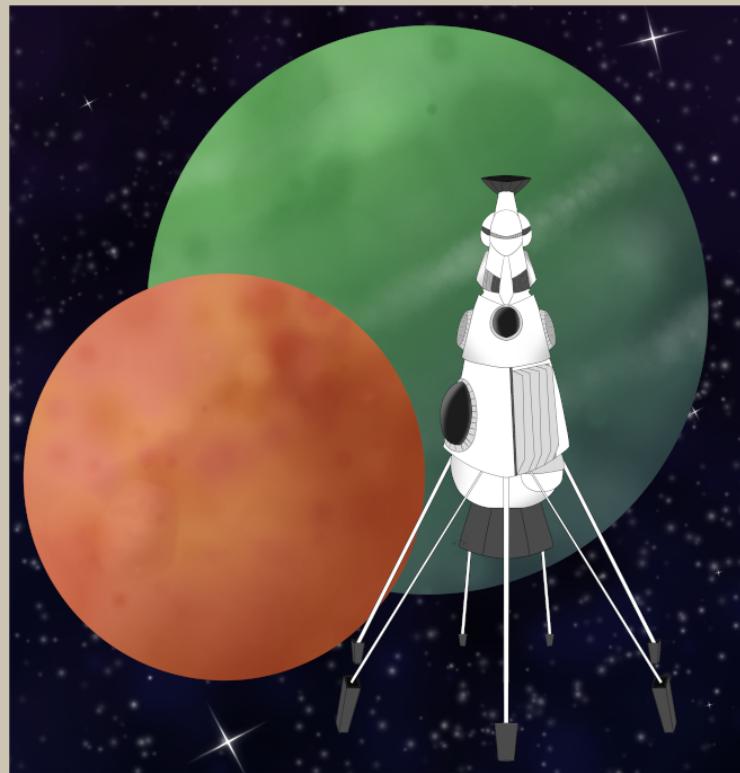


BATTLETECH

OUTWORLDS WASTES



Lightweight Narrative League Framework

BATTLETECH: OUTWORLDS WASTES

BattleTech: Outworlds Wastes provides a framework for a narrative BattleTech league with simplified logistics. Players take the role of a commander leading a combined arms force searching the Outworlds Wastes for LosTech and glory. Completing objectives in scenarios earns C-bills that commanders use to maintain and upgrade their force. Commanders play scenarios in multiple formats, such as *BattleTech* and *Alpha Strike*. This framework can be modified to meet the goals of the organizers and players.

GOALS

- Foster a friendly and welcoming environment
- Create personalized lore for your BattleTech forces
- Track the struggles and accomplishments of these forces
- Explore BattleTech lore, equipment, and rules

CONTENTS

These rules cover background information, player rules, league organizer information, and reference material. The background information describes the Outworlds Wastes region and the *BattleTech: Outworlds Wastes* rules. *Force Construction* (see p. 12) and *Force Maintenance and Improvements* (see p. 16) are the minimum rules needed for a player to begin Outworlds Wastes league play. Scenario design and league scoring rules are provided for league organizers. The reference materials include a region map, a list of references, and sample tables for tracking a commander's forces.

DISCLAIMER

BattleTech: Outworlds Wastes is fan-made and based upon the official BattleTech rules from Catalyst Game Labs. See the *References* (see p. 47) for a list of official Catalyst Game Labs products that *BattleTech: Outworlds Wastes* specifically references. BattleTech is a registered trademark of The Topps Company, Inc. in the United States and other countries.

QUESTIONS AND DOWNLOADS

BattleTech: Outworlds Wastes is online at <https://outworlds-wastes.jeremylt.org>. The *BattleTech: Outworlds Wastes* GitHub repository is at <https://github.com/Eudicods/outworlds-wastes>. You can post feedback or ask questions as GitHub Issues or email outworlds-wastes@jeremylt.org.

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Editor: Jeremy L Thompson

Contributors: Dusty 'Star Colonel' Guerra, Alison H · Reinforced Legs, Peter Martin, Joshua Natzke, Braden Stewart, Ian T

Art: Tera Arguello · bleptarts, Jared Blando, Matt Plog

Fiction: Dusty 'Star Colonel' Guerra

VERSION

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"*BattleTech* is so engaging because it has a place for all of us. In the world building and fiction, absolutely, but also in the playing community and on the production side. It is now and always has been a product of a lot of people's dreams that somewhere and some when out there, humanity will find a place to make its dreams and aspirations come true. We all have the chance to realize ourselves in *BattleTech*."

Michael A. Stackpole

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BACKGROUND

The Outworlds Alliance was founded in 2413 and largely enjoyed prosperity throughout the Star League Era. At the start of the Amaris Civil War in 2766, the Outworlds Alliance contained 135 major systems organized into 7 administrative districts. The Succession Wars that followed the fall of the Star League in 2780 were particularly difficult for the Outworlds Alliance, and they had to abandon systems that they no longer had the resources or infrastructure to support. By the end of the Third Succession War in 3025, the Outworlds Alliance only had 36 systems remaining.

Clan Snow Raven began exploring the Periphery soon after the end of Operation REVIVAL in 3052. The Outworlds Alliance and Clan Snow Raven encountered each other and began developing mutual respect and a tentative alliance in 3064. Clan Snow Raven took refuge in the Outworlds Alliance following their abjuration from the Clan Homeworlds after the Wars of Reaving in 3075. In 3083, Clan Snow Raven and the Outworlds Alliance merged to form the Raven Alliance. By the iClan Trial in 3151, the Raven Alliance contained 47 systems.

Most of these lost worlds form a region known as the Outworlds Wastes. The exact number of lost systems varies from era to era, but the Outworlds Alliance has abandoned approximately 90 systems. Many factions are eager to explore these systems in search of lost Star League technology or to take refuge from the political machinations of the Inner Sphere successor states.

You command a combined arms force exploring the Outworlds Wastes for your faction. Commanders compete with other factions in the Outworlds Wastes to grow their force and recover lost technology. Common factions for the region are given below.

- **Outworlds Alliance:** A resourceful faction focused on reclaiming lost resources to support their remaining systems who was founded by frontier settlers and isolationists.
- **Clan Snow Raven:** An opportunistic and efficient clan, recently arrived from the Homeworlds, that is seeking to eek out an existence in the abandoned worlds of the Outworlds Alliance.
- **Draconis Combine:** A fiercely loyal and aggressive faction with a culture rooted in the code of the samurai and focused on honor and conquest.
- **Federated Suns:** A pragmatic faction balancing diplomacy and military action that is inspired by European knightly orders and chivalry.
- **Mercenary groups:** Flexible and opportunistic forces driven by profit, holding shifting allegiances, and inspired by historical mercenaries and free companies.
- **Pirate gangs:** Outlaws motivated by greed, power, and the freedom from any government oversight living under the code of might is right.
- **Clan Dark Caste:** Clan bandits, renegades, and malcontents doing what they must to survive while utilizing stolen or scavenged Clan equipment.

These factions are the most prevalent in the region, but many other factions may be found in the Outworlds Wastes. Commanders may pick the faction any find interesting.

League organizers pick the current era for the league; organizers can select any era after the fall of the Star League. The era determines unit availability and the most common factions present in the Outworlds Wastes. The Outworlds Wastes offers a lot of narrative options; however league organizers can pick any location that is appropriate for their league. Commanders should ask the organizers which era and region their league is in.

The general background, goals, and playstyles of the common factions in the Outworlds Wastes are outlined below. Commanders may use these descriptions as inspiration for their forces but are not limited to the notes given here.

Outworlds Alliance: The Outworlds Alliance has always prioritized survival over expansion, especially during and after the devastating Succession Wars. They now focus on reclaiming lost resources to support their struggling systems. Commanders from the Alliance are tasked with recovering critical supplies and technology to bolster their defense against external threats and internal collapse. Known for their pacifist roots, they often prefer defensive tactics and only striking when absolutely necessary.

Playstyle: Focus on logistics, careful planning, and defensive positions rather than direct engagement. Ideal for commanders who enjoy longer-term strategies and avoiding unnecessary risks.

Clan Snow Raven: Clan Snow Raven is driven by a desire to rebuild after its abjuration from the Clan Homeworlds and sees the Outworlds Wastes as a prime opportunity. They focus on claiming new systems to expand their influence and gather valuable Star League technology. Snow Raven commanders are highly disciplined and use air and space superiority to outmaneuver opponents, prioritizing the acquisition of territory and technology to fuel their efforts to solidify their position.

Playstyle: High-tech and strategic, emphasizing mobility, air and space superiority, and tech acquisition. Perfect for commanders who enjoy a blend of aggressive expansion and tactical flexibility.

Draconis Combine: Steeped in a warrior code inspired by samurai traditions, the Draconis Combine is driven by a fierce sense of honor. In the Outworlds Wastes, their mission is simple: conquer and claim LosTech to bolster their military strength. Combine commanders prioritize direct confrontation and see each battle as an opportunity to prove their worth. They view the Wastes as a battleground to extend their reach and crush opposition, especially from rival factions like the Federated Suns.

Playstyle: Aggressive and honor-bound, favoring heavily armed forces and head-on confrontations. Best for commanders who enjoy straightforward combat and maintaining a strong offensive presence.

Federated Suns: The Federated Suns, driven by their knightly traditions, see the Outworlds Wastes as an opportunity to bolster their interests. Their primary goals are to secure vital resources and prevent hostile factions, like the Draconis Combine, from gaining a foothold. Suns commanders are pragmatic, blending diplomacy with force and willing to negotiate to secure strategic advantages. In the Wastes, they're known for their adaptability and readiness to seize opportunities to strengthen their position.

Playstyle: Balanced and tactical with the flexibility to switch between diplomacy and military action. Ideal for commanders who enjoy a mix of negotiation and combat while focusing on securing objectives.

Mercenary Groups: Mercenaries are drawn to the Outworlds Wastes for one reason: profit. These opportunistic groups are willing to work for the highest bidder and constantly shifting allegiances based on who offers the most C-bills. Mercenary commanders are flexible and resourceful, using whatever means necessary to achieve their goals. Whether hired to scout for LosTech or protect corporate interests, mercenaries thrive in the chaos of the Wastes, adapting quickly to ever-changing circumstances.

Playstyle: Flexible and opportunistic, capable of switching tactics and allegiances on the fly. Ideal for commanders who enjoy a wide range of strategies and unpredictable engagements.

Pirate Gangs: The lawless regions of the Outworlds Wastes are a haven for pirate gangs. These ruthless raiders strike quickly and without warning, plundering resources and tech from vulnerable forces. Pirates prefer hit-and-run tactics, avoiding drawn-out battles in favor of rapid strikes that leave their enemies reeling. They operate on the fringes, exploiting the lack of central authority and preying on isolated outposts. In the Wastes, pirate commanders thrive on chaos and the spoils of war.

