



Campaign by Adam 'Ivoryskull' Jones
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Inner Sphere
Free Worlds League
Planet: Silver
May 3068

Overview

Ever since moving into the Free Worlds League and establishing the Principality of Gibson the Word of Blake has made it a top priority to upgrade the League's HPG network now that Terra was firmly in their hands. Many worlds within the League were still only stationed by the most basic HPG installations, mostly those that were not part of a larger and more powerful principality. Silver is one such planet.

Silver's location made it a perfect choice for a more advanced HPG station to be built to service the entire region. Already having most of the infrastructure in place it was just a matter of upgrading the existing facility. This suited the planets ruling Governor William Bentley as the support from the Word of Blake would allow him to solidify the Abbey District worlds under him to form a block with which he could finally give himself a greater say in Parliament. Even better was the fact that the Word of Blake was going to foot the entire bill and provide their own low key hired forces to defend the local planetary construction workers.

It was perfect. It was too perfect...

It was a surprise to the locals when instead an entire Level III element of the 5th Division arrived to take up garrison. Also, unknown to the populace of Silver, along with a HPG system the Word of Blake also planned to build, in secret, a major military base with full anti-warship ground to space weaponry in an effort to take total control from Governor William Bentley. The Word of Blake knows that this region of space is very fractured with no central government unlike a major principality leaving it open to control by a superior force. Silver is visited regularly by merchant ships and will be an even more popular stop for travellers once the upgraded HPG station is up and running.

The secret is leaked to the Governor by a Comstar ROM agent, but his political obligations prevent him from doing anything openly, lest the Word of Blake is let loose on the populace. To buy time to get word off planet a series of 'accidents' at the construction site causes it to shut down. Extended periods of delays and bungled investigations stretch this time to a point where the Word of Blake uses force so as construction continues.

With the assistance of Comstar, the Governor receives aid in the form of hired mercenaries who travel to Silver and with the help of what is left of the Silver Militia attempt to stop the Word of Blake before construction is completed.

Campaign Information

- Players choose at the start of the campaign to represent either the Word of Blake: 5th Division commanded by Demi-Precentor Argent Blaine; or the Silver Planetary Militia answering to Governor William Bentley. This choice will remain for the entire campaign. Players can play anyone in the campaign but a win/loss result will apply to their chosen faction.
- If two or more players from the same faction decide to fight each other, roll randomly to decide who the Defender and Attacker are for the scenario.
- There are three scenarios, one for each of the three weeks of the campaign. The current scenario can be played multiple times to earn points.
- Standard Total Warfare rules apply unless noted in this pack.
- Clan Technology is not allowed.
- Players may agree to play any number of games, and any size of game per scenario, but are limited to a minimum of 5,000 Battle Value and a maximum of 20,000 Battle Value. There can be no more than 12 units in total per game.
- A new force can be created between games.
- Battle Value version 2 will be used to work out forces.
- Only BattleMech, Vehicle, VTOL, Battle Armour, Conventional Infantry, and Aerospace units (up to 200 tons) & special ammunition types from Technical Readout 3025, 3050, 3055, 3058, 3060, 3067, Phoenix, BattleTech: Upgrades, Inner Sphere/Clan Handbooks & all Field Manuals can be taken. This includes the variants found in the printed record sheets.
- Sheets printed using Solaris Skunkwerks or Heavy Metal Pro are acceptable.
- Skills are standard: Piloting of 5, Gunnery of 4. Players may adjust these values using the Battle Value v2 table. Round .5 up. See 'Final Notes' section.
- No skill may be adjusted to less than '0' or higher than '7' and must follow the 'Two Point Spread' rule. e.g. If a unit has a Gunnery or Piloting of '3' then the opposite skill can be no lower than '1' or no higher than '5'.
- Ammunition can be reduced, or even removed, per slot before play begins. This does not affect the Battle Value cost of the chosen unit.
- 'Forced Withdrawal' from Total Warfare is in play. A unit that leaves or is forced off the battlefield for any reason counts as Destroyed/Disabled and may not re-enter.
- Players must have the correct Ral Partha/Iron Wind Metals miniature of the units they include in their force roster. If the miniature does not exist a substitute will be allowed pending approval by the campaign organiser. It is not a requirement to have it mounted on a hex base or painted, but the player who owns it must mark it clearly.
- Players have the right to view the record sheet of any other player at anytime.
- Game rules for each section of the battlefield, eg. Construction/Terrain Factor, Water Levels, etc will be explained by the event organiser before play begins.
- Players will be instructed on how to fill out a record sheet correctly before the campaign if needed.
- After each game all players add/subtract their Faction Campaign Points earned from the Faction Campaign Table. At the end of each week the new result is applied to the following week's scenario. See 'Final Notes' section.
- Games will only count towards Faction Campaign Points if played at Tabletop Gamers Association during operating hours. Players are encouraged to have as many practise games outside of this restriction to help choose the best balanced force to succeed at winning.
- Visit the forums at www.notenoughorks.com to keep up to date on the campaign as it progresses. Battle Reports, pictures, and comments are encouraged.



