High Noon at High Water

FORCE BUILING – QUICK START

High Noon at Highwater is an introductory event set in 3025 on the Periphery world of HighWater.

Each player will play a **Mercenary Company** hired by either Santa Anna or Hamilton to take control of the planet.

Your starting **Mercenary Company** will consist two lances (Alpha and Beta) each with exactly 4 BattleMechs and up to a total of 225 Tons in each Lance (or less). You may only choose BattleMechs that contain only **Introductory Technology**. All MechWarriors have a Piloting Skill of 5 and a Gunnery Skill of 4.

You can choose any 'Mechs from the link below:

Master Unit List

Record Sheets for these BattleMechs can also be found at **http://bg.battletech.com/downloads** :

Force Packs Record Sheets – Wave One

ForcePacks Record Sheets – Wave Two

You can also use the suggested force below from the **BattleTech A Game of Armored Combat** box:

Alpha Lance (225 Tons)

- *BLR-1G BattleMaster (85)*

- *CPLT-1C Catapult (65)*

- *SHD-2H Shadow Hawk (55)*

- *LCT-1V Locust (20)*

Beta Lance (225 Tons)

- *AWS-8Q Awesome (80)*

- *TDR-5S Thunderbolt (65)*

- *WLV-6R Wolverine (55)*

- *COM-2D Commando (25)*

Each player selects one of their two Lances to talk part in each of the first two **missions**. The player can then choose for the final **mission** any BattleMechs from their Mercenary Company that have not been **Truly Destroyed** (e.g. MechWarrior Killed, head destroyed, central torso destroyed or engine/gyro destroyed), all damage to these BattleMechs is repaired and all ammo reloaded.

MISSION 1: THE GREAT LAND TRAIN ROBBERY

GAME SETUP

Place 2 maps together with their short edges touching (16×34 hexes). The row of hexes starting 08 are all considered to be road and level 0 (overriding any other terrain on those hexes).

Deployment Zones
One player enters from anywhere along the western map edge. One player enters anywhere along the eastern map edge.

Prairie Schooner Land Train
At the end of the movement phase of turn 1, the Land train enters from the northern map edge and moves at cruise speed 5 hexes. At the end of each movement phase of the following turns the land train moves another 5 hexes south. The Land Train will exit from the southern map edge

The Land Train has one tractor and four carriages. Carriage 2 and carriage 4 are armed with an AC/10 turret that may only fire either 180 degrees to the right side. Carriage 1 and carriage 3 are armed with an AC/10 turret that may only fire either 180 degrees to the left side . Turrets have a Gunnery of 4 and stop firing once the carriage is destroyed.

If any BattleMechs are standing in the way of the Land Train, it will immediately make a special ram attack that resolves in the movement phase and automatically hits causing damage using a total tonnage of the tractor and all the remaining attached trailers divided by 10 and multiplied by 5. It will then displace the BattleMech one hex to the left or right of the train and continue to move.

Players may attack the train using simplified vehicle rules. All hits to the Front Hex, Left/Right Side or Rear hex will automatically hit that location with no hit location table roll. There are also no automotive crits.

If the tractor is destroyed the rest of the carriages stop. The tractor has the following armour (internal structure) 90 Tons – Front: 34 (9), Left/Right 30 (9), Rear 30 (9).

If a carriage is destroyed, that carriage (and all carriages behind it) detaches from the tractor or carriage in front of it, and then stops. The carriages have the following armour 30 Tons – Front 22(3), Left/Right 15 (3), Rear 10 (3). Once carriages are destroyed they no longer move.

OBJECTIVES

"The Guns are out" +100 All the guns facing your deployment edge have been destroyed.

"We have the Gallium" +100 (Per carriage) At the end of turn 8, have more tonnage of Mechs in any hex on or adjacent to a destroyed carriage to control that carriage. In the case of a tie, neither player scores the points.

SPECIAL RULES

This scenario ends after the 8th turn.

MISSION 2: THE BANK HEIST

Place two map sheets together long ends touching (32×24).

Place the 1st National Bank (a level 1 heavy building with CF 90) at the centre of the map.

The bank is surrounded by the settlement of TombStone (with a mix of light and medium civilian buildings).

Deployment

Each player may deploy one of their complete Lances (4 BattleMechs of a total of 225 Tons).

One player enters from the long map edge to the north. One player enters from the long map edge to the south.

