

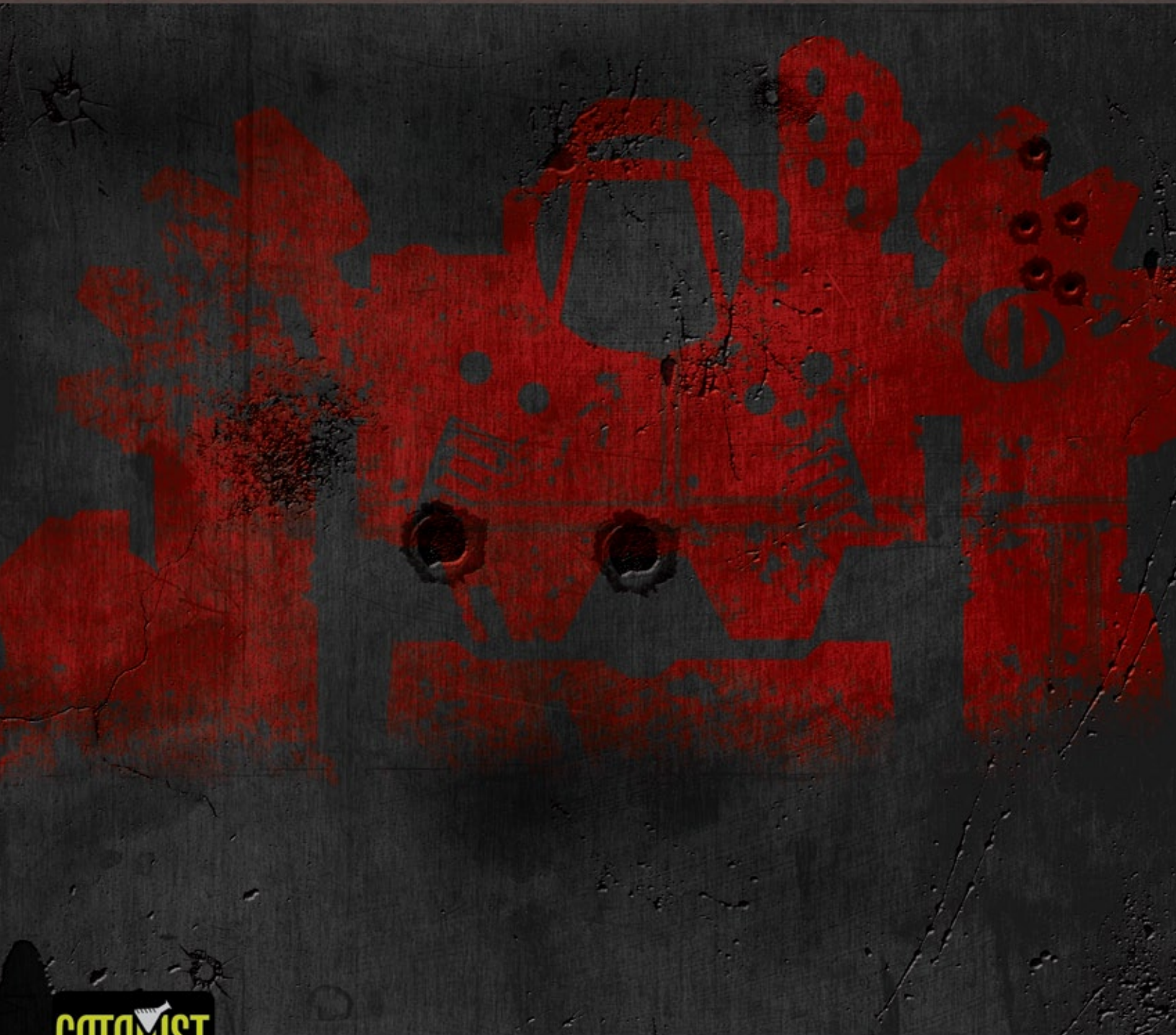
CLASSIC
BATTLETECH



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CHAOS CAMPAIGN

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CLASSIC BATTLETECH™

CHAOS CAMPAIGN™

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CHAOS CAMPAIGN

The information presented in this section can be used to create scenarios for *Classic BattleTech* games set during the Jihad or any era.

