BATTLETECH
OUTWORLDS WASTES

Casual BattleTech League Framework

BATTLETECH: OUTWORLDS WASTES

BattleTech: Outworlds Wastes is a casual BattleTech league framework with simplified logistics rules. Players will take the role of commander of a combined arms force searching the Outworlds Wastes for lost technology and glory. Completing objectives in scenarios will earn C-bills that commanders can use to upgrade their forces. Different formats of scenario play are supported, to include BattleTech: Total Warfare, BattleTech: Alpha Strike, and BattleTech: Override.

GOALS

- Have lots of fun while fostering a friendly and welcoming environment.
- Give players an opportunity to build personalized lore for their own BattleTech forces.
- Provide a lightweight framework for players to track the accomplishments of their forces.
- Explore BattleTech lore and equipment.
- Require minimal resources beyond *BattleTech: Total Warfare* and the *Master Unit List*.
- Support players across a variety of experience levels.

CONTENTS

These rules cover four general areas: background information, player information, league organizer information, and reference material. Background information describes the Outworlds Wastes region and the overall design of the Outworlds Wastes league. Force Construction rules, page 5, and Force Maintenance and Improvements rules, page 8, are the minimum rules needed for a player to jump into Outworlds Wastes league play. Scenario design and league scoring rules are provided for league organizers. The remaining content is reference material, to include a region map and sample tables for tracking a player's forces.

DISCLAIMER

This rule system is fan-made, based upon official BattleTech rules from Catalyst Game Labs, and only adds simplified campaign logistics and force management rules. See the *References* section for a list of official Catalyst Game Labs products that *BattleTech: Outworlds Wastes* specifically references.

VERSION

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CONTENTS

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 that 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.

The exact number of systems varies from era to era, but approximately 88 systems that were part of the Outworlds Alliance during the Star League era have been lost. These lost worlds form the Outworlds Wastes. Many factions are eager to explore these lost worlds in the Outworlds Wastes in search of lost Star League technology or to take refuge from the complex political machinations of the Inner Sphere.

You will take the role of commander of a combined arms force exploring the Outworlds Wastes for your faction during the current league era. Common factions for the region include

- Outworlds Alliance
- Clan Snow Raven
- Draconis Combine
- Federated Suns

- Mercenary groups
- Pirate gangs
- Clan Dark Caste

Commanders should pick the faction they are most interested in representing. While the major factions are the most prevalent in the region, other factions may be found in the Outworlds Wastes. For example, the Raven Alliance has relationships with nations on the far side of the Periphery, such as Magistracy of Canopus.

Commanders will compete with other factions in the Outworlds Wastes to grow their force and recover lost technology. Scenarios are primarily designed for Total Warfare, but scenarios for Alpha Strike and BattleTech: Override are also supported.

League organizers pick the era for the current league; organizers can select any era after the fall of the Star League. The era determines unit availability and the most common factions in the Outworlds Wastes. Commanders should ask the league organizer which era is being used.

FORCE MANAGEMENT

Unit commanders start with 10,000 Battle Value points (BV) they can use to purchase their initial units and 3,000,000 C-bills they can use after completing the first mission. Completing scenarios and accomplishing objectives will earn additional C-bills for commanders to spend on training their pilots, upgrading units, and acquiring new equipment.

FORCE CONSTRUCTION

Commanders start with 10,000 BV to acquire initial units for their force. BV costs for all units are listed in the Master Unit List or MegaMekLab. Force construction must follow these rules:

- Commanders have a modified Union class dropship with 16 configurable bays. Each bay can hold 1 'Mech, 2 Combat Vehicles, 2 aerospace units, 5 ProtoMechs, 1 mechanized infantry unit, or 5 tons of Battle Armor/non-mechanized infantry. Bay space for all Battle Armor and non-mechanized infantry units is shared; for example, 4 bays can hold 20 tons, which is 5 squads of inner sphere standard Battle Armor. The dropship may have no more than 12 'Mech bays, 5 Combat Vehicle bays, 2 aerospace bays, 2 ProtoMech bays, or 5 infantry/Battle Armor bays. Bays can be empty or changed between configurations. Your entire force must fit onto your dropship.

- Commanders should select units from their faction on the Master Unit List for the era chosen by league organizers. Forces can include units with introductory, standard, and advanced technology. For example, the Marauder MAD-3R, Marauder MAD-7R, and Marauder II MAD-6C are legal ilClan era mercenary units while the Marauder II MAD-6M is not.

- Forces can include one unique or experimental unit. The unique unit may be Extinct if another variant of the unit is available in the current era and the faction has access to the relevant technology base.

