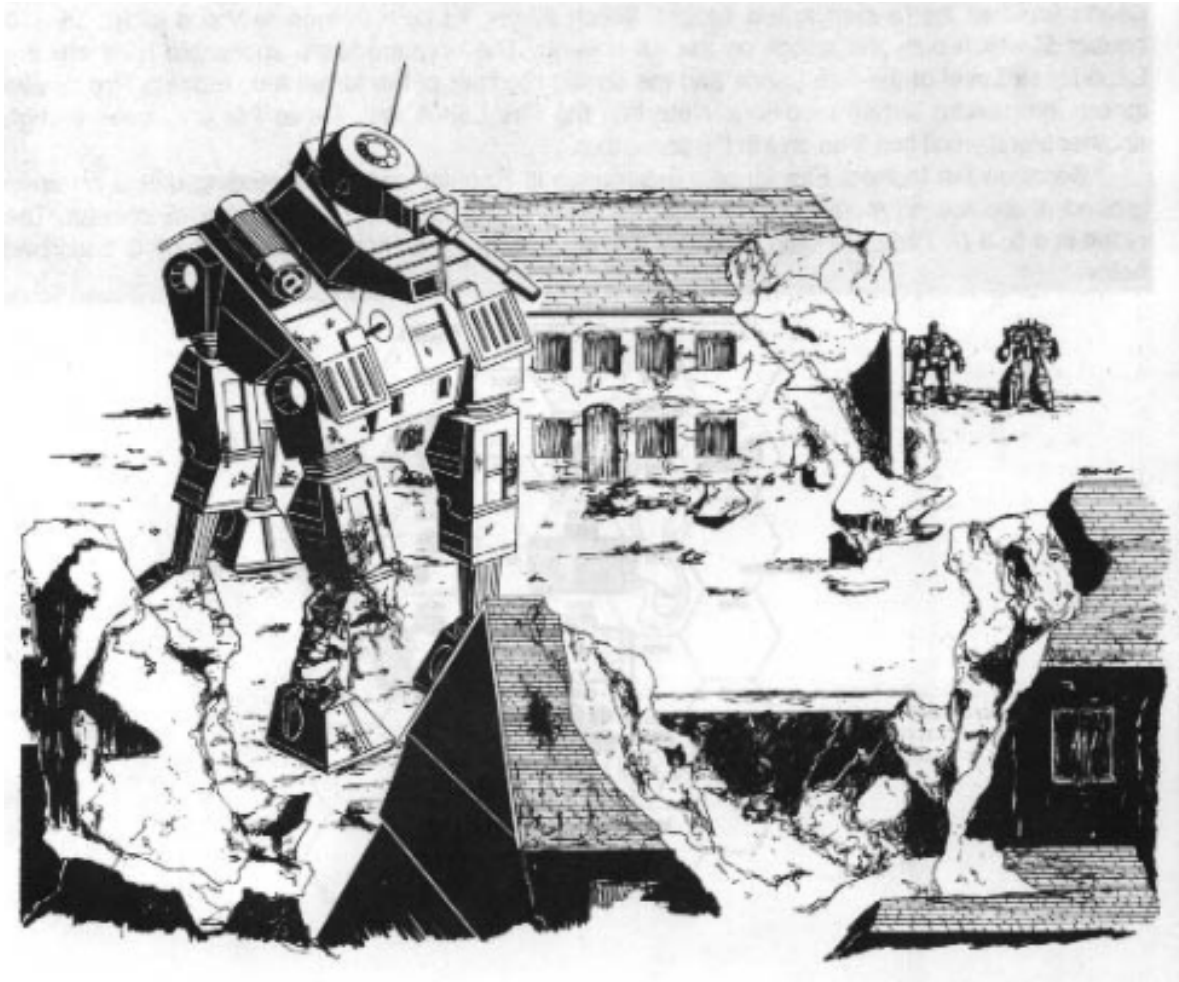


CHAOS CAMPAIGN MISSION GUIDE

VERSION 1.2



COMPILED BY LANCEMAN

Introduction

This document collects the generic Chaos Campaign Mission tracks from *Total Chaos*, *Starterbook: Wolf and Blake*, and *Starterbook: Sword and Dragon* with the goal of cleaning them up and bringing them in line with the most recent Chaos Campaign rules in *Campaign Operations*. As of this version, missions from the *Era Reports* series have also begun to be incorporated.

Differences

The Mission tracks in *Total Chaos* provide plenty of options for players running Chaos Campaigns, but they are a bit of a mess. With no official errata document, I have tried to correct the tracks based upon suggestions in the book's errata thread on the official BattleTech forums. Notable issues include tracks where the write-up says the player may choose to be the Attacker or the Defender, but the objectives and game play setup only make sense if the player must be one role. Removing these options does not diminish player choice much if at all as many of the tracks already have a corresponding mirror track. For example, *Mission: Pursuit* with the player as the Attacker is mirrored by *Mission: (Forced) Withdrawal* with the player as the Defender.

Additionally, two Missions from the starter books have been ported over and expanded upon. Several tracks in *Total Chaos* make mention of the *Probe* mission, which does not appear in the book. *Probe* instead appears in *Starter Book: Sword and Dragon*. Because *Starter Book: Sword and Dragon* uses a different way of determining OpFor composition and point costs than *Total Chaos*, some alterations needed to be made to make the track usable. This includes the overall Warchest and Option costs as well as adjustments to the Objective rewards to make them more in line with *Total Chaos* and *Campaign Operations*. The mission *Flank* from *Starter Book: Wolf and Blake* also offers a substantially different mission than *Flank* from *Total Chaos* and has been ported into this document with similar changes as *Probe* as the mission *Flanking Strike*. The other missions from the *Starter Books* did not offer a substantially different experience from their *Total Chaos* counterparts.

With this version, missions from the *Era Report* series have been added when they include objectives, setups, or other elements that offer experiences different from what is already provided. These missions usually included rules that were specific to the product that they were in, so like with the *Starter Books* I have taken liberties and made adjustments to make them more widely applicable for general campaign use. I have had to rename several of them (each Era Report includes a missions called *Probe* for instance that is different from the *Starter Books* and sometimes different between themselves). Many of the objectives in *Era Report: 2750* where the zanier/more luck based options that can be found in *Campaign Operations*, and when two tracks were similar across products I have leaned towards the more traditional objectives.

