

# GM Notes

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

## **Base 1:**

Maps: Deserts Pack, AeroBase #1, AeroBase #2

## **Base 2:**

Maps: Grasslands Pack, Open Terrain #3, River CommCenter

## **Base 3:**

Maps: Grasslands Pack, Open Terrain #2, Forward Base

## **Mission:**

Pirates: Pirates will try to focus on the player Mechs and drive off the player forces. Pirate forces should have approximately 4,000 BV per player, in a pair of Battlmechs, one light and one medium.

Salvage: Each player may keep any salvaged vehicles but must repair any damage to these vehicles from the scenario. Each ground vehicle should be approximately 1,300 BV and each VTOL should be approximately 700 BV.

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