

CHICAGOLAND NARRATIVE SCENARIOS 2025

I WENT OUT WALKING

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SPECIAL THANKS:

Hello again friends, Agents, Battletechers. It is time for another Chicago Narrative Scenario. As I said with the 2024 one that I released, this is not a Catalyst Demo Team World Wide Event. I don't know what their plans are, simply that they do not involve me. Instead, this Chicago Narrative Scenario continues the tradition of events that I started writing in 2017. It is my hope that this year does better than 2024's event, which admittedly was only released in January of this year.

Like the 2024 event, this one is set in the current era. It is not beholden to a specific storyline. This remains a completely non-canon event. However, setting it on the abandoned planet of Mandal allows us a great deal of flexibility. Neither side is explicitly defined. What part of the Star League do the attackers represent? Who did they encounter on the planet? These questions are not answered and are both flexible and up to the local Agent to decide for their event. I look forward to seeing who you all choose.

I've always believed that the most important part of an event, be it a WWE or CNS, is the body of people who run it: you, the Agents. No matter what I write, it is you who take my ideas and turn them into real, tangible, events. Thank you for that. Thank you for all the work you do to make these events happen. It means a lot to me. Thank you.

So, let us go forth and bring this event to the table. I remain available to answer any and all questions that you might have running this event. I will look forward to seeing your reports come in for this event. After the season is up, I'll again compile the results and share them all. Thank you, good luck, and have fun!

STREETS PAVED WITH GOLD

New Ganges River Valley

Mandal

Disputed

16 March 3153

Kristoff was smiling. He was happy, giddy almost. The skies of this dead world were bright and clear and he was, it must be said, very happy. His lance was on the left wing of the Star League's advance. His men were in good shape, the formation was solid, the skies were bright, and, as he would tell you if you asked, he was happy.

He'd heard the rumors too, of course. They were all absurd. Supposedly there was either a Castle Brian or a Colossus-class dropship filled with either Royal Division BattleMechs, pure Germanium, or the secrets of the Fortress all defended by everything from the undead citizens of the planet to multiple regiments each led by the reincarnated Devlin Stone, Kai Allard-Liao, Victor Steiner Davion, and Gray Noton. But he wasn't a fool and neither was Commanding General Kerensky. If there was something, anything, fueling them, then it needed to be checked out.

But for now, the rumors were nothing to worry about. His eyes scanned his sensors and the viewport. There was nothing out there but the serene desolation of this dead world. If there was something, or someone, then he and his lance were ready. And they would be ensure the Star League met victory here too.

Assam Highlands

Mandal

Disputed

16 March 3153

Løt was a Mechwarrior. He belonged in the cockpit of a 'Mech. Today, though, found him interrogating a litany of nameless and faceless prisoners. He was not an interrogator but, unfortunately, for him, he was a social butterfly. And that meant before rotating to this duty, he had heard some rumors about great treasures here. Løt was also a loyal soldier and immediately reported such rumors to his superiors. His reward was to be tasked with nailing down the Jello that was the truth behind the rumor. A hand tapped him on the shoulder as the fourteenth prisoner was being escorted back to her cell.

"Boss says a dropship just landed forty kilometers from here." Løt's whole body tensed. This was a dead world. That's why they were here. There was no reason for anyone else to be here except that they either knew about this facility or they were coming for the rumor. Either way, it meant trouble was coming for them. He turned around to his colleague.

"I assume we're scrambling?" There was a quick nod in response. Løt turned back and grabbed his notes. He took one last look around the small meeting room. He figured it probably would be a while before he came back here. He motioned to his colleague to walk out of the room.

"Let's go give some hell."

A CITY WITHOUT A SOUL

SITUATION

Mandal

Disputed

17 March 3153

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Rumors have an odd way of getting started. Nobody, on either side, knew where the rumor first started or even who heard it first. But the rumor was too valuable to ignore. And so, despite knowing full well it was just a rumor, the Third Star League deployed forces to investigate and prosecute any enemy contacts as they verified (or not) this rumor. They were, however, too late. For the rumor had reached other ears first. So it was that March 3153 found two armies colliding upon the dead world.

After landing, the Star League forces, having access to old Terran Hegemony data, quickly identified a logical site to set up a base. Unfortunately, their opponents, already established on the planet, had already located and set up their own base there. Further complicating matters, and unbeknownst to the Star League forces, was that this base was intended to be a permanent black site prison and already received its first prisoners. With that, the two forces became aware of each other's presence and the first battle began.

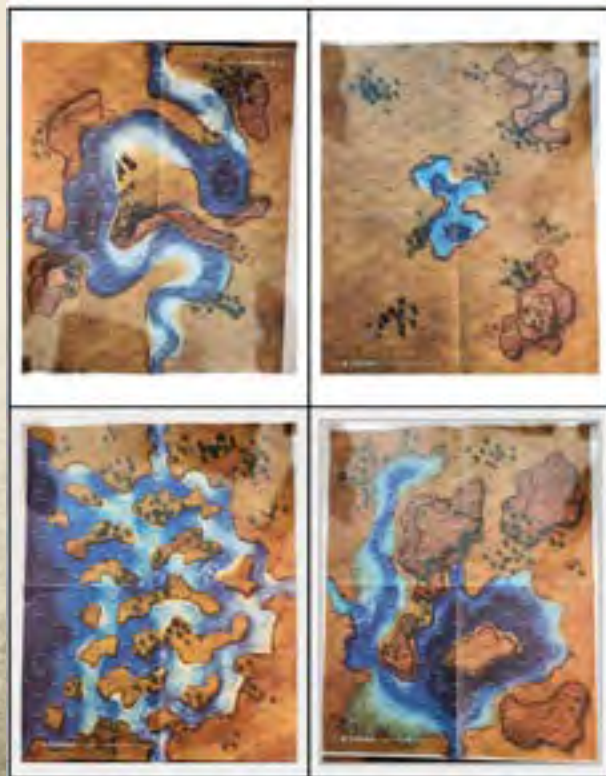
GAME SET-UP

Lay out the maps as shown to the right. All maps come from [Map Pack: Savannah](#). The used mapsheets are all from separate pieces of paper so only one MapPack should be needed.

