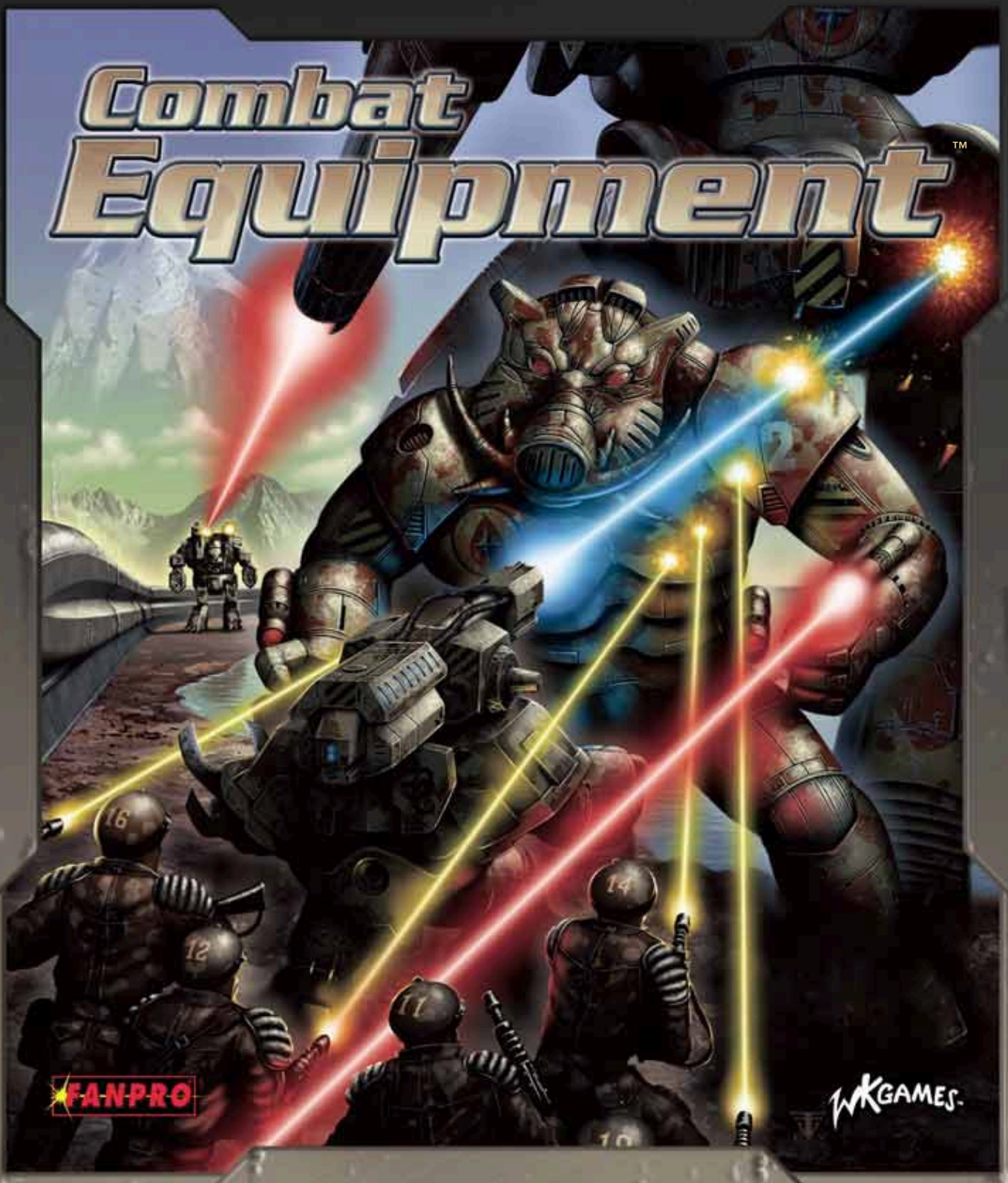
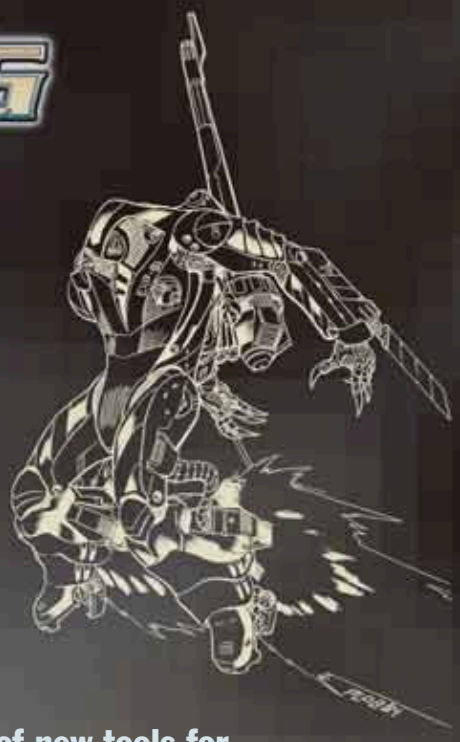
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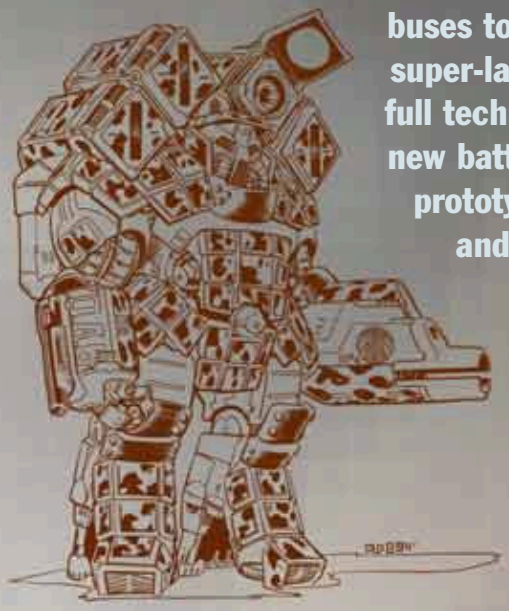


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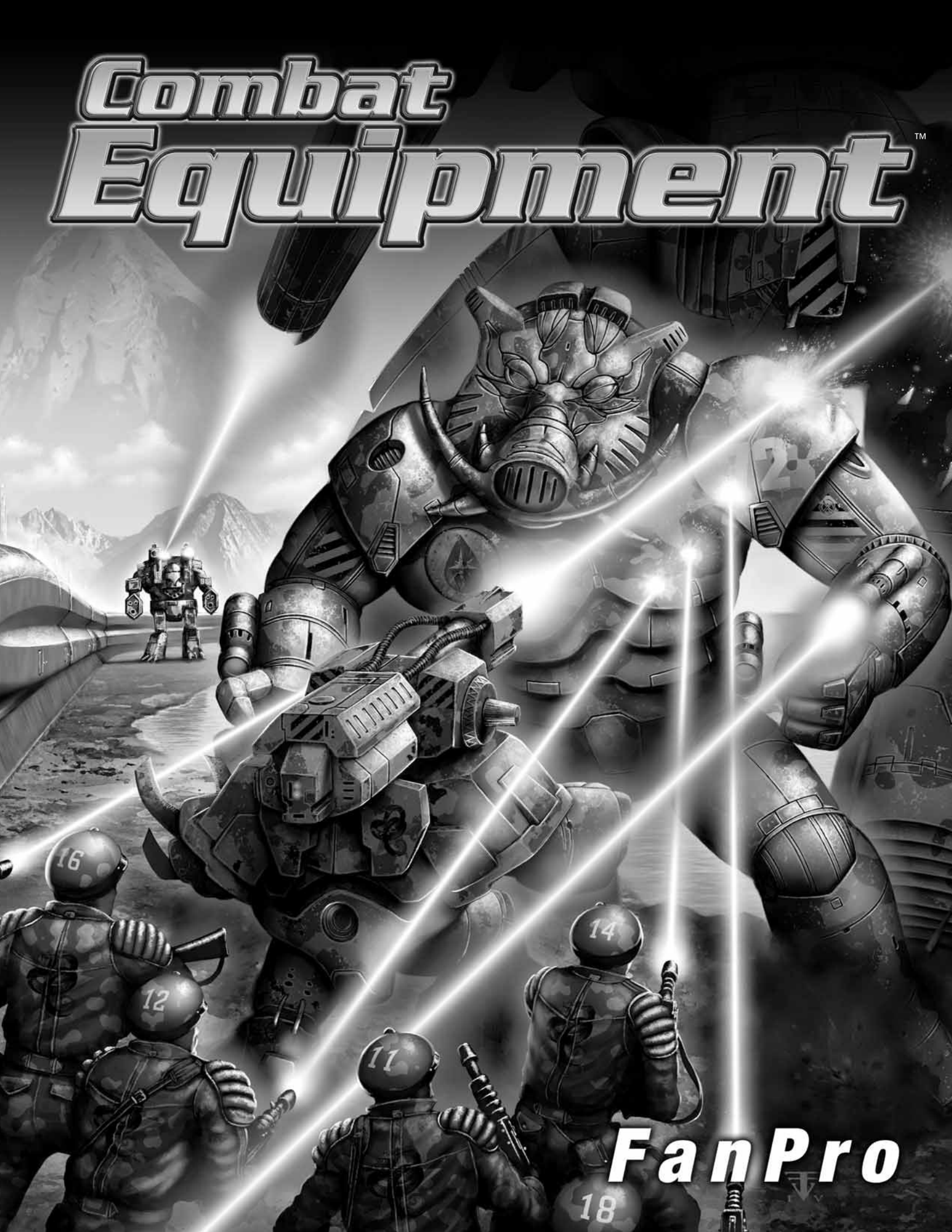


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TABLE OF CONTENTS

ALL THE GUTS, NONE OF THE GLORY 4
INTRODUCTION 7
PERSONAL WEAPONS 8
Melee Weapons 8
Stun Staff 8
Clan "Medusa" Whip 8
Ranged Weapons 10
Hawk Eagle Automatic Pistol 10
Martial Eagle Machine Pistol 10
Ebony Assault Rifle 10
Mauser 1200 Light Support System 10
Mauser IIC Infantry Assault System 11
"Avenger" Crowd Control Weapon 11
Sea Eagle Needler Pistol 12
Gauss Submachine Gun 12
"Buccaneer" Boarding Gel Gun 12
LGB-46R "Paint Gun" Engineer's Tool 12
Radium Sniper Weapon 13
Rocket-Assisted Grenade (RAG) 13
"Spitball" Gas Capsule Pistol 14
Support Weapons 14
"Bearhunter" Superheavy Autocannon 14
"David" and "King David" Man-Portable Light Gauss Rifles 15
"Firedrake" Incendiary Support Needler 15
Man-Portable Plasma Rifle 16
'Mech Taser Rifle 16
Weapon Accessories 17
ISR-71G "Tripwire"/ISR-93TX "Roundhouse" Cornershot 17
CDS-MHK3 "Mako" Sniper Gyrostabilizer 18
M-11J "Cloaking Device" 18
Munitions 19
Personal Ammo Weights 19
Radioactive Tracker Rounds 19
Gauss-Delivered Payload Canisters 20
Air-Burst Mortar Munitions 20
Guided Mortar Munitions 20
Air-Burst Rifle Munitions 20
Guided Gyrojet Munitions 21
Mines and Minefields 21
Land Mines 21
Sea Mines 22
Space Mines 22
ARMOR AND COMBAT GARB 24
Personal Armor 24
Infantry Armor Kits 24
Concealable Armor 26
Aerie Light Power Armor 28
Afreet 30
Clan Battle Armor 32
Corona 34
Golem 36
Grenadier 38
Hauberk Battle Armor 40
Kobold 42
Nighthawk Power Armor (Light) 44
Phalanx 46
Rottweiler 48
Tornado Power Armor (Light) 50
Trinity 52
Void Battle Armor 54
PROTOMECHS 56
Using ProtoMechs in CBT: RPG 56
Entering/Exiting ProtoMechs 56
ProtoMech Movement 56
ProtoMech Piloting Skill Checks 56
ProtoMech Weapon Attacks 56
ProtoMech Physical Attacks 58
ProtoMech Damage 58
Special Case Rules for ProtoMechs 58
Assigning ProtoMechs in CBT and CBT: RPG 61
Erinyes 62
Cecerops 64
Orc 66
Procyon 68
Chrysaor 70
Basilisk 72
Triton 74
Delphyne 76
MISCELLANEOUS GEAR AND RULES 78
Drugs 78
Alcohol and Narcotics 78
Performance Enhancers 81
Booby Traps and Triggers 82
Combat Medipacks 84
Vehicular Dropchutes 85
SUPPORT VEHICLE CONSTRUCTION RULES 86
Overview 86
1. Determine Chassis Type 86
2. Determine Size Class and Weight 88
3. Determine Equipment Rating 88
4. Determine Chassis/Control Weight 90
Chassis and Control Types 90
Chassis and Controls Modifications 97
5. Install Engine and Transmission 102
Fuel Tanks and Consumption Rates 102
Engine and Transmission 104
6. Add Other Equipment 106
Add Armor 106
Add Weapons and Ammunition 110
Determine Crew Requirements 111
Additional Crew 112
7. Complete Record Sheet 112
EQUIPMENT 116
Backhoe 116
Bays 116
Bay Door 117
Bridgelayer (Light, Medium, Heavy) 117
Bulldozer 118
Cargo 118
CASE 118
Chainsaw 118
Combine 119
Communications Equipment 119
Concealed Weapon 119
Docking Units 119
Dual Saw 120
Dumper 120
Ejection Seat 120
Escape Pod 121
External Stores Hardpoint 121
Field Kitchen 121
Fire Control 121
Flight Deck 121
Heat Sinks 122
Heavy-Duty Pile Driver 122
High-Res Image Camera 122
Helipad 123
Infrared Imager Camera 123
Ladder 123
Lifeboat (Maritime) 123
Lift Hoist 124
Look Down Radar 124
Manipulator 124
MASH Unit 124
Mine Dispenser (Land or Maritime) 124

Minesweeper (Land or Maritime) 125
Mining Drill 125
Mobile Field Base 125
Paramedic Equipment 126
Quarters 126
Pintle Mount 126
Power Amplifiers 126
Refueling Drogue 127
Remote Sensor Dispenser 127
Rock Cutter 128
Searchlight 128
Sprayer 128
Turret Mounted 128
Weapons 129
Wrecking Ball 129
COSTS 130
BATTLE VALUES 133
GENERAL RULES 135
Availability 135
Large Vehicles 135
Support Vehicles in BattleForce 2 137
Support Vehicles in Classic BattleTech RPG 138
TABLES 139
RECORD SHEETS 145
LARGE NAVAL TEMPLATE 179
SUPPORT VEHICLE CONSTRUCTION WORKSHEET 180

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ALL THE GUTS, NONE OF THE GLORY

Sometimes, it bothers me; gnaws on the back of my mind. When I walk down the street in uniform, even after all these months, it still happens. People see the insignia, and I see the jaws drop, hear those couples whispering to each other. After all these years, it still hurts, still pains me, because the mysterious nature about us used to be fun, when people spoke as if we were wizards, practicing white magic to help others.

But now they talk like we're some sort of crazed monsters, sucking your blood, or stealing children away in the night. They forget that we're the same people who did all the things they praised. All because of the heretics who spread lies about us. Yes, we've had our bad eggs, some of us flying off the handle, but no more than any other group. But to hear it from the heretics, every last one of us is the same.

Maybe that's why we did it.

***

The Raiders were heading halfway across the planet to the city of Morod for one last go at dissuading our pursuit. From there, they'd lose everyone in the only mountain range on the planet until they could figure out a way to get off this rock. Fat chance of that happening with Colonel Twohy running things. He's wanted that bonus for nabbing those leftover mercs so long I bet he was dreaming about it even when he ate those sloppy, sticky ribs he loves so much. He was happy to order the bulk of his forces to quietly deploy on the other side of the city, to meet the Raiders in the center at the last minute, and maintain some sort of surprise. Some ruler in exile he was, not even evacuating the city to limit non-combatant casualties. Sure, the city was loyal to Baron Montong, but no civilian should be coldly disregarded like that.

The route they were taking would bring them to the city in a week, which gave me a few days to try and stop the madness. The outskirts of Morod had only one bridge strong enough to hold their heaviest 'Mechs, so that's where we would fight, even with that Toyama CO of mine screaming court-martial threats in my ears if I went. The ringing in my head didn't disappear for a few hours after he was done and I was gone.

The concept was simple. Whatever troopers I got to volunteer, I'd take to meet the Raiders at the bridge and delay them until the pursuing garrison force could catch up. Apparently I wasn't the only one who was thinking the same thing, since I was able to get plenty of volunteers. After the battlesuit pilots weighed in, I pretty much had every infantryman in our unit coming along. A few MechJocks volunteered to help, but I didn't allow it; 'Mechs moving in the area may change the Raiders' minds about heading that way. Besides, I doubted I could sneak 'Mechs out under the Precentor's nose.

Whatever they try to tell you about us Blakists, don't believe them; we got hearts, and we got souls. Blake doesn't like to see women and children butchered if he can help it, and right about now, I'm figuring I'm the help.

To avoid detection by both the Raiders and Twohy, we came in a fleet of civilian choppers instead of Droppers. Unfortunately, it meant we needed to stop and refuel halfway. But Blake must love the courageous, cause there was the old HRN *Colossus* sitting out a hundred klicks away from our landing zone, right in our flight path. She was built centuries ago, but with that massive flight deck and rows of fighters, you can easily see why they wanted to keep the old girl around.

The ship's Admiral was just as impressive. Tall and a bit vulgar, she smelled like those cigars you find in backwoods smoke shops. But she had a pretty face and I think she took a liking to me, and she let us take on fuel and supplies with little haggling after I explained our position. When it came time to leave, she gave me a bit warmer farewell then I expected, with an invitation to return after everything was settled. It's not everyday you get hit on by a carrier admiral, so I guess Blake was looking out for me in more ways than one.

***

I figured we had four days to set up minefields and get all the weapons in place. It's amazing what you can get your hands on when you're desperate. We swiped mortars and other assorted support weapons, even some of those newly "acquired" David Gauss rifles. Our Quartermaster, Denny, didn't want to give those babies up, but when you have a Nighthawk trooper pointing his Mauser your way, who's in a haggling mood? So while he was feeling generous, we helped ourselves to a generous amount of ammo crates that had recently arrived, and when we hit the LZ, we cracked them open like kids on Christmas morning.

We set the mortars up on both sides of the bridge about a thousand meters out from the entrance and another dozen down the cliff on a few ledges while we landed. Hopefully, even if the rest of us bought it the mortar teams would live long enough to blow the bridge as the Raiders crossed over. It probably took most of what little time we had getting them down there, as we had the 'Hogs and the Nighthawks carry the troopers and tubes down safely. We almost lost one when a 'Hog accidentally scraped against the cliff wall, but it thankfully fell right onto the plateaus and didn't roll off.

We set up a standard ambush alley; mined our flanks to force them down the path, and lined up the pine-covered sides with lasers and SRMs along the way. As they moved in, battle armor would close the rear, and TAG them for the mortars. Enough mines, enough cockpit hits, and enough surprise, we might actually pull it off.

I figured we had just enough time to get the battlesuits into position and catch some rest before the fight. Unfortunately, we got in position at about the same time we got word that good ol' Twohy had dropped a group on the Raiders' flank to force their hand and make a hasty run for Morod. The Raiders wanted a running battle, with the fastest 'Mechs breaking away to secure the bridge. They'd given up all the feints and turns and made a beeline for us.

They'd be on us in less than thirty minutes.

***

Their scouts came down the road and didn't spot a thing till it was too late. A *Scarabus* was running full blast down the path, with a *Vulcan* lagging behind several hundred meters. I decided I could only take out one of the two and called our demolition expert, Jake, to detonate a few of the mines as the *Scarabus* passed over them. We watched as the light 'Mech sped down the road in its self-made dust ball, straight into our killing field. Jake blew the field just as that baby was fully in.



We missed by five meters.

The explosives kicked up a lot of dirt and probably did some damage, but the *Scarabus* was moving so fast it passed through the field before Jake hit the switch. I looked through my HUD's rangefinder and could see Jake hanging his head in shame. I also saw the *Scarabus* making a tight turn on the road to see what just exploded behind him, arms raised to meet the threat. A momentary lapse of judgment must have fallen upon the pilot, as he all but stopped in his place to turn around. I could see the opportunity there, sitting right in front of me as I keyed up my mic on all friendly channels.

"This is Spider leader. Badger One, blow that field now! All units, let 'em have it!"

I could see Jake raise his head to look at the 'Mech. He rushed to detonate the next minefield as dozens of tracer rounds and exhaust trails converged on the metal knight. Maybe the firepower that slammed against the cockpit did it or the surprise of another explosion directly underneath the BattleMech, but the pilot lost control and fell to the ground. Nighthawks leapt up immediately, landing on the 'Mech's scarred head. The pilot made no motion to resist, or wasn't capable of it as they pulled him out.

Scanning the horizon, I could see the *Vulcan* picking up speed in an effort to rescue his comrade, the shadows of the rest of his group coming into view behind it. My HUD identified a *Grasshopper*, a *Whitworth*, and a limping *Grand Dragon* approaching at high speeds.

The *Vulcan* pilot was a bit smarter, keeping his speed up while spraying us with his autocannon. A few Nighthawks made their way through the woods to where he was hopping around and tagged him. Our new mortar rounds homed in on the signals, exploding in the air and searching for vital spots. Heavier Purifier suits provided continued distractions and soon the jock found his machine too damaged to continue.

However, that left us to deal with the big boys without our battle armor support. The *Grand Dragon* and *Grasshopper* charged forward, taking out dozens of soldiers with every PPC and laser salvo. We were running out of men and firepower, as the 'Hogs we had did a run on the limping *Dragon*, C8 in hand. Most clung to the damaged legs to plant their explosives, but one ambitious engineer went higher, going for the cockpit. The jock saw what was going on, so as the 'Hog was over his chest, he triggered the LRM launcher, disintegrating the exosuit in a slew of missiles.

Didn't help him, though, when the C8s on his legs went off. The charges blew one leg completely off and shattered the internal support in the other. The explosion took two more suits with it, both too slow to jump away, and the 'Mech fell face forward to crush another one.

The *Whitworth* launched a salvo of its missiles and someone screamed out "Swarms!" I looked up to see the volley of missiles work its way up my side of the road, some missiles dropping down on each of the shallow firing pits as the salvo passed over. My foxhole was no exception; a missile landed several meters away from where I was holed up, and the explosion threw me out of the hole, hurling me meters away, right on top of the body of another dead grunt.

Getting up and shaking the dust and cobwebs out of my head, I spit out some bad-tasting blood and looked around for anyone who might have survived. Seeing no one, I limped out, hoping to avoid a repeat. The *Grasshopper* stayed on course for the bridge, strafing the sides of the roads while the *Whitworth* held back, launching missiles at anything that moved. There just weren't enough manpack weapons to take out the *'Hopper* before it would reach the bridge. Coming across a dead spotter, I picked up his tagger. Staring at the slew of buttons on the side, hoping for any sort of obvious clue of what to press, I eventually gave up and just slapped my palm over a bunch of buttons, praying to Blake for good measure. I put the dot directly on the *'Hopper*—only two hundred meters from the bridge now—pulled the trigger, and called over the comm for everyone to throw whatever we had left on him.

While the remaining missiles and lasers did little, I stood there, still holding the designator on target, waiting for the mortars. A hundred meters away, the *Grasshopper* made one final jump toward the bridge to avoid our mines, but right as it was reached its apex, several large objects slammed into it. Huge fireballs blossomed in mid-air where the *'Hopper* was.

The *'Hopper* landed in pieces. A severed arm slammed into one of our already ruined firing pits. The head, or what was left of it, stayed in the air for a moment as the rest of the metal body crumpled to the ground. I was about to call over the comm and ask what the hell they loaded the mortars with when the roar of several fighter jets overhead made me hesitate, and the crackle of incoming communications cut me off completely. "Spider Leader, this is Angel Leader. The Admiral sends her regards. We're piggy backing our Arrows on one of your spotters. Hope you don't mind." I glanced at the designator and realized in my random slapping of buttons, Blake be praised, I must've turned on a general broadcast of targeting data.

"We'll deal with it Angel. Just have plenty more where that came from."

"Well," The pilot replied, "Look to the other side of the bridge, and there's your answer."

I turned and saw BattleMechs painted up in Hothead colors just starting to come on the bridge. The *Whitworth* had already begun to back off and I guess an order to surrender occurred over a private frequency, causing my sensors to show the Raider was powering down.

Twohy came up over my headset, with that cocky attitude of his. "Hey Precentor, thanks for the assist. The mayor called and congratulated me. I think we just earned his loyalty. I'll buy you one back at the bar after you and my boys cle—"

I interrupted before he finished. "Now wait one goddamn minute! 'Assist' my ass! If it wasn't for us, they would have made it into town where your third rate jocks would have leveled the place and they still would have gotten away. You've done nothing but-"

Twohy returned the favor, only over a private channel. "Now you listen, Blakey. I know you did this against Ahram's orders, and he's pretty pissed about it. Now we can do this easy and let me smooth him over or I can throw you and every one of your men to the wolves. Your call."

I stood there furious, letting the silence give my answer. I knew I couldn't let the rest of these guys get thrown in the brig, but that didn't mean I had to like it. I did the right thing, and consoled myself with that.

What more could a man do, but the right thing?

INTRODUCTION

As with *Lostech* and the *Classic BattleTech Companion* before it, the book you now hold offers supplemental rules and equipment for use in *Classic BattleTech* games. However, beyond serving as merely an expansion for the *Classic BattleTech RPG*, most of the new equipment and rules presented in this volume have also been painstakingly developed for use in *Classic BattleTech* board games, and are compatible with the *Classic BattleTech Master Rules*, *Revised*, *BattleForce 2*, *AeroTech 2, Revised*, and the *Combat Operations* rules expansion. Wherever possible, rules that reference such products include the appropriate product names and abbreviations, allowing players and gamemasters to quickly cross-reference any game effects as appropriate.



In the first two sections of this book, *Personal Weapons* and *Armor and Combat Garb*, players of *Classic BattleTech RPG* and *Classic BattleTech* games will find additional weapons, accessories, specialized ammunition, and expanded options for personal armor derived both from past sources and fiction, or newly developed for the battlefield as the Clans and Inner Sphere continue their eternal arms race in the thirty-first century. The *Battle Armor* section introduces new battlesuit designs created using the rules presented in the *Classic BattleTech Companion*, and includes armor designs mentioned in past sources, plus a host of new models just now coming into use—or, in some cases, even still on their creators' drawing tables.

The *ProtoMechs* section not only introduces and details eight brand-new ProtoMech designs, it also expands on the *Classic BattleTech* rules for ProtoMechs that allow *Classic BattleTech RPG* players to integrate these unique battlefield units in their own campaigns,and builds on the RPG rules for vehicular combat first presented in the *MechWarrior's Guide to Solaris VII*. *Miscellaneous Gear and Rules* then describes a host of new equipment and supplemental rules for both *Classic BattleTech* and *Classic BattleTech RPG* campaigns.

Support Vehicles introduces rules for constructing, using, and maintaining the wide range of vehicles not normally seen on the battlefields of the Inner Sphere, Periphery, and Clan space. Whether used to construct a civilian hovercycle or a local weather satellite, or to create the modern versions of massive seagoing warships from times past, these rules help bring dynamic new options and unexpected elements to *Classic BattleTech* and *Classic BattleTech RPG* games alike.

Finally, the *Tables* section in the back of this book presents the key details for all of the personal weapons, armor, and equipment presented in this volume, and includes not only the *Classic BattleTech RPG* data but also any applicable information for use with the *Classic BattleTech Companion* battle armor construction rules and the *Combat Operations* infantry construction system.

MECHWARRIOR THIRD EDITION

MechWarrior Third Edition (*MW3*) was originally published by FASA Corporation. Upon its reprint by FanPro LLC, the name was changed to *Classic BattleTech RPG* (*CBT: RPG*). This product reference pages in *CBT: RPG*, but the page numbers are identical regardless of whether you own *CBT: RPG* or *MW3*.

ABBREVIATIONS

This rulebook references several other products, which are abbreviated as follows: *Classic BattleTech RPG* (*CBT: RPG*), *Lostech* (*LT*), *MechWarrior's Guide to Solaris VII* (*S7*), *BattleTech Master Rules, Revised* (*BMR*), *AeroTech 2, Revised* (*AT2*), *Classic BattleTech Companion (CBTComp),* and *BattleForce 2* (*BF2*).

PERSONAL WEAPONS

The following section includes a host of new weapons, accessories, and munitions for use in *CBT* and *CBT: RPG* campaigns, most of which have only recently been developed by the various factions in the Inner Sphere, Periphery, and Clan space.

MELEE WEAPONS

The following weapons follow all rules for standard melee weapons in *CBT: RPG* unless otherwise noted.

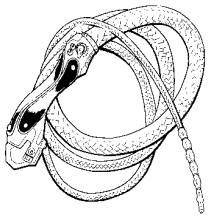


STUN STAFF

Designed for bodyguards and other private security trained in martial arts, the stun staff is a long, metal staff equipped with neural shockers on each end to increase probability that the target will not dodge the attack. Another version has only one end equipped with the neural shocker, with the other weighted to provide balance and damage the opposition more than a normal staff.

Game Rules

When using the double-ended stun staff, resolve the attack as if the hit was made by a stun staff. If using the single-ended version, announce which end you intend to hit with. The powered end delivers normal stun staff damage, while the weighted, unpowered end delivers damage as a melee attack using a normal staff. Treat a fumble as a self-inflicted attack on the user (randomly determining which end strikes, if the staff is the single-ended version), with a Margin of Success equal to the attack's failure margin (to a minimum of 1).



CLAN "MEDUSA" WHIP

The Clan system of justice relies heavily on discouraging crime, an effort accomplished to some extent by their relatively brutal punishments for even minor infractions. A key tool in this strategy is the Clan "Medusa" neural whip (also known as the electrowhip or the "Seeker" whip), which is prized for its ability to inflict pain without severe physical damage, as well as its ability to "home in" on its victim thanks to a sophisticated sensor in the handle that detects and interprets very subtle gestures of the user's hand and translates them along the length of the whip via a series of fine myomer strands embedded within the device.

Able to deliver damage by contact or by shock, the "Medusa" comes equipped with a variable setting, allowing the user to control its power use and pain level, from a simple kinetic strike to a minor, low-yield sting to a severe, high-powered jolt ideal for torture that may even cause nerve damage or death from heart failure. Each Clan produces its own model of the "Medusa", which is often used in extreme rituals, such as some Rites of *Surkai*.

Game Rules

As a Simple Action, the "Medusa" user may change the whip's power setting before delivering a strike, increasing the weapon's base damage by one die for every 0.25 power points used per strike (a strike being defined as any time the whip is swung and makes contact with an object or character). The minimum setting, which uses no power, delivers 1D6 damage. The maximum, at 2 power points per strike, delivers 9D6 damage. "Medusa" whip damage is considered subduing damage, as most of the effect comes from the electrical jolt that accompanies each strike. Note that, because of its size, the "Medusa" may only make use of micro power packs.

In addition to the above, sensors within the whip's handle give an experienced user (Whips skill bonus of +2 or higher) of the device a –2 TN to action checks when using the whip. If the user is inexperienced in the whip's use, ignore this bonus. Finally, the "Medusa" can engage targets at up to 3 meters range (rather than less than 1 meter), meaning that an opponent with a shorter range melee weapon cannot inflict damage on the character using a "Medusa" during the first round of combat. After the first round of combat, assuming the character not wielding the "Medusa" can move, the combatants close to within 1 meter range and melee may proceed normally.

