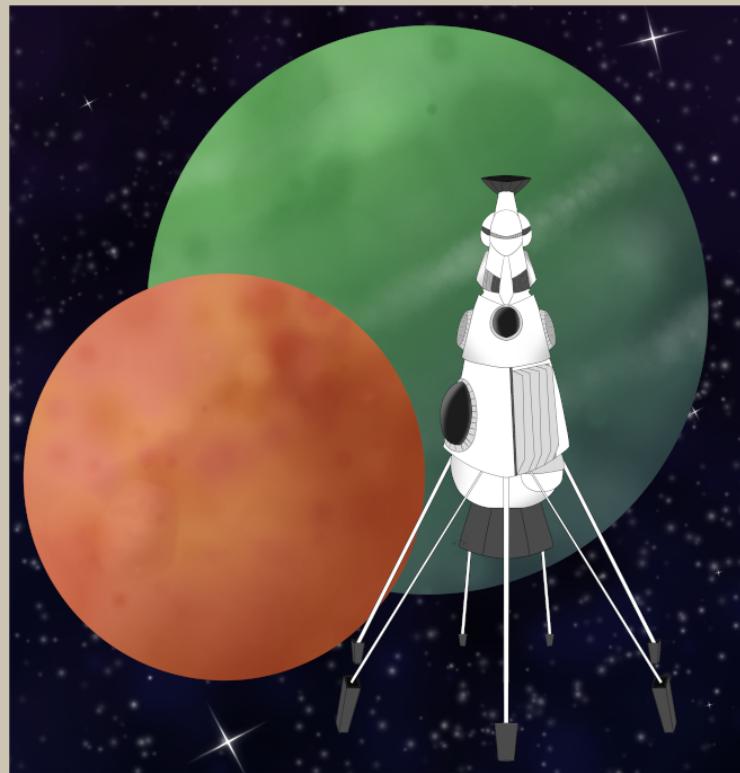


BATTLETECH

OUTWORLDS WASTES



Lightweight Narrative League Framework

BATTLETECH: OUTWORLDS WASTES

BattleTech: Outworlds Wastes: Chaos Campaign provides a framework for a narrative BattleTech league and events based upon *BattleTech: Chaos Campaign* from the *Hot Spots: Hinterlands* sourcebook or the *BattleTech: Mercenaries* box set. *BattleTech: Outworlds Wastes* extends the *BattleTech: Chaos Campaign* rules by adding DropShip customization as well as optional rules for force maintenance. These rules can be used with existing *BattleTech: Chaos Campaign* content and tracks.

Players take the role of a commander for an independent combined arms force. In *BattleTech: Outworlds Wastes* narrative tracks, commanders are searching the Outworlds Wastes region of the Periphery for LosTech and glory. Commanders can play scenarios in multiple formats, such as *BattleTech* and *Alpha Strike*. This framework can be modified to meet the goals of the organizers and players.

The original format of *BattleTech: Outworlds Wastes* with a logistics system more similar to *BattleTech: Campaign Operations* is available online at <https://outworlds-wastes.jeremylt.org>.

GOALS

- Foster a friendly and welcoming environment
- Create personalized lore for your BattleTech forces
- Track the struggles and accomplishments of these forces
- Explore BattleTech lore, equipment, and rules

CONTENTS

Players who want to start with smaller scale or event play, where each commander controls a mixed combined arms lance, should read the *Event Play Force Construction* rules (see p. 14). Players who want to start with larger scale or league play, where each commander controls a combined arms company, see the *League Play Force Construction* rules (see p. 16). The *DropShip Customization* rules (see p. 24) describe how to modify your DropShip to better support their forces, and the *Force Maintenance* rules (see p. 20) provide additional options for maintaining your force.

Organizers should read the *Event Play* rules (see p. 28) and *League Play* (see p. 30) sections for information on how to organize and run events and leagues. The *Tracks* rules (see p. 34) rules include rules for creating and running tracks.

The reference materials include region maps, a combat vehicle primer, and a list of references.

RULEBOOKS

The minimal rules for *BattleTech: Chaos Campaign* with mercenary contracts are located in many separate rulebooks.

- Chaos Campaign
 - Mercenary Contracts: *Hot Spots: Hinterlands* or *BattleTech: Mercenaries* box set
 - 'Maintenance: *Hot Spots: Hinterlands*
- BattleTech
 - 'Mechs: *BattleTech: Total Warfare* or *BattleTech: BattleMech Manual*
 - Full combined arms units: *BattleTech: Total Warfare*
 - Battlefield Support Assets (optional): *BattleTech: Mercenaries* box set
- Alpha Strike
 - *Alpha Strike: Commander's Edition*

DISCLAIMER

BattleTech: Outworlds Wastes is fan-made and based upon the official BattleTech rules from Catalyst Game Labs. See the *References* (see p. 46) for a list of official Catalyst Game Labs products that *BattleTech: Outworlds Wastes* specifically references. BattleTech is a registered trademark of The Topps Company, Inc. in the United States and other countries.

QUESTIONS AND DOWNLOADS

BattleTech: Outworlds Wastes: Chaos Campaign is available online at <https://outworlds-chaos.jeremylt.org>. The *BattleTech: Outworlds Wastes: Chaos Campaign* GitHub repository is at <https://github.com/Eudicods/outworlds-chaos>. You can post feedback or ask questions as GitHub Issues or email outworlds-chaos@jeremylt.org.

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VERSION

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"*BattleTech* is so engaging because it has a place for all of us. In the world building and fiction, absolutely, but also in the playing community and on the production side. It is now and always has been a product of a lot of people's dreams that somewhere and some when out there, humanity will find a place to make its dreams and aspirations come true. We all have the chance to realize ourselves in *BattleTech*."

Michael A. Stackpole

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BACKGROUND

The Outworlds Alliance was founded in 2413 and largely enjoyed prosperity throughout the Star League Era. At the start of the Amaris Civil War in 2766, the Outworlds Alliance contained 135 major systems organized into 7 administrative districts. The Succession Wars that followed the fall of the Star League in 2780 were particularly difficult for the Outworlds Alliance, and they had to abandon systems that they no longer had the resources or infrastructure to support. By the end of the Third Succession War in 3025, the Outworlds Alliance only had 36 systems remaining.

Clan Snow Raven began exploring the Periphery soon after the end of Operation REVIVAL in 3052. The Outworlds Alliance and Clan Snow Raven encountered each other and began developing mutual respect and a tentative alliance in 3064. Clan Snow Raven took refuge in the Outworlds Alliance following their abjuration from the Clan Homeworlds after the Wars of Reaving in 3075. In 3083, Clan Snow Raven and the Outworlds Alliance merged to form the Raven Alliance. By the iClan Trial in 3151, the Raven Alliance contained 47 systems.

Most of these lost worlds form a region known as the Outworlds Wastes. The exact number of lost systems varies from era to era, but the Outworlds Alliance has abandoned approximately 90 systems. Many factions are eager to explore these systems in search of lost Star League technology or to take refuge from the political machinations of the Inner Sphere successor states.

You command a combined arms force exploring the Outworlds Wastes for your faction and compete with other factions in the Outworlds Wastes to grow your force and recover lost technology. Common factions for the region include:

- **Outworlds Alliance:** A resourceful faction focused on reclaiming lost resources to support their remaining systems who was founded by frontier settlers and isolationists.
- **Clan Snow Raven:** An opportunistic and efficient clan, recently arrived from the Homeworlds, that is seeking to eek out an existence in the abandoned worlds of the Outworlds Alliance.
- **Draconis Combine:** A fiercely loyal and aggressive faction with a culture rooted in the code of the samurai and focused on honor and conquest.
- **Federated Suns:** A pragmatic faction balancing diplomacy and military action that is inspired by European knightly orders and chivalry.
- **Mercenary groups:** Flexible and opportunistic forces driven by profit, holding shifting allegiances, and inspired by historical mercenaries and free companies.
- **Pirate gangs:** Outlaws motivated by greed, power, and the freedom from any government oversight living under the code of might is right.
- **Clan Dark Caste:** Clan bandits, renegades, and malcontents doing what they must to survive while utilizing stolen or scavenged Clan equipment.

These factions are the most prevalent in the region, but many other factions may be found in the Outworlds Wastes. You may pick the faction any find interesting.

League organizers pick the current era for the league; organizers can select any era after the fall of the Star League. The era determines unit availability and the most common factions present in the Outworlds Wastes. The Outworlds Wastes offers a lot of narrative options; however league organizers can pick any location that is appropriate for their league. Commanders should ask the organizers which era and region their league is in.

The general background, goals, and playstyles of the common factions in the Outworlds Wastes are outlined below. You may use these descriptions as inspiration for their forces but are not limited to the notes given here.

Outworlds Alliance: The Outworlds Alliance has always prioritized survival over expansion, especially during and after the devastating Succession Wars. They now focus on reclaiming lost resources to support their struggling systems. Commanders from the Alliance are tasked with recovering critical supplies and technology to bolster their defense against external threats and internal collapse. Known for their pacifist roots, they often prefer defensive tactics and only striking when absolutely necessary.

Playstyle: Focus on logistics, careful planning, and defensive positions rather than direct engagement. Ideal for commanders who enjoy longer-term strategies and avoiding unnecessary risks.

Clan Snow Raven: Clan Snow Raven is driven by a desire to rebuild after its abjuration from the Clan Homeworlds and sees the Outworlds Wastes as a prime opportunity. They focus on claiming new systems to expand their influence and gather valuable Star League technology. Snow Raven commanders are highly disciplined and use air and space superiority to outmaneuver opponents, prioritizing the acquisition of territory and technology to fuel their efforts to solidify their position.

Playstyle: High-tech and strategic, emphasizing mobility, air and space superiority, and tech acquisition. Perfect for commanders who enjoy a blend of aggressive expansion and tactical flexibility.

Draconis Combine: Steeped in a warrior code inspired by samurai traditions, the Draconis Combine is driven by a fierce sense of honor. In the Outworlds Wastes, their mission is simple: conquer and claim LosTech to bolster their military strength. Combine commanders prioritize direct confrontation and see each battle as an opportunity to prove their worth. They view the Wastes as a battleground to extend their reach and crush opposition, especially from rival factions like the Federated Suns.

