



DEATH FROM ABOVE

WARGAMING



CLASSIC BATTLETECH CAMPAIGN SYSTEM

Based on the Chaos Campaign: Succession Wars Module



DEATH FROM ABOVE WARGAMING

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CAMPAIGN SETUP

The campaign can be setup using the following steps:

- [1] **select a location and factions**
- [2] **set mission & force battle values**
- [3] **set unit type limits**
- [4] **set skill thresholds**
- [5] **set support point pool**
- [6] **assign forces**

LOCATION & FACTIONS

First, players decide on where their campaign takes place, and which factions are involved. This has no bearing on the mechanics of the campaign but serves as a nice backdrop for the action and can inspire terrain and objective choices throughout the campaign.

MISSION & FORCE BATTLE VALUES

In order to determine the Force Battle Value, use the following steps:

SET AVERAGE UNITS PER MISSION

Agree on the average number of units each force will field in a single mission.

SET AVERAGE BATTLE VALUE (ABV)

Agree on the average BV/PV of a single unit for the campaign.

CALCULATE MISSION BATTLE VALUE (MBV)

Multiply the average number of units by the average BV/PV. This is the **Mission Battle Value**.

CALCULATE FORCE BATTLE VALUE (FBV)

Multiply the Mission Battle Value by 3. This is the **Force Battle Value**.

Example: Aaron and Thom have agreed that they will play an ilClan era campaign where each force will field roughly 6 units per mission and the average unit will cost 2,000 BV. This gives a total MBV of 12,000 and FBV of 36,000.

DFA Tip 🎮 There is no hard & fast rule for determining ABV, but if we're playing a heavier campaign, we'd look at the cost of 65-75 ton 'mechs. A lighter campaign and we might use BV from the 35-45 ton range, and so forth.

UNIT TYPE LIMITS

Next, players determine the maximum number of units each force can bring to the campaign, and further broken down by limits on certain unit types. Typically combat vehicles are grouped together, though some players may agree to further limit by movement mode as well (e.g., VTOL, hover, jump infantry, etc.).

DFA Tip 🎮 We use a force size of 10 units, allowing for 2 full lances and two "spares" to cover damaged or destroyed units. The number of units should be tuned to match the SP pool and the desired length of the campaign and can be adjusted accordingly.

SKILL THRESHOLDS

Players should agree to a preset minimums and maximums of skill level to help ensure balance. In tournament-style play, these presets should be equal. See **assign forces**.

Example: Aaron and Thom agree that each force is allowed a maximum of two elite, two green, and unlimited veteran and regular pilots/crews.



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CAMPAIGN SYSTEM

CAMPAIGN SP POOL

SP, or support points, represent a forces sustainability over the course of the campaign - techs, spare parts, supply lines, and so forth... all of which are limited commodities in battle. SP can be spent between battles to repair damaged units, as well as call in battlefield support assets.

Instead of earning support points through victory, forces have a prefixed pool of points that help to put a "timer" on the campaign. Once a force runs low on SP, they will be hard pressed to stay in the fight very long.

Players should agree on a number of SP that each force will receive. Usually this should be an equal number for both players, but players can agree to other methods that better suit their narrative or campaign.

DFA Tip We use the following formula to determine SP: $\text{Force BV} / 20$

ASSIGN FORCES

Each player selects their forces and assigns a pilot to each unit. This pilot remains attached to this unit until the unit is destroyed, the pilot is killed, or the player decides to replace the pilot (see the **downtime** section).

When a player picks a unit, that choice includes a variant type - this cannot be modified in any way during the campaign (including field refits).

Note: units do not need to be grouped into lances or any other organizational construct unless the players optionally agree to do so.

OMNIMECHS

Players may choose *up to two* OmniMech configurations for a single unit selection but must list the chosen configurations on the roster. When tallying the force BV, use the most expensive configuration modified by gunnery and piloting skill.

