, however, the unit was forced into this Power-Up by an opposing player's action (e.g. a Push attack or displacement after a successful Charge attack), the kill is awarded to that opposing player instead.



Limpets

Type: De-Buff

Duration: 3 turns

Starting in the first new Movement Phase after activating this Power-Up (as opposed to the current Movement Phase), the unit halves all of its movement rates (rounding fractions up). This multiplier affects its Walk/Cruise, Run/Flank, and Jump MP alike.

The effects of any speed-enhancing equipment like Superchargers, MASC, and active Triple-Strength Myomers are also halved, so a BattleMech using MASC that hits a Limpets Power-Up will only be able to run up to its normal Running MP (because the doubling effect of the MASC is countered by the half-speed Walking MP it enhances).



Megabomb

Type: De-Buff

Duration: Instant

Immediately upon activating this Power-Up, the unit suffers the effects of a Booby Trap, taking 70 points of damage to its Front facing in 5-point clusters, and negating any other Power-Up effects, including Energy Shield and Invulnerability. In addition, all other units on the board—friend and foe alike—sustain the effects of a 30-point missile strike, resolved in 5-point clusters as if fired from the unit that activates this Power-Up. These "attacks" against the other units strike regardless of partial cover, but can be blocked by Energy Shield and Invulnerability Power-Ups without negating them.



Nullifier

Type: De-Buff

Duration: Instant

Immediately upon activating this Power-Up, any and all Buff-type Power-Ups the unit is actively using will be negated, but De-Buff Power-Ups (such as Limpets, Power Drain, and Corrosion) will remain active. If the unit is not under the effects of a Power-Up when activating a Nullifier De-Buff, there is no further effect.



Power Drain

Type: De-Buff

Duration: 3 turns

Starting in the first Physical Attack Phase after activation, the unit stricken by a Power Drain halves the amount of damage it may inflict on a successful physical attack (including vehicle rams and infantry swarming attacks). If a unit affected by the Power Drain de-buff also has active Triple-Strength Myomers, the unit will deliver its normal physical attack damage.



Stunned

Type: De-Buff

Duration: 1 turn

Immediately upon activating this Power-Up, the unit freezes in place and remains so until the end of the following turn's Movement Phase, behaving as if its pilot or crew has been knocked unconscious. All weapon and physical attacks against the unit while Stunned are treated as if delivered against an immobile target, and the unit may execute no weapon or physical attacks. The stunned unit will automatically fail any Piloting/Driving Skill checks required, but if it was operating a functioning ECM Suite, that system will remain active while stunned.



Weapons Dead

Type: De-Buff

Duration: 3 turns

Immediately upon activating this Power-Up, all of the unit's ranged weaponry cease functioning, though any explosive components—including Gauss rifle capacitors and ammunition—remain live. This lasts for the next three of the affected unit's Weapon Attack phases.



ARCADE ACHIEVEMENTS

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One way or another—be it with kill markers, promotions, rankings in the dueling circuit—scoring is a part of the warrior's life in the Inner Sphere. Even Clan warriors record their victories and defeats on their codices, which are used to determine their worthiness to contribute to the creation of future generations in their ongoing eugenics programs.

Thus, it should come as little surprise that another popular feature in the modern warrior's life has been the tracking of a broad variety of other metrics, beyond the number of foes defeated, the tonnage of 'Mechs they have overcome, or the size of the purse won at the end of the latest arena triumph. Some of these measurements of battlefield achievements are straightforward enough, like becoming an ace pilot after downing five enemies in live combat, or demonstrating superior prowess against a heavier, more capable opponent. Others, it seems, were developed purely for the bragging rights—or as part of some effort to recreate a particularly remarkable exploit from legend.

The following section provides players with some ideas on how to reflect the use of achievements as an element of *BattleTech* tabletop play. Once more, most of these are designed with BattleMech units in mind, but players should be able to adapt them easily to non-'Mech units, and even come up with many more that those shown below.

BASIC ACHIEVEMENTS RULES

In and of themselves, Achievements have no specific rules, but winning any Achievement requires that the player meet a set of conditions established by the Achievement's guidelines. In many cases, these may be conditions found in any pick-up game or campaign scenario, but some can require that the player be using a specific unit or unit type, or that specific optional rules must be in play.

The Achievements featured here establish these factors by describing the overall nature of each Achievement, any rules and factors required of the scenario that such an Achievement can occur in (*Scenario Requirements*), and the specific conditions necessary to secure the Achievement (*Achievement Conditions*). Rounding this out are *Recommended Awards*, suggesting some appropriate ways to recognize players who accomplish these feats, based on the nature of the game in question.

Players and gamemasters of *BattleTech* games should understand that the Achievements listed here are far from the only commendable events a player can accomplish in a *BattleTech* game. With a wealth of special rules, historical and home-brewed scenarios, and a rich, centuries-long backstory to work with, players

are encouraged to create more Achievements for use at their own tables and tournaments. The sections below may thus be viewed as a guide for creative gamers to take their cues from when developing their own entertaining events.

Note: The Achievements covered here are meant to be awarded only once per unit or player, and then only upon the first time they meet the given Achievement's conditions. Repeat performances of the same Achievement—especially those of much easier challenge levels—are commendable, but should not result in additional rewards. Save room on your uniforms for the other trophies!

SCENARIO REQUIREMENTS AND ACHIEVEMENT CONDITIONS

As the specific conditions of an Achievement vary, so will the game rules needed to make it possible. Thus, when considering a new Achievement, it is important to bear in mind what special scenario set-up and rules need to be in play for players to have a shot at it. If the Achievement requires the player to be running a specific unit or unit type, that unit or type must be involved in the scenario played and listed with the Scenario Requirements. If the use of a particular advanced or optional rule is needed, it should also be included in the Achievement's Scenario Requirements. If the Achievement can be obtained in the course of a standard pick-up game of *BattleTech*, or must be part of a longer-running campaign or controlled tournament, this also should be mentioned as part of the Scenario Requirements.

Achievement Conditions

To be fun, Achievements should be something a player has to work for. After all, if simply showing up for the battle were an Achievement, every unit on the field at the start of a scenario would automatically win it. Furthermore, Achievements need not always be about scoring kills (even for this game that has "battle" in the title!). As demonstrated in some of the examples below, some may be more about performing a particularly difficult (or dangerous) stunt made possible by the terrain and other scenario conditions.

Achievement Conditions may be as complex or straightforward as desired, but they must also be absolute: A player cannot win an "Attempted Achievement", after all.

REWARD SUGGESTIONS

The final element of an Achievement is the reward, which can vary greatly, depending on what kind of a game is being played. Pick-up games of *BattleTech* are short, generally one-shot events that are resolved without carrying any of the players' units or pilots over to another game. For such games, Achievement Rewards are rarely much more than bragging rights—though more competitive players could perhaps attach something tangible, like some of the groups' communal munchies, or first pick of 'Mechs used in the next game, to these accomplishments.

For more continuous games, including linked scenarios, tracks played using the Chaos Campaign system, or role-playing

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campaigns, appropriate rewards may include C-Bills, Warchest Points, or Experience Points—all used as a kind of scoring system, depending on the complexity and danger involved in attempting these feats. For basic linked scenarios, C-Bills alone (or even Battle Value points) will likely be the most handy, as they can be spent on repairs and equipment if the game terms allow. For track-driven campaigns, Warchest Points or C-Bills will be more appropriate. For role-playing campaigns, Achievements should mostly award the character with experience points, though it is not out of the question to receive C-Bills or even a promotion as well, depending on how much the Achievement might be tied to the character's mission.

Because the nature of any Achievement can include so many variables (and still occur only through the grace of pure luck), assigning an appropriate award to an Achievement can be a rather subjective exercise. Thus, the Recommended Awards Table is provided as a basic guide to determining how much of an award a given Achievement might be worth.

Medals and Ribbons

At the end of this product, in addition to handy markers for various Power-Ups and such, players will find a collection of medals



and “battle ribbons” that can be printed, cut out, and awarded, both for the Achievements described here, and for any player-made Achievements. If possible, we recommend printing or gluing these Achievement medals and ribbons to some sturdy cardboard or cardstock, and maybe even laminating them, so enthusiastic collectors of such rewards can treasure them forever and whip them out for bragging rights.

NOTABLE ACHIEVEMENTS

The following are several noteworthy Achievements *BattleTech* players can try to integrate with their games and campaigns. These particular Achievements have been given unique medals to go with them, though their battle ribbons are the same as those awarded for generic Achievements of equal rank. Many are inspired by tales from game lore, while others signify accomplishments that could be found in real-world history and traditions. With a little imagination, players and gamemasters can easily create many more.

While these Achievements have been grouped together mainly based on how silly, serious, or truly legendary they seemed to the author, these factors do not necessarily reflect the amount of challenge they present in gameplay. Players will thus find that the actual reward values of these listed Achievements may vary despite their “awesomeness.”

RECOMMENDED AWARDS TABLE		
Achievement Difficulty	Example	Award Level
Incidental	Scoring the first critical hit, or Surviving an even battle	Very Low
Easy	Scoring a kill against a lighter/weaker opponent	Low
Moderate	Scoring a kill against an equal opponent	Modest
Challenging	Scoring multiple kills against equal opponents	Fair
Difficult	Scoring a kill against a superior opponent	Good
Extreme	Scoring multiple kills against superior opponents	Great
Impossible!	Winning a battle against odds of four (or more) to one	Extravagant

Award Level	C-Bills	Warchest Points	Experience*	Generic Medal/Ribbon
Very Low	0-50	0	0	Pewter/Light Blue
Low	50-100	1-2	1	Pewter/Dull Blue
Modest	100-500	2-5	2	Pewter/Deep Blue
Fair	500-1,000	5-10	3	Bronze/Green
Good	1,000-5,000	10-50	4-5	Silver/Black
Great	5,000-10,000	50-100	5-8	Gold/Black
Extravagant	10,000-50,000	100-500	8-12	Ruby/Black

*For games using the *MechWarrior: Destiny* RPG system, divide the XP award by 3, and round up.

ARCADE ACHIEVEMENTS

For the purposes of these Achievements, a unit cannot be counted as destroyed if it retreats from the map, unless the Achievement conditions specifically state otherwise.

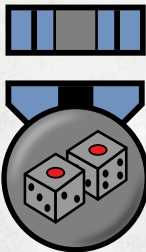
Comedic Achievement: Karmic Realignment

The Karmic Realignment is a special Achievement that requires the players to be using the Engine Explosions rule found in *Tactical Operations* (see pp. 75–76, *TO: AR*) as well as the Edge rules from *A Time of War* (see pp. 42–43, *AToW*). Winning this Achievement demonstrates the player's willingness to literally push his own luck simply to exact the most devastating punishment possible on his opponent.

Scenario Requirements: The only specific scenario requirements here are that the game is making use of the Engine Explosions and Edge rules noted above, and that there are units on the field that actually *can* suffer engine explosions. As a special condition for this Achievement, Edge can be burned on the roll made to see if an engine explosion occurs, rather than being restricted to ensuring the killing shot that might cause such an effect occurs. This Achievement may be accomplished even in battlefield conditions, where other units, rules, and victory conditions are in play.

Achievement Conditions: For this Achievement, the controlling player of a unit must burn at least one point of Edge on a roll to cause an Engine Explosion in an enemy unit he has attacked. All other conditions necessary to prompt such a roll must be met, of course, but the attacking player must have used Edge points to modify the roll (or reroll the result) that causes the explosion to occur. No additional targets need to be affected to win this Achievement.

Award (Low): This Achievement earns the player a unique, round, pewter medal, stamped with the image of a pair of six-sided dice, their one-pip sides—with pips enameled in red—facing up. This medal hangs from a short, dull blue ribbon with a black band. The battle ribbon for this Achievement is dull-blue and gray, with black piping.

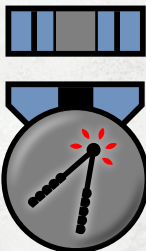


Comedic Achievement: Nutcracker

The Nutcracker special Achievement is one that is unique to 'Mechs only. It also wins the prize for being the most immaturely named Achievement that you will find in this book.

Scenario Requirements: There are no specific scenario set-up requirements here beyond the fact that the attacker and the target must be 'Mechs, and so 'Mechs must be an element in the opposing forces. This Achievement may be accomplished even in battlefield conditions, where other units, rules, and victory conditions are in play.

Achievement Conditions: For this Achievement, the controlling player of a 'Mech must kill an opposing 'Mech unit by delivering a successful kick attack that destroys the target's center torso location. This can be accomplished via damage transfer,



ammunition explosion effects, or kicking a prone target, but the outcome must be the destruction of the victim's center torso as a result of the kicking attack.

Award (Low): This Achievement earns the player a unique, round, pewter medal, stamped with the image of a metal walnut cracker (what were *you* expecting?), with red enameled highlighting the device's joint. This medal hangs from a short, dull blue ribbon with a black band. Its corresponding battle ribbon is dull-blue and gray, with black piping.

Comedic Achievement: Order of the Purple Target

In just about every pitched battle, there is always someone who manages to become a magnet for the enemy's attention, yet lives to tell the tale... even if its from their bed in the infirmary. This Achievement commemorates such heroes.

Scenario Requirements: There are no specific scenario requirements here. This Achievement may be accomplished even in battlefield conditions, where other units, rules, and victory conditions are in play.

Achievement Conditions: For this Achievement, the controlling player of a unit must survive to the end of a scenario without retreating from the field. This surviving unit must be functional, but need not be mobile, and its pilot or crew may end the scenario unconscious or overheated. Furthermore, in addition to suffering the most armor and structure damage during the course of the scenario, the unit must have *also* sustained the most critical hits. For the purposes of this scenario, lost body sections such as arms, legs, and the like, count all valid armor, structure, and critical hit slots in the destroyed or severed locations toward this total.

Award (Moderate): This Achievement earns the player a unique, round, pewter medal, stamped with the image of a six-ringed bullseye that has been shot six times, enameled in alternating rings of purple and white. This medal hangs from a dull-blue ribbon with a light-blue "T"-shaped band, trimmed in black. The battle ribbon for this Achievement is deep-blue and gray, with black and light-blue piping.



Comedic Achievement: Whose Side Are You On?!

Call it friendly fire, an honest mistake, or an overt act of betrayal, sometimes, the source of a combatant's demise is something one of his buddies did. This Achievement rewards that dubious "friend" who does an enemy's job for them on the field of battle.

Scenario Requirements: There are no specific scenario requirements here, although using rules and equipment in play that can increase the chances of friendly fire would certainly increase the likelihood that someone will earn this Achievement. This can be accomplished even in battlefield conditions, where other units, rules, and victory conditions are in play.



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Achievement Conditions: For this Achievement, the controlling player of a unit must be responsible for the destruction of an allied unit either through direct means (i.e. delivering a killing blow with a weapon attack), or as a side-effect of their actions (e.g. hitting the allied unit with a missed shot, colliding with them during a fall or skid, or causing the collapse of a structure they were standing on). The action that causes the allied unit's destruction can be deliberate or accidental, so long as the result destroys the allied unit in the process. For the purposes of this Achievement, actions that force the allied unit off the map do not count as a unit destruction.

Award (Low): This Achievement earns the player a unique, round, pewter medal, stamped with the image of a smirking devil, enameled in red, with yellow eyes and white teeth. The medal hangs from a short, dull-blue ribbon with a black band. Its battle ribbon is dull-blue and gray, with black piping.