MELEE WEAPONS TABLE

Item	Skill	Equipment Ratings	AP • Damage	Type	Range (Meters) S/M/L/E	Shots	Cost/ Reload	Weight	Affil	Notes
Medusa Whip	WHP	E/E/E	0•*	E	—	*§	2,200/†	450 g	Clan	–2 TN on Whips Skill +2 and up; Subduing (do not add STR); micro power packs only; may engage at 3 m range.
Stun Staff, Single-End	STF	C/A/B	0•4D6	E	—	1§	300/†	3 kg	—	Can engage at 1 m; charged side only does Subduing damage (do not add STR).
Stun Staff, Double-End	STF	C/A/B	0•4D6	E	—	2§	500/†	3 kg	—	Can engage at 1 m; Subduing damage (do not add STR).

* "Medusa" whip is adjustable from 1D6 to 9D6 damage: each 1D6 damage over 1D6 uses 0.25 pwr/strike.

§ Represents power points used per attack.

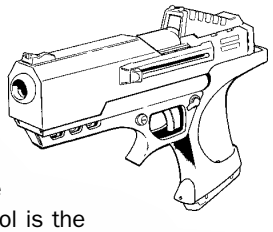
† These weapons use power packs rather than ammunition clips.



RANGED WEAPONS

The following weapons follow all rules for standard ranged combat weapons unless otherwise stated.

HAWK EAGLE AUTOMATIC PISTOL



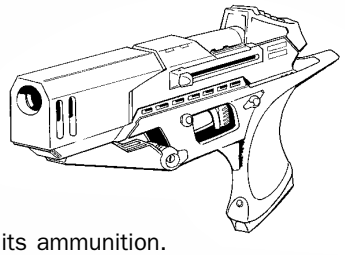
Founded in 3032, Irian PersArms—an offshoot of Irian Technologies—has risen to become one of the FWL's principal suppliers of personal weaponry. The Eagle series, of which the Hawk Eagle pistol is the most prevalent, played a central role in Thomas Marik's reformation of the FWLM. Irian PersArms weapons now account for almost half the small-arms used by FWLM line regiments, though militia units are not as favorably equipped.

The caseless ammo used by the Hawk Eagle, together with its precision engineering, largely eliminate the chance of stoppages and allow the pistol to fire a selectable three-round burst that increases its stopping power at the expense of accuracy. Unfortunately, the specialized ammo used by the Hawk Eagle (and its larger kin, the Martial Eagle) make the pistol relatively expensive to operate and maintain.

Game Rules

The Hawk Eagle follows all standard rules for ballistic pistol weapons in combat and may be fired single-shot or in 3-shot bursts.

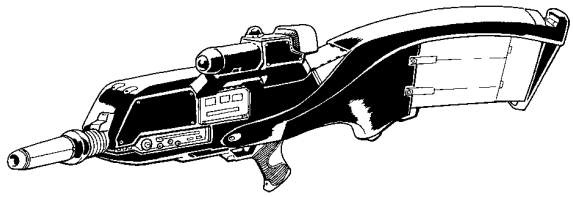
MARTIAL EAGLE MACHINE PISTOL



Using the same caseless ammo as its smaller kin the Hawk Eagle, the Martial Eagle machine pistol is largely immune to stoppages but pays for this in the cost of its ammunition. Furthermore, the small caliber and low velocity of the rounds lack the armor penetration of other machine pistols, but the Martial Eagle makes up for this with its high rate of fire and reach as well as its small size. The FWLM troops equipped with the Martial Eagle appreciate its compact design, but its inability to accept recoil compensators or silencers has limited its adoption by SAFE and other special-forces groups.

Game Rules

The Martial Eagle follows all standard rules for ballistic pistol weapons in combat and may be fired single-shot or in 10-shot bursts.



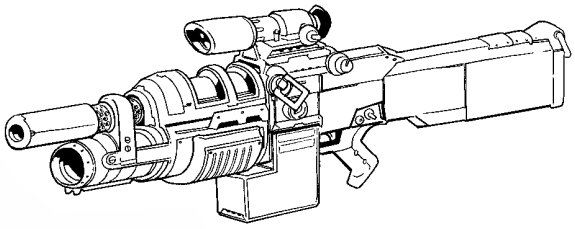
EBONY ASSAULT RIFLE

The new Magistracy of Canopus laser assault rifle was specifically designed and manufactured under a mandate from the Magestrix and the direction of the Magistracy Intelligence Ministry. With an eye to providing MIM special forces with the most flexible laser rifle possible, the new firearm broke ground by offering a variable power setting. By adjusting the focusing matrix, the weapon can provide increased damage at a reduced effective range, or decreased damage at an increased effective range. Though several laser rifles, such as the Blazer and Starfire, are superior within specific damage-vs-range brackets, the flexibility of the Ebony is quickly earning itself a broad reputation for excellence.

The rifle gets its name from the Ebon Magistrate—a new, secret special forces division of the Magistracy Intelligence Ministry—which has almost exclusive access to the weapon.

Game Rules

The Ebony Assault Rifle functions like any standard laser rifle in combat. However, it requires a Simple Action to change to a new power setting.



MAUSER 1200 LIGHT SUPPORT SYSTEM

Once the Holy Grail of infantry weapons, the original Mauser 960 has all but disappeared from the Inner Sphere since the destruction of the original Star League and the Succession Wars that followed. Only ComStar had access to significant quantities of such prized weapons beyond the exotic collector's item handed down through the generations, though the system remained uncommon even with them. After the schism, Word of Blake engineers—with help from Free Worlds League arms manufactur-

HANDGUNS TABLE

Item	Skill	Equipment Ratings	AP • Damage	Type	Range (Meters) S/M/L/E	Shots	Cost/ Reload	Weight	Affil	Notes
Hawk Eagle AutoPistol	PIS	C/C/C	4•3D6	B	5/20/50/100	15	100/10	500 g	FW	Burst (3/1)
Martial Eagle MP	SMG	D/D/E	3•3D6	B	5/20/50/100	30	180/20	1.8 kg	FW	Burst (10/2)

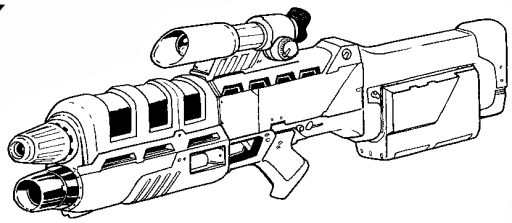
ers—began work on reviving this venerable system for the modern era, producing the Mauser 1200 Light Support System.

Keeping the compact grenade launcher and the vibroblade, engineers opted to strip out the survival kits that could already be carried by other means in favor of a heavier, more potent laser rifle. Increasing the laser's intensity and armor piercing ability, the team initially found it consumed an unacceptable level of power during full automatic fire, and so reduced its rate to a more efficient power drain level. The Word of Blake has since begun issuing the new Mauser 1200 LSS to its elite troopers, with most going to the organization's newly re-fielded Nighthawk battlesuit squads.

Game Rules

The Mauser 1200 laser rifle functions like any standard rifle in combat and may be fired single-shot or in five-round bursts. The full Mauser 1200 kit includes a detachable vibroblade (see p. 134, *CBT: RPG*) and compact grenade launcher (see p. 137, *CBT: RPG*).

MAUSER IIC INFANTRY ASSAULT SYSTEM



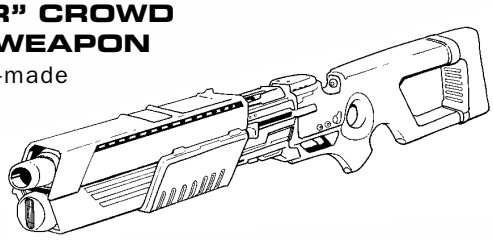
Unlike the Inner Sphere, the Clans managed to retain a sizeable cache of Mauser 960 assault systems in good repair and began limited production well after their formation in the Kerensky Cluster. Over time, Clan technicians expanded upon this system, increasing the Mauser's size and firepower. The final result—the so-called Mauser IIC—first appeared fifty years ago and has seen widespread use by those Clans who still maintain elite unarmored infantry squads ever since.

Bulky and massing a hefty twelve kilograms, the Mauser IIC is difficult to wield, even with the aid of its integral shoulder strap. Its primary weapon system consists of an extended-range laser rifle, with an attached automatic grenade launcher for added support fire, a detachable vibroblade for close combat, and a field survival kit for extended operations.

Game Rules

The Mauser IIC laser rifle functions like any standard rifle in combat, and includes an attached auto-grenade launcher (see p. 40, *LT*), a detachable vibroblade (see p. 134, *CBT: RPG*), and a survival kit identical to the original Mauser 960 model (see p. 34, *LT*).

"AVENGER" CROWD CONTROL WEAPON



The Clan-made "Avenger" crowd control weapon first appeared in the Inner Sphere when Clan Steel Viper troops were briefly called in to support Clan Ghost Bear forces in bringing order to their recently seized worlds in the former Free Rasalhague and Draconis Combine regions. Though its name implies that the weapon was designed for urban pacification, it has proven more efficient than the auto shotguns Inner Sphere manufacturers developed for battlefield use.

Game Rules

The Avenger CCW functions like any auto-shotgun in combat, and may be fired single-shot or in three-shot bursts. The weapon may use shotgun solid-slug shots as well as the standard rounds, though using solid slugs magnifies the weapon's recoil in both single-shot and burst modes.

RIFLES TABLE

Item	Skill	Equipment Ratings	AP • Damage	Type	Range (Meters) S/M/L/E	Shots	Cost/ Reload	Weight	Affil	Notes
Ebony Assault Rifle	RFL	F/E/F		E			8,500/†	10 kg	MoC	Simple Action to change setting
High-Powered			5•4D6		50/160/350/700	12§				
Standard			4•3D6		65/200/475/1,000	8§				
Extended-Range			3•2D6		80/260/610/1,200	4§				
Mauser 1200 LSS	RFL	E/E/E	4•4D6	E	55/170/365/740	5§	10,000/†	11 kg	WoB	Burst (5/2); full kit includes a vibroblade and 6 shot compact grenade launcher
Mauser IIC IAS	RFL	F/E/F	4•5D6	E	90/300/700/1,400	5§	18,000/†	12 kg	Clan	Encumbering; includes detachable vibroblade, survival kit, and 6 shot auto-grenade launcher.

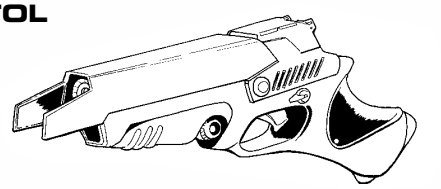
§ Indicates power points used per shot.

† These weapons use power packs.

SHOTGUNS TABLE

Item	Skill	Equipment Ratings	AP • Damage	Type	Range (Meters) S/M/L/E	Shots	Cost/ Reload	Weight	Affil	Notes
Avenger CCW	SHT	C/C/D	2•6D6	B	7/18/28/62	15	345/4	5.5 kg	Clan	Burst (3/1); splash; jam on fumble
w/ Solid Slug Ammo	—	—	5•6D6	B	7/18/28/62	15	—/16	—	Clan	No splash; Range mods: +0/+3/+6/+11

SEA EAGLE NEEDLER PISTOL

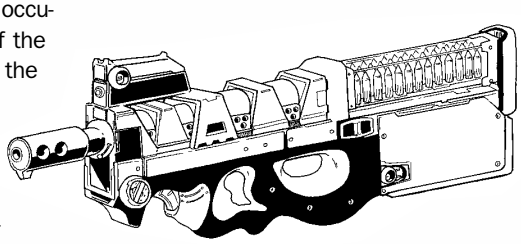


Irian PersArms' sole entry into the needler weapons market is light and well balanced, allowing it to be used one-handed unlike many other needler "pistols," though a secondary grip under the barrel allows it to be fired two-handed as well. Unfortunately, the lightweight design limits the size of the ammo blocks used by the Sea Eagle and thus the number of shots available to the wielder. Indeed, at its maximum rate of fire the Sea Eagle can fire only two bursts though the speed of fire and excellent balance of the weapon mean that its recoil effects are less than comparable weapons.

Game Rules

The Sea Eagle functions like any needler weapon in combat and may be fired single-shot or in five-shot bursts. Like all flechette weapons, the Sea Eagle has an effective AP of 0 against all barrier types.

GAUSS SUBMACHINE GUN



Within the occupation zones of the invading Clans, the rise of partisan and guerrilla forces has become a concern on some worlds. While deploying necessary forces to keep the peace, many were still unprepared and improperly equipped to deal with the problem. BattleMechs and armored vehicles proved ineffective in such actions, and the deployment of large numbers of armored infantry was considered impractical. As the need grew apparent for more effective weapons for unarmored security troops to combat these tactics of low intensity warfare, Clan Diamond Shark offered their solution—for a price.

Diamond Shark technicians developed the Gauss submachine gun as a new small arm based on the Clan Gauss pistol many Clan police forces already carried in the line of duty. Silent but deadly, the Gauss SMG fires ferromagnetic tungsten alloy darts at subsonic speeds, delivering short bursts with sufficient punch to defeat most forms of personal combat armor. Slightly larger than normal submachine guns, this weapon looks more like an assault rifle and is selectable for single shot firing or three-round bursts.

Game Rules

In combat, the Gauss submachine gun functions like any SMG weapon and may be fired single-shot or in 3-shot bursts. Like all Gauss weapons, the Gauss SMG requires both ammunition and uses power packs to charge its acceleration coils, so each round fired consumes energy as well as ammunition. Note that using the Gauss SMG in burst-fire mode consumes ammunition and power at triple the single-fire rate.

"BUCCANEER" BOARDING GEL GUN

Mounting attacks while onboard fragile DropShips and JumpShips has always posed a problem to most engagements using specialized ammunition like Frangible and AET rounds, but such weapons do not entirely eliminate the risks of damaging the vessel or of ricochets. The "Buccaneer" boarding gun is designed to provide effective heavy firepower against enemy personnel while eliminating the chance of damage to the vessel.

The "Buccaneer" uses compressed gas to fire gel batons at its target; additional gas discharge, coupled with the exhaust from firing effectively cancels out its recoil in zero-G conditions. The baton rounds, while non-lethal, remain effective against light and medium body armor but are of negligible value against the heavy protection of battle armor. Still, all targets struck by a baton are likely to be knocked off their feet.

Game Rules

The "Buccaneer" delivers subduing damage, rather than lethal damage in combat, but—like needler weapons—has an effective AP of 0 against all barriers. The weapon is considered to have no recoil in zero-G combat as a result, but its gel batons pack a heavy wallop on impact that adds 2D6 dice to the weapon's damage when determining knockdown effects only.

LGB-46R "PAINT GUN" ENGINEER'S TOOL

A common component of toolboxes throughout inhabited space, the LGB-46R and similar models are used in both military and civilian environments. The LGB-46R "Paint Gun" discussed

NEEDLERS TABLE

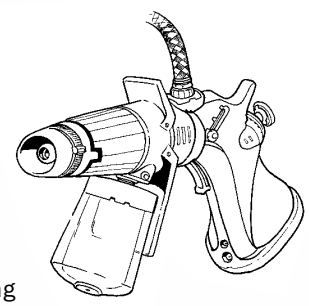
Item	Skill	Equipment Ratings	AP • Damage	Type	Range (Meters) S/M/L/E	Shots	Cost/ Reload	Weight	Affil	Notes
Sea Eagle	PIS	D/C/D	1•4D6	B	2/5/10/20	10	110/5	350 g	FW	Burst (5/3); AP 0 vs barriers; Splash

SUBMACHINE GUNS TABLE

Item	Skill	Equipment Ratings	AP • Damage	Type	Range (Meters) S/M/L/E	Shots	Cost/ Reload	Weight	Affil	Notes
Gauss SMG	SMG	E/D/F	5•4D6	B	30/80/250/700	30, 1§	2,000/10	4.5 kg	Clan	Burst (3/1); jam on fumble

§ Indicates energy points required per shot.

here can be considered a baseline design, whose functions are comparable to most others in known space.

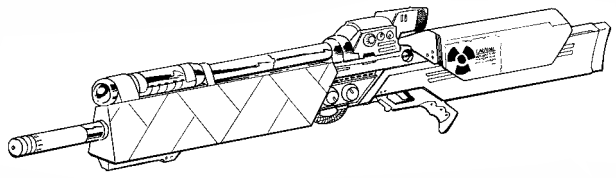


It uses pneumatic pressure, either supplied by a compressor or straight from pressurized canisters to emit liquid on a surface. It is most often used to paint objects (anything from walls with acrylic paint to BattleMechs with EM absorbent paint) but more specialized uses exist. Common payloads include an exothermic compound used to 'soften' damaged armor plates for removal, an endothermic compound used to cool overheated components such as heat sinks and circuitry, or an acid used to clean surfaces and destroy damaged or undesirable objects that cannot be extracted by conventional means. These and other liquids can be used against organic targets as well.

The LGB-46T has a steel handle with a flat surface that can serve as a hammer, making it heavier than the 46R model. Paint Guns are considered multi-purpose tools and are often adorned with various tokens, charms and miscellaneous objects by their owners.

Game Rules

In combat, the LGB-46R can be set to fire a stream of fluid or a much shorter-ranged spray. Most of the exothermic (high-heat) and endothermic (high-cold) compounds it can handle deliver 3D6 damage with an AP rating of 0, while common acid compounds delivered by the LGB-46R inflict 2D6 damage and have an AP of 1. Acid chemical effects linger on any target for 1D6/2 turns, inflicting the same damage each turn.



RADIUM SNIPER WEAPON

During the Reunification War, a Taurian agent used a dubious prototype weapon originally considered incapable of killing a healthy adult to assassinate the sickly Admiral Kincaid of the SLDF. The Star League recovered neither the weapon nor any of its technical details, and the Concordat's conquest halted any further development, causing the project to be mothballed shortly after its reactivation in 2607. Ironically, it was the discovery of the Star League's own 28th-century molecular engineering research in the Helm memory core that allowed the Concordat to complete the long-postponed development of this weapon, which has only recently appeared in the hands of TMI counterinsurgency agents.

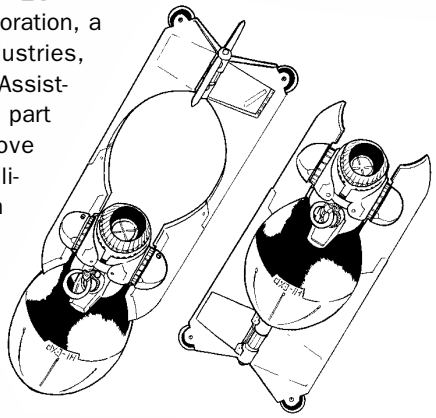
The Radium Sniper is a two-part weapon. Its first part, a particle accelerator, projects a quantity of radium isotopes from a small cartridge, while the second, a laser system mounted directly behind the accelerator, fires a beam straight through this canister, arriving shortly before the isotopes do. The laser punctures a miniscule hole in the target's body armor and flesh, allowing deeper injection of the much slower isotopes. The radium's half-life cycle then quickly administers a lethal dose of radiation into the target.

The radioactive component of the Radium Sniper means that expended cartridges and the discharge of the weapon both create a considerable amount of hazardous radioactive waste. Because of this, the sniper must wear protective clothing and transport the weapon and its ammunition in special lead cases when not in use.

Game Rules

The Radium Sniper rifle functions like a standard rifle in combat, but after delivering its initial damage, it deposits highly radioactive toxins into the target's bloodstream, which do the rest. The radium effects work according to the poison rules as a dose of lethal (injected) poison with a base damage of 7D6, 1-turn speed, and a 1-hour total duration. These effects, however, only occur on a hit that delivers a Minor Wound or better, reflecting the deposit of sufficient radium into the target's bloodstream.

ROCKET-ASSISTED GRENADE (RAG)



Striker Arms Corporation, a division of Vicore Industries, developed the Rocket-Assisted Grenade (RAG) as part of an effort to improve the range and capabilities of foot soldiers in an age where battle armor brings increasingly heavier and far-reaching firepower to the personal battlefield. This new hand grenade, intended to overcome the limits of typical manual throwing distances, is the latest in hand-thrown weapons, increasing most hand-toss ranges five-fold thanks to a rocket-assisted motor built into the weapon.

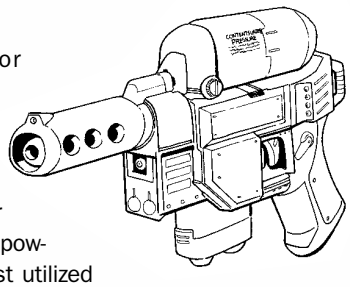
The RAG has two selectable modes. In high-explosive mode, it operates as a normal thrown grenade, using its propellant as a damage multiplier. In assisted-flight mode, the grenade's throwing distance is augmented by a short burst from the grenade's rocket that quickly burns up all fuel and works with the weapon's fold-up fins and internal gyrostabilizer to achieve longer flights toward the intended target.

Game Rules

When throwing rocket-assisted grenades, the attacking player must declare first whether he is using the weapon in assist-

ed-flight mode or standard high-explosive mode. If using assisted flight, add a +2 penalty to the TN for the attack but multiply the grenade's effective range by 5 for each bracket, then reduce its AP by 2 and its base damage by 2 dice. In high-explosive mode, the grenade functions as normal for Class C high-explosive weapon, doing its listed damage.

"SPITBALL" GAS CAPSULE PISTOL



Strange times call for strange weapons and the "Spitball" capsule pistol is such an item. Using compressed gas to propel a plastic ball, the Spitball can deliver different types of liquid, gas, or powered chemicals to a target. First utilized by Loki agents, this seemingly innocuous weapon is now used in covert operations all over the Inner Sphere.

Each capsule can accommodate most any chemical that can be injected into it by a special syringe, though highly volatile or caustic compounds are rarely used as they can quickly erode the plastic casings and leak into the firing chamber. Using simple, compressed-air cartridges (good for up to 200 shots) rather than powder or magnetic acceleration, the "Spitball" does not compete with typical firearms and isn't built to do so. A capsule that hits its target breaks open and spills its contents, and, unless the target has some sort of chemical protection, the splash may seep through gaps between unsealed armor or react with the armor.

Game Rules

The "Spitball" capsule gun's thin plastic rounds have an effective AP of 0, but may be filled by a vast array of chemical fluids and powders. The chemical effects may be determined using the Poison rules found on pp. 114-117 of *Lostech*, but cannot have an injection vector and may inflict no more than 3D6 base damage per dose. Note that filling a "Spitball" round with any chemical counts as a Complex Action.

"Spitball" rounds filled with corrosive or caustic chemicals—such as acids—will erode the "Spitball's" ammo casings quickly, and must be used within 30 minutes of being filled (divide this time by the number of damage dice per round). Unused "Spitball" rounds left within the weapon after this time corrode inside the magazine, automatically destroying all remaining ammunition and destroying the weapon itself on a 2D6 roll of 6+.

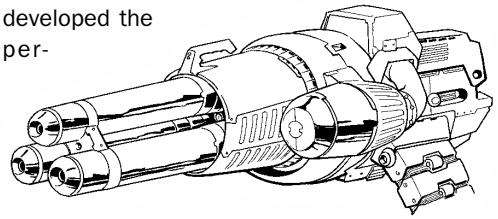
Because of the fluid contents in "Spitball" rounds, the weapon suffers a +1 TN modifier. Finally, the compressed air cartridge used for the capsule pistol's propellant must be replaced every 200 shots.

"Spitball" gas pistols have no effect in *CBT* games.

SUPPORT WEAPONS

The weapons detailed below follow the rules for support weapons unless otherwise noted. Since most of these weapons can be mounted on battle armor, the listings include information for their use in *CBT:RPG* and *CBT* games.

"BEARHUNTER" SUPERHEAVY AUTOCANNON



Clan Hell's Horses, arguably among the Clans' most proficient employers of battlefield infantry, developed the "Bearhunter" Superheavy Autocannon as a means of improving the offensive capabilities of these conventional assets. Built along the lines of a standard man-portable autocannon, the superheavy design uses three rotating barrels to prevent weapon overheating and deliver an even higher rate of fire than the original. In exchange, however, the "Bearhunter" comes at a higher cost and suffers a significant decrease in its effective range. Furthermore, like the semi-portable autocannon, it cannot make use of recoil compensation, and thus a full burst

SPECIALIZED WEAPONS TABLE

Item	Skill	Equipment Ratings	AP • Damage	Type	Range (Meters) S/M/L/E	Cost/ Shots	Reload	Weight	Affil	Notes
"Buccaneer" Gel Gun	SHT	C/D/C	2•4D6	B	3/10/18/25	5	200/20	2.5 kg	FW	Subduing; AP 0 vs barriers; +2D6 for knockdown; no recoil in zero-G
LGB-46R "Paint" Gun	PIS	C/B/B	*	E	1/2/3/4	15	50/10	1.8 kg	—	May be set to a range of 0/1/NA/NA for Splash damage
Radium Sniper Rifle	RIF	E/F/F	4•5D6	E	95/350/750/1,500	5, 10§	9,500/650	12 kg	TC	Poison: Lethal (injected), 7D6 base, 1-turn speed, and 1-hour duration (Minor to Lethal Wounds)
R-A Grenades	THW	C/A/E	5•10D6	X	STR x 1/2/3/4	—	50	600 g	—	Indirect; Blast; +2 TN, –2 AP, and –2D6, x5 range in rocket-assisted mode
"Spitball" Gas Pistol	PIS	C/C/B	*	B	4/11/19/27	25	6/2	1 kg	—	+1 TN; Gas cartridges must be replaced every 200 shots; Cost: 1 C-bill/cartridge

* See special rules for this weapon.

§ Represents the power points used per shot fired.

of fire makes this weapon far less reliable than its smaller cousin.

Unfortunately for the Horses, the "Bearhunter's" introduction on the eve of their disastrous "war" against the Ghost Bear Clan led to several of these new weapons falling into the hands of their hated enemies. The Bears have since been able to field their own ultra-heavy autocannons on their newly debuted Golem battlesuits.

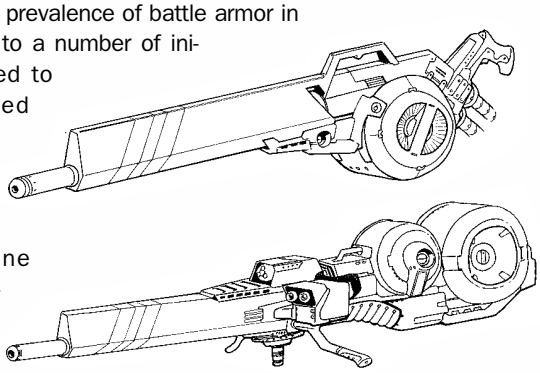
Game Rules

The "Bearhunter" superheavy autocannon follows all standard rules for support-grade weapons and may not be fitted with a recoil compensator, though it can be used with a gyroscopic harness to enable one warrior to carry and fire it. The weapon only fires in 10, 20, or 30-round bursts. This weapon may be mounted in battle armor at a significant increase in size and bulk, accounting for its adapters, cooling jackets, and expanded magazine.

In *CBT* games, the Bearhunter's heavy recoil creates a penalty of +1 to fire.

"DAVID" AND "KING DAVID" MAN-PORTABLE LIGHT GAUSS RIFLES

The growing prevalence of battle armor in combat has led to a number of initiatives designed to give unarmored troops a fighting chance against their suited foes. One such development is the "David" anti-battle armor rifle that uses the FWL's light gauss technology to provide a weapon that has both range and stopping power yet remains man-portable (albeit only just). Mounted in a special harness that allows the wielder to maneuver the bulky weapon, the "David" can be employed in single-shot mode or fired in bursts. The latter method vastly increases the stopping power of the weapon but severely degrades its accuracy. Furthermore, the limited magazine size of the weapon and its high power requirements (which commonly require the wielder to wear a power backpack) limit the "David's" effectiveness in rapid-fire mode, and most users carry a pistol or needler as a secondary weapon.



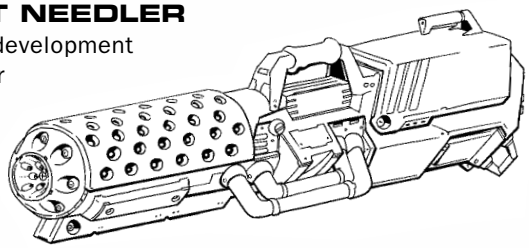
The heavier support variant of the "David", the so-called "King David" features improved ammunition feed and recoil compensation that vastly improves its abilities in laying down supporting fire at the expense of portability and ease of use. This heavier variant, mounted on a tripod, requires both a gunner and a loader and is used almost exclusively in fixed defenses.

Game Rules

The "David" and the "King David" both follow the standard rules for Gauss weaponry, consuming both ammunition and energy for each round fired—whether fired in single-shot or in burst-fire mode (the "David" fires four-round bursts, while the "King David" may fire in bursts of five). Both may be mounted on battle armor but must be fitted with extra fittings and cooling jackets that combine to increase the weapons' size and bulk.

"FIREDRAKE" INCENDIARY SUPPORT NEEDLER

With the development of the Shredder heavy needler, the Lyran armed forces and intelligence communities improved upon the range and power of classic flechette weapons, giving greater punch and reach to the specialized infantry and commando squads who make use of this grisly weapon's potent anti-personnel capabilities. Continuing in that spirit, Mauser and Grey, a primary producer of Lyran flechette-based firearms, developed the "Firedrake" heavy support needler as the ultimate in such weaponry.



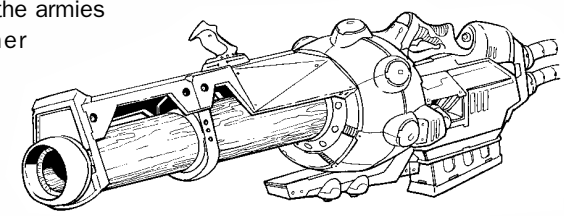
The "Firedrake" combines rapid-fire capabilities and improved range with the incendiary capability of its specially designed ammunition. Its polymer ammunition blocks encapsulate hypergolic chemicals that, after shredding, ignite upon contact with air, allowing a single burst to spread white-hot needles over a broad area, saturating a full squad of enemy infantry in less than five seconds while at the same time instantly setting most of the surrounding area ablaze. This gruesome weapon is already beginning to see use in specialized LAAF headhunter commando squads, troops whose primary role is the liquidation of any enemy "soft" assets.

Game Rules

The "Firedrake" incendiary support needler functions like a support-grade version of the standard needler that delivers splash damage with each successful hit and may be fired in single shots or in bursts of up to 10 shots. Like all needler weapons, the flechette munitions have an effective AP of 0 against all barriers, but the hypergolic chemicals in the flechettes produce an incendiary effect, following the rules for incendiary weapons presented on p. 119 of the *CBT: RPG* rulebook. This incendiary capability has no effect on battle armor, combat vehicles, or other armored *BattleTech* units, as the flechettes simply bounce off such heavy armor before it can be set on fire. The "Firedrake" may be mounted on battle armor but must be fitted with extra fittings and an expanded magazine that combine to increase the weapon's size and bulk.

In *CBT* games, the "Firedrake" has no effect on armored units such as *BattleMechs,* ProtoMechs, vehicles, battle armor, and hardened structures. However, the incendiary effects of the Firedrake enable infantry troopers so equipped to set a target hex on fire on a base 2D6 roll of 6+, modified as per the normal fire rules (see pp. 79-80, *BMR*).

MAN-PORTABLE PLASMA RIFLE



The introduction of Battle Armor to the armies of the Inner Sphere has cast doubt on the effectiveness of standard infantry on the battlefield. In an effort to revitalize their infantry, the CCAF used funding aid from Trinity Alliance members to call for a new infantry weapon. Ceres Arms—a longtime Capellan weapons manufacturer—responded by introducing the Man-Portable Plasma Rifle.

