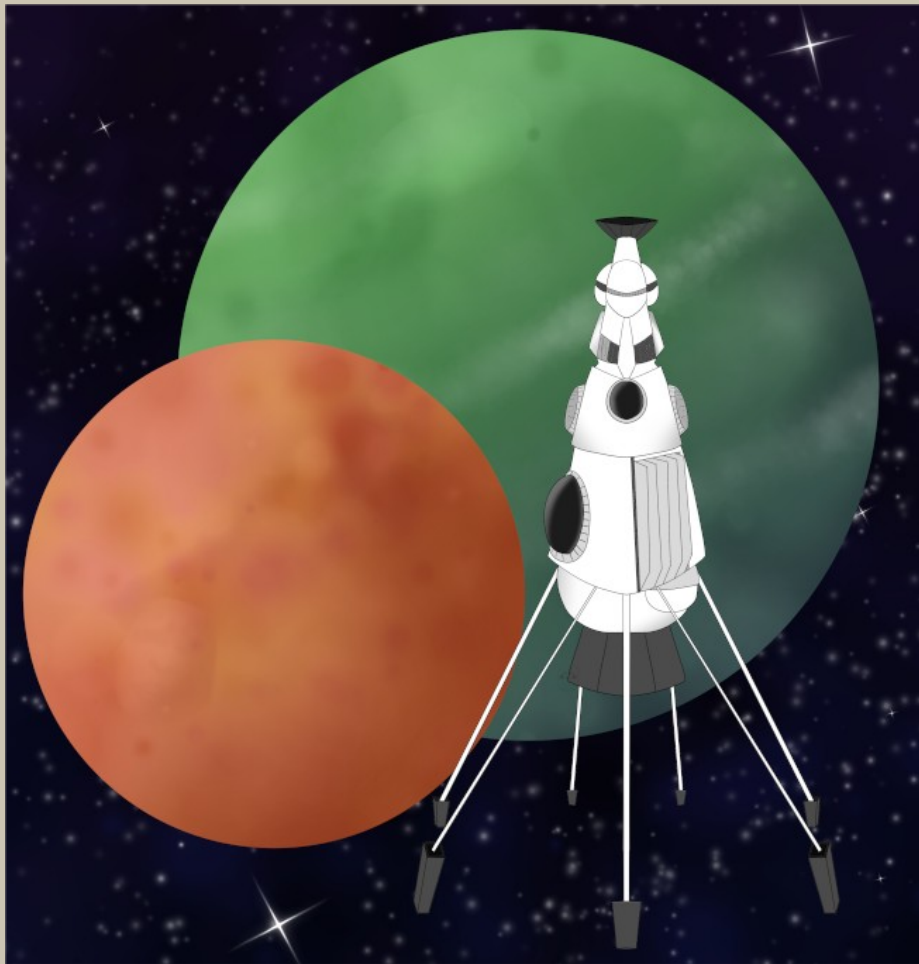


# **BATTLETECH**

## **OUTWORLDS WASTES**



**Event Scenario Pack**

# **BATTLETECH: OUTWORLDS WASTES**

## **LOCAL CONTRACT - GM Notes**

### **Mission 1**

Maps: Deserts Pack, Mines 1, Sand Drift 1, Clan Invasion Box, Barren Lands 1  
Scoring: 0.25M for a convoy vehicle destroyed, 0.5M for a convoy vehicle captured

Trucks: Trucks have 10 points of structure, if the unit is damaged during the Attack Phase, roll 2D6 roll and the unit is immobilized on a result greater than or equal to the remaining structure, but on roll of 12 the unit is destroyed. Infantry/Battle Armor can capture the unit without risk of destruction if there is no enemy infantry present.

Pirates: Pirates start on the center mapsheet and try to escape off the Sand Drift mapsheet. Pirates will try to escape with as many vehicles as possible, but pirate MechWarriors will always prioritize their own safety first.

### **Mission 2**

Maps: Twycross Great Gash  
Scoring: 1M for Dropship, 1M proportionally for % of enemy units destroyed

Dropship: Infantry/Battle Armor can capture the Dropship as long as no enemy infantry/Battle Armor are present.

Pirates: Pirates will take off once at least half of the surviving units have boarded.

**BATTLETECH**

**OUTWORLDS WASTES**