Comedic Achievement: Wrecking Ball

Cause more than 10,000 points of damage to unarmed buildings and/or terrain features.

Scenario Requirements: There are no specific scenario requirements here, save for the use of any rules allowing for damage to buildings and terrain. This can be accomplished even in battlefield conditions, where other units, rules, and victory conditions are in play. As it can take a lot of effort to deliver this much damage short of using orbital bombardment, artillery, or nuclear weapons, this Achievement may require multiple scenarios to accomplish, so keep track of all that superfluous damage.

Achievement Conditions: For this Achievement, the controlling player of a unit must be directly responsible for a total of 10,000 points (or more) of armor and/or CF damage to any non-weaponized buildings and/or terrain features. The damage may be caused intentionally by weapons or physical attacks, or accidentally through collisions, collapse, and missed shots—any damage counts, so long as it is directly delivered by the player's unit. Any damage caused by other units, including allied artillery and other fire support, even if the player's unit acted as a spotter for same, will not count toward this goal. Because this will likely require multiple scenarios to complete, it is advised that anyone seeking to complete this Achievement (or their gamemaster) keep track of the player's anti-environment rampages.

Award (Low): This Achievement earns the player a unique, round, pewter medal, stamped with the image of a wrecked building, inside of which rests a wrecking ball enameled in red. The medal hangs from a short, dull-blue ribbon with a black band. Its battle ribbon is dull-blue and gray, with black piping.

(A supplemental "reward," in the form of a 6D6 x 50,000 C-Bill fine for property damage, might also show up in the player's mailbox...)



Comedic Achievement: Don't Be Such a Baby!

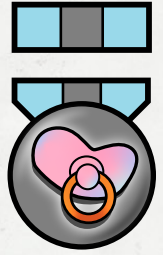
"Rage-Quit" out of the same scenario, before completing it, three times in a row.

Scenario Requirements: There are only two specific scenario requirements here: First, that the scenario must be repeatable (such as a simulation or other competitive "sport" scenario type). And second, that the scenario allows the use of any rules allowing for a unit to willfully destroy itself or otherwise eliminate itself from play, in the course of its gameplay. Because of the repeatable requirement, and the fact that the Achievement Conditions require the player to actually destroy or otherwise eliminate their own unit in the process, this may be difficult to accomplish in battlefield conditions, where other units, rules, and victory conditions are in play.

Achievement Conditions: For this Achievement, the controlling player of a unit must "rage-quit" from a re-playable scenario (or scenario type) in three consecutive play-throughs of the scenario. A proper "rage-quit" is one that is deliberately performed by the player, so unit destruction or elimination by means other than "self-destruction" or willful falling from/retreating from the play area will not count. Destruction caused by other units, directly or indirectly, or by sheer random happenstance and/or stupidity, will not count toward this goal. The "rage-quit" must also occur before the scenario would end from player success, defeat by other sources, or time-out.

Because this requires multiple scenarios to complete, it is advised that anyone seeking to complete this Achievement (or their gamemaster) keep track of the player's passes through a given repeatable scenario.

Award (Low): This Achievement earns the player a unique, round, pewter medal, stamped with the image of a baby's pacifier, enameled in pink. The medal hangs from a short, pale-blue ribbon with a black band. Its battle ribbon is pale-blue and gray, with black piping. (In a pinch, an *actual* baby's pacifier, of any color, may be used in place of the medal—just be sure to wash it thoroughly before giving it back to the baby, okay?)



Horrific Achievement: War Criminal

Kill more than 10,000 civilians and/or conventional infantry.

Scenario Requirements: There are no specific scenario requirements here. This can be accomplished even in battlefield conditions, where other units, rules, and victory conditions are in play. As it can take a lot of effort to deliver this much death short of using orbital bombardment, artillery, or nuclear weapons, this Achievement may require multiple scenarios to accomplish, so gamemasters are encouraged to keep track of this one—especially since only a psychopath would do so for themselves.

Achievement Conditions: For this Achievement, the controlling player of a unit must be directly responsible for a total of 10,000



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civilian and/or unarmored infantry dead. These casualties may be caused intentionally by weapons or physical attacks, or accidentally through collisions, collapse, missed shots, or merely walking through a screaming mob—any damage counts, so long as it is directly delivered by the player's unit. Damage caused by other units, including allied artillery and other fire support, even if the player's unit acted as a spotter for same, will not count toward this goal. Because this will likely require multiple scenarios to complete, it is advised that anyone seeking to complete this Achievement (or their gamemaster) keep track of the player's murderous rampages.

For "scoring" purposes of this *very* dubious Achievement, unarmored infantry includes all conventional infantry types, as well as dismounted crews and pilots from other units. Civilian casualties include those inside buildings and non-military vehicles of every type, including IndustrialMechs, Support Vehicles, and Exoskeletons.

When assessing civilian casualties in destroyed non-military vehicles, count the minimum required crew of the vehicle as listed in its stats, then—if it possesses a passenger capacity—roll 1D6 – 2, multiply any result of 1 or higher by 25, then calculate that percentage of the vehicle's passenger capacity (round down) to determine any additional deaths there.

To assess civilian casualties during an attack on a building, roll 1D6 for every 5 points of CF damage the building hex has sustained, and multiply the result by half the building's height in levels (rounded down). If the civilians had ample warning before the scenario began (as determined by the gamemaster), subtract 1D6 x 20 percent of that figure, to a maximum of 100 percent.

To assess civilian casualties when merely moving any type of vehicle or 'Mech through a crowded hex, have the unit's player roll a Piloting Skill check with a +2 target modifier (in addition to any other modifiers for damage, terrain, and the like). If the roll succeeds they manage to avoid causing any fatalities. Otherwise, roll 1D6 and add the unit's tonnage (rounded up) to the result.

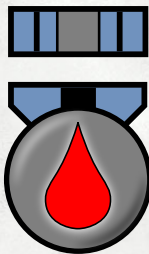
Award (Very Low): Nobody in their right mind should be giving out awards for an Achievement like this, but if they were, it would probably look like a cracked skull, hung from a pale blue ribbon. And its battle ribbon is light-blue and gray. But can you imagine *that* award ceremony? Sick, man. *Sick!* Why did you even make this author think about it?

(The real "reward," of course, comes in the form of a 10D6 x 100,000 C-Bill bounty on the player's head as a lot of outraged victims, their families, and their governments pool some resources to make sure *someone* hunts down such craven killers!)

Basic Achievement: First Blood

Deliver the first killing blow in a battle.

The First Blood Achievement is one of the more mundane accomplishments a player can make, often worth little more than a pat on the back, a short, congratulatory remark from one's superiors during a post-mission debrief, or—among Clansmen—a promotion in a Trial of Position. As



a consequence, it is generally far more impressive when won by rookie warriors than veterans.

Scenario Requirements: There are no specific scenario set-up requirements here. This Achievement may be accomplished even in battlefield conditions, where other units, rules, and victory conditions are in play.

Achievement Conditions: To win this Achievement, the controlling player of the unit in question must be the first to destroy an opposing unit during the scenario, and survive to see the end of the scenario in which the kill occurred. For the purposes of this Achievement, enemy units that retreat are not counted as destroyed.

Award (Low): This Achievement earns the player a unique, round, pewter medal, stamped with the image of a large teardrop, enameled in red, hung from a short, dull blue ribbon with a black band. The battle ribbon for this Achievement is dull-blue and gray, with black piping.

Basic Achievement: Headhunter

The Headhunter Achievement rewards the eternal truth that, in the *BattleTech* universe, life really is not only cheap, but that there is a little bit of a killer spirit in all of us.

Scenario Requirements: There are no specific scenario requirements here. This Achievement may be accomplished even in battlefield conditions, where other units, rules, and victory conditions are in play.

Achievement Conditions: For this Achievement, the controlling player of a unit must destroy three or more enemy units by killing their pilots or crews. It does not matter what the nature of the damage that kills these pilots or crews truly is (be it a blown-off head, cockpit critical hits, ammunition explosions, or other such events), so long as the player's unit is directly responsible for the attacks that cause these events.

Award (Modest): This Achievement earns the player a unique, round, pewter medal, stamped with the image of crossed scythes, their blades enameled in gold, hanging from a dull-blue ribbon with a light-blue "T"-shaped band that is trimmed in black. The battle ribbon for this Achievement is deep-blue and gray, with black and light-blue piping.

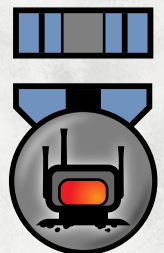


Basic Achievement: Highlander Burial

While piloting a *Highlander* BattleMech, destroy an opposing BattleMech via a Death from Above attack.

Based on the maneuver of the same name, the Highlander Burial Achievement is awarded for accomplishing a successful Death from Above attack using a *Highlander* BattleMech.

Scenario Requirements: The only specific requirement is that the player attempting to win this achievement is controlling a *Highlander* BattleMech with jump jets, and that the opposing force includes BattleMechs. This



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Achievement may be accomplished even in battlefield conditions, where other units, rules, and victory conditions are in play.

Achievement Conditions: To obtain this Achievement, the player's *Highlander* must destroy an opposing BattleMech unit with a successful Death from Above attack. Even if the targeted unit is heavily damaged, the killing blow must be delivered by the *Highlander* player's DFA.

Award (Low): This Achievement earns the player a unique, round, pewter medal, stamped with the image of a *Highlander* BattleMech's head, its cockpit enameled in red, hung from a short, dull blue ribbon with a black band. The battle ribbon for this Achievement is dull-blue and gray, with black piping.

Basic Achievement: Nothing but Death!

As any experienced *BattleTech* player knows, headshots (or floating critical hits) can often be the great equalizer in a scenario, capable of reducing even the most monstrous of 'Mechs to a hundred tons of useless scrap with the luck of a single dice roll. The Nothing but Death! Achievement celebrates this occasion—but only if that is the only damage the attacker manages to deliver to his otherwise unscathed opponent.

Scenario Requirements: There are no specific scenario requirements here. This Achievement may be accomplished even in battlefield conditions, where other units, rules, and victory conditions are in play.

Achievement Conditions: For this Achievement, the controlling player of a unit must destroy an enemy with a single shot. The nature of the damage that causes this effect (be it a blown-off head, an ammunition explosion, or other such event) is not relevant, but the target must have sustained no other damage prior to and during the turn of the attack—beyond any damage caused by falling after the fatal hit is delivered, that is.

Award (Low): This Achievement earns the player a unique, round, pewter medal, stamped with the silhouette of a decapitated BattleMech, with red enameling highlighting its missing head. This medal is hung from a short, dull blue ribbon with a black band. The battle ribbon for this Achievement is dull-blue and gray, with black piping.



Veteran Achievement: Ace

Deliver five killing blows in a single battle.

In the earliest days of air combat on Terra, becoming an "ace" pilot called for one to achieve five enemy kills in combat. This could be accomplished in either one sortie, or across several missions, essentially defining the difference between novice fighter pilots and their seasoned comrades. The rise of the MechWarrior and the modern age of warfare in the *BattleTech* universe expanded the use of this feat to other warrior classes. This



Achievement, however, ups the ante by calling for all five kills to be made in a single scenario.

Scenario Requirements: There are no specific scenario set-up requirements here. This Achievement may be accomplished even in battlefield conditions, where other units, rules, and victory conditions are in play.

Achievement Conditions: To win this Achievement, the controlling player of the 'Mech, vehicle, or fighter in question must destroy five opposing non-infantry units, and survive to see the end of the scenario in which all five kills occurred.

Award (Good): This Achievement earns the player a unique, silver, five-pointed star medal, inscribed with a stylized letter "A", and hung from a black ribbon with a narrowing yellow band. The battle ribbon for this Achievement is black and gray, with thick yellow piping.

Elite Achievement: Class Warfare

Deliver the killing blow on one BattleMech of each weight class in a single battle.

For the truly elite (and, some might say, *pretentious*) of MechWarrior aces, making one to five kills in a single battle is too "pedestrian" to even crow about. For these discerning warriors, the real challenge is making sure the kill counts savor the entire range of possibilities in speed, armor, and above all, tonnage that mankind has brought to the exquisite form of 'Mech-based warfare. Anybody can bag five targets in a major engagement if they're not being too picky, but scoring a kill in all four weight classes (or six, if you count the rare ultra-lights and superheavies)? Now that is the mark of a true master of the craft!

Scenario Requirements: There are no specific scenario set-up requirements here. This Achievement may be accomplished even in battlefield conditions, where other units, rules, and victory conditions are in play.

Achievement Conditions: Although this Achievement is best suited for MechWarriors, it can also be won—theoretically—by a player controlling any single 'Mech, vehicle, or fighter during the course of a scenario. To do so, the player's unit must make the killing blow on at least one opposing 'Mech in the Light, Medium, Heavy, and Assault weight classes, and survive to see the end of the scenario in which all four kills occurred.

For *extra* flair, bragging rights, and awards, killing at least one each of the Ultra-Light (under 20 ton) and Superheavy (over 100 tons) can be sought, if such opposing units are anywhere to be found on the battlefield.

Award (Extravagant): This Achievement earns the player a unique, platinum hexagon medal, inscribed with a pair of crossed rapiers, hung from a red-and-black ribbon upon which is fastened a stylized crown of brass, with a diamond-shaped ruby set in the middle. The battle ribbon for this Achievement is red, with a black band in the middle, upon which is set a golden, five-pointed star.



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Heroic Achievement: Depth Charge

Depth Charge is one of the more unusual and unique of the Achievements listed here. It is awarded for making a kill by effectively dropping one's opponent into a water feature.

Scenario Requirements: There are no specific scenario set-up requirements here. This Achievement may be accomplished even in battlefield conditions where other units, rules, and victory conditions are in play.

Achievement Conditions: For this Achievement, the controlling player of the 'Mech or vehicle must destroy an opposing unit by pushing or otherwise displacing it off of an elevated surface feature, such as a hill or building, and into a water hex at least 2 levels lower than the height level the unit was pushed from. (Remember that falling damage is halved for units that fall into water terrain, per pp. 56–57, *TW*.) The damage that destroys the unit may be a result of the fall itself, flooding from hitting water with breached armor locations, or flooding caused by a breach caused by the fall damage—whatever works, so long as it may be argued that the unit was destroyed because it was deliberately shoved off a surface and into water.

Award (Good): This Achievement earns the player a unique, silver, circular medal, inscribed with a stylized image of a waterspout, its ripples enameled in pale blue. This medal hangs from a black ribbon with a narrowing yellow band. Its corresponding battle ribbon is black and gray, with thick yellow piping.



Heroic Achievement: Didn't See THAT Coming!

This special Achievement awards a player who scores a kill through one of several selected unusual (but effectively tournament-legal) methods.

Scenario Requirements: There are no specific scenario requirements here. This Achievement may be accomplished even in battlefield conditions, where other units, rules, and victory conditions are in play.

Achievement Conditions: For this Achievement, the controlling player of a unit must defeat an opposing unit through one of the following unexpected methods:

- Pushing (or otherwise displacing) the target off the map.
- Using an improvised club (see p. 146, *TW*).
- Using a thrown object (see pp. 90–96, *TO: AR*).
- Destroying the building the enemy unit is standing within or upon.
- Setting off dumping ammunition (see p. 104, *TW*).