- Each force can start with no more than 7,000 BV in 'Mechs. Commanders are encouraged to try to use the typical 'Mech unit composition of their faction. However, this can be difficult to accomplish for clan or ComStar forces, so this is not a requirement.

- Each force can include any number of supporting units, such as Combat Vehicles, ProtoMechs, Battle Armor, and infantry, so long as the dropship bay restrictions are met. Some scenarios will require infantry or Battle Armor and Combat Vehicles with cargo capacity, so commanders should have at least one of each of these units in their force.

- Forces cannot contain off-map battlefield support units, such as artillery or aerospace fighters. However, forces can contain any on-map units, to include on-map artillery.

- The BV costs of a unit includes the skill levels. Skill levels should generally be close to the average skill levels given on page 40 of *BattleTech: Total Warfare*. The skill levels for a unit may be no better than Gunnery 3/Piloting 4 initially. ProtoMechs and mechanized infantry always have Piloting/Anti-'Mech 5, because these skills are not used for these units.

One of the goals of the Outworlds Wastes framework is to explore different equipment. Commanders are encouraged to know where in the rule books other commanders can read about the rules pertaining to any special equipment for units in their force. Unit record sheets for units can be generated using MegaMekLab or similar tools.

Learning new types of units can be intimidating, especially in Total Warfare. Commanders are welcome to limit the number of types of units in their non-'Mech forces. For example, a force could include only troop transports and Battle Armor so the commander can meet any objective while keeping new rules to a minimum.

Two sample initial forces are provided; the first force is a Civil War era mercenary company and the second force is an ilClan era Raven Alliance nova. Pilot names are encouraged, as one of the goals is to develop the personalized lore for your force.

Bay	Unit	Pilot	Gunnery	Piloting	BV	Adj BV
			'Mechs			
1	Atlas II AS7-D	'Meg' Courant	3	4	1,897	2,504
2	Phoenix Hawk PXH-2K	'Bison' Helge	4	5	1,271	1,271
3	Blackjack BJ-2	'Lizard' Baker	4	5	1,148	1,148
4	Locust IIC	'Casper' Poole	4	5	1,100	1,100
			Combat Vehicles			
1	Maxim Hover Transport		4	5	764	764
1	Maxim Hover Transport		4	5	764	764
2	Galleon GAL-102		4	5	651	651
2	Galleon GAL-102		4	5	651	651
3	Warrior H-7		4	5	295	295
3	Warrior H-7		4	5	295	295
			Infantry/Battle Armor			
1	IS Std BA, LRR		4	5	255	255
2	IS Std BA, Laser		4	5	231	231
9	Total Bays					
	Total BV					9,929

Civil War Era Mercenary Force - Meg's Magpies

Bay	Unit	Pilot	Gunnery	Piloting	BV	Adj BV
			'Mechs			
1	Carrion Crow A	Sarah Magnus	3	4	1,622	2,141
2	Nova U	Bryn	4	5	1,413	1,413
3	Adder J	Ada	4	5	1,222	1,222
4	Kit Fox V	Soton	3	4	974	1,286
5	Fire Moth A	Tina	3	4	639	843
			Combat Vehicles			
1	Karnov UR Transport		4	5	125	125
			Infantry/Battle Armor			
1	Gnome BA		3	4	580	766
2	Elemental BA, Laser		3	4	447	590
3	Elemental BA, HMG		3	4	415	548
4	Elemental BA, Flamer		3	4	404	533
5	Elemental BA, Flamer		3	4	404	533
11	Total Bays					
	Total BV					10,000

ilClan Era Raven Alliance Force - Raven Expeditionary Cluster, Alpha Nova

Both forces can support additional units on their dropships. However, the Raven Expeditionary Cluster, Alpha Nova force cannot support any additional infantry/Battle Armor bays because their dropship is using the maximum of 5 bays.
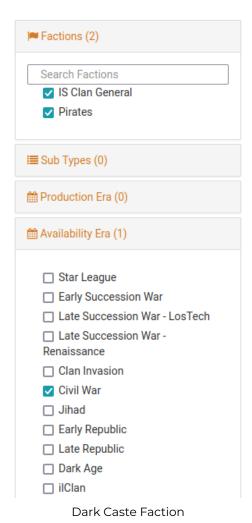
ADVANCED FORCE CONSTRUCTION RULES

The Master Unit List provides all factions from official BattleTech lore. A commander can create a modified faction list representing their custom faction.
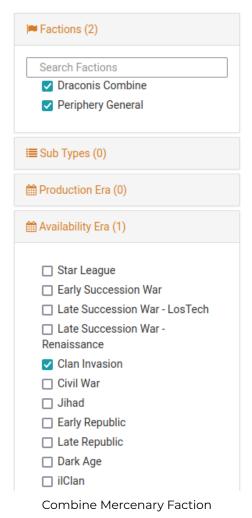
To create a custom faction list, go to the Units Tab on Master Unit List. Filter the units to include one faction list and one general list. For example, the Pirates faction by default typically includes the Periphery General list. A Dark Caste custom faction might include the Pirates faction list with the Inner Sphere Clan General list.

