

Lore Primer

The year is 3151 and the Republic Of The Sphere has fallen.

Across the Mother of Humanity battles raged and then, one by one, fell silent as the Clans marched ever onward to final victory against the Republic. As the final trial between Wolf and Falcon concludes, a small band of Deserters, Republic Remnants, and all those who have something to lose band together for one final mission, one final spit in the eye of those who would call themselves *ilClan*.

Collecting the battle standards of Republic Units not yet captured or destroyed, symbolic documents, and as many VIP's and dependents as they could find, these remnants have prepared a DropShip to escape the planet and rendezvous with a JumpShip sitting at the Lagrange Point between Terra and Luna to take them away, but those who call themselves rulers have discovered their ploy and have sent forces to stop their escape.

Under the banner of the ilClan, forces loyal to the new order have gathered and are departing to capture these valuable symbols and people to lay them at the feet of Alaric Ward to earn their place in this new realm. To capture these would bring great Glory and Honor, so they stride forward into this new day.

It is unsure who will end up victorious, who will fall, and if the last remnants of the Republic will be cast at the feet of Alaric Ward, or live on in some distant enclave hidden from all those who seek to claim them.

But there is one thing that is known for certain.

It is the 32nd Century, and mankind is once again at war.

Overall Rules

Event Schedule and Pacing

Date & Location:

- Saturday, September 19th
- 9:15 AM – 5:00 PM
- CPO Mess Hall, 2nd Deck (USS Massachusetts BB-59).

Breaks:

- 60 minute break at noon for lunch
- 15 minute during Phase 2

A Request From The Table Organizers

A large-scale event like this requires significant preparation, and to help things run smoothly, we ask that all players familiarize themselves with any special rules or edge cases that apply to their forces. Specifically calling out Infantry, VTOL, and Artillery. This will help avoid delays and ensure we can focus on the action rather than rule disputes or clarifications on the day of the event. We appreciate your cooperation and understanding. Thank you!

Limited WiFi and Cell Phone Service

The WiFi and Cell phone service while inside the ship will be poor or not available. While electronic record sheet programs like flecks and MekBay will be allowed, we recommend all players bring paper record sheets as backups in case electronic ones fail.

Force Creation Rules

Each player is given 250 points with which to build a single Lance/Star/or Level II force with up to 6 units in the force maximum, not counting infantry. The following unit types are available: Mechs, Ground Units, Air Vehicles, Naval Vehicles (see Alpha Strike: Commanders Edition page #28 Unit Types). See additional rules below for air vehicles and infantry.

- This game will use the Alpha Strike: Commander's Edition rulebook and a "Master Rule Book" will be held in possession of the TO's in case of arbitration regarding rules.
- All units must be Elite (Skill 3), or better (Max Skill 2) with PV scaling as described in AS:CE Page #29.
 - Only one unit may be upgraded to Skill 2 per force.
- Must use stock unit designs following intro, standard, and/or advanced rules. No custom units, No named 'Hero character units, No special pilot abilities, No special command abilities, and No formation bonus abilities are allowed.
- If players wish to bring any airborne support forces they must conform to the "Air Lance" formation rules found on page #121 in Alpha Strike: Commanders Edition. 4 ground units with 2 aerospace air vehicle units.
 - VTOL are considered "Ground Vehicles" under this and are not limited by Air Lance formatting.
 - Advanced Aerospace such as Small Craft, DropShips or WarShips cannot be taken.
- If players wish to bring Infantry or Battle Armor forces they must conform to the "Combined Transport and Infantry Formations" rules on page #121 Alpha Strike Commander Edition; all infantry must be able to be transported in a single turn by accompanied forces in your own list. In addition; infantry do not count towards the total unit limit but cannot exceed 50% of the total force size (6 infantry units max per player for a maximum of 12 units. If the player brings less than 6 non-infantry units, they may only bring up to that number of infantry units.)
- Lists may have a maximum of 2 Artillery Specials (Page #47 in Alpha Strike: Commanders Edition) of any type and the unit carrying said artillery must be deployed on field.
 - For example, a unit may have *EITHER* a unit with ART-LT and a unit with ART-S *OR* a single unit with two ART-IV specials or any combination of the above, but there may only be two total ART special types used.
 - Battlefield Support Artillery will be allocated as part of the game.
- Unit availability Era is limited to: IIClan Era, Dark Age Era, Jihad Era.
- No more than 2 non-infantry units of the same chassis type are permitted. (IE, Kit Fox A and Kit Fox Prime are the same Chassis, but different variants.)
 - Infantry are not limited to this rule.
- Alternate Ammunition for weapons are not permitted (AC, SRM, LRM, etc).

