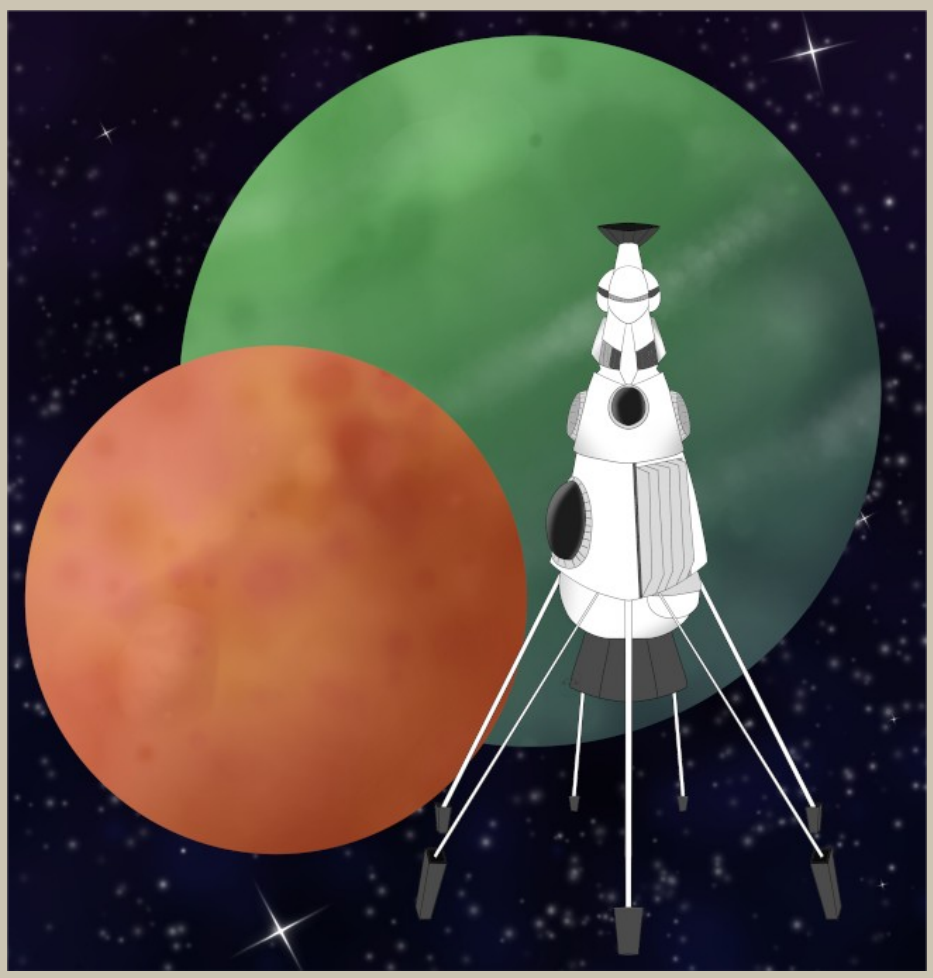
BATTLETECH

OUTWORLDS WASTES



Event Scenario Pack

BATTLETECH: OUTWORLDS WASTES

RESCUE MISSION

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

INTERSTELLAR EXPEDITIONS HAS RECEIVED A DISTRESS MESSAGE FROM NEARBY KALDU III (MUGHAL) WHILE CONDUCTING OPERATIONS ON KALDU IV (KALDU). THE AUTHENTICATION CODES ARE OLD BUT CHECK OUT. IE HAS AUTHORIZED EMERGENCY PAY FOR ANY UNIT WILLING TO IMMEDIATELY RESPOND TO THIS DISTRESS MESSAGE.

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

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

Each player may bring 3,000 BV of combined arms from a single faction in the ilClan era on the Master Unit List, following the *BattleTech: Outworlds Wastes* event list building rules.

