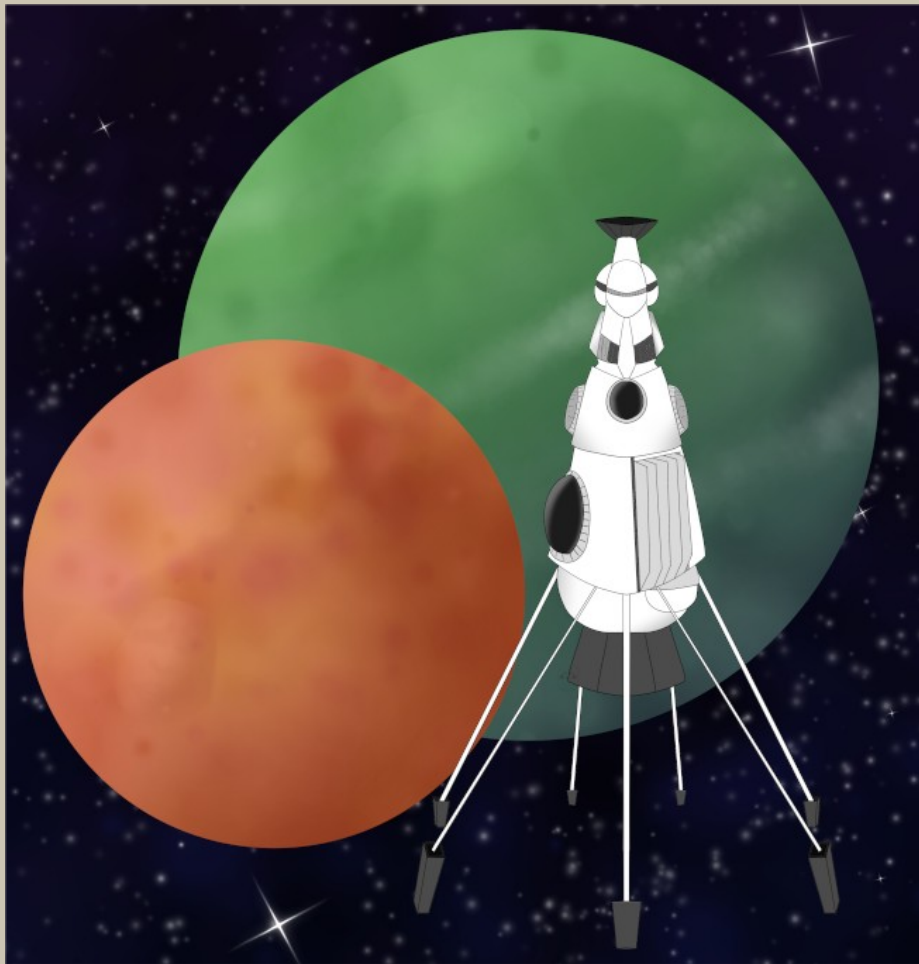


# **BATTLETECH**

## **OUTWORLDS WASTES**



**Event Scenario Pack**

# BATTLETECH: OUTWORLDS WASTES

## SNOW RAVEN RAID

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

CARSPHAIRN III PLANETARY GOVERNMENT OFFICIAL ANNOUNCEMENT: CLAN SNOW RAVEN FORCES IDENTIFYING THEMSELVES AS PART OF ILKAHN WARD'S STAR LEAGUE ARE BURNING TOWARDS CARSPAHAIRN III. THE GOVERNOR HAS AUTHORIZED IMMEDIATE AND GENEROUS CONTRACTS FOR ALL MERCENARY FORCES ON PLANET.

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

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

Each player may bring 3,000 BV of combined arms from a single faction in the ilClan era on the Master Unit List, following the *BattleTech: Outworlds Wastes* event list building rules.

