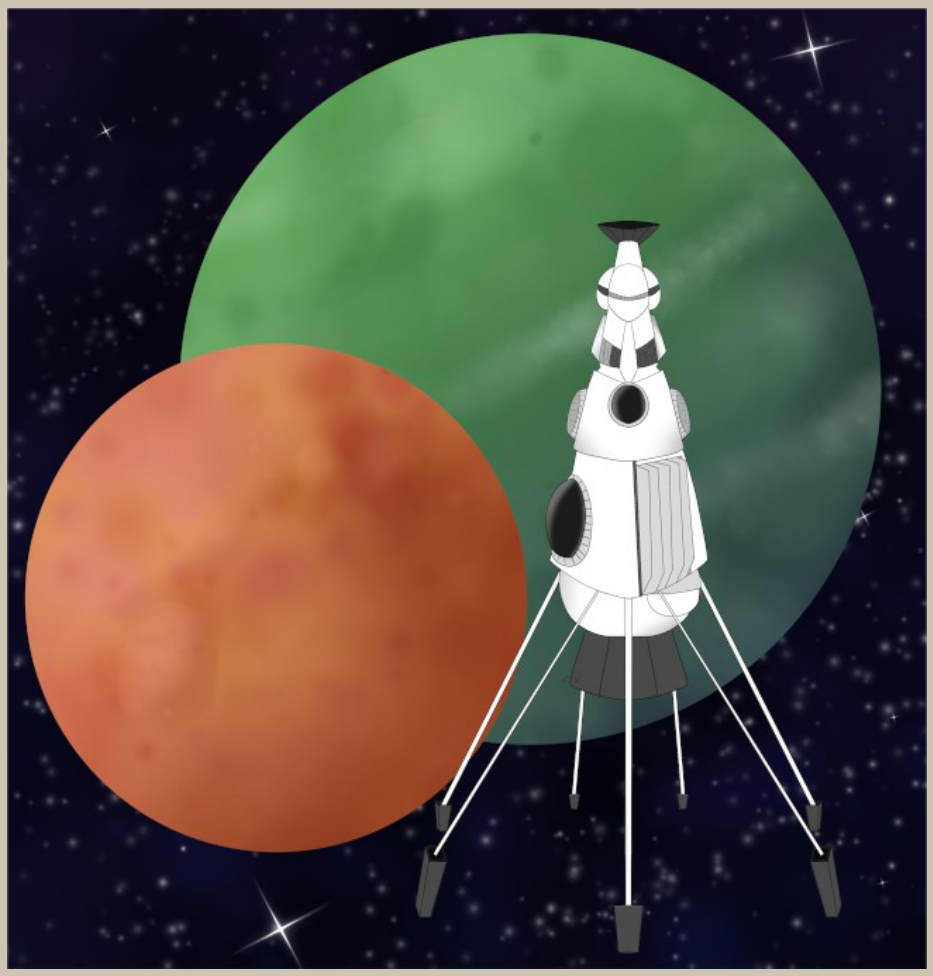
BATTLETECH

OUTWORLDS WASTES



Event Scenario Pack

BATTLETECH: OUTWORLDS WASTES

BOARDING ACTION

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

INTERSTELLAR EXPEDITIONS IS LOOKING FOR INDEPENDENT SECURITY CONTRACTORS FOR A LONG HAUL MISSION IN THE OUTWORLDS WASTES. WE OFFER FLEXIBLE CONTRACT TERMS AND GENEROUS SALVAGE RIGHTS. JOIN OUR SPINWARD OPERATIONS TEAM TODAY!

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

These are player-vs-GM scenarios for *BattleTech: Outworlds Wastes* with combined arms and simplified campaign logistics rules.

Each player may bring 3,000 BV of combined arms, following the *BattleTech: Outworlds Wastes* event list building rules.

Players use *BattleTech: Outworlds Wastes* Force Maintenance event rules to improve their force between scenarios. Players can improve their force up to 5,000 BV. The enemy force uses the full *BattleTech: Outworlds Wastes* Force Maintenance rules for repair between scenarios.

