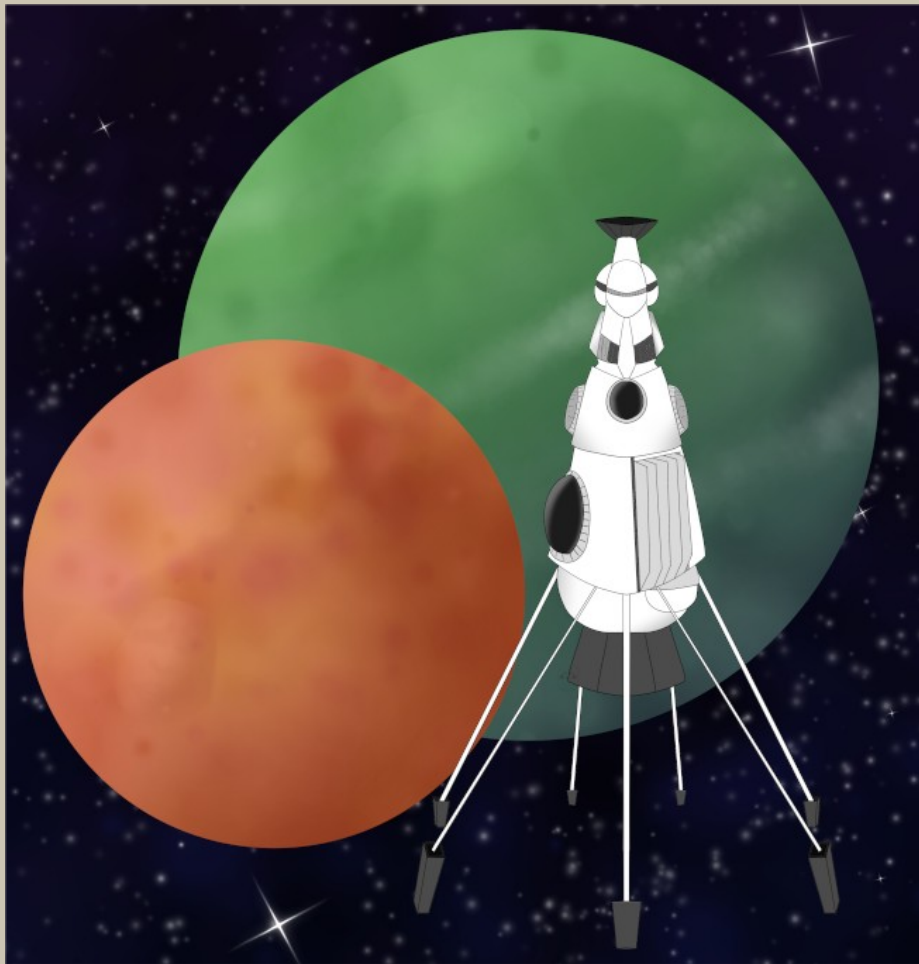


# **BATTLETECH**

## **OUTWORLDS WASTES**



**Event Scenario Pack**

# BATTLETECH: OUTWORLDS WASTES

## FOX PATROL ORIGINS

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

PLAY THROUGH THE ORIGINS OF THE FOX PATROL! FORM YOUR MERCENARY FORCE AND PROTECT THE CITIZENS OF JERANGLE FROM THE RED STRIPE RAIDERS. FIND AND DESTROY THE RAIDERS BASE TO CEMENT YOUR REPUTATION AS A TRUSTED MERCENARY!

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

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

Each player may bring 2,000 BV of 'Mechs from a single faction in the Dark Age or ilClan eras on the Master Unit List, following the *BattleTech: Outworlds Wastes* event list building rules. The list should have at least 2 'Mechs, one of which is piloted by your force commander.

After the first scenario, you may add up to 1,500 BV of units to your force. You must have at least one Battle Armor unit and one unit capable of carrying Battle Armor.