Mission: Assault

Original Reference: Mission: Assault, *Total Chaos*

Game Setup

Use the Selecting Mapsheets rules. The Defender designates one edge as their home edge. The Attacker then chooses two edges to enter from, designating one as their home edge.

The player is the Attacker and may use up to 75% of the player's total force. The Attacker selects 75% of its deployed force to enter from one of the two selected edges at the beginning of the game. The remaining portion of the Attacker's force enters from the other edge between turns 4 and 12, as long as one Attacking unit remains operational on the battlefield.

The Defender is a portion of the planetary defender's force. To determine the Defender's Force Composition, roll 1D6 for each column on the table below. Add a +2 modifier to the roll if the Attacker failed to complete a successful *Recon*, *Recon-In-Force*, or *Beachhead* Mission immediately prior to this track. The Defender begins the track with all units in the playing area. No unit may be within 8 hexes of either of the Attacker's chosen edges.

WARCHEST

Track Cost: 400

Option

+100 Complicated Weather: Roll once on the *General Weather Table* and apply the results to the battlefield.

OBJECTIVES

- **Hammer.** Cripple/Destroy at least 65% of the Defender's force. **[400]**
- **Cut off the head.** Cripple/Destroy the enemy commander's unit. **[150]**

SPECIAL RULES

- **Commander.** Use the *Commander* rules for the Defender
- **Salvage.** The *Salvage* rule applies only if the **Hammer** objective is achieved.

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1d6	Tech	Force %	Unit Type Composition	RAT	Skill
1	D	75	50% Light, 25% Medium, 25% Assault	Militia	Green
2	D	75	25% Light, 50% Medium, 25% Assault	Faction	Regular
3	C	75	60% Medium, 20% Heavy, 20% Assault	Faction	Green
4	C	75	30% Medium, 50% Heavy, 20% Assault	Faction	Veteran
5	C	90	50% Heavy, 50% Assault	Mercenary	Regular
6	B	90	25% Heavy, 75% Assault	Mercenary	Veteran
(7)	B	100	20% Medium, 40% Heavy, 40% Assault	Faction	Elite
(8)	B	100	50% Heavy, 50% Assault	Mercenary	Elite

Mission: Beachhead

Original Reference: Mission: Beachhead, *Total Chaos*

Game Setup

Use the Selecting Mapsheets rules. The Defender designates one edge as the Defender's home edge; the Attacker's home edge is the opposite side. The player may use up to 50% of their total force. The opposition is 150% of the player's deployed force. To determine the opponent's force composition, roll 1D6 on each column of the table below. Add a +1 modifier if the player failed to successfully complete a *Recon* or *Recon-in-Force* Mission immediately prior to this track.

The player is the Attacker and divides their force in half. One portion enters the track from the designated home edge at the start of the battle. The remaining portion enters from the same edge at the beginning of any turn between turns 5 and 10, as long as at least one operational Attacker unit remains on the battlefield. The Attacker must declare when their remaining force is entering during an End Phase. The force arrives in the Initiative Phase of the following turn (i.e., one full turn must pass between the declaration and the arrival).

The Defender begins the game with all units on the playing area and can be no farther than 4 hexes from their home edge.

WARCHEST

Track Cost: 400

Options

+100 Complicated Weather. Roll once on the *General Weather Table* and apply the results to the battlefield.

+100 Sensor Interference. Use the *Electromagnetic Interference* rules.

OBJECTIVES

- **Hammer.** Cripple/Destroy at least 50% of the Defender's force. [300]
- **Breakthrough.** The player exits at least 25% of their force off the opponent's home edge [200]

SPECIAL RULES

- **Forced Withdrawal.** The Defender follows the *Forced Withdrawal* rules.
- **Salvage.** The *Salvage* rule applies only if the **Hammer** objective is achieved.

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1d6	Tech	Unit Type Composition	RAT	Skill
1	D	50% Light, 25% Medium, 25% Assault	Militia	Green
2	D	25% Light, 50% Medium, 25% Assault	Faction	Regular
3	C	60% Medium, 20% Heavy, 20% Assault	Faction	Green
4	C	30% Medium, 50% Heavy, 20% Assault	Faction	Veteran
5	C	50% Heavy, 50% Assault	Mercenary	Regular
6	B	25% Heavy, 75% Assault	Mercenary	Veteran
(7)	B	20% Medium, 40% Heavy, 40% Assault	Faction	Elite
(8)	B	50% Heavy, 50% Assault	Mercenary	Elite

Mission: Defend

Original Reference: Mission: Defend, *Total Chaos*

Game Setup

Use the *Selecting Mapsheets* rules. The Defender designates two edges for their home edge. The Attacker selects one of the remaining edges as their home edge.

To determine the Attacker's force composition, roll 1D6 for each column on the table below. Add a +2 modifier to the roll if the Defender failed to complete a successful *Recon*, *Recon-in-Force*, or *Stalwart* Mission immediately prior to this track.

The player is the Defender and may use up to 75% of the player's total force. The Defender sets up 75% of its deployed force on the battle- field. The remaining portion of the Defender's force sets up using the Hidden Unit rules

WARCHEST

Track Cost: 400

Options

+100 Under A Full Moon. Use *Full Moon* rules.

+100 Surprised! The Defender rolls Initiative with a -4 modifier for the first 5 turns.

OBJECTIVES

- **Turn the tide.** Destroy/Cripple at least 75% of the opponent's force. **[400]**
- **Cut off the head.** Cripple/Destroy the enemy commander's unit. **[150]**

SPECIAL RULES

- **Commander.** Use the *Commander* rules for the Attacker.
- **Salvage.** The *Salvage* rule applies only if the **Turn the tide** objective is achieved.

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1d6	Tech	Force %	Unit Type Composition	RAT	Skill
1	F	75	50% Light, 25% Medium, 25% Heavy	Mercenary	Green
2	D	75	25% Light, 75% Medium	Mercenary	Regular
3	D	75	50% Medium, 35% Heavy, 15% Assault	Faction	Green
4	C	100	50% Medium, 50% Heavy	Faction	Regular
5	C	100	25% Light, 25% Heavy, 50% Assault	Faction	Veteran
6	B	125	25% Heavy, 75% Assault	Mercenary	Veteran
(7)	B	125	20% Light, 40% Heavy, 40% Assault	Faction	Elite
(8)	A	150	50% Heavy, 50% Assault	Faction	Elite

Mission: Delaying Action

Original Reference: Mission: Defense, *Era Report*: 2750

Game Setup

Use a number of maps appropriate for the amount of units deployed, with a minimum of four. The Attacker chooses which Table each mapsheet is from, but the Defender is allowed to choose each mapsheet from those tables with no need for a random roll. The Defender chooses their home edge first, the Attacker's home edge is the opposite side.

