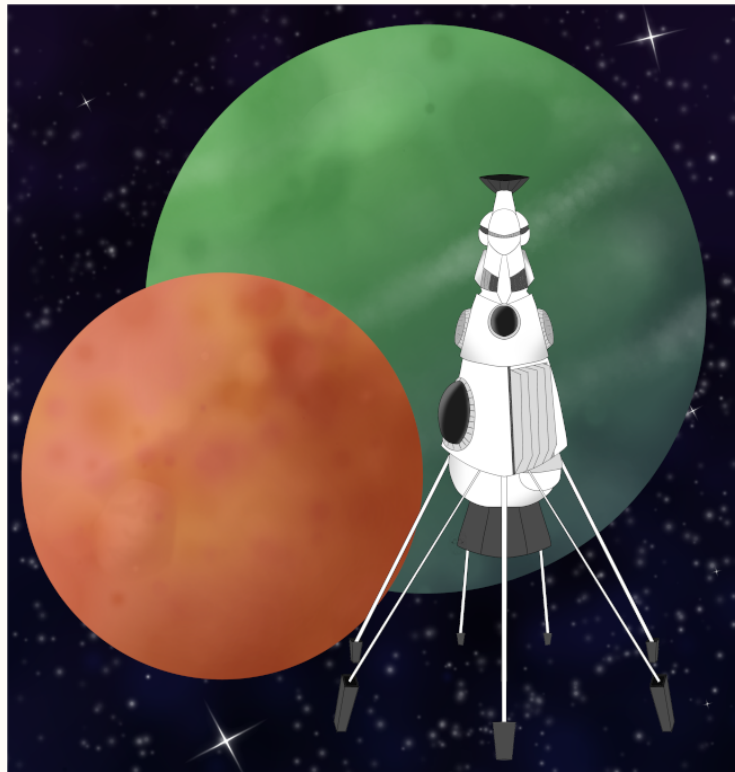# BATTLETECH
OUTWORLDS WASTES

Casual BattleTech Campaign League

BATTLETECH: OUTWORLDS WASTES QUICKSTART RULES

BattleTech: Outworlds Wastes provides rules for a casual BattleTech league and simplified campaign logistics. Players take the role of a commander leading a combined arms force in the Outworlds Wastes searching for lost technology and glory. Completing objectives in scenarios earns C-bills that commanders use to maintain and upgrade their forces. Commanders play scenarios in multiple formats, such as *BattleTech: Total Warfare* and *BattleTech: Alpha Strike*.

GOALS

- Foster a friendly and welcoming environment
- Create personalized lore for BattleTech forces
- Track the struggles and accomplishments of these forces
- Explore BattleTech lore and equipment

CONTENTS

These rules cover background information, player rules, and scenario scoring. The background information describes the Outworlds Wastes region and the overall design of the *BattleTech: Outworlds Wastes* rules. Force Construction rules, page 5 and Force Maintenance and Improvements rules, page 7 are the minimum rules needed for a player to begin Outworlds Wastes event play. Scenario design and league scoring rules are provided for league organizers. The reference materials include a region map, a list of references, and sample tables for tracking a commander's forces.

DISCLAIMER

BattleTech: Outworlds Wastes is fan-made and based upon the official BattleTech rules from Catalyst Game Labs. *BattleTech: Outworlds Wastes* adds simplified campaign logistics and force management rules along with sample scenarios and scoring. See the *References* on page 14 for a list of official Catalyst Game Labs products that *BattleTech: Outworlds Wastes* specifically references.

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 ask questions as GitHub Issues or download the latest *BattleTech: Outworlds Wastes* rules.

ACKNOWLEDGMENTS

VERSION

This document is current as of May 18, 2024.

CONTENTS

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 include

- Outworlds Alliance
- Clan Snow Raven
- Draconis Combine
- Federated Suns
- Mercenary groups
- Pirate gangs
- Clan Dark Caste

These factions are the most prevalent in the region, but many other factions may be found in the Outworlds Wastes. Commanders can pick the faction any find interesting.

League organizers pick the current era for the league; 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. Commanders should ask the league organizers which era the league currently is in.

