Broken Sword

A Battletech Alpha Strike Campaign

Change history

Version	Date	Change
1.0	23.6.25	Initial version
1.0	14.11.25	Translation

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1. Acknowledgements

A big thank you to the Bad Emstal Strategy Game Club for their support (especially with the images) and inspiration in creating this campaign description.

I would also like to express my gratitude to Discord user *Xinthius*. Your suggestions and ideas have contributed significantly to the realisation of this project.

Another thank you goes to the members of the Discord server "Battletech DE", who contributed significantly to the success of this project with their expertise, creative suggestions and enthusiasm in countless discussions.

Your support shows how strong the Battletech community is and how it grows together. Thank you for being part of this project and bringing it to life!

Best regards

Sören Spieckermann

2. Introduction

Broken Sword – Campaign Scenario for Battletech Alpha Strike

A beginner's adventure in the late Successor Wars

Are you Battletech fans looking to make the leap from classic single battles to an exciting campaign? Then the Broken Sword scenario is just right for you! This campaign scenario for Battletech Alpha Strike, specially developed for beginners, takes you into the merciless conflicts of the late Succession Wars (Renaissance era) – a time when intrigue, strategic manoeuvres and explosive battles were the order of the day.

The background story: Operation "Broken Sword"

The world of Valentina, a remote planet on the edge of the Draconis Combine's borders, is of strategic importance to House Kurita. The planet is a key hub for supply traffic to neighbouring systems, but internal power struggles and pirate attacks have weakened the planet's garrison.

Rumours of rebellious civilians and a vigilant ISF (Kurita's secret service) are causing additional tensions. Against this backdrop, the Combine recruits the mercenary unit "Iron Revenants" as reinforcements. But even before their arrival, all hell breaks loose.

Immediately after signing their contract, Coordinator Takashi Kurita issues the infamous "Death to Mercenaries" order – a declaration that all mercenary units are enemies of the Draconis Combine. Officially, the Iron Revenants are simply to fulfil their negotiated contract, but in reality they are being lured into a deadly trap.

Prologue:

The Iron Revenants receive an assignment from a Kuritan liaison officer who speaks of "a well-paid routine job".

Their goal is to support a weakened garrison on Valentina and maintain order. The contract is lucrative, and the terms seem acceptable. But already as they approach the planet, unrest spreads. Sensors on the mercenary dropships report unusual disturbances, and radio contact with the planet's garrison remains fragmentary.

Shortly thereafter, several enemy space fighter attacks strike the mercenary formation.

With heavy damage and evasive manoeuvres, the Iron Revenants have no choice: they initiate an emergency drop of their BattleMechs and other equipment into Valentina's atmosphere. The unit's dropships are unable to land safely and flee the system to regroup.

The mercenaries find themselves cut off on the planet's surface – isolated, hunted and completely on their own.

Chapter 1: The Crash Landing

The unit's BattleMechs land in a densely populated region of Valentina that is heavily controlled by Kurita garrison troops.

The drop pods hit a mixture of industrial complexes, dense forests and a small town. Contact between the unit's various landing zones is sporadic, adding to the chaos of the situation.

No sooner have the first BattleMechs touched down than they encounter massive resistance. Kurita forces, consisting of BattleMechs and other units, advance rapidly.

It is obvious that the "Death to Mercenaries" order is being enforced with full force here: the Kurita units attack mercilessly, without offering the possibility of surrender.

Under the command of their officers, the Iron Revenants manage to form a first line of defence. They repel several attacks, but the situation remains critical.

Casualties are high, and the unit is forced to retreat towards a nearby industrial complex that offers better cover.

There, they can regroup briefly before further Kurita reinforcements arrive.

From a captured enemy pilot, the Iron Revenants learn that the Coordinator himself has given the order to eliminate all mercenaries.

The unit was deliberately lured into a trap to set an example. Now the mercenaries are fighting not only against superior planetary garrison forces, but also against the propaganda of an empire that brands them as traitors.

Initial reconnaissance missions reveal that the Kurita forces have established strategic supply bases nearby.

Chapter 2: Guerrilla Warfare

The mercenaries begin to operate in the shadows. To increase their chances of survival, they attack Kurita supply convoys and raid smaller bases.

The mercenaries' operations disrupt the garrison's supply lines, but the danger increases: House Kurita sends in increasingly powerful troops, including elite BattleMech lances, to destroy the "intruders".

Chapter 3: Reorganisation

After intense fighting and heavy losses, the Iron Revenants retreat to a vast forest area criss-crossed by rugged terrain.

Here they find an old, abandoned research station, which they use as a temporary base. While the technicians work feverishly on repairs, the remaining fighters get into an argument: some want to continue fighting, while others discuss a plan to surrender.

To maintain unity, the unit's commanders organise a targeted offensive against a nearby Kurita patrol to gain time and resources.

The victory gives the unit new courage, but the losses are a heavy blow. They decide to attempt one last mission: the attack on the spaceport.

Chapter 4: The Spaceport

The only way to leave the planet is to take control of the spaceport on Valentina.

This fortified facility is defended by strong Kurita units. Time is running out, as the planetary garrison has requested reinforcements, which are expected to arrive within a few days.

The Iron Revenants learn from a technician they capture at a supply base that there is a weak point in the spaceport's defences: a poorly fortified access gate at the northern end of the spaceport.

But the plan is risky, as the northern area is guarded by a small number of heavily armed units.

Finale: Escape or Death

The attack on the spaceport culminates in a desperate battle. The mercenaries must gain control of the spaceport and organise their evacuation.

But shortly before their departure, a Kurita battle group arrives, determined to take no prisoners. The outcome of the battle will decide whether the Iron Revenants escape or meet their end on Valentina.

Why this campaign is perfect for beginners

"Broken Sword" was specially developed to introduce new players to campaigns in the Battletech universe. It's not just about connected battles, but also about the exciting dynamics of strategic decisions and developing storylines.

Highlights of the campaign:

Interconnected missions: Instead of isolated battles, players experience a continuous storyline in which their victories and defeats influence the course of the campaign.

Simple rules for getting started: The campaign uses the streamlined Alpha Strike rules, which enable fast and dynamic games.

Factions in focus: Players take on the roles of mercenaries or defenders of House Kurita, each with unique objectives, challenges and strategies.

Tactical depth: Each mission presents unique challenges and requires players to adapt to changing conditions. Planning, risk-taking and wise use of resources are the keys to success.

Who is "Broken Sword" suitable for?

Beginners: Those who have only experienced Battletech in single battles will now experience the fascination of connected campaigns for the first time.

Experienced players: Even veterans who want to introduce new players to the universe will find this campaign offers the perfect balance of accessibility and tactical depth. Players can also expand the campaign themselves with additional rules.

Groups with limited time: Thanks to the campaign's modular structure, missions can be played flexibly – whether in one long session or spread over several evenings.

The battle begins: Will you save the mercenaries, or are they doomed?

The Battletech universe offers endless possibilities for tactical combat and compelling stories. With "Broken Sword," you can dive right into the heart of this fascinating universe – whether as a daring mercenary seeking to protect your unit or an ambitious attacker willing to risk everything to achieve victory.

Share your experiences, epic moments and campaign twists with us in the comments! May the better house triumph – or the mercenary who is paid the most.

Battlemech on, weapons ready – the battle begins!

This campaign is intended for Battletech Alpha Strike and the Quick-Start Rules. It has been supplemented with some optional rules and campaign rules.

Each gaming group is free to deviate from these rules and, for example, play according to the expanded rules of the Commander's Edition. The campaign is not designed as a tournament campaign, but is intended to give players the opportunity to play a few interesting rounds of Battletech Alpha Strike.

The campaign is deliberately kept simple. The campaign elements are somewhat more developed than in the first campaign, "Battle for Brixtania". For example, units destroyed in one mission cannot be reused directly in the next mission.

The campaigns are suitable for playing with pure Battlemecheinheiten units as well as mixed units (Battlemechs plus vehicles and infantry).

The campaign is set in the Fourth Succession War (Late Succession War – Renaissance; 3020 – 3049).

Players have the option of competing as mercenaries or Kurita units. However, the correct colour scheme of the units is not important.

For example, if someone has painted their units in Davion colours, they can of course use them.

3. Campaign Rules

Unit selection

The campaign includes different types of missions. In each mission, units up to a certain total PV value can be brought into battle.

Before each mission, each player selects the units they want to use in that mission from their unit pool. The mission limit (total PV value) for the player's side must not be exceeded. Players are free to use less than the PV specified in the mission.

It is recommended that each player use a unit pool with a total PV value of 500 PV. For example, one or two "extended companies" (12-16 BattleMechs plus vehicles/infantry per company).

The campaign is set in the Fourth Succession War (Late Succession War – Renaissance; 3020 – 3049), which should be taken into account when selecting units for the unit pool. The "Master Unit List" (http://masterunitlist.info/) provides assistance in this regard. However, any other time period can be played by agreement between the players. Alternatively, units can be chosen freely, based solely on their PV values.

All units have a skill value of 4 in the standard rules and start a mission undamaged.

Campaign rule:

- All units that are destroyed in a mission cannot be used for the next mission in the campaign (no field repairs possible). After a mission "break", the units are then ready for action again.
- All units destroyed in a mission by an ammunition explosion or cockpit hit cannot be used for the next two missions of the campaign (no field repairs possible). After two missions "break", the units are ready for action again.
- Mercenary units are generally **not** subject to the "**Forced** Withdrawal" rule, as they are fighting for their survival and retreat is not an option. Unless otherwise specified in the mission description.