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.
- High Gravity: Divide default MPs by 1.28 and round to compute the unit's new MPs.  
Add +1 to-hit for all Missile and Direct-Fire Ballistic weapon attacks.

*BattleTech Outworlds Wastes*:

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

PDF: <https://outworlds-wastes.jeremyt.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

## **MISSION BACKGROUND**

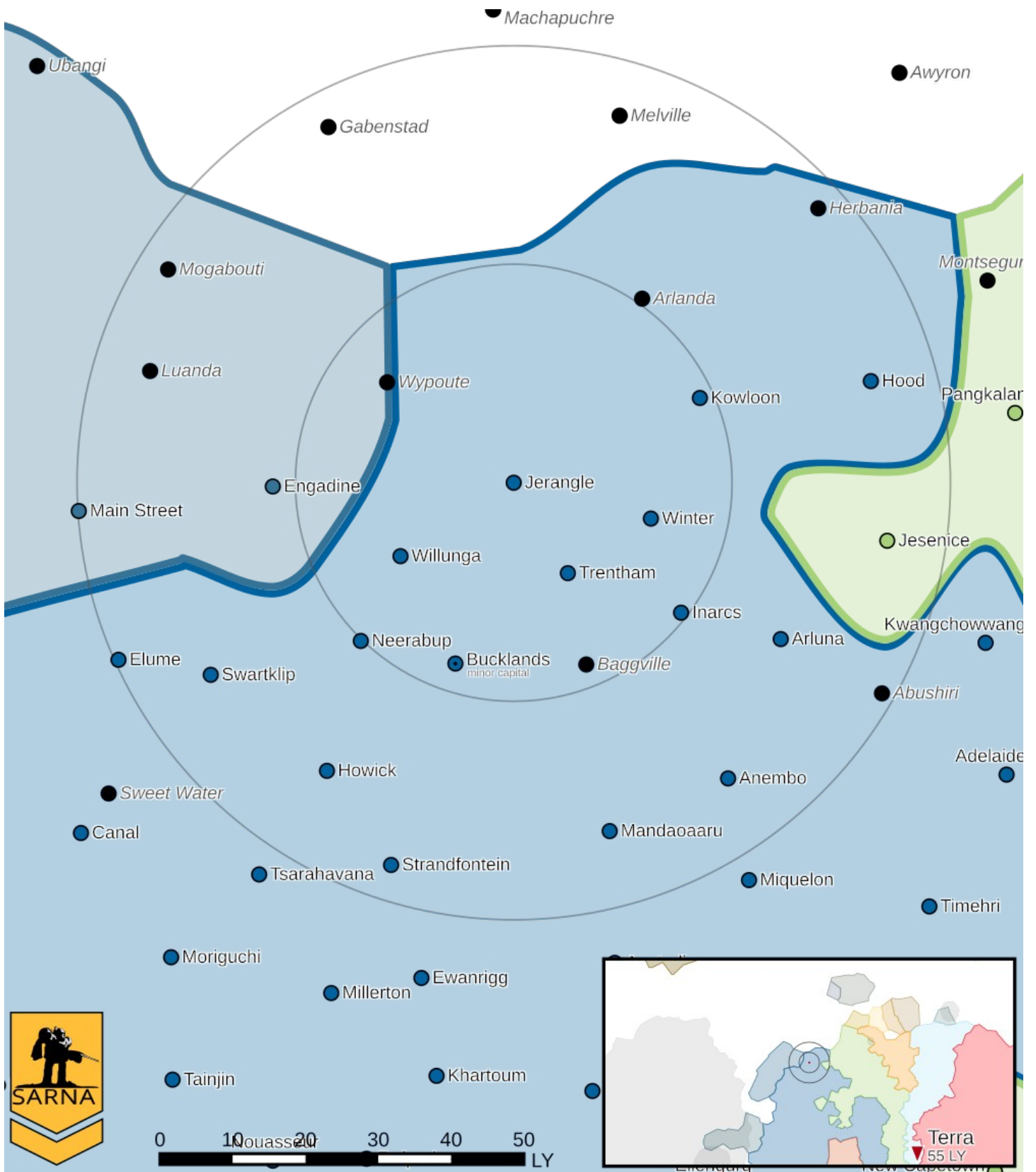
JERANGLE IS A SMALL, BACKWATER PLANET ON THE FRINGES OF THE LYRAN COMMONWEALTH. THE MAYOR OF GOTHENBURG, REIF BECKER, HAS HIRED YOU TO FIND AND DESTROY THE JERANGLE RAIDERS.