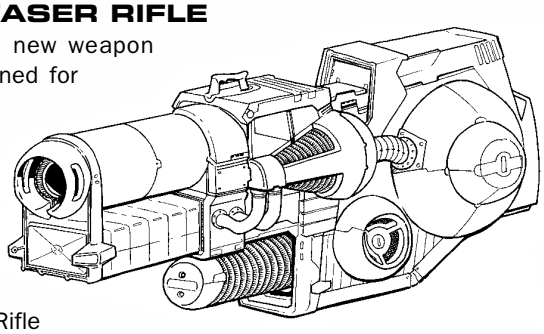
The M-PPR components include a ceramic-lined rifle tube, an energy coupler, cooling system, a 10-round magazine, and a backpack power supply. The weapon utilizes a plastic-foam cartridge converted to plasma using a lasing process and released through a rugged ceramic barrel. The plasma bolt effectiveness comes from its high-heat and splash dispersion upon impact and can even set armor aflame much like an incendiary missile. Consequently, its penetration is less than the Hellbore Assault Laser. The M-PPR is useable with battle armor with an adapter and a specialized heavy-duty cooling jacket.

Game Rules

In combat, the man-portable plasma rifle operates in a similar fashion to Gauss rifles, consuming ammunition and energy with each shot. With proper adapters and cooling systems, this weapon may be mounted in battle armor, but at a significant increase in size and bulk.

In *CBT* games, the incendiary effects of the M-PPR may set a target hex on fire on a base 2D6 roll of 5+, modified as per the normal fire rules (see pp. 79-80, *BMR*,). However, against armored units (BattleMechs, ProtoMechs, combat vehicles, battle armor, and hardened buildings), this weapon inflicts armor damage only.

'MECH TASER RIFLE



A radical new weapon system designed for ultimate development as a BattleMech-grade version, the 'Mech Taser Rifle recently appeared in the arsenals of the Word of Blake's battle armor troops. Too massive and dangerous for use by standard infantry, the 'Mech Taser Rifle consists of a wire-guided, armor-piercing harpoon delivered by a Gauss-type weapon, which effectively connects the target to the weapon's own ultrahigh-power energy cells. Once the harpoon secures its target, the user then triggers a massive power dump from these cells, creating an electromagnetic surge powerful enough to overload electronics and (hopefully) instantly shut down the enemy unit.

Unfortunately, the energy required to do this and the counter-surge that can occur in the brief moments when the 'Mech Taser Rifle connects both weapon and target are both so great that the Taser's massive power cells often suffer devastating feedback and may even rupture violently. Though the weapon features heavy shielding to contain these explosive effects, the power surge can prove as devastating to its user as it is to its target, making the short-ranged 'Mech Taser Rifle almost more dangerous to use than it's worth.

Game Rules

The 'Mech Taser Rifle may only be mounted on battle armor, thanks to its weight and the possible danger to infantry from a feedback explosion. No more than one Taser may be mounted on any battlesuit design, though all members of a given squad may make use of this weapon. Tasers may target any combat unit desired except for airborne vehicles and aerospace craft. However, conventional aircraft and VTOLs on the ground suffer effects as a conventional vehicle, and grounded aerospace craft—except DropShips and other large craft—suffer effects as a BattleMech. DropShips, large aerospace craft, structures, and other targets weighing over 100 tons are unaffected by 'Mech Taser Rifle attacks.

In both *CBT* and *CBT: RPG* games, the 'Mech Taser Rifle is fired as a missile launcher, though the use of its connecting wire imposes a +1 to-hit penalty due to extra drag on the harpoon warhead during flight. Anti-missile systems do not protect against a Taser attack, however. Once the 'Mech Taser Rifle strikes a target, it delivers base damage as normal, followed by the electromagnetic surge. Missed shots simply expend the Taser's "harpoon" and line with no additional effects. The surge has different effects for different target types, as described below for both *CBT: RPG* rules and *CBT* rules.

CBT: RPG: In *CBT: RPG* games, if the target is a creature or a character not wearing an exoskeleton or battle armor, the weapon does its listed damage in the form of the harpoon's penetration and a powerful electrical blast. If the target is wearing battle armor (or an exoskeleton), or is a vehicle, ProtoMech, or BattleMech, roll damage as normal against the target's current energy armor value (10 for vehicles and 'Mechs).

On a result of Minor Wound or better, after armor effects, roll 2D6, applying the Wound Value to the result. If the roll exceeds 8+ (for battle armor/exoskeletons), 10+ (for ProtoMechs and vehicles), or 12+ (for BattleMechs), the target unit's power systems instantly overload and shutdown for a number of turns equal to the Wound Value. Characters within a battlesuit or exoskeleton hit by such a weapon receive half the Wound Value in the form of subduing damage as well, reflecting the shock of the electrical pulse.

Note that any other result of this roll produces +1 penalties to the target's gunnery, piloting, and sensor operations skills, reflecting only a partial effect, which lasts for 6 turns after the attack. Multiple 'Mech Taser Rifle hits do not increase this duration or penalty, so battle armor squads equipped with 'Mech Taser Rifles typically fire these weapons one at a time, rather than risk losing the entire squad from feedback damage (see below).

BattleTech: In *CBT* games, a successful 'Mech Taser Rifle attack against conventional infantry automatically kills one trooper. Against battle armor, vehicles, ProtoMechs, and BattleMechs, a 2D6 roll must be made to check for shutdown after the weapon delivers its base damage of 1 point. Battle armor troopers shut down (and are considered destroyed, for scenario purposes) on a result of 9+, while ProtoMechs and vehicles shut down on 11+ (with shutdown vehicles treated as though they are suffering from a "Crew Stunned" critical hit for the duration of the effect). BattleMechs only shut down from a 'Mech Taser Rifle hit on a roll of 12. Shutdown units may make a restart check during the End Phase of every round thereafter, 8+ for vehicles and ProtoMechs, or 7+ for BattleMechs. Shutdown units other than battle armor are considered immobile, but not destroyed.

Note that if a unit is not shut down by a successful 'Mech Taser Rifle attack, it suffers the same +1 penalties to all rolls (for 3 rounds, in *CBT*-scale combat) as it would under the *CBT: RPG* rules.

Feedback (CBT: RPG/BattleTech): After a successful 'Mech Taser Rifle attack, in both *CBT: RPG* and *CBT* games, the attacker must make a second 2D6 roll to check for feedback effects. If this roll is 7 or better, the attacking unit suffers a +2 penalty to all actions for 6 turns (3 turns in *CBT* games), reflecting overloaded electronics and targeting systems from the feedback surge. A roll of 6 or less indicates the weapon's cells have explosively ruptured, causing a massive feedback in the battlesuit's own integral power supply, incapacitating the suit for the same duration.

In *CBT* game terms, a disabled battlesuit is considered destroyed, reducing its squad's number of troopers by 1 for the remainder of the scenario. A battlesuit suffering from penalties, however, simply adds +1 to the rest of the squad's attack rolls for the next three turns. Note that unless the 'Mech Taser Rifle misses (and thus does not discharge its cells), it cannot be reloaded or recharged for later use and must be replaced after each use.

WEAPON ACCESSORIES

The following weapon accessories improve the performance and versatility of many personal combat weapons used in *CBT:RPG* games, but (unless otherwise noted) have no effect in *CBT* games.

ISR-71G "TRIPWIRE"/ISR-93TX "ROUNDHOUSE" CORNERSHOT

The cornershot weapon accessory was first developed in the early 21st century as a device for urban combat. The ability to look and shoot around a corner while remaining concealed can be a critical element of urban combat, and methods to do this

SUPPORT WEAPONS CBT:RPG GAME DATA

Item	Skill	Equipment Ratings	AP • Damage	Type	Range (Meters) S/M/L/E	Shots	Cost/ Reload	Weight (kg)	Affil	Crew	Notes
"Bearhunter" Superheavy AC	SUP	D/D/F	7•7D6	B	14/60/120/200	180	3,000/200	40	Clan	2	Burst (30/3)
"David" Lt Gauss Rifle	SUP	E/E/E	5•5D6	B	90/330/745/1535	8, 8§	6,000/20	18	FW	1	Burst (4/1); Encumbering
"King David" Lt Gauss Rifle	SUP	E/E/E	6•5D6	B	100/350/775/1575	80, 8§	8,000/200	30	FW	2	Burst (5/2)
"Firedrake" Support Needler	SUP	D/C/F	2•7D6	B	16/35/55/80	30	500/10	25	LA	2	Splash; Incendiary; Burst (10/2); AP 0 vs barriers
Man-Portable Plasma Rifle	SUP	E/D/F	5•10D6	E	60/250/500/1000	10, 5§	7,500/10	30	CC	1	Encumbering; Incendiary; Splash
'Mech Taser Rifle	SUP	E/E/E	8•7D6	E	20/35/50/75	1	10,000/500	300	WoB	1	+1 TN to fire; Battle Armor only; see description.

§ Indicates energy points required per shot.

SUPPORT WEAPONS CBT/BATTLE ARMOR CONSTRUCTION DATA

Item	CBT Damage	CBT Ranges Min/Sht/Med/Lng	BA Weight	BA Slots	BA Shots (Wt.)	CBT BV/Ammo	BA Cost/Ammo	Notes
"Bearhunter" Superheavy AC	3	0/0/1/2	150 kg	2	20 (30)	4/0	11,250/650	+1 to-hit modifier in CBT
"David" Lt Gauss Rifle	1	0/3/5/8	100 kg	1	20 (15)	7/1	22,500/250	—
"King David" Lt Gauss Rifle	1	0/3/6/9	275 kg	2	20 (15)	7/1	30,000/250	—
"Firedrake" Support Needler	1	0/1/2/3	50 kg	1	30 (5)	2/0	1,500/100	May ignite target hex on 6+; no damage to armored units.
Man-Portable Plasma Rifle	2	0/2/4/6	300 kg	2	20 (30)	12/2	28,000/20	May ignite target hex on 5+
'Mech Taser Rifle	1	0/1/2/3	300 kg	3	—	15/—	10,000/500	+1 TN to fire; see description

safely have been in demand for centuries. Gun-mounted cameras used before the cornershot hit the market required part of the operator to be exposed to enemy fire; the cornershot does not.

Essentially a mechanical mount for any weapon fed by automatic means (such as auto-pistols, lasers, and submachine guns), the cornershot consists of a rifle butt containing the trigger mechanism, joint control, camera interface, power supply for the joint servo, and an interface for the weapon, which is equipped with a camera, laser designator, and scope. Neither the ISR-71G nor the ISR-93TX Cornershots may be used in conjunction with recoil compensators, and so are best used for single-shot weapons as adjusting for recoil effects while shooting around corners is difficult. The -71G is ideal for pistol-sized weapons, while the newer –93TX allows for mounting SMGs and even rifles, and features a built-in gyrostabilizer to compensate for recoil.

Game Rules

The ISR-71G "Tripwire" may only mount pistol weapons that feed ammunition by non-manual means (such as auto-pistols and lasers), and may not be used in conjunction with any form of recoil compensation. Its bigger brother, the ISR-93TX "Roundhouse" may fit rifles and submachine guns, and has its own stabilizer for recoil compensation (reducing all recoil TN modifiers by 1 to a minimum of 0), but again is restricted only to weapons that feature automatic ammunition feeds.

In *CBT* games, multiply all damage sustained by cornershot-equipped infantry units inside buildings (see pp. 51-52, *BMR*) by 0.75 (round up at 0.5). Note that this multiplier is applied after the normal reduction for damage by building type is determined, and does not apply to combat between units within the same building.

CDS-MHK3 "MAKO" SNIPER GYROSTABILIZER

The Mako Sniper Gyrostabilizer is a new product from Rorynex Industries that mounts below the barrel of a rifle and effectively inhibits any fast motions that might spoil an otherwise perfect shot. Using a variant of gyroscopic stabilizer technology, the Mako effectively forces the rifle barrel to keep steady during the aiming process, resisting any random jerks and twitches from the rifleman, involuntary or otherwise. This stabilization, though ineffective against recoil effects, helps make aiming at long range extremely reliable. However, because the gyros also counteract any sudden movements from the operator, at closer ranges a weapon fitted with an active Mako actually becomes quite restrictive, as it takes greater physical strain to fight its tendency to stabilize any motions.

Game Rules

The Mako is designed for rifles only, but may be mounted on any single-barreled small arm, including submachine guns, most shotguns, and pistols. When active, the Mako slows down all barrel movement, allowing the user to fine-tune long ranged shots and keep them steady, but making closer-ranged attacks difficult. Short and medium ranged attacks using a Mako thus suffer +2 and +1 TN modifiers, respectively, while long and extreme ranged attacks receive –1 and –2 TN bonuses, respectively. Note that the Mako does not act as a recoil compensator, but weapons using a Mako may also make use of such items.

The Mako gyrostabilizer has no effect in *CBT* games.

M-11J "CLOAKING DEVICE"

The M-11J cloaking device is an innovation brought into practical use shortly before the fall of the Star League. The perfect covert ops tool, this sneak suit variant allows the wearer to mask almost any object carried on his person from active scanning, though it does not conceal the user himself in any way.

The M-11J consists of a skin-tight suit similar to most sneak suits, with its power supply and control components interwoven through its three-dimensional mesh. Several myomer-laced pockets found throughout the suit can be made to assume a shape (using an hidden external control module) considerably different from its contents size and shape. Typical settings attempt to disguise items as body fat, while the M-11J's myomers can also double as a corset to provide additional cargo room at the cost of comfort. Even without this shape and texture control, however, the M-11J further conceals by automatically intercepting incoming active scanning signals and using a combination of passive and active techniques to fool its interrogator. Its extremely high computing power usually accomplishes this feat before the scanner realizes the deception, and, at the time of its development, the M-11J was capable of outmaneuvering all known sensor devices.

Game Rules

The M-11J does not conceal its user, but adds a +8 TN modifier to all efforts to detect that the user is carrying a weapon or other concealed object on his person. Sensor Operations, Perception, and other related skill checks are all affected by this penalty. The M-11J system covers the wearer's legs, arms, and torso and is programmed using an external programming module barely larger than a noteputer. The cloaking device

WEAPON ACCESSORIES TABLE

Item	Ratings	Cost	Weight	Afil	Notes:
ISR-71G "Tripwire"	C/D/D	560	3.7 kg	—	Cornershot; Pistols only; Pwr use: 0.3/minute
ISR-93TX "Roundhouse"	D/E/D	2,400	6.2 kg	—	Cornershot; Rifles, SMGs, and Pistols only; –1 recoil TN modifier (min. 0); Pwr use: 0.5/minute
CDS-MHK3 "Mako"	D/E/D	8,400	3.7 kg	—	Range TN Mods: +2/+1/–1/–2 when active; Pwr use: 1/minute
M-11J "Cloaking Device"	F/F/F	4,350,000	4.5 kg	CS/WB	+8 TN modifier to detect; Pwr use 0.5/minute; may not combine with other electronic sneak suits; Coverage: legs, arms, torso; may not conceal any equipment that would encumber the user.

WEAPON AMMO WEIGHT GUIDE TABLE

Weapon Class	Applies To Ammo For:	Weight Value
Archaic	All weapons requiring ARC skill to use	2.0
Pistol	All weapons requiring PIS skill to use	2.4
Rifle	All weapons requiring RIF skill to use	3.0
Shotgun	All weapons requiring SHT skill to use	3.4
Submachine Gun	All weapons requiring SMG skill to use	2.8
Support Weapon	All weapons requiring SUP skill to use	100.0
Weapon Type	**Applies To Ammo For:**	**Weight Value**
Powder-Propelled	Conventional ballistic firearms	+0.0
Chemical-Propelled	Ballistic firearms using caseless ammo types or flares	–1.0
Gauss-Propelled	Gauss-based firearms	–2.0
Self-Propelled	Gyrojets, recoilless rifles, missile and rocket launchers	+20.0
Flechette/Dart	Needler, dart, and tranq weapons	–1.0
Liquid/Fuel Ammo	Flamers, paint guns, other liquid projectors	+40.0
Auto-Feed Weapon	All weapons with “Jam on Fumble” and/or “Burst” rules	+1.0

may not be used with other electronic camouflage or sneak suits, but can be worn under the user’s normal outer attire, concealing as much equipment as the user desires, so long as said equipment would not encumber him and is smaller in physical size than a standard rifle.

The M-11J has no effect in *CBT* games.

MUNITIONS

The following rules for personal ammunition are designed to work in both *CBT* and *CBT: RPG* games and, unless otherwise noted, adhere to the extant rules in both systems.

PERSONAL AMMO WEIGHTS

The weight of personal ammunition for the various types of personal combat weaponry used in both *CBT: RPG* and *CBT* games is not typically stated in the statistics for each weapon because the size and relative weight of clips and rounds are generally seen as an incidental issue for anyone with enough pockets to spare. Gamemasters wishing for greater depth in gaming, however, may soon find such assumptions make increasingly less sense as their characters start toting as many weapons as possible under the typical encumbrance rules, and *then* shell out enough C-bills for 20, 30, even 50 reloads which they then may also claim to be carrying at no extra weight. Likewise, players of mercenary campaigns or other long-running games where logistics becomes an issue may also wonder how many spare clips a half-ton case may bring their infantry and security troops on the front lines. To date, this too has been regarded as an incidental expenditure next to the supplies needed to keep a BattleMech fully loaded and armed.

The following rules provide a rough guideline for determining the weight of ammunition in personal combat weapons. Note that, to account for such a broad array of weapons, these rules make general presumptions for all weapons in a given class and may result in instances where a weapon that has been described as using a given gauge of ammo may make use of clips that provide more shots per kilogram than another weapon said to use the same ammo gauge. In such cases, the ammunition weight variance may be the result of a specialized clip design unique to the weapon. It thus falls on the gamemaster and players to keep track of how many clips of ammo are in inventory for each weapon type fielded—a matter that largely helps explain why so many military units and mercenary commands issue standardized weapons to their troops, rather than provide for a bewildering array of weapon types, sizes, and manufacturer’s models.

To determine the weight of a given ammo clip, cross reference the weapon’s class (pistol, rifle, shotgun, etc.) on the Weapon Ammo Weight Guide Table above and add appropriate modifiers for the weapon type (powder-propelled, Gauss-fired, self-propelled). Multiply the result by the number of rounds in an ammunition clip and again by the number of damage dice shown under the weapon’s damage listing for this ammo to determine the weight of a complete reload for the weapon, in grams (rounding up). Note that a kilogram equals 1,000 grams and a ton of ammunition weighs 1,000 kilograms. Note also that the weight of a full clip is included in the base weight of the weapon that uses it.

For example, a 10-round clip for a standard auto-pistol (PIS skill to use, uses conventional powder-propelled ammo, jams on a fumble, base damage of 4D6) weighs 136 grams [2.4 (Pistol) +0.0 (powder-propelled) +1.0 (auto-feed) = 3.4; 3.4 x 10 (rounds per clip) x 4 (damage dice) = 136].

A standard 80-round clip for the Rugan SMG, by comparison, uses 608-gram clips [2.8 (SMG) +0.00 (powder-propelled) +1.0 (auto-feed) = 3.8; 3.8 x 80 (shots per clip) x 2 (damage dice) = 608], and a man-portable SRM launcher uses 1.68-kilogram reloads [100.0 (SUP) + 20.0 (self-propelled) = 120; 120 x 2 (shots per reload) x 7 (damage dice) = 1680 grams = 1.68 kg].

RADIOACTIVE TRACKER ROUNDS

While of little use on the battlefield, in many covert wars radioactive tracers can be ideal for tracking people or objects. Able to be loaded as a liquid in an easy-break capsule, the liq-

uid—which includes a small suspension of easy-to-track radioactive isotopes (iridium-191 being one of the most popular)—quickly dries and emits gamma radiation for a month unless it is thoroughly cleaned off. While the radioactive trace is insufficient to cause harm, it may be noticed with the proper detection devices, such as specialty bug detectors modified to detect gamma emissions, within a range of 35 meters.

Game Rules

Radioactive trackers may be fired by any slug-thrower weapon and deliver only a minimum of damage, reflecting the "sting" of impact. The radioactive chemicals remain on the target's clothing or skin unless thoroughly washed away, but the target must first realize that he has been hit by a tracker (INT + WIL Check, with a +5 TN modifier). The tracker is detectable on specially modified bug scanners to a range of 35 meters on a successful Sensor Operations check (with a –1 TN modifier for every five meters from the target under 30 meters.)

Radioactive trackers have no impact on *CBT* games.

GAUSS-DELIVERED PAYLOAD CANISTERS

While most modern militaries operate under the axiom "When brute force doesn't work, you're not using enough," certain force multipliers have not been used since the days of the Succession Wars. It is peculiar that the Free Worlds League, who recently deployed the David man-portable light Gauss rifle, have finished development of specialized gauss munitions designed to deploy liquids, gasses and other ordnance. While the official use of these devices is the deployment of non-lethal weaponry such as tear gas and olfactory agents, as seen on Zion recently, the potential usage with more lethal chemicals is hard to overlook.

Gauss-Delivered Payload Canisters (GDPC) are essentially hollowed out Gauss slugs for support-grade, man-portable Gauss weapons, filled with the desired chemical payload and some explosives to crack the shell and disperse it. GDPCs may be impact or time-delay triggered, and the gunner can select which method is used when he discharges the weapon.

Game Rules

GDPCs function as Class D Ordnance (see p. 35, *LT*), though they are somewhat less damaging. Used only in man-portable Gauss-based support weapons, GDPC's deploy their payload depending on the setting of their fuse. If set to impact, the payload will deploy when the canister strikes an object, be it the target or ground. The proximity setting detonates a split-second before impact. This setting can be pre-programmed, but more commonly the operator manually sets the range before launch, counting the setting time as a Simple Action. This is usually accomplished by setting how many meters away from the weapon the GDPC will detonate.

If using the infantry construction rules from *Combat Operations* (see pp. 58-68), the use of GDPC rounds gives Gauss rifle-equipped infantry the equivalent of splash damage, which may slightly increase their damage effectiveness in combat.

AIR-BURST MORTAR MUNITIONS

Often when bombarding defensive positions, much of the mortars' effectiveness is reduced as enemy soldiers have ample cover in the way of sandbags and foxholes. Air-burst mortar munitions get past this by exploding two to five meters above the ground, raining down on targeted soldiers while sacrificing some punch and armor penetration in the bargain.

Game Rules

Air-burst mortar rounds are treated exactly like normal mortar munitions, but ignore all terrain effects unless the target would receive cover from attacks directly above it (such as ceilings and the like). Air-burst mortars cost twice as much as their base ordnance type, but reduce their AP by 1 and base damage by one die.

In *CBT* games, air-burst mortar rounds add the splash damage capability to mortar-equipped infantry units if using the infantry construction rules from *Combat Operations* (see pp. 58-68). Furthermore, air-burst mortar attacks on vehicular units deliver their damage in one-point clusters, like LB-X cluster shot. Thus, before resolving damage from successful air-burst mortar attacks against vehicular units, the attacking player should first roll for the number of points delivered, based on the infantry unit's current damage capacity and the most appropriate column of the missile hits table.

GUIDED MORTAR MUNITIONS

Desiring a more accurate indirect-fire weapon to support its infantry forces, Free Worlds designers took the electronic and guidance from the widely successful semi-guided LRM munitions and added them onto the normally inaccurate mortar rounds, allowing mortar teams to finally deliver accurate salvos onto an enemy position.

Game Rules

Guided mortar munitions function just like semi-guided LRMs (see p. 142, *BMR*), homing in on any vehicular unit "painted" by a friendly TAG (or light TAG) unit. Guided mortar rounds function as normal mortar rounds in the absence of a successful TAG designation or a lack of a targeting spotter. Guided mortar munitions cost four times as much as the base cost for mortar ordnance, or may be combined with air-burst capability for a cost multiplier of eight.

AIR-BURST RIFLE MUNITIONS

In an effort to increase the lethality of their infantry against unarmored opposition, the FedSuns military has begun testing a special high-tech version of standard explosive rifle munitions that can be programmed to detonate at specific ranges through a mechanism within the ammo clip itself. These air-burst rounds enable snipers to hit targets hiding right around a corner; however, their expense, limited application, complexity, reduced damage potential, and the limited ammo capacity per magazine (due to the presence of the programming mechanisms) make them all but useless in a fluid battle.

Game Rules

Rifles using air-burst munitions receive only half the rounds per clip (rounded up). Loading a new clip of air-burst munitions

into a rifle or programming one for a new range setting counts as a Complex Action, at which time the player must announce to the gamemaster the range at which the player intends to program the munitions to pre-detonate (up to the maximum range of the rifle itself). Up to the announced range, the munitions function like standard explosive ammunition, but they automatically detonate once they reach the programmed distance, causing blast damage based on the firing weapon's normal damage, but at a reduction of 1 AP and 1 damage die and with only one quarter of the normal blast radius. Note that the explosive charges are unstable, so a fumbled Action Check when programming or firing air-burst munitions destroys the weapon using them.

In *CBT* games, air-burst munitions add the splash damage capability to rifle-equipped infantry units, if using the infantry construction rules from *Combat Operations* (see pp. 58-68).

GUIDED GYROJET MUNITIONS

A recent development inspired by the advent of the Federated Suns' precision-guided Autocannon rounds, guided munitions appeared only very recently as a means of providing infantry with the same kind of semi-guided capability in small arms. Unable to mimic the effect of precision-guided autocannon rounds in personnel-scale rifles and machine guns, however, FedSuns designers instead opted to build on a proven, yet little-utilized alterative in recoilless, gyrojet-based weaponry.

Guided gyrojet munitions are specially modified versions of the typical gyrojet and gyroslug ammunition types, trading some explosive potential for a miniaturized vectored-thrust system attuned to a barrel-mounted transmitter attached to the weapon itself. Though flight times are brief (thanks to the rounds' rocket-assisted flight), initial tests have shown that this guidance technology allows gyrojet-equipped infantry to improve their accuracy by holding their sights on the target while their rounds are in flight, minimizing the need for shooters to "lead" a moving target in the heat of battle.

Game Rules

Guided gyrojet munitions are available for all types of gyrojet and gyroslug weapons at a significant increase in cost, but for any weapon to use them properly, it must also be equipped with a special guidance attachment that precludes the use of additional attachments to the weapon's muzzle, such as the Mako gyrostabilizer. Firing a gyrojet weapon using guided munitions is treated as a complex action instead of a simple action, but the attack receives an additional –2 TN bonus in addition to other bonuses for careful aim and the like.

In *CBT* games, guided gyrojet munitions decrease the base to-hit for rifle-equipped infantry units by –1 at all ranges, but only if every member of the unit uses the guided gyrojet munitions.

MINES AND MINEFIELDS

As triggers and booby traps go on the battlefield, by far the most common of all types is the standard landmine. Designed to provide a static defense—or merely to act as a deterrent—mines may vary in their method of operation, but are essentially the same: a ready-made booby trap, complete with its own built-in trigger.

The following rules expand on those previously published for mines and minefields in both *CBT* and *CBT: RPG* games, covering where and how mines may be used for maximum effect against both personnel and armored combat vehicles (including BattleMechs).

LAND MINES

The effectiveness of all landmines is directly related to how they are placed and how many are placed within a given area. Too many mines too close to valuable equipment or personnel positions may cause unwanted damage and may even cause sympathetic detonations if the mines themselves are placed too close together. Too few mines, too far separated, and an enemy

SPECIAL AMMUNITION TABLE

Munition/Item	Skill	Equipment Ratings	AP • Damage	Range (Meters) Type	S/M/L/E	Shots	Cost/ Reload	Weight	Affil	Notes
Radioactive Trackers	—	C/E/E	0•2D6	B	—	—	x3.5	—	—	Slug-throwing pistols and rifles only; radioactive signature: 1-month duration, 35-meter range to specialized sensors.
Tracker Scanner	SEN	D/D/D	—	—	35	—	2,250	100 g	—	Detects radioactive tracker rounds; –1 TN for each 5m under 30m range; pwr use: 0.5/hr
GDPC Rounds	—	+1/+1/—	*	O	—	—	*	—	FW	Gauss weapons only; Type and Cost as Class D ordnance type; –1 AP and –2 Damage dice (as applicable)*
Mortar, Air-Burst	—	+1/+1/+1	**	X	—	—	x2	**	FW	Blast; ignore all cover except from above
Mortar, Guided	—	+1/+1/+1	**	X	—	—	x4	**	FW	Blast; see semi-guided LRMs (p. 142, *BMR*)
Rifle, Air-Burst	—	+1/+1/+1	**	B	—	—	x6	—	FS	Complex action to program; Blast damage at set range (1/4 radius), half ammo capacity; weapon destroyed on fumble
Gyrojet, Guided	—	+1/+1/+1	**	B	—	—	x8	—	FS	Complex action to fire; –2 TN; requires Guidance Module; no AP reduction at ext. range
Guided Rifle Module	—	E/D/F	—	—	—	—	2,000	250 g	FS	Required for Guided Gyrojet Munitions

* See weapon description for rules

** –1 AP from standard rounds, –1D6 from damage

may simply pass through the mined area with little to no damage sustained.

In *CBT: RPG* games, as per the rules in *Lostech* (see pp. 38-39), the effectiveness of a minefield is a matter of its density, which is expressed as a range from 1 to 11, and added to 7 to determine the target number to avoid setting off a mine as a character ventures through the area. If the roll result exceeds the value of this number, no mines will detonate. Otherwise, a mine explodes for the full effects of its ordnance and the field's density is reduced by 1. An additional mine within 1D10 meters (direction determined by normal scatter rules) may then explode in sympathy on a separate 1D10 roll that equals or falls under the new minefield density level. After causing additional damage to targets within the area of effect, this sympathy detonation may force yet another check for further explosions until either the entire minefield is effectively wiped out (reduced to a density of 0) or until a sympathy detonation roll exceeds the current density level of the field.

Based on these rules, a typical minefield is assumed to span an area roughly 30 meters in diameter, with each point of minefield "density" equating to 1 mine for every 5-meter area (or roughly 24 mines within the 30-meter diameter). Though each detonation reduces the field's effectiveness, explosive ordnance may thus remain live in the area even after the field is reduced to a density of 0. By way of comparison, a field density of 11 means that roughly 264 mines have been planted within the same 30-meter diameter (one *CBT* hex), with most separated by barely a meter's worth of space.

Standard minefields in *CBT* games equate to a *CBT: RPG* minefield with a density of 4 for standard mines, or a density of 3 for command detonated and vibrabomb mines. Vehicle-based FASCAM ("Thunder") mines, which are delivered by large-scale missile launchers by heavy battlefield units, have a density factor equal to 2 points for every five FASCAM missiles (or fraction thereof) fired, so "Thunder" mines launched from an LRM-20 are said to have a density rating of 8. Augmented Thunder rounds increase the density value by only half as much per five-missile flight, but expand the minefield's total area to 90 meters, rather than 30.

SEA MINES

The maritime equivalent of the standard land minefield, sea mines have fallen into disuse proportionate with the decline in the prominence of wet navies on the worlds of the Inner Sphere and Periphery. Nonetheless, these aquatic minefields still exist, often scattered around major offshore objectives on water-rich worlds, where they menace surface vessels, subs, and even submerged BattleMechs. Most feature contact- or command-detonation features similar to their land-based counterparts, and use a system of floats and anchors or weights to hold their relative position either on the water surface, just below, or even along the sea bed itself.

Sea Mines are available in command detonated and standard varieties, and work in accordance with the standard *CBT* and *RPG* rules regarding attacks, damage values, and clearing rules (although sea mines placed at depths greater than 1 level—6 meters—may only be cleared using torpedoes or by properly-trained infantry equipped with SCUBA gear or UMU-equipped armor), with the following exceptions:

First, sea minefields may not be deployed in any terrain except water, and must be assigned a depth as well as a map location. This depth may range from 0 (representing a surface minefield, effective against even hovercraft and hydrofoils, as well as surface vessels and partially-submerged units), to 12 levels (72 meters) below the surface, including the bottom of the water feature, if applicable. Sea mines may thus only inflict damage upon a unit that passes through their location *and* depth.

Second, sea mines may be deployed conventionally (by engineering teams and dedicated mine-layers, typically prior to the start of a scenario) or as specialized "Thunder LRM" rounds per standard *CBT* rules. "Thunder LRM" launched sea mines—available only as standard mines—are a special munition that, when used, are always considered to have an effective depth of 0 once deployed.

