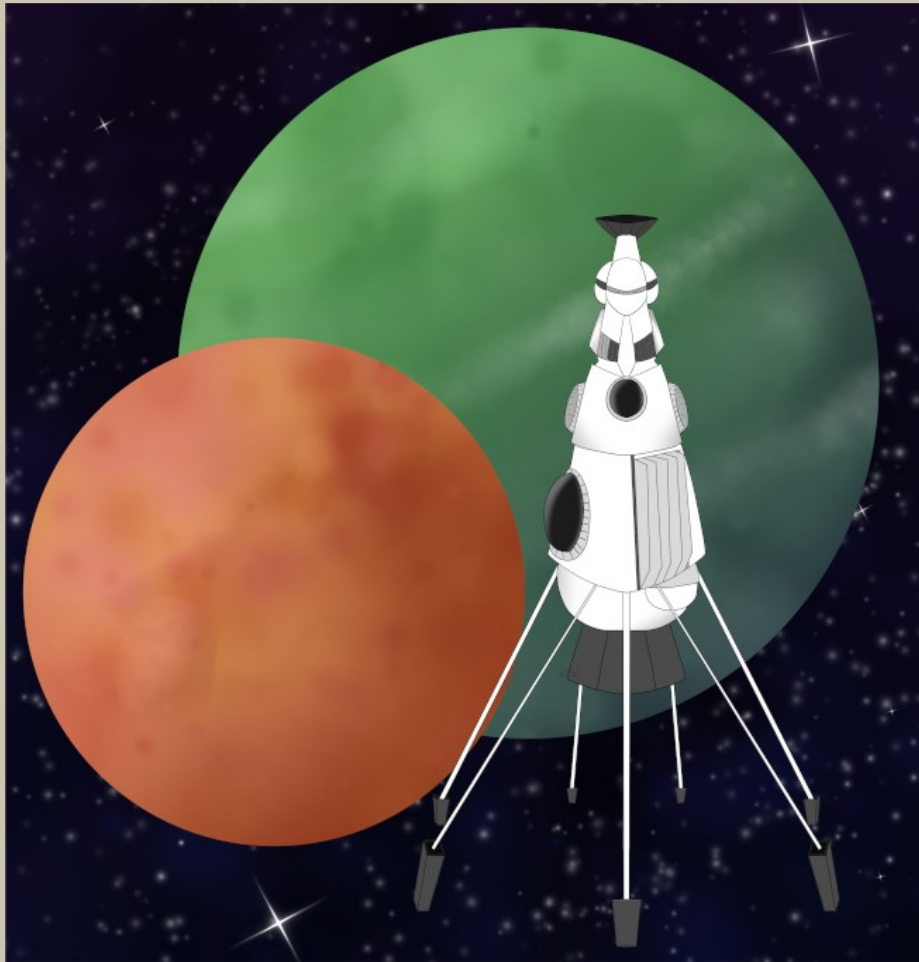


# **BATTLETECH**

## **OUTWORLDS WASTES**



**League Scenario Pack**

# BATTLETECH: OUTWORLDS WASTES

## INTERSTELLAR EXPEDITIONS 'CONVOY'

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

INTERSTELLAR EXPEDITIONS IS ORGANIZING A DEEP PERIPHERY EXPEDITION. THIS EXPEDITION WILL PASS THROUGH WYNN'S ROOST. A SIZABLE TRADE FLEET HAS JOINED THIS EXPEDITION, WITH THE GOAL OF TRADING WITH VARIOUS PARTIES ON WYNN'S ROOST. THIS FLEET AND THE INTERSTELLAR EXPEDITIONS TEAM HAVE ATTRACTED A SIZABLE NUMBER OF MERCENARY FORCES. THERE ARE RUMORS OF MYSTERIOUS BENEFACTORS IN THE FLEET HIRING THESE MERCENARIES FOR JOBS EN ROUTE.

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

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:

- Slim Resources: Commanders may only **Purchase** new units or **Refit** to variants on the Periphery General list on the MUL. Commanders may **Train, Replace, Repair, Recruit, Omni Refit, Salvage**, and **Sell** as usual.  
<http://masterunitlist.info/Era/FactionEraDetails?FactionId=57&EraId=257>
- Reputation: There are three factions in the fleet, Interstellar Expeditions, Benefactor A, and Benefactor B. Before each scenario, commanders declare which faction they are fighting for. Round the number of C-bills you earn from objectives (primary and secondary) to the nearest million. This is the number of reputation points you earn for the declared faction. If you are fighting for one of the Benefactors and playing against the other, the reduce your reputation with opposing Benefactor by half the earned reputation, rounded down. Reputation will unlock new intel and units for commanders.

*BattleTech: Outworlds Wastes*:

Web: <https://outworlds-wastes.jeremyt.org>

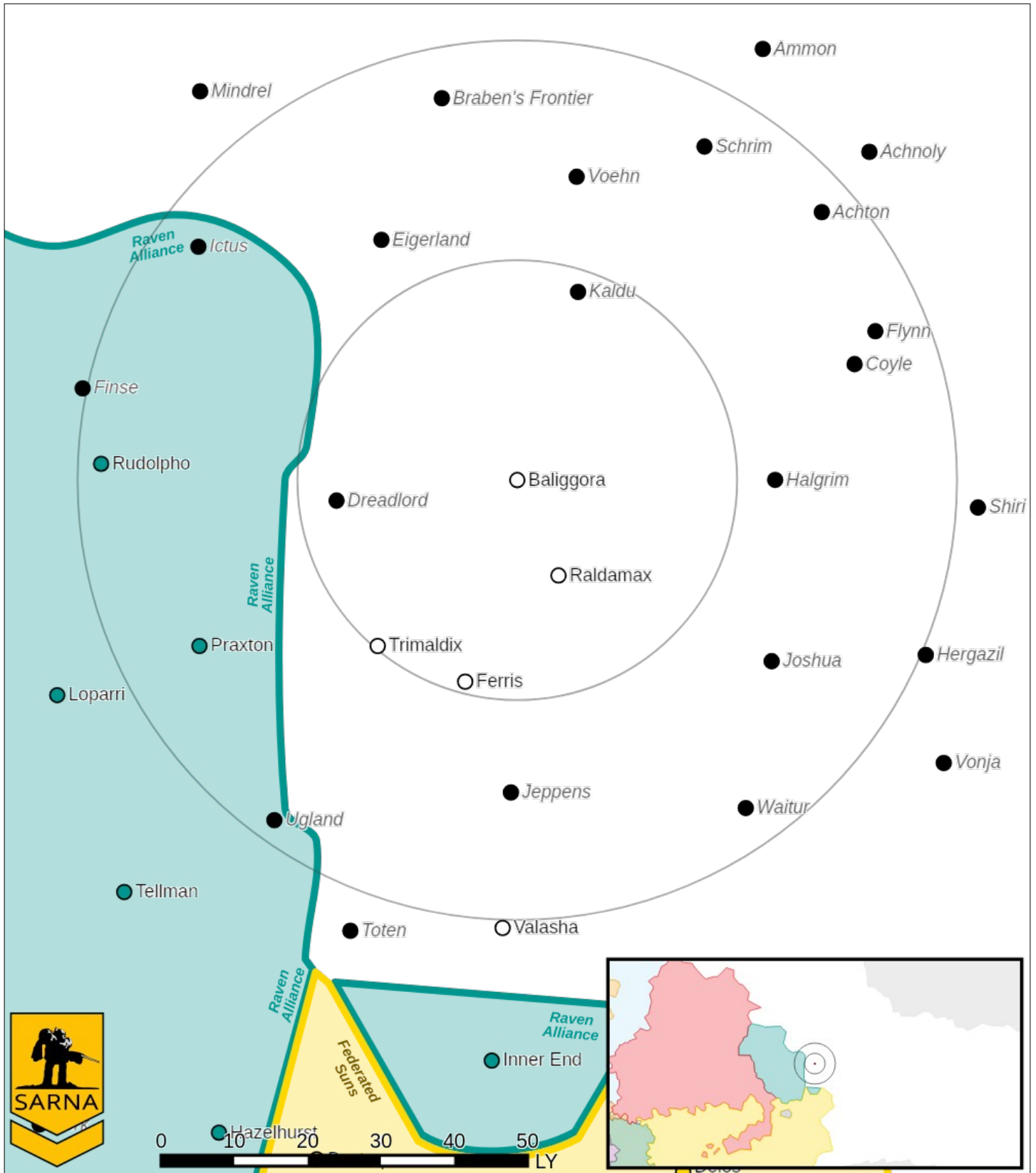
PDF: <https://outworlds-wastes.jeremyt.org/downloads?league>

*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: ilClan

Editor: Jeremy L Thompson

# LOCAL AREA STAR MAP



## BALIGGORA I PLANETARY READOUT

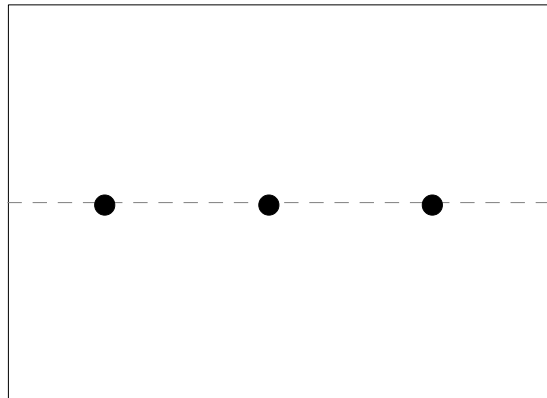
STAR TYPE : M4V (205 HOURS RECHARGE TIME)  
POSITION IN SYSTEM : 1 OF 6  
NATURAL SATELLITES : 2  
TIME TO JUMP POINT : 2.58 DAYS  
SURFACE GRAVITY : 0.97 G  
DAY LENGTH : 18.0 HOURS  
ATMOSPHERIC PRESSURE : STANDARD (BREATHABLE)  
EQUATORIAL TEMPERATURE : 17°C  
SURFACE WATER : 41 PERCENT  
CAPITAL : NEW DAVISTOWN  
POPULATION : 23,288,370  
HPG : NONE  
SOCIO-INDUSTRIAL LEVELS : D-D-B-F-D  
TECHNOLOGICAL SOPHISTICATION : D (LOWER-TECH WORLD)  
INDUSTRIAL DEVELOPMENT : D (LOW INDUSTRIALIZATION)  
RAW MATERIAL DEPENDENCE : B (MOSTLY SELF SUFFICIENT)  
INDUSTRIAL OUTPUT : F (NONE)  
AGRICULTURAL DEPENDENCE : D (POOR AGRICULTURE)

----- START TRANSMISSION -----  
AS FLEET VESSELS ARE LOADED FOR TRANSIT, ANONYMOUS THIRD PARTIES HAVE  
OFFERED TO SPONSOR A CAPTURE THE FLAG COMPETITION.

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

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

Map: Four mapsheets, with any terrain. Place 3-7 tokens evenly spaced along the centerline of the map.



Primary Objective: Recover as many flags as possible. A unit may pick up a flag in their during the End Phase if no enemy units are in the hex. A 'Mech must have a hand actuator to pick up a flag. They may not fire any weapons in the arm used to carry the flag while holding the flag. Infantry may carry a flag. They may not fire any weapons while holding the flag. Infantry in a vehicle may load a flag into the vehicle. A unit may voluntarily drop a flag during the End Phase. If the unit is destroyed, then the flag drops in the hex. Units claim a flag by returning it to one of the hexes on their home edge and surviving to the End Phase. A flag respawns at its original location immediately after it is claimed. Any flag picked up but not claimed counts as only half for scoring at the end of the scenario. Award 7.0M proportionally based upon the number of flags claimed.