The player is the Defender and may use up to 75% of their total force. To determine the Attacker's force composition, roll 1D6 for each column on the table below. If the player is continuing from a previous Mission, the Tech, RAT, and Skill values should be the same as the previous track.

WARCHEST

Track Cost: 400

Options

+200 Reinforcements. The Attacker deploys an additional BattleMech lance.

+100 Kudzu is not your friend. Thick vines cover all forested areas. All woods hexes are considered Jungle Hexes of equal density. If no woods hexes are present (you are playing in space or in desert like terrain), each player may choose one hex for each two units they control. These hexes are considered Light Jungle, or obstacles in the way in space.

+100 Flankers. The Attacker's units gain the Off-Board Movement Special Ability.

If all three Options are taken and at least two Objectives are completed, the player gain a total of 500 Warchest Points instead of 400.

OBJECTIVES

- **Hold...HOLD!** The Defender must not lose more than 50% of their units. **[300]**
- **Cover me!** The Defender must not have unit units destroyed through attacks into the unit's rear arc. In other word, do not die from getting shot in the back! **[200]**

SPECIAL RULES

- **Command Officers.** Both the Attacker and Defender have the opportunity to use both a Command Officer and a Company Command Officer. Both of these Officers have a Piloting and Gunnery Skill Rating 1 better than the Force of which they are a part. In addition, if a player has both Officers fielded due to having enough units, then the Command Officer gains a random Special Pilot Ability from the table below.
- **Forced Withdrawal.** Both sides follow the *Forced Withdrawal* rules.

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- **Back Against The Wall.** The player force may not receive any bonuses to their initiative rolls for this Mission. Having to hold a static location works against you sometimes. If the random Command Officer roll results in a bonus to initiative, the player may re-roll that result.

1d6	Tech	Force %	Unit Type Composition	RAT	Skill
1	F	75	50% Light, 25% Medium, 25% Heavy	Mercenary	Green
2	D	75	25% Light, 75% Medium	Mercenary	Regular
3	D	75	50% Medium, 35% Heavy, 15% Assault	Faction	Green
4	C	100	50% Medium, 50% Heavy	Faction	Regular
5	C	100	25% Light, 25% Heavy, 50% Assault	Faction	Veteran
6	B	125	25% Heavy, 75% Assault	Mercenary	Veteran
(7)	B	125	20% Light, 40% Heavy, 40% Assault	Faction	Elite
(8)	A	150	50% Heavy, 50% Assault	Faction	Elite

1d6	Special Ability
1	Apply a +1 Initiative modifier while Officer is active on the battlefield
2	Officer has Marksman Special Pilot Ability
3	Officer provides his force with Overrun Combat Special Ability
4	Officer provides his force with Banking the Initiative Special Ability
5	Officer has Melee Master Special Pilot Ability
6	Officer has Speed Demon Special Pilot Ability

Mission: Deep Recon

Original Reference: Mission: Probe, *Era Report 2750*

Game Setup

Select maps randomly from the Flatlands Terrain table. The Attacker designates one edge as the Attacker's home edge, the Defender's home edge is opposite the Attacker.

The player is the Attacker and may use up to 25% of their total force. The opposition is 100% of the player's deployed force. To determine the opponent's force composition, roll 1D6 on each column of the table below.

WARCHEST

Track Cost: 200

Option

+100 Rainy Season. Roll once on the *Weather Table 3: Rain* and apply the results to the battlefield.

OBJECTIVES

- **It's Time for the Probe.** At least one player unit must move to within three hexes of the Defender's home edge in order to make sure all hostile units have been discovered. **[200]**
- **Return the Data:** At least half of the player units must survive until round 8. **[100]**

SPECIAL RULES

- **Forced Withdrawal.** The Defender follows the *Forced Withdrawal* rules.
- **Salvage.** The *Salvage* rule is in effect if the Attacker completes at least one objective and half of the Defender's total force is destroyed or crippled.

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1d6	Tech	Unit Type Composition	RAT	Skill
1	F	50% Light, 25% Medium, 25% Heavy	Militia	Veteran
2	D	75% Light, 25% Medium	Mercenary	Regular
3	C	50% Medium, 40% Heavy, 10% Assault	Mercenary	Veteran
4	B	50% Medium, 50% Heavy	Faction	Regular
5	B	25% Light, 25% Heavy, 50% Assault	Faction	Veteran
6	A	10% Light, 30% Medium, 50% Heavy, 10% Assault	Mercenary	Elite

Mission: Flank

Original Reference: Mission: Flank, *Total Chaos*

Game Setup

Use the Selecting Mapsheets rules. The Defender designates one edge as the Defender's home edge; the opposite is the Attacker's home edge.

The player is the Attacker and may use up to 25% of their total force. The opposition is 125% of the player's deployed force. To determine the opponent's force composition, roll 1D6 on each column of the following table. Add a +1 modifier if the player failed to successfully complete a *Probe* or *Pursuit* Mission immediately prior to this track.

WARCHEST

Track Cost: 400

Option

+100 Complicated Weather. Roll once on the *General Weather Table* and apply the results to the battlefield.

OBJECTIVES

- **Turn the tide.** Destroy/Cripple at least 75% of the opponent's force. **[400]**
- **Crush.** Destroy/Cripple 100% of the opponent's force. **[200]**
- **Cut off retreat.** The player must position at least one half of their available force within 3 hexes of the opponent's home edge opposite their home edge for a minimum of 4 consecutive turns. They may move within this 3 hex area, but if at any time less than half the player's force is within this 3 hex area, the turn count starts over. **[300]**

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1D6	Tech	Unit Type Composition	RAT	Skill
1	C	100% Light	Militia	Green
2	C	50% Light, 50% Medium	Mercenary	Regular
3	B	25% Light, 50% Medium, 25% Heavy	Faction	Regular
4	B	25% Light, 25% Heavy, 50% Assault	Militia	Veteran
5	D	25% Medium, 75% Heavy	Mercenary	Regular
6	D	25% Medium, 75% Heavy	Faction	Veteran
(7)	C	50% Heavy, 50% Assault	Faction	Elite

Mission: Flanking Strike

Original Reference: Mission: Flank, *Starter Book: Wolf & Blake*

Game Setup

Use the Selecting Mapsheets rules. The Attacker designates one edge as the Attacker's home edge. The Defender's home edge is opposite the Attacker's.