Players will need the *Total Warfare* core rulebook published by Catalyst Game Labs in order to play. Additionally, many of the optional rules use advanced rules from *TechManual*, *Tactical Operations* and *Strategic Operations*. Complete record sheets for all BattleMechs, vehicles and aerospace craft that players can use to recreate scenarios appear in any of the pre-filled Record Sheet PDFs for purchase found at www.battlecorps.com/catalog, including *BattleTech Record Sheets: 3039, 3050U, 3075* and *Project Phoenix: Upgrades* (any of the previously published Record Sheet compilations by FASA and FanPro can be used). Illustrations and game statistics for most of these units appear in the various *BattleTech Technical Readouts* published by Catalyst Game Labs (or FASA/FanPro).

Players and gamemasters may use *HeavyMetal Pro*, *HeavyMetal Vee*, *HeavyMetal Lite* and *HeavyMetal Plus* software packages (available from RCW Enterprises) to print their own *BattleTech* record sheets. The *HeavyMetal Aero* package allows players to print their own *AeroTech* record sheets, while the *HeavyMetal Battle Armor* package allows players to print battle armor record sheets. Gamemasters and players may also create their own maps using the *HeavyMetal Map* program.

As always, the following rules supplement existing rules. They add variety to and enhance game play, but should not give unfair advantage, and so gamemasters and players should all agree on any supplemental rules before using them in play. Similarly, players should feel free to modify any rule that seems inappropriate for their campaign and/or for the era. All of these rules are considered Advanced and may not be used in tournament play.

Mapsheet Terrain: When a terrain type such as Urban, Wooded or Mountain is mentioned in these rules, the reference is to the Terrain-Specific Mapsheet Tables (see p. 263, *TW*). If a rule specifies Light Urban Terrain, for example, it specifically means the maps in Table 7: Light Urban Terrain Table on p. 263, *Total Warfare*.

Unless specifically stated otherwise in a track, the number of maps used in play is up to the players involved. However, in general it is recommended that players use a ratio of one map per four units.

Terminology: The following rules use the term *unit* as it is used in the *TW*, to refer to a single battlefield unit such as a 'Mech or vehicle. *Force* denotes a large combat formation such as a regiment.

Types of Scenarios: When these rules mention a scenario type such as Breakthrough, Hold The Line or Hide and Seek, they refer specifically to the various types of scenarios in Types of Scenarios (see p. 258, *TW*). For example, if a rule states, "use the Breakthrough scenario," it means the scenario on page 261 of *Total Warfare*.

HOW TO USE THE CHAOS CAMPAIGN

Chaos Campaign rules provides an open-ended campaign framework that easily allows gamemasters and players to use a variety of published-tracks to create their own unique gaming experiences using forces of their own creation. Each track that plugs into the *Chaos Campaign* rules system (there are no tracks found in this *Chaos Campaign* PDF) provides a backstory that fits into the overall campaign plot. Likewise, each track is set up as a general framework to assist gamemasters and players in creating the opposing forces and adding other battlefield effects specific to that track. In addition, using the Warchest Point System, player groups may choose what direction the campaign takes.



Because the player group decides which route to take between tracks, this campaign can be replayed often, with different tracks, forces and even outcomes every time. Gamemasters and players decide how much detail they wish to go into and may create further scenarios to create sub-campaigns within the track framework. Ultimately, the route, game play and depth of detail are up to each group of players.

TRACKS

Tracks for use with the *Chaos Campaign* rules are found in a variety of published *Classic BattleTech* sourcebooks, such as *Blake Ascending*, *Jihad Hot Spots: 3074*, *Starterbook: Wolf and Blake*, the PDF-only *Jihad Turning Points: Luthien*, and so on.

Each track has a fully developed plot line centered on a single event, but with the opportunity for additional sub-events as players and gamemasters deem necessary. Additional rules allow each event to be run as a stand-alone scenario or as part of a full-fledged and flexible mini-campaign. Together, the tracks presented here cover the first year of the Jihad.

The *Warchest Point System* section (see p. 3) describes in detail how many Warchest Points a track costs, additional bonus options that may be used to add difficulty (and as a result, more WP) and optional objectives that net the players additional WP if attained. Bonuses only accrue if the bonus option is applied to the track and players attain at least a Partial Victory.

The *Additional Hooks* section describes possible side plots and adventures in addition to the core event. These hooks can provide ideas for additional scenarios that can add as much or as little depth to a given track as desired. The *Aftermath* section shows additional goings-on as an end result of the track. Finally, if present, the *Next Track* section indicates the next track options from which the players may choose.