Be sure to also filter by the appropriate Availability Era for the current league era. All restrictions from the basic Force Construction rules, such as technology level and bay limits, still apply.

Any faction that has a general list can be modified with these rules. If the 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 page. 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.

Dark Caste Faction   Combine Mercenary Faction

Custom Faction Lists

FORCE MAINTENANCE AND IMPROVEMENTS

Commanders can spend C-bills they earn in scenarios to improve their force. Possible improvements are listed below. C-bill costs for all units are listed on the Master Unit List. The C-bill cost in MegaMekLab can be used if the Master Unit List does not list a cost.

- **Train**: Pay 500,000 C-bills multiplied by the difference in BV skill multiplier to improve a unit's skill levels. For example, a Gunnery 4/Piloting 5 pilot has a BV skill multiplier of 1.0 and a 3/4 pilot has a BV skill multiplier of 1.32. Therefore, it costs 160,000 C-bills to train a 4/5 pilot to be a 3/4 pilot. All units cannot be upgraded past 1/2. New pilots/crew cannot be upgraded past 3/4. Old units that did not participate in the most recent scenario cannot be upgraded past 4/5. See *BattleTech: TechManual*, page 315, for the BV skill multiplier table. A unit's skill levels can be degraded at no C-bill cost. ProtoMechs and mechanized infantry always have Piloting/Anti-'Mech 5, because these skills are not used for these units.

- **Replace**: Pay 50% of the C-bill cost, rounded up, to replace a *destroyed* unit. If the 'Mech pilot or vehicle crew was killed, the replacement cost includes a 5/6 pilot or crew. If an entire infantry or Battle Armor unit was destroyed, the replacement cost includes 5/6 troops. The ProtoMech replacement cost includes a 5/6 pilot. The new unit can be trained as above. See *BattleTech: Total Warfare* for the definition of *destroyed* for different types of units.

- **Repair**: Pay 25% of the C-bill cost, rounded up, to repair all internal damage and critical components for a unit that has not been *destroyed*. If the pilot or crew was killed, the repair cost includes a 5/6 pilot or crew. Armor repairs have no C-bill cost.

- **Recruit**: Pay 50% of the C-bill cost, rounded up, recruit new troops to replace troops in an infantry or Battle Armor unit that has not been *destroyed*. For example, if 1 out of 4 troops was killed in a Battle Armor squad, pay 50% of the C-bill cost for 1 suit. To replace 1 troop in a squad of 4 IS Standard Battle Armor with Lasers, pay 293,125 C-bills. Damage to Battle Armor troops that survive a scenario is repaired for free.

- **Refit**: Pay the difference in C-bill cost to refit a unit to a different variant. A Phoenix Hawk PXH-2 costs 4,348,840 C-bills and a Phoenix Hawk PXH-1K costs 3,628,553. A commander may pay 720,287 C-bills to convert a PHX-2 into a PHX-1K or to convert a PHX-1K into a PHX-2. Note that it still costs C-bills to refit when the new variant is cheaper.

- **Omni Refit**: Omnimechs can be temporarily converted to a cheaper variant for a scenario for free, but refitting is required to use more expensive variants. For example, the Carrion Crow C is worth 10,336,492 C-bills. The Carrion Crow A only costs 9,704,829 C-bills, so a Carrion Crow C can be temporarily configured as a Carrion Crow A for a scenario. A Carrion Crow B costs 15,617,992 C-bills, so a Carrion Crow C would need a 5,281,500 C-bill refit to be converted to the Carrion Crow B variant. Once the Carrion Crow C is refitted to a Carrion Crow B, the Omnimech can be configured as a Carrion Crow A, B, or C for any scenario.

- **Purchase**: Pay the C-bill cost to get a new unit. Commanders should purchase units from their Master Unit List faction and era list. The new unit starts at skill 4/5 and can be trained.

- **Salvage**: Pay 50% the C-bill cost, rounded up, to salvage units that you destroyed in a scenario. A War Crow Prime costs 22,057,358 C-bills, and a salvaged War Crow Prime costs 11,028,679 C-bills. Salvage is the primary way to get units that are not on their Master Unit List faction and era list. The new unit starts at skill 4/5 and can be trained.