Award (Good): This Achievement earns the player a unique, silver, four-pointed star medal, inscribed with a giant exclamation point enameled in brass. It hangs from a black ribbon with a narrowing yellow band, and its companion battle ribbon is black and gray, with thick yellow piping.



Heroic Achievement: Master Duelist

Of course, the feat that truly separates the vets from the newbies is the ability to defeat an enemy unit that somehow outclasses the warrior's own ride in single combat. This accomplishment is particularly prized in the arenas of Solaris VII and among the honor-driven warriors of the Clans, but also holds merit among MechWarriors, vehicle crews, and fighter pilots across the *BattleTech* universe. After all, a good duelist is expected to win when the battle is even, but a true Master Duelist is one who can take down an enemy bigger and more heavily armed than himself.

Scenario Requirements: There are no specific scenario set-up requirements here. This Achievement may be accomplished even in battlefield conditions, where other units, rules, and victory conditions are in play.

Achievement Conditions: For this Achievement, the controlling player of the 'Mech, vehicle, or fighter in question must destroy an opposing unit of the same type that is either of a heavier weight class or a minimum 25 percent superiority in Battle Value to the player's unit. To qualify, the kill must be accomplished while using Honor Level 1 Zellbrigen rules (see pp. 273–275, *TW*).

Award (Good): This Achievement earns the player a unique, silver, pentagonal medal, inscribed with a pair of crossed pistols, and hung from a black ribbon with a narrowing yellow band. The battle ribbon for this Achievement is black and gray, with thick yellow piping.



Heroic Achievement: Reckless Endangerment

Destroy an enemy unit by skidding into them.

The Reckless Endangerment Achievement is awarded to any ground combat unit or VTOL that manages to destroy an enemy unit in the Movement Phase of a turn, while skidding or sideslipping.

Scenario Requirements: There are no specific scenario set-up requirements here. This Achievement may be accomplished even in battlefield conditions, where other units, rules, and victory conditions are in play.

Achievement Conditions: To obtain this Achievement, the controlling player of the 'Mech or vehicle in question must collide with an opposing non-infantry unit while skidding (or sideslipping) during his unit's Movement Phase, and—while doing so—deliver enough damage to destroy said opposing unit. The award is still given even if the controlling player's unit is also destroyed.

Award (Modest): This Achievement earns the player a unique, round, pewter medal, stamped with the image of one tank sideswiping another, with their collision point enameled in gold. This medal hangs from a dull-blue ribbon with a light-blue "T"-shaped band, trimmed in black. The battle ribbon for this Achievement is deep-blue and gray, with black and light-blue piping.



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Heroic Achievement: Share the Love

Obtaining the Share the Love Achievement requires the players to be using the Engine Explosions rule found in *Tactical Operations* (see pp. 75–76, *TO: AR*). You can guess where this is going already, can't you?

Scenario Requirements: The only specific scenario requirements here are that the game is making use of the Engine Explosions rule noted above, and that there are units on the field that actually *can* suffer such explosions. This Achievement may be accomplished even in battlefield conditions, where other units, rules, and victory conditions are in play.

Achievement Conditions: For this Achievement, the controlling player of a unit must destroy an opposing unit by triggering an Engine Explosion, and—due to that explosive effect—cause damage to at least one other opposing unit. The additional targets need not be destroyed to win this Achievement, but simply setting off an individual Engine Explosion that inflicts no harm to other units will not suffice.

Award (Modest): This Achievement earns the player a unique, round, pewter medal, stamped with the image of a heart over a four pointed star, the star-points enameled in gold. This medal hangs from a dull-blue ribbon with a light-blue “T”-shaped band, trimmed in black. The battle ribbon for this Achievement is deep-blue and gray, with black and light-blue piping.



Heroic Achievement: Watch that First Step!

This Achievement is one for the warrior-daredevils, and is used in conjunction with the Dropping Troops rules found in *Strategic Operations* (specifically those for atmospheric drops, found on pp. 22–23, *SO*). Indeed, this is a rare Achievement, not only in that it does *not* require the player's unit to make any kills, but that it actually calls for the player to *fail* a critical skill roll.

Scenario Requirements: There are no specific scenario requirements here, except that the rules for Dropping Troops must be in use, and that the player's unit must be among the units being dropped. This Achievement may be accomplished even in battlefield conditions, where other units, rules, and victory conditions are in play.

Achievement Conditions: For this Achievement, the controlling player of a dropping unit must survive a fall equivalent to 6 levels or higher after failing a landing roll under the Dropping Troops rules in *Strategic Operations* (see pp. 20–21, *SO*). Note that this means the dropping unit must fail its landing roll Piloting skill check by a margin of 6+, and then assess the damage effects that occur from such a fall to see if the unit and its pilot/crew survived.

Award (Great): This Achievement earns the player a unique, golden triangle medal, inverted and inscribed with an arrow pointing down, hung from a black ribbon with a red, V-shaped band. The battle ribbon for this Achievement is black and gold, with red piping.



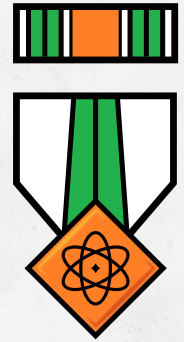
Legendary Achievement: Chain Reaction

In the same way Ace works with First Blood, and Legendary Duelist works with Master Duelist, Chain Achievement works with Share the Love, by calling for the player to score multiple kills in the same spectacular fashion. As with Share the Love, this Achievement requires the players to be using the Engine Explosions rule found in *Tactical Operations* (see pp. 75–76, *TO: AR*)—only this time, the goal is to score multiple kills by triggering such an event.

Scenario Requirements: Again, the only specific scenario requirements here are that the game is making use of the Engine Explosions rule, and that there are units on the field that actually *can* suffer such explosions. This Achievement may be accomplished even in battlefield conditions, where other units, rules, and victory conditions are in play.

Achievement Conditions: For this Achievement, the controlling player of a unit must destroy an opposing unit by triggering an Engine Explosion, and—due to that explosive effect—inflict enough damage to at least one other opposing unit to cause another Engine Explosion event. To truly qualify, the second explosion must be caused by damage from the first; an explosion set off by additional weapons fire or physical attacks will not count.

Award (Fair): This Achievement earns the player a unique, bronze diamond medal, enameled with a stylized atom diagram, hung from a white and green ribbon with fine black trim. The battle ribbon for this Achievement is green and orange, with alternating white and black piping.



Legendary Achievement: Legendary Duelist

For players who have already won the Master Duelist Achievement, the next greatest challenge still waits: doing it three times in one fight! Accomplishing this is the ultimate goal for a Clan Trial of Position, but even the elite gladiators of Solaris and the proudest MechWarriors of the DCMS have been known to attempt such a feat.

Scenario Requirements: There are no specific scenario set-up requirements here. This Achievement may be accomplished even in battlefield conditions, where other units, rules, and victory conditions are in play.

Achievement Conditions: For this Achievement, the controlling player of the 'Mech, vehicle, or fighter in question must destroy *three* opposing units of the same type, each of which must be either of a heavier weight class or a minimum 25 percent superiority in Battle Value to the player's own unit. To qualify, all kills must be accomplished while using Honor Level 1 Zellbrigen rules (see pp. 273–275, *TW*).

Award (Great): Similar in many ways to the Master Duelist award, this Achievement earns the player a unique, golden pentagon medal, inscribed with crossed pistols, hung from a black ribbon with a red, V-shaped band. The battle ribbon for this Achievement is black and gold, with red piping.



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Legendary Achievement: Sock 'Em and Rock 'Em!

This special Achievement is another one unique to 'Mechs. Indeed, it requires that both the player's 'Mech and that of his target for this Achievement must be humanoid 'Mechs capable of delivering punching (or physical weapon) attacks.

Scenario Requirements: There are no specific scenario set-up requirements here beyond the fact that the attacker and his target must be piloting bipedal 'Mechs, and so 'Mechs must be an element in the opposing forces. This Achievement may be accomplished even in battlefield conditions, where other units, rules, and victory conditions are in play.

Achievement Conditions: For this Achievement, the player controlling a 'Mech unit must kill an opposing 'Mech by delivering a successful punch or physical combat weapon attack that destroys or blows off the target's head location, or otherwise kills the enemy pilot—while surviving a similar physical attack (punch or physical attack weapon) successfully delivered by his opponent in the same Physical Combat Phase. This survival can include sustaining head location damage without destruction, or being struck in another hit location entirely, but the attacks from both combatants must connect, and the opposing 'Mech must be destroyed via head loss or pilot death as a direct result of the physical attack.

Award (Extravagant): This Achievement earns the player a unique, golden hexagon medal, inscribed with the stylized image of a BattleMech, reeling back with a comically elongated neck and a ruby inset where its faceplate would be. This medal hangs from a red-and-black ribbon upon which is embroidered a red first, outlined in gold. The battle ribbon for this Achievement is red, with a black band in the middle, upon which is set a golden, five-pointed star.



Legendary Achievement: THE Savannah Master

While Piloting a Savannah Master hovercraft, survive 2 minutes in single combat against a *Locust* BattleMech.

Based on the much-storied debut of the Savannah Master hovercraft in 3023, where the prototype test driver humiliated the pilot of a *Locust*, this Achievement is awarded to any player who successfully survives two minutes (12 turns) of close combat against a *Locust* BattleMech while using a Savannah Master hovercraft.

Scenario Requirements: Neither Savannah Master player nor the *Locust* player may receive support from other allied units. Both units must be of the same skill level. Terrain must be largely open or hilly, with few woods or water features. At the end of its Movement Phase for each turn of the scenario, the Savannah Master must be



within 9 hexes of the *Locust*. (The *Locust* may attempt to move away, but that would be just plain cowardly, and will not void the scenario so long as the hovercraft keeps ending its turns within the 9-hex reach.)

Achievement Conditions: The sole victory condition to obtain this Achievement is for the Savannah Master's controlling player to still have a functional (but not necessarily combat-capable) vehicle at the end of Turn 12.

Award (Fair): This Achievement earns the player a unique, bronze diamond medal, enameled with the silhouette of a Savannah Master hovercraft, hung from a white and green ribbon with fine black trim. The battle ribbon for this Achievement is green and orange, with alternating white and black piping.

Legendary Achievement: The Ultimate Legend

While piloting an *Atlas* BattleMech, defeat 36 (or more) *Stingers* in a single battle.

Based on a rumored—and quite possibly fictitious—account where an analyst calculated that a single *Atlas* BattleMech could defeat a full battalion of *Stingers*, the Ultimate Legend Achievement is awarded to any *Atlas* MechWarrior who accomplishes exactly that in a single battle.

Scenario Requirements: The *Atlas* player must fight all of its opponents without support from other allied units. The *Stingers*—also with no other aid, apart from their fellow *Stingers*—may attack all at once or in waves numbering no less than 4 'Mechs at a time. The *Stingers* may be of inferior skill, but by no more than two levels (thus, an Elite-level *Atlas* must face *Stingers* of Regular-level or better).

Achievement Conditions: To obtain this Achievement, the controlling player of an *Atlas* (of any variant) must defeat 36 *Stingers* (also of any variant) through destruction or forced withdrawal in a single, continuous scenario.

Award (Extravagant): This Achievement earns the player a unique, golden hexagon medal, inscribed with the numbers "36:1," hung from a red-and-black ribbon upon which is embroidered a white, stylized *Atlas* skull with ruby eyes. The battle ribbon for this Achievement is red, with a black band in the middle, upon which is set a golden, five-pointed star.





ARCADE SCENARIOS

ARCADE SCENARIOS

The use of Power-Ups and Achievements can add a fun holo-game element to any *BattleTech* game, whether it's a simulator exercise, a spiced-up Solaris event, or a full-blown battle. Still, the full "arcade" effect may elude players expecting something more. For those die-hard souls, the following section may provide the final piece of the puzzle by offering full-fledged scenarios inspired by many classic (and modern) video and computer games.

Still, players interested in "serious" games should not let the arbitrary arcade-style nature of these scenarios lead them to feel that they are unfit for use. These environments and rules can be used as-is or "played straight" for grittier settings. Commanders seeking to give their warriors a taste of the unexpected may throw these scenarios at their warriors as a tactical exercise, and some of the more exotic dueling locales in the universe—such as the world of Noisiel—tend to host events that demonstrate the more eccentric capabilities of modern technology. It is even possible that a serious threat or opposing force may—knowingly or unknowingly—unleash scenarios like these against the players in an outside-the-box effort to defeat them.

UNIT TYPE RESTRICTIONS

The scenario types presented here are mainly tailored to the use of 'Mechs, including BattleMechs, IndustrialMechs, and even ProtoMechs. Other unit types—particularly those used in ground combat—may be able to adapt to most of these, but the less 'Mech-like the unit becomes, the more difficult the scenario might become to adapt. (For example, it would be very hard to adapt the Platformer and Maze Games for aerospace units.)

Nevertheless, players are encouraged to *try!*

POWER-UP RULES AND ACHIEVEMENTS

For the maximum arcade game feel, all of these scenario types may be played in conjunction with the Power-Ups and Achievements described in previous chapters, alongside the optional Patch Day, Scorekeeping, and Multi-Life rules described below.

FORCED WITHDRAWAL

The standard Forced Withdrawal rules, as outlined in *Total Warfare* (see p. 258, *TW*), may not be used in most of the scenario types featured in this section, as they happen mostly within the fixed confines of a well-delineated battle area. As such, these rules will only specifically when such rules can be used, rather than when they cannot.

Rage-Quitting: Of course, with these scenarios being largely framed as simulator-based affairs, the option to "rage-quit" is always possible, in lieu of a Forced Withdrawal. To properly "rage-quit" a scenario, find a way to die. Any way to die will do. Even self-destruction is a viable way out of the scenario, if the player wishes it so (see p. 78, *TO*).

Do it enough times, and they may even give you a medal for it! (See *Achievements*, p. 16.)

OPTIONAL ARCADE SCENARIO RULES

The following are just a few more fun arcade-game rules, which may be used as desired for added vid-game effects. Because they very much fly in the face of...well, reality in general...these rules are incompatible with actual battlefield conditions.

Patch Day

"Man, I hate the way they changed the Targeting Computer software! Now my custom Warhawk with the ER Pulse Lasers is useless!"

The techs must have been tinkering with the equipment, because something just isn't right. As the war game begins, some of the team's most powerful weaponry seems to score less damage, aim a little worse, or generates too much heat—while some other units are experiencing unexpectedly better performance from their guns. Is this a joke, or sabotage?

Rules: When playing a "Patch Day" scenario, the gamemaster must identify the four most common weapon systems or equipment items employed by the players' group and their opponents before gameplay begins. For each of these weapon systems, roll 1D6, and apply the changes recommended in the Patch Day Tweaks Table below before gameplay begins. All Patch Day tweaks remain in effect for the duration of the scenario.

If all rolls made result in no changes to the items in play, reroll all four results again.