FORCE CONSTRUCTION

Unit commanders start with 10,000 Battle Value points (BV) for their initial units and 3,000,000 C-bills they can use for maintenance after completing their first scenario. Completing scenarios and accomplishing objectives earns additional C-bills for commanders to spend on training their pilots, upgrading units, and acquiring new equipment.

FORCE CONSTRUCTION

Commanders create an initial force of up to 10,000 BV. BV costs for all units are listed in the Master Unit List or MegaMekLab. Force construction must follow the following rules:

- Commanders have a modified Union class dropship with 15 configurable bays. Bays may be empty and can changed to a different configuration. Bay space for all non-mechanized infantry units is shared. Your entire force must fit onto your dropship. Bay limits are in the table below.

Bay Type	Capacity	Limit
'Mech	1 'Mech	12 bays
Combat Vehicle	2 vehicles	5 bays
Aerospace	1 aerospace unit	2 bays
ProtoMech	5 ProtoMechs	2 bays
Infantry	5 tons or 1 mechanized unit	5 bays

Dropship Bay Limits

- Commanders must select units from their faction on the Master Unit List for the era chosen by league organizers. Forces can include units with introductory, standard, or advanced technology. For example, the Marauder MAD-3R is a valid ilClan era mercenary unit.

- Forces may include one Unique or Experimental unit. The Unique unit may be Extinct if another variant of the unit is available to the faction in the current era and the faction has the relevant technology base to recreate the unit.

- Each force can start with no more than 7,000 BV in 'Mechs. Commanders are encouraged to try to use the typical 'Mech unit composition of their faction.

- Some scenarios will require infantry/Battle Armor or Combat Vehicles with cargo capacity, so commanders should have at least one of each of these units in their force.

- Unless optional Battlefield Support or off-board artillery rules are used, a force can only include on-map units. For example, artillery and aerospace units can only be used on-map by default.

- The BV cost of a unit includes the skill level. The initial skill levels for a unit may be no better than Gunnery 3/Piloting 4. Average skill levels for factions and units are given on page 40 of *BattleTech: Total Warfare*. ProtoMechs always have Piloting 5 and infantry units that cannot make anti-'Mech attacks have Anti-'Mech 5, because these skills are not used for these units.

Commanders are responsible for knowing which rulebooks contain the rules pertaining to all units and special equipment in their force.

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 infantry units. Commanders must use the same source for all BV costs. All record sheets must agree with the BV costs from this source.

Learning new types of units can be intimidating. Commanders may limit the types of different units in their non-'Mech forces. For example, a force could include only troop transports and Battle Armor so the commander can meet any objectives while keeping new rules to a minimum.

SAMPLE FORCES

Two sample initial forces are provided below. The first force is a Civil War era mercenary company and the second force is an ilClan era Raven Alliance Nova. Pilot names are encouraged, as one of the goals of *BattleTech: Outworlds Wastes* is to develop the personalized lore for your force.

Bay	Unit	Pilot	Gunnery	Piloting	BV	Adj BV
		'Mechs				
1	Atlas AS7-D	'Meg' Courant	3	4	1,897	2,504
2	Phoenix Hawk PXH-2K	'Bison' Helge	4	5	1,271	1,271
3	Blackjack BJ-2	'Lizard' Baker	4	5	1,148	1,148
4	Locust IIC	'Casper' Poole	4	5	1,100	1,100
		Combat Vehicles				
1	Maxim Hover Transport		4	5	764	764
1	Maxim Hover Transport		4	5	764	764
2	Galleon GAL-102		4	5	651	651
2	Galleon GAL-102		4	5	651	651
3	Warrior H-7		4	5	295	295
3	Warrior H-7		4	5	295	295
		Infantry/Battle Armor				
1	IS Std BA, LRR		4	5	255	255
2	IS Std BA, Laser		4	5	231	231
9	Total Bays					
	Total BV					9,929

Civil War Era Mercenary Force - Meg's Magpies

Bay	Unit	Pilot	Gunnery	Piloting	BV	Adj BV
		'Mechs				
1	Carrion Crow A	Sarah Magnus	3	4	1,622	2,141
2	Nova U	Bryn	4	5	1,413	1,413
3	Adder J	Ada	4	5	1,222	1,222
4	Kit Fox V	Soton	3	4	974	1,286
5	Fire Moth A	Tina	3	4	639	843
		Combat Vehicles				
1	Karnov UR Transport		4	5	125	125
		Infantry/Battle Armor				
1	Gnome BA		3	4	580	766
2	Elemental BA, Laser		3	4	447	590
3	Elemental BA, HMG		3	4	415	548
4	Elemental BA, Flamer		3	4	404	533
5	Elemental BA, Flamer		3	4	404	533
11	Total Bays					
	Total BV					10,000

ilClan Era Raven Alliance Force - Raven Expeditionary Cluster, Alpha Nova

Both forces can support additional units on their dropships. However, the Raven Alliance force cannot add any additional infantry bays because the dropship has the maximum of 5 infantry bays.

