

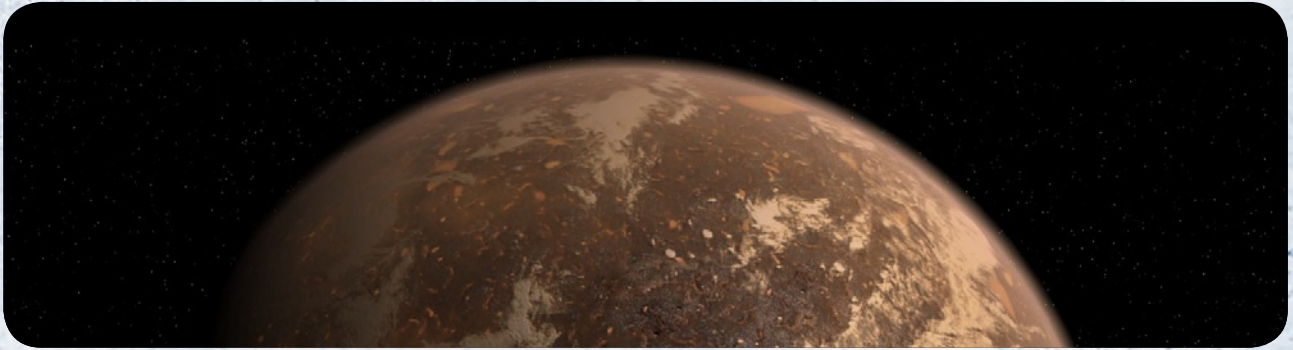
HESPERUS II



CLASSIC BATTLETECH CAMPAIGN

MECHWORLD
CLASSIC BATTLETECH CHAPTER LEAGUE

HESPERUS II



Foreword

This mini-campaign consists of two linked scenarios and was meant to be played by members of the German online BT Chapter League. In the MechWorld background, ComStar takes a more active role in Successor State politics and controls several worlds around Terra as a protectorate.

The campaign is set in 3028 and all units are assumed to be of level 1 technology. Feel free to change any thing you don't like, be it Tech Level, factions... Whatever you do, have fun.

Prologue

Precentor Darius Grey smiled as he watched the planet on the bridge viewscreen of the ComGuard dropship "Sword of Faith". Blake's ways were strange indeed. He had never expected to visit Hesperus 2, much less at the head of an attack force. But relations between House Steiner and the Blessed Order had worsened considerably over the last few months. Raids on the worlds of ComStar's protectorate had increased, but the Lyrans had claimed they were "independent actions" by rogue units or "pirate raids" and denied even to pay reparations. Something had to be done.

In their wisdom, ComStar's leaders had determined that an interdiction would not serve in this case. It would deprive ComStar of needed trans-

mission fees and prompt more raids or even an all-out invasion. Instead, the order would retaliate in kind.

Hesperus was the perfect place to teach the insolent Lyrans a lesson. Precentor Grey would launch a surprise attack at the heart of their military industry and deal them a blow they would not easily forget. His small force of 3 Level IIs would not hit the Mech Factories themselves. Instead, their target was an underground complex of powerplants several miles to the east of the Myoo Mountains.

There were several advantages to this strategy. The powerplants were not as well-defended as the factories. Also, the loss of this facility should slow Lyran Mech Production considerably, maybe shutting down the production lines for several months. At the same time, the lostech Factories would be left intact. That was important because a balance had to be struck between punishing the Lyrans and weakening them to a point where they would be easy pickings for the other states. The raid would show the Archon that she could not afford to have ComStar as an enemy. Better to pay her HPG bills in time and raid the Draconis combine for a change.

Still smiling, Grey turned away from the viewscreen. He stepped through a hatch into an adjacent room. Lining the walls stood a dozen acolytes murmuring prayers and reciting from sacred manuals. In the center of the room he saw the strange form of the holy Countermeasure Device. Cables and tubes sprouted from the cylindrical object, disappearing in the walls of the compartment. Strange lights glowed on its dull metal surface. Arcane symbols were etched into or painted on it. The Device had been taken from the deepest vaults on Terra and brought aboard by a Precentor Technician just days before.



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Grey had been told the Device would conceal the "Sword" from Lyran sensors, should anybody even be looking. They had used a pirate point and an unusual approach vector, so nobody should notice them until they were down. ROM had assured that Lyran air traffic control would be disabled for the landing. Once on the ground, they only had to march a few miles to their target, still under the cover of ECM. The Lyran heretics would never know what hit them. Blake's Will would be done.

Description of Hesperus 2



Hesperus is a desolate world, its surface criss-crossed by a maze of canyons and mountains. The equatorial regions are covered by sulphuric swamps and are uninhabitable by humans due to atmospheric pressure and extreme temperatures. The few settlements are located in the polar regions, mostly on plateaus and mountains where temperature and pressure are bearable.