An OmniMech configuration may be changed (at no cost) during **downtime**. See the section on **unit repair** for more details.

Example: Aaron can select two configurations for his Avatar since it is an OmniMech. Aaron decides he wants to select the Prime and A configurations. Since the A configuration is the most expensive at 1481 BV, he uses this to determine the total cost of the Avatar (adjusted to 2844 BV using a 1 gunnery/3 pilot skill)





CAMPAIGN BASICS

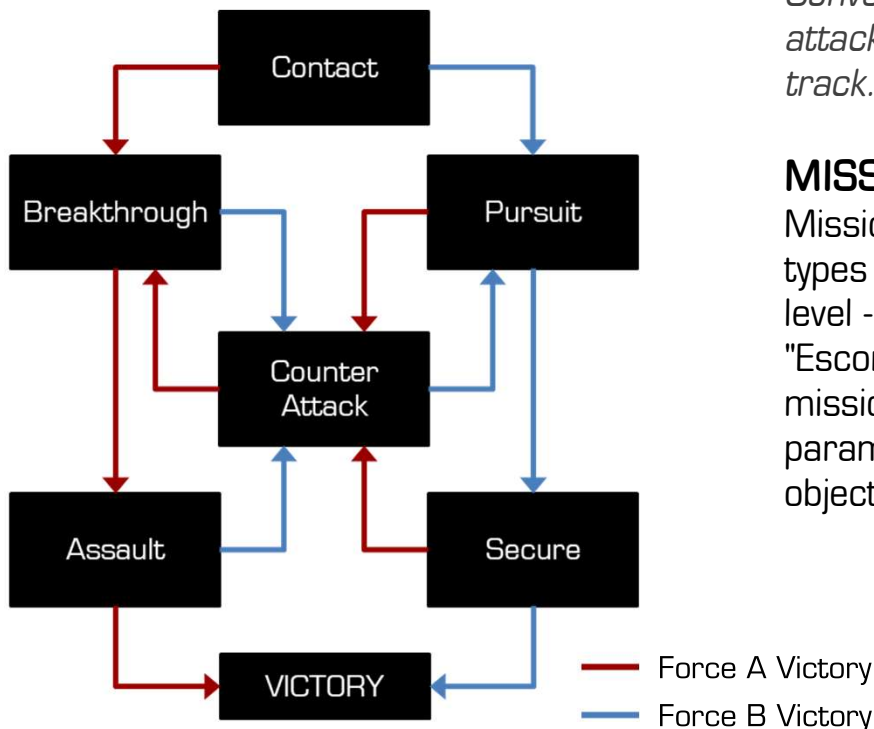
TRACKS & MISSIONS

Tracks represent the flow of the campaign based on the wins and losses of each force. The DFA campaign system expands on this by abstracting missions from tracks and allowing the attacker to select a tactically advantageous mission at each track.

ATTACKER VS. DEFENDER

In the DFA campaign system, the terms "attacker" and "defender" are relevant to the mission and *not* the overarching campaign. From a narrative perspective, one force is typically the invader, aggressor, etc.... but that does not mean the opposing force will not go on the offense if the tides turn. In that respect, always consider these terms with respect to the mission currently being played.

TRACK FLOW



FORCE A VS. FORCE B

Players can either agree or randomly determine who will be Force A and Force B.

Force A is always the attacker in the Contact track, but in subsequent tracks, the **victor of the prior track becomes the attacker**. A win for Force A always follows the red lines on the Track Flow chart, and a win for Force B always follows the blue lines. If the outcome of the last track was a draw, players can roll off to determine which force's line to follow next.