Playstyle: Fast and unpredictable, focusing on hit-and-run tactics and opportunistic strikes. Best for commanders who prefer guerrilla warfare and ambushing unsuspecting opponents.

Clan Dark Caste: Outcasts from the rigid Clan structure, the Dark Caste is made up of warriors who have been shunned by their brethren. Now, they survive on the fringes of Clan society, scavenging for resources and using unconventional tactics to stay one step ahead of both Clans and Inner Sphere forces. In the Outworlds Wastes, Dark Caste commanders are desperate, using guerrilla warfare and sabotage to maintain their independence and scrape together the resources they need to survive.

Playstyle: Desperate and unconventional, relying on sabotage, guerrilla tactics, and scavenging. Perfect for commanders who enjoy asymmetric warfare and surviving against the odds.

RENORSAL REVERSAL

Dusty 'Star Colonel' Guerra

Braizo Plains

Renorsal, Outworlds Wastes

15 November 3064

Blinding blue-white beams lashed across the wind swept, barren landscape of the Braizo Plains. One particle bolt slammed into rock outcropping, filling the air with splintered stone shards as the rock exploded under the hellish forces.

Through the shower of rock and dust, the second beam drilled into the barrel-chest of a *Wolverine*. Wherever the PPC beam touched it eviscerated the ferro-fibrous armor, seeking to punch through to the vital inner workings beneath.

Riding in the cockpit of her *Ice Ferret*, Sandra cast a glance at Kamran's *Warhawk* stalking along a ridge behind her. The assault OmniMech vented heat in the rear display over her primary holographic as its pilot relocated the massive weapons platform.

Undaunted by the strike despite the damage, the *Wolverine* pilot unleashed a double burst of suppressing autocannon fire as he jumped for better cover.

"Seeker Three," Star Commander Malik Kirov's voice growled over the comms. "Swing wide to the left and move around their flank."

"Aff, Seeker Lead."

Channeling her sense of balance into the neural link, Sandra leaned her forty-five ton war machine left as she altered course.

Malik warned his vision promised conflict. Yet it will be a small price to pay to discover the fate of the 61st Royal Jump Infantry. That so many other groups are on this world, seemingly searching for something, is a strong indicator that Malik is correct.

Groups like these mercenaries...

Sandra darted the *Ice Ferret* through a narrow gap in another rock formation then burst into the open, throwing her OmniMech into a 129 kph sprint.

"Charlie will you watch where you're going?!"

The Demolisher assault tank tilted dangerously as the left side treads rolled up and over a boulder. Twin Gauss Rifle barrels, adorned with the words

'Diplomacy Failed' scrawled on them in white, nearly scraped the ground as the gunner swung them back into line with the hull.

Used to this approach to driving, the crew wedged feet and arms against support structures to keep in their positions.

Despite Sergeant Dwight Shelby's complaints, Charles Harper knew he didn't care about the driving. He was griping to gripe.

It took the edge off driving a barely mobile tank into combat with the Clans.

"Diplomacy's a tank, Sarge, not a sports car."

"You could TRY not to hit every terrain feature," Gunner Austin Lane remarked over the comms. "Just a thought."

"You wanna drive, Aus?"

"No," Shelby cut off the chance for Austin to reply. "We go through enough tracks without letting the kid with no license drive."

The tank rattled and slid sideways across loose scree as Charles manhandled it onto course, eliciting more curses.

"Shucks, Sarge," Charles remarked through gritted teeth. "I don't have a license either."

"Contact! Look sharp!"

Sandra's first warning was an urgent tone from her sensors. A hostile contact flashed into existence on her holographic as the Demolisher seemed to materialize on the ridge just over three hundred meters away.

Yet again, the Goliath Scorpion warrior cursed the mineral deposits on world that had played hell with sensor operations since they landed.

Battle reflexes, bred into the Trueborn warrior through the advanced genetics programs of the Clans then honed to perfection, meant Sandra was evading the moment she was aware of the enemy tank.

It was still not fast enough.

The silvery blur of a Gauss Rifle hurtled across the desert to slam into the left arm of the *Ice Ferret*.

Sandra wrestled with the controls, keeping the war machine upright by a combination of skill and determination. Her eyes flashed to the damage indicator as it dutifully updated the condition of her OmniMech.

Internal structure damage on the arm, but no loss of functionality...yet. Still, cannot take another hit like that!

The clan warrior ducked her machine behind a low ridge, breaking line of sight with the massive assault tank.

Let's see how good you're really are, surat.

"Hell yeah! Nice shootin' Lane!"

Charles couldn't help but grin at Shelby's words. It had been a hell of a shot to tag that *Fenris* just as it exited the canyon.

Not bad for a bunch of farm kids in an oversized tin can.

But now the tough part would really begin. Already, Charles was shifting the controls to turn the ponderous tank. It rarely benefited them to stay in the same position for long...and he suspected it would be a matter of time before the inevitable happened.

Even anticipating it, he was surprised when it happened.

The *Fenris* reemerged around the rock formation, running at a full sprint. In mere seconds it chewed up the distance between itself and the ridge where Charles was trying to get Diplomacy into a better firing position.

Only thirty meters away, a defile would provide some cover for the tank while it continued to hurl Gauss rounds downrange.

Unfortunately, Diplomacy never got the chance to use it.

A quartet of stuttering emerald beams lashed out from the OmniMech, stabbing into the front and side of the turning armored vehicle. Armor vaporized at the caress of pulse lasers and Diplomacy developed an unsettling and all too familiar grinding sound.

Charles cursed as the display in front of him flared a warning in red.

"We lost a track!"

There was a collective groan through the tank, audible over the engine and the discharge of twin Gauss Rifles overhead.

One Gauss Rifle round tore past the cockpit of the *Ice Ferret* so close Sandra thought she could feel the shock of its displacement through the air. The other skipped off the ground to

the OmniMechs right and ricocheted into its right thigh, sending a shudder through the war machine.

Once again, Sandra's skilled hand on the controls kept the 'Mech upright but she gritted her teeth noting half the armor on the leg was gone. Grudgingly, she acknowledged the skill of the tank's gunner.

But it is all coming to an end now.

Smoke drifted up from the hull of the now immobilized tank. Magnification confirmed the OmniMech's battle computer report; the tank had lost its left track.

It was little more than a pillbox. A thickly armored and well-armed pillbox, but still an immobile target.

Planting one foot, Sandra leaned her 'Mech so hard to the right she could have placed a hand on the ground as she reversed the OmniMech's course to rush right at the tank.

Feeling the shot more than aiming, she lashed the enemy tank with more pulse laser fire. Only two connected and neither did more than damage more armor, of which the machine seemed to have an endless supply.

Now, however, the mercenary tank brought back up weapons online. A pair of medium lasers returned her fire, cutting protection from the left flank and centerline of the OmniMech. It was not enough to punch through, but it softened the war machine up should another Gauss Rifle round find its mark.

You are a bruiser for certain...but let us try something unorthodox, quiaff?

"Austin will you tag that damn thing already!"

Shelby coughed as smoke drifted through the compartment of Diplomacy, courtesy of a shorted-out display. The tanks turret ground right as Austin tried to track the fast-moving OmniMech.

"You wanna convince the damn Clanner to stop moving so I can?"

Charles squinted through the viewport, watching the *Fenris* change course. It was one of the sharpest bits of 'Mech piloting he'd seen outside that pirated copy of last year's Noisel Summer Games.

"He's coming right at us," he called to the gunner. "Make it count, Aus!"

FIREFIGHT



Firefight between *Diplomacy Failed* and *Ice Ferret* - Jared Blando

Another Gauss round slammed into the right torso of the *Ice Ferret*, smashing armor and cracking the internal structure. Warnings flashed indicating the frame of the war machine had taken damage and another hit there would likely damage the fusion reactor.

Sandra kept her OmniMech on course, determined to end this struggle one way or another. Lasers flashed at her but both missed as she sidestepped the *Ice Ferret* around a low hill then raced up to the tank.

The first kick crashed into the side of the armored vehicle, denting armor and crushing a pair of boggie wheels. It was a testament to the design of the Demolisher that the plating held up under the assault of a 45-ton 'Mech.

Undoubtedly, the crew was rattled when Sandra delivered a second kick in rapid succession.

You all assume we do not know how to fight in close, Sandra grinned. But in the 3rd Cuirassiers, it is a point of pride.

The armor cracked under the assault and the OmniMech battle computer indicated there was a chance of internal damage. Another strike there, lasers or a kick, would likely destroy the enemy tank.

"All Seekers," Malik's voice cut through Sandra's cockpit once more. "Cease Fire. Repeat, Cease Fire."

Sandra glanced in her overhead display. Kamran's battle scarred Warhawk was on a distant ridge, alongside Malik's Vapor Eagle. Smoke drifted across the ridge from some unknown source. The mercenary forces were withdrawing slowly, weapons still directed at the Goliath Scorpion 'Mechs but none firing.

Sandra keyed her comms.

"Seeker Three to Lead. We are letting them go, quineg?"

"Aff," Malik replied. "We are here for artifacts, not for combat. This fighting does not serve either of us...and this mercenary is wise enough to recognize it. There will be other days for fighting."

Though she felt robbed of her victory, Sandra could find no fault in Malik's logic. Keeping her battered *Ice Ferret* facing the immobilized tank, she began to reverse away from it as she keyed the external speakers.

"You fought well, mercenary. Perhaps we will meet on the battlefield again...and truly determine who is the more skilled."

FORCE CONSTRUCTION

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

FORCE CONSTRUCTION

Commanders create an initial force of up to 10,000 BV. BV costs for all units are listed in the Master Unit List or MegaMekLab. Force construction must follow the following rules:

- Commanders have a modified Union class DropShip with 15 configurable bays. Bays may be empty and can be changed to a different configuration. Bay space for all infantry units is shared across bays. Your entire force must fit onto your DropShip. Bay limits are in the table below.

Bay Type	Capacity	Limit
'Mech	1 'Mech or 1/2 superheavy 'Mech	12 bays
Combat Vehicle	2 vehicles or 1 superheavy vehicle	5 bays
Aerospace	1 aerospace unit	2 bays
ProtoMech	5 ProtoMechs	2 bays
Infantry	15 tons or 1 unit over 15 tons	2 bays

DropShip Bay Limits

Support, Advanced Support, and Advanced Aerospace units are not permitted. Illegal designs and units over 200 tons are also not permitted. Units over 100 tons, such as superheavy 'Mechs, require double the bay space as standard units.