- NW:** Wide River
NE: Battletech
SW: River Delta #1
SE: Large Lakes #2

The terrain punchboard from the MapPack will be used. The following terrain will be used:

- Bridge 1: Wide River 0703-0902.
- Bridge 2: On the half hexes between River Delta #1 and Large Lakes #2 from 0008 to 0010 (if they were numbered as such)
- One Level 7 (CF: 120), the Level 4 CF: 90), Level 3 CF: 50), and both Level 2 CF: 150) buildings all on the Battletech map as shown in the below diagram.



CHICAGOLAND NARRATIVE SCENARIOS 2025

DEPLOYMENT

The defender will deploy first. One lance will deploy adjacent to any of the buildings on the Battletech map. Another lance will deploy on the peninsula of the Wide River map. A third lance (if used) will deploy adjacent to the two "northern" hills of Large Lakes #2. Finally, any additional lances will deploy anywhere on the Battletech map.

The Star League then deploys their first two lances along the "southern" map edges between the two rivers. If a third lance is used, it also deploys along the "southern" edge. If a fourth lance is used, it will deploy on the "western" edge anywhere south of the river (that includes in the water if the Star League so chooses).



FORCE CREATION

The exact size of the game is left up to the individual GM's discretion. The guidelines below should guide force creation. Any units used in this scenario cannot be reused for the Alpha Strike scenario. That being said, there are a few general concepts which help:

- Most of the units have been created using two 'Mechs out of various force packs. The exact identity of the other two 'Mechs in each unit are up to the GMs discretion.
- At least one of the GM chosen units in each lance should be something from TRO:3145 or later.
- Both forces should be within 5% of each other by BV.
- It is strongly recommended that 'Mech quirks NOT be used.

ATTACKER

The Attacker consists of a Star League detachment. The Star League forces should be painted in the traditional olive drab. The Attacker's forces should obey the following guidelines:

- The force must contain one of the two complete lances derived from the Star League Force Packs.
- The force should be between two and four lances.
- As an "expendable" detachment, there should be a heavier reliance on Inner Sphere technology as opposed to Clan, or even mixed, technology reflecting the low level of regard shown to this detachment.
- 'Mechs should be heavily flavored by Republic designs as well as Inner Sphere general designs.

DEFENDER

The Defender consists of a detachment from either the Capellan, Free Worlds League, or a Republic of the Sphere remnant. The decision on who they are is left to individual GMs to decide. As a result of their indeterminate faction, there is no cohesive paint scheme for them to adhere to. GMs may paint them as they see fit. The Defender's forces should obey the following guidelines:

- The force should also be between two and four lances, ideally, matching the Star League detachment in unit size.
- If the Star League uses "Command Alpha" then the "Green 1" lance must be used. If the Star League uses "Command Beta" then "Grey 1" must be used.
- At least one 'Mech per lance must be exclusive (as per the [Master Unit List](#)) from the chosen faction.

RECORD SHEETS

Record sheets for all units can be found in Appendix A and at [this link](#).

NOTABLE PERSONALITIES

This year each side has been provided with one pilot having unique abilities written specifically for the scenario. Each side has also been provided with a pilot who has Special Pilot Abilities (SPA) as found in Campaign Operations, page 70. If a notable personality is used for one side, it is recommended that the other side receive the counterpart ability as well (i.e. both sides use the SPA abilities or both sides use the unique abilities). These personalities may be applied to any unit matching their personality but do not change the assigned skills of that unit.

Tracy Orbson (SLDF): When the Wolves came to Terra Tracy was already a hothead with a school and police record. She quickly got a record with the ilClan added to her list. But after a stint in a Wolf jail, something, and she won't speak of what, convinced her that the new SLDF was both where she wanted to make a new start and was a far better option than what was floating around the rest of the Inner Sphere. Now, she intends to channel her passion into making sure that others experience the freedom she always yearned for.

In-game bonus: After realizing that they are at a black site prison, Tracy's memories of her prison time have made her extremely motivated to free any and all prisoners of the enemies of Terra. As a result, when Tracy does damage to a building, she doubles the amount of damage done. Additionally, when Tracy does damage, her shots will not exceed the seventy-five CF cap of freeing prisoners without excessively hurting the building. For example, if Tracy shoots at a prison that has taken seventy-one points of damage with a Gauss Rifle and hits, then she will only do four points of damage to that building. However, if the building was undamaged then her shots would do thirty points.

Laura Novice (SLDF): People have laughed at Laura for her last name. People usually do that only once. Mistaking Laura for a novice pilot is not a mistake people often get a chance to do multiple times. The brutal street fighting in Geneva encouraged Laura to lean into a much more personal style of 'Mech combat. Since that fight she can be found on the range with her 'Mech practicing as physical a style of 'Mech combat as anyone in the SLDF. For those who get close to, and underestimate, Laura, her 'Mech's boot is often the last thing they see.

In-game bonus: Street Fighter (*Campaign Operations p. 80*): A pilot with the Street Fighter SPA can conduct physical attacks in the same space of time they fire ranged weapons, combining all of these actions together to execute any punches, kicks, and other melee combat actions before the end of the Weapon Attack Phase. These physical attack maneuvers retain the same restrictions as normal attacks of that type; weapons mounted in the limbs used for physical attacks may not be fired, and weapon attacks may not be attempted during movement-based physical attacks, such as Death from Above and Charging. A pilot who uses this SPA may not execute a physical attack in the same turn's Physical Attack Phase after having already used Street Fighter to deliver one in the Weapon Attack Phase.

