

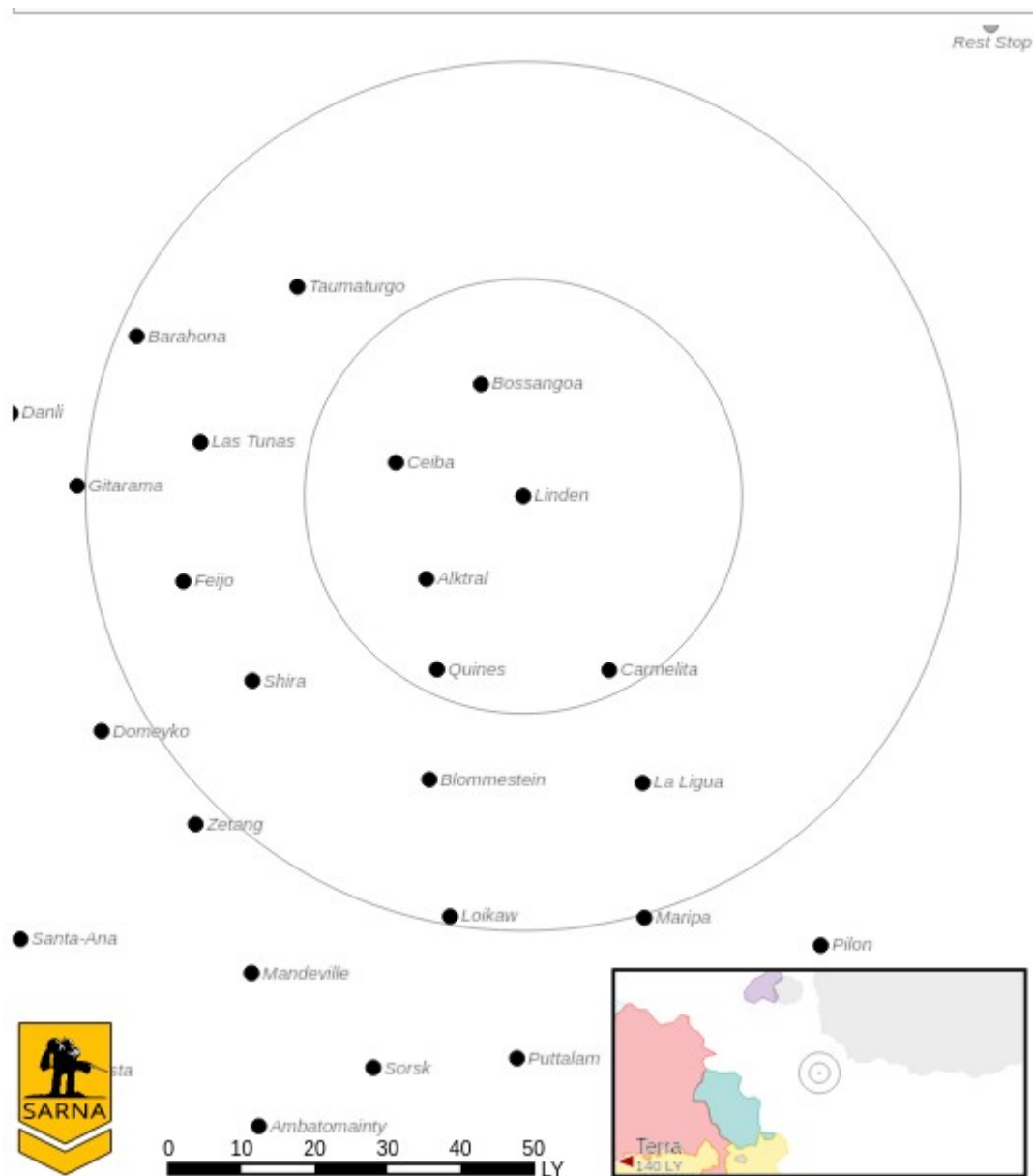
BATTLETECH: OUTWORLDS WASTES

LINDEN 'THE CASTLE'

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

YOUR FORCE IS ORDERED TO THE LINDEN SYSTEM TO RECOVER STAR LEAGUE DEFENSE FORCE EQUIPMENT. LINDEN WAS PART OF THE BLOMMESTEIN PROVINCE OF THE OUTWORLDS ALLIANCE. THE SLDF SENT THE 963RD INDEPENDENT AERO WING AND 135TH MECHANIZED INFANTRY DIVISION TO THE REGION. THE 135 MID WAS DESTROYED IN THE PERIPHERY UPRISING OF 2765. 963 IAW WAS DEPLOYED TO SUPPORT THE SLDF RESPONSE TO THE AMARIS CIVIL WAR. FOLLOWING THE AMARIS CIVIL WAR THE 963 IAW WAS ABSORBED BY THE DRACONIS COMBINE MUSTERED SOLDIERY. LINDEN WAS THE LOCATION OF THE DEPARTMENT OF MEGA-ENGINEERING DEEP SPIN MAINTENANCE YARD. YOUR FORCE IS ORDERED TO RECOVER AS MUCH SLDF EQUIPMENT AS POSSIBLE.