FORCE MANAGEMENT

Commanders spend C-bills they earn in scenarios to improve their force.

FORCE MAINTENANCE AND IMPROVEMENTS

Force maintenance and improvement options 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 1/2. New units cannot be upgraded past 3/4. Units that did not participate in the most recent scenario cannot be upgraded past 3/4. See *BattleTech: TechManual*, page 315, for the BV skill multiplier table. A unit's skill levels may be degraded at no C-bill cost. ProtoMechs and infantry units that cannot make anti-'Mech attacks 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. An abandoned unit is considered *destroyed* if the commander does not control the field at the end of the scenario.

Repair: Pay 25% of the C-bill cost, rounded up, to repair all internal damage and critical components 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. Use the *Repair* rules for infantry and Battle Armor units damaged in an Alpha Strike scenario.

Refit: Pay the difference in C-bill cost to refit a unit to a different variant. A Phoenix Hawk PXH-2 costs 4,348,840 C-bills and a Phoenix Hawk PXH-1K costs 3,628,553. Pay 720,287 C-bills to convert a PHX-2 into a PHX-1K or to convert a PHX-1K into a PHX-2. Note that it still costs C-bills to refit when the new variant is cheaper. Refitting has a minimum cost of 250,000 C-bills or 10% of the original C-bill cost of the unit, whichever is less.

Omni Refit: OmniMechs and Battle Armor with modular weapon mounts can be temporarily config-ured 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 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.

SCENARIOS

Commanders earn C-bills to spend on their forces through completing scenarios and accomplishing objectives. Scenarios are often be built to represent lore and objectives relevant to specific worlds in the Outworlds Wastes. Narrative based scenarios may include special rewards, such as recovering equipment from the 61st Royal Jump Infantry Division so a commander can add advanced jump infantry units to their force.

SCENARIO FORCES

Both sides should agree upon a BV (or Point Value, PV) and unit count limit before starting the scenario. A typical BV limit would be 6,000 BV per side for 1v1 or 10,000 BV per side for 2v2 with *BattleTech: Total Warfare*. A typical PV limit would be 150 PV per side for 1v1 or 250 PV per side for 2v2 for *BattleTech: Alpha Strike*. A typical unit limit depends upon the format but would be approximately 7 units per side for 1v1 or 10 units per side for 2v2. Additional limits on specific unit types, such as 2 infantry/Battle Armor units per side, can be imposed as well.

Scenario forces should include all applicable adjustments in their BV/PV calculations, to include TAG, C^3, and pilot skill adjustments. See 13 for a summary of the most common adjustments. See *BattleTech: TechManual*, page 202 and all relevant errata for full details on calculating BV.

Scenarios can be played with higher BV/PV limits, but the C-bills awarded should be adjusted if the limits are more than 25% above or below the typical limits. For example, an Alpha Strike 300 PV per side 1v1 scenario would have its C-bill payments doubled compared to the standard Alpha Strike 150 PV per side 1v1 scenario. A Total Warfare 4,000 BV per side 1v1 scenario would have its C-bills payments scaled by 2/3 compared to the standard Total Warfare 6,000 BV per side 1v1 scenario.

Alpha Strike scenarios may be played with BV limits instead of PV limits. Commanders would select units to meet the BV limit but use the Alpha Strike cards and rules for the scenario.

SCENARIO SCORING

Scenarios award C-bills through completing objectives or receiving base pay. The C-bills awarded in a scenario will tend to follow these guidelines:

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. Objective payments should be proportionally adjusted if the BV limit for the scenario differs from the typical limit.

