Building Your Force

The following rules are used for players to build their own force for use in the Inner Sphere competition.

Inner Sphere

Your forces total tonnage cannot exceed **260** tons.

- Your force may consist of **3-5** BattleMechs.
- Pick a faction from one of the following major Inner Sphere factions: Capellan Confederation, Comstar/Republic of the Sphere, Draconis Combine, Federated Suns, Free Rasalhague Republic, Free Worlds League*, Lyran Alliance/Commonwealth, or Word of Blake. All the 'Mechs in your force must be available to that faction or on the Inner Sphere General list.
- Only **BattleMechs** and **OmniMechs** can be chosen for your force. No ProtoMechs, Vehicles, VTOLs, Infantry, Elementals, AeroSpace, LAM's etc can be used.
- Canon 'Mechs only, no custom 'Mechs allowed.
- Your force can consist of only one 'Mech per chassis. For example, you cannot have a Warhammer WHM-6R and a Warhammer WHM-6K nor can you have an Avatar AV1-O Prime and an Avatar AV1-O C in your force.
- Only 'Mechs that use Introductory (INTRO), Standard (STND) or Advanced (ADVD) technology may be used. No Experimental (EXP), Unique (named) or Mixed-Tech 'Mechs can be used.

If in doubt check the Official BattleTech Master Unit List (MUL) here: **http://www.masterunitlist.info**

- All of your MechWarriors will have a starting skill of Gunnery 4 and Piloting 5.
- C3/C3i Networks pay a premium of 10 tons per 'Mech connected in the network after the first.
    - 2x 'Mechs in C3/C3i Network = 10 tons
    - 3x 'Mechs in C3/C3i Network = 20 tons
    - 4x 'Mechs in C3/C3i Network = 30 tons
    - 5x 'Mechs in C3/C3i Network = 40 tons

* Free Worlds League also includes: Free Worlds League (Duchy of Andurien), Free Worlds League (Oriente Protectorate), Free Worlds League (Regulan Fiefs), Free Worlds League (Rim Commonality) and Free Worlds League (Tamarind-Abbey District).

Modifications to MechWarriors Skill

Your MechWarriors skills may be modified as per the table below.

Piloting Upgrades
All weight classes = 5 tons / point

Gunnery Upgrades
Assault = 20 tons / point
Heavy = 15 tons / point
Medium = 10 tons / point
Light = 5 tons / point

- You cannot "downgrade" a MechWarriors skill to gain more tonnage for your force.
- MechWarriors may be upgraded by a maximum of two extra points in Gunnery and /or Piloting. An Inner Sphere MechWarrior's maximum skill would be Gunnery 2 and Piloting 3.
- No greater difference in individual Gunnery and Piloting than 2.

The following special ammunition is available to all Inner Sphere forces (Total Warfare, page 140-142):

- Armour-Piercing Ammunition (Standard & Light Auto-cannons)
- Precision Ammunition (Standard & Light Auto-cannons)
- Cluster Ammunition (LB-X Auto-cannons)
- Artemis-Equipped Missiles (LRM, SRM, MML)
- Streak SRM
- Inferno SRM's only
- Semi-Guided Missile (LRM, MML)
- Narc-Equipped Missile (SRM, LRM, MML)
- i/Narc pods: (ECM, Explosive, Haywire, Homing, Nemesis)

Inner Sphere Scenarios

In each round, the same scenario will be played in every match. Player's will gain Victory Points for achieving Primary, Secondary and Tertiary objectives.

Each player will have 1 Edge card to use in each match. In your players pack you will find an edge card. To use your edge card, inform your opponent and turn the edge card over (face down). You cannot "bank" an unused edge card from one match to the next. The types of rolls you can spend your edge card on are listed in the Rules Appendix.

At the end of each match, each player will total their Victory Points achieved in the scenario. Subtract the points of the player with the least Victory Points from the player with the most Victory Points. Refer to the chart on page 2, under Competition Points, to find how many Competition points are awarded to each Player. Inform the Tournament Organiser of the result.

Example: John has gained 10 victory points in the scenario and his opponent Paul gained 6 victory points. The difference is 4 victory points. John therefore has gained 7 competition points and Paul has gained 3 competition points out of a possible 10 competition points for the scenario.

All scenarios have the following Secondary and Tertiary objectives.

Secondary Objective

In all scenarios, your secondary objective is to destroy as many of your opponent's 'Mechs as possible.

