

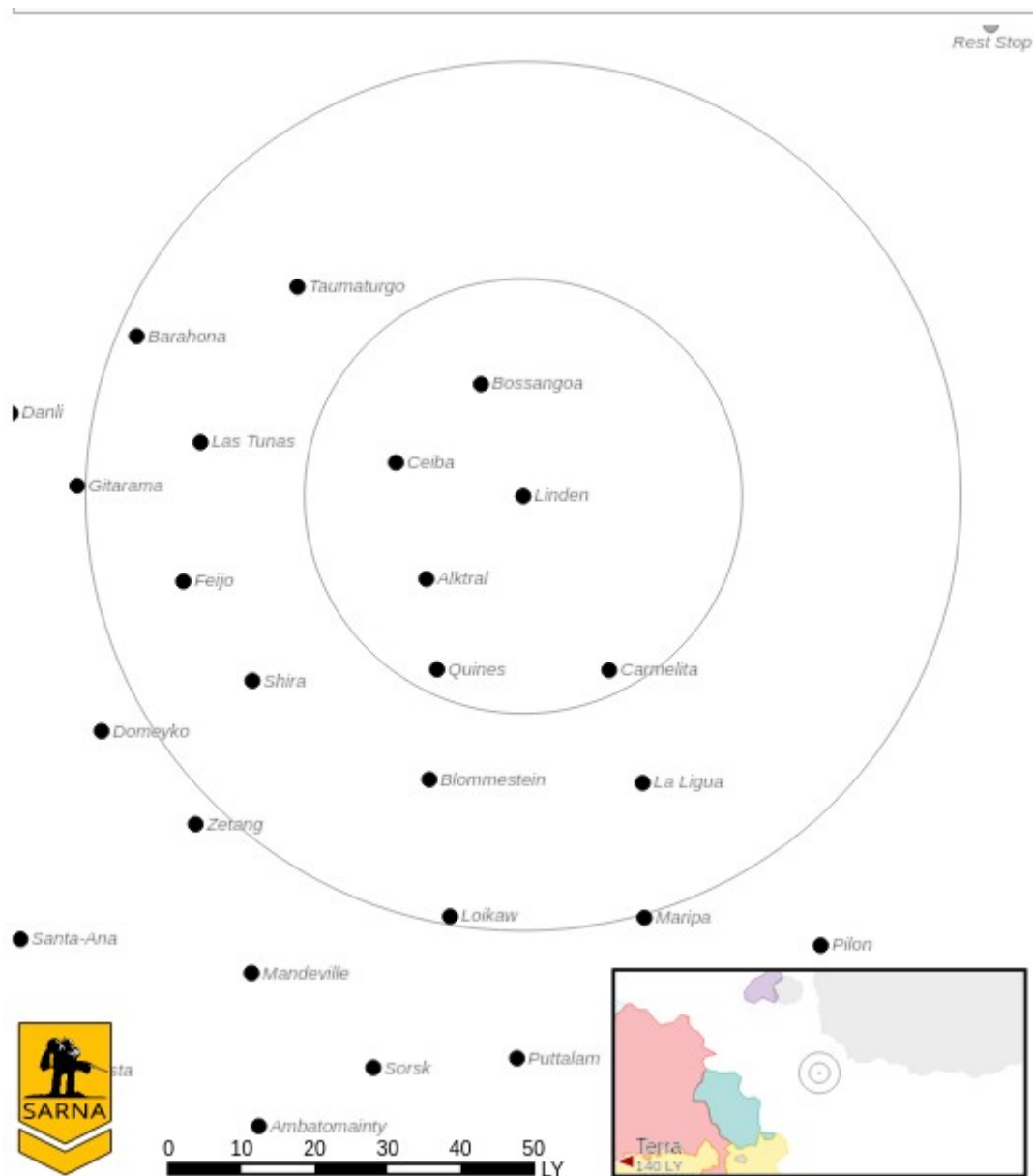
BATTLETECH: OUTWORLDS WASTES

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 -----



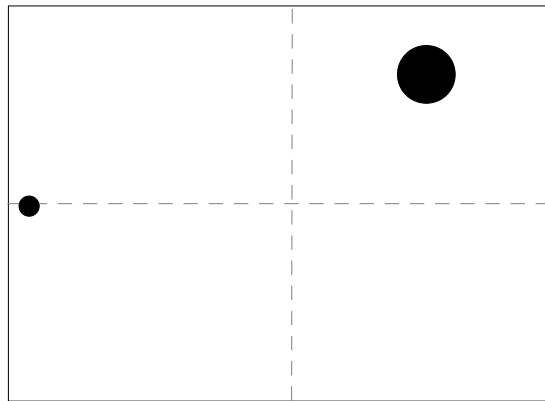
----- START TRANSMISSION -----

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.