Swordsman (*Campaign Operations p. 80*): A pilot with the Swordsman SPA is capable of delivering ultra-precise attacks using any melee weapons mounted on their 'Mech. The Swordsman can use their machine's melee weapons to deliver either an Aimed Shot attack or an armor-piercing strike. These two special attacks may not be combined in the same action.

Aimed Shot: When using melee weapons to deliver an Aimed Shot attack, the Swordsman uses the rules for making an Aimed Shot with a targeting computer as if the melee weapon were a standard, direct-fire energy weapon. Any modifiers associated with the melee weapon (such as the -1 To-Hit modifier for BattleMech swords, or the +1 To-Hit modifier for BattleMech maces) also apply to this attack. Any special Piloting Skill Rolls for missed strikes and other requirements also apply.

Piercing Strike: When using melee weapons to deliver a piercing strike, the Swordsman applies a +2 To-Hit modifier to their attack roll. If the attack hits, the Swordsman makes an additional Critical Hit check for the area struck after assessing the weapon's normal damage. Apply a -1 roll modifier to this bonus Critical Hit check if the location is still protected by any armor.

CHICAGOLAND NARRATIVE SCENARIOS 2025

Katlynn Highwood (Defender): *"A knife in her back and dagger in her heart."* Those were the words Katlynn used to her friends when they got the news that Terra had fallen. But while others may have succumbed to despair, Katlynn turned hers towards rage. Already something of a noted 'Mechwarrior, she now turned her energies to one pursuit: make the Wolves' lives a living hell.

In-game bonus: In her quest to make life as difficult as possible for the Wolves (and yes, she considers the SLDF to be mere puppets of the Wolves), she has mastered the ability to interfere with as many enemies at once as possible. At the beginning of the weapon attack phase, Katlynn can interfere with all enemy units within four hexes of her causing them to suffer a +1 to hit penalty at ANY target for the rest of that turn. However, in the end phase after using this ability Katlynn must make a roll using the MASC table to avoid taking pilot damage for overtaxing herself. A turn of not using this ability resets it.

Olaf Elwold (Defender): Olaf, despite his arctic sound name, loves to be warm. Heat has never bothered him, not outside a cockpit, nor inside. He has learned to embrace its warmth and the advantage that it can give him in the cockpit. In fact, friends of Olaf are often surprised at how focused and calm he is the more the heat is turned up.

In-game bonus: Marksman (*Campaign Operations p. 77*): The Marksman SPA enables a MechWarrior to potentially hit any desired location on a target. A pilot with the Marksman SPA can make a special Aimed Shot attack as if using a targeting computer. The 'Mech must remain stationary and make no physical attacks during the round in which he uses this ability. In addition, only one of the unit's weapons may be used; no other weapon may be fired in the same turn.

The Marksman SPA may be combined with a targeting computer, in which case the Aimed Shot attack receives a -2 To-Hit modifier.

Hot Dog (*Campaign Operations p. 76*): Some pilots have developed a knack for riding their machines' unique "heat envelopes," and pushing their 'Mechs to the limits of shutdown and even explosion just to squeeze out every last gram of performance. A pilot with the Hot Dog SPA can apply a -1 target modifier to any roll made to avoid overheating effects (including Shutdown and Ammo Explosion checks, as well as Pilot Damage and Random Movement checks from overheating).

SPECIAL RULES

PRISONER RESCUE (SCENARIO SPECIFIC RULE)

Though the Star League did not know it, this site was not established to go after rumors of great loot. It was established to disappear prisoners of extreme value or danger. The two Level 2 buildings are both prisons. The manner in which that information is conveyed to the Star League is left to the GMs' discretion, but both teams will need to be aware of it. The prisons interact in the game as follows:

- Doing damage to the buildings will release prisoners up to half the CF of the building. After that the building is too damaged and instead starts to kill prisoners.
- Standing still doubles damage done to the buildings.
- For every fifteen points of damage done per hex per building, a group of prisoners will be able to escape. These prisoners do not appear as units on the board nor do they need to be tracked or accounted for. Escaping is all that matters.
 - This means that each building hex can release five groups of prisoners for a total, across the whole map, of thirty groups.
- The Defender may not intentionally do damage to the buildings.

CHICAGOLAND NARRATIVE SCENARIOS 2025

FORCED WITHDRAWAL

(Total Warfare page 258, BattleMech Manual page 81)

Forced Withdrawal is in effect for both sides..

Under forced withdrawal, 'Mechs must retreat from the battlefield when rendered useless or in imminent danger of destruction (see Crippling Damage, below). A 'Mech making a forced withdrawal must always move toward its home map edge. However, the 'Mech need not spend Running MP, and may retreat moving backward. If equipped with MASC, a supercharger, or some other system that increases speed at the risk of damage, a 'Mech need not engage that system when withdrawing.

Withdrawing 'Mechs may still attack an enemy 'Mech that closes within range of a weapon or physical attack.

CRIPPLING DAMAGE

Any 'Mech that suffers crippling damage must withdraw from the map. Crippling damage is defined as one or more of the following:

- Four or more points of damage to the MechWarrior
- The destruction of all sensor critical slots
- One gyro and one engine critical hit, or two engine critical hits
- A side torso location is destroyed
- Internal structure damage in either three or more limbs or two or more torso locations (torso internal structure damage does not count towards crippling damage if that location still has front armor)
- The loss of all weapons. This is triggered if a 'Mech loses all weapons (either through damage or ammunition depletion) with a range greater than five hexes and if it can no longer cause more than 5 points of combined weapons damage. This does not apply if the 'Mech did not start with the ability to do 5 or more damage, or the ability to do damage at a range greater than five hexes; in this case the 'Mech can never trigger this condition.
- If using these rules, when all of a 'Mech's weapons are destroyed and it can no longer move, the 'Mech is considered destroyed. This is in addition to the regular rules for determining destroyed 'Mechs, as found on page 49.

