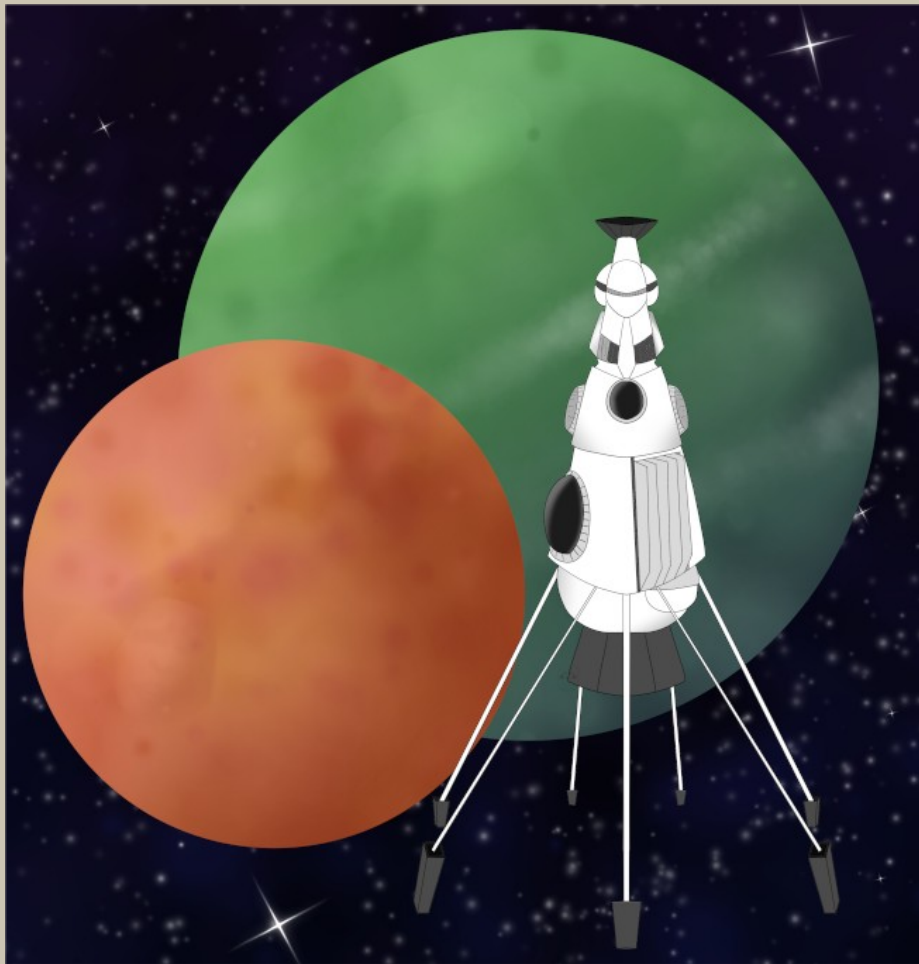


BATTLETECH

OUTWORLDS WASTES



Event Scenario Pack

BATTLETECH: OUTWORLDS WASTES

LOCAL CONTRACT - GM Notes

Mission 1

Maps: Devil's Bath, Tukayyid

Scoring: 0.66M for each crate of equipment recovered

Pirates: Pirates are hidden around the site. This was an old IE site where an accident occurred and they took over to lure people with the distress signal. Exosuit infantry and vehicles can form the ambush force while 'mechs come out of hiding to drive the rescue force closer towards the ambush units.

Mission 2

Maps: Barren Lands #1 & #2, Clan Invasion Box, Sand Drift #1, Deserts

Scoring: 1M for Dropship, 1M proportionally for % of enemy units destroyed

Pirates: Pirates will break off once more than half of their 'mechs have been destroyed. The pirate forces will preferentially target the units carrying the equipment.

BATTLETECH

OUTWORLDS WASTES