Map size

The standard map size for missions is 44 x 34 inches (approx. 111 cm x 86 cm). This size corresponds to two Battletech neoprene maps placed side by side (each measuring 34 x 22 inches). However, other map sizes can also be used. The layout specifications must then be adjusted accordingly.

Missions

The campaign is divided into different missions. Depending on the outcome of a mission, you follow the campaign tree to the next mission.

Before the start of each mission (with the exception of the first mission), a 1D6 roll (a six-sided die) is made by the player who successfully completed the previous mission (see also "Tie – Tactical Victory"). The result determines further mission characteristics.

This "momentum" roll is intended to simulate the player who was successful in the previous mission having an advantage and the "campaign initiative". This "campaign initiative" rule does not apply to the first mission of the campaign.

Draw – Tactical Victory

If neither player can achieve their victory condition within the mission duration, the battle is considered a draw. In order to still determine a "winner" (for the campaign initiative roll), the PV values of the destroyed units per player are added together. The player who has destroyed more of the opponent's PV is the tactical winner of the mission. If both players have destroyed the same amount of the opponent's PV, a roll of 2D6 decides the tactical winner. The player with the higher dice roll wins. If both players roll the same number, the roll is repeated.

Duration of a mission

Unless otherwise specified, a mission lasts a maximum of 8 rounds.

Unit deployment

The player who lost the initiative roll in round 1 deploys their first unit first. The other units are then deployed alternately. (Standard deployment rule from Alpha Strike)

Playing surface design

In Alpha Strike, the available playing area is usually selected by mutual agreement between both players. However, it is also possible to roll dice to determine who sets up the terrain. To do this, each player rolls two six-sided dice (2D6). The player who rolls the lower number places the terrain on the playing field (observe the mission rules!). The winner chooses which side to start from.

The mission descriptions specify a layout type for the playing area. The following layout types are available:
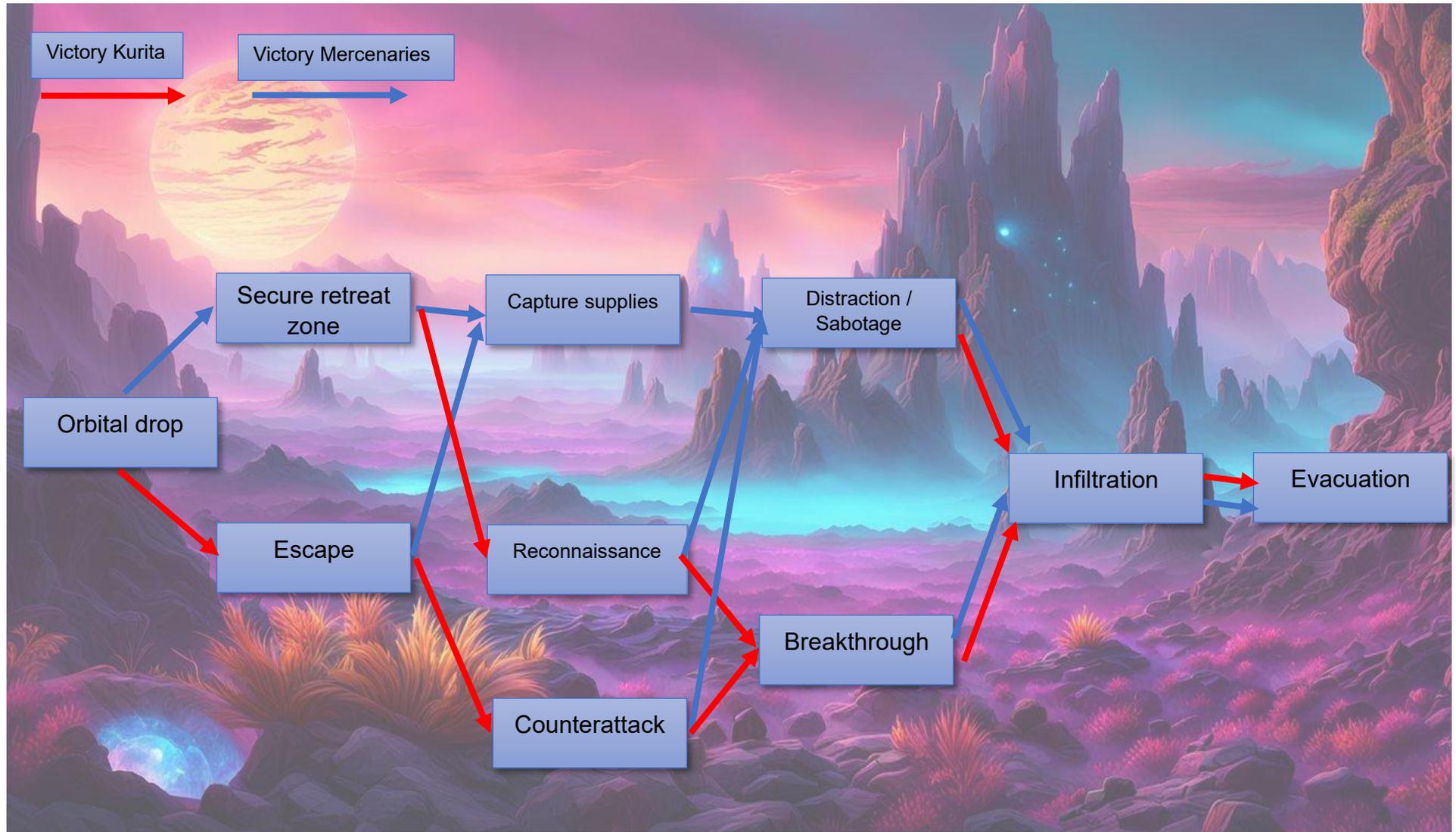
- City
- Countryside
- Urban terrain

Sample images for each layout type are provided in the appendix. These sample images are for rough orientation and illustration of what the terrain should look like.

Image1 : Battletech AlphaStrike game situation. Image source: Xinthius

4.   Campaign tree

Victory Kurita → Victory Mercenaries

Orbital drop → Secure retreat zone
Orbital drop → Escape
Secure retreat zone → Capture supplies
Secure retreat zone → Reconnaissance
Capture supplies → Distraction / Sabotage
Reconnaissance → Counterattack
Reconnaissance → Distraction / Sabotage
Counterattack → Breakthrough
Breakthrough → Distraction / Sabotage
Breakthrough → Infiltration
Distraction / Sabotage → Infiltration
Infiltration → Evacuation

5. Rule adjustments & optional rules

These rules are intended to ensure that the campaign can be played quickly and within a framework that fits the story. Of course, you can deviate from them or add additional rules from the CM rulebook.

Force Building (CM: page 110)

This rule is optional: please discuss with your opponent whether to use the special rules for star/lance formations.

Multiple Attack Rolls (CM pages 174, 175)

A separate roll of 2D6 is made for each damage point.

Special Command Abilities (CM page 76 ff.)

Special Abilities of units may be used. However, some of the Special Abilities only make sense if other optional rules are also applied. For example, LRM/SRM in use with the rules for different types of ammunition. Special Abilities that are generally useful are CASE, CASEII, IF, REAR, and ENE.

Special Pilot Abilities and Special and Command Abilities are not applicable. However, they may be used by agreement.

Forced Withdrawal (CM pages 126/127)

In general, the Forced Withdrawal rule for Kurita units is used in every battle. Every unit must retreat from the battlefield at maximum speed (the unit does not have to sprint, but may do so if desired) when it has only half of its internal structure points remaining. The remaining half of the internal structure is rounded down when determining the remaining internal structure. So a Vulture Prime with 3 internal structure points must first retreat when it has lost 2 internal structure points, not when it loses its first point.

Unit retreat

If a player realises that they can no longer win, or if they want to avoid unnecessary losses, they can withdraw units. To do this, they move the unit away via any edge of the playing field. A unit that has left the playing field in this way cannot return.

Units that have been withdrawn in this way are counted as units that have been forced to withdraw by "forced withdrawal" for the purposes of the mission's victory conditions.

Skill value (CM page 29)

All units have a skill value of 4. This default value may be changed by agreement. Please note: Changing a unit's skill value also changes the unit's PV value!

2 : Battletech AlphaStrike game situation. Image source: Strategiespielfreunde Bad Emstal e.V.

Special mission rules

Some missions have additional mission rules. These are explained in more detail here.

Orbital Drop

At the beginning of a defined round, BattleMechs (or vehicles or infantry, but no aircraft) can be dropped onto the battlefield from a landing ship via orbital drop. The landing zones of the units on the map are based on the flight corridor of the landing ships (see mission description). The player can determine the landing zone for the unit within an 8-inch distance from the flight corridors. However, the landing zone must be at least 6 inches away from an enemy unit. The player rolls 2D6 for each unit to be landed. If the result is greater than or equal to 5, the unit can land without damage. The player is free to determine the orientation of the unit.

If the roll is less than 5, the unit suffers damage upon landing. For each point below 5, one damage point is deducted from the unit's armour.

After landing, the landed units cannot move (standstill) or attack during this round. Units cannot be dropped in forests or on buildings. If a unit that has just been dropped is attacked, a TMM of +3 applies to this unit (instead of the unit's TMM value).

Holding terrain (e.g. landing zones or supply depots)

If at the end of a round at least one unit of a player is within a terrain (and no other enemy unit), then the terrain is considered "held" for that round. A player is considered to be within the terrain if at least half of their game piece's base is on the terrain.