The following optional rules are recommended:
- Initiative Deck: Initiative is determined by playing cards.
  Each player receives one card; their whole force activates together.
  The Movement Phase is resolved from lowest value to highest.
  The Attack Phases are resolved from highest value to lowest.
- Fire for Effect: Attack declaration and resolution occur simultaneously.
- Multiple Attack Rolls: Separate attack rolls for each point of damage. (Alpha Strike)

BattleTech Outworlds Wastes:
Web: https://outworlds-wastes.jeremylt.org/event-play
PDF: https://outworlds-wastes.jeremylt.org/downloads?event

BattleTech: Outworlds Wastes is fan-made and based upon the official BattleTech rules from Catalyst Game Labs. BattleTech is a registered trademark of The Topps Company, Inc. in the United States and other countries.

Editor: Jeremy L Thompson

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

MISSION BACKGROUND

WE HAVE LOCATED AREAS OF INTEREST ON VOEHN II. UNFORTUNATELY, THE LOCAL WARLORD IS UNWILLING TO ALLOW ACCESS TO THE PLANET. THE WARLORD IS USING A MODIFIED STAR LEAGUE ENGINEERING CORPS ZEPPELIN FOR RECONNAISSANCE AND C3. YOUR MISSION IS TO CAPTURE THIS ZEPPELIN AND ASSOCIATED SUPPORT INFRASTRUCTURE. THE CAPTURE OF THIS PLATFORM WILL GIVE US VALUABLE STAR LEAGUE TECHNOLOGY AND ALLOW ACCESS TO OUR SITES OF INTEREST. EXPECT HEAVY OPPOSITION.