Vegetation is sparse, with the exception of the Melrose Valley and the terraced hills of Maria's Elegy, the planetary capital. Lack of arable land has kept the population down. The only reason men live here at all is because of the massive BattleMech factory complex buried underneath the Myoo Mountains, the largest Star League era factory in the Inner Sphere. A smaller factory exists in Melrose Valley, where Doering Electronics produces targeting and tracking systems.

The Defiance facilities have been attacked several times, but with limited success. Some say the surface of Hesperus is as much of a threat to invading armies as the defending troops. Remnants of more than a dozen attacks still litter the surface of Hesperus, from the skeletons of infantrymen to the wrecks of starships. In the third battle of Hesperus in March 2789, Marik WarShips tried to bombard the factories from orbit, but were beaten off by the Lyran Navy. FWLS Devastator and LCS Granite, however, were so severely damaged that they entered the planetary atmosphere, the burned-up wrecks eventually crashing near the factories.

ComStar

The ComGuards are retaliating for Lyran raids on worlds of the ComStar Protectorate. Warnings and threats of interdiction have not deterred the Lyrans, and the Primus is now determined to use his military to strike at key worlds in Steiner space.

House Steiner

The Archon has prepared for an eventual ComStar counterattack. Garrisons have been reinforced and put on heightened alert. At Hesperus, defenses center on the Mech factories, with only a few patrols in the surrounding areas. High Command does not really believe that ComStar will hit this heavily defended world.



Preparation

Both sides use 18 Level 1 BattleMechs each, with a BV of 15000. You could allow ComStar a few Mechs from TR 2750, I guess.

Before beginning play, House Steiner divides its forces into three patrols of 4 Mechs each (Lances Red, Green and Blue) and a reserve of 6 Mechs defending the base.

Steiner also gets the following additional Mechs (see scenario rules): **1x Griffin 1N**, **2x Commando 2D**, **2x Zeus 6S**

Note: MechWorld unit rosters are randomly generated 18-mech units, and the scenario was meant to be played by such units. The BV limit is an approximation for non-MechWorld players.



Prologue

Leutenant Frederek Schmidt stared through his Griffin's transplex canopy in shock. The horde of white-painted Mechs coming at him had not appeared on any sensors, and they were obviously not friendly. A quick count showed at least 18 Mechs, but there might well be more. "Gold 1 calling base! Gold 1 calling base! Do you read me?" There was only static on all channels. "Verdammt! Gold 2, report!" No answer. The Com Guards' jammers were apparently strong enough to disrupt his communications with his lancemates. He had to find another way to get a warning out. Clumsily he gestured for Feldwebel Krause to try and run for the base. Krause waved back and turned his Phoenix Hawk away from the attackers. That left the defenders with only seven Mechs. They would do their duty and try to hold the attackers as long as possible.

Setup, Comstar

The ComGuards use all 18 Mechs on their roster. Additionally, they get three Packrat LRPVs. The vehicles have no weapons, but carry sophisticated ECM to cover their passage from the LZ to their objective. **The ComGuards enter from the south edge of the map.**



Setup, House Steiner

The defenders use Lance Red (designated before the game) and elements of Leutnant Schmidt's Lance Gold (additional units): 1x Griffin 1N, 2x Commando 2D. The defender may position his Mechs anywhere on the maps.

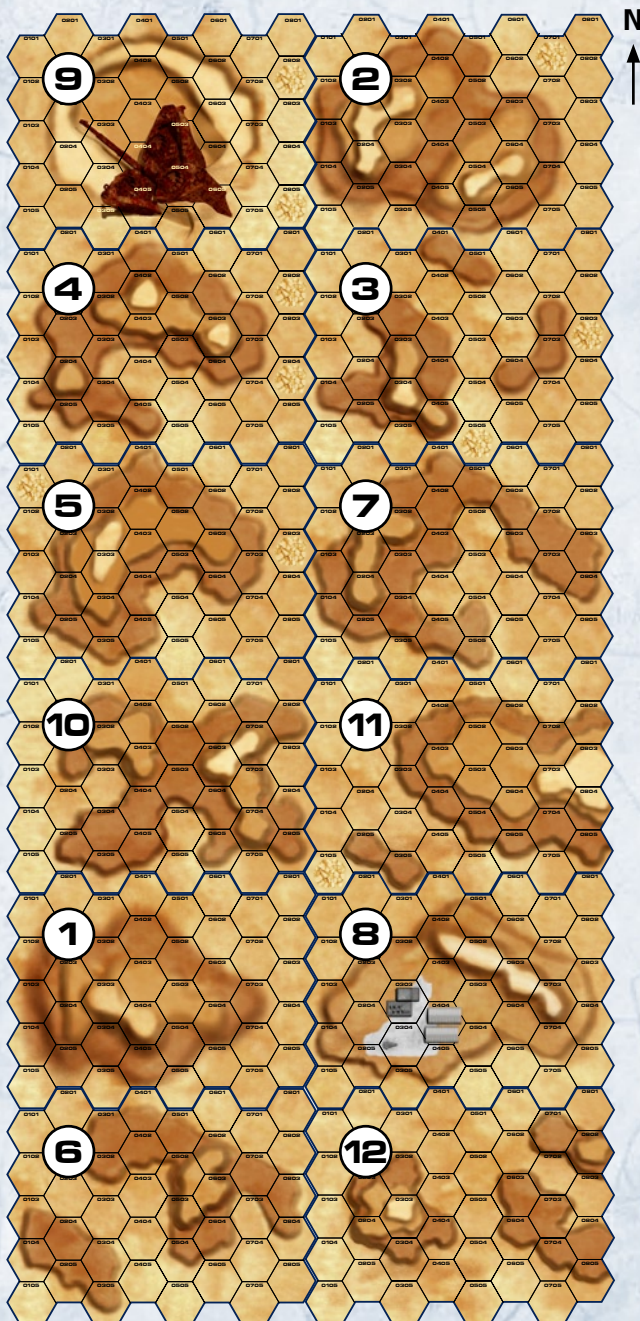
Turn sequence:

