Battle For Henderson's Gulch - 6mm Homebrew Scenario

Game System: Classic Battletech

Description: Hungry and stranded on the arid planet of Ostara, a rag tag band of MechWarrior's defend a farming town from the onslaught of bandits seeking to plunder it for their own survival. Outnumbered and outgunned, can the MechWarrior's hope to save the town and their lives? We'll be using 3D terrain (meaning we won't be using hexes for movement, shooting, etc.), with a little bit of homebrew rules to help speed the game along.

Players: 7
Need a 6'x 8' Table with enough area to sit on all sides
Game Board Size: 4'x6'

Deployment: Order of deployment is determined randomly by cards.
Defenders can deploy one unit (meaning one players entire force) anywhere on the middle terrain board, the other two units must deploy on the terrain board closest to the village. The villagers must be deployed with the player they have been assigned to.
Attackers have two deployments, before the first turn and during turn two movement phase. All bandit vehicles are deployed before the first turn depending upon order drawn, and all bandit mechs are deployed during the 2nd turns movement phase depending upon cards drawn (mechs are deployed and can move normally).

Scenario Rules: Defenders are fearless and will fight until they are immobilized or are destroyed. Attackers use Forced Withdrawl rules (Mechs: if any two critical systems are destroyed or if a side torso has been completely destroyed) (Vehicles: If the vehicle has been immobilized/suffered a critical hit result from 9-12 or has 2/3rds of its armor points filled in on any one facing) and must flee towards it's table edge as fast as possible (fleeing units may still fire).

Miscellaneous notes:
1 hex = 1.5 inches for movement
1 hex = 3 inches for weapon ranges   Round up for Weapons Ranges   Round down for Movement

Defending Mercenaries:
3 Players | Black Cards

PLAYER 1: **King**
- Stinger: STG-3G
- WhitWorth: WTH-1

PLAYER 2: **Ace**
- Wolverine: WVR-6M

PLAYER 3: **Joker**
- Assassin: ASN-21
- UrbanMech: UM-R60

Other: 4 stands of villagers that the defending players can divide up amongst themselves however they see fit.

Attacking Bandits:
4 Players | Red Cards

PLAYER 1: **10**
- Warhammer: WHM-6R
- 2 Pegasus Hover Tanks

PLAYER 2: **7**
- Blue Wasp: WSP-1A
- 1 Pegasus Hover Tank
- 2 Scorpion Light Tanks

PLAYER 3: **2**
- 2 Stingers: STG-3R
- 2 Scorpion Light Tanks

PLAYER 4: **5**
- Black Wasp: WSP-1A
- 2 Bulldog Medium Tanks

Battle For Henderson's Gultch

Hungry and stranded on the arid planet of Ostara, a rag tag band of MechWarrior's defend a farming town from the onslaught of bandits seeking to plunder it for their own survival. Outnumbered and outgunned, can the MechWarrior's hope to save the town and their lives?