Third, any unit that ends a movement action or phase within two hexes (60 meters) of a sea minefield may detect the field's location. In *CBT* games, this detection takes the form of a Piloting Skill roll with a +2 modifier on behalf of the spotting unit. In *CBT: RPG* games, a successful Perception/Sensor Operations Check (with a +2 TN modifier) is required instead. Units equipped with active probes or improved sensors may double this detection range (to 4 hexes/120 meters) and apply a –2 modifier to either target number.

Finally, BattleMechs—which stand two levels tall in *CBT*—should take into account any level differences between their current position and that of any sea minefields they strike. A minefield placed one elevation level above the BattleMech's current base level will thus inflict damage to the 'Mech on the Front Punch Table, rather than the Kick Table (so a BattleMech operating at Depth 1 will suffer Punch Table damage if it strikes a minefield at Depth 0, but would take Kick Table damage if the same field were at Depth 1).

Damage from sea mines is applied in five-point groups, using the Front Location Table relevant to the vehicle's type (and elevation, in the case of BattleMechs). Note that all damage inflicted by sea mines automatically forces the affected unit to roll for hull breach on all affected locations per the standard rules, but only if said locations are submerged (pp. 94-95, *BMR*), so the partially-submerged 'Mech above would not require a hull breach check for mines it strikes at Depth 0, but mines at Depth 1 would strike the legs and require a hull breach check.

SPACE MINES

Space mines, while a great idea in theory, have proven far less potent in practice in the face of relentless technological advances in sensors and armor for military spacecraft, and have thus all but disappeared from the modern space battlefield. Still, from time to time, well-deployed space mines have been known to complicate battles particularly near critical spaceborne installations or asteroid fields. The screen launcher system, however, has breathed new life into these ancient defensive weapons.

In *AeroTech 2* gameplay, space minefields may be deployed only as alternate munitions from Screen Launcher-equipped large craft (such as DropShips and WarShips), or by specially-trained zero-G engineers equipped with EVA gear, who must work from a relative stop (Velocity 0) to release and deploy a canister of space

mines, taking as much as 5 minutes (5 turns in *AT2* combat) per canister. Either method may be used to deploy space mines prior to or during an *AT2* scenario.

Similar to screen launcher rounds, space mine canisters detonate in a target area to fill a globular area as large as 15 to 18 kilometers with its payload, but instead of chaff and electronic noisemakers, these munitions deliver approximately two thousand small bomblets to the area, each rigged with short-range passive sensors and chemical thrusters to stabilize their positions, track passing spacecraft, and maneuver into them quickly (screen launcher-deployed minefield canisters include braking thrusters that bring them to a relative stop before deploying their own mines, explaining their increased mass over the conventional versions and enabling a screen launcher-equipped unit to simply target a hex and fire a field into it).

Space minefields may only be deployed on the space map in *AT2* games, although any placed closer than 10 hexes (180 kilometers) from a planet's space/atmosphere interface suffer gravity effects per the rules in *AT2R*, and are automatically destroyed upon reaching the interface. As they are designed less as an obscurant and more as a defensive weapon, space minefields are less visible than screens and do not have to be marked on the map—whether deployed prior to the start of a scenario or by on-board launchers—although they remain stationary on the map once they are placed.

Unlike screens, space minefields do not impede line of sight or impose a modifier on gunnery to-hits if weapons fire passes through a mined hex. However, a unit crossing through a space minefield automatically detects its presence and must make a Control Roll (Piloting Check for RPG games) with a +3 target modifier to avoid striking a mine (reduce the modifier to +1 if the unit is using an active ECM suite). Craft occupying the hex in which a space minefield deploys must make an immediate Control Roll in the turn of deployment, but receive a –2 TN modifier to the above roll to avoid a minefield attack.

If the roll succeeds, no mines or debris strike the unit. Otherwise, the unit is successfully "attacked" by the minefield and sustains a number of points of standard-scale damage as shown in the Space Mine Damage Table for every point by which the roll failed. The damage is then distributed in 5-point clusters like LRM damage to the front of the craft. In the case of multiple units—including multiple fighters in a single formation—each craft passing through a minefield makes a Control Roll to avoid a minefield's attack. Also note that each time a minefield successfully delivers an attack, it reduces its overall attack capacity by the number of points shown in the table (though minefields may deliver their full maximum damage each attack). A minefield reduced to 0 or less in this fashion is considered depleted and has no further effect on gameplay. Note that a space minefield always begins play with an attack capacity of 6 points. Additional fields in the same hex have no additional effect.

Finally, space minefields located inside the K-F field generated by an incoming JumpShip (i.e. in the same hex) are automatically destroyed before they have a chance to inflict any damage to the arriving vessel.

SPACE MINE DAMAGE TABLE

Craft Type	Damage per Unit (per MoF point)	Max. Damage per Attack	Attack Capacity Reduction per Attack
Fighter/Small Craft/Satellite	5	20	1
DropShip	10	50	2
JumpShip/Space Station/WarShip	20	100	3

ORDNANCE TABLE

Mine Type	Skill	Equipment Ratings	AP • Damage†	Type	Range (Meters) S/M/L/E	Cost (Each)	Weight	Affil	Notes
Anti-Jump "Active"	DEM	E/D/E	(D)	O	—	1,000	5 kg	CC	—
Anti-Jump, Thunder	*	+1/+2/–	(C)	O	—	750	24 kg	CC	*
Command-Detonated	DEM	C/B/E	(E)	O	—	75	600 g	—	—
Standard	DEM	B/A/E	(E)	O	—	50	500 g	—	—
Standard, Thunder	*	+1/+1/–	(C)	O	—	500	12 kg	—	*
Standard, Thunder-Augmented	*	+1/+2/–	(C)	O	—	1,000	24 kg	—	*
Standard, Thunder-Inferno	*	+1/+2/–	(C)	O	—	250	24 kg	—	*
Vibrabomb	DEM	D/C/E	(E)	O	—	500	50 kg	—	—
Vibrabomb, Thunder	*	+1/+2/–	(C)	O	—	625	24 kg	—	*
Sea Mine**	**	**/**/**	**	O	—	x2	x1	—	Deployed in water only
Space	DEM	D/D/E	(F)	O	—	10,000	8 tons	—	Deployed in space only
Space, Screen-Launched	—	+1/+2/–	(E)	O	—	15,000	10 tons	—	Deployed in space only

* Thunder munitions are launched by vehicular missile launchers and use the appropriate Gunnery Skill to deploy and Demolitions skill to disarm. Cost and Weight reflect each "Thunder" missile.

** Sea Mines use the skills, equipment ratings, and ordnance types for their land-based equivalents, but may only be deployed as standard, "Thunder" standard, and command-detonated mines.

† See Lostech, p. 35.

ARMOR AND COMBAT GARB

As weapons are constantly advancing, so, too, have the technologies behind personal armor. Featured in this section are new rules covering personal armor and combat garb that supplement those found in *CBT: RPG* and *Lostech*.

Following *Personal Armor*, a host of new battle armor designs are presented; not only those currently entering production, but those still in development, and some still on the drawing board.

PERSONAL ARMOR

The following rules follow those for personal armor in *CBT: RPG* games.

INFANTRY ARMOR KITS

While armor and combat garb come in many different types and styles, most major militaries issue their infantry armor along a single, nationally recognized uniform standard. Though quite possibly not the most effective standards, more often than not the vests and suits worn by frontline troops surpass those of their civilian- or privately-owned counterparts. The capabilities of each infantry armor kit allow the major powers to reduce logistical problems and receive more bang for the buck, rather than tailoring each individual soldier for specific conditions. Still, each major army retains a style unique unto itself.

Capellan Confederation

Confederation infantry kits stress flexibility over protection, though not as much as seen among their Draconis Combine counterparts. Light plasteel mesh covers the arms and legs, allowing for a lighter, but equally effective, form of protection from shrapnel and small arms fire.

Clans

Taking plentiful amounts of the Star League's infantry combat dress with them, the Clans never suffered the lack of the advanced technology and materials for armor that the Inner Sphere did, though the introduction of Clan copper—a memory metal capable of working out most of the kinks and dents caused by battle damage and blunt trauma—has revolutionized some aspects of Clan infantry armor, particularly in the area of combat helmet design, which directly descends from the Star League standard.

Comstar/Word of Blake

Though possessing large quantities of Star League technology, ComStar has historically lacked the ability to manufacture sufficient numbers of the 360-degree wraparound vision infantry helmets from the League era. To compensate for this, ComStar replaced its combat helmet visors with a miniature ultrasonic detector that is much lighter but has only half the range of its full-sized cousin. This detector covers the forward 120-degree field of vision, effectively allowing troopers to "see" through nearby walls and other obstacles.

Draconis Combine/Free Rasalhague Republic

The Draconis Combine has one of the poorest equipped unarmored infantry armies in the Inner Sphere, preferring to devote more resources to its battle armor and 'Mechs. Though less protective as a result, their light infantry armor kits allow the wearer far more flexibility and freedom of movement than their other Inner Sphere cousins.

The Free Rasalhague Republic armor style, largely influenced by their Combine roots, also emphasizes flexibility over protection as a means to keep troops as mobile as possible.

Federated Suns

With the creation and breakup of the Federated Commonwealth, FedSuns infantry armor kits have undergone several changes over the decades to its present form. The new versions move the communications system from their heavy gloves to the more traditional helmets, while the combat jacket has been modified to allow a better range of movement at the expense of armoring the trooper's arms.

Free Worlds League

Today the best equipped of the Successor States, the Free Worlds League's infantry armor kit gives their wearer strong protection around the torso and head, while the arms and legs boast weaker protection for the sake of greater dexterity.

Lyran Alliance

The Lyran infantry armor kit emphasizes practicality over raw effectiveness. While little armor is devoted to the arms and legs, the wearer's torso and head are well protected, and the combat helmet features integral night vision and infrared detection equipment.

Periphery Powers

The sheer variety of small governments, pirate groups, and independent worlds that exist in the Periphery have given rise to a broad range of infantry battle gear, with very few established interplanetary standards. Indeed, only the Magistracy of Canopus, the Marian Hegemony, the Taurian Concordat and the Calderon Protectorate have mustered the effort and resources to standardize their infantry attire distinct to each realm. The Outworlds Alliance, by way of comparison, instead prefers to leave the outfitting of ground forces to their local governments, leading to standards that vary from world to world.

GAME RULES

The Infantry Armor Kits Table below lists each affiliation, its standard infantry armor kit components, and special rules. Note that some armored suits offer variable protection, depending on the body location hit, with arms and legs receiving a different level of protection than the torso. Such variable armor values are listed under the Notes for the appropriate armor.

Note also that most helmets feature built-in military communicators and extra gear, such as IR scanners or night vision. These items function exactly like their counterparts in *Lostech* and the *CBT: RPG* rulebook. All of these combat helmets use an integral high-capacity micro-power pack. The listed power/hour indicates how much the use of these items drains this pack per hour of con-



INFANTRY ARMOR KITS TABLE

Item	Equipment Ratings	AV M/B/E/X	Cost/ Patch	Weight	Coverage	Power /Hour	Notes
Capellan Confederation							*Overall: 2/3/3/2; COPV: 1*
Helmet	C/B/D	3/4/5/3	200	1 kg	Head	—	Military Comm.; +1 Perception
Suit	B/B/C	3/4/3/2	200/10	4.5 kg	Torso, Arms, Legs	—	2/2/3/2 for arms/legs
Boots	B/A/A	2/3/3/1	48/10	2 kg	Feet	—	—
Clans							*Overall: 3/5/5/3; COPV: 2*
Helmet	E/E/F	5/6/5/3	1,400	1 kg	Head	3	Military Comm.; IR Scanner; Night Vision; Rangefinders; –1 Perception
Suit	E/E/F	3/6/5/3	4,000/150	6 kg	Torso, Arms, Legs	—	—
Boots	C/E/F	3/5/5/3	100/20	2 kg	Feet	—	—
Gloves	C/E/F	1/1/3/2	60	500 g	Hands	—	—
ComStar/Word of Blake							*Overall: 4/5/4/3; COPV: 2*
Helmet	F/D/F	4/5/5/3	1,200	2 kg	Head	3	Military Comm.; IR Scanner; Night Vision; Rangefinders; Ultrasonic detector (5m range); -1 Perception
Suit	D/E/E	4/6/5/4	3,000/120	8 kg	Torso, Arms, Legs	—	—
Boots	B/A/A	2/3/3/1	48/10	2 kg	Feet	—	—
Gloves	B/A/A	1/1/1/1	30	500 g	Hands	—	—
Draconis Combine/Free Rasalhague Republic							*Overall: 2/2/3/1; COPV: 1*
Helmet	C/B/D	3/4/4/2	200	1 kg	Head	—	Military Comm.
Suit	B/B/C	2/2/3/1	100/8	5 kg	Torso, Arms, Legs	—	—
Boots	B/A/A	2/3/3/1	48/10	2 kg	Feet	—	—
Gloves	A/B/B	1/1/1/1	30	500 g	Hands	—	—
Federated Suns							*Overall: 2/3/3/2; COPV: 2*
Helmet	C/B/D	4/5/5/4	500	1.5 kg	Head	2	Military Comm.; IR Scanner; Rangefinders; +2 Perception
Jacket	B/B/C	3/5/4/3	450/10	5 kg	Torso, Arms	—	1/2/2/1 for arms
Boots	B/A/A	2/3/3/1	48/10	2 kg	Feet	—	—
Gloves	A/B/B	2/2/2/2	40	1 kg	Hands	—	–1 DEX
Free Worlds League							*Overall: 3/4/3/2; COPV: 2 (-1 MP)*
Helmet	C/B/D	4/4/3/3	250	1 kg	Head	1	Military Comm.; IR Scanner; +2 Perception
Suit	B/B/D	5/6/4/3	1,500/30	15 kg	Torso, Arms, Legs	—	Encumbering; 3/4/2/1 for arms/legs
Boots	B/A/A	2/3/3/1	48/10	2 kg	Feet	—	—
Gloves	A/B/B	1/1/1/1	30	500 g	Hands	—	—
Lyran Alliance							*Overall: 2/3/3/2; COPV: 2*
Helmet	C/B/D	4/6/6/4	300	1.2 kg	Head	1	Military Comm.; IR Scanner; Night Vision; +2 Perception
Jacket	B/B/B	3/5/4/3	350/10	3.5 kg	Torso, Arms	—	2/4/3/2 for arms
Boots	B/A/A	2/3/3/1	48/10	2 kg	Feet	—	—
Gloves	A/B/B	1/1/1/1	30	500 g	Hands	—	—
Magistracy of Canopus							*Overall: 1/3/2/1; COPV: 1*
Helmet	C/B/D	5/6/5/2	250	1 kg	Head	1	Military Comm.; Rangefinders; +3 Perception
Vest	C/A/B	1/5/2/3	75/10	3 kg	Torso	—	—
Boots	B/A/A	2/3/3/1	48/10	2 kg	Feet	—	—
Gloves	A/B/B	1/1/1/1	30	500 kg	Hands	—	—
Marian Hegemony							*Overall: 2/4/3/2; COPV: 2*
Helmet	C/B/D	5/6/5/2	300	1 kg	Head	1	Military Comm.; Night Vision; Rangefinders; +2 Perception
Jacket	B/B/D	3/6/4/3	1,200/25	10 kg	Torso, Arms	—	—
Boots	B/A/A	2/3/3/1	48/10	2 kg	Feet	—	—
Gloves	A/B/B	1/1/1/1	30	500 kg	Hands	—	—
Taurian Concordat/Calderon Protectorate							*Overall: 2/2/2/2; COPV: 1*
Helmet	C/B/D	3/5/5/3	210	1 kg	Head	—	+1 Perception
Jacket	B/B/B	2/3/3/2	50/5	3 kg	Torso, Arms	—	—
Gloves	B/B/B	2/2/2/2	60	1.2 kg	Hands	—	Military Comm.
Boots	B/A/A	1/1/1/1	48/10	500 g	Feet	—	—
Periphery/Generic							*Overall: 1/3/1/2; COPV: 1*
Helmet	B/A/B	4/5/4/2	180	1.8 kg	Head	—	+2 Perception
Jacket	C/A/B	1/5/1/3	100/10	3.5 kg	Torso, Arms	—	—
Boots	B/A/A	2/3/3/1	48/10	2 kg	Feet	—	—

tinuous use, not counting the use of communicators. Finally, most helmets restrict the wearer's normal field of view when worn. The Perception TN modifiers reflect this.

Each listing of the armor kits above also includes an overall armor rating for those using the rules for overall armor shown on p. 48 of *Lostech*. For those using the *Infantry Platoon Construction* rules in *Combat Operations* (starting on p. 58), the armor's Combat Operations Protection Value (COPV) and MP modifiers (if any) are listed on the same line as the kit's affiliation.

CONCEALABLE ARMOR

The increasingly wide array of personal weapons available today and the increasingly lax weapons laws on so many border worlds throughout the various nations has created a curious new niche market for personal armor in many modern cities. Here, where crime is often at its worst, the rich, famous, and powerful created a demand for personal protection that can be concealed beneath daily outer clothing, a compromise between protection, comfort, and style.

Thanks to the rediscovery of more flexible, lighter-weight materials, these new concealable armor types have experienced a resurgence in use and are favored heavily over more obvious protective garb by corporate executives, undercover security, and even special military forces.

Concealed Ablative

Concealed ablative armor uses a sophisticated yet flexible and compact mesh of composite and ceramic "scales"—rather than the larger plates of the standard variety—to achieve its effectiveness against laser and particle weaponry. Available in vest, jacket, pants, and suits, this armor is particularly popular on higher-technology worlds where concealable ablative/flak armor is in short supply.

Concealed Flak

Concealed flak armor loses some of the effectiveness of standard flak armor but also sheds some of its bulk thanks to the lighter and more advanced anti-ballistic materials woven into its fabric. Producers of this brand of concealable armor have even been able to market versions that appear to the untrained eye as normal clothing. In fact, many concealed flak vests, jackets, pants, and suits on the market today come in a variety of colors, patterns, and styles that—while quite conservative in appearance—offer decent protection against most common slug throwers.

Concealed Ablative/Flak

Concealed ablative/flak (ab/flak) armor offers the same combination of ablative and flak armor types with the same concessions to vanity and discretion as other concealed armor types. Though slightly heavier and more bulky than those other types, concealed ab/flak armor—available in vest, jacket, pants, and suit types—nonetheless allows the wearer to don civilian clothes over it and does not restrict physical activity to any appreciable degree.

Concealed Ballistic Plate

The bulkiest concealable armor type available today, concealed ballistic plate uses thinner plates than the standard variety, with more segments to permit a full range of motion, encased in an outer fabric designed to appear to an untrained eye as a simple black undergarment. Available in vest, jacket, and suits only, concealed ballistic plate offers some of the best protection widely available in a discrete armor design, and is particularly favored by elite corporate security—including, according to rumor, the mysterious Black Guardsmen of the Lyran Alliance-based Nashan Diversified company.

Neo-Chainmail Armor

A new type of armor that looks at first glance like a mere costume from far more primitive times has surfaced in recent years. Using titanium diboride-based ceramic metal composites, arranged in a succession of interlocking links and lined with a heat-resistant, non-conductive polymer weave for both comfort and added protection against energy weapon attacks, this remarkably effective, yet highly concealable personal armor has come to be known as neo-chainmail for its appearance. Based on lighter-weight designs favored by deep divers in predator-filled waters, neo-chainmail has proven most effective against melee and ballistic weapons, and reasonably effective against energy and explosive weapons as well. Neo-chainmail is hard to find, but is designed in vest, jacket, pants, and suit types, and there are even hooded jackets available that provide added protection for the neck and most of the head.

Myomer Armor

Myomer armor is perhaps the rarest of all concealed armor types, the latest version having only recently been developed at House Steiner's Kyoto College. Effectively a low-power armor made up exclusively of myomer bundles covered by an ultra-thin ballistic cloth, myomer armor custom forms to its user at the touch of a button, becoming just rigid enough to provide exceptional defense against most small arms while restricting the wearer's movements only slightly and allowing for the wearing of normal clothing over itself.

To maintain its concealment value, myomer armor is restricted to high-capacity micro power packs only, which provides its rigidity and protective value for roughly 40 minutes' time. When the power supply is used up or the armor is switched off, the myomers loosen, creating visible bulk and vastly reducing their effectiveness. To date, myomer armor has been observed only in suit and vest types.

SPECIAL ARMOR AND CLOTHING TABLE

Item	Equipment Ratings	AV M/B/E/X	Cost/ Patch	Weight	Afil	Combat Ops PV/MP Mod*	Notes
Concealed Ablative	E/B/D	2/1/4/1	x1.5	x0.75	—	1/—	vest, jacket, pants, or suit
Concealed Flak	D/B/C	1/4/1/2	x1.5	x0.75	—	1/—	vest, jacket, pants, or suit
Concealed Ab/Flak	E/C/D	2/3/3/2	x1.75	x0.80	—	1/—	vest, jacket, pants, or suit
Concealed Ballistic Plate	E/D/D	3/4/4/3	x1.8	x0.75	—	1/—	vest, jacket, or suit; –1 Perception TN to spot
Neo-Chainmail	D/C/D	3/3/2/2					
Jacket, unhooded			700/17	1.9 kg	—	1/—	Coverage: Torso, Arms
Jacket, hooded			830/17	2.1 kg	—	1/—	Coverage: Head, Torso, Arms
Pants			450/17	2.8 kg	—	—/—	Coverage: Legs
Suit			920/17	4.7 kg	—	1/—	Coverage: Torso, Arms, Legs
Vest			375/17	1.7 kg	—	1/—	Coverage: Torso
Myomer Armor	E/E/E	3/5/4/5					
Suit			5,800/150	18 kg	LA	2/–1	Encumbering; Coverage: Torso, Arms, Legs; Pwr Use: 0.5/min; half AV when deactivated (round down)
Vest			1,800/150	7.5 kg	LA	2/—	Coverage: Torso; Pwr Use: 0.5/min; half AV when deactivated (round down).

* For *Combat Operations*' *Infantry Platoon Construction*, protection values and MP modifiers are based only on armor worn over the torso.

AERIE LIGHT POWER ARMOR

Although Clan Snow Raven has developed numerous Zero-G and space variants of battle armor suits since first employing them in the Golden Century, none of these designs had been built expressly for space-born operations, either in free-flight or aboard larger vessels. In the 3060s, as the Clan began to expand out of its homeworld holdings and into the Deep Periphery, the Ravens gained access to new resources and areas of expertise, leading to the development of wholly new battlesuits.

Although Raven scientists have pursued numerous avenues of investigation, only one design—the lightweight Aerie—has entered widespread use. Built with Clan technology and drawing on marine combat experience by both Snow Raven troops and their Outworlds Alliance counterparts, the suit masses just under 400-kg and is extremely swift and agile, as at-home in free-flight between orbiting vessels as it is on the ground. Its 35 kilograms of advanced armor composites provide significant protection against the hazards of space—not to mention weapons fire, though this protection is minimal compared to that available on combat-dedicated models. The suit's exoskeleton bolsters the wearer's strength, enhancing their load-shifting abilities and melee combat capabilities, but the lightweight design does not hamper freedom of movement. As such, it is ideal for close-quarters fighting aboard spacecraft (as when making or defending against boarding operations).

The Aerie has no integral weapons but its lightweight manipulators allow the user to wield standard weapons like a regular infantryman. Raven armored infantry equipped with the Aerie generally wield laser systems, avoiding the recoil that might otherwise plague null-g operations, but troopers also employ ballistic and missile weapons, the former commonly equipped with recoil-suppression gear.

Almost all the Aeries currently deployed are in the hands of the Ravens' Alpha Galaxy but a succession of unverified reports suggests the Alliance's First Air Wing also employs several squads with their marines. If true, it is unclear whether this is repayment for assistance in the design's development or sign of a closer relationship between the aerospace Clan and its periphery associates. It seems likely, however, that if the Aerie has not yet see combat it will soon do so in the feud brewing between the Ravens and the Draconis Combine following the destruction of the *White Cloud* over Kanzaka.

CBT: RPG Rules

Aerie power armor mounts no integral weapons systems, but uses armored gloves and so may employ conventional infantry weapons without penalty. Its stealth armor provides the following modifiers: [ECM:6, IR:6]. In addition, each Aerie features integral jump jets to enable it to jump as much as 90 meters per turn, plus space adaptation gear (see p. 181-182, *CBTComp*) and extended life support systems for continuous operations up to 24 hours.

Equipment Ratings: F/D/F
Cost: 329,500 C-bills + Hand Weapons
Armor Value: 4/4/5/4
Coverage: Full
Attribute Modifiers: STR +1
Melee AP: 0
Target Size Modifier: –1
Movement Modifier: +1/+2/+3, Jump Capable

BattleTech Rules

Class: Power Armor (Light)
Tech Base: Clan
R&D Start Date: 3065
Prototype Design and Production: 3066
Standard Production: 3067
Cost (Point): 2,647,500 C-bills
BV (Point) with Pulse Laser Rifle: 25
Swarm/Leg Attack/Mech. Battle Armor: Yes/Yes/Yes

Aeries deploy in Points of 5, have 2 MP of ground movement (3 MP jumping movement), may travel aboard OmniMechs per the *Mechanized Battle Armor* rules, and may make anti-BattleMech leg and swarm attacks. Each suit has an Armor Value of 1, plus 1 additional point representing the trooper inside, and includes stealth abilities that increase the to-hit modifier against Aerie units by +1 at short and medium range, and +2 at long. Beagle active probes and their Clan equivalents cannot locate hidden Aerie units.

Though Aeries lack integral weapons, they may use standard infantry weapons. Attacks by an Aerie Point are resolved as a conventional direct fire attack, with ranges and damage as appropriate to the infantry weapons being used.

BattleForce 2

Type	MP	Damage PB/M/L	Over-heat	Class	Armor/ Structure	Point Value	Specials
Aerie Point	3J	—/—/—	—	I	1/—	0	mec, soa, car5



AFREET

The Afreet battle armor design is newly created and fielded solely by Clan Ice Hellion.

As part of her campaign to rebuild the Ice Hellion's morale, which had been broken by former Khan Taney's reign, Raina Montose commissioned several projects aimed at increasing both the strength of the Clan's Touman and the pride of her warriors at the same time. Few showed promise, and to save resources, lagging projects were folded into more promising endeavors. The end result of some of these endeavors was the Afreet.

The Afreet is the combination of two suits that each showed some promise, but not enough for them to be fully developed separately. One suit was equipped with ample ground speed and VTOL jump capability meant for reconnaissance, but its lack of primary weapons and credible armor made it ineffective in combat. The other was an anti-infantry suit, designed to take on Inner Sphere combined-arms forces. However, with the Hellions remaining a home clan for the foreseeable future, the suit was too narrow in its focus to be used often. Montose combined the two projects, charging engineers to produce a design that, in her words, "embodies the beliefs and traits of our totem." The staff of the two projects deliberated and debated, and in some instances, the test pilots engaged in a Circle of Equals when an agreement could not be reached. Finally, an acceptable prototype was delivered on schedule.

The Afreet maintains one of the highest speeds for a Home Clan suit to date, second only to the Sylph. With jump boosters obtained through Trials of Possession, Ice Hellion engineers managed to improve the Afreet's movement greatly, enabling it to keep up with most heavy and assault 'Mechs, though it still needs to hitch a ride in faster-paced battles.

While lighter than typical Clan battle armor, the Afreet's weapons are respectable. A light recoilless rifle gives it the ability to fire repeatedly out to 180 meters. Many have complained about using such an uncommon and archaic weapon, but the combination of cost, capability, and ease of maintenance makes it a perfect match for the suit. Instead of anti-personnel weaponry, the Afreet has two retractable Vibroblades. In close quarters, the weapons not only give the Afreet an advantage in hand to hand combat, but can deal more damage to a BattleMech as the point swarms over it. Finally, to take advantage of the suit's speed, a portable radar array was attached, allowing troopers to detect possible ambushes and mount counter-assaults.

Though Trials have been issued and suits destroyed, Clan Ice Hellion has been able to remain the exclusive user of the Afreet suit. The morale boost these events have provided to Hellion forces is immense, and Khan Montose has more battle armor in full production, planning to deploy them to every Galaxy, if not every Cluster.

CBT: RPG Rules

Afreet battle armor mounts a 40-shot light recoilless rifle (see p. 169, *CBTComp*). The suit uses standard manipulators with vibro-claw adaptors, and so may not employ conventional infantry weapons. In addition, each Afreet features integral jump jets and a jump booster for a maximum leaps of 120 meters per turn, plus an improved sensor array that functions as a portable radar sensor (see p. 107, *LT*).

As a Clan design, the Afreet also features a HarJel auto-repair system (see pp. 58-59, *LT*).

Equipment Ratings: F/D/F
Cost: 557,300 C-Bills
Armor Values: 7/7/6/6
Coverage: Full
Attribute Modifiers: STR +4, DEX –1, REF –1
Melee AP: 2
Target Size Modifier: -1
Movement Modifier: Full, Jump Capable

BattleTech Rules

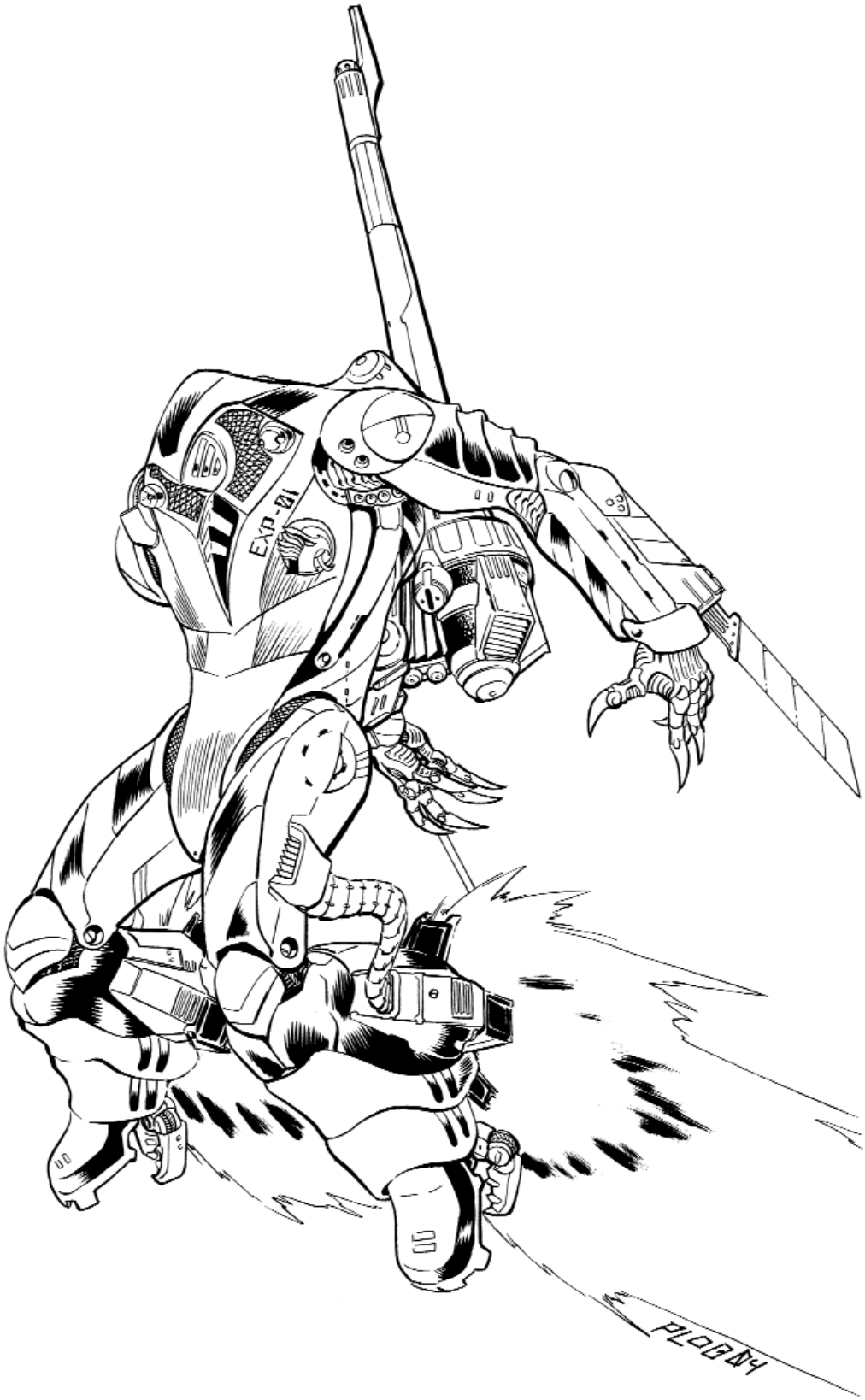
Class: Medium Battle Armor
Tech Base: Clan
R&D Start Date: August 3065
Prototype Design and Production: January 3067
Standard Production: August 3067
Cost (Point): 3,786,500 C-Bills
BV (Point): 175
Swarm/Leg Attack/Mech. Battle Armor: Yes/Yes/Yes

The Afreet deploys in Points of 5, has 1 MP of ground movement (4 MP jumping movement), may travel aboard OmniMechs per the *Mechanized Battle Armor* rules, and may make anti-BattleMech leg and swarm attacks (note that the vibroclaws enable Afreet Points to deliver 2 extra points of damage during anti-'Mech attacks per trooper). Each suit has an Armor Value of 5, plus 1 additional point representing the trooper inside.

