

# BATTLETECH

## OUTWORLDS WASTES



League Scenario Pack

# BATTLETECH: OUTWORLDS WASTES

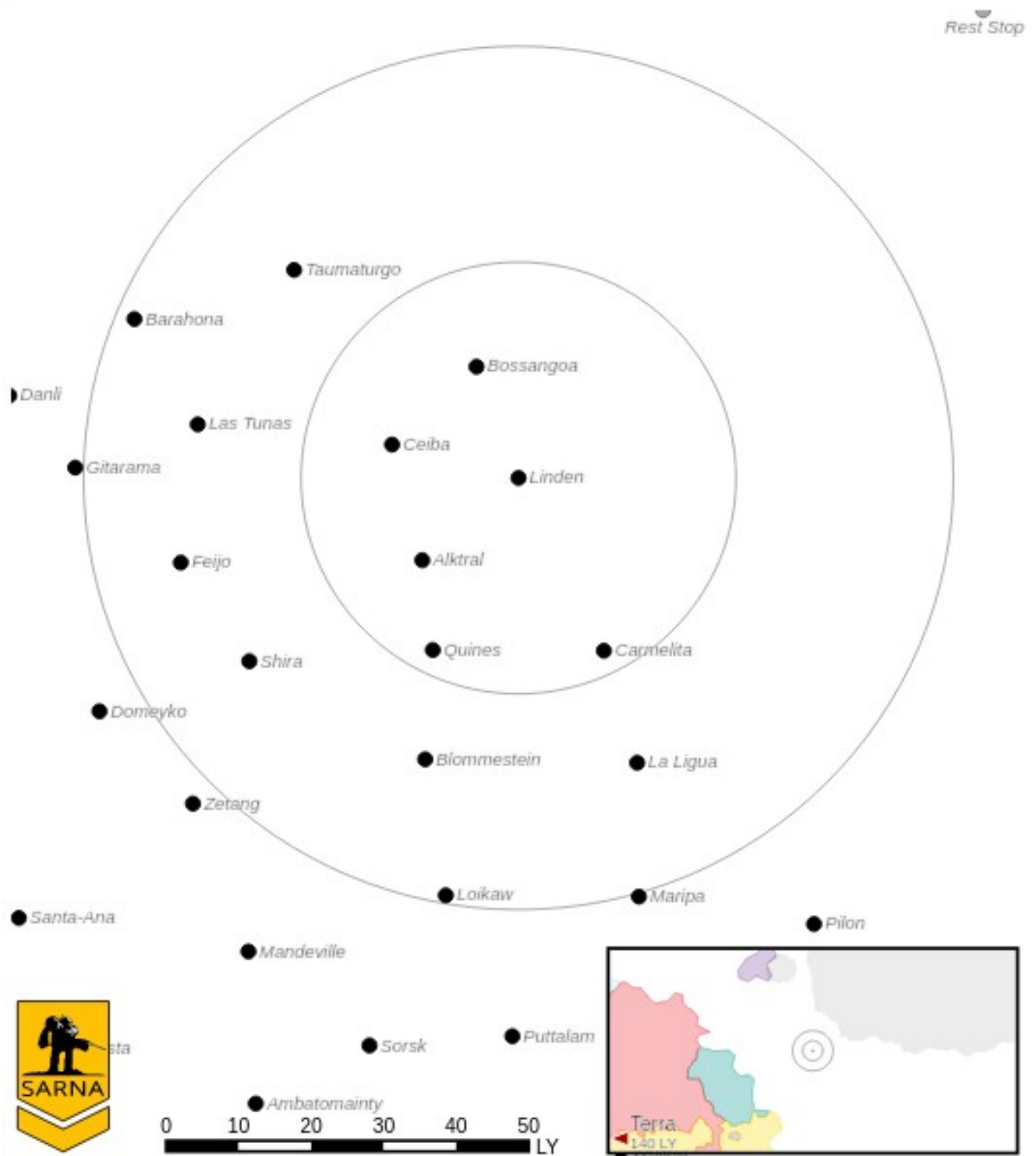
## LINDEN 'THE CASTLE'