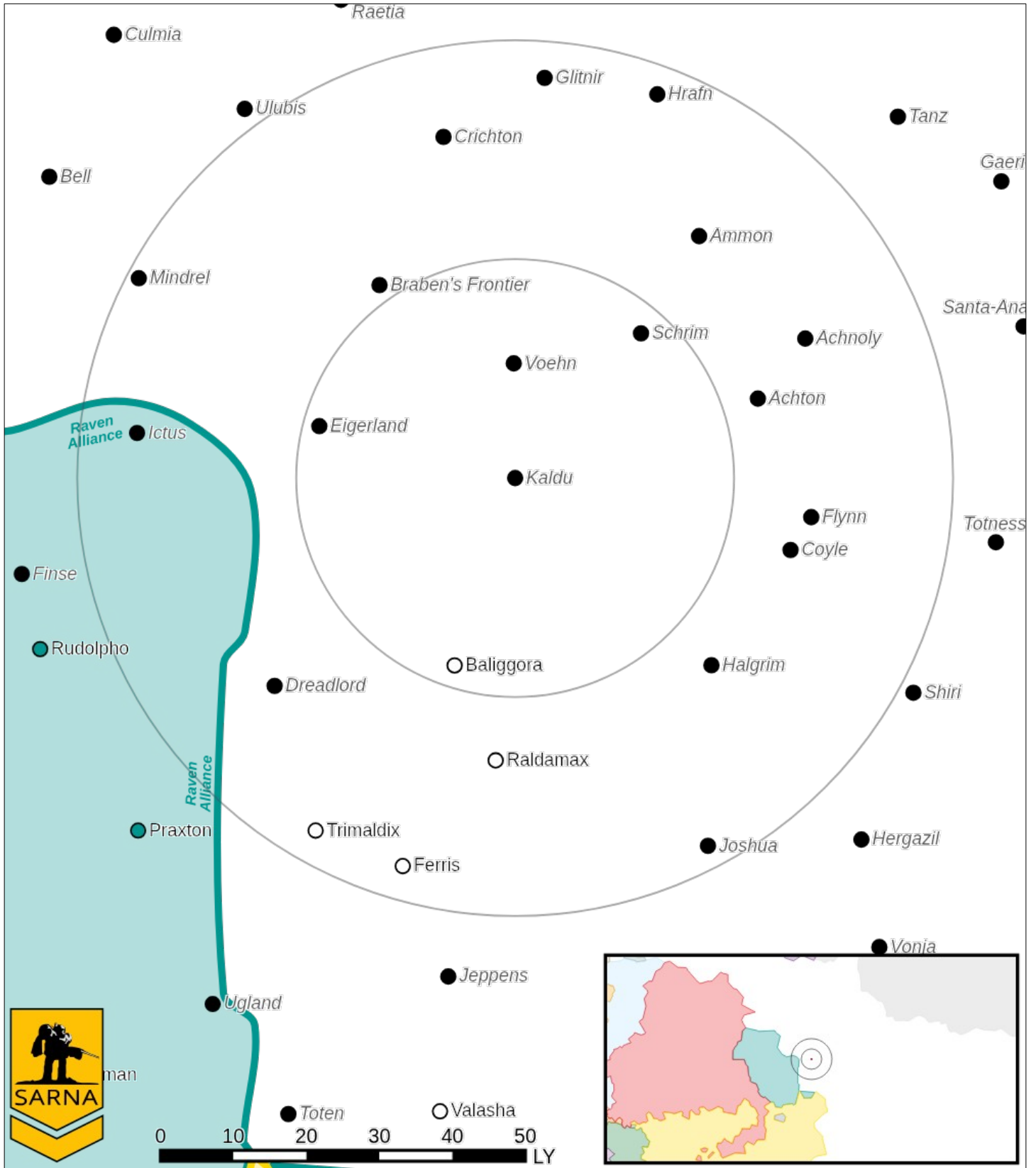
Secondary Objective: Headhunting. Each side declares a commander and a lieutenant. Earn 1.5M C-bills for damaging the commander or lieutenant unit (target must pay to *Repair/Recruit*). Earn 3.0M C-bills for damaging both units. If a unit withdraws, then it is considered damaged for scoring.

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

Special Rules: No units are destroyed and units cannot be salvaged. Any unit that would need to be **replaced** only needs to be **repaired**.

No commander declares a faction for this scenario. A message introducing the 3 benefactor points of contact will be sent to commanders afterwards.

# LOCAL AREA STAR MAP



## KALDU IV PLANETARY READOUT

STAR TYPE : F5V (176 HOURS RECHARGE TIME)  
POSITION IN SYSTEM : 4 OF 9  
NATURAL SATELLITES : 0  
TIME TO JUMP POINT : 14.95 DAYS  
SURFACE GRAVITY : 1.14 G  
DAY LENGTH : 20.0 HOURS  
ATMOSPHERIC PRESSURE : THIN (BREATHABLE)  
EQUATORIAL TEMPERATURE : 26°C  
SURFACE WATER : 52 PERCENT  
CAPITAL : NEW WESTFORD  
POPULATION : 0  
HPG : NONE  
SOCIO-INDUSTRIAL LEVELS : X-X-X-X-X  
    TECHNOLOGICAL SOPHISTICATION : X (REGRESSED WORLD)  
    INDUSTRIAL DEVELOPMENT : X (NONE)  
    RAW MATERIAL DEPENDENCE : X (NONE)  
    INDUSTRIAL OUTPUT : X (NONE)  
    AGRICULTURAL DEPENDENCE : X (NONE)

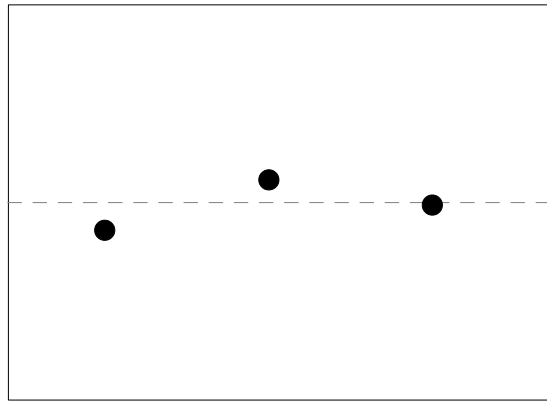
----- START TRANSMISSION -----

A LOCAL GROUP HAS CONTACTED THE FLEET ON AN OPEN CHANNEL, INDICATING THAT THEY HAVE ENDO STEEL THEY HAVE REMOVED FROM AN ABANDONED SLDF FACILITY THAT THEY ARE PREPARED TO SELL TO ANY WILLING BUYERS. FACTIONS IN THE FLEET ARE OFFERING REWARDS TO ANY FORCES ON THE PLANET THAT DIRECT SHIPMENTS TOWARDS SPECIFIC SHIPS IN THE FLEET.