Each Afreet carries one Clan light recoilless rifle (see p. 192, *CBTComp*), which is resolved as per standard battle armor direct fire attacks, and Afreet Points may also make vibroclaw attacks against any units in the same hex as they occupy, resolving hits as a missile attack by the appropriate number of surviving Afreets, inflicting 2-point hits per trooper (delivered in 2-point damage groupings). Finally, the Afreet's improved sensors mimic an active probe with a 3-hex range.

BattleForce 2

Type	MP	Damage PB/M/L	Over-heat	Class	Armor/ Structure	Point Value	Specials
Afreet Point	4J	1/1/—	—	I	2/—	2	mec, srs, car5


EXO-01
PLOBNY

CLAN BATTLE ARMOR

Following its forced relocation to the Inner Sphere, Clan Nova Cat faced a daunting task replacing equipment lost in the withdrawal from Clan Space. As an Elemental, Khan Santin West took a special interest in rebuilding his battle armor forces. With many new designs from both the Inner Sphere and the Clans starting to reach the battlefield in numbers, Khan West charged his scientist Caste with developing a new Nova Cat design to match them.

Starting with the basic Elemental suit, the Scientists improved mobility by increasing jump performance using the "Jump Booster" pioneered by the Gray Death Legion in their Scout battle armor. The Installation of this bulky equipment required some changes in the design. Armor protection was reduced and twin shoulder mounted single-shot dual short-range missile launchers replaced the detachable multi-shot short-range missile launcher. A fixed heavy flamer was substituted for the right arm modular weapon system; the left arm anti-personnel weapon was removed. The inclusion of a powerful searchlight has proven to be a useful addition both on and off the battlefield.

The final styling was influenced by the Nova Cat's new home in the Draconis Combine; the influence of ancient Samurai armor is clear to see.

In 3062, development was interrupted as the Nova Cats were caught up in hostilities between the Ghost Bears and House Kurita. The few operational prototypes proved successful against the Bears, and full-scale production was finally started in 3067.

Clan Diamond Shark (now established on a handful of Inner Sphere worlds) was quick to smell profit. By offering the Nova Cats cut prices on weapons and supplies in exchange for the blueprints, the Sharks merchants were soon trading Clan Battle Armor manufactured in factories on Twycross, Trondheim and Itabiana to the Ghost Bears and Vlad Ward's Wolves. Unsubstantiated reports have it that the design is also being marketed to the Inner Sphere and Clan Wolf (in-Exile), a move that (if true) could earn the Sharks the censure of the Grand Council, or even spark a dangerous escalation in the Trials currently taking place on the Clan Homeworlds.

The Sharks are reported to be examining the potential of the suit as a basis for new variants. Although no new version has yet been produced, it would be relatively simple to replace the fixed heavy flamer with either an ER semi-portable support laser or a semi-portable autocannon.

CBT: RPG Rules

Clan Battle Armor mounts a heavy flamer in the right arm (with 10 shots), and two SRM 2 launchers in integral torso mounts (with a total of 4 missiles between them, all of which may be fired per turn). The statistics for both weapons may be found in *CBTComp* (pp. 167-168). The suit uses basic manipulators and so may not employ conventional infantry weapons. Its integral jump pack and jets enable it to jump as much as 120 meters per turn.

As a Clan design, Clan Battle Armor also incorporates a HarJel repair system (see pp. 58-59, *LT*). The suit also mounts a searchlight (see p. 181, *CBTComp*).

Equipment Ratings: F/D/F
Cost: 560,500 C-bills
Armor Value: 9/8/7/7
Coverage: Full
Attribute Modifiers: STR +4; DEX –1; REF –1
Melee AP: 2
Target Size Modifier: –1
Movement Modifier: –1/–2/–3, Jump Capable

BattleTech Rules

Class: Medium Battle Armor
Tech Base: Clan
R&D Start Date: November 3061
Prototype Design and Production: August 3062
Standard Production: May 3067
Cost (Point): 3,802,500 C-bills
BV (Point): 195
Swarm/Leg Attack/Mech. Battle Armor: Yes/Yes/Yes

Clan Battle Armor deploys in Points of 5, has 1 MP of ground movement (4 MP jumping movement), may travel aboard OmniMechs per the *Mechanized Battle Armor* rules, and may make anti-BattleMech leg and swarm attacks. Each suit has an Armor Value of 9, plus 1 additional point representing the trooper inside.

Each Clan Battle Armor suit carries one flamer and two one-shot SRM 2s, which are resolved as per standard battle armor direct fire and missile attacks, respectively. Missile attacks by a Clan Battle Armor squad should be resolved separately, as the launchers may be fired individually or together in one round.

If using a Clan Battle Armor Point's searchlights in *CBT* games, note that the searchlight has a range of 9 hexes, and a facing for the light must be designated during the weapon attack phase.

BattleForce 2

Type	MP	Damage PB/M/L	Over-heat	Class	Armor/ Structure	Point Value	Specials
Clan Battle Armor Point	4J	1/—/—	—	I	3/—	2	mec,car5


PLOGOZ

CORONA

By all accounts, Clan Star Adder is one of the most progressive Clans. After the combat trials that decided which Clans would invade the Inner Sphere, Khan Cassius N'Buta knew that some of the paradigms that had come to define the Clan way of life would change considerably once mixed into the cauldron that is the Inner Sphere, so he charged a select group of warriors to develop new concepts while he likewise charged his senior Scientists with designing new technologies that would help the Star Adders retain their superiority. One of the products of this think-tank would eventually be the heavy laser. Another was the Corona battle armor.

The Corona represents a departure from the well-defined battlefield tactics and customs of the Clans that, while not significant, was still radical enough to keep this battle armor from wide production for several years. The Adders had long-ago defined their need for mechanized battle armor cavalry, but what they did not have was a heavy cavalry—heavily armed ground troops able to seriously threaten even assault-class BattleMechs from a distance. That was the problem with the standard Clan Battle Armor—once its missiles were expended, it had an extremely limited range. The Corona is not so limited.

The Corona's firepower is centered on a heavy support pulse laser, allowing it to reach ranges that no other Clan battle armor could, and with greater punch. Of course, there was a price for this significant increase in firepower. The Corona's designers had to drop the jump pack, significantly limiting its maneuverability. This was considered a secondary concern, however, as Corona points could still be delivered to a battlefield by OmniMechs. Once on the ground, they pack a greater punch at a longer range than their cousins. Their limited maneuverability and unique characteristics require new tactical thinking, which is why deployment was put off for so long.

After the Burrock Absorption, however, the Corona was put into production. It didn't make its first true appearance in Clan Space for several years; apparently Clan Star Adder's leadership didn't want knowledge of their new battle armor leaking out until it could field it in great numbers. Surprisingly, Xi, Rho, and Tau Provisional Galaxies were the first to be assigned full binaries and trinaries of Coronas, followed by Beta and Alpha Galaxies, where they are concentrated in the Assault and Armored Cavalry clusters. Clan Cloud Cobra also fields some Coronas, mostly within their Beta and Epsilon Galaxies.

CBT: RPG Rules

Corona battle armor mounts a 12-shot heavy support pulse laser in the torso (see p. 169, *CBTComp*), and an anti-personnel weapon mount in the right arm. The suit uses a battle claw on the left arm and a basic manipulator in the right, and so may not employ conventional infantry weapons.

As a Clan design, the Corona also features a HarJel auto-repair system (see pp. 58-59, *LT*).

Equipment Ratings: F/D/F
Cost: 412,500 C-Bills
Armor Values: 9/7/7/7
Coverage: Full
Attribute Modifiers: STR +4; DEX –1; RFL –3
Melee AP: 2
Target Size Modifier: –2
Movement Modifier: Full

BattleTech Rules

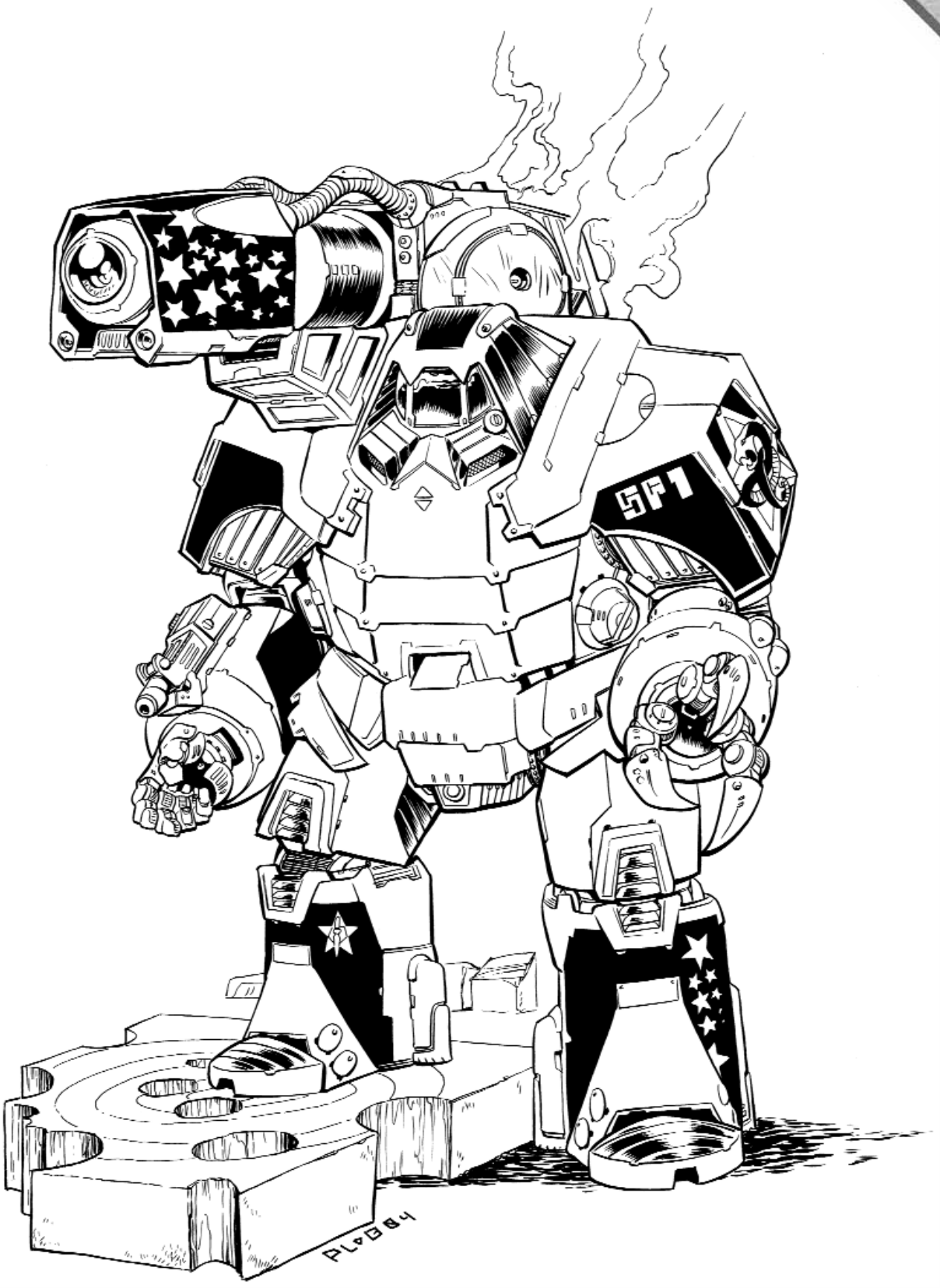
Class: Heavy Battle Armor
Tech Base: Clan
R&D Start Date: June 3050
Prototype Design and Production: November 3054
Standard Production: April 3060
Cost (Point): 3,062,500 C-Bills
BV (Point): 450
Swarm/Leg Attack/Mech. Battle Armor: No/No/Yes

The Corona deploys in Points of 5, has 2 MP of ground movement (no jumping movement), may travel aboard OmniMechs per the *Mechanized Battle Armor* rules, and may not make anti-BattleMech leg and swarm attacks. Each suit has an Armor Value of 8, plus 1 additional point representing the trooper inside.

Each Corona carries one Clan medium pulse laser, which is resolved as per standard battle armor direct fire attacks, with the usual –2 to-hit bonus for pulse lasers.

BattleForce 2

Type	MP	Damage PB/M/L	Over-heat	Class	Armor/ Structure	Point Value	Specials
Corona Point	2	2/2/—	—	I	3/—	5	mec, car5


SP1

GOLEM

In 3062, the Ghost Bear Clan, after having only recently moved wholesale into the Inner Sphere, found itself assailed on two fronts, with the Draconis Combine on one side and their traditional enemies, Clan Hell's Horses—backed by Vlad Ward's Crusader Wolves—on the other. In the heavy fighting on both fronts, Ghost Bear Elementals, though easily among the best of their kind, often came up short against the heavier battle armor fielded by their enemies, especially the Horses' Gnome and the Combine Kanazuchi.

After the war's end, Ghost Bear scientists were charged with developing the Dominion's own counter to these assault battlesuits, and eventually produced the Golem after a two-year battle armor development program. The result was nothing short of devastating.

Weighing in at a hefty 2,000 kilograms, the Golem invests most of its mass in firepower and armor. Eschewing jump jets, but with a faster overland speed than the Kanazuchi, the Golem boasts a thicker hide, capable of shrugging off a direct hit from a Clan heavy laser, and even features flame-resistant insulation to foil inferno munitions and flamers. Its armament is equally impressive, centered on a detachable improved SRM 5-rack and two Ghost Bear equivalents of the Hell's Horses' "Bearhunter" superheavy portable autocannons (one in each arm).

Fortunately for the Inner Sphere, the Ghost Bears have been slow to mass-produce the Golem. To date, only a trickle of the new battlesuits has appeared among the Dominion's more elite troops. Some of these have even been spotted with the First Rasalhague Bears, where they are apparently commanded by ethnic Rasalhagians.

CBT: RPG Rules

Golem battle armor mounts one 20-burst "Bearhunter" ultra-heavy autocannon (see p. 14) in each arm, and a detachable advanced SRM-5 in the torso with 10 missiles, up to 5 of which may be fired in a turn (the launcher reduces by 1 all TN modifiers for range, visibility, and target size—to a minimum of zero—and adds +1 to the wearer's RFL and movement rates when jettisoned). The suit uses basic manipulators, and so may not employ conventional infantry weapons. Its fire-resistant armor gives the Golem an effective AV of 10 against fire and fire-based attacks.

As a Clan design, the Golem also features a HarJel auto-repair system (see pp. 58-59, *LT*).

Equipment Ratings: F/D/F
Cost: 790,300 C-bills
Armor Values: 10/10/9 (10)/9
Coverage: Full
Attribute Modifiers: STR +5; DEX –1; RFL –4
Melee AP: 3 (+2D6 damage)
Target Size Modifier: –2
Movement Modifier: half normal

BattleTech rules

Class: Assault Battle Armor
Tech Base: Clan
R&D Start Date: January 3064
Prototype Design and Production: February 3066
Standard Production: September 3067
Cost (Point): 4,951,500 C-bills
BV (Point): 550
Swarm/Leg Attack/Mech. Battle Armor: No/No/No

The Golem deploys in Points of 5, has 2 MP of ground movement (no jumping movement), and may not travel aboard OmniMechs per the *Mechanized Battle Armor* rules, or make anti-BattleMech leg and swarm attacks. Each suit has an Armor Value of 18, plus 1 additional point representing the trooper inside, and may ignore fire effects and damage from flamers or inferno missiles.

Each Golem carries two "Bearhunters" (see p. 14), which are resolved as per standard battle armor direct fire attacks (with a +1 to-hit modifier), plus a 2-shot advanced SRM 5, which is resolved as per a normal battle armor missile attack. When resolving hits by Golem SRM fire, multiply the number of surviving troops by 5, then roll on the standard Missile Hits Table for the resulting number of missiles (adding the results of the 20 and 5 columns for a full 5-Golem Point). If the number of missiles rolled is odd, add one to the result (to a maximum of 25 missile hits).

BattleForce 2

Type	MP	Damage PB/M/L	Over-heat	Class	Armor/ Structure	Point Value	Specials
Golem Point	2	4/2/—	—	I	4/—	6	car5


B7
PLOB 04

GRENADIER

The Federated Commonwealth quickly took the lead in battle armor research and development in the 3050s, primarily by leaning upon the Federated Suns military-industrial complex. The NAIS quickly designed a suit that became something of a template for all conventional Inner Sphere-produced battle armor since. The NAIS wasn't the only R&D concern within the Federated Suns to delve into the realm of battle armor, just the most famous and successful. The Hahm-Heinz Design Bureau had a long relationship with GM on Salem and Talcott, which got them in on the "ground floor" when the AFFC requested a battle armor design for its troops.

This took H-H into an entirely new realm of design, one that proved more difficult than it had first appeared. H-H did not even submit a design during that initial request for proposals, but neither did its engineers give up on the problem. They spent the next decade pondering the problems and studying the other designs put into the field, making slow but deliberate progress.

In 3062 they approached the AFFC with the design specifications and two prototypes for cutting-edge assault-class battle armor. The Grenadier was born when designers tried to see just how many weapons they could mount on a battlesuit and still maintain acceptable mobility. Soon, however, it became a heavy support unit, able to provide heavy covering fire for other advancing forces and to stand against BattleMechs; survivability was further increased significantly by the addition of stealth capabilities. From the beginning, the Grenadier's primary weapon system was the SRM. Based upon recommendations from the field, however, the Grenadier design was revised to add the ability to better customize the suit's weapons loadout in the field. The only significant drawback to the Grenadier was that it could not be carried by OmniMechs but instead had to rely on APCs or other transports for battlefield deployment. Considering the suit's heavy weapons load, however, the Grenadier's designers considered that a secondary concern.

Nevertheless, the AFFC initially rejected the Grenadier. It wasn't until the heart of the Civil War that the design resurfaced and was revisited. Officers on both sides of the war recognized the capabilities of the design and rushed it into production; the NAIS was responsible for overseeing construction on New Avalon for the Loyalist forces while GM built them on Talcott for Field Marshal Hasek. None of the New Avalon-built Grenadiers ever saw battle, though, as they were tied up behind a bureaucratic wall of red tape. Even now, relatively few Grenadiers are in service, and most have been distributed to the likes of the Davion Assault Guards and the Ceti Hussars. Reports from the field so far indicate the Grenadier has been well-received by its operators.

CBT: RPG Rules

The Grenadier battlesuit features modular weapons mounts in the torso and the left arm, plus an anti-personnel weapon mount in the right arm. Most commonly, the torso mount houses an SRM-4 launcher with 28 rounds (up to 4 of which may be fired per turn), while the left arm mount houses a 30-shot support laser (see pp. 169-170, *CBTComp*). The Grenadier has a basic manipulator on its right arm and no manipulator on the left, and so cannot employ conventional infantry weapons beyond what may be mounted in the right arm anti-personnel mount. Its stealth armor provides the following modifiers: [ECM:6, IR:6].

Equipment Ratings: E/E/E
Cost: 606,310 C-Bills
Armor Values: 9/8/7/7
Coverage: Full
Attribute Modifiers: STR +4; DEX –1; RFL –4
Melee AP: 3 (+2D6 damage)
Target Size Modifier: –2
Movement Modifier: half normal

BattleTech Rules

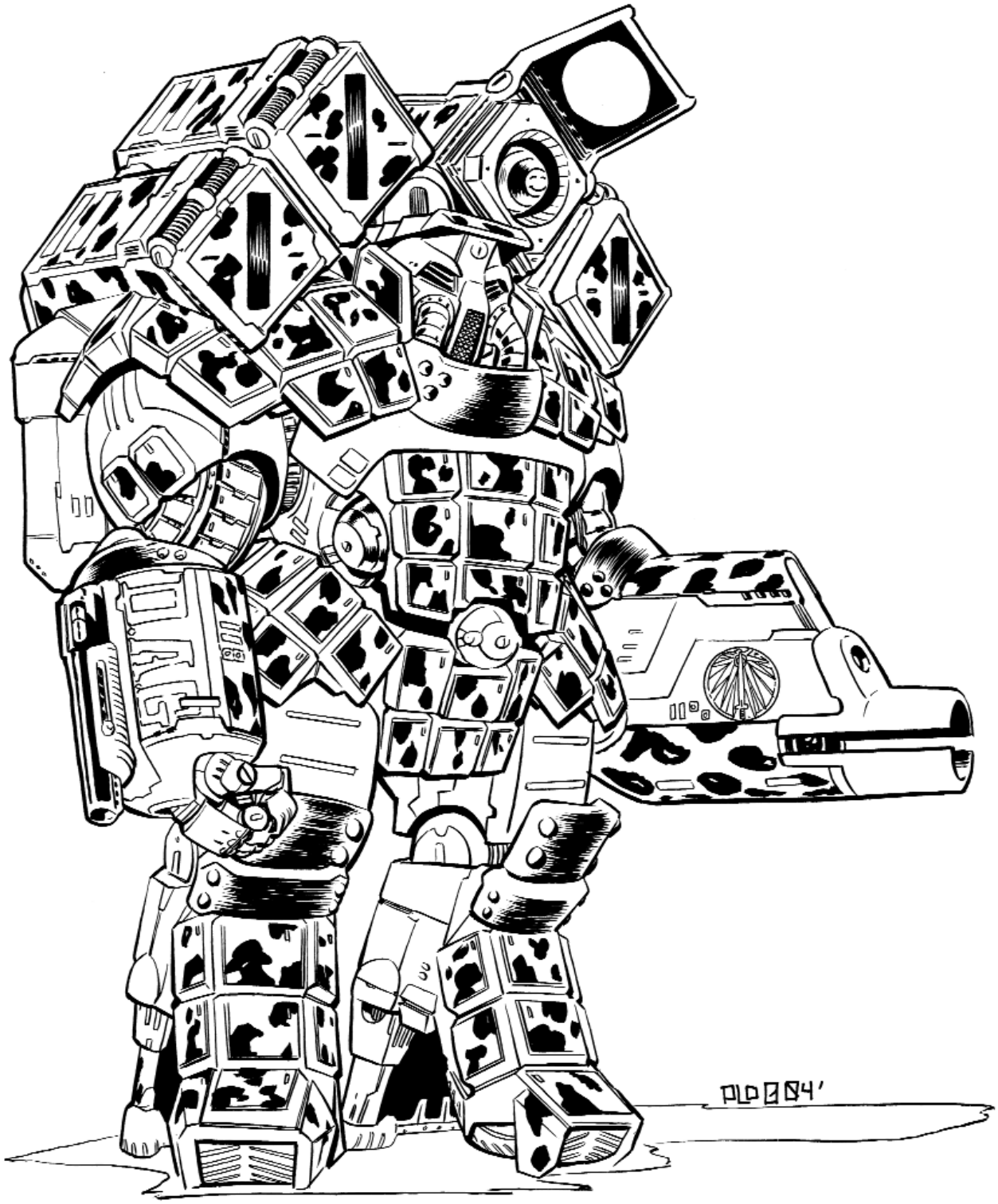
Class: Assault Battle Armor
Tech Base: Inner Sphere
R&D Start Date: July 3053
Prototype Design and Production: March 3062
Standard Production: December 3065
Cost (Squad): 3,025,240 C-Bills
BV (Squad): 224
Swarm/Leg Attack/Mech. Battle Armor: No/No/No

Grenadiers deploy in squads of 4, have 2 MP of ground movement (no jumping movement), and may not travel aboard OmniMechs per the *Mechanized Battle Armor* rules, or make anti-BattleMech leg and swarm attacks. Each suit has an Armor Value of 9, plus 1 additional point for the trooper inside, and stealth abilities that increase the to-hit modifier against its units by +1 at short and medium range, and +2 at long range. Beagle active probes and their Clan equivalents cannot locate hidden Grenadier units.

Grenadiers typically carry one SRM 4 with 7 shots, which resolve per the standard rules for battle armor missile fire (but roll twice on the standard Battle Armor Missile Hits Table to resolve number of missile hits), and one small laser, which may be resolved as a battle armor direct-fire attack.

BattleForce 2

Type	MP	Damage PB/M/L	Over-heat	Class	Armor/ Structure	Point Value	Specials
Grenadier Squad	2	2/2/—	—	I	2/—	2	car4



HAUBERK BATTLE ARMOR

The Hauberk is a radical proposal put forward by members of the New Avalon Cavaliers working at the prestigious New Avalon Institute of Science. Though impressed by Clan Goliath Scorpion's innovative Undine battle armor, the Cavaliers were quick to point out that battle armor designed for specialized environments is tactically limited. However, it was felt that the basic chassis - more refined than anything the Inner Sphere has been able to produce to date—could provide a solid foundation on which to develop a new assault battle armor; one capable of challenging designs such as the Kanazuchi and Golem.

Currently existing only as an interesting paper exercise, the Hauberk design is slow and lacks a jump pack. If it were to be built, the suit would mount a potent combination of weapons: a long-range missile rack mounted above and behind the head and a support laser on a fixed right-arm mount. For protection, the Cavaliers have proposed using an advanced version of the stealth technology first developed for the Infiltrator Mk. II. This would make the Hauberk deadly when used in ambush, promoting the suggestion that adding additional power cells to prolong the suit's endurance would be wise.

Like all assault battle armor, the bulky physical construction would prevent the suit from engaging in anti-BattleMech leg or swarm attacks. For the same reason, Hauberks could not travel with OmniMechs as mechanized battle armor. The design incorporates a powerful battle claw that can utilize the formidable strength of the assault suit.

Even though the third generation of Inner Sphere battle armor is now entering production, it is unlikely that the Hauberk will progress beyond the theoretical phase. Without access to examples of the Undine battle armor (something that currently appears unlikely), the New Avalon Cavaliers still lack fundamental data.

CBT: RPG Rules

Hauberks mount a support laser in the right arm (with 30 shots) and an LRM-5 launcher in an integral torso mount (with a total of 30 missiles, up to five of which may be fired per turn). The statistics for both weapons may be found in *CBTComp* (see p. 169-170). The Hauberk has a left arm battle claw with no right arm manipulator and so may not employ conventional infantry weapons. Its improved stealth armor provides the following modifiers: [ECM:6, IR:6].

The Hauberk also mounts an extra power pack for an operational duration of up to 34 hours.

Equipment Ratings: E/F/F
Cost: 674,750 C-bills
Armor Value: 9/8/8/8
Coverage: Full
Attribute Modifiers: STR +4; DEX –2; REF –4
Melee AP: 3 (+2D6 damage)
Target Size Modifier: –3
Movement Modifier: half normal

BattleTech Rules

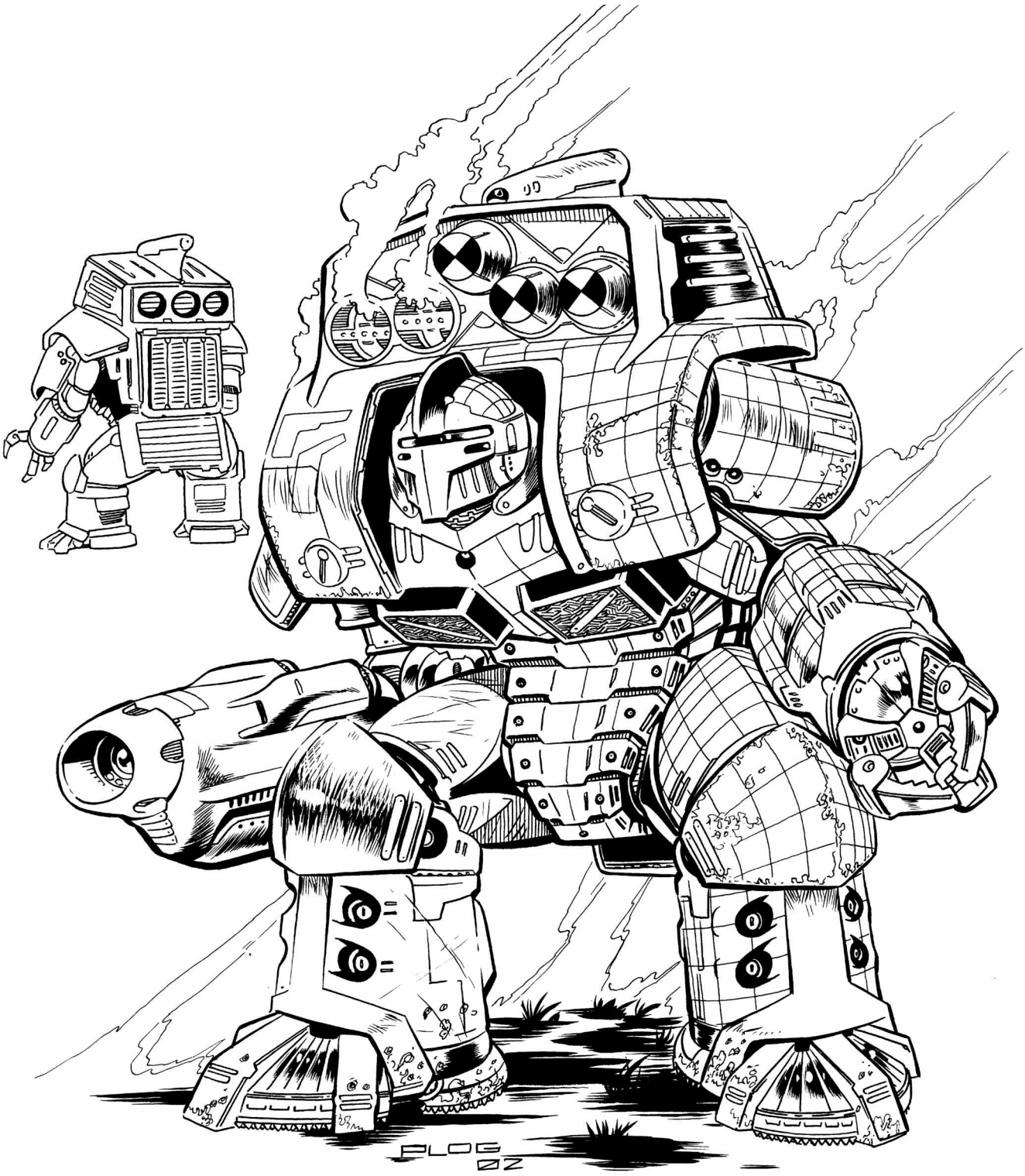
Class: Assault Battle Armor
Tech Base: Inner Sphere
R&D Start Date: N/A
Prototype Design and Production: N/A
Standard Production: N/A
Cost (Squad): 3,335,000 C-bills
BV (Squad): 244
Swarm/Leg Attack/Mech. Battle Armor: No/No/No

The Hauberk deploys in squads of 4, has 1 MP of ground movement (and no jumping movement), and may not travel aboard OmniMechs per the *Mechanized Battle Armor* rules, or make anti-BattleMech leg and swarm attacks. Each suit has an Armor Value of 11, plus 1 additional point representing the trooper inside, and includes stealth abilities that increase the to-hit modifier against Hauberk units by +1 at short range, +2 at medium, and +3 at long. Beagle active probes and their Clan equivalents cannot locate hidden Hauberk units.

