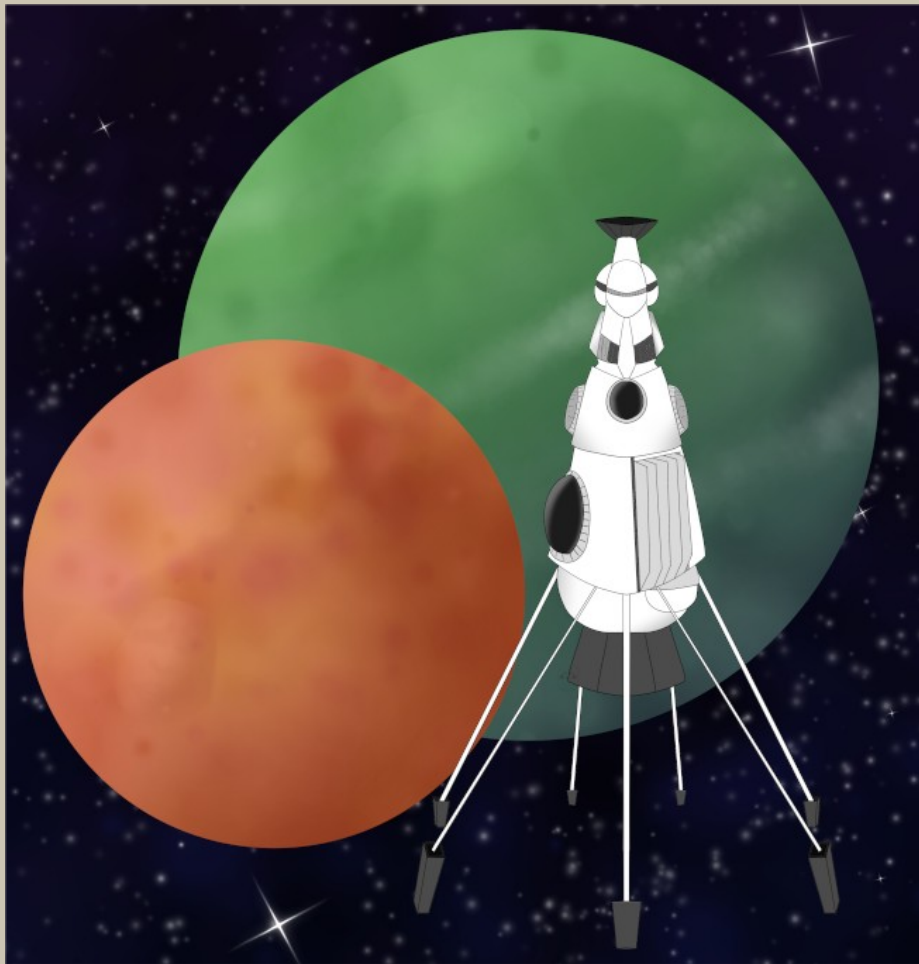


# **BATTLETECH**

## **OUTWORLDS WASTES**



**Event Scenario Pack**

# **BATTLETECH: OUTWORLDS WASTES**

## **FOX PATROL ORIGINS - GM Notes**

### **Mission 1**

Maps: Cities Pack, Any Map

Scoring: 0.5M if enemy driven off, 0.5M if enemy destroyed

1M if no buildings are damaged, subtract 0.33 M for each building damaged

Raiders: The raiders will try to damage at least one building but will try to retreat before being destroyed. Any enemy 'mechs destroyed in this mission will not be in the second. Damage on all units carries over to the second scenario.

Recommend Commando COM-2D and Night Hawk NTK-2Q

### **Mission 2**

Maps: Cities Pack, same as Mission 1, Tukayyid Pack, Racice River Delta

Scoring: 1.5M if enemy destroyed

0.5M if no buildings are damaged, subtract 0.25 M for each building damaged

Raiders: The raiders will deploy two dummy heavy 'mechs alongside the Marauder. Once the players realize the other heavy 'mechs are dummies, the light mechs will attack from the city map.

Recommend Marauder MAD-3R, Commando COM-2D (2x), Night Hawk NTK-2Q

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