Using the Tracks

Chaos Campaign outlines the main event for each track with a brief fictional introduction, *Game Set-Up* (with subsections for each rule set) and *Special Rules*.

Each track defines the force opposing the players based on a percentage of the players' force. This percentage must be applied to whatever system the gamemaster uses to balance the forces. Gamemasters should feel free to use any system they prefer, such as Battle Value (see p. 302, *TM*), or balancing based on tonnage, C-bill cost and so on. We also recommend using the appropriate Random Unit Assignment Tables (RATs) published in various sourcebooks to assist in designating forces, though no gamemaster should feel restricted to that medium. More detailed recommendations and guidelines on force selection may be included in each track.

Generic Random Unit Assignment Tables (RAT) appear on pages 267-271 in *Total Warfare*. Other RATs that appear in current and older publications are also valid as long as all players agree to their use.

Player Force Size

Though this campaign is designed primarily with company-sized or smaller forces in mind, forces of any size and composition should find it equally challenging. The Base Force Size Multiplier, used when calculating the support points a player's force receives from its Warchest between tracks (see p. 3), will adjust for forces of any size. Any type of force—House, Clan, pirate, corporate security or customized player unit—can participate in track campaigns.

For example, if the players choose to use a House force, that particular force might be detached from its parent command to serve as a ready reaction force. Or Clan players can detach forces from standard commands to assist the Clan Watch in intelligence-gathering efforts. Ultimately, gamemasters and players decide the details. Once the players have determined their force's origins, the gamemaster need only spend a little time adjusting various elements to tailor each track to the players' campaign, such as the setting, the identity of the opposing forces and even the time frame.

Opposing Forces

Most tracks list the players' force and the opposition in terms of percentages as opposed to a specific roster. This allows individual campaigns flexibility and keeps each track fair and balanced within the story line.

When determining percentages from the players' group, the deployed force should represent a percentage of the total force the players have on hand. The players' total force encompasses all units at the players' disposal, whether 'Mechs, vehicles, aircraft, battle armor or infantry platoons, not counting supplemental forces assigned by an employer or granted in the scenario rules unless specifically stated otherwise. All tracks base their percentages on this total pool when determining how large a force the players may bring into a scenario. The listed percentage the players may deploy is the *maximum* component of the players' total force that should be used in a given scenario. Players may elect to take fewer forces at their own discretion.

Gamemasters should always calculate the size of opposing forces using the players' deployed force, never the total force the players have at hand.

Assigning Units

The specific makes and models of most units a given force may field—whether supplemental forces provided by the scenario or the opposing force—may be determined using the appropriate Random Assignment Tables. Players lacking access to these sources may alternatively use the standard Random Assignment Tables on pages 267-271 of *Total Warfare*.

In setting up forces for the track Another Day, Another C-Bill (found on page 140 of Blake Ascending), the players determine that their total force comprises twelve 'Mechs totaling 20,000 BV (not counting Piloting skills) and worth 10 million C-bills. The gamemaster decides to use BV as the standard for building the players' force, meaning that the players may not exceed 5,000 BV in selecting their units. Alternatively, if the gamemaster decides to use a numerical standard, then the players may select up to three units from their entire force. If the gamemaster instead uses C-bills as a standard, then the total value of the players' force may not exceed 2.5 million C-bills.

Once the players' force is determined, the gamemaster figures out the attacking force's composition. If he used the BV system for the players, he must also use BV for the attacking force. The track states that the Attacker must not exceed 75 percent of the Defender (players' force), and so the opposing force cannot exceed 3,750 BV (or as close as can be made). Because the gamemaster did not account for Piloting skills in the players' force selection, those skills also will not factor into the composition of the attacking force. The gamemaster sees that the Fifty-first Panzers are a Veteran unit, and so assigns each attacking unit a Veteran skill set using the Average Skills Table on p. 40, Total Warfare.

Maps

Unless otherwise described in a track, use a number of mapsheets equal to the number of sub-forces (the Base Force Size) the players will deploy. This is accomplished by calculating how many lances, Stars or other sub-forces the players can make using their preferred organization of infantry method. Round fractions up. For purposes of this calculation, a platoon is considered equal to a lance.

You decide to deploy 10 'Mechs in Another Day, Another C-Bill. You prefer to organize in lances, so your Base Force Size is 2.5, rounded up to 3. This means the players will use three mapsheets in the track. If the player had preferred to organize by Star, his Base Force Size would have been 2, and he would be using two mapsheets instead during the track.