VICTORY CONDITIONS

GMs are encouraged to fix a length of time appropriate to the size of their game prior to the start of it.

SLDF

The Star League forces, though surprised to see an enemy force already established here, are eager to smash the enemy units, eliminate their base, and, upon realizing who is there, assist in the rescue of the enemy prisoners. The Star League forces earn points in the following ways:

- +1 per prisoner group that escapes
- +1 point per height level of each fully destroyed, non-prison, building
 - For example: the Level 7 building is worth seven points if it completely collapses
- -2 for each prison hex destroyed
- -1 for each prison hex damaged beyond 75 CF
- +2 per destroyed 'Mech
- +1 per destroyed mixed tech 'Mech
- +2 per destroyed fully clan tech 'Mech

CHICAGOLAND NARRATIVE SCENARIOS 2025

DEFENDER

While also surprised to find an enemy force coming at their (supposedly) secret base, the defenders are pleased by this. They, after all, hate the new Star League and will take any opportunity to cut them down. The defenders earn points in the following ways:

- +4 per destroyed 'Mech
- +2 per crippled 'Mech
- +1 additional per destroyed light or assault 'Mech
- +1 per 'Mech destroyed on the opposite side of the bridges from the Defender's base. Note, this can include a 'Mech that crosses over and then retreats back across.

The winner is the team with the most points.

REPORTING THE EVENT

At the conclusion of the event the results should be reported. A Google Form has been created at [this link](#). A QR Code is provided if that should be an easier way of getting to the link.

To submit your event, simply fill out the required fields and any extra details you wish to make note of. Then, submit the results. Each event (Battletech and Alpha Strike) will need to be submitted separately.

At the conclusion of the event time frame the results will be tabulated and an average of the results will be announced publicly.



SLDF

I don't know who they are. It doesn't really matter, though. They are here. If there is something worth finding on this rock, then they're in the way. If there isn't something here, then I have to wonder why they are. And either way I answer that question I'm still back to the basic fact that they are in the way of the Star League.

-Major Claus Bastille

No...are those prisons? On a dead world?

sounds of retching

-Sergeant Abu de Sayyid

SITUATION

Mandal

Disputed

17 March 3153

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BONUSES

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In-game bonus: After realizing that they are at a black site prison, Tracy's memories of her prison time have made her extremely motivated to free any and all prisoners of the enemies of Terra. As a result, when Tracy does damage to a building, she doubles the amount of damage done. Additionally, when Tracy does damage, her shots will not exceed the seventy-five CF cap of freeing prisoners without excessively hurting the building. For example, if Tracy shoots at a prison that has taken seventy-one points of damage with a Gauss Rifle and hits, then she will only do four points of damage to that building. However, if the building was undamaged then her shots would do thirty points.

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CHICAGOLAND NARRATIVE SCENARIOS 2025

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Aimed Shot: When using melee weapons to deliver an Aimed Shot attack, the Swordsman uses the rules for a targeting computer as if the melee weapon were a standard, direct-fire energy weapon. Any modifiers associated with the melee weapon (such as the -1 To-Hit modifier for BattleMech swords, or the +1 To-Hit modifier for BattleMech maces) also apply to this attack. Any special Piloting Skill Rolls for missed strikes and other requirements also apply.

Piercing Strike: When using melee weapons to deliver a piercing strike, the Swordsman applies a +2 To-Hit modifier to their attack roll. If the attack hits, the Swordsman makes an additional Critical Hit check for the area struck after assessing the weapon's normal damage. Apply a -1 roll modifier to this bonus Critical Hit check if the location is still protected by any armor.

DEFENDERS

Do they know about the prison? Are they here because we are? They couldn't possibly be stupid enough to buy into any of those rumors floating around about this planet. Whatever brought them here, it is my duty to stop them.

-Colonel Brandon Britell

More Star League Cosplayers. I outgrew them when I was twelve.

-Sergeant Cassyan Nemyum

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OBJECTIVES

While also surprised to find an enemy force coming at their, supposedly, secret base, you are pleased by this. You, after all, hate the new Star League and will take any opportunity to cut them down. The defenders earn points in the following ways:

- +4 per destroyed 'Mech
- +2 per crippled 'Mech
- +1 additional per destroyed light or assault 'Mech
- +1 per 'Mech destroyed on the opposite side of the bridges from their base. Note, this can include a 'Mech that crosses over and then retreats back across.

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In-game bonus: In her quest to make life as difficult as possible for the Wolves' (and yes, she considers the SLDF to be mere puppets of the Wolves), she has mastered the ability to interfere with as many enemies at once as possible. At the beginning of the weapon attack phase, Katlynn can interfere with all enemy units within four hexes of her. All enemy units would then suffer a +1 to hit penalty at ANY target for the rest of that turn. However, in the end phase Katlynn would then have to make a roll using the MASC or Conscious table to avoid taking pilot damage for overtaxing herself. As with MASC, a turn of not using it does reset the ability.

Olaf Elwold: Olaf, despite his arctic sound name, loves to be warm. Heat has never bothered him, not outside a cockpit, nor inside. He has learned to embrace its warmth and the advantage that it can give him in the cockpit. In fact, friends of Olaf are often surprised at how focused and calm he is the more the heat is turned up.

