

New England Mech Con 2026

Classic BattleTech Narrative Mega Battle

"The Final Extraction" Player Handout

Questions? Join us on Discord or send an email!

We are New England BattleTech League, an association of active BattleTech players in the US Northeast area! We host discussions share photos arrange local matches and have plenty of fun with memes! Come join our discord server and share your favorite hobby with other local MechWarriors.

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The Battle at Redwater Anchorage: Lore

In the shadowed waters of Shen Zhen, a storm-lashed Periphery world lost to time and relevance, the derelict hulk of the Massachusetts stirs with sudden, dangerous interest. Once a proud wet navy battleship of the Rim Worlds Republic, her rusted hull lies moored in the forgotten port of Redwater Anchorage, half-submerged and riddled with decay. But buried deep within her armored decks, beneath barnacles, twisted bulkheads, and layers of forgotten history, sleeps a relic of immense power: an experimental project, capable of interfacing with BattleMech neurohelmets, c3 networks, and infrastructure command systems simultaneously. The artifact's rumored abilities have attracted powerful players to the field of battle.

Location Brief: Redwater Anchorage, Shen Zhen

Once a bustling naval port in the twilight years of the Rim Worlds Republic, Redwater Anchorage now lies in ruin, half-swallowed by encroaching vegetation and steadily reclaimed by the sea. Massive concrete piers stretch like skeletal fingers into rust-colored water, their surfaces cracked and overgrown with moss and creeper vines. Abandoned warehouses lean into the wind, hollow and echoing, while sunken infrastructure and corroded machinery clutter the shallow bay.

Dominating the harbor is the hulking corpse of the RWRNS Massachusetts, a pre-Star League battleship, her flak-scarred hull buckled by decades of salt, time, and forgotten conflict. She is entombed in a tide-swept grave of wreckage, but rumors whisper of an experimental project sealed deep within her armored decks, something never meant to see daylight again.

Hunters of the Lost Tech

House Marik

Reeling from recent conflicts and scrambling to rebuild strategic strength, House Marik sees the cache as a potential game-changer. The cache could tip the balance in future clashes against rival states or even rogue Clans. Lacking a full battalion to deploy, they contract the mercenary unit Crimson Blades, urban warfare and naval assault specialists known for their brutal efficiency in coastal environments and their proficiency with hover armor and VTOL strike tactics.

The Crimson Blades

The Crimson Blades are a hardened, mid-tier mercenary company known for their amphibious operations, coastal assault capabilities, and no-nonsense battlefield tactics. Originally formed by ex-Free Worlds League marines turned mercs during the early Jihad era, the Blades have spent decades honing their craft in the wet, wild, and wrecked battlefields no one else wants to touch. Operating on tight margins and tighter cohesion, they specialize in littoral warfare, boarding actions, and Mech-Infantry coordination in rugged, unpredictable environments.

Clan Sea Fox

Where others see a weapon, the Sea Foxes see a commodity. For Clan Sea Fox, the relic represents rare tech that could be traded for influence within the ilClan hierarchy, or reverse-engineered to fuel their mercantile dominance. They dispatch Echo Mirage Solutions, a sleek, precision-focused mercenary team composed of former ComStar operatives and Sea Fox-trained tech-hunters. The unit excels in infiltration, ECM warfare, and underwater operations, ideal for a contested naval wreck site.

Echo Mirage Solutions

Echo Mirage Solutions is a boutique, tech-focused mercenary unit operating under discreet patronage from Clan Sea Fox. Structured more like a corporate security contractor than a traditional merc outfit, Echo Mirage excels at digital disruption, rapid-response strikes, and specialist missions involving experimental technology, black site recovery, and high-value target extraction. With extensive access to Clan-adjacent tech, cybernetic integration, and ECM/ECCM warfare suites, Echo Mirage units are precision instruments, not blunt tools. Their presence at Redwater Anchorage represents more than just battlefield control, they are here to acquire the artifact buried within the RWRNS Massachusetts and ensure no one else walks away with it.

Both factions arrive under cover of a looming tropical storm, each hoping to quietly extract the cache from the Massachusetts before their rivals can interfere. But as sensor echoes cross and dust-off signatures go hot, diplomacy drowns in saltwater and gunfire. Now, the flooded ruins of Redwater Anchorage erupt into violence, where mercenaries clash across unstable piers, half-sunken bulkheads, and the decks of a battleship that refuses to die quietly. The hunt for the lost cache has begun. And in the battle to control it, loyalty is rented, trust is scarce, and no one leaves clean.

