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.
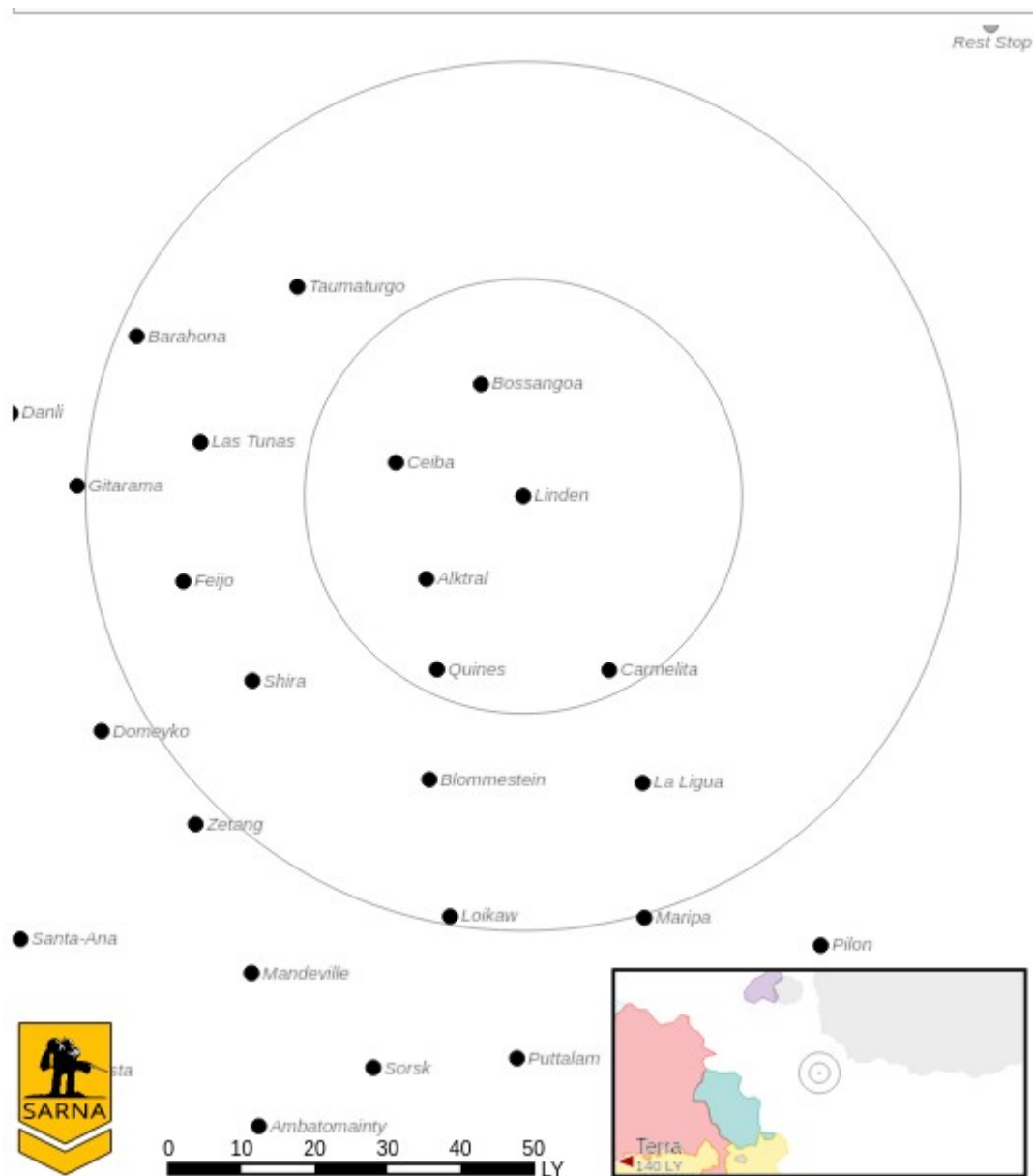
-------------------------- END TRANSMISSION --------------------------

