

The Battle for Brixtonia



A Battletech Alpha Strike Campaign

1

Unofficial fan product by Sören Spieckermann
All rights to Battletech and all related terms are owned by The Topps Company, Inc.

Change history

Version	Date	Change
0	25	Initial version
1	4 December 2024	Version 1.0
1.1	05.12.2024	Version 1.1 (release)
1.1	14.11.2025	Translation EN



Table of contents

1.	Acknowledgements	5
2.	Introduction.....	6
	Background story	8
3.	Campaign Rules.....	10
	Unit Selection	10
	Map size	10
	Missions.....	10
	Draw – Tactical victory.....	10
	Duration of a Mission.....	11
	Unit deployment	11
	Game board design.....	11
4.	Campaign tree	12
5.	Rule adjustments & optional rules.....	13
	Special mission rules.....	14
6.	Mission descriptions	17
	Mission: First Encounter.....	17
	Mission: Reconnaissance.....	19
	Mission: Hold the Line 1	22
	Mission: Flanking.....	25
	Mission: Destroy supplies 1.....	27
	Mission: Counterattack 1	29
	Mission: Destroy supplies 2.....	32
	Mission: Pincer attack	34
	Mission: Orderly Retreat 1.....	36
	Mission: Orbital Drop.....	39
	Mission: Destruction 1	41
	Mission: Hold the Line 2	43
	Mission: Reinforcements	45
	Mission: Assassination	47
	Mission: Destruction 2	49
7.	Index and image sources	51
8.	Imprint.....	51
9.	Appendix: Layout types	52

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.

Further thanks also go to the members of the Discord server "Battletech DE", who contributed decisively 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

Battle for Brixtonia – 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 new scenario "Battle for Brixtonia" 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: A planet in the spotlight

As the Capellan Confederation under House Liao plans its aggressive advance into the Periphery, the resource-rich planet Brixtonia finds itself at the centre of the conflict. This small colony near the borders of the Canopic Empire is not only economically important, but also strategically located, which could facilitate future operations in the Periphery.

But Brixtonia is not unprotected. Local defence forces and mercenary units oppose the Capellans' ambitions. What follows is a bitter struggle for control of the planet.

Why this campaign is perfect for beginners

"Battle for Brixtonia" was specifically designed 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 evolving 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 attackers from the Capellan Confederation or defenders from the Brixtonia Coalition – 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 "Battle for Brixtonia" suitable for?

Beginners: Those who have only experienced Battletech in single battles will discover 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 modular structure of the campaign, missions can be played flexibly – whether in one large session or spread over several evenings.

The battle begins: Will you save or conquer Brixtonia?

The Battletech universe offers endless possibilities for tactical combat and compelling stories. With "Battle for Brixtonia," you can dive right into the heart of this fascinating universe – whether as a daring defender seeking to protect your home 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.

Battletech on, weapons ready – the battle begins!



This campaign is intended for Battletech Alpha Strike and the Quick-Start Rules. 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. Mech damage etc. is not carried over to the next battle, and there is no "WarChest" that can be earned in missions to repair or upgrade units for the next mission.

The campaigns are suitable for playing with pure Battlemech 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 Canopian Highlanders or Red Lancers. 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.

Background story

During the late Succession Wars (Renaissance era), the Capellan Confederation, led by House Liao, aggressively advances into the periphery. The strategically important planet Brixtonia, a small but resource-rich colony near the Canopian borders, comes under the sights of House Liao. Control of the planet would not only strengthen the economic power of the Capellans, but also secure a strategic starting position for future operations in the periphery.

The parties to the conflict

Canopian Highlanders

Founded after the War of Unification, the Highlanders quickly gained a reputation for their aversion to the powers of the Inner Sphere. However, with the rise of neighbouring independent states that increasingly posed a direct threat to their main client, the Magistrate of Canopus, their blanket hatred gradually transformed into a passionate pro-Canopus stance. Today, the Highlanders are considered the oldest mercenary command in the Canopus Magistrate and are among the most reliable and respected units in the entire Periphery.

Colour scheme: <https://camospecs.com/unit/canopian-highlanders/>

The Red Lancers

The Red Lancers are the finest elite unit in the Capellan Confederation. Long-time guardians of the Capellan throne world of Sian, the Red Lancers fought bravely and tenaciously in defence of the capital during repeated assaults, then aided the Capellans' allies in the Magisterium when Naomi Centrella returned to Canopus.

Colour scheme: <https://camospecs.com/unit/red-lancers/>

Conflict and escalation

The battle for Brixtonia is developing into a bitter war of movement. While the Red Lancers rely on precise attacks and brutal superiority, the Canopian Highlanders resort to guerrilla tactics and sabotage to exhaust the attackers' resources.

The Attack

House Liao dispatches the Red Lancers, a feared elite unit, to conquer Brixtonia quickly and efficiently. With their mix of heavily armoured BattleMechs and tactical precision, the Red Lancers launch a swift attack that throws Brixtonia's defences into chaos. The Capellans are determined to bring the planet under their control in a matter of weeks.

The Defenders

Brixtonia is defended by the Canopian Highlanders, an experienced mercenary unit under contract to the Magistrate of Canopus. Known for their guerrilla tactics, the Highlanders know the planet's terrain well and use this knowledge to delay the Red Lancers' advance. However, the superior strength and pressure of the Capellan war machine are taking their toll on the defenders.

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 led into battle.

Before each mission, each player selects the units from their unit pool that they want to use in that mission. 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, an "extended company" (12-16 BattleMechs plus vehicles/infantry).

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 and start a mission undamaged.

Optional rule: All units destroyed in a mission by an ammunition explosion or cockpit hit cannot be used in the next mission of the campaign (no field repairs possible). After a "break" mission, the units are then ready for action again.

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 value 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:

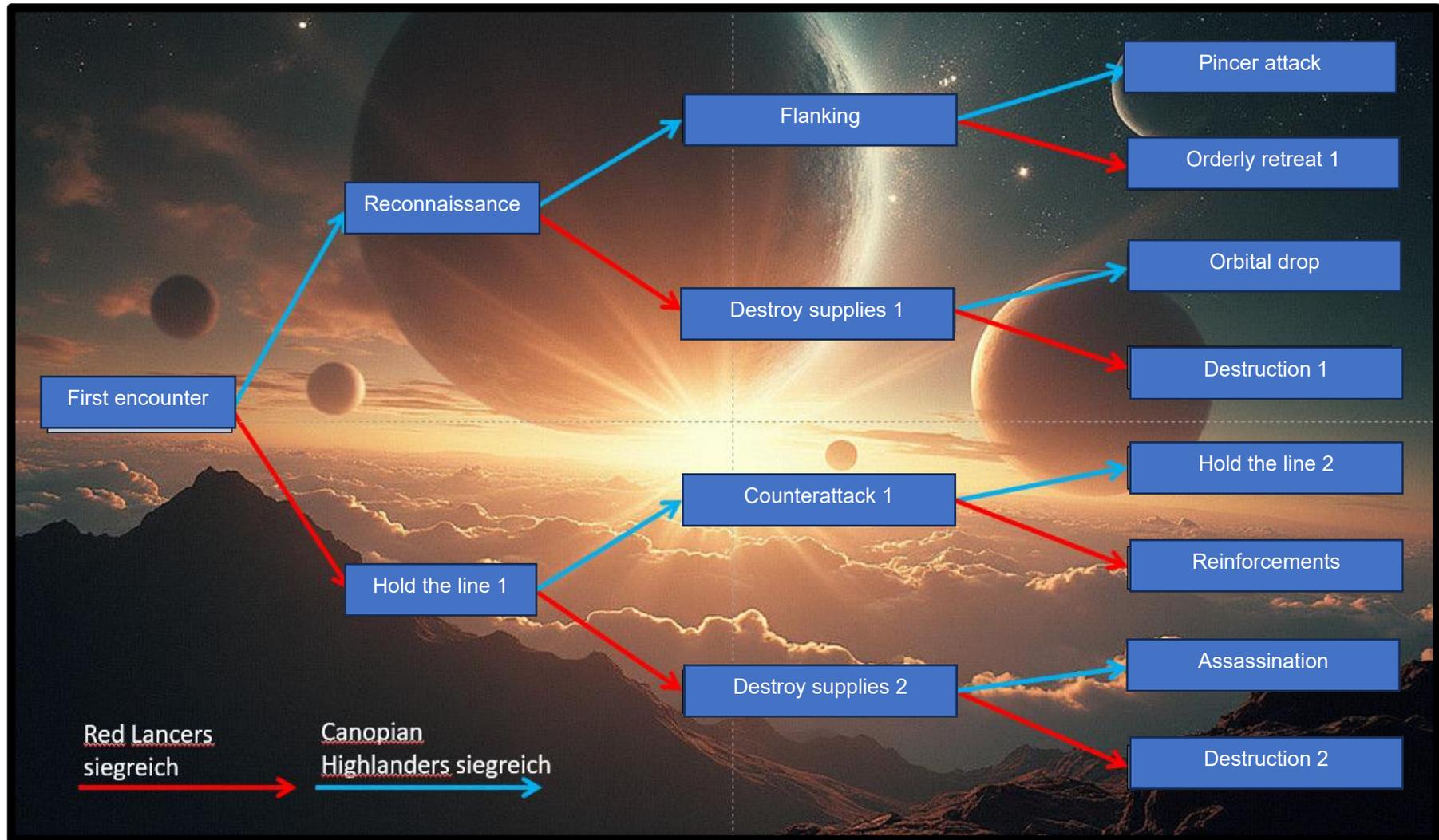
- City
- Countryside
- Urban terrain

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



5. Rule adjustments & optional rules

Force Building (CM: Page 110)

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

Multiple Attack Rolls (CM pages 174, 175)

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

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 (pages 126/127)

In general, the Forced Withdrawal rule is used in every battle. Deviating from (or more precisely specifying) the rules mentioned, each unit must retreat from the playing field at maximum speed (the unit does not have to sprint, but may do so if desired). Furthermore, the remaining half of the internal structure is rounded down. So a Vulture Prime with 3 points of internal structure must first retreat when it has lost 2 points of internal structure, and not when it loses the first point.

Skill value

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

Image2 : Battletech AlphaStrike game situation. Image source: Strategiespielfreunde Bad Emstal e.V.



Special mission rules

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

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

If at the end of a round at least one unit of a player is located within a terrain (and no other enemy units), then the terrain is considered to be "held" in 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 locate a supply base)

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 described in the mission. If a building is attacked, the same rules apply as for attacking 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 that is greater than the structure value (4) of the building).

Orbital Drop

At the beginning of a defined round, BattleMechs (not vehicles, infantry or aircraft) can be deployed onto the battlefield from a landing ship via orbital drop. The landing zones of the BattleMechs on the map can be freely determined by the respective player (i.e. they can be positioned anywhere on the map). However, the landing zone must be at least 6 inches away from an enemy unit.

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.

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: $2D6 = 9 \rightarrow$ Remaining reinforcement value 6 ($15 - 9 = 6$). Reinforcements have not yet arrived.
- Reinforcement roll after round 2: $2D6 = 4 \rightarrow$ Remaining reinforcement value 2 ($6 - 4 = 2$). Reinforcements have not yet arrived.
- Reinforcement roll after round 3: $2D6 = 7 \rightarrow$ Remaining reinforcement value -5 ($2 - 7 = -5$). Reinforcements have arrived and will enter the playing area in round 4.

Assault

At the start of the mission, one or more units on one side are defined as primary targets. The opposing side wins if all defined primary target units on the opposing side are destroyed or forced to retreat.