----- START TRANSMISSION -----

YOUR FORCE IS ORDERED TO THE LINDEN SYSTEM TO RECOVER STAR LEAGUE DEFENSE FORCE EQUIPMENT. LINDEN WAS PART OF THE BLOMMESTEIN PROVINCE OF THE OUTWORLDS ALLIANCE. THE SLDF SENT THE 963RD INDEPENDENT AERO WING AND 135TH MECHANIZED INFANTRY DIVISION TO THE REGION. THE 135 MID WAS DESTROYED IN THE PERIPHERY UPRISING OF 2765. 963 IAW WAS DEPLOYED TO SUPPORT THE SLDF RESPONSE TO THE AMARIS CIVIL WAR. FOLLOWING THE AMARIS CIVIL WAR THE 963 IAW WAS ABSORBED BY THE DRACONIS COMBINE MUSTERED SOLDIERY. LINDEN WAS THE LOCATION OF THE DEPARTMENT OF MEGA-ENGINEERING DEEP SPIN MAINTENANCE YARD. YOUR FORCE IS ORDERED TO RECOVER AS MUCH SLDF EQUIPMENT AS POSSIBLE.

----- END TRANSMISSION -----

# LOCAL AREA STAR MAP



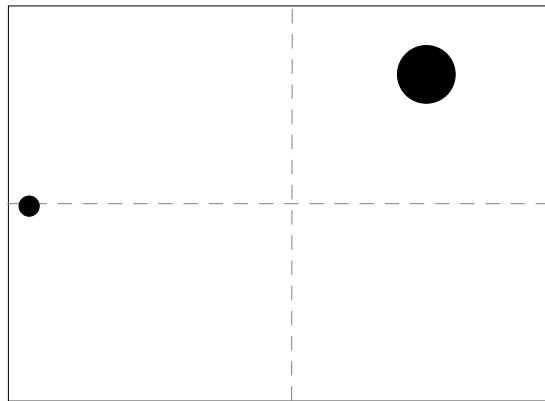
## LINDEN I PLANETARY READOUT

STAR TYPE : K9V (200 HOURS RECHARGE TIME)  
POSITION IN SYSTEM : 1 OF 1  
NATURAL SATELLITES : DANU  
TIME TO JUMP POINT : 3.32 DAYS  
SURFACE GRAVITY : 0.94 G  
DAY LENGTH : 25.0 HOURS  
ATMOSPHERIC PRESSURE : STANDARD (BREATHABLE)  
EQUATORIAL TEMPERATURE : 35°C  
SURFACE WATER : 44 PERCENT  
CAPITAL : DÉGELIS  
POPULATION : UNK  
HPG : NONE  
SOCIO-INDUSTRIAL LEVELS : REGRESSED-X-X-X-X  
TECHNOLOGICAL SOPHISTICATION : D (PRE-INDUSTRIAL)  
INDUSTRIAL DEVELOPMENT : X (PRE-INDUSTRIAL)  
RAW MATERIAL DEPENDENCE : X (PRE-INDUSTRIAL)  
INDUSTRIAL OUTPUT : X (PRE-INDUSTRIAL)  
AGRICULTURAL DEPENDENCE : X (PRE-INDUSTRIAL)

----- START TRANSMISSION -----  
FORCES ARE ATTEMPTING TO ASSASSINATE THE LEADER OF A MILITIA GROUP,  
SUPREMELY DIVINE INVINCIBLE GRAND HIGH SUPREME GENERALISSIMO HIRAM MAXIMUS  
BRAGADOCIOUS GLORIANUS I. ESCORT THE GENERALISSIMO TO HIS DROPSHIP FOR  
EXTRACTION. BROADCAST PROPAGANDA FOR THE GENERALISSIMO IF POSSIBLE.  
----- END TRANSMISSION -----

Unit Limits: 6K BV for 1v1, 10K for 2v2.

Map: Four mapsheets, with flat desert terrain. The defender selects seven  
hexes in a circle as the extraction zone. The extraction zone must be  
within 3 hexes of the attacker's home edge and within 3 hexes of the  
centerline of one mapsheet. This location is known to both sides. Place the  
radio station on the middle of the opposite side of the map.