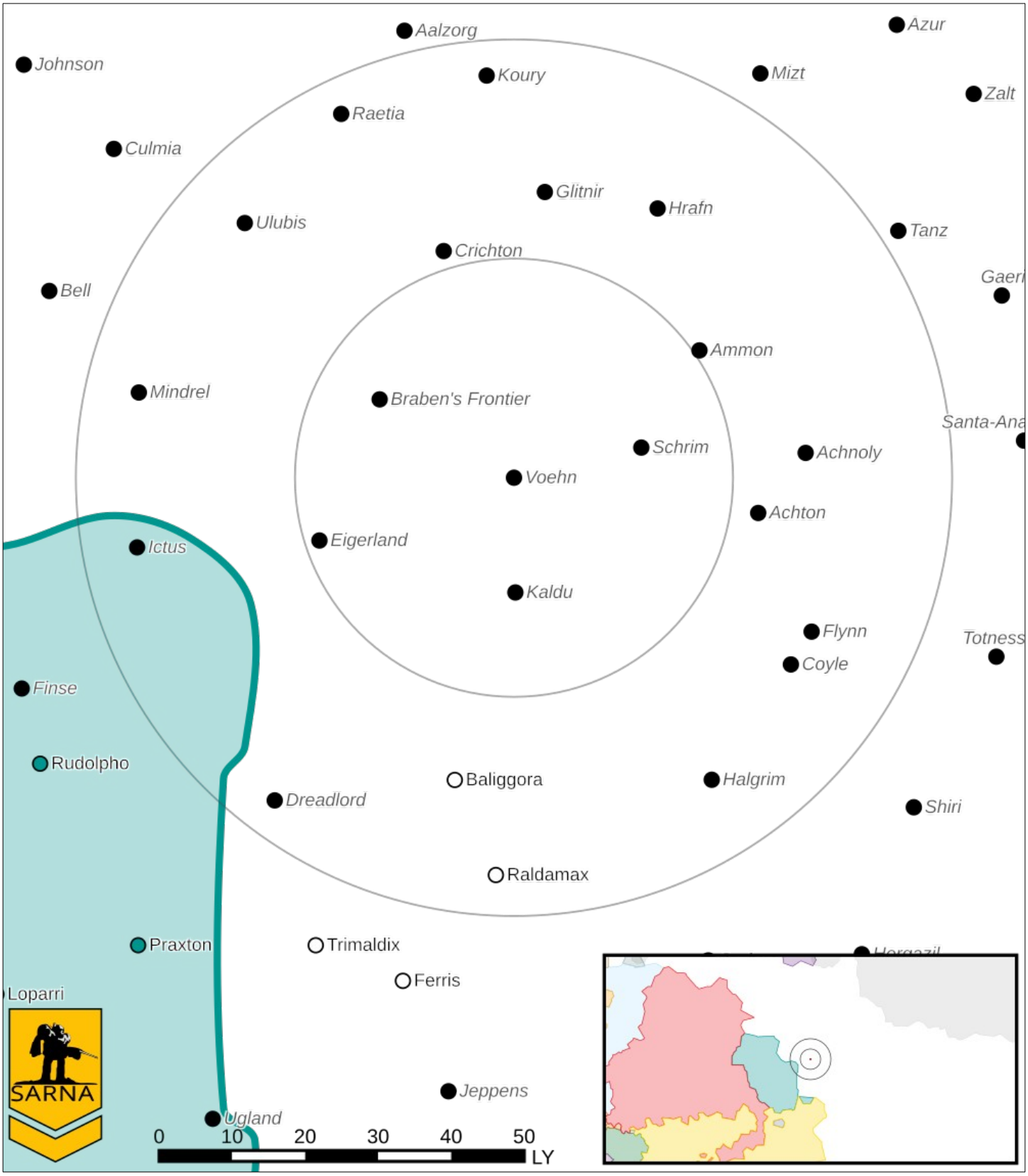
REGION BACKGROUND

THE OUTWORLDS ALLIANCE WAS FOUNDED IN 2413 AND ENJOYED PROSPERITY THROUGHOUT THE STAR LEAGUE ERA. BY THE START OF THE AMARIS CIVIL WAR IN 2766, THE OUTWORLDS ALLIANCE CONTAINED OVER 135 MAJOR SYSTEMS ACROSS 7 ADMINISTRATIVE DISTRICTS. UNFORTUNATELY, THE OUTWORLDS ALLIANCE SUFFERED DURING THE SUCCESSION WARS THAT FOLLOWED THE FALL OF THE STAR LEAGUE IN 2780, AND THEY HAD TO STEADILY ABANDON SYSTEMS THEY NO LONGER HAD THE RESOURCES TO SUPPORT.

CLAN SNOW RAVEN BEGAN EXPLORING THE PERIPHERY FOR RESOURCES SOON AFTER THE BATTLE OF TUKAYYID ENDED OPERATION REVIVAL. IN 3064, CLAN SNOW RAVEN AND THE OUTWORLDS ALLIANCE BEGAN DEVELOPING MUTUAL RESPECT AND TENTATIVE ALLIANCE. FOLLOWING THEIR ABJURATION FROM THE CLAN HOMEWORLDS IN 3075 AS A RESULT OF THE WARS OF REAVING, CLAN SNOW RAVEN TOOK REFUGE IN THE OUTWORLDS ALLIANCE. IN 3083, CLAN SNOW RAVEN AND THE OUTWORLDS ALLIANCE MERGED TO FORM THE RAVEN ALLIANCE.

BY THE ILCLAN TRIAL IN 3151, THE RAVEN ALLIANCE CONTAINED ONLY 47 SYSTEMS. AT LEAST 88 SYSTEMS THAT WERE PART OF THE OUTWORLDS ALLIANCE DURING THE STAR LEAGUE ERA HAVE BEEN LOST. MANY FACTIONS ARE EAGER TO EXPLORE THESE LOST WORLDS IN THE OUTWORLDS WASTES IN SEARCH OF LOST STAR LEAGUE TECHNOLOGY.