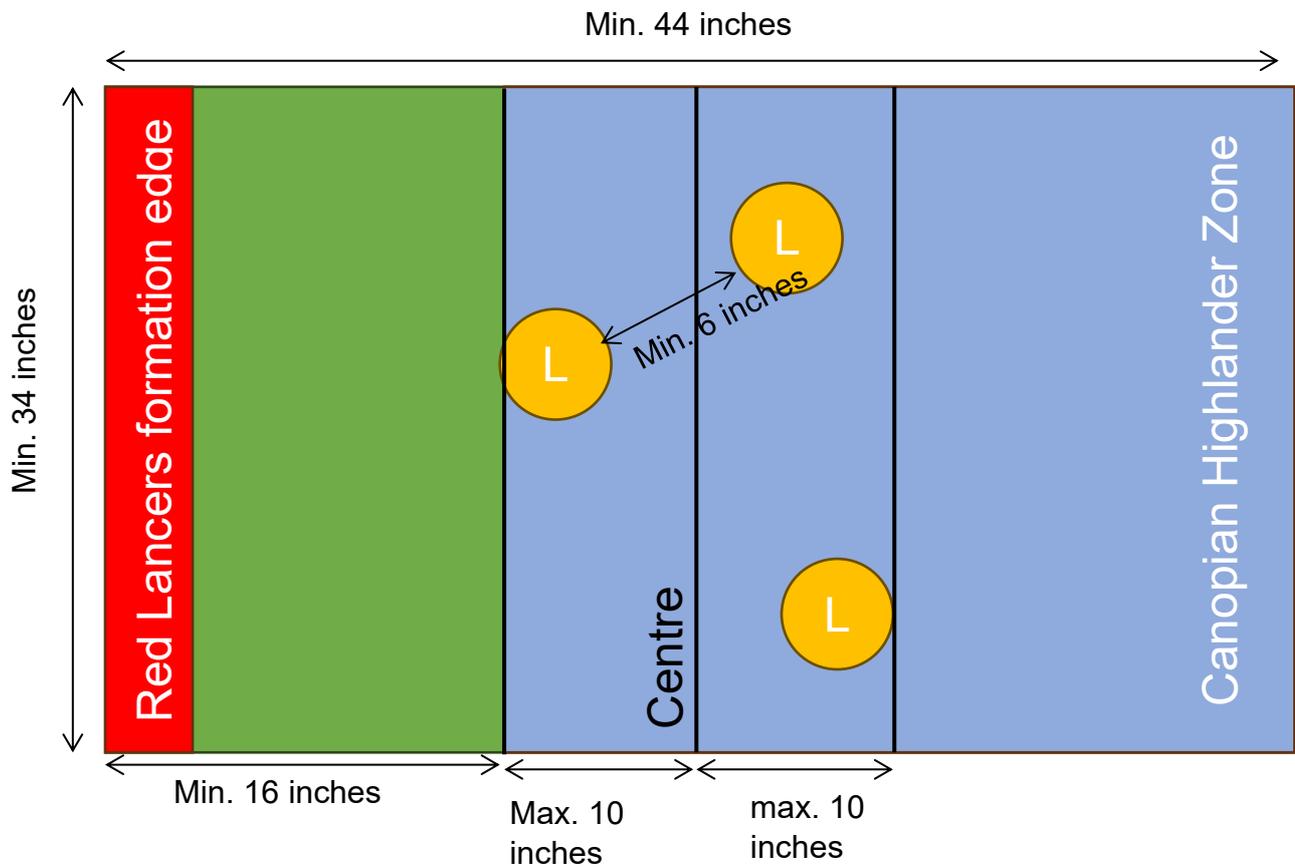


6. Mission descriptions

Mission: First Encounter

Background story: The Red Lancers assault team was dropped behind enemy lines in the hinterland of a spaceport with the aid of an orbital drop. The Red Lancers must secure additional landing zones at the spaceport in order to drop new units and supplies. The spaceport is guarded by units of the Canopian Highlanders. They have positioned themselves at strategic locations in and around the spaceport.	
Mission duration	Max. 8 rounds or until one of the players has achieved their victory condition.
Deployable PV per side	250 PV
Campaign initiative (1D6 roll by the player who won the previous mission)	Not applicable
Notes on game board design (See also the map layout)	Layout type: City The playing area should be modelled on a spaceport. That is, urban terrain with (many) buildings. Three landing zones are positioned on the map near the centre of the map (max. 10 inches from the centre line). Each landing zone has a diameter of 4 inches. The distance between two landing zones should be at least 6 inches. It is recommended to use round cardboard boxes with a diameter of 4 inches as landing zone markers.
Victory conditions Red Lancers	Capture at least 2 landing zones and hold them for 3 rounds, or hold 2 landing zones at the end of the mission.
Victory conditions for Canopian Highlanders	Destroy at least 70% of the Red Lancers or force them to retreat (force withdraw).
Unit deployment Canopian Highlanders (See also the map layout)	Any deployment on the map, but at least 16 inches away from the Red Lancers deployment edge.
Unit deployment Red Lancers (See also the map layout)	The Red Lancers units march in via their deployment edge. (i.e. at the start of the round, they are positioned 1 inch away from the edge on the map).

Map layout "First Encounter"



Landing zones can be placed freely (within the +/- 10 inch zone from the centre line). The distance between two landing zones is min. 6 inches.

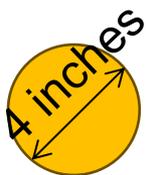
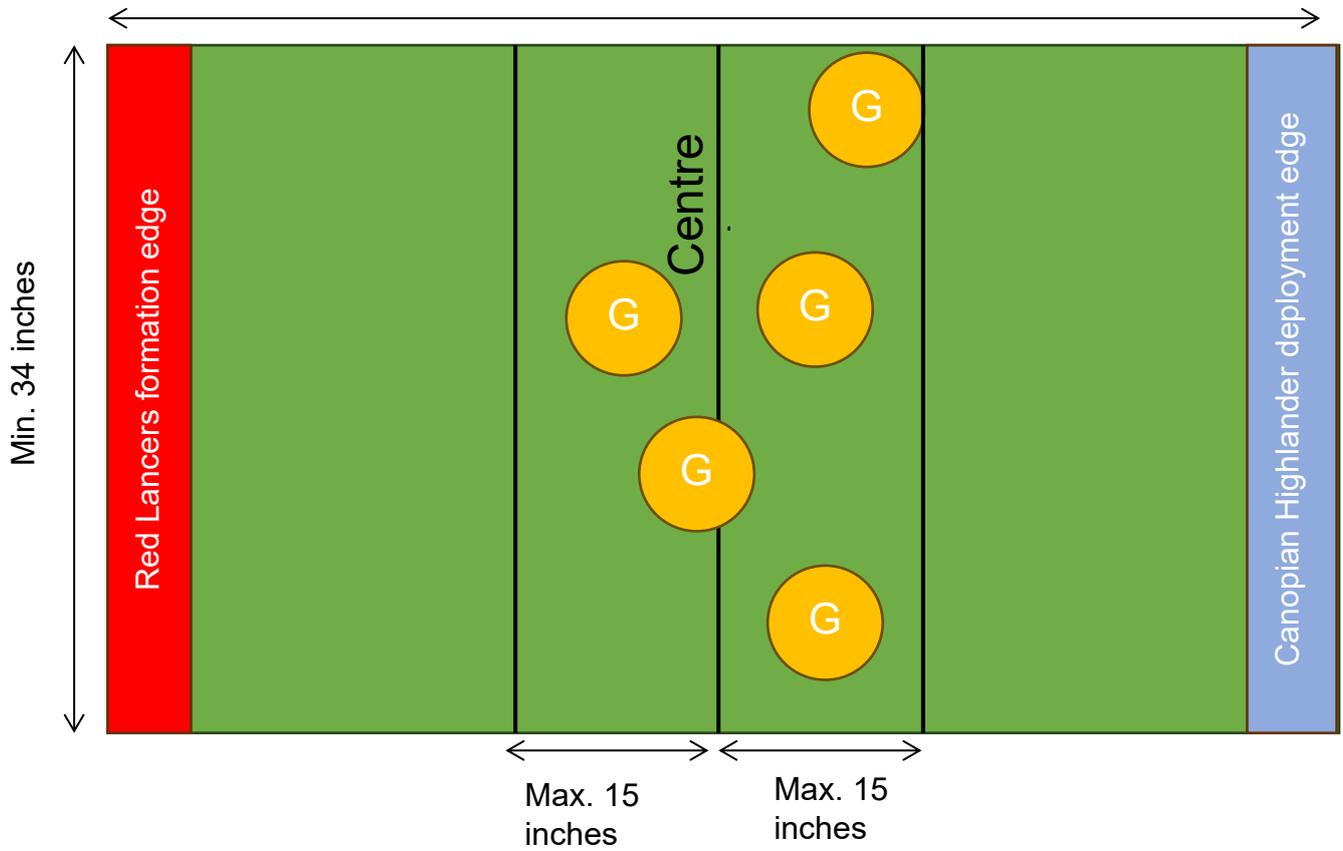
Mission: Reconnaissance

Background story: The Red Lancers were unable to capture the landing zones. They have retreated to an uninhabited area and set up supply bases for repairs and rearming. The Canopian Highlanders are pursuing the Red Lancers and want to find and destroy their improvised retreat bases.		
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)	Dice result Effect	
	1	80 PV from the Red Lancers Units only arrive on the battlefield (Red Lancers deployment edge) in round 2.
	2	+1 to every initiative roll for the Canopian Highlander player in the first two rounds.
	3	No effect
	4	+1 to every initiative roll for the player controlling the Canopian Highlander in the first three rounds
	5	No effect
	6	The Highlander player may bring +20 PV into play (i.e. 270 PV in total)
Notes on game board design (See also the card layout)	<p>Layout type: Landscape</p> <p>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.</p> <p>The player in the role of the Red Lancers places 5 buildings in the middle section of the map, 3 of which are secretly marked as supply bases. The other player is not allowed to know which three of the five buildings are supply bases at the start of the game.</p> <p>Each supply base has a structure value of 5.</p> <p>See the special mission rule "Destroy Buildings" for more information.</p>	
Victory conditions for the Red Lancers	At least two supply bases are not destroyed at the end of the mission, or 70% of the Canopian Highlanders are destroyed or forced to retreat.	

Victory conditions for the Canopian Highlanders	At least two of the three secret supply bases must be scouted <u>and</u> destroyed. (Destroying them from a distance without scouting them is not allowed!) See the special mission rule "Scouting buildings" for more information.
Unit deployment Canopian Highlanders (See also the map layout)	The Canopian Highlanders' 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 Red Lancers (See also the map layout)	The Red Lancers units march in over their deployment edge. (i.e. at the start of the round, they are positioned 1 inch away from the edge on the map).



Map layout "Reconnaissance"

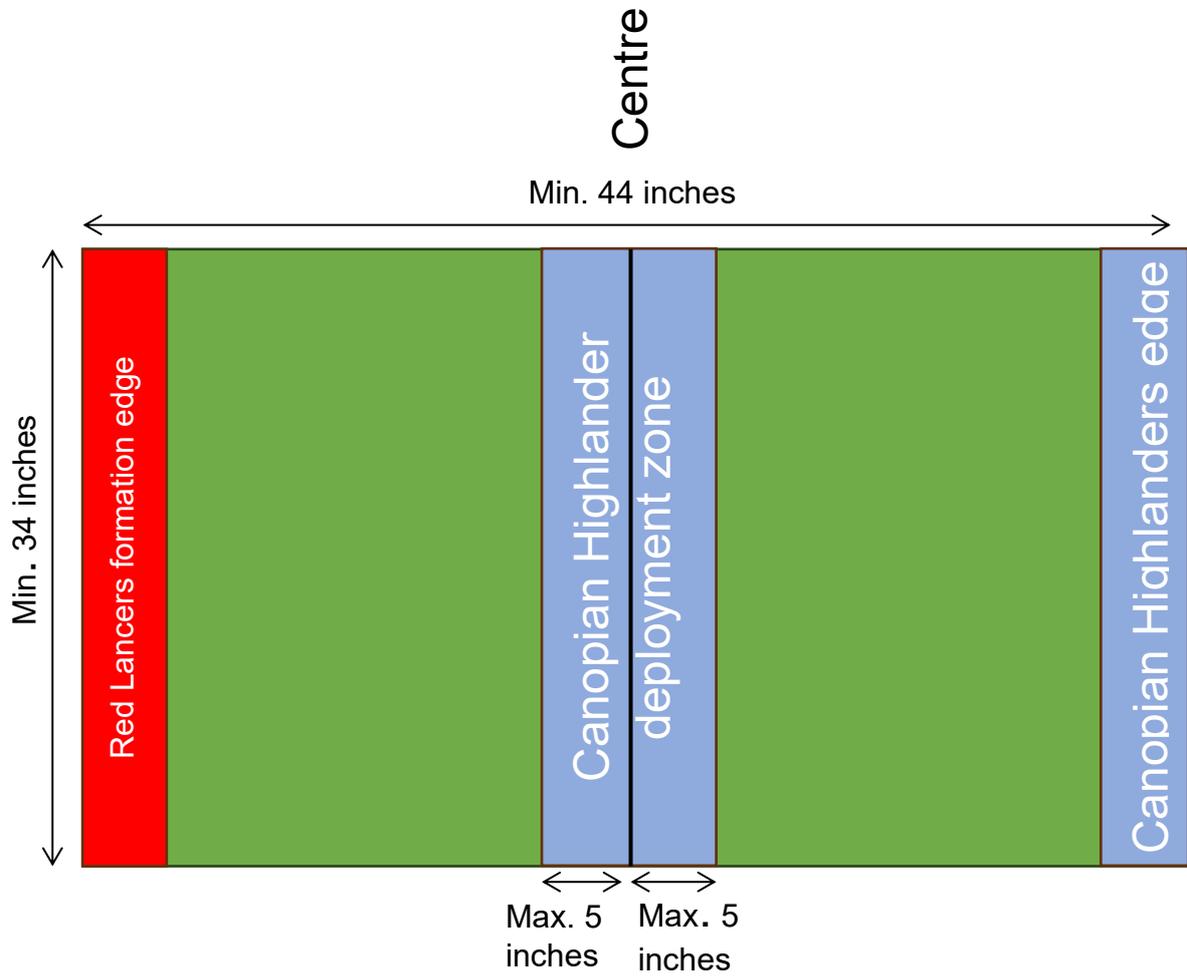


Bases can be placed freely (within the +/- 15-inch zone from the centre line)