*Example: Aaron and Kevin agree that in this campaign, Aaron's forces will be assaulting Kevin's territory. Thus, Aaron's force plays the role of Force A and will be the attacker in the **Contact** track. Aaron then would pick a mission from the **Contact** track. If Aaron wins, he remains on the offensive, and would play the role of the attacker in the **Breakthrough** track. Conversely if Kevin wins, he will become the attacker and pick a mission in the **Pursuit** track.*

MISSION ESCALATION LEVEL

Missions come in a variety of types, and those types are further differentiated by an escalation level - low, moderate, or high. For example, an "Escort/Low" and "Escort/High" are the same mission, but feature different mission parameters such as MBV modifiers and objective CF.



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CAMPAIGN SYSTEM

OBJECTIVES & OBJECTIVE POINTS

Each mission has a unique set of objectives. These objectives are keyed either to the mission attacker, the mission defender, or both.

When a player achieves an objective, they score the objective points ("OP") associated with that objective.

MARGIN OF VICTORY

When the mission is concluded, tally up the objective points accumulated by both players. The player with the most objective points is the victor unless the mission states otherwise. The victor score an amount of campaign victory points ("VP") depending on the margin of success:

A **minor victory** awards the victor 1 victory point.

A **major victory** awards the victor 2 victory points.

When a **draw** occurs, neither player scores any victory points.

See the mission briefing for details on achieving minor and major victories.

COMBAT

Combat missions are the focus of campaigns and are resolved by following the parameters described in the mission description.

[1] ADJUST MISSION BATTLE VALUE

To determine the Adjusted MBV, players multiply the MBV and the mission's MBV modifier based on the chosen escalation level. MBV is the value established in the **set mission & force battle values** step of campaign setup.

[2] DROP DECLARATION

Each player declares the units they are fielding. It is acceptable to field damaged units and a total battle value less than the adjusted MBV. Damaged units use their full adjusted BV. If players are fielding unequal force sizes, there is no force multiplier or other benefit given to either force.

[3] SELECT HOME EDGE

The mission defender selects their home edge first; the attacker is assigned the opposite edge unless the mission parameters specify otherwise.

[3] PLACE OBJECTIVES


Follow the mission instructions for placing any objectives.

[4] DEPLOY

The defender deploys the first unit, and then each player alternates placing/moving units onto the battlegrid, unless the mission parameters specify otherwise.

[5] ENGAGE

Begin the mission and track mission objectives.

DFA Tip  This system is geared towards a "best of 4" with the campaign typically finishing in 3-5 games. For longer duration campaigns, increase the force BV or run concurrent campaigns representing different battle fronts on the same planet!



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CAMPAIGN SYSTEM

MISSIONS BY TRACK

At the conclusion of each mission, the victorious force becomes the attacker of the next track and has the benefit of selecting the mission and escalation level. As noted, if the last mission was a draw, each force rolls 1d6 and the winner of the roll off becomes the attacker.

Missions and escalation levels are restricted by track, so use the table below to determine which are available to select based on the current track:

Contact Track			
	Low	Moderate	High
Recon	x	x	
Intercept	x	x	
Seize Ground	x	x	
Battle Lines	x		

Breakthrough Track			
	Low	Moderate	High
Linebreaker	x	x	
Supply Chain	x		x
Conquest		x	
Area Denial	x		x

Pursuit Track			
	Low	Moderate	High
Escort	x		x
Intercept	x		x
Seize Ground	x	x	
Take & Hold		x	

Counterattack Track			
	Low	Moderate	High
Escort		x	
Seek & Destroy	x	x	x
Battle Lines		x	x
Pitched Battle	x	x	
Seize Ground	x	x	x
Conquest	x		x

Assault Track			
	Low	Moderate	High
Pitched Battle			x
Take & Hold		x	x
Intercept		x	
Battle Lines			x

Secure Track			
	Low	Moderate	High
Pitched Battle			x
Area Denial		x	x
Supply Chain		x	
Battle Lines			x

*Example: Kevin, playing the role of Force B, has just defeated Aaron in the Breakthrough track. This moves the campaign to the **Counterattack** track. Kevin decides he wants to do a high escalation Conquest mission.*



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CAMPAIGN SYSTEM

RETREATING

During a mission, one force may want to withdraw certain units from the battle. Any unit may retreat as long as the distance to their home edge (ignoring all obstructions) is less than the distance to the closest enemy.