Players use *BattleTech: Outworlds Wastes* Force Maintenance event rules to improve their force between scenarios. Players can improve their force up to 5,000 BV. The enemy force uses the full *BattleTech: Outworlds Wastes* Force Maintenance rules for repair between scenarios.

The following optional rules are recommended:
- Initiative Deck: Initiative is determined by playing cards.
  Each player receives one card; their whole force activates together.
  The Movement Phase is resolved from lowest value to highest.
  The Attack Phases are resolved from highest value to lowest.
- Fire for Effect: Attack declaration and resolution occur simultaneously.

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

BattleTech: Outworlds Wastes is fan-made and based upon the official BattleTech rules from Catalyst Game Labs. BattleTech is a registered trademark of The Topps Company, Inc. in the United States and other countries.

Era: Succession Wars or later

Editor: Jeremy L Thompson

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

MISSION BACKGROUND

KALDU IS A SYSTEM FOR ONE OF THE POPULAR ROUTES FROM RAVEL ALLIANCE WORLDS TO WYNN'S ROOST. WHILE CONDUCTING OPERATIONS ON KALDU IV, INTERSTELLAR EXPEDITIONS RECEIVED A DISTRESS MESSAGE FROM MUGHAL (KALDU III). INTERSTELLAR EXPEDITIONS HAS REQUESTED ASSOCIATED FORCES TO SEND A DETACHMENT TO ANSWER THE DISTRESS MESSAGE.

PIRATE RAIDS ARE A COMMON PROBLEM IN THE OUTWORLDS WASTES. THE DISTRESS MESSAGE MENTIONS PIRATES BUT IS INCOMPLETE. INTERSTELLAR EXPEDITIONS RECOMMENDS CAUTION BUT WILL PAY WELL FOR RECOVERY OF PERSONNEL AND ANY EQUIPMENT.