- This includes a ban on specialty munitions for Artillery, they must use standard fire.
- ASF units may choose to carry bombs up to their BOMB# special and choose between the variants listed in AS:CE Page 183 (HE, Cluster, Inferno).
 - They may not choose to take bombs from Page 147 (Arrow IV, RL, TAG, etc).
 - Bombs do not refresh during Reinforcements, but do between the Shaping Operations and Final Extraction.
- Know your unit's specific rules and be willing and able to explain them to other players when the need arises.
 - Suggested that you bring an index card or similar cheat sheet for your specific rules printed out instead of just page references for the rulebook.
 - If you cannot explain a rule, it is not considered valid in game
- Unit tokens and record cards will not be provided.

All participants must submit a force selection list a minimum of 2 weeks before the tournament for organizers to vet unit choices as legal. Submissions can be sent in via discord DM to organizers or sent to nemechcon@protonmail.com. When you submit your selection, tell us which side you prefer to fight for; Republic or the ilClan. There are no faction restrictions on choosing to fight for the Republic or the ilClan, but you may be requested to change teams to ensure game balance.

It is suggested that players use the [Master Unit List](#) or [MekBay](#) to research and build their lists for ease of ensuring your units are legal. The Era form should be set to Jihad, Dark Ages and/or ilClan, and the Rules should be set to Intro, Standard, and Advanced.

Special Narrative Event Rules in Effect:

- **Battlefield Support:** Situational based on field assets available during operations.
- **Lance/Star Movement rules are in effect**, Page #33 Alpha Strike Commanders Edition for the Final Extraction. All player units in a lance/star must be moved at the same time. Unit cohesion/minimum distance to a friendly unit is not required. During the Shaping Operation, this rule may or may not be in play depending on total player count.

- Each player receives **2 edge points** for each phase of battle (Shaping Operation vs Final Extraction). A player may spend a point of edge to force/allow a re-roll of any 2d6 dice result. Both dice must be re-rolled.
- **Morale Check** rules are in effect for the Shaping Operations as per Alpha Strike: Commander's Edition Page #169 in Optional Rules. This takes the place of **Forced Withdrawal**.
 - As damage including armor, critical hits, and even unit destruction remain between phases of the narrative battle, modified by success during the Shaping Operations, it is advised players **retreat into reserve** if their forces begin to take too much damage.
 - Units are able to retreat off board **before the 3 turn limit** described in the Reinforcement special rules.
 - **Morale Checks** do not apply during the **Final Extraction**.
- There are no painting requirements and proxies are okay! But we encourage all participants to bring your best parade colors for a photo at the end of the day!

Suggested Capabilities

- All forces should be capable of engaging in a **stand up fight** or at least contributing to it.
- Objectives for the Shaping Operation and Final Extraction may benefit from units containing Probe or ECM Specials.
- It is suggested to build a **Clan and Republic list** as to balance player numbers if need be.

Example Lists

Note: None of these lists are exceptionally strong or particularly put together. Merely created to demonstrate basic rules legal formations. It is advised you create your own list and merely use the ones here as a check to ensure you have created a game legal force.

Valid Basic Formation

Name	Intro	Armor	Internal	S	M	L	E	OV	Tons	Skill	PV	
Lament LMT-2D	3147	7	3	3	3	3	0	1	65	3 ▾	52	✗
Lament LMT-2D	3147	7	3	3	3	3	0	1	65	3 ▾	52	✗
Malice MAL-XP	3132	10	4	4	4	2	0	0	100	3 ▾	53	✗
Havoc HVC-P6	3112	4	2	3	3	0	0	0	35	3 ▾	43	✗
Havoc HVC-P6	3112	4	2	3	3	0	0	0	35	3 ▾	43	✗
5 Units									300		243	✓ 12:02 PM

Less than or Equal to 250 PV List, no more than 2x of the same chassis per unit.

