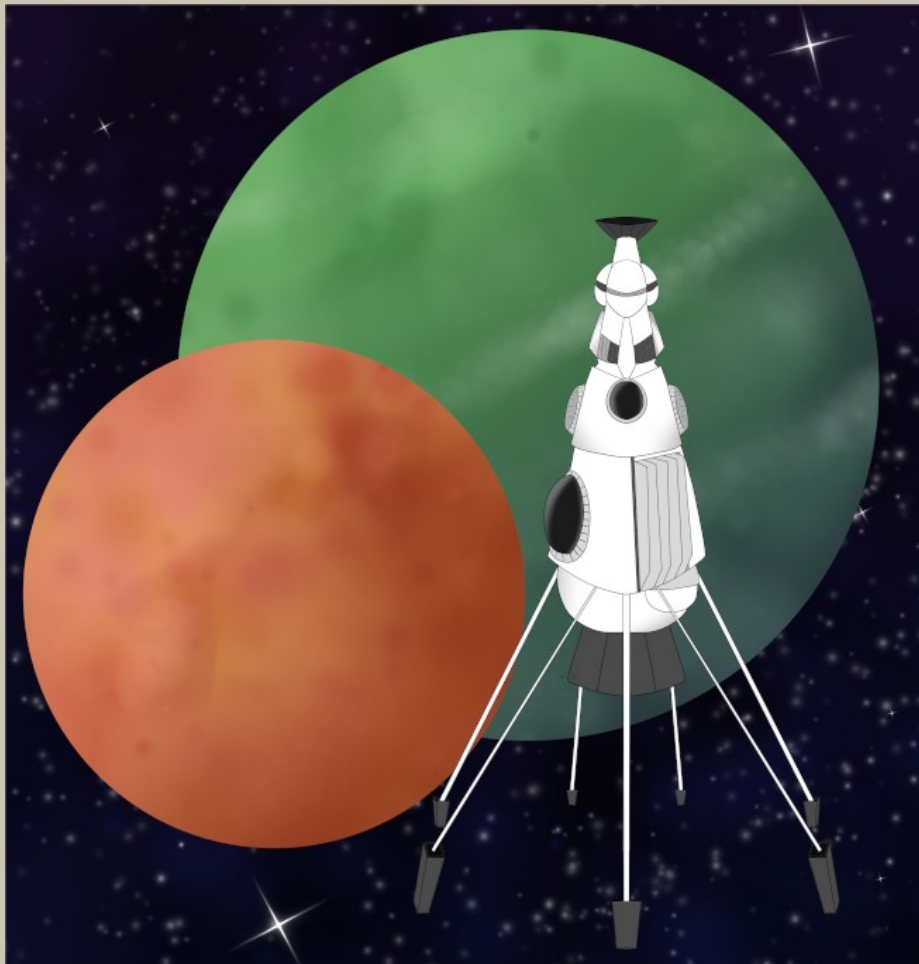


BATTLETECH

OUTWORLDS WASTES



Event Scenario Pack

BATTLETECH: OUTWORLDS WASTES

THE LEGATE - GM Notes

Mission 1

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

Scoring: 0.4M for each convoy vehicle destroyed, 0.4M for bridge destroyed

Militia: Battle Armor will ride on the convoy vehicles to provide extra armor. Given the Dark Age lore, combat vehicles will augment the 'Mech lance since BattleMechs are less common in the era.

Mission 2

Maps: Deserts Pack, Mines #1, Mines #2, Ishiyama Pack, any

Scoring: 0.5M for each gantry destroyed, 0.5M for data downloaded

Militia: Focus on preserving equipment. IndustrialMechs will join the defenses since this is their repair facility.

Defense: No back exit in the mines if the 3rd convoy vehicle was destroyed. Reduce the CF of the IndustrialMech gantries from 40 to 20 if the 4th convoy vehicle was destroyed.

Mission 3

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

Scoring: 1.0M for capturing /killing the Legate, 0.33M for capturing buildings

Militia: Focus on protecting the Legate.

Defense: No mines if the first convoy vehicle was destroyed. No prepared Hull Down positions for combat vehicles if the second convoy vehicle was destroyed.

BATTLETECH

OUTWORLDS WASTES