To deal with the large number of units on table, the turn sequence is altered as follows:

The side with more units moves first, until both sides have an equal number of units. Then, both players will alternate moving the remaining Mechs, the player who lost initiative moves first.

Map Setup:

The map is set up as shown below:



Objectives, ComStar

The attacker's objective is to exit as many Mechs as possible through the north edge of the map before the end of round 10. He also needs to protect his ECM vehicles. At least one Packrat must remain on the map as long as mobile ComStar Mechs remain there.

Objectives, House Steiner

The defender needs to delay the attackers as long as possible and prevent them from exiting through the north edge in time. He also needs to destroy as many Packrats as possible.

After Action Report

Any ComStar Mechs still on the map after turn 10 may not take part in the second scenario.

There is of course no way to repair or reload any Mechs. Surviving Steiner Mechs (if any) may also not take part in scenario 2.

If any of the sacred ECM carriers were destroyed, the Lyran were able to get out a general warning to forces in the area. Destruction of ECM vehicles has the following effects:

1 vehicle destroyed:

- The Lyran defenders in scenario 2 receive two offboard LongTom artillery pieces.
- Lance Green is available to the defenders at the beginning of turn 7. The lance may enter from any map edge.

Two vehicles destroyed:

- The Lyran defenders in scenario 2 receive two offboard LongTom artillery pieces.
- Lance Green is available to the defenders at the beginning of turn 4. The lance may enter from any map edge.

All vehicles destroyed:

- The Lyran defenders in scenario 2 receive two offboard LongTom artillery pieces.
- Lance Green is available to the defenders at the beginning of turn 4. The lance may enter from any map edge.
- Lance Blue is available to the defenders at the beginning of turn 7. The lance may enter from any map edge.
- 2 defending Mechs may be deployed using hidden unit roles. Mechs may be hidden in any terrain (assume sand pits, camo netting and the like).

You probably guessed it, if no ECM vehicle was destroyed, the Elsie's will get no reinforcements at all.

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SCENARIO II

Setup, ComStar

Any ComStar Mechs that came through scenario 1 in time can be used in this battle. There is of course no way to repair or reload any Mechs. The attacker enters from the western map edge. The ECM vehicles are no longer needed.

Setup, House Steiner

The defenders use their reserve (designated before the game) and two Zeus 6S Mechs (additional units) to bring base defense up to two lances. The Mechs may be set up anywhere on the map. Lances Red and Gold may not be used. They have orders to remain in their assigned patrol sector whatever happens.

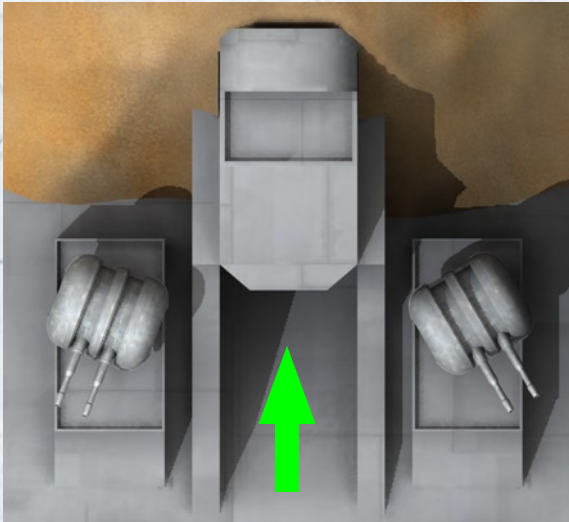
Objectives, ComStar

ComStar needs to get Mechs of at least 225 tons into the tunnel leading to the power plant before the end of turn 10. If this happens, the reactors are considered destroyed and the scenario ends. In the end phase of turn 10, the blast doors of the facility will close and prevent any Mechs from entering.