Valid Air Lance

The 4th Magistracy of Canopus Firebrands

Support Air Lance *
6 Units · PV: 241

Attack Fighter
CHP-W5
Chippewa
PV: 44 MV: 5"a 3

Attack Fighter
CHP-W5
Chippewa
PV: 44 MV: 5"a 3

Striker
ABS-5Z
Anubis
PV: 34 TMM: 3 MV: 14" 4 TAG ECM

Striker
ABS-5Z
Anubis
PV: 41 TMM: 3 MV: 14" 3 TAG ECM

Brawler
BLR-3M
BattleMaster
PV: 50 TMM: 1 MV: 8" 3

Striker
C
Locust
PV: 28 TMM: 3 MV: 16" 3

2x ASF combined with 4x Other Non-Infantry Units.

Valid Artillery Force

Name	Intro	Armor	Internal	S	M	L	E	OV	Tons	Skill	PV	
Black Hawk (Nova) Prime	2870	5	3	5	5	0	0	4	50	2 ▾	57	✖
Locust IIC	2832	3	2	5	5	0	0	0	25	3 ▾	50	✖
Naga Prime	2869	5	4	2	2	0	0	0	80	3 ▾	62	✖
Locust IIC	2832	3	2	5	5	0	0	0	25	3 ▾	50	✖
Baboon (Howler)	2871	2	2	1	1	1	0	0	20	3 ▾	24	✖
5 Units									200		243	✓ 12:12 PM

Only 2x total Artillery Specials included on the Naga Prime.

Name	Intro	Armor	Internal	S	M	L	E	OV	Tons	Skill	PV	
Sniper Artillery	3094	6	4	1	1	0	0	0	80	3 ▾	46	✖
Sniper Artillery	3094	6	4	1	1	0	0	0	80	3 ▾	46	✖
Bulldog Medium Tank (Chemical)	3146	7	3	3	2	0	0	0	60	3 ▾	35	✖
Bulldog Medium Tank (Chemical)	3146	7	3	3	2	0	0	0	60	3 ▾	35	✖
Raven RVN-3L	3048	3	2	2	2	0	0	0	35	3 ▾	31	✖
BattleMaster BLR-1G	2633	8	7	3	3	1	0	1	85	2 ▾	56	✖
6 Units									400		249	✓ 12:24 PM

Same as above, but using 2x units with 1x Artillery Special each.

Valid Infantry Force

Name	Intro	Armor	Internal	S	M	L	E	OV	Tons	Skill	PV	
MHI Amphibious APC	3101	4	2	1	1	0	0	0	35	3 ▾	19	✖
MHI Amphibious APC	3101	4	2	1	1	0	0	0	35	3 ▾	19	✖
Hatchetman HCT-6M	3084	5	2	3	3	2	0	1	45	3 ▾	37	✖
Griffin IIC	2852	4	3	3	3	2	0	0	40	3 ▾	37	✖
Special Forces	3082	3	1	2	2	2	0	0	4	3 ▾	22	✖
Special Forces	3082	3	1	2	2	2	0	0	4	3 ▾	22	✖
Special Forces	3082	3	1	2	2	2	0	0	4	3 ▾	22	✖
Special Forces	3082	3	1	2	2	2	0	0	4	3 ▾	22	✖
Locust IIC	2832	3	2	5	5	0	0	0	25	3 ▾	50	✖
9 Units									196		250	✓ 11:27 AM

Number of Infantry less than or equal to total number of non-infantry units, all infantry can be carried by Non-Infantry units at beginning of the game.

