Ready or Not... II
A Battle For the Sphere IV Kustom Korner Event

What: A coop-> competitive hunt for Paul under Mount Ishiyama. Emerge with proof of your kill to win!

When: SAT July 20th, 2024 AM Session.

Where: Castle Rock Inconceivable Toys & Games

How: Enter the mines with a (customized) Jihad Era 2000BV mech, kill Paul, grab proof, survive to the exit, **profit!** (Player pack to be available shortly.)

Ready or Not....

Enter the Iron Mountain (together). Seek out and destroy Paul, the samurai, and be the one to emerge with proof of that kill (whether or not you actually made that kill) to secure your victory and glory!

What to bring

1 Mech limited to 2000 BV. This mech may be any canon variant from the Jihad era from the IS general, periphery general, or solaris faction lists on MUL. Additionally, you may also customize this mech, but must follow those guidelines laid out in DFA's field refit and modification guide and start with a mech from the above list. (https://dfawargaming.com/downloads) Any mech you choose must be fully described by those rules found in the BMM, pass megameklab verification, and still come in under 2kbv skill adjusted.

At least 1 hand is highly recommended.

What to expect

Cramped Quarters - the roof of the tunnels are at a cavernous height 4. This however, will still limit the effectiveness of jump jets. No mech may spend more than 4 points of jump movement during its movement phase.

Trophy- Once Paul, the samurai, has been dealt with, he will drop one Trophy. You must forfeit a weapons attack AND a melee attack phase on the Trophy's hex -with no other mechs adjacent to you- to pick up this trophy. When you do, designate which hand actuator is holding the Trophy. That limb, and any weapons in that limb may not be used for attack(s) while carrying the Trophy. Retreat to any "exit" tunnels' terminal hex and survive to the end phase with trophy in hand to achieve victory.

Falling will cause you to drop the flag. Losing the hand actuator will cause you to drop the flag

Rules:

All standard rules apply except the following are in effect:

Floating Critical (BMM45)	Through armor critials may hit other locations than CT.
Enhanced flamers (BMM99)	2 heat AND 2 Damage
Machine Gun Rapidfire (BMM101)	D6 damage and heat, 3x that ammo consumption.
Hidden Mech (BMM82)	*"Probe" equipment will be useful in finding Paul, who will start the game hidden.*
Active Probe:	*Instead of hidden mechs being revealed at the end of the movement per normal by probe equipments, Paul will remain hidden. The pilot with the probe that revealed Paul will receive a direct message to inform him/her of Paul's location.*