Objectives, House Steiner:

The Lyrans must stop the ComGuards from entering the tunnels.

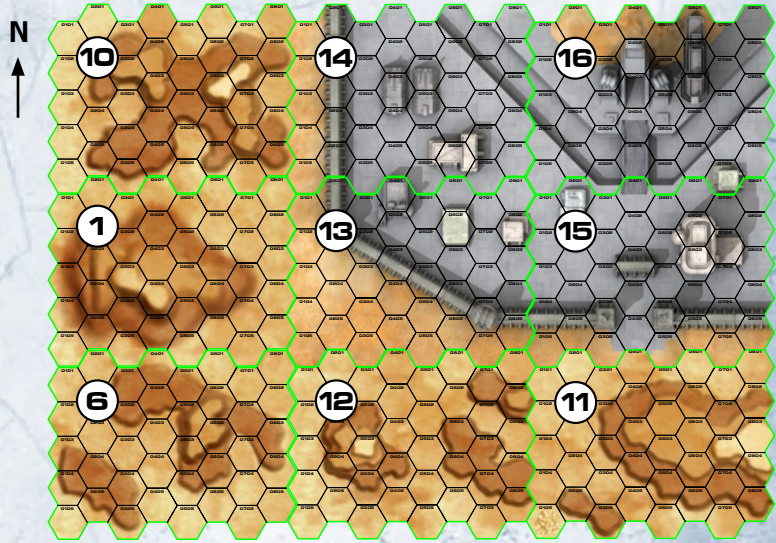
Entering the tunnel:



The entrance to the powerplant is in hex 0403, leading through hexes 0402 and 0401 to the map edge. ComStar units must leave the map through hex 0401 in the tunnel to count toward the 225 ton total. Hexes 0403 to 0401 are considered to be sub-level 2.

Map Setup:

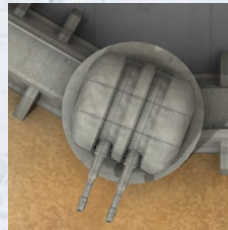
The map is set up as shown below:



Special Rules:

Initiative: To speed up play, you may want to use the counters at the end of this file. Cut them out, assign a number to each Mech and draw the cards from a pot. This system replaces normal initiative rules (but by all means, go ahead and use the normal rules if you prefer).

Blocking a Hex: Because it would otherwise be too easy to block the tunnel, Mechs may move through hexes occupied by enemy units by expending an extra MP.



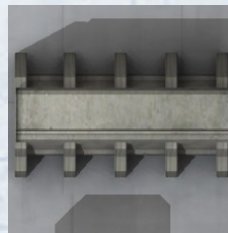
LARGE TURRET:

The large turret is two levels tall and has a 360 degree firing arc. It mounts two AC/10 and has a CF of 100.



SMALL TURRET:

The small turret is 1 level tall and has a 300 degree firing arc, that is, it can not fire through hex 0403. The small turret mounts two large lasers.



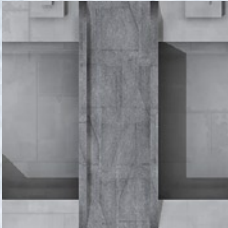
THE WALL:

The wall is two levels tall and hardened (CF of 150). Mechs may jump over it, but not stand on it. Mechs may not climb over it, but if a wall segment is reduced to rubble, the hex may be traversed normally.



THE ANTI-MECH TRENCH™

The AMT is two levels deep and can be entered normally but it is harder to get out of it. To exit, a piloting skill roll is needed. If the roll fails, the Mech slips, requiring an additional roll to remain standing. If the Mech falls, it takes normal falling damage for a two-level fall. A Mech may attempt to leave the trench as long as it has the necessary MP.



THE BRIDGE:

The bridge has a CF of 150. A Mech can easily pass below it. Oh, it is against regulations for Lyran Mechs to fire at this structure.



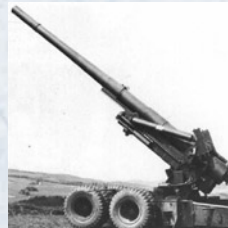
PAVED SURFACE:

All hexes inside the base are paved. Happy skidding!



THE TUNNEL:

Defending units may not enter the tunnel. It's against regulations, and Lyran Mechwarriors always play it by the book. Besides, Feldwebel Krause and his trusty Phoenix Hawk are inside the underground complex. They will deal with any foe massing less than 225 tons.



ARTILLERY:

Lyran artillery has no pre-designated target hexes. The guns may not target a Hex inside the base. Regulations, you know?