Name	Intro	Armor	Internal	S	M	L	E	OV	Tons	Skill	PV	
Elemental Battle Armor (Space) [MicroPL] (Sqd5)	3066	2	2	2	0	0	0	0	1	3 ▾	20	✖
Elemental Battle Armor (Space) [MicroPL] (Sqd5)	3066	2	2	2	0	0	0	0	1	3 ▾	20	✖
Elemental Battle Armor (Space) [MicroPL] (Sqd5)	3066	2	2	2	0	0	0	0	1	3 ▾	20	✖
Elemental Battle Armor (Space) [MicroPL] (Sqd5)	3066	2	2	2	0	0	0	0	1	3 ▾	20	✖
Elemental Battle Armor (Space) [MicroPL] (Sqd5)	3066	2	2	2	0	0	0	0	1	3 ▾	20	✖
Dasher (Fire Moth) E	3059	1	1	2	1	1	0	0	20	3 ▾	22	✖
Dasher (Fire Moth) E	3059	1	1	2	1	1	0	0	20	3 ▾	22	✖
Cougar G	3071	4	2	3	3	3	0	0	35	3 ▾	36	✖
Uller (Kit Fox) Prime	2890	3	2	3	3	2	0	0	30	3 ▾	31	✖
Butcherbird (Ion Sparrow) Prime	3147	2	1	3	3	0	0	0	20	3 ▾	36	✖
10 Units									130		247	✓ 11:35 AM

Same as above, except the Infantry units are BA mounted on Omnimechs

Format Of Play

DISCLAIMER: SPECIFIC DETAILS OF THE MISSIONS ARE NOT YET FORMALIZED AND MAY BE SUBJECT TO CHANGE BETWEEN NOW AND CONVENTION START. AN UPDATED AND FINALIZED MISSION LIST WILL BE PROVIDED AT LEAST A MONTH BEFORE AND DURING THE CONVENTION.

USE THIS SECTION AS A REFERENCE TO PLAN YOUR LISTS AND STRATEGIES, NOT A FIRM GUIDELINE.

Shaping Operations

Primer

Sun Tzu Said that “Direct maneuvers may be used for joining battle but indirect maneuvers are needed in order to guarantee victory” (Maneuvers 5) and that is as true in the battlefields of the 32nd century as it was back on Ancient Terra. While clashes between armies may see victors given their laurel crowns and the defeated cast down, it is the operations fought by small bands of desperate men and women in the dead of night that tilt the odds that ensure that victor’s crown rests on the head of their choosing.

Dive into the chaos before the final operation to begin placing your finger onto the scales of battle. Seize important astronavigation and flight path data to ensure your DropShip launches swiftly, or your WarShip support finds their JumpShip before the Republic can escape to it. Secure repair trucks and repair facilities so that your troops are fresher for the final clash, or gather artillery cannons to rain hellfire down upon the foe.

Or simply charge headlong into their forces and break their machines so they have nothing left to fight with.

No matter the field, what you do here will echo in the battle to come.

The Shaping Operation phase will begin at **9:15** and **end at lunch**. As this is a Drop In Drop Out style mission, **a break will not be scheduled** as a player can leave the table and return if the need arises.

Matches will be played on multiple **3x6 ft tables** set throughout the room.

Victory Conditions

Victory

- All Shaping Operations will continue until one of two victory conditions occur. Either the out of **game timer runs out** and all players proceed to lunch and Intermission, or one team is **unable or unwilling to contest** the Shaping Objective tables.
- Once one of these two events occurs, **points, score, and victory conditions** will be tallied up. These come in two forms.
- Standard Victory
 - Once TO's announce the end of the Shaping Operations, all tables are tallied up and rewards allocated. If your team has achieved **more points or objectives** than your opponent, then you claim victory over that field and gain a Victory Point to be tallied up at the end of the Intermission.
 - Victory Points change the narrative outcome of the event and may provide **hidden bonuses** during the Final Extraction.
- Major Victory (**Uncontested Control**)
 - If one side has the only units active on the field for 20 minutes after turn 4, without the enemy team reinforcing that board, that team is considered to have Uncontested Control of that board.
 - Teams must report that they are in sole control of the board at the end of the most recent turn to Organizers who then begin the countdown. The team attempting to control uncontested does not control the timer.
 - If the Shaping Operations end before the timer reaches under 20 minutes, the board is not considered Uncontested.
 - An Uncontested Board can become Contested once more if the other team reinforces that board, but if they leave or are driven off, the timer is reduced by 5 minutes to a minimum of 5 minutes to become Uncontested.
 - To be considered a "Major Victory", the board must be in the Uncontested state when the TO's announce the end of the Shaping Operation phase of play.
- Defeat
 - If your team has the least points or objectives at a specific table, you are considered a defeat and you do not gain any Victory Points from that table.
 - However, you do still gain all bonuses won during the match.