A unit must declare it is retreating at the end of the movement phase. It cannot shoot or make physical attacks for the remainder of the turn – but may be attacked normally. If the unit is not destroyed, it is removed from play in the end phase. Units removed in this way are treated as “destroyed” for purposes of calculating objective points in the mission.

Units can only retreat if:

- the unit has more than 1 MP (maximum)
- the unit can run/flank
- the unit is not immobile or shutdown
- the pilot is not unconscious

FORCED WITHDRAWAL

Follow the rules in the BattleTech: BattleMech Manual for crippling damage and forced withdrawal.

Missions sometimes specify objective points for crippled units versus destroyed units. In the case a crippled/withdrawing unit moves off their home table edge, they are treated as “destroyed” for purposes of calculating objective points in the mission.

Any ejections (automatic or otherwise) destroy the head for purposes of determining repairs.

Abandoning a ground vehicle does no additional damage, however, any vehicle that is airborne

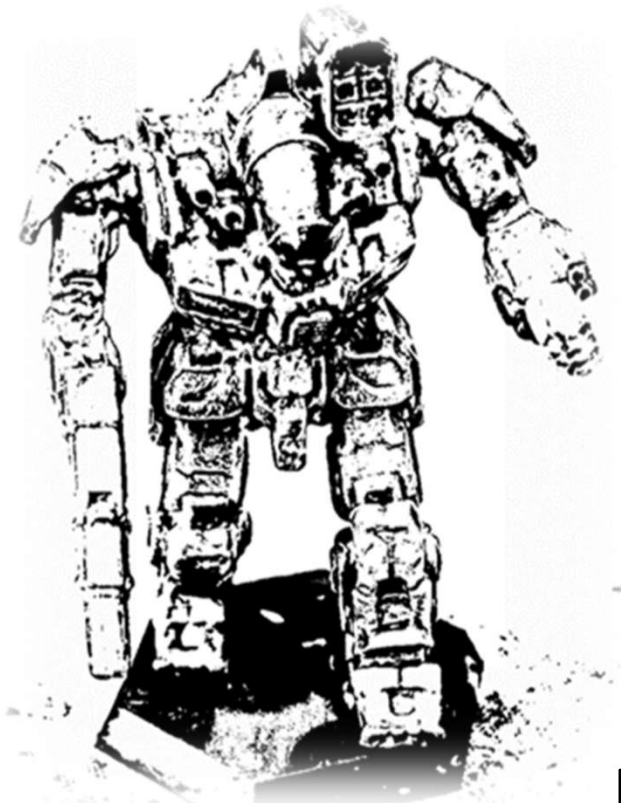
when abandoned is automatically destroyed (crashes) and is unsalvageable.

Note: The DFA campaign system explicitly does not consider **internal damage to 3 or more internal locations** substantial enough to warrant forced withdrawal. Other unit types follow normal rules for forced withdrawal.

AUTOMATIC MISSION TERMINATION

If the mission terminates automatically (usually from a turn timer, or if a specific objective is triggered), any units belonging to the defeated force immediately retreat, regardless of distance to enemy units as long as they meet the other retreat criteria (not immobile, not unconscious, etc..).

If the mission automatically terminates and a 'mech does **not** meet these criteria, the pilot surrenders the unit, and it can be claimed as salvage by the victor (see Battlefield Salvage).





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CAMPAIGN SYSTEM

BATTLEFIELD SALVAGE

At the end of the mission, the victor is able to claim spoils of war by salvaging reusable components or entire units in some cases. When a unit is destroyed on the battlegrid, the victor can salvage spare parts from that chassis. In the case of a draw, each force can salvage their own units only.

INFANTRY

All forms of conventional infantry and battle armor are unsalvageable.

