BattleTech

OUTWORLDS WASTES

League Scenario Pack

BATTLETECH: OUTWORLDS WASTES

Antallos 'DESERTERS'

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------------------------- START TRANSMISSION -------------------------
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SNOW RAVEN FORCES ARE DROPPING ON ANTALLOS TO DESTROY PIRATE AND DARK CASTE
FORCES ON THE BORDER OF THE OUTWORLDS ALLIANCE. CLAN SNOW RAVEN IS LEADING
THE OPERATION AND SUPPLYING THE MAJORITY OF THE ATTACKING FORCES; HOWEVER
THE ALLIANCE MILITARY CORPS IS DROPPING A SMALL FORCE TO LOCATE AND CAPTURE
OR KILL THE REMAINING MEMBERS OF A COMPANY OF DESERTERS.

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

Each player may bring 10,000 BV of combined arms, following the *BattleTech: Outworlds Wastes* league list building rules.

The following optional rules for *BattleTech: Outworld Wastes are* used:
  - Pick a Side: Outworlds Alliance and Clan Snow Raven forces are always on the side of the planetary attackers. Pirate, Dark Caste, and Word of Blake forces are always on the side of the planetary defenders. All other forces should pick a side of the conflict and generally support that side.
  - On the Move: Due to the fast moving combat on Antallos, maintenance activities will be restricted. Each scenario will list which maintenance activities are permitted following the scenario. Pilot hits do not heal *between scenarios with restricted maintenance activites.*
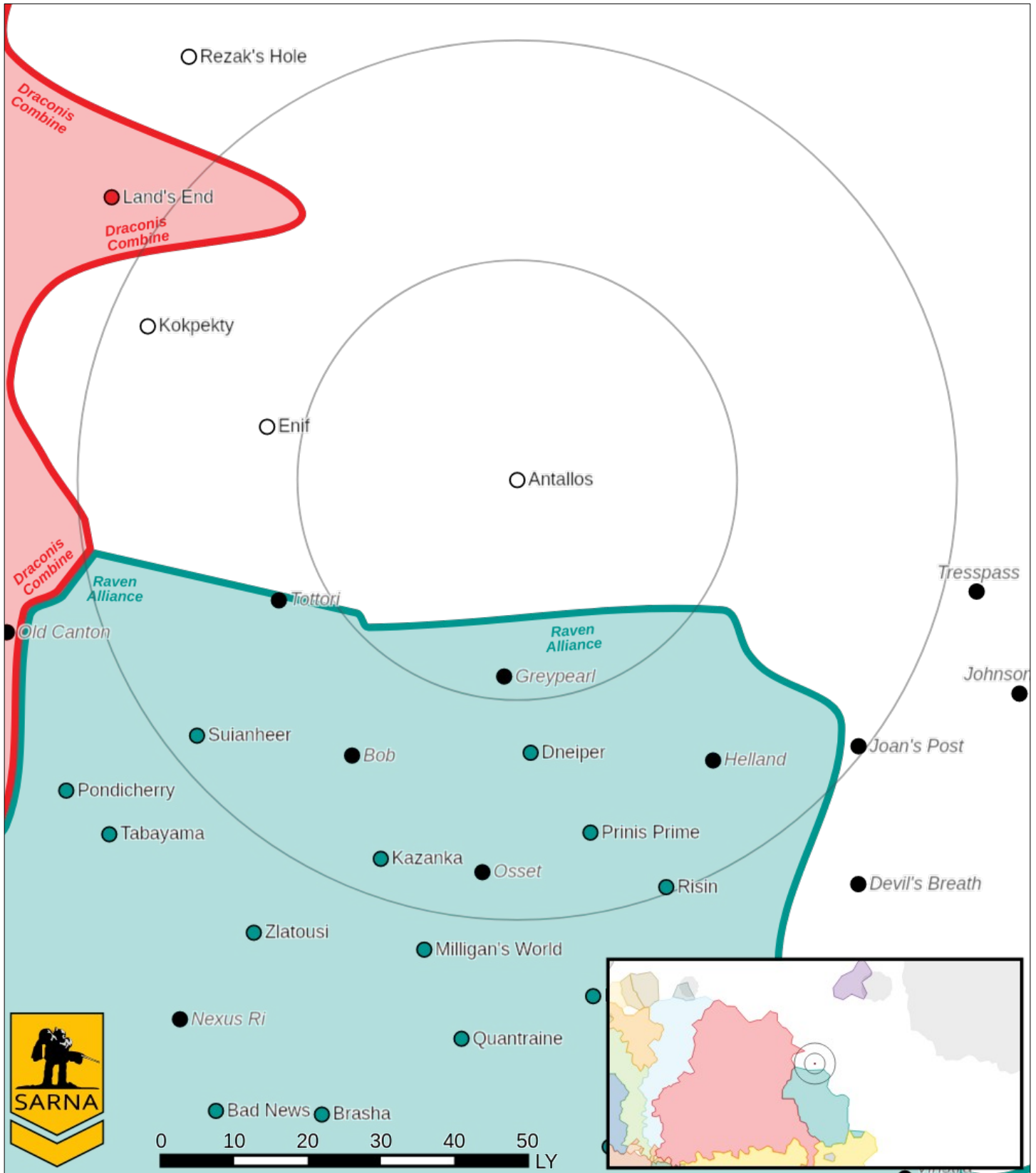
BattleTech: Outworlds Wastes:
  Web: https://outworlds-wastes.jeremylt.org
  PDF: https://outworlds-wastes.jeremylt.org/downloads?league

