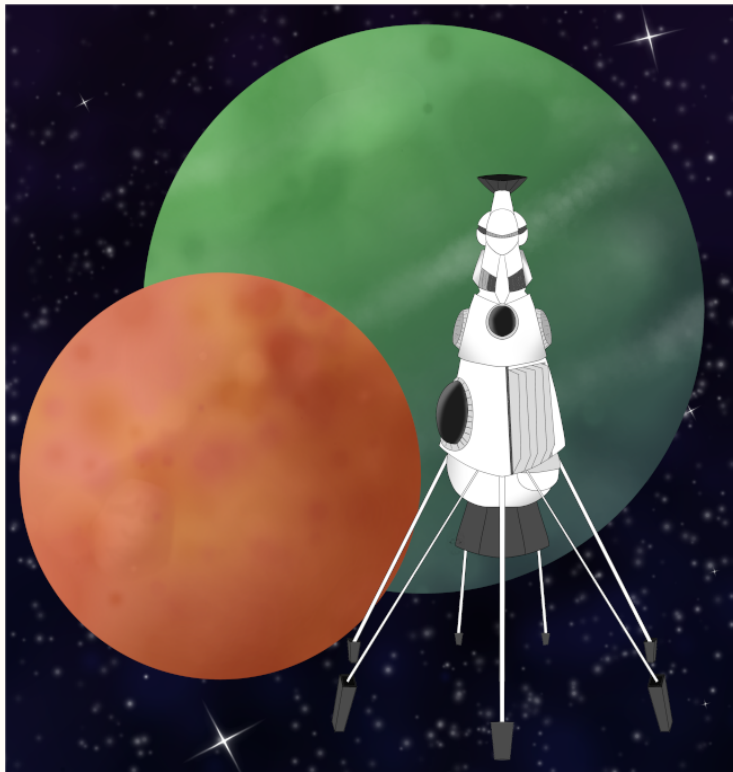


BATTLETECH

OUTWORLDS WASTES



Casual BattleTech Campaign League

BATTLETECH: OUTWORLDS WASTES

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, league organizer information, and reference material. The background information describes the Outworlds Wastes region and the *BattleTech: Outworlds Wastes* rules. Force Construction rules, page 5, and Force Maintenance and Improvements rules, page 8, are the minimum rules needed for a player to begin Outworlds Wastes league 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 28 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.jeremyt.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.

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Editor: Jeremy L Thompson

Contributors: Dusty 'Star Colonel' Guerra, Alison H · Reinforced Legs, Joshua Natzke, Braden Stewart

Playtesters: Peter Martin, Ian T

Art: Tera Arguello · bleptarts

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CONTENTS

BattleTech: Outworlds Wastes	2
Background	4
Force Construction	5
Force Construction	5
Sample Forces	6
Advanced Force Construction Rules	7
Force Management	8
Force Maintenance and Improvements	8
Advanced Force Maintenance and Improvements	9
Changing Eras	16
Scenarios	17
Scenario Formats	17
Scenario Forces	17
Optional Rules	18
Battlefield Support	18
Scenario Balancing	19
Scenario Scoring	19
Casual Scenarios	20
Primary Objectives	20
Secondary Objectives	21
Additional Options	21
League Play	22
Casual Play	22
Competitive Play	22
Outworlds Wastes Map - ilClan Era	23
Sample Force Roster	24
Sample Scenario Logistics Tracking	25
Sample Dropship Customization Tracking	26
Force BV Adjustments	27
References	28

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 be 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 match 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.

ADVANCED FORCE CONSTRUCTION RULES

The Master Unit List lists all major official BattleTech factions. Commanders may create a custom faction list for their force.

To create a custom faction list, go to the Units Tab on Master Unit List. Filter the units to include one faction list and one general list for the current league era. For example, the Pirates faction by default typically includes the Periphery General list. A Dark Caste custom faction could include the Pirates faction list with the Inner Sphere Clan General list.

All restrictions from the basic Force Construction rules, such as dropship bay limits and only including one Unique or Experimental unit in a force, still apply.

If a faction does not have a general list, then it cannot be customized in this way. Factions without a general list include Mercenary, Kell Hounds, Wolf's Dragoons, and Society. These factions have the phrase "including Blank General List" on their faction and era specific pages. Adding a general list to these factions would give the commander a disproportionately large number of units to choose from.

