

The cover art depicts a chaotic battle scene on a rocky, orange-hued planet. In the center, a large white mecha with blue and red markings and the number '18' on its leg stands on a rock, firing a blue energy weapon. To its right, another mecha is firing a red laser. In the foreground, a large, dark grey mecha is partially visible, with a red and green logo on its chest. The background shows more mechs, a large rock formation with a face-like shape, and a starship in the sky. The title 'BATTLETECH' is in large white letters with a yellow triangle in the 'A', 'BATTLE OF TUKAYYID' is in yellow, and 'COMPANION' is in large white letters.

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A CHAOS CAMPAIGN SUPPLEMENT

Battle of Tukayyid Companion

A clarification and summary for the BattleTech Chaos Campaign

By Randal Snyder – SunderedEpoch.org

Introduction

This document attempts to streamline the BattleTech: Battle of Tukayyid campaign book and provide greater clarity and direction to assist players in using the campaign. Specifically, we discarded all references to the Force Points and Classic BattleTech BV in favor of the Alpha Strike PV.

Warchest Points

The Battle of Tukayyid campaign uses Warchest Points (WP) and Supply Points (SP) as its currency following the Chaos Campaign format. To engage in combat, a player must spend WP to join a “Track”. Repairs and other resources also cost WP.

Tracks

Each mission, or “Track” is detailed in the Battle of Tukayyid campaign book, starting page 34. Some special Tracks are detailed in the Clan campaign descriptions.

Each Track description summarizes the WP cost to join the track, basic game setup, and objectives. If a player achieves one of the objectives, they receive the WP listed in parenthesis at the end of the objective text. If a player cannot afford to pay the Track Cost, the player has lost the campaign.

Force Building

The Battle of Tukayyid book provides a confusing mix of systems for force building. The following is streamlined to focus on Alpha Strike forces.

Number of Tracks

Begin with the number of tracks/battles you plan to fight to determine the victor for each campaign. This determines the number of Warchest Points you receive for maintenance and to move to the next Track. This is explained in the Battle of Tukayyid book starting page 12.

Tracks to Victory	WP
1 Per Clan/Campaign	NA
1 Per Region	1000
3 Per Region	2000

Choose Force: Clan or ComStar

Clan players begin with better skills, but the ComStar player has a number of Battlefield Support Points they can use based on the Force Scale. These may be spent on purchasing BSP from the Alpha Strike Commander’s Edition, p54.

Determine Force Scale

This table determines how many units you expect to have on the battlefield during one fight. A Small scale fight will generally be about 1 Star (5 units) vs. 1 Binary (6 units). A Medium scale force will deploy about twice as many units as a Small force and a Large scale will deploy about three times as many units.

ComStar begins with a limited number of Battlefield Support Points (BSP), which can be exchanged for minefields, artillery, and aerospace assets.

Scale	PV	ComStar BSP
Small	600	12
Medium	1,200	24
Large	1,800	36

Unit Availability

Players choose units from the list below. Only one (Rare) unit may be chosen for every six units in the ComStar force and duplicates of these units may not be deployed as part of the same formation. Clan units with a Clan name in parenthesis are reserved only for that Clan.

CLAN LIGHT 'MECHS

- Fire Moth Prime, A, B, C, D
- Fire Falcon Prime, A, B, C, D (Jade Falcon)
- Mist Lynx Prime, A, B, C, D
- Arctic Cheetah Prime, A, B, C, D
- Kit Fox Prime, A, B, C, D, S
- Adder Prime, A, B, C, D, TC (TC: Diamond Shark)
- Howler (Jade Falcon)
- Piranha (Diamond Shark)
- Locust C
- Incubus, 2, 3
- Horned Owl, 2