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.

Era: Blakist Jihad - 3067

Editor: Jeremy L Thompson

LOCAL AREA STAR MAP

Rezak's Hole

Draconis
Combine

Land's End

Draconis
Combine

Kokpekty

Enif

Antallos

Tresspass

Draconis
Combine

Raven
Alliance

Tottori

Raven
Alliance

Old Canton

Greypearl

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

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3

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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OUTWORLDS ALLIANCE FORCES ARE COMBAT DROPPING ON AN OLD DROPPORT TO SECURE A BASE OF OPERATIONS. DEFENDING FORCES NEED TO DESTROY CRITICAL INFRASTRUCTURE TO SLOW THE INVADING FORCES.

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

Map: Four mapsheets, with an airport, dropport, or flat desert terrain. The defender selects 5 single hex buildings as port infrastructure, evenly distributed and at least 3 hexes (6") from the edge of the map. These buildings are hardened with a construction factor of 150 (15). The defender secretly selects where all defending forces are positioned and reveals their locations after the attacking forces drop. Defending forces must start at least 4 hexes (8") away from the buildings.

Attacking forces use modified combat drop rules: Each dropping unit selects a target hex/point. Roll 1d6 to determine the scatter direction and 1d6-1 to determine the scatter distance for the scatter dropping unit. If the landing hex is occupied, displace by 1 hex (2") in the opposite direction of the scatter direction. Attacking forces may not select a target hex within 6 hexes (12") of the edge of the map. Movement begins as normal once the Attacking units finish combat dropping.
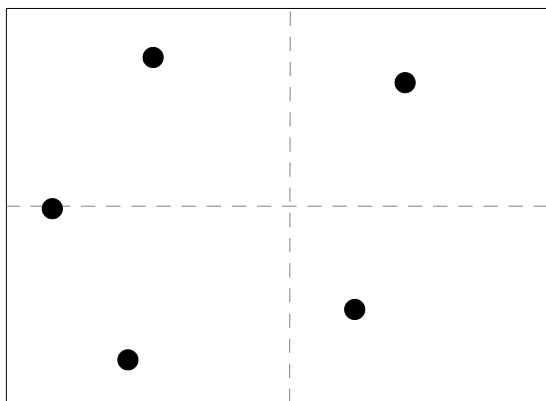
Primary Objective: Defending forces want to destroy the infrastructure. During the End Phase, an uncontested infantry unit inside of the infrastructure buildings may destroy all critical equipment in the building. Earn a portion of 7.0M C-bills based upon the percentage of buildings with intact (attacker) or destroyed (defender) equipment.

Secondary Objective: Headhunting. Each side declares a commander. Earn 1.5M C-bills for damaging the commander's unit (cause *Repair* or *Recruit*) and 3.0M C-bills for destroying the commander's unit.

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

Maintenance: None, to include refilling ammunition.