- Tie
 - If there is a tie where both sides either score the same amount of objectives, points, or are unable to determine a clear victory, then both teams score Victory Points and all bonuses are allocated as standard.

Reinforcements

- On any Shaping Operation mission, at the beginning of turn 3 any player may move their whole force to their home edge and declare they are moving into the reserve. At the end of the turn, they leave the game board and become “reserves”. They may then move to any other Shaping Operation that has begun turn 4 and declare that they are coming in as reinforcements. They deploy as standard at the beginning of the movement phase of the next valid turn (IE, if a player arrives during the shooting phase of turn 4, they deploy during the movement phase of turn 5).
 - There are maximums for players per table depending on total player population and if all players on one side leave the table, the opponent’s side are considered in “uncontested control” which is explained in the mission briefing.
 - There are no reinforcements during the Final Extraction.

Universal Objectives

Skirmish Field

Description: A classic Alpha Strike brawl to attrit the enemy while preserving your own units.

Drop in, Drop out. Fight, kill, win.

Player Count: N/A

Deployment: 3 inches from faction board edge.

Mission:

- Clan: Destroy the enemy to earn glory and honor!
- Republic: Destroy the enemy to hold them back for just a bit longer.

Rewards:

- Players at the Skirmish Field are provided a Kill Card with 5 slots. If they destroy 5 enemy units and fill each slot, they may present that Kill Card to a TO and receive one free and full unit repair during intermission. (IE, bring a destroyed unit back to full health and strength).

Uncontested:

- Boredom.

Data Extraction

Description: Scan various objective points to gather flight data and run it off the field to secure it.

Player Count: 4 per side, reinforce to 6 per side.

Deployment: 3 inches from faction board edge.

Mission:

- 6 Objective Points will be placed on the map, each containing valuable flight data that will aid your side.
- To scan this data, your scanning unit must be physically touching the building at the end of movement phase, and that unit must declare it “scans” the target objective at the end of movement phase.
 - If the unit has any sort of probe special (LPRB, PRB, BH, WAT) it just has to get within said probe’s range to perform the scan.
- The scanning unit then, instead of a standard attack, makes a “Scan Attack” (using all standard modifiers for a standard attack) against the building. On a hit, the scanning unit gains +1 Data.
 - Units with ECM specials (ECM, AECM, WAT) may attempt to disrupt this scan. To do so, designate a scanning unit within range of your ECM system and declare that you are jamming them. They then must make the scan attack roll with the additional penalty of your TMM.
- Once data is scanned, the unit must return to their home edge to “deposit” the data at the end of the turn.
 - A unit may also instantly deposit this data by leaving the map, but may not return until the end of the next turn.
- Units may carry up to 3 Data and deposit them all at once.
 - If a unit is destroyed while carrying Data, all Data is lost.

Rewards:

- Clan: Decrease your Final Extraction timer per data collected
 - For every 6 Data collected, reduce the timer on Pin Them Down in the Final Extraction by 1 turn to a minimum of 10 turns.
- Republic: Decrease a Final Extraction timer per data collected
 - For every 6 Data collected, reduce the timer on Load the Flight Data in the Final Extraction by 1 turn to a minimum of 4 turns.

Uncontested:

- Gain the maximum Data Reward tier.

Supply Raid

Description: Escort repair trucks off the map in order to secure repairs for your side.

Player Count: 4 per side, reinforce to 6 per side.

Deployment: 3 inches from faction board edge.