Mission: Hold the line 1

Background story: The Red Lancers were able to capture the necessary landing zones and unload their supplies. The Red Lancers are now advancing quickly to take advantage of the element of surprise. They are attempting to break through the Canopian Highlanders' defensive line in order to quickly reach their hinterland. The Canopian Highlanders must stop the Red Lancers to gain more time for an effective defence.		
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)	Dice result Effect	
	1	No impact
	2	+1 to every initiative roll for the Red Lancers player in the first two rounds
	3	No effect
	4	+1 to every initiative roll for the Red Lancers player in the first four rounds
	5	No effect
	6	The Red Lancers player may bring +20 PV into play (i.e. 320 PV in total)
Notes on game board design (See also the card 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 for the Red Lancers	Move at least 50% of your units across the Canopian Highlander deployment edge. Or destroy 70% of the Canopian Highlanders or force them to retreat.	
Victory conditions for the Canopian Highlanders	Destroy at least 60% of the Red Lancers or force them to retreat.	
Unit deployment Canopian Highlanders (See also the map layout)	The Canopian Highlander units are deployed within +/- 5 inches of the centre line.	
Unit deployment Red Lancers (See also the map layout)	The Red Lancers 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).	

Map layout "Hold the line 1"

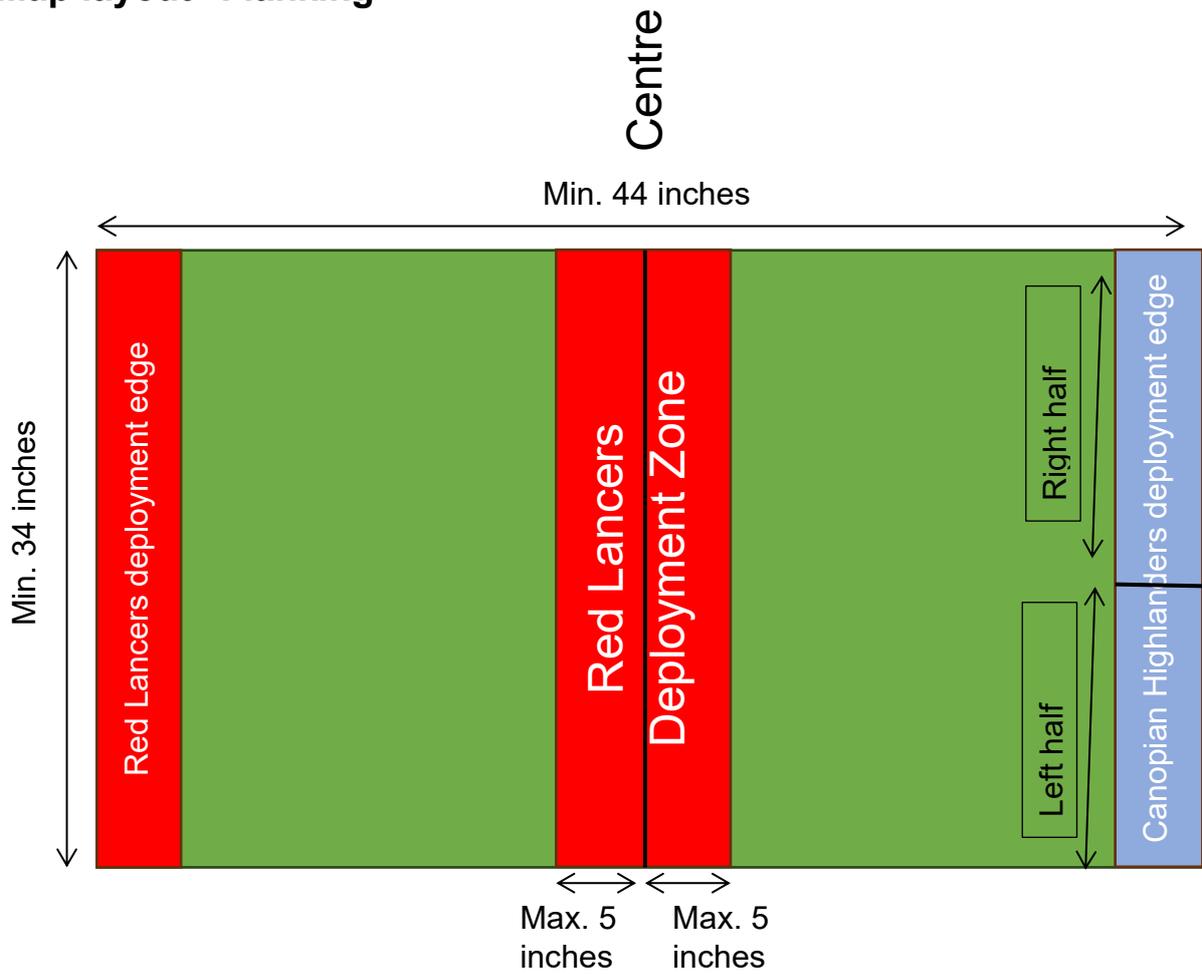




Mission: Flanking

Background story: The Canopian Highlanders were able to locate the Red Lancers and severely reduce their supplies. The Red Lancers have retreated to fixed positions. However, their flanks are only weakly protected. The Canopian Highlanders are now attempting to outflank their opponents in order to execute a pincer attack.		
Duration of the mission	Max. 8 rounds or until one of the players has achieved their victory condition.	
Usable PV per side	200 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 Canopian Highlander player in the first two rounds
	3	No effect
	4	+1 to every initiative roll for the player controlling the Canopian Highlander in the first four rounds
	5	No effect
	6	The player controlling the Canopian Highlanders may bring +20 PV into play (i.e. 220 PV in total)
Notes on game board design (See also the card 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 for the Red Lancers	Destroy at least 60% of the Canopian Highlanders or force them to retreat.	
Victory conditions for the Canopian Highlanders	Move at least 50% of your own units across the Red Lancers' deployment edge. Or destroy or force 70% of the Red Lancers to retreat.	
Unit deployment Canopian Highlanders (See also the map layout)	The Canopian Highlander units march in over their deployment edge. (i.e. at the start of the opening round, they are positioned 1 inch away from the edge on the map). However, they may <u>only</u> use either the left or right half of their deployment zone.	
Unit deployment Red Lancers (See also the map layout)	50% of the Red Lancers' units (measured by PV value) are deployed within +/- 5 inches of the centre line (deployment zone). The other 50% come over the Red Lancers' deployment edge. (i.e. at the start of the opening round, they stand up to one inch away from the edge on the map)	

Map layout "Flanking"

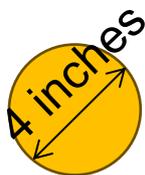
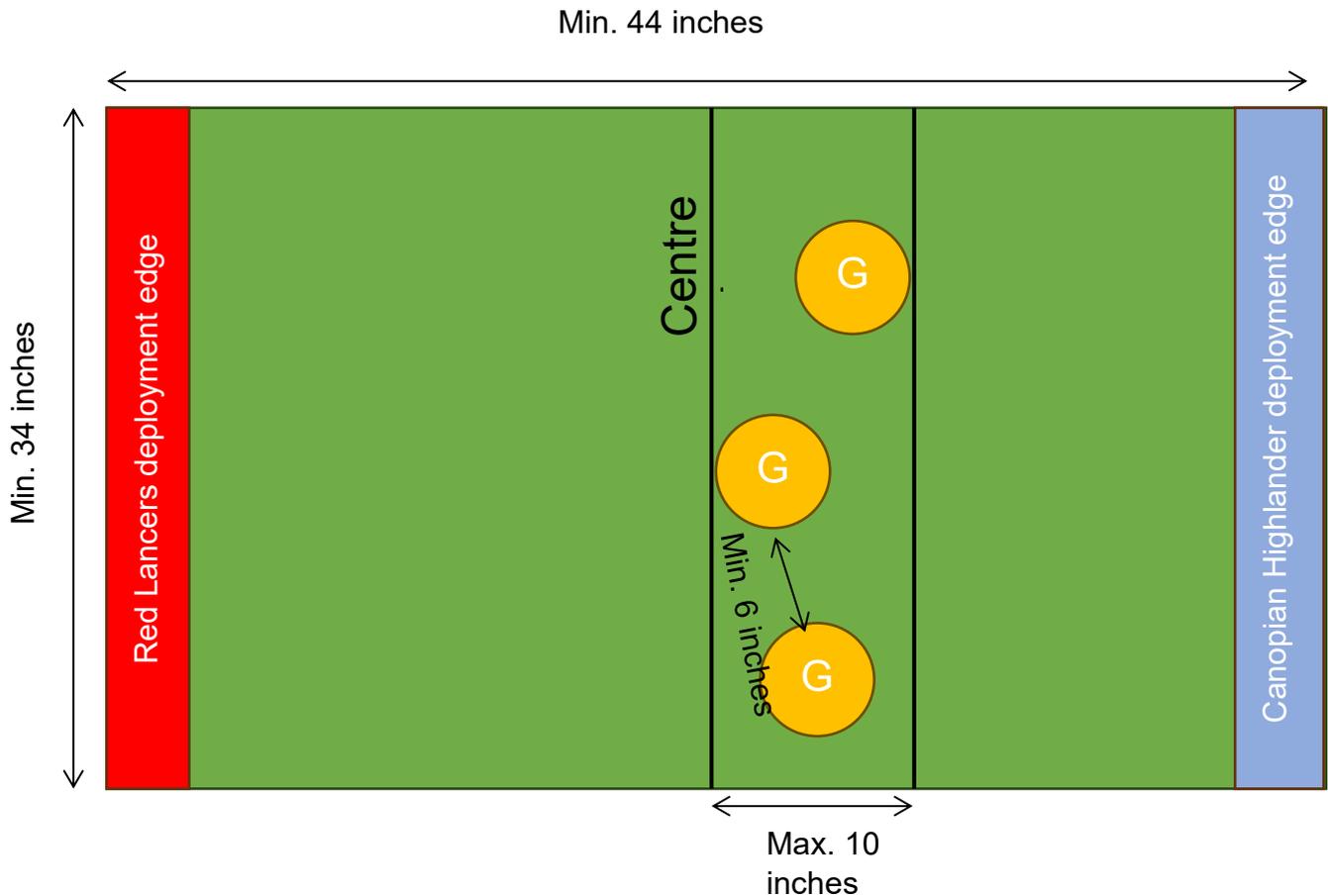