Playstyle: Aggressive and honor-bound, favoring heavily armed forces and head-on confrontations. Best for commanders who enjoy straightforward combat and maintaining a strong offensive presence.

Federated Suns: The Federated Suns, driven by their knightly traditions, see the Outworlds Wastes as an opportunity to bolster their interests. Their primary goals are to secure vital resources and prevent hostile factions, like the Draconis Combine, from gaining a foothold. Suns commanders are pragmatic, blending diplomacy with force and willing to negotiate to secure strategic advantages. In the Wastes, they're known for their adaptability and readiness to seize opportunities to strengthen their position.

Playstyle: Balanced and tactical with the flexibility to switch between diplomacy and military action. Ideal for commanders who enjoy a mix of negotiation and combat while focusing on securing objectives.

Mercenary Groups: Mercenaries are drawn to the Outworlds Wastes for one reason: profit. These opportunistic groups are willing to work for the highest bidder and constantly shifting allegiances based on who offers the most C-bills. Mercenary commanders are flexible and resourceful, using whatever means necessary to achieve their goals. Whether hired to scout for LosTech or protect corporate interests, mercenaries thrive in the chaos of the Wastes, adapting quickly to ever-changing circumstances.

Playstyle: Flexible and opportunistic, capable of switching tactics and allegiances on the fly. Ideal for commanders who enjoy a wide range of strategies and unpredictable engagements.

Pirate Gangs: The lawless regions of the Outworlds Wastes are a haven for pirate gangs. These ruthless raiders strike quickly and without warning, plundering resources and tech from vulnerable forces. Pirates prefer hit-and-run tactics, avoiding drawn-out battles in favor of rapid strikes that leave their enemies reeling. They operate on the fringes, exploiting the lack of central authority and preying on isolated outposts. In the Wastes, pirate commanders thrive on chaos and the spoils of war.

Playstyle: Fast and unpredictable, focusing on hit-and-run tactics and opportunistic strikes. Best for commanders who prefer guerrilla warfare and ambushing unsuspecting opponents.

Clan Dark Caste: Outcasts from the rigid Clan structure, the Dark Caste is made up of warriors who have been shunned by their brethren. Now, they survive on the fringes of Clan society, scavenging for resources and using unconventional tactics to stay one step ahead of both Clans and Inner Sphere forces. In the Outworlds Wastes, Dark Caste commanders are desperate, using guerrilla warfare and sabotage to maintain their independence and scrape together the resources they need to survive.

Playstyle: Desperate and unconventional, relying on sabotage, guerrilla tactics, and scavenging. Perfect for commanders who enjoy asymmetric warfare and surviving against the odds.

RENORSAL REVERSAL

Dusty 'Star Colonel' Guerra

Braizo Plains

Renorsal, Outworlds Wastes

15 November 3064

Blinding blue-white beams lashed across the wind swept, barren landscape of the Braizo Plains. One particle bolt slammed into rock outcropping, filling the air with splintered stone shards as the rock exploded under the hellish forces.

Through the shower of rock and dust, the second beam drilled into the barrel-chest of a *Wolverine*. Wherever the PPC beam touched it eviscerated the ferro-fibrous armor, seeking to punch through to the vital inner workings beneath.

Riding in the cockpit of her *Ice Ferret*, Sandra cast a glance at Kamran's *Warhawk* stalking along a ridge behind her. The assault OmniMech vented heat in the rear display over her primary holographic as its pilot relocated the massive weapons platform.

Undaunted by the strike despite the damage, the *Wolverine* pilot unleashed a double burst of suppressing autocannon fire as he jumped for better cover.

"Seeker Three," Star Commander Malik Kirov's voice growled over the comms. "Swing wide to the left and move around their flank."

"Aff, Seeker Lead."

Channeling her sense of balance into the neural link, Sandra leaned her forty-five ton war machine left as she altered course.

Malik warned his vision promised conflict. Yet it will be a small price to pay to discover the fate of the 61st Royal Jump Infantry. That so many other groups are on this world, seemingly searching for something, is a strong indicator that Malik is correct.

Groups like these mercenaries...

Sandra darted the *Ice Ferret* through a narrow gap in another rock formation then burst into the open, throwing her OmniMech into a 129 kph sprint.

"Charlie will you watch where you're going?!"

The Demolisher assault tank tilted dangerously as the left side treads rolled up and over a boulder. Twin Gauss Rifle barrels, adorned with the words

'Diplomacy Failed' scrawled on them in white, nearly scraped the ground as the gunner swung them back into line with the hull.

Used to this approach to driving, the crew wedged feet and arms against support structures to keep in their positions.

Despite Sergeant Dwight Shelby's complaints, Charles Harper knew he didn't care about the driving. He was griping to gripe.

It took the edge off driving a barely mobile tank into combat with the Clans.

"Diplomacy's a tank, Sarge, not a sports car."

"You could TRY not to hit every terrain feature," Gunner Austin Lane remarked over the comms. "Just a thought."

"You wanna drive, Aus?"

"No," Shelby cut off the chance for Austin to reply. "We go through enough tracks without letting the kid with no license drive."

The tank rattled and slid sideways across loose scree as Charles manhandled it onto course, eliciting more curses.

"Shucks, Sarge," Charles remarked through gritted teeth. "I don't have a license either."

"Contact! Look sharp!"

Sandra's first warning was an urgent tone from her sensors. A hostile contact flashed into existence on her holographic as the Demolisher seemed to materialize on the ridge just over three hundred meters away.

Yet again, the Goliath Scorpion warrior cursed the mineral deposits on world that had played hell with sensor operations since they landed.

Battle reflexes, bred into the Trueborn warrior through the advanced genetics programs of the Clans then honed to perfection, meant Sandra was evading the moment she was aware of the enemy tank.

It was still not fast enough.

The silvery blur of a Gauss Rifle hurtled across the desert to slam into the left arm of the *Ice Ferret*.

Sandra wrestled with the controls, keeping the war machine upright by a combination of skill and determination. Her eyes flashed to the damage indicator as it dutifully updated the condition of her OmniMech.

Internal structure damage on the arm, but no loss of functionality...yet. Still, cannot take another hit like that!

The clan warrior ducked her machine behind a low ridge, breaking line of sight with the massive assault tank.

Let's see how good you're really are, surat.

"Hell yeah! Nice shootin' Lane!"

Charles couldn't help but grin at Shelby's words. It had been a hell of a shot to tag that *Fenris* just as it exited the canyon.

Not bad for a bunch of farm kids in an oversized tin can.

But now the tough part would really begin. Already, Charles was shifting the controls to turn the ponderous tank. It rarely benefited them to stay in the same position for long...and he suspected it would be a matter of time before the inevitable happened.

Even anticipating it, he was surprised when it happened.

The *Fenris* reemerged around the rock formation, running at a full sprint. In mere seconds it chewed up the distance between itself and the ridge where Charles was trying to get Diplomacy into a better firing position.

Only thirty meters away, a defile would provide some cover for the tank while it continued to hurl Gauss rounds downrange.

Unfortunately, Diplomacy never got the chance to use it.

A quartet of stuttering emerald beams lashed out from the OmniMech, stabbing into the front and side of the turning armored vehicle. Armor vaporized at the caress of pulse lasers and Diplomacy developed an unsettling and all too familiar grinding sound.

Charles cursed as the display in front of him flared a warning in red.

"We lost a track!"

There was a collective groan through the tank, audible over the engine and the discharge of twin Gauss Rifles overhead.

One Gauss Rifle round tore past the cockpit of the *Ice Ferret* so close Sandra thought she could feel the shock of its displacement through the air. The other skipped off the ground to

the OmniMechs right and ricocheted into its right thigh, sending a shudder through the war machine.

Once again, Sandra's skilled hand on the controls kept the 'Mech upright but she gritted her teeth noting half the armor on the leg was gone. Grudgingly, she acknowledged the skill of the tank's gunner.

But it is all coming to an end now.

Smoke drifted up from the hull of the now immobilized tank. Magnification confirmed the OmniMech's battle computer report; the tank had lost its left track.

It was little more than a pillbox. A thickly armored and well-armed pillbox, but still an immobile target.

Planting one foot, Sandra leaned her 'Mech so hard to the right she could have placed a hand on the ground as she reversed the OmniMech's course to rush right at the tank.

Feeling the shot more than aiming, she lashed the enemy tank with more pulse laser fire. Only two connected and neither did more than damage more armor, of which the machine seemed to have an endless supply.

Now, however, the mercenary tank brought back up weapons online. A pair of medium lasers returned her fire, cutting protection from the left flank and centerline of the OmniMech. It was not enough to punch through, but it softened the war machine up should another Gauss Rifle round find its mark.

You are a bruiser for certain...but let us try something unorthodox, quiaff?

"Austin will you tag that damn thing already!"

Shelby coughed as smoke drifted through the compartment of Diplomacy, courtesy of a shorted-out display. The tanks turret ground right as Austin tried to track the fast-moving OmniMech.

"You wanna convince the damn Clanner to stop moving so I can?"

Charles squinted through the viewport, watching the *Fenris* change course. It was one of the sharpest bits of 'Mech piloting he'd seen outside that pirated copy of last year's Noisel Summer Games.

"He's coming right at us," he called to the gunner. "Make it count, Aus!"

FIREFIGHT



Firefight between *Diplomacy Failed* and *Ice Ferret* - Jared Blando

Another Gauss round slammed into the right torso of the *Ice Ferret*, smashing armor and cracking the internal structure. Warnings flashed indicating the frame of the war machine had taken damage and another hit there would likely damage the fusion reactor.

Sandra kept her OmniMech on course, determined to end this struggle one way or another. Lasers flashed at her but both missed as she sidestepped the *Ice Ferret* around a low hill then raced up to the tank.

The first kick crashed into the side of the armored vehicle, denting armor and crushing a pair of boggie wheels. It was a testament to the design of the Demolisher that the plating held up under the assault of a 45-ton 'Mech.

Undoubtedly, the crew was rattled when Sandra delivered a second kick in rapid succession.

You all assume we do not know how to fight in close, Sandra grinned. But in the 3rd Cuirassiers, it is a point of pride.

The armor cracked under the assault and the OmniMech battle computer indicated there was a chance of internal damage. Another strike there, lasers or a kick, would likely destroy the enemy tank.

