BATTLETECH
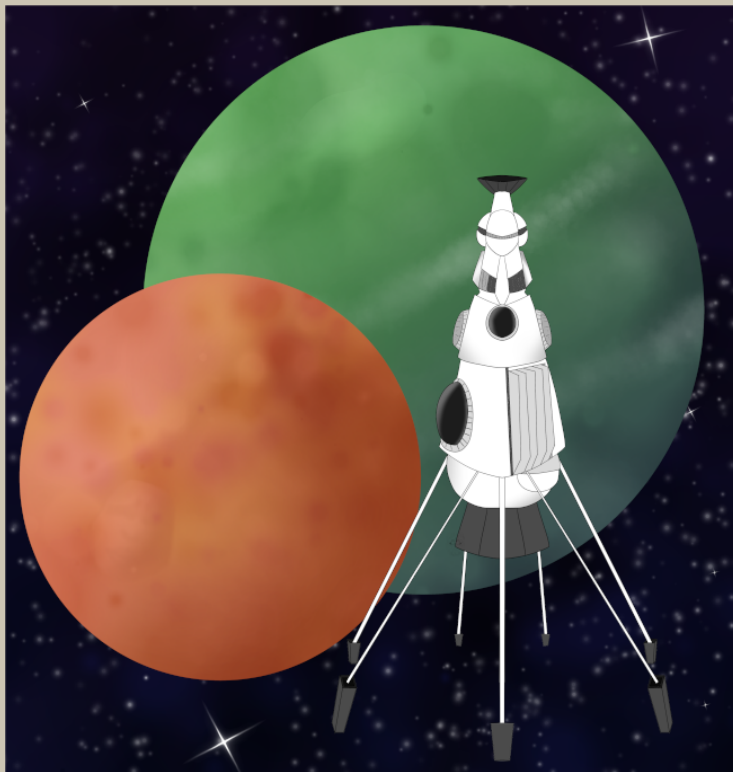## OUTWORLDS WASTES

Lightweight Narrative Event 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, event organizer information, and reference material. The background information describes the Outworlds Wastes region and the *BattleTech: Outworlds Wastes* rules. *Force Construction* (see p. 4) and *Force Maintenance and Improvements* (see p. 5) are the minimum rules needed for a player to begin Outworlds Wastes league play. Scoring rules are provided for event organizers. The reference materials include a region map and list of references.

DISCLAIMER

BattleTech: Outworlds Wastes is fan-made and based upon the official BattleTech rules from Catalyst Game Labs. See the *References* (see p. 13) 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.

ACKNOWLEDGMENTS

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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

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.

Event organizers pick the current era for the event; 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 event organizers can pick any location that is appropriate for their event. Commanders should ask the organizers which era and region their event is in.

FORCE CONSTRUCTION

Commanders start with 3,000 BV to acquire initial units for their force. BV costs for all units are listed in the Master Unit List or MegaMekLab. Force construction must follow these rules:

- Commanders have a modified Leopard class DropShip that can hold a maximum of 4 units. Your entire force must fit onto your DropShip.

- Commanders should select units from one faction on the Master Unit List for the era chosen by event organizers. Forces may include units with introductory, standard, and advanced technology. Custom, experimental, and unique units are not permitted.

- Each force must have at least one 'Mech.

- Each force must have at least one Battle Armor unit. If Battle Armor is not available to the faction in the era, then the force must contain at least one non-mechanized conventional infantry unit.

- Each force must have one unit capable of carrying the Battle Armor (or infantry) unit. An OmniMech can carry standard Battle Armor. BattleMechs can carry Battle Armor equipped with magnetic clamps, but receive a -1 MP/-2 inch reduction to their Walking MP (p. 227, *TW*, p. 39, *AS: CE*).

- Forces cannot contain aerospace or battlefield support units, including on-map artillery.

- The BV costs of a unit includes all adjustments, to include skill levels, C^3, and TAG. Skill levels should generally be close to the average skill levels (see p. 40, *TW*). A unit may be no better than Gunnery 3/Piloting 4 and no worse than Gunnery 5/Piloting 6. ProtoMechs always have Piloting 5 and infantry units without anti-'Mech equipment have Anti-'Mech 5.

Commanders must bring the rulebooks for any special equipment not found in *BattleTech: Total Warfare* or *BattleTech: BattleMech Manual*. Unit record sheets can be generated using MegaMekLab or similar tools.