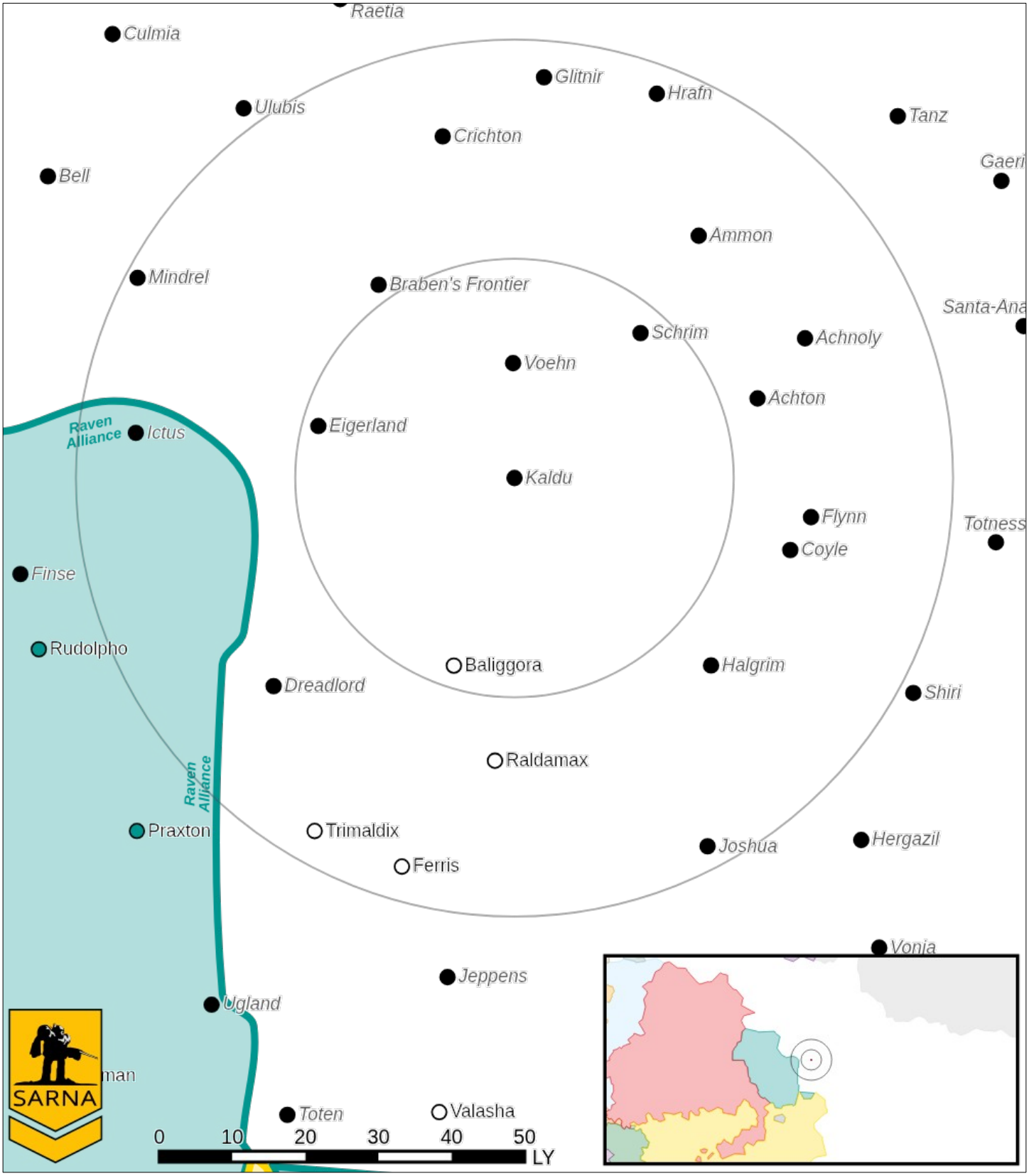
REGION BACKGROUND

THE OUTWORLDS ALLIANCE WAS FOUNDED IN 2413 AND ENJOYED PROSPERITY THROUGHOUT THE STAR LEAGUE ERA. BY THE START OF THE AMARIS CIVIL WAR IN 2766, THE OUTWORLDS ALLIANCE CONTAINED OVER 135 MAJOR SYSTEMS ACROSS 7 ADMINISTRATIVE DISTRICTS. UNFORTUNATELY, THE OUTWORLDS ALLIANCE SUFFERED DURING THE SUCCESSION WARS THAT FOLLOWED THE FALL OF THE STAR LEAGUE IN 2780, AND THEY HAD TO STEADILY ABANDON SYSTEMS THEY NO LONGER HAD THE RESOURCES TO SUPPORT.

CLAN SNOW RAVEN BEGAN EXPLORING THE PERIPHERY FOR RESOURCES SOON AFTER THE BATTLE OF TUKAYYID ENDED OPERATION REVIVAL. IN 3064, CLAN SNOW RAVEN AND THE OUTWORLDS ALLIANCE BEGAN DEVELOPING MUTUAL RESPECT AND TENTATIVE ALLIANCE. FOLLOWING THEIR ABJURATION FROM THE CLAN HOMEWORLDS IN 3075 AS A RESULT OF THE WARS OF REAVING, CLAN SNOW RAVEN TOOK REFUGE IN THE OUTWORLDS ALLIANCE. IN 3083, CLAN SNOW RAVEN AND THE OUTWORLDS ALLIANCE MERGED TO FORM THE RAVEN ALLIANCE.

BY THE ILCLAN TRIAL IN 3151, THE RAVEN ALLIANCE CONTAINED ONLY 47 SYSTEMS. AT LEAST 88 SYSTEMS THAT WERE PART OF THE OUTWORLDS ALLIANCE DURING THE STAR LEAGUE ERA HAVE BEEN LOST. MANY FACTIONS ARE EAGER TO EXPLORE THESE LOST WORLDS IN THE OUTWORLDS WASTES IN SEARCH OF LOST STAR LEAGUE TECHNOLOGY.