The player is the Attacker and may use up to 25% of their total force. Two-thirds of the Attacker's force enters from their home edge at the beginning of the game. The remaining units enter from any edge (other than the Defender's home edge) during the Movement Phase anytime after turn five. If all the attacking units are destroyed anytime before turn four, the reinforcement arrives at the beginning of the following turn.

The Defender is equal to 100% of the player's deployed force. Roll 1D6 to determine the composition of the Defender's force. The Defender sets up all but one unit on the half of the playing area closest to the Defender's home edge. The last unit enters the game from the Defender's home edge at the beginning of turn four.

WARCHEST

Track Cost: 400

Options

+100 Complicated Weather. Roll once on the *General Weather Table* and apply the results to the battlefield

+100 Sensor Interference. Use the *Electromagnetic Interference* rules.

OBJECTIVES

- **Destroy!** Destroy all of the Defender's Heavy units **[400]**
- **No Quarter.** Destroy/Cripple all of the Defender's force. **[200]**

SPECIAL RULES

- **Force Withdrawal.** The Defender follows the *Force Withdrawal* rules.
- **Salvage.** The *Salvage* rule is in effect if the Attacker completes at least one objective and half of the Defender's total force is destroyed or crippled.

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1d6	Tech	Force Composition	RAT	Skill
1	C	25% Light, 25% Medium, 50% Heavy	Militia	Green
2	C	75% Medium, 25% Heavy	Mercenary	Regular
3	B	25% Light, 50% Medium, 25% Heavy	Faction	Regular
4	B	50% Medium, 25% Heavy, 25% Assault	Militia	Veteran
5	D	25% Medium, 50% Heavy, 25% Assault	Mercenary	Regular
6	D	25% Heavy, 75% Assault	Faction	Veteran

Mission: (Forced) Withdrawal

Original Reference: Mission: (Forced) Withdrawal, *Total Chaos*

Game Setup

Use the Selecting Mapsheets rules. The Attacker chooses their home edge first. The Defender's home edge is on the opposite side.

The player is the Attacker and may use up to 50% of their total force. The opposition is 100% of the player's deployed force. To determine the opponent's force composition, roll 1D6 on each column of the table below. Add a -1 modifier to the roll if the player successfully completed a *Recon-in-Force*, *Flank*, or *Pursuit* Mission immediately prior to this one.

All of the Attacker's units enter on the first turn from the Defender's home edge.

The Defender places 25% of its deployed force anywhere within 6 hexes of the Attacker's home edge. The rest of the Defender's force enters the battlefield at the start of Turn 3 from the Attacker's home edge.

WARCHEST

Track Cost: 400

Option

+100 Sand: Treat all Clear terrain as Sand.

OBJECTIVES

- **Gauntlet.** Exit at least half of the player's force through their home edge. [300]
- **Gutted.** Cripple/Destroy at least 75% of the opponent's forces. [300]

SPECIAL RULES

- **Forced Withdrawal.** Both sides operate under *Forced Withdrawal* rules.

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1d6	Tech	Unit Type Composition	RAT	Skill
(0)	F	100% Light	Militia	Green
1	F	75% Light, 25% Heavy	Militia	Green
2	D	50% Light, 50% Medium	Faction	Regular
3	C	65% Medium, 25% Heavy, 10% Assault	Mercenary	Regular
4	C	50% Medium, 50% Assault	Militia	Veteran
5	B	25% Medium, 50% Heavy, 25% Assault	Mercenary	Regular
6	B	100% Assault	Faction	Veteran

Mission: Headhunting

Original Reference: Mission: Headhunting, *Era Report*: 2750

Game Setup

The Defender chooses which table to roll a random map on. Use a number of maps appropriate for the number of units deployed. The Defender chooses one map sheet for their “home map” and selects two exterior sides of that mapsheet for their home edges. The Attacker’s home edges are the opposite two mapsheet edges.

The player is the Attacker and may use up to 100% of their total force. To determine the Defender's force composition, roll 1D6 for each column on the table below. If the player is continuing from a previous Mission, the Tech, RAT, and Skill values should be the same as the previous track.

Both sides must designate one unit to be a Command Officer.

WARCHEST

Track Cost: 200

Option

+75 Conscientious Objector: Sanctioned assassination is never something that goes over well among honorable warriors, and there is always at least one guy in the unit who takes honor to heart. One unit from the Attacker’s force—chosen by the Defender—will not attack the Defender’s Command Officer. The unit will otherwise behave normally. The Defender may choose any of the Attacker’s units except for the Attacker’s Command Officer to be the conscientious objector.

+75 Man of all Seasons: The Command Officer of the Defender’s force is an experienced tactician. The Defender’s force receives the special ability: *Forcing the Initiative*.

Note: If both bonuses are taken and at least two Objectives are completed, the player gains a total of 225 WP rather than the listed total of 150 WP.

OBJECTIVES

- **Blitzkrieg!** The Attacker must destroy or disable 25% (round down) of the Defender’s units by round 5. **[75]**
- **Honor Duel** The Attacker’s Command Officer must deliver the attack that either destroys the Defender’s Command Officer, or forces the Defender’s Command Officer into forced withdrawal. **[100]**
- **Brave Sir Robin.** The Attacker’s Command Officer unit must remain on the field until after the Defender’s Command Officer is defeated or withdrawn. **[50]**

SPECIAL RULES

- **Forced Withdrawal.** No unit from the Defender's force (except the Defender's Command Officer) will enter Forced Withdrawal while the Defender's Command Officer is still active on the field. Once the Command Officer has been destroyed or forced to withdraw, then the standard Forced Withdrawal rules will affect the remaining Defenders as normal.
- **Salvage.** The *Salvage* rule is in effect if the Attacker completes at least one Objective and half of the Defender's total force is destroyed or crippled.
- **Commander.** Use the *Commander* rules for both sides

1d6	Tech	Force %	Unit Type Composition	RAT	Skill
1	F	75	50% Light, 25% Medium, 25% Heavy	Mercenary	Green
2	D	75	25% Light, 75% Medium	Mercenary	Regular
3	D	75	50% Medium, 35% Heavy, 15% Assault	Faction	Green
4	C	100	50% Medium, 50% Heavy	Faction	Regular
5	C	100	25% Light, 25% Heavy, 50% Assault	Faction	Veteran
6	A	125	25% Heavy, 75% Assault	Mercenary	Elite

Mission: Probe

Original Reference: Mission: Probe, *Starter Book: Sword and Dragon*

Game Setup

Use the Selecting Mapsheets rules.

