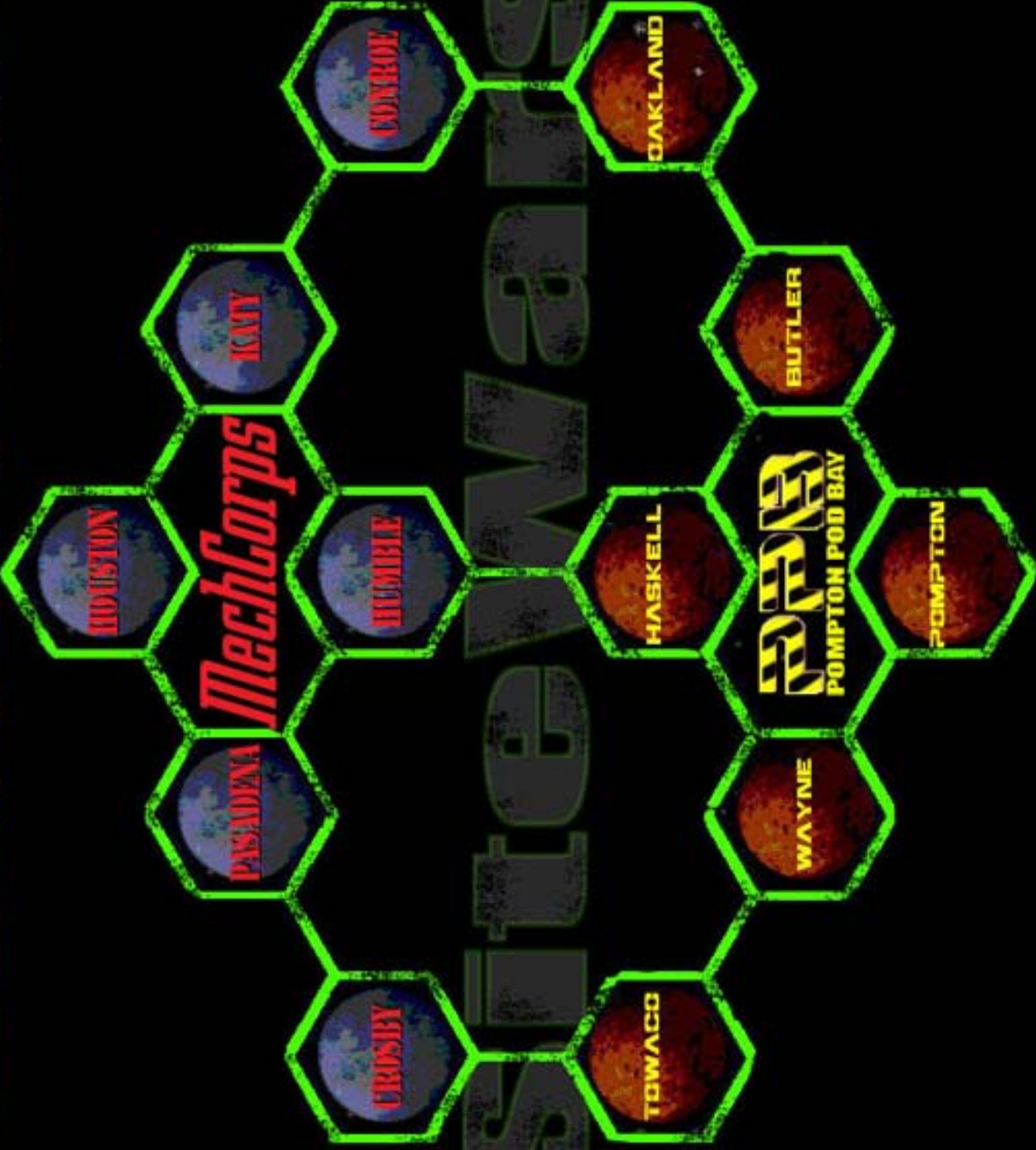


BATTLETECH®

F I R E S T O R M™



PLANET : Crosby

Attacks:
1 2 3 4 5

place an X in the box if the defenders win
place a check in the box if the attackers win

STAGE 1

Map	Gametype
Lunacy	TDNR
Cantina	TDNR
Freezer	TKOTH

Invasion : Setup base camp!

<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>

Yellow Alert!

STAGE 2

Map	Gametype
Lunacy	TANR
Cantina	CTF
Freezer	TDNR

Recon : find their base!

<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>

Orange Alert!

STAGE 3

Map	Gametype
Storm Canyon	SA
Cantina	SA

Attack! : assault their base!

<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>

Red Alert!

Planet

Crosby was

Repulsed!

Captured!

PLANET : Humble

Attacks:
1 2 3 4 5

place an X in the box if the defenders win
place a check in the box if the attackers win

STAGE 1

Map	Gametype
Dustbowl	TANR
Redeux	TANR
Freezer	TA

Invasion : Setup base camp!