Mission: Destroy supplies 1

<p>Background story: The Red Lancers were able to hold their supply bases and land their reserves. The Red Lancers are now counterattacking the Canopian Highlanders' supply routes. The Canopian Highlanders were surprised by this attack and are rushing to their supply bases to defend them.</p>															
<p>Mission duration</p>	<p>Max. 8 rounds or until one of the players has achieved their victory condition.</p>														
<p>Usable PV per side (value may change due to campaign initiative roll)</p>	<p>250 PV</p>														
<p>Campaign initiative (1D6 roll by the player who won the previous mission)</p>	<table border="1"> <thead> <tr> <th>Dice result</th> <th>Effect</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>No effect</td> </tr> <tr> <td>2</td> <td>+1 to every initiative roll for the Red Lancers player in the first three rounds</td> </tr> <tr> <td>3</td> <td>No effect</td> </tr> <tr> <td>4</td> <td>+1 to every initiative roll for the Red Lancers player in the first 5 rounds. Rounds</td> </tr> <tr> <td>5</td> <td>No effect</td> </tr> <tr> <td>6</td> <td>The Red Lancers player may bring +20 PV onto the field (i.e. 270 PV in total).</td> </tr> </tbody> </table>	Dice result	Effect	1	No effect	2	+1 to every initiative roll for the Red Lancers player in the first three rounds	3	No effect	4	+1 to every initiative roll for the Red Lancers player in the first 5 rounds. Rounds	5	No effect	6	The Red Lancers player may bring +20 PV onto the field (i.e. 270 PV in total).
Dice result	Effect														
1	No effect														
2	+1 to every initiative roll for the Red Lancers player in the first three rounds														
3	No effect														
4	+1 to every initiative roll for the Red Lancers player in the first 5 rounds. Rounds														
5	No effect														
6	The Red Lancers player may bring +20 PV onto the field (i.e. 270 PV in total).														
<p>Notes on the game board layout (See also the card layout)</p>	<p>Layout type: Landscape</p> <p>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.</p> <p>The player in the role of the Canopian Highlanders places an additional 3 buildings/supply bases in the middle section of the map (10 inches from the centre edge towards the Canopian Highlanders). The minimum distance between two supply bases is 6 inches. The locations of the supply bases are known to the opponent.</p> <p>Each of these supply bases has a structure value of 5. See the special mission rule "Destroy Buildings" for more information.</p>														
<p>Victory Conditions Red Lancers</p>	<p>All three supply bases are destroyed at the end of the mission, or 70% of the Canopian Highlanders are destroyed or forced to retreat.</p>														
<p>Victory Conditions Canopian Highlanders</p>	<p>At least one supply base remains undestroyed at the end of the mission, or 70% of the Red Lancers are destroyed or forced to retreat.</p>														

Canopian Highlanders unit deployment (See also the map layout)	The Canopian Highlander 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 Red Lancers (See also the map layout)	The Red Lancers units march in over their deployment edge. (i.e. at the start of the round, they are positioned 1 inch away from the edge on the map).

Map layout "Destroy supplies 1"



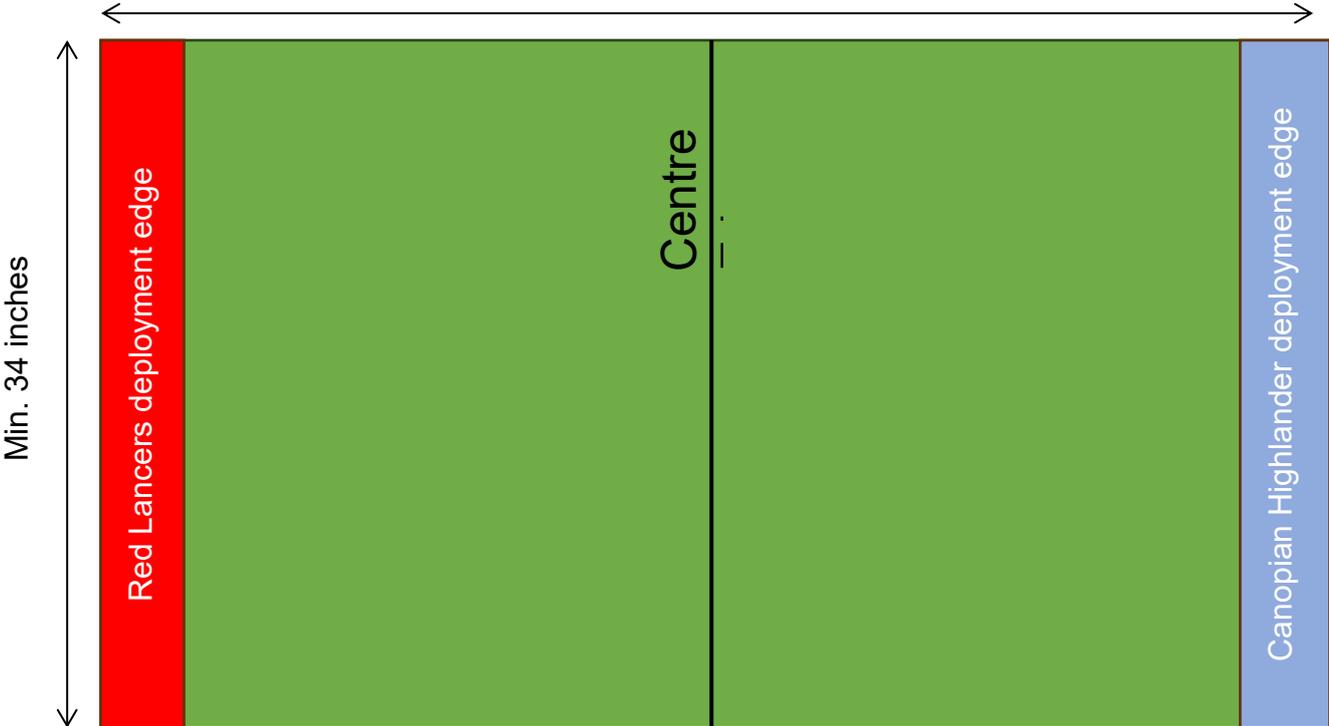
Supply bases may be placed freely (within the 10-inch zone from the centre line towards Canopian Highlander). The minimum distance between two supply bases is 6 inches.

Mission: Counterattack 1

Background story: The Canopian Highlanders were able to hold their advanced defensive line and have organised their defences. To regain the initiative, the Canopian Highlanders are now launching a counterattack to force the Red Lancers onto the defensive.															
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)	<table border="1"> <thead> <tr> <th>Dice result</th> <th>Effect</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>80 PV from the Red Lancers Units only arrive on the battlefield (Red Lancers deployment edge) in round 3.</td> </tr> <tr> <td>2</td> <td>+1 to every initiative roll for the Canopian Highlander 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 controlling the Canopian Highlander in the first four rounds</td> </tr> <tr> <td>5</td> <td>No effect</td> </tr> <tr> <td>6</td> <td>The Highlander player may bring +20 PV into play (i.e. 270 PV in total)</td> </tr> </tbody> </table>	Dice result	Effect	1	80 PV from the Red Lancers Units only arrive on the battlefield (Red Lancers deployment edge) in round 3.	2	+1 to every initiative roll for the Canopian Highlander player in the first two rounds.	3	No effect	4	+1 to every initiative roll for the player controlling the Canopian Highlander in the first four rounds	5	No effect	6	The Highlander player may bring +20 PV into play (i.e. 270 PV in total)
	Dice result	Effect													
	1	80 PV from the Red Lancers Units only arrive on the battlefield (Red Lancers deployment edge) in round 3.													
	2	+1 to every initiative roll for the Canopian Highlander player in the first two rounds.													
	3	No effect													
	4	+1 to every initiative roll for the player controlling the Canopian Highlander in the first four rounds													
	5	No effect													
6	The Highlander player may bring +20 PV into play (i.e. 270 PV in 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 for the Red Lancers	Destroy at least 60% of the Canopian Highlanders or force them to retreat														
Victory conditions for Canopian Highlanders	Destroy or force at least 70% of the Red Lancers to retreat.														
Unit deployment Canopian Highlanders (See also the map layout)	The Canopian Highlanders' 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 Red Lancers (See also the map layout)	The Red Lancers' 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).														

Map layout "Counterattack 1"

Min. 44 inches
29



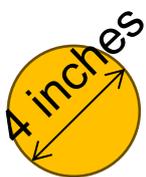
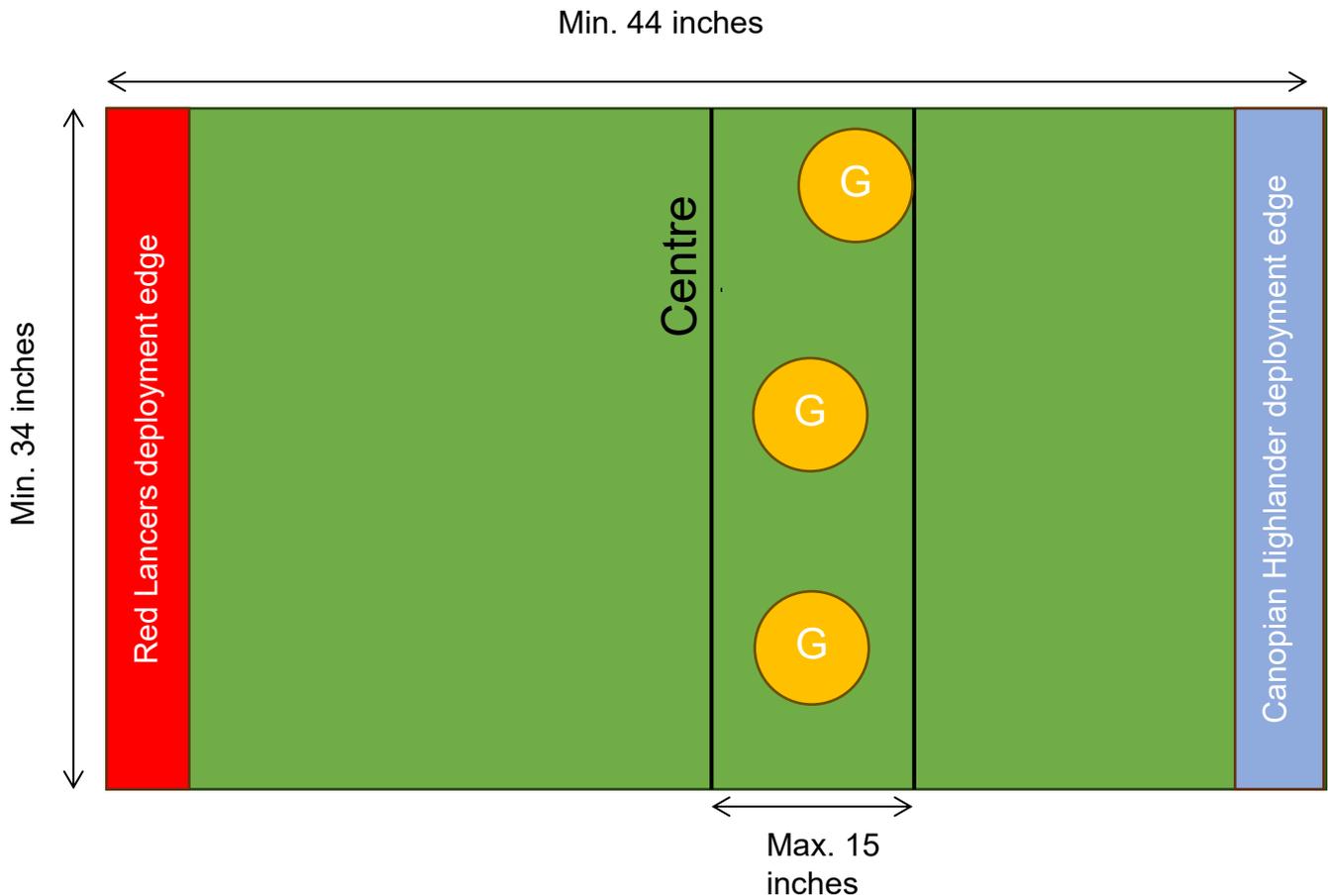


Mission: Destroy supplies 2

Background story: The Red Lancers have broken through the Canopian Highlanders' defensive lines and are continuing their advance. On their way through a town, they spot a few scattered Canopian Highlander supply depots. The Red Lancers seize the opportunity and attack these depots.		
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)	Dice result Effect	
	1	No effect
	2	+1 to every initiative roll for the Red Lancers player in the first two rounds
	3	No effect
	4	+1 to every initiative roll for the Red Lancers player in the first four rounds
	5	No effect
	6	The Red Lancers player may bring +20 PV into play (i.e. 270 PV in total)
Notes on game board design (See also the card layout)	<p>Layout type: City</p> <p>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 Canopian Highlanders places an additional 3 buildings/supply bases on the centre section of the map (15 inches from the centre edge towards the Canopian Highlanders). The minimum distance between the bases is 6 inches. The locations of the supply bases are known to the opponent.</p> <p>Each of these supply bases has a structure value of 5. See the special mission rule "Destroy Buildings" for more information.</p>	
Victory Conditions Red Lancers	All three supply bases are destroyed at the end of the mission, or 70% of the Canopian Highlanders are destroyed or forced to retreat.	
Victory Conditions Canopian Highlanders	At least one supply base remains undestroyed at the end of the mission, or 70% of the Red Lancers are destroyed or forced to retreat.	
Canopian Highlanders unit deployment (See also the map layout)	The Canopian Highlander units march in via their deployment edge. (i.e. at the start of the round, they are 1 inch away from the edge of the map).	