AIRBORNE UNITS

Any aerospace fighter or combat vehicle that is destroyed or abandoned while airborne will automatically crash and is considered unsalvageable. If they are grounded/landed when destroyed or abandoned, follow the normal rules for determining salvage.

SALVAGING ENTIRE UNITS

An entire unit may be salvaged under the following circumstances:

- the pilot was forced to eject
- the pilot/crew abandoned the vehicle
- the pilot/crew filled in all the boxes on the condition monitor
- the unit suffered enough engine critical hits to destroy the unit
- a 'mech has no remaining head structure

In addition to the above requirements, a 'mech must also have remaining structure on its torso and a combat vehicle must have remaining structure on all locations – otherwise it can only be salvaged for spare parts.

SALVAGING SPARE PARTS

When a 'mech's CT is reduced to zero remaining internal structure or the engine or gyro are completely destroyed, the victor can salvage spare parts from that chassis. In the case of a draw, each force can salvage their own mechs only. For each section of the 'mech that is not destroyed (not including the head), the victor gains SP equal to the 'mech's tonnage/5.

Example: Aaron is the victor, and during the battle destroyed the CT, LT, and LA of Kevin's Phoenix Hawk (45 tons). This means Aaron is able to salvage the LL, RL, RA, and RT for a total of 36 SP. (4 locations x 45/5)

Note: Remember victors may salvage parts from destroyed 'mechs in their own force as well.

“SCRAP IT” SALVAGE OPTION

In some cases, it may be more cost effective for the victor to simply salvage spare parts instead of facing the burden of repairing an entire unit that has been salvaged. Instead of claiming the 'mech, the victor has the option of salvage the unit for spare parts. This option must be decided before next track begins.

Example: Thom managed to headshot Kevin's Centurion (50 tons), but it also was missing both arms, took an engine critical, a gyro critical, and had multiple weapons destroyed. Instead of salvaging the entire Centurion, Thom decides to only salvage spare parts. He would be able to claim the LT, RT, CT, LL, and RL for a total of 50 SP (5 locations x 50/5).



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CAMPAIGN SYSTEM

DOWNTIME

Campaign downtime represents the time between tracks where forces repair & rearm. Downtime occurs after salvage and after the next mission is selected by the victor.

RESOURCE TRACKING

All players should review their force roster and note any destroyed units and KIA pilots/crews. Any salvaged units are added to the roster now, and any SP gained through salvaging spare parts is added to the forces SP pool.

MEDICAL TREATMENT

Any pilots/crews that were not assigned to the previous mission immediately heal one box on the condition monitor. Pilots/crews can be healed further through spending SP (see **Unit Repair Table**).

When a pilot/crew is healed in this way, the damage on the condition monitor is removed immediately.

UNIT REPAIR

During downtime, forces may repair their units by spending support points. **Any unit that undergoes repairs beyond only armor and/or ammo is unavailable for use in the next track.** This is called "down for repair".

Support points can be spent based on the **Unit Repair Table** with the following restrictions:

- armor cannot be repaired unless any damage to the internal structure is also repaired
- critical hits are repaired *per* line item

Example: A PPC takes two critical hits, and thus both of those slots must be paid for and repaired before the weapon is operational.

Any 'mech with 3 engine or 2 gyro critical hits is unfixable may be scrapped for SP immediately and follows the rules in the **salvaging spare parts** section.

Example: Aaron's WLF-1A Wolfhound has taken 3 engine hits, and has a destroyed LA. This means the RA, RT, CT, LT, RL and LL can be salvaged for 42 SP.





