THE PREFECT SCORE

*"In the early years of the Republic of the Sphere, there was resistance along many fronts but none more so then from the Capellan Confederation and its nationals. Often when troubles arose, be it from insurgents or actual Capellan Armed Forces committing raids, certain special Mechwarriors and their Prefects would be inserted behind enemy lines to cause havoc and bring the enemy to heel. They were among the best of the best and they proved it by operating for months without support. Each warrior took pride in their skill and their service but each also felt the affront of the Capellan dissidence and for it they had a Score to settle. Over time, these warriors would compare battles and in their banter claim to have earned so many points with each battle and among this Band of Brothers that informal comparison of their battles would become known as **The Prefect Score!**"*

General Setup:
Each player will use a Prefect with a Mechwarrior skill set of 3 Piloting, 2 Gunnery. (Modified BV Score: 3, 362). They will fight three battles as the Prefect pilot and three battles playing the OpFor. The player scores points for how well they do in each with no repairs between the battles when running the Prefect and gains points for how well he runs the OpFor. The final tally of points for those six battles will determine the winner.

There are five sets of three OpFor 'Mechs. Agents running this event are encouraged to make sure that each set is only used once in any given round and that each player faces a different combination of 'mechs. They can be assigned or randomly rolled for each player that sits on in the event removing the set from the choices once assigned.

The players will face each 'Mech from their list on a different single map sheet, randomly rolled from the tables in Total Warfare starting on Page 263. It is recommended that you avoid any map that may have too much in the way of restrictive terrain such as the River Delta/Drainage Basin maps.

Furthermore one of the following weather features will affect each battle but may only be used once. It may either be assigned or rolled for randomly until only one remains. Please read the rules carefully and examine the chart for any possible modifiers. Give each player the option of taking a searchlight where applicable.

1. Full Moon Night Battle (Tactical Operations Page 58)
2. Moderate Rainfall (Tactical Operations Page 59)
3. Light Fog (Tactical Operations Page 57)

Furthermore each battle will have an assigned objective that may include additional forces. These forces do not count against BV for balancing purposes or for points unless they are specific to the objective. Each objective set may only be used once and may either be assigned or rolled for randomly.

Objective Sets

1) **Eliminate the Terrorists.** Place three level 1 Light Buildings within four hexes of the opposite edge from the edge the Prefect enters from. Place two platoons of SRM Foot Infantry within two hexes of any one of these buildings and may even be placed within a building. They begin the game hidden. The Prefect pilot must find and cripple or destroy each platoon before game time expires.

2) **Free the Political Prisoners.** Place one Galleon Light Tank and two Tracked APCs on the opposite edge from where the Prefect enters. The Prefect warrior must destroy the Galleon and get the APCs to stand down. To get an APC to stand down, the Prefect must end its movement beside an APC and successfully make a to-hit roll with a weapon to indicate a successful weapons lock; the APC will stop and surrender. The Prefect does not actually have to fire on or damage the APC in order to force its surrender and it may only 'attack' one such APC each weapons firing phase. It may not fire on any other unit while forcing the surrender; the APC must have the warrior's undivided attention. If an APC is immobilized and the cargo area undamaged; this also counts toward the capture tally. A threatened physical attack cannot be used to capture a vehicle. Both APCs must have surrendered before game time expires.

3) **Destroy the Supply Depot.** Place one 3-hex size Level 1 Hardened Building (CF75) six hexes out from the opposite edge from which the Prefect enters. On the roof of the building in each hex is a Level 1 Heavy (CF25) Gun Emplacements mounting an 2 Light PPCs, and a LRM 10. Each turret has a gunnery of 5. See the rules starting on Page 114 of Tactical Operations for more details on building and using Gun Emplacements. The Depot itself must be destroyed by before game time expires.

After each battle, the players will earn points as listed below.   The player of the Prefect will then set his sheet aside and play the next round as the OpFor for his opponent. New Objective Sets, Forces and Conditions can be chosen. Only one weather feature and objective set can be run per side for each player. This means that a player who used the Light Fog condition while piloting the Prefect could play using that condition one more time when he is running OpFor. The player with the largest tally after the six sets of battles wins the event and is named the warrior with the Prefect Score for that round depending on how many times the event is run at a given Con.

The OpFor Lists:
1) Stinger STG-6L(P3, G3); Phoenix Hawk PXH-5L(P5, G4); Helios HEL-4D(P4, G3).
2) Wasp WSP-3L(P4, G4); Vindicator VND-5L(P5, G4); Ostroc OSR-4L (P5, G3)
3) Raven RVN-SS(P4, G4); Wraith TR1(P4, G4); Crusader CRD-7L(P5, G4)
4) Anubis ABS-3T(P5, G4); Men Shen Prime (P5, G4); Cataphract CTF-3LL (P5, G4)
5) Hollander BZK-G1(P5, G4); Sha Yu SYU-2B (P5, G4); Cataphract CTF-4L(P5, G4)

Scoring:
      Prefect
Crippling a 'Mech 1 Point
Destroying a 'Mech/Forcing it to Surrender 2 Points
Each Battle Successfully Won via Destruction or Surrender 1 Point
Winning All Three Battles without your Prefect being Crippled or Destroyed 6 points
Successfully Completing the Objective 2 Points
Being Destroyed -3 Points
Being Crippled in the First Battle -2 Points
Being Crippled in the Second Battle -1 Point
Being Crippled in the Final Battle 0 Points
      OpFor
Crippling the Prefect 1 Points
Destroying the Prefect 2 Points
Each Battle Successfully Won via Destruction or Surrender 1 Point
Winning All Three Battles without your 'Mech being Crippled or Destroyed 6 points
Protecting the Objective from the Prefect 2 Points
Being Destroyed -3 Points

You cannot earn both Crippling points and Destroying/Forcing points for an OpFor 'Mech. They are mutually exclusive.

A Prefect Score that a player could earn is 42 Points.

A Note on Running OpFor: Once a 'Mech is crippled and if it cannot continue to fight, it will surrender. The conditions for being unable to fight would be any combination of damage that does not allow it to maneuver to be able to fire on the Prefect; such as a destroyed gyro with a missing arm. Once crippled it must continue to fight for 3 more turns and then attempt to withdraw off the map under forced withdrawal.

Time Limit: Each match round of the game will have a maximum time of 40 minutes to play. Once that time is reached, the game stops regardless of what point in the turn the players are. They will be scored immediately and proceed to determine the next scenario sets. Most matches will be well over before that time is ever reached but this will allow for all six match rounds to be played in a regular 4.5 hour slot. This provides 5 minutes to complete paperwork and determine the variables in the next scenario. If you have a smaller Con slot say 3.5 hours reduce the maximum time to 30 minutes.

A Note to Agents: Every year a new force list, condition set and objective set will be drafted to keep this event fresh and somewhat unpredictable.