- Commanders must select units from their faction on the Master Unit List for the era chosen by league organizers. Forces can include units with introductory, standard, or advanced technology. For example, the Marauder MAD-3R is a valid iClan era mercenary unit.
- Forces may include one Unique or Experimental unit. The Unique unit may be Extinct if another variant of the unit is available to the faction in the current era and the faction has the relevant technology base to recreate the unit.
- 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.
- Some scenarios will require infantry/Battle Armor or Combat Vehicles with cargo capacity, so commanders should have at least one of each of these units in their force.
- Unless optional Battlefield Support or off-board artillery rules are used, a force can only include on-map units. For example, artillery and aerospace units can only be used on-map by default.
- The BV cost of a unit includes the skill level. The initial skill levels for a unit may be no better than Gunnery 3/Piloting 4 and cannot differ by more than 3. Average skill levels for factions and units are given on *BattleTech: Total Warfare* p. 40. ProtoMechs always have Piloting 5 and infantry units without anti-'Mech equipment have Anti-'Mech 5, because these skills are not used for these units.

Commanders are responsible for knowing which rulebooks contain the rules pertaining to all units and special equipment in their force.

Unit record sheets can be generated using MegaMekLab or similar tools. BV costs sometimes do not match between the Master Unit List and MegaMekLab, especially for infantry units. Commanders must use the same source for all BV costs. All record sheets must agree with the BV costs from this source.

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

SAMPLE FORCES

Two sample initial forces are provided below. The first force is a Civil War era mercenary company and the second force is an iIClan era Raven Alliance Nova. Pilot names are encouraged, as one of the goals of *BattleTech: Outworlds Wastes* is to develop the personalized lore for your force.

Bay	Unit	Pilot	Gunnery	Piloting	BV	Adj BV
'Mechs						
1	Atlas 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
1	IS Std BA, Laser		4	5	231	231
8	Total Bays					9,929
Total BV						

Civil War Era Mercenary Force - Meg's Magpies

Bay	Unit	Pilot	Gunnery	Piloting	BV	Adj BV
'Mechs						
1	Carriion 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	Elemental BA, Laser		3	4	447	590
1	Elemental BA, HMG		3	4	415	548
1	Elemental BA, Flamer		3	4	404	533
2	Elemental BA, Flamer		3	4	404	533
2	Gnome BA		3	4	580	766
8	Total Bays					10,000
Total BV						

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

Both forces can support additional units on their DropShips. However, the Raven Alliance force cannot add any additional infantry bays because the DropShip has the maximum of 5 infantry bays.

BURIED TREASURE



'Meg' Courant discovering her Buried Treasure - Jared Blando

ADVANCED FORCE CONSTRUCTION RULES

The Master Unit List lists all major official BattleTech factions. Commanders may create a custom faction list for their force.

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 the current league era. For example, the Pirates faction by default typically includes the Periphery General list. A Dark Caste custom faction could include the Pirates faction list with the Inner Sphere Clan General list.

All restrictions from the basic Force Construction rules, such as DropShip bay limits and only including one Unique or Experimental unit in a force, still apply.

If a 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 pages. 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.

League organizers may allow additional adjustments, such as allowing a commander to use two faction lists instead of one faction list and one general list. Any additional adjustments must be available to all commanders.

The image shows two side-by-side screenshots of the Master Unit List interface, specifically focusing on the 'Factions' tab. Both screenshots show a search bar at the top with 'Draconis Combine' and 'Periphery General' selected. Below the search bar are four filter sections: 'Sub Types (0)', 'Production Era (0)', 'Availability Era (1)', and another 'Availability Era (1)' section on the right.

Left Screenshot (Clan Dark Caste Civil War Era):

- Under 'Availability Era (1)':
 - Star League
 - Early Succession War
 - Late Succession War - LosTech
 - Late Succession War - Renaissance
 - Clan Invasion
 - Civil War
 - Jihad
 - Early Republic
 - Late Republic
 - Dark Age
 - iIClan
- Below the list: 'Clan Dark Caste Civil War Era'

Right Screenshot (Combine Mercenary Clan Invasion Era):

- Under 'Availability Era (1)':
 - Star League
 - Early Succession War
 - Late Succession War - LosTech
 - Late Succession War - Renaissance
 - Clan Invasion
 - Civil War
 - Jihad
 - Early Republic
 - Late Republic
 - Dark Age
 - iIClan
- Below the list: 'Combine Mercenary Clan Invasion Era'

Custom Faction Lists

FORCE MANAGEMENT

Commanders spend C-bills they earn in scenarios to improve their force.

FORCE MAINTENANCE AND IMPROVEMENTS

Force maintenance and improvement options 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 3/4. Units cannot be upgraded past 1/2. New units and units that did not participate in the most recent scenario cannot be upgraded past 3/4. Skills cannot differ by more than 3. See *BattleTech: TechManual* p. 315 for the BV skill multiplier table. A unit's skill levels may be degraded at no C-bill cost. ProtoMechs and infantry units without anti-'Mech equipment have Piloting/Anti-'Mech 5.

Replace: Pay 50% of the C-bill cost, rounded up, to replace a *destroyed* unit. If the pilot/crew was killed, the replacement cost includes a 5/6 pilot. If an infantry or Battle Armor unit was destroyed, the replacement cost includes 5/6 troops. The new unit may be *trained* as above. For Omni units, the replacement cost is based upon the cost of the variant on the unit roster. See *BattleTech: Total Warfare* for the definition of *destroyed* for different types of units. An abandoned unit is considered *destroyed* if the commander does not control the field at the end of the scenario.

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/crew was killed, the repair cost includes a 5/6 pilot or crew that may be *trained*. Armor and motive systems are repaired for free. For Omni units, the repair cost is based upon the fielded variant.

Recruit: Pay 50% of the C-bill cost, rounded up, to replace troops in an infantry or Battle Armor unit that was not *destroyed*. For example, to recruit 1 troop in a squad of 4 IS Standard Battle Armor with Lasers, pay 50% of the cost of 1 troop, which is 293,125 C-bills. Damage to Battle Armor troops that survive a scenario is repaired for free. Use the *Repair* rules for infantry and Battle Armor units damaged in an Alpha Strike scenario.

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. 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. Refitting has a minimum cost of 250,000 C-bills or 10% of the original C-bill cost of the unit, whichever is less.

Omni Refit: OmniMechs and Battle Armor with modular weapon mounts can be temporarily configured as a cheaper variant at no cost. For example, the Carrion Crow C costs 10,336,492 C-bills. The Carrion Crow A 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 cannot be temporarily configured as a Carrion Crow B.

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

Salvage: Recover enemy units that were *destroyed* in a scenario. Pay 50% the C-bill cost, rounded up, to add salvaged enemy units to your force. A War Crow Prime costs 22,057,358 C-bills, so it costs 11,028,679 C-bills to add a salvaged War Crow Prime to your force. The new unit starts at skill 4/5 and can be *trained*. Alternatively, sell the salvaged unit to earn 25% of the C-bill cost. A salvaged War Crow Prime could be sold to earn 5,514,340 C-bills.

Sell: Sell undamaged 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 may be sold for 787,100 C-bills. If the Locust LCT-1E was *destroyed*, then selling it would only yield 393,550 C-bills.

FLYBY



Heavily repaired Trident TRN-3T aerospace fighters on patrol over Wynn's Roost - Matt Plog

ADVANCED FORCE MAINTENANCE AND IMPROVEMENTS

Commanders may use these advanced rules to further improve their force. League organizers decide which advanced rules are allowed for all forces in the league.

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

This optional rule cannot be used when using *BattleTech: Chaos Campaign* rules from the *Hot Spots: Hinterlands* sourcebook or the *BattleTech: Mercenaries* box set.

Contracts: Negotiate the terms of your employment. The default contract is Type A - 100% Objective Pay and Salvage Received, but 0% Repair Coverage. Commanders may select a different type of contract to have more repairs covered in exchange for lower payouts from scenarios.

Reduce the *repair*, *replace*, and *recruit* costs by the percentage given by the Repair Costs level. Multiply the C-bills earned from objectives by the percentage given by Objective Pay level. Multiply the C-bills earned from salvage by the percentage given by the Salvage Received level. Also, commanders may only add a portion of the enemy units destroyed to their force, given by the total number of enemy units destroyed multiplied by the percentage given by the Salvage level, rounded up.

Type	Objective Pay	Salvage Received	Repair Coverage
A	100%	100%	0%
B	100%	65%	30%
C	75%	100%	30%
D	75%	65%	50%

Contract Terms

This optional rule cannot be used when using *BattleTech: Chaos Campaign* rules from the *Hot Spots: Hinterlands* sourcebook or the *BattleTech: Mercenaries* box set.

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 p.164, *TO: AR*). The 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.

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* p. 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 p.192, *TW*).

Conscripts: Basic foot infantry (see p. 213, TW) may be treated as conscripts. Conscripts are free to recruit or replace, cannot be sold as salvage, and must be purchased as normal to be added to a force. These units may be no better than Gunnery 4/Anti-'Mech 5 and cannot have Special Pilot Abilities (SPAs). Commanders must use the standard rules for infantry with better skills or SPAs.

Anti-'Mech Costs: Some infantry units, such as Anti-'Mech jump infantry, can have particularly high C-bill costs. The relatively low BV cost for these units can be exploited to give commanders disproportionate initial C-bills. League organizers may reduce the Anti-'Mech Training and Equipment cost multiplier (see p.282, TM) from 5.0 to 2.0 to mitigate this issue. Commanders multiply the C-bill costs of all units with Anti-'Mech training and equipment by 0.4 in this case.

Granular Repair: Calculate the repair costs based upon the percentage of the internal structure damaged. Armor is still repaired for free. The repair cost for Omni units is still based upon the fielded variant. A 5/6 pilot or crew is still included in the repair cost.

For BattleTech, calculate *repair* costs as 50% of the unit's C-bill cost, multiplied by the percentage of internal sections damaged. The number of internal sections depends upon the unit; for example, a 'Mech has 8 internal sections. Treat a combat vehicle's motive system as a single additional internal section. For example, if a ground combat vehicle with a turret has motive system damage and 1 damaged internal section, pay $2 / 6 = 33.3\%$ of 50% of the C-bill cost of the unit, or 16.67% of the C-bill cost of the unit. It would cost 719,250 C-bills to repair a Demolisher Heavy Tank (Gauss) damaged in this way, instead of 1,078,875 C-bills per the standard *repair* rules.

For Alpha Strike, calculate *repair* costs as 50% of the unit's C-bill cost, multiplied by the percentage of internal structure bubbles damaged. For example, if a unit has only 1 out of 3 structure bubbles remaining, pay $2 / 3 = 66.7\%$ of 50% of the C-bill cost of the unit, or 33.3% of the C-bill cost of the unit. It would cost 3,756,752 C-bills to repair a Wolverine WVR-7D damaged in this way, instead of 2,817,564 C-bills per the standard *repair* rules.