Event Schedule and Pacing

- **Date & Location:** Sunday, September 20th | 9:15 AM – 5:00 PM | CPO Mess Hall, 2nd Deck (USS Massachusetts BB-59).
- **Breaks:** Two 15-minute breaks and one 60-minute lunch break are scheduled to ensure timely progression.
- **Turn Limits & Pacing:** To maintain momentum on the 4'x24' battlefield, strict turn timers are in effect:
 - **Movement Phase:** Maximum **2 minutes** per team, all team players move units simultaneously.
 - **Combat Phase:** Maximum **10 minutes** total. All damage calculations must be finalized within this window or the attack is forfeited.
 - **Speed Tips:** To assist with timing, players are encouraged to use "**Dice Boxes**" (clear containers holding pre-sorted dice for cluster weapons) to roll all hits/damage simultaneously. A GM warning will be issued before the timer expires.
- **Hard Turn Limits:** The event operates on a fixed turn count to guarantee an on-time conclusion.
 - **Phase 1 (Morning Skirmish):** **8 Turns** maximum (or until all VP objectives are resolved).
 - **Phase 2 (Afternoon Extraction):** **16 Turns** maximum (or until the MacGuffin is extracted).
 - *Note:* If a phase ends early due to objective completion, remaining time is used for admin/tallying before transitioning to the next phase.

Event Begins	1st Break	Lunch Break	2nd Break	3rd Break	Event Ends
9:15am	10:15-10:30	11:30-12:30	1:30pm-1:45pm	2:45pm-3:00pm	5:00pm

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 player bring paper record sheets as backups incase electronic ones fail.

Force Selection Rules

Armory & Deployment Limits

Each player builds a Raiding Force of 10,000 total Battle Value:

Phase	Battle Value Limit	Unit Restrictions	Tonnage Limit
Armory Build Pre-Con	10,000 BV total	Max 15 Mech/Vehicle + Max 5 Infantry	None
Phase 1 (Skirmish)	Max 5,000 BV deployed	None	55 Tons per unit
Lunch Intermission	Remaining 5,000 BV Reserves Pool	Can replace destroyed Phase 1 units	N/A
Phase 2 (Extraction)	Max 8,500 BV deployed	None	None

- **Note:** Players may freely swap units between phases within their reserve allowance. Damage carries over from Phase 1 to Phase 2.

Unit Requirements

- **Mechs & Vehicles:** Maximum of 15 units per player. Aerospace and Conventional aircraft are **not allowed** due to storm conditions on the battlefield.
- **VTOL Support Vehicles:** Allowed! If you bring air units please be familiar with air unit rules to keep game play moving quickly.
- **Infantry:** Maximum of 5 units per player. Infantry **must be transportable** by another unit on Turn 1 (e.g., by OmniMech cargo capacity, or Vehicle transport). Infantry does not count toward the 15-unit Mech/Vehicle limit but cannot exceed 5 infantry units total.
- **Artillery:** Allowed! Players are limited to a maximum of one Artillery Equipped Unit per force. See the Battlefield Support section below for the full Artillery rules in effect.

Skill & Legal Design Standards

- **Pilot Skills:** All pilots are **Elite Veterans**. Every unit is assigned Gunnery **3** / Piloting **4** and needs to have its battle value adjusted up.
- **Stock Designs Only:** Must use official stock unit designs. No custom units, no named "Hero"

characters, no special abilities unless explicitly granted by **event rewards**.

- **Era Restriction:** II Clan Era availability.
- **Tech Restriction:** No equipment from Tactical Operations is allowed **except for Artillery** Pg179-186. All other equipment used must be from the Total Warfare rule book only.
- **No Alternate Ammunition** is allowed, (No precision, Inferno, ect.)

Force Submission & Vetting

- **Deadline:** All force selection lists must be submitted **by 8pm on Sunday September 6th, 2026** for vetting.
- **Submission Method:** Send via Discord DM to organizers or email to **nemechcon@protonmail.com**.
- **Faction Preference:** When submitting, indicate which faction you prefer to fight for (House Marik, Clan Sea Fox, Crimson Blades, or Echo Mirage). Final team assignment is determined by organizer balance on the day of the event. Players who submitted Faction Preference at time of ticket purchase receive preference first.
- **Tokens & Record Cards:** Unit tokens and record cards are **not provided**. Players must bring their own markers, dice, and damage tracking sheets.