CAMPAIGN SPECIAL RULES

The *Special Rules* section of each track indicates which special rules, if any, apply in that track. The gamemaster may use any of the following rules in addition to those given for a track if he believes they will add flavor and depth to the campaign.

Force Special Abilities

If players opt to use an existing force previously published in a *Field Manual*, they may use that force's special abilities (if any) throughout the campaign at the gamemaster's discretion.

Forced Withdrawal

Unless otherwise noted, units operating under Forced Withdrawal will follow the rules on page 258 in *Total Warfare*.

Crippling Damage

Unless otherwise stated in the *Special Rules* section, crippling damage is defined as follows:

- A 'Mech is considered crippled when a side torso location is destroyed; the 'Mech takes two engine critical hits; one gyro and one engine critical hit; or loses the use of its sensors. Internal structure damage in three or more limbs and/or two or more torsos, or four or more pilot hits, also renders a 'Mech crippled, as do the loss of all the 'Mech's weapons to damage or ammunition depletion. If all of a 'Mech's weapons are destroyed and it can no longer move, the 'Mech is considered destroyed. The pilot of a destroyed 'Mech may eject normally.
- With the exception of infantry, all of a unit's weapons are considered destroyed if it loses all weapons with a range greater than five hexes or if it can no longer cause more than 5 points of combined weapons damage.
- A ProtoMech is considered crippled if all its weapons are lost to damage or ammunition depletion, or if the pilot suffers four or more hits. A ProtoMech Point will not begin to withdraw until three or more of its component ProtoMechs are either crippled or destroyed, at which point the entire Point must withdraw.
- A vehicle is considered crippled if it loses all its armor in a single location or if all its weapons are destroyed.
- An aerospace unit is considered crippled if it suffers a critical hit to its engine or fuel tank; if all its weapons are destroyed; if the unit loses more than half its original Structural Integrity; or if its pilot/crew suffers four or more hits.
- An infantry platoon is considered crippled if it loses 21 or more troops (16 or more for jump platoons). If deploying infantry squads, a squad is considered crippled if it loses 5 or more troops.
- A battle armor unit (Point or squad) is considered crippled if it loses half or more of its members.
- Vehicles and BattleMechs that are immobilized—usually through motive, leg or gyro damage—are shut down and typically abandoned (though abandonment places the crew at the mercy of the battlefield). Only the most fanatical crews or those in dire circumstances will continue to fight. Likewise, only orders from the highest possible source will prompt an immobilized element not to withdraw from combat.

Salvage

Salvage is the taking of destroyed/crippled equipment remaining on the battlefield at the end of a track. In linked scenarios, salvage may not occur until the end of the mini-campaign.

In general, and unless a track's special rules state otherwise, players who achieve at least a Partial Victory in a track may claim all battlefield salvage in any area where their units participated. Players may not claim salvage after battles in which they did not participate.

Salvage may be sold at half the unit's normal list price. Alternatively, vehicles, 'Mechs and other salvaged units may be repaired using the Warchest system, or by converting Support Points to C-bills and using the appropriate rule set to buy such repairs by spending the C-bill cost of all repaired or replaced equipment.

Players interested in more detailed Salvage rules can find them beginning on page 191 of *Strategic Operations*.

WARCHEST POINT SYSTEM

The *Warchest Point System* is an abstraction of the rewards and opportunities that arise out of combat. More than merely a monetary concept, the Warchest also represents factors such as renown, contacts and being at the right place at the right time. It represents opportunities, whether to participate in a particular battle, fight under certain environmental modifiers or acquire a BattleMech.

Note: The War Chest nomenclature also appears in *Field Manual: Mercenaries, Revised* when generating a mercenary force. However, that system does not affect the *Warchest Point System*.

GETTING STARTED

Regardless of how the group comes to the table, the players' force begins the *Chaos Campaign* campaign with 1,000 Warchest Points (WP).

Warchest and Tracks

Each track has a WP cost that covers the transportation, incidental costs, connections and reputation required to participate in that track. This cost appears in the Warchest section of each track and must be paid before beginning the track. In addition, all tracks have objectives with a WP value listed in parentheses. Players gain (or lose, if the WP value is negative) those points if they complete that objective.