Commanders can still create a custom mercenary faction with these Advanced Force Construction Rules. First select a faction list for the region in which the force was founded or primarily operates and then pick an appropriate general list. For example, a mercenary force that was founded in the Draconis Combine but moved to the Periphery after Coordinator Takashi Kurita's *Death to Mercenaries* edict could use Draconis Combine faction list with the Periphery General list.

Factions (2)

Search Factions

- Draconis Combine
- Periphery General

Sub Types (0)

Production Era (0)

Availability Era (1)

- Star League
- Early Succession War
- Late Succession War - LosTech
- Late Succession War - Renaissance
- Clan Invasion
- Civil War
- Jihad
- Early Republic
- Late Republic
- Dark Age
- ilClan

Clan Dark Caste
Civil War Era

Factions (2)

Search Factions

- Draconis Combine
- Periphery General

Sub Types (0)

Production Era (0)

Availability Era (1)

- Star League
- Early Succession War
- Late Succession War - LosTech
- Late Succession War - Renaissance
- Clan Invasion
- Civil War
- Jihad
- Early Republic
- Late Republic
- Dark Age
- ilClan

Combine Mercenary
Clan Invasion Era

Custom Faction Lists

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 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 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.

ADVANCED FORCE MAINTENANCE AND IMPROVEMENTS

Commanders may use these advanced rules to further improve their force. League organizers decide which advanced rules are allowed for all forces in the league.

Retrain: Retrain a pilot/crew to a new unit. Commanders may retrain a pilot/crew when selling a unit and immediately purchasing a replacement unit of the same type or when exchanging the pilots/crew between two units.

Pay 250,000 C-bills multiplied by the difference in BV skill multiplier between their current skill level and 4/5 to retrain the crew/pilot. For example, a 3/3 pilot has a BV skill multiplier of 1.44, so it costs 110,000 C-bills to retrain a 3/3 pilot for a new unit. See *BattleTech: TechManual*, page 315, for the BV skill multiplier table. Add 250,000 C-bills to the retraining cost for pilots/crew with an SPA. Each pilot/crew has to be retrained when exchanging the pilots/crew between two units.

The old and new unit must be the same type. For example, a 'Mech pilot can only be retrained into another 'Mech unit. A Combat Vehicle crew can only retrain to the same type of Combat Vehicle: ground, VTOL, WiGE, or naval. See *BattleTech: Total Warfare*, page 192, for discussion of the Combat Vehicle types.

Advanced Refit: Pay 200% of the difference in C-bill cost to refit a unit to a different variant that is available on a different faction list. The unit must be available in the current era. A Locust LCT-1V is a widely available variant that costs 1,512,400 C-bills while the Locust LCT-6M costs 4,277,500 C-bills is only available to the Free Worlds League and the Word of Blake during the Civil War era. A commander outside of the Free Worlds League or Word of Blake may pay 5,530,200 C-bills to convert a LCT-1V to a LCT-6M. Converting back to a variant on the faction list for the force only costs the standard *Refit* cost. *Advanced Refit* has a minimum cost of 500,000 C-bills or 20% of the original C-bill cost of the unit, whichever is less.

Advanced Refit can also be used to convert a unit a unique or experimental variant, if the force does not already contain a unique or experimental unit. See page 5 for restrictions on the single unique or experimental unit in a force.

There is not cost when using *Advanced Refit* to permanently reduce the size of a Battle Armor or infantry unit, such as reducing a salvaged Elemental point with 5 troops to an Inner Sphere squad size of 4 troops. Increasing the size of a Battle Armor or infantry unit still incurs the double cost penalty if the unit is from a different faction list; for example refitting a salvaged Gray Death Scout Suit squad with 4 troops to a 5 troop point would cost 1,040,160 C-bills for a faction that does not have the Gray Death Scout Suit on their faction list.

Advanced Omni Refit: An *Omni Refit* allows units to be temporarily converted to a cheaper variant for a scenario at no cost. This variant must be available in the current era but does not need to be on the force's faction list. Refitting is required to use more expensive variants. As with the *Advanced Refit*, pay 200% of the difference in C-bill cost to refit a unit to a more expensive variant that is available on a different faction list. Once the unit has been converted, it can be temporarily configured as a cheaper variant for a scenario at no cost.