PATCH DAY TWEAKS TABLE	
Achievement Difficulty	Award Level
1	The item is "complete crap" and does not function at all (but still takes up tonnage and space)*
2	The item "broken" (–2 hexes to all ranges, –2 damage per attack, +2 heat per use and/or +2 to-hit)
3	The item is "nerfed" (–1 hexes to all ranges, –1 damage per attack, +1 heat per use and/or +1 to-hit)
4	The item is unchanged (No effects)
5	The item is "buffed" (+1 hexes to all ranges, +1 damage per attack, –1 heat per use and/or –1 to-hit)
6	The item is "OP" (+2 hexes to all ranges, +2 damage per attack, –2 heat per use and/or –2 to-hit)

*Also, it still generates its normal heat (or 1 heat point, if it would generate none) when used, because of course it does!

ARCADE SCENARIOS

Note that the GM is under no obligation to explain the changes up front to the players. Letting them figure it out on their own in the course of a battle can be so much funnier!

Score-Keeping

"Five more kills to the record! You can do it!"

Someone has decided to assign "victory points" or some such to various actions in the course of your war games, so they can quantify how well you did in the mission. Great. So now it's all about the numbers!

Rules: So, okay, you know how many scenarios use Victory Points to quantify how well you did in the scenario? (Glances at the lines above.) Yeah, so kind of like that, but not all scenarios do that, and the whole "different missions have different priorities" thing tends to lead to some inconsistent scoring approaches. So, let's toss all that stuff away and make the scoring system more abstract for more balanced bragging rights, right?

For this system, the Universal Score-Keeping Table presented below determines how well the players' side does in the scenario, based on unit kills, scenario objectives accomplished, and overall mission outcomes in broad strokes. For multiple player sides, track the scores for each side, respectively. While it is possible (at least theoretically) to use this scoring system at the level of individual players, applying this score-keeping system to the player's entire side keeps down the inevitable arguments you get over who should *really* be credited with each kill made.

For kill scores, this universal score-keeping system rewards points for killing blows only; units that are crippled or shut-down but not destroyed are not counted as kills. Likewise, units that escape from or otherwise flee the board without being destroyed are not scored as kills. Most arcade games are very particular over what constitutes a "kill," and so this system is, too. Arguments can be made whether a tech disparity between the sides (such as sending 3025-era units up against Clan opposition) constitutes a need for a score modification or not, but these discussions can get messy, so we're not applying any. (You can if you want, though; we're not stopping you. Have fun slogging through all that!)

Scenario objective points are awarded based on, well, what the side's scenario objectives are determined to be, with Primary Objectives assigned to any victory condition the scenario cannot be won without, and Secondary Objectives determined to be any other victory condition named in the scenario, but which are not critical to mission success. If in doubt, a scenario's native scoring system might be helpful to determine which objective is which, but most writers keep it clean enough in the scenario's write-up.

Objective points are further broken down into four grades, based on their nature. *Contact* objectives refer to those in which a player unit is required merely to reach a position, which could be considered an exit point on the map, or a waypoint that need not be defended or destroyed. *Capture* objectives are those which may require the player unit to either stay in or "hold" a position for a specific duration, or targets that are to be crippled, stopped,

UNIVERSAL SCORE-KEEPING TABLE

Event	Score
<i>Kills:</i>	
Conventional Infantry unit	Troop Size ÷ 20
Building	CF ÷ 20
Battle Armor unit or Support Vehicle	Tonnage ÷ 4
ProtoMech, Combat Vehicle, or Conventional	Tonnage ÷ 2
BattleMech or Aerospace Fighter	Tonnage
Small Craft	Tonnage ÷ 50
DropShip	Tonnage ÷ 100
JumpShip or Space Station	Tonnage ÷ 10,000
WarShip	Tonnage ÷ 100,000
<i>Accomplish Scenario Objectives:</i>	
Primary Objective (Contact)	10
Primary Objective (Capture)	20
Primary Objective (Defend)	40
Primary Objective (Destroy)	50
Optional/Secondary Objective (Contact)	5
Optional/Secondary Objective (Capture)	10
Optional/Secondary Objective (Defend)	15
Optional/Secondary Objective (Destroy)	20
<i>Overall Mission:</i>	
Mission Success (All Primary Objectives Met)	500
Partial Mission Success (At Least One Primary)	200
Mission Failure (No Primary Objectives Met)	-200

Note: Round all fractions normally

or seized—but never destroyed—by the scenario's end. *Defend* objectives are those that must survive to the scenario's end, and can be fixed objects such as stationary buildings, or mobile units the player is tasked with escorting or otherwise enabling to escape the map alive. And *Destroy* objectives, are...well, self-explanatory, really.

Overall Mission points, of course, apply at the end of the scenario, as sort of a post-game bonus. These fall into the category of Complete Success, Partial Success, or Failure, reflecting the accomplishing of all, some, or none of the scenario's primary objectives, respectively. Secondary objectives don't amount to a hill of beans in this stage.

For best results, players should keep records on how they did in each scenario scored under this system—especially if the scenario is repeatable in any way. After all, what good is keeping scores like this if not to see if you can beat the record next time around?

Whoever has the top score in a scenario can then post their team's initials on your table's High Score Board. Don't have one? Make one! Use a good old-fashioned chalkboard, dry-erase board, or spreadsheet program if you like, but by all means, record your achievements for posterity! All should know of your victories!

ARCADE SCENARIOS

Multi-Life

"Respawning in 5... 4... 3..."

One of the biggest advantages of simulator games over actual warfare is, of course, the fact that one doesn't generally die for real in a sim. The Clans may like to train with live weapons, but even they have simulators for times they just don't feel a lesson needs a body count to drive the point home. Any Clan that claims otherwise is lying. Dead warriors don't learn lessons!

Rules: With the Multi-Life rule option, players receive a pre-determined number of "resurrections" per scenario so they can try, try again after getting destroyed. It is up to the players and/or their gamemaster to determine the exact mechanics for the respawn, but the ultimate outcome must return the player to the battlefield, ready to continue the fight. A respawn could be immediate, restoring the player's original unit to its pre-battle condition at the very position they stood when destroyed, or it could take a turn to occur, and plops their refreshed unit back at its start point. It may simply repair and reload the player's unit in its entirety, or substitute another—potentially inferior—unit for them to play instead. The flavor of the multi-life system is up to you, but should be standardized for all players in the scenario, if only to keep it fair.

For even more amusement and an arcade-style feel, respawns may be "won" through the scenario scoring system (see *Score-Keeping*), adding either additional "extra lives" to the player's pool, or counting the respawn as a team-wide extra, in case someone ran out of respawns. In such a case, the cost for each added respawn should be based on the Kill Score for the player's unit type, as determined by Universal Score-Keeping Table. A multiplier of 5 to this value is recommended, to keep it from being too easy to earn. (Thus, a 100-ton player-controlled BattleMech would need to earn 500 points to collect an extra life.)

Needless to say, once a player runs out of these extra lives, they are finally out of the scenario for good.

EVEN MORE SCENARIOS!

For those who might crave even more variety in their Arcade scenarios after looking over the ones presented here, consider picking up *Touring the Stars: Noisiel*, which presents rules for several 'Mech-scale gaming scenarios, and/or *Experimental Technical Readout: Royal Fantasy*, which includes not only some unique unit variants, but also updated rules for the arenas of Solaris VII in the Dark Age era.

Or just say, "heck with it!" and make some of your own! Don't limit yourselves to the insane ramblings of *this* author!



ARCADE SCENARIOS

SCENARIO TYPE: BOSS FIGHT

"You may have defeated my minions, but if you really want to save the duchess, you will have to get through me, little man!"

The enemy leader is testing you, sending his lesser flunkies out first in small groups. Maybe he hopes to save his strength for some bigger fight later. Maybe he thinks you aren't worthy of his attention. Or maybe he fears you so much, he wants to be sure you're whittled down by the time you reach him. Whatever the reason, you find yourself facing ever more persistent waves of increasingly capable opponents as you advance on the leader's position. Take him out, and it should all end.

This scenario type is inspired by the popular "side-scroller" style of console and arcade games, where one or two players typically face groups of increasingly powerful—but ultimately quite weak—enemies until finally reaching their much-deadlier boss at the end.

SCENARIO SET-UP

Ideally, this scenario works best when the players—the Attackers in this case—number 5 units or less and operate as a team. The boss' force should number at least 3 times as many units in all, plus the "boss" himself. The best way to set up this scenario is by placing at least two map sheets end to end (connecting at the short sides), and starting the Attackers on one end, with the first wave of opposing units (in roughly equal numbers) starting on the other end.

Scrolling Map Rules: For best effect, the Boss Fight scenario should make use of a "scrolling map", where the Attackers may only continue their way toward the boss by passing through the enemy's edge of the map, at which point new mapsheets are selected and placed, and the older mapsheets behind them are removed as soon as all player units exit them. This scrolling continues until the attackers finally meet the "boss", who should be waiting for them no more than 6 mapsheets away.

Alternative Fixed-Map Set-Up: Alternatively, this scenario can be played out on a fixed map, with the Attackers starting in the center area, and the opposing units appearing along random edges until the boss arrives. (Whether the random edge is determined for each wave of opposing units, or for each incoming enemy unit is left up to the gamemaster.) In this case, the boss will not arrive until after the last of the lesser-ranked minions have been defeated.

SPECIAL SCENARIO RULES

The following special rules are in play for this scenario type.

Boss Fight Forces

Generating the forces for the Boss Fight scenario is key to the proper feel of the game. As noted in the scenario set-up rules, the players should be a small team of units roughly equal in weight and type (such as four heavy 'Mechs).

Their opponents will be a force totaling at least 3 times as much (and no more than 5 times as much) in number of units. These opposing forces should be of mostly lighter and more inferior design to the attacker's team, with the toughest non-boss unit equal to any one of the attackers in size and class (but still inferior in skills). These forces should appear on the field in groups no larger than the attackers' force size after every 6 turns of continuous play, or 1 turn after the last member of the previous wave is defeated—whichever comes first.

The Final Boss itself should be a unit that is heavier and more powerful than any one of the attackers, with a skill level equal to or just above those of the attackers. The Final Boss will not make an appearance until after the attackers have all traversed a total of 6 map sheets or all of the other opposing forces have been defeated.

As a special bonus feature, the Final Boss may have up to two of the special pilot abilities found in *A Time of War* (see pp. 219–225, *AToW*), the *A Time of War Companion* (see pp. 63–71, *AToWC*), or *MechWarrior: Destiny* (see pp. 177–188, *MW:D*).

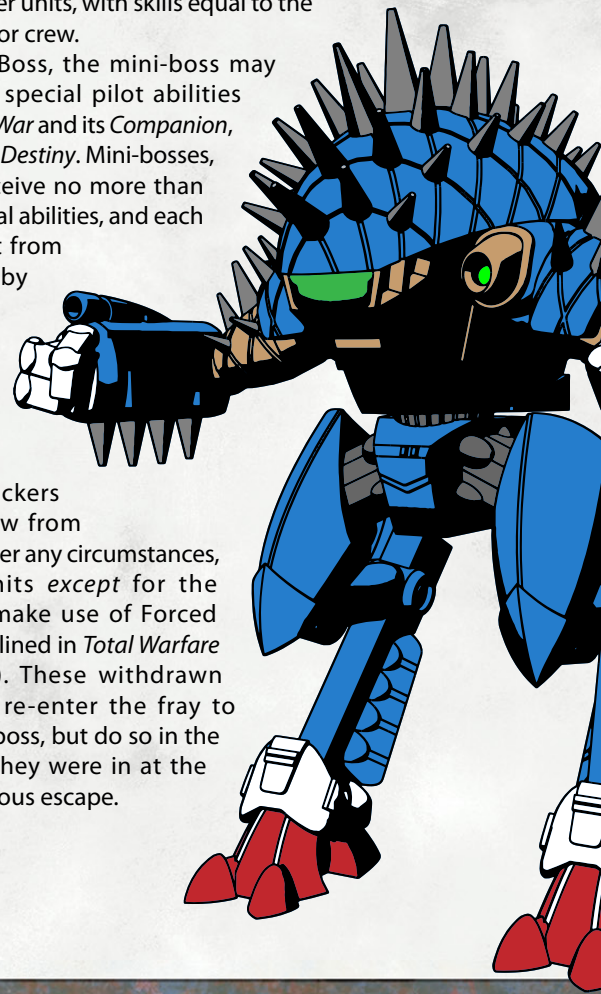
Mini-Boss (Optional)

If the players aren't feeling challenged enough, one "mini-boss" can be added to the opposing forces after the first wave, and again for every two waves thereafter. This mini-boss unit must be of a weight class equal to or heavier than the heaviest of the attacking player units, with skills equal to the players' best pilot or crew.

Like the Final Boss, the mini-boss may make use of the special pilot abilities found in *A Time of War* and its *Companion*, or in *MechWarrior: Destiny*. Mini-bosses, however, may receive no more than one of these special abilities, and each must be different from those possessed by any other Mini-bosses and the Final Boss.

Forced Withdrawal

While the Attackers may not withdraw from the Boss Fight under any circumstances, all opposing units *except* for the boss itself may make use of Forced Withdrawal as outlined in *Total Warfare* (see p. 258, *TW*). These withdrawn opponents may re-enter the fray to support the final boss, but do so in the same condition they were in at the time of their previous escape.



ARCADE SCENARIOS

SCENARIO TYPE: PLATFORMER

“The bad news is, the enemy has blown the dams. The good news is, we’re all about to learn how well BattleMechs can parkour!”

Just think of the ground below as lava... And it very well may be just that. Due to flooding, an all-too-liberal deployment of minefields, or other hazards, the only safe places to be for kilometers around are the raised structures and land formations that you can only reach with your jump jets. Navigating all of this is going to be tricky enough, but the fact that the enemy knows you’re in the area makes it downright deadly.

This scenario is inspired by classic “platformer” style games that are particularly popular on home game consoles and handheld games, in which the player must bound their way through an enemy-filled obstacle course. Here, gravity and the ground can be as lethal as hostile fire.

SCENARIO SET-UP

This scenario must take place in either dense urban terrain or on mesas (small hills with flat surfaces) in place of buildings. The ground level is either considered extremely deep, or may be filled with some kind of terrain hazard such as lava, rushing water, caustic acids, explosives, or endless droves of panicked civilians and livestock—any kind of terrain or feature that a ground unit would not want to land on or be in contact with.

All player-controlled units are considered to be on the same side for this scenario. A gamemaster is needed to control opposing

units and manage the terrain challenges described by the special rules below.

Flying and hovering units are prohibited in this scenario (as they basically defeat the scenario’s purpose), but jump-capable units are required. At least at the start of the scenario, there should be a way to reach all of the raised terrain, even for the unit with the lowest number of Jumping MPs, and any buildings used should have sufficient starting CF to support the heaviest of player-controlled units.

For longer games, this set-up can be combined with the “Chase Scenario” format, adding new map sheets as the players clear those behind them. All units must be placed on the raised terrain or building tops.

SPECIAL SCENARIO RULES

The following special rules are in play for this scenario type.

Platformer Basics

As established by the scenario set-up, the nature of the Platformer scenario is to use Jump MPs to move from one end of the city to the other without landing—or falling—to ground level. This is made particularly imperative by making the “ground level” a hazardous environment, be it some form of acid pools, rapids, liquid magma, thin ice over deep water, or even wall-to-wall minefields (consult *Tactical Operations*; Planetary Conditions appear on pp. 26–67, *TO: AR*; Minefields appear on pp. 175–179, *TO: AR*). An alternative could be a flood of something (or someone) the players simply don’t want to land on for fear of harming it—such as panicked civilians, endangered animals, and valuable livestock that could be endlessly swarming about on the grounds below.



