

# New England Mech Con 2025

## Alpha Strike Narrative Mega Battle

### *Questions? Join us on Discord or send an email!*

We are New England Battletech League, an association of active battletech players in the US North East 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.

<https://discord.gg/kCWyKhsCNA>

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### *The Battle at Redwater Anchorage*

In the shadowed waters of **Shen Zhen**, a storm-lashed Periphery world lost to time and relevance, the derelict hulk of the RWRNS *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 neural override chip**, capable of interfacing with BattleMech neurohelmets and command systems alike.

The artifact's rumored abilities have attracted powerful players.

### *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 the encroaching jungle 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 neural override chip sealed deep within her armored decks—something never meant to see daylight again.

### *Hunters of the Lost Tech*

#### **House Marik (Fusiliers of Oriente)**

Reeling from recent conflicts and scrambling to rebuild strategic strength, House Marik sees the cache as a potential game-changer. The override chip 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 (Delta Aimag)

Where others see a weapon, the Sea Foxes see a commodity. For Clan Sea Fox, the chip 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 (E.M.S.)** 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, E.M.S. 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 override chip** 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 Scheduling

- On September 21<sup>st</sup> at 8am the convention opens, the alpha strike mega battle event begins at 9am. This event will be held in the CPO Mess Hall aboard the USS Massachusetts.
- There will be two short 15 minute breaks and a one hour lunch break during the event, see the schedule block below.
- Player turns are time limited to keep the game moving forward.
  - Movement phase is limited to 2 minutes per player: Lance/Star moment rules in effect.
  - Combat phase is limited to 5 minutes per player: standard combat rules.

Event Begins	1 <sup>st</sup> Break	Lunch Break	2 <sup>nd</sup> Break	3 <sup>rd</sup> Break	Event Ends
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9am	10:30am	12:00pm	2:30pm	4:15pm	5:30pm
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### ***Game Setup Primary Battle: Objective Control – Tech Recovery***

Two forces clash over control of the derelict *RWRNS Massachusetts* in the heart of the storm-ravaged Redwater Anchorage. Your objective: secure the wreck, extract the experimental tech cache, and deny your enemy the prize.

- Two tables will be pushed together for a 4'x8' cloth battle map.
- This battle is limited to 4 players on each team.
- The 8 players for the start of the battle will be picked from a lottery of names the day of.
- Table organizers will set up the battlefields as per instructions of the provided scenario.
- Players will be assigned a team upon force selection vetting and told the day of the event. We will do our best to put you in your requested team but some folks may need to be moved for narrative balance purposes.
- One player on each team is voted to be the force commander by majority of the others. If no leader can be chosen a game master will pick one by card draw. This player is responsible for any decisions on where and when to use field support if it becomes available. If a team commander is knocked out of combat another commander is chosen to take there place.
- The teams will deploy on opposite sides of the battlefield using card initiative.
- Each player will designate one unit as a specialist. This unit is the only unit that can recover the cache from the bridge of the Massachusetts.
- The central feature will be a large custom terrain piece representing the RWRNS Massachusetts
- There will be scattered difficult terrain to represent abandoned buildings, cranes, and piers.
- Expect many water zones that can become hazardous with storm flooding, raising the water depth.

### ***Game Setup Secondary Battles: Supporting Engagements***

- One table will be used for a 4'x6' cloth battle map.
- This battle is limited to 2 players on each team.
- The teams will deploy on opposite sides of the battlefield using card initiative.
- The central feature will be a custom terrain piece representing a secondary objective that can be used in the primary battle as field support.
- There will be scattered difficult terrain to represent abandoned buildings, cranes, and piers.
- Expect many water zones that can become hazardous with storm flooding, raising the water depth.

### ***Reinforcement Rules***

After completing a Secondary Engagement, any surviving units may be redeployed into a different ongoing battle (secondary or primary), provided that battle has not reached or has dropped below its

maximum player limit. Redeployment occurs at the beginning of the next turn and units enter from the controlling player's designated edge. **Note:** Redeployed units retain all damage and status effects from their previous engagement. If a unit was in forced withdrawal it cannot be redeployed.