Omni Repair: Calculate the *repair* costs without the Omni Conversion Cost. OmniMechs and OmniVehicles cost 125% of the base cost of the materials to construct due to their complexity. Commanders may reduce their *repair* costs for Omni units by 20%. For example, a Timber Wolf Prime would cost 4,846,625 C-bills to *repair* instead of 6,058,281 C-bills. If Granular Repair is in effect, then apply this adjustment to the the cost per internal section or structure bubble. This modification does not apply to the cost *replace* the unit when destroyed.

Advanced Refit: Pay 200% of the difference in C-bill cost to refit a unit to a different variant that is available on a different faction list. The unit must be available in the current era. A Locust LCT-1V is a 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 for the force only costs the standard *Refit* cost. Advanced Refit has a minimum cost of 500,000 C-bills or 20% of the original C-bill cost of the unit, whichever is less.

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 the *Force Construction* rules (p. 12) for restrictions on the single unique or experimental unit in a force.

There is no cost when using Advanced Refit to permanently reduce the size of a Battle Armor or infantry unit, such as reducing a salvaged Elemental point with 5 troops to an Inner Sphere squad size of 4 troops. Increasing the size of a Battle Armor or infantry unit still incurs the double cost penalty if the unit is from a different faction list; for example refitting a salvaged Gray Death Scout Suit squad with 4 troops to a 5 troop point would cost 1,040,160 C-bills for a faction that does not have the Gray Death Scout Suit on their faction list.

Advanced Omni Refit: An *Omni Refit* allows units to be temporarily converted to a cheaper variant for a scenario at no cost. This variant must be available in the current era but does not need to be on the force's faction list. Refitting is required to use more expensive variants. As with the Advanced Refit, pay 200% of the difference in C-bill cost to refit a unit to a more expensive variant that is available on a different faction list. Once the unit has been converted, it can be temporarily configured as a cheaper variant for a scenario at no cost.

Rearm: League organizers may require ammunition to be replenished. *BattleTech: TechManual* provides cost per ton for ammunition. When not purchasing ammunition by the ton, it costs 35,000 C-bills for standard ammo and 175,000 C-bills for specialty ammo to rearm a unit. In Alpha Strike, apply a -1 modifier to damage at all brackets during a scenario if a unit is not rearmed.

Timetables: Maintenance activities take time to complete. *Repair* takes 1 scenario to complete. *Replace* and *Refit* take two scenarios to complete. Commanders may pay double the C-bill cost to reduce this time by 1 scenario. Also, pilots only heal one point of damage between scenarios.

Design Quirks: Commanders may opt into using *Design Quirks* for their entire force. If a commander opts into using *Design Quirks*, then the quirks 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* p. 82, *BattleTech: Campaign Operations* p. 225, or Sarna.net for a list of all quirks. MegaMekLab and Sarna.net list quirks for each unit.

Some quirks require modifications for *BattleTech: Outworlds Wastes*.

- 2 '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* reduces repair costs by 5%.
- *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 uses *Custom Design Quirks*, then the additional quirks 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 5% 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 greater than or equal to the positive quirk's point value. Increase the repair and replacement costs by 5% for each positive quirk point purchased. See *BattleTech: Campaign Operations* p. 255 for a table summarizing which quirks may be applied to which unit types. The following quirks may be added to your units:

Positive Design Quirks:

- | | |
|-------------------------------------------------|--------------------------------------------|
| • <i>Accurate Weapon</i> (varies) | • <i>Rumble Seat</i> (0 points) |
| • <i>Improved Cooling Jacket</i> (1 point) | • <i>Searchlight</i> (0 points) |
| • <i>Improved Sensors</i> (3 points) | • <i>Stabilized Weapon</i> (varies) |
| • <i>Improved Targeting</i> (3, 4, or 5 points) | • <i>Variable Range Targeting</i> (varies) |

Negative Design Quirks:

- | | |
|--------------------------------------------|--------------------------------------|
| • <i>Ammunition Feed Problem</i> (1 point) | • <i>Poor Performance</i> (3 points) |
| • <i>Cooling System Flaws</i> (3 points) | • <i>Poor Targeting</i> (2 points) |
| • <i>Hard to Pilot</i> (2 points) | • <i>Poor Workmanship</i> (1 point) |
| • <i>Inaccurate Weapon</i> (varies) | • <i>Ramshackle</i> (3 points) |
| • <i>No Cooling Jacket</i> (2 points) | • <i>Sensor Ghosts</i> (3 points) |
| • <i>Poor Cooling Jacket</i> (1 point) | |

Custom Units: Commanders may customize units by refitting an existing variant of a chassis. The customized unit must use the same technology base as the variant of the chassis being customized and this technology base must be available to the force in this era. All equipment or weapons added must be available in the current era.

The customized unit must be legal per *BattleTech: TechManual* construction rules. The unit retains the quirks of the chassis. Major structural modifications such as changing the engine, cockpit, or internal structure are not permitted. Partial wings, Triple Strength Myomer, and full head ejection systems cannot be added.

League organizers set the highest customization level allowed in the league. Each customization level includes all levels below it.

Level 1: Equipment and weapons may be removed from the unit. Ammunition bins may be removed or converted to a different type of ammunition. CASE may be added. Additional armor may be added.

Level 2: Equipment, weapons, and ammunition bins may be moved to new locations. Additional heat sinks may be added. Infantry bays may be expanded. Armor may be converted to standard or Ferro-Fibrous armor.

Level 3: Additional equipment may be added to the unit. MASC, a supercharger, or additional jump jets may be added. Jump jets may be converted to improved jump jets. Gyros can be replaced with another type of gyro. Single heat sinks may be converted to double heat sinks.

Level 4: Armor may be converted to specialty armor, such as Stealth or Ferro-Lamellar.

Level 5: Additional weapons may be added to the unit.

A force can have multiple units with level 1 or level 2 customizations but only one unit with level 3 or higher customizations. A unit with level 3 or higher customizations counts as the single Unique or Experimental unit allowed in a force; a force cannot have both a Unique or Experimental unit and a unit with level 3 or higher customizations.

Commanders purchase the base unit and then pay 200% of the difference in C-bill cost of the original unit and the computed C-bill cost of the custom unit. Customization has a minimum cost of 500,000 C-bills or 20% of the original C-bill cost of the unit, whichever is less. Custom units may be customized again. If the custom unit uses Omni technology, the unit can still be configured as a cheaper Omni variant of the chassis at no cost.

Customized units are more expensive to maintain. Increase the *repair* and *replace* costs by 5% for each level of customization past level 1. For example, a unit with level 3 customization costs 10% more to *Repair* and *Replace*; repairs cost of 35% of the C-bill cost and replacement costs 60% of the C-bill cost.

Custom units may be *salvaged* and sold but cannot be added to another force. Commanders cannot acquire a custom unit from another force in any way. Commanders may *sell* custom units per the standard rules.

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 the SPAs always apply to *retraining* costs. Both players in a scenario must agree to use SPAs for them to apply in the scenario.

See *BattleTech: Campaign Operations* p. 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. 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. An SPA may be removed from a unit, but only after rolling for new SPAs following a scenario.

1st	2nd	3rd	'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
		1	Combat Intuition	Combat Intuition
	5 - 6	2	Natural Grace	Natural Grace
		3	Sharpshooter	Sharpshooter
		4	Sniper	Sniper
		5	Tactical Genius	Tactical Genius
		6	Weapon Specialist	Weapon Specialist

Random Special Pilot Abilities - 'Mechs and ProtoMechs

1st	2nd	3rd	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
		1	Combat Intuition	Golden Goose	Demoralizer
	5 - 6	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 Abilities - Combat Vehicles, Airborne Units, and Infantry

DropShip Customization: Commanders may customize their DropShip to better support their force.

Commanders are encouraged to name their DropShip before using this rule. Commanders should keep track of their DropShip customizations, as shown on the *Sample DropShip Customization Tracking* (see p. 44).

Commanders can customize their DropShips in the following categories:

- 'Mech Maintenance
- Ground Combat Vehicle Maintenance
- VTOL Combat Vehicle Maintenance
- Aerospace Unit Maintenance
- ProtoMech Maintenance
- Machine Shop
- Medical Bay
- Infantry Quarters
- Simulators
- Bay Configuration Limits

Each commander receives 5 customization points to modify their DropShip. The DropShip starts at level 0 in each category. Commanders spend customization points to raise the level for a category and gain the corresponding benefit. Any portion of the initial 5 customization points may be reserved for future use. The table below details how many points it costs to increase a category customization level.

Level Increase	Cost
Level -2 to -1	2 point cost
Level -1 to 0	1 point cost
Level 0 to 1	1 point cost
Level 1 to 2	2 point cost
Level 2 to 3	3 point cost

DropShip Customization Point Costs

Point costs are cumulative. For example, it costs 1 point to go from level 0 to level 1 and 2 points to go from level 1 to level 2, so it costs 3 total points to go from level 0 to level 2.

Commanders can further customize their DropShip, but space and resources must be reallocated from one category to another. After each scenario, commanders may spend 1,000,000 C-bills to decrease the level of one or more categories to earn sufficient customization points and increase the level of a single category. The customization points earned when decreasing the level of a category are given in the table below. This may be done only once between scenarios.

Level Decrease	Payout
Level -1 to -2	2 points earned
Level 0 to -1	1 point earned
Level 1 to 0	1 point earned
Level 2 to 1	2 points earned
Level 3 to 2	3 points earned

DropShip Customization Point Payouts

Maintenance: Improve the ability to repair, replace, or refit units in a maintenance category. Also, commanders may fix a limited number of through-armor critical hits or motive system damage without paying the *repair* cost. The maintenance categories are 'Mechs, ground Combat Vehicles, VTOL Combat Vehicles, Aerospace units, and ProtoMechs.

This customization stacks with quirks. A unit that is *Easy to Maintain* on a DropShip with level 1 in maintenance for that unit type is 15% cheaper to *repair* or *replace* while a unit that is *Hard to Maintain* would only be 5% more expensive to *repair* or *replace*.

The maintenance level cannot be adjusted for a unit type not present in the force. For example, a force must have VTOL units to raise or lower the VTOL maintenance category. If the last unit of a type is sold or destroyed, commanders must replace the unit with another of the type or immediately pay to reallocate any positive or negative points to reset the category to level 0.