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UNIT REPAIR TABLE

Repair Type		SP Cost	Notes
Armor	(all locations)	Tonnage	see unit repair restrictions
Armor	(one location)	Tonnage / 5	see unit repair restrictions
Internal Structure	(all locations)	Tonnage	does not repair critical hits
Internal Structure	(one location)	Tonnage / 5	does not repair critical hits
Repair General Critical	(1 slot)	10	non-weapon, non-engine, non-gyro
Repair Weapon Critical	(1 slot)	20	
Repair Gyro Critical	(1 slot)	Tonnage x 2	
Repair Engine Critical	(1 slot)	Tonnage x (Walk MP/2)	"torso critical" for protomechs
Refill Ammo Bin	(1 ton)	5	
Heal Pilot	(1 wound)	100	applies to entire crew for vehicles

Notes: The internal structure must be repaired (if damaged) before armor can be repaired. Players are **not** required to repair critical hits as part of repairing the internal structure, but internal structure must be repaired prior to repairing any critical hits in that location. The front and rear of a torso section count as one location for repair.

Example: Aaron's ZEU-6T3 Zeus has a destroyed LA, and some internal structure damage to the LT. If Aaron wanted to completely repair the Zeus (assume no critical hits to the LT), he would have to pay:

<i>Internal Structure (LA)</i>	<i>16 SP</i>
<i>Internal Structure (LT)</i>	<i>16 SP</i>
<i>Armor (LA)</i>	<i>16 SP</i>
<i>Armor (LT)</i>	<i>16 SP</i>
<i>Shoulder</i>	<i>10 SP</i>
<i>Lower Arm Actuator</i>	<i>10 SP</i>
<i>Upper Arm Actuator</i>	<i>10 SP</i>
<i>PPC (3 slots)</i>	<i>60 SP</i>

Total Repair Cost *154 SP*

REPAIRING NON-MECHS

Most other non-infantry units follow the same pattern as 'mechs, however, they are more easily destroyed. Follow the rules on page 128 of Total Warfare to determine when a unit is unfixable. Non-infantry units may be scrapped in the same way as 'mechs.

Protomechs are considered unfixable if they have sustained 3 torso criticals. Vehicles are considered unfixable if they have any location completely destroyed. Replacing a protomech pilot or vehicle crew follows the same rules found in the **pilot management** section.

OMNIMECH REPAIRS

An OmniMech must be fully repaired before switching configurations.

KEEP THE CHANGE...

Whenever SP costs are fractional, always round up.



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CAMPAIGN SYSTEM

FORCE MANAGEMENT

Sometimes forces can quickly become depleted, and victory is nearly impossible without reinforcements. This campaign system allows for three kinds of reinforcement – pilot/crew management, unit purchases or mercenary hires.

PILOT/CREW MANAGEMENT

As mentioned in the **select forces** section, pilots/crews remain attached to their unit for the duration of the campaign. However, in some circumstances, force commanders may need to replace them. In the case a pilot/crew is replaced, a **new pilot/crew can be hired at a cost of 30 SP.**

Once a pilot/crew is replaced, it is permanent, and the old pilot/crew is removed from the roster. A pilot/crew hired in this way are always regular [4/5] skill level. Pilot/crew hires occur instantly and can be done during the drop declaration step.

UNIT PURCHASES

Forces may opt to buy new units at an **SP cost equal to half the unit's adjusted BV, rounded up.** These units are permanently added to the roster.

Purchased units do not come equipped with any crew, which means the player can opt to move an existing pilot/crew into the new unit or purchase a new pilot/crew as described in the **Pilot/ Crew Management** section. If an existing pilot is moved, the move must be to a unit of the same type (e.g., mech, combat vehicle, etc..) and the move is permanent.

Purchases take one entire track to complete.


Example: After mission 1, Aaron's Cyclops has taken an engine hit as well as a gyro hit and lost several weapons. The pilot - a 2/4 veteran - is still alive and well, but Aaron decides the Cyclops will be too costly to repair. Instead, Aaron decides to purchase a VND-1R Vindicator.

The VND-1R has a base BV of 1024. Aaron decides he will reassign the Cyclops pilot, which will increase the cost of the Vindicator to 1577 BV. The final cost (rounded up) will be 789 SP and the 'mech will be delivered in time for the beginning of mission 3.