Insignia of a mercenary unit lost on Ostara III
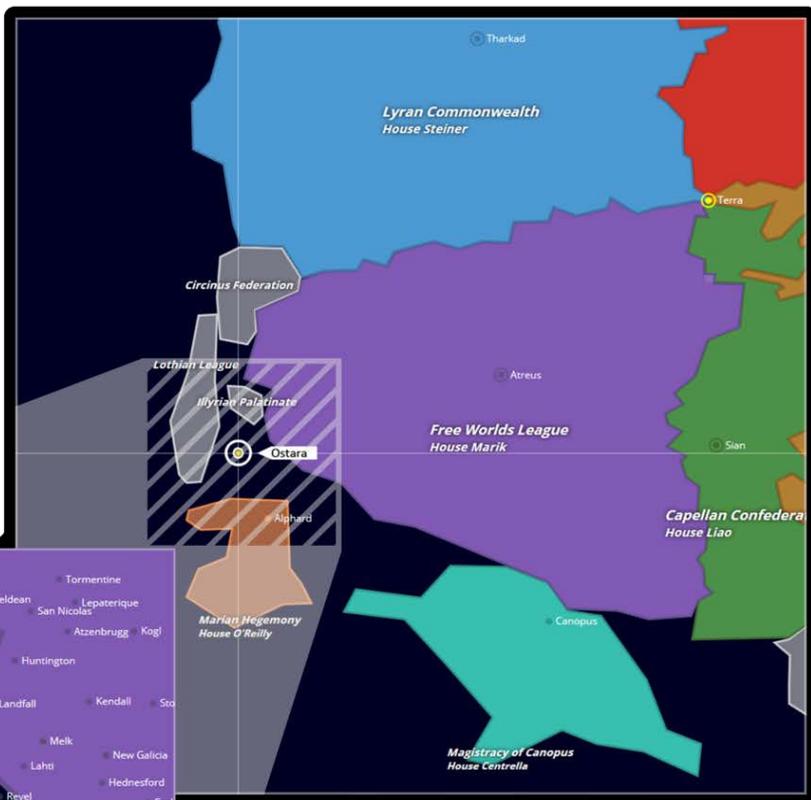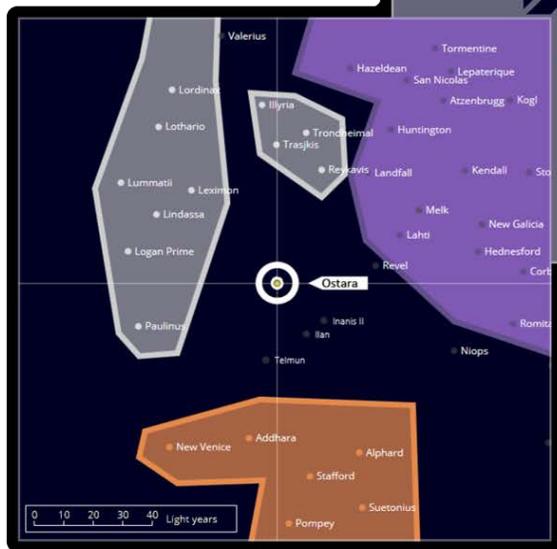
Map of the Inner Sphere, Cir 3025

Background:

A history of militaristic isolation had sparred the Ostaran system from the violence and technological regression of the First (2786-2821) and Second (2830-2864) Succession Wars, however with the interplanetary devastation such wars caused came the desperation of the various waring states to maintain their dwindling technological edge on their competitors. This desperation gave rise to a plan by a fringeward Military District of the Free Worlds League to raid the isolated system of Ostara of its rare technologies.

To avoid opposition within the Free Worlds League the plan was initiated in 2906 with a raiding force mostly comprised of mercenary freelancers, reasoning that if the raid fails the league can both do away with future mercenaries that could be used against them and swoop in later and salvage the equipment and war machines of the mercenaries. The jumpship that carried the mercenaries to the Ostaran system arrived without opposition nor communication from the planet Ostara III, as did the spheroid dropships landing on the planet. The mercenaries and their league observers however encountered resistance from the planets military while they were making their way to the planet's lone city. This resistance was beaten back, but at the cost of a third of the mercenary's war machines being disable or destroyed.

Facing defeat, the planet's ruling dictator gathered whatever air mobile forces remained and seized a tactically isolated mercenary dropship, compelling the crew to take off with him, some of his security personnel, and some cargo. Thinking the ruling dictator was only interested in saving his own skin, the dropship's crew complied and took off with the assumption they could make a little extra money if they played it cool. They were wrong; when the dropship docked with the jumpship a massive explosion incinerated both of them in a blinding flash of thermo-nuclear fire. Nothing remained where the ships once were except writhing ribbons of hull and irregular chunks of debris rocketing away from the blast.

The destruction of the jumpship and the planet's government slowly reduced the planet to a state of semi-constant turmoil. The mercenaries having no way to communicate with the galaxy at large fractured into smaller groups aligned by personal interest and survival strategies either forming gangs or small communities. The Free Worlds League having lost truly irreplaceable technology in the form of the jumpship elected not to chance the loss of more jumpships by investigating what went wrong in the Ostaran system and eventually disbanded the Military District which was responsible for the planning and execution of the planned raid on the Ostaran system. Battling over resources wasn't uncommon on Ostara III with warring parties using progressively less sophisticated technology against one another. This new normal for the planet of Ostara III remained unchanged until the closing days of the Clan Invasion and the preamble to the FedCom Civil War of 3062.