LOCAL AREA STAR MAP



VOEHN II PLANETARY READOUT

STAR TYPE	: G8V (189 HOURS RECHARGE TIME)
POSITION IN SYSTEM	: 2 OF 5
NATURAL SATELLITES	: NONE
TIME TO JUMP POINT	: 6.23 DAYS
SURFACE GRAVITY	: 0.97 G
DAY LENGTH	: 20.0 HOURS
ATMOSPHERIC PRESSURE	: STANDARD (BREATHABLE)
EQUATORIAL TEMPERATURE	: 22*C
SURFACE WATER	: 47 PERCENT
CAPITAL	: NOVA GROßRÖHRSDORF
POPULATION	: UNK
HPG	: NONE
SOCIO-INDUSTRIAL LEVELS	: REGRESSED-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)

MISSION 1: BOARDING ACTION

WE HAVE LOCATED A MOUNTAIN PASS WITH MINERAL DEPOSITS THAT DISRUPT THE COMMUNICATION SYSTEMS ON THE ZEPPELIN. WE WILL BOARD AND CAPTURE THE ZEPPELIN AS IT FLIES OVER THIS PASS. DESTROY THE ENEMY AIR DEFENSES AND COMMUNICATION STATION.

PRIMARY OBJECTIVES:
- PROTECT BOARDING TEAM VTOLS
- DESTROY COMMUNICATIONS STATION

SECONDARY OBJECTIVES:
- DESTROY AIR DEFENSES
- MINIMIZE FRIENDLY LOSSES

OPPOSITION FORCES:
- EXPECT AT LEAST 1 STAR OF DEFENDING MECHS AND STATIC DEFENSES

MISSION 2: CAPTURE THE BASE

CAPTURE THE ZEPPELIN HOME BASE. WE NEED THE ZEPPELIN DOCKING TOWER AND MAINTENANCE FACILITIES INTACT. IF THE COMMUNICATIONS STATION WAS DESTROYED, THE ZEPPELIN WILL DOCK BEFORE YOUR ATTACK COMMENCES.