- **Sell**: Commanders can sell units for 50% of the C-bill cost or destroyed units for 25% of the C-bill cost, rounded up. A Locust LCT-1E costs 1,574,200 C-bills and can be sold for 787,100 C-bills. If the Locust LCT-1E was destroyed, then selling it would only yield 393,550 C-bills. Commanders can earn 25% of the C-bill cost for selling a salvaged unit instead of paying 50% of the C-bill cost to repair the unit. A salvaged War Crow Prime could be sold to earn 5,514,340 C-bills instead of paying 11,028,679 C-bills to repair it.

ADVANCED FORCE MAINTENANCE AND IMPROVEMENTS

Commanders may use these advanced rules to further improve their force.

- **Retrain**: Retrain a pilot/crew to a new unit. Commanders may retrain a pilot/crew when selling a unit and immediately purchasing a replacement unit of the same type or when exchanging the pilots/crew between two units.

  Pay 250,000 C-bills multiplied by the difference in BV skill multiplier between their current skill level and 4/5 to retrain the crew/pilot. For example, a 3/3 pilot has a BV skill multiplier of 1.44, so it costs 110,000 C-bills to retrain a 3/3 pilot for a new unit. See *BattleTech: TechManual*, page 315, for the BV skill multiplier table. Add 250,000 C-bills to the retraining cost for pilots/crew with an SPA. Each pilot/crew has to be retrained when exchanging the pilots/crew between two units.

  The old and new unit must be the same type. For example, a 'Mech pilot can only be retrained into another 'Mech unit. A Combat Vehicle crew can only retrain to the same type of Combat Vehicle: ground, VTOL, WiGE, or naval. See *BattleTech: Total Warfare*, page 192, for discussion of the Combat Vehicle types.

- **Advanced Refit**: Pay 200% the difference in C-bill cost to refit a unit to a different variant that is only available on a different faction list. The unit must be available in the current era. A Locust LCT-1V is a common, widely available variant that costs 1,512,400 C-bills while the Locust LCT-6M costs 4,277,500 C-bills is only available to the Free Worlds League and the Word of Blake during the Civil War era. A commander outside of the Free Worlds League or Word of Blake may pay 5,530,200 C-bills to convert a LCT-1V to a LCT-6M. Converting back to a variant on the faction list only costs the standard *Refit* cost. *Advanced Refit* can also be used to convert a unit a unique or experimental variant, if the force does not already contain a unique or experimental unit. See page 5 for restrictions on the single unique or experimental unit in a force.

- **Capture**: Capture a pilot or crew when their unit is destroyed. A pilot or crew may eject from their 'Mech or abandon their vehicle. See *BattleTech: Tactical Operations Advanced Rules*, page 164, for rules on ejection and abandoning units. This 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 *retrained* as above.

- **Allegiance**: Declare allegiance for to a single employer, such as a Great House, Clan, or wealthy benefactor. The force receives logistical support in exchange for a portion each mission's objective payments. Commanders must complete 5 scenarios before they can renounce their *Allegiance*.

    - Receive only 80% of the payments for objectives
    - Always receive base pay, unless an objective awarded equipment

- **Design Quirks**: Commanders may opt into using *Design Quirks* for their entire force. If a commander opts into using *Design Quirks*, then they always apply to repair, replacement, salvage, and selling costs for all units. Both sides must agree to use *Design Quirks* for them to apply in a scenario.

  See *BattleTech: BattleMech Manual*, page 82, *BattleTech: Campaign Operations*, page 225, or Sarna.net for a list of all quirks. See MegaMekLab or Sarna.net to determine which quirks apply to units.

  Some quirks require modifications to fit in the Outworlds Wastes rules.

    - Two 'Mechs with *Compact 'Mech* may share a dropship bay.
    - *Easy to Maintain* reduces repair and replacement costs by 10%.
    - *Good Reputation* increases purchase and salvage costs by 10%.
    - *Modular Weapons* decreases refit costs by 50%.
    - *Rugged* has no effect.

- – *Ubiquitous* reduces repair and replacement costs by 10%.
  - – *Bad Reputation* decreases purchase and salvage costs by 10%.
  - – *Difficult to Maintain* increases repair and replacement costs by 10%.
  - – *Non-Standard Parts* increases repair and replacement 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 opts into using *Custom Design Quirks*, then they always apply to repair, replacement, salvage, and selling costs for all units. Both sides must agree to use *Custom Design Quirks* for them to apply in a scenario.