Scouting buildings (e.g. to detect an observation post)

If, at the end of a round, at least one unit of the player who wants to scout is within 6 inches of the building, then the building is considered "scouted". The other player then announces before the next round what type of building it is (e.g. whether it is one of the supply bases or not).

Destroying buildings

Buildings that represent a mission objective (e.g. supply buildings) can be destroyed. (All other buildings and terrain structures cannot be destroyed). Each building has a structure value, which is described in the mission. If a building is attacked, the same rules apply as for an attack on another unit. Since the building does not move, a TMM of 0 applies to the building. If the structure value has fallen to 0 or less as a result of attacks, the building is considered destroyed.

A building is also destroyed if one or more units are placed on the building whose combined size exceeds the structure value of the building.

e.g. Structure value Building with a (remaining) structure value of 4. There are two BattleMechs on the building at the end of the movement phase. One BattleMech has a size of 3, the other a size of 2 (= total 5; and this is greater than the structure value (4) of the building).

Reinforcements

A certain number of BattleMechs/vehicles represent reinforcements that are on their way. These reinforcements only arrive after a certain amount of time. The time is indicated by a reinforcement value (e.g. 15). At the end of each round, the player expecting reinforcements rolls 2D6 and subtracts the rolled value from the reserve value. If the reserve value falls to 0 or below, the reinforcements are considered to have arrived and can be placed on the map at the player's deployment edge in the following round.

Example: Reinforcement value: 15

- Reinforcement roll after round 1: 2D6 = 9➜ Remaining reinforcement value 6 (15-9=6). Reinforcements have not yet arrived.

- Reinforcement roll after round 2: 2D6 = 4➔ Remaining reinforcement value 2 (6-4=2). Reinforcements have not yet arrived.
- Reinforcement roll after round 3: 2D6 = 7➔ Remaining reinforcement value -5 (2-7=-5). Reinforcements have arrived and will enter the playing area in round 4.

Capture the Flag

In a "Capture the Flag" mission, an object must be brought from the opponent's territory to your own territory. To do this, a unit must run to the object (direct contact) and remain there at the end of the round. The item is then considered to have been picked up. This unit must then run back to its own deployment zone. Once it reaches the zone, the item is considered to have been successfully returned. If the unit that picked up the item is destroyed on the way back, the item remains where it is and can be picked up by another unit.

6. Mission descriptions

Mission: Orbital Drop

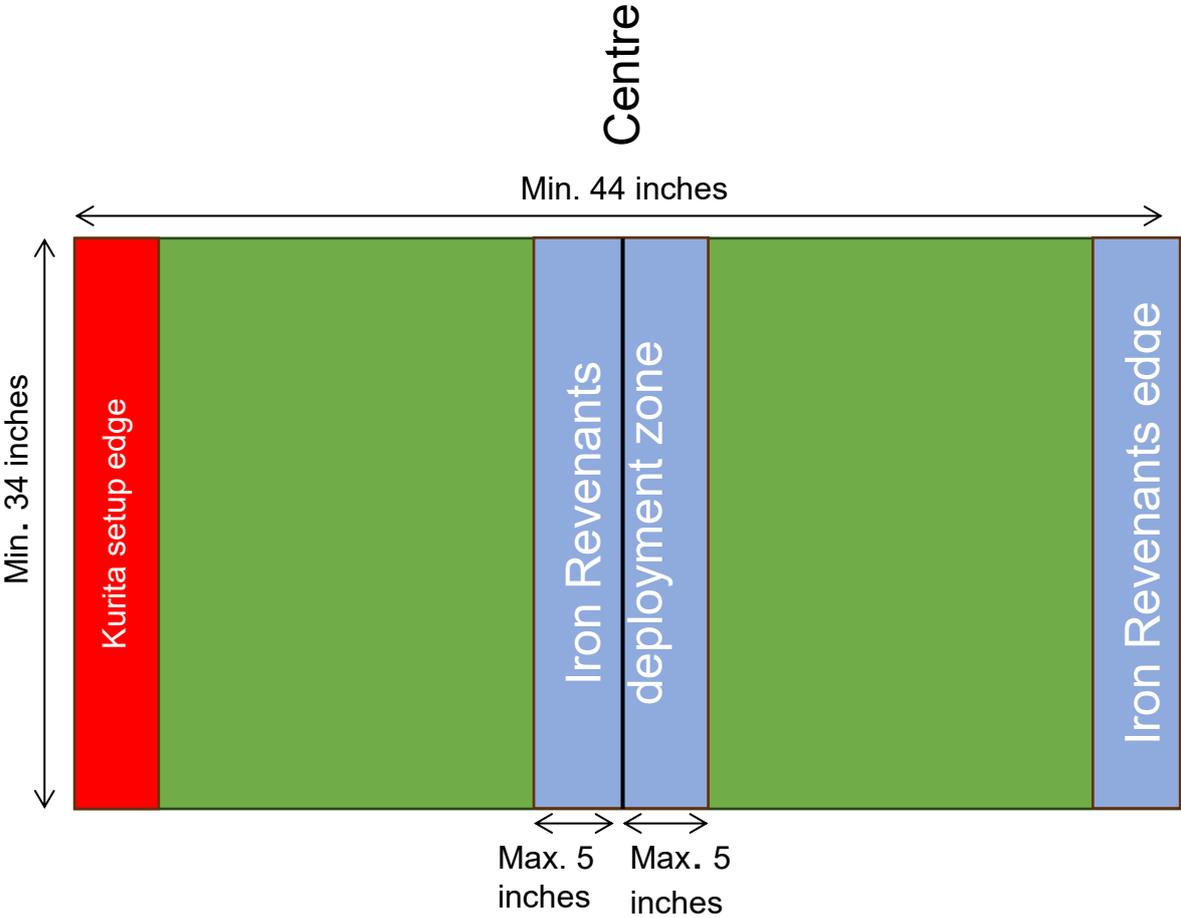|	
Background story: The Iron Revenants have already been attacked in orbit and must now land on the planet via orbital drop (high altitude). In doing so, they encounter a hornet's nest. The landing zones are in an area occupied by enemy forces.	
Duration of the mission	**Max. 8 rounds** or until one of the players has achieved their victory condition.
Usable PV per side (value may change due to campaign initiative roll)	**350 PV**
Campaign initiative (1D6 roll by the player who won the previous mission)	n/a
Notes on **game board design** (See also the map layout)	Layout type: **City** The battle takes place within a city. This means there are many buildings and streets and little forest.
Victory conditions House Kurita	Destroy at least 60% (measured by the PV value of the units) of the Iron Revenants or force them to retreat.
Victory conditions for the Iron Revenants	At least 50% (measured by the PV value of the units) of the Iron Revenants were able to leave the playing area via the Kurita deployment edges.
Iron Revenants unit deployment (See also the map layout)	The units are dropped by orbital drop at a distance of 8 inches from the two flight corridors. However, the landing zone must be at least 6 inches away from an enemy unit. See the special mission rule **"Orbital Drop"** for more information.
Kurita unit deployment (See also the map layout)	The units of House Kurita march in via their deployment edges.

Map layout "Orbital Drop"