DEFENDING FORCES MUST BREAK THROUGH ENEMY LINES TO REJOIN THEIR PARENT
COMMAND. HOWEVER, THE OUTWORLDS ALLIANCE FORCES CANNOT BE LEFT UNMONITORED.
DEPLOY SPIES TO MONITOR THE PROGRESS OF THE ATTACKING FORCES.

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

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

Map: Three mapsheets with desert terrain, arranged with short edges
touching. The defender secretly selects 3 hexes (6") in the center mapsheet
to drop off spies. Defending forces enter on one far map edge. Attacking
forces start positioned on the center mapsheet.
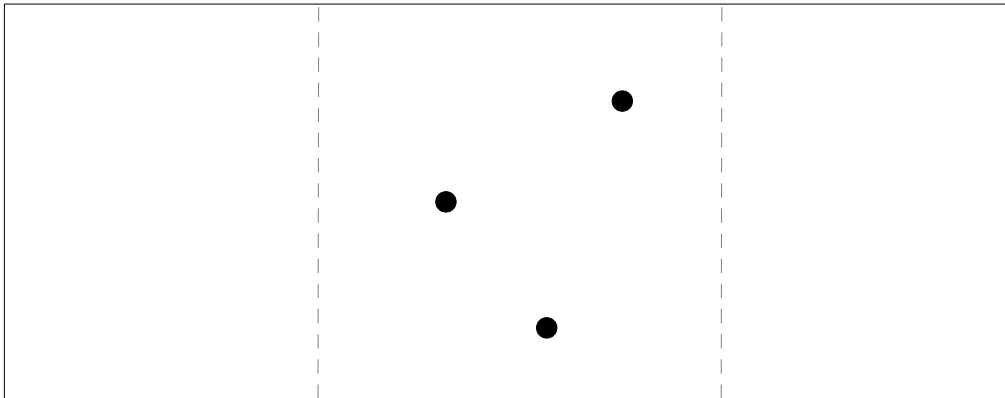
Primary Objective: Breakthrough enemy lines. Each side earns a portion of
7.0M C-bills based upon the percentage of the defenders starting BV that
crosses the opposite map edge.

Secondary Objective: Drop off spies. A defending unit with an infantry bay
may drop off spies. Defenders secretly select 3 hexes (6") on the center
mapsheet. These hexes must be at least 2 hexes (4") away from the edge of
the map. Defenders may announce they are dropping off spies when they are
in a target hex at the end of the Movement Phase. Attackers may search a
target hex with infantry or a unit with an active probe during a following
End Phase. Earn 1.0M for each spy dropped off (defender) or each target hex
searched (attacker).

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

Maintenance: Any. However, units destroyed during the scenario or that exit
off any edge other than the far edge cannot be used in scenario 3.

OUTWORLDS ALLIANCE FORCES ARE LINKING UP WITH THEIR OWN LOCAL GUIDES.
DEFENDING FORCES MUST INTERCEPT THESE LOCAL GUIDES TO PROTECT THE LOCATION
OF DEFENDING LEADERSHIP.

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

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

Map: Four mapsheets with hilly or wooded terrain. Place two radio towers in
the middle of the map as shown below. These towers cannot be destroyed.
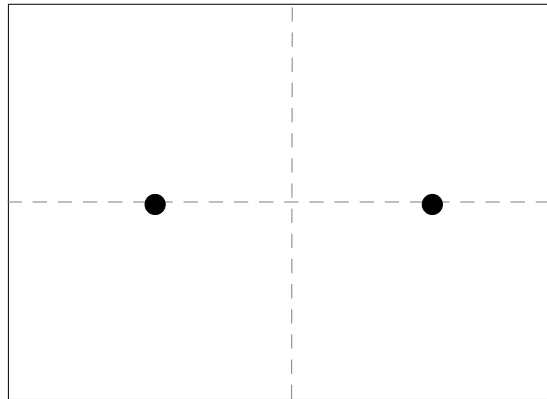
Primary Objective: Pick up the local guides. The attacker secretly chooses
4 hexes (8") on the defender's side of the map. These hexes must be at
least 3 hexes (6") away from the edges of the map and the center-line of
the map. A unit with a cargo bay can pick up a local guide as long as the
hex is not contested. The attacker declares during the End Phase which hex
they intend to pick up a local guide from during the following End Phase.
Earn a portion of 7.0M C-bills based upon the percentage of the local
guides collected (attacker) or remaining (defender).