MERCENARY HIRES

Sometimes the cost and time associated with purchasing a unit is too costly. Alternatively, mercenary units can be hired at an **SP cost equal to the unit's adjusted BV divided by 4, rounded up.** These units are available immediately.

Mercenary units do not need to be repaired and are simply removed from the campaign after the mission. New mercenary units can be hired in successive missions.

DFA Tip  High skill mercenaries will be very expensive, so we recommend a [2/3] cap on mercenary primary skills. Typically, the available SP will prevent outrageously skilled pilots in very powerful mechs.



VICTORY & DEFEAT

VICTORY

When once force reaches the Victory track or accumulates 5 VP, that force wins the campaign.

SURRENDER

At any point in the campaign, a force commander may surrender. In this case, the other force wins the campaign.

ATTRITION

If **only one** force has no available units (either destroyed or down for repairs), then the other force wins the campaign.

DRAW

In the case that **both** forces have no available units on their roster (and lack the SP to repair them), then the campaign is a draw and there is no winner.

CEASE FIRE

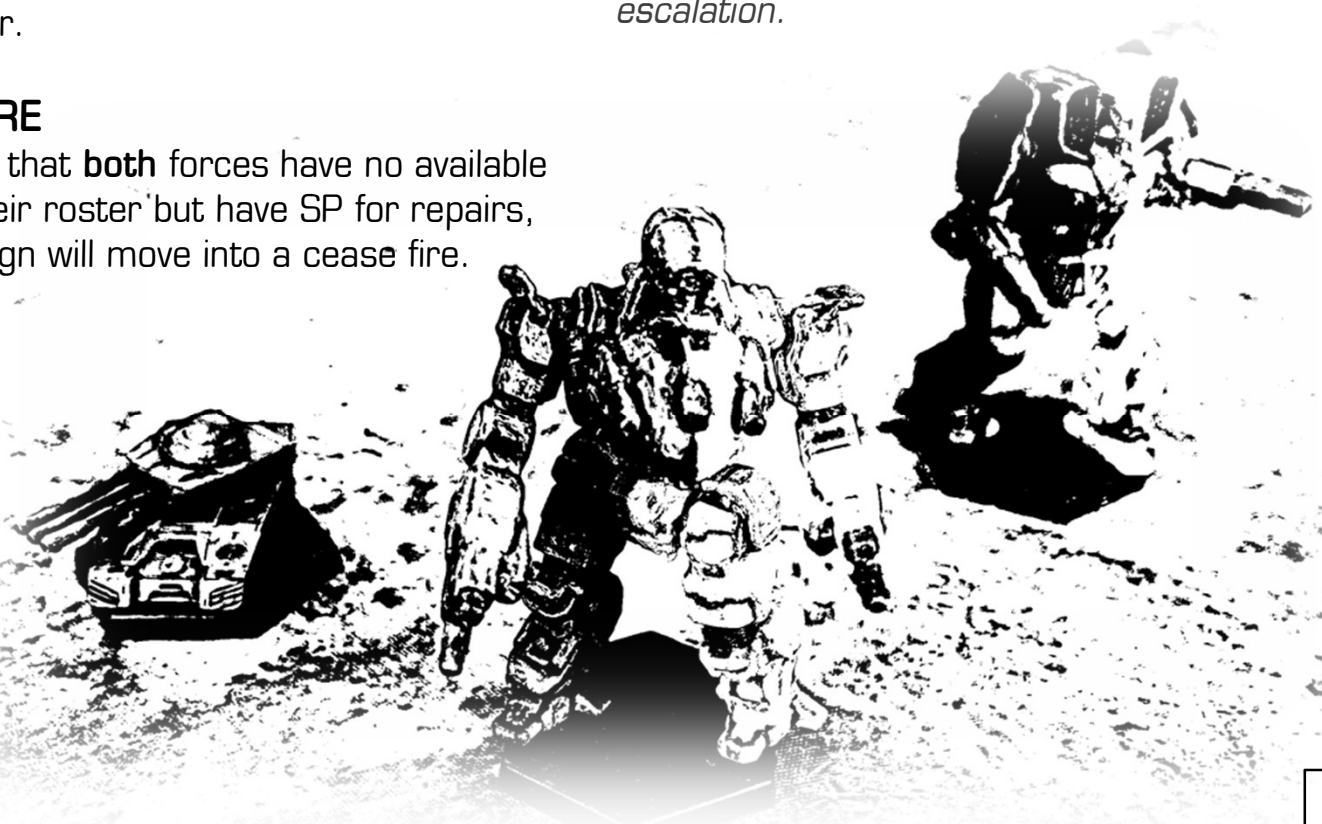
In the case that **both** forces have no available units on their roster but have SP for repairs, the campaign will move into a cease fire.