Primary Objective: Escort the Generalissimo to the extraction zone. The Generalissimo pilots a Crusader CRD-3R and has Gunnery 5/Piloting 4 with the Antagonizer and Demoralizer SPAs. The Generalissimo leads from the front. The attacker earns 1M C-bills for each section of the Generalissimo's mech, excluding the head, that receives internal damage. The defender earns 1M C-bills for each section of the Generalissimo's mech that does not receive internal damage. The defenders can extract with the Generalissimo's mech when he reaches the extraction zone.

Secondary Objective: Broadcast propaganda. A unit in the same hex as the radio tower can upload the propaganda. If control of the radio tower is contested, no propaganda is uploaded. During the End Phase, roll 2D6 for each unit in the same hex as the radio tower. On a roll of 8+, or 4+ for infantry, the propaganda is successfully uploaded and broadcast. 3M C-bills per commander on a side if this objective is accomplished. The attacker automatically achieves this objective if the defender does not.

Base Pay: 1.2M (1v1) or 1.0M (2v2) C-bills per commander if no objectives are completed.

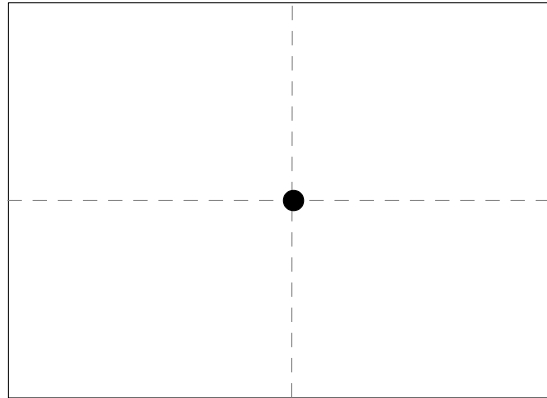
----- START TRANSMISSION -----

SUPREME DIVINE INVINCIBLE GRAND HIGH SUPREME GENERALISSIMO HIRAM MAXIMUS  
BRAGADOCIOUS GLORIANUS I NEEDS A NEW BATTLEMECH. SEARCH A LOCAL JUNKYARD  
AND BRING A SUITABLE BATTLEMECH TO THE GENERALISSIMO.

----- END TRANSMISSION -----

Unit Limits: 6K BV for 1v1, 10K for 2v2.

Map: Four mapsheets with urban terrain. Randomly distribute 3 unique  
unknown junkyard mechs on each mapsheet. Place the junkyard office in the  
center of the map. The junkyard office has a construction factor of 20.



Primary Objective: Search the mech junkyard. At the end of each unit's  
movement, roll 2D6 if they are adjacent to a junkyard mech. On a 3+ for  
infantry, 5+ for ground units, or 7+ for airborne units, they identify the  
junkyard mech. Units with an active probe automatically identify all  
junkyard mechs within the probe search radius at the end of their movement.  
Recover a junkyard mech by dragging it to your map edge. The dragging unit  
must end the Movement Phase in the same hex as the junkyard mech and make  
no weapon or physical attacks. A dragging combat vehicle or mech without  
hand actuators must have a friendly infantry or BA unit in the hex which  
also does not attack during the turn to secure the junkyard mech. A  
dragging mech with hand actuators cannot fire weapons mounted on the arm  
used to drag a junkyard mech. A dragging unit may not jump or make physical  
attacks. Reduce the dragging unit's walking MP by 3 or half, whichever is  
less. Each side can only present one to the Generalissimo. Add together the  
BV of the presented junkyard mechs. Each side earns a percentage of 7.0M C-  
bills based upon their presented mech's percentage of the total BV.

Secondary Objective: Capture the junkyard manifest. If an infantry unit  
occupies the same hex as the junkyard boss during the End Phase and the hex  
is not contested, that side identifies all junkyard mechs. The junkyard  
boss starts in the junkyard office. If the junkyard office is destroyed,  
the junkyard boss moves one hex in a random direction at the start of every  
Movement Phase. The boss must survive. This objective is worth 3M C-bills.