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

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

Map: Four mapsheets, with rocky terrain. Place 3 exit points for the SLDF facility along the centerline of the map. One must be on the centerline, and the other two may be the same distance from the centerline, but in opposite directions, no more than 3 hexes (6") from the centerline.



Primary Objective: Direct endo steel shipments. At each exit point, the side with the greatest total size of units in adjacent hexes controls the point. In a tie, neither side controls the point. Only infantry may occupy the exit point hex, which is considered to be a building 5 levels below the terrain. At the end of each turn, roll 1D6 for each exit point, in a random order. If the roll is less than or equal to the turn number + 1, then the controlling side directs a shipment of endo steel for 1M C-bills. Up to 7 shipments of endo steel may be scored. If infantry occupy the exit point, roll an additional 1D6. If the roll is less than or equal to the turn number, apply 1D6 damage to the unit as the facility falls apart.

Secondary Objective: Secret Delivery. Your employer wants you to deliver an special payment for remaining equipment in the facility. Each side secretly selects 2 hexes at least 4 hexes away from each other and any exit point on their opponent's side of the map. Earn 1.5M per secret entrance if your infantry secures these hexes uncontested during any end phase.

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



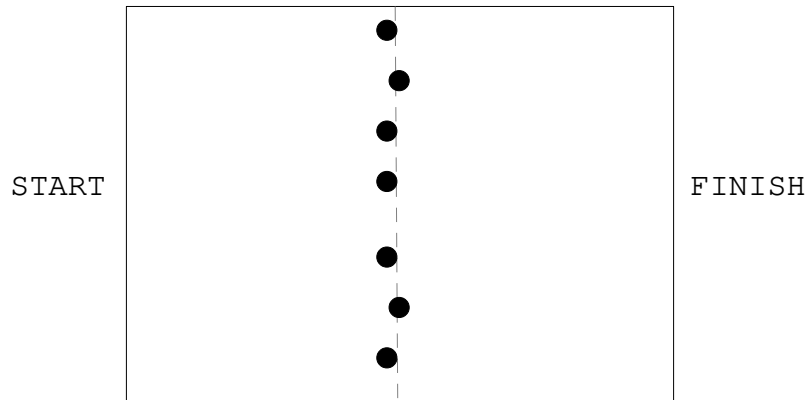
----- START TRANSMISSION -----

THE BONUS PAYMENT HAS BEEN RECEIVED AND YOUR BENEFACTORS HAVE CONTACTED YOU TO ESCORT A CONVOY OF THE PURCHASED SUPPLIES TO AN EXTRACTION POINT. UNFORTUNATELY, THE LOCATION OF THE STAGING ZONE FOR THESE CONVOY VEHICLES HAS BEEN DISCOVERED. REACH THE STAGING ZONE AND ESCORT OUT AS MANY CONVOY VEHICLES AS POSSIBLE.

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

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

Map: Three mapsheets, with rocky terrain. Place 7 convoy vehicles in the center of the middle mapsheet, distributed evenly across the centerline of the mapsheet. Both sides start on the same map edge.