PRIMARY OBJECTIVES:
- CAPTURE DOCKING TOWER
- CAPTURE BASE COMMAND CENTER
- CAPTURE OR DESTROY BASE DEFENSES

SECONDARY OBJECTIVES:
- MINIMIZE DAMAGE TO BASE FACILITIES
- MINIMIZE FRIENDLY LOSSES

OPPOSITION FORCES:
- EXPECT AT LEAST 1 STAR OF DEFENDING MECHS AND STATIC DEFENSES

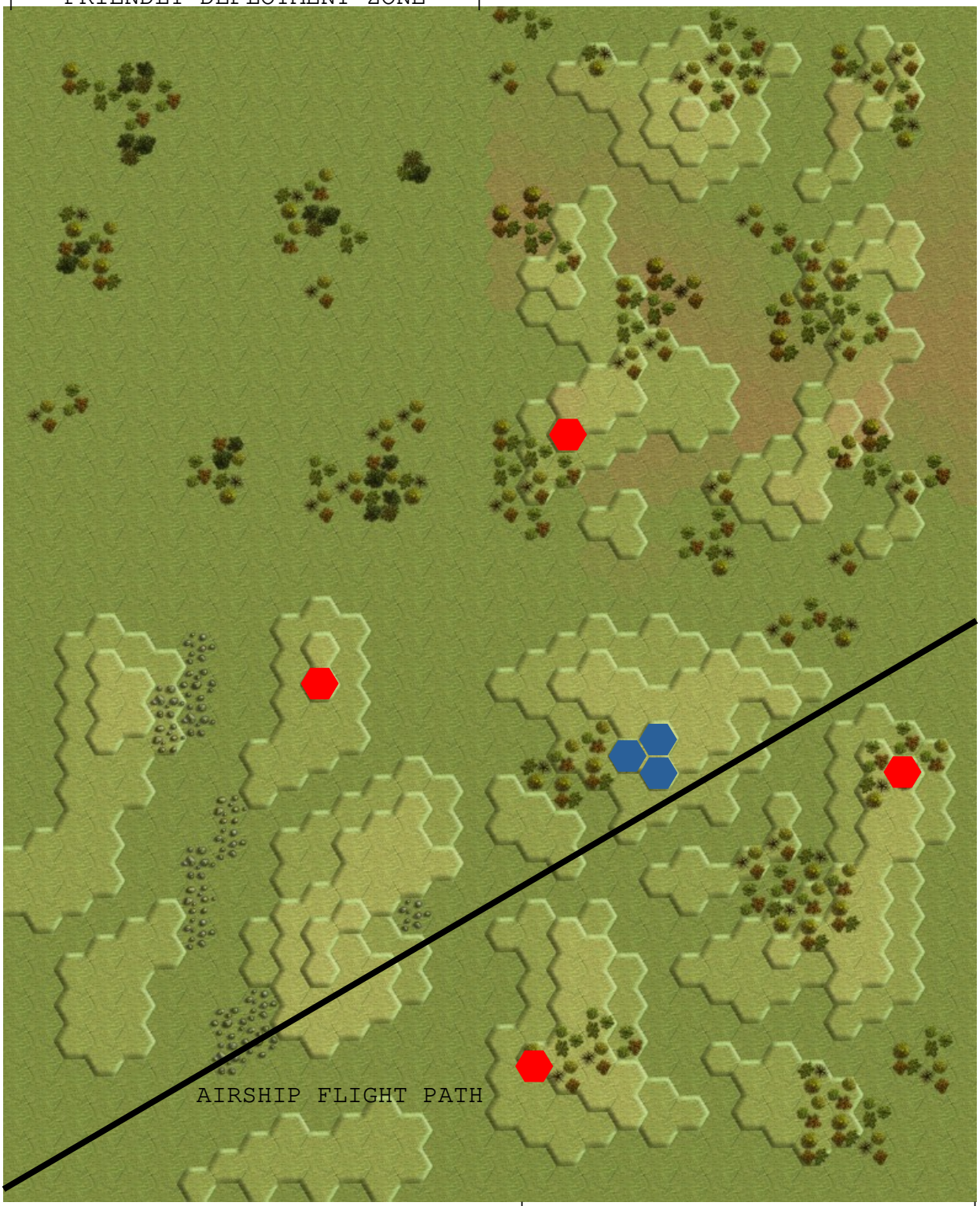
---------- END TRANSMISSION ----------

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

INTELLIGENCE HAS PROVIDED SATELLITE IMAGERY OF THE MOUNTAIN PASS. WE HAVE NOT BEEN ABLE TO LOCATE THE ZEPPELIN HOME BASE AT THIS TIME.

