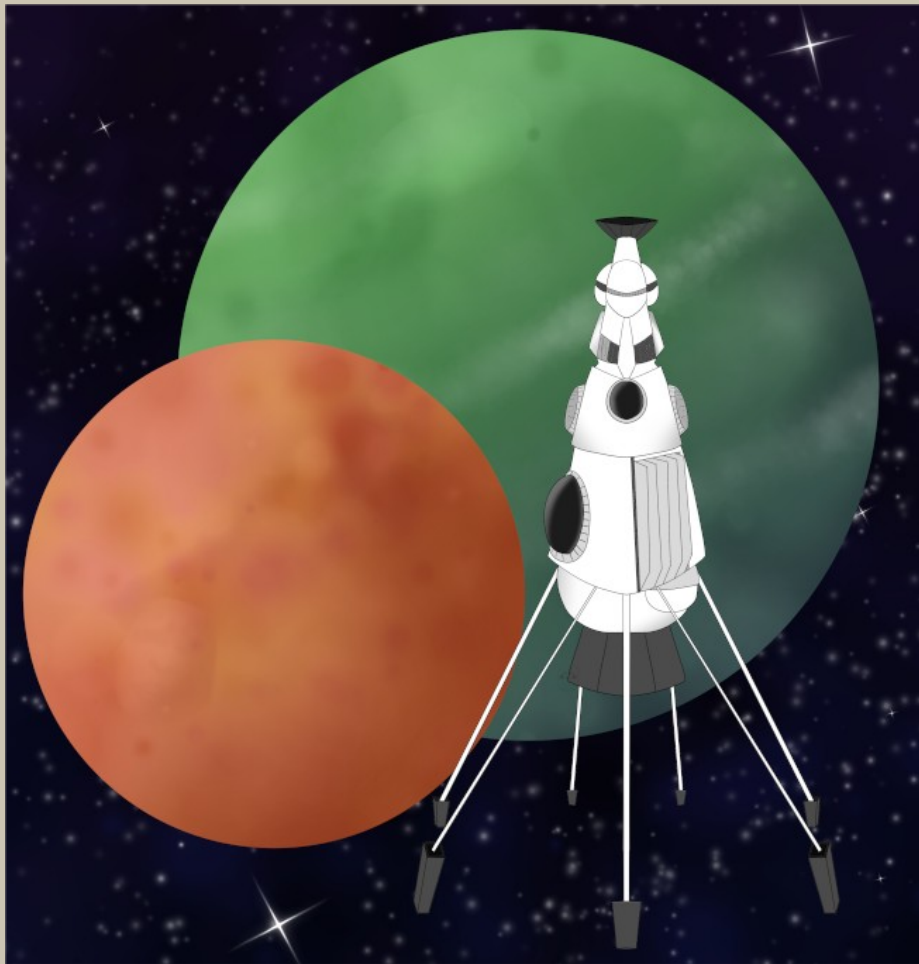


# **BATTLETECH**

## **OUTWORLDS WASTES**



**Event Scenario Pack**

# **BATTLETECH: OUTWORLDS WASTES**

## **GRAY DEATH ORIGINS - GM Notes**

### **Mission 1**

Maps: Deserts Pack, Badlands #2

Scoring: 1M if commander escapes, 1M if enemy destroyed (proportional)

DCMS: The DCMS will try to damage commander 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 Panther PNT-9R and Jenner JR7-D

### **Mission 2**

Maps: Deserts Pack, AeroBase #1 and Desert Runway

Scoring: 2M if communications array destroyed

Deployment: The players may secretly deploy 1 'mech anywhere on the first mapsheet  
Setup: Communications Array has CF 60; place fuel depot in a hex adjacent to the Array. The fuel depot does 40 damage to everything in adjacent hexes and 60 damage to everything in the same hex. The Communications Array has a -4 to hit and can be targeted at any range, but the fuel depot has no such modifier and can only be targeted at short range.

DCMS: The DCMS will follow the player forces if drawn off, but will focus on whichever units are attacking the Communications Array if they are in range. The DCMS will signal retreat once the Array is destroyed.  
Recommend Marauder MAD-3R, Panther PNT-9R, and Jenner JR7-D

**BATTLETECH**

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