- The primary objective is typically worth 7,000,000 C-bills and is split between the two sides based upon the portion of the primary objective completed.
- The secondary objectives are typically worth 3,000,000 C-bills and each objective is awarded to each side separately.

Base Pay: If the force did not complete any objectives, then the force earns 2,000 C-bills for every 10 BV for the scenario, with a minimum of 600,000 C-bills. For example, a 6,000 BV vs 6,000 BV scenario will have a base payout of 1,200,000 C-bills. This C-bill payment represents the baseline cost of a mercenary contract or supplies sent by a faction.

Scenarios do not typically require a Game Master to run additional third party forces. If there are third party forces that require an additional person, this person may receive C-bills for one of their Outworlds Wastes forces. This C-bill payment should not exceed the maximum C-bill payment for the scenario, and it should be close to the average of the payments that the players in the scenario received. The exact conditions for the payout should be agreed upon before the scenario starts.

Narrative scenarios are provided by the league organizers, but *BattleTech: Outworlds Wastes* also supports casual games between forces. Each side must agree upon the format, force limits, optional rules, and scoring before the scenario starts. Some sample objectives are included below.

PRIMARY OBJECTIVES

1. **Reconnaissance**: The map contains 15 buildings that are at least one hex large, 7 of which contain hidden objectives. These buildings can be distributed randomly or by each player taking turns placing a building. The defender rolls in secret to determine which buildings hold the hidden objectives. The attacker earns 1,000,000 C-bills for each hidden objective they find. The defender earns 1,000,000 C-bills for each hidden objective the attacker does not find.

2. **Supply Raid**: 3-7 supply depots are on the map, near the center. Each supply depot has 1-3 loads of supplies. Any unit with hands or cargo capacity can load supplies from the depot if they end their Movement Phase in the same hex. Standard cargo loading rules apply. A unit carrying supplies in their hands cannot fire any arm mounted weapons. A unit carrying supplies earns a portion of 7,000,000 C-bills for bringing the supplies to their home edge. Each side cannot score from the same supply depot twice until they score from every other supply depot.

3. **Zone Control**: 3, 5, or 7 key points are distributed on the map. The locations of the key points dramatically changes the gameplay. The basic configuration is 3 key points along the center of the map and 1 key point halfway between the center and each home edge. A side controls a key point if only their units are in or adjacent to the key point. During the End Phase, the side that controls the most key points earns 1,000,000 C-bills. If each side controls the same number of points and controls at least 1 point, then each side earns 500,000 C-bills for that round.

4. **Base Defense**: 7 buildings are on the defenders side of the map. Each building is medium with a construction factor of 60 and 1-3 levels high, unless the players agree upon a different configuration. The attacker earns 1,000,000 C-bills for each building destroyed and the defender earns 1,000,000 C-bills for each building remaining.

5. **King of the Hill**: A hex in the center of the map contains a building with valuable files. The building is medium with a construction factor of 60, unless the players agree upon a different configuration. The force earns 1,000,000 C-bills for every turn that they have the only infantry/Battle Armor unit(s) inside of the building at the end of the turn.

6. **Assassination**: A local militia commander needs to be escorted across the battlefield. The defender selects a medium or heavy 'Mech from the Periphery General or Pirates list. The commander is a Gunnery 5/ Piloting 4 pilot and half of the adjusted BV of the 'Mech counts against the defender's BV limit. The militia commander pilots this 'Mech and must transit the map from the defender's home edge to the attacker's home edge. The attacker earns 7,000,000 C-bills if the commander's 'Mech is destroyed or 3,500,000 C-bills if the commander's 'Mech receives crippling damage. The defender 7,000,000 C-bills if the commander's 'Mech does not receive crippling damage or 3,500,000 C-bills if the commander's 'Mech is crippled but not destroyed.

7. **Extraction**: Extract 1-3 hidden infantry teams. For each hidden unit, the attackers select a hex within 4 rows of the defenders home edge and more than 4 hexes away from the other edges of the map. A unit with at least 1 ton of cargo capacity can pick up the target by being in the same hex as a target during the End Phase. The target is not destroyed if the carrying unit is destroyed. A unit earns a portion of 7,000,000 C-bills by exiting their home edge while carrying a target.

