



GET INTO THE GAME!

"All troops, into your 'Mechs! This is not a drill—repeat, this is not a drill!"

First Strike! is a unique BattleTech game supplement created especially for players new to the game. It features thirteen ready-to-play scenarios that require only the contents of the boxed game to play:

9 scenarios for **BattleTech, Fourth Edition**, including a 3-part mini-campaign; 3 scenarios for **CityTech, Second Edition**, featuring battles from the Clan invasion; and one huge scenario that combines them both in a titanic struggle for survival!

New players and old hands alike can also create an endless variety of original scenarios with the new scenario-creation system. Extensive sections on tactics offer players of all skill levels new insights into **BattleTech** and **CityTech** gaming strategies. **First Strike!** also includes new armored vehicles and OmniMech configurations for use with **CityTech**.

FOR USE WITH
BATTLETECH®
& **CITYTECH®**

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FIRST STRIKE!

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FIRST STRIKE!

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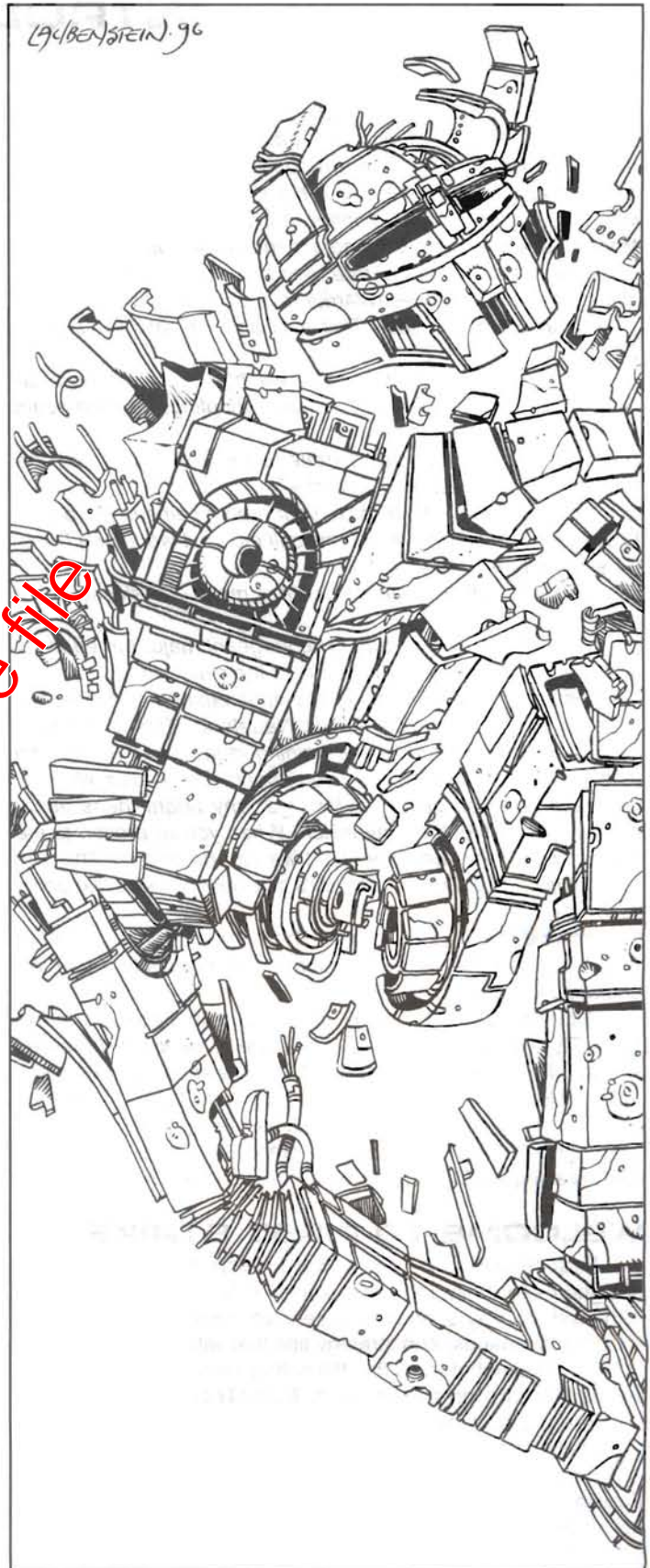
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INTRODUCTION

She'd finally made it. After all the tests, the interviews and the exams, she was finally standing in the ranks with a hundred other cadets on the parade ground of the Nagelring—the finest MechWarrior academy in known space. Soon she would be at the controls of a BattleMech, like her father before her, defending Lyran worlds from all manner of invaders. The Kuritas, the Mariks—even fighting Periphery bandits on Lost or Kowloon would be her dream come true. She'd finally arrived, and soon she would become a MechWarrior to be reckoned with.

"Snap out of it, cadet! This ain't no bird-watching school. This is war!"

The drill sergeant's hot breath washed over her like a furnace. He'd appeared out of nowhere, shouting, his face scant inches from hers.

