

Scenario Title: Operation FUBAR.



Background: The Union-class DropShip IWS Iron Wind has crashed en-route to relieve forces fighting to protect Mech facilities in Davion Space. On the edge of their planned flightpath between pirate coordinates and rendezvous with the jump ship Colossus they were forced into the atmosphere of a nearby planet as yet unconfirmed designation or allegiance. Unknown aerospace assets bearing no insignia inflicted serious and widespread damage to the Iron Wind before guns could be brought to bear such was their speed of attack. Now crippled and venting Atmosphere with multiple casualties the Iron Wind attempted an emergency landing only to fail. The Endo Steel of its landing gear weakened by sustained Las and PPC fire failing to deploy and damage to engines resulting in a mess of molten and buckled engine and landing gear burrowing itself into the ferrocrete slab, from the outside it looks like the ship which once was a miracle of technology was now a third of a ship simply merged into the ferrocrete beneath it.

Alarms blaring and sirens wailing the remaining bridge crew try to regain calm but many systems are near to collapse. The emergency beacon is activated and an automated response received almost immediately **wait, survive, persevere**. Three words nothing more. The master of the ship springs into action signals the mechwarriors from the Order of Lazarus onboard to evacuate and emergency crews to stations. It was not needed the crew knew their roles.

Like all mechwarriors those aboard the Iron Wind had at the first sign of combat raced to their mechs. Sealing themselves inside preferring to die within their mechs than the void of space. This served them well for although they had lost many skilled techs and friends during the aerial assault and subsequent explosive decompression, most had survived. A few would need more extensive repairs like their mechs tangled around them, but they were alive. All told their company was running at about 75% off optimal they were lucky. Sat in his command mech the Red Reaper Mechwarrior Shamus O'Hare gave a thankful prayer to his god grateful that The Order of Lazarus still existed. Time would tell if he lived to enjoy it. Once everything had stopped moving and it was the screaming cacophony of alarms, the screams and protests of men and the screech of twisted metal, the work of getting out of the Iron Wind's transport bays could begin. With what seemed like hours to those trapped inside a loading door and ramp was soon Gerry rigged and forced into submission. His Mech's were outside feet on the ground relaying both tactical and in some cases acting as eyes for the repair crews that would soon change though.

"Contact energy and heat signatures located and on intercept course"



- The survivors must hold out for 6 turns amidst hostile territory. The City Protectors, a renowned mercenary unit, and a small militia force are tasked with protecting the city and are aware of the growing situation.
- A rescue Union-class DropShip will arrive on the 6th turn to extract the survivors. It lands retrieves survivors and goes on the 9th turn the hottest of pickups.



Factions:

The Order of Lazarus Crash Survivors

- 1 Light Lance (4 x 'Battlemechs)
- 1 Medium Lance (4x Battlemechs)
- 1 Heavy Lance (4 x Battlemechs)
- 1 Command Battlemech (up to and including Assault Class)

There is no points limit to the construction of these lances as long as they conform to the rules for lance and force construction within the rulebook. They are led by a relatively seasoned veteran with a piloting skill of 3 and a gunnery skill of 2 his subordinate also the same.

Skills and quirks can be added within the scope of force construction rules.

This should allow for a classic WTF moment when a totally unique force is suddenly dropped into the defenders back yard

City Protectors

- 4 Lances (the Vespids Mercenary Unit)
- 800 Points of Mixed Vehicles and/or Infantry (Start with 1 Less Damage Point)

There is no points limit to the construction of these lances as long as they conform to the rules for lance and force construction within the rulebook. They are led by a relatively seasoned veteran command structure with a reasonable piloting and gunnery skills amongst its senior staff

Skills and quirks can be added within the scope of allowed force construction rules.

The planetary defence militia are all untested greenhorns the force is poorly maintained and led, it may contain battlemechs vehicles and infantry as desired although all selection requirements must be met within the rules and the total force not exceed 800 points.

