THE SHACK

Online BattleTech

Campaign

Quick Start Guide

WARNING: This guide is intended as an easy reference to the campaign rules and workings; it is **not** intended to teach about *MekWars* or *MegaMek*. For that information seek the Starter Guides on the webpage: http://theshack.sytes.net

Playing in the Shack is quite simple and straightforward. For our daily gaming we have but two rules only, which are easy to understand with the steps below.

Getting Started in 3 Steps

1. **Login to the campaign:** Your user name should be the same as in the forums. Once inside, defect right away to your chosen *Great House*.
2. **Army Creation and Stair Step:** Put together an army of at least four non-infantry units. Only one specific army formation is prohibited in the Shack: two mechs paired with two vehicles.
   Stair Step: For every four units of the same type, there may not be weight gaps between the units*.
    Examples:
   a) A 2 Assault mechs and 2 Medium mechs army is **illegal**.
   b) A 2 Assault mechs, 1 Heavy mech and a Light tank army is **legal**.
   c) A 4 Light mechs and 1 Assault mech army is **legal**.
3. **Set Commanders:** Pick the heaviest unit in the created army and right click on it to set it as a *Commander*. If Mechs are the majority of the army, the unit must be a mech. If vehicles, then it is a vehicle. Details about the Commanders rule for armies with more than six non-infantry units are found on the *Rules* section in the forums and/or website.

Now you are ready to start! Ask in *Main Channel* for a game and roll or decide among yourselves who will be the attacker. *Faction Channels* have a message with main targets and objectives for a given Era.

The Shack is not a blinding campaign server; if you go active you are showing your willingness to play.

Don't worry about which kind of game, the Shack has but two operations for the daily gaming aside from the training operation *Simulator*: the Core Missions Assault and Raid (with their AeroTech versions).

Special Missions and *Event Missions*, the scenario like operations, can be explored later.

Core Mission – Assault

The main operation enables players to conquer land on their enemies' planets or recover lost territory. During the starting Eras, the *Age of War/Reunification Wars/Star League*, it may only be used against neighboring Factions.

Number of units involved as well as total BV raises the number of conquering points obtained. Defenders recover around 30% less terrain than attackers.

Core Mission – Raid

There are times when players don't wish to risk losing precious land to the enemy, but want to deal a blow. That is what the Raid operation is for. It has a slightly better payout, longer range and no faction limitation.

Raiding is not free though and costs the attacker 100 *Popular Support* points to launch. In the average, for every three lance-on-lance sized Assaults, a player may field one Raid. As *Popular Support* is precious to the campaign effects of a Faction, players should choose wisely when to spend points in a Raid.

General Tips

- Play bloody. Lose at least 30-40% of your BV on the field or you won't get full payment.
- Do not worry about losing units, *Loss Compensation* insures you being able to replace them (although not necessarily at the same quality or size).
- Buy from the Factory bays when with little money. Bay units are 40% cheaper.
- Try some combined arms. Tanks and infantry increase the payout of operations.
- Lower repair rolls to 5 or 4 before doing them.
- Use *Reward Points* to repair severely damaged units.

Campaign Objectives

The Shack's player base and staff members take very seriously our main objective: having a good time.

We like our battles bloody and have no troubles with our pilots getting killed or prized mechs destroyed by sheer luck. It is all about sitting and playing a game.

Apart from that, the campaign itself does have its concrete objective: the *unfolding of history.* We want to see things happen or detain them from happening as in the books, and enjoy how the Inner Sphere and its forces handle it. ***In other words: we want to play the game, and whether winning or losing, see what effects that has on the campaign universe.***

For that reason, it is not unusual in the Shack though, that for history's sake, players take roles of other opponents and factions to play through a given historical thread which needs solving.

Faction Objectives

All factions have specific era objectives tied to their history to fulfill. Those are found in their *Faction Channels*.

All five *Great Houses* want as well the conquest of the Inner Sphere, which is attained if a single faction manages to have more than 50% of the planets at the end of any Era before the *Clan Invasion* (in the year 3050).

All Eras have a *Popular Support (Pop)* hunt. Pop may be donated from players to their factions during a whole era so that the faction is able to use it at the end of the era for specific purposes.

Before the *Succession Wars* this purpose is getting the former Terran Hegemony planets to join their faction.

During and after the *Succession Wars* factions may use collected Pop to buy higher quality factories which are usable at a lower Ranking than normal.

Popular Support may also be needed for a number of era/faction specific situations which arise from the historical development of a given Grand Cycle.

To donate your collected Popular Support, inform any staff member (recognized by an * by their names) and they will collect the points and post about it on the Forums.

Popular Support usage is usually decided on discussions in the Faction Forums.

Event Days and Event Scenarios

What makes the Shack special is not only our travel through time, but indeed our love to tabletop gaming and scenario play. While players are able to play straightforward as described above, the real fun in the Shack comes during the Event Days, when game mastered scenarios are fielded by the staff members.

In addition to those, all Eras have their specific *Event Missions*, which are intricate operations online during a whole era, and able to be played without the presence of a staff member. Their descriptions can be found on the website and forums.

Event Missions handle a given historical happening and have great rewards but are more demanding in attention than the usual click-and-shoot game. Their results must be posted on the *Event Results* thread on the forums for their campaign effects to be recognized.