

CONFIDENTIAL // EYES ONLY

OPERATION ORDER: THE FINAL EXTRACTION

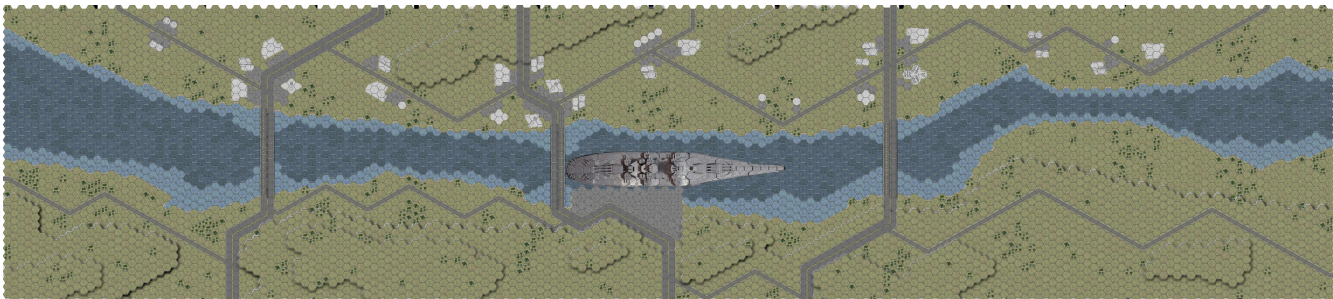
DATE: Sunday September 20th 2026.

LOCATION: RWRNS Massachusetts PERIMETER

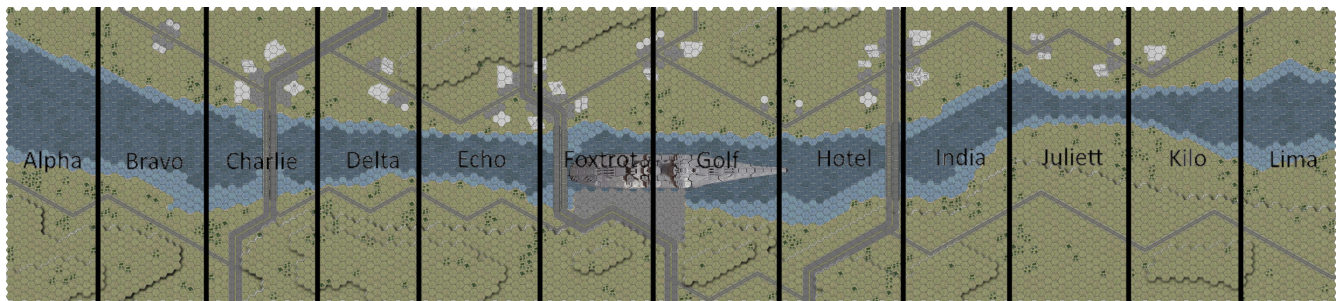
TO: ALL PARTICIPATING COMMANDERS

FROM: JOINT TASK FORCE COMMAND

Operational Area Map



Assault Corridors



1. SITUATION OVERVIEW

Hostilities are imminent. All factions converge on the target facility for the extraction of the [REDACTED]. Your mission is to secure the asset or deny it to enemy forces. Expect high-intensity combat within a confined urban environment. Time is a critical factor.

2. TERRAIN ANALYSIS

A. General Layout

The Area of Operations (AO) spans 192 hexes East to West by 38 hexes North to South. The AO is bisected by a significant water feature running parallel to the long axis.

B. Northern Axis - Lowlands / Urban Zone

- **Topography:** Flat terrain, minimal elevation changes.
- **Cover:** Dense concentration of older commercial and residential structures. These buildings were historically occupied by workforce personnel servicing the naval yards.
- **Visibility:** Line of Sight (LOS) is frequently obstructed by building clusters and debris. Long-range fire lanes are limited.
- **Tactical Note:** Favorable for ambush tactics and defensive positioning. Units here may struggle with long-range sniping due to obstructions.

C. Southern Axis - High Ground / Rural Zone

- **Topography:** Gentle elevation rise leading to elevated ridgelines (Level 2 height).
- **Cover:** Light tree line interspersed with open scrubland.
- **Visibility:** Superior long-range LOS overlooking the river and Northern Axis.
- **Tactical Note:** Provides sniper advantages and artillery spotting platforms. Movement speed is reduced by tree density.

D. Water Features - The Industrial Channel

- **Flow:** Runs East-West across the center of the map.
- **Depth:** Predominantly Depth 0 to Depth 1.
- **Obstacles:** Isolated pockets of Depth 2 water exist. These act as partial barriers to movement but do not qualify as a significant hazard.
- **Fordability:** The channel is largely fordable for ground 'Mechs without bridges. Armor units must utilize designated crossing points to avoid mobility penalties.

E. Key Crossing Points

Three structural bridges span the channel at the charlie, foxtrot, and hotel assault corridors.

- **Status:** Intact and traversable for all unit types.
- **Significance:** These are primary choke points. Control of these bridges provides direct access to the enemy deployment zone.
- **Warning:** Expect heavy defense at these locations. Reinforcements funnel through these highways.

3. ENEMY COMPOSITION

- **Capabilities:** Enemy forces utilize modern IIClan Era stock designs.
- **Skill Levels:** All enemy pilots are rated Elite forces.
- **Tactics:** Expect hidden units, coordinated lance movements and aggressive artillery usage.
- **Special Assets:** Enemy command elements may possess artillery spotters. Do not assume line of safety.

4. OPERATIONAL CONSTRAINTS

- **Duration:** Phase 1 is limited to 8 Turns. Phase 2 is limited to 16 Turns.

- **Communication:** Unified Command protocols are in effect. Coordinate movement within your side.
- **Casualties:** Damage accumulates between phases. Do not sacrifice units unnecessarily in Phase 1 unless objectives are secured.
- **Withdrawal:** Standard Forced Withdrawal rules apply.

5. OBJECTIVES (narrative)

- **Primary:** Secure the central battleship structure. Extract or destroy the [REDACTED] asset.
- **Secondary:** Establish dominance over the Northern Urban Zone and Southern High Ground.
- **Tertiary:** Destroy enemy combat effectiveness.

NOTE: This briefing is based on pre-combat reconnaissance. Actual conditions may vary. Rely on your on-site intelligence officers for real-time updates.

**CLEARED FOR DISTRIBUTION TO AUTHORIZED PERSONNEL ONLY NEW ENGLAND
BATTLETECH LEAGUE // JOINT COMMAND**