Secondary Objective: Broadcast propaganda. An uncontested infantry unit
inside of a radio tower may broadcast propaganda during the End Phase. Earn
1.0M C-bills for successfully broadcasting propaganda from a radio tower. A
maximum of 3.0M C-bills may be earned for broadcasting propaganda.

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

Maintenance: Any.

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

STRANGE ARMORED STEALTH TROOPERS WERE SEEN OBSERVING OUR FORCES DURING
PREVIOUS ENGAGEMENTS. THESE TROOPERS HAVE BEEN DETECTED BY OUR SCOUTS.
SEARCH THE IDENTIFIED AREA AND ATTEMPT TO CAPTURE SOME OF THESE TROOPERS.

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

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

Map: Four mapsheets with flat desert terrain. Use 15 – 25 markers, with 7
randomly identified as stealth troopers. Evenly distribute the markers in
the middle third of the map.
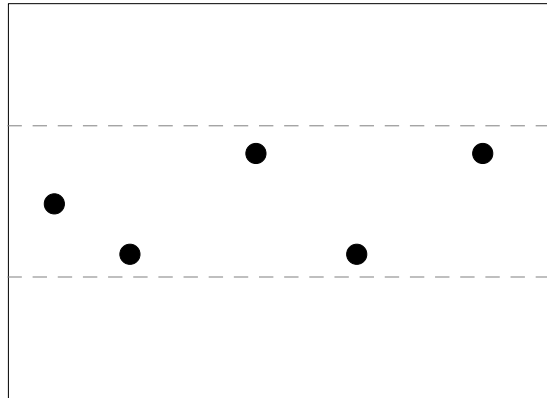
Primary Objective: Locate the stealth troopers. Infantry units and combat
vehicles can detect troopers in adjacent hexes. During the End Phase, look
at all markers in hexes adjacent (within 2") to or including your infantry
units and combat vehicles. If one of the markers is identified as stealth
troopers, reveal this marker. Earn 1M C-bills for each trooper you reveal.
When both sides reveal the same stealth unit, if one side is in the same
hex as the troopers, that side gets credit. If the hex with the troopers is
contested or no side is in the hex with the troopers, then the side with
the most BV/PV adjacent to the troopers gets credit. Otherwise, each side
receives 0.5M C-bills.

Secondary Objective: Capture the stealth troopers. The stealth troopers are
Purifier Adaptive Battle Armor [Laser](Sqd6). If the troopers are not
attacked on the turn after they are revealed, then they successfully escape
the battlefield. During the End Phase, friendly infantry units may capture
a trooper if a member of a stealth trooper squad in the same hex was
killed. Use the Swarm Attack Modifiers Table with a base target number of 2
to determine if an trooper is captured instead of killed. A combat vehicle
may capture a trooper when a squad is destroyed in an adjacent hex. Earn 1M
C-bills per captured trooper. If 3 troopers are captured, you may salvage 1
Purifier [Laser] squad instead of earning 3.0M C-bills.

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

Maintenance: Any.

THE FIELD BASE OF THE DESERTERS HAS BEEN LOCATED. INTERCEPT AND CAPTURE OR
DESTROY AS MANY UNITS FROM THE COMMAND LANCE AS POSSIBLE.