"All Seekers," Malik's voice cut through Sandra's cockpit once more. "Cease Fire. Repeat, Cease Fire."

Sandra glanced in her overhead display. Kamran's battle scarred Warhawk was on a distant ridge, alongside Malik's Vapor Eagle. Smoke drifted across the ridge from some unknown source. The mercenary forces were withdrawing slowly, weapons still directed at the Goliath Scorpion 'Mechs but none firing.

Sandra keyed her comms.

"Seeker Three to Lead. We are letting them go, quineg?"

"Aff," Malik replied. "We are here for artifacts, not for combat. This fighting does not serve either of us...and this mercenary is wise enough to recognize it. There will be other days for fighting."

Though she felt robbed of her victory, Sandra could find no fault in Malik's logic. Keeping her battered *Ice Ferret* facing the immobilized tank, she began to reverse away from it as she keyed the external speakers.

"You fought well, mercenary. Perhaps we will meet on the battlefield again...and truly determine who is the more skilled."

FORCE CONSTRUCTION

You start with a budget of Battle Value (BV) or Point Value (PV) for your initial units and a Warchest of Support Points (SP). Completing scenarios and accomplishing objectives earns additional SP for commanders to spend on maintaining their units, training their pilots, and acquiring new equipment. You may maintain and improve your force between tracks with the Chaos Campaign rules from *Hot Spots: Hinterlands* sourcebook or the *BattleTech: Mercenaries* box set.

If any units in your force have special equipment not found in *BattleTech: Total Warfare*, *BattleTech: BattleMech Manual*, or *Alpha Strike: Commander's Edition*, then you must bring the rulebooks for that equipment. Unit record sheets can be generated using MegaMekLab or similar tools. Alpha Strike cards can be found on the Master Unit List.

BV costs sometimes do not match between the Master Unit List and MegaMekLab, especially for conventional infantry units, due differences in the official rules. You must use the same source for all BV costs and all record sheets must agree with the BV costs from this source.

OPTIONAL RULES

BattleTech: Outworlds Wastes is designed to support both BattleTech and Alpha Strike. If the event or league supports both rule systems, then your force must be within all of the BV and PV limits given. If the event or league will only use BattleTech, then your force only needs to be within the BV limits given, or only within the PV limits for Alpha Strike.

BattleTech: Outworlds Wastes is designed for full combined arms play using *BattleTech: Total Warfare* rules; however organizers may use the Battlefield Support: Asset rules from the the *BattleTech: Mercenaries* box set instead. There are three common combinations of rules that a league or event may use.

- **Total Warfare:** Use the force construction rules as written. Use *BattleTech: Total Warfare* rules for non-'Mech units. Use Battlefield Support: Strikes rules from the *BattleTech: Mercenaries* box set. Aerospace and artillery units may also use *BattleTech: Total Warfare* rules.
- **Force Assets:** Use the force construction rules as written. Use Battlefield Support: Assets rules from the *BattleTech: Mercenaries* bot set for non-'Mech units. You may only use Battlefield Support: Assets from your force during play, but Assets cannot score objectives. Use Battlefield Support: Strikes rules from the *BattleTech: Mercenaries* box set. In order to use Battlefield Support: Strikes, your command must have a unit capable of offering the support.
- **Hired Assets:** For Event Play, you may start with 3,000 BV (100 PV) of 'Mech units; do not add non-'Mech units to your force. For League Play, you may start with 9,000 BV (300 PV) of 'Mech units; do not add non-'Mech units to your force. Use Battlefield Support: Assets rules from the *BattleTech: Mercenaries* bot set for non-'Mech units. You may add any Battlefield Support: Assets to your force, up to the BSP limit for the scenario, but Assets cannot score objectives. Use Battlefield Support: Strikes rules from the *BattleTech: Mercenaries* box set. You may use any Battlefield Support: Strikes and your force should not contain these supporting non-'Mech units.

EVENT PLAY

For Event Play, commanders start with a Scale 1 force and each track is played at Scale 1. You start with 3,500 BV (125 PV) to acquire initial units for your force and a Warchest of 3,000 SP. BV (PV) costs for all units are listed in the Master Unit List or MegaMekLab. Force construction must follow these rules:

- You have a modified DropShip, similar to a Trojan, with 8 configurable bays. Bays may be empty and can be changed to a different configuration. Your entire force must fit onto your DropShip. Bay limits are in the table below.

Bay Type	Capacity	Limit
'Mech	1 'Mech or 1/2 superheavy 'Mech	6 bays
Combat Vehicle	2 vehicles or 1 superheavy vehicle	3 bays
ProtoMech	5 ProtoMechs	1 bay
Infantry	15 tons or 1 unit over 15 tons	1 bay

Event Play DropShip Bay Limits

- You must select units from one faction on the Master Unit List for the era chosen by event organizers. Forces may include units with introductory, standard, and advanced technology. Custom, experimental, and unique units are not permitted.
- Each force must have at least one 'Mech. Your initial force may have no more than two 'Mechs. 'Mechs can account for no more than 3,000 BV (100 PV).
- Each force must have at least one Battle Armor unit. If Battle Armor is not available to the faction in the era, then the force must contain at least one non-mechanized conventional infantry unit.
- Each force must have one unit capable of carrying the Battle Armor (or infantry) unit. An OmniMech can carry standard Battle Armor. BattleMechs can carry Battle Armor equipped with magnetic clamps, but receive a -1 MP (-2 inch) reduction to their Walking MP (p. 227, TW, p. 39, AS: CE).
- You may play non-'Mech units as Battlefield Support: Assets; however Assets cannot score objectives.
- Your force cannot contain artillery, aerospace, or other support units. However, you may have access to Battlefield Support: Strikes for some tracks.
- The BV costs of a unit must be modified to include C³ and TAG.
- The BV (PV) costs do not include Skill Advances. All units start at 4 Gunnery and 5 Piloting/Driving/Anti-'Mech (Skill 4). ProtoMechs always have Piloting 5 and infantry units without anti-'Mech equipment have Anti-'Mech 5. You start with two Skill Advances (one Skill Advance for Alpha Strike); however these advances cannot be applied to the same skill on the same unit.

SAMPLE FORCES

Two sample initial commands are provided below. The first force is a Civil War era mercenary company and the second force is an iIClan era Raven Alliance force. Pilot names are encouraged, as one of the goals of *BattleTech: Outworlds Wastes* is to develop the personalized lore for your command.

Bay	Unit	Pilot	Gunnery	Piloting	BV	PV
1	Atlas AS7-D	'Meg' Courant	3	4	1,897	52
3	Wolverine WVR-6R	'Casper' Poole	4	5	1,101	30
3	Cavalry Attack (BA)	'Bugs' Schwann	4	5	152	12
4	IS Standard (Laser)	Ralph Nosske	4	5	231	14
Total					3,381	108

iIClan Era Mercenaries - Meg's Magpies

Bay	Unit	Pilot	Gunnery	Piloting	BV	PV
1	Carriion Crow A	Sarah Magnus	3	4	1,622	41
2	Fire Moth B	Tina	4	5	1,064	24
3	Elemental BA, MG		4	5	404	19
4	Elemental BA, Flamer		4	5	404	19
Total					3,494	103

iIClan Era Raven Alliance - Raven Expeditionary Cluster

Both forces can support additional units on their DropShips.

LEAGUE PLAY

For League Play, commanders start with a Scale 3 force but each track is played at Scale 2. You start with 11,000 BV (400 PV) to acquire initial units for your force and a Warchest of 3,000 SP. BV costs for all units are listed in the Master Unit List or MegaMekLab. Force construction must follow the following rules:

- Commanders have a modified class DropShip, similar to a Union, with 15 configurable bays. Bays may be empty and can be changed to a different configuration. Bay space for all infantry units is shared across bays. Your entire force must fit onto your DropShip. Bay limits are in the table below.

Bay Type	Capacity	Limit
'Mech	1 'Mech or 1/2 superheavy 'Mech	12 bays
Combat Vehicle	2 vehicles or 1 superheavy vehicle	5 bays
Aerospace	1 aerospace unit	2 bays
ProtoMech	5 ProtoMechs	2 bays
Infantry	15 tons or 1 unit over 15 tons	2 bays

League Play DropShip Bay Limits

Support, Advanced Support, and Advanced Aerospace units are not permitted. Illegal designs and units over 200 tons are also not permitted. Units over 100 tons, such as superheavy 'Mechs, require double the bay space as standard units.

- You must select units from their faction on the Master Unit List for the era chosen by league organizers. Forces can include units with introductory, standard, or advanced technology. For example, the Marauder MAD-3R is a valid ilClan era mercenary unit.
- Forces may include one Unique or Experimental unit. The Unique unit may be Extinct if another variant of the unit is available to the faction in the current era and the faction has the relevant technology base to recreate the unit.
- Each force can start with no more than 7,000 BV (250 PV) in 'Mechs. You are encouraged to try to use the typical 'Mech unit composition of their faction. Organizers may raise this limit to 9,000 BV (300 PV) if they want to de-emphasize combined arms for their league.
- Some scenarios will require infantry/Battle Armor or Combat Vehicles with cargo capacity, so commanders should have at least one of each of these units in their force. You may play these units as Battlefield Support: Assets; however Assets cannot score objectives.
- In order to use Battlefield Support: Strikes, your command must have a unit capable of offering the support. At least 500 BV (25 PV) must be spent on units capable of offering Battlefield Support: Strikes.

Support Type	Required Unit
Offensive Aerospace Support	Attack or fire-support aerospace unit
Defensive Aerospace Support	Dogfighter or interceptor aerospace unit
Artillery Support	Corresponding artillery unit
Minefield Support	Any unit

Support Unit Requirements

- The BV (PV) costs do not include Skill Advances. All units start at 4 Gunnery and 5 Piloting/Driving/Anti-'Mech (Skill 4). ProtoMechs always have Piloting 5 and infantry units without anti-'Mech equipment have Anti-'Mech 5. You start with two Skill Advances (one Skill Advance for Alpha Strike); however these advances cannot be applied to the same skill on the same unit.

SAMPLE FORCES

Two sample initial forces are provided below. The first force is a Civil War era mercenary company and the second force is an iIClan era Raven Alliance Nova. Pilot names are encouraged, as one of the goals of *BattleTech: Outworlds Wastes* is to develop the personalized lore for your force.