Each Hauberk carries one small laser and one LRM-5 with 5 reloads, which are resolved as per standard battle armor direct fire and missile attacks, respectively. Missile attacks by a Hauberk squad should use the appropriate column based on five times the number of surviving troopers (so a Hauberk squad of 3 members would roll on the 15 column, as 3 x 5 = 15).

BattleForce 2

Type	MP	Damage PB/M/L	Over-heat	Class	Armor/ Structure	Point Value	Specials
Hauberk Squad	1	1/1/1	—	I	3/—	2	car4, if



KOBOLD

The origins of the Kobold can be traced back to 3062, when the infantry of the Free Rasalhague Republic's Second Kavalleri sought to outfit themselves with Kage battle armor. However, with tensions rising on all fronts, the Draconis Combine was unwilling to fulfill the Republic's request. Undeterred, Överste Jack Koslow continued to lobby his commanders until given approval to approach the SLDF and ComStar with a proposition. The Republic would supply raw materials, while ComStar and the SLDF would provide the technological know-how towards a battle armor project that would be funded equally by all three. Research and development was started on Grumium, where construction of a prototype manufacturing line was rushed to completion.

Originally started with the aim of copying the Kage's abilities, the development team soon proposed several changes, resulting in a completely new design useful both for reconnaissance operations and in frontline combat. Though sacrificing some mobility, the Kobold boasts the Kage's stealth capabilities and can carry one integral anti-'Mech weapon, such as a support laser or auto grenade launcher. In addition, Kobold squads may also employ a support weapon, which is usually a TAG for operations alongside friendly Arrow IV artillery units or other elements equipped with the rare Marik-manufactured semi-guided LRMs.

Still in its prototype phase, testing of the new Kobolds continues with the Second Kavalleri at the forefront, while the SLDF has been forced to pull out of the project due to ongoing conflicts amongst the League member states, which has cut funding.

CBT: RPG Rules

Kobold battle armor features a primary modular weapon mount in the right arm and a secondary or squad support weapon mount in the left. Typically Kobolds use the right mount for a support laser (with 30 shots) or an auto-grenade launcher (with 20 shots) while the left is loaded with an anti-personnel weapon of the user's choice. Kobold squad leaders typically act as the squad support weapon trooper by using the left-arm mount for a light TAG, or a 15-shot support pulse laser (if carrying the right-arm support laser or grenade launcher, respectively). The statistics for these weapons may be found in *CBTComp* (see p. 169-170). The Kobold employes armored gloves and so may also employ conventional infantry weapons. Its stealth armor provides the following modifiers: [ECM:6, IR:6]. Its integral jump jets enable it to jump as much as 90 meters per turn.

Equipment Ratings: E/E/F
Cost:
- **w/ Sup. Las. & Lght. TAG (Sqd. Sup. Wpn.):** 293,750 C-bills
- **w/ Auto. Gren. Lauch. & Sup. Pulse Las. (Sqd. Sup Wpn.):** 278,200 C-bills

Armor Value: 7/7/6/6
Coverage: Full
Attribute Modifiers: STR +2; REF –1
Melee AP: 1
Target Size Modifier: 0
Movement Modifier: Full, Jump Capable

BattleTech Rules

Class: Light Battle Armor
Tech Base: Inner Sphere
R&D Start Date: July 3062
Prototype Design and Production: May 3065
Standard Production: 3069 (Projected)
Cost (Squad):
- **w/ Sm. Las. & Lght. TAG Sqd. Sup. Wpn.:** 1,775,000 C-bills
- **w/ Mic. Gren. Launch. & Sm. Pulse Las. Sup. Wpn.:** 1,712,800 C-bills

BV (Squad):
- **w/ Small Laser and Light TAG Sqd. Sup. Wpn.:** 120
- **w/ Mic. Gren. Launch. & Sm. Pulse Las. Spd. Sup. Wpn.:** 88: 293,750 C-bills

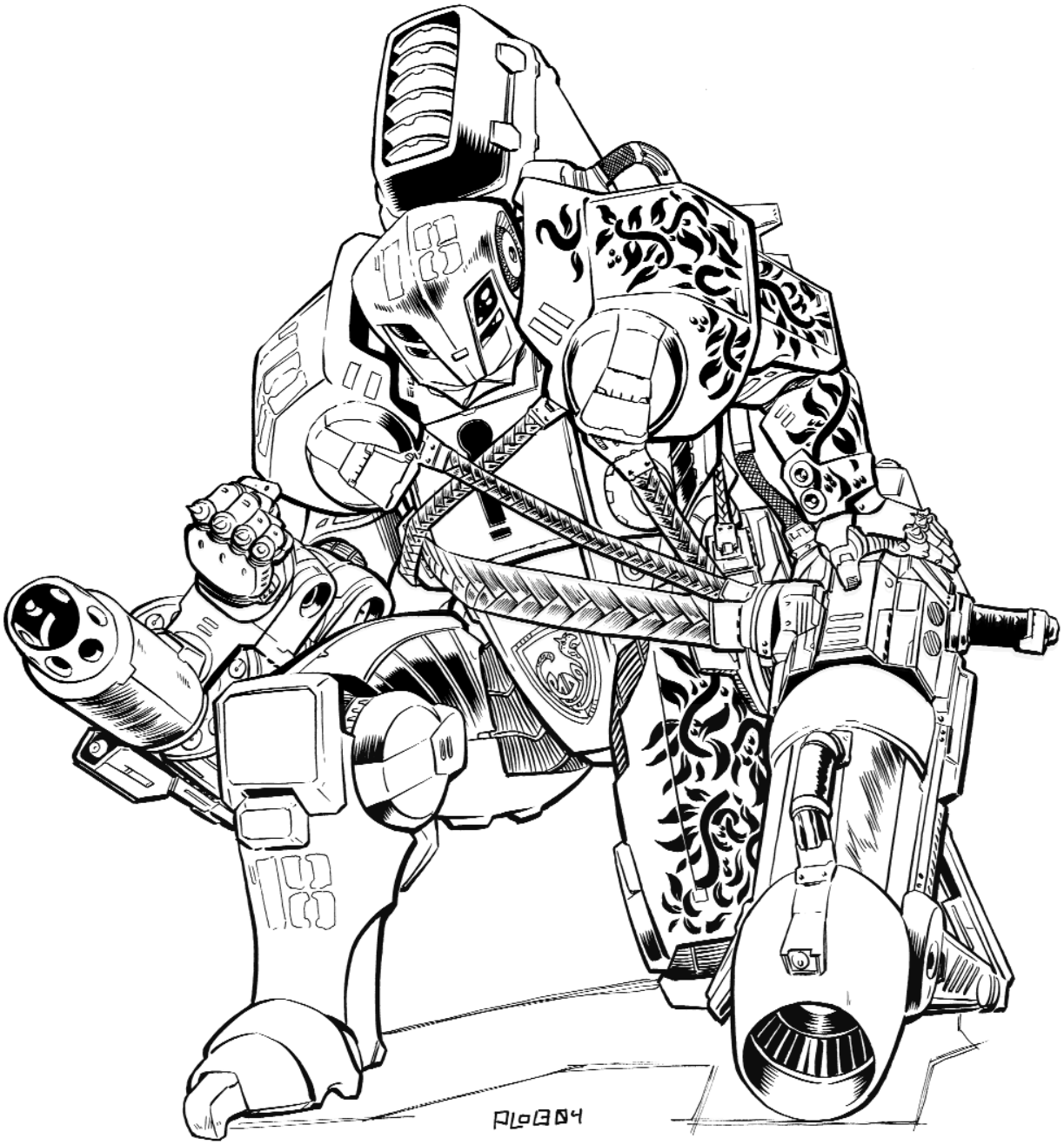
Swarm/Leg Attack/Mech. Battle Armor: Yes/Yes/Yes

The Kobold deploys in squads of 4, has 1 MP of ground movement (3 MP jumping movement), may travel aboard OmniMechs per the *Mechanized Battle Armor* rules, and may make anti-BattleMech leg and swarm attacks. Each suit has an Armor Value of 5, plus 1 additional point representing the trooper inside, and includes stealth abilities that increase the to-hit modifier against Kobold units by +1 at medium range and +2 at long. Beagle active probes and their Clan equivalents cannot locate hidden Kobold units.

Most Kobolds mount one small laser or micro-grenade launcher as a primary weapon and one anti-personnel weapon as a secondary (both of which are resolved as per standard battle armor direct fire attacks, with anti-personnel weapon ranges and damage as appropriate, see *CBTComp*, p. 191-192, for statistics). In addition, the first trooper of a Kobold squad (Trooper #1) may carry a light TAG or a Small Pulse Laser (if using the Small Laser or Micro-Grenade Launcher, respectively). Other weapons configurations may be determined using the rules in *CBTComp*, beginning on p. 155.

BattleForce 2

Type	MP	Damage PB/M/L	Over-heat	Class	Armor/ Structure	Point Value	Specials
Kobold Squad w/ Small Laser (TAG)	3J	1/—/—	—	I	2/—	1	mec, car4, tag
Kobold Squad w/ Grenade (Sm. Pulse)	3J	1/—/—	—	I	2/—	1	mec, car4



NIGHTHAWK POWER ARMOR (LIGHT)

The first Star League witnessed advances in science and technology unparalleled at any other time in history. This was in part fueled by nightmares that plagued First Lord Jonathan Cameron. Obsessed with preventing the destruction of the League and the fall of Terra, the First Lord launched an ambitious program to build up the Terran Hegemony's defenses.

Although commercial exoskeletons had been in use since the development of myomer technology, they had never been successful in a combat role. It took some of the best engineers in the Hegemony (backed by generous funding) fifteen torturous years to perfect the concept. After totally reworking their prototype twenty times, the SLDF High Command was presented with the Mk. XXI Nighthawk in 2718.

Tests proved that a Nighthawk-equipped trooper possessed mobility and protection that would remain unparalleled until the advent of battle armor. Sophisticated ECM and Stealth capabilities made the design ideal for reconnaissance and covert missions. Though vulnerable to heavy weapons, protection against small arms fire was excellent. Armored gloves allowed the use of standard weapons (often the Mauser 960 Assault System) and equipment with no loss of dexterity—a highly useful feature, as the Nighthawk lacks integral weapons.

After successfully completing two years of field-testing, the new suit entered service with the Special Forces Command, who equipped their elite Special Armed Services troops (the Blackhearts) with the Nighthawk. The deployment was never acknowledged publicly, and the men and women of the SAS were so skilled that all the other Star League Member States ever heard were vague rumors of some kind of advanced sneak suit.

Attempts to develop a combat-orientated version for deployment in SLDF Royal Divisions produced the Mk. XXII, but the Amaris Coup and the fall of the Star League prevented that version entering full production. With the outbreak of the Succession Wars both versions were all but lost. ComStar retained a few Mk. XXIs, uncovered when Jerome Blake took control of Terra. Attempts to duplicate the design produced the inferior Tornado PA(L). More recently, the Grey Death Legion discovered several Nighthawk suits on Karbala, and most of these suits were later turned over to the NAIS for study.

With the lessons learned from the development of the Achileus and Purifier, the Word of Blake finally overcame the technical challenges of duplicating the suit in 3065. ComStar quickly followed suit, establishing a modest manufacturing plant on Tukayyid. Output has been shared with the SLDF and new Mk. XXIs have seen action with several Fury Teams.

CBT: RPG Rules

Nighthawk power armor mounts no integral weapons systems, but uses armored gloves and so may employ conventional infantry weapons without penalty. Its stealth armor provides the following modifiers: [ECM:6, IR:6]. In addition, each Nighthawk provides ECM cover to a radius of 15 meters [ECM:6]. Its integral jump jets enable it to jump as many as 90 meters per turn. The Nighthawk also features extended life support systems and for continuous operations of up to 24 hours.

Equipment Ratings: E/E/F
Cost: 295,000 C-bills + Hand Weapons
Armor Value: 4/5/6/5
Coverage: Full
Attribute Modifiers: None
Melee AP: 0
Target Size Modifier: 0
Movement Modifier: Full, Jump Capable

BattleTech Rules

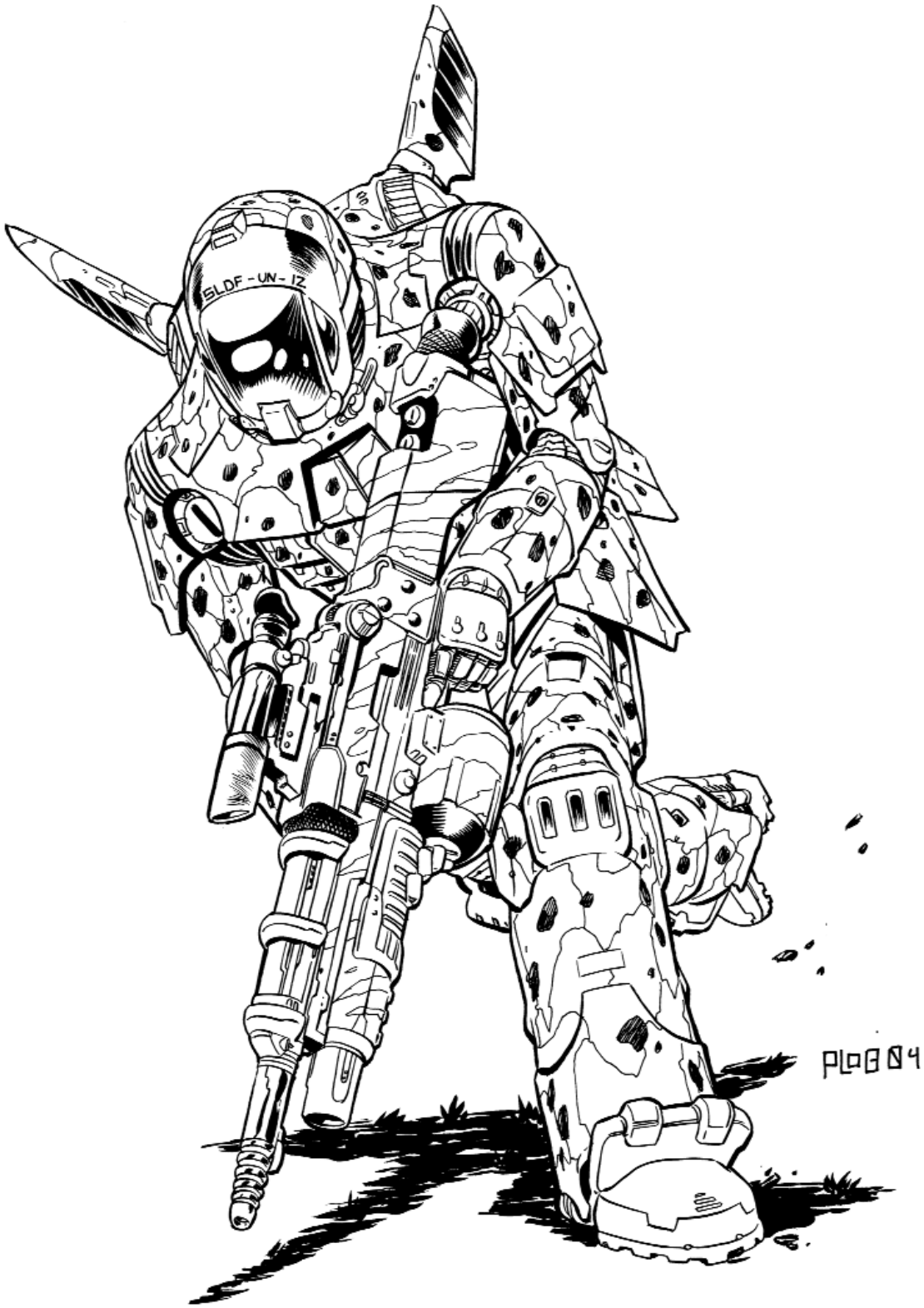
Class: Power Armor (Light)
Tech Base: Inner Sphere
R&D Start Date: 2703
Prototype Design and Production: 2718
Standard Production: 2720
Cost (Squad): 1,780,000 C-bills + Hand Weapons
BV (Squad): 36
Swarm/Leg Attack/Mech. Battle Armor: Yes/Yes/Yes

Nighthawk Mk. XXIs deploy in squads of 4, have 1 MP of ground movement (3 MP jumping movement), may travel aboard OmniMechs per the *Mechanized Battle Armor* rules, and may make anti-BattleMech leg and swarm attacks. Each suit has an Armor Value of 2, plus 1 additional point representing the trooper inside, and includes stealth abilities that increase the to-hit modifier against Mk XXI units by +1 at short and medium range, and +2 at long. Beagle active probes and their Clan equivalents cannot locate hidden Nighthawk units.

Though Nighthawks lack integral weapons, they may use standard infantry weapons. Attacks by a Nighthawk squad are resolved as a conventional direct fire attack, with ranges and damage as appropriate to the infantry weapons being used. Each Nighthawk squad also has limited ECM capability, which functions as a Guardian ECM suite that covers only the hex in which the squad is currently located.

BattleForce 2

Type	MP	Damage PB/M/L	Over-heat	Class	Armor/ Structure	Point Value	Specials
Nighthawk Mk XXI Squad	3J	—/—/—	—	I	1/—	.5	mec, mecm, car4


SLDF-UN-IZ

PHALANX

While the Longinius and Achileus armors allowed the FWLM to quickly establish a formidable reputation for armored-infantry operations, a constant criticism of the designs was their lack of heavy-hitting firepower, particularly in light of the growing anti-battle armor weapons and designs employed by the League's enemies. Work on a heavier and better-armed combat suit began in 3059 on the eve of the War against Clan Smoke Jaguar but did not bear fruit until 3063, when the first Phalanx prototypes began testing on Irian.

A succession of problems dogged the Phalanx project ranging from faulty myomer musculature to under-performing and fragile processor suites. The FWLM initially sought to develop the design solo but by early 3062 admitted defeat and sough the assistance of the League's Word of Blake allies. The Blakists' technological savvy quickly dealt with the problems, resulting in a suit that, while not as capable as the Clan model, was nonetheless a first-rate design. The cost of this assistance was the right of the Word of Blake troops stationed in the League and on Terra to utilize the Phalanx in conjunction with their own specialist designs like the Purifier and Tornado.

Retaining the mobility of its lighter cousins, the Phalanx is surprisingly swift and responsive for its mass, though the presence of the bulky missile pod hinders its agility until jettisoned. The vicious battle claw mounted on the left hand allows the suit to rend opponents, even those protected by 'Mech-grade armor. However, the duel FWLM-WOB usage of the design has led to the development of two variants of the Phalanx, one employed by each military. The most common version (usually designated Phalanx-A), laid out in the initial specifications and employed by the FWLM, adds a deadly man-portable King David Light Gauss rifle. The Word of Blake initially used the –A variant too, but later models swap the Light Gauss for the newly developed 'Mech Taser Rifle, resulting in the –B variant of the design that also features additional EMP-hardening of its electronics.

CBT: RPG Rules

Both Phalanx battlesuit designs feature a detachable SRM-4 mount in the torso with a total of 8 missiles, up to 4 of which may be fired per turn. (A +1 movement modifier applies after jettisoning the launcher.) The Free Worlds version also adds a 20-burst "King David" light Gauss rifle (see p. 15), while the Word of Blake version uses a one-shot 'Mech Taser Rifle (see p. 16). Both Phalanx versions have a left-hand battle claw and a right hand armored glove, enabling the wearer to employ conventional infantry weapons with the right hand. Both Phalanxes also have stealth armor which provides the following modifiers: [ECM:6, IR:6].

Equipment Ratings: E/E/F

Cost:

FWL Var. (with "King David" Lt. Gauss): 439,910 C-bills

WoB Var. (with 'Mech Taser Rifle): 419,660 C-bills

Armor Value: 8/7/6/6

Coverage: Full

Attribute Modifiers: STR +3, DEX –2, RFL –3

Melee AP: 2 (left hand), 1 (right hand)

Target Size Modifier: –3

Movement Modifier: –2/–4/–6

BattleTech Rules

Class: Battle Armor (Heavy)

Tech Base: Inner Sphere

R&D Start Date: 3059

Prototype Design and Production: 3063

Standard Production: 3065

Cost (Squad):

FWL Var. (w/ "King David" Lt. Gauss): 2,359,640 C-bills

WoB Var. (w/ 'Mech Taser Rifle): 2,278,640 C-bills

BV (Squad):

FWL Var. (w/ "King David" Lt. Gauss): 200

WoB Var. (w/ 'Mech Taser Rifle): 224

Swarm/Leg Attack/Mech. Battle Armor: No/No/Yes

Both Phalanx designs deploy in squads of 4, have 2 MP of ground movement (no jumping movement), may travel aboard OmniMechs per the *Mechanized Battle Armor* rules, and may not make anti-BattleMech leg and swarm attacks. Each suit has an Armor Value of 7, plus 1 additional point representing the trooper inside, and stealth abilities that increase the to-hit modifier against its units by +1 at short, +2 and medium, and +3 at long range. Beagle active probes and their Clan equivalents cannot locate hidden Phalanx units.

Both Phalanx designs carry one SRM-4 with 2 shots, which resolve per the standard rules for battle armor missile fire (but roll twice on the standard Battle Armor Missile Hits Table to resolve number of missile hits). In addition, the Free Worlds version carries a King David light Gauss rifle (see p. 15), which may be resolved as a battle armor direct-fire attack. Word of Blake Phalanxes use one-shot 'Mech Taser Rifle instead of the King Davids and may fire these weapons individually in any given round. Resolve each trooper's 'Mech Taser Rifle fire separately.

BattleForce 2

Type	MP	Damage PB/M/L	Over-heat	Class	Armor/ Structure	Point Value	Specials
Phalanx Squad (Free Worlds)	2	2/2/—	—	I	2/—	2	mec, car4
Phalanx Squad (Word of Blake)	2	2/2/—	—	I	2/—	2	mec, car4



ROTTWEILER

Though they greeted the Fenrir battlesuit with skepticism, the LAAF found the new quad armor useful when a good punch and only decent movement were required, but they still sought a unit capable of faster recon work. While most Houses saw the quad battle armor as second class at best, Lyran engineers saw promise in the superior motive power possible in such designs and redirected their efforts to create a suit faster than any other, and so low to the ground that it would be almost impossible to hit. Deciding to push the limits, Lyran engineers returned to the drawing boards to create the Rottweiler quad battlesuit.

Capable of speeds up to 54 kph, the Rottweiler can close in fast and yet has a thicker hide of more advanced, sensor-baffling armor than the Fenrir, despite weighing only half as much. Eschewing the vulnerable turret assembly of the Fenrir, the Rottweiler uses a simple spine-mount for its support laser and "Firedrake" anti-personnel weapon. This change enables the pilot to lie inside the machine much more comfortably than possible in the Fenrir, so Rottweiler troopers can endure longer missions with less fatigue. Enhancing the Rottweiler's capabilities as a scout, the suit also features an enhanced sensor suite.

A few Rottweiler suits managed to make it to the field during the FedCom Civil War when a few squads were issued to the Loyalist Eleventh Lyran Regulars shortly before their deployment to Skye in 3065. When Free Skye forces turned on him, Colonel Donner of the Eleventh deployed his Rottweilers as part of a delaying tactic, keeping the separatists at bay as he gathered his surviving DropShips for a retreat. The Rottweiler troops that survived several counter-infantry actions after the disaster were integrated into Donner's "irregular operations troops", which were left behind to harass the Free Skye forces over the next year and a half.

CBT: RPG Rules

Rottweiler armor mounts a support laser (see p. 167, *CBTComp*) and a "Firedrake" incendiary support needler (see p. 15) on its back (with 30 shots each). As a quad, the suit uses no manipulators and so may not employ conventional infantry weapons. Its stealth armor provides the following modifiers: [ECM:6, IR:6].

The Rottweiler also features a 5-kilogram Mission Equipment Bay (see p. 179, *CBTComp*) with a jaw-like hatch simulating the armor's "mouth" and improved sensors, which mimic the capabilities of a portable radar detector (see p. 107, *LT*).
Equipment Ratings: E/E/F
Cost: 306,850 C-bills
Armor Value: 8/7/6/6
Coverage: Full
Attribute Modifiers: STR +2; DEX –4
Melee AP: 1
Target Size Modifier: 0
Movement Modifier: 60 m/turn (54 kph)
Notes: +2 TN on ranged attacks made against Rottweiler units due to quad configuration.

BattleTech Rules

Class: Medium Battle Armor (Quad)
Tech Base: Inner Sphere
R&D Start Date: April 3061
Prototype Design and Production: December 3063
Standard Production: March 3065
Cost (Squad): 1,827,400 C-bills
BV (Squad): 136
Swarm/Leg Attack/Mech. Battle Armor: No/No/No

The Rottweiler deploys in squads of 4, has 5 MP of ground movement (no jumping movement), and may not travel aboard OmniMechs per the *Mechanized Battle Armor* rules, or make anti-BattleMech leg and swarm attacks. Each suit has an Armor Value of 7, plus 1 additional point representing the trooper inside, and includes stealth abilities that increase the to-hit modifier against Rottweiler units by +1 at medium range and +2 at long. Beagle active probes and their Clan equivalents cannot locate hidden Rottweiler units.

Each Rottweiler suit carries one small laser and one "Firedrake" incendiary needler, both of which may be resolved per standard battle armor direct-fire attacks (see p. 15 for additional rules on the "Firedrake"). Each Rottweiler also has improved sensors, which function as an active probe with a two-hex range.

BattleForce 2

Type	MP	Damage PB/M/L	Over-heat	Class	Armor/ Structure	Point Value	Specials
Rottweiler Squad	5	1/—/—	—	I	2/—	1	srs, car4



TORNADO POWER ARMOR (LIGHT)

Based on the Star League's form-fitting Nighthawk, the G12 "Tornado" was one of a series of PA(L) suits developed in the late 29th Century as part of ComStar's efforts to maintain their military edge. The Tornado utilizes an optical camouflage system in addition to IR and ECM suppression equipment. Like all ComStar and Star League PA(L) suits, the expensive Tornado was intended for special-forces operations, employed initially by ROM and more recently Blake's Wrath.

Each suit is custom-fitted to its wearer, fitting like a second skin and complementing their physical actions, allowing them to strike harder and faster than un-augmented troops while avoiding the encumbrance of full battle armor. However, the custom-made nature of the suits make them almost unusable by any bar the designated wearer without major adjustment and even the assigned troopers must work hard to maintain their physical condition so as to gain the full benefit of the G12 system. The built-in HUD system provides the wearer with information on the suit's status and the battlefield (including magnification and low-light enhancement gear) though some troopers choose to wear the suit without its helmet, forsaking protection and electronic aids in exchange for unimpeded hearing and vision. The suit can likewise be worn without its integral armored gloves, increasing manual dexterity at the expense of protection. However, a trooper wearing G12 armor can operate most conventional weapons while fully suited.

ComStar employed its PA(L) suits numerous times in the 30th and 31st centuries but the best known use of the Tornado came during the Word of Blake operation to seize Terra from their "schismatic" ComStar brethren. The combination of stealth and power allowed Blakist special-forces troops to seize elements of the Terran SDS in advance of the main landings, overpowering the regular infantry guarding the facilities and saving the invasion force from grievous damage at the hands of the laser and missile systems. Tornados also played a major role in securing the Titan shipyards, providing the Blakist troops with considerable protection against vacuum exposure and booby traps left behind after ComStar abandoned the facilities. The last five years have seen a considerable increase in PA(L) manufacture, despite the increased use of fully-fledged battle armor, with many of the suits assigned to Word of Blake marines and security troops, as well as sold to FWLM units.

CBT: RPG Rules

Tornado power armor mounts no integral weapons systems, but uses armored gloves and so may employ conventional infantry weapons without penalty. Its stealth capabilities and adaptive camouflage system provide the following modifiers: [ECM:6, IR:6, Camo: 4].
Equipment Ratings: E/E/F
Cost: 279,000 C-bills + Hand Weapons
Armor Value: 4/5/6/5
Coverage: Full
Attribute Modifiers: None
Melee AP: 0
Target Size Modifier: 0
Movement Modifier: Full

BattleTech Rules

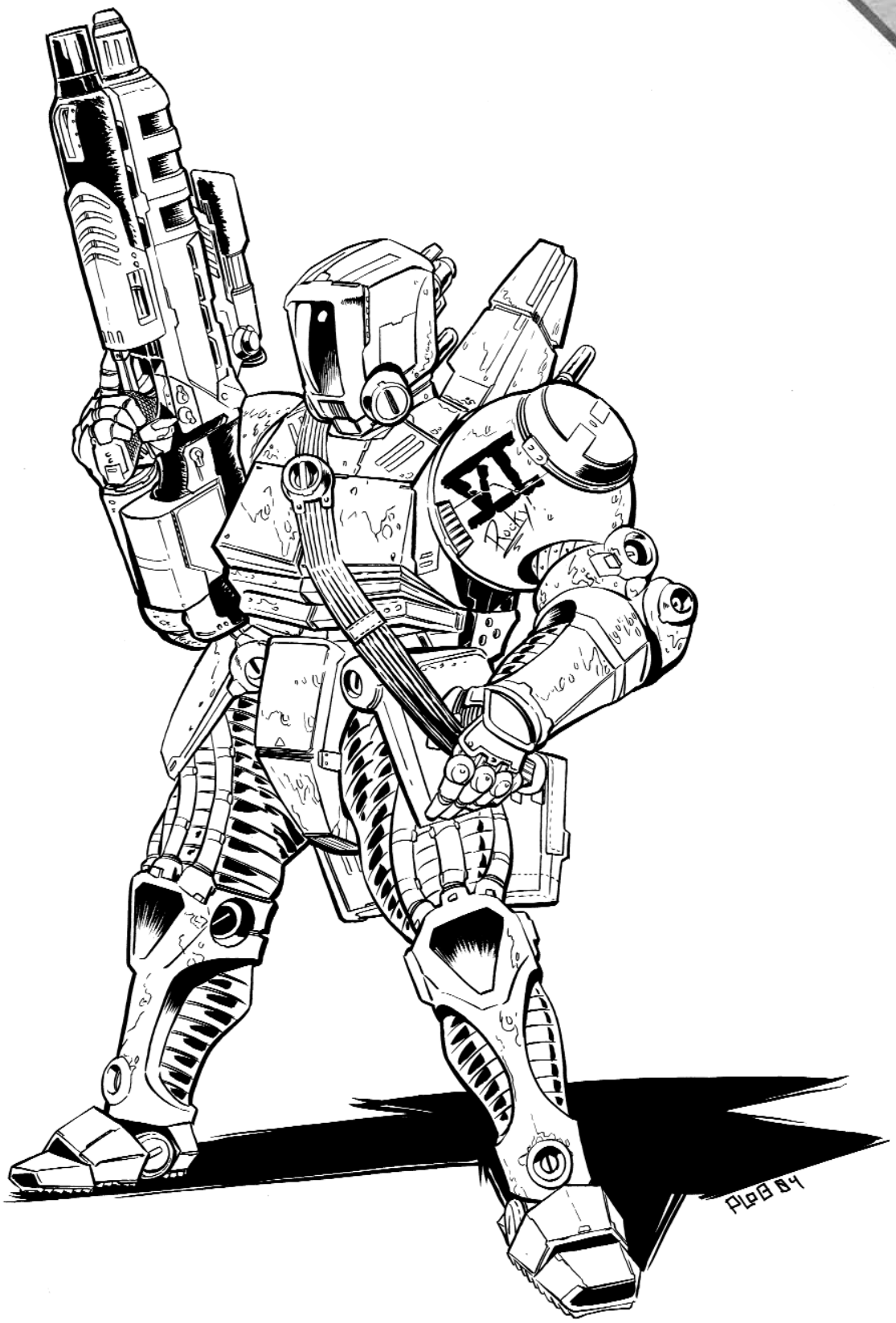
Class: Power Armor (Light)
Tech Base: Inner Sphere
R&D Start Date: 2892
Prototype Design and Production: 2903
Standard Production: 2905
Cost (Squad): 1,716,000 C-bills + Hand Weapons
BV (Squad): 32
Swarm/Leg Attack/Mech. Battle Armor: Yes/Yes/Yes

Tornados deploy in squads of 4, have 1 MP of ground movement (no jumping movement), may travel aboard OmniMechs per the *Mechanized Battle Armor* rules, and may make anti-BattleMech leg and swarm attacks. Each suit has an Armor Value of 2, plus 1 additional point representing the trooper inside, and includes stealth abilities that increase the to-hit modifier against Tornado units by +1 at medium range and +2 at long. Adaptive camouflage adds a +2 to the to-hit roll if the Tornado squad remains stationary (reduced to +1 if the Tornado squad moves). Beagle active probes and their Clan equivalents cannot locate hidden Tornado units.