Finally, each track includes a set of optional bonuses with a WP value listed in parentheses. Players gain those points if they choose to subject themselves to the listed environmental or operational situations. A player may elect to use all, none or some of the listed optional bonuses. Players only gain WP from optional bonuses if they attain at least a Partial Victory for the track.

All these points go in the Warchest. Between tracks, players may use their WP to increase personnel experience, repair and rearm, and purchase other group abilities or equipment. All WP expenditures must occur before the beginning of the next track. Players may not spend WP during a track, even if it is split into a mini-campaign. Keep in mind that the next track must also be paid for from the Warchest.

Warchest Debt

If the players lack enough WP to purchase any tracks available to them, they may go into Warchest debt in order to participate in the next scenario. Players may NOT purchase services and equipment on Warchest debt.

As the players gain WP during the track, they can use these points to pay off the debt until the Warchest rises to a positive number. If debt still exists after that scenario, players must sell off assets until the force can purchase its next scenario. Players may not go into Warchest debt twice in a row.

If a force is so far in debt that it cannot pay for a new track, the gamemaster may decide that the force is too damaged to maintain fighting cohesiveness. That force is then "retired" for the remainder of the the story arc, but may be brought back in future arcs, as determined by the gamemaster or player agreement. Another option is to have the force spend a large amount of time repairing and refitting, forfeiting an entire track in order to carry out the necessary repairs. If a gamemaster decides on this course of action, the players may re-enter the current campaign arc at a point beyond the track where they got stuck. To do this, choose a track from the options presented under the Next Path guidelines for the track the players would have carried out. In addition, the gamemaster will select one of the optional bonuses listed in the *Warchest* section and apply it to the track, but the players will not receive the bonus WP. If the players or gamemaster select additional options, the players receive WP for them as normal.

WARCHEST POINTS BETWEEN TRACKS

In order to use WP between tracks, players must convert them to Support Points (SP). To do this, first determine the Base Force Size Modifier. This modifier remains constant throughout the campaign, even as the players' force expands or decreases in number. To find the modifier, players should calculate how many sub-forces they can make using their

preferred organization method (lances, Stars, or Level IIs). Round fractions up.

A player force contains thirteen 'Mechs and prefers to organize in Stars. Its Base Force Size Modifier is 3 (5 units per Star, 2.6 Stars in the force, rounded up). A player force of thirteen 'Mechs and twelve battle armor Points, would have a Base Force Size Modifier of 5.

Next, determine the force's Technology Rating Modifier as shown in the Technology Rating Modifier Table. Round fractions to the nearest whole number.

The Technology Rating (TR) is the percentage of a force's 'Mech, vehicle and fighter tonnage constructed with advanced technology (Inner Sphere or Clan Standard Rules equipment; i.e. weapons and equipment found in *TechManual*). A unit is considered to be Standard Rules (or Advanced/Experimental; i.e. weapons and equipment found in *Tactical Operations*) if its equipment includes anything not shown on the Introductory Rules Equipment Table at top right. (While Introductory Rules weapons and equipment are included in the *TechManual*—as those rules are folded into the Standard Rules—Introductory Rules specifically refers to weapons and equipment found in the *Classic BattleTech Introductory Box Set*.)

To calculate a force's TR, determine the percentage of the force's total number of combat units (excluding conventional infantry) that use Standard Rules technology. Allot 5 points for every 10 percent above 30 that the unit possesses in Inner Sphere Standard Rules technology. Units that use Clan technology are worth double their percentage, so double the percentage calculation result when resolving Clan unit percentages, and add the result to the number of Standard Rules (or Advanced/Experimental) units to find the force's overall Technology Rating. Whether units employ Clan or Inner Sphere Standard Rules technology, however, the maximum technology percentage cannot exceed 100.

Equipment Ratings sum up the level of technology in a similar fashion to the TR formula. To find a force's Equipment Rating, simply cross-reference the total percentage of Standard Rules units within the force against the Equipment Rating Table above.