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.
- Multiple Attack Rolls: Separate attack rolls for each point of damage. (Alpha Strike)

*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: ilClan

Editor: Jeremy L Thompson

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

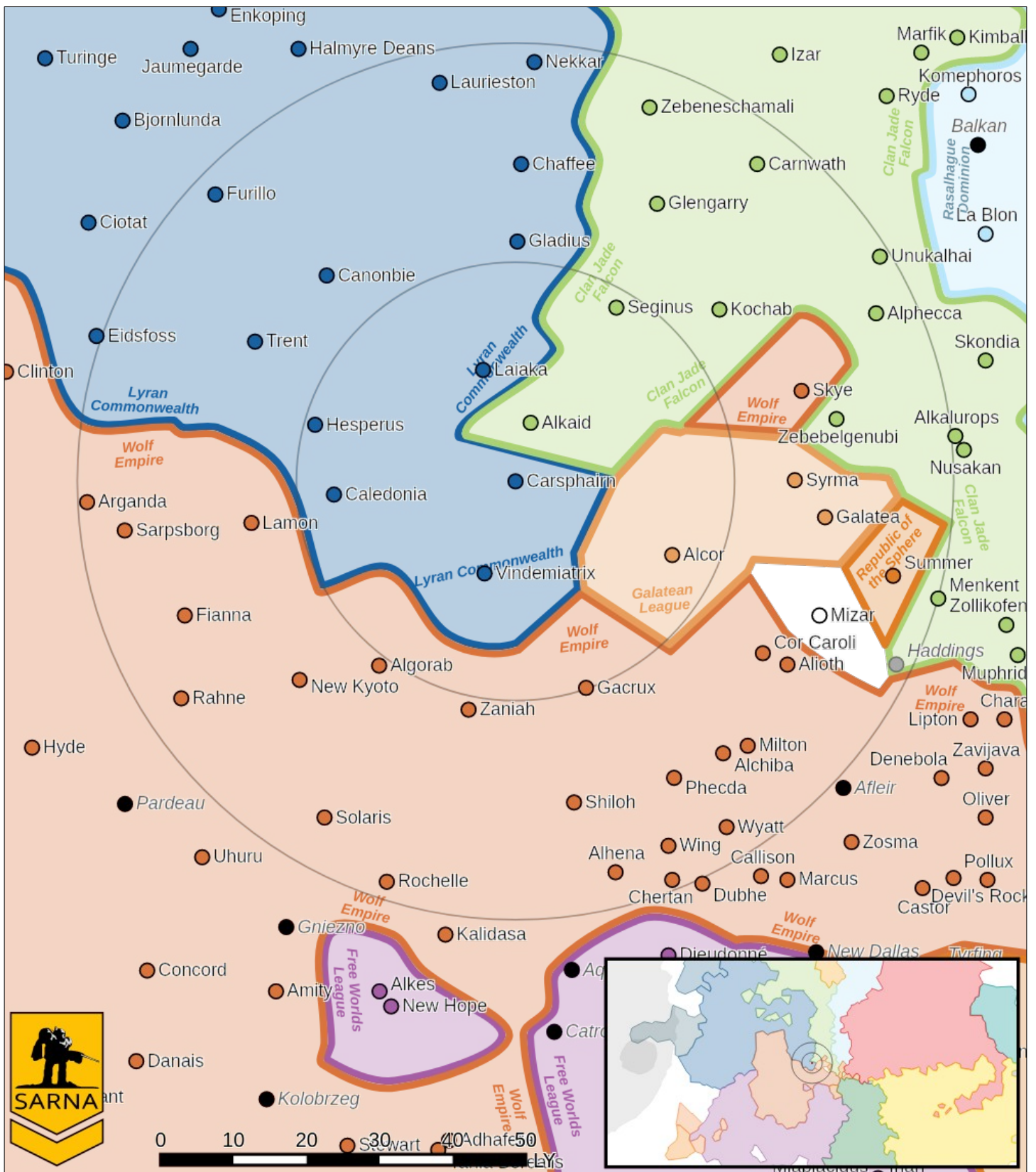
## **MISSION BACKGROUND**

THE CARSPHAIRN SYSTEM WAS PART OF THE LYRAN COMMONWEALTH AND LATER THE LYRAN ALLIANCE UNTIL 3081 WHEN THE REPUBLIC OF THE SPHERE WAS FORMED. CARSPHAIRN WAS ABANDONED WHEN THE FORTRESS REPUBLIC WAS FORMED, AND BY 3145 CARSPHAIRN HAD REJOINED THE LYRAN COMMONWEALTH.