Game Setup and Modified Rules

The map will be set up in the morning by organizers by placing 8 3'x6' tables together in a long orientation of 2wx4L tables. The tables and map will be secured down with tape with about a foot on each player edge for player materials.

Modified Sequence of Play: Unified Command Movement

To facilitate game-play on a 4'x24' battlefield with large forces, standard turn-by-turn movement is replaced with a Unified Command-Based Turn System and modified sequence of play. This ensures rapid resolution and prevents the game from stalling as players coordinate across multiple tables.

Unified Command Movement

Rather than moving units individually, each side moves its entire force simultaneously. At the start of each turn, the Force Commander for each team rolls for initiative. The winning side determines which team moves first. All units on the moving side are then re-positioned together within the team's allotted movement time before the opposing side takes its turn.

Modified Sequence of Play

During simultaneous team movement, the first player on a team to place a unit on a destination hex cannot be displaced by other team member units moving after.

Each turn follows this strict sequence:

1. **Initiative Roll:** At the start of the turn, the Force Commander for each side rolls a die. High roll

determines who acts first (Side A or Side B) for that turn.

2. **Artillery Targeting Phase (Simultaneous):**

- Players with Artillery forces write down target hex numbers for attacks for later reference.

3. **Movement Phase (Side A):**

- The entire attacking force moves simultaneously.
- **Time Limit: 2 Minutes.** Once time expires, any unit not fully moved returns to its starting position for that phase.

4. **Movement Phase (Side B):**

- The opposing force moves immediately after Side A completes.
- **Time Limit: 2 Minutes.**

5. **Artillery Attack Phase (Simultaneous):**

- Players with Artillery forces roll dice, land attacks from previous turn, apply damage.
- **Time Limit: 2 minutes.**

6. **Weapons Target Declaration (Simultaneous):**

- Due to the sheer number of players/units, detailed target tracking is suspended.
- **Process:** Players point to their targets and verbally declare intent to their opponents ("I am shooting at that Hunchback with this Timberwolf... That Spider with this SRM Carrier...").
- No dice are rolled yet; only the declaration of targets occurs for all units.
- **Time Limit: 30 seconds.**

7. **Weapons Fire Resolution & Damage Phase (Simultaneous):**

- **Process:** All declared attacks are resolved **simultaneously**.
- Players roll attack and damage dice together for their declared targets.
- Piloting checks, Damage, and critical hits are **calculated immediately and applied** following the dice rolls.
- **Time Limit: 10 Minutes.**
 - If damage calculations or Piloting checks are not completed within this window...

the uncompleted attacks are forfeited.

8. **Physical Attack Phase (Simultaneous):**

9. **Heat Phase (Simultaneous):**

10. **End Phase (Simultaneous):**

Battlefield Support: Indirect Artillery

Players utilizing artillery capabilities must adhere to the following Advanced *Classic BattleTech* rules for indirect fire. Note: These are not the full artillery rules from the Tactical Operations book. The full artillery ruleset is not intended to be used. If a rule is not present in this handout it cannot be used!

Allowed Artillery Ordinance:

- High-Explosive (standard),

- Arrow IV Homing (TAG Assisted)
- Thunder
 - FASCAM (Inner Sphere, and Clan standard minefield)
 - Active-IV (Attacks Jumping Units)
 - Vibrabomb-IV (Set A Trigger Tonnage)

Targeting

During the Targeting Phase of a turn, a player wishing to make an indirect artillery attack may select and record the map hex numbers that he wishes his artillery to fire on that turn. Indirect artillery fire can only be directed at hexes, not individual targets. Players may direct artillery fire at hexes not under the direct observation of a friendly unit; however, this fire may not be adjusted. Each artillery unit that a player controls may target a different hex or the same hex; if an artillery unit mounts multiple artillery weapons, each weapon can be fired at the same or different hexes at the controlling player's discretion. Record the turn in which each piece fired, each target hex, and the turn in which each fired shell will land. The turn in which a shell will land equals the current turn number plus the shell's time in flight, as shown on the Indirect Artillery Flight Times Table.