A mercenary command has four Introductory Rules 'Mechs, six Standard Rules Inner Sphere 'Mechs and two Standard Rules Clan 'Mechs. The percentages of these units in the force are computed as follows:
Inner Sphere Standard Rules units = (6 / 12) x 100 = 50 percent
Clan Standard Rules units = (2 / 12) x 100 = 16.67 x 2 = 33.33 percent
Added together, the total percentage of units with Standard Rules Inner Sphere/Clan technology is thus 83.33 percent (rounding down to 83

INTRODUCTORY RULES EQUIPMENT TABLE

AC/2, AC/5, AC/10, AC/20

Armor (standard)

Cockpit (standard)

Engine (standard)

Flamer, Flamer (vehicle)

Gyro (standard)

Hatchet

Heat Sink (standard)

Internal Structure (standard)

Jump Jet (standard)

Large Laser, Medium Laser, Small Laser

LRM 5, LRM 10, LRM 15, LRM 20

Machine Gun

PPC

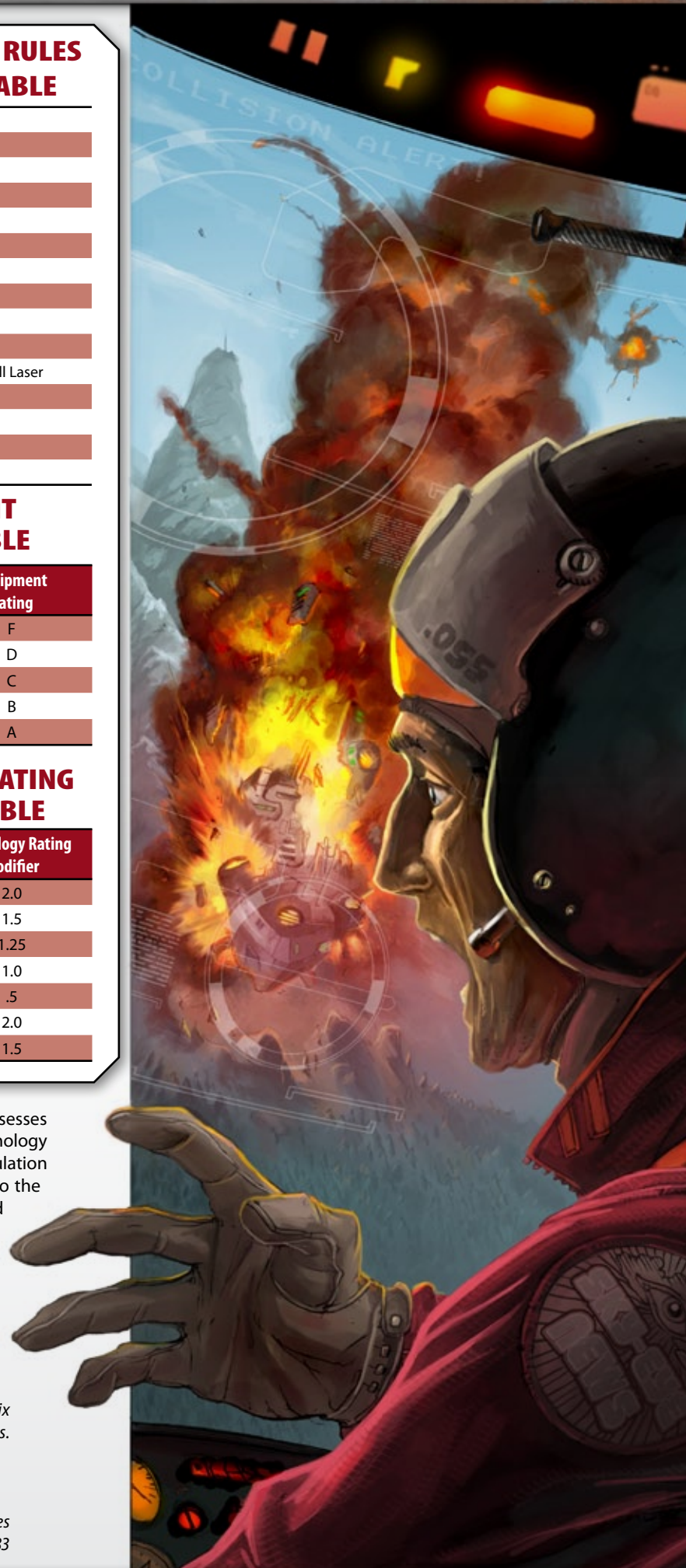
SRM 2, SRM 4, SRM 6

EQUIPMENT RATING TABLE

Standard Rules Percentage	Equipment Rating
15 or less	F
16 to 45	D
46 to 65	C
66 to 85	B
86 and up	A

TECHNOLOGY RATING MODIFIER TABLE

Equipment Rating	Technology Rating Modifier
A	2.0
B	1.5
C	1.25
D	1.0
F	.5
Clan Front-line	2.0
Clan Second-line	1.5



percent). This exceeds 30 percent by a 53.33 percent, or five full 10 percent increments.

