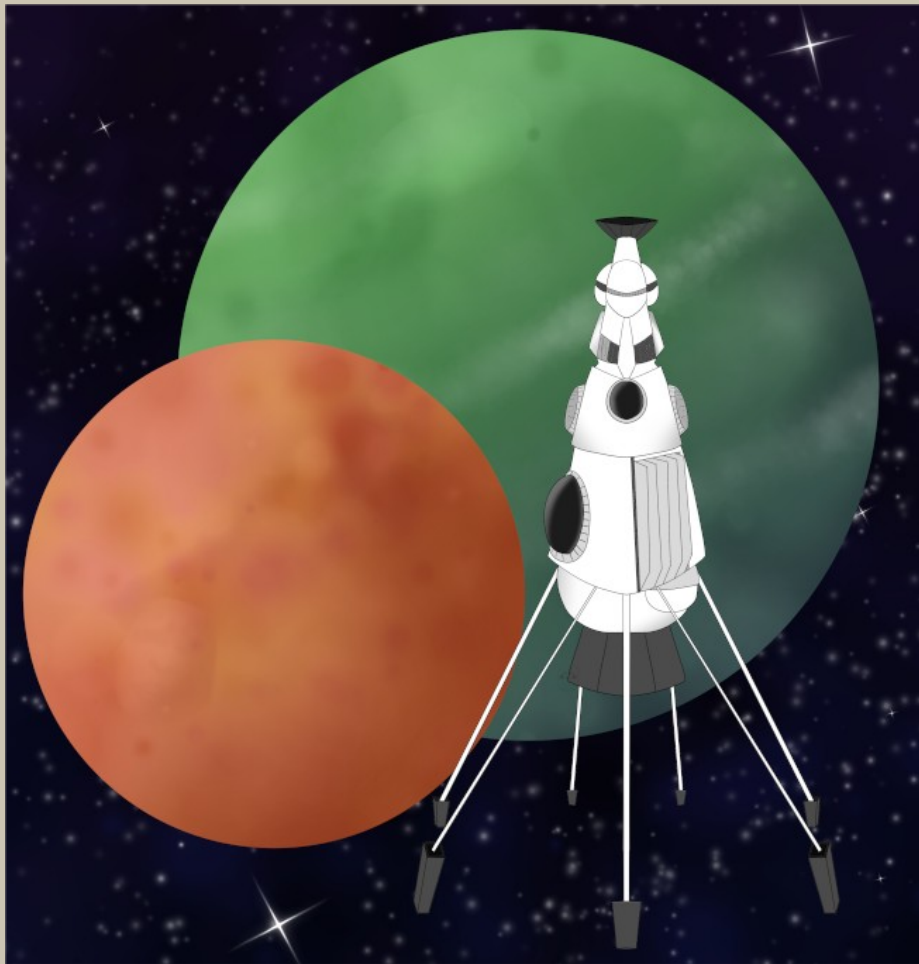


BATTLETECH

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. 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 100; place fuel barrels that do 35 damage to everything in adjacent hexes in at least 2 hexes next to the Array.

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

OUTWORLDS WASTES