Event-Specific Application:

- **Recording:** Players must clearly mark and turn in a organizer provided "Fire Mission" sheet after the artillery targeting phase ends to organizers.
 - their intended target hexes
 - the type of ammunition used
 - spotter hex/unit info if any
- **Resolution:** Shells land according to the calculated flight time of **1 turn**. All hits within the blast radius are resolved simultaneously and immediately when the turn counter reaches the landing time.
- **Limit:** players are limited to a maximum of **1 Artillery Equipped Unit per force**.
- **Handicap:** Units carrying artillery must deploy on-field and **cannot direct fire** artillery equipment (17 hex minimum range).

Artillery Spotters

Artillery spotters can improve the accuracy of artillery fire in the following two ways (note that both of these situations can occur simultaneously, providing both benefits):

LINE OF SIGHT BONUS If the target hex was in the LOS of a friendly unit (the spotter) at the end of the Movement Phase of the turn in which the artillery attack was launched, and the same friendly unit has the target hex in its LOS in the turn in which the shell/missile arrives, then a modifier, as shown on the Artillery Modifiers Table, can be added to any new attack. As soon as that friendly unit does not have LOS to the target hex at the end of a Movement Phase in which an artillery shell/missile is either launched or landed, any new artillery attack made loses that bonus.

ADJUSTED FIRE The player manning an artillery unit may attempt to adjust subsequent fire to home in on its target hex by noting how far off from the target hex and in which

direction its shot landed. If there is a spotter with LOS to the target hex as described above, the attacker may adjust subsequent fire at that hex. Each attack adjusted in this way modifies the to-hit number for that artillery unit by -1, as shown on the Artillery Modifiers Table. Again, remember to take into account the proper attack and when that attack will arrive on the target mapsheet when applying the modifier.

SPOTTER ATTACK PENALTY In both instances, if an artillery spotter makes an attack of its own in the same turn it is spotting for an artillery attack, apply a +1 modifier to all the spotting unit's attacks, as well as a +1 modifier to the artillery attack made that turn; as above, note the turn when that shot will arrive on the mapsheet containing the target hex. That is the shot where the modifier for such an attack will apply. If the spotting unit makes no attacks, do not apply these additional modifiers.

Event-Specific Reminder:

- Spotting units hex must be declared and recorded at the start of the Weapons Fire Phase as part of the units sheet and an organizer provided "Fire Mission" sheet.
- On a 4'x24' map, LOS verification between spotters and target hexes may require Table Organizer assistance when distances are extreme.

Calculating Artillery Damage

The amount of damage a unit takes from an artillery attack depends on two factors: the base damage value of the shell/missile, and the distance between the unit and the detonation hex when the shell/missile explodes.

- **Base Damage:** This is the damage inflicted on any unit within the hex struck by the shell/missile.
- **Distance Reduction:** Reduce the damage by **10 points** for each hex of distance between the target hex (detonation point) and the affected unit.
 - *Example:* A unit in an adjacent hex takes -10 damage. A unit two hexes away takes -20 damage, and so on.
 - *Note:* **Cruise Missiles** reduce damage by **25 points** per hex of distance instead.
- **Application:** All units and structures occupying a hex hit by an artillery attack take full damage. Group damage from artillery into **5-point** Damage Value groupings for easier tracking.

Vertical Damage & Airborne Units:

- In the **target hex only** (never adjacent hexes), damage applies vertically into elevations above the target hex. An airborne VTOL in the target hex may still take damage if it is at a low enough elevation.
- For each subsequent elevation above the level of the underlying struck hex, reduce the damage by **10 points** (or **25 points** for cruise missiles) and apply that damage to the next elevation. This continues until there is no more damage to apply.
- *Restriction:* Vertical damage does **not** apply to buildings or Mobile Structures (which follow their own structural rules). Vertical damage is also not inflicted twice against units that occupy more than one level (such as a standing 'Mech).

Hit Locations:

- If the attack originates from on the playing area, determine direction by drawing a line between the attacking and target hexes.

- Refer to the *Artillery Ordnance Table* for specific Damage Values and additional effects (like explosive radius or armor-piercing properties).

Ordnance Selection: Players must select the ordnance type during the Targeting Phase. It is suggested that players write down their selection (along with the intended target hex) without revealing it to opponents; this information is revealed only when the attack arrives on board.

Artillery vs. Buildings, Structures, and Water

When resolving artillery damage against complex terrain or water-based targets, apply the following specific modifiers:

1. Buildings & Mobile Structures

- **Damage Resolution:** A building, Mobile Structure, or Grounded DropShip in a hex hit by an artillery attack uses the standard **Area-Effect Weapons** rules (*Total Warfare*, p. 172).
- **Occupied Hexes:** If a unit occupies a non-Fortress (or non-Castle Brian) building hex, or any non-hardened building classification, **full damage** is applied to *both* the unit and the building hex simultaneously.