ARCADE SCENARIOS

The surfaces that are safe to land on may be buildings or solid ground, though it should be noted that in the case of the former, many of the destructive ground level features suggested above may erode such manmade structures, causing them to collapse over time. This is good, because the goal of the Platformer scenario is basically a race. For this reason, even if the ground level surface is harmless to structures, or is otherwise unable to cause them damage, a set time limit for the scenario should be established (3 turns per map sheet used is recommended). At the end of the elapsed time, the structures in the affected region will begin to collapse, with the weakest structures (by CF class) succumbing first to the damaging environment—or the structures closest to the starting edge of the map doing so. (A gamemaster may be needed to adjudicate this feature.)

The players win if they can get all of their units from their starting points to a designated safe point at least two map sheets away, entirely by jumping.

For hostile forces—besides the ground level itself—enemy units can be selected using the same manner as the Boss Fight Units rules (see *Scenario Type: Boss Fight*, p. 26), as well as light fixed-defense turrets (perhaps mounting nothing more potent than medium lasers) on some of the safe surfaces. These hostiles will attempt to impede the players however possible, and tactics can even include shooting the players directly, or any buildings they might be standing on at the moment.

Rising Ground Rule (Optional)

As an added surprise, the elevation of the dangerous ground level itself could also rise toward the players over time, representing a rising tide (or sinking landscape). To reflect this, during the End Phase of every turn, the gamemaster simply declares that the surface of the “ground level” has risen by 1 level. If any units are still standing on a surface when the “ground level” rises up to match the height of that surface, they *must* jump out of the hex immediately upon their next Movement Phase, or suffer the effects of the “ground level” terrain as if they fell into it from a height of 1 level above the “ground level” feature.

Slick Safety Surfaces (Optional)

As an additional hazard, the surfaces the players must jump onto and move about on may be treated as though they are covered in ice or oil slicks (see pp. 48, *TO: AR* and 174, *TO: AUE*, respectively), which the players’ units might skid on as they move across them.

Innocents Underfoot (Optional)

Instead of a harmful or treacherous surface, the grounds of the scenario might instead be populated by people or beasts the players merely want to avoid stomping on during their flight. This makes falling off the raised structures a lot more forgiving to the players’ units, but for every ground-level hex they enter, the players must make a successful Piloting Skill check (with a +2 Target Number modifier) to avoid stomping on some innocents. A failed result kills a number of hapless civilians equal to the player unit’s tonnage, plus 1D6 for every point by which the roll failed. (You monster!)



SCENARIO TYPE: MELEE KOMBAT!

“Round One...Fight!”

In the arenas of Solaris VII (and elsewhere), “Weapons Dead” matches are those where all ranged weapons are rendered inoperative, forcing the combatants to resolve their differences with physical attacks. Naturally ideal for ‘Mech-based combat (but also familiar to more conventional vehicle users as a good old-fashioned demolition derby), this form of duel keeps the fighting up close, personal, and savage.

Inspired by the genre of one-on-one fighting games that dominated many an arcade and console library since the 1990s, Melee Kombat is as basic as a scenario can get. The winner is the last one standing after punching, kicking, charging, or clubbing his enemy to scrap metal.

SCENARIO SET-UP

Virtually any terrain of map can be used for a Melee Kombat! scenario. The close-quarters style of play even makes it possible to limit the action to a single mapsheet, though more should be used if there are more than 4 units in play at once.

The players in this scenario may all be player-controlled (rather than gamemaster-driven NPCs), or the players can operate as teams, with each team comprised of no more than 2 units, and face GM-controlled opponents.

All opposing units used for a Melee Kombat! scenario should be of equal (or nearly equal) mass. If they are not, the player with the lighter unit should receive a better Piloting Skill than that of his opponent, to make the duel more even.

ARCADE SCENARIOS

SPECIAL SCENARIO RULES

The following special rules are in play for this scenario type.

Weapons Dead

The Melee Kombat! scenario calls for all combatants to engage in battle without using any of their ranged weaponry. This generally means deactivated energy weapons, uncharged Gauss weapons, and empty ammo bins. If players wish to raise the stakes, however, they can still fight a “weapons dead” battle with loaded ammo bins and charged Gauss weapons, adding the danger of devastating explosions to their brutal combat.

Best of Three (or Five, or Seven...)

Typically, a duel ends immediately upon the destruction of a warrior’s opponent, but if this means that the Melee Kombat!

scenario ends all too quickly for the players’ liking, the players can re-fight the match over again to repeat the duel, scoring each victory until one wins the best of three (or five, or seven) duels. For added variety, consider swapping units between each rematch, with the player defeated in the previous duel re-fighting the battle with the winner’s unit (and vice versa).

Withdrawal

Any units in a Melee Combat! Scenario may withdraw from battle, but doing so counts as a “ring-out,” automatically awarding a victory to whichever of their opponents remain in play.

Finish Him!

This optional rule negates the Forced Withdrawal allowance mentioned above. Only cowards run!



ARCADE SCENARIOS

SCENARIO TYPE: MAZE GAME

"I swear, I'm gonna be real disappointed if we don't find a twelve-meter minotaur at the center of this nonsense!"

The walls are high enough and thick enough to block sensors and every intersection looks like the last, so it's easy to get lost—especially since jumping's just not an option for all the superstructure weaving above. This mission's one part race and one part combat; not only do the objectives include "search and destroy" orders for the opposing 'Mechs in here, this maze needs to be reconnoitered properly—leave no nav point un-checked!

The Maze Game scenario is just what it sounds like. Inspired by some of the most classic arcade games ever made, the player's goal is to evade or defeat his enemies while exploring as much of his environment as possible.

SCENARIO SET-UP

This scenario requires a dense urban environment. Small matches for up to 4 competing units in total may use one map sheet, while larger matches must use two or more. All underlying terrain not containing buildings or trees should be considered paved terrain—although players interested in even more of a challenge may consider ice terrain instead.

All player-controlled units are competing units for this scenario, rather than operating as an allied team or force.

The outer edges of the mapsheet are considered impassable terrain, and all structures or obstructions should be higher than the highest-rated Jump MP of the players' units. All player units should begin play near the map edges, with no units placed less than 6 hexes from any other units.

Finally, the gamemaster should seed the map with 6 objective markers per player unit, placing each in the clear, paved, or ice-covered terrain. These objective markers should be color-coded or otherwise marked to identify which player unit they correspond with, and none of the markers identified with the same player unit should appear within less than 4 hexes of each other.

SPECIAL SCENARIO RULES

The following special rules are in play for this scenario type.

Hit Your Objectives

The objective markers placed during the scenario's set-up represent each player's assigned waypoints, which they must locate and pass through as part of their victory conditions. Destroying or defeating opposing units is not required for victory in the standard Maze Game scenario, as the first player to find and hit all of his objective markers technically wins the game—but, as stacking limits remain in play, a viable strategy may include "holding" an opposing player's objective marker and forcing him to either bypass it for later, or confront the holding player immediately.

The Only Way Out is Through

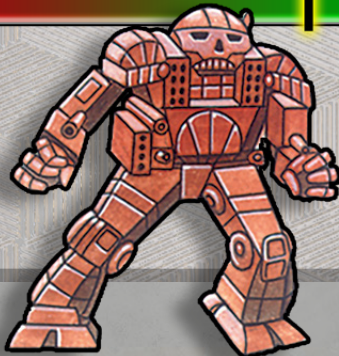
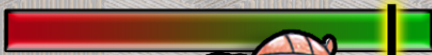
Since the outer boundaries of the maze are considered impassable terrain, no units may withdraw from the Maze Game scenario. The opening of an exit door may, however, be presented as a prize for hitting all your nav points and/or defeating the optional Minotaur (see below). This would then enable the players to move on to their next challenge...which could well be just another maze!

There Really is a Minotaur? (Optional)

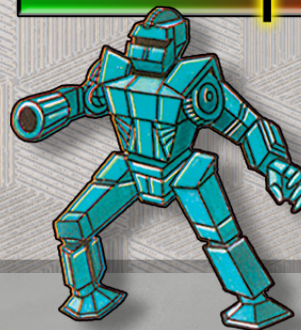
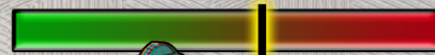
As an added feature, the gamemaster can add an added level of difficulty by placing a maximum of 1 additional unit for every competing player unit in the Maze Game near the center point of the map. These "minotaur" units—hostile to *all* player units, but never to each other—should be of a similar unit type to the player units, but 1 Skill level and weight class lower (to a minimum of Green Skill and Light weight).

The "minotaur" units must be placed in accordance with the Hidden Unit rules (see p. 259, *TW*), but each will be revealed automatically if any unit ends its Movement Phase with a valid LOS to one. (Active probes will also reveal any of these hidden units, but only within the Probe's short range bracket.) Once revealed in any fashion, a "minotaur" becomes free to move and attack the player units at will.

ATLAS



CENTURION



ARCADE SCENARIOS

SCENARIO TYPE: MAZE GAME 2 – PACKMECH

“What’s with those brightly-colored Berserkers with the sirens—and why are my weapons disabled!?”

Welcome back to the labyrinth, warrior! This time, we’re going to try something a bit different. You’ll *really* want to be on your toes this time...

A variation on the classic Maze Game, the PackMech scenario adds a few elements not used in the standard version. This time around, the maze-runners are virtually unarmed, only able to deploy their ranged weapons by capturing special arming flags as they run between nav points. Yet as dangerous as it can be when one is racing, unarmed, through a maze filled with competing warriors, it can be even deadlier, knowing that another party of fully armed and operational assault ‘Mechs are lurking in these artificial caverns as well—all ready, willing, and able to blow away anyone unlucky enough to stumble upon them!

SCENARIO SET-UP

The same rules for the standard Maze Game set-up apply here. In addition, up to four special flag markers should also be placed in the maze, each one set an equal distance apart from each other. These “power flags” are not associated with any specific player unit; they can be picked up by any player unit, but not by any of the players’ common enemies (see below).

Common Enemies: If the optional Common Enemies rules are in play (see *Common Enemies*, below), a number of assault-class BattleMechs (of identical class and configuration) equal to the number of player units in the map must be set near the center of the map sheet. These units must be controlled by a gamemaster, or by another player who is not controlling the other maze runners. These “common enemies” do not have objective markers assigned to them and cannot claim the “power flags”.

SPECIAL SCENARIO RULES

The following special rules are in play for this scenario type.

Weapons Dead

The PackMech scenario uses the same Weapons Dead rules described in the Melee Combat! scenario, requiring all combatants to engage in battle without using any of their ranged weaponry. This generally means deactivated energy weapons, uncharged Gauss weapons, and empty ammo bins. In the PackMech, however, the fact that “weapons dead” units may achieve “weapons live” status by capturing one of the power flags (see *Power Flags*, below), all ammo bins are considered loaded and Gauss weapons are left charged at all times.

Hit Your Objectives

The PackMech scenario uses the same Hit Your Objectives rules as the standard Maze Game. Once more, players are assigned 6 waypoints each, which they must locate and pass through to achieve victory. Destroying or defeating opposing units is not required for victory, but players can try to “hold” an opponent’s objective marker and force him to either bypass it for later, or confront him immediately.

Power Flags

In addition to the objective markers placed in this maze, up to four special markers (called power flags here) have also been placed. These flags act as special Power-Ups that, when activated, allow the activating player to temporarily use his ranged weapons. The duration of this effect is 3 Weapon Attack Phases, starting with the first Weapon Attack Phase after the power flag is activated. Power flags are removed from the board upon activation, and cannot be replaced.



Common Enemies (Optional)

This special rule ramps up the danger by adding non-player assault ‘Mechs to the map in equal numbers to the number of players who will be running the maze. These “common enemies” are of equal skill to the players’ units (or, if the players are of varying skill levels, each one has a “common enemy” of matching skills).

These assault ‘Mechs begin play at the center of the map and are “weapons live” throughout the game. These units will not roll for initiative, and always move before any of the players do. Each of these ‘Mechs will attempt to move toward the nearest player-controlled unit to them, and will attack any player unit they achieve line of sight to. They do not receive any benefits from the power flags and will not activate them if they pass through a hex that has one. They also will not affect any of the other objective markers placed on the map; their only goals are to hunt and kill all player units.

There Must be Some Way out of Here!

As with the standard Maze Game, withdrawal is impossible in the PackMech Scenario due to the impassable outer boundaries of the map, unless and until an exit is triggered to open upon a player’s victory. What conditions trigger this are up to the GM, but could include the destruction of all Common Enemies, and/or the hitting of all (surviving) player units’ assigned waypoints.

Playing out a cute bit of ‘Mech theater between PackMech mazes is entirely optional.

ARCADE SCENARIOS

SCENARIO TYPE: MAZE GAME 3 – SOLID SNEAK!

“What was that!? ... Huh. Must be the wind...”

It's ninja time, MechWarrior! Your weapons are live, but using them is gonna cost you!

Another variation on the classic Maze Game, the Solid Sneak! scenario puts a spin on the concept by emphasizing avoidance tactics over speed or direct combat. Here, the maze-runner (or runners) are fully armed and weapons free from the start, but engaging in any form of combat can potentially bring down enemies on all sides. The goal here is to take all the objectives in a labyrinth filled with enemies who remain oblivious only as long as the player's unit remains unseen and unheard.

SCENARIO SET-UP

The same rules for the standard Maze Game set-up apply here, but with the following changes:

First, while the scenario may be run with up to 4 player-controlled units, the higher ratio of enemies to players will make for a very cluttered map very quickly, so smaller player forces (as low as a single player-controlled unit) are recommended. The player units may be competitive or cooperative, if desired.

Secondly, unlike other Maze Game set-ups, all the buildings and other movement-blocking terrain within the map's boundaries need not be taller than the participating units' Jumping MP.

Thirdly, for every player-controlled unit taking part in this scenario, 3 “common enemies” must be placed on the map in any ground-level hex within 6 hexes of the player unit's starting position. These enemies may not begin play closer than 2 hexes to either a player unit or each other, nor may they be placed with a direct forward-facing line of sight to a player unit. These units will be controlled by a gamemaster, or by another player who is not controlling the other maze runners. These common enemies do not have objective markers assigned to them.

Finally, a single valid exit point—as far as possible from the players' starting points—must be established within 1 turn of the scenario's beginning. This will be the only way out for the players.

SPECIAL SCENARIO RULES

The following special rules are in play for this scenario type.

Hit Your Objectives

The Solid Sneak! scenario uses the same Hit Your Objectives rules as the standard Maze Game. Here, each player is assigned 6 waypoints, which they must locate and pass through to achieve victory. Destroying or defeating opposing units is not required

for victory, but players can try to “hold” an opponent's objective marker and force him to either bypass it for later, or confront him immediately.

Common Enemies

The common enemies in this scenario type are a group of non-player medium 'Mechs that begin play with a 3-to-1 numerical advantage over the number of maze-running players. These enemy units are of equal skill to the players' units (or, if the players are of varying skill levels, each one has 3 “common foes” of matching skills).

The common enemies are “weapons live” throughout the game, and will not roll for initiative, always moving before any of the players do. As long as they remain oblivious of player units, these units will patrol the maze in random patterns, alternating turns between standing still and Walking (forward only) for their full Walk MPs in a random terrain-permissible direction (and turning to new random directions when necessary). If this random movement puts a common enemy within 1 hex of another unit (player or otherwise) at any point, the enemy unit will end its Movement for the turn.