Level	Benefit
-2	20% increase in repair, replace, and refit costs for unit type
-1	10% increase in repair, replace, and refit costs for unit type
0	No change
1	10% decrease in repair, replace, and refit costs for unit type 1 free repair of 1 critical hit after each scenario
2	20% decrease in repair, replace, and refit costs for unit type 2 free repairs of 1 critical hit after each scenario
3	30% decrease in repair, replace, and refit costs for unit type 3 free repairs of 1 critical hit after each scenario

DropShip Maintenance Customization

Machine Shop: The machine shop can be used to improve *salvage*. Commanders pay less when adding a salvaged unit to their force and earn more when selling a destroyed unit as salvage.

Level	Benefit
-2	20% increase in salvage costs 20% decrease in salvage revenue
-1	10% increase in salvage costs 10% decrease in salvage revenue
0	No change
1	10% decrease in salvage costs 10% increase in salvage revenue
2	20% decrease in salvage costs 20% increase in salvage revenue
3	30% decrease in salvage costs 30% increase in salvage revenue

DropShip Machine Shop Customization

Infantry Quarters: Allocating more space to infantry quarters makes it cheaper to *recruit* new troops for infantry and Battle Armor units.

Level	Benefit
-2	20% increase in recruiting costs
-1	10% increase in recruiting costs
0	No change
1	10% decrease in recruiting costs
2	20% decrease in recruiting costs
3	30% decrease in recruiting costs

DropShip Infantry Quarters Customization

Medical Bay: The medical bay can increase the survivability of pilots/crew when their unit is destroyed. 'Mech pilots receive a modification to their PSR to survive an ejection. ProtoMech pilots and Combat Vehicle crews can survive the destruction of their unit on a 2D6 medical bay roll.

Level	Benefit
-2	+2 modifier to 'Mech ejection PSRs
-1	+1 modifier to 'Mech ejection PSRs
0	No change
1	-1 modifier to 'Mech ejection PSRs Vehicle and ProtoMech crews survive on 10+ medical bay roll
2	-2 modifier to 'Mech ejection PSRs Vehicle and ProtoMech crews survive on 8+ medical bay roll
3	-3 modifier to 'Mech ejection PSRs Vehicle and ProtoMech crews survive on 6+ medical bay roll

DropShip Medical Bay Customization

Simulators: Allocating more space to simulators makes it cheaper to *train* personnel between scenarios and easier for those personnel to gain SPAs.

Level	Benefit
-2	20% increase in training costs
-1	10% increase in training costs
0	No change
1	10% decrease in training costs
2	20% decrease in training costs +1 to rolls for SPAs
3	30% decrease in training costs +2 to rolls for SPAs

DropShip Simulator Customization

Bay Configuration Limits: Bay configuration limits can be adjusted by spending customization points. For example, at level 1 a commander may decrease their 'Mech bay limit to 11 and increase their aerospace bay limit to 3. The bay configuration limits customization level can only be decreased if the entire force conforms to the new bay configuration limits.

Level	Benefit
0	No change
1	1 bay limit can be shifted
2	1 additional bay limit can be shifted
3	1 additional bay limit can be shifted

DropShip Bay Configuration Customization

Support Bays: A vehicle may be used to convert combat vehicle bay space into DropShip customization levels. Using a vehicle in this fashion fills the entire bay. The vehicle must cost at least 500,000 C-bills; if the vehicle costs less, pay the difference to use the vehicle in this way. Only one level of a type may be added by a vehicle and customization cannot exceed level 3. The vehicles may be used in scenarios but do not grant a level of customization if *damaged* or *destroyed* unless *repaired* or *replaced*.

- BattleMech Recovery Vehicles give 1 level of Machine Shop
- Vehicles with at least 6 tons of MASH equipment give 1 level of Medical Bay

CHANGING ERAS

League organizers may advance the league to a new era. Commanders may create a new force or continue to play their current force in the new era.

If the force's faction is not available in the new era, then the commander must pick a new faction list. The commander has three options for selecting a new faction list.

- If the faction becomes part of a new faction, then the new faction list may be used. For example, Clan Snow Raven and the Outworlds Alliance merge to form the Raven Alliance during the Republic era. Most Snow Raven and Outworlds Alliance forces would become Raven Alliance forces.
- A commander may select an allied faction. The St. Ives Compact was forcefully reintegrated into the Capellan Confederation in 3063. A St. Ives Compact commander may decide to join the Federated Suns instead of joining the Capellan Confederation. The new faction should share the same general list or historically be allies of the old faction.
- A commander may decide to become a mercenary or pirate. Their force would use the mercenary or pirate faction list.

Unit variants that are extinct but still have alternate variants in the current era can be maintained and improved as usual. Units that are fully extinct in the new era cost 10% more to maintain and cannot be replaced. The following additional rules apply to maintaining extinct units.

Repair: If no variant of the unit exists in the current era, then repairing the unit costs 35% of the C-bill cost instead of 25% of the C-bill cost.

Replace: If no variant of the unit exists in the current era, then the unit cannot be replaced.

Recruit: If no variant of the unit exists in the current era, then recruiting new troops in an infantry or Battle Armor unit costs 60% of the cost for a single troop. At least one troop in the unit must survive in order to recruit new troops, otherwise the unit is permanently *destroyed* and no new troops can be recruited.

Salvage: Extinct enemy units you *destroyed* in a scenario can only be sold for 25% cost.

Sell: Extinct units in your force may be sold at 50% of the C-bill cost, or 25% of the C-bill cost if *destroyed*.

SCENARIOS

Commanders earn C-bills to spend on their forces through completing scenarios and accomplishing objectives. Scenarios are often 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 Battle Value (BV), but scenarios may be played in many formats. Common formats for the scenarios include

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

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*, *replacement*, and *salvage* costs.

Alpha Strike cards for all units are available on the Master Unit List. To convert a unit skill levels from BattleTech to Alpha Strike, take the average of the Piloting and Gunnery skills, rounded down (see p. 29, AS: CE).

League organizers may use additional formats, such as BattleTroops. The scenario format must define terms such as *destroyed*, *internal damage*, and *critical damage* for the purposes of calculating *repair*, *replacement*, and *salvage* costs.

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 with *BattleTech*. A typical PV limit would be 150 PV per side for 1v1 or 250 PV per side for 2v2 for *Alpha Strike*. 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/PV calculations, to include TAG, C³, and pilot skill adjustments. See *Force BV Adjustments* (p. 45) for a summary of the most common adjustments. See *BattleTech: TechManual* p. 202 and all relevant errata for full details on calculating BV.

Scenarios can be played with higher BV/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.

MISMATCH



Snow Raven Atlas II surprising Phoenix Hawk 'Lucky 13' from St Ives - Matt Plog

OPTIONAL RULES

Scenarios may use optional rules if each side agrees. Some common optional rules include

Forced Withdrawal: *BattleTech: Total Warfare* p. 258

BattleTech: Alpha Strike Commander's Edition p. 127

Sprinting: *BattleTech: Tactical Operations Advanced Rules* p. 16

Vehicle Lance Movement: *BattleTech: Tactical Operations Advanced Rules* p. 22

Floating Criticals: *BattleTech: Tactical Operations Advanced Rules* p. 75

Firing When Down: *BattleTech: Tactical Operations Advanced Rules* p. 83

Multiple Attack Rolls: *BattleTech: Alpha Strike Commander's Edition* p. 175

Front Loaded Initiative: If, prior to any pair of movement or attack declarations, one team has more units left to declare for as the other team, the team with more units declares for two units rather than one. If one team has at least twice as many units, it declares for three each time, and so on.

Fire For Effect: Weapon attack declaration and resolution occur simultaneously during the Weapon Attack Phase. Attacks are resolved in initiative order, per the usual rules. A unit destroyed during the Weapon Attack Phase will still fire.

BATTLEFIELD SUPPORT

By default, *BattleTech: Outworlds Wastes* assumes commanders are using the full rules for combined arms from *BattleTech: Total Warfare* and *Alpha Strike: Commander's Edition*. League organizers may allow Battlefield Support: Strikes rules (p. 75, BMM and p.55, AS: CE) to provide simplified aerospace and artillery support and off-board artillery rules for Alpha Strike (see p. 151, AS: CE). League organizers may also allow Battlefield Support: Assets rules (*BattleTech: Mercenaries* box set) to provide simplified non-'Mech units, such as combat vehicles and infantry.

BATTLEFIELD SUPPORT: STRIKES AND OFF-BOARD ARTILLERY

Each side for a scenario must agree to use Battlefield Support: Strikes or off-board artillery rules. When using Battlefield Support: Strikes rules, each side receives the same number of Battlefield Support Points (BSP). Consult the Battlefield Support rules in *Alpha Strike: Commander's Edition* or *BattleTech: Mercenaries* box set, as appropriate, to help determine the number of BSP and the cost of each support type. Each side may also agree to use any unused BV from force selection to purchase additional BSP, where 1 BSP costs 20 BV. Commanders may increase their BSP by up to half of the BSP limit.

The following additional rules apply when using Battlefield Support: Strikes or off-board artillery.

- The commander's force must have a unit capable of offering the support.

Support Type	Required Unit
Offensive Aerospace Support (BSP)	Attack or fire-support aerospace unit
Defensive Aerospace Support (BSP)	Dogfighter or interceptor aerospace unit
Artillery Support (BSP)	Corresponding artillery unit
Counter-Battery Support (BSP)	Artillery or aerospace unit
Minefield Support (BSP)	Any unit
Off-board Artillery (AS)	Artillery unit
Counter-Battery Fire (AS)	Artillery or aerospace unit

Support Unit Requirements

-
- The commander must declare which off-map unit in their force is offering support during the scenario before using the off-map support rules. The same unit must be used to provide this type of support for the rest of the scenario, unless this unit is destroyed.
 - Commanders declare what Battlefield Support they are using this turn at the start of the Weapon Attack Phase while declaring attacks.
 - The first successful use of Defensive Aerospace Support or Counter-Battery Support/Fire damages the attacking unit. The second successful use destroys the attacking unit.

Counter-Battery Support is a new form of Battlefield Support for BattleTech that mirrors the Counter-Battery Fire rule from Alpha Strike.

Counter-Battery Support: Counter-Battery Support costs 14 BSP and can only be used once enemy Artillery Support has been used. The Target Number for Counter-Battery Support is 7. Reduce the Target Number by 1 for each use of enemy Artillery Support where a friendly unit had LOS to the point of impact. Reset the Target Number to 7 if the enemy artillery unit is destroyed by 2 successful Counter-Battery Support attacks.

BATTLEFIELD SUPPORT: ASSETS

Each side for a scenario must agree to use Battlefield Support: Assets rules. Commanders may agree to only use Battlefield Support: Assets rules for some types of units, such as conventional infantry units. Commanders should use the same rules for every unit of the same type in the scenario, BattleTech: Total Warfare or Battlefield Support: Assets.