CLAN MEDIUM 'MECHS

- Viper Prime, A, B, C, D
- Ice Ferret Prime, A, B, C, D
- Battle Cobra Prime, A, B (Steel Viper)
- Grendel Prime, A, B, C, D (Diamond Shark, Smoke Jaguar)
- Shadow Cat Prime, A, B, TC (Nova Cat, Smoke Jaguar)
- Nova Prime, A, B, C, D, S
- Huntsman Prime, A, B, C (Nova Cat, Smoke Jaguar)
- Black Lanner Prime, A, B, C, D (Jade Falcon)
- Stormcrow Prime, A, B, C, D, TC, Attwater (Attwater: Nova Cat)
- Shadow Hawk C
- Conjurer
- Hunchback IIC
- Vapor Eagle, 2

CLAN HEAVY 'MECHS

- Mad Dog Prime, A, B, C, S (S: Ghost Bear)

- Ebon Jaguar Prime, A, B, C
- Crossbow Prime, A, B (Jade Falcon, Smoke Jaguar, Steel Viper)
- Linebacker Prime, A, B, C, D (Wolf)
- Hellbringer Prime, A, B, M (M: Jade Falcon)
- Summoner Prime, A, B, C, D, M
- Timber Wolf Prime, A, B, C, D, S, TC (TC: Wolf)
- Night Gyr Prime, A, B, C, D (Jade Falcon)
- LNC-25-01 Lancelot
- Rifleman C
- Crossbow Prime
- Hellbringer Prime
- Guillotine IIC
- Mad Dog C
- Summoner Prime
- BL-6-KNT Black Knight
- FLS-7K Flashman

CLAN ASSAULT 'MECHS

- Gargoyle Prime, A, B, C, D
- Warhawk Prime, A, B, C
- Kingfisher Prime, A, B, C, D (Ghost Bear, Smoke Jaguar)
- Executioner Prime, A, B, C, D, TC (TC: Ghost Bear, Wolf)
- Turkina Prime, A, B, C (Jade Falcon)
- Dire Wolf Prime, A, B, S, W
- Executioner Prime
- Gargoyle Prime
- Marauder IIC, 8
- Supernova
- Stone Rhino, 4, 5, 6
- Kodiak
- Atlas C
- Victor C
- Warhammer IIC

CLAN INFANTRY & BATTLE ARMOR

Clan players may purchase Battle Armor and Infantry from the following list:

<https://masterunitlist.info/Unit/Filter?Name=&HasBV=false&MinTons=&MaxTons=&MinBV=&MaxBV=&MinI>

[ntro=2000&MaxIntro=3052&MinCost=&MaxCost=&HasBFAbility=&MinPV=&MaxPV=&Technologies=2&Types=21&BookAuto=&FactionAuto=&AvailableEras=13](#)

COMSTAR LIGHT 'MECHS

- MCY-97 Mercury
- MCY-99 Mercury
- MON-66 Mongoose
- UM-R60 UrbanMech
- UM-R63 UrbanMech
- LCT-1V Locust
- STG-3R Stinger
- WSP-1A Wasp
- SDR-5V Spider
- PNT-8Z Panther
- VLK-QA Valkyrie

COMSTAR MEDIUM 'MECHS

- CN9-A Centurion
- STN-3L Sentinel
- BJ-1 Blackjack
- BJ-2 Blackjack
- CRB-27 Crab
- HBK-4G Hunchback
- HBK-5M Hunchback
- PXH-1 Phoenix Hawk
- PXH-1bC Phoenix Hawk
- PXH-3M Phoenix Hawk (Rare)
- SHD-2H Shadow Hawk
- SHD-2Ht Shadow Hawk
- SHD-2Hb Shadow Hawk (Rare)
- GRF-1N Griffin
- GRF-2N Griffin (Rare)
- WVR-6R Wolverine
- WVR-7M Wolverine (Rare)

COMSTAR HEAVY 'MECHS

- LNC25-01 Lancelot
- LNC25-05 Lancelot
- CPLT-C1 Catapult
- CPLT-C3 Catapult
- CPLT-C1b Catapult (Rare)
- EXT-4D Exterminator