CLAN WOLF LEAD BY KAHN ALARIC WARD CAPTURED TERRA IN 3151 AND DISSOLVED THE REPUBLIC OF THE SPHERE. ILKAHN WARD REFORMED THE STAR LEAGUE WITH MILITARY FORCES FROM CLAN WOLF, CLAN JADE FALCON, CLAN SMOKE JAGUAR, AND CLAN SNOW RAVEN.

PLANETARY LEADERSHIP ON CARSPHAIRN IS EAGER TO AVOID MORE DISRUPTION AND IS WILLING TO PAY MERCENARY FORCES GENEROUSLY TO REPEL CLAN SNOW RAVEN FORCES OPERATING AS PART OF THE NEW STAR LEAGUE MILITARY.

## LOCAL AREA STAR MAP



## CARSPHAIRN III PLANETARY READOUT

STAR TYPE : KIV (192 HOURS RECHARGE TIME)  
POSITION IN SYSTEM : 3 OF 8  
NATURAL SATELLITES : 3  
TIME TO JUMP POINT : 5.2 DAYS  
SURFACE GRAVITY : 1.13 G  
DAY LENGTH : 22.0 HOURS  
ATMOSPHERIC PRESSURE : STANDARD (BREATHABLE)  
EQUATORIAL TEMPERATURE : 33\*C  
SURFACE WATER : 77 PERCENT  
CAPITAL : NARCISSE  
POPULATION : 3,013,000,000  
HPG : NONE  
SOCIO-INDUSTRIAL LEVELS : B-B-C-B-A  
TECHNOLOGICAL SOPHISTICATION : B (ADVANCED WORLD)  
INDUSTRIAL DEVELOPMENT : B (MODERATELY INDUSTRIALIZED)  
RAW MATERIAL DEPENDENCE : C (LIMITED RAW MATERIAL PRODUCTION)  
INDUSTRIAL OUTPUT : B (GOOD INDUSTRIAL OUTPUT)  
AGRICULTURAL DEPENDENCE : A (BREADBASKET)

## **MISSION 1: CONTESTED LANDING**

SNOW RAVEN FORCES WILL BE THE MOST VULNERABLE DURING LANDING OPERATIONS. DESTROY AS MANY SNOW RAVEN FORCES AS POSSIBLE, BUT FOCUS ON DESTROYING LANDING PORT INFRASTRUCTURE. IF POSSIBLE, SHOOT DOWN AN ENEMY DROPSHIP.

### **PRIMARY OBJECTIVES:**

- DESTROY LANDING PORT INFRASTRUCTURE
- SHOOT DOWN ENEMY DROPSHIP

### **SECONDARY OBJECTIVES:**

- DESTROY SNOW RAVEN FORCES

### **ADDITIONAL RULES:**

- ONLY INFANTRY/BATTLE ARMOR UNITS CAN DESTROY BUILDINGS

### **OPPOSITION FORCES:**

- INITIAL SNOW RAVEN FORCES CONSIST OF ONE LIGHT STAR

## **MISSION 2: MILITIA RESUPPLY**

WE HAVE LOCATED AN OLD MILITIA REPAIR FACILITY IN AN ABANDONED MINE. THIS FACILITY IS ESSENTIAL FOR MAINTAINING THE STRENGTH OF OUR MILITIA FORCES. SECURE THE REPAIR FACILITY AND ACTIVATE THE MINEFIELD AROUND THE FACILITY TO PROTECT THIS VALUABLE ASSET.

### **PRIMARY OBJECTIVES:**

- SECURE REPAIR FACILITIES
- CAPTURE ENEMY COMBATANT

### **SECONDARY OBJECTIVES:**

- DESTROY SNOW RAVEN FORCES

### **ADDITIONAL RULES:**

- ONLY INFANTRY/BATTLE ARMOR UNITS CAN SECURE THE ENTRANCES

### **OPPOSITION FORCES:**

- SNOW RAVEN NOVA CONSISTING OF OMNIMECHS AND BATTLE ARMOR

### **MISSION 3: BASE DEFENSE**

THE SNOW RAVENS HAVE ASSEMBLED A STAR CONSISTING OF ASSAULT OMNIMECHS AND SUPPORTING UNITS. THIS ATTACK WILL BE INTENSE. COORDINATE THE DEFENSE OF THE BASE AND THE USE OF SUPPORT ASSETS SUCH AS AIRSTRIKES AND ARTILLERY STRIKES.