LOCAL AREA STAR MAP



KALDU III PLANETARY READOUT

STAR TYPE	: F5V (176 HOURS RECHARGE TIME)
POSITION IN SYSTEM	: 3 OF 9
NATURAL SATELLITES	: 2
TIME TO JUMP POINT	: 14.94 DAYS
SURFACE GRAVITY	: 0.95 G
DAY LENGTH	: 20.0 HOURS
ATMOSPHERIC PRESSURE	: TRACE (TOXIC - POISONOUS)
EQUATORIAL TEMPERATURE	: 53*C
SURFACE WATER	: 0 PERCENT
CAPITAL	: NONE
POPULATION	: 0
HPG	: NONE
SOCIO-INDUSTRIAL LEVELS	: X-X-X-X-X
TECHNOLOGICAL SOPHISTICATION	: X (REGRESSED WORLD)
INDUSTRIAL DEVELOPMENT	: X (NONE)
RAW MATERIAL DEPENDENCE	: X (NONE)
INDUSTRIAL OUTPUT	: X (NONE)
AGRICULTURAL DEPENDENCE	: X (NONE)

MISSION 1: EXTRACTION

THE DISTRESS MESSAGE IS COMING FROM AN ENCAMPMENT ON THE SOUTHERN HEMISPHERE. NO ACTIVITY IS VISIBLE AT THE SITE FROM ORBIT. APPROACH WITH CAUTION AND RESCUE ANY IE UNITS AND PERSONNEL AT THE SITE. RECOVER ANY IE EQUIPMENT AND DIG ARTIFACTS.

PRIMARY OBJECTIVES:
RESCUE ANY IE UNITS
RECOVER ANY IE EQUIPMENT

SECONDARY OBJECTIVES:
DESTROY PIRATE FORCES

ADDITIONAL RULES:
MECHS WITH HANDS MAY RECOVER EQUIPMENT OR ARTIFACTS. VEHICLES MAY ALSO RECOVER IF THEY HAVE INFANTRY NEARBY (MOUNTED OR IN THE SAME HEX).

OPPOSITION FORCES:
PIRATE FORCES ON PLANET ARE 1 COMPANY IN STRENGTH, WITH COMBINED ARMS INCLUDING MECHS AND TANKS

MISSION 2: ESCAPE

YOUR FORCE IS BEING PURSUED BY PIRATES. RETREAT BACK TO REINFORCEMENTS. YOU MAY DEPLOY ARTILLERY AGAINST TARGETS YOU SEE.