Scenario One 'Secrets Discovered'

Outside Freedom City
Planet Silver

The Comstar ROM agent who discovered the Word of Blake plans for Silver is trying to get off planet. With the aid of Governor William Bentley he is being slipped into the planetary capital space port where a ship is waiting for him. Word of Blake forces were made aware of his existence after reviewing security footage and mobilised forces to apprehend him.

The planetary militia were mobilised as reports of the Word of Blake garrison force was leaving the authorised zone around the HPG Alpha construction site. Tracking the vehicle driven by the agent as it entered the outskirts of Freedom City the Word of Blake units requested permission to enter the city proper to capture him. Militia orders are for no military forces to be within city limits unless cleared first and informed the 5th Division to hold position.

The 5th Division were not willing to let the Comstar agent escape with such sensitive information and began to enter the city after waiting for what they considered to be an excessive amount of time for such an emergency. Ignoring all requests to stand down, but saying repeatedly they mean no harm to anyone, the Silver Militia were forced to intercept.

This is a Breakthrough Mission from the Total Warfare rulebook. Players use the 'Breakthrough Victory Points Table' to earn their Faction Campaign Points

BREAKTHROUGH VICTORY POINTS TABLE

Attacker

- 2 points for each attacking unit that safely exits at home edge
- 1 point for each defending unit destroyed

Defender

- 3 points for each attacking unit destroyed or crippled
- 2 points for each attacking unit forced to retreat off the map



Scenario Two 'Not Without Permission'

Construction site HPG Alpha
15km South of Freedom City
Planet Silver

Although the Word of Blake had strong support from the people, which at the time Governor William Bentley encouraged, he used the political pressure he was under to justify his request for two things: an explanation as to the actions of the 5th Division from their commanding officer Demi-Precentor Argent Blaine, and a request to remain within their zone around construction site HPG Alpha. Soon after, a series of non-fatal incidents at the HPG Alpha construction site prompted calls for it to be closed pending an investigation.

A frustrated Demi-Precentor Argent Blaine ordered a return to construction after a week long delay regardless of the negative publicity this could cause. The planetary workers were now 'loyal' Word of Blake members under heavy protection and the on-site dangers were just, he believed, a one off delay tactic. Regular convoys of supplies previously purchased had been travelling from Freedom City to construction site HPG Alpha during the down time so everything needed was already stored on site.

Once Governor William Bentley discovered that work had resumed he had no choice but to tip his hand and take a more aggressive stance. It was deemed necessary to destroy what supplies they could of the 5th Division in an effort to weaken them. Outnumbered and outgunned, but with surprise on their side, the Silver Militia moved into action.

This is a Stand-Up Fight mission from the Total Warfare rulebook. Game lasts for 15 turns.

There are eight CF 30 medium warehouse buildings of various Levels containing supplies for HPG Alpha. The Defender places all the buildings within eight hexes of the centre hex of the board. The attacker must destroy as many warehouse buildings as possible before the game ends.