2. Water Terrain Interactions

- **Targeting Water Hexes:** Use the Area-Effect Weapons rules when resolving damage if the target hex is a water hex containing units or buildings.
- **Adjacent Water Safety:** If the target hex is dry land, but an adjacent hex is water, **no damage** is applied to units that are **completely submerged** in that adjacent water hex.
- **Partial Submersion (e.g., 'Mech in Level 1 Water):**
 - If a unit is partially exposed (such as a 'Mech standing in Level 1 water) within the blast radius, damage is applied normally.
 - However, when determining **Hit Locations** for this specific damage, use the **Punch Hit Location Table** to simulate strikes hitting low or at the waterline.

Reinforcements & Reserve Pool

While players build a total Armory of **10,000 BV**, the game is divided into two distinct phases with strict deployment limits. The "Reserve Pool" consists of the units in your Armory that are *not* deployed on the battlefield at the start of a phase.

1. The Armory Build (Pre-Game)

Before the event begins, every player constructs a single force up to **10,000 BV**.

- **Composition:** Max 15 Mech/Vehicle units + Max 5 Infantry units.
- **Era:** II Clan.
- **Skills:** All units must be Elite (Gunnery 3 / Piloting 4).
- **Submission:** This list must be submitted for vetting two weeks prior to the event.

2. Phase Limits (Deployment Cap)

Regardless of your total Armory size, you may only deploy a maximum of up to **8,500 BV** onto the battlefield at any given time.

- **Phase 1 (Skirmish):** You select which units from your Armory to deploy, capped at **5,000 BV**. The remaining bv in your armory becomes your **Reserve Pool**.
 - *Restriction:* All deployed units must be under **55 tons** in this phase.
- **Phase 2 (Extraction):** You again select units to deploy, capped at **8,500 BV**.
 - *Restriction:* No tonnage limit applies here. Assault 'Mechs and Heavies are permitted.

3. When Can You Reinforce?

Crucial Rule: Reinforcements are **ONLY** allowed during the **Intermission** (Lunch Break) between Phase 1 and Phase 2.

- **No Mid-Combat Swaps:** Once Phase 1 begins, you cannot call in reserves until the phase ends. If a unit is destroyed in Phase 1, it remains destroyed.
- **Intermission Swap:** During the lunch break (11:30 AM – 12:30 PM), you may:
 1. Remove any surviving units from the Phase 1 map.
 2. Select new units from your **Reserve Pool** to replace lost slots.
 3. Bring in entirely new units from your Reserve to fill empty spots (up to the 8,500 BV cap total).
 4. *Note:* Units destroyed in Phase 1 *can* be replaced by their Reserve equivalents in Phase 2, provided the total BV does not exceed 8,500.

4. Carrying Over Damage

- **Surviving Units:** Any unit that survives Phase 1 and is carried over to Phase 2 retains all damage, and critical hits suffered during the Skirmish. They do *not* heal automatically.
- **Replacement Units:** Units brought in from the Reserve Pool for Phase 2 enter the battlefield fully repaired and fresh, as they were not present in the initial clash.

Battle Phase 1: Morning Skirmish – "The Initial Clash"

Time: 09:15 AM – 11:30 AM

Map: Full 4ft x 24ft length

Turn Limit: Play to **8 Turns** OR until all 3 VP objectives are resolved (whichever comes first).

Force Deployment Limit: Max **5,000 BV per player**.

Unit Restrictions: Maximum **55 tons per unit** (No Heavy or Assault Units)

Ruleset: Standard Classic BattleTech Rules, from the Total Warfare Rulebook.

Special Rules: *Hidden Units, Active Probes, Electronic Counter Measures*

Unit Destruction Reporting: Upon destroying an enemy unit, players must immediately fill out a Unit Destruction Chit (provided at tables) listing the turn number, destroyed Unit Name, Faction, Battle

Value (BV) and reason for destruction. These chits must be handed to the Table Organizers by the end of that turn; failure to report a kill by the end of a turn results in no points awarded.

Battle Phase 1 Victory Conditions

Victory Point 1: Quick Reaction Force – Repel the Raiders

Objective: Inflict maximum damage on the enemy force.