  Pay 10% of the unit's cost in C-bills per positive quirk point to add a positive quirk. For each positive quirk, commanders must select negative quirks with a total value equal or higher than the positive quirk's point value. Increase the repair and replacement costs by 10% for each positive quirk point purchased. See *BattleTech: Campaign Operations*, page 255, for a table summarizing which quirks may be applied to which unit types.

  The following quirks may be used to customize 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 Cooling Jacket* (1 point)

  - – *Poor Performance* (3 points)
  - – *Poor Targeting* (2 points)
  - – *Poor Workmanship* (1 point)
  - – *Ramshackle* (3 points)
  - – *Sensor Ghosts* (3 points)

- **Special Pilot Abilities**: Commanders may opt into using *Special Pilot Abilities* (SPAs) for their units. If a commander opts into using *Special Pilot Abilities*, then they always apply to retraining costs. Both players in a scenario must agree to use *Special Pilot Abilities* for them to apply.

  See *BattleTech: Campaign Operations*, page 70, or Sarna.net for a list of all SPAs.

  After each scenario, 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 D666 on the charts below. Note, the order of the separate D6 rolls is important. If the result is invalid for the unit, roll D666 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.

First	Second	Third	'Mech	ProtoMech
1 - 5	1 - 3	1	Blood Stalker	Blood Stalker
		2	Dodge	Cluster Hitter
		3	Fist Fire	Dodge
		4	Hot Dog	Eagle's Eyes
		5	Jumping Jack	Hot Dog
		6	Maneuvering Ace	Jumping Jack
	4 - 6	1	Melee Master	Maneuvering Ace
		2	Oblique Attacker	Marksman
		3	Range Master	Multi-Tasker
		4	Sandblaster	Range Master
		5	Swordsman	Speed Demon
		6	Zweihander	Street Fighter
6	1 - 4	*	Marksman	Animal Mimicry
	5 - 6	1	Combat Intuition	Combat Intuition
		2	Natural Grace	Natural Grace
		3	Sharpshooter	Sharpshooter
		4	Sniper	Sniper
		5	Tactical Genius	Tactical Genius
		6	Weapon Specialist	Weapon Specialist

Random Special Pilot Ability Table, 'Mechs and ProtoMechs

First	Second	Third	Combat Vehicle	Airborne Unit	Infantry
1 - 5	1 - 3	1	Blood Stalker	Blood Stalker	Blood Stalker
		2	Cluster Hitter	Cluster Hitter	Cluster Hitter
		3	Eagle's Eyes	Dust-Off	Eagle's Eyes
		4	Maneuvering Ace	Eagle's Eyes	Foot Cavalry
		5	Marksman	Ground-Hugger	Heavy Horse
		6	Multi-Tasker	Lucky(2)	Light Horseman
	4 - 6	1	Oblique Attacker	Maneuvering Ace	Marksman
		2	Range Master	Marksman	Multi-Tasker
		3	Sandblaster	Multi-Tasker	Range Master
		4	Speed Demon	Range Master	Sandblaster
		5	Stand Aside	Sandblaster	Speed Demon
		6	Terrain Master	Speed Demon	Urban Guerrilla
6	1 - 4	*	Cross Country	Shaky Stick	Human TRO
	5 - 6	1	Combat Intuition	Golden Goose	Combat Intuition
		2	Lucky(3)	Ride the Wash	Lucky(3)
		3	Sharpshooter	Sharpshooter	Sharpshooter
		4	Sniper	Sniper	Sniper
		5	Tactical Genius	Tactical Genius	Tactical Genius
		6	Weapon Specialist	Weapon Specialist	Weapon Specialist

Random Special Pilot Ability Table, Combat Vehicles, Airborne Units, and Infantry

SCENARIOS

Commanders earn C-bills to spend on their forces through completing scenarios and accomplishing objectives. Scenarios will often be 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.

SCENARIO FORMATS

Outworlds Wastes forces are created and tracked using Total Warfare BV, but scenarios can be played in many formats. Common formats for the scenarios include

- **BattleTech: Total Warfare**: Scenarios for this format will primarily focus on medium scale combat, with each side controlling approximately one lance with supporting assets.
- **BattleTech: Alpha Strike**: Scenarios for this format will primarily focus on large scale combat, with each side controlling approximately one company with supporting assets.
- **BattleTech: Override**: Scenarios for this format will focus on small scale combat, with each side controlling approximately one or two units.

Regardless of the scenario format, force maintenance and improvement costs are always calculated per the *Force Management* rules. Use the rules for the scenario format to define terms such as *destroyed*, *internal damage*, and *critical damage* for the purposes of calculating repair costs.