Min. 44 inches

Min. 34 inches

Kurita setup edge

Kurita deployment edge

10 inches

Centre

5 inches

5 inches
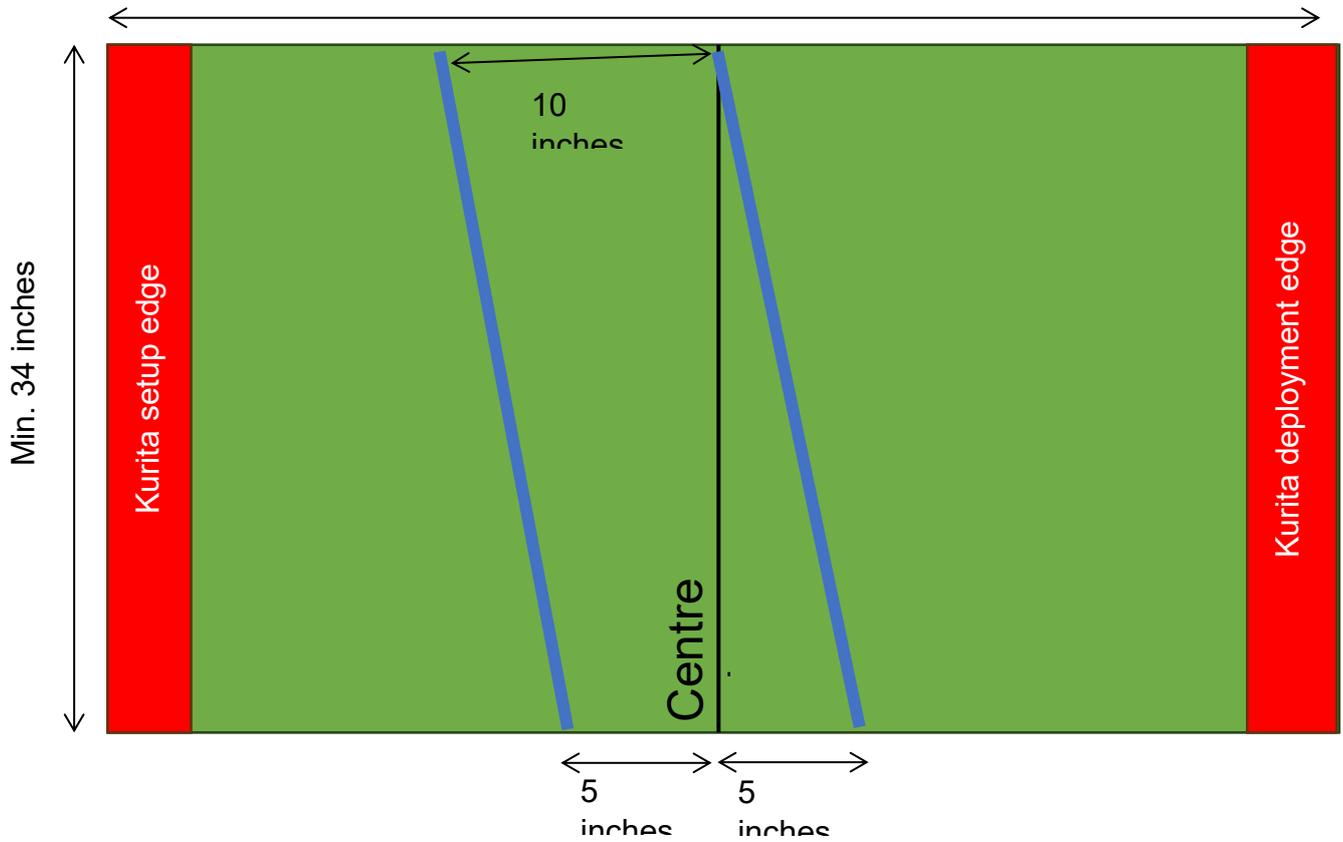
Mission: Secure retreat zone

Background story: The Iron Revenants have successfully fled the landing zone. The units of House Kurita are now attempting to advance to the mercenaries' established retreat bases and break through their defensive lines.	
Mission duration	**Max. 8 rounds** or until one of the players has achieved their victory condition.
Usable PV per side (value may change due to campaign initiative roll)	**300 PV**
Campaign initiative (1D6 roll by the player who won the previous mission)	<table><tr><td>**Dice result**</td><td>**Effect**</td></tr><tr><td>1</td><td>No effect</td></tr><tr><td>2</td><td>+1 to every initiative roll for the Iron Revenants player in the first two rounds</td></tr><tr><td>3</td><td>No effect</td></tr><tr><td>4</td><td>+1 to every initiative roll for the Iron Revenants player in the first four rounds</td></tr><tr><td>5</td><td>No effect</td></tr><tr><td>6</td><td>The Iron Revenants player may field +20 PV (i.e. 320 PV total)</td></tr></table>
Notes on **game board design** (See also the map layout)	Layout type: **Landscape** The battle takes place in a scenic area. This means that forests, hills and open meadows characterise the playing area. However, there are also small clusters of buildings on the playing area.
Victory conditions House Kurita	Move at least 50% of your units across the Iron Revenants deployment edge. Or destroy 70% of the mercenary units or force them to retreat.
Victory conditions for the Iron Revenants	Destroy at least 60% of the Kurita units or force them to retreat.
Iron Revenants unit deployment (See also the map layout)	The mercenary units (Iron Revenants) are deployed within +/- 5 inches of the centre line.
Kurita Unit Deployment (See also the map layout)	The Kurita units march in via their deployment edge.

Map layout "Secure retreat zone"

Centre

Min. 44 inches

Min. 34 inches

Kurita setup edge

Iron Revenants deployment zone

Iron Revenants edge

Max. 5 inches

Max. 5 inches

Mission: Escape

|	
Background story: The Iron Revenants were scattered during the landing and are now on the run. A small unit of mercenaries is covering the retreat of the main forces and standing in the way of their pursuers.	
Mission duration	**Max. 8 rounds** or until one of the players has achieved their victory condition.
Usable PV per side (value may change due to campaign initiative roll)	**Iron Revenants 200 PV** **Kurita: 300 PV**
Campaign initiative (1D6 roll by the player who won the previous mission)	(see table below)

Dice result	Effect
1	No effect
2	+1 to every initiative roll for the player of the Kurita units in the first three rounds
3	No effect
4	+1 to every initiative roll for the player of Kurita units in the first five rounds
5	No effect
6	The player controlling the Kurita units may field +20 PV (i.e. 270 PV total)

Notes on **game board design** (See also the map layout)	Layout type: **Urban terrain** The battle takes place within a populated area. This means that the playing area features forests, hills, open meadows and a few buildings.
Victory conditions House Kurita	Destroy at least 80% of the Iron Revenants or force them to retreat. Or move at least 50% of the units (measured by the PV value of 300) across the Iron Revenants deployment edge.
Victory conditions for the Iron Revenants	Destroy at least 70% of the Kurita units or force them to retreat. Alternatively, the maximum mission duration has been reached without the House Kurita achieving victory.
Unit deployment Iron Revenants (See also the map layout)	The Iron Revenants units march in via their deployment edge.
Unit deployment Kurita units (See also the map layout)	Max 150 PV of the Kurita units march in over their deployment edge in round one. The remaining units enter the battlefield in round three over the Kurita deployment edge.

Map layout "Escape"

Min. 44 inches

Min. 34 inches

Kurita deployment edge

Centre

Iron Revenants deployment edge
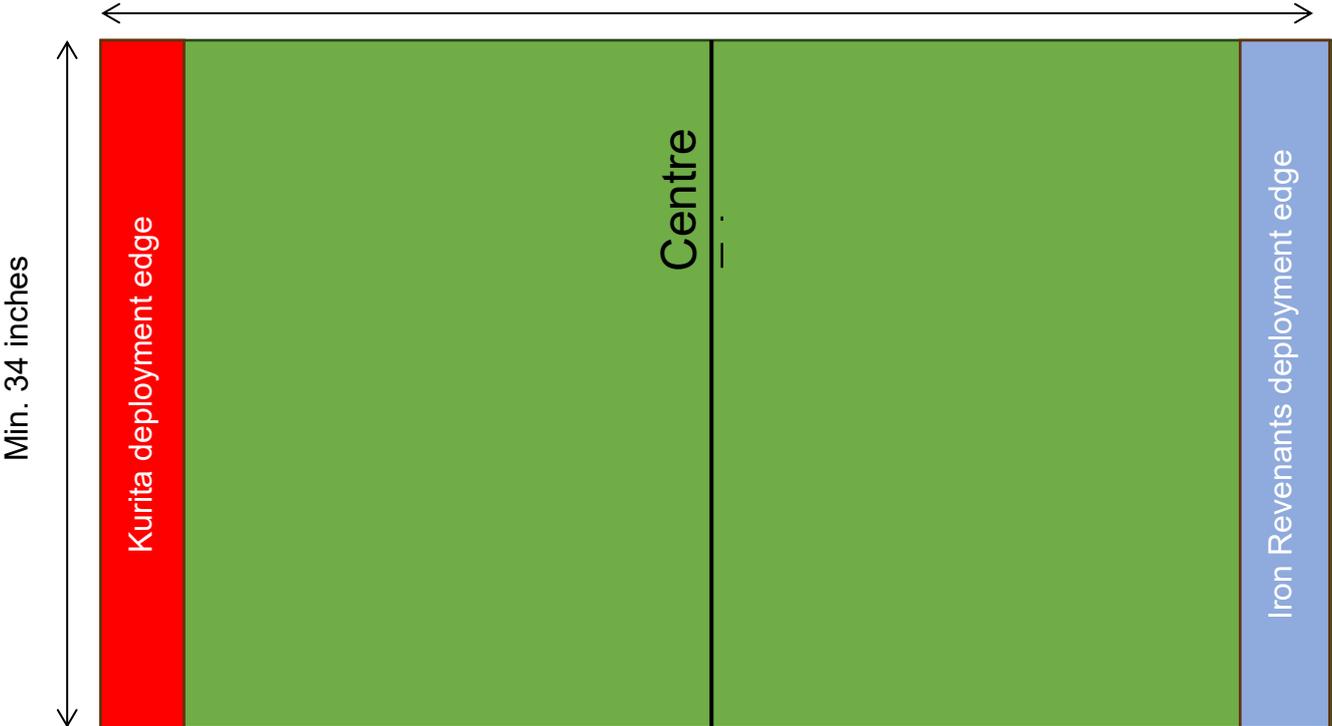
Mission: Capture supplies

<table>
<tr><td colspan="2">Background story:
The Iron Revenants were able to hold their positions. But the supply situation is critical. To obtain supplies, attack the enemy's supply depots in the region.</td></tr>
<tr><td>Mission duration</td><td>Max. 8 rounds or until one of the players has achieved their victory condition.</td></tr>
<tr><td>Usable PV per side
(value may change due to campaign initiative roll)</td><td>Iron Revenants: 280 PV
Kurita: 250 PV</td></tr>
<tr><td>Campaign initiative
(1D6 roll by the player who won the previous mission)</td><td>

Dice result	Effect
1	No effect
2	+1 to every initiative roll for the Iron Revenants player in the first three rounds
3	No effect
4	+1 to every initiative roll for the Iron Revenants player in the first 5 rounds
5	No effect
6	The Iron Revenants player may field +20 PV (i.e. 270 PV total)

</td></tr>
<tr><td>Notes on game board design
(See also the map layout)</td><td>Layout type: Landscape
The battle takes place in a scenic area. This means that forests, hills and open meadows characterise the playing area. There are only a few small additional buildings.
The player in the role of the Kurita units places an additional 3 buildings/supply bases on the centre section of the map (10 inches from the centre edge towards the Kurita zone). The minimum distance between two supply bases is 6 inches. The locations of the supply bases are known to the opponent.
Each of these supply bases has a structure value of 5. See the special mission rule "Hold Terrain" for more information.</td></tr>
<tr><td>Victory conditions House Kurita</td><td>At least 70% of the Iron Revenants have been destroyed or forced to retreat. Alternatively, the enemy has been unable to hold the supply bases.</td></tr>
<tr><td>Victory Conditions Iron Revenants</td><td>At least 2 of the three supply bases have been captured (i.e. held for at least 2 rounds).</td></tr>
<tr><td>Unit deployment House Kurita
(See also the map layout)</td><td>The Kurita units march in via their deployment edge.</td></tr>
</table>

Unit deployment Iron Revenants (See also the map layout)	The Iron Revenants units march in via their deployment edge.