Place one UrbanMech 4 hexes north and one 4 hexes south of the bank. These Mech's will move to engage the closest enemy 'Mech (movement to be determined by the opposing player). Each UrbanMech has half its armour in each location already destroyed and is piloted by a Regular MechWarrior with Gunnery 4/ Piloting 5. If the UrbanMech is placed in Forced Withdrawal, the pilot ejects during the movement phase of the next turn.

Liberating the vault

Any BattleMech may liberate the vault if they are standing in the hex of the bank during the physical combat phase. Players may enter the bank by either simply walking through the walls (+2 MP and a Piloting Skill Roll or take the remaining CF/10 as damage in 5 point groupings), or destroy (reduce to 0CF) the bank.

During the physical phase if the player has not fired any Torso or Arm mounted weapons in the BattleMech may pick up the vault by making a Piloting Skill Roll with the following modifiers.

+1 Per missing/damaged Hand actuator

+1 Per missing/damaged Upper or Lower arm actuator

+1 Per missing/damaged Shoulder Actuator

+5 Per missing/destroyed arm (overrides all above modifiers)

While carrying the vault the BattleMech may not use any arm or torso mounted weapons (except rear-mounted) and is limited to walking movement only. During the physical phase the vault may be passed to another friendly BattleMech, but only if they make a Piloting Skill Roll as above and haven't used their arm or torso mounted weapons.

If at any time the BattleMech falls it immediately drops the vault into an adjacent hex. Roll 1D6 to determine scatter (1 N, 2 NE,3 SE,4 S, 5 SW, 6 NW).

Any other BattleMech during the physical attack phase, if they have not fired the torso or arm mounted weapons, may try to grapple the vault from another Mech. During the Physical attack phase, both BattleMechs make a Piloting skill roll. If only one MechWarrior succeeds it takes hold of the vault. If both succeed the MechWarrior who passed with the highest Margin of Success (number over the Target) takes hold of the vault. If both fail the vault is immediately dropped in the hex of the defending Mech.

OBJECTIVES

"Humpty Dumpty's down!" +100. Place the UrbanMech on your side of the table into Forced Withdrawal.

"I've got the vault!" +100. Have picked up the vault at least once during the game

"It's mine…" +100. Still holding the vault at the end of the game

"….my precious' +200. Your BattleMech holding the vault exit from the same map edge through which it deployed.

SPECIAL RULES

This scenario ends after the 8th turn.

MISSION 3: GUNFIGHT AT THE OK CORRAL

GAME SETUP

Place two map sheets long end to long edge. Add a small number of buildings.

Each player may deploy 1 Lance of Mechs with on tonnage of 225 tons. These BattleMechs may come from either formation in the player's Mercenary company that has not been **Truly Destroyed** (e.g. MechWarrior Killed, head destroyed, central torso destroyed or engine/gyro destroyed). All 'Mechs are fully repaired and rearmed,

Deployment

Place Santa Anna's Wolverine WVR-6R on the hex, 4 hexes south of the centre. His Mercenaries each deploy along the same horizontal line with 1 hex between them, 2 to the left and 2 to the right. Player 1 will control this unit.

Place Hamilton's Shadow Hawk SHD-2H on the hex, 4 hexes north of the centre. His Mercenaries each deploy along the same horizontal line with 1 hex between them, 2 to the left and 2 to the right. Player 2 will control this unit.

Santa Anna and Hamilton both have Gunnery 4 and Piloting Skill 5. If either of their BattleMech's is placed in Forced Withdrawal they will try and leave the BattleField by the long edge closest to where they deployed. (They may not retreat until this happens).

OBJECTIVES

"Just a flesh wound!" +100. Destroy half the armour on one location of either Santa Anna or Hamilton.

"First blood!" +100. Cause internal damage on one torso location of either Santa Anna or Hamilton.

"Yield!" +100 Cause enough damage to place Santa Anna or Hamilton's BattleMech in Forced WithDrawal.

"Any last words!" +200 Truly destroy either Santa Anna or Hamilton's BattleMech, or kill the pilot.

SPECIAL RULES

This scenario ends when either combatant is either Truly destroyed or flees.

Each player is given a secret skulduggery event card which they can use in the game.

VICTORY!

The player with the highest number of total **OBJECTIVE POINTS** earned (including bonuses from **OPTIONS**) across the three missions is decalred the victor!