BV costs sometimes do not mach between the Master Unit List and MegaMekLab, especially for conventional infantry units, due differences in the official rules. Commanders must use the same source for all BV costs. All record sheets must agree with the BV costs from this source.

Commanders may maintain and improve their force between scenarios with the *Force Maintenance* rules (see p. 5). Improved forces cannot exceed 5,000 BV and must follow the other rules above. See the *Sample Scenario Logistics Tracking* (p. 10). Commanders instead reset their force between scenarios.

Two sample initial forces are provided; the first force is an ilClan era mercenary unit and the second force is an ilClan era Raven Alliance detachment. Pilot names are encouraged, as one of the goals is to develop the personalized lore for your force.

Bay	Unit	Pilot	Gunnery	Piloting	BV	Adj BV
1	Archer ARC-7S	'Meg' Courant	3	5	1,658	1,990
2	Cavalry Attack (BA)	'Bugs' Schwann	3	5	604	725
3	IS Standard (Laser)	Ralph Nosske	3	5	231	277
	Total BV					2,992

ilClan Era Mercenary Force - Meg's Magpies

Bay	Unit	Pilot	Gunnery	Piloting	BV	Adj BV
1	Carrion Crow C	Sarah Magnus	3	4	1,826	2,410
2	Elemental BA [Laser]	Harry	3	4	447	590
	Total BV					3,000

ilClan Era Raven Alliance Force - Raven Expeditionary Cluster

FORCE MAINTENANCE

Commanders can spend C-bills they earn in scenarios to improve their force. Possible improvements 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 2/3. 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.

Repair: Pay 25% of the C-bill cost, rounded up, to repair all internal damage, critical components, and motive systems 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 is 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.

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 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.

If a commander is using units from a full *BattleTech: Outworlds Wastes* league list, they may apply all earned C-bills and maintenance costs from the event to their full list. However, only C-bills earned during the event may be used for force maintenance during the event.

EVENT SCENARIOS

Event organizers provide scenarios, which may be either player-vs-GM or player-vs-player. These scenarios award C-bills through completing objectives and receiving base pay. The C-bills awarded in a scenario will tend to follow these guidelines:

- **Base Pay**: Each force receives a base payment of 500,000 C-bills. This C-bill payment represents the baseline cost of a mercenary contract or supplies sent by a faction.

- **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.

  – Each primary objective is worth no more than 2,000,000 C-bills and is awarded to every player on a side.

  – Each secondary objective is worth no more than 500,000 C-bills and is awarded to each player individually.

A scenario will have multiple primary and secondary objectives, with each player having the opportunity to earn approximately 5,000,000 C-bills from objectives.

A full list of primary and secondary objectives for each scenario is provided by the event organizers. This list may change during each scenario as new objectives are revealed. A sample list of secondary objectives is provided here:

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 unit.

5. Kill at least half of the troops 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 unit.

9. Capture a vehicle crew or 'Mech pilot.

CASUAL PLAY

Event organizers may allow commanders to play additional casual scenarios between the official event scenarios. Event organizers will provide a packet of casual play scenarios for the event, if they are allowed.

Commanders use their entire force for a casual scenario. Commanders may temporarily modify the skill levels of their units to balance the BV of each side in a casual scenario. The BV or PV of each side should be within 10% of each other.

Each casual scenario will have a maximum of 5,000,000 C-bills in objectives payments. A commander can accept either all of the objectives pay and repair costs or none of the objectives pay and repair costs. Any objective pay from casual scenarios can be used to improve a force, so long as repair costs have been applied.

LEAGUE CONVERSION

Commanders can convert their force from an event into a full *BattleTech: Outworlds Wastes* force. All of the full Force Construction rules apply, with the following modifications.

- Units from the event that are damaged but not *destroyed* are repaired for free.

- Units from the event that are *destroyed* but not replaced cannot be added to the new force.

- Units from the event may keep any skill upgrades purchased during the event. Units from the event may also have their skill levels degraded, if desired.

- Commanders may change their faction as long as the units from the event are available on the new faction list. Commanders may use the *Advanced Force Construction* rules to create a custom faction list.