Map layout "Capture Supplies"

Min. 44 inches

Supply bases may be placed anywhere (within the 10-inch zone from the centre line towards Kurita). The minimum distance between two supply bases is 6 inches.
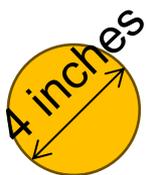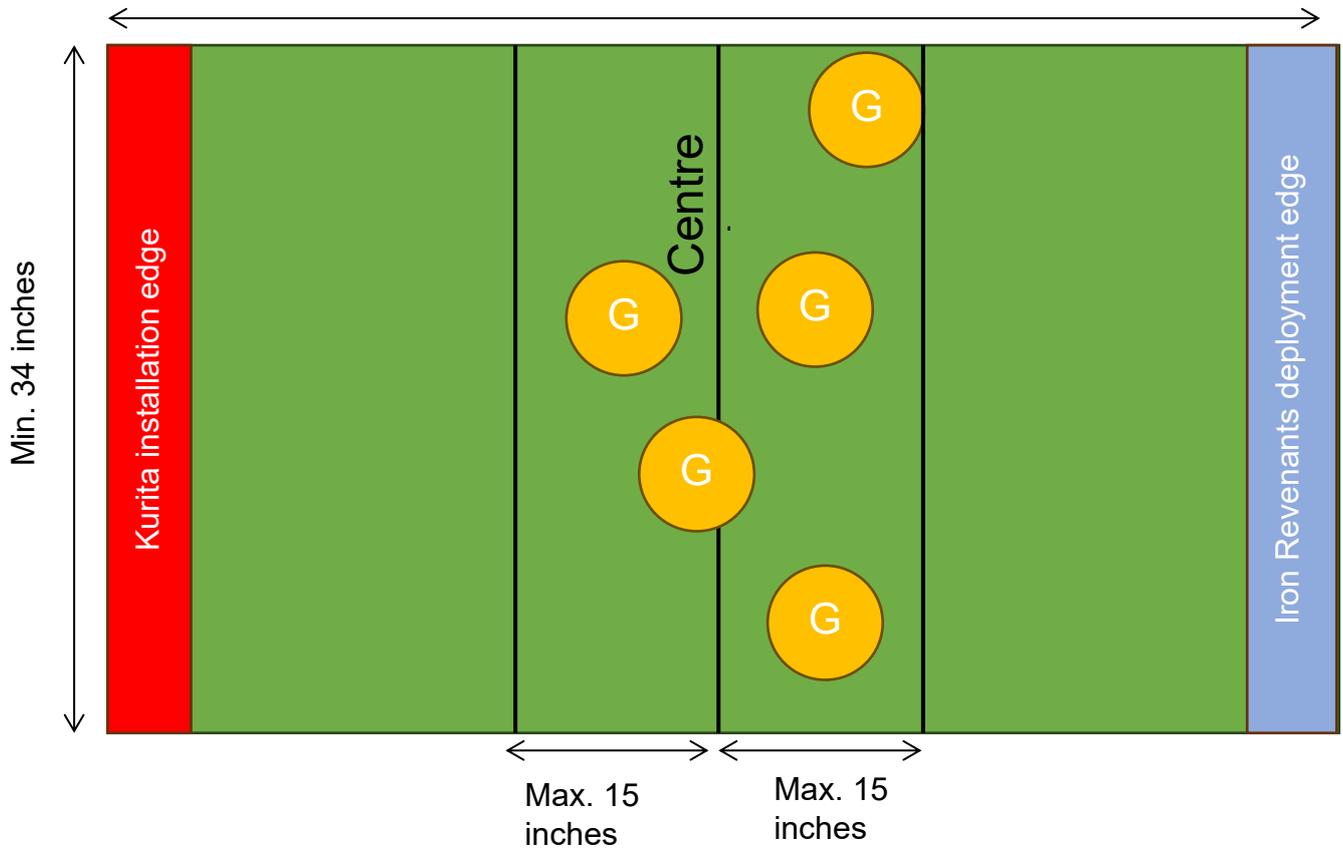
Mission: Reconnaissance

Background story: The Iron Revenants were unable to hold their retreat area and must regroup. To gain a better overview, launch a reconnaissance mission.	
Duration of the mission	**Max. 8 rounds** or until one of the players has achieved their victory condition.
Usable PV per side (value may change due to campaign initiative roll)	**250 PV**

Campaign initiative (1D6 roll by the player who won the previous mission)	Dice result	Effect
	1	No effect
	2	+1 to every initiative roll for the player of the Kurita units in the first two rounds
	3	No effect
	4	+1 to every initiative roll for the player of Kurita units in the first three rounds
	5	No effect
	6	The player who controls the Kurita units may bring +20 PV into play (i.e. 270 PV total).

Notes on **game board design** (See also the card layout)	Layout type: **Landscape** The battle takes place in a virtually uninhabited area. This means that the playing area is characterised by forests, hills and open meadows. There are only a few small additional buildings. The player in the role of the Kurita units places 5 buildings in the centre of the map, 3 of which are secretly marked as observation posts. The other player is not allowed to know which three of the five buildings are observation posts at the start of the game. Each observation post has a structure value of 3. See the special mission rules "Destroy Buildings" and "Scout Buildings".
Victory conditions House Kurita	At least two observation posts are not destroyed at the end of the mission, or 70% of the Iron Revenants are destroyed or forced to retreat.
Victory Conditions Iron Revenants	At least two of the three secret observation posts must be scouted <u>and</u> destroyed. (ly destroying from a distance without scouting counts as not destroyed!) See the special mission rule "Scouting Buildings" for more information.
Unit deployment Kurita (See also the map layout)	The Kurita units march in via their deployment edge.

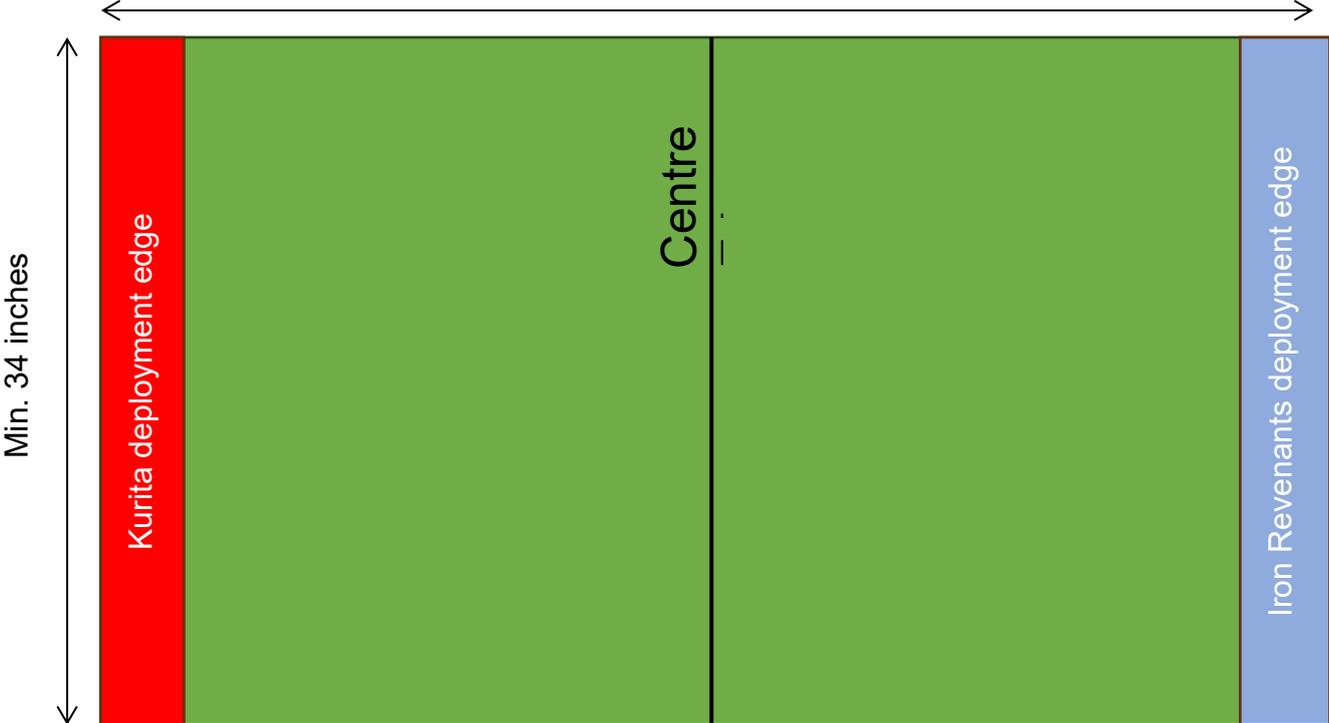| **Iron Revenants unit deployment** (See also the map layout)	The Iron Revenants units march in via their deployment edge.