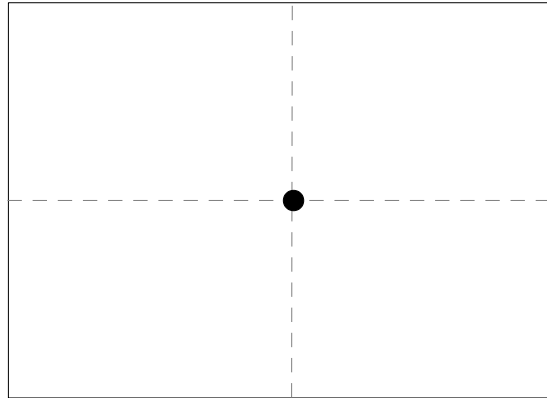
----- START TRANSMISSION -----

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 unique
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, they identify the junkyard mech. Units with an active probe automatically identify all junkyard mechs within the probe search radius at the end of their movement. Recover a junkyard mech by dragging it to your map edge. The dragging unit must end the Movement Phase in the same hex as the junkyard mech and make no weapon or physical attacks. A dragging combat vehicle or mech without hand actuators must have a friendly infantry or BA unit in the hex which also does not attack during the turn to secure the junkyard mech. A dragging mech with hand actuators cannot fire weapons mounted on the arm used to drag a junkyard mech. A dragging unit may not jump or make physical attacks. Reduce the dragging unit's walking MP by 3 or half, whichever is less. Each side can only present one to the Generalissimo. Add together the BV of the presented junkyard mechs. Each side earns a percentage of 7.0M C-bills based upon their presented mech's percentage of the total BV.

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. The boss must survive.

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.

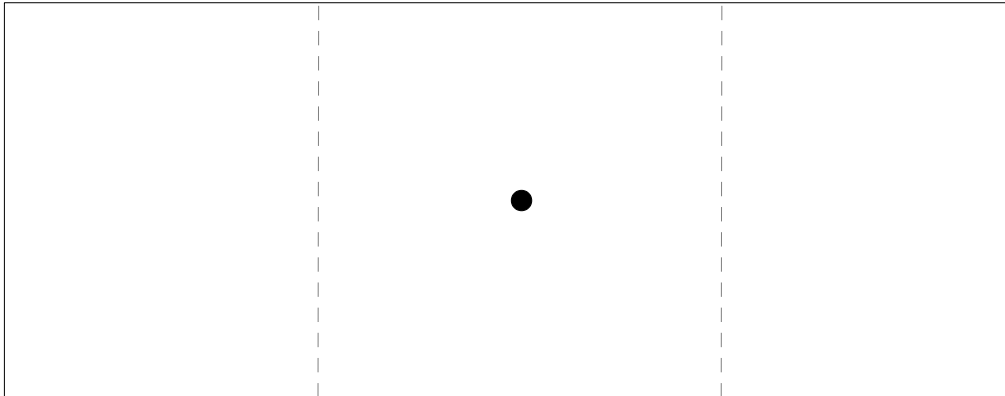
----- START TRANSMISSION -----

SUPREME DIVINE INVINCIBLE GRAND HIGH SUPREME GENERALISSIMO HIRAM MAXIMUS
BRAGADOCIOUS GLORIANUS I HAS VALUABLE STAR LEAGUE FILES ABOUT THE DEEP SPIN
MAINTENANCE YARD. DEFEND THE GENERALISIMO'S DROPSHIP

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

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

Map: Three mapsheets with open terrain. Place the Generalisimo's dropship
in the center of the map. The Generalisimo starts on the dropship and may
walk off the dropship on the first turn.



Primary Objective: Drive off the raiding team. The attacker runs on one
short edge and exits the opposite side of the map. The attacker wants to
transit the map and the defender wants to drive off the raid. Add the BV of
attacking units that cross the opposite edge; units that exited of another
edge do not count for scoring. Add the BV of defending units remaining on
the map, including the Generalisimo's mech. Award 7.0M C-bills
proportionally for the total BV of both groups of units.

Secondary Objective: Capture the maintenance yard files. The attackers have
a hidden infantry unit (Scout Infantry) no closer than 3 hexes away from
the Generalisimo's dropship. The scouts move secretly 1 hex at the start of
each Movement Phase. The attacker records each move on a piece of paper.
The scouts can only be detected by another infantry unit in the same hex
and only if the scouts moved this round. The attacker earns 3.0M C-bills if
the scouts reach the Generalisimo's dropship. The defender earns 3.0M C-
bills if they find the scouts.

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