

Star League Tech Cache

2 players, Defender and Attacker.

Defender Briefing:

Insurgent force attacking, smaller than our 150(plus handicap) ton garrison lance.

Take defensive positions in the back 4 rows of double map, our structure is back row, with 2 towers flanking gate in middle.

Mop these farmers up and salvage their tractors.

Each tower has 30 armor and 10 Internal Structure, an AC2 and a LRM 5. Gunnery 5, will not attack with any stronger obstruction than light woods, IF base skill 6 on demand.

Attacker briefing:

Star-league tech component found near a House garrison. Previous orders of attack on the garrison were a ruse in case there was a leak.

Approach the garrison with your 120(plus handicap) ton lance and locate the component. Retrieve it at all costs.

1/mission air support(use only after component sighting is confirmed) Choose and write secretly Sweep right/Sweep Left/sweep up/sweep across or Head on. Announce fighter is scrambling. 2 turns later during declare attack(as last declaration), designate path with the appropriate sweep for 2 LPL (Base attack 4) and a Streak SRM6 (base attack 6) (LPLs targeting all in primary line/hex, SRMs may target 1 in target line/hex or adjacent hexes (or use Aerotech strafing rules))

Encounter Triggers:

Attacker 'mech ends a turn on defender's side of the maps: Roll randomly to determine position of component (6 pre-selected locations on 4th-6th row in, 3 chosen by each player)

Once an attacker has LOS, all pilots have knowledge of location.

Defender pilots get info 1 round later and may switch from defensive to attack tactics.

A 'mech with hands in the same space as the component may, instead of firing, pick up the component.

A 'mech destroyed while carrying the component drops it in a random surrounding hex (1-6 clockwise from facing, rerolling impossible results)

Victory conditions/Scoring:

Attacker Victory:

Exit back of map with component: 5 Victory, +1 for each 'mech/tower destroyed, -1 for each 'mech lost. All or nothing.

Defender Victory:

Recover the component, bring to gate. 5 Victory, +1 for each 'mech destroyed, -1 for each 'mech/tower lost. All or nothing.

Season Overview(beta)

Victory Point usage:

Victory points accumulate over a season and may be used each battle for upgrades to 'mechs or personnel (5 for a piloting bonus, 10 for a gunnery bonus, 20 for x2HS, 30 for Ferro-Fibrous armor and retrofits of stepped-up weapons to replace tonnage, 40 for same but Endo-Steel Internal Structure.

Loss:

Loser gains a +10 ton season handicap.