- WHM-6R Warhammer
- WHM-7M Warhammer
- WHM-7CS Warhammer
- BL-6-KNT Black Knight
- BL-6b-KNT Black Knight (Rare)
- BL-9-KNT Black Knight
- FLS-8K Flashman
- MAD-1R Marauder (Rare)
- MAD-3R Marauder
- MAD-5CS Marauder
- MAD-5M Marauder
- RFL-3N Rifleman
- RFL-5CS Rifleman
- TDR-7M Thunderbolt
- TDR-5S Thunderbolt
- ON1-K Orion
- ON1-M Orion
- ARC-2R Archer
- ARC-5CS Archer

COMSTAR ASSAULT 'MECHS

- THG-11E Thug
- BLR-1G BattleMaster
- BLR-2C BattleMaster (Rare)
- BLR-3M BattleMaster
- CRK-5003-1 Crockett
- HGN-732 Highlander
- NSR-9J Nightstar
- AS7-D Atlas
- AS7-K Atlas
- KGC-000 King Crab
- AWS-8Q Awesome
- VTR-9B Victor
- STK-3F Stalker
- STK-5M Stalker
- BNC-3E Banshee
- KGC-001 King Crab
- CP 10-Z Cyclops
- CP 11-A Cyclops

COMSTAR VEHICLES

ComStar players may purchase Combat Vehicles from the following list:

<https://masterunitlist.info/Unit/Filter?Name=&HasBV=false&MinTons=&MaxTons=&MinBV=&MaxBV=&MinIntro=2000&MaxIntro=3052&MinCost=&MaxCost=&HasBFAbility=&MinPV=&MaxPV=&Technologies=1&Technologies=3&Types=19&BookAuto=&FactionAuto=&Factions=18&AvailableEras=13>

Purchase Units

Purchase your units and assign pilot skills based on their skill. ComStar units begin the campaign with Regular or Veteran pilots (Skill 4 or 3). Clan units begin with Veteran or Elite pilots (Skill 3 or 2).

Battlefield Support Points

The ComStar player gains BSP they can spend throughout the entire campaign. BSP can be purchased in the Alpha Strike Commander's Edition, page 54. These should be spent before beginning the campaign.

Note: In the Battle of Tukayyid book, BSP can be spent to purchase Combat Vehicles. However, they do not specify how many can be used in each Campaign Track. As a basic guide, follow the percentage listed in the Track. Thus, if it calls for 33% of the player's force, then a maximum of 33% of the BSP can be used.

Record the Force

After choosing your units and their pilot skills, record the force in a spreadsheet or via the Master Unit List force builder tool.

Campaigns

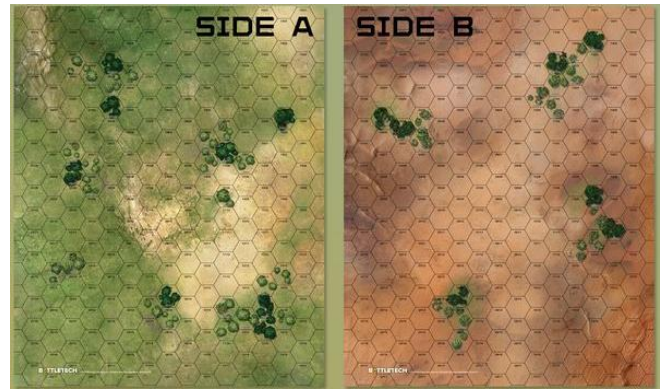
Choose your campaign (Starts Page 40)

Map Packs

The Tukayyid campaign references several maps summarized below. These images and links are provided to help build the battlefield for an Alpha Strike game:

BB (Beginner Box):

https://www.sarna.net/wiki/BattleTech_Beginner_Box



AGOAC (A Game of Armored Combat)

CI (Clan Invasion)



MP Grasslands:

https://www.sarna.net/wiki/Map_Pack:_Grasslands

MP Tukayyid:

https://www.sarna.net/wiki/Map_Pack:_Battle_of_Tukayyid