Yellow Alert!

STAGE 2

Map	Gametype
Hotplate	CTF
Dustbowl	TKOTH
Dustbowl	TA

Recon : find their base!

Orange Alert!

STAGE 3

Map	Gametype
Snowjob	TDNR
Storm Canyon	SA
Storm Canyon	CTF

Attack! : assault their base!

Red Alert!

Planet

Humble was

Repulsed!
Captured!

PLANET : Conroe

Attacks:
 1 2 3 4 5

place an X in the box if the defenders win
place a check in the box if the attackers win

STAGE 1

Map	Gametype
Peaks	TDNR
Timberline	TDNR
Snowjob	TDNR

Invasion : Setup base camp!

<input type="checkbox"/>	Yellow Alert!
<input type="checkbox"/>	
<input type="checkbox"/>	

STAGE 2

Map	Gametype
Peaks	CTF
Ghost Highway	TKOTH
Grassland	CTF

Recon : find their base!

<input type="checkbox"/>	Orange Alert!
<input type="checkbox"/>	
<input type="checkbox"/>	

STAGE 3

Map	Gametype
Nazca	TDNR
Gatorbait	TDNR

Attack! : assault their base!

<input type="checkbox"/>	Red Alert!
<input type="checkbox"/>	

Planet

Conroe was

Repulsed!
Captured!

PLANET : Pasadena

Attacks:
1 2 3 4 5

place an X in the box if the defenders win
place a check in the box if the attackers win

STAGE 1

Map	Gametype
Frostbite	TKOTH
Freezer	TKOTH
Snowjob	TD

Invasion : Setup base camp!

<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>

Yellow Alert!

STAGE 2

Map	Gametype
Tribe Incursion	TDNR
Redeux	CTF
Dustbowl	TKOTH

Recon : find their base!

<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>

Orange Alert!

STAGE 3

Map	Gametype
Hotplate	TDNR
Jungle	TDNR

Attack! : assault their base!

<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>

Red Alert!

Planet

Pasadena was

Repulsed!
Captured!

PLANET : Katy

Attacks:
1 2 3 4 5

place an X in the box if the defenders win
place a check in the box if the attackers win

STAGE 1

Map	Gametype
Redeux	TDNR
Tribe Incursion	TDNR
Nazca	TDNR

Invasion : Setup base camp!

<input type="checkbox"/>	Yellow Alert!
<input type="checkbox"/>	
<input type="checkbox"/>	

STAGE 2

Map	Gametype
Peaks	CTF
Grassland	CTF
Gatorbait	TKOTH

Recon : find their base!

<input type="checkbox"/>	Orange Alert!
<input type="checkbox"/>	
<input type="checkbox"/>	

STAGE 3

Map	Gametype
Palace Gates	TDNR
Central Park	TDNR

Attack! : assault their base!

<input type="checkbox"/>	Red Alert!
<input type="checkbox"/>	
<input type="checkbox"/>	

Planet

Katy was

Repulsed!
Captured!

PLANET : *HOUSTON*

Attacks:
1 2 3 4 5

place an X in the box if the defenders win
place a check in the box if the attackers win

STAGE 1

Map	Gametype
Big City	TDNR
Inner City	TDNR
Central Park	TDNR

Invasion : Setup base camp!

Yellow Alert!

STAGE 2

Map	Gametype
Palace Gates	TDNR
Ghost Highway	TDNR
Hideaway	TDNR

Recon : find their base!

Orange Alert!

STAGE 3

Map	Gametype
Factory	TDNR
Jungle	TDNR
Coliseum	TDNR

Attack! : assault their base!

Red Alert!

Planet

HOUSTON was

Repulsed!

Captured!

'MECH SELECTION RESTRICTIONS

Gametype	Mech Restrictions
TD	1 Light, 1 Medium, 1 Heavy and 1 Assault per team.
TA	1 Light, 1 Medium, 1 Heavy and 1 Assault per team.
TDNR	1 Light, 1 Medium, 1 Heavy and 1 Assault per team.
TANR	1 Light, 1 Medium, 1 Heavy and 1 Assault per team.
TKOTH	Random chart. (See Below)
CTF	2 Runners & 2 Defenders (runners must be lights, defenders must be heavy or assaults) No duplicates
Siege Assault	No duplicate chassis.

Example TKOTH Chart:

Die Roll (D6)	Restriction to enforce
1	1 Light, 1 Medium, 1 Heavy and 1 Assault per team.
2	Light Mechs only.
3	Medium Mechs only.
4	Heavy Mechs only.
5	Assault Mechs only.
6	Open choice, no duplicates.

Variants are allowed.