BUILDINGS:

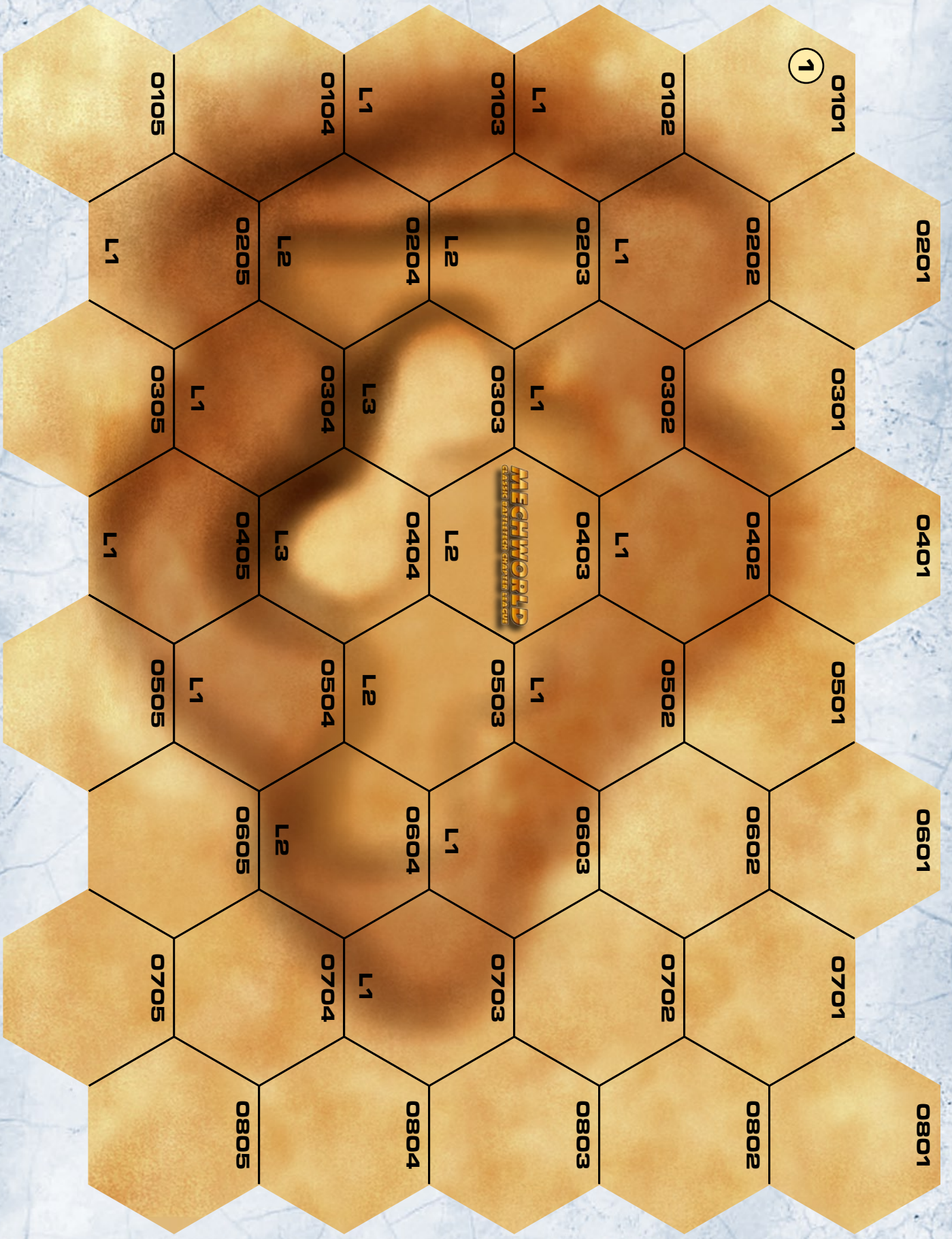
All buildings are hardened and have a CF of 150.

