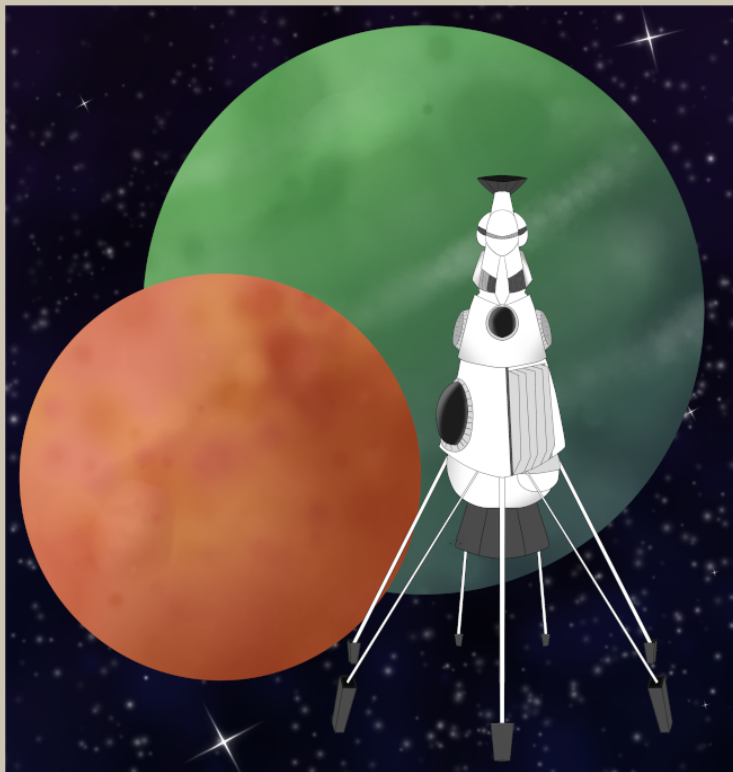


# **BATTLETECH**

## **OUTWORLDS WASTES**



**Lightweight Narrative League Quickstart**

---

# BATTLETECH: OUTWORLDS WASTES QUICKSTART RULES

---

*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, and scenario scoring. The background information describes the Outworlds Wastes region and the overall design of the *BattleTech: Outworlds Wastes* rules. *Force Construction* (see p. 5) and *Force Maintenance and Improvements* (p. 7) are the minimum rules needed for a player to begin Outworlds Wastes event 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. 16) 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.jeremyt.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@jeremyt.org](mailto:outworlds-wastes@jeremyt.org).

## ACKNOWLEDGMENTS

*BattleTech: Outworlds Wastes* would not have been possible without hours of discussion and editing on the Colorado BattleTech Discord server or the months of gameplay and testing.

**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

## VERSION

This document is for *BattleTech: Outworlds Wastes* version 3.1, 25 July 2025.

---

"*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

---

# CONTENTS

---

<b>BattleTech: Outworlds Wastes Quickstart Rules</b>	<b>1</b>
<b>Background</b>	<b>4</b>
<b>Force Construction</b>	<b>5</b>
Force Construction	5
Sample Forces	6
<b>Force Management</b>	<b>7</b>
Force Maintenance and Improvements	7
<b>Scenarios</b>	<b>8</b>
Scenario Forces	8
Scenario Scoring	8
Casual Scenarios	9
Primary Objectives	9
Secondary Objectives	10
Additional Options	10
<b>Sample Force Roster</b>	<b>12</b>
<b>Sample Scenario Logistics Tracking</b>	<b>13</b>
<b>Force BV Adjustments</b>	<b>14</b>
<b>Combat Vehicle Primer</b>	<b>15</b>
<b>References</b>	<b>16</b>

---

## 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 ilClan 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.

---

## 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 ilClan 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 ilClan 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					
	Total BV					9,929

Civil War Era Mercenary Force - Meg's Magpies

Bay	Unit	Pilot	Gunnery	Piloting	BV	Adj BV
'Mechs						
1	Carrion 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					
	Total BV					10,000

ilClan 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.

---

# 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.



---

## 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 61<sup>st</sup> Royal Jump Infantry Division so a commander can add advanced jump infantry units to their force.

---

### 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, C<sup>3</sup>, and pilot skill adjustments. See *Force BV Adjustments* (p. 14) 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.

---

### 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.

---

## 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.
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.

## SAMPLE FORCE ROSTER

Bay	Unit	Pilot	Gunnery	Piloting	C-bills	BV
<b>'Mechs</b> (1 per bay)						
1						
2						
3						
4						
5						
6						
7						
8						
9						
10						
11						
12						
<b>Combat Vehicles</b> (2 per bay)						
1						
1						
2						
2						
3						
3						
4						
4						
5						
5						
<b>Aerospace</b> (1 per bay)						
1						
2						
<b>ProtoMechs</b> (5 per bay)						
1						
1						
1						
1						
1						
2						
2						
2						
2						
2						
<b>Infantry/Battle Armor</b> (15 tons per bay)						
1						
1						
2						
2						
Total Bays (15 max)						
Total BV						

# SAMPLE SCENARIO LOGISTICS TRACKING

Item	C-bills
<b>Starting Balance</b>	
<b>Objectives</b>	
Primary Objective	
Secondary Objective	
Base Pay (if no objectives met)	
<b>Training</b>	
Pay 500,000 × BV skill multiplier difference	
1	
2	
3	
4	
5	
...	
<b>Maintenance</b> (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	
...	
<b>Refits</b>	
Pay cost difference to change variants	
1	
2	
3	
4	
5	
...	
<b>Purchases</b>	
Pay cost to add to TOE	
1	
2	
3	
...	
<b>Salvage</b>	
Pay 50% cost to add to TOE or sell to earn 25% cost	
1	
2	
3	
...	
<b>Total</b>	

---

## FORCE BV ADJUSTMENTS

---

BV adjustments are applied in the following order.

- Each unit equipped with TAG or a C<sup>3</sup> 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 C<sup>3</sup> network increases its BV by 5% of the total BV of all units included in the C<sup>3</sup> 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>

- 
- *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**