- **Mechanic:** Track total Battle Value (BV) of destroyed enemy units for each faction throughout Phase 1.
- **Threshold:** 25% of the opposing faction's total starting BV.
- **Win Condition:** The faction that destroys at least 25% and has the highest percentage of enemy battle value destroyed by the end of Phase 1 earns **1 Victory Point**. In the unlikely event of a tie, total unit destruction count per faction will be compared. If that is a tie, a coin toss by organizers.

Victory Point 2: Intel Gathering – Probe and Scan

Objective: Reveal enemy ambush positions or protect your own hidden assets.

Deployment: At the start of the scenario, event organizers place a numbered set of Scan Tokens on the map, divided evenly between the two major factions. A player wishing to hide a unit selects one of their faction's token locations and writes the token number, hex number, the unit identity, its facing, and whether it is prone on a 'Hidden Unit Card' and submitted to the organizers. The unit deploys concealed at that token's hex. Stacking limits must be observed. Tokens with no unit committed are treated as dummy positions and still require scanning to reveal and award scan points.

Hidden Unit Status: A unit remains hidden until it is revealed (placed on the map). Hidden units are not counted when making movement or fire selections.

Revealing a Hidden Unit:

- **To Move:** If a player plans to move a hidden unit, they must reveal it at the start of the Movement Phase.
- **To Attack:** If a player plans to attack with a hidden unit (not including a point blank shot), they must reveal it at the start of the Weapon Attack Phase.
- **By Enemy Proximity:** If a unit attempts to enter a hex containing a hidden enemy unit, it stops next to that hex instead. However, if it is skidding or is being displaced into that hex, those rules take priority and the unit does not stop. Either way, the hidden unit is revealed. Additionally, a unit that ends its move next to a hex containing a hidden unit reveals that hidden unit.
- **By Active Probe:** See the Active Probe and Intel Gathering/scanning rules below.

Penalty for being Revealed: Hidden units revealed by enemy proximity or active probe **cannot move** that phase once revealed (caught flat footed).

Restrictions While Hidden: Hidden units may not attack (unless revealed first), but may spot for indirect fire and/or act as part of a C3 network! If a unit is being used for indirect fire or a c3 network, that information and what turn it is relevant on needs to be recorded on that units 'Hidden Unit' card containing the scan/hex info. Without this log, disputes will be awarded to challengers.

Scanning Rules:

- At the end of a Ground Movement Phase, if a unit equipped with an Active Probe has Line of Sight (LOS) to a token or hidden unit within probe range, it automatically reveals that hidden asset.
- An Active Probe can detect any hidden 'Mech, battle armor, or vehicle (**but not conventional infantry, or battle armor equipped with stealth armor**) per standard rules.
 - In the event of infantry, stealth armor, or electronic counter measure interference, the scanning player is told "You are being jammed" and the scan token remains on the field while the unit remains hidden! (must be revealed by enemy proximity or voluntary movement/attack)
- Units without active probe equipment must move within 1 hex of a scan token to reveal it.

Water Exception: If an active probe is in a location of a unit that is above the surface of a water hex, it cannot detect a unit hidden underwater. In other words, for an active probe to work underwater, it must have a clear LOS to the hidden unit that passes only through under water hexes.

Point Blank Shots from Hidden Units:

A hidden unit revealed by enemy proximity (0-1 hex distance) may immediately make a special point blank weapon attack against the unit that revealed it.

- **Action Cost:** The unit making the point blank shot cannot perform any other action for the remainder of that turn.
- **Mechanics:** It may first torso twist or rotate its turret. It uses a Range of 1. Ignore Target Number modifiers for movement or terrain.
- **Timing:** Any damage dealt and Piloting Skill Rolls required take effect immediately. If the target unit is still capable of moving, has MP remaining, and isn't jumping, it may continue its move after the attack.
- **Forced Withdrawal:** If the damage from a point blank shot triggers forced withdrawal and the damaged unit has MP remaining, its forced withdrawal begins immediately.
- **Collision Priority:** If an enemy unit skids, jumps, or is displaced into a hidden unit, any point blank shot made occurs before any collision or displacement.