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.
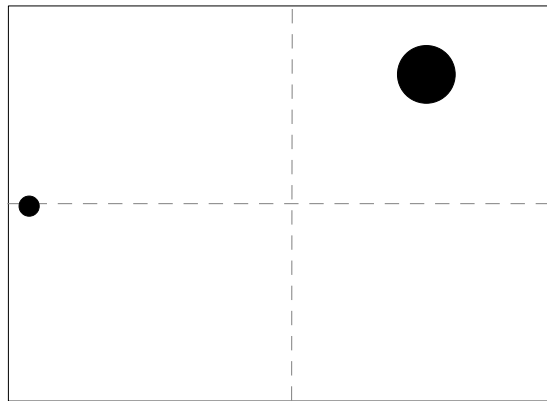
Primary Objective: Escort the Generalissimo to the extraction zone. The
Generalissimo pilots a Crusader CRD-3R and has Gunnery 5/Piloting 4 with
the Antagonizer and Demoralizer SPAs. The Generalissimo leads from the
front. The attacker earns 1M C-bills for each section of the
Generalissimo's mech, excluding 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.

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------------------------- START TRANSMISSION -------------------------
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SUPREMELY 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.

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-------------------------- END TRANSMISSION --------------------------
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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.
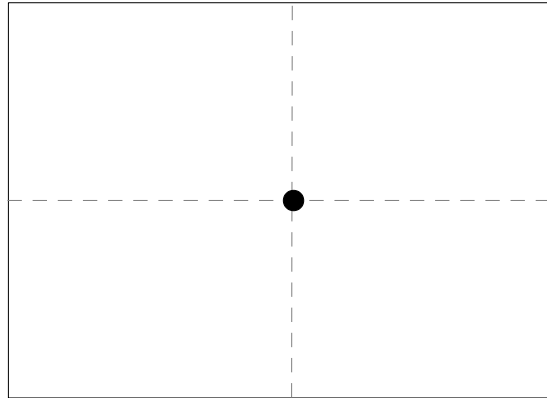
Primary Objective: Search the mech junkyard. At the end of each unit's
movement, roll 2D6 if they are adjacent to a junkyard mech. On a 3+ for
infantry, 5+ for ground units, or 7+ for airborne units, they identify the
junkyard mech. Units with an active probe automatically identify all
junkyard mechs 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 identifies all junkyard mechs. The junkyard
boss starts in the junkyard office. If the junkyard office is destroyed,
the junkyard boss moves one hex in a random direction at the start of every
Movement Phase. The boss must survive. This objective is worth 3M C-bills.

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 -------------------------

SUPREMELY 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. The Generalisimo's battlemech
counts towards the defender's BV.

Map: Three mapsheets with open terrain, arranged with short edges touching.
Place the Generalisimo's crashed dropship in the center of the map. The
Generalisimo is a 4/4 pilot in a Orion ON1-M. The Generalisimo starts on
the dropship and walks on the map during the first turn.
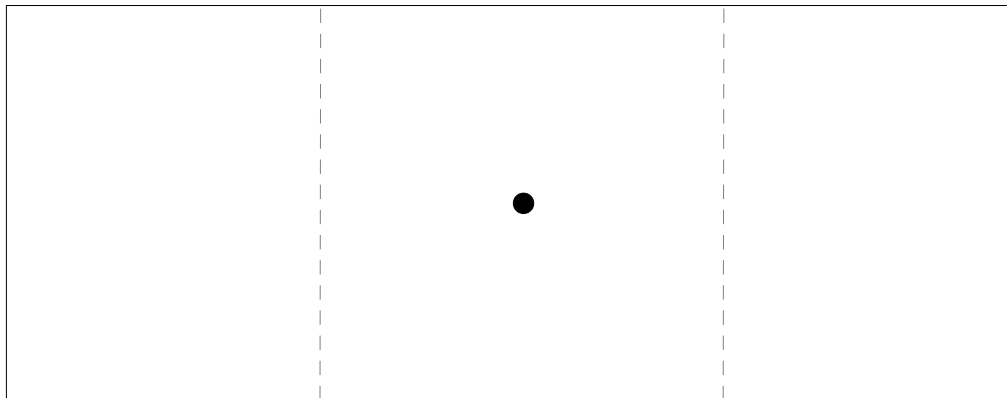
Primary Objective: Drive off the raiding force. The defender starts pre-
positioned on the center mapsheet. The attacker runs on one short edge of
the map and exits on the opposite edge of the map. The attacker wants to
transit the map and the defender wants to drive off the raid. Attacking
units that cross the opposite map edge score; units that exit off another
edge or are destroyed do not score. Award 7.0M C-bills proportionally to
each side based upon the percent of attacking force's total BV that
successfully exits the far map edge.