<p>Unit deployment Red Lancers (See also the map layout)</p>	<p>The Red Lancers units march in over their deployment edge. (i.e. at the start of the round, they are positioned 1 inch away from the edge on the map).</p>
---	---

Map layout "Destroy Supplies 2"



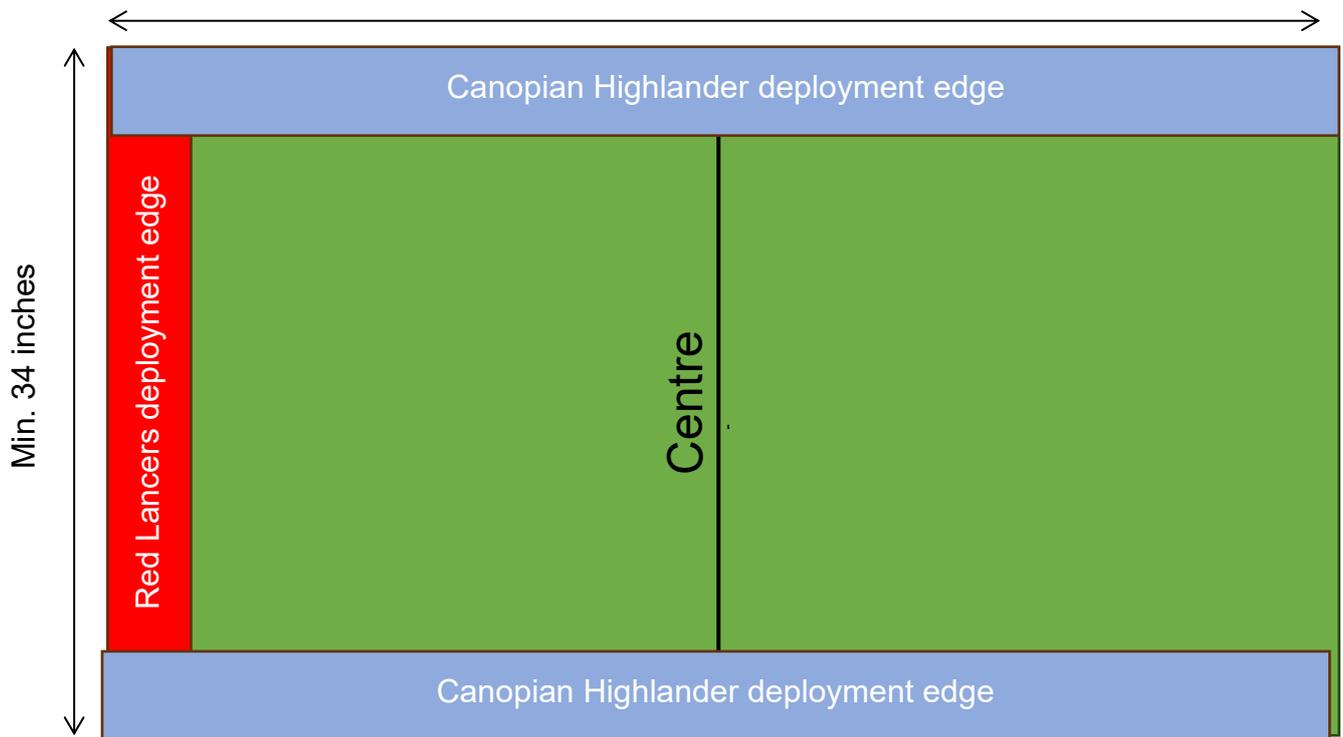
Supply bases may be placed freely (within the +10 inch zone from the centre line towards the Canopian Highlanders). The minimum distance between bases is 6 inches.

Mission: Pincer attack

Background story: The Canopian Highlanders were able to outflank the Red Lancers. They are preparing an ambush to trap the Red Lancers.		
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)	Dice result Effect	
	1	No effect
	2	+1 to every initiative roll for the Canopian Highlander player in the first two rounds
	3	No effect
	4	+1 to every initiative roll for the player controlling the Canopian Highlander in the first four rounds
	5	No effect
	6	The Highlander player may bring +20 PV into play (i.e. 320 PV in 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 for the Red Lancers	Destroy at least 80% of the Canopian Highlanders or force them to retreat	
Victory conditions for Canopian Highlanders	Destroy or force at least 70% of the Red Lancers to retreat.	
Unit deployment Canopian Highlanders (See also the map layout)	The Canopian Highlanders' units march in with 50% of their units on the right and left edges of the Canopian Highlanders' deployment edges. The deployment edges border the Red Lancers' edges on the left and right.	
Unit deployment Red Lancers (See also the map layout)	The Red Lancers units march in via their deployment edge. (i.e. at the start of the round, they are positioned 1 inch away from the edge on the map).	

Map layout "Pincer Attack"

Min. 44 inches

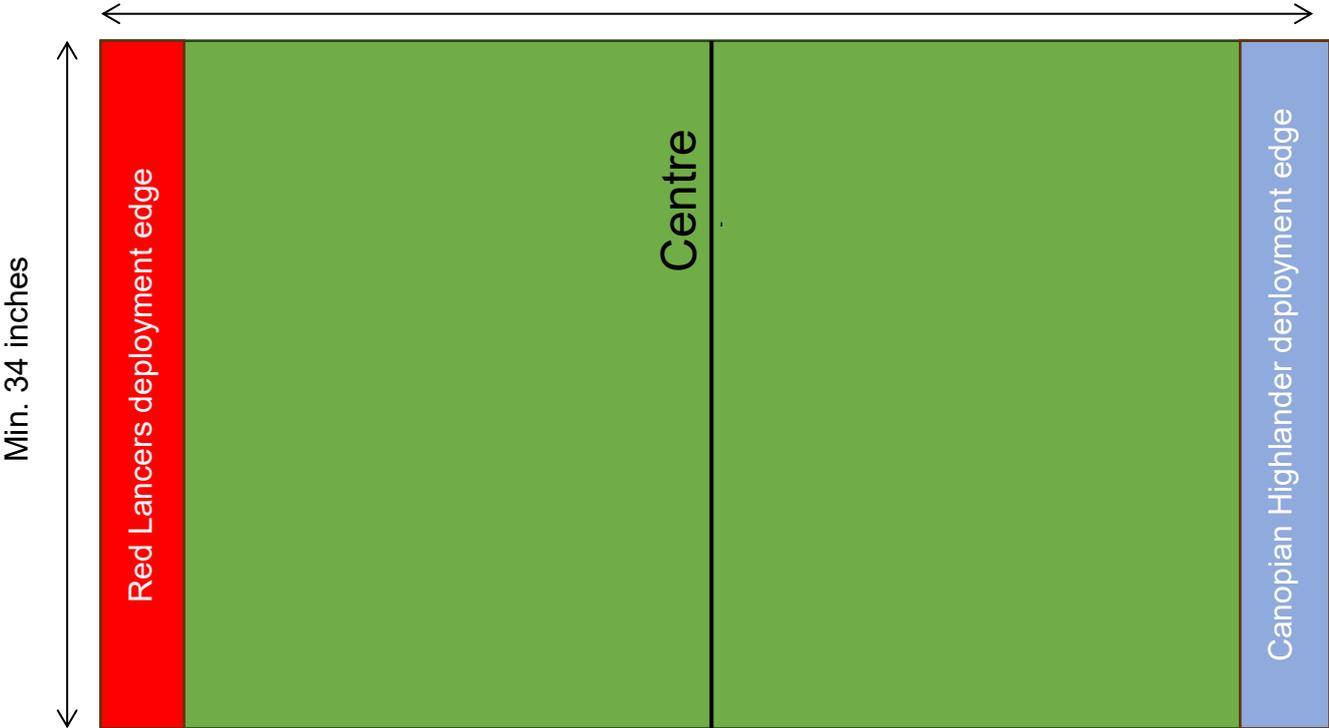


Mission: Orderly Retreat 1

Background story: The Canopian Highlanders were able to largely hold back the Red Lancers. The Red Lancers recognise the hopeless situation and retreat.		
Duration of the mission	Max. 8 rounds or until one of the players has achieved their victory condition.	
Available 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)	Dice result Effect	
	1	No effect
	2	+1 to every initiative roll for the Red Lancer player in the first three rounds
	3	No effect
	4	+1 to every initiative roll for the player controlling the Red Lancer in the first five rounds
	5	No effect
	6	The Red Lancer player may bring +20 PV into play (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 for the Red Lancers	Destroy at least 60% of the Canopian Highlanders or force them to retreat. Or move at least 50% of the units (number of mechs) across the Canopian Highlander deployment edge.	
Victory conditions for the Canopian Highlanders	Destroy at least 70% of the Red Lancers or force them to retreat.	
Canopian Highlanders unit deployment (See also the map layout)	The Canopian Highlanders' units march in over their deployment edge. (i.e. at the start of the round, they are positioned 1 inch away from the edge on the map).	
Unit deployment Red Lancers (See also the map layout)	The Red Lancers units march in over their deployment edge. (i.e. at the start of the round, they are positioned 1 inch away from the edge on the map).	

Map layout "Counterattack 1"

