

BATTLETECH

OUTWORLDS WASTES



Event Scenario Pack

BATTLETECH: OUTWORLDS WASTES

BOARDING ACTION – GM Notes

Mission 1

Maps: Various Packs, Grasslands #1, Grasslands #3, Hilltops #1, Rolling Hills #2

Scoring: 1M for airship, 1M for communications station

Tanks: Deploy the 3 enemy tanks as blank markers in the portion of the map behind the airship flight path. The mineral deposits block accurate scans. When a friendly unit enters line of sight of the tank, reveal which type of tank is present.

Reinforcements: Roll 1d6 during each end phase for each group of units not deployed. Deploy them during the next movement phase if your roll meets the values below.

Airship: 1-2 round 1; 1-4 round 2; 1-6 round 3

Enemy star: same turn as airship arrives

LRM towers: The LRM towers will shoot at any VTOLs whenever they have a shot. Otherwise they target the nearest unit. Each LRM tower is gunnery 5. The GM selects the construction factor and number of LRMs per tower.

Communication station: The GM selects the construction factor.

Mission 2

Maps: WWE 2018 Terrain Set Map Pack

Scoring: 0.75M for docking tower, 0.75M for headquarters, 0.5M for defenses

Reinforcements: roll 1d6 during each end phase for each group of units not deployed. Deploy them during the next movement phase if your roll meets the values below.

Enemy star: 1-2 round 1; 1-4 round 2; 1-6 round 3

Airship: If the communications tower was destroyed in part 1, then the airship starts docked at the docking tower. Otherwise it deploys from its deployment zone on the first turn.

Capturing buildings: The docking tower and command center are captured if occupied by an infantry unit during the end phase. Control is lost if the infantry unit leaves the building. If the docking tower is captured, then during the next turn the players control the two closest LRM towers. If the command center is captured, the players control all LRM towers.

LRM towers: the LRM towers will target the nearest enemy unit, depending upon who controls them. Each LRM tower is gunnery 5. The GM chooses the construction factor and number of LRMs each tower has.

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