

Volume

1

The: Republic's Fury

Mech Warrior – Faction War

Broken Alliances

VERSION 2.0

FACTION WAR

Faction War Rule Book

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Introducing the Faction War

It is our time to shine, we the guardians of the people shall triumph in this dark hour. – Jonah Levin, at the closing of Prefecture X.

Pace and war, two sides of the same coin. The Clans view versus the House view. Both vie for control of the universe. Both desire control of Terra, home. Will the clans gain domination and control or will the houses retain control of the inner sphere? War comes, once again, to the universe. This war will shatter the Inner Sphere.

ICON KEY

1 Valuable information

\$ Costing Issue

† Pilots, Equipment and
Squads

▣ War Zone

You and the game

For years combatants have challenged each other on the battle field of honor. To most of us out there we need more than a venue can offer. We need multiple venues each proffering its own flavor of trying player's metal. What you hold in your hands is the potential to do just this. Faction War pits multiple players in combat across the nation and in some cases the world, affording you the opportunity to help your faction to succeed and profit from your efforts. The best thing is it allows you to do this using your current rule system.

Warrior,
Bring your venue/firebase to the table of challenge. Are your tactics and strategies strong enough to succeed in a year long trial? Can you ascend to the top and be the Faction Warrior? Talk is cheap but do you have what it takes? Only you will be able to find out if you join in the year long combat to determine what house or clan is superior. Will you take the challenge to lead your faction to glory? Meet me on the battle field and we will see.

Signed, Jessic Kelswa Steiner.

What can I do during this game?

Answer: Anything you want. If you want to become more involved and discuss the war on the Forums or create stories about your endeavors, that's great!

If you're reading this for the first time you're probably asking yourself: "How did I get here? How do I participate? What's this all about?" And those are all good questions.

This is the Faction War – *Broken Alliances*. It is a: cross-venue/firebase, multi player, campaign which takes you into the very heart of a universal conflict. You are in charge of the army of your choosing, and you must field to meet the challenges your faction faces. These events take place both in the fall of 3137. The *Broken Alliances* Faction War campaign will last for one year. Event records will be kept of your accomplishments, and defeats via tournament recording. Your records will be added to the overall goal of your faction, determining the fate of the future. This war will change the universe's future and the things to come.



About the "Picture" Icons

So...what are these picture icons? These icons represent important information that you will need. They are listed out above and will appear throughout this manual, pay close attention because they're important.

The Game Concept

You are the leader of an elite army, trained in the ways of war and politics. Using your skills and talents you will attempt to lead your army to victory over the other Factions.

In this game you will build your army, and register that army, which will be listed on the website. The reason you'll register your army is so each general participating in the Faction War can see what's being fielded, prevents army modification, and adds a bit of strategy and tactics to the game. Each month missions will be created that you'll have the opportunity to participate in. If your army wins a tournament your victory will go towards the overall goal of your faction. The better your faction does the closer they come to winning the Faction War.

You help determine the fate of your faction. Will you strike out and make a name for yourself? Only you can decide the fate of your destiny.

New Units

You have moved up through the ranks of the military. Along the way you have gathered people to you, been given charge of missions, gained the respect and admiration of people and populations. Your name has been spoken of with fear and admiration. Your conquests have gained you power and influence . . .and control of worlds. There will be points during the Faction War at which you'll be allowed to add units to your army roster. No mission will exceed the initial build total until you've been given the opportunity to add new units to your roster. The exception to this would be an engagement where you are expected to run your units as part of a force with other players' force as part of the build total/value.

The Faction War Forums

The Faction War forums are located here: www.htcldarkside.proboards67.com. On those forums you will find a Faction War Category where you'll be able to discuss the War, find interesting information, participate in online RPGing with your fellow advocates, and more. You'll also find your venue's information and your WizKids name. It is where you'll get your missions, and discuss things going on around the realms.

1 The Faction War Website

The Faction War also has a website that will be maintained and have other fun and useful information on it. To access the website go to www.geocities.com/karlpajak. There you'll find: rules, updates, news and information, plus venue pages.

1 Communications

Email Format

When sending emails please use the following format title: WK Name, WK id, followed by the subject. E.g. Republic's Fury 240297 Broken Link. This will allow your concerns or comments to be addressed more expediently.

Rules

Rule Systems

When participating in the Faction War – *Broken Alliances* campaign you will use the current rule systems *Rules of Warfare*, or what ever current ruleset is available, plus any updates including: the current rule system, FAQ, and tournament rules.

House Rules

House rules are not considered part of the Faction War, though they may be allowed in missions. For a list of the House Rules that available please visit the forums.

How do I win the Faction War?