Though Tornados lack integral weapons, they may use standard infantry weapons. Attacks by a Tornado squad are resolved as a conventional direct fire attack, with ranges and damage as appropriate to the infantry weapons being used.

BattleForce 2

Type	MP	Damage PB/M/L	Over-heat	Class	Armor/ Structure	Point Value	Specials
Tornado PA(L) Squad	1	—/—/—	—	I	1/—	0	mec, car4



TRINITY

Sun-Tzu's Xin Sheng movement revitalized the Capellan military, but not all elements of the CCAF have enjoyed equal benefits. As Fa Shih battle armor came into production, only the Warrior Houses and premier front-line units received the bulk of the new suits, leading many commanders to question—at the risk of their careers—the Strategios' policies. Surprisingly, the CCAF leadership listened and sought resolution to this issue, authorizing the development of a new armor that would free more Fa Shihs for second-line commanders, while also producing a model that political allies, such as the Taurian Concordat, could field. Protector Grover Shraplen and Magestrix Emma Centrella agreed to support most of the new armor's research and development, while the Capellans manufactured the battlesuits until both realms could produce their own models. Capellan engineers then produced a new suit in record time, leading many to wonder if the R&D was already complete and funding was requested only to jump start production.

The Trinity armor is a medium-sized suit designed for anti-personnel and 'Mech operations. The Capellans' version—known as Ying Long or "Shadow Dragon"—is identical in many ways to the Word of Blake's Purifier battlesuit, complete with the same mimetic armor technology, though how they managed that is anyone's guess (Blakist representatives have stopped just short of accusing the Capellans of espionage).

The Ying Long possesses superb ground speed, powerful battle claws, more than half a ton of armor, and a modular weapons mount on the back that enables it to carry a variety of weapons, including the new man-portable plasma rifle. Moreover, in keeping with the Xin Sheng, designers molded the suit in the likeness of a Chinese dragon, though the Taurians' Asterion model and the Magistracy's Theseus—which both use standard armor—differ in appearance (Taurian officials have voiced their displeasure with the Canopians over their choice for the armor's nomenclature).

CBT: RPG Rules

Trinity battle armor features a modular weapon adapter mount in the torso. The Capellan version (the Ying Long), usually occupies this with a 20-shot man-portable plasma rifle (seep. 16), while the Periphery versions (the Theseus and Asterion) typically use a 40-shot medium recoilless rifle (see pp. 169-170, *CBTComp*), though other configurations are possible per the *Battle Armor Construction Rules* (see p. 151, *CBTComp*). The Trinity uses battle claws, and so it may not employ conventional infantry weapons beyond what is mounted. The Ying Long also has mimetic stealth armor—a feature not present in either Periphery model—which provides the following modifiers: [ECM:6, IR:6, Camo: 4].

Equipment Ratings: E/E/F

Cost

Ying Long (w/ Mim. Armor and Plasma Rifle): 319,020 C-bills

Theseus/Asterion (with Std. Armor and Medium Recoilless Rifle): 255,200 C-bills

Armor Values: 9/7/7/7

Coverage: Full

Attribute Modifiers: STR +3, DEX –1

Melee AP: 2

Target Size Modifier: –1

Movement Modifier: +3/+6/+9

BattleTech Rules

Class: Medium Battle Armor

Tech Base: Inner Sphere

R&D Start Date: 3064

Prototype Design and Production: 3065

Standard Production: 3066

Cost (Squad):

Ying Long (w/ Mim. Armor and Plasma Rifle): 1,876,080 C-bills

Theseus/Asterion (with Std. Armor and Medium Recoilless Rifle): 1,620,800 C-bills

BV (Squad):

Ying Long (w/ Mim. Armor and Plasma Rifle): 172

Theseus/Asterion (with Std. Armor and Medium Recoilless Rifle): 196

Swarm/Leg Attack/Mech. Battle Armor: Yes/Yes/Yes

The Trinity deploys in squads of 4, has 3 MP of ground movement (no jumping movement), may travel aboard OmniMechs per the *Mechanized Battle Armor* rules, and may make anti-BattleMech leg and swarm attacks. Each suit has an Armor Value of 8, plus 1 additional point representing the trooper inside, and the Capellan model also includes mimetic stealth abilities that increase the to-hit modifier against its units by 3 minus the number of hexes the Capellan Trinity squad moved during the movement phase (so a stationary Capellan Trinity squad would receive a +3 modifier on attacks against them, while a squad that moved a full 3 hexes would receive no such modifier).

A typical Capellan Trinity suit carries one man-portable plasma cannon (see p. 16), while the Canopian/Taurian version tends to carry one medium recoilless rifle (see p. 192, *CBTComp*). Resolve fire for these weapons as per a normal battle armor direct-fire attack.

BattleForce 2

Type	MP	Damage PB/M/L	Over-heat	Class	Armor/ Structure	Point Value	Specials
Trinity Squad (Ying Long)	3	1/1/—	—	I	2/—	2	mec, car4
Trinity Squad (Theseus/Asterion)	3	1/1/—	—	I	2/—	2	mec, car4


TAU
PLOG 04'

VOID BATTLE ARMOR

Though House Kurita became the first Inner Sphere power to capture Clan Elemental battle armor, their traditional disdain for non 'Mech units led them to put few resources into their burgeoning battle armor program, despite Kanrei Theodore Kurita's reforms. In the face of such obstacles, however, the scientists in charge of the DCMS' battle armor R&D worked miracles, fielding three new battle suits within a decade.

Despite this early success, however, other Inner Sphere powers began fielding more advanced and mission dedicated designs, demonstrating the possible stagnation of the DCMS battle armor program. Such battle armor as the Federated Suns Infiltrator Mk. II showed that a dedicated design, lacking in the versatility seen in so many other models, could be devastatingly effective. With the ramping up of the technology required to build and affect field repairs to battle armor on a large-scale, it quickly became apparent that battle armor was here to stay, regardless of those within the DCMS who would have it otherwise.

With that in mind, the commission for a new battle armor design was originally handed down in late 3062, just weeks before the Ghost Bear-Combine War erupted and fighting along the Kurita-Davion border exploded as well. With resources quickly shifted to expand production of extant units and shore up a burdened economy, the optimistic date of 3064 for a premier of the new design slipped by a full three years.

Instead of starting from scratch, the scientists used the already successful Kage as a base template, modifying the design to achieve the final specs requirements. However, upon presentation of the design, though its physical appearance differed radically from that of the Kage—in particular its height was extreme for a medium powersuit—it shared many of the same gross characteristics. This sparked a raging debate among the High Command as to whether the cost of producing two designs so closely related was justifiable.

The scientists then unveiled the true nature of their coup. While the High Command waited impatiently at a testing facility, a Nova Cat Elemental suddenly appeared, striding towards the Void and, with the help of several technicians, quickly suited up. The lead scientist quietly explained to the High Command that though the technology of the design was pure Combine, the battle suit allowed for extreme changes in pilot height; though battle armor could adjust to different pilot sizes, the Void was engineered for such modification, allowing a greater variance (and more sure fit) than any previously fielded design.

Upon the start of the training engagement, the Elemental's superior skills allowed the Void to surpass all previous battle armor marks, including both the Kage and Raiden. With both the DCMS High Command seeing the combat potential of working so closely with Nova Cat personnel and the Procurement Department suddenly understanding the trade possibilities if the Nova Cats accepted the Void for use in their own military, the Void was pushed into full-scale production.

CBT: RPG Rules

Void battle armor mounts a 14-shot support particle cannon (see p. 169, *CBTComp*). The suit uses armored gloves, and so may also employ conventional infantry weapons without penalty. Its improved stealth armor provides the following modifiers: [ECM:6, IR:6]. In addition, each Void features integral jump jets and a jump booster for a maximum leaps of 120 meters per turn.

Equipment Ratings: E/E/E
Cost: 517,000 C-bills
Armor Value: 7/7/6/6
Coverage: Full
Attribute Modifiers: STR +3; DEX –1; RFL –1
Melee AP: 2
Target Size Modifier: –2
Movement Modifier: –1/–2/–3, Jump Capable

BattleTech Rules

Class: Battle Armor (Medium)
Tech Base: Inner Sphere
R&D Start Date: 3062
Prototype Design and Production: 3065
Standard Production: 3067
Cost (Squad): 2,668,000 C-bills
BV (Squad): 156
Swarm/Leg Attack/Mech. Battle Armor: Yes/Yes/Yes

The Void deploys in squads of 4 (Points of 5, when fielded by Clan forces), has 1 MP of ground movement (4 MP jumping movement), may travel aboard OmniMechs per the Mechanized Battle Armor rules, and may make anti-BattleMech leg and swarm attacks. Each suit has an Armor Value of 5, plus 1 additional point representing the trooper inside, and includes stealth abilities that increase the to-hit modifier against Void units by +1 at short range, +2 at medium range, and +3 at long range. Beagle active probes and their Clan equivalents cannot locate hidden Void units.

Each Void carries one Support PPC (see p. 192, *CBTComp*), which is resolved as per standard battle armor direct fire attacks.

BattleForce 2

Type	MP	Damage PB/M/L	Over-heat	Class	Armor/ Structure	Point Value	Specials
Void Squad	4J	1/1/—	—	I	2/—	2	mec, car4


PLOBOY'

PROTOMECHS

Originally developed by Clan Smoke Jaguar in its waning days as a relatively inexpensive complement to their BattleMech forces, ProtoMechs were a complete surprise to the forces of the Inner Sphere coalition sent to take Huntress and end the Clan invasion. Making use of failed aerospace phenotype warriors and the Clans' advanced Enhanced Imaging neural implant technology, ProtoMechs are lightweight, agile half-'Mechs which occupy a middle ground between assault battle armor, conventional vehicles, and full-scale BattleMechs. In the years since the Jaguars' destruction, several Clans have adopted this new technology to bolster their own forces, ensuring—for now—the survival and proliferation of their final legacy.

USING PROTOMECHS IN CBT: RPG

Under *CBT: RPG* rules, ProtoMechs follow many of the same rules as BattleMechs, but also share some things in common with battle armor, as they occupy a niche somewhere between the two. However, because of their smaller size and unique construction, some special rules apply to these units, as described below.

ENTERING/EXITING PROTOMECHS

Climbing into or out of a ProtoMech is very similar to dressing in battle armor, as the pilot must don a special full-body contact suit, climb into the torso cockpit module, plug into the machine's systems, and assume a fetal position before activating the ProtoMech's systems. Unassisted, the entire process takes a base time of 10 minutes, though a successful Piloting/Proto Skill Check can reduce this figure by the roll's margin of success (in minutes, to a minimum of 4 minutes). If the roll fails, the margin of failure equals the number of extra minutes the warrior takes climbing into or out of the ProtoMech.

Assisted, or when exiting the ProtoMech, the base time is 5 minutes, and may be reduced by a similar check to as little as 1 minute.

PROTOMECH MOVEMENT

As with BattleMechs and vehicles, the Walking, Running, and Jumping MPs of ProtoMechs convert to the CBT: RPG meters-per-turn standard by multiplying each figure by 15. The height a ProtoMech can jump is equal to its Jumping MPs multiplied by 6.

Because they share the same humanoid configuration as BattleMechs, ProtoMechs move exactly as described in the movement rules described for characters in the *CBT: RPG* rules (see p. 110-111, *CBT: RPG*), with the following modifications, based largely on the RPG rules for BattleMechs:

First, ProtoMechs can only move straight forward or backward (and may only move backward while at a walk, never at a run or sprint). To turn, as with BattleMechs, ProtoMechs spend 10 meters worth of movement for every 45 degrees (or fraction thereof) turned. ProtoMechs may move sideways (using walking MPs only), but at a three-to-one cost in MPs, so a unit that can move forward 90 meters in a turn can only sidestep at about 30 meters a turn for the same MP cost.

Because of their smaller size compared to BattleMechs and vehicles, ProtoMechs may enter some terrain more easily than either unit type. ProtoMechs, for instance, may enter and move through buildings without having to make a piloting skill check to avoid damage, though their considerable size over people means that any building a ProtoMech chooses to enter will sustain some minor damage from their entry and egress.

PROTOMECH PILOTING SKILL CHECKS

In Classic BattleTech, ProtoMechs are never required to make Piloting Skill checks. However, in *CBT: RPG* games, numerous situations may arise in which a ProtoMech pilot will need to make such rolls to avoid damage or falls. When dealing with ProtoMechs in a CBT: RPG setting, Piloting skills rolls must be made to perform actions such as grasping objects or when making physical attacks, and to avoid falling whenever the ProtoMech suffers damage that directly affects its pilot.

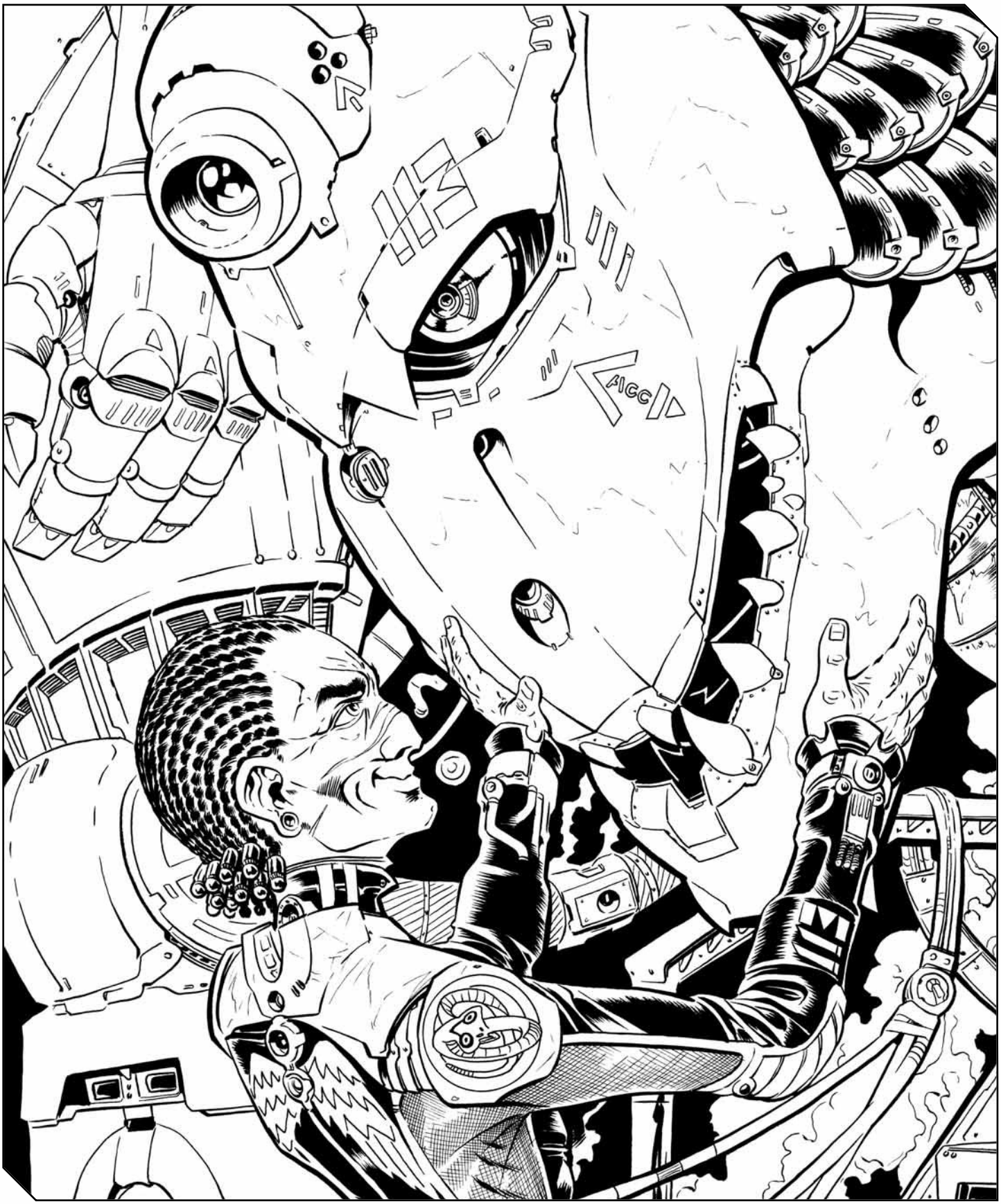
The check to avoid falling from pilot damage is made like a modified Knockdown check, but is resolved uses the pilot's WIL, rather than STR as a modifier to the base target number. The ProtoMech pilot's Piloting/Proto bonus is used as a modifier to the roll result, rather than Acrobatics. If the roll fails, the ProtoMech falls, but suffers no additional damage because of its short stature compared to BattleMechs. The ProtoMech may get up again as a simple action as long as its legs remain functional, at a cost of only 10 meters worth of MP.

A ProtoMech may also willingly drop prone in *CBT: RPG* at a cost of 10 meters worth of MP. Doing so does not require a roll. *CBT: RPG* ranged attacks against a prone ProtoMech receive a +1 to-hit modifier, as do a prone ProtoMech's ranged attacks against other targets.

PROTOMECH WEAPON ATTACKS

ProtoMechs make weapons attacks per the vehicular rules, and use the same firing arcs as a BattleMech, but they may not fire arm-mounted weapons in the same turn as they fire a main gun weapon. The main gun has an effective firing arc that covers its front, left, and right side arcs, and the ProtoMech's ability to torso twist like a BattleMech gives this weapon an effective 360-degree field of fire. As with BattleMechs, ProtoMechs must announce their torso position when making attacks, to determine their firing arcs.

To BattleMechs and vehicles weighing 20+ tons, ProtoMechs are considered a small target, and a +2 TN modifier applies to attacks against a ProtoMech by said BattleMechs



and vehicles. Conversely, to ProtoMechs, BattleMechs and vehicles of 20+ tons' mass are counted as larger targets, granting a –2 TN modifier to the ProtoMech pilot when making weapon attacks against them.

ProtoMechs attacking individual characters outside of battle armor apply a +2 TN modifier for all attacks, while attacks against battle armor by ProtoMechs suffer a +1 TN size modifier (in addition to the armor's own size modifier). To unarmored characters, a ProtoMech is treated as a very large target, granting a –4 TN to attack, while battle armored characters receive a –3 TN bonus against ProtoMechs.

PROTOMECH PHYSICAL ATTACKS

ProtoMechs may deliver physical attacks as a BattleMech, using the same rules as per vehicular physical combat and the same relative size modifiers described under ProtoMech Weapon Attacks, employing the ProtoMech pilot's Piloting Skill bonus as a modifier, rather than Martial Arts. These physical attacks—which may include kicks and punches—may also be directed against characters in or out of battle armor, using the same rules. In such circumstances, ProtoMechs are considered to have a melee AP equal to the ProtoMech's tonnage, with a base damage of 2D6 for every two tons of ProtoMech weight (rounded up).

PROTOMECH DAMAGE

When an attacker hits a ProtoMech, the location of the attack is resolved by rolling on the ProtoMech Hit Location Table, which appears both on p. 154 of the *BMR*, and on the ProtoMech record sheet itself. Note that a hit location roll of 3 and 11 represent a near miss in *CBT*, owing to the ProtoMech's small size and high maneuverability.

Damage against ProtoMechs by vehicular weapons is resolved as for other vehicle-scale combat rules, with each point of *CBT* damage crossing off one box of armor in the hit location, transferring inward toward the torso as armor depletes. Hits to gray-shaded armor boxes, however, represent critical damage to the ProtoMech, and automatically cross off a corresponding Critical Hit box in the hit location (beginning with the left-most box). Note that a gray-shaded critical hit box represents damage to the ProtoMech pilot as well as the end result of feedback through the machine's EI interface. See the rules under ProtoMech Enhanced-Imaging System for more on how this damage affects the pilot.

Damage to ProtoMechs by personal combat weaponry also functions much like it does on the vehicular scale, though ProtoMech armor is considered to have an effective AV of 10 against all forms of *CBT: RPG* weapons (except for fire and flame-based attacks, for which the AP is effectively a 9). As with BattleMechs and vehicles in combat, whenever a ProtoMech suffers an armor-defeating hit from these non-vehicular weapons, the overall armor value does not degrade, but instead the Proto takes armor point damage as per page 127-128 of the *CBT:RPG* rulebook, with each effective wound level over "Grazing Wound" causing 1 point of armor damage in the hit location.

SPECIAL CASE RULES FOR PROTOMECHS

The following rules outline special circumstance rules unique to ProtoMechs in *CBT: RPG* combat.

ProtoMechs, Battle Armor, and Infantry Combat

Battle armor and conventional infantry trained in anti-BattleMech combat are capable of closing with enemy BattleMechs to climb upon them and deliver devastating attacks with satchel charges and weapon attacks to strategic weak points that heavier units often cannot target effectively. Though their methods are dangerous, such "knee-capping" and "swarm" tactics have downed many a 'Mech through the centuries and can even turn the tide of a battle. The advent of the ProtoMech—a unit that shares much in common with BattleMechs at only half the size—has presented such troops with a new challenge, primarily because the ProtoMech's shorter stature and greater flexibility.

Though disallowed in *CBT* games, anti-BattleMech infantry and battle armored troops can attempt to use their anti-'Mech tactics against ProtoMechs in a *CBT: RPG* game. However, while a BattleMech has sufficient surface area for a squad of battlesuits or a full platoon of conventional anti-'Mech infantry to swarm them, a ProtoMech may only be "swarmed" by one-fourth as many troops—meaning only a 7-man squad of conventional infantry or a single battle armored trooper may attempt to climb onto a ProtoMech at one time. Also, because of the ProtoMech's smaller size and greater flexibility, all modifiers for the initial Climbing Skill Check for ProtoMech movement are higher than they would ordinarily be for BattleMechs. Thus, Checks to climb a walking or stationary ProtoMech receive a Very Difficult (+4) modifier, while ProtoMechs using running or sprinting movement impose an +6 modifier. Troops attempting to swarm a jumping or evading ProtoMech face a substantial +10 modifier for their Climbing Check. Additional modifiers may apply as the gamemaster sees fit.

The Climbing Check is a complex action, and places the attacking character on the ProtoMech's torso once a successful roll is made. Once there, a character may move to any location on the ProtoMech with a subsequent Climbing Check (also counted as a Complex Action). While on the machine, the character may attack any location on the ProtoMech's body but must make a successful Climbing Skill Check each round (as a Simple Action) in order to stay on it. Failure of any roll to stay on the ProtoMech or to move to another location on the ProtoMech's body is treated as a fall from a distance determined by where the character was on the body at the time of the failure. If the character falls from the torso or legs, the distance is considered to be 3 meters; if from the arms, 5 meters; a fall distance of 6 meters occurs if the character drops off the ProtoMech's head.

Alternatively, characters carrying jump packs or employing jump-capable battle armor may use these systems to reach any point on the target ProtoMech with a single Simple Action. Characters using jump packs must make a successful Jump Pack Skill Check in order to grab hold of the machine, while those in jump-capable battlesuits use their Piloting/Battlesuit skill. The same modifiers apply for these Checks as given for Climbing Checks.

Once a character reaches a desired location, a successful Tactics/Anti-BattleMech Skill Check is needed to locate weak points in the ProtoMech's armor, just like on a BattleMech. Characters attempting attacks after making such a roll receive a +2 bonus to the Armor Penetration value of each attack made from that position, replacing the usual +1 bonus for point-blank attacks. Other characters swarming the ProtoMech may not make use of this bonus, nor is the bonus retained if the character changes body locations for another attack.

Dismounting from a ProtoMech requires a successful Climbing, Jump Pack (or Piloting/Battlesuit), or Free Fall Skill Check, with the same modifiers for ProtoMech movement outlined above, and may be done as a Simple Action at any point. Failure in this roll results in a fall as described above.

Note that, while attacking a ProtoMech is more difficult than attacking BattleMechs, the ProtoMech also has an easier time of dealing with swarming infantry than the BattleMech. As with BattleMechs, ProtoMechs can use their speed and mobility to shake infantry by simply providing more difficult penalties for the infantry to hang onto them, or they can attempt to brush off the infantry using their own arms and weapons. A ProtoMech attempting to deliver an attack against swarming infantry in this fashion must make either a successful unmodified Piloting/ProtoMech Check (in the case of physical attacks), or a successful Gunnery/Humanoid Check (as appropriate to the weapon used, with a +2 TN modifier) for weapons mounted in either the arms or ProtoMech's main gun—whichever is not swarmed at the time. Successful hits apply damage from the ProtoMech's attack and knock the swarming character or battle suit off the ProtoMech's body, with the same falling effects as before.

A fumble when attempting either action, however, results in damage to the ProtoMech itself. For weapon attacks, this damage is treated as normal. Fumbled physical attacks cause the ProtoMech damage equal to the ProtoMech's tonnage divided by 3.

ProtoMech Lifting Capabilities

As part of their construction—typically to accommodate the use of any main gun modules they may carry—ProtoMechs are always designed with hand actuators. This feature also allows the ProtoMech, as needed, to serve as a support or salvage vehicle by granting them a limited degree of lifting capabilities. When used in this fashion, ProtoMechs may pick up and carry objects weighing up to 20 percent of their total tonnage. Doing so, however, is a Simple Action that involves both hands and requires a successful Piloting/ProtoMech Skill Check to both lift the object and put it down safely—simply dropping an object requires no roll. Note that a +1 TN applies to this roll if the object being lifted is particularly fragile, such as a crate of fine china or an unarmored human being. Failure in a lifting/placing roll causes damage to the object in question.

Note that ProtoMechs may not pick up an active unit of any size during combat unless the unit is friendly, willing to be carried, and within the ProtoMech's lifting capacity. While carrying objects, a ProtoMech may not use any of its weapons, nor may it make physical attacks of any kind. A ProtoMech carrying objects also may not move faster than half speed, nor may it jump. Any damage that strikes the ProtoMech's torso or arms is considered to hit the object it is carrying first.

ProtoMech Enhanced-Imaging System

The Enhanced-Imaging implants used by ProtoMech pilots is a refined version of the basic EI technology and was developed strictly for use by warriors of the Aerospace Pilot phenotype and specifically attuned for the unique control systems of ProtoMechs. Thanks to the development of the Fighter Pilot phenotype, which breeds people whose brains and circulatory systems are adapted to the rigors of high-G combat, these warriors have proven remarkably resistant to the more dramatic effects of EI technology, specifically in this form.

The effect in game terms is that the ProtoMech version of EI neural implants offers none of the advantages as seen in MechWarrior and battle armor trooper implants, but also counteracts the vast majority of negative side effects as well. Nevertheless, certain features remain an integral drawback of the technology, as described below.

First, ProtoMech warriors in vehicular combat must always keep EI active, as the enhanced-imagining system keeps their machines upright and mobile.

Second, ProtoMech warriors are even more in tune with their machines than are MechWarriors and battlesuit troopers, to the point where they almost lose all sense of identity while entombed at their controls. Internal damage to a ProtoMech feels almost as bad as real pain to them, a fact that not even intense conditioning and chemicals can keep at bay. To reflect this, whenever a ProtoMech pilot's machine sustains a critical hit to a shaded box, the pilot must make a BOD/WIL Check or suffer 3D6 damage, regardless of armor. This damage is applied as an energy weapon attack to the same location on the warrior's body as the spot of the perceived damage, reflecting the "phantom pain."

Finally, the deteriorating effects of EI implants described for MechWarriors and battlesuit troopers is much more gradual, suffering permanent Fatigue damage once every three years after their implantation, rather than every year, and making an immediate BOD/WIL Check to prevent a second Fatigue point loss. As with MechWarrior and Elemental EI degradation, the negative effects become more pronounced each time, with one point of permanent Fatigue taken at the end of the first


14

three years, two points after the second three years, three points after the third three years, and so on.

As with MechWarrior and Elemental degradation, a BOD/WIL Check must be made upon taking this automatic loss to see if the points of permanent (unrecoverable) Fatigue double, and whether the character will sustain a negative trait of equivalent value. The negative traits, if sustained, are more select than those a MechWarrior or battlesuit trooper may sustain, however, and must be confined to the following, based on point values: Amnesia, Clumsy, Combat Paralysis, Disabled, Introvert, Madness, Quirk, Slow Learner, Timid, and Unhealthy.

If, through this event, the character sustains more than twice his or her WIL in permanent Fatigue loss, the ProtoMech pilot receives a 4-point Madness/Hysteria or Madness/Berserker trait (gamemaster's discretion) and may function in battle as though he or she has 5 fewer points of permanent Fatigue damage than actually sustained. This effect reflects the final devolution of the "god complex" that eventually envelops a typical ProtoMech pilot.

ASSIGNING PROTOMECHS IN CBT AND CBT: RPG

In *CBT* scenarios, ProtoMechs may be assigned simply by rolling on the Random ProtoMech Assignment Table below, choosing the column appropriate to the Clan that would be fielding ProtoMechs in battle. Note that each assignment constitutes a full Point of ProtoMechs, rather than an individual unit, as ProtoMechs in *CBT* are typically fielded in homogenous Points of 5.

Characters in *CBT: RPG* campaigns must determine their ProtoMech assignment at character generation by first determining their ProtoMech weight class before rolling on the random assignment table below. A light ProtoMech (2 to 3 tons) is available if the character has 5 or 6 points in his or her Vehicle trait, while a medium ProtoMech (4 to 6 tons) may be chosen at a Vehicle level of 7 or 8. A Vehicle trait level of 9+ buys a character a heavy ProtoMech, which can weigh 7 to 9 tons.

Once the weight class in known, the player rolls or chooses from Random Assignment Tables as appropriate to the character's level of Custom Vehicle trait (p. 80, *CBT: RPG*), ignoring all machines above the maximum weight class the character may claim. If randomly rolling for a ProtoMech, the player must continue to roll until the result yields a ProtoMech appropriate to the character's vehicle weight class is found (or accept any result that yields a ProtoMech of a lower weight class).

Note that the numbers in brackets indicate the ProtoMech's tonnage.