Event	Campaign Victory Points
Enemy Unit Destroyed	+4
Friendly unit Destroyed	-2
Enemy Unit under Forced Withdrawal	+2
Friendly Unit under Forced Withdrawal	-1
(Attacker) Each Building remaining at end of game	-1
(Defender) Each Building remaining at end of game	+1



Scenario Three 'Wrath of Blake'

Governors Estate
Freedom City
Planet Silver

Governor William Bentley knew that what was left of the Silver Militia would not be strong enough to stand up to the entire Level III force that the 5th Division had at its disposal. A communiqué from Demi-Precentor Argent Blaine to the Governor made it clear the blatant attack that took place at construction site HPG Alpha was considered against the Word of Blake as a whole. The 5th Division has been ordered to re-arm and repair after which the planets central government would be held by force to prevent any further violence.

At dawn two Level II formations made their way through downtown Freedom City to secure the Governors Estate and nearby government buildings. Silver Militia forces set up a defence perimeter around the Governors Estate, but the odds were stacked heavily against them. Luckily help was on the way in the form of mercenary forces, newly hired by Comstar and allowed to land quickly at the city spaceport. Plans had been set in motion to attack construction site HPG Alpha so only a small force by comparison was sent to secure the city. Reinforcements were en-route to aid the Governor but will it be enough? Would it be in time?

This is a Stand-Up Fight mission from the Total Warfare rulebook with the following special rules:

Firstly, although the relief mercenary forces was quick to deploy after landing the Word of Blake 5th Division would well and truly engage the Defending Silver Militia before even their fastest elements forces could join the battle. To represent this only one Lance worth of Heavy/Assault class ground forces are deployed at the beginning of the battle by a Defending Silver Militia player. After six turns any remaining Defending 'Heavy' or 'Assault' class ground units enter into play from the Silver Militia home edge. Any unit being transported on the Defending Silver Militia side will deploy in the stage of the unit transporting them.

Secondly, the Defending Silver Militia player places a single building (Heavy, CF=80, Minimum One Level high) anywhere along their Home Edge. This represents the Governors Estate headquarters which helps co-ordinate operations. This adds +1 to the Initiative roll each turn of the Defending Silver Militia player until it is reduced to 0 CF. This bonus is in addition to any Faction Campaign Points Table results in play.



Final Notes

Battle Value v2 Table

Gunnery	Piloting/Anti-Mech Skill								
	0	1	2	3	4	5	6	7	8
0	2.80	2.63	2.45	2.28	2.01	1.82	1.75	1.67	1.59
1	2.56	2.40	2.24	2.08	1.84	1.60	1.58	1.51	1.44
2	2.24	2.10	1.96	1.82	1.61	1.40	1.33	1.31	1.25
3	1.92	1.80	1.68	1.56	1.38	1.20	1.14	1.08	1.06
4	1.60	1.50	1.40	1.30	1.15	1.00	0.95	0.90	0.85
5	1.50	1.35	1.26	1.17	1.04	0.90	0.86	0.81	0.77
6	1.43	1.33	1.19	1.11	0.98	0.85	0.81	0.77	0.72
7	1.36	1.26	1.16	1.04	0.92	0.80	0.76	0.72	0.68
8	1.28	1.19	1.10	1.01	0.86	0.75	0.71	0.68	0.64

Faction Campaign Points Table

Faction Benefit/Penalty	Points
Attacker (Word of Blake): Roll a random unit from Defender. Unit misses the game.	+20
Attacker (Word of Blake): Re-roll a single dice roll once per turn.	+15
Attacker (Word of Blake): +2 to Initiative Roll per turn	+10
Attacker (Word of Blake): +1 to Initiative Roll per turn	+5
No Advantage	0
Defender (Silver Militia): +1 to Initiative Roll per turn.	-5
Defender (Silver Militia): +2 to Initiative Roll per turn.	-10
Defender (Silver Militia): Re-roll a single dice roll once per turn.	-15
Defender (Silver Militia): Roll a random unit from Attacker. Unit misses the game.	-20

As this is a fun campaign with no official award for who comes first there should not be pressure to make sure any minor book work is done exactly. The campaign organiser is there to help but players are encouraged to work together to enhance the enjoyment of the games taking place. In the end, it is a game, and games are supposed to be fun. Thank you for your interest in another great Tabletop Gamers Association event and I hope to see you across the battlefield.

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