Min. 44 inches



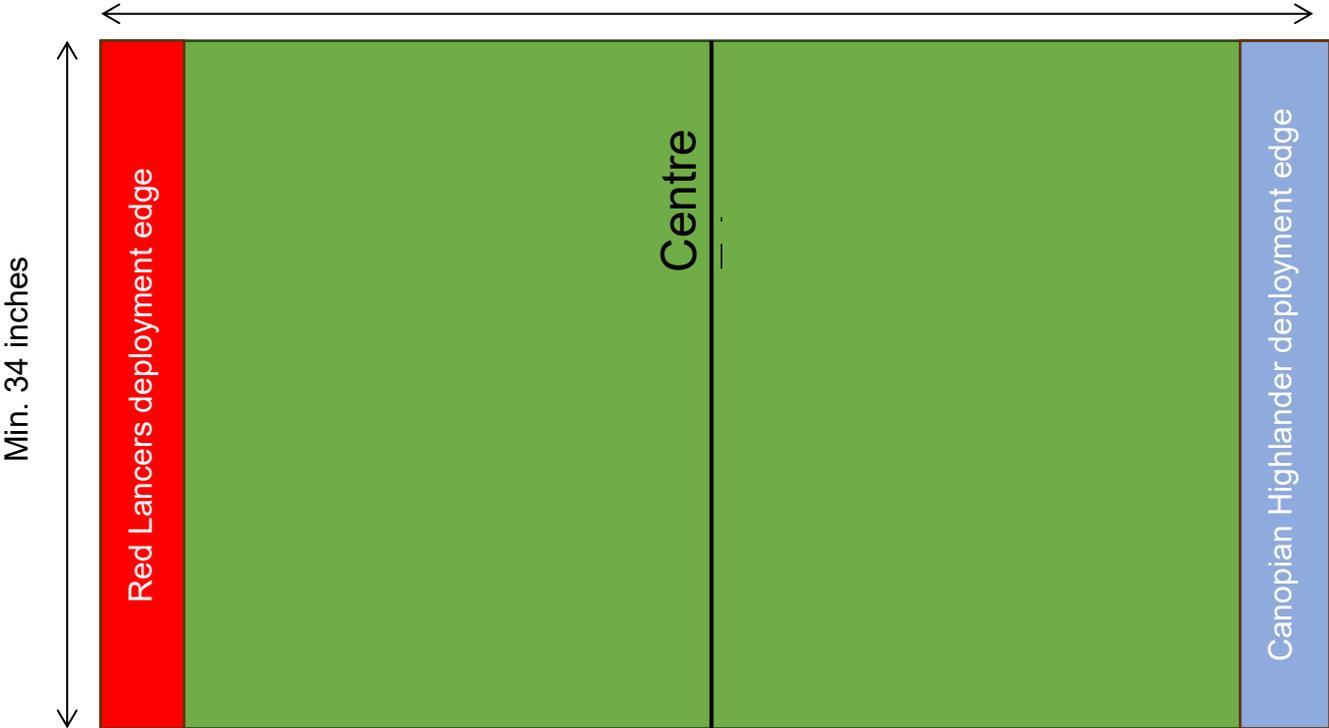


Mission: Orbital Drop

Background story: The Canopian Highlanders were able to stop the Red Lancers and severely weaken them. They launch a final counterattack to drive the Red Lancers off the planet once and for all. However, the Red Lancers have one last trump card up their sleeve: a surprise orbital drop.															
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)	350 PV														
Campaign initiative (1D6 roll by the player who won the previous mission)	<table border="1"> <thead> <tr> <th>Dice result</th> <th>Effect</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>No effect</td> </tr> <tr> <td>2</td> <td>+1 to every initiative roll for the Canopian Highlander player in the first three 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 controlling the Canopian Highlander in the first five rounds</td> </tr> <tr> <td>5</td> <td>No effect</td> </tr> <tr> <td>6</td> <td>The Highlander player may bring +20 PV into play (i.e. 270 PV in total)</td> </tr> </tbody> </table>	Dice result	Effect	1	No effect	2	+1 to every initiative roll for the Canopian Highlander player in the first three rounds	3	No effect	4	+1 to every initiative roll for the player controlling the Canopian Highlander in the first five rounds	5	No effect	6	The Highlander player may bring +20 PV into play (i.e. 270 PV in total)
	Dice result	Effect													
	1	No effect													
	2	+1 to every initiative roll for the Canopian Highlander player in the first three rounds													
	3	No effect													
	4	+1 to every initiative roll for the player controlling the Canopian Highlander in the first five rounds													
	5	No effect													
6	The Highlander player may bring +20 PV into play (i.e. 270 PV in 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 for the Red Lancers	Destroy at least 80% of the Canopian Highlanders or force them to retreat														
Victory conditions for Canopian Highlanders	Destroy or force at least 100% of the Red Lancers to retreat.														
Unit deployment Canopian Highlanders (See also the map layout)	The Canopian Highlanders' 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 Red Lancers (See also the map layout)	The Red Lancers units (minus the 3 Battlemechs Reserve) march in over their deployment edge. (i.e. at the start of the round, they are positioned 1 inch away from the edge on the map). The three BattleMechs (regardless of their PV value) in reserve are placed on the map at the start of round 3 via orbital drop. See the special mission rule "Orbital Drop" for more information.														

Map layout "Orbital Drop"

Min. 44 inches

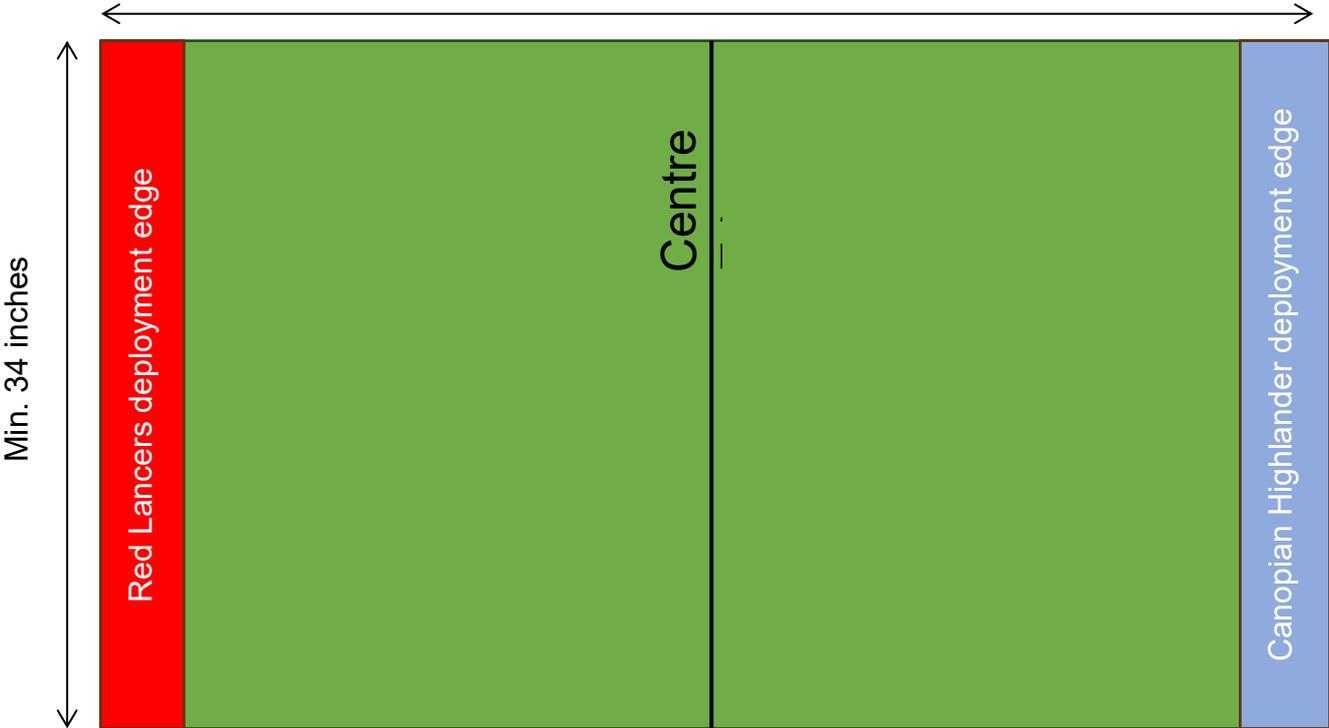


Mission: Destruction 1

Background story: The Red Lancers have destroyed the Canopian Highlanders' supplies and are launching a final attack to eliminate the Canopian Highlanders once and for all and conquer the planet.															
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)	350 PV														
Campaign initiative (1D6 roll by the player who won the previous mission)	<table border="1"> <thead> <tr> <th>Dice result</th> <th>Effect</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>No effect.</td> </tr> <tr> <td>2</td> <td>+1 to every initiative roll for the Red Lancers player in the first three rounds</td> </tr> <tr> <td>3</td> <td>No effect</td> </tr> <tr> <td>4</td> <td>+1 to every initiative roll for the Red Lancers player in the first five rounds</td> </tr> <tr> <td>5</td> <td>No effect</td> </tr> <tr> <td>6</td> <td>The Red Lancers player may bring +40 PV into play (i.e. 270 PV in total)</td> </tr> </tbody> </table>	Dice result	Effect	1	No effect.	2	+1 to every initiative roll for the Red Lancers player in the first three rounds	3	No effect	4	+1 to every initiative roll for the Red Lancers player in the first five rounds	5	No effect	6	The Red Lancers player may bring +40 PV into play (i.e. 270 PV in total)
	Dice result	Effect													
	1	No effect.													
	2	+1 to every initiative roll for the Red Lancers player in the first three rounds													
	3	No effect													
	4	+1 to every initiative roll for the Red Lancers player in the first five rounds													
	5	No effect													
6	The Red Lancers player may bring +40 PV into play (i.e. 270 PV in 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.														
Victory conditions for the Red Lancers	Destroy at least 100% of the Canopian Highlanders or force them to retreat														
Victory conditions for Canopian Highlanders	Destroy at least 80% of the Red Lancers or force them to retreat, or have at least one functional unit remaining at the end of the mission.														
Unit list Canopian Highlanders (See also the map layout)	The Canopian Highlanders' units march in from 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 Red Lancers (See also the map layout)	The Red Lancers units march in over their deployment edge. (i.e. at the start of the round, they are positioned 1 inch away from the edge on the map).														

Map layout "Annihilation 1"

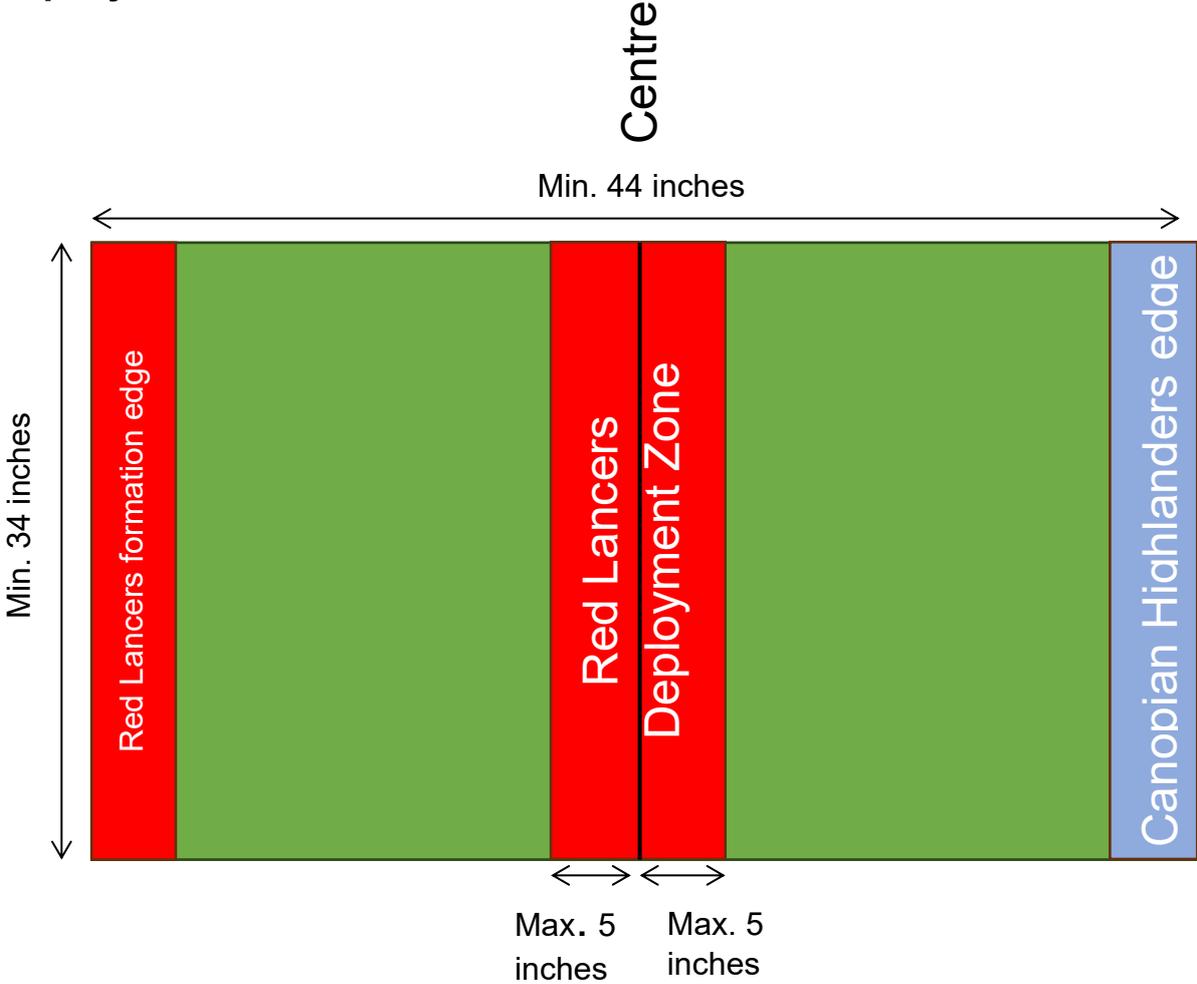
Min. 44 inches



Mission: Hold the line 2

Background story: The Canopian Highlanders have successfully completed a counterattack and now want to break through the Red Lancers' last line of defence to force them to retreat.															
Mission duration	Max. 8 rounds or until one of the players has achieved their victory condition.														
Available 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)	<table border="1"> <thead> <tr> <th>Dice result</th> <th>Effect</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>No effect</td> </tr> <tr> <td>2</td> <td>+1 to every initiative roll for the Canopian Highlanders 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 Canopian Highlanders player in the first four rounds</td> </tr> <tr> <td>5</td> <td>No effect</td> </tr> <tr> <td>6</td> <td>The Canopian Highlanders player may field +30 PV (i.e. 370 PV total)</td> </tr> </tbody> </table>	Dice result	Effect	1	No effect	2	+1 to every initiative roll for the Canopian Highlanders player in the first two rounds	3	No effect	4	+1 to every initiative roll for the Canopian Highlanders player in the first four rounds	5	No effect	6	The Canopian Highlanders player may field +30 PV (i.e. 370 PV total)
	Dice result	Effect													
	1	No effect													
	2	+1 to every initiative roll for the Canopian Highlanders player in the first two rounds													
	3	No effect													
	4	+1 to every initiative roll for the Canopian Highlanders player in the first four rounds													
	5	No effect													
6	The Canopian Highlanders player may field +30 PV (i.e. 370 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 for the Red Lancers	At least 50% of the Canopian Highlanders (measured by PV value) must be destroyed or forced to retreat.														
Victory conditions for Canopian Highlanders	Move at least 30% of your own units (measured by PV value) across the Red Lancers deployment edge.														
Unit deployment Canopian Highlanders (See also the map layout)	The Canopian Highlanders' units march in over their deployment edge. (i.e. at the start of the round, they are positioned 1 inch away from the edge on the map).														
Unit deployment Red Lancers (See also the map layout)	The Red Lancers units are deployed within +/- 5 inches of the centre line.														