The unit therefore has a 25-point Technology Rating. Comparing the 25 points against the Equipment Rating Table results in a D Equipment Rating.

If players do not wish to spend the time to determine a force's specific Equipment Rating, they can simply assume a D rating for purposes of determining Support Points.

Finally, multiply the available WP by the Base Force Size Modifier and then by the Technology Rating Modifier Table (see p. 4) to determine how many Support Points the players have available.

A B-rated mercenary force has a Base Force Size Modifier of 5. You wish to convert 100 WP into Support Points. Multiply 100 by 5 and then by 1.5, which equals 750 Support Points.

If desired, players can then convert these points to C-bills for use with more detailed systems of record keeping and support. The Warchest system is intended as a quick and easy way for players to track their logistics, rather than attempting to encompass all possibilities in the *BattleTech* universe. Players interested in using units or possibilities not covered by the Warchest system are encouraged to convert Support Points to C-bills and use the various rule sets to provide the level of detail they desire.

When converting Support Points to C-bills, multiply the Support Point total by 10,000. Likewise, C-bills can be converted to Support Points (divide the total C-bills by 10,000). Players in turn can convert Support Points to WP; simply divide the total Support Points by the Technology Rating Modifier and then by the Base Force Size Modifier.

Purchasing

Players can use Support Points to make repairs and to purchase new units or personnel. When repairing or purchasing units, use SP Activity Cost Table 1, at right. For personnel, use SP Activity Cost Table 2, at right. All new personnel are considered Green.

Support Points can also be converted to C-bills to allow for the purchase of other components not expressly covered by these rules, such as DropShips, JumpShips, support vehicles and their attendant crews.

SKILL ADVANCEMENT

Between scenarios, personnel that participated in the last scenario may advance their skills. Those that did not participate in the last scenario may also advance their skills, but at twice the Support Point cost.

Personnel may only advance each skill set one rating at a time. For example, a MechWarrior can improve his Gunnery or Piloting levels by one rating, or improve both his Gunnery and Piloting by one rating, but he may not advance either skill by two or more levels. For skill advancement between scenarios, use the Skill Advancement Table, at right.

When using *Classic BattleTech RPG (CBT: RPG)*, ignore the Skill Advancement Table and instead convert Support Points to Experience Points (XP). Each SP is equal to 1 XP. Assign Experience Points to personnel as the gamemaster deems appropriate. Then use the Skill Advancement rules in the *CBT: RPG* rulebook to determine the character's advancement.

ENDING THE CAMPAIGN

Once a player group has completed the campaign, they may follow the directions described in the final *Aftermath* section. Now all they need to do is wait for their next campaign story arc!

Alternatively, gamemasters may create additional scenarios or plots based on information gained during the campaign and proceed with the players from there, returning to the next arc whenever they feel ready to do so. Each arc can be run as a stand-alone campaign, but the real fun happens when the players go through an entire series of arcs, even as future material is released. Gamemasters and players should feel free to string arcs as they please, as long as they are having fun.

SP ACTIVITY COST TABLE 1

Activity	Support Point Cost
Repair 'Mech or aerospace fighter*	= Tonnage
Repair vehicle*	= Tonnage/2
Reconfigure OmniMech, -Vehicle, or -Fighter	= Tonnage/4
Purchase 'Mech (Introductory Rules)	= Tonnage x 10
Purchase 'Mech (Standard Rules)	= Tonnage x 20
Purchase ProtoMech Point	= Tonnage x 5
Purchase Vehicle (Introductory Rules)	= Tonnage x 5
Purchase Vehicle (Standard Rules)	= Tonnage x 10
Purchase Battle Armor	= No. of suits x 50
Rearm Unit (Introductory Rules ammo)	= 5
Rearm Unit (Standard Rules ammo)	= 10
Rearm Unit (Advanced/Experimental Rules ammo)	= 50

*Players can only repair 'Mechs, vehicles and aerospace fighters that have not been Truly Destroyed (see p. 175, 50).

SP ACTIVITY COST TABLE 2

Activity	Support Point Cost
Hire new MechWarrior*	= 3
Hire new aerospace pilot*	= 3
Hire new vehicle crew*	= 6
Hire new Battle Armor squad/Point	= 10
Hire new foot infantry platoon	= 100
Hire new motorized infantry platoon	= 200
Hire new jump infantry platoon	= 300

* Does not come equipped with weaponry, vehicles or equipment. These must be purchased separately.