The player is the Attacker and may use up to 25% of their total force. Two-thirds of the Attacker's force enters from their home edge at the beginning of the game. The remaining units enter from any edge (other than the Defender's home edge) anytime after turn five.

To determine the opponent's force composition, roll 1D6 on each column of the table below.

The Defender sets up all but one unit on the half of the battlefield closest to the Defender's home edge. The last unit enters the game from the Defender's home edge at the beginning of turn seven.

WARCHEST

Track Cost: 400

Options

+100 Timing. Roll once on the *Weather Table 1: Light* and apply the results to the battlefield. **+100**

Sensor Interference. Use the *Electromagnetic Interference* rules

OBJECTIVES

- **Destroy!** Destroy all of the Defender's Heavy units. **[400]**
- **Resist!** At least half of the Attacker's force must survive 10 turns of combat and be present at the end of the track. **[200]**

SPECIAL RULES

- **Forced Withdrawal.** The Defender operates under *Forced Withdrawal* rules.
- **Salvage.** The *Salvage* rule is in effect if the Attacker completes at least one objective and half of the Defender's total force is destroyed or crippled.

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1d6	Tech	Force Composition	RAT	Skill
1	C	25% Light, 25% Medium, 50% Heavy	Militia	Green
2	C	75% Medium, 25% Heavy	Mercenary	Regular
3	B	25% Light, 50% Medium, 25% Heavy	Faction	Regular
4	B	50% Medium, 25% Heavy, 25% Assault	Militia	Veteran
5	D	25% Medium, 50% Heavy, 25% Assault	Mercenary	Regular
6	D	25% Heavy, 75% Assault	Faction	Veteran

Mission: Pursuit

Original Reference: Mission: Pursuit, *Total Chaos*

Game Setup

Use the Selecting Mapsheets rules. The Attacker chooses their home edge first. The Defender's home edge is on the opposite side.

The player is the Attacker and may use up to 25% of their total force. The opposition is 75% of the player's deployed force. To determine the opponent's force composition, roll 1D6 on each column of the table below. Add a -2 modifier to the roll if the player successfully completed a *Probe* or *Pushback* Mission immediately prior to this track. Add +1 to the roll if the player did not successfully complete a *Recon* or *Flank* Mission immediately prior to this track.

The Attacker enters the battlefield from the Defender's starting edge during the Movement Phase of Turn 3.

The Defender enters the battlefield from their home edge at the start of the track.

WARCHEST

Track Cost: 400

Options

+100 Sinkholes: Roll 2D6 for the first Clear hex each 'Mech enters during a turn using Running MP. If the result is 10+, a Sub-level 1 sinkhole opens beneath the unit. The controlling player makes a Piloting Skill Roll with a +1 modifier to avoid a one-level fall. A successful Piloting Skill Roll allows the player to continue their movement normally; a failed roll ends the unit's movement. The hex should be marked for future reference.

+100 Complicated Weather: Roll once on the *General Weather Table* and apply the results to the battlefield

OBJECTIVES

- **Prevention.** Prevent at least 75% of the opponent's force from exiting through the opposite edge through the end of Turn 15. **[300]**
- **No quarter.** Destroy/Cripple all of the opponent's forces. **[400]**

SPECIAL RULES

- **Force Withdrawal.** The Attacker operates under *Force Withdrawal* rules.

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1d6	Tech	Unit Type Composition	RAT	Skill
(0)	F	90% Light, 10% Medium	Militia	Green
1	D	75% Light, 25% Medium	Militia	Green
2	D	50% Medium, 50% Heavy	Militia	Regular
3	C	25% Medium, 50% Heavy, 25% Assault	Mercenary	Regular
4	C	50% Medium, 50% Heavy	Mercenary	Veteran
5	B	75% Heavy, 25% Assault	Faction	Regular
6	B	100% Heavy	Faction	Veteran
(7)	A	100% Assault	Faction	Elite

Mission: Pushback

Original Reference: Mission: Pushback, *Total Chaos*

Game Setup

Use the Selecting Mapsheets rules. The Defender chooses their home edge first. The Attacker's home edge is one of the two perpendicular sides.

The player chooses whether to be the Attacker or Defender and may use up to 100% of their total force. The opposition is 125% of the player's deployed force. To determine the opponent's force composition, roll 1D6 on each column of table below.

The Attacker's force is divided in half. Each half enters the battlefield at the start of the track from an edge perpendicular to the Defender's home edge. Both halves may not enter from the same edge.

The Defender sets up anywhere on the battlefield but must be at least 12 hexes away from its home edge.

WARCHEST

Track Cost: 400

Options

+100 Cover. Fire The opponent has 6 rounds of artillery smoke land in Turn 1. Each round is treated as a standard *Artillery* attack. The target hex and all adjacent hexes are filled with *Light Smoke*.

+150 Tangled Woods. All hexes with Light Woods are considered Heavy Woods, and all Heavy Woods terrain is considered Ultra-Heavy Woods. If there are less than 8 Woods hexes on the battlefield, this option cannot be selected.

OBJECTIVES

- **Gutted.** Cripple/Destroy at least 75% of the opponent's forces. **[200]**
- **Crush.** Destroy/Cripple 100% of the opponent's force. **[400]**
- **Cut off the head.** Destroy/Cripple the enemy commander's unit. **[150]**

SPECIAL RULES

- **Commander.** Use the Commander rules for the Attacker.
- **Forced Withdrawal.** Both sides operate under *Forced Withdrawal* rules.

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1d6	Tech	Unit Type Composition	RAT	Skill
1	D	75% Light, 25% Heavy	Mercenary	Green
2	D	50% Light, 50% Medium	Militia	Regular
3	C	10% Light, 25% Medium, 50% Heavy, 15% Assault	Mercenary	Regular
4	C	50% Medium, 25% Heavy, 25% Assault	Militia	Veteran
5	B	10% Medium, 75% Heavy, 15% Assault	Faction	Veteran
6	A	100% Heavy	Faction	Elite

Mission: Raid

Original Reference: Mission: Raid, Era Report: 2750

Game Setup

Use the Selecting Mapsheets rules. Defender chooses one mapsheet as a “home map” and then selects two exterior sides of that map their home edge. The Attacker’s home edges are the two opposite mapsheet edges.