In-game bonus: Marksman (*Campaign Operations p. 77*): A pilot with the Marksman SPA can make a special Aimed Shot attack as if using a targeting computer. The 'Mech must remain stationary and make no physical attacks during the round in which he uses this ability. In addition, only one of the unit's weapons may be used; no other weapon may be fired in the same turn.

The Marksman SPA may be combined with a targeting computer, in which case the Aimed Shot attack receives a -2 To-Hit modifier.

Hot Dog (*Campaign Operations p. 76*): A pilot with the Hot Dog SPA can apply a -1 target modifier to any roll made to avoid overheating effects (including Shutdown and Ammo Explosion checks, as well as Pilot Damage and Random Movement checks from overheating).

LOOKING FOR ONE GOOD MAN

SITUATION

Mandal

Disputed

20 March 3153

Mandal: a dead world in a region of space dominated by death. For a quarter of a millenium the planet was a mix of a ghost town and tomb. It marked the deaths of those unfortunate enough to get passage on the few ships able to evacuate after a Marik orbital bombardment filled the skies with dust. And so, when the skies cleared, it was silence that returned to a habitable, but insignificant world. By rights there was no reason for there to be anyone on this planet, much less two factions both spoiling for a fight.

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After the fight at the Prison both sides took stock of what they knew about the other. Both realized that this fight was not one either side could easily back away from. Each knew too much about the other's presence here to be able to say "it wasn't worth our time." As both sides looked for an opening, they both found the same one when the Star League began moving towards what had been an industrial complex. Seeing a chance to corner and destroy the SLDF, the defenders moved to secure the facility first. And with that, the race was on.

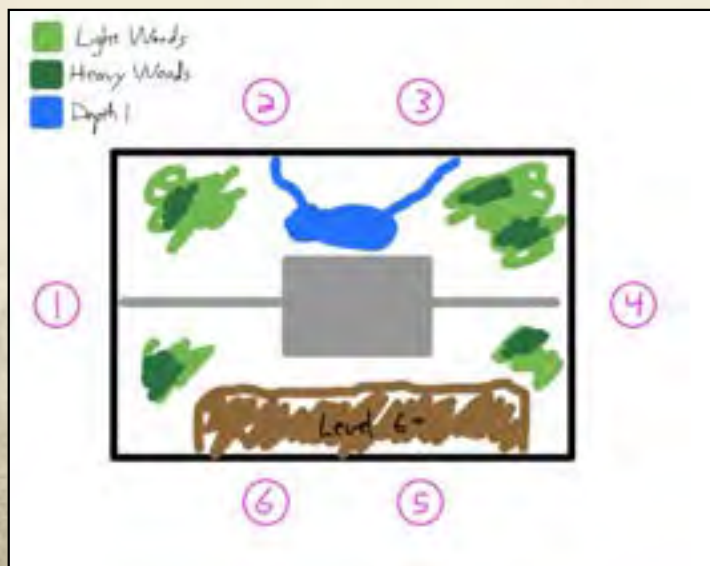
GAME SET-UP

As per standard Alpha Strike rules, the game should be played on a hexless terrain board. This event calls for substantial terrain to block line of sight. Given that, and the practicalities of tables, GMs should aim for a table size around 72"x48" (183 cm x 122 cm for our metric friends, or 10 x 7 [bananas](#) for our oddball friends) which, in Alpha Strike rules, is equivalent to a 24 x 36 hex map.

The GM should consult the provided map to create terrain approximating what is shown. This scenario calls for a central facility of several small to medium buildings. These buildings should be of fairly durable construction but no exact CF is provided. No exact total of buildings is provided but a minimum of five is required.

The Level 6+ hill on the "south" side of the map should have ways for 'Mechs with no jump movement to move off the hill in a relatively easy manner. There should also be various terrain on top of the hill to block the Line-of-Sight between circles 5 and 6.

Scattered other terrain should be provided in addition to what is shown.



CHICAGOLAND NARRATIVE SCENARIOS 2025

DEPLOYMENT

The SLDF deployment zone is Circle 4. The defender's is Circle 1. After a dice roll, the loser will deploy one unit (lance/star) into their deployment zone. The winner will then deploy a unit. After that, the loser will then roll a six sided die and deploy a second lance into any zone not already occupied. This will continue until all six locations have a lance at them. The SLDF support units will enter the board at Circle 4 during movement of Turn 2.

If more than three lances are used per side, then subsequent lances will deploy randomly into zones occupied only by their own side.

FORCE CREATION

The exact size of the game is left up to the individual GM's discretion. The guidelines below should guide force creation. Any units used in the BT scenario should not be reused for this scenario. However, it is understood that GMs may. That being said, there are a few general concepts which help:

- Both forces should be within 5% of each other by PV.
- Battlefield Support points should not be used in the game.
- The SLDF Support units should not count towards PV.

ATTACKER

The Attacker consists of a Star League detachment. The Star League forces should be painted in the traditional olive drab. The Attacker's forces should obey the following guidelines:

- The Star League is bringing their support units to set up their base. These units will be represented by the miniatures from the [Battlefield Support: Objectives Force Pack](#). These units can be proxied either from Iron Wind Metals miniatures or using following minis from the Force Pack:
 - Long Tom (both parts) = [HMRV "Oppie" O-65](#)
 - M.A.S.H Unit = [Coolant Truck 135-K](#)
 - Mobile HQ = Unchanged
- At least ¼ of the force must jump 12" or more.

DEFENDER

The Defender consists of a detachment from either the Capellan, Free Worlds League, or a Republic of the Sphere remnant. The decision on who they are is left to individual GMs to decide, but must be the same as the Battletech Scenario. As a result of their indeterminate faction, there is no cohesive paint scheme for them to adhere to. GMs may paint them as they see fit. The Defender's forces should obey the following guidelines:

- The force should, ideally, match the Star League detachment in unit size, not including the Star League support units.
- At least one 'Mech per lance must be exclusive (as per the [Master Unit List](#)) from the chosen faction.