Mission:

- 4 Repair Trucks will be placed in a central location of the map on an oval measuring 12x6 inches.
- To capture a truck, one team must have the most units within 2 inches of the truck at the end of the turn.
 - If both sides have the same number of units within 2 inches, the side with the largest (using off the Unit Size value on the unit card) unit takes control.
 - Units with the LG special add +1 to their Unit Size value.
 - If neither side has the largest unit, the truck does not move the next turn.
- At the beginning of the next movement phase, that truck will move 8 inches directly towards the controlling team's map edge. If the truck enters the deployment zone of the team that controls it, at the end of the turn that truck is captured by that team.
 - If the truck is hit by weapons fire during the shooting phase, its movement is reduced to 4 inches the following turn.
 - The truck is able to ignore terrain such as water and woods, but will maneuver around obstacles such as buildings and hills.
- The Repair Truck has a permanent 1 TMM and cannot be destroyed.
- Until the Repair Truck leaves the central oval, no other Repair Truck can be captured and a maximum of only 2 trucks can be active on the table at once time.
- If no player has a unit within 2 inches of the Repair Truck, it will remain stationary for that turn.

Rewards:

- Rewards are based on the total number of trucks captured and provide bonuses during the Unit Repair step of the intermission.

Uncontested:

- One destroyed/damaged mech per player is repaired in totality on top of any bonuses from Unit Repair

Artillery Control

Description: King of the Hill focused on three different artillery pieces.

Player Count: 4 per side, reinforce to 6 per side.

Deployment: 3 inches from the faction board corner.

Mission:

- Each artillery piece will be a 6x6 circle objective placed equidistant from both sides on the centerline of the board.
- To capture a point, one team must have sole ownership (only units) inside the circle by the end of the turn. Destroyed units do not count towards capturing the zone.
 - Inside is counted as at least half of the model's hex being inside the circle. TO's will make judgement calls if need be.
- If an enemy unit enters the capture zone while a friendly unit is also in the zone, the zone is considered contested and neither side controls it.
 - If the game ends while there is a contested zone, no party gets the BSP from that zone for the Final Extraction.
- Artillery pieces remain captured for a team until enemy units enter the capture zone, even if there are no friendly units inside the zone.

Rewards:

- For each captured Artillery Piece at the end of the game, each player on your side gains 1 BSP Thumper Artillery shot. IE, if you end with 2 artillery locations captured, every player gains 2 BSP shots.

Uncontested:

- All players at the table at point of Uncontested gain plus one BSP artillery shot. This does not stack for repeated Uncontested controls.

Intermission

Unit Repairs:

- Repairs for units are based on the total amount of Repair Vehicles captured for your team during the Supply Raid shaping operation.
- 0 Trucks
 - All non-destroyed units may clear 1 Critical Hit from their sheet and may repair up to 1 pip total armor remaining.
 - No other effects occur.

- 1 Truck
 - All non-destroyed units may clear 2 Critical Hits from their sheet, and may repair up to one half their total armor.
 - No other effects occur.
- 2 Trucks
 - All units may clear all Critical Hits from their sheet, and may repair up to three quarters of their total armor.
 - All non-destroyed units may also repair one pip of internal damage.
- 3 Trucks
 - All non-destroyed units may clear all Critical Hits from their sheet and may repair up to full armor.
 - All non-destroyed units may also repair up to half their total internal damage.
 - One Destroyed Unit may be repaired up to one pip internal structure, and half its total armor. It may also heal 2 critical hits, but all other damage must remain.
- 4 Trucks
 - Same rewards as 3 trucks. No extra bonus.

Unit Replacements:

- The only way to replace a destroyed unit is for either your team to have gained control of 3 Repair Trucks during the Supply Raid Shaping Operation, to gain Uncontested Control of the Supply Raid table, or for you to be able to turn into aTO a full Ace Kill Card from the Attrition Table.
- Bombs are restocked for units that carry bombs.

Final Extraction

Primer

It is time. There is nowhere left to run.

Every single card has been played, the iIClan stands crowned and Alaric Ward has given his personal command to see this battle done. The Republic stands defeated and the last commander orders her troops into one final battle.