Base Pay: 1.2M (1v1) or 1.0M (2v2) C-bills per commander if no objectives  
are completed.

Unit
Archer ARC-2R
Cataphract CTF-1X
Charger CGR-2A2
Crusader CRD-3R
Cyclops CP-11-H
Jagermek JM6-H
Longbow LGB-0H
Stalker STK-3H
Thunderbolt TDR-5S
Orion ON1-M
Quickdraw QKD-4G
Zeus ZEU-9S

#### Junkyard Mechs

Randomly select the appropriate number of junkyard mechs. Only use each mech once in a scenario.

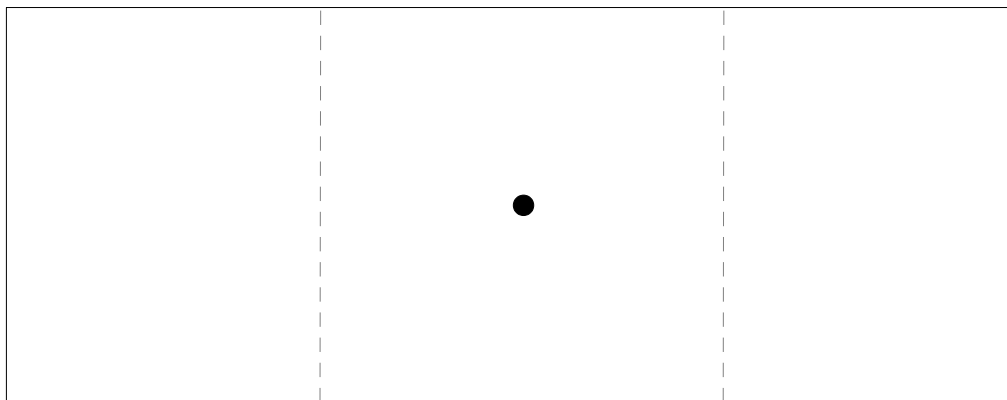
----- START TRANSMISSION -----

SUPREMELY DIVINE INVINCIBLE GRAND HIGH SUPREME GENERALISSIMO HIRAM MAXIMUS BRAGADOCIOUS GLORIANUS I HAS VALUABLE STAR LEAGUE FILES ABOUT THE DEEP SPIN MAINTENANCE YARD. DEFEND THE GENERALISIMO'S DROPSHIP.

----- END TRANSMISSION -----

Unit Limits: 6K BV for 1v1, 10K for 2v2. The Generalisimo's battlemech counts towards the defender's BV.

Map: Three mapsheets with open terrain, arranged with short edges touching. Place the Generalisimo's crashed dropship in the center of the map. The Generalisimo is a 4/4 pilot in a Orion ON1-M. The Generalisimo starts on the dropship and walks on the map during the first turn.



Primary Objective: Drive off the raiding force. The defender starts pre-positioned on the center mapsheet. The attacker runs on one short edge of the map and exits on the opposite edge of the map. The attacker wants to transit the map and the defender wants to drive off the raid. Attacking units that cross the opposite map edge score; units that exit off another edge or are destroyed do not score. Award 7.0M C-bills proportionally to each side based upon the percent of attacking force's total BV that successfully exits the far map edge.

Secondary Objective: Capture the maintenance yard files. The attackers have three spies on Generalisimo's dropship. The spies can secretly move 1 hex at the start of each Movement Phase, before other units move. The attacker records each move on a piece of paper. The scouts can only be detected by another infantry unit in the same hex and only if the scouts moved this round. The attacker earns 1.0M C-bills for each spy that escapes off the map. The defender earns 1.0M C-bills if they find for each spy they find.

Base Pay: 1.2M (1v1) or 1.0M (2v2) C-bills per commander if no objectives are completed.