UNIT CARDS

Unit cards for the predetermined formations can be found at [this link](#). These unit cards are only partial formations, as per the TO&E. Agents can certainly use the [Master Unit List](#) to create full units if they so choose.

NOTABLE PERSONALITIES

This year each side has been provided with one pilot having unique abilities written specifically for the scenario. Each side has also been provided with a pilot who has Special Pilot Abilities (SPA) as found in Alpha Strike: Commander's Edition, page 92. If a notable personality is used for one side, it is recommended that the other side receive the counterpart ability as well (i.e. both sides use the SPA abilities or both sides use the unique abilities). These personalities may be applied to any unit matching their personality but do not change the assigned skills of that unit.

Erika Soldano (SLDF): Erika is a team player. She grew up amongst rough circumstances in the aftermath of the Blackout. Those formative years taught the value of her team. Commanders and colleagues have noted Erika's selfless personality and devotion to both the team and the mission. Joining the new Star League was an obvious move.

In-game bonus: When Erika is adjacent to a building she may "cover" it by reducing her TMM by one. That building may not be shot at. She may also cover all buildings within 4" of her at the cost of 2" of movement per building and her entire TMM.

Ntshingwayo Mashatile (SLDF):

In-game bonus: Forward Observer (*Campaign Operations p. 96*): If the Forward Observer makes its own attack, any indirect attacks it spots for (IF or indirect Artillery) do not take the Target Number modifier for the spotter attacking.

Maneuvering Ace (*Campaign Operations p. 97*): This unit reduces the cost for moving through all woods and jungle terrain types by 1 inch per inch of movement

Sam Sakai (Defender): Sam will carry out his orders. His commanders know that he will find a way. It has happened to many an opponent that Sam shows up where he shouldn't, or couldn't even, be. How he manages to make things happen is one of the universe's greatest mysteries.

In-game bonus: If, at the beginning of a turn, prior to initiative, Sam declares to the GM that he will only be targeting the SLDF support vehicles, then Sam receives an additional 4" of movement to use as he sees fit.

Carmen Bay (Defender): Why Carmen has a tattoo on her back of an Atlas, which she has never piloted, ripping out a brain from a Daishi, which she has never encountered, is an interesting question that Carmen refuses to answer. What her friends and colleagues have figured out is that she intends to come as close as possible to reenacting that in every fight she enters.

In-game bonus: Headhunter (*Campaign Operations p. 96*): Gains +1 Initiative bonus (cumulative, max of +3) for each opposing command unit killed/disabled (not necessarily by her own attacks). The highest PV cost unit (after Skill modification) in a Formation is considered the commander of that Formation for this SPA.

Melee Specialist (*Campaign Operations p. 98*): A pilot with this ability applies an additional -1 Target Number modifier when making any physical attacks. .

SPECIAL RULES

FORCED WITHDRAWAL

(*Alpha Strike: Commander's Edition page 127*)

Forced Withdrawal is in effect for both sides. Under the Forced Withdrawal rule units will begin to retreat from the battle once they have sustained crippling damage. The Battlefield Support units will not retreat until either one unit has taken damage or three SLDF units are destroyed and/or in Forced Withdrawal.

CHICAGOLAND NARRATIVE SCENARIOS 2025

CRIPPLING DAMAGE

For the purposes of Forced Withdrawal, a unit that meets any of the following criteria is considered crippled and will be forced to withdraw:

- The unit has no Armor remaining and has been reduced to half its starting Structure value (rounded up). If the unit possesses only 1 point of Structure to begin with, it begins retreating as soon as it loses all of its Armor.
- The unit has been reduced to a damage value of 0 for all Medium- and Long-range attacks. This condition does not apply if the unit began the scenario with a damage value of 0 at Medium and Long range.
- The unit has been immobilized through damage, critical, and/ or motive hit effects.

VICTORY CONDITIONS

The game should run, at minimum, six turns. no standardized length but GMs are strongly encouraged to fix a length of time appropriate to the size of their game prior to the start of it. If a fixed length has been chosen, the GM should announce that prior to the start of the game.

SLDF

The Star League is looking to establish themselves at this facility. They intend to turn this into their major on-planet base and are therefore highly motivated to secure the complex as their priority objective.

- +PV of each enemy unit destroyed
- +½ PV of each enemy unit forced to withdraw but not destroyed
- +PV of each support unit that enters the complex.
- +5 per adjacent 'Mech per building per turn
- +3 per 'Mech per turn with LoS from the Level 6 Hill to any part of the industrial complex

DEFENDER

The Defenders know what the Star League is planning and, while they wouldn't mind keeping control of the facility for continued operations, they intend to use this moment to force a battle.

- +PV of each enemy unit destroyed
- +Twice the PV of each enemy support vehicle destroyed
- +1 per inch of movement of a destroyed unit over 8"
- A Cicada -3M would be worth an additional eight points (16" - 8" = 8)
- +3 additional per enemy unit with jumping movement
- +5 per destroyed building

The buildings may NOT be targeted until the SLDF enters the Complex. The Defending force is interested in having the base as well.

The winner is the team with the most points.



REPORTING THE EVENT

At the conclusion of the event the results should be reported. A Google Form has been created at [this link](#). A QR Code is provided if that should be an easier way of getting to the link.

To submit your event, simply fill out the required fields and any extra details you wish to make note of. Then, submit the results. Each event (Battletech and Alpha Strike) will need to be submitted separately.

At the conclusion of the event time frame the results will be tabulated and an average of the results will be announced publicly.