When converting a unit in a force to an Asset, first compute the Asset skill level by taking the average of the Gunnery and Driving skills, rounding down, and adding 2. Only BV values for skill 5 and skill 6 are provided on the Asset cards, so unit skill levels may be temporarily degraded for a scenario to a higher skill level. Use the BV cost of the Asset at the computed skill level.

For BattleTech: Outworlds Wastes, an Asset is considered *damaged* if the Destroy Check Target Number is reduced to $(\text{base Destroy Check Target Number} + 4) / 2$, rounded down. For example, the Manticore Heavy Tank Asset is considered *damaged* when the Destroy Check Target Number is reduced to $(10 + 4) / 2 = 7$ while the Warrior H-7 Asset is considered *damaged* when the Destroy Check Target Number is reduced to $(5 + 4) / 2 = 4$.

If the BV of the Asset at skill 6 is lower than the BV of the unit at Gunnery 4/Driving 5 under Total Warfare rules, scale the *repair* and *replace* costs to account for the unit being less combat effective. For example, a Manticore Heavy Tank Asset is 420 BV at skill 6, while the Manticore Heavy Tank under Total Warfare rules costs 993 BV. The Manticore Heavy Tank Asset has 42% of the BV, so it only costs 279,196 C-bills to *repair* or 558,392 C-bills to *replace* instead of the 660,100 C-bills to *repair* or 1,320,200 C-bills to *replace* the unit using full Total Warfare rules. Do not apply any modifiers for quirks or DropShip modifications when *repairing* or *replacing* Assets.

SCENARIO BALANCING

One of the goals of *BattleTech: Outworlds Wastes* 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 a scenario with a terrain setup phase, the commander with the lowest total BV could be offered the first placement of terrain pieces.

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 receiving 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 objectives are typically worth 3,000,000 C-bills and each objective is awarded to each side separately.

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.

These guidelines may be adjusted as needed, such as to accommodate the format. For example, Alpha Strike tends to favor larger games and the units are easier to damage or destroy. League organizers could designate 200 PV or 250 PV with double the payouts listed above as the default for scenarios. All modifications should be agreed upon and communicated to all commanders.

Scenarios do not typically require a Game Master to run additional third party forces. If there are third party forces that require an additional person, 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 average of the payments that the players in the scenario received. The exact conditions for the payout should be agreed upon before the scenario starts.

SCORING SCALING

The average unit cost can vary greatly between eras. *BattleTech: Campaign Operations* provides scaling for force budgets based upon the time period. These optional payment scaling charts map the budget scaling from *BattleTech: Campaign Operations* to the eras from the Master Unit List and rescale for the expected technology level in *BattleTech: Outworlds Wastes*. These charts can be used to adjust the payments for primary and secondary objectives based upon the era. League organizers may use or adjust these scaling factors as desired.

Era	Campaign Ops	Adjusted
Age of War	1.25	1.00
Star League	2.00	1.50
Early Succession Wars	2.00	1.25
Late Succession Wars - LosTech	0.75	0.50
Late Succession Wars - Renaissance	1.25	0.75
Clan Invasion	1.50	1.00
Civil War	1.50	1.00
Blakist Jihad	2.00	1.50
Early Republic	1.00	1.00
Late Republic	1.00	1.00
Dark Age	1.50	1.25
ilClan	1.75	1.25

Payment Scaling by Era

HIGH RISK, HIGH REWARD

A force can come close to destruction due to combat losses or bankruptcy. The commander may stage a 'last stand' to save their force from ruin. League organizers may authorize this optional rule for scoring.

For every 5% of the full force's BV above 70% that a commander brings to a scenario, they earn an extra 5% C-bills payout. For example, if a commander brings 90% of their force to a scenario, they earn an extra 20%. The commander would receive 120% of the C-bills earned in the scenario.

This rule may only be used when the force is under the starting BV limit of 10,000 BV and the starting balance of 3,000,000 C-bills. This rule generally should not be used when the scenario BV/PV limit is 25% or more above the standard limits of 6,000 BV for Total Warfare or 150 PV for Alpha Strike.

CASUAL SCENARIOS

Narrative scenarios are provided by the league organizers, but *BattleTech: Outworlds Wastes* also supports casual games between forces. Each side must agree upon the format, force limits, turn limits, optional rules, and scoring before the scenario starts.

Some sample objectives are included below. These scenarios generally assume a 6,000 BV/150 PV limit, 5-7 turns, 7,000,000 C-bills for primary objectives, and 3,000,000 for secondary objectives.

PRIMARY OBJECTIVES

1. **Reconnaissance:** The map contains 15 buildings, 7 of which contain hidden objectives. Place the buildings randomly or each side takes turns placing the buildings. The defender secretly rolls to determine which buildings hold the objectives. Attacking units may search buildings during the End Phase if they are in the target hex (in base to base contact, Alpha Strike) and no enemy units are in the target hex. The search is successful on a 2D6 roll of 7+ for 'Mechs and ground combat vehicles or 5+ for infantry. An attacking unit with an active probe may instead search 1 building within range of its active probe on a 2D6 roll of 6+. The attacker earns 1,000,000 C-bills for each objective they find and the defender earns 1,000,000 C-bills for each objective remaining hidden.
2. **Supply Raid:** 3-7 supply depots are on the map, near the center. Each supply depot has 1-3 loads of supplies. Any unit with hands or cargo capacity can load supplies from the depot if they are in the same hex as a supply depot (in base to base contact, Alpha Strike) during the End Phase. A 'Mech with hand actuators must declare which hand is holding the supplies. For units with cargo capacity, a friendly infantry unit must load or unload the supplies during the End Phase. Units involved in loading or unloading supplies cannot make weapon or physical attacks during that turn. A 'Mech carrying supplies can't fire arm weapons (*BattleTech*) or does -2 damage (*Alpha Strike*). The supplies have negligible weight. There is no movement penalty and jumping units may still jump while carrying supplies. Carrying supplies does not decrease the infantry space in a combat vehicle, but all standard infantry mount and dismount rules still apply. 'Mechs carrying supplies in their hands may drop the supplies at any point during their movement. The supplies are automatically dropped if the carrying 'Mech falls or goes prone. Units with cargo capacity must be unloaded by a friendly infantry unit. Each side cannot retrieve more supplies from the same supply depot until the current supplies from that depot are scored. A unit carrying supplies earns a portion of 7,000,000 C-bills for bringing the supplies to their home edge based upon the total number of loads of supplies available.
3. **Zone Control:** 3, 5, or 7 key points are distributed on the map. The locations of the key points dramatically changes the gameplay. The basic configuration is 3 key points along the center of the map and 1 key point halfway between the center and each home edge. A side controls a key point if only their units are in or adjacent to the key point (within 2", Alpha Strike). During the End Phase, the side that controls the most key points earns 1,000,000 C-bills. If each side controls the same number of points and controls at least 1 point, then each side earns 500,000 C-bills for that round.

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- 4. **Base Defense:** 7 buildings are on the defenders side of the map. Each building is medium with a construction factor of 60 (6, Alpha Strike) and 1-3 levels high (1"-3", Alpha Strike), unless the players agree upon a different configuration. The attacker earns 1,000,000 C-bills for each building destroyed and the defender earns 1,000,000 C-bills for each building remaining.
 - 5. **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 (6, Alpha Strike), 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 units inside of the building at the end of the turn. Commanders may add additional bunkers to the center of the map and split the 1,000,000 C-bills between the number of bunkers.
 - 6. **Assassination:** A VIP needs to be escorted across the battlefield. The defender selects a medium or heavy 'Mech from the Periphery General or Pirates list. The VIP is a Gunnery 5/ Piloting 4 (Skill 4, Alpha Strike) pilot and half of the adjusted BV/PV of the 'Mech counts against the defender's BV/PV limit. The VIP's 'Mech must cross the map from the defender's home edge to the attacker's home edge. The attacker earns 7,000,000 C-bills if this 'Mech is destroyed or 3,500,000 C-bills if this 'Mech receives crippling damage. The defender 7,000,000 C-bills if this 'Mech does not receive crippling damage or 3,500,000 C-bills if this 'Mech is crippled but not destroyed. The turn limit for this scenario is based upon the terrain and movement profile of the VIP's 'Mech.
 - 7. **Extraction:** Extract 1-3 hidden infantry teams. For each hidden unit, the attackers select a hex within 4 rows (8", Alpha Strike) of the defenders home edge and more than 4 hexes (8", Alpha Strike) away from the other edges of the map. A unit with at least 1 ton of cargo capacity can pick up the target by being in the same hex as a target during the End Phase. The target is not destroyed if the carrying unit is destroyed. A unit earns a portion of 7,000,000 C-bills by exiting their home edge while carrying a target.
 - 8. **Recovery:** 4-6 disabled 'Mechs are equally spaced along the map diagonal. A unit of equal or higher weight class can drag a target 'Mech. A friendly unit must be in the same hex (in base to base contact, Alpha Strike) as the target 'Mech during the End Phase to start dragging it. Units without hand actuators must use 1 turn securing the target 'Mech. The dragging unit has a 1/2 reduction in their walking MP and cannot jump. A target 'Mech cannot fire weapons in one arm (BattleTech) or does -1 damage (Alpha Strike). A unit earns a proportion of 7,000,000 C-bills for each 'Mech returned to their home map edge.

SECONDARY OBJECTIVES

There are three 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. Finally, each player could randomly roll a secondary objective in secret.

The selected secondary objectives must be achievable by the forces selected for the scenario. If a secondary objective is impossible to accomplish based upon the scenario, map, or enemy force, 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. Cause critical or motive damage on a VTOL or aerospace unit.
- 5. Kill at least half of the troops (remove all armor, Alpha Strike) in an infantry unit.
- 6. Swarm a 'Mech or Combat Vehicle with an infantry unit.
- 7. Successfully complete a Death from Above attack.
- 8. Damage an internal section of an opponent's highest BV/PV unit.
- 9. Capture a vehicle crew or 'Mech pilot.
- 10. Extract a hidden unit from within 4 hexes (8", Alpha Strike) of the far map edge.

ADDITIONAL OPTIONS

This list of scenario objectives is not exhaustive. Commanders may develop and play alternative scenarios as long as the scenarios are not intended to cheat the rules or otherwise give the commanders unfair advantages. Commanders are encouraged to develop scenarios that match the lore of their forces. For example, a pair of commanders for Clan forces may agree to a Trial of Possession or a commander of a Solaris VII force may challenge another force to a televised duel.

These objectives may be adapted to best support the scenario format or the narrative the players are creating, as long as all commanders agree. Any additional restrictions or conditions for the scenario need to be agreed upon by all commanders before the scenario starts. The outcome of the scenario may result in transfer of C-bills, personnel, or units between forces if that is agreed upon before the scenario starts.