Map layout "Reconnaissance"

Bases can be placed freely (within the +/- 15-inch zone from the centre line)

Mission: Counterattack

Background story: The Kurita units are driving the mercenaries before them. However, in order to regain the initiative, the Iron Revenants are now launching a counterattack. The Kurita units are taken completely by surprise.	
Duration of the mission	**Max. 8 rounds** or until one of the players has achieved their victory condition.
Usable PV per side (value may change due to campaign initiative roll)	**House Kurita: 260 PV** **Iron Revenants: 300 PV**

Campaign initiative (1D6 roll by the player who won the previous mission)	**Dice result**	**Effect**
	1	80 PV of the Iron Revenants units only arrive on the battlefield (Iron Revenants deployment edge) in round 3.
	2	+1 to every initiative roll for the Kurita player in the first two rounds.
	3	No effect
	4	+1 to every initiative roll for the Kurita player in the first four rounds
	5	No effect
	6	The player of the Kurita units may field +20 PV (i.e. 280 PV total)

Notes on **game board design** (See also the map layout)	Layout type: **Urban terrain** The battle takes place within a populated area. This means that the playing area features forests, hills, open meadows and a few buildings.
Victory conditions House Kurita	Destroy at least 60% of the Iron Revenants or force them to retreat
Victory conditions for the Iron Revenants	Destroy or force at least 70% of the Kurita units to retreat.
Unit deployment House Kurita (See also the map layout)	The Kurita units march in via their deployment edge.
Unit deployment Iron Revenants (See also the map layout)	The Iron Revenants units march in via their deployment edge.

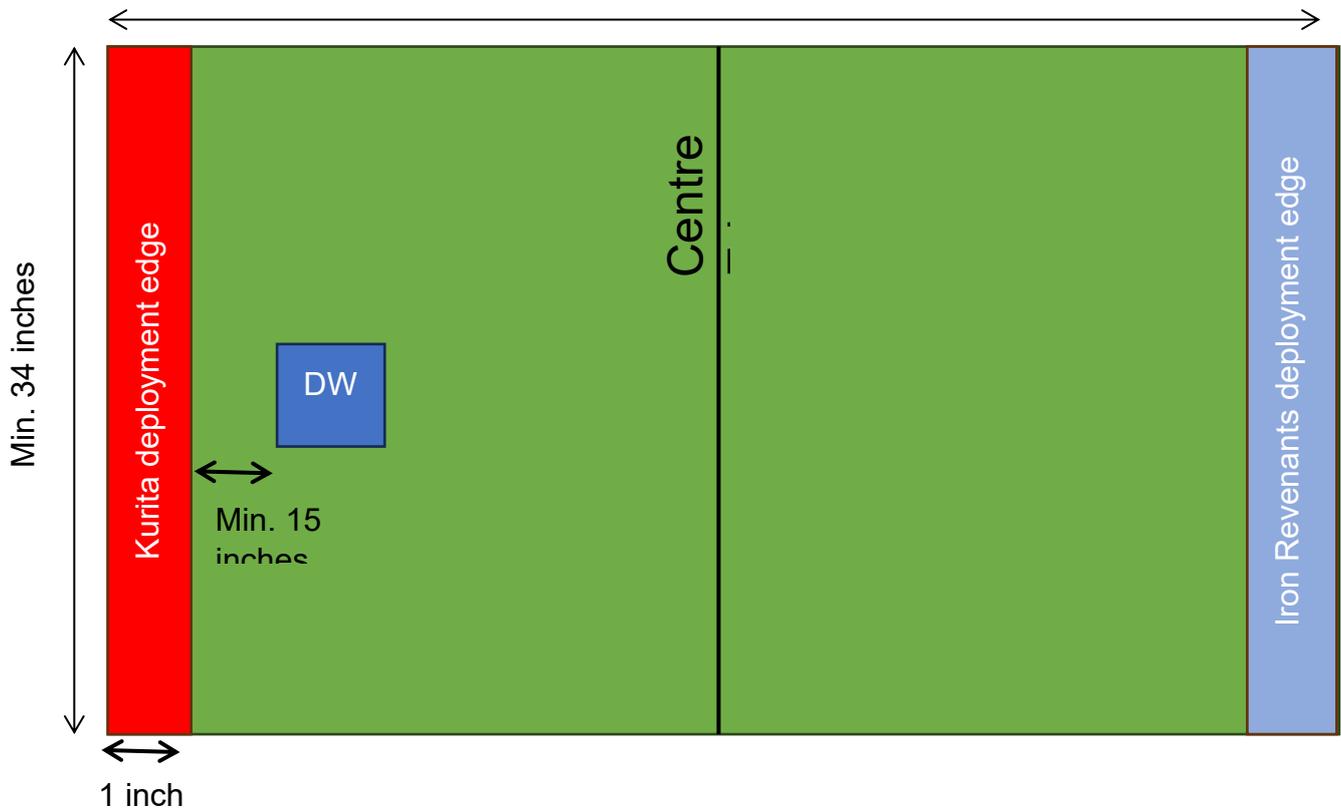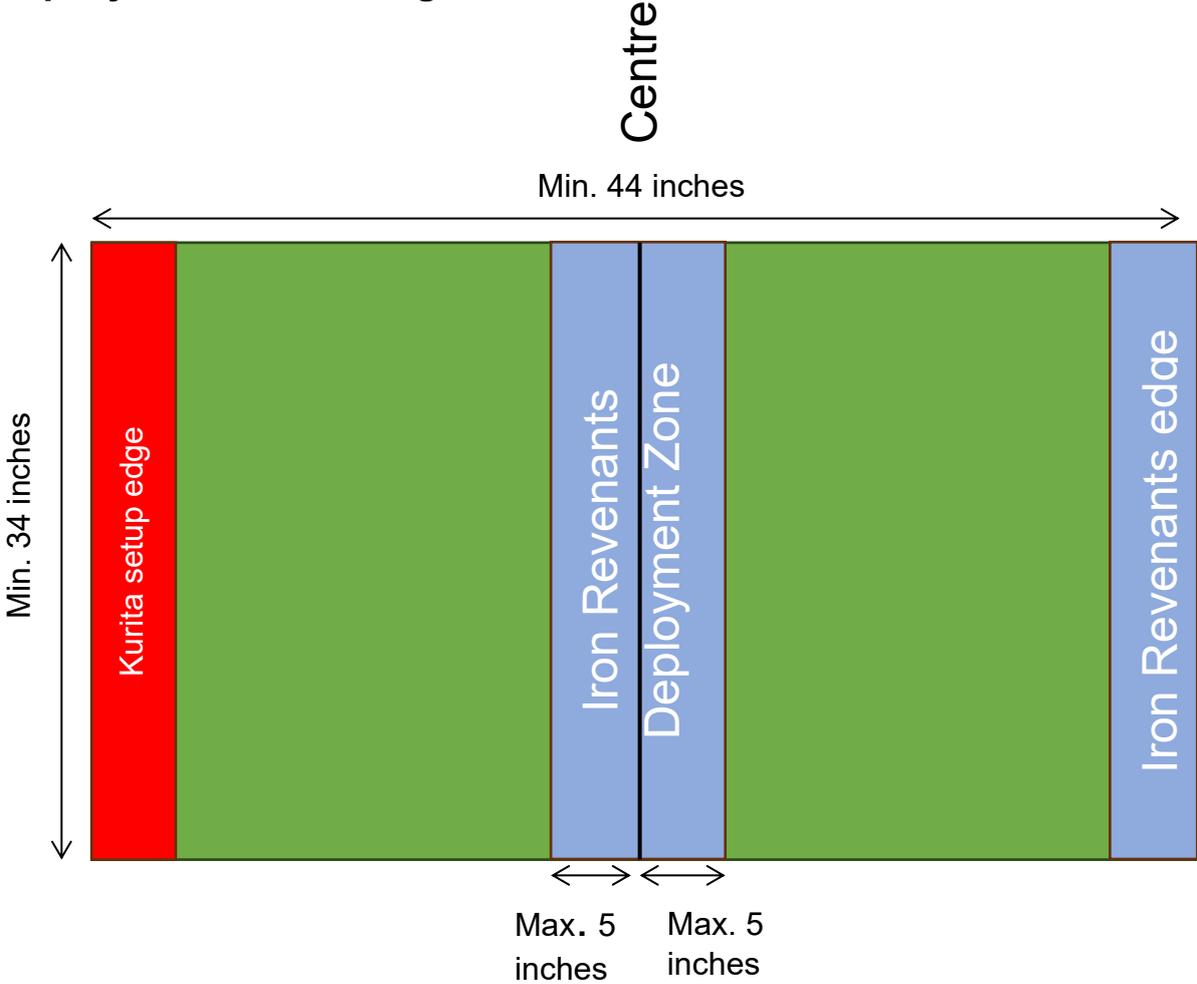## Map layout "Counterattack"

Min. 44 inches

Min. 34 inches

Kurita deployment edge

Centre

Iron Revenants deployment edge

Mission: Diversion/Sabotage (Capture the Flag)

Background story: To lure the Kurita units away from the spaceport, the Iron Revenants launch a diversionary attack on a data centre.	
Mission duration	**Max. 8 rounds** or until one of the players has achieved their victory condition.
Usable PV per side (value may change due to campaign initiative roll)	**250 PV**
Campaign initiative (1D6 roll by the player who won the previous mission)	See table below
Notes on **game board design** (See also the map layout)	Layout type: **City** The battle takes place within a city. This means there are many buildings and streets and little forest.
Victory conditions House Kurita	The data centre's data has not been captured by the mercenaries. A maximum of 30% of Kurita units have been destroyed or forced to retreat.
Victory conditions for the Iron Revenants	The data cube from the data centre has been captured and returned to your own lines. See the special mission rules "**Capture the** Flag" for more information.
Unit deployment House Kurita (See also the map layout)	The Kurita units march in via their deployment edge. 100 PV of the units enter the playing area in round 1. The remaining units arrive as reinforcements. Reinforcement value = 15. See the special mission rule "**Reinforcements**" for more information.
Unit deployment Iron Revenants (See also the map layout)	The Iron Revenants units march in over their deployment edge.