- Commanders may keep any C-bills earned during the event. If the force ended the event with fewer than 3,000,000 C-bills, then start with 3,000,000 C-bills.
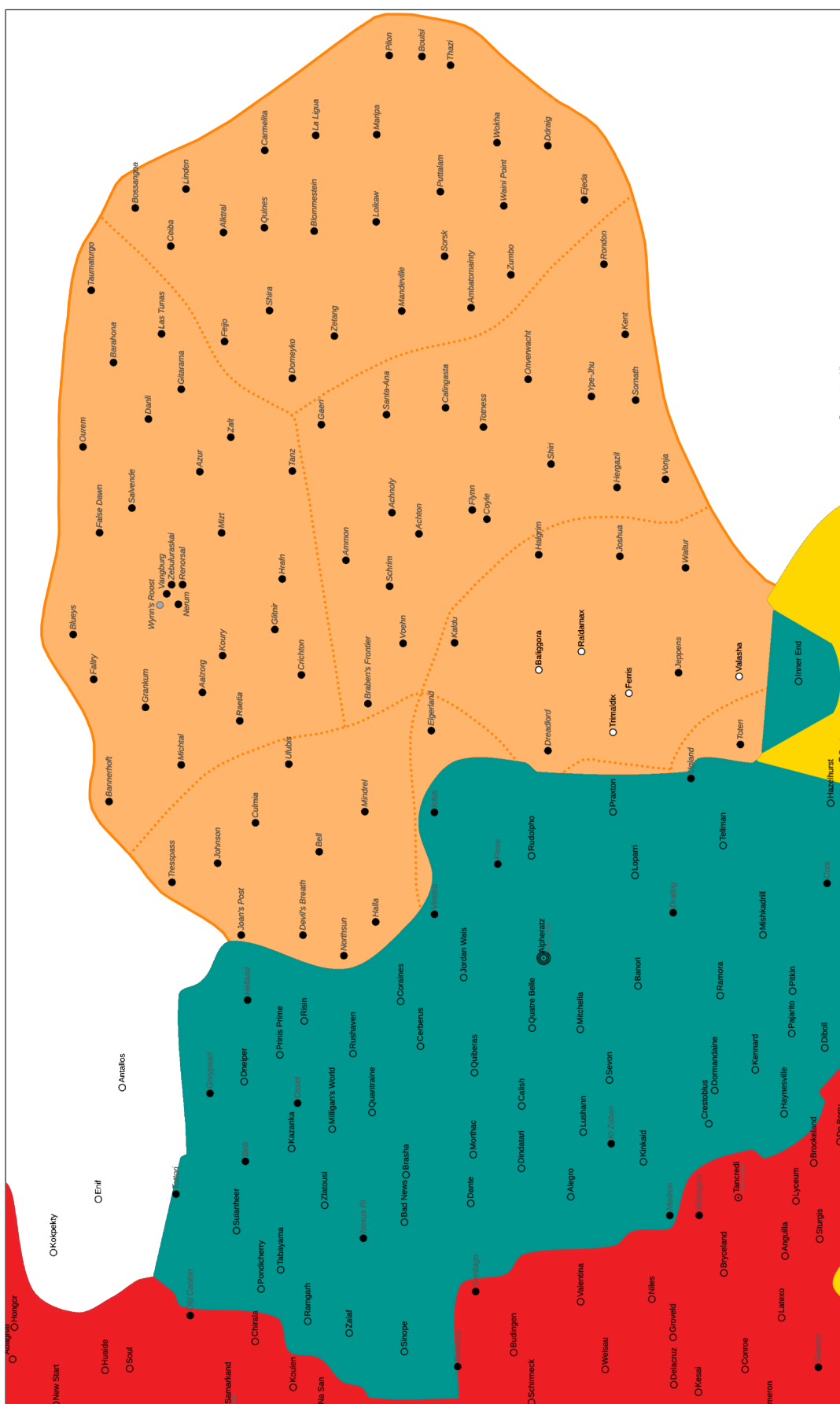
If the event force came from an existing full *BattleTech: Outworlds Wastes* force, then the commander may apply any force improvements and objective pay earned during their event to their full force, but unit damage is not repaired for free in this case.
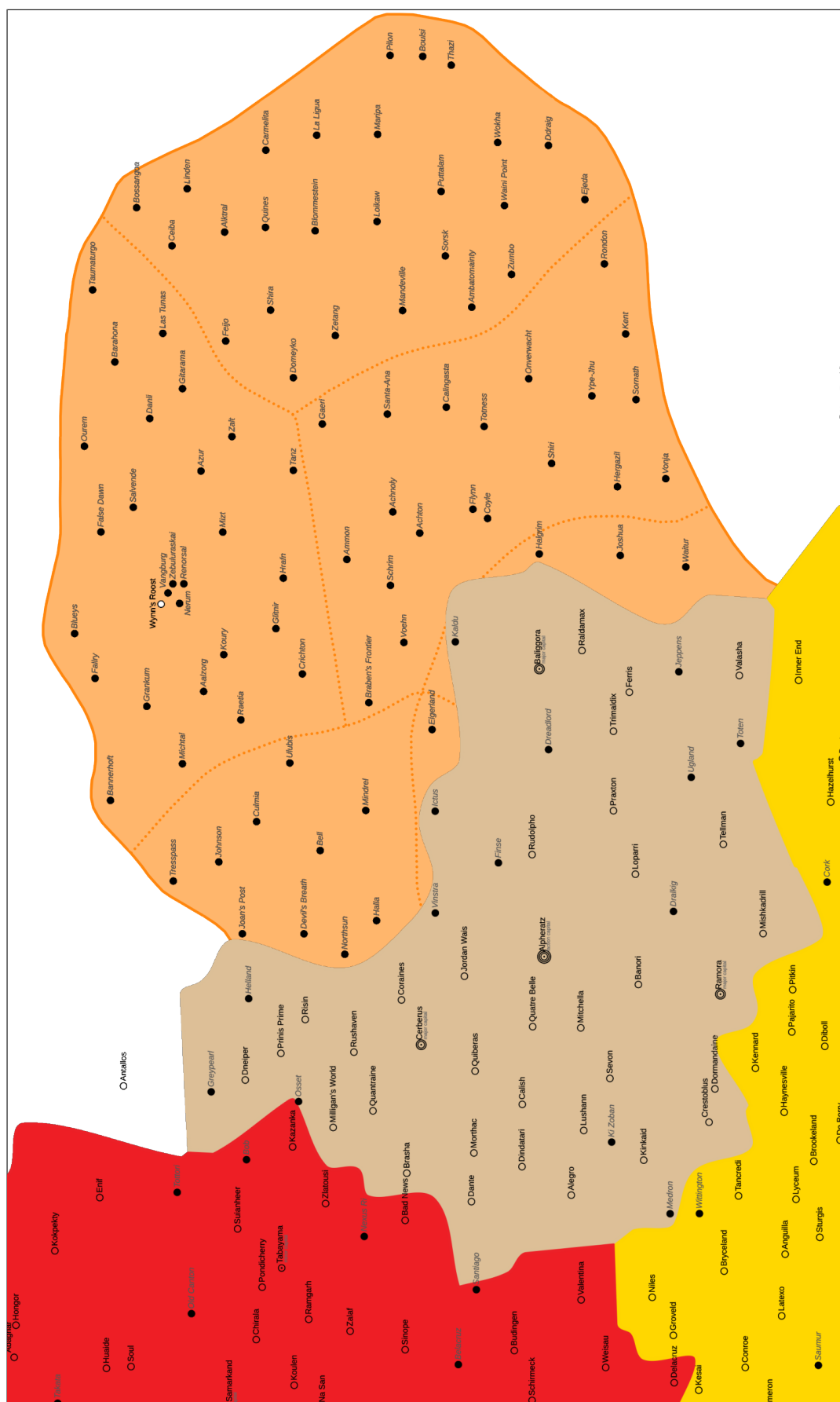
Outworlds Wastes - 3025