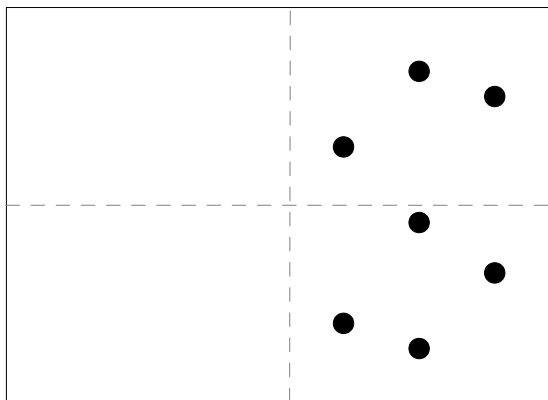
----- START TRANSMISSION -----

SUPREMELY DIVINE INVINCIBLE GRAND HIGH SUPREME GENERALISSIMO HIRAM MAXIMUS BRAGADOCIOUS GLORIANUS I SUSPECTS A SPY IN HIS RANKS AFTER THE THEFT OF VALUABLE STAR LEAGUE FILES ABOUT THE DEEP SPIN MAINTENANCE YARD. THE SPIES HAVE BEEN TRACED TO A NEARBY VILLAGE. USE INFANTRY TO SEARCH AND LOCATE THE HOME BASE OF THE SPIES. CAPTURE ENEMY COMBATANTS FOR INTERROGATION.

----- END TRANSMISSION -----

Unit Limits: 6K BV for 1v1, 10K for 2v2.

Map: Four mapsheets with open terrain. Place seven buildings on the defenders side of the map, no closer than 4 hexes to any edge and at least 4 hexes apart from each other, with at least 3 on buildings on each mapsheet. Each building is light with a construction factor of 10. The defender secretly selects 1 building to be the spy headquarters. The defender deploys their units on the the defender's half of the map before the scenario begins and may deploy their combat vehicle and infantry units as hidden units.



Primary Objective: Locate the spy headquarters. Only infantry may search a building. Infantry search any building in their hex during the End Phase as long as no enemy infantry units are present. The attacker earns 0.5M C-bills per building searched and 3.5M C-bills for locating the spy headquarters. The defender earns 0.5M C-bills for each building unsearched and 3.5M C-bills if the spy headquarters are not located. If a commander destroys a building, the opposing side earns 0.5M C-bills, plus 3.5M C-bills if the building was the headquarters.

Secondary Objective: Capture an enemy combatant. Mechwarriors who have ejected and vehicle crews who have abandoned their vehicles may be captured. During the End Phase, friendly infantry units may capture a member of an enemy infantry units in the same hex if a member of the enemy infantry unit was killed. Use the Swarm Attack Modifiers Table with a base target number of 2 to determine if an enemy infantry trooper is captured instead of killed. Earn 3.0M C-bills for capturing an enemy combatant.

Base Pay: 1.2M (1v1) or 1.0M (2v2) C-bills per commander if no objectives are completed.

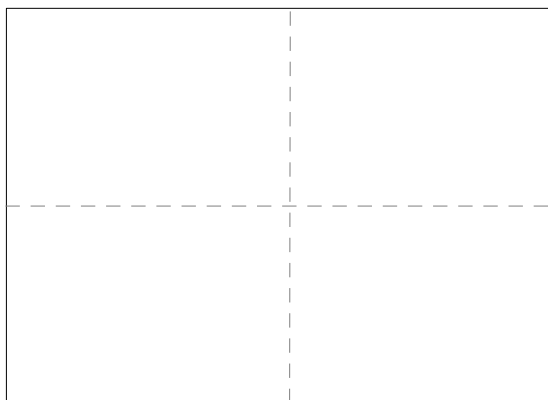
----- START TRANSMISSION -----

SUPREMELY DIVINE INVINCIBLE GRAND HIGH SUPREME GENERALISSIMO HIRAM MAXIMUS BRAGADOCIOUS GLORIANUS I HAS LOCATED THE SPY IN HIS RANKS. HIS OWN LIEUTENANT HAS BEEN WORKING AGAINST HIM. SUPPORT HIS FORCES AS THEY CONFRONT THE TRAITOR.

----- END TRANSMISSION -----

Unit Limits: 6K BV for 1v1, 10K for 2v2.