Bay	Unit	Pilot	Gunnery	Piloting	BV	PV
'Mechs						
1	Atlas AS7-D	'Meg' Courant	3	4	1,897	52
2	Phoenix Hawk PXH-7S	'Bison' Helge	4	5	1,496	40
3	Blackjack BJ-3	'Lizard' Baker	4	5	1,271	30
4	Wolverine WVR-6R	'Casper' Poole	4	5	1,101	30
Combat Vehicles						
1	Goblin Infantry Vehicle		4	5	790	24
1	Goblin Infantry Vehicle		4	5	790	24
2	Karnov UR (3055)		4	5	152	12
2	Karnov UR (3055)		4	5	152	12
3	Cavalry Attack (BA)		4	5	604	29
3	Long Tom LT-MOB-25		4	5	835	37
4	Ballista Artillery		4	5	531	24
4	Thumper Artillery		4	5	568	22
Infantry/Battle Armor						
1	IS Std BA, LRR		4	5	255	15
1	IS Std BA, Laser		4	5	231	14
9	Total Bays				10,674	365
	Total					

Civil War Era Mercenaries - Meg's Magpies

Bay	Unit	Pilot	Gunnery	Piloting	BV	Adj BV
'Mechs						
1	Carrion Crow Prime	Sarah Magnus	3	4	2,397	45
2	Nova C	Bryn	4	5	1,515	31
3	Adder D	Ada	4	5	1,255	28
4	Kit Fox Prime	Soton	4	5	1,085	26
5	Fire Moth C	Tina	4	5	741	19
Aerospace						
1	Vandal Prime		4	5	525	30
2	Shilone SL-17R		4	5	1,230	33
Infantry/Battle Armor						
1	Elemental BA, Laser		4	5	447	19
1	Elemental BA, Laser		4	5	447	19
1	Elemental BA, HMG		4	5	415	19
2	Elemental BA, Flamer		4	5	404	19
2	Elemental BA, MG		4	5	404	19
9	Total Bays				10,865	307
	Total					

iIClan Era Raven Alliance - Raven Expeditionary Cluster, Alpha Nova

Both forces can support additional units on their DropShips. However, the Raven Alliance force cannot add any additional infantry bays because the DropShip has the maximum of 2 infantry bays.

BURIED TREASURE



'Meg' Courant discovering her Buried Treasure - Jared Blando

ADVANCED FORCE CONSTRUCTION RULES

The Master Unit List lists all major official BattleTech factions. Commanders may create a custom faction list for their force.

To create a custom faction list, go to the Units Tab on Master Unit List. Filter the units to include one faction list and one general list for the current league era. For example, the Pirates faction by default typically includes the Periphery General list. A Dark Caste custom faction could include the Pirates faction list with the Inner Sphere Clan General list.

All restrictions from the basic Force Construction rules, such as DropShip bay limits and only including one Unique or Experimental unit in a force, still apply.

If a faction does not have a general list, then it cannot be customized in this way. Factions without a general list include Mercenary, Kell Hounds, Wolf's Dragoons, and Society. These factions have the phrase "including Blank General List" on their faction and era specific pages. Adding a general list to these factions would give the commander a disproportionately large number of units to choose from.

Commanders can still create a custom mercenary faction with these Advanced Force Construction Rules. First select a faction list for the region in which the force was founded or primarily operates and then pick an appropriate general list. For example, a mercenary force that was founded in the Draconis Combine but moved to the Periphery after Coordinator Takashi Kurita's *Death to Mercenaries* edict could use Draconis Combine faction list with the Periphery General list.

League organizers may allow additional adjustments, such as allowing a commander to use two faction lists instead of one faction list and one general list. Any additional adjustments must be available to all commanders.

The image shows two side-by-side screenshots of the Master Unit List interface, specifically the 'Factions' tab. Both screenshots show a search bar at the top with 'Draconis Combine' and 'Periphery General' selected. Below the search bar are four sections: 'Sub Types (0)', 'Production Era (0)', 'Availability Era (1)', and a detailed list of eras.

Left Screenshot (Clan Dark Caste Civil War Era):

- Sub Types (0)
- Production Era (0)
- Availability Era (1)
 - Star League
 - Early Succession War
 - Late Succession War - LosTech
 - Late Succession War - Renaissance
 - Clan Invasion
 - Civil War
 - Jihad
 - Early Republic
 - Late Republic
 - Dark Age
 - iClan

Clan Dark Caste
Civil War Era

Right Screenshot (Combine Mercenary Clan Invasion Era):

- Sub Types (0)
- Production Era (0)
- Availability Era (1)
 - Star League
 - Early Succession War
 - Late Succession War - LosTech
 - Late Succession War - Renaissance
 - Clan Invasion
 - Civil War
 - Jihad
 - Early Republic
 - Late Republic
 - Dark Age
 - iClan

Combine Mercenary
Clan Invasion Era

Custom Faction Lists

FORCE MAINTENANCE

You may maintain and improve your force between tracks with the Chaos Campaign rules. Maintenance costs can be found in the *Hot Spots: Hinterlands* sourcebook. See the *Hot Spots: Hinterlands* errata for clarifications on the maintenance costs for non-'Mech units. Note that the maintenance costs provided in the *BattleTech: Mercenaries* box set are different. See the errata for clarifications on the maintenance costs for non-'Mech units.

Commanders from all factions are operating independent units and should use the mercenary contract rules. Commanders should use the Mercenary Force Record Sheet and Mercenary Contract Record Sheet to track their force.

This section outlines additional maintenance rules that organizers may use. Organizers may include each of these optional rules independently.

SKILL LIMITS

The *BattleTech: Mercenaries* box set or *Hot Spots: Hinterlands* sourcebook outline the SP costs for Skill Advances. For Event Play forces, units cannot be advanced to better than 2/3 (2). For League Play forces, units cannot be advanced to better than 1/2 (1). Skills cannot differ by more than 3.

CAPTURE PERSONNEL

A pilot or crew may eject from their 'Mech or abandon their vehicle (see p.164, TO: AR). The pilot or crew may be recovered by a friendly unit or captured by an enemy unit. A captured pilot or crew may be ransomed, with terms agreed upon between the two commanders. Alternatively, a captured pilot or crew may be taken as a bondsman and used as if they were hired.

GENEROUS SALVAGE

Each side may salvage destroyed enemy units at the end of a track, unless the Special Rules of the track prohibit salvage. Salvaged units are not removed from the opponent's force and may still be repaired normally. Truly Destroyed units cannot be salvaged and are removed from the opponent's force.

Compute the total SP earned from salvage by adding together the selling price of all destroyed enemy units and multiplying by the Salvage Rights percentage, and add these SP to your Warchest. If your contract has 10% or better Salvage Rights (step 4), you may purchase any of the destroyed enemy units salvaged from the track. Truly Destroyed units cannot be purchased.

UNIT PURCHASES

The purchase price for units is the BV value in SP, and the selling price is half of the purchase price, as described in *Hot Spots: Hinterlands*.

Organizers may provide a limited list of units available for purchase. Organizers may periodically update the list of available units. Some of the units on this list may have limited availability. If any of the units have limited availability, organizers announce a bidding period for these units. The minimum bid is half the BV of the unit. Bids are secret and the commander with the highest SP bid purchases the unit.

Organizers may allow commanders to purchase units from each other. The selling commander must have the unit in their force and removes the unit after it is sold.

If organizers do not provide a limited list of available units, then commanders may purchase any unit listed on the Master Unit List for their faction in the current era.

RANDOM SPAS

Units may learn a random SPA for free after a track. After each track, roll 2D6 for each unit that survived. Subtract 2 from the result if the unit already has an SPA. On a result of 10+, assign an SPA to the unit by rolling D6 on the charts below. If the result is invalid for the unit, roll D6 again and use the new result. Commanders may decide to not apply a valid SPA to the unit; however, do not roll again in this case. A unit cannot have more SPAs than are allowed for their experience level, as described in the *BattleTech: Mercenaries* box set or *Hot Spots: Hinterlands* sourcebook.

D6	'Mech	ProtoMech
1	Blood Stalker	Animal Mimicry
2	Heavy Lifter	Human TRO
3	Hot Dog	Sharpshooter
4	Oblique Attacker	Melee Master
5	Street Fighter	Tactical Genius
6	Zweihander	Street Fighter

Random Special Pilot Abilities - 'Mechs and ProtoMechs

D6	Combat Vehicle	Airborne Unit	Infantry
1	Cluster Hitter	Dust-Off	Eagle's Eyes
2	Cross Country	Forward Observer	Foot Cavalry
3	Eagle's Eyes	Multi-Tasker	Forward Observer
4	Maneuvering Ace	Shaky Stick	Foot Cavalry
5	Oblique Artilleryman	Speed Demon	Light Horseman
6	Multi-Tasker	Wind Walker	Urban Guerrilla

Random Special Pilot Abilities - Combat Vehicles, Airborne Units, and Infantry

DESIGN QUIRKS

Commanders may opt into using Design Quirks for their entire force. If a commander opts into using Design Quirks, then the quirks always apply to SP activity costs for all units. Both sides must agree to use Design Quirks for them to apply in a scenario.

See *BattleTech: BattleMech Manual* p. 82, *BattleTech: Campaign Operations* p. 225, or Sarna.net for a list of all quirks. MegaMekLab and Sarna.net list quirks for each unit.

Some quirks require modifications for *BattleTech: Outworlds Wastes*.

- 2 'Mechs with *Compact 'Mech* may share a DropShip bay.
- *Bad Reputation* decreases purchase and selling prices by 10%.
- *Good Reputation* increases purchase and salvage prices by 10%.
- *Rugged* decreases repair costs by 5%.
- *Ubiquitous* decreases repair costs by 10%.
- *Easy to Maintain* decreases repair costs by 10%.
- *Difficult to Maintain* increases repair costs by 10%.
- *Non-Standard Parts* increases repair costs by 10%.

CUSTOM DESIGN QUIRKS

If commanders have opted into using *Design Quirks*, they may purchase additional quirks to customize their units. If a commander uses *Custom Design Quirks*, then the additional quirks apply to the SP activity costs for all units. Both sides must agree to use *Custom Design Quirks* for them to apply in a scenario.