Outworlds Wastes - 3151

SAMPLE SCENARIO LOGISTICS TRACKING

		Initial Force				
Bay	Unit	Pilot	Gunnery	Piloting	C-bills	BV
1						
2						
3						
4						
Total BV						

Force Management
Starting C-bills

Objectives
Primary Objective
Secondary Objective

Training
Pay 500,000 × BV skill multiplier difference, cannot exceed 2/3

1
2
3
4

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

Purchase
Pay cost to add to TOE

1
2

Salvage
Pay 50% cost to add to TOE or sell to earn 25% cost

1
2

Sell
Earn 50% cost

1
2
...

Final C-bills
Total C-bills

		Final Force				
Bay	Unit	Pilot	Gunnery	Piloting	C-bills	BV
1						
2						
3						
4						
Total BV (5,000 limit)						

FORCE BV ADJUSTMENTS

BV adjustments are applied in the following order.

- Each unit equipped with TAG or a C^3 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^3 network increases its BV by 5% of the total BV of all units included in the C^3 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
    - *A Game of Armored Combat*: https://bg.battletech.com/forums/index.php?topic=62488.0
    - *Master Unit List*: http://www.masterunitlist.info
    - *MegaMek*: https://megamek.org
    - *Sarna.net*: https://sarna.net

These additional resources may also be helpful:

- BattleTech
    - *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

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