8. **Recovery**: 4-6 disabled 'Mechs are equally spaced along the map diagonal. A unit of equal or higher weight class can drag a disabled 'Mech. To start dragging a disabled 'Mech, a friendly unit must end the turn in the same hex as the disabled 'Mech. Units without hand actuators must use one turn securing the disabled 'Mech. The dragging unit has a one half reduction in their walking MP and cannot jump. A dragging 'Mech cannot fire any weapons on the arm it uses for dragging. A unit earns a proportion of 7,000,000 C-bills for dragging a disabled 'Mech to its home map edge.

SECONDARY OBJECTIVES

There are three ways to select secondary objectives. First, a single secondary objective that both sides share could be selected, randomly or by mutual agreement. Alternatively, each side could randomly roll a secondary objective in secret. Finally, each player could randomly roll a secondary objective in secret.

The selected secondary objectives must be achievable by the forces selected for the scenario. If a secondary objective is impossible to accomplish based upon the scenario, map, or enemy force, determine a new secondary objective before play begins.

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 or aerospace 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.
10. Extract a hidden unit from within 4 hexes of the far map edge.

ADDITIONAL OPTIONS

This list of scenario objectives is not exhaustive. Commanders may develop and play alternative scenarios as long as the scenarios are not intended to cheat the rules or otherwise give the commanders unfair advantages. Commanders are encouraged to develop scenarios that match the lore of their forces. For example, a pair of commanders for Clan forces may agree to a Trial of Possession or a commander of a Solaris VII force may challenge another force to a televised duel.

Any additional restrictions or conditions for the scenario need to be agreed upon by all commanders before the scenario starts. The outcome of the scenario may result in transfer of C-bills, personnel, or units between forces if that is agreed upon before the scenario starts.

These alternative scenarios may include a C-bill payment but do not have to. If the scenario includes a C-bill payment, it should stay close to the guidelines provided in the Scenario Scoring section. For example, a duel between two 1,500 BV 'Mechs could have a maximum of 1,750,000 C-bills as a primary objective payment, if there is a primary objective payment.

SAMPLE FORCE ROSTER

Bay	Unit	Pilot	Gunnery	Piloting	C-bills	BV
'Mechs (1 per bay)						
1						
2						
3						
4						
5						
6						
7						
8						
9						
10						
11						
12						
Combat Vehicles (2 per bay)						
1						
1						
2						
2						
3						
3						
4						
4						
5						
5						
Aerospace (1 per bay)						
1						
2						
ProtoMechs (5 per bay)						
1						
1						
1						
1						
1						
2						
2						
2						
2						
2						
Infantry/Battle Armor (5 tons per bay)						
1						
2						
3						
4						
5						
	Total Bays (15 max)					
	Total BV					

SAMPLE SCENARIO LOGISTICS TRACKING

Item	C-bills
Starting Balance	
Objectives	
Primary Objective Secondary Objective Base Pay (if no objectives met)	
Training Pay 500,000 × BV skill multiplier difference	
1 2 3 4 5 ...	
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 5 ...	
Refits Pay cost difference to change variants	
1 2 3 4 5 ...	
Purchases Pay cost to add to TOE	
1 2 3 ...	
Salvage Pay 50% cost to add to TOE or sell to earn 25% cost	
1 2 3 ...	
Total	

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* page 315 and all relevant errata, including the June 2021 Battle Value Errata, supersedes this information.

REFERENCES

The following references are mentioned in these rules:

- *BattleTech: Total Warfare*
- *BattleTech: BattleMech Manual*
- *BattleTech: TechManual*
- *BattleTech: Tactical Operations Advanced Rules*
- *BattleTech: Tactical Operations Advanced Units & Equipment*
- *BattleTech: Campaign Operations*
- *Alpha Strike: Commander's Edition*
- *Official Errata*: https://bg.battletech.com/errata
- *Official Downloads*: https://bg.battletech.com/downloads
- *Master Unit List*: http://www.masterunitlist.info
- *MegaMek*: https://megamek.org
- *Sarna.net*: https://sarna.net

These additional resources may also be helpful:

- *Flechs Sheets*: https://sheets.flechs.net
- *Jeff's BattleTech Tools*: https://jdgwf.github.io/battletech-tools
- *Free Worlds Technical Institute*: https://free-worlds-tech.github.io
- *Mordel.net*: https://mordel.net

BATTLETECH

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