Alpha Strike cards for all units are available on the Master Unit List. To convert a unit skill levels from Total Warfare to Alpha Strike, take the average of the piloting and gunnery skills, rounded down. See *Alpha Strike: Commander's Edition*, page 29 for more details.

BattleTech: Override is a rule system that combines MechWarrior: Destiny and Alpha Strike combat rules while drawing some inspiration from Total Warfare. BattleTech: Override rules and record sheets can be found on the Death From Above Wargaming website. These scenarios may require adding additional skills from MechWarrior: Destiny to your pilot. The BattleTech: Override rules describe how to convert units from Total Warfare to BattleTech: Override.

SCENARIO FORCES

Both sides should agree upon a BV (or Point Value, PV) and unit count limit before starting the scenario. A typical BV limit would be 6,000 BV per side for 1v1 or 10,000 BV per side for 2v2. A typical PV limit would be 150 PV per side for 1v1 or 250 PV per side for 2v2. A typical unit limit depends upon the format but would be approximately 7 units per side for 1v1 or 10 units per side for 2v2. Additional limits on specific unit types, such as 2 infantry/Battle Armor units per side, can be imposed as well.

Scenario forces should include all applicable adjustments in their BV calculations, to include TAG, C^3, and pilot skill adjustments. See 19 for a summary of the most common adjustments. See BattleTech: TechManual, page 202 and all relevant errata for full details on calculating BV.

Scenarios can be played with higher BV or PV limits, but the C-bills awarded should be adjusted if the limits are more than 25% above or below the typical limits. For example, an Alpha Strike 300 PV per side 1v1 scenario would have its C-bill payments doubled compared to the standard Alpha Strike 150 PV per side 1v1 scenario. A Total Warfare 4,000 BV per side 1v1 scenario would have its C-bills payments scaled by 2/3 compared to the standard Total Warfare 6,000 BV per side 1v1 scenario.

Alpha Strike scenarios may be played with BV limits instead of PV limits. Commanders would select units to meet the BV limit but use the Alpha Strike cards and rules for the scenario.

SCENARIO BALANCING

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

- **Setup**: When setting up a scenario, 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 the casual scenarios given below. For a scenario with a terrain setup phase, the commander with the lowest total BV could be offered the first placement of terrain piece.

- **2v2**: Many scenarios are described as 1v1; however, these scenarios 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 scenario.

SCENARIO SCORING

Scenarios award C-bills through completing objectives or *Base Pay*. The C-bills awarded in a scenario will tend to follow these guidelines

- **Objectives**: Forces earn C-bills for completing primary and secondary objectives. This C-bill payment represents bonus pay in a mercenary contract and the value of resources or technology acquired by completing mission objectives. Objective payments should be proportionally adjusted if the BV limit for the scenario differs from the typical limit.

  - The primary objective is typically worth 7,000,000 C-bills and is split between the two sides based upon the portion of the primary objective completed.
  - The secondary objective is typically worth 3,000,000 C-bills and is awarded to each side separately; both sides can achieve the secondary objective.

- **Base Pay**: If the force did not complete any objectives, then the force earns 2,000 C-bills for every 10 BV for the scenario, with a minimum of 600,000 C-bills. For example, a 6,000 BV vs 6,000 BV scenario will have a base payout of 1,200,000 C-bills. This C-bill payment represents the baseline cost of a mercenary contract or supplies sent by a faction.

Typically, scenarios do not require a Game Master to run additional third party forces. If there are third party forces that require an additional person to run, this person may receive C-bills for one of their Outworlds Wastes forces. This C-bill payment should not exceed the maximum C-bill payment for the scenario, and it should be close to the payments that the players in the scenario received. The exact conditions for the payout should be agreed upon before the scenario starts.

CASUAL SCENARIOS

While there are scenarios provided by the league organizers, the Outworlds Wastes framework also supports scoring casual games between commanders to give their forces more chances to earn C-bills and glory. Some primary and secondary objectives are included here as examples.

PRIMARY OBJECTIVES

1. Extraction: The attackers select a hex within 5 rows of the defenders home edge. This hex contains a target to extract. A unit with cargo capacity can pick up the target by being in the same hex as the target during the End Phase. The target is not destroyed if the carrying unit is destroyed. A unit completes the objective by exiting their home edge while carrying the target.

2. 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, unless the players agree upon a different configuration. The force earns 1,000,000 C-bills for every turn that they have the only infantry/Battle Armor unit(s) inside of the building at the end of the turn.

3. Supply Raid: 3-7 supply depots are on the map, near the center. Any unit with hands or cargo capacity can load supplies from the depot if they end their turn in the same hex. Standard cargo loading rules apply. A unit carrying supplies in their hands cannot fire any arm mounted weapons. A unit carrying supplies earns a portion of 7,000,000 C-bills for bringing the supplies to their home edge. Each side cannot score from the same supply depot twice until they score from every other supply depot.