Dice result	Effect
1	No effect.
2	+1 to every initiative roll for the Iron Revenants player in the first two rounds
3	No effect
4	+1 to every initiative roll for the Iron Revenants player in the first four rounds
5	No effect
6	The Iron Revenants player may field +30 PV (i.e. 280 PV total)

Map layout "Distraction / Sabotage"

Min. 44 inches

The data cube (DW) is positioned at least 15 inches away from the Kurita setup edge.

Mission: Breakthrough

Background story: The Kurita units continue to have the initiative and are driving the mercenaries before them. To cut off their path to the spaceport, you plan to break through their lines.	
Duration of the mission	**Max. 8 rounds** or until one of the players has achieved their victory condition.
Usable PV per side (value may change due to campaign initiative roll)	**300 PV**
Campaign initiative (1D6 roll by the player who won the previous mission)	(see table below)

Dice result	Effect
1	No effect
2	+1 to every initiative roll for the player of the Kurita units in the first two rounds
3	No effect
4	+1 to every initiative roll for the player of Kurita units in the first four rounds
5	No effect
6	The player controlling the Kurita units may field +30 PV (i.e. 330 PV total)

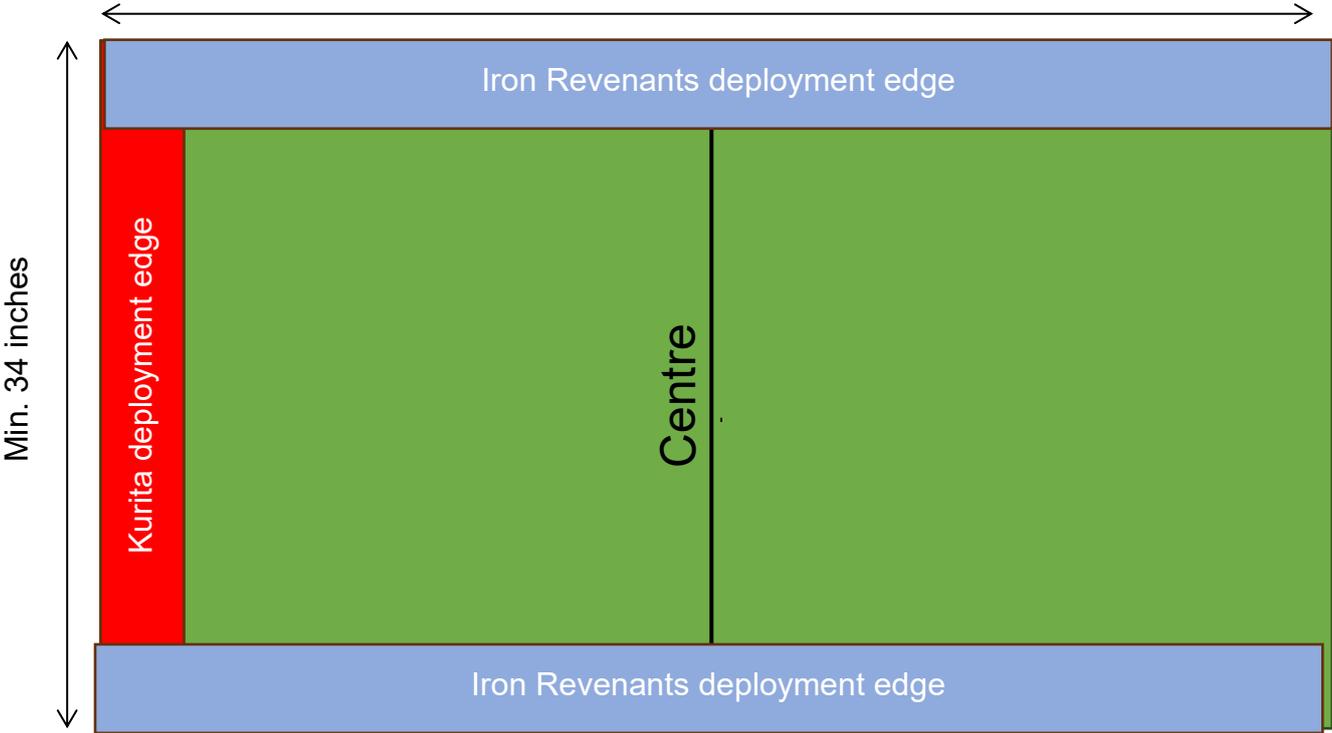|	
Notes on **game board design** (See also the map layout)	Layout type: Landscape The battle takes place in a scenic area. This means that forests, hills and open meadows characterise the playing area. However, there are also small clusters of buildings on the playing area.
Victory conditions House Kurita	Move at least 30% of your own units (measured by PV value) across the Iron Revenants deployment edge.
Victory conditions for the Iron Revenants	Destroy at least 50% of the Kurita units or force them to retreat.
Unit deployment House Kurita (See also the map layout)	The Kurita units march in over their deployment edge.
Unit deployment Iron Revenants (See also the map layout)	The Iron Revenants units are deployed within +/- 5 inches of the centre line.

Map layout "Breakthrough"

Centre

Min. 44 inches

Min. 34 inches

Kurita setup edge

Iron Revenants Deployment Zone

Iron Revenants edge

Max. 5 inches   Max. 5 inches

Mission: Infiltration

Background story: The Iron Revenants are attacking the northern entrance to the spaceport in a pincer movement. If you manage to drive off the Kurita units, the way to the landing ships will be clear.	
Mission duration	**Max. 8 rounds** or until one of the players has achieved their victory condition.
Usable PV per side (value may change due to campaign initiative roll)	**House Kurita: 280 PV** **Iron Revenants: 350 PV**
Campaign initiative (1D6 roll by the player who won the previous mission)	<table><tr><td>**Dice result**</td><td>**Effect**</td></tr><tr><td>1</td><td>No effect</td></tr><tr><td>2</td><td>+1 to every initiative roll for the player in the first two rounds</td></tr><tr><td>3</td><td>No effect</td></tr><tr><td>4</td><td>+1 to every initiative roll for the player in the first four rounds</td></tr><tr><td>5</td><td>No effect</td></tr><tr><td>6</td><td>The player gains +20 PV in the field.</td></tr></table>
Notes on **game board design** (See also the card layout)	Layout type: **City** The battle takes place within a city. This means there are many buildings and streets and little forest.
Victory conditions House Kurita	Destroy at least 50% of the Iron Revenants or force them to retreat
Victory conditions for the Iron Revenants	Destroy at least 70% of the Kurita units or force them to retreat.
Unit deployment House Kurita (See also the map layout)	The Kurita units march in via their deployment edge. (i.e. at the start of the round, they are positioned 1 inch away from the edge of the map).
Unit deployment Iron Revenants (See also the map layout)	The Iron Revenants units march in with 50% of their units over the right and left deployment edges. The deployment edges border the Kurita units' edges on the left and right.

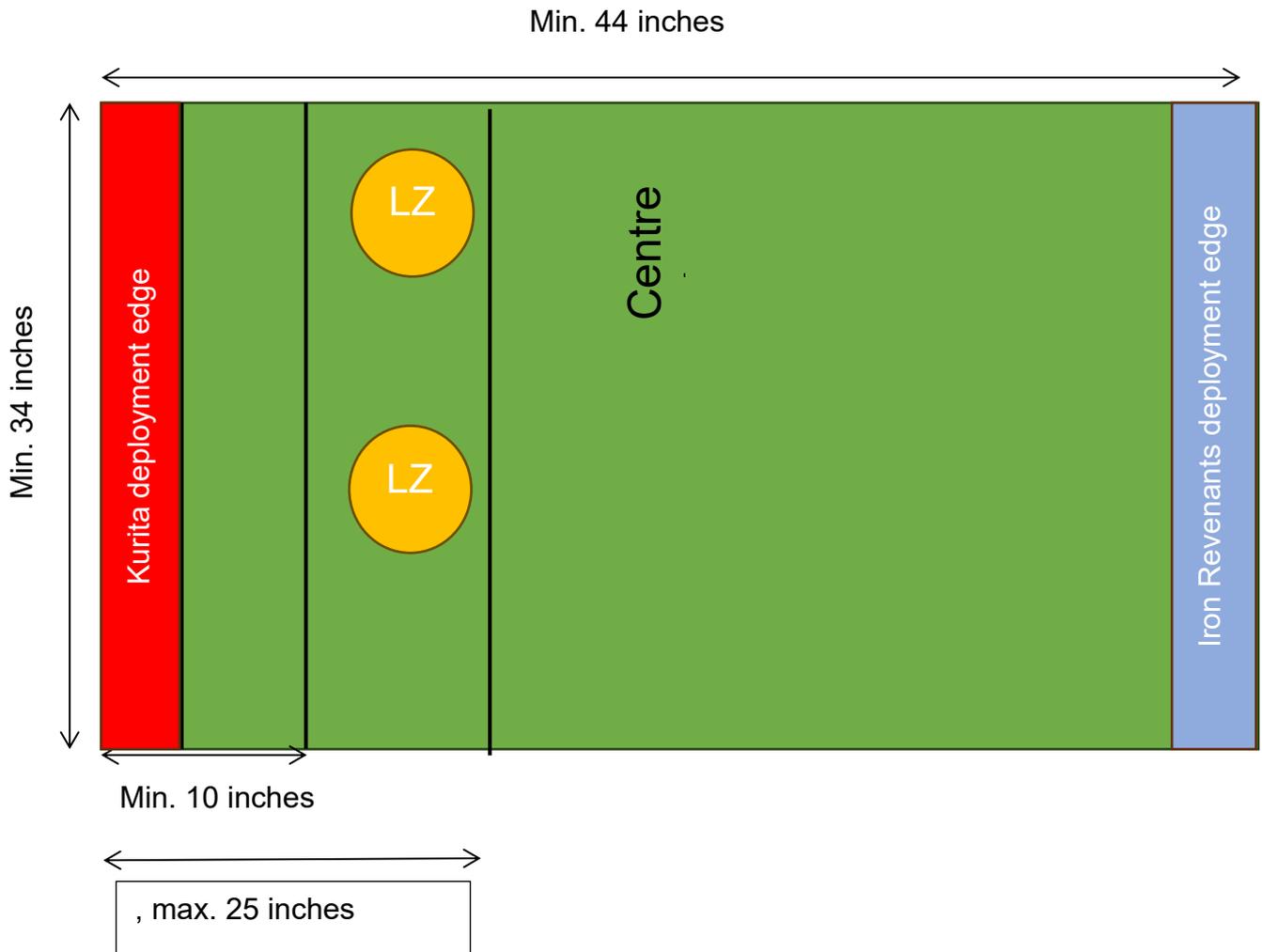## Map layout "Infiltration"

