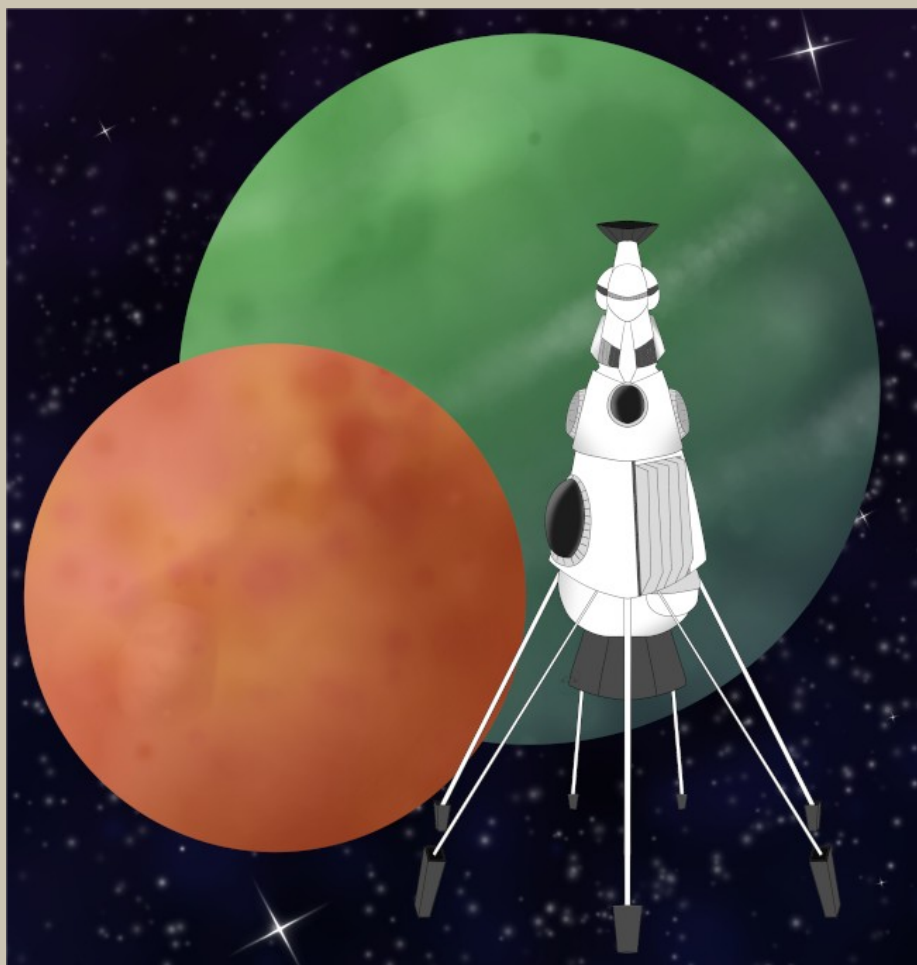


# BATTLETECH

## OUTWORLDS WASTES



**Event Scenario Pack**

# **BATTLETECH: OUTWORLDS WASTES**

## **SNOW RAVEN RAID - GM Notes**

### **Mission 1**

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

Snow Ravens: The Snow Raven star of light OmniMechs drop onto the battlefield in initiative order, using modified drop rules. The GM selects a target hex and determines scatter direction by rolling 1d6 and distance by rolling 1d6-1. If the scatter hex is occupied, move the dropping unit 1 hex in the opposite direction from the scatter direction. The Snow Raven 'Mechs 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. The 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 with the remaining points.

### **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 Snow Raven mechs may rise up out of any water hex to surprise the players. The primary objective of the Snow Ravens is to destroy buildings and exit the map.

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**OUTWORLDS WASTES**