

**INNER
SPHERE**

Terra



Ingress

Sheratan

Saffel

MechCorps

Irian

Capolla

UNCIVIL WAR

Trellwan

Rasalhague

Turtle Bay

Ironhold

Huntress

**CLAN
INVASION**

**Strana
Mechty**



PLANET : Saffel

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

Saffel

was

Repulsed!

Captured!

PLANET : Irian

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

Irian

was

Repulsed!

Captured!

PLANET : Capolla

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"/> | <h2>Yellow Alert!</h2> |
| <input type="checkbox"/> | |
| <input type="checkbox"/> | |

STAGE 2

| Map | Gametype |
|---------------|----------|
| Peaks | CTF |
| Ghost Highway | TKOTH |
| Grassland | CTF |

Recon : find their base!

| | |
|--------------------------|------------------------|
| <input type="checkbox"/> | <h2>Orange Alert!</h2> |
| <input type="checkbox"/> | |
| <input type="checkbox"/> | |

STAGE 3

| Map | Gametype |
|-----------|----------|
| Nazca | TDNR |
| Gatorbait | TDNR |

Attack! : assault their base!

| | |
|--------------------------|---------------------|
| <input type="checkbox"/> | <h2>Red Alert!</h2> |
| <input type="checkbox"/> | |

Planet

Capolla was

Repulsed!
Captured!

PLANET : Ingress

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

Ingress

was

Repulsed!

Captured!

PLANET : Sheratan

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

Sheratan was

Repulsed!

Captured!

PLANET : *TERRA*

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

TERRA

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 : Trelwan

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

Trelwan was

Repulsed!
Captured!

PLANET : Rasalhague

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

Rasalhague was

Repulsed!

Captured!

PLANET : Turtle Bay

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

Turtle Bay was

Repulsed!

Captured!

PLANET : Ironhold

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

STAGE 2

| Map | Gametype |
|-----------------|----------|
| Tribe Incursion | TDNR |
| Redeux | CTF |
| Dustbowl | TKOTH |

Recon : find their base!

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

STAGE 3

| Map | Gametype |
|----------|----------|
| Hotplate | TDNR |
| Jungle | TDNR |

Attack! : assault their base!

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

Planet

Ironhold was

Repulsed!
Captured!

PLANET : Huntress

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

Huntress was

Repulsed!

Captured!

PLANET : *Strana Mechty*

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

Strana Mechty was

Repulsed!

Captured!