

# **BATTLETECH**

## **OUTWORLDS WASTES**



**League Scenario Pack**

# BATTLETECH: OUTWORLDS WASTES

## INTERSTELLAR EXPEDITIONS 'CONVOY'

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

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

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

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

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

The following optional rules for *BattleTech: Outworld Wastes* are used:

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

*BattleTech: Outworlds Wastes*:

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

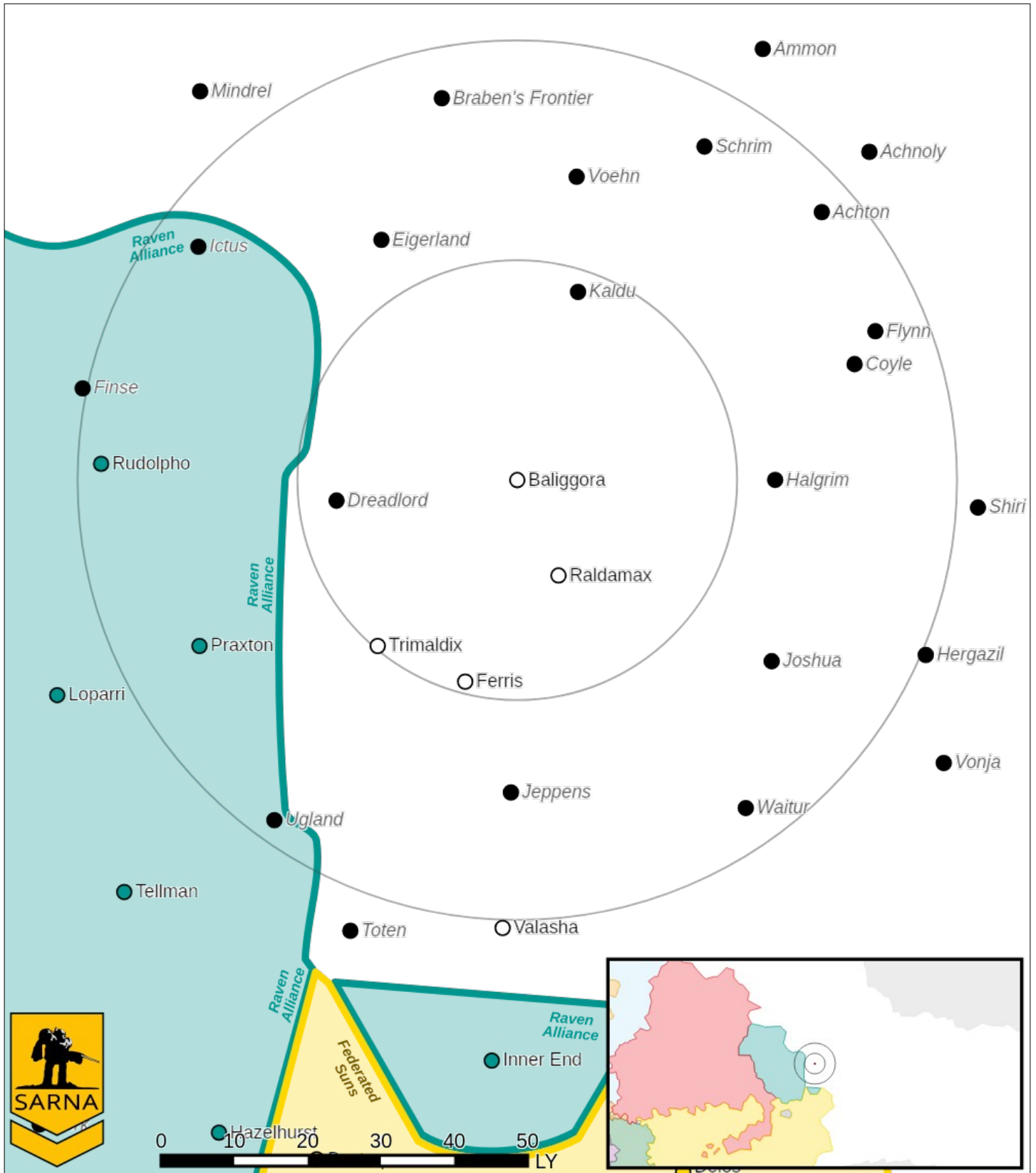
PDF: <https://outworlds-wastes.jeremyt.org/downloads?league>

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

Era: ilClan

Editor: Jeremy L Thompson

# LOCAL AREA STAR MAP



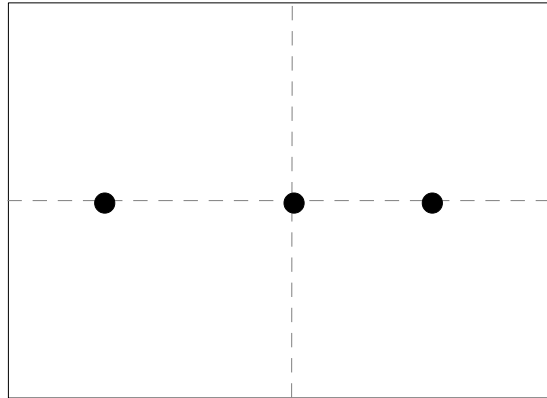
## BALIGGORA I PLANETARY READOUT

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

----- START TRANSMISSION -----  
AS FLEET VESSELS ARE LOADED FOR TRANSIT, THE LOCAL GOVERNMENT HAS OFFERED  
TO SPONSOR A CAPTURE THE FLAG COMPETITION.  
----- END TRANSMISSION -----

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

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



Primary Objective: Recover as many flags as possible. A 'mech with a hand actuator may pick up a flag. They may not fire any weapons in the arm used to carry the flag while holding the flag. Infantry may carry a flag. Infantry in a vehicle may load a flag into the vehicle. A unit may voluntarily drop a flag during the End Phase. If the unit is destroyed, then the flag drops where the unit was. Commanders claim a flag by returning it to one of the hexes on their home edge. Award 7.0M proportionally based upon the number of flags claimed.

Secondary Objective: Headhunting. Each side declares a commander and a lieutenant. Earn 1.5M C-bills for damaging the commander or lieutenant unit (cause *Repair* or *Recruit*). Earn 3e0M C-bills for damaging both.

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

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

**BATTLETECH**

**OUTWORLDS WASTES**