BATTLETECH

OUTWORLDS WASTES

Event Scenario Pack

BATTLETECH: OUTWORLDS WASTES

COMBAT ARMS TRAINER

———————————————————————— 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 ————————————————————————

This is a player-vs-GM scenario with an introduction to combined arms and
optional simplified campaign logistics rules.

Each player may bring 3,000 BV with 1 OmniMech and 1 Battle Armor unit or 1
BattleMech and 1 Battle Armor unit with magnetic claws, following the
BattleTech: Outworlds Wastes event list building rules. A link to the rules
is below. Players must select a single faction from any era on the Master
Unit List.

Players may use *BattleTech: Outworlds Wastes* Force Maintenance event rules
to improve their force after the scenario. Players can improve their force
up to 5,000 BV, including any captured units.

The following optional rules will be used:
  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.

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

Colorado BattleTech:
  Website – https://coloradobt.org/
  Discord – https://discord.gg/NPXEmTJBrZ

MISSION BACKGROUND

ANTALLOS HAS BEEN A HUB OF DISREPUTABLE MERCENARY ACTION NEAR THE OUTWORLDS ALLIANCE FOR SEVERAL CENTURIES. INTERSTELLAR EXPEDITIONS IS RECRUITING ON ANTALLOS. DESTROYING PIRATE FORCES WOULD BE A GOOD WAY TO GET YOUR UNIT RECOGNIZED AND HIRED BY INTERSTELLAR EXPEDITIONS.
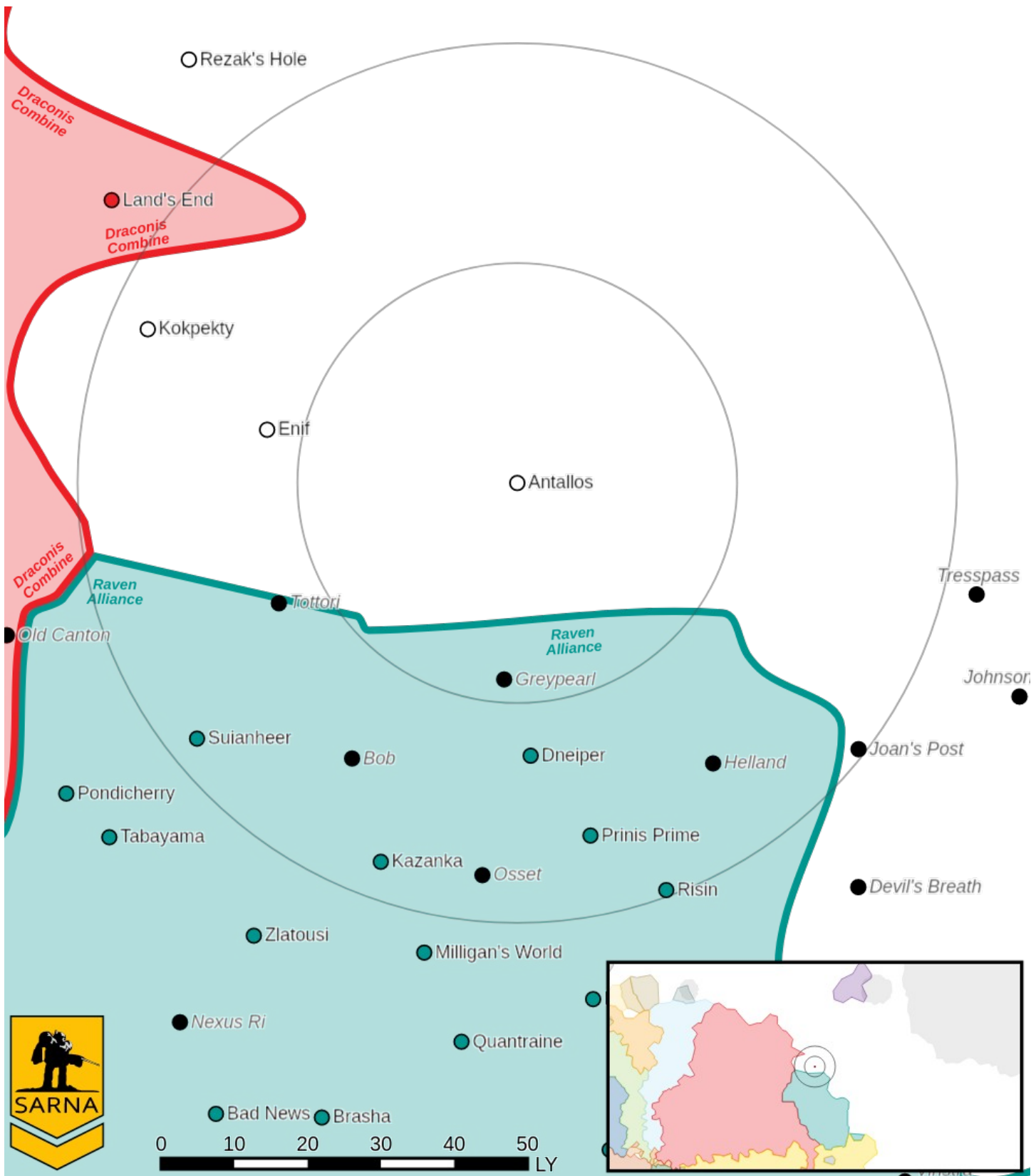
REGION BACKGROUND

