

----- START TRANSMISSION -----

STRIKE BACK

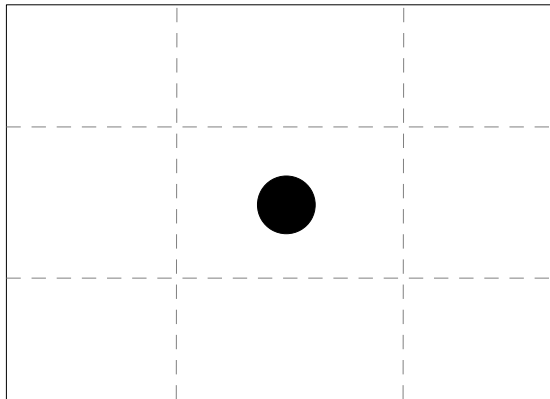
'RED CELL' IS A VIOLENT SPLINTER GROUP FORMED FROM WORD OF BLAKE REMNANTS. THEY MANDATE STRICT ADHERENCE TO THEIR INTERPRETATION OF BLAKEIST IDEOLOGY AND RESTRICT LOCAL POPULATIONS THEY CONTROL.

TETSKI IS AN ABANDONED SYSTEM NEAR THE MAGISTRACY OF CANOPUS. TETSKI WAS ABANDONED DURING THE SECOND SUCCESSION WAR DUE TO CONTAMINATION FROM BIOLOGICAL AGENTS RELEASED DURING THE CONFLICT WITH THE TAURIAN CONCORDAT. THE 'RED CELL' APPEARS TO HAVE REMOVED THE CONTAMINATION.

SEVERAL MAGISTRACY WORLDS ARE WITHIN RANGE OF TETSKI; IT IS THEREFORE CRITICAL THAT WE PREVENT 'RED CELL' OPERATIONS IN THE REGION. A STRIKE ON THEIR MAIN BASE SHOULD CURTAIL THEIR OPERATIONS.

Unit Limits: 5K BV for each force dropping on the planet and a corresponding 4K BV of defending forces.

Map: One central mapsheet with a large base and 8 adjoining mapsheets with flat desert terrain. The GM places 2 control points and 2 turrets for every friendly force. The turrets are heavy buildings with a construction factor of 100. Turrets contain 2 ER Large Lasers or 2 Clan LRM 10s. The GM also secretly determines where all defending forces are positioned.



Deployment: Friendly units may drop in any of the outer 8 mapsheets. Roll a PSR for each dropping unit. If the unit fails, they scatter in a random direction by 1D6 hexes. Apply 1 level of fall damage to the unit; however it is standing after the drop.

Primary Objective: Destroy all enemy forces. Enemy units are not salvageable. Earn a portion of 5M C-bills based upon the percentage of enemy units destroyed.

Secondary Objectives:

Hoist the Flag. Randomly earn 1 Battlefield Support (BSP) action for each flag hoisted over a control point. Secure a control point by occupying the control point with a 'Mech with no enemy units in adjacent hexes. Select the BSP by random roll or by drawing from the BSP deck.

Capture the Turrets. If a friendly infantry unit ends its turn in the same hex as turret, it may capture the turret. During the End Phase, the turret may be destroyed or the infantry unit inside the turret may use the turret weapons with their gunnery skill during the next turn.

Each player is encouraged to pick a flag to physically place on the battlefield when they Hoist the Flag. You're fighting oppressive Blakeist extremists, so flags signaling inclusion or non-conformity are encouraged; but don't let me tell you what to do!



See Wikipedia for some sample flags:

https://en.wikipedia.org/wiki/Jolly_Roger

https://en.wikipedia.org/wiki/Pride_flag

Optional Rules:

Trace contamination. All conventional infantry must be XCT troops. Any attack against infantry does an additional 1D6 damage. Vehicles suffer Crew Stunned when the armor is breached. MechWarriors suffer one additional warrior hit if the cockpit takes damage.

Resources:

Outworlds Wastes - <https://outworlds-wastes.jeremylt.org>



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----- END TRANSMISSION -----