Destroying a BattleMech is worth **2** Victory Points. Crippling a BattleMech is worth **1** Victory Point.

A 'Mech is considered "destroyed" if it meets any of the below criteria:

- Has no Internal Structure remaining in the Centre Torso.
- Has three or more Engine Critical Hits.
- The 'Mech is removed from the map i.e. displaced, skidded, pushed or charged.
- The 'Mech is unable to fire any weapons at an enemy while prone due to both arm's being lost.
- The 'Mech is unable to stand as it has lost both legs, or the difficulty to stand is higher than 12.
- The MechWarrior is killed or has 5 head hits <u>and</u> is unconscious at the end of the match.

At the end of the match a 'Mech is considered "crippled" if it meets any of the criteria for a Forced Withdrawal (as per Total Warfare page 258, but also reprinted in the Rules Appendix of this document).

Tertiary Objectives

In your players pack you will have a deck of six Tertiary Victory Condition cards. At the start of each match you will shuffle the cards face down and randomly select **1** card from your deck. **Do not show your opponent which card you have drawn.** At the end of the match reveal your tertiary objective to your opponent and if you have achieved the objective you will receive **2** Victory Points.

Assassinate

Your objective is to destroy or cripple your opponent's heaviest 'Mech. If your opponent has more than one 'Mech of the same tonnage, then your target is the 'Mech worth the most BV (including MechWarrior Upgrades).

First Blood

Your objective is to destroy one of your opponents 'Mechs before he can destroy any of yours. In the event that 'Mechs from both sides are destroyed in the same round you still gain the victory points.

Hold the Line

Your objective is to have more 'Mechs in your half of the map than your opponent does at the end of the match. If the total number of Mechs are equal, compare the total BV (including MechWarrior Upgrades) to resolve ties.

Lead from the Front

Your objective is to have your heaviest 'Mech end the match in your opponent's half of the map, while still being able to move. If you have more than one 'Mech of the same tonnage, it is the 'Mech worth the most BV (including MechWarrior Upgrades).

Line Breaker

Your objective is to have more 'Mechs in your opponent's half of the map than your opponent does at the end of the match. If the total number of Mechs are equal, compare the total BV to resolve ties.

Slow 'Em Down

Determine your opponent's 'Mech with the highest Run speed (including MASC/TSM/Supercharger modifiers). This is your target. If your opponent has multiple 'Mechs with the same Run speed, then your target is the 'Mech worth the most BV (including MechWarrior Upgrades). Your objective is to destroy, immobilise or cripple this 'Mech.

Capture & Hold

Intelligence reports have confirmed that enemy forces are moving towards a local communications array in order to control it. Your mission is to find the array and secure it from the enemy.

Game Setup
Each 'Mech enters the battlefield from your home edge in initiative order. There are three objectives placed on the board which represent the communications array and are your primary objective.

Primary Objective
During the End Phase of each turn, if you control an objective you score **1** Victory Point.

Special Rules
How to gain and maintain control of an objective?
To control an objective, you need to have more 'Mechs within 3 hexes of the objective than your opponent.

If you and your opponent have the same number of 'Mech's within 3 hexes, then the player who's 'Mech's are the closest to the Objective gains the victory point. If both players have 'Mech's equidistant from the objective the player with the most BV (including MechWarrior Upgrades) gains a victory point.

'Mechs with an unconscious MechWarrior or that are shutdown, do **not** count towards controlling an objective.

Objectives cannot be damaged or moved onto, but can be jumped over.

Recon Raid

An unknown enemy force has entered the DMZ. You have been tasked with identifying the enemy and then eliminating them with extreme prejudice.

Game Setup
Each 'Mech enters the battlefield from your home edge in initiative order.

Primary Objective
You gain **3** Victory Points for each enemy 'Mech you successfully scan.

Scanning a 'Mech
Any 'Mech in your force may attempt a detailed scan on any turn that it ends its Movement phase within 3 hexes of an opposing 'Mech, (5 if the 'Mech is equipped with any equipment with "probe" in the title or equipment description).

A scan is declared during the Fire Phase and takes place during the End Phase of the same turn, provided the 'Mech remains functioning and does not have any sensor critical hits.

Scanning is successful if the 'Mech spends two turns within range of the target. Line of sight is not required. The 'Mech attempting the action may not fire any weapons or make physical attacks during the time it takes to complete a scan, 'Mechs equipped with a "probe" ignore this limitation. The two turns required to scan the enemy do not need to be consecutive turns, but must be made by the same 'Mech.