The player chooses whether to be the Attacker or Defender and may use up to 50% of their total force. The opposition is 100% of the player’s deployed force. To determine the opponent’s force composition, roll 1D6 on each column of respective table below.

The Defender must designate four adjacent hexes as a supply dump on their home map. These hexes are considered paved and clear for purposes of line-of-sight since they are being used to store ammunition, spare parts, and personal equipment. Movement through the hexes is the same as though they were light woods. This is due to units needing to move slowly so as to not step on anything explosive.

WARCHEST

Track Cost: 250

Options

+75 Cover Story (Attacker only): Defending units may use the munitions dump as a “pillbox”. Each hex provides a partial cover bonus for units from the Defender’s force only, as they have prepared positions ahead of time. Missed shots will not affect the munitions or make them explode.

+100 Guard Dogs (Attacker only): The Defender has defense turrets set up. The Defender may place four turrets inside the munitions dump, or in adjacent hexes to the munitions dump. These turrets have 10 points of armor each and contain one of the following weapon systems: Large Laser, SRM-6, LRM-10, 4 x Machine Guns. These weapon turrets are considered to have an experience level equal to that of the Defender’s force. These turrets will never receive a partial cover bonus from terrain or from the optional bonus **Cover Story**.

Note: If both options are taken and at least two Objectives are completed, the Attacker gains a total of 225 WP rather than the listed total of 175 WP.

OBJECTIVES

- **Grab the Goods (Attacker Only).** The Attacker must capture goods from at least 2 of the 4 munitions dump hexes using the *Capturing Goods* rules. [100]
- **Was That a Crate of Miss Star League ‘49 Calendars (Attacker Only)?** The Attacker must capture goods from all 4 of the munitions dump hexes using the *Capturing Goods* rules. [100]

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- **The Great Escape (Attacker Only).** Destroy any chance of pursuit as defined in the *Disabled Pursuit* special rules. [150]
- **Asset Denial (Defender Only).** Prevent supplies from being captured from 2 of the 4 munition dump hexes. [150]
- **Close the Door (Defender Only).** Destroy, Cripple, or Force Withdrawal at least 75% of the enemy Force. [200]

SPECIAL RULES

- **Forced Withdrawal.** Both sides operate under *Forced Withdrawal* rules.
- **Capturing Goods.** The Attacker uses the *Capturing Goods* rules.
- **Disabled Pursuit.** The Attacker uses the *Disabled Pursuit* rules.

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Defender Player Table

1d6	Tech	Unit Type Composition	RAT	Skill
1	D	75% Light, 25% Heavy	Mercenary	Green
2	D	50% Light, 50% Medium	Militia	Regular
3	C	10% Light, 25% Medium, 50% Heavy, 15% Assault	Mercenary	Regular
4	C	50% Medium, 25% Heavy, 25% Assault	Militia	Veteran
5	B	10% Medium, 75% Heavy, 15% Assault	Faction	Veteran
6	A	100% Heavy	Faction	Elite

Attacker Player Table

1d6	Tech	Unit Type Composition	RAT	Skill
1	F	75% Light, 25% Medium	Faction	Green
2	B	50% Light, 50% Medium	Militia	Regular
3	D	25% Light, 75% Medium	Militia	Green
4	C	25% Light, 50% Medium, 25% Heavy	Militia	Veteran
5	C	50% Medium, 50% Heavy	Faction	Regular
6	B	25% Medium, 50% Heavy, 25% Assault	Mercenary	Veteran

Mission: Recon

Original Reference: Mission: Recon, Total Chaos

Game Setup

Use the Selecting Mapsheets rules. The Attacker chooses their home edge first. The Defender may choose any edge as their home edge.

The player is the Attacker, and may use up to 25% of their total force. To determine the opponent's force composition, roll 1D6 on each column of the table below.

The Attacker's force enters from their home edge at the start of the track.

No more than 75% of the Defender's force is set up anywhere on the battlefield. The remainder of the Defender's force is set up as *Hidden Units*.

WARCHEST

Track Cost: 200

Options

+50 Complicated Weather: Roll once on the *General Weather Table* and apply the results to the battlefield

+50 Treacherous Terrain: Roll once on the *General Terrain Table* and apply the result to the battlefield.

OBJECTIVES

- **Identify the opposition.** Successfully scan at least half of the opponent's force. **[100]**
- **Preemptive strike.** Destroy/Cripple at least 25% of the opponent's force. **[100]**
- **Escape!** At least half of the player's force must survive and exit their home edge after 8 turns. **[100]**

SPECIAL RULES

- **Forced Withdrawal.** Both sides operate under *Forced Withdrawal* rules.
- **Salvage.** The *Salvage* rule applies only if the **Preemptive strike** objective is achieved.
- **Scanning.** Use the *Scanning* rules.

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1d6	Tech	Force %	Unit Type Composition	RAT	Skill
1	F	50%	50% Light, 25% Medium, 25% Heavy	Militia	Veteran
2	D	75%	75% Light, 25% Medium	Mercenary	Regular
3	C	75%	50% Medium, 40% Heavy, 10% Assault	Mercenary	Veteran
4	B	100%	50% Medium, 50% Heavy	Faction	Regular
5	B	100%	25% Light, 25% Heavy, 50% Assault	Faction	Veteran
6	A	125%	10% Light, 30% Medium, 50% Heavy, 10% Assault	Mercenary	Elite

Mission: Recon-in-Force

Original Reference: Mission: Recon-in-Force, *Total Chaos*

Game Setup

Use the Selecting Mapsheets rules. The Attacker chooses their home edge first. The Defender may choose any edge as their home edge.

The player is the Attacker, and may use up to 50% of their total force. To determine the opponent's force composition, roll 1D6 on each column of the table below.

The Attacker's force enters from their home edge at the start of the track.

No more than 50% of the Defender's force is set up anywhere on the battlefield. The remainder of the Defender's force is set up as *Hidden Units*.

WARCHEST

Track Cost: 300

Options

+100 Complicated Weather. Roll once on the *General Weather Table* and apply the results to the battlefield

+100 Treacherous Terrain. Roll once on the *General Terrain Table* and apply the result to the battlefield.