Objectives:

The Order of Lazarus Crash Survivors:

- Survive for 6 Turns: The crash survivors must hold out for 6 game turns amidst hostile territory the rescue dropship lands turn 6 there are two game turns to load survivors as on turn 9 it departs with either a scenario win or the screw you special rule activated.
- Protect the Command Battlemech: The Command Mech must leave with the rescue DropShip to win the scenario.



City Protectors (Vespids Mercenary Unit):

- Defend the City: The City Protectors must protect the city from all potential threats.

Map Description:

- Crash Site: Center of the board, rough terrain with debris, provides partial cover.
- City Edge: Surrounding the starport, industrial structures and warehouses,
- City: Urban buildings, streets, and plazas, dense terrain

Damage Allocation before game starts:

- Light 'Mechs: 1 damage points each
- Medium 'Mechs: 2 damage points each
- Heavy 'Mechs: 2 damage points each
- Command Mech: 2 damage points

Forces:

The Order of Lazarus Crash Survivors:

- Light Lance
- Medium Lance
- Heavy Lance
- Command Mech
- The rescue dropship has a single lance of heavy mechs

City Protectors (Random Lance Deployments):

- 4 Lances inner sphere only mechs
- 800 Points of Mixed Vehicles and/or Infantry (mechs Start with 1 Less Damage Point)

Special Rules:

Crash Damage: Apply predetermined damage as per the allocation above before the game starts. Consider armor breaches, damaged weapon systems, and mobility impairments.

- To simulate this roll a single D6 for each Battlemech when allocating damage, on a roll of 1 or 2 it is a critical hit which will require the relevant damage penalty to be applied before the game starts.

Repairs:

Here are the basic steps for repairing damage to BattleMechs in Alpha Strike:

- **Determine the Repair Points:** At the beginning of a game turn, each player receives a number of Repair Points (RP) equal to their Command Rating (CR). This represents the logistical support and resources available for repairs.
- **Allocate Repair Points:** During the Movement Phase, players can allocate their Repair Points to repair units that have taken damage. Each point of damage requires one Repair Point to be repaired.
- **Repair Units:** Repair Points are spent to remove damage points from units. Players can choose which units to repair and how many Repair Points to allocate to each.
- For example, if a BattleMech has taken 3 points of damage, you would need to allocate 3 Repair Points to completely repair it.
- **Repair Limits:** There are limits to how many Repair Points can be allocated to a single unit. The specific limits may vary depending on the scenario or house rules being used.
- **Unused Repair Points:** Any Repair Points that are not used in a turn are lost. They cannot be carried over to the next turn.

- **Continuous Damage:** Some scenarios or special rules might allow for units to take continuous damage. This represents ongoing effects like fires, radiation, etc. These typically require separate rules for repair.
- **End of Turn:** At the end of the turn, any units that received repairs will have their damage markers removed.



Reinforcements:

Turn 6: An unarmed Union-class DropShip arrives 2d3 plus 10 inches away from the crash site. It can rescue all surviving Battlemechs, but it cannot fight, this vessel is designed for quick in and out rescue missions only.

The rescue dropship has a single lance of heavy Battlemechs it may deploy to secure the drop site. This lance must follow list building rules but may be tailored

as appropriate by the crash survivor player. Piloting skill are not to be higher than 3, the gunnery skill may also be upped to 3 if desired

Survivors Command Mech Priority: The Command Battlemech must survive and successfully leave with the rescue DropShip for the survivors to win the scenario.

Piloting and Gunnery Skill:

- Piloting and Gunnery skill for all of the Order of Lazarus are set at 4, except for the Commander and his 2IC (3 and 2 respectively).

City Militia Skill Levels:

- Piloting and Gunnery skill for City Militia units are set at 4.