Capture: Capture a pilot or crew when their unit is destroyed. A pilot or crew may eject from their 'Mech or abandon their vehicle. See *BattleTech: Tactical Operations Advanced Rules*, page 164, for rules on ejection and abandoning units. The pilot or crew may be recovered by a friendly unit or captured by an enemy unit. A captured pilot or crew may be ransomed, with terms agreed upon between the two commanders. Alternatively, a captured pilot or crew may be taken as a bondsman and *retrained* as above.

Allegiance: Declare allegiance for to a single employer, such as a Great House, Clan, or wealthy benefactor. The force receives logistical support in exchange for a portion each mission's objective payments. Commanders must complete 5 scenarios before they can renounce their *Allegiance*.

- Receive only 80% of the payments for objectives
- Always receive base pay, unless an objective awarded equipment

Design Quirks: Commanders may opt into using *Design Quirks* for their entire force. If a commander opts into using *Design Quirks*, then the quirks always apply to *repair, replacement, salvage, and selling* costs for all units. Both sides must agree to use *Design Quirks* for them to apply in a scenario. See *BattleTech: BattleMech Manual*, page 82, *BattleTech: Campaign Operations*, page 225, or Sarna.net for a list of all quirks. MegaMekLab and Sarna.net list quirks for each unit.

Some quirks require modifications for *BattleTech: Outworlds Wastes*.

- Two 'Mechs with *Compact 'Mech* may share a dropship bay.
- *Easy to Maintain* reduces repair and replacement costs by 10%.
- *Good Reputation* increases purchase and salvage costs by 10%.
- *Modular Weapons* decreases refit costs by 50%.
- *Rugged* reduces repair costs by 5%.
- *Ubiquitous* reduces repair and replacement costs by 10%.
- *Bad Reputation* decreases purchase and salvage costs by 10%.
- *Difficult to Maintain* increases repair and replacement costs by 10%.
- *Non-Standard Parts* increases repair and replacement costs by 10%.

Custom Design Quirks: If commanders have opted into using *Design Quirks*, they may purchase additional quirks to customize their units. If a commander uses *Custom Design Quirks*, then the additional quirks always apply to *repair, replacement, salvage, and selling* costs for all units. Both sides must agree to use *Custom Design Quirks* for them to apply in a scenario.

Pay 10% of the unit's cost in C-bills per positive quirk point to add a positive quirk. For each positive quirk, commanders must select negative quirks with a total value greater than or equal to the positive quirk's point value. Increase the repair and replacement costs by 10% for each positive quirk point purchased. See *BattleTech: Campaign Operations*, page 255, for a table summarizing which quirks may be applied to which unit types.

The following quirks may be used to customize your units:

Positive Design Quirks:

- *Accurate Weapon* (varies)
- *Improved Cooling Jacket* (1 point)
- *Improved Sensors* (3 points)
- *Improved Targeting* (3, 4, or 5 points)
- *Rumble Seat* (0 points)
- *Searchlight* (0 points)
- *Stabilized Weapon* (varies)
- *Variable Range Targeting* (varies)

Negative Design Quirks:

- *Ammunition Feed Problem* (1 point)
- *Cooling System Flaws* (3 points)
- *Hard to Pilot* (2 points)
- *Inaccurate Weapon* (varies)
- *No Cooling Jacket* (2 points)
- *Poor Cooling Jacket* (1 point)
- *Poor Performance* (3 points)
- *Poor Targeting* (2 points)
- *Poor Workmanship* (1 point)
- *Ramshackle* (3 points)
- *Sensor Ghosts* (3 points)

Custom Units: Commanders may customize units by refitting an existing variant of a chassis. The customized unit must use the same technology base as the variant of the chassis being customized and this technology base must be available to the force in this era. All equipment or weapons added must be available in the current era.

The customized unit must be legal per *BattleTech: TechManual* construction rules. The unit retains the quirks of the chassis. Major structural modifications such as changing the engine, cockpit, or internal structure are not permitted. Partial wings, Triple Strength Myomer, and full head ejection systems cannot be added.