Map: Four mapsheets with hilly terrain. The Generalissimo is a 4/4 pilot in an Orion ON1-M. The lieutenant is a 4/4 pilot in an Archer ARC-2R. Half of the total BV for each side is BattleMechs from the Pirates list representing local forces, including the Generalissimo and his lieutenant. The additional local units may have any skill level between 3/4 and 5/6. These units must deploy first on each side.



Primary Objective: Destroy the enemy commander's BattleMech. Earn 2.0M C-bills if the BattleMech of the enemy commander is destroyed and earn 2.0M C-bills if the BattleMech of your commander survives. The remaining 3.0M C-bills are awarded based upon the percentage of the total BV of local forces surviving that are on your side, excluding the commander's BattleMechs.

Secondary Objective: The Generalissimo wants your forces to be less visible than his own. Earn 1.0M C-bills for each successful weapon attack into the rear arc of an enemy unit, up to a maximum of 3.0M C-bills. The secondary objective is scored once per unit per turn.

Base Pay: 1.2M (1v1) or 1.0M (2v2) C-bills per commander if no objectives are completed.

----- START TRANSMISSION -----

WE HAVE LOCATED THE WRECKAGE OF THE DEEP SPIN MAINTENANCE YARD. THE WRECKAGE IS ON A SMALL ASTEROID, SO UNITS WILL BE FIGHTING IN LOW GRAVITY AND A TOTAL VACUUM. SECURE AS MUCH TECHNOLOGY AS POSSIBLE.

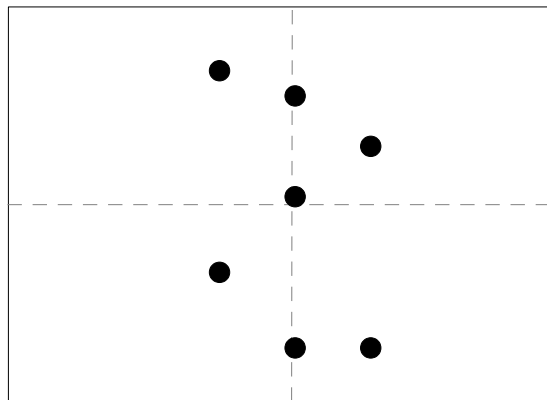
----- END TRANSMISSION -----

Unit Limits: 6K BV for 1v1, 10K for 2v2.

Map: Four mapsheets with lunar terrain. The map uses Vacuum and Low Gravity, 0.2 G, rules. (Players may choose to use Trace Atmosphere or Thin Atmosphere rules.)

Distribute 7 hangar entrances on the map, 3 evenly distributed on the center line of the map and 2 more within 6 hexes of each side of the centerline. If a unit is in the same hex as a hangar entrance during the End Phase and the hex is not contested, roll 2D6. Subtract 1 for the roll for each aerospace fighter you have recovered. On a 4+ your tech teams recover another fighter and fly it out of this hangar entrance.

Select 7 hexes at the same height in a circle, centered no further than 6 hexes away from your home edge. This represents the landing zone of your dropship. Your units deploy from the landing zone. Your dropship can fire 1 PPC, 1 large laser and 3 medium lasers during the weapon attack phase. The crew has a gunnery skill of 5.



Primary Objective: Roll on the RAT below to determine which aerospace fighters you recover.

Secondary Objective: Successfully attack the enemy dropship with an infantry unit. This will not seriously damage the enemy dropship, but this is about showing that you can do it. Earn 1.0M C-bills for each successful weapon attack on the enemy dropship, up to a maximum of 3.0M C-bills.

Base Pay: 1.2M (1v1) or 1.0M (2v2) C-bills per commander if no objectives are completed.

Result	Unit
2	Ahab AHB-443b
3	Stuka STU-K5
4	Ironsides IRN-SD1
5	Lucifer LCF-R20
6	Eagle CGL-R10
7	Hammerhead HMR-HDb
8	Tomahawk THK-63
9	Gotha GTHA-500b
10	Chippewa CHP-W5
11	Lightning LTN-G15b
12	Rapier RPR-101

**BATTLETECH**

**OUTWORLDS WASTES**