PRIMARY OBJECTIVES:
RETREAT OFF OF MAP

SECONDARY OBJECTIVES:
DESTROY PIRATE FORCES

OPPOSITION FORCES:
PIRATE FORCES ON PLANET ARE 1 COMPANY IN STRENGTH, WITH COMBINED ARMS INCLUDING MECHS AND TANKS

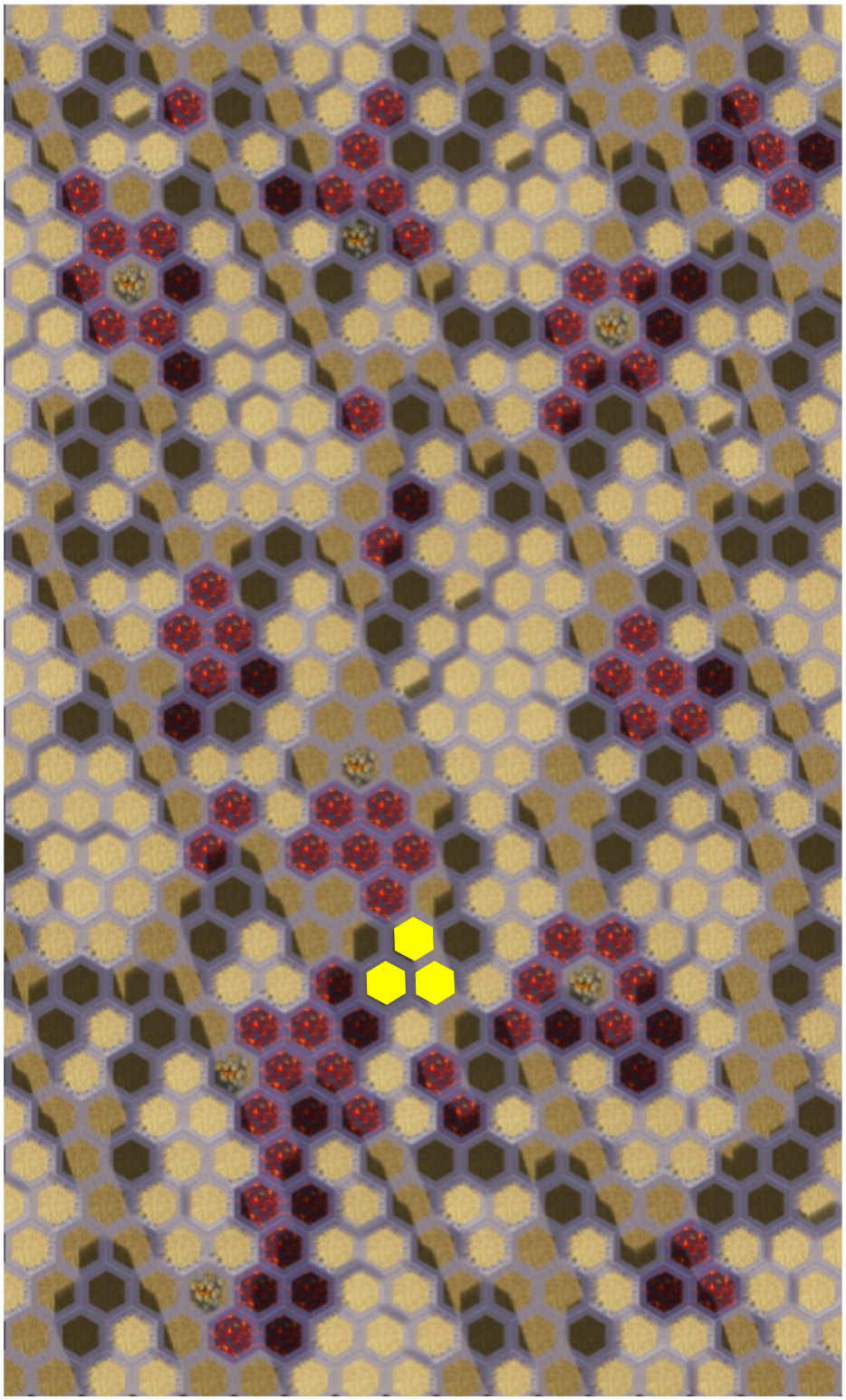
---------- END TRANSMISSION ----------

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

INTELLIGENCE HAS PROVIDED SATELLITE IMAGERY OF THE DISTRESS MESSAGE SITE.