League organizers set the highest customization level allowed in the league. Each customization level includes all levels below it.

Level 1: Equipment and weapons may be removed from the unit. Ammunition bins may be removed or converted to a different type of ammunition. CASE may be added. Additional armor may be added.

Level 2: Equipment, weapons, and ammunition bins may be moved to new locations. Additional heat sinks may be added. Infantry bays may be expanded. Armor may be converted to standard or Ferro-Fibrous armor.

Level 3: Additional equipment may be added to the unit. MASC, a supercharger, or additional jump jets may be added. Jump jets may be converted to improved jump jets. Gyros can be replaced with another type of gyro. Single heat sinks may be converted to double heat sinks.

Level 4: Armor may be converted to specialty armor, such as Stealth or Ferro-Lamellor.

Level 5: Additional weapons may be added to the unit.

A force can have multiple units with level 1 or level 2 customizations but only one unit with level 3 or higher customizations. A unit with level 3 or higher customizations counts as the single Unique or Experimental unit allowed in a force; a force cannot have both a Unique or Experimental unit and a unit with level 3 or higher customizations.

Commanders purchase the base unit and then pay 200% of the difference in C-bill cost of the original unit and the computed C-bill cost of the custom unit. Customization has a minimum cost of 500,000 C-bills or 20% of the original C-bill cost of the unit, whichever is less. Custom units may be customized again. If the custom unit uses Omni technology, the unit can still be configured as a cheaper Omni variant of the chassis at no cost.

Customized units are more expensive to maintain. Increase the *repair* and *replace* costs by 5% for each level of customization past level 1. For example, a unit with level 3 customization costs 10% more to *Repair* and *Replace*; repairs cost of 35% of the C-bill cost and replacement costs 60% of the C-bill cost.

Custom units may be *salvaged* and sold but cannot be added to another force. Commanders cannot acquire a custom unit from another force in any way. Commanders may *sell* custom units per the standard rules.

Special Pilot Abilities: Commanders may opt into using *Special Pilot Abilities* (SPAs) for their units. If a commander opts into using *Special Pilot Abilities*, then the SPAs always apply to *retraining* costs. Both players in a scenario must agree to use SPAs for them to apply in the scenario.

See *BattleTech: Campaign Operations*, page 70, or Sarna.net for a list of all SPAs.

After each scenario, roll 2D6 for each unit that survived. Subtract 2 from the result if the unit already has an SPA. On a result of 10+, assign an SPA to the unit by rolling D666 on the charts below. If the result is invalid for the unit, roll D666 again and use the new result. Commanders may decide to not apply a valid SPA to the unit; however, do not roll again in this case. An SPA may be removed from a unit, but only after rolling for new SPAs following a scenario.

1st	2nd	3rd	'Mech	ProtoMech
1 - 5	1 - 3	1	Blood Stalker	Blood Stalker
		2	Dodge	Cluster Hitter
		3	Fist Fire	Dodge
		4	Hot Dog	Eagle's Eyes
		5	Jumping Jack	Hot Dog
		6	Maneuvering Ace	Jumping Jack
	4 - 6	1	Melee Master	Maneuvering Ace
		2	Oblique Attacker	Marksman
		3	Range Master	Multi-Tasker
		4	Sandblaster	Range Master
		5	Swordsman	Speed Demon
		6	Zweihander	Street Fighter
6	1 - 4	*	Marksman	Animal Mimicry
	5 - 6	1	Combat Intuition	Combat Intuition
		2	Natural Grace	Natural Grace
		3	Sharpshooter	Sharpshooter
		4	Sniper	Sniper
		5	Tactical Genius	Tactical Genius
6	Weapon Specialist	Weapon Specialist		