These alternative scenarios may include a C-bill payment but do not have to. If the scenario includes a C-bill payment, it should stay close to the guidelines provided in the Scenario Scoring section. For example, a duel between two 1,500 BV 'Mechs could have a maximum of 1,750,000 C-bills as a primary objective payment, if there is a primary objective payment.

SCENARIO CONVERSION

There are a large number of official and unofficial published scenarios. These scenarios can be used with *BattleTech: Outworlds Wastes* with the following conversion rules.

GENERAL

In order to use a existing scenario with *BattleTech: Outworlds Wastes*, force restrictions and allocation of payments should be identified.

Scenario forces should generally match the units available to commanders in the Force Construction rules. For example, a scenario that relies upon a squadron of aerospace fighters would require additional modifications as a commander's DropShip typically has a maximum of two aerospace bays.

Rewards should generally match the guidelines found in the Scenario Scoring rules. For scenarios with victory points, Supply Points, Warchest Points, or other metrics of gradated success between commanders, award the primary objective payment based upon the level of success of each side. For example, if one side earned 8 victory points and the other side earned 13 victory points out of a total of 25 possible victory points, then award 2,240,000 C-bills to the first side and 3,640,000 C-bills to the second side.

If the scenario has a secondary objective that each side can achieve without preventing the other side from achieving the objective, then award this objective 3,000,000 C-bills. This payment maybe partially awarded if it is possible to achieve different levels of success for the secondary objective. If the scenario does not have a secondary objective, then select a secondary objective for the scenario.

League organizers may make adjustments to these guidelines as desired.

CHAOS CAMPAIGN

BattleTech: Chaos Campaign provides campaign rules that have lower complexity than *BattleTech: Campaign Operations* and is available as a free PDF. The Chaos Campaign rules are used for campaigns in *BattleTech: Chaos Campaign: Succession Wars* as well as *BattleTech: Spotlight On* and *BattleTech: Turning Points* publications and *Shrapnel*, the BattleTech magazine. The *Hot Spots: Hinterlands* sourcebook or the *BattleTech: Mercenaries* box set adds a contract system for the *BattleTech: Chaos Campaign* system.

BattleTech: Outworlds Wastes can be used as the logistics system for *BattleTech: Chaos Campaign* with the *BattleTech: Mercenaries* box set extension.

CONTRACT TERMS

1,000 Supply Points for *Mercenary Chaos Campaign* is worth 3,500,000 C-bills in *BattleTech: Outworlds Wastes*. A standard 10,000 BV *BattleTech: Outworlds Wastes* force is equivalent to a Scale 2 force in *Mercenary Chaos Campaign*. These conversion rules assume one scenario per month for the ease of computing logistics costs.

These following contract terms in *Mercenary Chaos Campaign* interact with *BattleTech: Outworlds Wastes* as described below.

- **Base Pay:** *BattleTech: Outworlds Wastes* assumes the employer or supporting faction covers 100% of the base operating costs for the force. When using the *Mercenary Chaos Campaign* system, the base operating cost for a *BattleTech: Outworlds Wastes* force is 3,500,000 C-bills. If the contract provides lower than 100% Base Pay, the commander must pay these operating costs after each scenario. For example, if the contract has 80% Base Pay, the commander pays 700,000 C-bills after each scenario as basic operating costs. Similarly, if the contract has higher than 100% base pay, the commander earns extra C-bills after each scenario.

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- **Straight Support:** Reduce the *repair* and *recruit* costs by the percentage of Straight Support in the contract. For example, if the contract offers 80% Straight Support, the commander only pays 20% of the *repair* and *replace* costs.
 - **Battle Support:** Reduce the *replace* costs by the percentage of Battle Support in the contract. For example, if the contract offers 10% Battle Support, the commander only pays 90% of the *replace* costs. Note that a contract with Battle Support also grants 100% Straight Support, so the commander only pays the remaining portion of the *replace* costs and none of the *repair* or *recruit* costs.
 - **Salvage Rights:** Only collect the percent of the revenue from *salvage* granted by the Salvage Rights. For example, if the contract offers 60% Salvage Rights, then the commander only earns 15% of the C-bill cost when selling salvaged units instead of the typical 25% of the C-bill cost. Also, the Salvage Rights limit how many units the commander may salvage and add to their force. Multiply the number of enemy units destroyed by the Salvage Rights percentage and round down to determine how many units may be salvaged and added to their force. A minimum of 1 unit can always be salvaged and added to their force. For example, if a commander destroys 5 enemy units and has 60% Salvage Rights, then they may add up to 3 of those units to their force. If a commander destroys 2 enemy units and has 40% Salvage Rights, then they may add only 1 of those units to their force.
 - **Command Rights:** The specific scenarios determine what effects, if any, Command Rights have on the scenario.
 - **Transportation Terms:** If using transportation costs, use the 1,000 Supply Points to 3,500,000 C-bills conversion to compute transportation costs. The employer or supporting faction covers the negotiated portion of the C-bill cost. If not tracking transportation costs, then Transportation Terms must be set to 100% (step 9).

League organizers may allow a limited set of contracts or may allow commanders to negotiate contract terms per the rules in the *BattleTech: Mercenaries* box set. Reputation cannot be used to modify contract terms unless allowed by league organizers. League organizers set the frequency at which contracts may be renegotiated. If the renegotiation occurs while the force remains on the same planet, then the Transportation Terms cannot be renegotiated.

DEFAULT CONTRACTS

Two typical contracts for *BattleTech: Outworlds Wastes* are given here. As described in the *BattleTech: Mercenaries* box set, commanders may negotiate to adjust the terms of their contract.

The first default contract replicates the *BattleTech: Outworlds Wastes* system. Commanders have 100% Base Pay (step 7), Independent Command Rights (step 11), 100% Salvage Rights (step 13), no Support Rights (step 1), and 100% Transportation Terms (step 9). Force maintenance works as described in the Force Maintenance section.

The second default contract significantly reduces the maintenance cost for commanders while also reducing salvage and transportation payments. Commanders have 100% Base Pay (step 7), House Command Rights (step 7), 40% Salvage Rights (step 7), 10% Battle Support Rights (step 7), and 50% Transportation Terms (step 7). Force maintenance works as described in the Force Maintenance section with the following modifications.

Replace: Pay 45% of the C-bill cost, rounded up, to replace a *destroyed* unit.

Repair: Pay 0% of the C-bill cost, rounded up, to repair all internal damage and critical components for a unit that has not been *destroyed*.

Recruit: Pay 0% of the C-bill cost, rounded up, to replace troops in an infantry or Battle Armor unit that was not *destroyed*.

Salvage: Recover enemy units that were *destroyed* in a scenario. You may add up to 40% of the destroyed enemy units to your force, rounded down, with a minimum of 1 unit. Pay 50% the C-bill cost, rounded up, to add salvaged enemy units to your force. Also, sell components from any destroyed enemy unit that was not added to your force to earn 10% of the unit's C-bill cost.

SCENARIO SCORING

Organizers may score scenarios by using the Supply Point payments given in the *Mercenary Chaos Campaign* and using the 1,000 Supply Points to 3,500,000 C-bills conversion. This scoring only provides three possible payments for the primary objective in a scenario, 50%, 100%, or 150% of the 3,500,000 base pay for a Scale 2 force.

For a more granular scoring for any *BattleTech: Chaos Campaign* scenario, award the 7,000,000 C-bills payment for the primary objective proportional to the victory points or supply points earned by each side. For example, if one side earned 8 victory points and the other side earned 13 victory points out of a total 25 possible victory points, then award 2,240,000 C-bills to the first side and 3,640,000 C-bills to the second side.

If the scenario has secondary objectives, the maximum secondary objective payment should be 3,000,000 C-bills.

League organizers may make adjustments to these guidelines as desired.

TIME BETWEEN TRACKS

BattleTech: Outworlds Wastes replaces the Supply Point (SP) costs for the activities in the *Time Between Tracks* section of *Mercenary Chaos Campaign* with the *BattleTech: Outworlds Wastes* Force Management rules. The following adjustments apply to the standard *BattleTech: Outworlds Wastes* rules for Force Management.

- **MechWarrior Wounds:** MechWarrior wounds heal at a rate of one box per month. At the start of each month, remove one hit from each injured MechWarrior. For example, if a MechWarrior had taken 3 hits, it would take 3 months to fully heal; they would be back to 0 hits at the start of the third month following their injury.
- **Repair Time:** Repairs are completed at the start of the month. If two or more scenarios are played in the same month, *repairs* and *replacements* from previous scenarios in the month are not completed before the later scenarios.
- **Training Time:** Training is completed at the start of the month. If two or more scenarios are played in the same month, *training* started after previous scenarios in the month is not completed before the later scenarios.
- **Purchase and Sell Time:** *Purchases* and *sales* apply immediately. If two or more scenarios are played in the same month, purchase or sales made after earlier scenarios immediately change the unit availability for later scenarios.
- **SPAs:** New SPAs earned by units apply immediately. If two or more scenarios are played in the same month, SPAs earned after earlier scenarios immediately apply to units for later scenarios.

SCALES OF PLAY

The *BattleTech: Outworlds Wastes* rules correspond to Scale 2 in *Mercenary Chaos Campaign*. All of the standard and agreed upon optional rules for *BattleTech: Outworlds Wastes* apply at this scale.

To play at Scale 1, use modified *BattleTech: Outworlds Wastes* Event rules. Your force has a modified Leopard dropship with 4 configurable bays. Your initial force has up to 3,000 BV in 'Mechs and 2,000 BV in infantry and combat vehicles. Commanders may use any Battlefield Support: Strikes but may only use Battlefield Support: Assets for units in their force unless league organizers state otherwise.

HOT DROP



Purifiers dropping on an infantry position - Jared Blando

LEAGUE PLAY

There are two types of league play, narrative and competitive. Establishing a balanced competitive league is difficult. These rules do not attempt to do so; instead, they provide a consistent and fair system with an option for scoring and ranking if the players and league organizers want to use it.

NARRATIVE PLAY

In narrative play, commanders play narrative scenarios designed by league organizers and casual scenarios between forces. This is an open ended format that lasts as long as commanders want to play.

At any point, a new commander can join the league or a current commander can replace their force with a new one. Any new force must follow the Force Construction rules. A commander may run multiple forces so long as the logistics and finances of each force remain separate.

Any optional or advanced rules should be agreed upon per scenario or for the entire league. For example, league organizers could ban the *Fire For Effect* optional rule for all league games. Advanced Force Maintenance and Improvement rules should be consistent across the league; for example, *Advanced Refit* needs to be available to all forces or banned from all forces. Each side should agree upon any available optional or advanced rules for each scenario they play, such as *Multiple Attack Rolls* or *Special Pilot Abilities*.