Extraction

Rumours have been flying through the base that a piece of experimental technology has been "lost". Your mission is to retrieve the experimental technology and return it to base, before the enemy can.

Game Setup

Each 'Mech enters the battlefield from your home edge in initiative order.

In the middle of the map is your primary objective: the experimental technology.

Primary Objective

The first player to return the objective to their home edge and have their 'Mech leave the battlefield gains **8** victory points. The mission is over when that End Phase is completed.

Special Rules

Picking up the Objective

Only 'Mechs with two functioning hand actuators may pick up the objective.

In order to pick up the objective from the target hex, the player must spend a full round with a 'Mech in that hex (not counting the round the 'Mech enters or exits the hex). While a 'Mech is spending the round picking up the objective, it may not make any weapon attacks. However, it is <u>not</u> considered immobile. Once the full round is complete, the 'Mech has picked up the objective.

While the 'Mech is carrying the objective, it cannot fire any arm or forward-firing torso-mounted weapons, make punching or pushing attacks, use a club or make physical weapon attacks, though it may charge, kick and execute death-from-above attacks.

If the 'Mech is destroyed or goes prone while holding the objective, the objective scatters (as per facing after a fall) to an <u>adjacent</u> hex. This is a separate roll to the facing after a fall roll the player would normally make. The Mech may be facing a completely different direction from the hex the objective falls into.

Shielding Movement Mode

A shielding unit uses movement to put itself in harm's way to protect another 'Mech from attacks. A shielding unit may only expend its current Walking MP, but it is considered to have run for purposes of the attacker movement modifier during the turn in which it is shielding (it can make all standard weapon and physical attacks during that turn). After its movement is finished, it must designate an adjacent hex to receive

its protection. During the Weapon Attack Phase of the turn when the unit used the Shielding movement mode, all attacks against the designated 'Mech that pass through the hex occupied by the shielding 'Mech add a +2 modifier to the attack roll.

If an attack against a shielded target misses, compare the Margin of Failure (MoF) against the +2 modifier of the 'Mech shielding. If the MoF is equal to or less than that modifier, the attack automatically strikes the shielding unit; determine direction of attack and location for applying damage normally.

For Example: A 'Mech is trying to pick up the objective and therefore has no movement modifier this turn. An ally 'Mech decides to use the shielding movement mode and adds +2 to the to hit modifier for any attack going through the hex it occupies.

The Attacker has a gunnery of 4 (base 4), it walked this turn (+1), target movement modifier (+0), no terrain modifier (+0), medium range (+2), shielding 'Mech modifier (+2). Total to-hit number = 9.

If the Attacker rolls 9 or more then the Attacker hits the target 'Mech trying to pick up the objective. If the Attacker rolls a 7 or 8 then the attack hits the shielding 'mech because this is within the MoF the Shielding 'Mech provided to the defending 'Mech (the +2). A roll of 6 or below means the Attacker misses everything.

Prisoner Exchange

A valuable member of your force has been captured by the enemy and command has negotiated a prisoner exchange. Somehow I don't think the exchange is going to go as planned…

Game Setup

Each player chooses a MechWarrior of their heaviest 'Mech, this character has been captured and is the "Prisoner" for this scenario. If you have more than one 'Mech with the same tonnage, then the prisoner is the 'Mech worth the most BV (including MechWarrior Upgrades).

Your prisoner starts the game locked in a level 1 CF 40 building – the Prison. The Prison is placed in the middle of the map, 3 hexes from the home edge of the opposing player. The Prisoners 'Mech is placed by your opponent in any hex adjacent to the Prison.

All other 'Mech's enter the battlefield from your home edge in initiative order.

Primary Objective

Your objective is to free your prisoner by destroying the enemy Prison, meanwhile defending the prison from attacks made by your opponent.

Freeing your prisoner is worth **3** victory points. If your opponent fails to free their prisoner you score an additional **3** victory points.

Special Rules

To free your prisoner you must first destroy the prison by dealing 40 or more points of damage to the building.

During the End Phase of the turn the prison is destroyed, the prisoner leaves the prison and climbs to the cockpit of its BattleMech.

It takes 1 full turn for the BattleMech to finish the power-up sequence. For gameplay and fairness reasons, while the prisoner is in the prison and during the turn it takes to power up the BattleMech the Prisoners 'Mech may not be the target of any attacks.

The **Shielding Movement Mode** from the Extraction Scenario can be used to defend the Prison from the enemy attacks.