4. Recovery: 4-6 disabled 'Mechs are equally spaced along the map diagonal. A 'Mech of equal or higher weight class can drag a disabled 'Mech. To start dragging a disabled 'Mech, a friendly 'Mech must end the turn in the same hex as the disabled 'Mech. The dragging 'Mech has a one half reduction in their walking MP, cannot jump, and cannot fire any weapons on its arm used for dragging. A unit earns a portion of 7,000,000 C-bills for dragging a disabled 'Mech to its home map edge.

5. Reconnaissance: The map contains 15 buildings that are at least one hex large, 7 of which contain hidden objectives. These buildings can be distributed randomly or by each player taking turns placing a building. The defender rolls in secret to determine which buildings hold the hidden objectives. The attacker earns 1,000,000 C-bills for each hidden objective they find. The defender earns 1,000,000 C-bills for each hidden objective the attacker does not find.

6. Assassination: A local militia commander needs to be escorted across the battlefield. The defender selects a medium or heavy 'Mech from the Periphery General or Pirates list. The commander is a 5/4 pilot and half of the adjusted BV of the 'Mech counts against the defender's BV limit. The militia commander pilots this 'Mech and must transit the map from the defender's home edge to the attacker's home edge. The attacker earns 7,000,000 C-bills if the commander's 'Mech is destroyed or 3,500,000 C-bills if the commander's 'Mech receives crippling damage. The defender 7,000,000 C-bills if the commander's 'Mech does not receive crippling damage or 3,500,000 C-bills if the commander's 'Mech is crippled but not destroyed.

SECONDARY OBJECTIVES

There are two 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. In either case, the selected secondary objective must be achievable by the forces selected for the scenario. If the secondary objective cannot be completed, 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. Kill at least half of the troops in an infantry unit.

5. Swarm a 'Mech or Combat Vehicle with Battle Armor.

6. Destroy an internal section of an opponent's highest BV unit.

7. Capture a vehicle crew or 'Mech pilot.

8. Damage the rotor of a VTOL unit.

LEAGUE PLAY

League play consists of two phases, Casual Play and Scoring.

CASUAL PLAY PHASE

The Casual Play Phase gives commanders the opportunity to play casual scenarios and earn C-bills to upgrade their forces. In this phase, scenarios may be 1v1 or 2v2. After each casual scenario, the players can repair and update their forces per the Force Maintenance and Improvements rules. At any point during this phase, a new commander can join the league or a current commander replace their force with a new one. Any new force must follow the Force Construction rules.

This phase can last several months, and it can run concurrently with other events or leagues. Commanders should keep track of the outcomes of all scenarios and all changes to their force, such as with the sample record sheets at the end of this packet. Some additional restrictions may be enforced by league organizers, such as league play only occurring at a specific location.

SCORING PHASE

During this phase, commanders play a series of narrative focused scenarios in a Swiss-system tournament. The last scenario should be a large scale event that requires a significant portion of each commander's forces. In this phase, scenarios may only be 1v1. Each commander should play a different opponent during each scenario, if possible. For each 1,000,000 earned during a scenario, the commander earns 1 point for scoring. The players rankings are updated after each scenario. Ties are broken by the lowest total BV lost across all scenarios thus far, which *destroyed* units counting as their full BV and units in *forced withdrawal* counting as half their full BV.

At the end of these scenarios, winners are determined by their ranking. Additional winners may be determined for specific categories, such as Best Painted Force or Best Force Lore.

Outworlds Wastes - 3151

Rest Stc

Pilon
Raiguu
Thazri

La La Ligua
Marpa

Carmelita
Linden
Waktira
Xibcheitz

Quines
Blommesteen
Loxlaw
Wandaerett
Tiyenlu
Santaleem
Sivcak
Bossangoa
Cebo
Alkiral

Bacahona
Shira
Zetang
Woodleville
Khotzomarntty
Zumiao
Rosilden
Taumaturgo
Las Tunas
Feijo
Domeyko

Gitarama
Gwen
Santa Ana
Caitingastan
Dveswatlfit
Yize-Zhu
Siormath
Maente

Qurem
Dana
Zalr
Tanz

Azur
Tillmens
Chien
Wingraczii
Vonga
False Dawn
Salveride
Mizt
Achrody
Muztrom
Pilgrim
Cragle