Map layout "Hold the line 1"

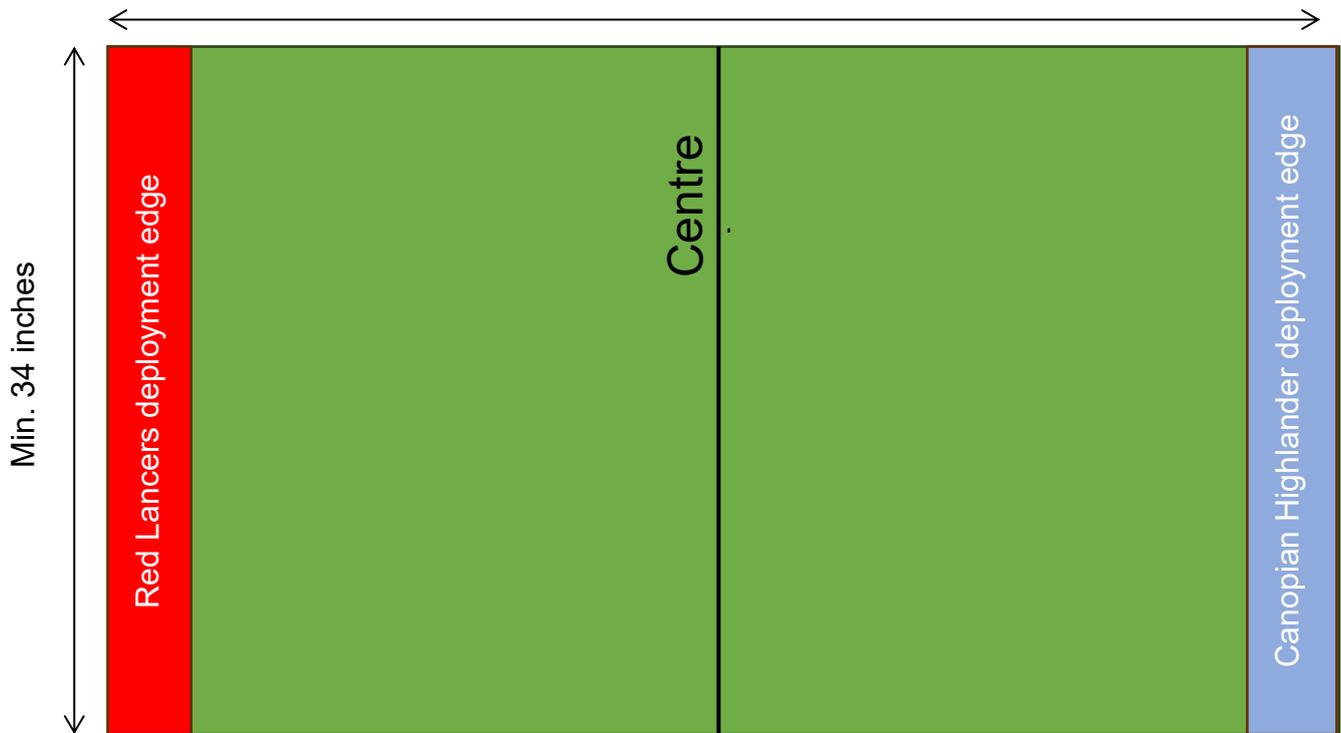


Mission: Reinforcement

Background story: The Canopian Highlanders' counterattack was repelled by the Red Lancers. The Red Lancers are now launching a final attack to eliminate the Canopian Highlanders. However, the attack is somewhat hasty and the Red Lancers' units are spread out and cannot reach the battlefield at the same time.		
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)	350 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 Red Lancers player in the first two rounds
	3	No effect
	4	+1 to every initiative roll for the Red Lancers player in the first four rounds
	5	No effect
	6	The Red Lancers player may bring +30 PV into play (i.e. 380 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.	
Victory conditions for the Red Lancers	Destroy at least 100% of the Canopian Highlanders or force them to retreat	
Victory conditions for Canopian Highlanders	Destroy at least 80% of the Red Lancers or force them to retreat, or have at least one functional unit remaining at the end of the mission.	
Unit deployment Canopian Highlanders (See also the map layout)	The Canopian Highlanders' 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 Red Lancers (See also the map layout)	The Red Lancers units march in over their deployment edge. (i.e. at the start of the round, they are positioned 1 inch away from the edge on the map). 200 PV of 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.	

Map layout "Reinforcements"

Min. 44 inches

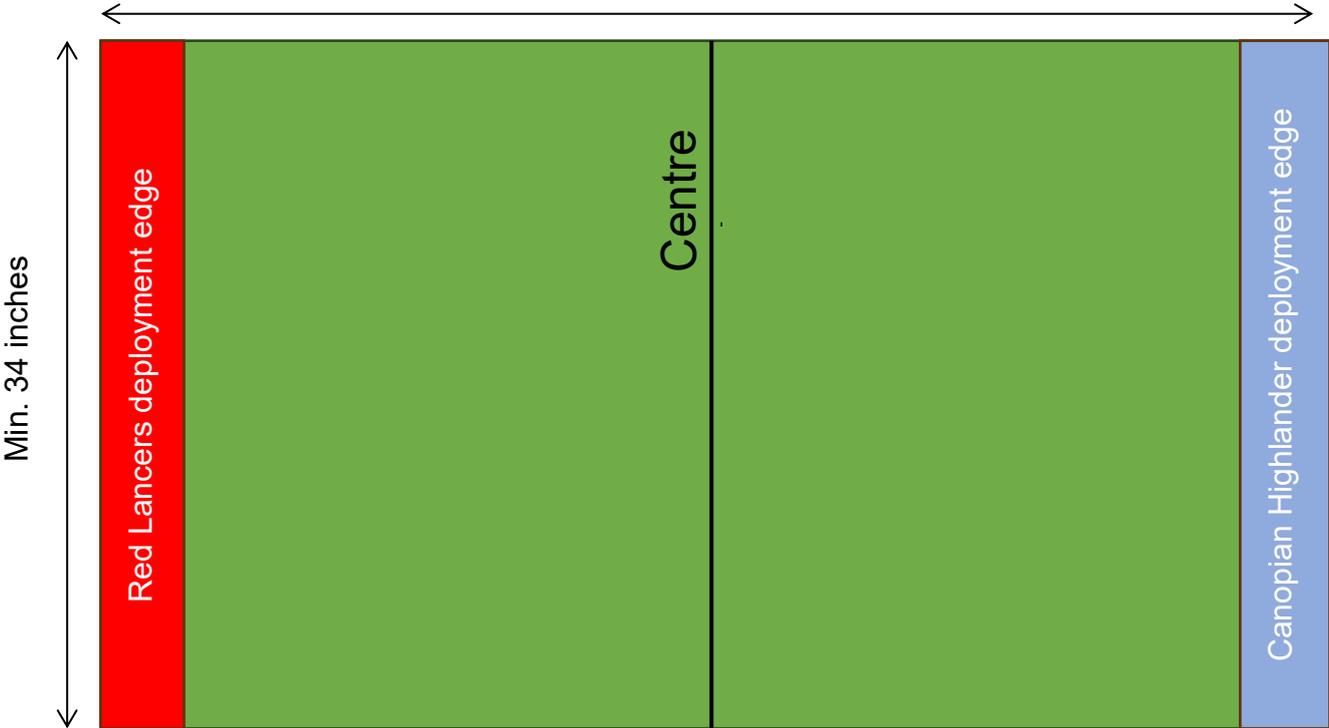


Mission: Assassination

Background story: The Red Lancers were unable to destroy the Canopian Highlanders' supplies and have been forced onto the defensive. The Red Lancers recognise the hopelessness of their situation and are retreating. To buy time for their retreat, they are sending a force to eliminate the commander of the Canopian Highlanders.															
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)	150 PV														
Campaign initiative (1D6 roll by the player who won the previous mission)	<table border="1"> <thead> <tr> <th>Dice result</th> <th>Effect</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>The Canopian Highlander player may field +20 PV (i.e. 170 PV total)</td> </tr> <tr> <td>2</td> <td>+1 to every initiative roll for the Canopian Highlander player in the first four 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 controlling the Canopian Highlander in every round</td> </tr> <tr> <td>5</td> <td>No effect</td> </tr> <tr> <td>6</td> <td>The player controlling the Canopian Highlanders may bring +20 PV into play (i.e. 170 PV in total).</td> </tr> </tbody> </table>	Dice result	Effect	1	The Canopian Highlander player may field +20 PV (i.e. 170 PV total)	2	+1 to every initiative roll for the Canopian Highlander player in the first four rounds	3	No effect	4	+1 to every initiative roll for the player controlling the Canopian Highlander in every round	5	No effect	6	The player controlling the Canopian Highlanders may bring +20 PV into play (i.e. 170 PV in total).
	Dice result	Effect													
	1	The Canopian Highlander player may field +20 PV (i.e. 170 PV total)													
	2	+1 to every initiative roll for the Canopian Highlander player in the first four rounds													
	3	No effect													
	4	+1 to every initiative roll for the player controlling the Canopian Highlander in every round													
	5	No effect													
6	The player controlling the Canopian Highlanders may bring +20 PV into play (i.e. 170 PV in total).														
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 for the Red Lancers	The BattleMech of the Canopian Highlander commander is destroyed. Before the first round, the Canopian Highlanders player announces which of the BattleMechs or units the commander is in. See the special mission rule "Assassination" for more information.														
Victory conditions for the Canopian Highlanders	Destroy at least 50% of the Red Lancers or force them to retreat. Alternatively, the unit with the commander is still intact at the end of the mission.														
Canopian Highlanders unit deployment (See also the map layout)	The Canopian Highlander 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 Red Lancers (See also the map layout)	The Red Lancers units march in over their deployment edge. (i.e. at the start of the round, they are positioned 1 inch away from the edge on the map).														