Pay 5% of the unit's cost in SP per positive quirk point to add a positive quirk. For each positive quirk, commanders must select negative quirks with a total value greater than or equal to the positive quirk's point value. Increase the unit's SP costs by 5% for each positive quirk point purchased. See *BattleTech: Campaign Operations* p. 255 for a table summarizing which quirks may be applied to which unit types. The following quirks may be added to your units:

Positive Design Quirks:

- *Accurate Weapon* (varies)
- *Improved Cooling Jacket* (1 point)
- *Improved Sensors* (3 points)
- *Improved Targeting* (3, 4, or 5 points)
- *Rumble Seat* (0 points)
- *Searchlight* (0 points)
- *Stabilized Weapon* (varies)
- *Variable Range Targeting* (varies)

Negative Design Quirks:

- *Ammunition Feed Problem* (1 point)
- *Cooling System Flaws* (3 points)
- *Hard to Pilot* (2 points)
- *Inaccurate Weapon* (varies)
- *No Cooling Jacket* (2 points)
- *Poor Performance* (3 points)
- *Poor Targeting* (2 points)
- *Poor Workmanship* (1 point)
- *Ramshackle* (3 points)
- *Sensor Ghosts* (3 points)
- *Poor Cooling Jacket* (1 point)

CUSTOM UNITS

Commanders may customize units by refitting an existing variant of a chassis. The customized unit must use the same technology base as the variant of the chassis being customized and this technology base must be available to the force in this era. All equipment or weapons added must be available in the current era.

The customized unit must be legal per *BattleTech: TechManual* construction rules. The unit retains the quirks of the chassis. Major structural modifications such as changing the engine, cockpit, or internal structure are not permitted. Partial wings, Triple Strength Myomer, and full head ejection systems cannot be added.

League organizers set the highest customization level allowed in the league. Each customization level includes all levels below it.

Level 1: Equipment and weapons may be removed from the unit. Ammunition bins may be removed or converted to a different type of ammunition. CASE may be added. Additional armor may be added.

Level 2: Equipment, weapons, and ammunition bins may be moved to new locations. Additional heat sinks may be added. Infantry bays may be expanded. Armor may be converted to standard or Ferro-Fibrous armor.

Level 3: Additional equipment may be added to the unit. MASC, a supercharger, or additional jump jets may be added. Jump jets may be converted to improved jump jets. Gyros can be replaced with another type of gyro. Single heat sinks may be converted to double heat sinks.

Level 4: Armor may be converted to specialty armor, such as Stealth or Ferro-Lamellar.

Level 5: Additional weapons may be added to the unit.

A force can have multiple units with level 1 or level 2 customizations but only one unit with level 3 or higher customizations. A unit with level 3 or higher customizations counts as the single Unique or Experimental unit allowed in a force; a force cannot have both a Unique or Experimental unit and a unit with level 3 or higher customizations.

Commanders purchase the base unit and then pay Tonnage / 4 for each level of customization past level 1 to customize the unit. Custom units may be customized again. If the custom unit uses Omni technology, the unit can still be reconfigured to other Omni variants of the base unit.

Customized units are more expensive to maintain. Increase the to SP activity costs costs by 5% for each level of customization past level 1. For example, a unit with level 3 customization costs 10% more to repair.

Custom units may be salvaged and sold but cannot be added to another force. Commanders cannot acquire a custom unit from another force in any way. Commanders may sell custom units per the standard rules.

DROPSHIP CUSTOMIZATION

DropShip customization is an optional set of rules. If organizers allow these rules, commanders spend Supply Points (SP) they earn in tracks to customize their DropShip.

DROPSHIP CUSTOMIZATION

Commanders may customize their DropShip to better support their force. Commanders are encouraged to name their DropShip before using this rule. Commanders should keep track of their DropShip customizations, as shown on the *Sample DropShip Customization Tracking* (see p. 43).

Commanders can customize their DropShips in the following categories:

- 'Mech Maintenance
- Ground Combat Vehicle Maintenance
- VTOL Combat Vehicle Maintenance
- Aerospace Unit Maintenance
- ProtoMech Maintenance
- Machine Shop
- Medical Bay
- Infantry Quarters
- Simulators
- Bay Configuration Limits

Each commander receives 5 customization points to modify their DropShip. The DropShip starts at level 0 in each category. Commanders spend customization points to raise the level for a category and gain the corresponding benefit. Any portion of the initial 5 customization points may be reserved for future use. The table below details how many points it costs to increase a category customization level.

Level Increase	Cost
Level -2 to -1	2 point cost
Level -1 to 0	1 point cost
Level 0 to 1	1 point cost
Level 1 to 2	2 point cost
Level 2 to 3	3 point cost

DropShip Customization Point Costs

Point costs are cumulative. For example, it costs 1 point to go from level 0 to level 1 and 2 points to go from level 1 to level 2, so it costs 3 total points to go from level 0 to level 2.

Commanders can further customize their DropShip, but space and resources must be reallocated from one category to another. After each contract, commanders may spend 50 SP to decrease the level of one or more categories to earn sufficient customization points and increase the level of a single category. The customization points earned when decreasing the level of a category are given in the table below. This may be done only once between contracts.

Level Decrease	Payout
Level -1 to -2	2 points earned
Level 0 to -1	1 point earned
Level 1 to 0	1 point earned
Level 2 to 1	2 points earned
Level 3 to 2	3 points earned

DropShip Customization Point Payouts

Maintenance: Improve the ability to repair units in a maintenance category. Also, commanders may fix a limited number of through-armor critical hits or motive system damage without paying the repair cost. The maintenance categories are 'Mechs, ground Combat Vehicles, VTOL Combat Vehicles, Aerospace units, and ProtoMechs.

The maintenance level cannot be adjusted for a unit type not present in the force. For example, a force must have VTOL units to raise or lower the VTOL maintenance category. If the last unit of a type is sold or destroyed, commanders must replace the unit with another of the type or immediately pay to reallocate any positive or negative points to reset the category to level 0.

Level	Benefit
-2	20% increase in repair costs for unit type
-1	10% increase in repair costs for unit type
0	No change
1	10% decrease in repair costs for unit type 1 free repair of 1 critical hit or 2 motive hits after each mission
2	20% decrease in repair costs for unit type 2 free repairs of 1 critical hit or 2 motive hits after each mission
3	30% decrease in repair costs for unit type 3 free repairs of 1 critical hit or 2 motive hits after each mission

DropShip Maintenance Customization

Machine Shop: The machine shop can be used to improve salvage. Commanders earn more SP when selling a salvaged unit.

Level	Benefit
-2	20% decrease in salvage revenue
-1	10% decrease in salvage revenue
0	No change
1	10% increase in salvage revenue
2	20% increase in salvage revenue
3	30% increase in salvage revenue

DropShip Machine Shop Customization

Infantry Quarters: Allocating more space to infantry quarters makes it cheaper to hire new troops for infantry and Battle Armor units.

Level	Benefit
-2	20% increase in hiring costs
-1	10% increase in hiring costs
0	No change
1	10% decrease in hiring costs
2	20% decrease in hiring costs
3	30% decrease in hiring costs

DropShip Infantry Quarters Customization

Medical Bay: The medical bay reduces the cost of healing pilots, crew, and infantry.

Level	Benefit
-2	20% increase in healing costs
-1	10% increase in healing costs
0	No change
1	10% decrease in healing costs
2	20% decrease in healing costs
3	30% decrease in healing costs

DropShip Medical Bay Customization

Simulators: Allocating more space to simulators makes it cheaper to train personnel between contracts.

Level	Benefit
-2	20% increase in Personal Training costs
-1	10% increase in Personal Training costs
0	No change
1	10% decrease in Personal Training costs
2	20% decrease in Personal Training costs
3	30% decrease in Personal Training costs

DropShip Simulator Customization

Bay Configuration Limits: Bay configuration limits can be adjusted by spending customization points. For example, at level 1 a commander of a Scale 2 force may decrease their 'Mech bay limit to 11 and increase their aerospace bay limit to 3. The bay configuration limits customization level can only be decreased if the entire force conforms to the new bay configuration limits.

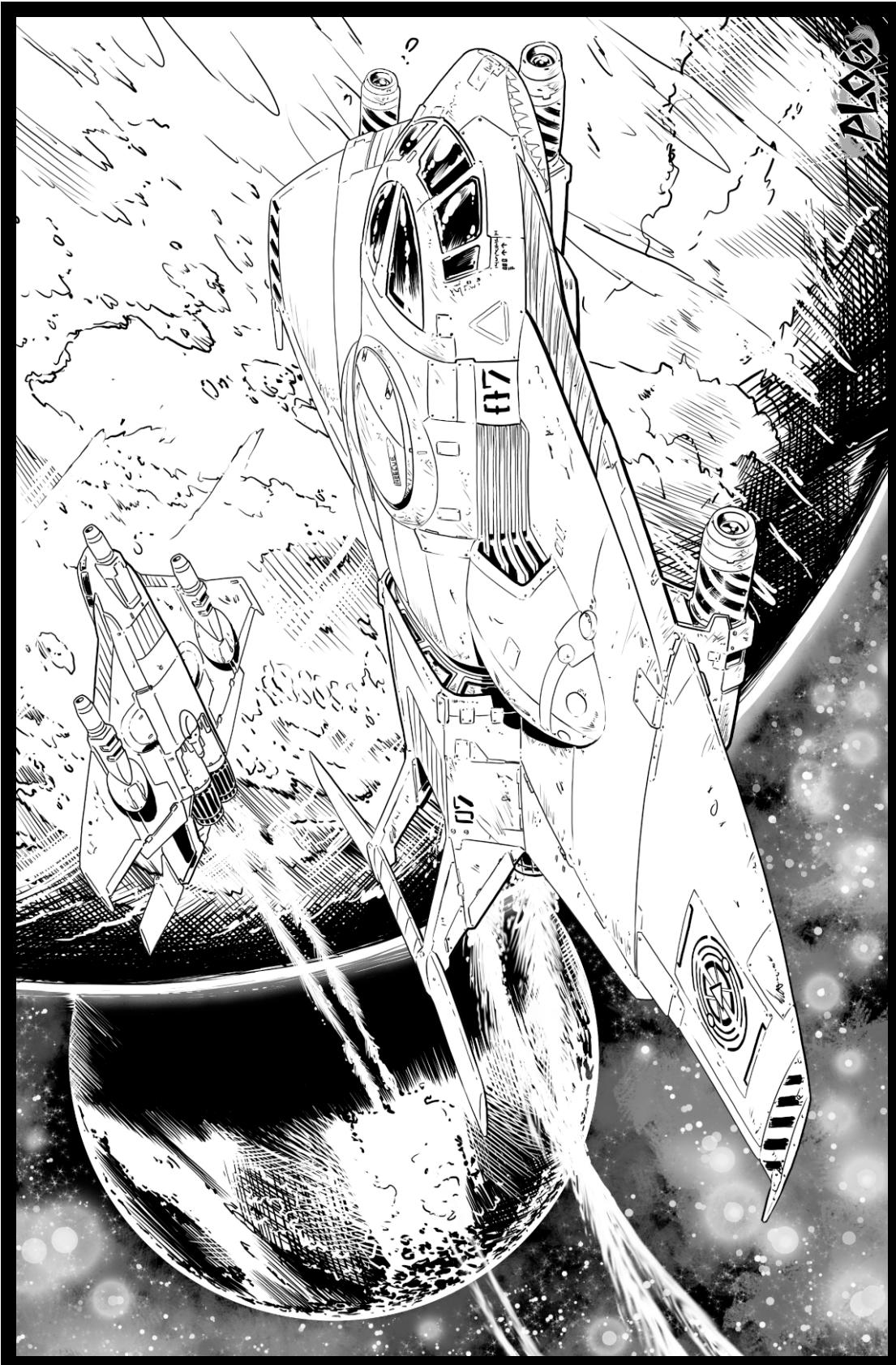
Level	Benefit
0	No change
1	1 bay limit can be shifted
2	1 additional bay limit can be shifted
3	1 additional bay limit can be shifted