After each scenario, the players repair and update their forces per the Force Maintenance and Improvements rules. Commanders should keep track of the outcomes of all scenarios and changes to their force, as shown on the *Sample Force Roster* (see p. 42) and *Sample Scenario Logistics Tracking* (see p. 43).

The league organizers may advance the era for the league. Commanders would then need to use the Changing Eras rules for their force.

Additional restrictions may be enforced by league organizers, such as league play only occurring at a specific location, but any such restrictions must be announced in advance.

COMPETITIVE PLAY

In competitive play, commanders play a series of scenarios in a Swiss-system tournament.

A commander can only use a single force for the tournament. League organizers may require new forces for the tournament or allow forces that have been used in narrative play.

Any optional or advanced rules must be agreed upon in advance and consistent across the tournament play. For example, league organizers could permit *Advanced Refit* rules while disallowing *Design Quirks* and *Special Pilot Abilities* for the tournament.

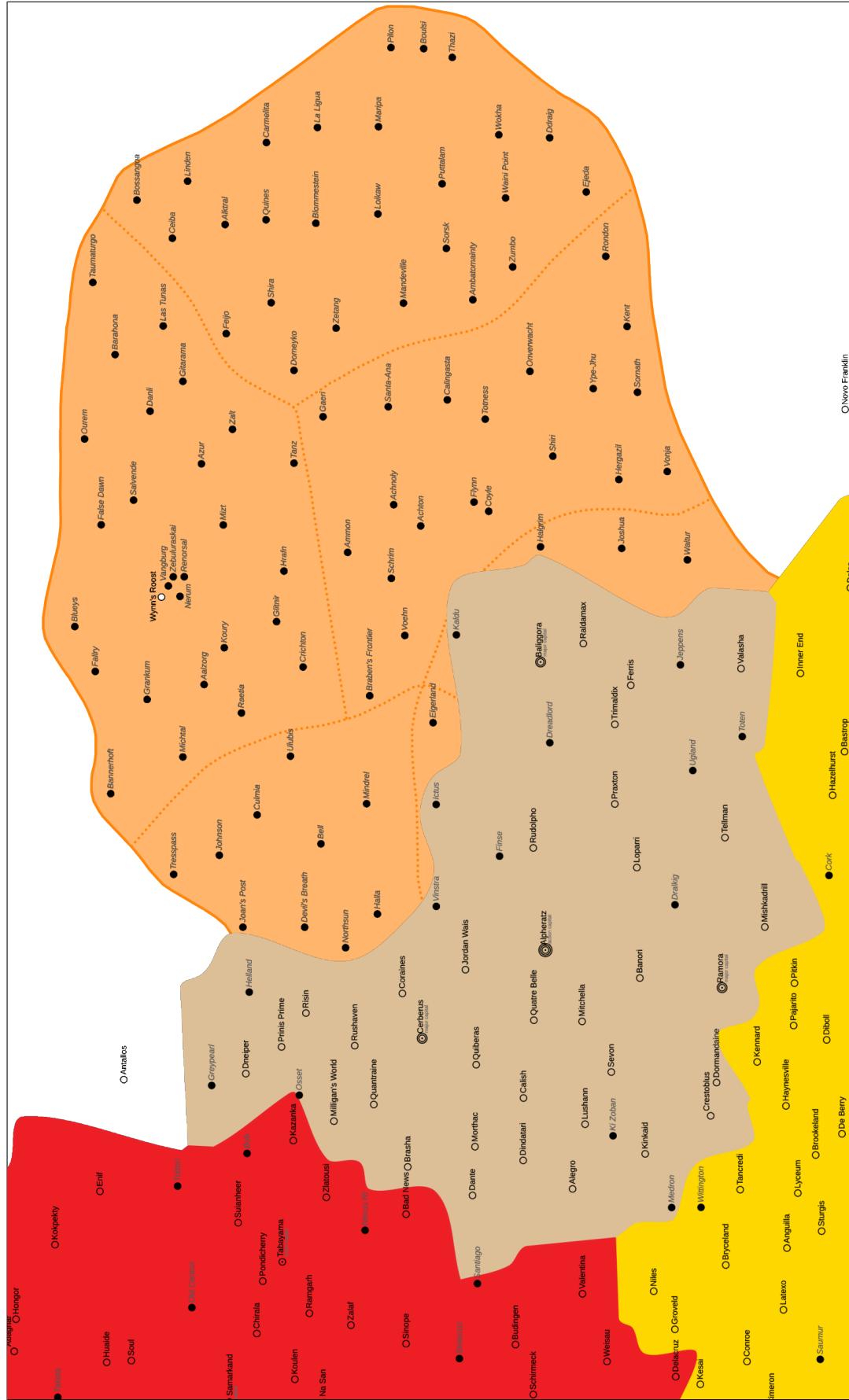
The scenarios in the tournament should only be 1v1. Each commander should play a different opponent during each scenario, if possible. The last scenario should be a large scale event that requires a significant portion of each commander's forces.

Commanders may only use C-bills earned during the tournament to repair and update their forces per the Force Maintenance and Improvements rules after a scenario. League organizers may give forces an initial maintenance budget.

Each 1,000,000 C-bills earned during a scenario is worth 1 point of *fame* for scoring. The C-bills earned includes primary and secondary objectives. The players rankings are updated after each scenario. Ties are broken by the lowest total *repair* and *replacement* costs across all scenarios thus far.

At the end of the series of 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 MAP - SUCCESSION WARS ERA



Outworlds Wastes - 3025

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 (1 per bay)						
1						
2						
ProtoMechs (5 per bay)						
1						
1						
1						
1						
1						
2						
2						
2						
2						
Infantry/Battle Armor (15 tons per bay)						
1						
1						
2						
2						
Total Bays (15 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 $500,000 \times \text{BV skill multiplier difference}$
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

SAMPLE DROPSHIP CUSTOMIZATION TRACKING

Dropship Name	
Dropship Upgrades	
Level	Category
	'Mech Maintenance
	Ground Combat Vehicle Maintenance
	VTOL Combat Vehicle Maintenance
	Aerospace Unit Maintenance
	ProtoMech Maintenance
	Machine Shop
	Medical Bay
	Infantry Quarters
	Simulators
	Bay Configuration Limits
	Limits exchanged:
	Limits exchanged:
	Limits exchanged:

FORCE BV ADJUSTMENTS

BV adjustments are applied in the following order.

- Each unit equipped with TAG or a C³ 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 C³ network increases its BV by 5% of the total BV of all units included in the C³ 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* p. 315 and all relevant errata, including the June 2021 Battle Value Errata, supersedes this information.

COMBAT VEHICLE PRIMER

The *BattleTech: Total Warfare* rules for Combat Vehicles are similar to the rules for 'Mechs, with a few important differences. Many of these differences are listed below, with page numbers from *BattleTech: Total Warfare* for reference.

- **General:**

- Combat Vehicles are only 1 level high (see p. 99, *TW*).

- **Movement Phase:**

- Combat Vehicles have additional prohibited terrain types (see p. 52, *TW*).
 - Ground vehicles require 2 MP to change level and may only change 1 level at a time (see p. 49, *TW*).
 - Ground vehicles receive one additional 1 MP when traveling on pavement for the entire Movement Phase (see p. 61, *TW*).
 - WiGE, VTOL, and Hover Vehicles may sideslip when turning at flank speed (running) (see p. 67, *TW*).

- **Attack Phases:**

- Combat Vehicles with turrets can select the firing arc for the turret (see p. 104 *TW*).
 - Combat Vehicles have different damage hit location zones and hit location tables (see p. 192-196, *TW*).
 - Combat Vehicle damage may cause motive system damage which can slow or immobilize the vehicle (see p. 193, *TW*).
 - Combat Vehicle critical damage is resolved by rolling 2D6 and consulting the critical hit table for the vehicle; there is no roll for the number of critical hits (see p. 194-196, *TW*).
 - Combat Vehicles are destroyed if all internal structure in one location is destroyed or if the critical damage results in destruction (see p. 128, *TW*).
- Many of Combat Vehicle tables can be printed directly on the Combat Vehicle record sheet in MegaMekLab. It is recommended to verify the tables printed on record sheets against *BattleTech: Total Warfare* and any applicable errata.

REFERENCES

The following references are mentioned in these rules:

- BattleTech
 - *BattleTech: Total Warfare*
 - *BattleTech: BattleMech Manual*
 - *BattleTech: TechManual*
 - *BattleTech: Tactical Operations Advanced Rules*
 - *BattleTech: Tactical Operations Advanced Units & Equipment*
 - *BattleTech: Campaign Operations*
- Alpha Strike
 - *Alpha Strike: Commander's Edition*
- Chaos Campaign
 - *BattleTech: Chaos Campaign*
 - *BattleTech: Chaos Campaign: Succession Wars*
 - *BattleTech: Hot Spots: Hinterlands*
 - *BattleTech: Mercenaries* box set
- Other
 - Official Errata: <https://battletech.com/errata>
 - Official Downloads: <https://www.battletech.com/game-downloads>
 - Quick Start Rules: <https://battletech.com/qsr>
 - Master Unit List: <http://www.masterunitlist.info>
 - MegaMek: <https://megamek.org>
 - Sarna.net: <https://sarna.net>

The following free rulebooks are available from Catalyst Game Labs:

- Beginner Box: <https://battletech.com/wp-content/uploads/2025/06/BEGINNER-BOX-QUICK-START-RULES.pdf>
- A Game of Armored Combat: <https://battletech.com/wp-content/uploads/2025/07/BattleTech-A-Game-of-Armored-Combat-Rulebook-1st-SLDF-Print.pdf>
- Clan Invasion: <https://battletech.com/wp-content/uploads/2025/07/BattleTech-Clan-Invasion-Rulebook-5th-Print.pdf>
- Mercenaries: <https://battletech.com/wp-content/uploads/2025/07/BattleTech-Mercenaries-Rulebook-1st-Print-1.pdf>
- Alpha Strike: <https://battletech.com/wp-content/uploads/2025/07/Alpha%20Strike%20Quick%20Start%20Rules%202019-08.pdf>

These additional resources may also be helpful:

- BattleTech
 - MekBay: <https://mekbay.com>
 - Flechs Sheets: <https://sheets.flechs.net>
- Alpha Strike
 - Jeff's BattleTech Tools IIC: <https://jeffs-bt-tools.net>

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- *MUL Search*: <https://as-builder.vercel.app>
 - *ITVBBjorn UI*: <https://itvbbjorn.github.io>
 - Other
 - *Free Worlds Technical Institute*: <https://free-worlds-tech.github.io>
 - *Mordel.net*: <https://mordel.net>

BATTLETECH

OUTWORLDS WASTES