BATTLETECH

OUTWORLDS WASTES

League Scenario Pack

BATTLETECH: OUTWORLDS WASTES

INTERSTELLAR EXPEDITIONS 'CONVOY'

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

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

The following optional rules for *BattleTech: Outworld Wastes are* used:
  - Slim Resources: Commanders may only **Purchase** new units or **Refit** to variants on the Periphery General list on the MUL. Commanders may **Train, Replace**, **Repair**, **Recruit**, **Omni Refit**, **Salvage**, and **Sell** as usual.
    http://masterunitlist.info/Era/FactionEraDetails?FactionId=57&EraId=257
  - Reputation: There are three factions in the fleet, Interstellar Expeditions, Benefactor A, and Benefactor B. Before each scenario, commanders declare which faction they are fighting for. Round the number of C-bills your 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.
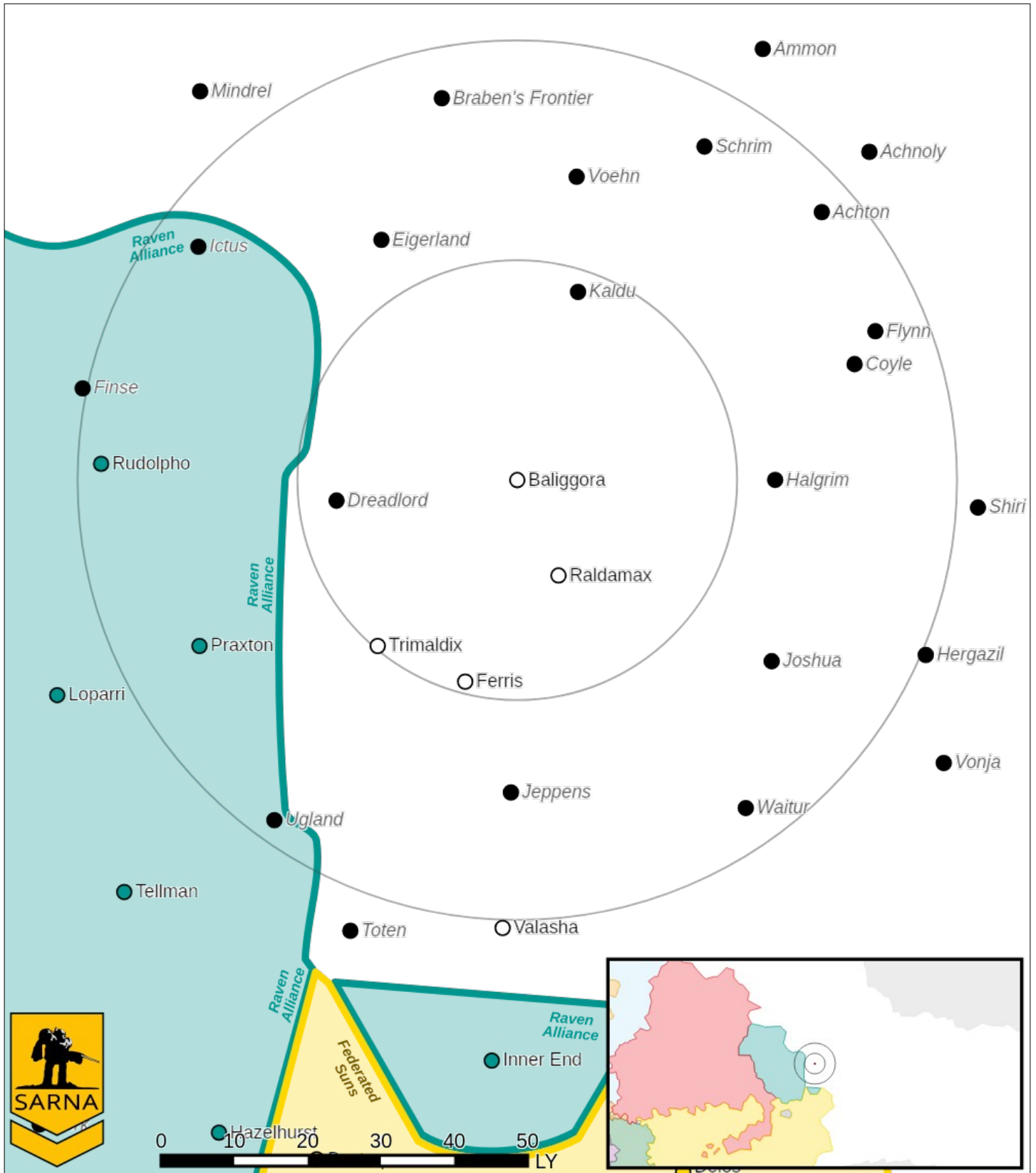
BattleTech: Outworlds Wastes:
  Web: https://outworlds-wastes.jeremylt.org
  PDF: https://outworlds-wastes.jeremylt.org/downloads?league

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

Ammon

Mindrel

Braben's Frontier

Schrim

Achnoly

Voehn

Achton

Eigerland

Raven Alliance

Ictus

Kaldu

Flynn

Coyle

Finse

Rudolpho

Baliggora

Halgrim

Shiri

Dreadlord

Raven Alliance

Raldamax

Praxton

Trimaldix

Hergazil

Loparri

Ferris

Joshua

Vonja

Jeppens

Waitur

Ugland

Tellman

Toten

Valasha

Raven Alliance

Raven Alliance

Federated Suns

Inner End

SARNA

Hazelhurst

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BALIGGORA I PLANETARY READOUT

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

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

Map: Four mapsheets, with any terrain. Place 3-7 tokens evenly spaced along
the centerline of the map.
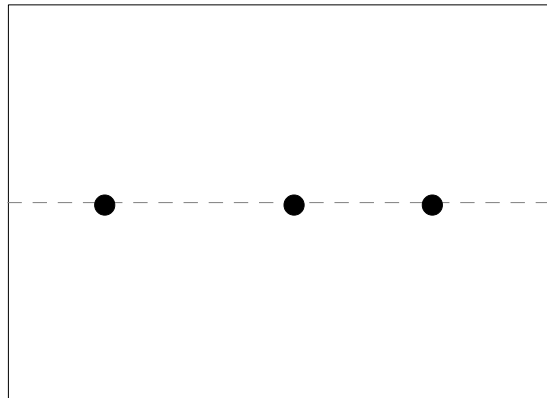
Primary Objective: Recover as many flags as possible. A unit may pick up a
flag in their during the End Phase if no enemy units are in the hex. A
'mech must have a hand actuator to pick up a flag. They may not fire any
weapons in the arm used to carry the flag while holding the flag. Infantry
may carry a flag. They may not fire any weapons while holding the flag.
Infantry in a vehicle may load a flag into the vehicle. A unit may
voluntarily drop a flag during the End Phase. If the unit is destroyed,
then the flag drops where the unit was. Units claim a flag by returning it
to one of the hexes on their home edge. Any flag picked up but not claimed
counts as only half for scoring at the end of the scenario. Award 7.0M
proportionally based upon the number of flags claimed.

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

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

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

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