Well, you don't but your faction does. At the end of the Faction War the Faction which has won the most events wins, and they achieve their specified goal. The importance of that may not seem relevant at the current time, but what it will do is change the outcome of things to come. The Faction War website universe map will change and update each month base upon the wins losses of each month.

What do I win if I win the Faction War?

That's the beauty of it, your faction will end up controlling more of the universe and becoming a more powerful force to be reckoned with. You win, because your faction wins. Your Faction's objective will be achieved and become cannon. The second and third place Factions will also receive recognition, however, it will not be as powerful as the winner. For this Faction War the winner will also receive: \$100.00 gift certificate to his/her venue, a Battle Force set of his/her choice. Fellowship will receive: A Mech Warrior wall map and a set of stamps for his/her faction.

You and Your Army

" They've brought the war to me because they've forgotten. They've forgotten that before I became Prince of the Federated Suns, a command couch was my throne, a neurohelmet was my crown, and the battlefield my domain. After tonight, no one will ever forget that again. - Hanse Davion

\$ You and your Army

In this campaign, you will participate over a twelve-month period assisting your faction dominate humanity and gain control of the universe. Your army can consist of any official unit. Your army choice will be limited to a fixed army roster, which you determine.

Here's how it works

You choose 10 Mechs, 20 vehicles, and 20 infantry. One of the Mechs may be a unique/LE unit, you may also have one Unique/LE pilot in your army, which must be listed as part of your army roster. The rest must be non-unique/LE units. Once you've chosen the units you want you: officially recruit them to your army by submitting a list to the game designer at karlpajak@yahoo.com. Gear and pilots are not kept track of, just infantry, vehicles and Mechs. Once you've assembled your team, those are the only figures you can use during a Faction War tournament. Now that you've assembled and registered your Battle Force you are set to go. All that's left to do is engage the enemy in a series of once a month missions.

† Pilots, Equipment, and Squads

Some game systems allow for a customization of units selecting Pilots and Gear. They also allow for a different game costing for Squads. In the faction war you are allowed to use the customization rules for your vehicles, Mechs, and infantry but do not have to keep track of these customizations. The unit itself is what is important. So if you have a Vulture and you want to load it with Pulse gear one event and a different gear the next, that's fine. The only rule is that all units must be accurately represented during the tournament.

Who can field what?

Previously only one person could field a specific Unique/LE in the entire faction war. That's changed. This restriction has been lifted. So if everyone wanted to field the same Unique/LE they could. <The world applaudes>

Tournaments

“ The Republic was more than a dream of utopia. It was an ideal, one which we were challenged to live up to each and every day. That bright fire may have been reduced to a guttering flame, but it shall never be extinguished. And the fire shall return! The Republic may be absent for a time, but know this and remember it well: We are all Keepers of the Flame. – Jonah Levin 1 Oct. 3135

Engaging the Enemy

Each month your game will consist of building a battleforce out of your pre-chosen army. You will use that force to engage the enemy and attempt to achieve the objective set out in that months' mission.

Some missions will be a take and hold, while others will be an engage and destroy. What ever the mission you'll gear your force up and set out to achieve that goal.

Fires of Destruction

The after math of each battle will be recorded. The player that achieves victory, or the greatest victory, will be recorded as the winner of the tournament. A win will be recorded as a win for your Faction's overall tally that month. The Faction that wins the most engagements for the month will win that months' mission.

Wrap-up

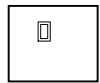
So as you can see your team is under your control. You are the mastermind behind the campaign. You will strive to increase your money and power. If you are good enough, you'll be able to defeat the other generals and gain control of the galaxy.

Mercenaries

"Morals are one thing. Survival is everything" - Samantha Clderon 2252.

"Who are you dealing with? We're the Northwind Highlanders" – Countess Tara Campbell

The Merc Contract



You have a bit of dirty work to do, but you don't want to dirty your hands. You need to let your army rest, but the front needs to be garrisoned. Whatever the case may be it's time to sign the contract...sometimes in blood. Mercenaries are of course a fickle lot and they may or may not perform as you've expected them too.

Military Budget

You begin the Faction War with a military budget of \$200,000.00. You will use that money to write a mercenary contract. The cost of a mercenary contract will be deducted from your military budget. Once that budget is gone you can no longer recruit mercenary units to your army.

The Cost

Now that you've found a mercenary group you'll have to pay them to do your bidding. What exactly does it cost? Well it isn't as expensive as recruiting your forces but in the long run it costs more as there is a monthly contract payment that must be made.