**PRIMARY OBJECTIVES:**

MINIMIZE DAMAGE TO FRIENDLY BUILDINGS

**SECONDARY OBJECTIVES:**

DESTROY SNOW RAVEN FORCES

**ADDITIONAL RULES:**

EACH COMMANDER RECEIVES 50 BSP POINTS

**OPPOSITION FORCES:**

SNOW RAVEN ASSAULT NOVA CONSISTING OF OMNIMECHS AND BATTLE ARMOR

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

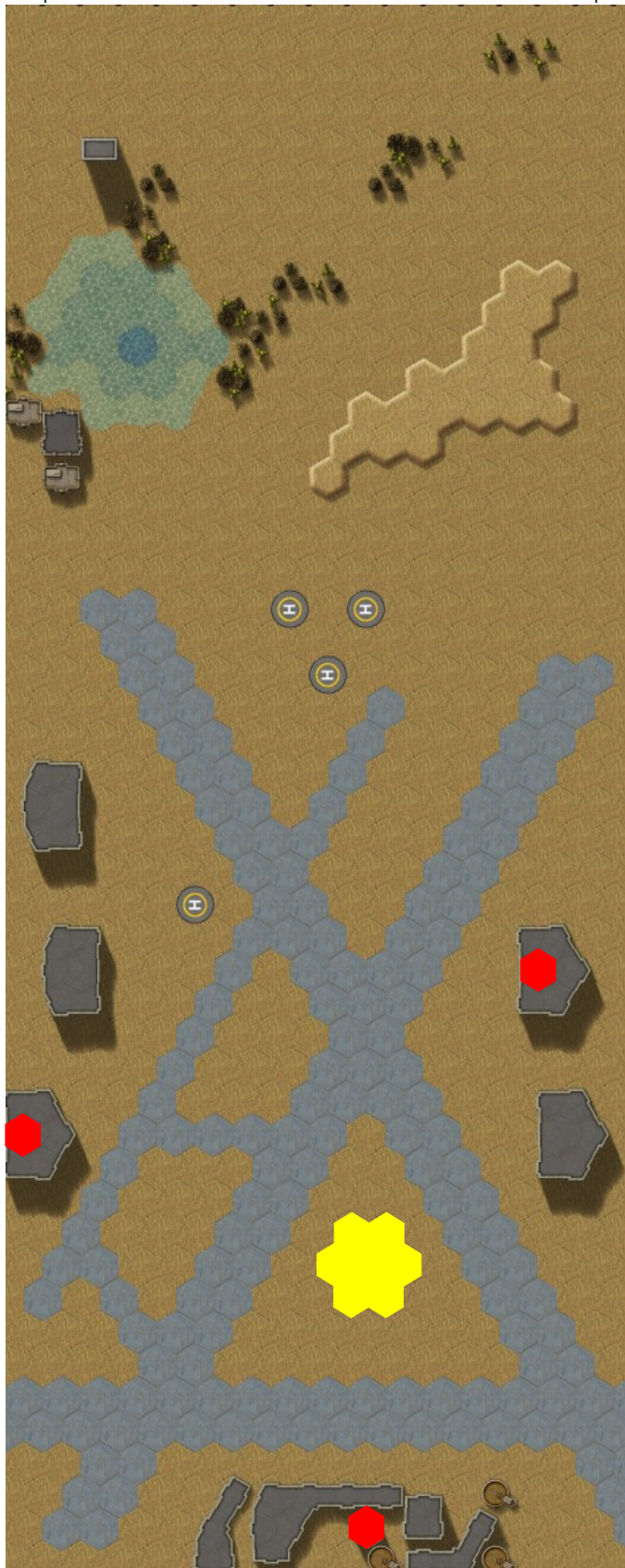


----- START TRANSMISSION -----

INTELLIGENCE HAS PROVIDED SATELLITE IMAGERY OF THE LANDING PORT.

 PORT INFRASTRUCTURE    DROPSHIP LANDING PAD

          |-- FRIENDLY DEPLOYMENT ZONE --|



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



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

INTELLIGENCE HAS PROVIDED SATELLITE IMAGERY OF THE ABANDONED MINE.