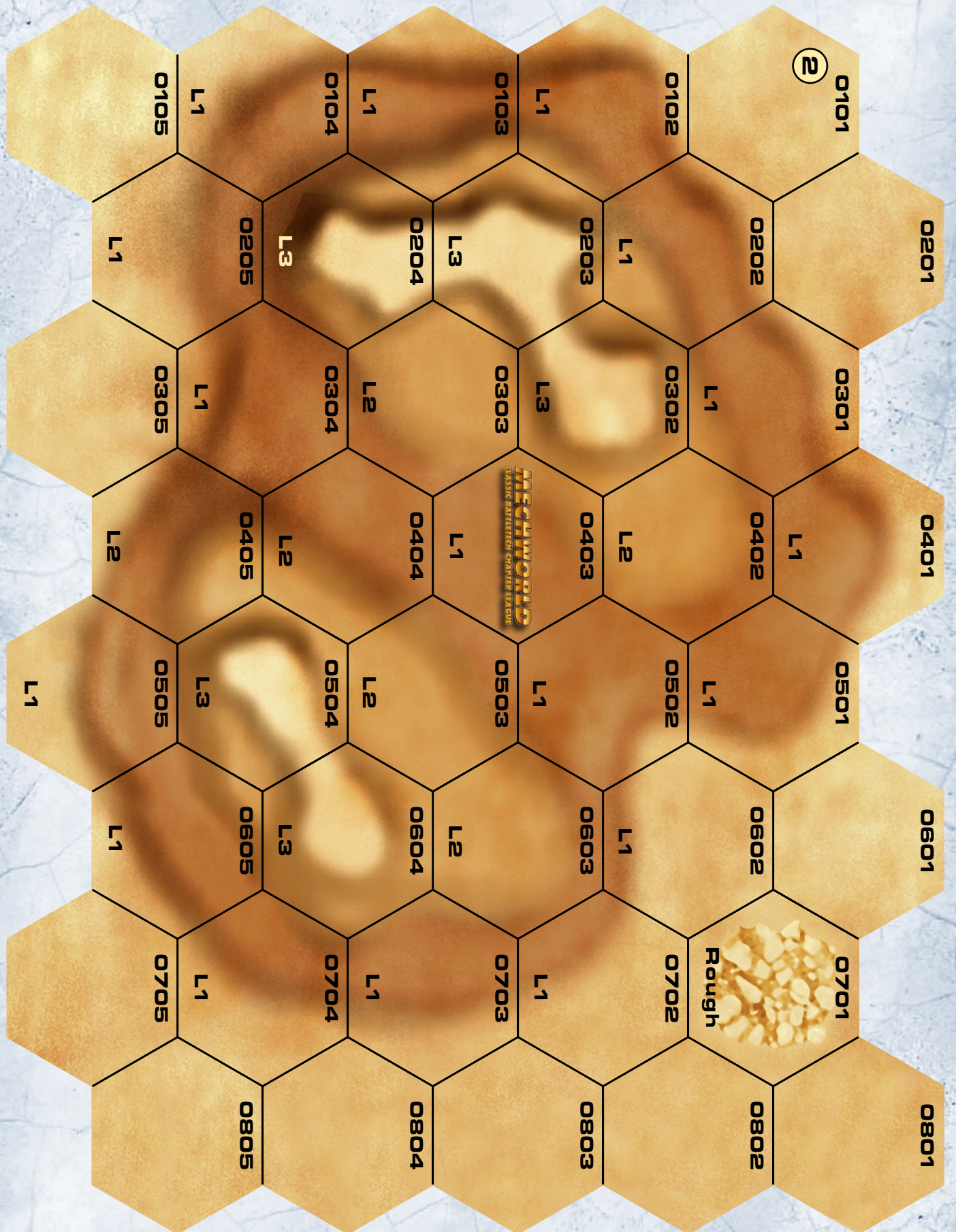
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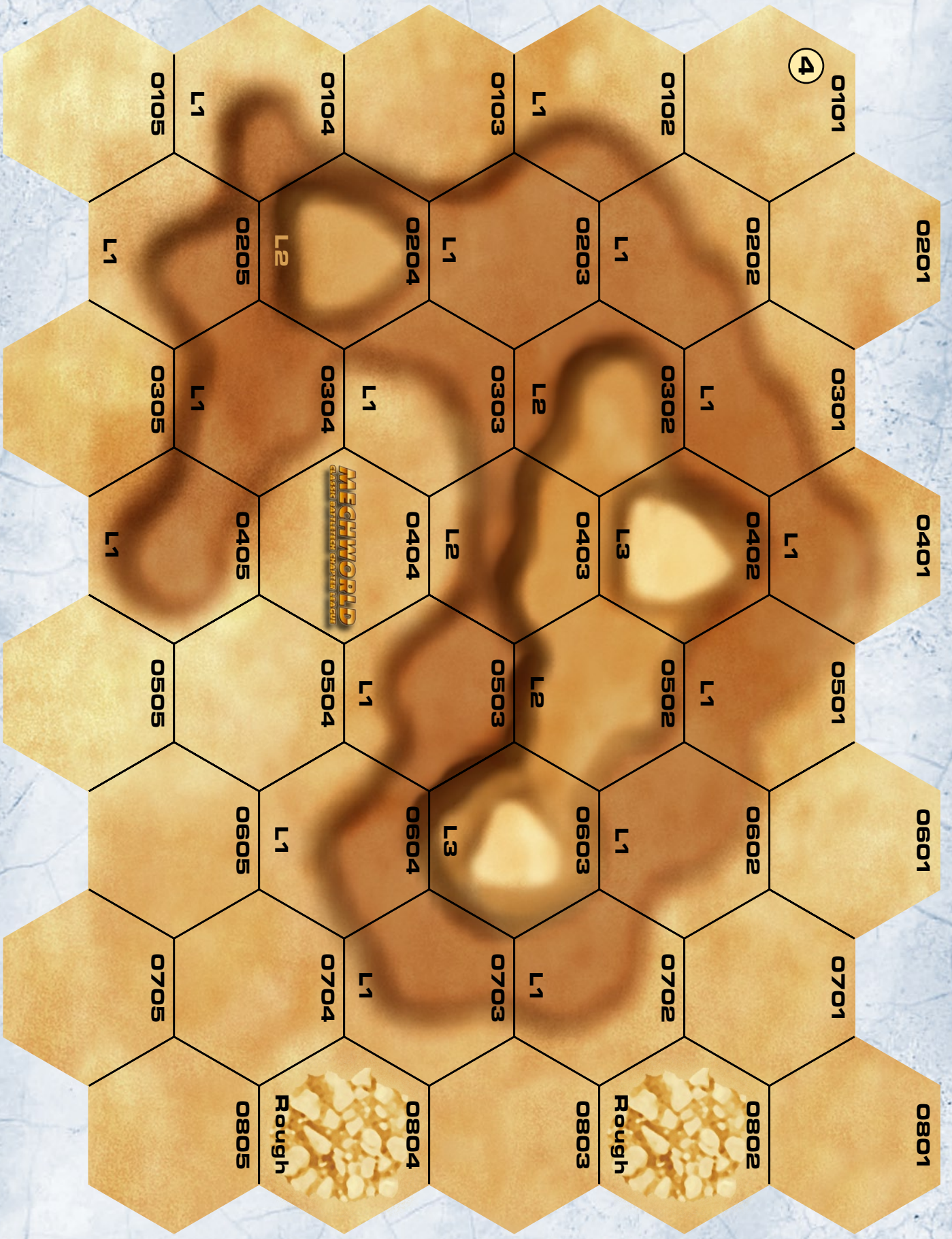