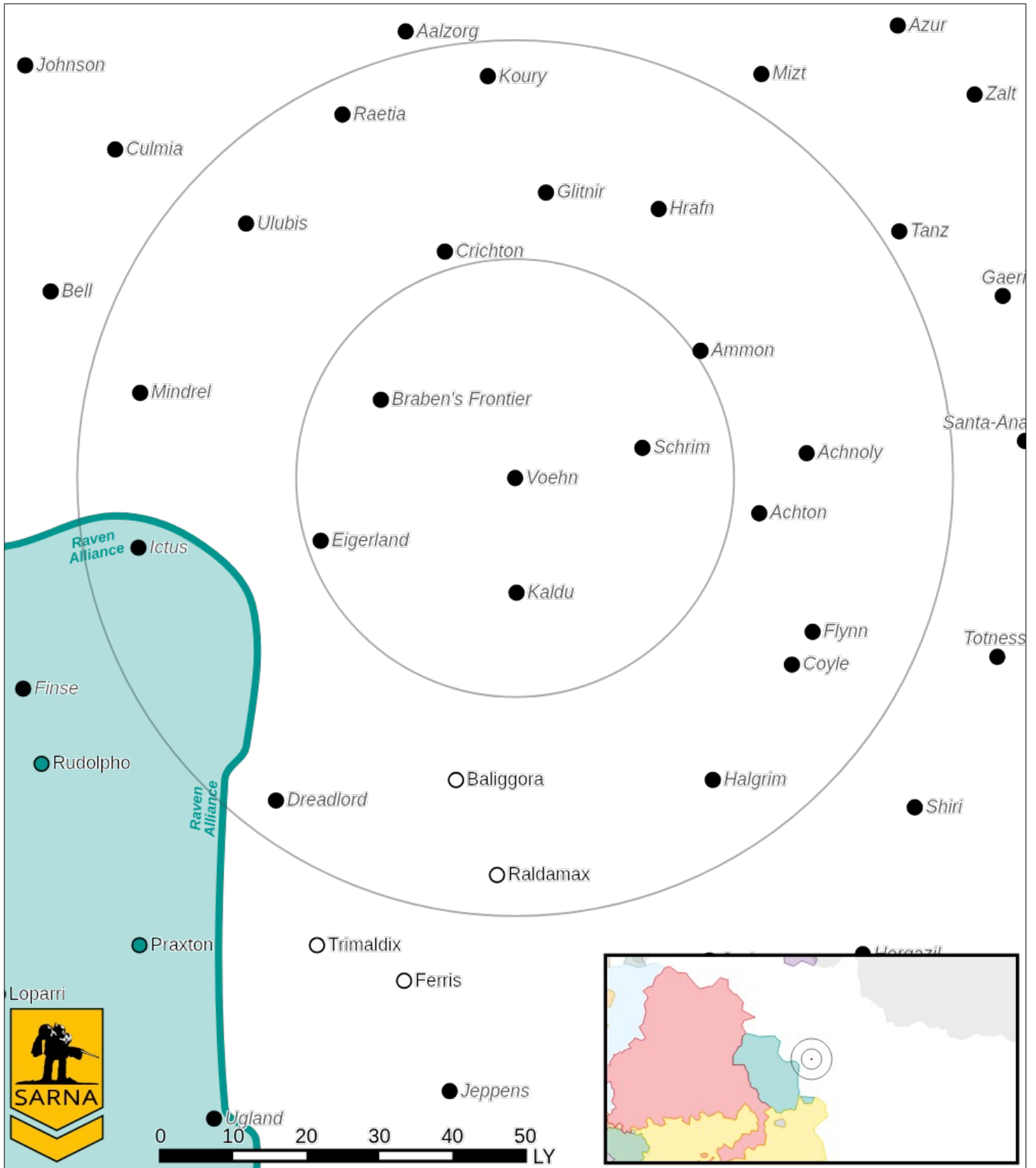


Primary Objective: Escort convoy vehicles. If not under control of either side, the vehicles will make best possible speed to the far map edge. During the End Phase, if a side has a unit in the same hex as a convoy vehicle with no enemy units present in the hex, then they take control of the convoy vehicle. Earn 1.0M C-bills for each convoy vehicle you control as it exits the far map edge. Earn 0.5M C-bills for each convoy vehicle controlled but not extracted. Convoy vehicles cannot be targeted or destroyed. Convoy vehicles are modified Maultier Hover APCs:  
<https://masterunitlist.info/Unit/Details/2109/maultier-hover-apc>

Secondary Objective: Tag the boss. The benefactor wants to see your ability to conduct anti-'Mech and anti-vehicle attacks. Each side selects a commander and lieutenant from their 'Mech and vehicle units. Each 1.5M for successfully conducting an anti-'Mech or anti-vehicle attack on each target. The benefactor requests your infantry spray paint some obvious design on the head or top of the target unit.