SLDF

I hate necessity. It forces us to do things that sound like, because they are, bad ideas. Bringing our support facilities with us is a bad idea. But we can't leave them unprotected. And whoever it is, is out there waiting for us. They're ready to pounce. And so here we are babysitting our support units straight into combat.

-Captain Jude Bhrem

Hippity hoppity this factory is now our property.

-Lieutenant Carlos Avery

SITUATION

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CHICAGOLAND NARRATIVE SCENARIOS 2025

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DEFENDERS

They don't realize the trap they're walking into. Oh, it'll be a helluva fight but the Star League's desperation to get a facility has led them straight there. And now we're going to beat them there, beat them to dust, and well I'm not going to finish that thought.

-Captain Helena Lewis

Oh, I'm going to hang some Star Wolf League pelts on my wall tonight.

-Captain Alinta Kamay

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CHICAGOLAND NARRATIVE SCENARIOS 2025

STAR LEAGUE FORCES

SUB-UNIT NAME: COMMAND ALPHA

FORCE PACK: THIRD STAR LEAGUE STRIKE TEAM

Unit	Base BV	G	P	Modifier	Final BV	Base PV	Skill	Final PV	Armor	Structure	Tons	IWM Number
Jackalope JLP-BD	1,395	4	4	1.10	1,535	37	4	37	86	51	30	20-5094
Havoc HVC-P6	1,255	4	5	1.00	1,255	36	4	36	116	58	35	20-5113
Hammerhead	1,686	4	4	1.10	1,855	38	4	38	120	75	45	---
Kintaro KTO-19b	1,265	4	3	1.20	1,518	39	3	47	185	91	55	20-781
	5,601				6,162	150		158	507	275	165	

SUB-UNIT NAME: COMMAND BETA

FORCE PACK: THIRD STAR LEAGUE BATTLE STAR

Unit	Base BV	G	P	Modifier	Final BV	Base PV	Skill	Final PV	Armor	Structure	Tons	IWM Number
Wendigo Prime	2,122	4	5	1.00	2,122	40	4	40	152	83	50	20-5123
Excalibur EXC-B2b	1,715	3	4	1.32	2,264	42	3	50	176	107	70	AR29-769
Peacekeeper PKP-1A	2,824	4	4	1.10	3,106	47	4	47	288	145	95	AR20-5053
Malice MAL-XT	1,852	3	5	1.20	2,222	43	4	43	307	152	100	20-5107
	8,513				9,715	172		180	923	487	315	

SUB-UNIT NAME: COMMAND WOLF

Unit	Base BV	G	P	Modifier	Final BV	Base PV	Skill	Final PV	Armor	Structure	Tons	IWM Number
Stormwolf A	2,655	4	5	1.00	2,655	44	4	44	160	83	50	20-5204
Dominator 2	2,906	3	3	1.44	4,185	50	3	60	201	104	65	20-5187
Crucible 3	3,230	2	4	1.54	4,974	45	3	54	232	152	100	20-5209
GM Chosen												
GM Chosen												
	8,791				11,814	139		158	593	339	215	

SUB-UNIT NAME: LINE ALPHA

FORCE PACK: INNER SPHERE HEAVY RECON LANCE

Unit	Base BV	G	P	Modifier	Final BV	Base PV	Skill	Final PV	Armor	Structure	Tons	IWM Number
Merlin MLN-1P	1,181	3	5	1.20	1,417	33	4	33	168	99	60	AR20-916
Ostroc OSR-4K	1,490	4	4	1.10	1,639	30	4	30	152	99	60	AR20-226
GM Chosen												
GM Chosen												
	2,671				3,056	63		63	320	198	120	

CHICAGOLAND NARRATIVE SCENARIOS 2025

SUB-UNIT NAME: LINE BETA

FORCE PACK: LEGENDARY MECHWARRIORS III

Unit	Base BV	G	P	Modifier	Final BV	Base PV	Skill	Final PV	Armor	Structure	Tons	IWM Number
Loki Mk. II (Hel) Prime	2,189	2	4	1.54	3,371	42	3	50	182	104	65	20-5142
Marauder MAD-9W2	1,868	3	4	1.32	2,466	43	3	52	200	114	75	20-5216
GM Chosen												
GM Chosen												
	4,057				5,837	85		102	382	218	140	

SUB-UNIT NAME: LINE GAMMA

FORCE PACK: LEGENDARY MECHWARRIORS II

Unit	Base BV	G	P	Modifier	Final BV	Base PV	Skill	Final PV	Armor	Structure	Tons	IWM Number
Caesar CES-4R	2,024	4	5	1.00	2,024	45	4	45	206	107	70	20-772
Devastator DVS-11	3,188	3	5	1.20	3,826	57	4	57	296	152	100	20-761
GM Chosen												
GM Chosen												
	5,212				5,850	102		102	502	259	170	

SUB-UNIT NAME: STRIKER ALPHA

FORCE PACK: INNER SPHERE RECON LANCE/INNER SPHERE PURSUIT LANCE

Unit	Base BV	G	P	Modifier	Final BV	Base PV	Skill	Final PV	Armor	Structure	Tons	IWM Number
Javelin JVN-12N	795	4	3	1.20	954	26	3	31	93	51	30	20-866
Dervish DV-9D	1,518	4	4	1.10	1,670	38	4	38	184	91	55	20-876
GM Chosen												
GM Chosen												
	2,313				2,624	64		69	277	142	85	

SUB-UNIT NAME: STRIKER BETA

FORCE PACK: INNER SPHERE SECURITY LANCE

Unit	Base BV	G	P	Modifier	Final BV	Base PV	Skill	Final PV	Armor	Structure	Tons	IWM Number
Blade BLD-XX	1,064	4	5	1.00	1,064	31	4	31	118	58	35	20-5022
Scorpion SCP-12S	1,109	3	5	1.20	1,331	27	4	27	144	99	55	AR20-216
GM Chosen					0							
GM Chosen												
	2,173				2,395	58		58	262	157	90	