DropShip Bay Configuration Customization

Support Bays: A vehicle may be used to convert combat vehicle bay space into DropShip customization levels. Using a vehicle in this fashion fills the entire bay. Only one level of a type may be added by a vehicle and the customization level cannot exceed level 3. The vehicles may be used in tracks but do not grant the benefits of the level of customization after the track.

- BattleMech Recovery Vehicles give 1 level of Machine Shop
- Vehicles with at least 6 tons of MASH equipment give 1 level of Medical Bay

FLYBY



Heavily repaired Trident TRN-3T aerospace fighters on patrol over Wynn's Roost - Matt Plog

EVENT PLAY

Event play uses Scale 1 forces and is more suitable for playing multiple tracks in a large event, such as at a convention.

Organizers list the contract and tracks for the event, and commanders bring a force that meets the *Scale 1 Force Construction* rules (see p. 14). Commanders may use the same force between multiple events, unless the organizers state a new force must be used. All forces they must pay 300 SP in transportation costs, modified by the contract terms, to reach the planet for the event.

CONTRACTS

Organizers will provide a contract for the event or allow commanders to select one of the two default contracts given below. As described in the *BattleTech: Mercenaries* box set and the *Hot Spots: Hinterlands* sourcebook, commanders may negotiate to adjust the terms of their contract.

The first default contract represents an independent unit.

Base Pay: 100% Base Pay (step 7)

Support: 0% (step 1)

Transportation: 100% (step 9)

Salvage: 100% (step 13)

Command Rights: Independent (step 11)

The second default contract significantly reduces the maintenance cost for commanders while also reducing salvage and transportation payments.

Base Pay: 100% Base Pay (step 7)

Support: Battle (step 7)

Transportation: 50% (step 7)

Salvage: 40% (step 7)

Command Rights: House (step 7)

EVENT TRACKS

Event organizers provide tracks, which may be either player-vs-GM or player-vs-player. Commanders may use different units for different tracks in a contract.

The standard rules given in the *BattleTech: Mercenaries* box set and the *Hot Spots: Hinterlands* sourcebook apply to these tracks, unless the organizers modify these rules.

Commanders may bring up to 3,000 BV (100 PV) of 'Mechs to each track, excluding the cost of Skill Advances but including any costs of C³ and TAG. Commanders may bring 500 BV (25 PV) non-'Mech units, plus any unspent BV (PV) from 'Mech units, for a total of 3,500 BV (125 PV).

If allowed by event organizers, commanders may convert up to 500 BV to 25 BSP and run the non-'Mech units as Battlefield Support: Assets; however, Assets may not score objectives.

If allowed by event organizers, commanders get 7 BSP for Battlefield Support: Strikes. Any unspent BV or BSP may be converted to BSP to use for Battlefield Support: Strikes, unless prohibited by the track rules.

SECONDARY OBJECTIVES

Secondary objectives are additional goals added to each track. Commanders earn 50 SP if their force completes their secondary objective.

If no secondary objective is identified for the track, each commander randomly selected one of the secondary objectives given below. If a secondary objective is impossible to accomplish based upon the scenario, map, or enemy force, determine a new secondary objective before play begins. For example, if the enemy force has no ProtoMechs, reroll if you randomly select the second objective listed below.

1. Cripple or destroy a 'Mech.
2. Cripple or destroy a ProtoMech.
3. Cripple or destroy a Combat Vehicle.
4. Cause critical or motive damage on a VTOL unit.
5. Kill at least half of the troops in an infantry unit.
6. Swarm a 'Mech or Combat Vehicle with an infantry unit.
7. Successfully complete a Death from Above attack.
8. Damage an internal section of an opponent's highest BV unit.
9. Capture a vehicle crew or 'Mech pilot.

FORCE DETACHMENT

Commanders may create an Event Play detachment with units from an existing League Play force. This detachment must follow the restrictions given in the *Event Play Force Construction* rules (see p. 14). These units use their current skills and SPAs from the League Play force.

Commanders must send a Warchest of at least 1,000 SP but no more than 3,000 SP with the detachment. In order to return to the League Play force, the Event Play detachment has to pay 300 SP in transportation costs, modified by contract terms, after the event to return to the location of the League Play force. Add any additional SP earned by the Event Play detachment to the League Play force's Warchest.

An Event Play force may also be used to make a new League Play force. After the event, commanders must use all of the units in the Event Play force and add additional units per the restrictions given in the *League Play Force Construction* rules (see p. 16). Units in this new League Play force may retain any Skill Advances earned during Event Play. Also, if the Event Play force has more than 3,000 SP in the Warchest, then the new League Play force starts with this Warchest. Otherwise, the new League Play force starts with a Warchest of 3,000 SP.

LEAGUE PLAY

For League Play, each commander has a Scale 3 force and plays each track at Scale 2. League Play is more suitable for longer, larger games and pickup games.

There are two types of League Play, narrative and competitive. Establishing a balanced competitive league is difficult. These rules do not attempt to do so; instead, they provide a consistent and fair system with an option for scoring and ranking if the players and league organizers want to use it.

NARRATIVE PLAY

In narrative play, commanders play narrative tracks designed by league organizers and casual tracks between forces. This is an open ended format that lasts as long as commanders want to play.

At any point, a new commander can join the league or a current commander can replace their force with a new one. Any new force must follow the Force Construction rules. A commander may run multiple forces so long as the logistics of each force remain separate.

Optional DropShip Customization and Force Maintenance rules should be consistent across the league; for example, *Design Quirks* should be permitted for all forces or banned from all forces. Each side should agree upon any available optional or advanced rules for each track they play, such as *Multiple Attack Rolls* or *Special Pilot Abilities*.

Additional restrictions may be enforced by league organizers, such as league play only occurring at a specific location, but any such restrictions must be announced in advance.

COMPETITIVE PLAY

In competitive play, commanders play a series of tracks in a Swiss-system tournament.

A commander can only use a single force for the tournament. League organizers may require new forces for the tournament or allow forces that have been used in narrative play.

Any optional or advanced rules must be agreed upon in advance and consistent across the tournament play.

The tracks in the tournament should only be 1v1. Each commander should play a different opponent during each track, if possible. The last track should be a large scale event that requires a significant portion of each commander's forces.

Players are ranked by their Warchest, with ties being broken by Reputation. At the end of the series of tracks, winners are determined by their ranking. Additional winners may be determined for specific categories, such as Best Painted Force or Best Force Lore.

HOT DROP



Purifiers dropping on an infantry position - Jared Blando

CONTRACTS

Organizers will provide a contract for the event or allow commanders to select one of the two default contracts given below. As described in the *BattleTech: Mercenaries* box set and the *Hot Spots: Hinterlands* sourcebook, commanders may negotiate to adjust the terms of their contract.

The first default contract represents an independent unit.

Base Pay: 100% Base Pay (step 7)

Support: 0% (step 1)

Transportation: 100% (step 9)

Salvage: 100% (step 13)

Command Rights: Independent (step 11)

The second default contract significantly reduces the maintenance cost for commanders while also reducing salvage and transportation payments.

Base Pay: 100% Base Pay (step 7)

Support: Battle (step 7)

Transportation: 50% (step 7)

Salvage: 40% (step 7)

Command Rights: House (step 7)

LEAGUE TRACKS

Event organizers provide tracks, which may be 1v1, 2v2, or 1v2. Commanders may use different units for different tracks in a contract.

The standard rules given in the *BattleTech: Mercenaries* box set and the *Hot Spots: Hinterlands* sourcebook apply to these tracks, unless the organizers modify these rules.

For 1v1 tracks, commanders may bring up to 7,000 BV (250 PV) of units to each track, excluding the cost of Skill Advances but including any costs of C³ and TAG. If allowed by league organizers, commanders may convert up to 1,000 BV to 50 BSP and run the non-'Mech units as Battlefield Support: Assets; however, Assets may not score objectives.

For 2v2 tracks, each commander may bring up to 3,500 BV (125 PV) of units to each track, excluding the cost of Skill Advances but including any costs of C³ and TAG. Commanders may give any unspent BV to the other commander to use. If allowed by league organizers, commanders may convert up to 500 BV to 25 BSP and run the non-'Mech units as Battlefield Support: Assets; however, Assets may not score objectives.

For 1v2 tracks, the commanders working together select their units per the 2v2 limits given above. The independent commander may select their units per the 1v1 limits given above.