OBJECTIVES

- **Identify the opposition.** Successfully scan at least half of the opponent's force. **[100]**
- **Strike.** Destroy/Cripple at least 25% of the opponent's force. **[200]**
- **Escape!** At least half of the player's force must survive and exit their home edge after 8 turns. **[100]**

SPECIAL RULES

- **Forced Withdrawal.** Both sides operate under *Forced Withdrawal* rules.
- **Salvage.** The *Salvage* rule applies only if the **Preemptive strike** objective is achieved.
- **Scanning.** Use the *Scanning* rules.
- **Commander.** Use the *Commander* rules for the opponent.

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1d6	Tech	Force %	Unit Type Composition	RAT	Skill
1	D	75%	50% Light, 50% Medium	Militia	Veteran
2	C	75%	75% Medium, 25% Assault	Mercenary	Regular
3	C	90%	50% Medium, 35% Heavy, 15% Assault	Mercenary	Veteran
4	B	100%	50% Medium, 50% Heavy	Faction	Regular
5	B	125%	25% Medium, 25% Heavy, 50% Assault	Faction	Veteran
6	A	150%	30% Medium, 50% Heavy, 20% Assault	Faction	Elite

Mission: Retreat

Original Reference: Mission: Retreat, *Total Chaos*

Game Setup

Use the Selecting Mapsheets rules. The Attacker chooses their home edge first. The Defender's home edge is on the opposite side.

The player is the Defender and may use up to 75% of their total force. The opposition is 75% of the player's deployed force. To determine the opponent's force composition, roll 1D6 on each column of the table below. Add a -2 modifier to the roll if the player successfully completed an *Assault*, *Beachhead*, or *Pushback* Mission immediately prior to this track. Add +1 to the roll if the player did not successfully complete a *Stalwart* or *Probe* Mission immediately prior to this track.

The Attacker enters the battlefield from the Defender's starting edge during the Movement Phase of Turn 2.

The Defender enters the battlefield from their home edge at the start of the track.

WARCHEST

Track Cost: 300

Options

+100 Wet Conditions. Roll once on the *General Weather Table 3: Rain* and apply the results to the battlefield

+200 Inspired Opponent. Increase the opponent's Skill level by one (e.g., from Regular to Veteran, etc.). This option cannot be used if the opponent is already Elite.

OBJECTIVES

- **Gauntlet.** Exit at least half of the player's force through the opponents home edge. [200]
- **Hammer.** Destroy/Cripple half of the opponent's forces. [400]
- **Identify Weakness.** Successfully scan at least 25% of the opponent's force. [100]

SPECIAL RULES

- **Commander.** Use the Commander rules for the opponent.
- **Salvage.** The *Salvage* rule applies only if the **Hammer** objective is achieved.

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1d6	Tech	Unit Type Composition	RAT	Skill
(0)	B	80% Light, 20% Medium	Militia	Green
1	C	75% Medium, 25% Heavy	Faction	Green
2	C	50% Medium, 50% Heavy	Militia	Regular
3	D	25% Medium, 50% Heavy, 25% Assault	Mercenary	Regular
4	C	50% Medium, 50% Heavy	Militia	Veteran
5	C	75% Heavy, 25% Assault	Faction	Regular
6	A	100% Heavy	Mercenary	Veteran
(7)	A	100% Assault	Faction	Elite

Mission: Stalwart

Original Reference: Mission: Stalwart, *Total Chaos*

Game Setup

Use the Selecting Mapsheets rules. The Attacker chooses their home edge first. The Defender's home edge is on the opposite side.

The player is the Defender and may use up to 100% of their total force. To determine the opponent's force composition, roll 1D6 on each column of the table below. Add a +2 modifier to the roll if the player did not successfully complete a *Defend*, (*Forced*) *Withdrawal*, *Retreat*, or *Strike* Mission immediately prior to this track.

The Defender sets up anywhere on the battlefield. Up to 25% of the Attacker's force is set up as *Hidden Units*.

The Attacker enters the battlefield from any two edges at the start of the track.

WARCHEST

Track Cost: 500

Options

+200 Incoming. The opponent pre-designates 5 hexes for artillery fire. The opponent may call on a total of 15 rounds of Long Tom artillery fire located 15 mapsheets behind the battlefield. Up to 3 rounds may be called on per turn.

+150 No Cover. Convert all Woods hexes to Level 1 Foliage. This option cannot be selected if the majority of the battlefield is urban terrain.

OBJECTIVES

- **Crush.** Destroy/Cripple 75% of the opponent's force. **[200]**
- **Obliterate.** Destroy/Cripple 100% of the opponent's forces. **[400]**
- **Hold the line.** At least 50% of the player's force must survive the track. **[100]**

SPECIAL RULES

- **Commander.** Use the Commander rules for both sides.
- **Salvage.** The *Salvage* rule applies only if the **Hold the line** objective is achieved.

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1d6	Tech	Force %	Unit Type Composition	RAT	Skill
1	F	75	50% Light, 25% Medium, 25% Assault	Faction	Green
2	A	75	25% Light, 50% Medium, 25% Assault	Militia	Regular
3	B	75	50% Medium, 50% Heavy	Mercenary	Regular
4	C	75	25% Medium, 50% Heavy, 25% Assault	Mercenary	Veteran
5	D	90	75% Medium, 25% Heavy	Faction	Regular
6	B	90	25% Heavy, 75% Assault	Faction	Veteran
(7)	A	100	20% Medium, 40% Heavy, 40% Assault	Mercenary	Elite
(8)	A	100	50% Heavy, 50% Assault	Faction	Elite

Mission: Strike

Original Reference: Mission: Strike, Total Chaos

Game Setup

Use the Selecting Mapsheets rules. The Defender chooses their home edge first. The Attacker's home edge is on the opposite side.

The Defender will place/designate 4 Medium buildings (any height) near the center of the battlefield.

The player chooses whether to be the Attacker or Defender and may use up to 50% of their total force. To determine the opponent's force composition, roll 1D6 on each column of the table below. Apply a +1 modifier to the roll if the player did not successfully complete a *Beachhead*, *Pushback*, or *Supply* Mission immediately before this track. Apply a -2 modifier to the roll if the player successfully completed a *Probe*, *Recon*, or *Recon-in-Force* Mission immediately before this track.