Random Special Pilot Ability Table, 'Mechs and ProtoMechs

1st	2nd	3rd	Combat Vehicle	Airborne Unit	Infantry
1 - 5	1 - 3	1	Blood Stalker	Blood Stalker	Blood Stalker
		2	Cluster Hitter	Cluster Hitter	Cluster Hitter
		3	Eagle's Eyes	Dust-Off	Eagle's Eyes
		4	Maneuvering Ace	Eagle's Eyes	Foot Cavalry
		5	Marksman	Ground-Hugger	Heavy Horse
		6	Multi-Tasker	Lucky(2)	Light Horseman
	4 - 6	1	Oblique Attacker	Maneuvering Ace	Marksman
		2	Range Master	Marksman	Multi-Tasker
		3	Sandblaster	Multi-Tasker	Range Master
		4	Speed Demon	Range Master	Sandblaster
		5	Stand Aside	Sandblaster	Speed Demon
		6	Terrain Master	Speed Demon	Urban Guerrilla
6	1 - 4	*	Cross Country	Shaky Stick	Human TRO
	5 - 6	1	Combat Intuition	Golden Goose	Demoralizer
		2	Lucky(3)	Ride the Wash	Lucky(3)
		3	Sharpshooter	Sharpshooter	Sharpshooter
		4	Sniper	Sniper	Sniper
		5	Tactical Genius	Tactical Genius	Tactical Genius
6	Weapon Specialist	Weapon Specialist	Weapon Specialist		

Random Special Pilot Ability Table, Combat Vehicles, Airborne Units, and Infantry

Dropship Customization: Commanders may customize their dropship to better support their force. Commanders are encouraged to name their dropship before using this rule.

Commanders can customize their dropships in the following categories:

- 'Mech Maintenance
- Ground Combat Vehicle Maintenance
- VTOL Combat Vehicle Maintenance
- Aerospace Unit Maintenance
- ProtoMech Maintenance
- Machine Shop
- Medical Bay
- Infantry Quarters
- Simulators
- Bay Configuration Limits

Each commander receives 5 customization points to modify their dropship. The dropship starts at level 0 in each category. Commanders spend customization points to raise the level for a category and gain the corresponding benefit. Any portion of the initial 5 customization points may be reserved for future use. The table below details how many points it costs to increase a category customization level.

Level Increase	Cost
Level -2 to -1	2 point cost
Level -1 to 0	1 point cost
Level 0 to 1	1 point cost
Level 1 to 2	2 point cost
Level 2 to 3	3 point cost

Dropship Customization Point Costs

Point costs are cumulative. For example, it costs 1 point to go from level 0 to level 1 and 2 points to go from level 1 to level 2, so it costs 3 total points to go from level 0 to level 2.

Commanders can further customize their dropship, but space and resources must be reallocated from one category to another. After each scenario, commanders may spend 1,000,000 C-bills to decrease the level of one or more categories to earn sufficient customization points and increase the level of a single category. The customization points earned when decreasing the level of a category are given in the table below. This may be done only once between scenarios.

Level Decrease	Payout
Level -1 to -2	2 points earned
Level 0 to -1	1 point earned
Level 1 to 0	1 point earned
Level 2 to 1	2 points earned
Level 3 to 2	3 points earned

Dropship Customization Point Payouts

Maintenance: Improve the ability to maintain units of a specific type. This customization stacks with quirks. A unit that is *Easy to Maintain* on a dropship with level 1 in maintenance for that unit type is 15% cheaper to *repair or replace* while a unit that is *Hard to Maintain* would only be 5% more expensive to *repair or replace*.

The maintenance level cannot be adjusted for a unit type not present in the force. For example, a force must have VTOL units to raise or lower the VTOL maintenance category. If the last unit of a type is sold or destroyed, commanders must replace the unit with another of the type or immediately pay to reallocate any positive or negative points to reset the category to level 0.

Level	Benefit
-2	10% increase in repair and refit costs for unit type
-1	5% increase in repair and refit costs for unit type
0	No change
1	5% decrease in repair and refit costs for unit type 1 free repair of 1 critical hit or 2 motive hits after each mission
2	10% decrease in repair and refit costs for unit type 2 free repairs of 1 critical hit or 2 motive hits after each mission
3	15% decrease in repair and refit costs for unit type 3 free repairs of 1 critical hit or 2 motive hits after each mission

Dropship Maintenance Customization

Machine Shop: The machine shop can be used to improve *salvage*. Commanders pay less when adding a salvaged unit to their force and earn more when selling a destroyed unit as salvage.