Min. 44 inches

Mission: Evacuation

Background story: The Iron Revenants sprint to the landing zones to be evacuated from the planet. But the Kurita units are already waiting.	
Mission duration	**Max. 8 rounds** or until one of the players has achieved their victory condition.
Usable PV per side (value may change due to campaign initiative roll)	**250 PV per side + 150 PV reinforcement for Kurita**

Campaign initiative (1D6 roll by the player who won the previous mission)	Dice result	Effect
	1	No effect
	2	+1 to every initiative roll for the player in the first two rounds
	3	No effect
	4	+1 to every initiative roll for the player in the first four rounds
	5	No effect
	6	The player may bring +20 PV into the field (i.e. 270 PV total)

Notes on **game board design** (See also the card layout)	Layout type: **City** The battle takes place within a city. This means there are many buildings and streets and little forest. The player in the role of the Iron Revenants places 2 additional landing zones. The minimum distance between two landing zones, or the diameter of a landing zone, is 8 inches. The locations of the landing zones are known. The area of a landing zone must not contain any buildings, forests or other obstacles.
Victory conditions House Kurita	Minimum 70% of the Iron Revenants destroyed.
Victory conditions for the Iron Revenants	The landing ships arrive in rounds 4, 6 and 8. If Iron Revenants units are in a landing zone at the end of these rounds, these units are evacuated (removed from the map). At least 30% (measured by the total PV value of the units deployed) must be successfully evacuated.
Unit deployment House Kurita (See also the map layout)	The Kurita units (250 PV) march in via their deployment edge. Units with a combat strength of 150 PV arrive as reinforcements. Reinforcement value = 35. See the special mission rule "**Reinforcements**" for more information.

| Unit deployment Iron Revenants (See also the map layout)	The Iron Revenants units march in over their deployment edge.

Map layout "Evacuation"

Min. 44 inches

Min. 34 inches

Kurita deployment edge

LZ

LZ

Centre

Iron Revenants deployment edge

Min. 10 inches

, max. 25 inches

8 inches

Landing zones may be placed anywhere. However, they must be at least 10 inches away from the Kurita deployment edge. In addition, landing zones may be no more than 25 inches away from the deployment edge of Kurita units. The minimum distance between bases is 8 inches. The diameter of a landing zone is also 8 inches.

7. Index and image sources

PV: Point Value. Strength of the unit deployed. Located at the top left of the unit sheet.
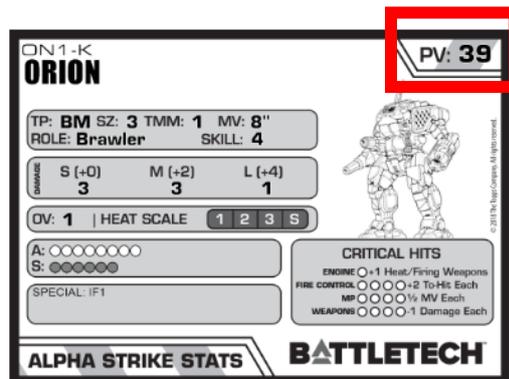
CM: Rulebook BattleTech Alpha Strike: Commander's Edition

n/a: Stands for not available

1D6 or 1W6: Rolled with a six-sided die (1 to 6)

2D6 or 2W6: Two six-sided dice (1 to 6) are rolled

Image sources

Images generated with the help of artificial intelligence and our own photographs. (Images without captions)

Additional images were provided by the Bad Emstal Strategy Game Club and Discord user Xinthius.

8. Imprint

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9. Appendix: Layout types

Layout type: City

Image3 : City Image source: Strategiespielfreunde Bad Emstal e.V.

Image4 : City Image source: Strategiespielefreunde Bad Emstal e.V.
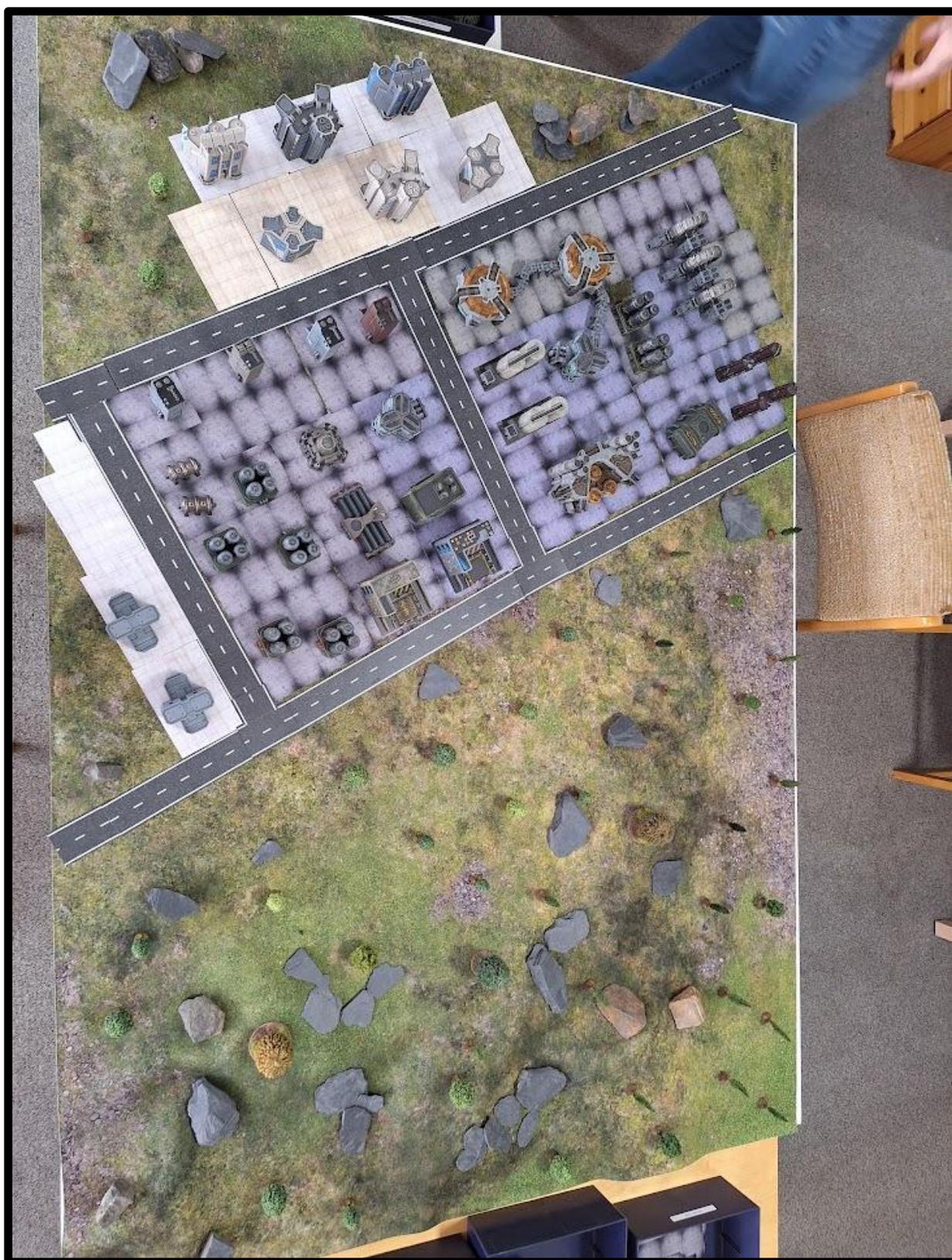
Layout type: Landscape

Image5 : Landscape: Image source: Strategiespielefreunde Bad Emstal e.V.

6 : Landscape: Image source: Strategiespielefreunde Bad Emstal e.V.

Layout type: Urban terrain

7 : Urban terrain: Image source: Strategiespielefreunde Bad Emstal e.V.

Image8 : Urban terrain: Image source: Xinthius