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

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

Map: Four mapsheets with hilly desert terrain. Place the deserter 'mechs on
the defender's side of the map, no closer than halfway to the defender's
home edge. The deserter 'mechs are STG-3R, WSP-1A, LCT-1V, and MLN-1A. The
defender also has a pair of TRN-3U ASF. Half of the BV for these 6 units
counts against the defender's BV limit. If the defender uses BSP rules for
the ASF, attacker receives corresponding BSP for defensive air cover.
Player units start on their respective home edge.
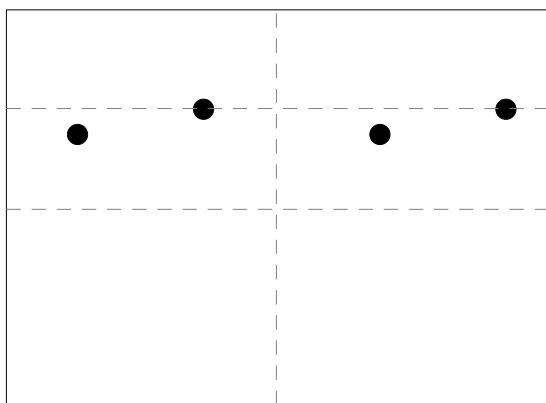
Primary Objective: Capture or destroy the defector command lance and
aerospace fighters. The command lance 'mechs start deactivated and activate
at the start of the third turn. Capture a command lance 'mech by executing
a successful swarm attack while the 'mech is immobile. Destroy the 'mechs
in the usual way. Earn defector unit is worth 1.167M. The attacker earns
100% of the cost for capturing a defector 'mech and 50% for destroying a
defector 'mech. The defender earns 100% for each 'mech that escapes and 50%
for each 'mech that is destroyed. For each of the ASF, the attacker earns
100% of the cost if the ASF is destroyed or 50% of the cost if the ASF is
damaged, as long as the ASF makes at least one successful attack against
the attacking forces. If the ASF makes no successful attacks before
retreating, each side earns 50%.

Secondary Objective: Each side places a mobile command center no closer
than 5 hexes (10") away from their home edge. Capture the enemy command
center by occupying the hex without enemy units in adjacent hexes (within
2"). Earn 3M C-bills for capturing the enemy command center.

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

Maintenance: None, to include refilling ammunition.

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

THE DESERTER COMMAND LANCE CONTINUES TO FLEE. CAPTURE OR DESTROY THE
DESERTER UNITS BEFORE THEY REACH THEIR DROPSHIP.

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

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

Map: Four mapsheets with hilly desert terrain. Identify a circle of 7
adjacent hexes on the defender home edge as the dropship. Place the
surviving deserter 'mechs along the centerline of the map, with all damage
from the previous session. Add additional WSP-1A and LCT-1V if fewer than 4
defector units remain. Half of the BV for the surviving defector units
counts against the defender's BV limit. If the defender uses BSP rules for
the ASF, attacker receives corresponding BSP for defensive air cover.
Player units start on their respective home edge.
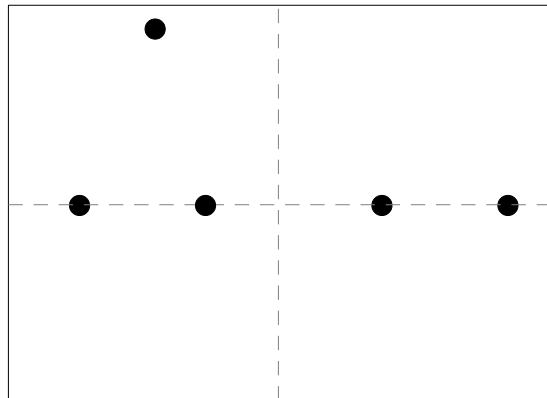
Primary Objective: Capture or destroy the defector 'mechs and aerospace
fighters. Capture a command lance 'mech by executing a successful swarm
attack while the 'mech is immobile. Destroy the 'mechs in the usual way.
Earn defector unit is worth a portion of 7M based upon the number of
surviving defector units. The attacker earns 100% of the cost for capturing
or destroying a defector 'mech. The defender earns 100% for each 'mech that
escapes. For each of the ASF, the attacker earns 100% of the cost if the
ASF is destroyed or 50% of the cost if the ASF is damaged, as long as the
ASF makes at least one successful attack against the attacking forces. If
the ASF makes no successful attacks before retreating, each side earns 50%.

Secondary Objective: A Clan Snow Raven R-Team is transiting the
battlefield. Place 2 light OmniMechs, 2 points of Elementals, and one
Flatbed Truck in the exact center of the map. This R-Team moves towards the
nearest map edge and only fires upon units that have attacked it. Decide to
escort or intercept the R-Team. Earn 1.5M for each R-Team combat unit
destroyed or extracted, up to 3M.

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

Maintenance: Any.

BATTLETECH
OUTWORLDS WASTES