## **REGION BACKGROUND**

JERANGEL WAS PART OF THE APOLLO PROVINCE OF THE RIM WORLDS REPUBLIC, BUT THE LYRAN COMMONWEALTH CLAIMED THE PLANET DURING REPUBLIC-COMMONWEALTH WAR BURING THE AMARIS COUP.

JERANGEL JOINED THE COVENTRY PROVINCE OF THE LYRAN COMMONWEALTH. DESPITE BEING RELATIVELY CLOSE TO THE BORDER OF THE JADE FALCON OCCUPATION ZONE DURING THE DARK AGES, JERANGLE WAS A RELATIVELY QUIET PLANET WITH MINIMAL MILITARY ENGAGEMENT. INFREQUENT PIRATE RAIDS REPRESENT THE BIGGEST THREAT TO CITIZENS ON JERANGLE.

# LOCAL AREA STAR MAP



### JERANGLE III PLANETARY READOUT

STAR TYPE : GOV (181 HOURS RECHARGE TIME)  
POSITION IN SYSTEM : 3  
NATURAL SATELLITES : 2  
TIME TO JUMP POINT : 10.48 DAYS  
SURFACE GRAVITY : 1.28 G  
DAY LENGTH : 25.0 HOURS  
ATMOSPHERIC PRESSURE : STANDARD (BREATHABLE)  
EQUATORIAL TEMPERATURE : 38°C  
SURFACE WATER : 100 PERCENT  
CAPITAL : Burianova Town  
POPULATION : 95,540,464  
HPG : NONE  
SOCIO-INDUSTRIAL LEVELS : D-F-A-D-D  
TECHNOLOGICAL SOPHISTICATION : D (LOWER TECH WORLD)  
INDUSTRIAL DEVELOPMENT : F (NO INDUSTRIALIZATION)  
RAW MATERIAL DEPENDENCE : A (FULLY SELF-SUFFICIENT PRODUCTION)  
INDUSTRIAL OUTPUT : D (NEGLIGIBLE INDUSTRIAL OUTPUT)  
AGRICULTURAL DEPENDENCE : D (POOR AGRICULTURE)

## **MISSION 1: FIRST CONTACT**

YOU ARE AMBUSHED WHILE PATROLLING IN GOTHENBURG. DRIVE OFF OR DESTROY THE ENEMY FORCES WITHOUT DAMAGING ANY FRIENDLY BUILDINGS.

### **PRIMARY OBJECTIVES:**

- DRIVE AWAY ENEMY FORCES
- PREVENT DAMAGE TO FRIENDLY BUILDINGS

### **SECONDARY OBJECTIVES:**

- DESTROY ENEMY FORCES

### **OPPOSITION FORCES:**

- INITIAL RAIDER FORCES CONSISTING OF AT MOST 2 'MECHS

## **MISSION 2: SEEK AND DESTROY**

THE JERANGLE RAIDERS HAVE OFFERED TO DUEL YOUR MERCENARY FORCE OUTSIDE OF THE CITY. MEET AND DESTROY THEIR FORCES TO STOP THEIR THREAT TO THE CITY.