The DropShip is loaded, everyone onboard is strapped in, and all that is left is to get this vessel into the air and all will be right. But as Battlemechs crest the horizon and forces form up for the engagement, the Republic can tell this is not going to be an easy fight.

Stand firm, Soldiers of the Republic, all you need to do is hold on for a few minutes more.

Charge forward, Children of Kerensky, your glory is waiting for you to take it.

This phase of the battle will begin at 1pm. If players arrive late, they will enter the table using the reinforcement rules from the Shaping Operations.

This battle will be played on a massive 6x12 foot table placed in the center of the room. Deployment will be determined both by map edge, and by placement of objective points on the table. Republic Units will deploy surrounding the target DropShip while Clan units will deploy from a Home Edge.

Republic Objectives

Fuel The DropShip

- Ensure at least 1 Fuel Tank survives until the end of turn 5 to provide fuel for the DropShip
 - Fuel Tanks have 40 CF and explode for 3 damage in a 5 inch radius when destroyed.

Load The Flight Data

- Control a flight control tower for 6 turns. Modified by the result of the Data Extraction Shaping Operation.
 - To load flight data, the Republic Team must be in Control of a 4 inch radius hill around the central tower.
 - To control the tower, a side must have the most active units within the capture radius at the end of the turn.
 - Units with PRB type specials count as 2 units when determining active units for final count.

Clear The Runway

- Once "Fuel The DropShip" and "Load The Flight Data" are complete, ensure there are no active mechs on the runway at the end of the turn to prevent your DropShip from escaping.
- Destroyed mechs do not impede the runway.

Clan Objectives

Destroy The Fuel

- Destroy all Fuel Tanks
 - Fuel Tanks have 40 CF and explode for 3 damage in a 5 inch radius when destroyed.

Stop The Signal

- Ensure the Republic is unable to load their Flight Data
 - To contest the tower, a side must have the most active units within the capture radius.
 - Units with ECM type specials count as 2 units when determining active units for final count.

Pin Them Down

- Prevent the Republic from completing their objectives for 14 turns. Modified by the Data Extraction Shaping Operation. The timer ticks down at the end of the turn.
 - Prevent the above objectives from completion.
 - Stand active units in the runway to prevent the DropShip's takeoff.

Victory Conditions

- To achieve victory, one side must complete their "final objective" before the other. Clan Players must achieve "Pin Them Down" and Republic players must achieve "Clear The Runway".
- Once either of these objectives are complete, the game is over and the narrative will be completed depending on who succeeded.
- Once this has happened, voting will begin to allocate prizes.

Awards and Recognition

MVP

Being MVP isn't just recognition of who destroyed the most enemy assets, or scored the most victory points, but a recognition of the player who most led their team, showed the most honor in victory or defeat, and acted in a way that bolstered their fellow player instead of putting them down.

MVP is not just a recognition of skill, but of integrity and chosen by their fellow players.

- There are three categories of MVP that can be awarded.
 - Republic MVP: Must be a player on the Republic team
 - Clan MVP: Must be a player on the Clan Team
 - Overall MVP: May be any player on any team
- A player may only win one MVP award. If they win in two categories, then they are considered and may bask in this great honor.
- In this circumstance, the player will win Overall MVP and the second place winner will take their faction's MVP award.

Prize Package

Prizes will be provided by the Convention and may include.

- A 3d printed, custom resin trophy designed exclusively for New England Mech Con 2026
- A convention Swag Bag that may include event patches, pins, challenge coins, or other merchandise provided by our sponsors. Exact contents may vary based on donation availability
- Honor. Your name, unit and photo (with your permission) will be announced at the closing ceremony and featured on convention social media.

Voting Process

- Timing: Ballots distributed immediately following Phase 2 completion.
- Method: Secret ballot submitted to Table Organizers. All players are encouraged to participate.
- Criteria: Voters should consider damage dealt, objective control, turn efficiency, sportsmanship, and narrative role-playing.

- Tie-Breaker: If a tie occurs, Table Organizers will review convention activity and discuss among themselves to determine a winner through means such as a coin flip, a second round of voting, review of lists, or show of hands.

Legal Acknowledgments

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