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

Rezak's Hole

Draconis Combine

Land's End

Draconis Combine

Kokpekty

Enif

Antallos

Draconis Combine

Raven Alliance

Tottori

Raven Alliance

Old Canton

Greypearl

Tresspass

Johnson

Suianheer

Bob

Dneiper

Helland

Joan's Post

Pondicherry

Tabayama

Prinis Prime

Kazanka

Osset

Risin

Devil's Breath

Zlatousi

Milligan's World

Nexus Ri

Quantraine

SARNA

Bad News   Brasha

0   10   20   30   40   50   LY

ANTALLOS III PLANETARY READOUT

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STAR TYPE              : K4IV (195 HOURS RECHARGE TIME)
POSITION IN SYSTEM     : 3 OF 7
NATURAL SATELLITES     : 2
TIME TO JUMP POINT     : 4.44 DAYS
SURFACE GRAVITY        : 0.92 G
DAY LENGTH             : 27.0 HOURS
ATMOSPHERIC PRESSURE   : STANDARD (BREATHABLE)
EQUATORIAL TEMPERATURE : 49*C
SURFACE WATER          : 11 PERCENT
CAPITAL                : PORT KRIN
POPULATION             : 60,757,822
HPG                    : B-RATED HPG
SOCIO-INDUSTRIAL LEVELS : C-D-C-D-C
   TECHNOLOGICAL SOPHISTICATION : C (MODERATELY ADVANCED WORLD)
   INDUSTRIAL DEVELOPMENT       : D (LOW INDUSTRIALIZATION)
   RAW MATERIAL DEPENDENCE      : C (LIMITED RAW MATERIAL PRODUCTION)
   INDUSTRIAL OUTPUT            : D (NEGLIGIBLE INDUSTRIAL OUTPUT)
   AGRICULTURAL DEPENDENCE      : C (MODEST AGRICULTURE)
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PIRATE RAID

PIRATE FORCES DO NOT HAVE SUFFICIENT MANPOWER FOR ALL OF THEIR UNITS,
LEAVING THEIR TANK AND VTOL UNITS VULNERABLE. CAPTURE THEIR UNITS AND TURN
THEM AGAINST THE PIRATES.

   PRIMARY OBJECTIVES:
     CAPTURE ENEMY TANK
     CAPTURE ENEMY VTOL

   SECONDARY OBJECTIVES:
     DESTROY PIRATE FORCES

   ADDITIONAL RULES:
     INFANTRY/BATTLE ARMOR UNITS CAN CAPTURE TANKS AND VTOLS BY OCCUPYING
THE SAME HEX AS THE UNIT DURING THE END PHASE. CAPTURED UNITS CAN BE USED
ON THE FOLLOWING TURN.

