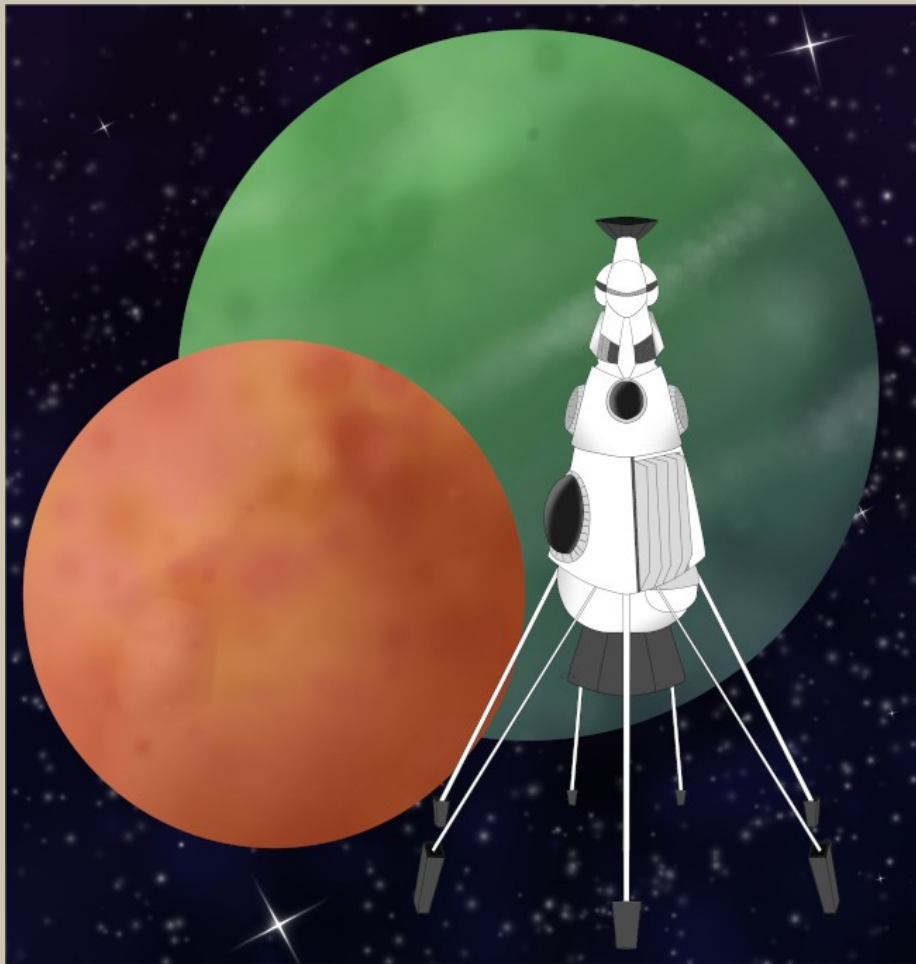# BattleTech

OUTWORLDS WASTES

Event Scenario Pack

BATTLETECH: OUTWORLDS WASTES

COMBAT ARMS TRAINER - GM Notes

Base 1
Maps: Deserts Pack, AeroBase #1, AeroBase #2

Base 2
Maps: Grasslands Pack, Open Terrain #3, River CommCenter

Base 3
Maps: Grasslands Pack, Open Terrain #2, Forward Base

Mission
Pirates: Pirates will try to focus on the player 'Mechs and drive off the player forces. Pirate forces should have approximately 4,000 BV per player, in a pair of BattleMechs, one light and one medium.

Vehicles: Each ground vehicle should be approximately 1,300 BV and each VTOL should be approximately 700 BV. The ground vehicle should not use hover movement, for simplicity of the Total Warfare rules. The VTOL should have a 4 or 5 ton infantry bay.

Capture: The combat vehicles start uncrewed. Players capture a vehicle by making a swarm or Anti-'Mech attack with their Battle Armor. See BattleTech: Total Warfare p220 or BattleTech: Alpha Strike Commander's Edition p46. The target receives a -4 immobile modifier. On a successful attack, the unit is captured instead of receiving damage. The GM gives the player the record sheet for the unit and the player may use the unit on the following turn. The unit starts with gunnery 4/driving 5. The Battle Armor remain in the hex, are not on the vehicle, and may move as usual during the next turn.

Salvage: Each player may keep any captured vehicles but must repair any damage to these vehicles from the scenario.

BATTLETECH
OUTWORLDS WASTES