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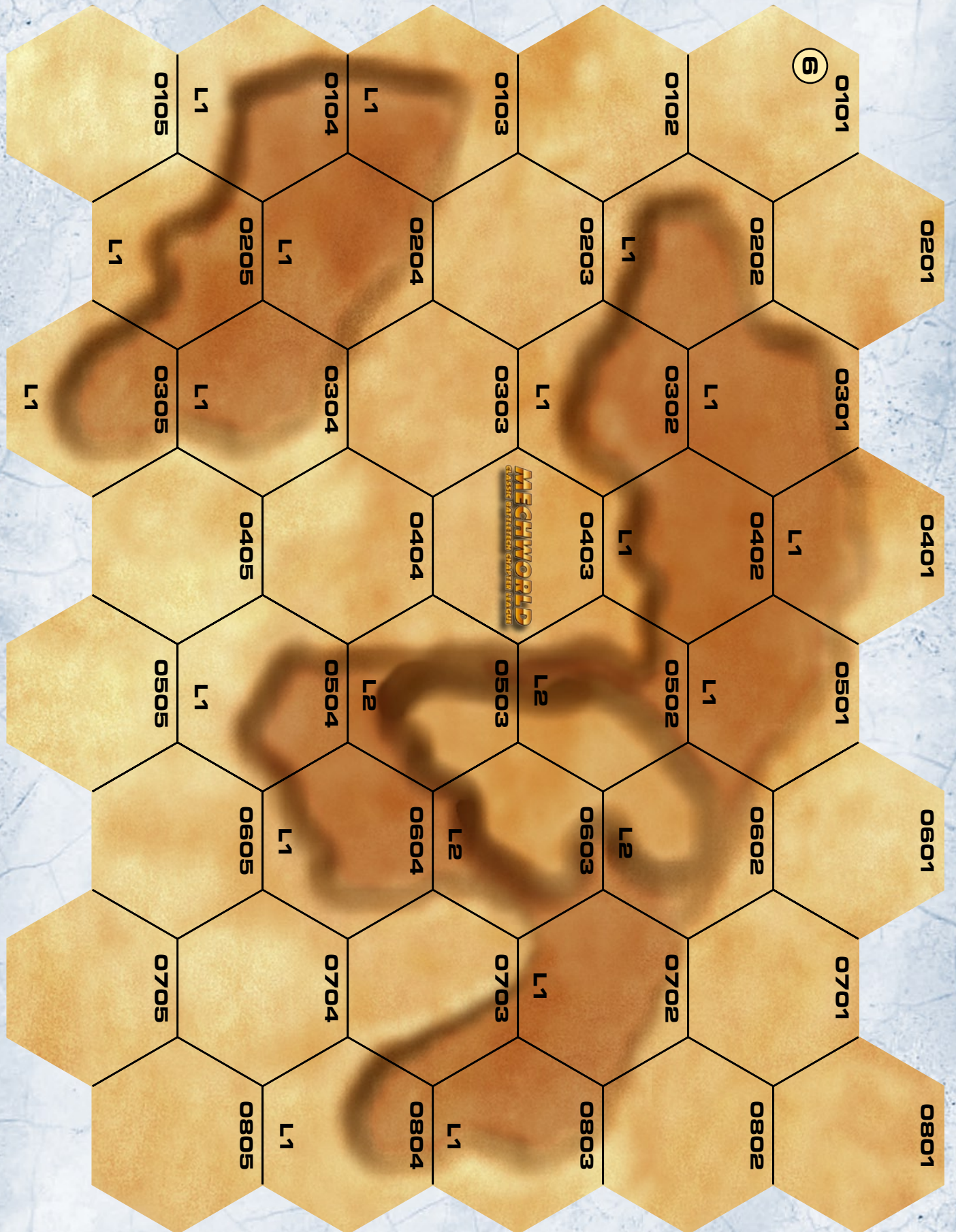