Scoring:

- **Scanner Bonus:** When a hidden unit or token is successfully scanned or voluntarily revealed, the scanning faction earns 1 Intel Point.
 - To claim the point, the scanning unit must survive the battle by either leaving the map on the same edge it deployed from or surviving all turns of Phase 1.
 - If a hidden unit is voluntarily revealed by the controlling player (to move or attack) the opposing faction receives 1 intel point automatically.
- **Concealment Bonus:** For each Scan Token (or hidden unit) belonging to a faction that remains unscanned at the end of Phase 1, that faction earns 1 Intel Point.
- **Win Condition:** The faction with the highest total Intel Points at the end of Phase 1 earns **1 Victory Point**.

VP 3: Raid Targets – Strategic Strikes

Objective: Destroy enemy raid targets while defending your own.

Target Setup:

- A number of Raid Target markers are placed on the map and split **50/50** between the two factions. Each faction has an equal number of targets to defend and an equal number to attack.

- The total number of targets scales with player count to ensure balanced coverage across the 24-foot map.
- The raid targets will be Heavy CF buildings at 90cf.

Scoring:

- Destroying an enemy Raid Target: **+1 point**
- Losing one of your own Raid Targets: **-1 point**
- **Win Condition:** The faction with the highest net score (targets destroyed minus targets lost) at the end of Phase 1 earns **1 Victory Point**. If the score is a tie, the victory point goes to the faction who secures victory point 1-repel the invaders.

Intermission Notes (11:30 AM – 12:30 PM)

- **Reserve Swap:** Players may freely swap any destroyed or damaged units from Phase 1 with units from their Reserve pool at this time.
- **BV Cap:** Total BV deployed in Phase 2 cannot exceed **8,500 BV**.
- **Damage Carryover:** All damage from Phase 1 carries forward. Destroyed units not replaced from reserves are lost for the remainder of the event.

- **Dining & Intermission Logistics**

During the lunch intermission (11:30 AM – 12:30 PM), the ship's **Morse Code Galley** located on the Main Deck (center of the vessel) will be fully accessible.

- **Menu:** The galley serves standard grill items including hamburgers, chicken tenders, and beverages.
- **Payment:** Attendees may purchase meals directly at the register.
- **Timing:** All players must return to their tables before the Phase 2 start time.

Phase 2: Afternoon – "The Final Extraction"

Following the lunch break, all players return to the battlefield for the final act. The 4'x24' map remains active, but the tactical focus shifts entirely to seizing the central objective while crushing enemy resistance. Maximum deployment remains **8,500 BV**, but all tonnage restrictions are lifted.

Victory Conditions (2 Victory Points Available)

VP 1: Attrition – Neutralize the Threat

- **Objective:** Eliminate enemy combatants to secure dominance.
- **Mechanic:** Track total Battle Value (BV) of destroyed enemy units for each faction throughout Phase 2.
- **Threshold:** 50% of the opposing faction's total starting BV.

- **Win Condition:** The faction that destroys at least 50% and has the highest percentage of enemy battle value destroyed by the end of Phase 2 earns **1 Victory Point**.

Victory Point 2: Data Cache Extraction – Secure the Prize

- **Objective:** Locate the encrypted data cache hidden within the central battleship terrain piece and evacuate it safely.
- **Discovery:** Any unit adjacent to or on the battleship hull may attempt to scan for the cache drop by the overnight specialist teams once per turn. Roll 1d6; on a result of **5+**, the cache location is revealed to all.
- **Contested:** If the cache marker has an enemy unit within 6 hexes it is contested, extraction pauses that turn until one faction holds the immediate area uncontested.
- **Extraction:** Once discovered, any unit with Manipulators or Cargo Capacity can be declared an extraction unit but that unit must maintain base contact with the extraction point and not move for **two consecutive turns** without being destroyed or forced to move to successfully retrieve the data cache. Multiple units can be declared extraction units at the same time, only 1 has to survive and escape!
- **Evacuation:** To win this Victory Point, the carrier must move the cache completely off the map through their own deployment edge.
- **Destroyed:** If a unit is destroyed while carrying the cache it is dropped in that hex and can be picked up again by another unit. That unit must remain in the target hex for 1 turn without moving.
- **'Mechs & Vehicles:** Must possess the hands or explicit Cargo Capacity listed in their record sheet to carry the cache.
- **Battle Armor:** May carry the cache, as their suits are designed for handling delicate components and payload deployment.
- **Conventional Infantry:** Cannot carry the cache alone unless **mechanized**.
- **Win Condition:** To win VP 2, the carrier unit must move the cache completely off the map through their own deployment edge.