On-map artillery or aerospace units may be used if allowed by league organizers.

If allowed by league organizers, commanders get 14 BSP for Battlefield Support: Strikes in 1v1 tracks or 7 BSP in 2v2 tracks. In 2v2 tracks, commanders may give any unspent BSP for Battlefield Support: Strikes to the other commander to use. Any unspent BV or BSP may be converted to BSP to use for Battlefield Support: Strikes, unless prohibited by the track rules.

SECONDARY OBJECTIVES

Secondary objectives are additional goals added to each track. Commanders earn 50 SP if their force completes their secondary objective. In a 1v2 track, the independent commander may have two separate secondary objectives a single secondary objective that they may score twice.

There are three ways to select secondary objectives. First, a single secondary objective that both sides share could be selected, randomly or by mutual agreement. Alternatively, each side could randomly roll a secondary objective in secret. Finally, each player could randomly roll a secondary objective in secret.

The selected secondary objectives must be achievable by the forces selected for the scenario. If a secondary objective is impossible to accomplish based upon the scenario, map, or enemy force, determine a new secondary objective before play begins.

1. Cripple or destroy a 'Mech.
2. Cripple or destroy a ProtoMech.
3. Cripple or destroy a Combat Vehicle.
4. Cause critical or motive damage on a VTOL or aerospace unit.
5. Kill at least half of the troops (remove all armor, Alpha Strike) in an infantry unit.
6. Swarm a 'Mech or Combat Vehicle with an infantry unit.
7. Successfully complete a Death from Above attack.
8. Damage an internal section of an opponent's highest BV/PV unit.
9. Capture a vehicle crew or 'Mech pilot.
10. Extract a hidden unit from within 4 hexes (8", Alpha Strike) of the far map edge.

TRACKS

Commanders earn C-bills to spend on their forces through completing scenarios and accomplishing objectives. Scenarios are often built to represent lore and objectives relevant to specific worlds in the Outworlds Wastes. Narrative based scenarios may include special rewards, such as recovering equipment from the 61st Royal Jump Infantry Division so a commander can add advanced jump infantry units to their force.

PLAY FORMATS

Tracks may be played with *BattleTech* or *Alpha Strike*. League organizers may use additional formats, such as BattleTroops.

Use the rules for the track format to define terms such as *destroyed* and *crippled* for the purposes of achieving objectives.

To convert a unit skill levels from *BattleTech* to *Alpha Strike*, take the average of the Piloting and Gunnery skills, rounded down (see p. 29, AS: CE).

OPTIONAL RULES

Tracks may use optional rules if each side agrees. Some common optional rules include

Alternate Munitions: *BattleTech: BattleMech Manual* p. 106-108

BattleTech: Tactical Operations Advanced Units and Equipment p. 164

BattleTech: Alpha Strike Commander's Edition p. 143-150

Forced Withdrawal: *BattleTech: Total Warfare* p. 258

BattleTech: Alpha Strike Commander's Edition p. 127

Sprinting: *BattleTech: Tactical Operations Advanced Rules* p. 16

Vehicle Lance Movement: *BattleTech: Tactical Operations Advanced Rules* p. 22

Floating Criticals: *BattleTech: Tactical Operations Advanced Rules* p. 75

Firing When Down: *BattleTech: Tactical Operations Advanced Rules* p. 83

Machine Gun Rapid-Fire Mode: *BattleTech: Tactical Operations Advanced Rules* p. 100

Enhanced Flamers: *BattleTech: BattleMech Manual* p. 99

Multiple Attack Rolls: *BattleTech: Alpha Strike Commander's Edition* p. 175

Front Loaded Initiative: If, prior to any pair of movement or attack declarations, one team has more units left to declare for as the other team, the team with more units declares for two units rather than one. If one team has at least twice as many units, it declares for three each time, and so on.

Fire For Effect: Weapon attack declaration and resolution occur simultaneously during the Weapon Attack Phase. Attacks are resolved in initiative order, per the usual rules. A unit *destroyed* during the Weapon Attack Phase will still fire.

MISMATCH



Snow Raven Atlas II surprising Phoenix Hawk 'Lucky 13' from St Ives - Matt Plog

BALANCING

One of the goals of *BattleTech: Outworlds Wastes* is to foster a friendly and welcoming environment. A mix of experience levels between commanders is expected. Here are some options to help balance tracks so game play is welcoming while also staying fresh and challenging:

Setup: When setting up a track, slight preference should generally be given to the commander whose force has the lower total BV, including all units and pilots. For example, the commander with the lowest total BV could be offered the choice between attacking and defending. For a track with a terrain setup phase, the commander with the lowest total BV could be offered the first placement of terrain pieces.

2v2: Many tracks are described as 1v1; however, these tracks often support team play, such as 2 players on each side. When playing on teams, experience should be divided roughly equally between the two teams. Teammates are encouraged to collaborate on strategy for the track.

CASUAL TRACKS

Narrative tracks are provided by the league organizers, but *BattleTech: Outworlds Wastes* also supports casual games between forces. Each side must agree upon the format, scale, turn limits, and optional rules before the track starts.

Some sample primary objectives are included below. These scenarios generally assume a Scale 1 force and 5-7 turns of play.

PRIMARY OBJECTIVES

- Reconnaissance:** The map contains 15 buildings, 7 of which contain hidden objectives. Place the buildings randomly or each side takes turns placing the buildings. The defender secretly rolls to determine which buildings hold the objectives. Attacking units may search buildings during the End Phase if they are in the target hex (in base to base contact) and no enemy units are in the target hex. The search is successful on a 2D6 roll of 7+ for 'Mechs and ground combat vehicles or 5+ for infantry. An attacking unit with an active probe may instead search 1 building within range of its active probe on a 2D6 roll of 6+. The attacker earns 1 point for each objective they find and the defender earns 1 point for each objective remaining hidden.
- Supply Raid:** 3-7 supply depots are on the map, near the center. Each supply depot has 1-3 loads of supplies. Any unit with hands or cargo capacity can load supplies from the depot if they are in the same hex as a supply depot (in base to base contact) during the End Phase. A 'Mech with hand actuators must declare which hand is holding the supplies. For units with cargo capacity, a friendly infantry unit must load or unload the supplies during the End Phase. Units involved in loading or unloading supplies cannot make weapon or physical attacks during that turn. A 'Mech carrying supplies can't fire arm weapons (does -2 damage). The supplies have negligible weight. There is no movement penalty and jumping units may still jump while carrying supplies. Carrying supplies does not decrease the infantry space in a combat vehicle, but all standard infantry mount and dismount rules still apply. 'Mechs carrying supplies in their hands may drop the supplies at any point during their movement. The supplies are automatically dropped if the carrying 'Mech falls or goes prone. Units with cargo capacity must be unloaded by a friendly infantry unit. Each side cannot retrieve more supplies from the same supply depot until the current supplies from that depot are scored. A unit carrying supplies earns 1 Victory Point for bringing the supplies to their home edge.
- Zone Control:** 3, 5, or 7 objectives are distributed on the map. The locations of the objectives dramatically changes the gameplay. The basic configuration is 3 objective along the center of the map and 1 objective halfway between the center and each home edge. A side controls an objective if only their units are in or adjacent to the objective (within 2"). During the End Phase, the

side that controls the most objectives earns 2 Victory Point. If each side controls the same number of objectives and controls at least 1 objective, then each side earns 1 Victory Point for that round.

4. **Base Defense:** 7 buildings are on the defenders side of the map. Each building is medium with a construction factor of 60 (6) and 1-3 levels high (1"-3"), unless the players agree upon a different configuration. The attacker earns 1 Victory Point for each building destroyed and the defender earns 1 Victory Point for each building remaining.
5. **King of the Hill:** A hex in the center of the map contains a building with valuable files. The building is medium with a construction factor of 60 (6), unless the players agree upon a different configuration. The force earns 1 Victory Point for every turn that they have the only infantry units inside of the building at the end of the turn. Commanders may add additional bunkers to the center of the map.
6. **Assassination:** A VIP needs to be escorted across the battlefield. The defender selects a medium or heavy 'Mech from the Periphery General or Pirates list. The VIP is a Gunnery 5/ Piloting 4 (Skill 4) pilot and half of the adjusted BV/PV of the 'Mech counts against the defender's BV/PV limit. The VIP's 'Mech must cross the map from the defender's home edge to the attacker's home edge. The attacker earns 10 Victory Points if this 'Mech is destroyed or 5 Victory Points if this 'Mech receives crippling damage. The defender 10 Victory Points if this 'Mech does not receive crippling damage or 5 Victory Points if this 'Mech is crippled but not destroyed. The turn limit for this scenario is based upon the terrain and movement profile of the VIP's 'Mech.
7. **Extraction:** Extract 1-3 hidden infantry teams. For each hidden unit, the attackers select a hex within 4 rows (8") of the defenders home edge and more than 4 hexes (8") away from the other edges of the map. A unit with at least 1 ton of cargo capacity can pick up the target by being in the same hex as a target during the End Phase. The target is not destroyed if the carrying unit is destroyed. The attackers earn 1 Victory Point for each team extracted and the defenders earn 1 Victory Point for each extraction prevented.
8. **Recovery:** 4-6 disabled 'Mechs are equally spaced along the map diagonal. A unit of equal or higher weight class can drag a target 'Mech. A friendly unit must be in the same hex (in base to base contact) as the target 'Mech during the End Phase to start dragging it. Units without hand actuators must use 1 turn securing the target 'Mech. The dragging unit has a 1/2 reduction in their walking MP and cannot jump. A target 'Mech cannot fire weapons in one arm (does -1 damage). A unit earns Victory Points based upon the Alpha Strike size category of 'Mech returned to their home map edge.

ADDITIONAL OPTIONS

This list of casual objectives is not exhaustive. Commanders may develop and play alternative tracks as long as the tracks are not intended to cheat the spirit of the rules or otherwise give the commanders unfair advantages. Commanders are encouraged to develop tracks that match the lore of their forces. For example, a pair of commanders for Clan forces may agree to a Trial of Possession or a commander of a Solaris VII force may challenge another force to a televised duel.

These objectives may be adapted to best support the narrative the players are creating, as long as all commanders agree. Any additional restrictions or conditions for the track need to be agreed upon by all commanders before the track starts. The outcome of the track may result in transfer of SP, personnel, or units between forces if that is agreed upon before the track starts.