◆ MINE ENTRANCE

|-- FRIENDLY DEPLOYMENT ZONE --|

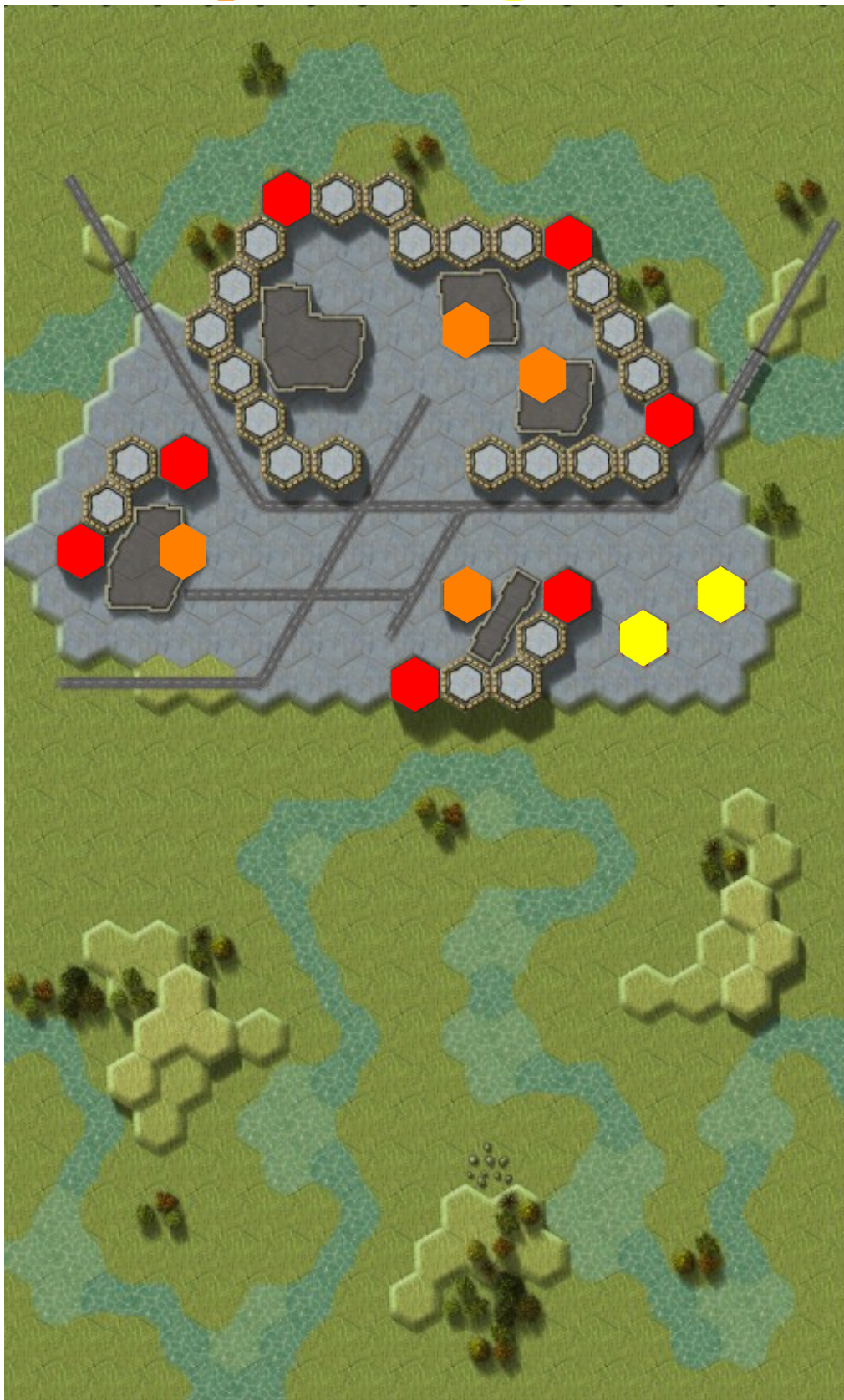


----- END TRANSMISSION -----

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

INTELLIGENCE HAS PROVIDED SATELLITE IMAGERY OF THE AIRFIELD.

◆ STATIC DEFENSES    ◆ BASE BUILDINGS    ◆ HELIPADS



----- 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	DAMAGE ENEMY DROPSHIP (PER DROPSHIP)
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 -----



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