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

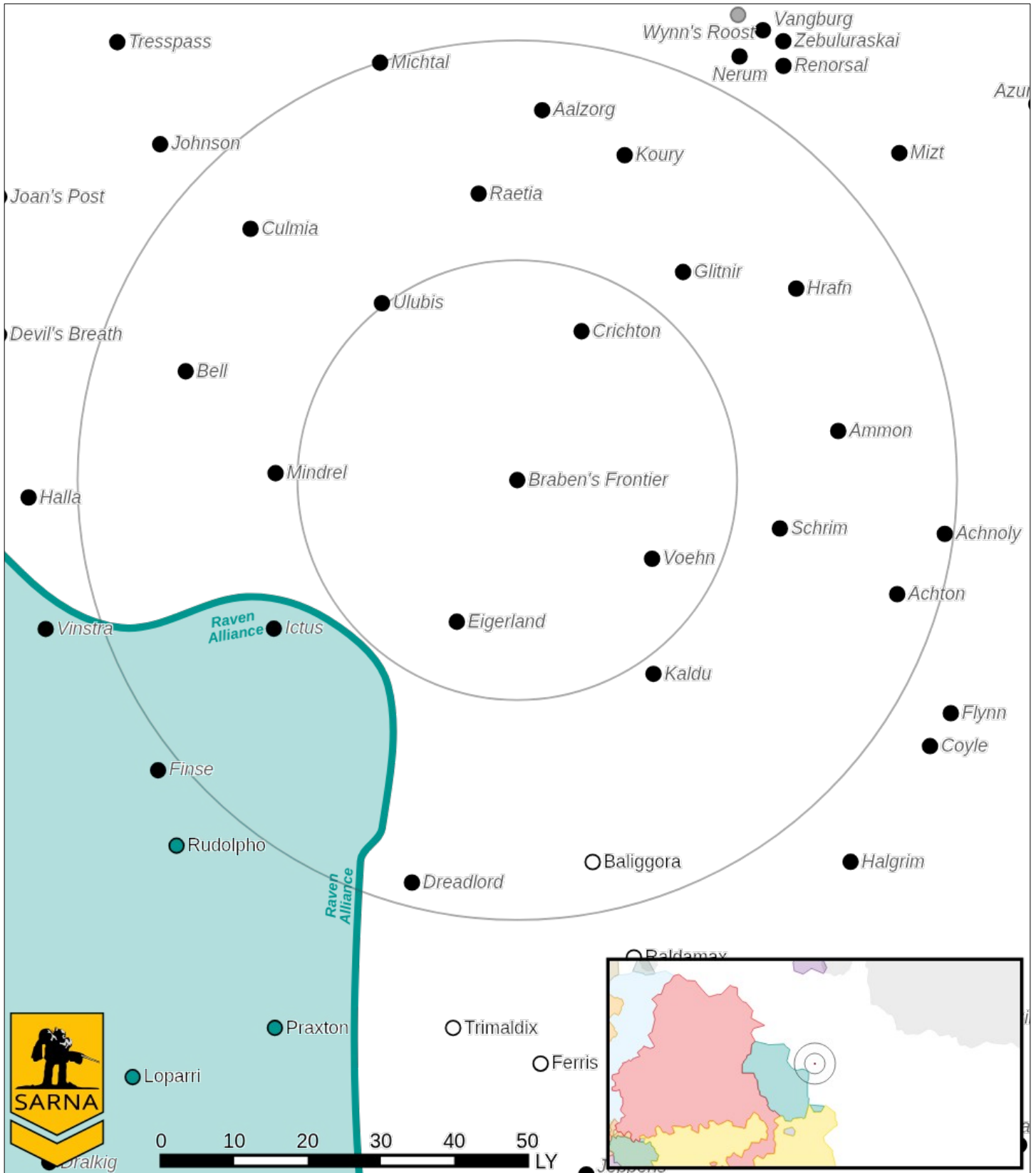
# LOCAL AREA STAR MAP



## VOEHN II PLANETARY READOUT

STAR TYPE : G8V (189 HOURS RECHARGE TIME)  
POSITION IN SYSTEM : 2 OF 7  
NATURAL SATELLITES : 4  
TIME TO JUMP POINT : 6.23 DAYS  
SURFACE GRAVITY : 10.97 G  
DAY LENGTH : 20.0 HOURS  
ATMOSPHERIC PRESSURE : STANDARD (BREATHABLE)  
EQUATORIAL TEMPERATURE : 22\*C  
SURFACE WATER : 47 PERCENT  
CAPITAL : NOVA  
POPULATION : 0  
HPG : NONE  
SOCIO-INDUSTRIAL LEVELS : X-X-X-X-X  
TECHNOLOGICAL SOPHISTICATION : X (REGRESSED WORLD)  
INDUSTRIAL DEVELOPMENT : X (NONE)  
RAW MATERIAL DEPENDENCE : X (NONE)  
INDUSTRIAL OUTPUT : X (NONE)  
AGRICULTURAL DEPENDENCE : X (NONE)

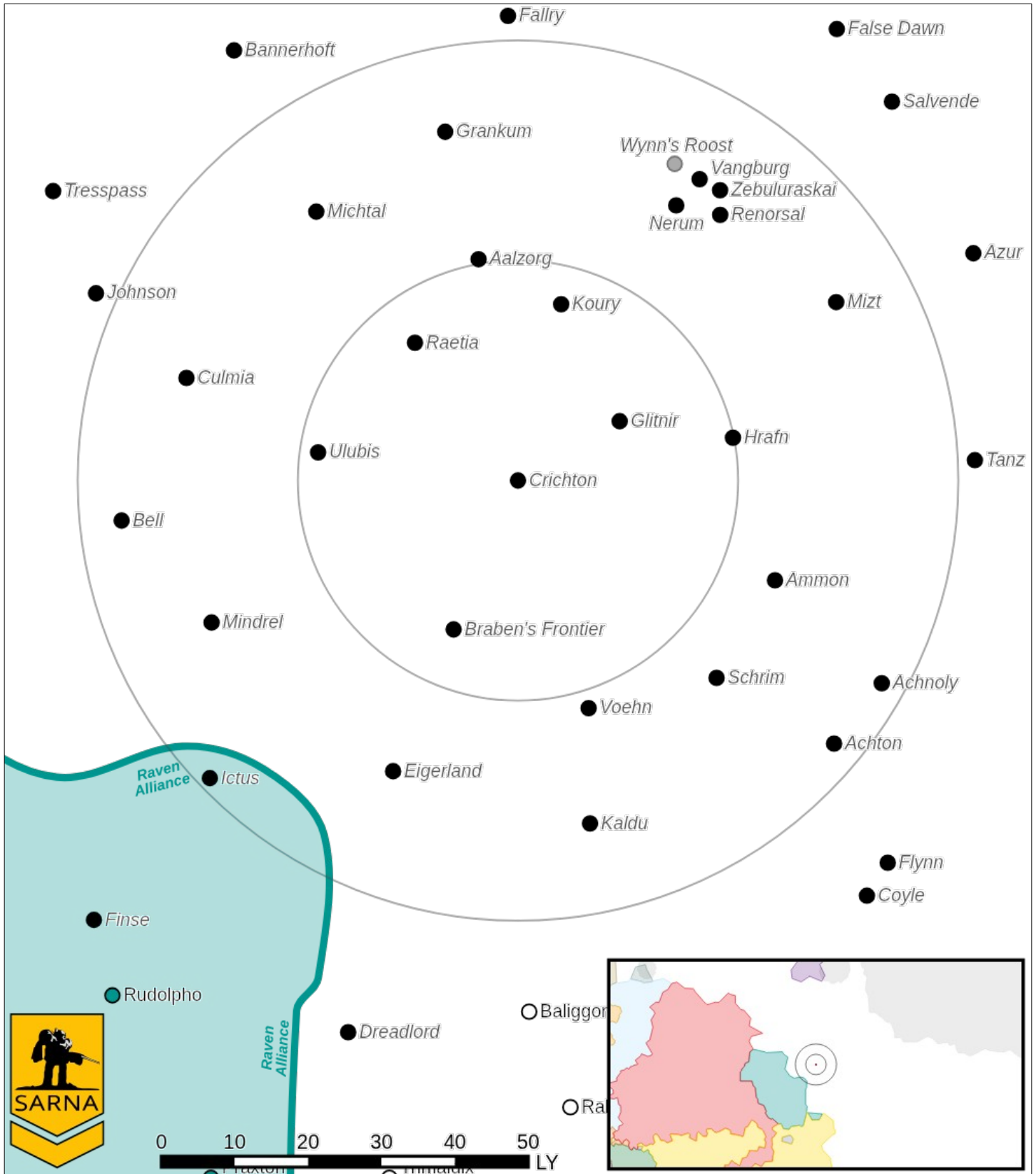
## LOCAL AREA STAR MAP



## BRABEN'S FRONTIER I PLANETARY READOUT

STAR TYPE : M8V (209 HOURS RECHARGE TIME)  
POSITION IN SYSTEM : 1 OF 7  
NATURAL SATELLITES : 1  
TIME TO JUMP POINT : 2.12 DAYS  
SURFACE GRAVITY : 0.87 G  
DAY LENGTH : 218.0 HOURS  
ATMOSPHERIC PRESSURE : HIGH (BREATHABLE)  
EQUATORIAL TEMPERATURE : 31\*C  
SURFACE WATER : 39 PERCENT  
CAPITAL : NEW SIRVER CREEK  
POPULATION : 0  
HPG : NONE  
SOCIO-INDUSTRIAL LEVELS : X-X-X-X-X  
TECHNOLOGICAL SOPHISTICATION : X (REGRESSED WORLD)  
INDUSTRIAL DEVELOPMENT : X (NONE)  
RAW MATERIAL DEPENDENCE : X (NONE)  
INDUSTRIAL OUTPUT : X (NONE)  
AGRICULTURAL DEPENDENCE : X (NONE)