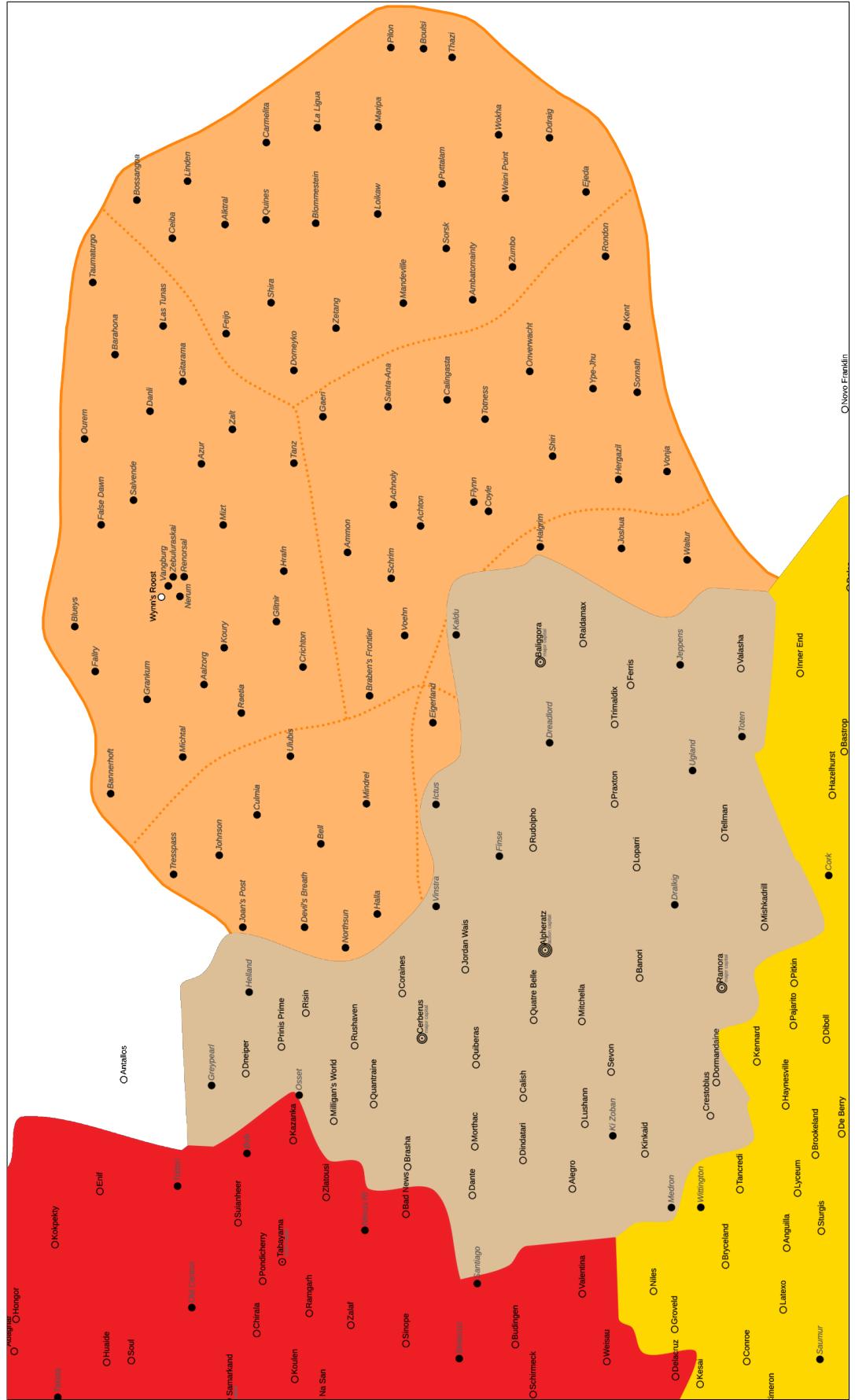
These alternative tracks may include an SP payment but do not have to. If the track includes an SP payment, it should stay close to the 100% Base Pay limit for the Scale. If the track is smaller than Scale 1, reduce the payment accordingly. For example, a duel between two 1,500 BV 'Mechs could have prize of 250 SP for the winner.

INSTANT ACTION

BattleTech: Instant Action is a custom scenario pack for *BattleTech* that is intended to add depth and variety to pickup games. *BattleTech: Instant Action* includes 15 tracks and rules for integration into *BattleTech: Chaos Campaigns* from the *BattleTech: Mercenaries* box set and *Hot Spots: Hinterlands* sourcebook. These missions can be used to expand the number of casual tracks available for *BattleTech: Outworlds Wastes*.

BattleTech: Instant Action is available as a free PDF to download online at
<https://victorypointproductions.neocities.org/instantaction>.

OUTWORLDS WASTES MAP - SUCCESSION WARS ERA



Outworlds Wastes - 3025

OUTWORLDS WASTES MAP - ILCLAN ERA



Outworlds Wastes - 3151

SAMPLE EVENT PLAY FORCE ROSTER

Bay	Unit	Pilot	Gunnery	Piloting	BV	PV
'Mechs (1 per bay)						
1						
2						
3						
4						
5						
6						
Combat Vehicles (2 per bay)						
1						
1						
2						
2						
3						
3						
ProtoMechs (5 per bay)						
1						
1						
1						
1						
1						
Infantry/Battle Armor (15 tons per bay)						
1						
1						
1						
Total Bays (8 max)						
Total BV/PV						

SAMPLE LEAGUE PLAY FORCE ROSTER

Bay	Unit	Pilot	Gunnery	Piloting	BV	PV
'Mechs (1 per bay)						
1						
2						
3						
4						
5						
6						
7						
8						
9						
10						
11						
12						
Combat Vehicles (2 per bay)						
1						
1						
2						
2						
3						
3						
4						
4						
5						
5						
Aerospace (1 per bay)						
1						
2						
ProtoMechs (5 per bay)						
1						
1						
1						
1						
1						
2						
2						
2						
2						
Infantry/Battle Armor (15 tons per bay)						
1						
1						
2						
2						
Total Bays (15 max)						
Total BV/PV						

SAMPLE DROPSHIP CUSTOMIZATION TRACKING

Dropship Name	
Dropship Upgrades	
Level	Category
	'Mech Maintenance
	Ground Combat Vehicle Maintenance
	VTOL Combat Vehicle Maintenance
	Aerospace Unit Maintenance
	ProtoMech Maintenance
	Machine Shop
	Medical Bay
	Infantry Quarters
	Simulators
	Bay Configuration Limits
	Limits exchanged:
	Limits exchanged:
	Limits exchanged:

FORCE BV ADJUSTMENTS

BV adjustments are applied in the following order.

- Each unit equipped with TAG or a C³ master computer adds BV for each ton of semi-guided LRM ammunition carried by all units in the force.
- Each unit that is part of a C³ network increases its BV by 5% of the total BV of all units included in the C³ network.
- Pilot/crew skill levels are not included in the BV for *BattleTech: Outworlds Wastes*.

This summary is provided here for convenience. *BattleTech: TechManual* p. 315 and all relevant errata, including the June 2021 Battle Value Errata, supersedes this information.

COMBAT VEHICLE PRIMER

The *BattleTech: Total Warfare* rules for Combat Vehicles are similar to the rules for 'Mechs, with a few important differences. Many of these differences are listed below, with page numbers from *BattleTech: Total Warfare* for reference.

- **General:**

- Combat Vehicles are only 1 level high (see p. 99, *TW*).

- **Movement Phase:**

- Combat Vehicles have additional prohibited terrain types (see p. 52, *TW*).
 - Ground vehicles require 2 MP to change level and may only change 1 level at a time (see p. 49, *TW*).
 - Ground vehicles receive one additional 1 MP when traveling on pavement for the entire Movement Phase (see p. 61, *TW*).
 - WiGE, VTOL, and Hover Vehicles may sideslip when turning at flank speed (running) (see p. 67, *TW*).

- **Attack Phases:**

- Combat Vehicles with turrets can select the firing arc for the turret (see p. 104 *TW*).
 - Combat Vehicles have different damage hit location zones and hit location tables (see p. 192-196, *TW*).
 - Combat Vehicle damage may cause motive system damage which can slow or immobilize the vehicle (see p. 193, *TW*).
 - Combat Vehicle critical damage is resolved by rolling 2D6 and consulting the critical hit table for the vehicle; there is no roll for the number of critical hits (see p. 194-196, *TW*).
 - Combat Vehicles are destroyed if all internal structure in one location is destroyed or if the critical damage results in destruction (see p. 128, *TW*).
- Many of Combat Vehicle tables can be printed directly on the Combat Vehicle record sheet in MegaMekLab. It is recommended to verify the tables printed on record sheets against *BattleTech: Total Warfare* and any applicable errata.

REFERENCES

The following references are mentioned in these rules:

- Chaos Campaign
 - *BattleTech: Hot Spots: Hinterlands*
 - *BattleTech: Mercenaries* box set
- BattleTech
 - *BattleTech: Total Warfare*
 - *BattleTech: BattleMech Manual*
 - *BattleTech: TechManual*
 - *BattleTech: Tactical Operations Advanced Rules*
 - *BattleTech: Tactical Operations Advanced Units & Equipment*
 - *BattleTech: Campaign Operations*
- Alpha Strike
 - *Alpha Strike: Commander's Edition*
- Other
 - Official Errata: <https://bg.battletech.com/errata>
 - Official Downloads: <https://bg.battletech.com/downloads>
 - Master Unit List: <http://www.masterunitlist.info>
 - MegaMek: <https://megamek.org>
 - Sarna.net: <https://sarna.net>

These additional resources may also be helpful:

- BattleTech
 - Flechs Sheets: <https://sheets.flechs.net>
- Alpha Strike
 - Jeff's BattleTech Tools IIC: <https://jeffs-bt-tools.net>
 - MUL Search: <https://as-builder.vercel.app>
 - ITVBBjorn UI: <https://itvbbjorn.github.io>
- Other
 - Free Worlds Technical Institute: <https://free-worlds-tech.github.io>
 - Mordel.net: <https://mordel.net>

BATTLETECH

OUTWORLDS WASTES