If, at the end of the Movement Phase, an enemy unit is adjacent to, or has line-of-sight to, a player unit within its forward firing arc, the foe becomes actively aware of that player unit and may engage appropriately. Foes will also be alerted to a player unit's presence if they are pre-emptively attacked by the player, or by detecting sounds from their actions (see *Noise Detection*, below). A foe that is engaged in combat by a player unit may also call for help from other nearby foes, effectively alerting its allies to that player's presence as well.

Once a foe is aware of a given player unit, it will move to attack the player, maintaining line of sight for as long as possible. If able to maintain contact in this fashion for at least 3 full turns, the enemy unit will alert all allies within 5 hexes of its own position, essentially broadcasting the player-unit's position to those other enemy units. This alert can only be prevented by destroying the engaged enemy unit (or scoring a Sensor Hit critical on it) before it has the chance to send a signal, or by keeping the enemy within an ECM field hostile to it.

If, after being detected, a player unit manages to break LOS with all enemy units for 1 full turn, the enemy units will assume that player has somehow escaped entirely and they will resume their random patrols—unless, of course, other player units have been found.

Enemy units do not affect any of the other objective markers placed on the map; their only goals are to patrol the maze, and to hunt and kill player units.

Noise Detection

The common foes in this scenario might seem a little dim, but they're not entirely ignorant. While they are relying mainly on passive visual perception (e.g. whatever is in their forward-facing LOS) to see and target



ARCADE SCENARIOS



a player unit, they can also *hear* what's going on nearby. The following rules approximate this ability.

At the end of any turn in which an enemy unit comes within 10 hexes of a player unit that the enemy has not already become aware of through other means, the enemy unit should make a 2D6 roll. Add to this roll all the applicable modifiers shown in the Noise Detection Modifiers Table. In this table, "Source" typically refers to actions by the player unit, but it can also refer to another enemy unit that performs such actions while fighting a player unit, while "Listener" refers to the enemy unit that is attempting to hear that source. "Distance" refers to the number of hexes the sound source is to the listening enemy unit. If the roll result is 8 or higher, the enemy unit becomes aware of the noise and is now free to seek out its source.

Get to the Exit!

As with the other Maze Games, withdrawal is impossible in the Solid Sneak! Scenario due to the impassable outer boundaries of the map. The only way out is the one exit point defined on the opposite side of the map at the start of the scenario. The opposing units, tasked with destroying any units they encounter on their patrols as quickly as possible, may not exit the map.

NOISE DETECTION MODIFIERS TABLE

Situation	Modifier
Source: Unit uses IC Engine	+2
Source: Unit is Stationary	-1
Source: Unit uses Running MP	+1
Source: Unit uses Jumping MP	+3
Source: Unit Falls and/or Crashes	+2
Source: Successful Physical Attack	+2
Source: Firing Energy Weapon	+0
Source: Firing Missile Weapon	+2
Source: Firing Ballistic Weapon	+3
Listener: Unit is Stationary	+1
Listener: No LOS to Source	-2
Weather: None	+0
Weather: Light (Wind/Rain/Snow)	-1
Weather: Heavy (Wind/Rain/Storm)	-2
Distance: under 3 hexes	+0
Distance: 3 to 5 hexes	-1
Distance: 5 to 9 hexes	-3
Distance: 10+ hexes	-6

ARCADE SCENARIOS

SCENARIO TYPE: HORDE INVADERS!

"They just keep coming! Where the hell did they even find this many Vedettes?"

This siege looks like it might never end! Though the enemy forces and troops are scarcely a challenge individually, they seem to have enough of them willing to face the meat grinder of your weapons to leave you a smoking ruin. But there is no choice! Behind you is a city of innocent lives that the incoming troops have sworn to destroy—and *you* are their last hope!

The Horde Invaders! is the epitome of the basic shooter that characterized many early arcade games, in which a lone player was charged with holding his position in the face of an enemy horde as seemingly endless as it was mindless. Though the prospect of defeat in the face of overwhelming numbers might have been par for the course, the straightforward nature of these scenarios is a natural fit for the battlefields of the thirty-first century.

SCENARIO SET-UP

This scenario is best played on open terrain, but any map set-up that can be traversed by ground vehicles may be used. The players' force must not number more than 4 units in total size, and fights as the Defender. The player units begin within 3 hexes of the edge of the map area. See *Wave after Wave*, below, to determine the size and composition of the opposing force.

SPECIAL SCENARIO RULES

The following special rules are in play for this scenario type.

Wave after Wave

The Horde Invaders! scenario runs much like a Hold the Line scenario (see p. 260, *TW*), except that the players' force cannot number more than 4 units in total, and the opposing force must attack in ever increasing waves of units starting at 3 times the players' force. These opponents must always be of an inferior weight class and unit type, so if the players field a Veteran-level lance of 4 heavy BattleMechs, their starting opponents must consist of 12 medium-weight combat vehicles of Regular-level experience. Each wave of the opposing force must also be of the same model and variant.

When each wave of enemies appears, they will move relentlessly toward the players' position at their Walk/Cruise rate, but may maneuver as terrain permits for optimum firing positions and cover. These enemies always lose initiative, so they will resolve their movements and attacks first.

Once a wave has been destroyed, a new wave will begin, increasing its force size by the number of surviving players. (So, if a 4-Mech player force manages to survive the first wave of 12 tanks, losing only 1 Mech in the process, the second wave will bring 15 combat vehicles into play.) New waves must always be of inferior

skill, weight, and unit type, but while all units in a wave must be of the same model and variant, they need not be the same model and variant of machine as a previous wave.

The players must survive at least 3 waves to claim victory.

Forced Withdrawal

Forced Withdrawal is available to the attacking horde units, which may be accomplished by leaving any map edge except the Defenders' side. Each attacking unit that withdraws is awarded to the Defender(s) as a kill.

The Defenders in this scenario are also free to withdraw from the map if they wish, but doing so counts as an automatic "Rage-Quit," regardless of how much damage they have sustained. Claiming "Forced Withdrawal" is no excuse when your orders are "hold the line or die trying."

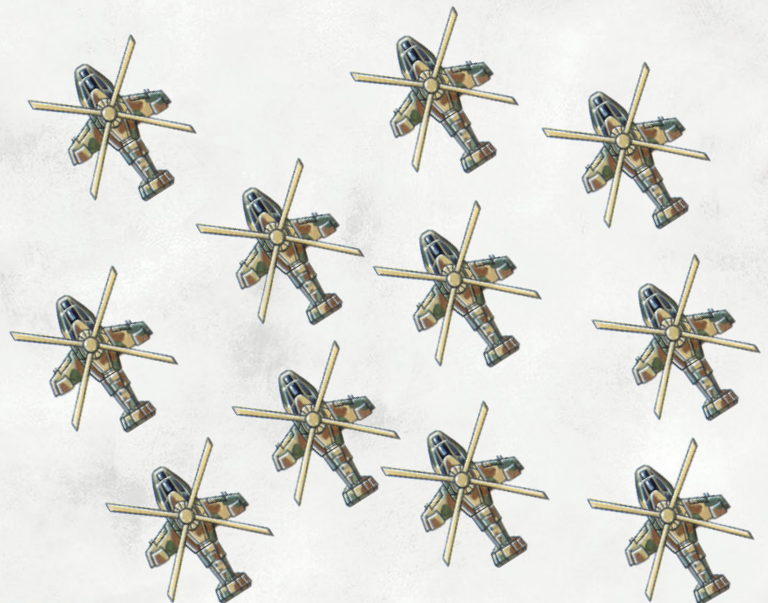
Inexhaustible Ammo Supply (Optional)

It is easy to be overwhelmed in the Horde Invaders! scenario, especially if the player units are using a lot of ammunition-dependent weapons. As an optional rule, the players may play this scenario with an inexhaustible ammo supply, enabling them to fire all weapons without tracking ammo use.

But this optional rule comes with a risk: A unit with inexhaustible ammo supplies can never use the Dumping Ammunition rule (see p. 104, *TW*), and is *always* treated as if it has a full bin of ammo in the event of critical hits or overheating effects.

The Sky is Falling (Optional)

As a special, three-dimensional alternative to this scenario, the enemy force comes in the form of VTOL-capable units only (these can be any unit that uses VTOL MPs, including dedicated helicopters or VTOL-capable battle armor). These enemy units may not exit the battle area, nor may they rise higher than 15 levels above the underlying terrain; they ignore Forced Withdrawal rules, and continue to fight until they are destroyed or forced to land.



ARCADE SCENARIOS

SCENARIO TYPE: DRONEROIDS!

“Dun-Dun! Dun-Dun! Dun-dun! Dun-Dun!”

According to some sources, the munitions factory thought it could get around a transport union strike by replacing its drivers with remote operated vehicles. Unfortunately, it seems that either the programmer was an idiot (or sympathetic to the drivers’ plight), or a competing company sabotaged the convoy with an improvised EMP device of some kind. Whatever the case, soon after the trucks left the plant for the spaceport, the whole lot of them meandered into the countryside, where they are now posing a danger to the local community.

(That, or the officers behind this latest exercise are trying way too hard to build a back-story here...)

The Droneroids! scenario in an endurance challenge in which the players must deal with a swarm of unpredictably moving—but mostly unarmed—drones, while also keeping an eye out for hostiles amid the confusion. This scenario type is largely inspired by one of the earliest space shooters of the arcade era (*Asteroids*, by Atari Inc.), and its many clones and derivatives. In these games, players were tasked with clearing an almost endless series of moving hazards while avoiding a deadly collision in the bargain.

SCENARIO SET-UP

This scenario is best played on open terrain, with few woods or building obstructions. The players’ force (acting as the Defender for this scenario) should number no more than 2 units, preferably ‘Mechs or combat vehicles, and begins play in or within three hexes of the map area’s center point.

Along the outer edges of the map, the gamemaster (or opposing player) should place 2 drones per map sheet edge, so a map area made up on only one map sheet would have 8 drones in all (2 per outer mapsheet edge), while a map area made up of four mapsheets together would have 16 drones (placed along the 8 outer mapsheet edges).

SPECIAL SCENARIO RULES

The following special rules are in play for this scenario type.

Swarm of Drones

Most of the drones used in this scenario are unarmed 50-ton hover cargo vehicles moving under their own power with a Flank speed of 6 MP, and protected by 50 points of armor per facing (no turret location). Each drone carries 1 ton of machine gun ammunition, which is especially dangerous as the advanced Ammunition Explosion rule is in play for these units (see p. 76, *TO: AR*). This means that the drones can explode when attacked or when colliding with player units.

The drones automatically lose Initiative every turn, and will move in a random direction determined for each drone at the start of their Movement Phase. The drones will always move at Flank speed and, should a drone’s movement take it into or through a hex occupied by a player unit, the result should be treated as a Charge attack, resolved in accordance with the standard rules (see p. 148, *TW*) except for the fact that the attack is resolved in the Movement

Phase. When resolving these collisions, treat the drone as though it possesses a Piloting Skill target number of 4. (Should a drone enter the hex of another drone, however, apply a +3 unintentional charge modifier to this attack, as they attempt to evade each other.)

Drones that randomly enter space occupied by other drones will not collide. Somehow, they always manage to just pass each other by without incident. If, for any reason, this violates the normal stacking limits for a hex, the drone that most recently entered the hex must end its Movement before entering the occupied hex.

Any time a drone’s movement takes it beyond the edge of the map, or a drone is destroyed/disabled throughout this scenario, another must appear in the following Movement Phase, making the tide of drones seem endless. The gamemaster controlling the drones in this scenario should determine in advance how many drones the player must destroy or disable before the scenario ends. This number should be fairly high—perhaps 30 to 180 in all—to make things challenging.

The drones in this scenario are autonomous, so they will not be shut down by ECM fields.

Surprise! This One’s Live! (Optional)

While shooting a bunch of drones might be a fun diversion, it can get old fast without the thrill of danger. Under this rule, the gamemaster rolls 2D6 every time a new drone must be generated. If the result is 9 or higher, replace the new drone with a unit of identical weight, type, and skills as one of the player’s units. This armed drone unit will automatically attack the nearest player unit, and will continue to do so until it is destroyed.

Aerospace Adaptation

Given its inspiration from some of the earliest space fighter games in the history of arcade gaming, Droneroids! is ideally suited for conversion to aerospace combat by simply moving the venue into space, and making use of the standard aerospace combat rules in *Total Warfare* (see pp. 74–93 and 234–251, *TW*), or the advanced aerospace combat rules in *Strategic Operations* (see pp. 50–109, *SO*). In addition, players using this adaptation should replace the drones used in the ground version of this scenario with asteroids, lighter fighters, and small craft vessels. A special “boss” in the form of a DropShip may even be used for more ambitious players.

To maintain the challenge level, the aerospace adaptation should use the same collision rules for this scenario as found in the ground-based version, and the drones or asteroids should be treated as if they are simply moving at a velocity of 6, rather than expending thrust in any way. Also, it is recommended that players do not track fuel in the aerospace adaptation of the Droneroids! scenario; the endurance challenge of destroying or evading a nigh endless series of asteroids, drones, and enemy spacecraft will likely be worrisome enough without suddenly running out of gas long before the scenario’s end.

Forced Withdrawal

The Forced Withdrawal rules from *Total Warfare* (see p. 258, *TW*) may be used in conjunction with this scenario for any units, but the Defenders may override their Forced Withdrawal to stay in the fight as long as possible. Retreating before Forced Withdrawal conditions are met counts as an automatic “Rage-Quit,” but only an idiot tries to fight endless chaos for no reason at all!

ARCADE SCENARIOS

SCENARIO TYPE: GOLD FARM

"Mine! Mine! Mine! Mine! Mine!"

Hidden throughout a densely urbanized area (or just a spaceport warehousing zone) is enough money to set an enterprising freelance merc like yourself up for life! Only trouble is, you're not the only one who knows about it. As you venture out of your field base on the outskirts of the objective, your sensors warn that others are closing in as well.

Greed is the aim of this game. The Gold Farm scenario pits every player for himself in a competition to uncover and grab as much loot as possible, returning it to their safe bunkers on the outskirts of the playing area. Care should be taken, of course. For not only are the other players out to get their own share of the city's treasure, the city itself may have defenders ready to oppose any would-be pirates as well.

SCENARIO SET-UP

This scenario is best played on urban terrain, but any map set-up may be used as long as a plentiful number of structures are provided. Each player unit is treated as its own "side" for placement and Initiative purposes, and each must designate a starting position on the edge of the map at least 6 hexes away from any other player's starting point. At this starting point must be placed a single, 1-hex sized building to represent player's "home site". Each of these home site buildings is considered 1 level tall, with a CF of 100. Each player's unit begins the scenario standing directly in front of its home site building.

A minimum of 6 buildings (per player) should be placed in the map area, clustered in the center of the map, and spaced at least 2 hexes apart (so there is always a means to walk between structures). These buildings each may stand $1D6 \div 2$ levels tall (round up), and have a CF equal to $20 + (1D6 \times 10)$. A gamemaster or other neutral player should record what each building's CF is at the start of play, and keep track during the game.

This scenario cannot be played using airborne units of any type.

SPECIAL SCENARIO RULES

The following special rules are in play for this scenario type.