   OPPOSITION FORCES:
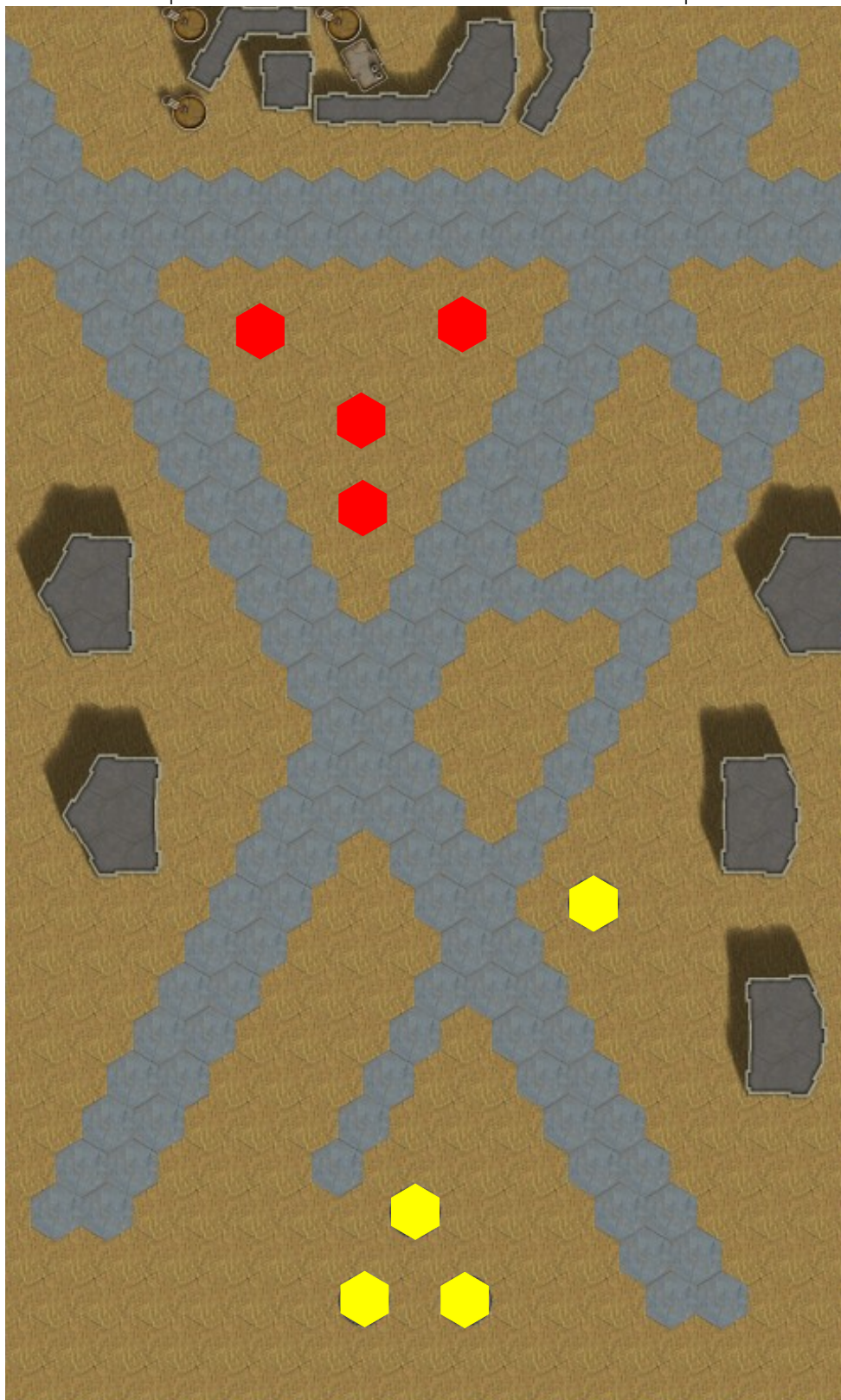   PIRATE FORCES CONSIST OF 2 LANCES OF OLDER BATTLEMECHS

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

INTELLIGENCE HAS PROVIDED SATELLITE IMAGERY OF THE LANDING PORT.