Awards & Recognition

At the conclusion of *The Final Extraction*, three prestigious titles will be awarded based on player voting across both phases of the battle. These awards recognize not just victory, but tactical brilliance and sportsmanship.

MVP Categories (All Players Eligible to Vote)

1. **House Marik/Crimson Blades Most Valuable Player** – Best overall contribution from the inner sphere factions.
2. **Clan Sea Fox/Echo Mirage Most Valuable Player** – Best overall contribution from the clan factions.
3. **Overall Battle Most Valuable Player** – The single most impactful MechWarrior of the entire event (winner chosen by majority vote).

Prize Package

Each award recipient receives:

- **Custom 3D-Printed Trophy:** Exclusive design created specifically for New England Mech Con 2026.
- **Convention Swag Pack:** Can Include* event patches, pins, challenge coins, or other merchandise provided by our sponsors. Exact contents may vary based on donation availability.
- **Recognition:** Winners announced at the closing ceremony and featured on social media channels.

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 may consider damage dealt, objective control, turn efficiency, sportsmanship, and narrative role-playing.
- **Tie-Breaker:** If a tie occurs, Table Organizers will review destruction chit tallies to determine the winner based on highest BV eliminated.

Additional Links

We recommend for all force building to use the master unit list website. The search tools there provide an easy way to search legal units for the event.

<http://www.masterunitlist.info>

If you are looking for more information about the convention the main website is:

<https://www.newenglandmechcon.org>

If you are interested in buying tickets to the convention, the ticket website is:

<http://www.droppointevents.com>

Legal Acknowledgments

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- - - Additional Materials On Next Page - - -

ARTILLERY ORDNANCE TABLE

Ordnance Type	Damage Type	Weapon Type Damage Values (Radius)				
		Long Tom	Sniper	Thumper	Arrow IV	Cruise Missile
Air-Defense Arrow (ADA)*	F	—	—	—	20	—
Arrow IV Homing Missile*	AE	—	—	—	20	—
Arrow IV Non-Homing Missile*	AE, F	—	—	—	20/10 (R1)	—
Cluster*	AE, F	20/10 (R1)	15/5 (R1)	10/1 (R1)	20/10 (R1)	—
Copperhead*	AE	15 (R0)	10 (R0)	5 (R0)	—	—
Flechette*	AE, AI	*	*	*	—	—
High-Explosive (standard)	AE, F	25/15/5 (R2)	20/10 (R1)	15/5 (R1)	—	—
Minefield Rounds						
Thunder Active-IV*	AE	—	—	—	20 (R0)	—
Thunder FASCAM (Inner Sphere)*	AE	25 (R0)	20 (R0)	—	20 (R0)	—
Thunder FASCAM (Clan)*	AE	25 (R0)	20 (R0)	15 (R0)	30 (R0)	—
Thunder Vibrabomb-IV*	AE	—	—	—	20 (R0)	—
Non-Explosive Rounds**						
Illumination*	—	(Radius 3)	(Radius 2)	(Radius 1)	(Radius 4)	—
Inferno IV-Missiles*	AE, H, AI	—	—	—	(Radius 1)	—
Laser-Inhibiting Arrow Missile*	—	—	—	—	(Radius 1)	—
Smoke*	—	(Radius 1)	(Radius 1)	(Radius 1)	(Radius 1)	—
Cruise Missiles						
Cruise Missile/50	AE	—	—	—	—	50/25 (R1)
Cruise Missile/70	AE	—	—	—	—	70/45/20 (R2)
Cruise Missile/90	AE	—	—	—	—	90/65/40/15 (R3)
Cruise Missile/120	AE	—	—	—	—	120/95/70/45/20 (R4)

*See additional rules for the specific ordnance in the *Advanced Weapons and Equipment* section.

**The effect radius describes the area affected by a non-explosive shell. For example, an illumination round fired by a Long Tom has an effect radius of 3, so it affects the target hex, as well as any unit within 3 hexes of the target hex. Ordnance with an effect radius of 0 affects only the target hex.

ARTILLERY MODIFIERS TABLE

Condition	Modifier
For every 2 points of Gunnery Skill less than 4 possessed by the spotting unit*	-1
For every 2 points of Gunnery Skill greater than 4 possessed by the spotting unit*	+1
Adjusting fire: for each previous shot fired at the target hex by the artillery unit*	-1

*See *Artillery Spotters*; Round any fractions down.



• SCATTER DIAGRAM •