Finding Treasure

Each structure on the map may or may not contain a treasure, but treasure only exists within the structures. Because the treasure is kept in special vaults impervious to casual scan, only the destruction of the building will reveal the treasure within (if any), and make it accessible to the player units to pick up. For all buildings other than player structures, a 2D6 roll should be made by the player who



delivers the final amount of damage to the structure, and consult the Treasure Table for the result.

Player Structures: Each player's home site building is also considered a treasure structure once it has any treasure tokens delivered to it. As with the other structures in the map, only the destruction of a player's home site building will make it possible for an opposing player to secure the loot within. If a player structure is destroyed before any treasure is deposited within it, the building simply becomes empty rubble. Otherwise, the amount of treasure tokens delivered to the building by that point will be revealed and exposed to potential capture.

Player Units: Depending on the rules options taken, units carrying treasure can also drop treasure on the map if they are forced to do so by gameplay conditions or—perhaps more likely—are destroyed while carrying loot. Any player unit destroyed while carrying loot automatically places all of its treasure tokens in the same hex where the unit was destroyed. If the unit chose to drop its cargo elsewhere (or its cargo was dropped due to damage), it will remain in the hex where the carrying unit stood when the cargo was dropped in such a fashion.

Defender Units: If the optional Treasure Defenders rules are in play, the defending units will not retrieve any lost loot (they would want to destroy the attackers first and pick up the treasure after the area is fully secured). If destroyed, a defender unit will thus not drop a treasure token in its hex. Instead—if Power-Ups are in play—each destroyed defender unit will reveal a random Power-Up in its remains.

Looting and Delivery

Unless the players prefer a more complex challenge (see *Hey, This Stuff Really is Heavy!*, p. 37), the treasure uncovered by each destroyed structure (or unit) has an incidental weight, but takes up a volume that may force the carrying units to return periodically to their home site before all loot has been gathered.

Picking up treasure under these rules is as simple as entering the hex where treasure tokens have been exposed and spending 1 MP to "capture" them. Each unit may carry a maximum of 3 tokens under these basic rules, but doing so costs the unit 25 percent of its current Walk/Cruise MP (rounded down) per token carried.

Delivering treasure tokens to the player's home site is equal simple: the player unit need only move adjacent to its home structure, and spend 1 extra MP in that hex, dropping its cargo.

TREASURE TABLE

2D6 Roll	Treasure Present
2-5	No Treasure
6-7	1 Treasure Token
8-9	2 Treasure Tokens
10-11	3 Treasure Tokens
12	4 Treasure Tokens*

*If Power-Up rules are in use, this result can expose a Power-Up instead of treasure.

ARCADE SCENARIOS

The treasure will be automatically deposited into the home site structure, regardless of how many tokens the unit is carrying.

Hey, This Stuff Really is Heavy! (Optional)

This optional rule enforces the more authentic limitations of the smash-and-grab mission by essentially reactivating the Cargo Carriers rules in *Total Warfare* (see p. 261, *TW*). Under these conditions, each token of treasure represents a weight of 1 ton. 'Mechs can carry treasure up to a maximum of 10 percent of their weight (20 percent, if equipped with triple-strength myomers); all other units taking part in this scenario type may carry a maximum of 100 percent of their full tonnage in treasure weight.

Remember that the Cargo Carriers rules also determines how units may load and unload cargo, and includes the requirement of working hand actuators for 'Mech units, spending an entire Movement Phase in the same hex while the treasure is obtained, and prohibits any unit from delivering any attacks during the same turn in which it is picking up cargo. In addition, a unit will suffer movement loss if it carries any external cargo. A single ton of treasure cargo will thus cost the carrying unit a loss of 3 Cruise/Walk MP (or half its current Cruise/Walk MP, rounded down, if that number is less). Loads exceeding 25 percent of the unit's tonnage will reduce the unit to a *maximum* movement speed of half of its Cruise/Walk MP.

Although externally carried treasure is unprotected cargo, for the purposes of this scenario, treasure cannot be destroyed. Any treasure that is dropped, "damaged" while being carried, or carried by a unit that is subsequently destroyed, falls onto the hex in which such conditions occurred. This discarded treasure may subsequently be picked up by any player unit.

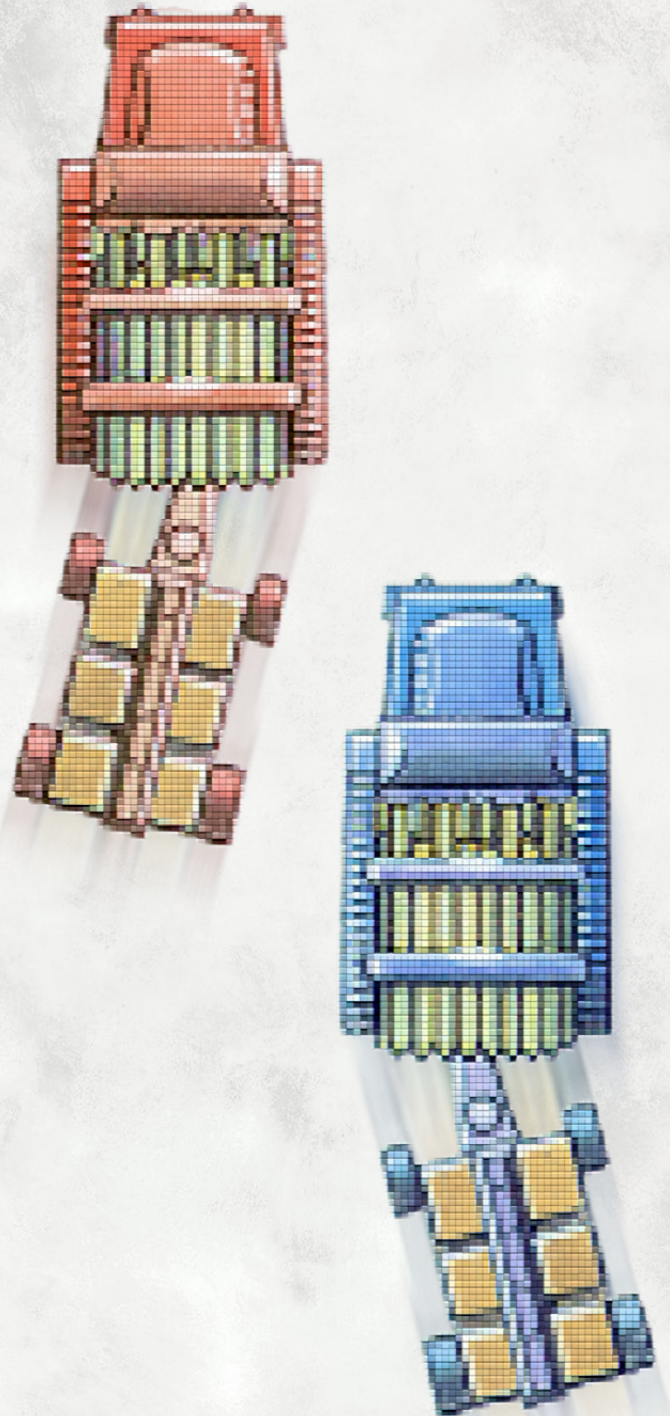
Treasure dropped by a player unit that is adjacent to its own home site will automatically be "deposited" in the home site structure (as long as it is still standing).

Treasure Defenders (Optional)

While the player units are all in competition with each other, the gamemaster can also set up an opposing force for this scenario. If using this rule, the Treasure Defense Force (TDF) should number as many units as all player units combined (at maximum). These units must be of the same unit type as the dominant player unit type used (so if most of player units are 'Mechs, the defenders will all be 'Mechs), and all must be of equal or lesser weight class than the average player unit. The Gunnery and Piloting skill targets for the TDF units must all be 1 point higher than the average Gunnery skill level of the player units.

Determine the weight class of the players' units by adding the weights of all player units together, then dividing by the number of player units in the scenario; the average weight class is that into which the average tonnage falls. To determine average Skill ratings for all players, add all of the Gunnery Skill target numbers of the player units together and divide by the number of player units in the scenario (rounding normally).

Thus, for the purposes of this scenario, if five player units—three of them BattleMechs—with an average weight of 56 tons, and an average Gunnery Skill target of 3.6 (rounded to 4), take part in this scenario, the TDF units will be a maximum of 5 heavy BattleMechs with a Gunnery Skill of 5.



ARCADE SCENARIOS

SCENARIO TYPE: HAPPY TRAILS!

"Excuse me! Pardon me! Coming through! Hot stuff! Whoa!"

The goal is simple enough: move along as well as you can to cover a limited area without crossing your own trail (or those left by competing players). To make it very clear where such trails are located, your 'Mech or vehicle is fitted with a device that leaves long-burning flares, flags, or hologram-generating markers in your wake every few meters you move. Or maybe you are literally leaving a line of burning oil or brightly-dyed gunpowder behind you. Whatever the case, you and everyone nearby can see where you've been and there will be consequences for crossing these streams!

SCENARIO SET-UP

While this scenario may be played on any terrain, the more open the battlefield is, the easier the game will be on its players. As the aim of the game is largely two-dimensional in nature, flying units or units with jumping capability will be disallowed from doing so—that, or they simply must treat their trail effects as effectively infinite in height above (and below) the main plane of gameplay.

This scenario is ideally meant for play with units of matching movement profiles.

SPECIAL SCENARIO RULES

The following special rules are in play for this scenario type.

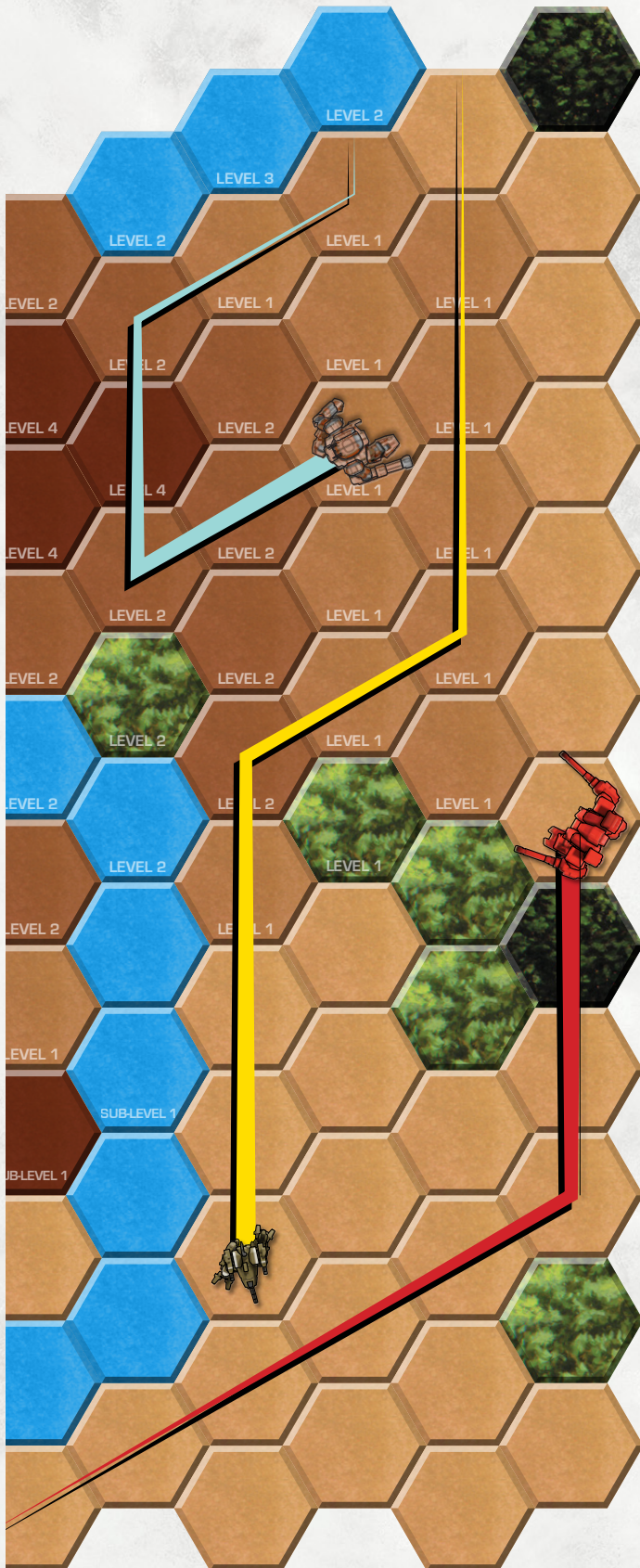
Leaving a Trail

The player-controlled units are leaving a visible trail behind them from the moment they start moving in this scenario. Trails may be referred to as a circuit in some Game Modes (see below). The effects of a trail or circuit depend on the Game Mode used.

Trail Collisions: Any player unit that enters a hex already marked by a unit's trail, will suffer damage equal to a successful charge by a unit of equal weight and maximum Running/Flank MP. This collision damage is always assessed against the unit's Front Hit Locations Table. Unless special Game Mode Options state otherwise, trail markers will suffer no damage in the event of a collision.

Permanent Trails (Option): At the players' option, the visible trails left by their units can be set as permanent or temporary. If permanent trails are chosen, all exist throughout the game, or until they are "detonated" by other units under the conditions determined by the Game Mode.

Temporary Trails (Option): Temporary trails, if chosen, will gradually "fade away" after a while, in a sequence that begins from the earliest point of their most recent (incomplete) circuit. Such fading begins a number of turns equal to half the trail-creating unit's Walk/Cruise MP (rounded up) after the current circuit was started, at which point the number of hexes in the trail that fade out each turn equals the full Walk/Cruise MP of its generating unit, regardless of how many MP the hex costs to move through. (So, a unit with a Walk/



ARCADE SCENARIOS



Run of 5/8 would see its trail begin to fade 3 turns after it started making the trail [$5 / 2 = 2.5$, round up to 3], at which point, the trail will fade at a rate of 5 hexes per turn.) Once a trail fades out of a hex, the hex is considered open to new trails.

Game Mode – Carve the Map

In this Game Mode, the trails left by player units represent circuits that, when completed, will fill in all unmarked spaces in the smallest portion of the map they define. Circuits may begin from any map border hex, or from any hex marked by the unit's own trail, and must be completed by reaching either another unmarked map border hex, or another hex marked by the same player unit. Once completed, the trail becomes "neutral" while all hexes of the smaller map area—from either side of the newly finished circuit, to the area's other neutral boundaries—are marked as "claimed" by the player who completed the circuit. As a special exception, all hexes of the map area's original outer border remain neutral and cannot be claimed by any player units at any point.

In this Game Mode, all units are immune to damage from hitting their own trail or a "neutral" trail (including the map border itself). However, no units may move through any space claimed by a completed circuit, not even their own; claimed space effectively becomes "out of bounds" once it is claimed, reducing the playable area to all remaining neutral trails and unclaimed hexes.

In this Game Mode, all trails are considered permanent once they complete a circuit. If a trail is struck by an opposing unit before it can complete a circuit, the incomplete circuit trail "detonates," and the unit creating its path suffers damage equal to a successful charge attack by the opposing unit's full weight and Run/Flank MP, assessed against its Rear Hit Locations Table. (The opposing unit, meanwhile, suffers the normal collision damage for hitting a permanent trail, as described above.) A unit caught out in open, unclaimed space when its circuit is detonated in this manner must resume its next movement from its current position, effectively starting a new circuit that is incomplete at *both* ends until it reaches a neutral border hex. If the unit can reach a neutral border hex before its new trail is struck again, the incomplete circuit will automatically vanish at that point, allowing the player to begin again from scratch without risking further collision-induced "detonations."