### **PRIMARY OBJECTIVES:**

- DESTROY RAIDER FORCES

### **SECONDARY OBJECTIVES:**

- PREVENT DAMAGE TO FRIENDLY BUILDINGS

### **OPPOSITION FORCES:**

- MULTIPLE ENEMY 'MECHS, INCLUDING A MARAUDER, NIGHT HAWK, AND COMMANDOS

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

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

INTELLIGENCE HAS PROVIDED SATELLITE IMAGERY OF GOTHENBURG.

|-- FRIENDLY DEPLOYMENT ZONE --|



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

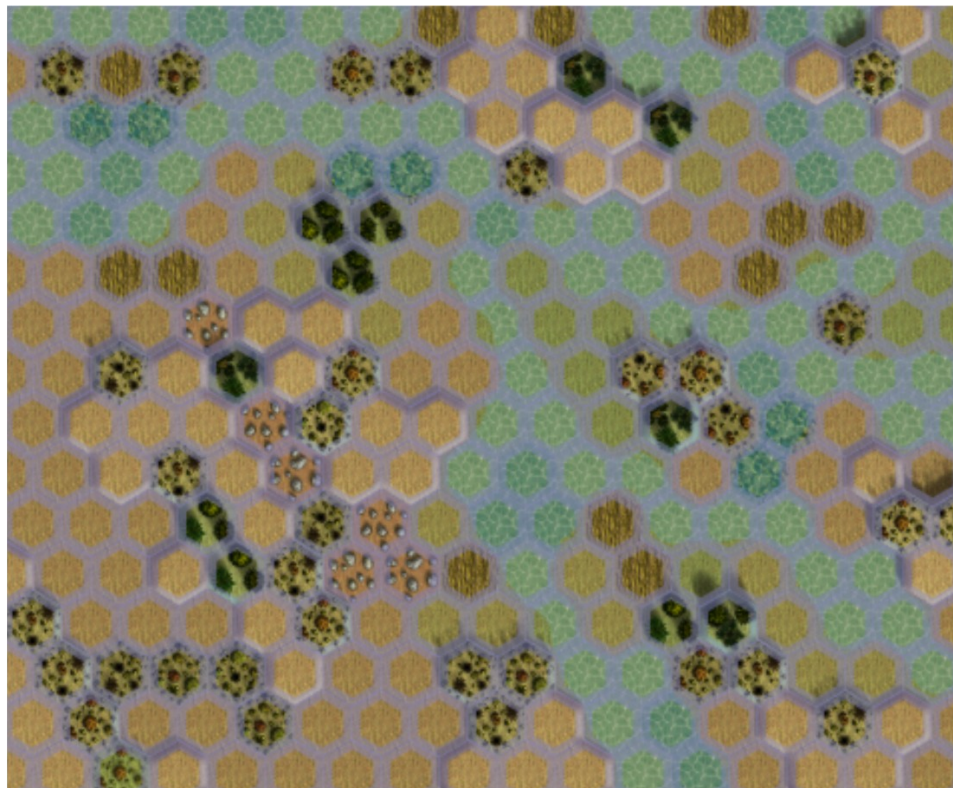


----- START TRANSMISSION -----

INTELLIGENCE HAS PROVIDED SATELLITE IMAGERY OF THE DUEL SITE.



| -- FRIENDLY DEPLOYMENT ZONE -- |



----- 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 -----

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

### **SAMPLE FORCE**

THE FOLLOWING IS A SAMPLE FORCE THAT IS SIMILAR TO THE FOX PATROL:

#### FIRST MISSION:

KIT FOX F	1,219 BV
LOCUST LCT-5M	719 BV
-----	
TOTAL	1,938 BV

#### SECOND MISSION:

KIT FOX F	1,219 BV
LOCUST LCT-5M	719 BV
QUICKDRAW QKD-5M	1,237 BV
IS STANDARD (LAS)	231 BV
-----	
TOTAL	3,406 BV

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

**BATTLETECH**

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