PLANET : Towaco

Attacks:
1 2 3 4 5

place an X in the box if the defenders win
place a check in the box if the attackers win

STAGE 1

Map	Gametype
Lunacy	TDNR
Cantina	TDNR
Freezer	TKOTH

Invasion : Setup base camp!

<input type="checkbox"/>	Yellow Alert!
<input type="checkbox"/>	
<input type="checkbox"/>	

STAGE 2

Map	Gametype
Lunacy	TANR
Cantina	CTF
Freezer	TDNR

Recon : find their base!

<input type="checkbox"/>	Orange Alert!
<input type="checkbox"/>	
<input type="checkbox"/>	

STAGE 3

Map	Gametype
Storm Canyon	SA
Cantina	SA

Attack! : assault their base!

<input type="checkbox"/>	Red Alert!
<input type="checkbox"/>	
<input type="checkbox"/>	

Planet

Towaco was

Repulsed!
Captured!

PLANET : Haskell

Attacks:
1 2 3 4 5

place an X in the box if the defenders win
place a check in the box if the attackers win

STAGE 1

Map	Gametype
Dustbowl	TANR
Redeux	TANR
Freezer	TA

Invasion : Setup base camp!

<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>

Yellow Alert!

STAGE 2

Map	Gametype
Hotplate	CTF
Dustbowl	TKOTH
Dustbowl	TA

Recon : find their base!

<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>

Orange Alert!

STAGE 3

Map	Gametype
Snowjob	TDNR
Storm Canyon	SA
Storm Canyon	CTF

Attack! : assault their base!

<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>

Red Alert!

Planet

Haskell was

Repulsed!
Captured!

PLANET : Oakland

Attacks:
 1 2 3 4 5

place an X in the box if the defenders win
place a check in the box if the attackers win

STAGE 1

Map	Gametype
Peaks	TDNR
Timberline	TDNR
Snowjob	TDNR

Invasion : Setup base camp!

<input type="checkbox"/>	Yellow Alert!
<input type="checkbox"/>	
<input type="checkbox"/>	

STAGE 2

Map	Gametype
Peaks	CTF
Ghost Highway	TKOTH
Grassland	CTF

Recon : find their base!

<input type="checkbox"/>	Orange Alert!
<input type="checkbox"/>	
<input type="checkbox"/>	

STAGE 3

Map	Gametype
Nazca	TDNR
Gatorbait	TDNR

Attack! : assault their base!

<input type="checkbox"/>	Red Alert!
<input type="checkbox"/>	

Planet

Oakland was

Repulsed!

Captured!

PLANET : Wayne

Attacks:
1 2 3 4 5

place an X in the box if the defenders win
place a check in the box if the attackers win

STAGE 1

Map	Gametype
Frostbite	TKOTH
Freezer	TKOTH
Snowjob	TD

Invasion : Setup base camp!

<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>

Yellow Alert!

STAGE 2

Map	Gametype
Tribe Incursion	TDNR
Redeux	CTF
Dustbowl	TKOTH

Recon : find their base!

<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>

Orange Alert!

STAGE 3

Map	Gametype
Hotplate	TDNR
Jungle	TDNR

Attack! : assault their base!

<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>

Red Alert!

Planet

Wayne was

Repulsed!

Captured!

PLANET : Butler

Attacks:
1 2 3 4 5

place an X in the box if the defenders win
place a check in the box if the attackers win

STAGE 1

Map **Gametype**

Redeux TDNR

Tribe Incursion TDNR

Nazca TDNR

Invasion : Setup base camp!

<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>

Yellow Alert!

STAGE 2

Map **Gametype**

Peaks CTF

Grassland CTF

Gatorbait TKOTh

Recon : find their base!

<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>

Orange Alert!

STAGE 3

Map **Gametype**

Palace Gates TDNR

Central Park TDNR

Attack! : assault their base!

<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>

Red Alert!

Planet

Crosby was

Repulsed!

Captured!

PLANET : *POMPTON*

Attacks:
1 2 3 4 5

place an X in the box if the defenders win
place a check in the box if the attackers win

STAGE 1

Map	Gametype
Big City	TDNR
Inner City	TDNR
Central Park	TDNR

Invasion : Setup base camp!

<input type="checkbox"/>	Yellow Alert!
<input type="checkbox"/>	
<input type="checkbox"/>	

STAGE 2

Map	Gametype
Palace Gates	TDNR
Ghost Highway	TDNR
Hideaway	TDNR

Recon : find their base!

<input type="checkbox"/>	Orange Alert!
<input type="checkbox"/>	
<input type="checkbox"/>	

STAGE 3

Map	Gametype
Factory	TDNR
Jungle	TDNR
Coliseum	TDNR

Attack! : assault their base!

<input type="checkbox"/>	Red Alert!
<input type="checkbox"/>	
<input type="checkbox"/>	

Planet

POMPTON was

Repulsed!

Captured!