Gameplay in this Mode continued until all hexes of the map (except the border hexes) are claimed by one player or another, or until all player units are rendered incapable of further claiming space (likely due to damage or destruction).

Game Mode – Snake!

This Game Mode uses the temporary trails option, but does not allow circuits to be completed to claim territory. Here, the aim of the game is to either box in your opponent and force them to crash, or simply to outlast any opponents while avoiding collisions of your own.

Under this Game Mode, all players begin play as far apart from one another along the map's borders as possible. If there are only two players, this means opposing sides of the map. Furthermore, *any* collision with a trail—whether it be the player's own trail, or that of an opponent—*or* with the border hexes of the map, will eliminate the colliding unit and its entire trail.

Light a Fire Under Them (Optional): As an extra option for this Game Mode, the fading effects of the temporary trails carries with it an added hazard by treating the end of the trail as a detonating fuse that will dog the player's every move. If this option is in play, any player who allows their trail to "fade" entirely—thus allowing their own fuse to reach them—will be eliminated as if they collided with a trail themselves. Since the trail fades at the same rate each turn, regardless of the MP costs the unit spent creating that trail, this can mean that players who choose to move too cautiously, too erratically, or through too much difficult terrain, can quickly see their demise burning up to them on the rear-view monitors.

ARCADE SCENARIOS

SCENARIO TYPE: BATTLETECHTRIS!

"We are the 'Mechs who arrange all the tanks..."

Free-rolling train cars filled with explosive fuels and magnetic linking ports on all sides? All the depot workers have quit in protest? You want to use the 'Mechs to get them back on track by any means necessary? And you're giving them quotas to meet for a big bonus? What could possibly go wrong!?

SCENARIO SET-UP

To represent what amounts to the working area of a large railway loading depot, this scenario should take place in a large, flat area with no hills, chasms, water, or woods features, and two parallel sets of rail tracks placed no more than 3 hexes (and no less than 2 hexes) from the opposite edges of the play field. At one end of each rail (and diagonally opposite each other), a waiting tractor engine sits, pointing toward the nearest edge. (See *Train Tractors* for more information on these engines.)

Each of the two player teams sets up their units between the tracks on their side of the map and the middle third of the battlefield.

In the middle third of the field sit a number of free-rolling tanker cars equal to four times the total number of player-controlled units placed on the board. These tanker cars should be arranged in neat rows, with at least one hex separating them from every other tanker car around them. See *Free-Rolling Tankers* below for more info on these units.

While the rails themselves may be attacked and destroyed—and possess a CF of 100 per hex in that eventuality—doing so will automatically score a win to the side whose rail line was severed, regardless of how much cargo is successfully moved by that point. (See *Scoring* for a summary of how that works.)

For a little more visual appeal, the players may add a number of Light- or Medium-CF single-hex structures and Light- to Medium-class ground support vehicles to the map that can be treated as terrain obstacles over the course of the game. All of these are unmanned when the scenario begins. After all, this is supposed to have been a busy loading port whose work crews just haven't come in today, right? If taking this option, an equal number of obstructions should be placed in the player-occupied thirds of the map.

SPECIAL SCENARIO RULES

The following special rules are in play for this scenario type.

Free-Rolling Tankers

Each of the free rolling tankers is an unpowered train car with omni-directional wheels that enable being pushed or dragged in any direction. Largely block-shaped, and fitted with electromagnetic ports on all sides (presumably for easy connection

to each other and for secure storage once placed on, say, a cargo ship, with minimal fuss on tight deadlines), they are meant to mate with special train engines in chains of up to sixteen tankers long. To minimize the chance for rupture and explosion, they are well armored, but the builders thought mainly of conventional industrial hazards when doing so—not the sheer, brute force and firepower of BattleMechs!

Moving the Tankers: Each tanker car is treated as a wheeled vehicle weighing 50 tons, with 40 armor points per side at the start of play. As long as they have suffered no immobilizing damage, each can be set in motion either by any action that would displace a unit (e.g. Pushing, Charging, Ramming, or Death from Above), or by any attack that delivers 5 or more points of damage, in which case the car is treated as being pushed from the direction it was hit. (If multiple attacks from multiple sides occur in the Weapon Attack phase, the attack direction is considered to be from whichever facing sustained the most damage in that turn.) For the purposes of these rules, all tanker car displacements will be called "shoves."

Once set in motion, a tanker will continue on its course dictated by the last shove it received, at a rate of 1 MP per turn. This can be increased to 2 MP per turn for 1 Movement Phase only if the tanker car was successfully shoved in the same direction during the previous turn's Weapon and Physical Attack Phases. Multiple weapon attacks or physical actions in a turn will not, by themselves, increase a tanker's MP; it must be one of each, and even then the increased speed lasts for only 1 turn of Movement before the tanker returns to an MP rate of 1.

If, during its motion, a tanker car crosses paths with an obstruction of any kind—elevated terrain, a wall or building, woods, or any other unit that is not another tanker car—it must check for collision as if it were a skidding unit with a Piloting Skill of 7. If no collision occurs, the car simply comes to a stop in the hex without incident, and will be unable to continue on that course so long as the obstruction exists there. Otherwise, the car suffers 1D6 points of damage to itself on the side facing its direction of travel, while any structures or units it hit will suffer 5 points of damage from the car, using the Hit Locations Table appropriate for a collision with a ground vehicle.

Tankers immobilized by damage can only be moved by physically displacing them; weapon attacks will merely damage them further without any form of shove effect.

Linking Tankers: If, for any reason, a tanker car moves adjacent to another tanker car, roll 2D6 and subtract 1 if either tanker used more than 1 MP in that turn (2 if both tankers did so). On a result of 6+, the tankers' magnetic ports clamp together and the tankers are linked at the closest side facings. The tankers will remain linked in such a fashion until deliberately pushed or knocked away from each other by damage. A roll result of 5 delivers 1D6 damage to the appropriate facings based on their relative orientations, and both cars come to a stop without linking.

Linked tankers may be moved along a new direction if more than half the cars in their linkage are successfully shoved from the same direction in a single turn, upon which they will move at a maximum of 1 MP as appropriate. If less than half the cars are

ARCADE SCENARIOS

shoved successfully in a given turn, roll 2D6 for the car that received the most shoves that turn. On a result of 6+, that car detaches from the link and moves in a new, random direction, while any result of 5 or less indicates that the cars remain linked in their current configuration, but now rotate 1 hexside in the direction the most-shoved car was being pushed.

Tanker Destruction: Critical hits to tanker crews are ignored, as are any critical hits to weapon systems, since they have neither people nor weapons aboard. But they remain susceptible to motive damage that can immobilize them, or any critical hit that would otherwise indicate vehicle destruction. Furthermore, like all ground vehicles, tankers will be destroyed if the internal structure on any facing is reduced to zero. For any tanker that is destroyed, by any means, roll 2D6. If the result is 8+, the tanker will explode, delivering 40 points of damage to all units within their hex, and 20 points of damage to all units and objects in each adjacent hex.

Destroyed tankers are automatically detached from any linked groups they were a part of.

Train Tractors

Train tractors wait at the exit terminals on each side of the depot, with one exit terminal per player team. These unarmed, automated engines are 80 tons in mass, have an MP rate of 20, and 60 points of armor per facing. They are set to depart once they are linked up with a minimum of 6 cars, but may also depart with up to 16 cars attached. (At 17+ cars, they become unable to muster the power.)

Because their engines are already started and locked onto their tracks, their electromagnets are at full power, but they face only to the rear. If a tanker car—linked or otherwise—enters the hex directly behind a tractor engine at either team's loading zone, the tanker car becomes permanently attached to the tractor, while all cars linked to that tanker remain attached to it in whatever previous formation they were in at the time the connection is made.

Unlike the free-rolling tanker cars, the tractors are set on rails, and will not be moved off them by anything short of a successful charge, push, or death from above by a unit that is not itself on the track already. (A unit that attempts to displace a tractor while being on the rail with it will only succeed in pushing the engine *along* its rail.)

Departure: The tractor engine will automatically depart the station once it has been connected to a chain of 6 to 16 cars in all. As the train departs, a 2D6 Departure roll must be made if the linked cars are arrayed in anything other than a straight line along the track to the tractor's rear. A +1 modifier applies to this roll for every tanker car positioned inside the track's hex row. If the modified roll result is equal to or greater than the total number of tanker cars in the entire chain (not counting the tractor engine), the train departs without incident, the magnetic links realigning any off-centered cars automatically as it goes.

If the Departure roll result is *less* than the total number of cars in the chain attached to the tractor, all of the cars that are out of alignment will detach as the engine pulls away, incidentally

severing the linkage to any of the cars behind them unless such cars are also directly linked to the tractor via a solid, straight, line of tanker cars along the engine's track. As this occurs, every single separated tanker car will break loose, sustaining 15 points of damage to the facing closest to where the engine was located. Any of these cars that are not destroyed will then begin the next turn moving 1 MP in a random direction, determined for each car, as if all had become unlinked. (If they are not destroyed first, these separated cars may re-link as normal in later turns.)

Arrival: Once a tractor pulls away, another will be deployed to the same departure point 2 Movement Phases later, arriving along its rail line. These tractors effectively arrive at a base speed of 20, and must check for collision with any tanker cars or other units on the track during their arrival Movement Phase. Treat this as an unintentional ram by an 80-ton vehicle with a Piloting Skill of 5.

Destroying the Tractor: Destroying or immobilizing a tractor engine before it can depart will *not* prompt an automatic win for that tractor's side like a rail destruction would. Instead, an emergency track-clearing system will engage that detaches the tractor from any tanker cars, pulls it off the rails (and the map), then sends in an emergency replacement from the Departure Gate.

The whole replacement process takes two turns to complete: one to remove the disabled engine, and another to back in a replacement engine from a secondary track off-board, at which point it will auto-link with any waiting tanker cars. In the very next Movement Phase turn after that, if conditions for a normal departure are met, the tractor will then do so as above.

Scoring

Unless someone does something to screw it up—namely, destroying a rail hex on either side of the map—victory in this scenario goes to the team of player units who successfully get the most tanker cars off the map via the tractor engines on their team's starting side of the map. Any tanker cars lost to damage are not counted toward scoring, as are any tankers left on the board if the player units somehow fail to move all of them (either by running out of a pre-determined number of turns, or because both player teams managed to destroy/cripple each other).

Note that destroying a tractor engine or an opposing unit will not add to either team's scores, but in the event of a tie score, the victory will go to the team that has the most functional units left in play. If the score is still tied after that, the scenario becomes a straight "sudden death" battle, with victory awarded to whichever team downs the first opposing unit.

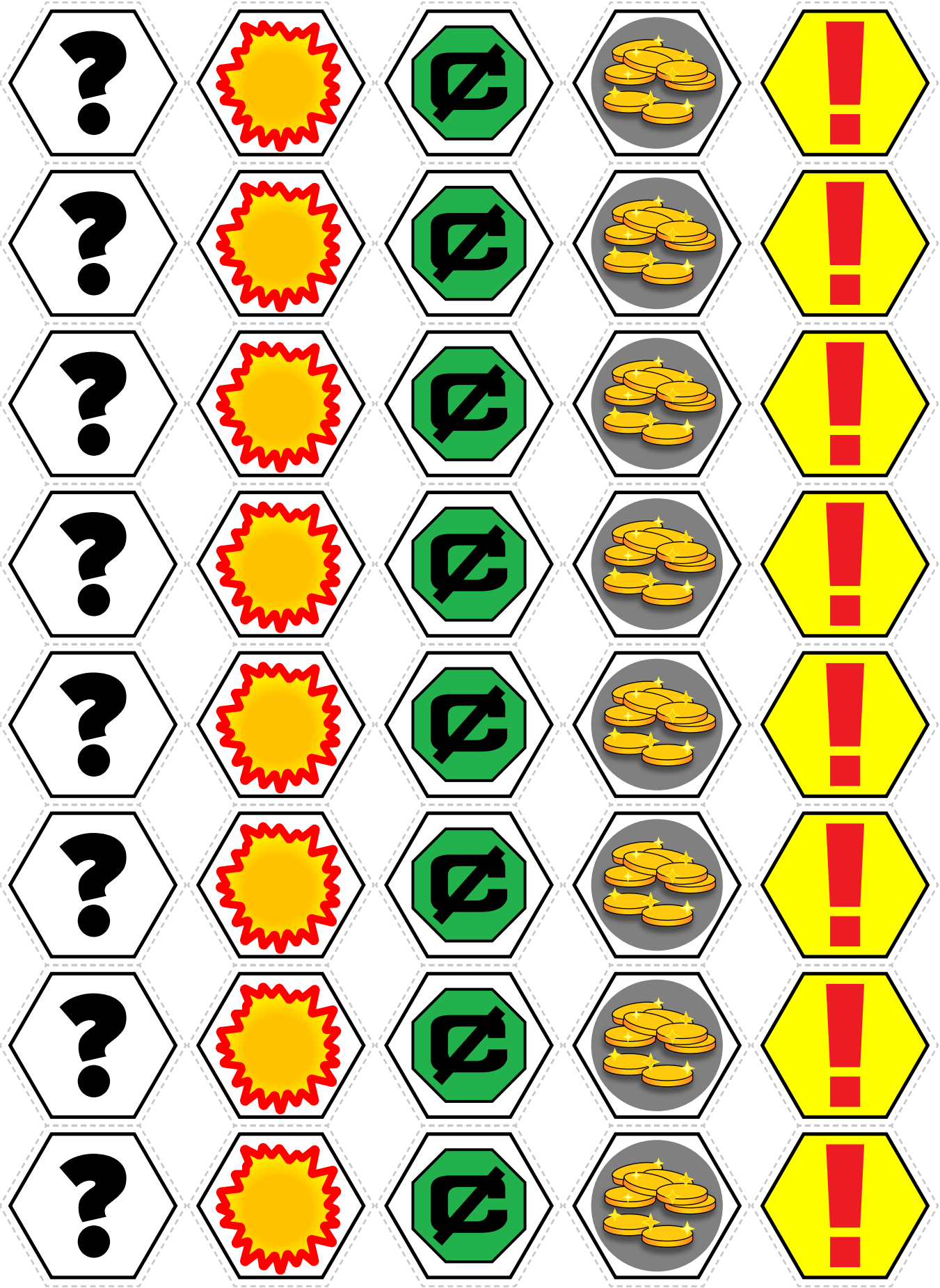
And remember: Destroying the rails is an automatic forfeit for the team that does so, and counts as a "Rage-Quit" for all players who actively participated in said rail's destruction.

Forced Withdrawal

The Forced Withdrawal rules from *Total Warfare* (see p. 258, *TW*) may be used in conjunction with this scenario. Nobody is asking you to die in BattleTechtris!







MEDALS AND RIBBONS



BASIC
VERY LOW



EASY
LOW



MODERATE
MODEST



CHALLENGING
FAIR



DIFFICULT
GOOD



EXTREME
GREAT



IMPOSSIBLE
EXTRAVAGANT