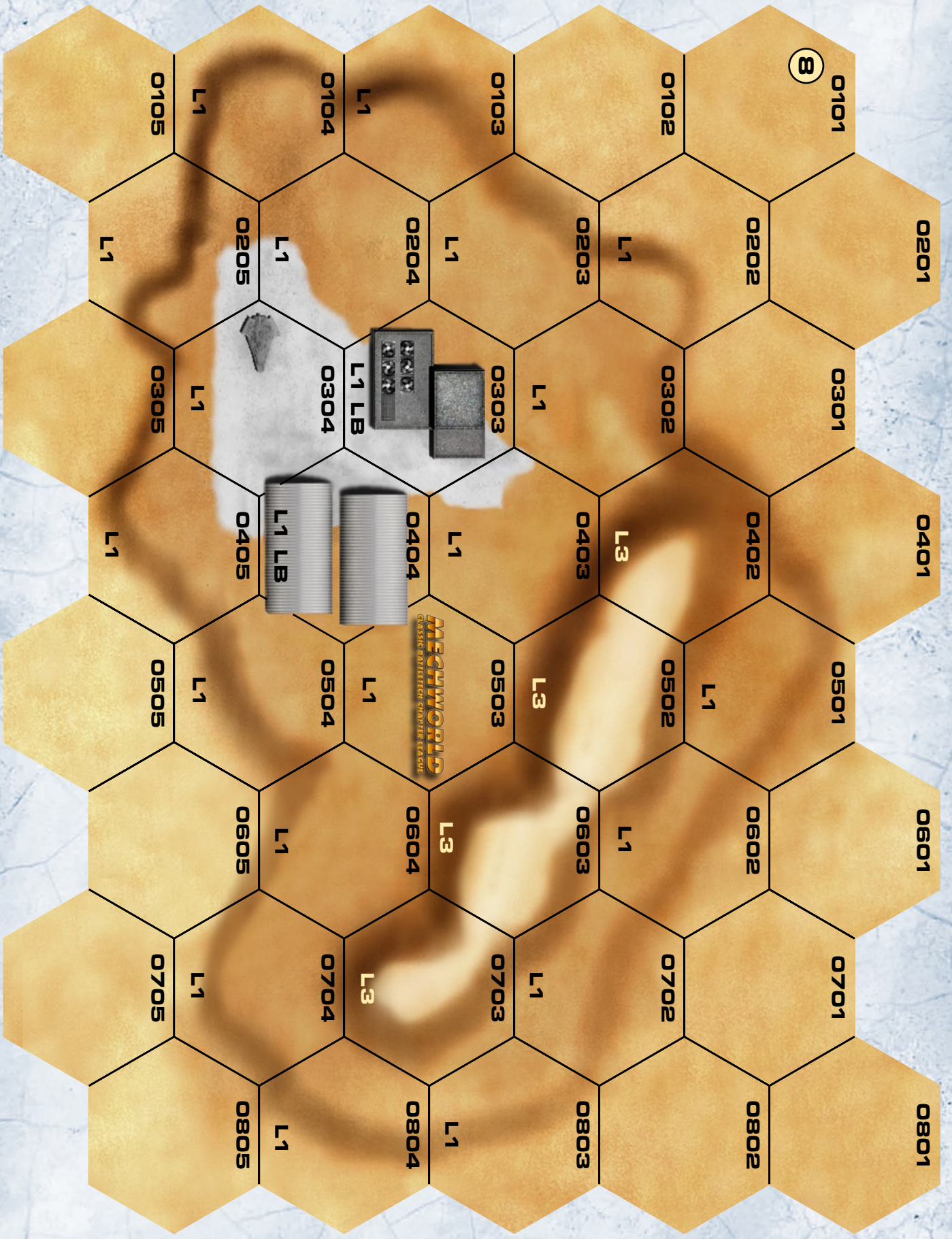












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