Forces may also voluntarily agree to a cease fire round. In a cease fire, the campaign is advanced as if a mission was played **without changing the track**. Then immediately move to downtime and proceed as normal; essentially, a cease fire allows for back-to-back downtime. After the cease fire is over, the last winner picks the next mission and escalation.

Example: Kevin (force B) won the Escort mission in the Pursuit track, and the campaign has advanced to the Secure track. All the remaining units are badly damaged, and the forces agree to a cease fire.

Another downtime occurs, and repairs from the prior downtime are completed; all units are back in action.

The campaign is still on the Secure track, and because Kevin won the last played mission, he picks the Battle Lines mission and high escalation.





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CAMPAIGN SYSTEM

BATTLEFIELD SUPPORT (optional)

Forces may also expend support points to purchase battlefield support options, such as lethal artillery strikes and devastating bombing runs. The rules for these options can be found in the Battlefield Support Table on page 78 of the BattleTech BattleMech Manual.

Some of the rules have been amended below to support a hexless battlegrid.

BATTLEFIELD SUPPORT COSTS

Support Type	SP Cost
<i>Offensive Aerospace</i>	
Light Strike	20
Light Bombing	30
Heavy Strike	30
Heavy Bombing	40
Strafing	50
<i>Defensive Aerospace</i>	
Light Cover	10
Heavy Cover	20
<i>Artillery Support</i>	
Thumper	30
Sniper	40
Long Tom	60
<i>Minefield Support</i>	
Light Density	5
Medium Density	20
Heavy Density	40

DECLARING SUPPORT

Battlefield support is purchased after the mission has been selected, but before forces are declared (essentially, each player picks battlefield support when they pick their other forces).

Pre-designated hexes for artillery are selected before deployment.

DFA Tip Like anything, Battlefield Support can be imbalanced in large quantities. As such we play with a Battlefield Support SP limit equal to 10% of the total mission BV.

NUMBERED HEX MODIFICATIONS

Instead of selecting hexes by number, players designate X by Y coordinates, with (0,0) being located at the **left-hand** corner of the players home edge, with (24, 24) being the dead center of a 48" x 48" battlegrid. The X coordinate represents the "left-to-right" number. The Y coordinate represents the "bottom-to-top" coordinate from the player's home edge.

Note: This means each player's coordinates are respective only to that player. Said differently, 15, 5 for the attacker will not be the same as 15, 5 for the defender.

If any part of the unit's base is within 1" of the designated coordinates, the unit is considered "in the hex".

Example: Kevin's purchases 5 light density minefields, costing 25 SP. He decides he is going to group them into a 5" long line to create a defensive barrier near a natural chokepoint in the hills. He measures the board, and writes down the following locations:

(12, 18) (13, 18) (14, 18) (15, 18) (16, 18)

DFA Tip For the sake of balance, we typically agree to disallow targeting mission objectives - or an area within 3" of an objective - with support attacks (such as a building objective in the seek & destroy mission).