"Sorry, sir. I just can't believe I'm really here at the Nagelring. I've always dreamed of—"

"Well, isn't that sweet. If I'm your dream come true, I'd hate to see your nightmares! And don't call me sir; I work for a living. It's sergeant major to you!"

"Yes sir—um, I mean sergeant. I mean, no sir, sergeant major sir—"

"All right, enough of that." The sergeant major turned away and strode to where he could address the cadet ranks.

"Listen up, kids. On behalf of Hauptmann-General Beckley Winston-Steiner, welcome to the Nagelring. This is the best darn institution of MechWarrior training in the Inner Sphere, no matter what those Davvies tell you about New Avalon. None of you deserve to be here, so don't get any bright ideas about ever piloting a 'Mech on my watch. When you've proved to me that you're worthy, we'll see what we can do about a little sim time. Until that cold day in hell, let's see how you kids like doing push-ups."

Silence fell; no one moved. The sergeant major glared at the massed ranks of cadets. "What are you waiting for? An engraved invitation? Hit it!"

Around the fortieth push-up, her arm muscles started to burn. To take her mind off the pain, she focused on the sweet smell of the parade-ground grass. In the distance, she could see a BattleMech slowly striding out of its hangar. It was a Zeus, the pride of the Lyran military—eighty tons of steel and fusion fire. One day she would sit behind the canopy of such a metal monster, crushing the Dracs that had killed her father. One day.

WELCOME TO FIRST STRIKE!

First Strike! is a special **BattleTech** game supplement designed especially for new players. It helps you get started with ready-to-play scenarios, extensive guidelines for creating your own scenarios, and strategy tips that will help you to victory on the battlefields of the thirty-first century. **First Strike!** guides you through the basics of **BattleTech** so that you can fight like a pro, dominating the tabletop with your mighty army of BattleMechs.

First Strike! is designed for use with the **BattleTech, Fourth Edition**, and **CityTech, Second Edition** boxed games; no other **BattleTech** products are required. For most of the scenarios in this book, you need only **BattleTech, Fourth**

Edition. A few scenarios are meant for use with **CityTech, Second Edition**, the intermediate-level game of 'Mech combat. Once you have mastered **BattleTech**, you can move on to the greater challenges of **CityTech** combat—with rules for tanks, infantry, urban fighting and the high-tech OmniMechs of the invading Clans. The final scenario combines both games in a titanic struggle of epic proportions!

WHAT IS A SCENARIO?

The dictionary definition of a scenario is "an account or synopsis of a possible course of action or events." A **BattleTech** scenario pretty much fits this definition. Each scenario describes a particular setting where a battle takes place, establishing the scene with a brief fictional history and often a short story or personal account of the battle. You, the players, then re-enact that battle using the basic **BattleTech** rules plus any special rules given in the scenario.

A scenario is essentially a set of instructions to help you decide which 'Mechs and mapsheets to use, and to determine the winner of each battle. The simplest type of scenario is a stand-up fight with identical forces on each side; for an example, see page 35 of the **BattleTech, Fourth Edition**, rulebook. Just pick your 'Mechs, make sure both sides are using the same ones, and fight to the finish!

More complicated scenarios can be more fun to play, but new players often find it difficult to create the right balance of forces and special rules. This book will help you do that. You can play the scenarios presented in **First Strike!** as written or modify them to create new and different variations. Soon you will be creating your own scenarios for endless hours of futuristic warfare.

HOW TO USE THE SCENARIOS

The rules given for each scenario provide the information needed to understand and play out the battle, including guidelines for determining the winner and loser. Each scenario begins with a personal account of the battle and includes a **Situation** section that provides the historical background of the engagement. Additional sections in each scenario are titled **Game Set-Up**, **Attacker**, **Defender**, **Victory Conditions**, **Special Rules** and **Variations**.

Game Set-Up provides specific information needed to play the scenarios, including directions for laying out mapsheets and dealing with special terrain features, and suggestions on appropriate **BattleTech** rules to use.

The **Attacker** and **Defender** sections provide rosters of the scenario's combatants and directions for deploying forces. The troop rosters include the 'Mechs and/or vehicles used and the skills of the pilots.

Victory Conditions provides guidelines for determining the outcome of the battle. Combat rarely continues until one side is obliterated; in most cases, both sides may claim some measure of victory if they achieve their tactical objectives. Victory conditions simulate this conduct by listing specific tactical objectives for one or both opponents in each scenario.

INTRODUCTION

Special Rules lists any rules aside from those in the standard **BattleTech** game that are needed to play the scenario. Finally, **Variations** offers one or more options for changing the scenario and replaying it. In most cases, variations include alternative force lists and/or special rules. See also **Modifying the Scenarios**, page 6.

GENERAL SCENARIO RULES

Unless noted otherwise in the specific rules for each scenario, the following rules apply to all the scenarios in this book.

TERMINOLOGY

Throughout this book the play area (or game board) is referred to in terms of maps and mapsheets. A *mapsheet* is a single 22" x 27" **BattleTech** mapsheet. The *map* is the total play area for a scenario; it may consist of one, two or more individual mapsheets.