SKILL ADVANCEMENT TABLE

Activity	Support Point Cost
MechWarrior/ProtoMech Gunnery Skill	= 10
MechWarrior/ProtoMech Piloting Skill	= 8
Aerospace/Aircraft Pilot Gunnery Skill	= 8
Aerospace/Aircraft Pilot Piloting Skill	= 10
Vehicle/Support Vehicle Crew Gunnery Skill	= 10
Vehicle/Support Vehicle Crew Piloting Skill	= 5
DropShip/JumpShip Crew Gunnery Skill	= 10
DropShip/JumpShip Crew Piloting Skill	= 12
Battle Armor Squad/Point Gunnery Skill	= 8
Infantry Platoon Gunnery Skill	= 10

WARCHEST CAMPAIGN RECORD SHEET

While players can track their campaigns in whatever form they find most useful, the Campaign Record Sheet on the following page can be used to track exactly what optional rules are in effect during a given track. The sheet also allows for players to track the damage received in a track, objectives achieved, salvage taken and so on. Finally, to aid players in understanding exactly how this sheet can be used, an example sheet taken from *Starterbook: Wolf and Blake* is also included.

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WARCHEST CAMPAIGN RECORD SHEET

Track Title: _____
Date/Duration: _____
Force Name: _____ Starting WP: _____
Faction: _____ Track Cost: _____
Options Used _____ +/-

Objectives Gained/WP Earned _____ +/-

Downtime Costs _____ +/-

Final WP: _____

Track Title: _____
Date/Duration: _____
Force Name: _____ Starting WP: _____
Faction: _____ Track Cost: _____
Options Used _____ +/-

Objectives Gained/WP Earned _____ +/-

Downtime Costs _____ +/-

Final WP: _____

Track Title: _____
Date/Duration: _____
Force Name: _____ Starting WP: _____
Faction: _____ Track Cost: _____
Options Used _____ +/-

Objectives Gained/WP Earned _____ +/-

Downtime Costs _____ +/-

Final WP: _____

Track Title: _____
Date/Duration: _____
Force Name: _____ Starting WP: _____
Faction: _____ Track Cost: _____
Options Used _____ +/-

Objectives Gained/WP Earned _____ +/-

Downtime Costs _____ +/-

Final WP: _____

CAMPAIGN NOTES



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WARCHEST CAMPAIGN RECORD SHEET

Track Title: Mission: Recon
 Date/Duration: 13 Jan 3073
 Force Name: Opacus Venatori Starting WP: 100
 Faction: Word of Blake Track Cost: -30
 Options Used +/-
Tangled Forest +15
Moderate Gale +25

 Objectives Gained/WP Earned +/-
ID/Scan all Defender's force +50
Escape! +25

 Downtime Costs +/-
Preta: repair from Destroyed -60
Lightray: repair from Destroyed -60

 Final WP: 65

Track Title: _____
 Date/Duration: _____
 Force Name: Opacus Venatori Starting WP: 74
 Faction: Word of Blake Track Cost: _____
 Options Used +/-

 Objectives Gained/WP Earned +/-

 Downtime Costs +/-

 Final WP: _____

Track Title: Mission: Strike
 Date/Duration: 27 Jan 3073
 Force Name: Opacus Venatori Starting WP: 65
 Faction: Word of Blake Track Cost: -50
 Options Used +/-
None

 Objectives Gained/WP Earned +/-
ID/Scan all Defender's buildings +100
Seek and destroy! +50

 Downtime Costs +/-
Archangel: repair from Damaged -80
Buccaneer: repair from Destroyed -60
Ammunition: Ballistic - 2 tons -6
Sell: Centurion - Crippled +55

 Final WP: 74

Track Title: _____
 Date/Duration: _____
 Force Name: Opacus Venatori Starting WP: _____
 Faction: Word of Blake Track Cost: _____
 Options Used +/-

 Objectives Gained/WP Earned +/-

 Downtime Costs +/-

 Final WP: _____

CAMPAIGN NOTES

Precentor Berith - 3 Kills
 Adept Portia Thomas - 1 Kill
 Adept Bryn Rivenschild - 2 Kills

Salvaged Destroyed AWS-10KM Awesome