Map layout "Attack"

Min. 44 inches

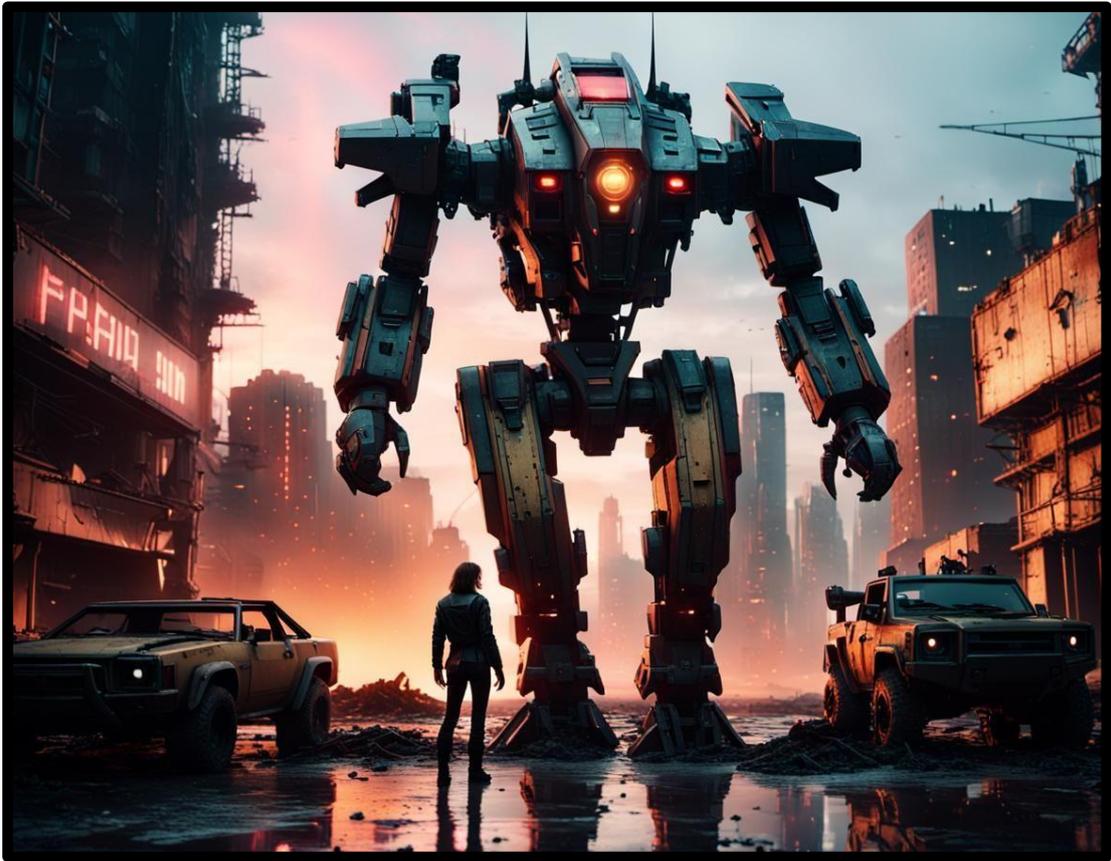
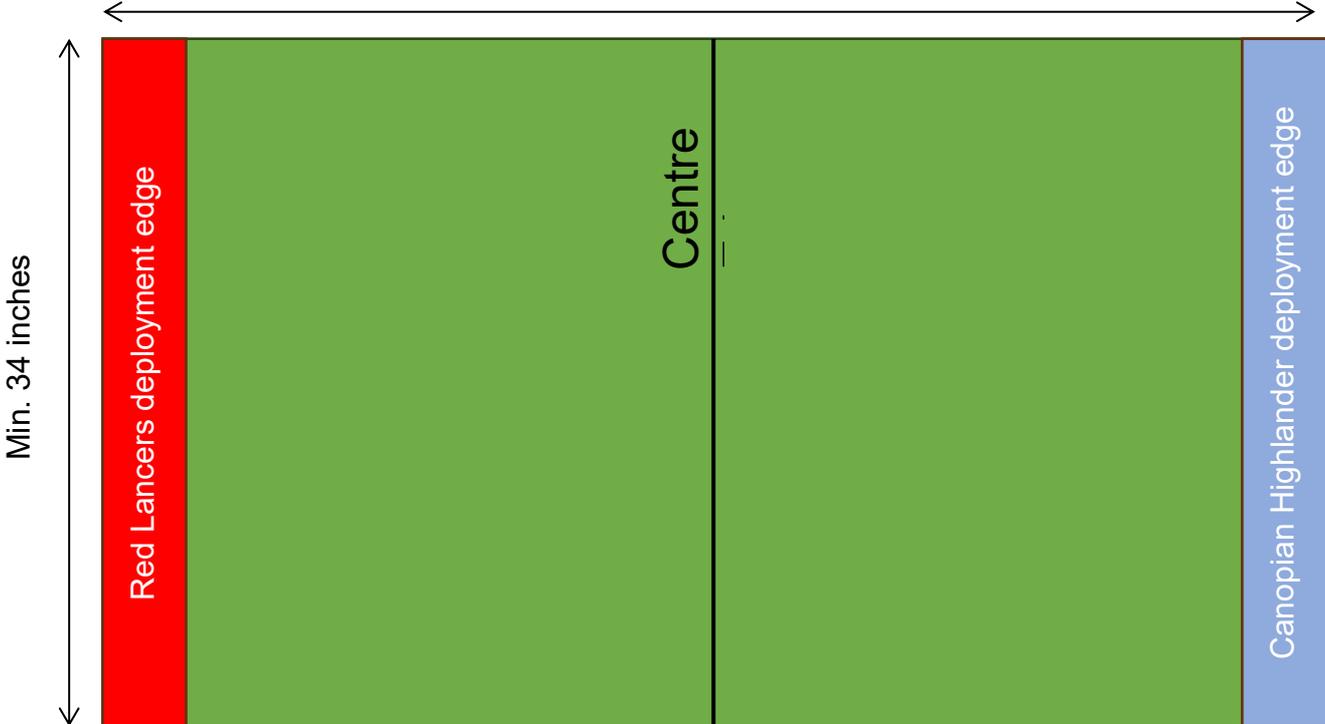


Mission: Destruction 2

Background story: The Red Lancers have destroyed the Canopian Highlanders' supplies and are launching a final attack to eliminate the Canopian Highlanders once and for all and conquer the planet.															
Duration of mission	Maximum of 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)	<table border="1"> <thead> <tr> <th>Dice result</th> <th>Effect</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>No effect.</td> </tr> <tr> <td>2</td> <td>+1 to every initiative roll for the Red Lancers 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 Red Lancers player in the first three rounds</td> </tr> <tr> <td>5</td> <td>No effect</td> </tr> <tr> <td>6</td> <td>The Red Lancers player may bring +30 PV into play (i.e. 380 PV in total)</td> </tr> </tbody> </table>	Dice result	Effect	1	No effect.	2	+1 to every initiative roll for the Red Lancers player in the first two rounds	3	No effect	4	+1 to every initiative roll for the Red Lancers player in the first three rounds	5	No effect	6	The Red Lancers player may bring +30 PV into play (i.e. 380 PV in total)
	Dice result	Effect													
	1	No effect.													
	2	+1 to every initiative roll for the Red Lancers player in the first two rounds													
	3	No effect													
	4	+1 to every initiative roll for the Red Lancers player in the first three rounds													
	5	No effect													
6	The Red Lancers player may bring +30 PV into play (i.e. 380 PV in 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.														
Victory conditions for the Red Lancers	Destroy at least 100% of the Canopian Highlanders or force them to retreat														
Victory conditions for Canopian Highlanders	Destroy at least 80% of the Red Lancers or force them to retreat, or have at least one functional unit remaining at the end of the mission.														
Unit deployment Canopian Highlanders (See also the map layout)	The Canopian Highlanders' 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 Red Lancers (See also the map layout)	The Red Lancers units march in over their deployment edge. (i.e. at the start of the round, they are positioned 1 inch away from the edge on the map).														

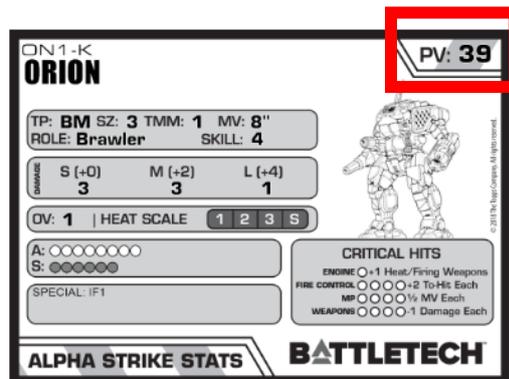
Map layout "Annihilation 2"

Min. 44 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: A six-sided die is rolled (1 to 6)

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

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

Sören Spieckermann

Staufenerstrasse 26

74523 Schwäbisch Hall

Email: soeren.spieckermann@web.de

9. Appendix: Layout types

Layout type: City



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



Image4 : City Image source: Strategischespielfreunde Bad Emstal e.V.

Layout type: Landscape

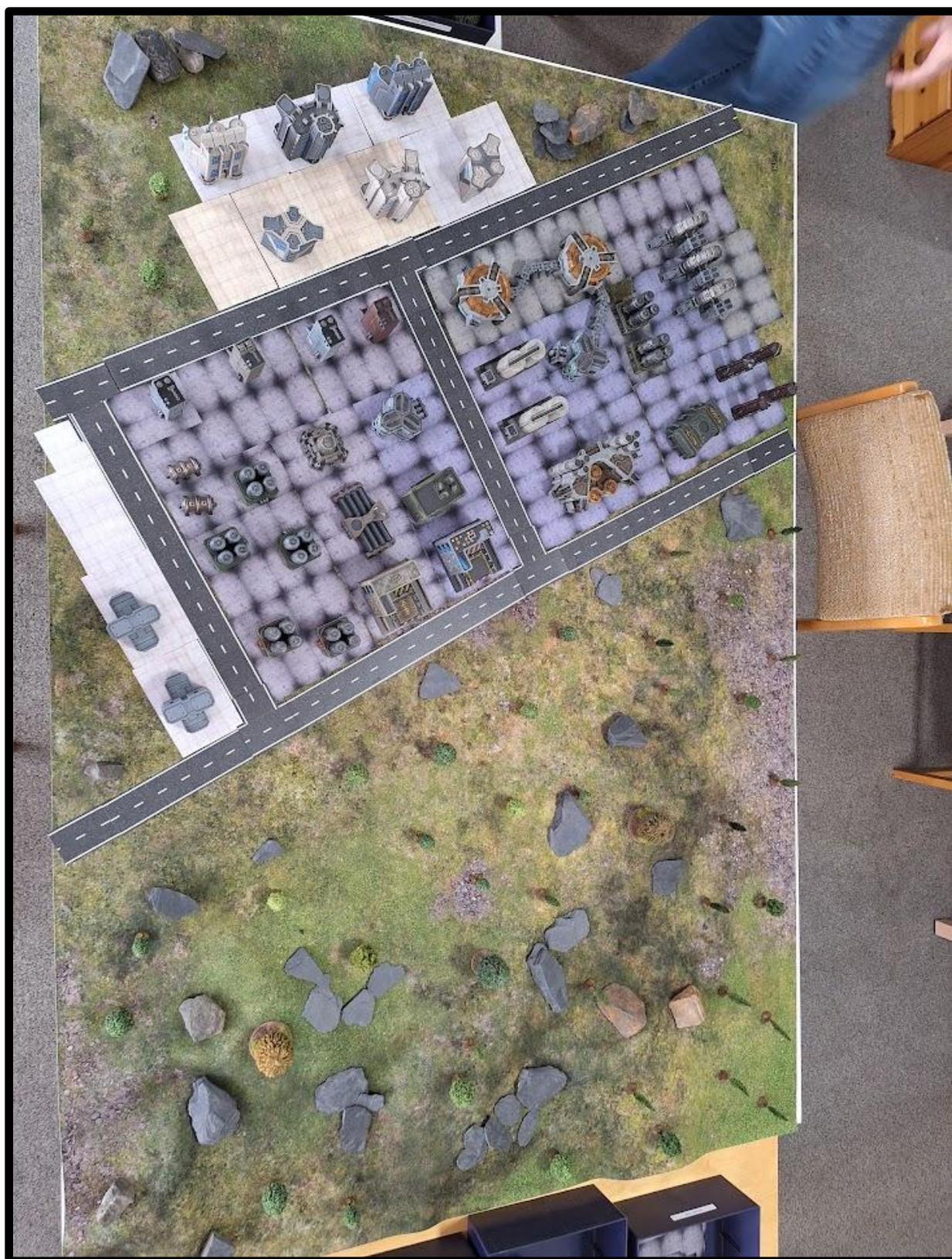


Image5 : Landscape: Image source: Strategiespielefreunde Bad Emstal e.V.



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