# BE GAY — DO CRIME

LOCAL MERCENARIES ARE HOSTING A COMPETITION IN A NEARBY INDUSTRIAL DISTRICT. USE YOUR COOLANT TRUCK TO TAG MORE BUILDINGS THAT EVERYONE ELSE TO WIN A LARGER PORTION OF THE PRIZE POOL.

Unit Limits: 5K BV (150 PV) for each force, plus 1 coolant truck

Map: 1 mapsheet with city terrain for every 2 players, at least 5 buildings per player evenly distributed across the mapsheets.
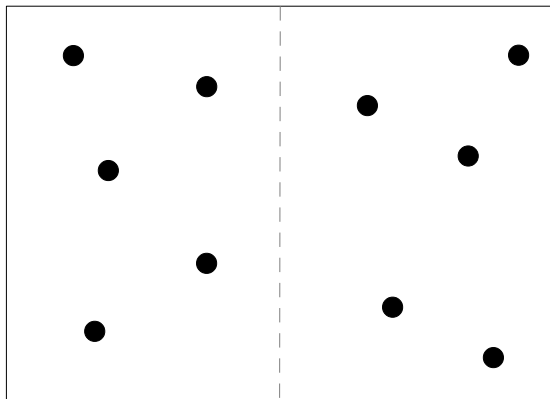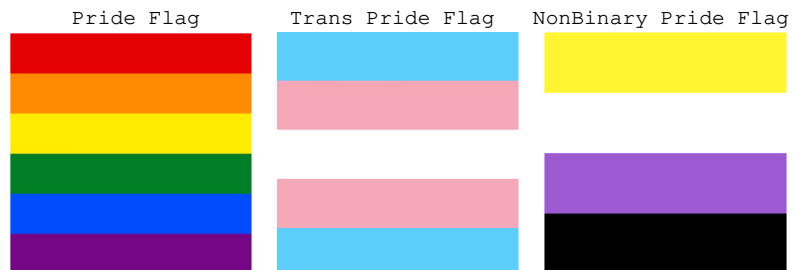

Primary Objective: Each force has a coolant truck with paint. The truck has a gunnery skill of 3 with range 2/4/6 (BattleTech) or short range (Alpha Strike). Tag as many buildings as possible with your color scheme! If your truck is destroyed, deploy a new coolant truck before the next Movement Phase in the hex on the edge of the map closest to your highest BV unit (BattleTech) or within 2" of the point on the edge closest to your highest PV unit (Alpha Strike).

Coolant Trucks:
 https://masterunitlist.info/Unit/Details/687/coolant-truck-hover
 https://masterunitlist.info/Unit/Details/688/coolant-truck-tracked

Sample Color Schemes: (Additional schemes on https://hrc.org)

Pride Flag	Trans Pride Flag	NonBinary Pride Flag

Sample Color Schemes: (Additional schemes on https://hrc.org)

Asexual Pride Flag	Bisexual Pride Flag	Agender Pride Flag

Optional Rules: Players cannot target their own coolant truck, even if it is disabled. However, bribing other players to target your truck is permitted. Terrain modifications rules, such as Hazardous Liquid Pools or Fire, and additional terrain types, such as Heavy industrial Zone and Rubble, may be used. Buildings may be be destructible, if desired. When assigning Construction Factors, buildings should be Light or Medium.

Scoring: The prize pool is 5,000,000 C-bills per player. Earn a portion of the prize pool based upon the percentage of tags that are yours. For example, if there are 13 tags at the end of the game, and you made 5 of them, you get 38% of the prize pool. With three players, the prize pool would be 15,000,000 C-bills and you would earn 5,768,231 C-bills.

Campaigns: This scenario is compatible with BattleTech: Outworlds Wastes and Hot Spots: Hinterlands. For BattleTech: Outworlds Wastes, you earn the C-bills directly and pay for repairs per the Maintenance rules. For Hot Spots: Hinterlands, treat this as a Track without a Contract. 1 SP is worth 10,000 C-bills. Only pay for SP activities related to repair, rearm, and healing after this Track.

Resources:
 Outworlds Wastes – https://outworlds-wastes.jeremylt.org
 Hot Spots: Hinterlands –
   https://store.catalystgamelabs.com/products/battletech-hot-spots-hinterlands

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