### ***Battlefield Support Rules***

After completing a Secondary Engagement the objective of that battle becomes available to the winning team to deploy in other ongoing battlefields. The decision of when and how to use the support is decided by the current force commander in the primary battle. Due to the incoming storm, no aerospace support will be available.

- Supply Depot – Deploys a temporary depot anywhere onto the field allowing minor repairs for 2 turns to any unit within 1 inch of the depot at the end of the turn. +1 armor per turn per unit. The depot is hot dropped into place and has 5 points of structure.
- Sensor Tower – Grants a temporary targeting sensor boost to all friendly units on the field for 1 turn. All friendly units receive -1 modifiers to attack dice rolls.
- ECM Tower – Grants temporary sensor dampening to all enemy units on the field for 1 turn. All enemy units receive a +1 modifier to attack rolls.
- Artillery Position – Grants the use of one strike with three long tom artillery templates. All three templates must be placed at the same time, standard artillery rules.
- ????? - Results of the Nautical Nights: Hunt for the Lost Cache

### ***Force Selection 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). Traditional aerospace forces will not be available to deploy due to the impending storm on the battlefield. See additional rules below for air vehicles and infantry.

- **Must use stock unit designs following standard rules.** No custom units, No named 'Hero' character units, No special pilot abilities, No special command abilities, No formation bonus abilities 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.
- 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 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)
- Unit availability Era is limited to: IIClan Era.
- All units will be an "Elite" skill of 3 with the appropriate adjustment of point costs.
- Unit tokens and record cards will not be provided.

**All participants must submit a force selection list a minimum of 1 week 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@gmail.com](mailto:nemechcon@gmail.com). When you submit your selection, tell us which force you prefer to fight for; House, Clan, or Mercenary.

### ***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. 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.
- Each player receives 2 edge points for each battle. 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.
- Forced withdrawal is in effect: Alpha Strike: Commanders Edition page #126
- There are no painting requirements and proxy's are okay! But we encourage all participants to bring your best parade colors for a photo at the end of the day!

### ***Win Conditions – Primary Battlefield***

#### **Primary Objective – Control the Massachusetts (2 VP)**

- At the end of Turn 5 and 10, control of the *Massachusetts* earns 1 Victory Point.
- Control = having more units (any size) within 3" of the ship's bridge than the opponent, and no enemy Specialists inside.

#### **Secondary Objectives**

- **Data Cache Extraction (2 VP):**
  - The cache is hidden within one of the ship compartments.
  - Each turn a players specialist unit is in base contact with the ship, they may scan it. Roll a 1d6, on a 5+ the cache is discovered.
  - Once found, the discovering unit must **maintain control of the cache** (remain in base contact of the ship and not be destroyed) for **two full turns** to extract it.
  - If both players discover the cache simultaneously or contest the site, extraction is paused until control is reestablished.
- **Enemy Specialist Neutralization (1 VP):**
  - Destroy or force into withdrawal all opposing Specialist units (including reinforcements) by the end of turn 10.

### ***Win Conditions – Supporting Engagements***

#### **Supply Depot**

A player controls the depot if they have more units within 3 inches of it than their opponent at the end of **Turn 4**. If uncontested, the depot deploys for that player and becomes active for two turns. Once deployed, it cannot be moved or claimed by the other player and becomes available for a 1 time redeployment by the force commander on a different battlefield.

#### **Sensor Tower**

The first player to have an un-engaged unit spend **one full turn (no movement or attacks)** adjacent in base contact to the tower successfully hacks it and gains the boost on the following turn. The tower locks out after one use.

### **ECM Tower**

The first player to have an un-engaged unit spend **one full turn (no movement or attacks)** adjacent in base contact to the tower successfully hacks it and gains the boost on the following turn. The tower locks out after one use.

### **Artillery Position**

A player must have **exclusive control** of the artillery position (no enemy units within 3 inches) by **Turn 5**. Once secured, the force commander may call in the Long Tom strikes during their next turn per standard artillery rules.

## ***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. 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! .

## ***Additional Links***

We recommend <http://www.masterunitlist.info> for all force building. The search tools provide an easy way to search legal units for the event.

## ***Legal Acknowledgments***

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