Grankum
Wynn's Roost
Vingzhang
Gatnar
Hrafn
Crichton
Ammon
Schram
Waelm
Niallwyrm
Jeoshua
Wartur
Blueys
Rietta
Braben's Frontier
Kaleidu
Sikatula
Gandland

Palfry
Kalzorg
Koury
Hialigrim
Baliingoma
Sikulliamax
Ferris

Banneholt
Michtal
Utubis
Jeppens
Valasha
Ulubis
Decaufland
Tiromallie
Toten
Tland

Tresspass
Johnson
Culmia
Belt
Mindrel
Praxton

Devil's Breath
Halla
Frisse
Rudolpho
Lopari
Tellman
Northsun
Joan's Post

Vitrebe
Jordan Wais
Quatre Belle
Banori
Ramora
Mishkadrill

Helland
Corbaires
Alpheratz
Mitchella
Dralkig
Cork

Greypearl
Dneiper
Prinis Prime
Risin
Rushaven
Cerberus
Quiberas
Sevon
Dormandaine
Kennard
Pajarito
Pitkin
Diboll

Bob
Osset
Milligan's World
Quantraine
Morthac
Dante
Calish
Lusharn
Crestobos
Haynesville

Suianheer
Kazanka
Diridatari
Ki Zoban
Kirkaid
Medron
De Berry

Zlatousi
Bad News
Birasha
Alegro
Tancredi
Lyceum
Brookeland

Pondicherry
Tabayama
Venus Ri
Mago
Wittington
Bryceland
Anguilla
Sturgis

Chirala
Ramgarh
Sinope
Budingen
Valentina
Niles
Latexo
Conroe
Saumur

Land's End
Kouleu
Zalaf
Schirmeck
Weisau
Delacruz
Groveld
Kesai

Hongor
Na San
Abagnar
Huaide
Soul

New Start
Enif
Kokpekty

Samarkand
Old Carlton

Inner End
Bastrop
Hazelhurst

Novo Franklin

SAMPLE FORCE ROSTER

Bay	Unit	Pilot	Gunnery	Piloting	C-bills	BV
'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 (2 per bay)						
1						
1						
2						
2						
ProtoMechs (5 per bay)						
1						
1						
1						
1						
1						
2						
2						
2						
2						
2						
Infantry/Battle Armor (5 tons per bay)						
1						
2						
3						
4						
5						
	Total Bays (16 max)					
	Total BV					

SAMPLE SCENARIO LOGISTICS TRACKING

Item	C-bills
Starting Balance	
Objectives	
Primary Objective Secondary Objective Base Pay (if no objectives met)	
Training Pay 500,000 × BV skill multiplier difference	
1 2 3 4 5 …	
Maintenance (Replace, Repair, and Recruit) Pay 50% cost if destroyed, 25% cost to repair internal damage Pay 50% cost per troop killed	
1 2 3 4 5 …	
Refits Pay cost difference to change variants	
1 2 3 4 5 …	
Purchases Pay cost to add to TOE	
1 2 3 …	
Salvage Pay 50% cost to add to TOE or sell to earn 25% cost	
1 2 3 …	
Total	

FORCE BV ADJUSTMENTS

These adjustments, and all other applicable adjustments, are applied in order.

- Each unit equipped with TAG or a C^3 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 C^3 network increases its BV by 5% of the total BV of all units included in the C^3 network.

- Pilot/crew skill levels apply a multiplier to the unit BV.

Gunnery	Piloting/Driving/Anti-'Mech							
	1	2	3	4	5	6	7	8
1	2.11	2.02	1.92	1.76	1.60	1.54	1.46	1.38
2	1.85	1.76	1.68	1.54	1.40	1.35	1.28	1.21
3	1.58	1.51	1.44	1.32	1.20	1.16	1.10	1.04
4	1.32	1.26	1.20	1.10	1.00	0.95	0.90	0.85
5	1.19	1.13	1.08	0.99	0.90	0.86	0.81	0.77
6	1.12	1.07	1.02	0.94	0.85	0.81	0.77	0.72
7	1.06	1.01	0.96	0.88	0.80	0.76	0.72	0.68
8	0.99	0.95	0.90	0.83	0.75	0.71	0.68	0.64

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

REFERENCES

The following references are mentioned in these rules

- *BattleTech: Total Warfare*
- *BattleTech: BattleMech Manual*
- *BattleTech: TechManual*
- *BattleTech: Tactical Operations Advanced Rules*
- *BattleTech: Tactical Operations Advanced Units & Equipment*
- *BattleTech: Campaign Operations*
- *Alpha Strike: Commander's Edition*
- *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
- *Death From Above Wargaming*: https://dfawargaming.com

BATTLETECH

OUTWORLDS WASTES