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



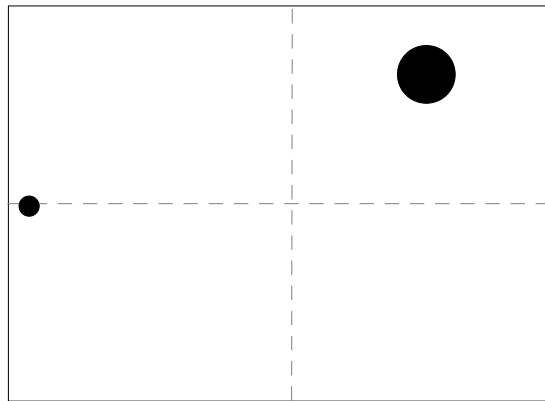
----- START TRANSMISSION -----

FORCES ARE ATTEMPTING TO ASSASSINATE THE LEADER OF A MILITIA GROUP,
SUPREMELY DIVINE INVINCIBLE GRAND HIGH SUPREME GENERALISSIMO HIRAM MAXIMUS
BRAGADOCIOUS GLORIANUS I. ESCORT THE GENERALISSIMO TO HIS DROPSHIP FOR
EXTRACTION. BROADCAST PROPAGANDA FOR THE GENERALISSIMO IF POSSIBLE.

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

Unit Limits: 6K BV for 1v1, 10K for 2v2.

Map: Four mapsheets, with flat desert terrain. The defender selects seven
hexes in a circle as the extraction zone. The extraction zone must be
within 3 hexes of the attacker's home edge and within 3 hexes of the
centerline of one mapsheet. This location is known to both sides. Place the
radio station on the middle of the opposite side of the map.



Primary Objective: Escort the Generalissimo to the extraction zone. The
Generalissimo pilots a Crusader CRD-3R and has Gunnery 5/Piloting 4 with
the Antagonizer and Demoralizer SPAs. The Generalissimo leads from the
front. The attacker earns 1M C-bills for each section of the
Generalissimo's mech, excluding the head, that receives internal damage.
The defender earns 1M C-bills for each section of the Generalissimo's mech
that does not receive internal damage. The defenders can extract with the
Generalissimo's mech when he reaches the extraction zone.

Secondary Objective: Broadcast propaganda. A unit in the same hex as the
radio tower can upload the propaganda. If control of the radio tower is
contested, no propaganda is uploaded. During the End Phase, roll 2D6 for
each unit in the same hex as the radio tower. On a roll of 8+, or 4+ for
infantry, the propaganda is successfully uploaded and broadcast. 3M C-bills
per commander on a side if this objective is accomplished. The attacker
automatically achieves this objective if the defender does not.

Base Pay: 1.2M (1v1) or 1.0M (2v2) C-bills per commander if no objectives
are completed.

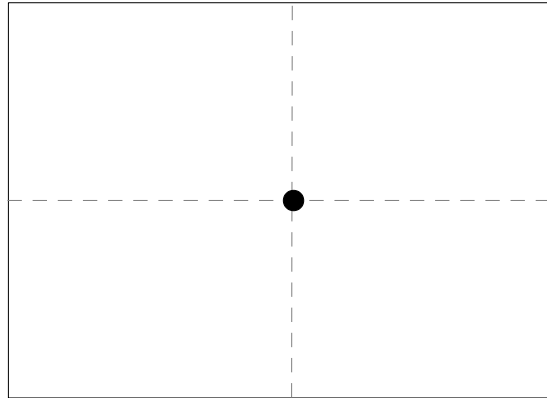
----- START TRANSMISSION -----

SUPREME DIVINE INVINCIBLE GRAND HIGH SUPREME GENERALISSIMO HIRAM MAXIMUS
BRAGADOCIOUS GLORIANUS I NEEDS A NEW BATTLEMECH. SEARCH A LOCAL JUNKYARD
AND BRING A SUITABLE BATTLEMECH TO THE GENERALISSIMO.

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

Unit Limits: 6K BV for 1v1, 10K for 2v2.

Map: Four mapsheets, with urban terrain. Randomly distribute 3 unknown
junkyard mechs on each mapsheet. Place the junkyard office in the center of
the map. The junkyard office has a construction factor of 20.



Primary Objective: Search the mech junkyard. At the end of each unit's
movement, roll 2D6 if they are adjacent to a junkyard mech. On a 3+ for
infantry, 5+ for ground units, or 7+ for airborne units, you identify the
junkyard mech. Units with an active probe automatically identify all
junkyard mechs within the search radius of their active probe at the end of
their movement. Recover a junkyard mech by dragging it to your map edge. If
a side recovers multiple junkyard mechs, they can only present one to the
Generalissimo. Add together the BV of the recovered junkyard mechs
presented to the Generalissimo. Each side earns a percentage of 7.0M C-
bills based upon the percentage of the total BV accounted for by the
junkyard mech they presented.

Secondary Objective: Capture the junkyard manifest. If an infantry unit
occupies the same hex as the junkyard boss during the End Phase and the hex
is not contested, that side automatically identifies all of the junkyard
mechs. The junkyard boss starts in the junkyard office. If the junkyard
office is destroyed, the junkyard boss flees, moving one hex in a random
direction at the start of every Movement Phase.

Base Pay: 1.2M (1v1) or 1.0M (2v2) C-bills per commander if no objectives
are completed.

Unit
Archer ARC-2R
Cataphract CTF-1X
Charger CGR-2A2
Crusader CRD-3R
Cyclops CP-11-H
Jagermek JM6-H
Longbow LGB-0H
Stalker STK-3H
Thunderbolt TDR-5S
Orion ON1-M
Quickdraw QKD-4G
Zeus ZEU-9S

Junkyard Mechs

Randomly select the appropriate number of junkyard mechs. Only use each mech once in a scenario.