⬡ GROUND VEHICLES ⬡ VTOLS

|-- FRIENDLY DEPLOYMENT ZONE --|

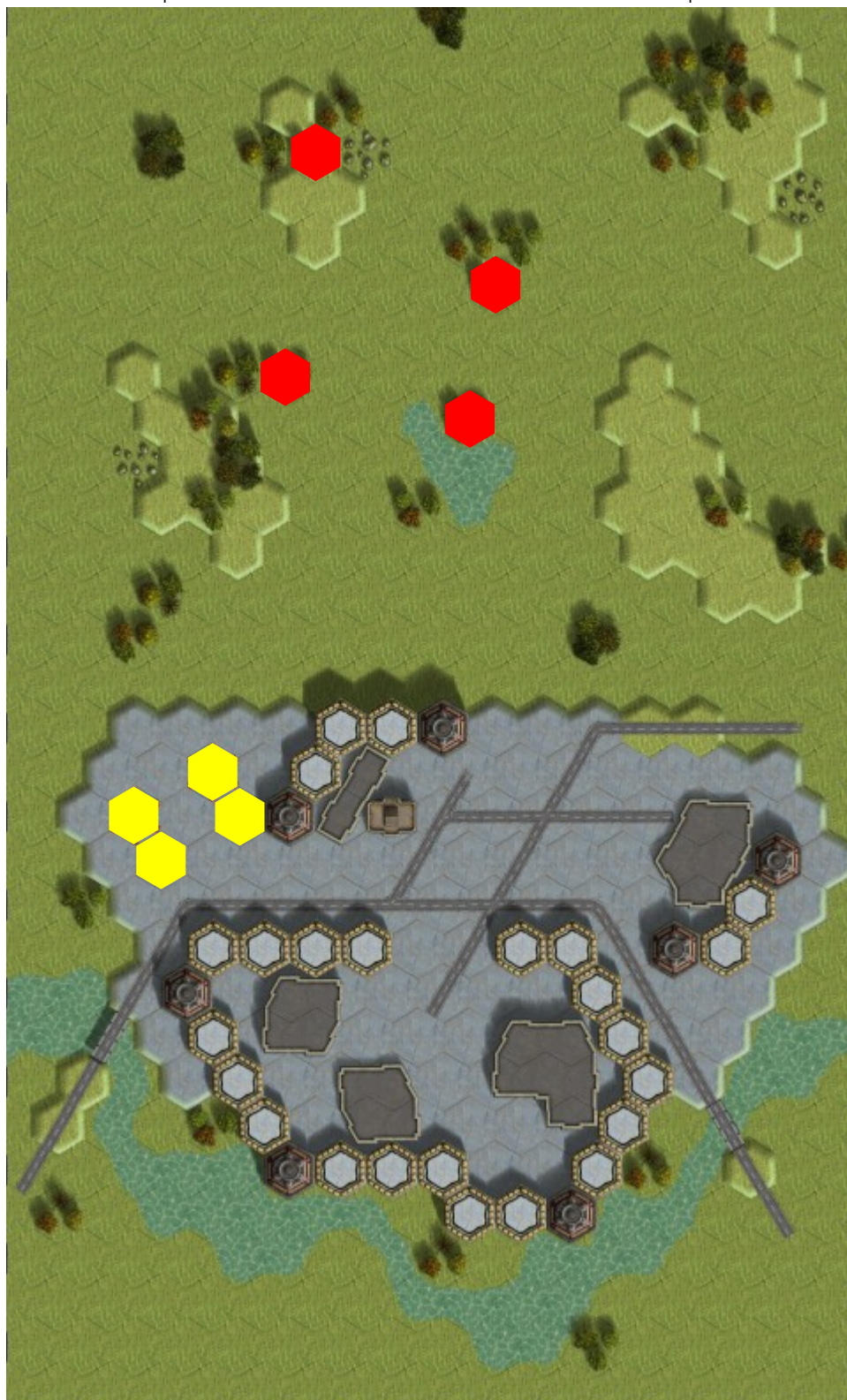INTELLIGENCE HAS PROVIDED SATELLITE IMAGERY OF A PIRATE BASE.