⬣ DISTRESS MESSAGE ORIGIN

|-- FRIENDLY DEPLOYMENT ZONE --|

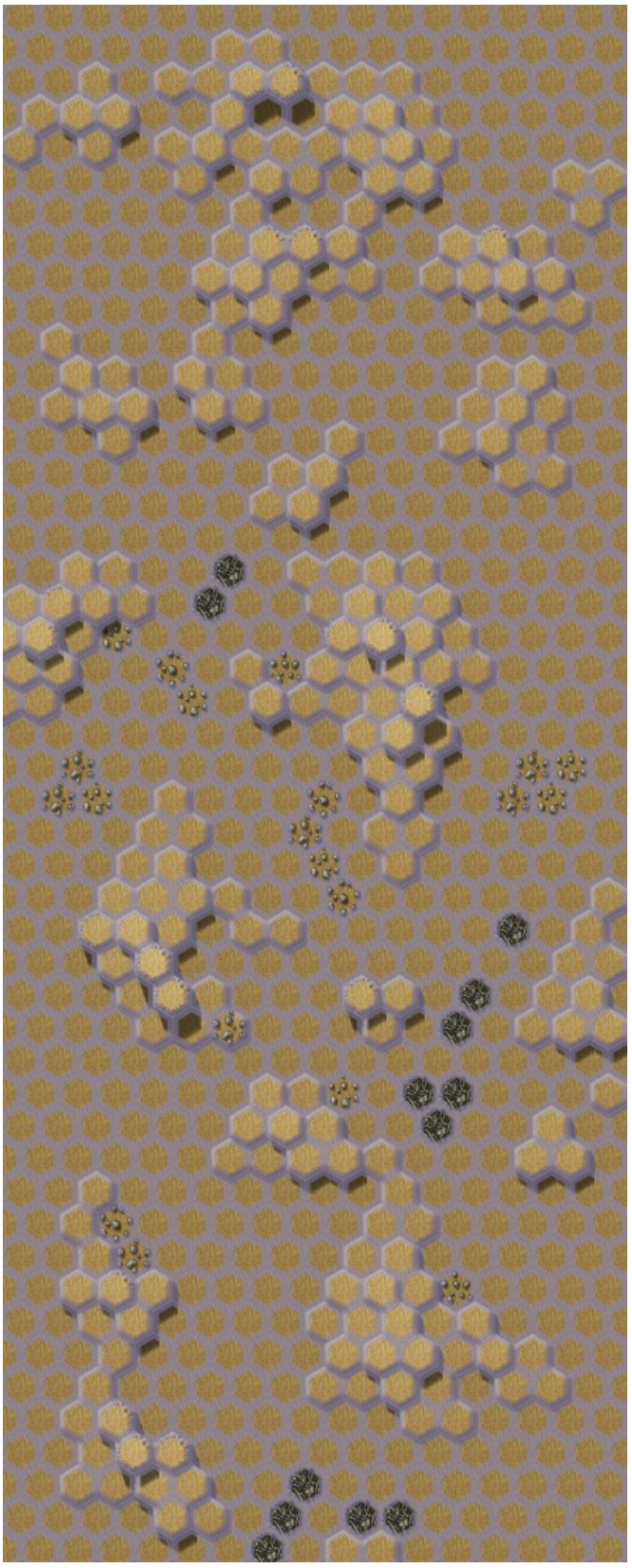


---------- END TRANSMISSION ----------

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

INTELLIGENCE HAS PROVIDED SATELLITE IMAGERY OF RETURN PATH TO THE DROPSHIP.

|-- FRIENDLY DEPLOYMENT ZONE --|



FRIENDLY DROPSHIP

FRIENDLY AIRCRAFT

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

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

MISSION BOUNTIES

THE FOLLOWING BOUNTIES HAVE BEEN ISSUED FOR THIS MISSION.

PAYMENT	ACTIVITY
100,000	DAMAGE ENEMY UNIT (PER UNIT)
100,000	CRITICAL OR MOTIVE DAMAGE (PER UNIT)
100,000	COMPLETE A PHYSICAL ATTACK
100,000	COMPLETE AN ANTI-MECH ATTACK
100,000	DAMAGE A UNIT WITH INDIRECT FIRE
100,000	SKID A UNIT WITHOUT DESTROYING IT
250,000	KNOCK 'MECH PILOT UNCONSCIOUS
250,000	REDUCE A COMBAT VEHICLE TO 0 MP
250,000	KILL ALL BUT 1 TROOP IN AN INFANTRY UNIT
250,000	HAVE A UNIT SCORE A HIT AT ALL 3 RANGES
250,000	COMPLETE A CHARGE ATTACK
250,000	COMPLETE A DEATH FROM ABOVE ATTACK
500,000	SHOOT DOWN A VTOL WITH A TMM OF 5+
500,000	SHOOT A 'MECH IN THE HEAD
500,000	PHYSICAL ATTACK A 'MECH IN THE HEAD
500,000	CAPTURE A VEHICLE CREW OR 'MECH PILOT

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

BATTLETECH

OUTWORLDS WASTES