Level	Benefit
-2	10% increase in salvage costs 10% decrease in salvage revenue
-1	5% increase in salvage costs 5% decrease in salvage revenue
0	No change
1	5% decrease in salvage costs 5% increase in salvage revenue
2	10% decrease in salvage costs 10% increase in salvage revenue
3	15% decrease in salvage costs 15% increase in salvage revenue

Dropship Machine Shop Customization

Infantry Quarters: Allocating more space to infantry quarters makes it cheaper to *recruit* new troops for infantry and Battle Armor units.

Level	Benefit
-2	10% increase in recruiting costs
-1	5% increase in recruiting costs
0	No change
1	5% decrease in recruiting costs
2	10% decrease in recruiting costs
3	15% decrease in recruiting costs

Dropship Infantry Quarters Customization

Medical Bay: The medical bay can increase the survivability of pilots/crew when their unit is *destroyed*. 'Mech pilots receive a modification to their PSR to survive an ejection. ProtoMech pilots and Combat Vehicle crews can survive the destruction of their unit on a 2D6 medical bay roll.

Level	Benefit
-2	+2 modifier to 'Mech ejection PSRs
-1	+1 modifier to 'Mech ejection PSRs
0	No change
1	-1 modifier to 'Mech ejection PSRs Vehicle and ProtoMech crews survive on 10+ medical bay roll
2	-2 modifier to 'Mech ejection PSRs Vehicle and ProtoMech crews survive on 8+ medical bay roll
3	-3 modifier to 'Mech ejection PSRs Vehicle and ProtoMech crews survive on 6+ medical bay roll

Dropship Medical Bay Customization

Simulators: Allocating more space to simulators makes it cheaper to *train* personnel between scenarios and easier for those personnel to gain SPAs.

Level	Benefit
-2	10% increase in training costs
-1	5% increase in training costs
0	No change
1	5% decrease in training costs
2	10% decrease in training costs +1 to rolls for SPAs
3	15% decrease in training costs +2 to rolls for SPAs

Dropship Simulator Customization

Bay Configuration Limits: Bay configuration limits can be adjusted by spending customization points. For example, at level 1 a commander may decrease their 'Mech bay limit to 11 and increase their aerospace bay limit to 3. The bay configuration limits customization level can only be decreased if the entire force conforms to the new bay configuration limits.

Level	Benefit
0	No change
1	One bay limit can be shifted
2	One additional bay limit can be shifted
3	One additional bay limit can be shifted

Dropship Bay Configuration Customization

CHANGING ERAS

League organizers may advance the league to a new era. Commanders may create a new force or continue to play their current force in the new era.

If the force's faction is not available in the new era, then the commander must pick a new faction list. The commander has three options for selecting a new faction list.

- If the faction becomes part of a new faction, then the new faction list may be used. For example, Clan Snow Raven and the Outworlds Alliance merge to form the Raven Alliance during the Republic era. Most Snow Raven and Outworlds Alliance forces would become Raven Alliance forces.
- A commander may select an allied faction. The St. Ives Compact was forcefully reintegrated into the Capellan Confederation in 3063. A St. Ives Compact commander may decide to join the Federated Suns instead of joining the Capellan Confederation. The new faction should share the same general list or historically be allies of the old faction.
- A commander may decide to become a mercenary or pirate. Their force would use the mercenary or pirate faction list.

Unit variants that are extinct but still have alternate variants in the current era can be maintained and improved as usual. Units that are fully extinct in the new era cost 10% more to maintain and cannot be replaced. The following additional rules apply to maintaining extinct units.

Repair: If no variant of the unit exists in the current era, then repairing the unit costs 35% of the C-bill cost instead of 25% of the C-bill cost.

Replace: If no variant of the unit exists in the current era, then the unit cannot be replaced.

Recruit: If no variant of the unit exists in the current era, then recruiting new troops in an infantry or Battle Armor unit costs 60% of the cost for a single troop. At least one troop in the unit must survive in order to recruit new troops, otherwise the unit is permanently *destroyed* and no new troops can be recruited.

Salvage: Extinct enemy units you *destroyed* in a scenario can only be sold for 25% cost.

Sell: Extinct units in your force may be sold at 50% of the C-bill cost, or 25% of the C-bill cost if *destroyed*.