The Attacker enters half of their force from their home edge at the start of the track. The remainder of the force enters from an edge perpendicular to the home edge during the Movement Phase of Turn 1D6+1; this result is rolled before the beginning of the track and is kept secret from the Defender.

The Defender places their entire force anywhere on the battlefield. At least 25% must be within 3 hexes of the designated buildings. Secretly designate one of these buildings as headquarters before the start of the track.

WARCHEST

Track Cost: 200

Options

+75 They're Shooting Back. Each building is a *Fortress* equipped with a weapons turret. The turret is equipped with a PPC and 2 Medium Lasers. The Gunnery Skill of the buildings is 5. This option can only be chosen if the player is the Attacker.

+75 Inspired Opponent. Increase the Attacker's Skill level by one (e.g., from Regular to Veteran, etc.). This option can only be chosen if the player is the Defender.

OBJECTIVES

- **Identify and destroy.** Locate (using *Scanning*) and destroy the headquarters building. This objective only applies if the player is the Attacker. [200]
- **Seek and destroy!** Destroy/Cripple the Commander. This objective only applies if the player is the Defender. [200]
- **Rough up the place.** Destroy/Cripple 50% of the opponent's force. [400]

SPECIAL RULES

- **Commander.** Use the Commander rules for the Attacker.
- **Salvage.** The *Salvage* rule applies only if the **Rough up the place** objective is achieved.

1d6	Tech	Unit Type Composition	RAT	Skill
(0)	A	100% Light	Mercenary	Veteran
1	F	75% Light, 25% Medium	Faction	Green
2	B	50% Light, 50% Medium	Militia	Regular
3	D	25% Light, 75% Medium	Militia	Green
4	C	25% Light, 50% Medium, 25% Heavy	Militia	Veteran
5	C	50% Medium, 50% Heavy	Faction	Regular
6	B	25% Medium, 50% Heavy, 25% Assault	Mercenary	Veteran
(7)	A	50% Heavy, 50% Assault	Faction	Veteran

Mission: Supply

Original Reference: Mission: Supply, *Total Chaos*

Game Setup

Use the Selecting Mapsheets rules. The Defender chooses their home edge first. The Attacker then chooses two edges to enter from, designating one as their home edge. The Defender will place/designate 6 Medium buildings (any height) near the center of the battlefield.

The player is the Attacker and may use up to 75% of their total force. The Attacker selects 75% of its deployed force to enter from one of the two selected edges at the beginning of the game. The remaining portion of the Attacker's force enters from the other edge during the Movement Phase of Turn 6, as long as one Attacking unit remains operational on the battlefield.

The Defender is a portion of the planetary defender's force. To determine the Defender's force composition, roll 1D6 for each column on the table below. The Defender begins the track with all units in the playing area. At least half of the Defender's force must be within 6 hexes of the designated buildings. Before the start of the track, the Defender secretly designates 2 of the 6 buildings as the supply warehouses.

WARCHEST

Track Cost: 200

Option

+75 Timing: Roll once on the *General Weather Table 1: Light* and apply the results to the battlefield.

OBJECTIVES

- **Search objective.** Determine which two buildings contain supplies **[100]**
- **Resist!** At least half of the Attacker's force must survive 10 turns of combat and be present at the end of the track. **[100]**
- **Scratch the paint.** Destroy/Cripple 25% of the Defender's force. **[100]**

SPECIAL RULES

- **Commander.** Use the Commander rules for both sides
- **Forced Withdrawal.** Both sides operate under *Forced Withdrawal* rules.
- **Salvage.** The *Salvage* rule is in effect only if all three objectives are reached. Roll 1D6 for each supply building and use the table below to determine the building's content. Apply a -1 modifier to the roll if the Attacker failed to complete a successful *Recon* or *Recon-in-Force* immediately prior to this track.
- **Scanning.** Use the *Scanning* rules.

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1d6	Tech	Force %	Unit Type Composition	RAT	Skill
1	F	75	50% Light, 50% Medium	Militia	Green
2	C	75	75% Medium, 25% Assault	Militia	Regular
3	D	75	50% Medium, 40% Heavy, 10% Assault	Mercenary	Veteran
4	D	75	75% Medium, 25% Heavy	Faction	Green
5	B	100	50% Medium, 50% Heavy	Faction	Regular
6	A	100	25% Medium, 75% Heavy	Faction	Veteran

1d6	SPs*
(0)	2
1	5
2	10
3	10
4	10
5	15
6	20

**Convert the total amount of WP achieved by the Player into SP and then determine the percentage rolled. The player is awarded the result.*

Mission: Strategic Withdrawal

Original Reference: Mission: Strategic Withdrawal, *Era Report*: 2750

Game Setup

Use the Selecting Mapsheets rules. The Defender chooses their home edge first. The Attacker's home edge is opposite the Defender's.

The player is the Defender and may use up to 100% of their total force. To determine the Attacker's force composition, roll 1D6 for each column on the table below. If the player is continuing from a previous Mission, the Tech, RAT, and Skill values should be the same as the previous track.

WARCHEST

Track Cost: 300

Option

+100 Siberian Chill: Freezing rain has wreaked havoc with the terrain, covering everything in a thick, slick coating of ice.

+100 Sprinters: 25% of the Attacker's units have pilots who can eke out extra speed from their units. Increase the maximum running/flanking speed of these units by 1.

Note: If both optional bonuses are taken and both Objectives are completed, the player gains a total of 250 WP rather than the listed total of 200 WP.

OBJECTIVES

- **Bob and Weave.** Half of the Defending player's units must survive until round 7. **[150]**
- **Survival.** Half of the Defending player's units must survive until three-quarters (round down) of the Attackers units have been destroyed. **[150]**

SPECIAL RULES

- **Forced Withdrawal.** Both sides operate under *Forced Withdrawal* rules. If more than half of the Defenders are in Forced Withdrawal or have been forced from the field, then the entire Defending force will be pushed into Forced Withdrawal.

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1d6	Tech	Force %	Unit Type Composition	RAT	Skill
1	F	75	50% Light, 25% Medium, 25% Assault	Faction	Green
2	A	75	25% Light, 50% Medium, 25% Assault	Militia	Regular
3	B	75	50% Medium, 50% Heavy	Mercenary	Regular
4	C	90	25% Medium, 50% Heavy, 25% Assault	Mercenary	Veteran
5	D	100	75% Medium, 25% Heavy	Faction	Veteran
6	B	100	25% Heavy, 75% Assault	Faction	Elite