The actual cost of a mercenary contract is the that month's build total times ten [Build total * 10 = Contract Cost for that month]. You may recruit any mercenary unit, unique or not, to your force in this fashion. The only exception is that if you wish to recruit a Gun Slinger Pilot you must pay an additional cost for any and every gun slinger you hire for the month. The cost for any gun slinger is the preferred cost times 500 [Preferred Cost * 500 = Cost to Hire the Gun Slinger to your army for that month]. The Gun Slinger may pilot any mech in your army as long as it meets the requirements (all recruitments are paid and weight class is met).

For example: This month's build total is 600. To gain access Wolf Hunter units I must pay [600 * 10] \$6,000.00 out of my Military Budget to have the contract written. If I want to recruit Scott Graves to my army it will cost me an additional [32 (preferred mech cost) * 500] \$16,000.00 to have him in my army.

Missions

" We.. the few, must lead these fools out of Perdition...for they know not what road they are on. It is up to us to come back into the light and show them the way...we are the Word" .– Devlin Stone
part of his emergence speech ..Prefecture VIII, Lipton, during the deposition of Planetary Legate Ngai Dinh January 13, 3137.

Missions

During this campaign your army will rampage across the stars; destroying buildings, killing civilians, reeking havoc on worlds in an attempt to control as much of the universe as you can and bring to your fold those worlds. OR, you will be the savior of a people's way of life, protecting and sheltering them from the harm that has come to call. This will be determined by your factions' goal.

How do missions work?

Each month at your venue your BattleMaster will run the Faction War. He is allowed some leeway when it comes to the Faction War. You will be responsible for understanding your missions and bringing the appropriate units with you. Each game will be a two person head to head game. Sometimes missions call out for specific planetary conditions. In the event that this occurs it will affect the battlefield.

"What do you mean Could Be Playing?"

Well ..I'm glad you asked. In this the Faction War. Each general is attempting to do the same thing, win control of the universe. Some members of the Faction War will have more specific goals in mind and take a more active approach to the game. For example, let's say you're in charge of the Drop Ship "Wing Bird", a Clan Jade Falcon Cameron Battle Cruiser. In your cruiser you have four Stars of Mechs and very large compliment of Vehicles and Infantry. Let's say that your faction has decided to attack those rebels from Skye that are hiding out in Prefecture IX, on planet Kimball II. That would be your factions' mission for the month. While your opponents' faction, House Marik, has decided that they need to reclaim planet Rochelle. You both face off and attempt to complete your mission. Your opponents' forces represent the forces you're facing and visa versa. The terrain you're playing on may or may not be representative of the world your mission is on, your opponents forces may or may not be representative of the forces you are facing in the mission. Neither of those things are important, they're proxies. Yes we're using proxies for both the world and the forces your facing. What is important is that you have a good time, facing off against an adversary and that your battles' outcome will help your faction. And this Faction War will affect the future of the game. Each round you ll play Player 1's mission.

Facing a non Faction War player

When facing an opponent not participating in the faction war, that's fine. The player does not have to participate, nor does he need to understand the rules through and through (that's what the envoy is for). What is important is that your opponents' army meets the missions' build total and parameters.

Victory Conditions:

Each mission will have between three and four Victory Conditions. The more Victory Conditions you obtain the better off you are.

Achieving your missions:

The week before the Venue Sponsored "Faction War" event you should review the mission, make sure that you select the units that will give you the best advantage and be prepared to face what you could be facing. Then simply bring your units to the game, face off with your opponent, and attempt to achieve more Victory Conditions than your opponent.

Tournaments:

The Faction War may be run any time during the month. It must be a registered event, so that anyone can see that the event is occurring and come join in game play.

Completing Mission Objective

What do I get when I win a mission?

That's a great question. When you successfully complete a mission your faction will get a win in it's monthly tally. The Faction that does the best that month wins that months mission and marches closer to their goal.

Plus you'll be able to read about what's going on with your faction on the HPG Reporter (see website) and see monthly tally's on the website.

The End

"Here we are my old friend .. at the end of the road. This contest may be over but I shall never relinquish the Hammer" .– Jeske Kelswa-Steiner upon his leaving of Skye, said to Malvina Hazen.

End of the Road.

"This is all very well and good but...how do our opponents get knocked out of the Faction War?"

I'm glad you asked. This game is not designed to be over quickly. This is a Faction War after all. I need to make a statement at this juncture. No one will get knocked out of the Faction War. They'll always be welcome to come and play. Just because they lost last time does not mean that they'll be banned this time. We welcome one and all. This if for fun, after all.

A Final Word

“ Slavish adherence to formal ritual is a sign that one has nothing better to think about” – Natasha Kerensky.

A final word.

To you, the participant we the Game Designers raise our glass and toast your bravery. Good luck with the game and remember the main thing is always to have fun.

Until we meet ..good gaming!
- Republic's Fury