SCENARIOS

Commanders earn C-bills to spend on their forces through completing scenarios and accomplishing objectives. Scenarios are often 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 FORMATS

Outworlds Wastes forces are created and tracked using Battle Value (BV), but scenarios may be played in many formats. Common formats for the scenarios include

- **BattleTech: Total Warfare:** Scenarios for this format will primarily focus on medium scale combat, with each side controlling approximately one lance with supporting assets.
- **BattleTech: Alpha Strike:** Scenarios for this format will primarily focus on large scale combat, with each side controlling approximately one company with supporting assets.

Regardless of the scenario format, force maintenance and improvement costs are always calculated per the *Force Management* rules. Use the rules for the scenario format to define terms such as *destroyed*, *internal damage*, and *critical damage* for the purposes of calculating *repair*, *replacement*, and *salvage* costs.

Alpha Strike cards for all units are available on the Master Unit List. To convert a unit skill levels from Total Warfare to Alpha Strike, take the average of the Piloting and Gunnery skills, rounded down. See *Alpha Strike: Commander's Edition*, page 29 for more details.

League organizers may use additional formats, such as BattleTroops. The scenario format must define terms such as *destroyed*, *internal damage*, and *critical damage* for the purposes of calculating *repair*, *replacement*, and *salvage* costs.

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, C³, and pilot skill adjustments. See 27 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.

OPTIONAL RULES

Scenarios may use optional rules if each side agrees. Some common optional rules include

Forced Withdrawal: *BattleTech: Total Warfare* page 258, *BattleTech: Alpha Strike Commander's Edition* page 127

Sprinting: *BattleTech: Tactical Operations Advanced Rules* page 16

Floating Criticals: *BattleTech: Tactical Operations Advanced Rules* page 75

Firing When Down: *BattleTech: Tactical Operations Advanced Rules* page 83

Multiple Attack Rolls: *BattleTech: Alpha Strike Commander's Edition* page 175

Fire For Effect: Weapon attack declaration and resolution occur simultaneously during the Weapon Attack Phase. Attacks are resolved in initiative order, per the usual rules. A unit *destroyed* during the Weapon Attack Phase will still fire.

BATTLEFIELD SUPPORT

By default, *BattleTech: Outworlds Wastes* uses full rules for aerospace and artillery units from *BattleTech: Total Warfare* and *Alpha Strike: Commander's Edition*. League organizers may allow Battlefield Support rules from *BattleTech: BattleMech Manual* page 75 to provide simplified aerospace and artillery support and off-board artillery rules from *Alpha Strike: Commander's Edition* page 151.

Each side for a scenario must agree to use Battlefield Support or off-board artillery rules. When using Battlefield Support rules in *BattleTech: Total Warfare* scenarios, each side receives the same number of Battlefield Support Points (BSPs) and may use them at any point during the scenario. A typical 6,000 BV 1v1 game would have 12 BSPs per side while a typical 10,000 BV 2v2 game would have 20 BSPs.

The following additional rules apply when using Battlefield Support or off-board artillery.

- The commander's force must have a unit capable of offering the support.

Support Type	Required Unit
Offensive Aerospace Support (BSP)	Attack or fire-support aerospace unit
Defensive Aerospace Support (BSP)	Dogfighter or interceptor aerospace unit
Artillery Support (BSP)	Corresponding artillery unit
Counter-Battery Support (BSP)	Artillery or aerospace unit
Minefield Support (BSP)	Any unit
Off-board Artillery (Alpha Strike)	Artillery unit
Counter-Battery Fire (Alpha Strike)	Artillery or aerospace unit

Support Unit Requirements

- The commander must declare which off-map unit in their force is offering support during the scenario before using the off-map support rules. The same unit must be used to provide this type of support for the rest of the scenario, unless this unit is destroyed.
- The first successful use of Defensive Aerospace Support or Counter-Battery Support/Fire damages the attacking unit. The second successful use destroys the attacking unit.

Counter-Battery Support: Counter-Battery Support is a new form of Battlefield Support. Counter-Battery Support costs 3 BSPs and can only be used once enemy Artillery Support has been used. The target number for Counter-Battery Support is 7. Reduce the target number by 1 for each use of enemy Artillery Support where a friendly unit had LOS to the point of impact. Reset the target number to 7 if the enemy artillery unit is destroyed by two successful Counter-Battery Support attacks.