STATIC DEFENSES COMMUNICATIONS TOWER

|-- FRIENDLY DEPLOYMENT ZONE --|



|--- ENEMY DEPLOYMENT ZONE ---|

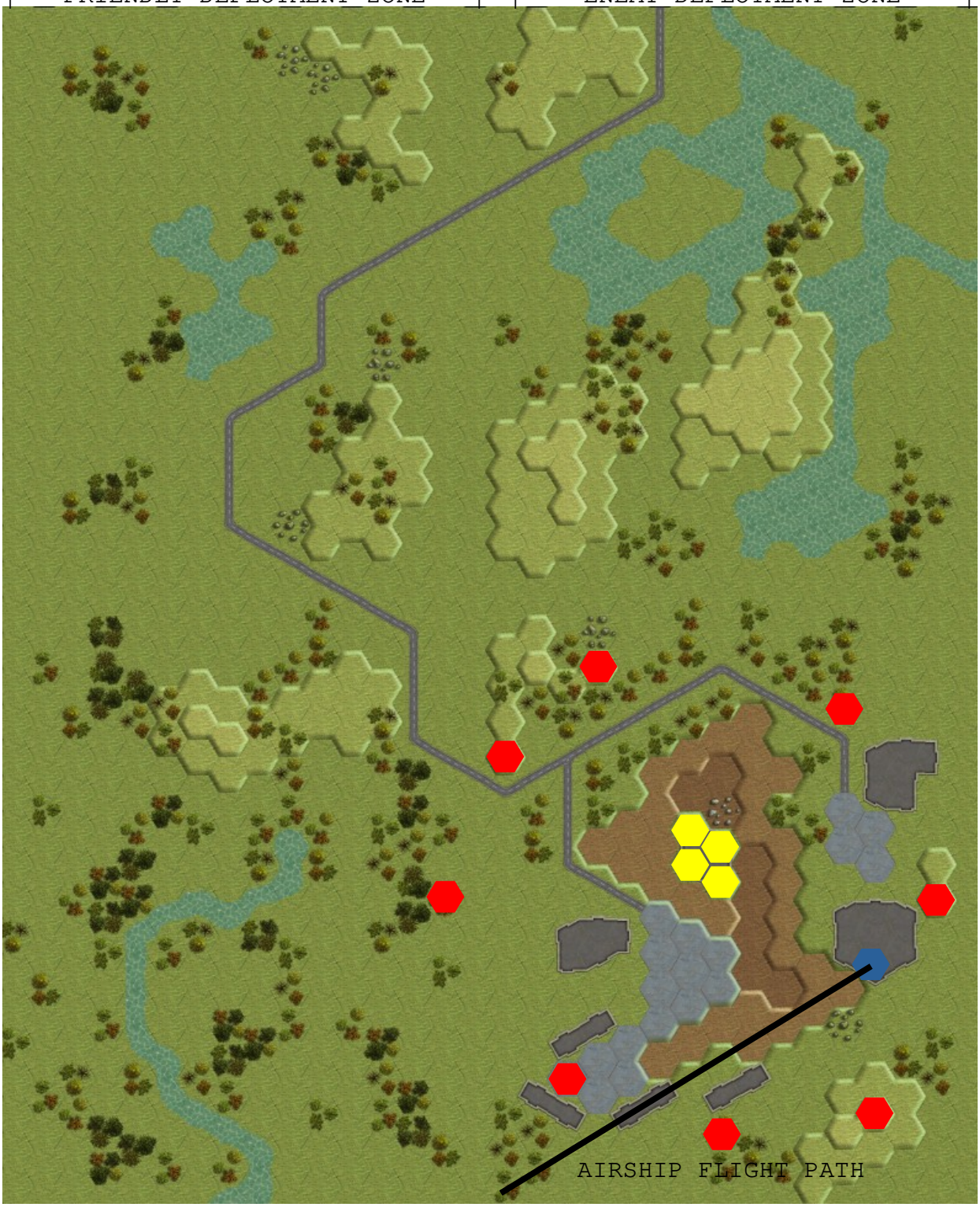
---------- END TRANSMISSION ----------

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

INTELLIGENCE HAS PROVIDED SATELLITE IMAGERY OF THE ZEPPELIN HOME BASE.

STATIC DEFENSES DOCKING TOWER COMMAND CENTER

|-- FRIENDLY DEPLOYMENT ZONE --| |--- ENEMY DEPLOYMENT ZONE ---|



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

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

MISSION BOUNTIES

THE FOLLOWING BOUNTIES HAVE BEEN ISSUED FOR THIS MISSION.

PAYMENT	ACTIVITY
100,000	DAMAGE ENEMY UNIT (PER UNIT)
100,000	CRITICAL OR MOTIVE DAMAGE (PER UNIT)
100,000	COMPLETE A PHYSICAL ATTACK
100,000	COMPLETE AN ANTI-MECH ATTACK
100,000	DAMAGE A UNIT WITH INDIRECT FIRE
100,000	SKID A UNIT WITHOUT DESTROYING IT
250,000	KNOCK 'MECH PILOT UNCONSCIOUS
250,000	REDUCE A COMBAT VEHICLE TO 0 MP
250,000	KILL ALL BUT 1 TROOP IN AN INFANTRY UNIT
250,000	HAVE A UNIT SCORE A HIT AT ALL 3 RANGES
250,000	COMPLETE A CHARGE ATTACK
250,000	COMPLETE A DEATH FROM ABOVE ATTACK
500,000	SHOOT DOWN A VTOL WITH A TMM OF 5+
500,000	SHOOT A 'MECH IN THE HEAD
500,000	PHYSICAL ATTACK A 'MECH IN THE HEAD
500,000	CAPTURE A VEHICLE CREW OR 'MECH PILOT

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

BATTLETECH

OUTWORLDS WASTES