Each player will have a *home map edge*, which usually represents the direction in which friendly forces are located. The player's units usually enter the scenario through his home edge, and must exit through the home edge to safely retreat off the map.

BattleMechs fall into four different classes based on weight: *Light*, *Medium*, *Heavy* and *Assault*. A Light 'Mech weighs from 20 to 35 tons, a Medium 'Mech from 40 to 55 tons, a Heavy 'Mech from 60 to 75 tons, and an Assault 'Mech from 80 to 100 tons. Each type of 'Mech has its own role to play on the 31st-century battlefield, from scout 'Mech to close-up brawler.

NUMBER OF PLAYERS

The **First Strike!** scenarios are written for two players. If more than two individuals are playing, divide the players into two opposing teams. The members of each team designate a "team leader," either by mutual agreement or a dice roll. That player assigns BattleMechs to the players on his team and rolls for his team's Initiative each turn.

SET-UP

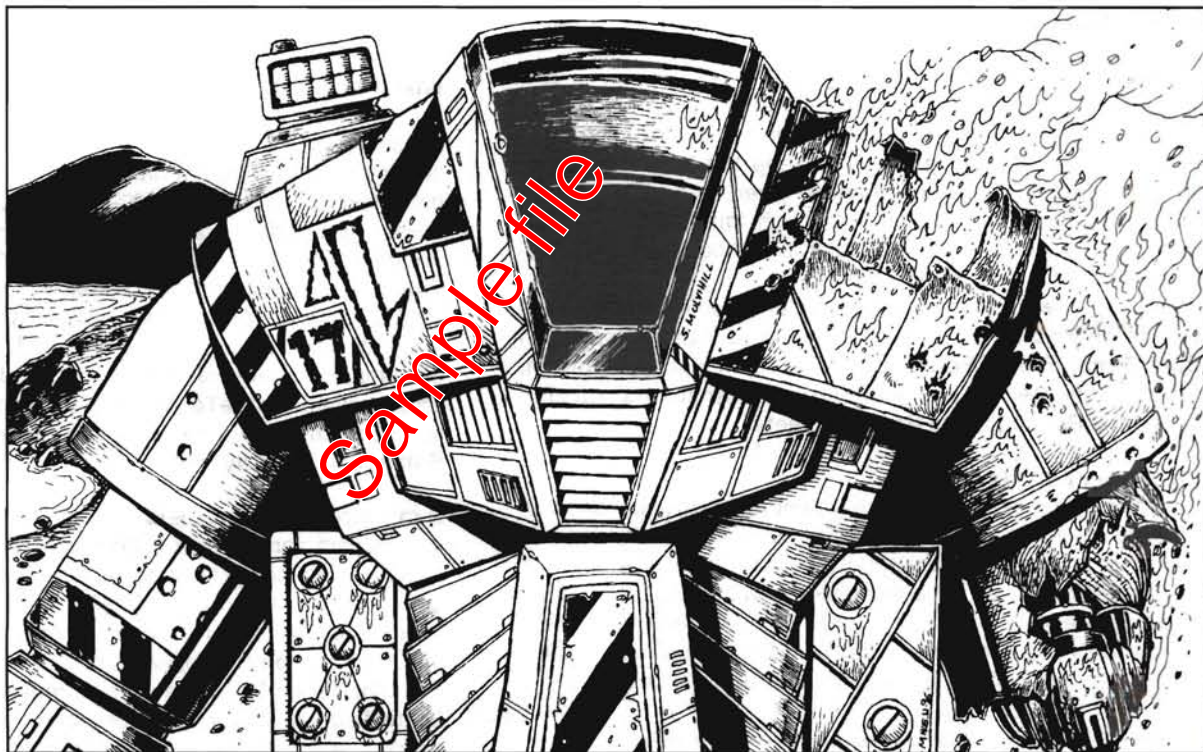
Roll Initiative for the first turn per standard rules. All units start play off the map unless otherwise noted. A player's units

may enter the map on any hex along that player's home edge. Each unit must enter the map on a full hex nearest the home edge; that hex counts as the unit's first hex of movement.

MOVEMENT AND RETREAT

Scenario maps are fixed once play begins. Unless otherwise noted, units that exit the map at any edge other than their home edge are considered *destroyed*. Units that exit the map through their home edge have *retreated*—they remain out of play for the remainder of the scenario and cannot return. However, retreated units do not count as destroyed units when determining victory.

Units may exit the map intentionally or may be forced off by an opposing unit using a push, charge or death-from-above attack.



Half-hexes along the edge of the map—even those with hex numbers in them—are not playable. A unit that enters one of these half-hexes for any reason automatically exits the map.

ENDING THE GAME

Generally, a scenario ends when all of one player's units have been destroyed or have retreated off the map. At that point, the opposing player wins. Depending on the specific scenario, however, a player may need to achieve additional or alternative goals to claim victory.

Victory Levels

Most scenarios include varying levels of victory that depend on the goals of each side. A player must achieve all of his side's objectives to win a *Decisive victory*. In addition, winning a Decisive victory usually requires minimal loss of units on