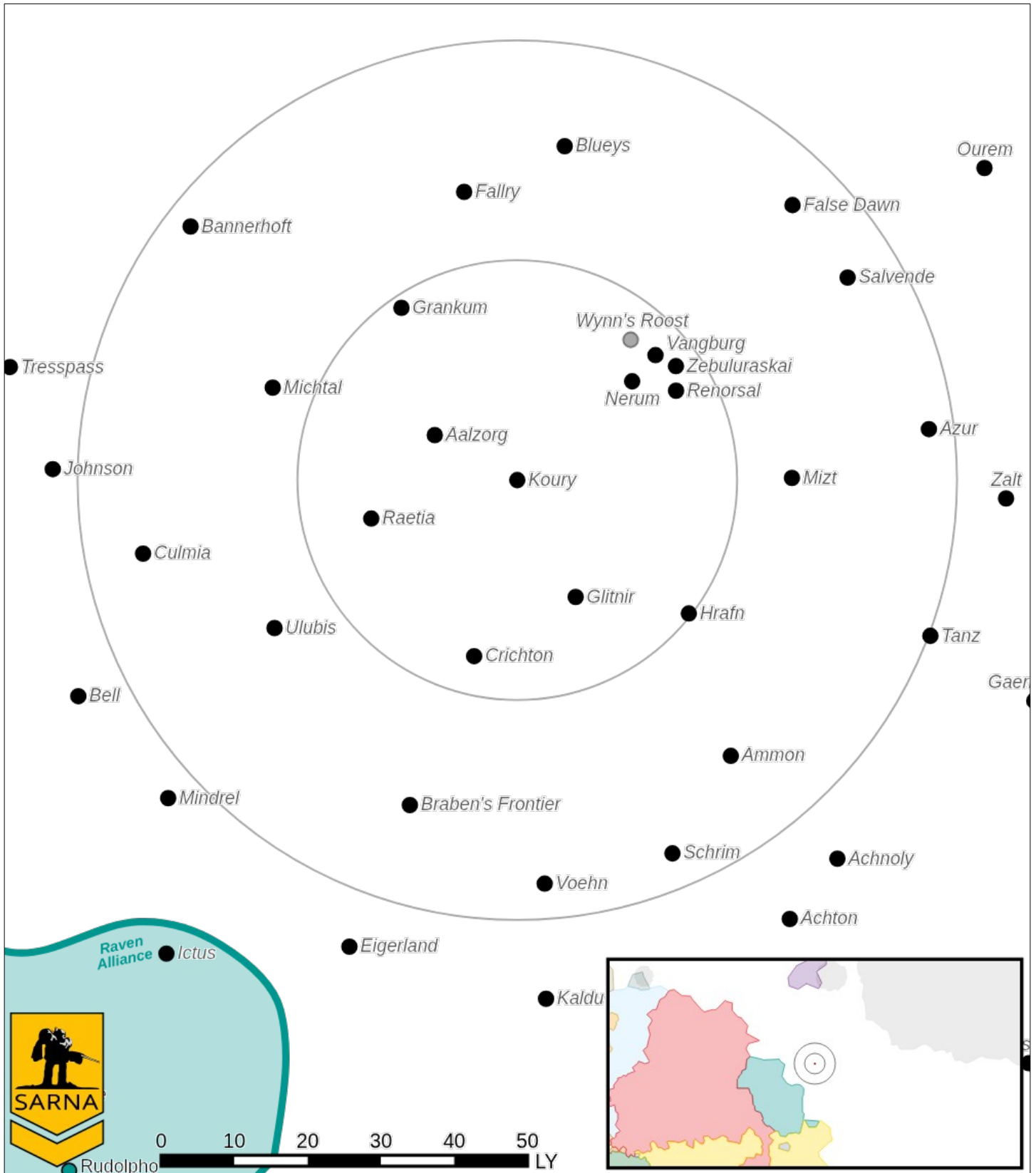
# LOCAL AREA STAR MAP



## CHRICHTON I PLANETARY READOUT

STAR TYPE : B6V (207 HOURS RECHARGE TIME)  
POSITION IN SYSTEM : 1 OF 5  
NATURAL SATELLITES : 1  
TIME TO JUMP POINT : 2.34 DAYS  
SURFACE GRAVITY : 0.95 G  
DAY LENGTH : 22.0 HOURS  
ATMOSPHERIC PRESSURE : STANDARD (TAINTED - POISONOUS)  
EQUATORIAL TEMPERATURE : 22\*C  
SURFACE WATER : 84 PERCENT  
CAPITAL : NOVA BLAIRSVILLE  
POPULATION : 0  
HPG : NONE  
SOCIO-INDUSTRIAL LEVELS : X-X-X-X-X  
TECHNOLOGICAL SOPHISTICATION : X (REGRESSED WORLD)  
INDUSTRIAL DEVELOPMENT : X (NONE)  
RAW MATERIAL DEPENDENCE : X (NONE)  
INDUSTRIAL OUTPUT : X (NONE)  
AGRICULTURAL DEPENDENCE : X (NONE)

