

## Operational Orders

Each turn consists of six operational rounds (approximately 10 days each) during which opposing forces can conduct combat operations. Follow the process below to complete each operational round.

**Step 1 – Declarations:** Once combat is initiated, all factions with forces in the star system must declare the identity of those forces (name, strength, quality, loyalty, current strength if applicable). Any forces not declared at the start of combat may not be used later in the turn unless they are hidden by a special ability.

**Step 2 – Initiative:** Each faction involved in combat rolls 2d6. The high roller wins initiative for that operational round. If the winner also rolled doubles (4+4, 5+5, etc.) they may choose to execute a Special Order.

**Step 3 – Declare Orders:** The faction that won initiative declares its orders first. Depending on the order chosen, the loser may be constrained in what order they can select. See the chart below for details:

Order	Function	Response
Attack	One formation attacks the enemy*.	Defend
Defend	Designate one formation to counter enemy attacks*.	Attack, Land, Withdraw, None
Interdict	One formation** interferes with the enemy's ability to move. A successful interdiction cancels Land or Withdraw orders.	Attack, Land, Withdraw, None
Land	One or more ground formations currently in space lands on the planet and can receive ground combat orders.	Interdict, None
Withdraw	One or more formations leaves the star system	Interdict, None
None	Do nothing	Attack, Land, Withdraw, None

\*Ground units can fight other ground units; aerospace units can fight other aerospace units.

\*\*Any unit can interdict enemy ground units, but only aerospace units can interdict enemy aerospace.

Special Order	Function	Response
Overrun	As Attack, but two or more formations attack at the same time.	Defend
Air Strike	As Attack, but aerospace formations may attack ground forces.	Defend
Assault Drop	One ground formation currently in space lands and immediately executes an "Attack" order. Cannot be interdicted.	Defend
Special Attack	Use a formation's special attack, such as orbital bombardment	See formation special ability

**Step 4 – Resolve Combat:** Resolve combat using either MegaMek or Simple Resolution. See the section on Combat for full details.

**Step 5 – Salvage:** Combat may create one or more units of salvage. See the economy rules for full details.

**Step 6 – Cleanup:** If both factions still have forces in the field, repeat steps 1-4 until one side is destroyed or withdraws, or until all six operational rounds have been played out. If one faction has control of the field, combat ends – mark the thread as complete.

## Formation Construction – Clan Tactical Doctrine

Ground formations are normally assumed to operate under Inner Sphere tactical doctrine, which has the following characteristics:

- Inner Sphere ground formations are known as Regiments and have 3 battalions of 36 tactical units each (for a total of 108 tactical units).
- New Inner Sphere formations have a starting quality of 0.
- Inner Sphere formations must pay for all unit improvements.

In contrast to this, Clan tactical doctrine emphasizes the quality of individual warriors over quantity; Clan warriors are generally better-trained and –equipped than their Inner Sphere counterparts.

- Clan ground formations are known as Clusters and have five binaries\* of 10 tactical units each (for a total of 50 tactical units)
- New Clan BattleMech and Battle Armor formations have a starting quality of +1. Conventional ground units (as well as ProtoMechs) have a starting quality of 0.
- Clan formations may start with up to 3 points split between OS and CA unit improvements for free. This means that most full-strength Clusters actually have up to 75 tactical units.

\*Conventional armor units have five stars of 10 instead, for the same overall unit size.

Refer to the chart below for whether or not a faction uses Clan tactical doctrine:

Faction	Clan tactical doctrine
Rasalhague Dominion	All formations
Horse Alliance	All formations
Clan Blood Spirit	All formations
Draconis Shogunate	“A” formations only
Lyrans Hierarchy	“A” formations only
Shark Supremacy	“A” formations only
Great Canopus	“A” formations only
Union of Independent Worlds	“A” formations only
Imperium Pantera Nova	“A” formations only
Federated Suns	Not used
Free Worlds League	Not used
Taurian Concordat	Not used