SCENARIO BALANCING

One of the goals of *BattleTech: Outworlds Wastes* is to foster a friendly and welcoming environment. A mix of experience levels between commanders is expected. Here are some options to help balance scenarios so game play is welcoming while also staying fresh and challenging:

Setup: When setting up a scenario, slight preference should generally be given to the commander whose force has the lower total BV, including all units and pilots. For example, the commander with the lowest total BV could be offered the choice between attacking and defending. For a scenario with a terrain setup phase, the commander with the lowest total BV could be offered the first placement of terrain pieces.

2v2: Many scenarios are described as 1v1; however, these scenarios often support team play, such as 2 players on each side. When playing on teams, experience should be divided roughly equally between the two teams. Teammates are encouraged to collaborate on strategy 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.

CASUAL SCENARIOS

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.

LEAGUE PLAY

There are two types of league play, casual and competitive. Establishing a balanced competitive league is difficult. These rules do not attempt to do so; instead, they provide a consistent and fair system with an option for scoring and ranking if the players and league organizers want to use it.

CASUAL PLAY

In casual play, commanders play narrative scenarios designed by league organizers and casual scenarios between forces. This is an open ended format that lasts as long as commanders want to play.

At any point, a new commander can join the league or a current commander can replace their force with a new one. Any new force must follow the Force Construction rules. A commander may run multiple forces so long as the logistics and finances of each force remain separate.

Any optional or advanced rules should be agreed upon per scenario or for the entire league. For example, league organizers could ban the *Fire For Effect* optional rule for all league games. Advanced Force Maintenance and Improvement rules should be consistent across the league; for example, *Advanced Refit* needs to be available to all forces or banned from all forces. Each side should agree upon any available optional or advanced rules for each scenario they play, such as *Multiple Attack Rolls* or *Special Pilot Abilities*.

After each scenario, the players repair and update their forces per the Force Maintenance and Improvements rules. Commanders should keep track of the outcomes of all scenarios and changes to their force, as shown on the sample force roster on page 24 and scenario logistics tracker on page 25.

The league organizers may advance the era for the league. Commanders would then need to use the Changing Eras rules for their force.

Additional restrictions may be enforced by league organizers, such as league play only occurring at a specific location, but any such restrictions must be announced in advance.

COMPETITIVE PLAY

In competitive play, commanders play a series of scenarios in a Swiss-system tournament.

A commander can only use a single force for the tournament. League organizers may require new forces for the tournament or allow forces that have been used in casual play.

Any optional or advanced rules must be agreed upon in advance and consistent across the tournament play. For example, league organizers could permit *Advanced Refit* rules while disallowing *Design Quirks* and *Special Pilot Abilities* for the tournament.

The scenarios in the tournament should only be 1v1. Each commander should play a different opponent during each scenario, if possible. The last scenario should be a large scale event that requires a significant portion of each commander's forces.

Commanders may only use C-bills earned during the tournament to repair and update their forces per the Force Maintenance and Improvements rules after a scenario. League organizers may give forces an initial maintenance budget.

Each 1,000,000 C-bills earned during a scenario is worth 1 point for scoring. The C-bills earned includes primary objectives, secondary objectives, and salvage. The players rankings are updated after each scenario. Ties are broken by the lowest total BV lost across all scenarios thus far, which *destroyed* units counting as their full BV and units in *forced withdrawal* counting as half their full BV.

At the end of these scenarios, winners are determined by their ranking. Additional winners may be determined for specific categories, such as Best Painted Force or Best Force Lore.

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	

SAMPLE DROPSHIP CUSTOMIZATION TRACKING

Dropship Name	
Dropship Upgrades	
Level	Category
	'Mech Maintenance
	Ground Combat Vehicle Maintenance
	VTOL Combat Vehicle Maintenance
	Aerospace Unit Maintenance
	ProtoMech Maintenance
	Machine Shop
	Medical Bay
	Infantry Quarters
	Simulators
	Bay Configuration Limits Limits exchanged: Limits exchanged: Limits exchanged:

FORCE BV ADJUSTMENTS

BV adjustments are applied in the following order.

- Each unit equipped with TAG or a C³ 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 C³ network increases its BV by 5% of the total BV of all units included in the C³ 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

OUTWORLDS WASTES