# LOCAL AREA STAR MAP

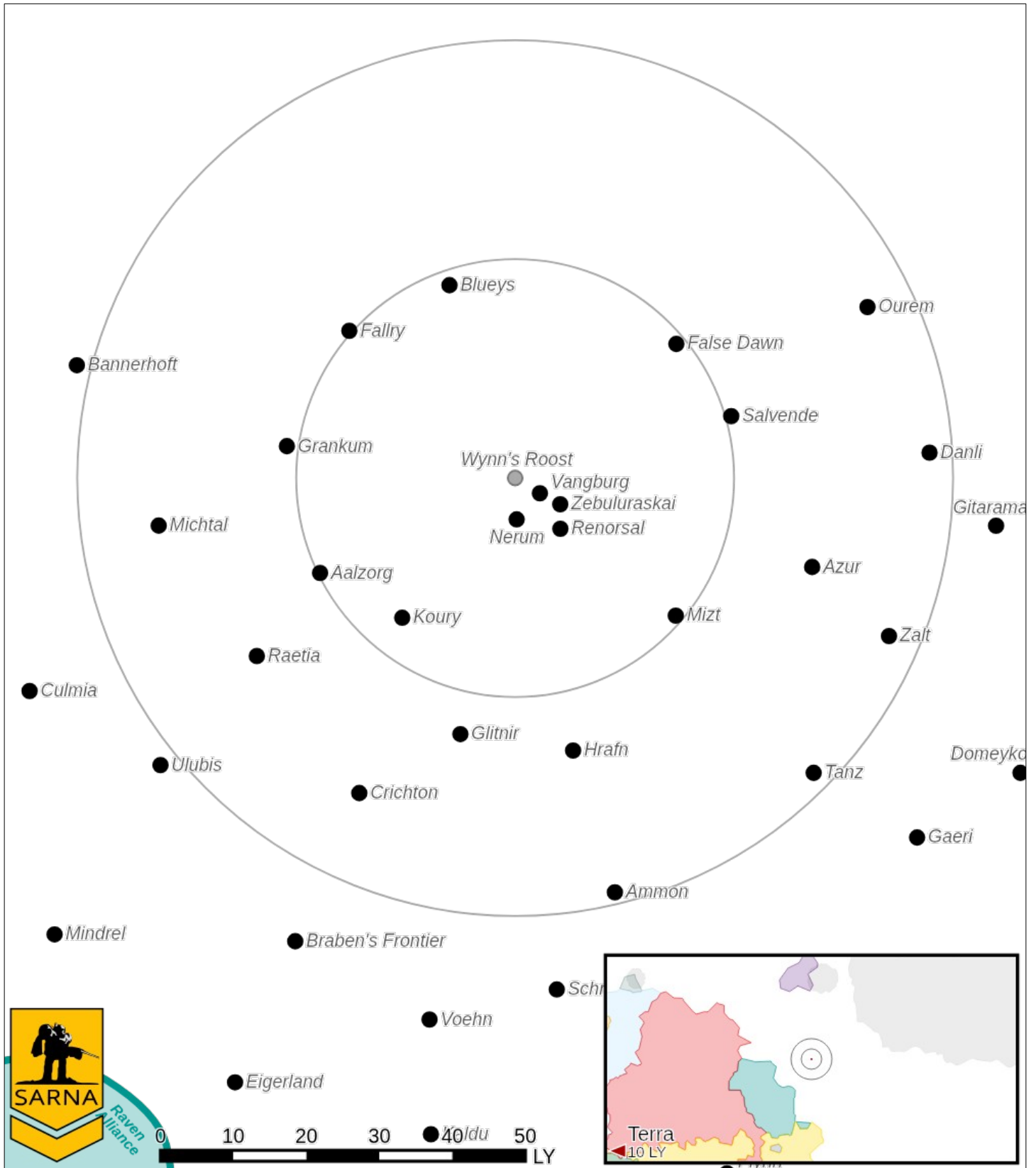




## KOURY III PLANETARY READOUT

STAR TYPE : F5V (176 HOURS RECHARGE TIME)  
POSITION IN SYSTEM : 3 OF 9  
NATURAL SATELLITES : 6  
TIME TO JUMP POINT : 14.94 DAYS  
SURFACE GRAVITY : 0.67 G  
DAY LENGTH : 15.0 HOURS  
ATMOSPHERIC PRESSURE : THIN (TOXIC - POISONOUS)  
EQUATORIAL TEMPERATURE : 29\*C  
SURFACE WATER : 34 PERCENT  
CAPITAL : PERRIN'S PLANET CITY  
POPULATION : 0  
HPG : NONE  
SOCIO-INDUSTRIAL LEVELS : X-X-X-X-X  
TECHNOLOGICAL SOPHISTICATION : X (REGRESSED WORLD)  
INDUSTRIAL DEVELOPMENT : X (NONE)  
RAW MATERIAL DEPENDENCE : X (NONE)  
INDUSTRIAL OUTPUT : X (NONE)  
AGRICULTURAL DEPENDENCE : X (NONE)

# LOCAL AREA STAR MAP



## WYNN'S ROOST III PLANETARY READOUT

STAR TYPE : K7V (198 HOURS RECHARGE TIME)  
POSITION IN SYSTEM : 2 OF 98  
NATURAL SATELLITES : 1  
TIME TO JUMP POINT : 3.70 DAYS  
SURFACE GRAVITY : 1.00 G  
DAY LENGTH : 26.0 HOURS  
ATMOSPHERIC PRESSURE : STANDARD (TAINTED - NEGLIGIBLE)  
EQUATORIAL TEMPERATURE : 34°C  
SURFACE WATER : 50 PERCENT  
CAPITAL : TURNERVILLE  
POPULATION : 92,700,000  
HPG : NONE  
SOCIO-INDUSTRIAL LEVELS : C-C-A-B-C  
TECHNOLOGICAL SOPHISTICATION : C (MODERATELY ADVANCED WORLD)  
INDUSTRIAL DEVELOPMENT : C (BASIC HEAVY INDUSTRY)  
RAW MATERIAL DEPENDENCE : A (FULLY SELF-SUFFICIENT)  
INDUSTRIAL OUTPUT : B (GOOD OUTPUT)  
AGRICULTURAL DEPENDENCE : C (MODEST AGRICULTURE)

**BATTLETECH**

**OUTWORLDS WASTES**