CHICAGOLAND NARRATIVE SCENARIOS 2025

SUB-UNIT NAME: STRIKER GAMMA

FORCE PACK: INNER SPHERE RECON LANCE

Unit	Base BV	G	P	Modifier	Final BV	Base PV	Skill	Final PV	Armor	Structure	Tons	IWM Number
Pack Hunter II	1,794	3	3	1.44	2,583	34	3	41	86	51	30	20-5060
Ostscout OTT-11J	908	4	3	1.20	1,090	20	3	24	71	58	35	20-5140
GM Chosen					0							
GM Chosen					0							
	2,702				3,673	54		65	157	109	65	

CHICAGOLAND NARRATIVE SCENARIOS 2025

DEFENDER FORCES

GREEN 1

Unit	Base BV	G	P	Modifier	Final BV	Base PV	Skill	Final PV	Armor	Structure	Tons	IWM Number
Stinger STG-3Gb	674	3	4	1.32	890	22	3	FALSE	69	33	20	20-207
Firestarter FS9-S3	908	3	4	1.32	1,199	23	3	FALSE	93	58	35	AR20-850
Assassin ASN-109	1,158	4	3	1.20	1,390	33	3	FALSE	128	67	40	20-875
Rifleman RFL-7X	1,645	3	3	1.44	2,369	30	3	FALSE	161	99	60	20-297
	4,385				5,847	108		0	451	257	155	

GREY 1

Unit	Base BV	G	P	Modifier	Final BV	Base PV	Skill	Final PV	Armor	Structure	Tons	IWM Number
Rook NH-2	1,525	4	4	1.10	1,678	34	4	34	185	91	55	20-5071
Marauder MAD-7M	1,908	3	4	1.32	2,519	36	3	43	184	114	75	20-5216
Charger CGR-3Kr	2,092	2	3	1.68	3,515	41	2	57	212	122	80	BT-280
Shogun SHG-2F	1,804	2	2	1.76	3,175	41	2	57	248	130	85	AR20-892
	7,329				10,886	152		191	829	457	295	

PURPLE 1

Unit	Base BV	G	P	Modifier	Final BV	Base PV	Skill	Final PV	Armor	Structure	Tons	IWM Number
Clint CLNT-3-4T	1,157	2	4	1.54	1,782	24	3	29	112	67	40	20-879
Hermes II HER-5Sr	1,242	3	3	1.44	1,788	31	3	37	120	67	40	20-885
GM Chosen					0							
GM Chosen					0							
	2,399				3,570	55		66	232	134	80	

GREEN 2

Unit	Base BV	G	P	Modifier	Final BV	Base PV	Skill	Final PV	Armor	Structure	Tons	IWM Number
Spector SPR-5F	1,183	4	3	1.20	1,420	33	3	FALSE	119	58	35	20-764
Vulcan VT-6M	959	3	3	1.44	1,381	22	3	FALSE	93	67	40	20-886
GM Chosen					0							
GM Chosen					0							
	2,142				2,801	55		0	212	125	75	

CHICAGOLAND NARRATIVE SCENARIOS 2025

GREY 2

Unit	Base BV	G	P	Modifier	Final BV	Base PV	Skill	Final PV	Armor	Structure	Tons	IWM Number
Orion ON3-M	1,826	3	5	1.20	2,191	37	4	37	224	114	75	20-397
Warhammer IIC 3	2,382	3	3	1.44	3,430	49	3	59	240	122	80	20-233
GM Chosen					0							
GM Chosen					0							
	4,208				5,621	86		96	464	236	155	

PURPLE 2

Unit	Base BV	G	P	Modifier	Final BV	Base PV	Skill	Final PV	Armor	Structure	Tons	IWM Number
Shockwave SKW-4G	1,449	2	4	1.54	2,231	32	3	38	160	83	50	20-5109
Lupus D	2,030	3	3	1.44	2,923	42	3	50	172	99	60	BT-266
GM Chosen					0							
GM Chosen					0							
	3,479				5,155	74		88	332	182	110	

GREEN 3

Unit	Base BV	G	P	Modifier	Final BV	Base PV	Skill	Final PV	Armor	Structure	Tons	IWM Number
Wraith TR1	1,287	3	2	1.51	1,943	41	2	57	152	91	55	20-621
Mortis MS-1A	1,834	3	4	1.32	2,421	48	3	46	208	114	75	BT-356
GM Chosen					0							
GM Chosen					0							
	3,121				4,364	89		103	360	205	130	

GREY 3

Unit	Base BV	G	P	Modifier	Final BV	Base PV	Skill	Final PV	Armor	Structure	Tons	IWM Number
UrbanMech UM-R69	589	2	4	1.54	907	19	3	23	89	51	30	20-857
Hoplite HOP-4D	1,022	3	4	1.32	1,349	25	3	30	184	91	55	20-803
GM Chosen					0							
GM Chosen					0							
	1,611				2,256	44		53	273	142	85	

CHICAGOLAND NARRATIVE SCENARIOS 2025

PURPLE 3

Unit	Base BV	G	P	Modifier	Final BV	Base PV	Skill	Final PV	Armor	Structure	Tons	IWM Number
Flea FLE-21	823	3	3	1.44	1,185	29	3	35	48	33	20	20-5148
Wight WGT-3SC	1,125	2	4	1.54	1,733	24	3	29	116	58	35	20-467
GM Chosen					0							
GM Chosen					0							
	1,948				2,918	53		64	164	91	55	