🔴 GROUND VEHICLES 🟡 VTOLS

|-- FRIENDLY DEPLOYMENT ZONE --|

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

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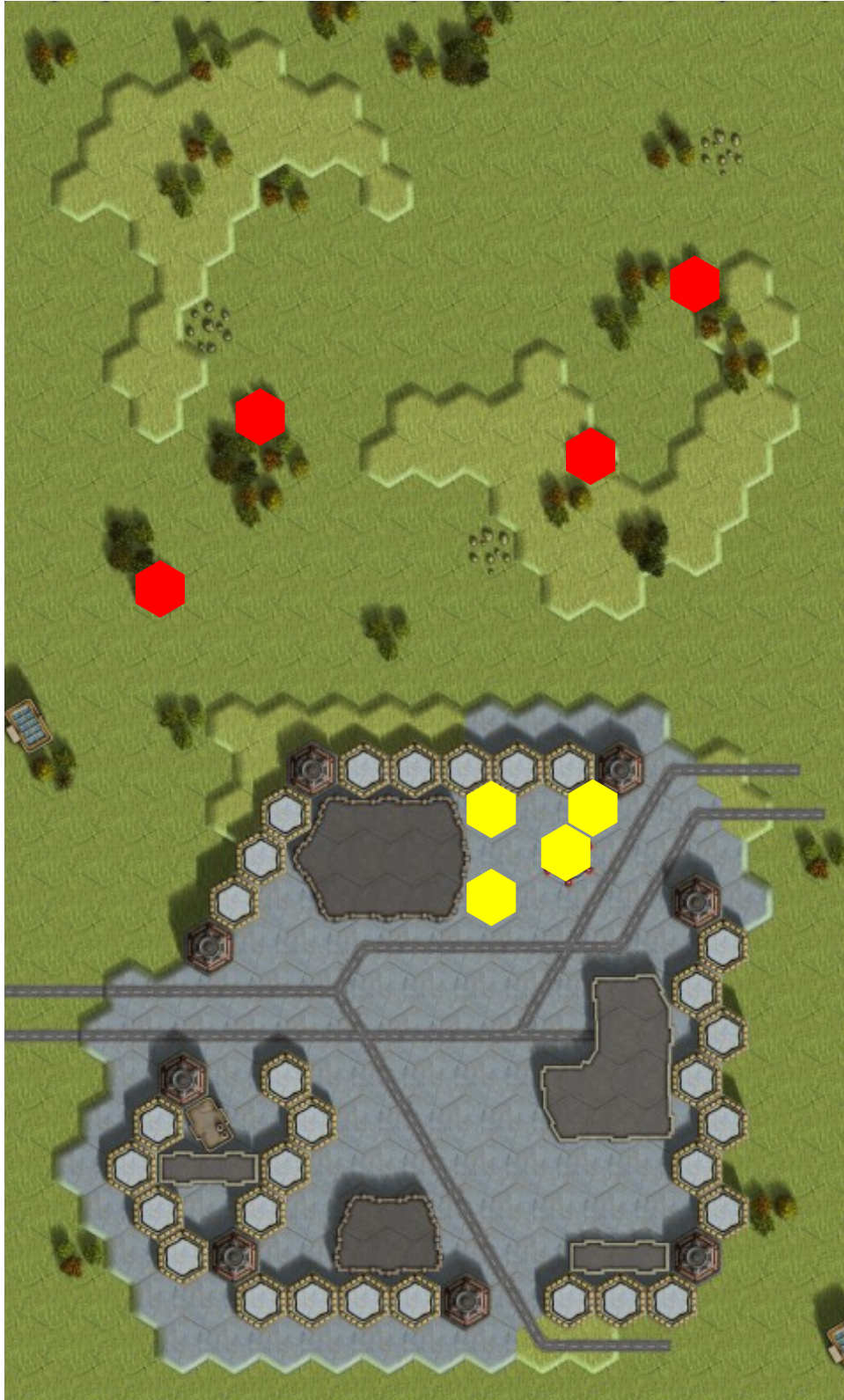---------------------------- END TRANSMISSION ----------------------------

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

BATTLETECH

OUTWORLDS WASTES