Mercenary Skill Adjustments:

- Each Lance Leader may increase their Piloting and Gunnery skills to a maximum of 2. Additionally, one subordinate in each lance may have their Piloting and Gunnery skills increased to 3.

Special Events:

- **Urban Warfare (Turn 3):** A citywide alert prompts additional City Protectors forces in the form of the planetary militia to mobilize and deploy reinforcements. These reinforcements must be deployed from the closest table edge to the enemy, enter under a normal move order and are able to fire their weapons if in range. Infantry units may be declared and deployed from within buildings if at the time there are no enemy assets within 6 inches of them.



- **Screw You protocol!**: if the crash survivors command Battlemech is destroyed, but other survivors leave within the rescue Dropship they enact a final act of defiance upon the city protectors.



- **Roll a single D6 on a roll of 5 or 6 the following occurs** As they leave the crash site they detonate the stricken vessels fusion drive. Any city protector unit within a radius of 6 inches of the crash site automatically takes 2 points of damage and must make a single critical role applying damage as required. Units within the 6 inch to 12 inch radius take 1 point of damage. Infantry units within the entire 12 inch radius along with any building they are in are classed as destroyed
- Once all damage has been allocated victory points can be calculated and although the scenario was lost the crash survivors could still win on victory points

Victory Conditions:

The Order of Lazarus Crash Survivors:

- Survive until Turn 9 evacuate on the rescueship.
- Protect the Command Mech at all costs and have it successfully leave with the rescue DropShip.



City Protectors (Vespids Mercenary Unit):

Ensure the successful destruction of the Command Battlemech and all crash survivors. If the entire heavy lance deployed by the rescue dropship is destroyed then the Dropship is classed as overrun and captured.

CRIPPLING DAMAGE

For the purposes of Forced Withdrawal, a unit that meets any of the following criteria is considered crippled and will be forced to withdraw:

- The unit has no Armor remaining and has been reduced to half its starting Structure value (rounded up) If the unit possesses only 1 point of Structure to begin with, it begins retreating as soon as it loses all of its Armor.
- The unit has been reduced to a damage value of 0 for all Medium- and Long-range attacks. This condition does not apply if the unit began the scenario with a damage value of 0 at Medium and Long range.
- The unit has been immobilized through damage, critical, and/or motive hit effects.
- Retreating and Abandoned Units: Units that retreat from a scenario award no VP to the opposing side, but if the unit is crippled before it can exit the map area, and its crew are forced to bail out, the opposing force may treat that unit as a successful kill.
- Accidental Kills and Self-Destruction: If a unit destroys itself accidentally or deliberately destroys itself in any fashion, award half of its basic kill VP (rounded normally) to the opposing force

BASIC KILL SCORING

BattleMech	5
Combat Vehicle	3
Conventional Infantry	1

Thoughts?

This scenario allows free range for list construction, points are not the key factor my opponent @igetgames wanted to be able to field his force and feel under pressure and have lots on for an epic scenario driven game we have a long weekend planned in a designated hobby room where the table remains untouched for food breaks and sleep so it takes however long it takes all we require are epic terrain, beer and fun whilst we are playing,

Our forces can be unique and of differing points values but that's the point its dealing with surprises the unknown and reacting to those oh shit moments. If you don't have the time or are under pressure from wife, mother, partner, to clear the table assign a point value cut the number of mechs allowed but do keep the attackers at one and a half times the points of the survivors its totally scaleable don't be put off tweak it to suit yourself..

Ideally this scenario requires players to carefully manage their damaged Battlemechs, allocate resources effectively, and make strategic decisions about which 'Mechs to repair and which to prioritize for defense. The random lance deployments and repair mechanics add an element of unpredictability and urgency to the gameplay. The rescue mission also introduces a time pressure element, emphasizing the need to protect the Command Mech. The presence of mixed vehicles and infantry in the City adds an additional layer of tactical considerations. Additionally, the reduced damage points for the city militia units represent their suboptimal maintenance.

