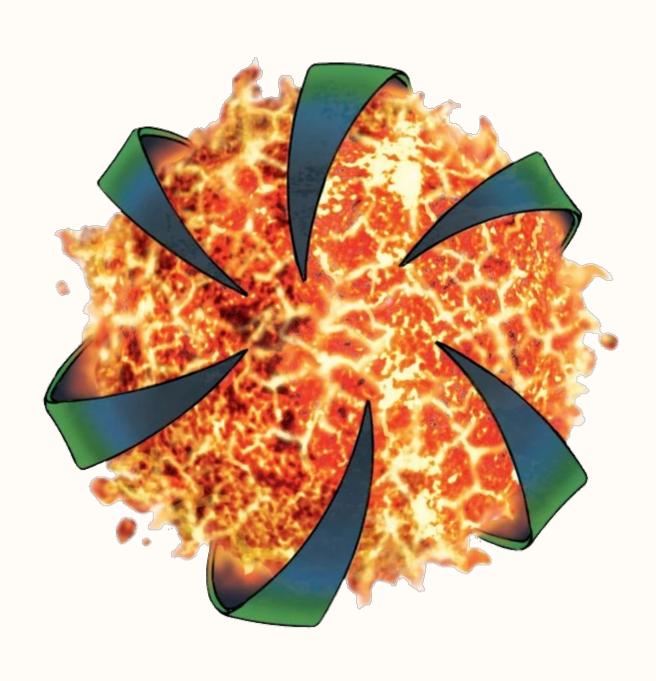# BATTLETECH

OUTWORLDS WASTES

GM Notes

Mission 1
  Maps: Deserts Pack, AeroBase #1, AeroBase #2, Oasis
  Scoring: 0.33M for each infrastructure location, 1M for dropship

  Snow Ravens: Mechs start deployed on the airfield and focus first on infantry.

  Dropship: The Snow Raven dropship will land on round 4. Players may target the 7 hexes of the dropship landing pad to target the dropship. Damage is tracked independently per hex. Snow Raven dropship will be unable to fire until the round it lands.

  Buildings: Infantry may rig a building with explosives. If they detonate the explosives while in the hex, they take the damage from the explosives.

Mission 2
  Maps: Deserts Pack, Mines #1, Mines #2
  Scoring: 0.5M for each entrance secured, 1M for capturing unit

  Snow Ravens: Snow Ravens will focus on securing the mine entrances with 2 points of Battle Armor and then try to swarm enemy Mechs.

Mission 3
  Maps: Grasslands Pack, River CommCenter, Streams
  Scoring: 0.25M for each building surviving, 0.5M for each helipad

  Turrets: Each turret is 2 large lasers, with a base gunnery of 5.

  BSP: Each defender receives 10 BSP that they can use throughout the game.

  Snow Ravens: The primary objective of the Snow Ravens is to destroy buildings and exit.

BATTLETECH

OUTWORLDS WASTES