Secondary Objective: Capture the maintenance yard files. The attackers have
three spies on Generalisimo's dropship. The spies can secretly move 1 hex
at the start of each Movement Phase, before other units move. 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 1.0M C-bills for each spy that escapes off the
map. The defender earns 1.0M C-bills if they find for each spy they find.

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

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------------------------- START TRANSMISSION -------------------------
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SUPREMELY DIVINE INVINCIBLE GRAND HIGH SUPREME GENERALISSIMO HIRAM MAXIMUS
BRAGADOCIOUS GLORIANUS I SUSPECTS A SPY IN HIS RANKS AFTER THE THEFT OF
VALUABLE STAR LEAGUE FILES ABOUT THE DEEP SPIN MAINTENANCE YARD. THE SPIES
HAVE BEEN TRACED TO A NEARBY VILLAGE. USE INFANTRY TO SEARCH AND LOCATE THE
HOME BASE OF THE SPIES. CAPTURE ENEMY COMBATANTS FOR INTERROGATION.

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

Map: Four mapsheets with grasslands terrain. Place seven buildings on the
defenders side of the map, no closer than 4 hexes to any edge and at least
4 hexes apart from each other. Each building is light with a construction
factor of 10. The defender secretly selects 1 building to be the spy
headquarters. The defender may deploy any portion of their forces as hidden
units before the scenario begins.
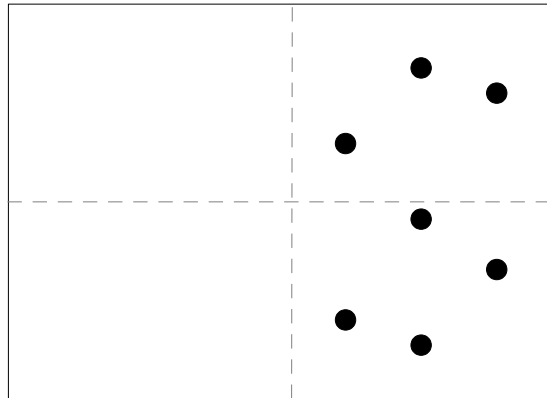
Primary Objective: Locate the spy headquarters. Only infantry may search a
building. Infantry search any building in their hex during the End Phase as
long as no enemy infantry units are present. The attacker earns 0.5M C-
bills per building searched and 3.5M C-bills for locating the spy
headquarters. The defender earns 0.5M C-bills for each building unsearched
and 3.5M C-bills if the spy headquarters are not located. If a commander
destroys a building, the opposing side earns 0.5M C-bills, plus 3.5M C-
bills if the building was the headquarters.

Secondary Objective: Capture an enemy combatant. Mechwarriors who have
ejected and vehicle crews who have abandoned their vehicles may be
captured. During the End Phase, friendly infantry units may capture a
member of an enemy infantry units in the same hex if the enemy infantry
unit was damaged. Use the Swarm Attack Modifiers Table with a base target
number of 2 to determine if an enemy infantry trooper is captured. Earn
3.0M C-bills for capturing an enemy combatant.

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