RANDOM PROTOMECH ASSIGNMENT TABLE

2D6 Roll	Blood Spirit	Cloud Cobra	Coyote	Fire Mandrill	Goliath Scorpion	Hell's Horses
2	Chrysaor 2 [6]	Minotaur 2 [9]	Siren [3]	Delphyne [9]	Roc [7]	Centaur [5]
3	Delphyne [9]	Minotaur [9]	Satyr 2 [4]	Harpy 3 [2]	Orc [4]	Harpy 2 [3]
4	Cecerops 2 [3]	Siren [3]	Procyon 2 [5]	Minotaur [9]	Satyr 2 [4]	Orc 2 [4]
5	Roc 3 [7]	Siren 2 [3]	Procyon [5]	Centaur 2 [5]	Triton 2 [8]	Hydra 2 [6]
6	Gorgon 3 [8]	Siren 2 [3]	Roc [7]	Hydra [6]	Satyr [4]	Orc [4]
7	Roc 2 [7]	Minotaur [9]	Roc 2 [7]	Gorgon 2 [8]	Roc [7]	Minotaur [9]
8	Cecerops [3]	Basilisk [7]	Gorgon 2 [7]	Hydra 3 [6]	Triton [8]	Minotaur 2 [9]
9	Minotaur [9]	Basilisk 2 [7]	Procyon 2 [5]	Roc 2 [7]	Minotaur [9]	Roc [7]
10	Chrysaor [6]	Satyr [4]	Satyr [4]	Roc 3 [7]	Minotaur 2 [9]	Hydra [6]
11	Delphyne 2 [9]	Satyr 2 [4]	Orc [4]	Centaur 3 [5]	Roc 2 [7]	Centaur 2 [5]
12	Hydra [6]	Siren 3 [3]	Orc 2 [4]	Delphyne 2 [9]	Orc 2 [4]	Procyon [5]

2D6 Roll	Ice Hellion	Jade Falcon	Nova Cat	Snow Raven	Star Adder	Wolf (in-Exile)
2	Gorgon 2 [8]	Gorgon [8]	Chrysaor [6]	Satyr 2 [4]	Chrysaor [6]	Chrysaor 2 [6]
3	Siren [3]	Erinyes 2 [2]	Satyr [4]	Cecerops 2 [3]	Harpy [2]	Satyr [4]
4	Siren 2 [3]	Gorgon 2 [8]	Satyr 2 [4]	Chrysaor [6]	Harpy 3 [2]	Satyr [4]
5	Siren 2 [3]	Centaur [5]	Roc [7]	Minotaur [9]	Gorgon 3 [8]	Satyr 2 [4]
6	Siren 3 [3]	Centaur 2 [5]	Roc [7]	Roc 3 [7]	Gorgon 2 [8]	Satyr 2 [4]
7	Siren 3 [3]	Centaur [5]	Roc [7]	Roc 2 [7]	Gorgon 2 [8]	Roc 3 [7]
8	Satyr 3 [4]	Harpy [2]	Centaur [5]	Gorgon 3 [8]	Minotaur [9]	Roc 3 [7]
9	Satyr 2 [4]	Centaur [8]	Centaur [5]	Gorgon [8]	Minotaur 2 [9]	Roc [7]
10	Satyr [4]	Centaur 3 [8]	Gorgon [8]	Centaur 3 [5]	Siren 3 [3]	Roc [7]
11	Satyr [4]	Erinyes [2]	Gorgon [8]	Cecerops [3]	Siren 2 [3]	Roc [7]
12	Minotaur [9]	Harpy [2]	Satyr [4]	Chrysaor 2 [6]	Siren [3]	Chrysaor [6]

ERINYES

Mass: 2 tons
Chassis: Standard
Power Plant: 12
Cruising Speed: 43 kph
Maximum Speed: 65 kph
Jump Jets: 4
Jump Capacity: 120 meters
Armor: Standard
Armament:
1 SRM-1 Launcher
Manufacturer: Clan Jade Falcon
Communications System: Unknown
Targeting and Tracking System: Unknown

Overview

Soon after ProtoMechs debuted during the Smoke Jaguars' annihilation on Huntress in 3060, virtually every Clan with an active presence in the homeworlds scrambled to get their hands on this unique battlefield technology. The Jade Falcons, thanks to their presence on the Jaguar capital of Huntress, were among the first to obtain access to this new weapon system after the Jaguars' fall, enabling them to jump-start an experimental ProtoMech development program of their own months ahead of many of the others. However, the Falcons' legendary traditionalism, coupled with their own firsthand observation of the Inner Sphere victory on Huntress and the poor performance of Falcon ProtoMechs against the Lyran Alliance, led a very unimpressed Khan Marthe Pryde to terminate the entire ProtoMech experiment in 3064.

Capabilities

The first and only ProtoMech developed by the Falcons, the *Erinyes* was created as more of a proof-of-concept design than it was a proper line unit. However, the decision to base this new design on the Jaguars' *Harpy* may have sealed its fate—along with the entire Falcon ProtoMech program—as the *Erinyes* barely improves on the speed or durability of the basic Clan battlesuit. With only a single SRM tube and five rounds of ammunition, in fact, this design is woefully undergunned when compared to the standard "Toad", leaving it ineffective for anything beyond anti-personnel guard duty or crowd control in troubled urban environments.

Deployment

The *Erinyes*, like all ProtoMechs fielded by the Falcons, has seen only limited deployment since Khan Pryde ordered a halt to further production. Many, however, have turned up in low-profile garrisons throughout the Clan's enclaves in the homeworlds and the Inner Sphere. Strange rumors, however, place most of these *Erinyes* under the authority of the Clan's scientist caste. Though it seems highly unlikely that even the supposedly inferior Jade Falcon ProtoMech warriors would answer to a lesser caste's command, these rumors have persisted ever since the first reports surfaced in 3065.

Variants

Accompanying reports of *Erinyes* under scientist caste command are also reports of an energy weapon variant developed sometime after the cancellation of the Falcon ProtoMech program. This version increases the ProtoMech's speed, drops its jump jets and missile tube, and slightly decreases its overall armor levels in favor of mounting an extended-range micro laser with an accompanying single heat sink.

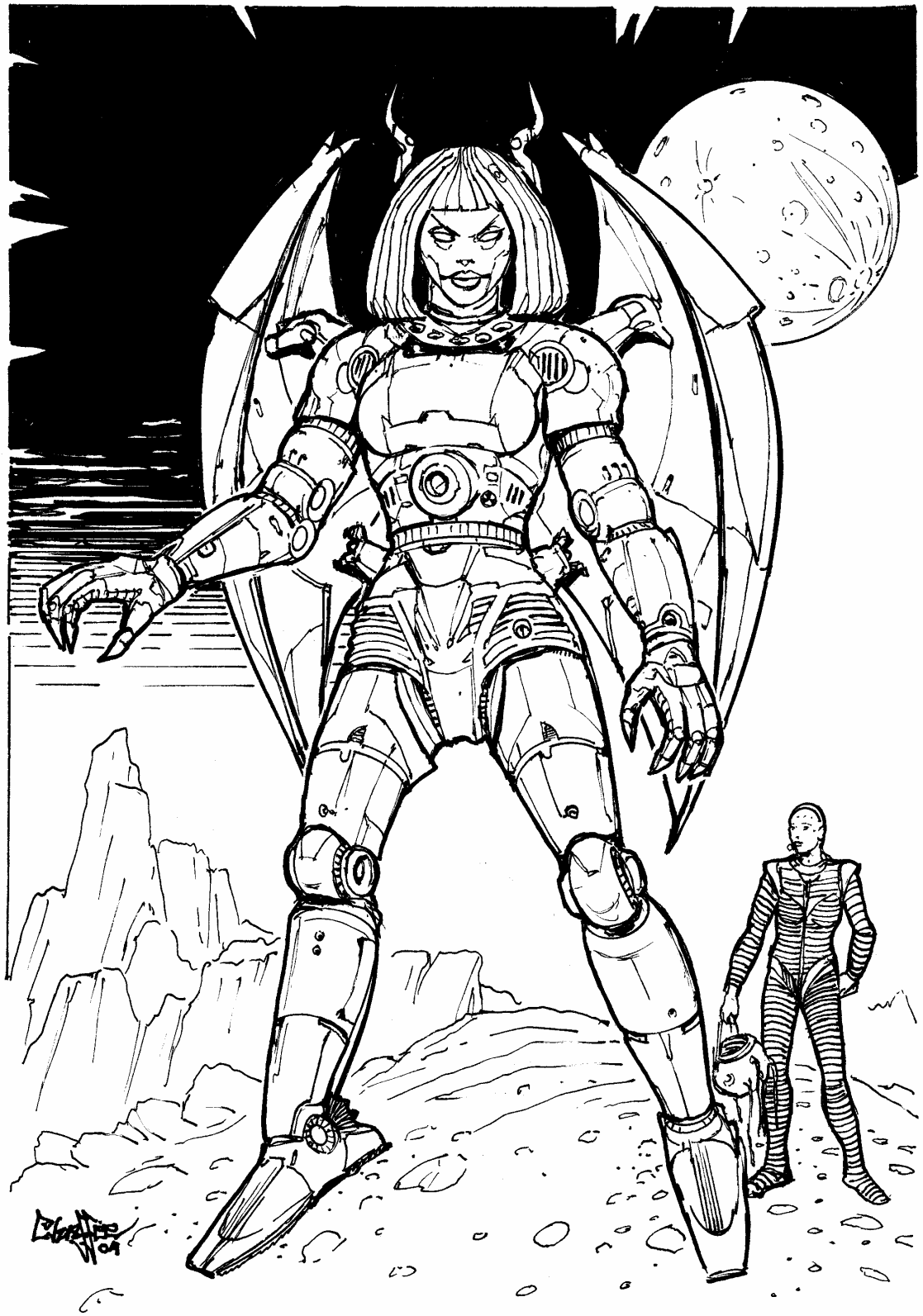
Type: **Erinyes**
Technology Base: Clan ProtoMech
Tonnage: 2
Battle Value: 45

Equipment		**Mass (kg)**
Internal Structure:		200
Engine:	12	300
Walking MP:	4	
Running MP:	6	
Jumping MP:	4	200
Heat Sinks:	0	0
Cockpit:		500
Armor Factor:	10	500
	Internal Structure	*Armor Value*
Head	1	2
Torso	2	4
Main Gun	—	—
R/L Arm	1/1	1/1
Legs	2	2

Weapons and Ammo	**Location**	**Mass (kg)**
SRM 1	T	250
Ammo (SRM) 5	T	50

BattleForce 2

Type	**MP**	**Damage PB/M/L**	**Over-heat**	**Class**	**Armor/ Structure**	**Point Value**	**Specials**
Erinyes Point	4J	2/2/—	—	P	3/—	2	—



CECEROPS

Mass: 3 tons
Chassis: Standard
Power Plant: 45
Cruising Speed: 97 kph
Maximum Speed: 151 kph
Jump Jets: None
Jump Capacity: None
Armor: Standard
Armament:
1 ER Micro Laser
Manufacturer: Clan Snow Raven, Clan Blood Spirit
Communications System: Unknown
Targeting and Tracking System: Unknown

Overview

Having established themselves as the 'ProtoMech Clan'—one of the few Clans actually developing a full ProtoMech training program, and the only Clan currently attempting to develop a dedicated ProtoMech phenotype—in this second generation of ProtoMechs, the Blood Spirits moved to break new ground and push the boundaries. As Clan Smoke Jaguar originally crafted the very armor of the ProtoMechs to instill fear in their enemies, the Blood Spirits were determined to take that to a new level. The first such design was the *Cecerops*.

Though it certainly bears 'snake-like' qualities—thus its name—many pilots of this new design have noted the amazing similarities between the *Cecerops* and the sphinx raptor, one of the most deadly alien creatures in the Clan Homeworlds; this is a comparison any Clansman finds favorable.

Capabilities

Speed. As the defining characteristic of the *Cecerops*, only the *Siren* attains a higher top speed; the ProtoMech can outdistance most 'Mechs easily and even most hover vehicles. Even the 'alien-ness' of the design's armor aids the speed, with the forward thrusting head and cowl aerodynamically engineered to reduce drag.

The inclusion of an extended-range micro laser in place of the *Siren*'s twin light machine guns not only provides more firepower in a single salvo, but also eliminates the need for ammunition dependence, which is important to the resource-starved Blood Spirits.

Deployment

Though the Snow Ravens were originally reticent to take their first shipment of *Cecerops* due to the extreme and alien aesthetics of the design—a situation which led directly to the *Chrysaor* following the more traditional ProtoMech physique—its debut against raids by the Star Adders began to change their minds.

Currently only the Snow Ravens and Blood Spirits field the *Cecerops*.

Variants

In an effort to increase the accuracy of the *Cecerops*' firepower, a variant of this ProtoMech has appeared, replacing the micro laser with a single Streak short-range missile tube.

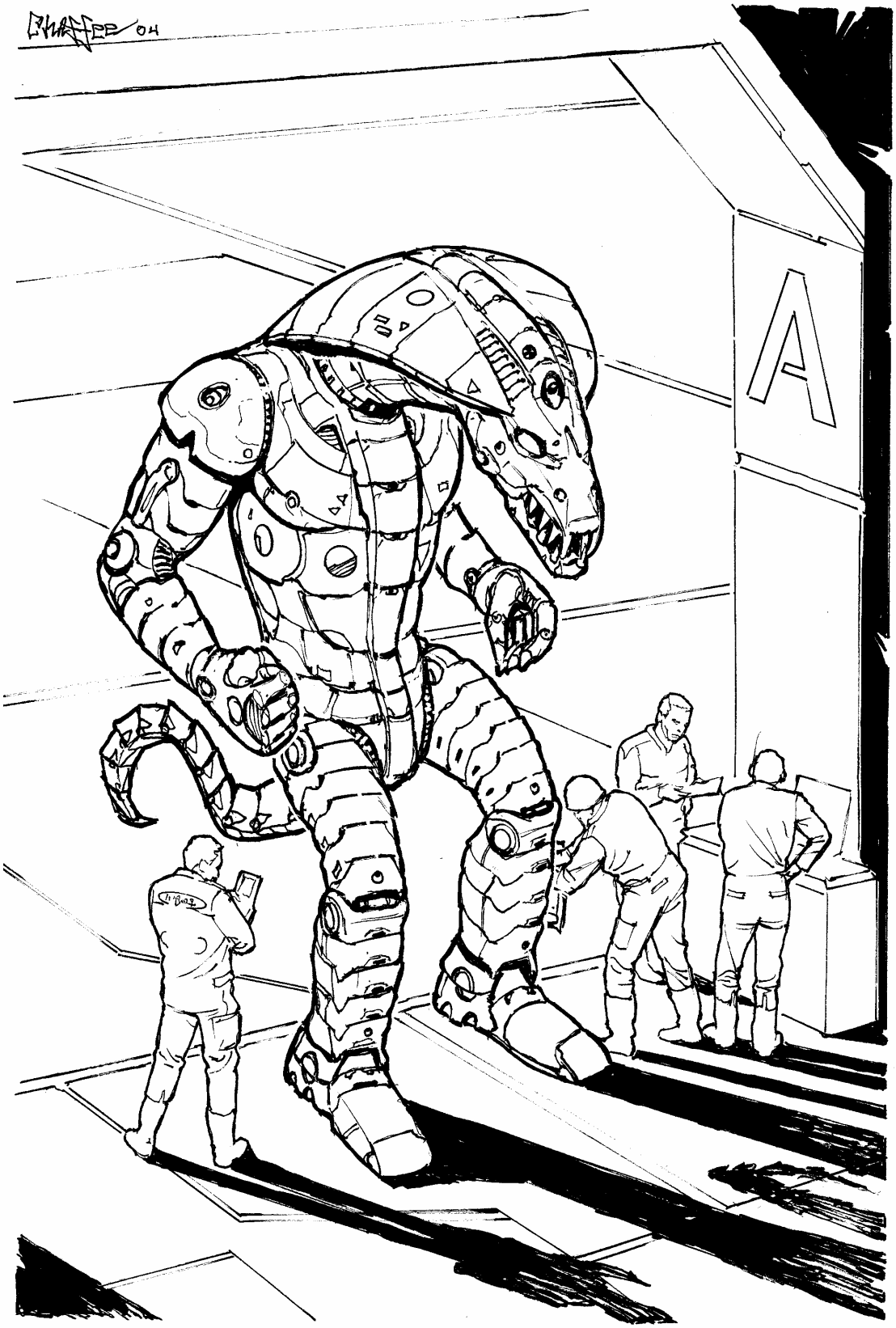
Type: **Cecerops**
Technology Base: Clan ProtoMech
Tonnage: 3
Battle Value: 47

Equipment		**Mass (kg)**
Internal Structure:		300
Engine:	45	1,000
Walking MP:	9	
Running MP:	14	
Jumping MP:	0	
Heat Sinks:	1	250
Cockpit:		500
Armor Factor:	14	700
	Internal Structure	*Armor Value*
Head	1	3
Torso	3	5
Main Gun	—	—
R/L Arm	1/1	1/1
Legs	2	4

Weapons and Ammo	**Location**	**Mass (kg)**
ER Micro Laser	T	250

BattleForce 2

Type	**MP**	**Damage PB/M/L**	**Over-heat**	**Class**	**Armor/ Structure**	**Point Value**	**Specials**
Cecerops Point	9	1/1/—	—	P	4/—	2	—


A

ORC

Mass: 4 tons
Chassis: Standard
Power Plant: 36
Cruising Speed: 65 kph
Maximum Speed: 97 kph
Jump Jets: None
Jump Capacity: None
Armor: Standard
Armament:
4 SRM-1 Launchers
Manufacturer: Clan Hell's Horses
Communications System: Unknown
Targeting and Tracking System: Unknown

Overview

Clan Hell's Horses' combined arms doctrine, coupled with a recent revitalization program initiated by Khan James Cobb, has fueled an expansion of ProtoMech deployment since they first assimilated the new technology from the fallen Smoke Jaguars. Indeed, not only has a serious reorganization of the Clan's touman already begun to accommodate this new instrument of war, it has also led to the development of new ProtoMech designs specifically created with the Horses' unique battle philosophies in mind.

Capabilities

Built for speed and survivability, the four-ton *Orc* is the first Hell's Horses ProtoMech to enter standard production. Protected by a full ton of armor, and overland speeds comparable to many Clan medium 'Mechs and a quartet of single-tube SRMs, the *Orc* is mobile and durable, but might ordinarily be seen as little more than a nuisance to most battlefield units. However, because most *Orc*s carry inferno rounds rather than standard missiles, their incendiary loadout upgrades this unit's lethality against armored vehicles, a military force the Horses—of all Clans—know better than to underestimate.

Deployment

Convinced of their value, the Horses have begun to field entire ProtoMech Stars as special attachments to every Cluster in their front-line forces. On paper, these units are typically assigned to aerospace Trinaries, but most find themselves working in close coordination with the vehicle Supernovas instead. Nearly every ProtoMech Star in the Clan's Alpha and Beta Galaxies fields at least two *Orc*s.

Variants

Some Beta Galaxy ProtoMech Stars have begun testing a long-range variant of the *Orc* that replaces all four SRM tubes with two LRM 2-packs and a machine gun. Though lacking the ammo endurance of the base model, Stars of this variant can provide a decent volume of long-range support fire.

Type: **Orc**
Technology Base: Clan ProtoMech
Tonnage: 4
Battle Value: 131

Equipment		**Mass (kg)**
Internal Structure:		400
Engine:	36	900
Walking MP:	6	
Running MP:	9	
Jumping MP:	0	
Heat Sinks:	0	0
Cockpit:		500
Armor Factor:	20	1,000
	Internal Structure	*Armor Value*
Head	1	4
Torso	4	7
Main Gun	—	—
R/L Arm	1/1	2/2
Legs	3	5

Weapons and Ammo	**Location**	**Mass (kg)**
SRM 1	RA	250
Ammo (SRM) 5	RA	50
SRM 1	LA	250
Ammo (SRM) 5	LA	50
2 SRM 1	T	500
Ammo (SRM) 10	T	100

BattleForce 2

Type	**MP**	**Damage PB/M/L**	**Over-heat**	**Class**	**Armor/ Structure**	**Point Value**	**Specials**
Orc Point	6	6/6/—	—	P	5/—	7	—



PROCYON

Mass: 5 tons
Chassis: Standard
Power Plant: 45
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: None
Jump Capacity: None
Armor: Standard
Armament:
2 Extended Range Small Lasers
Manufacturer: Clan Coyote
Communications System: Unknown
Targeting and Tracking System: Unknown

Overview

In what some have viewed as a desperate effort to reclaim their prominence as the innovator Clan, the Coyotes were among the first to stage Trials on Huntress for ProtoMech technology after the fall of the Smoke Jaguars. To supplement this success, the Clan immediately initiated several development projects for new ProtoMech designs, both to vary the makes and models at their disposal, and also to prove that the Coyotes could once again be a leader in military technology. The first of these new machines to enter full-scale production, the *Procyon* has already become a symbol of the Coyotes' rejuvenation.

Capabilities

Devised as a support unit for heavier BattleMech and Elemental formations, the *Procyon* is fast, durable, and capable of extended operations thanks to its energy weapon payload. A 45-rated fusion engine gives this ProtoMech good overland speed, while a ton of armor provides good protection for its five-ton size. A pair of extended-range small lasers mounted in the arms for the widest possible firing arc provides firepower that can easily menace enemy battle armor one-on-one or combine with the rest of the *Procyon*'s Point-mates for a devastating effect on BattleMechs.

Deployment

The ProtoMech Stars in the Coyotes' Alpha and Epsilon Galaxies each field brand-new *Procyon*s in Point-sized formations, with Alpha currently possessing the lion's share. Some *Procyon*s have also been seen in some mixed ProtoMech Points in Clan Hell's Horses as well, a fact that suggests the two once-allied Clans may have colluded on their recent ProtoMech developments.

Variants

A missile-based variant—currently undergoing trials with the Coyotes' Alpha Galaxy—swaps the small lasers and heat sinks for the reach of twin arm-mounted LRM 4-packs and an additional 200 kilograms of armor. Though tougher, this *Procyon*'s application seems limited due to its short ammo supply.

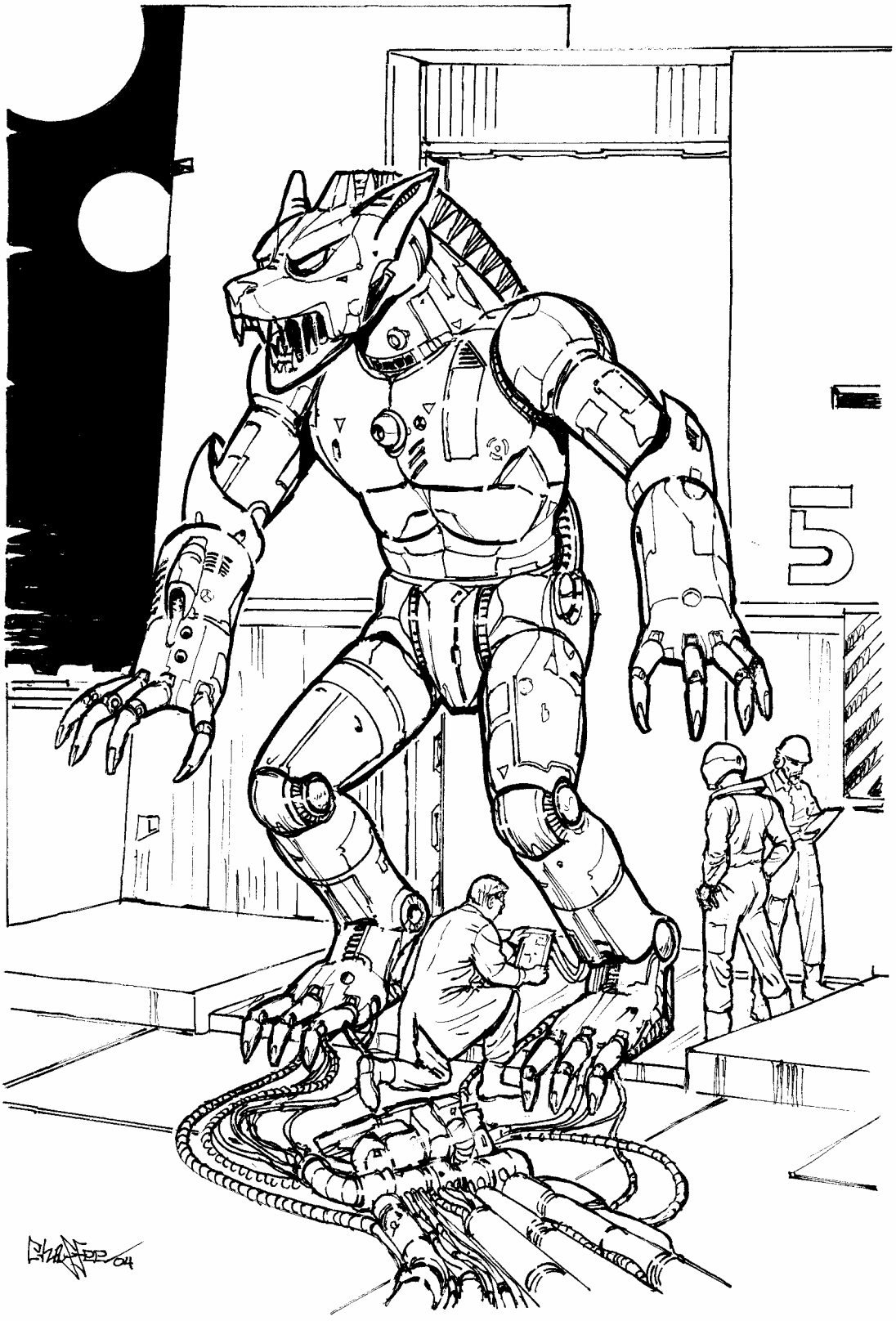
Type: **Procyon**
Technology Base: Clan ProtoMech
Tonnage: 5
Battle Value: 128

Equipment		**Mass (kg)**
Internal Structure:		500
Engine:	45	1,000
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	4	1,000
Cockpit:		500
Armor Factor:	20	1,000
	Internal Structure	*Armor Value*
Head	1	2
Torso	5	8
Main Gun	—	—
R/L Arm	1/1	2/2
Legs	3	6

Weapons and Ammo	**Location**	**Mass (kg)**
ER Small Laser	LA	500
ER Small Laser	RA	500

BattleForce 2

Type	**MP**	**Damage PB/M/L**	**Over-heat**	**Class**	**Armor/ Structure**	**Point Value**	**Specials**
Procyon Point	5	5/5/—	—	P	5/—	6	—


5

CHRYSAOR

Mass: 6 tons
Chassis: Standard
Power Plant: 55
Cruising Speed: 65 kph
Maximum Speed: 97 kph
Jump Jets: None
Jump Capacity: None
Armor: Standard
Armament:
4 ER Micro Lasers
Manufacturer: Clan Snow Raven, Clan Blood Spirit
Communications System: Unknown
Targeting and Tracking System: Unknown

Overview

Though the *Cecerops* entered full production first, the *Chrysaor* was actually the first of two designs agreed upon between Clans Blood Spirit and Snow Raven. However, the specs proved impossible to achieve and a series of failures resulted in a return to the drawing board before the final production design proved viable.

If that were not enough, the image of the *Chrysaor* almost suffered an irreversible setback during its first deployment. An entire Trinary of *Chrysaor* were assigned to the 171st Crimson Guards of the Omicron Galaxy in their bid to retake the Spirit's Arcadia enclave. However, the Guards' commander—Suzanne Church—could not accept the new role of ProtoMechs among her troops and squandered their use, which was one of several key reasons Omicron failed to secure their Arcadia enclave for so long. Placing full blame for this failure on the 'worthless' ProtoMechs, Star Colonel Church pushed to destroy not just the design but the credibility of ProtoMechs among many within the Blood Spirits already struggling to accept them.

However, Andre Blood Spirit, a ProtoMech pilot himself, declared a Trial of Grievance against Star Colonel Church; the scorn and public nature of his challenge could not be ignored, and in a brilliant use of tactics Andre defeated the Star Colonel augmented.

Capabilities

The *Chrysaor* is a solid medium design, featuring a good blend of speed, firepower and armor. While not standing out from the crowd, the *Chrysaor*'s workhorse design usually gets the job done.

Deployment

Both Clans Blood Spirit and Snow Raven field the *Chrysaor*. However, an undisclosed amount found their way into the hands of Diamond Shark merchants, who allegedly purchased them at cut-rate prices after the Arcadia debacle, despite Andre's redemption. Rumors suggest that many have since been sold to Inner Sphere Clans.

Variants

Trading firepower for accuracy, a *Chrysaor* variant has appeared that replaces the four extended-range micro lasers with two micro-pulse lasers.

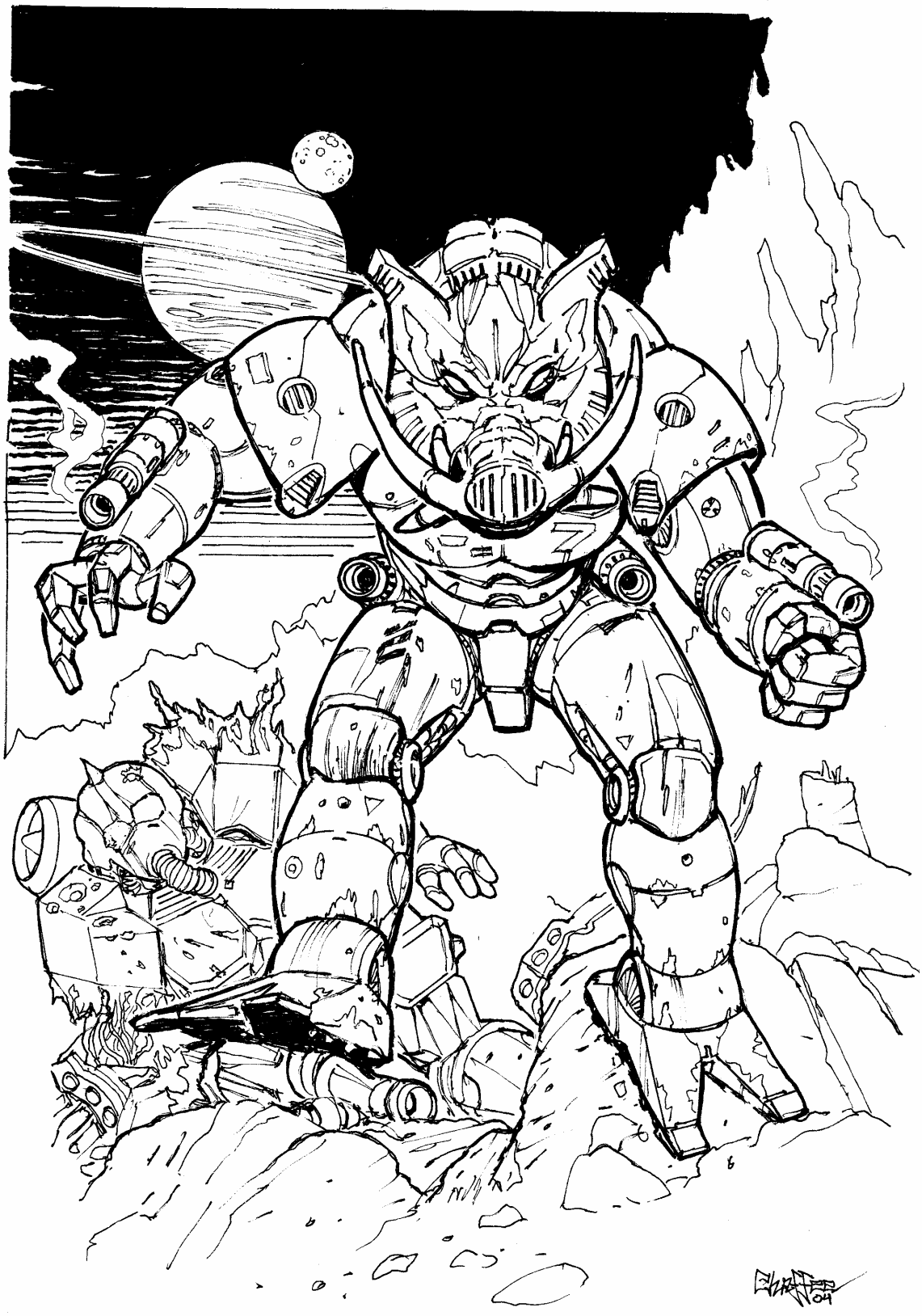
Type: **Chrysaor**
Technology Base: Clan ProtoMech
Tonnage: 6
Battle Value: 101

Equipment		**Mass (kg)**
Internal Structure:		600
Engine:	55	1,500
Walking MP:	6	
Running MP:	9	
Jumping MP:	0	
Heat Sinks:	4	1,000
Cockpit:		500
Armor Factor:	28	1,400
	Internal Structure	*Armor Value*
Head	2	3
Torso	6	10
Main Gun	—	—
R/L Arm	2/2	4/4
Legs	4	7

Weapons and Ammo	**Location**	**Mass (kg)**
1 ER Micro Laser	RA	250
1 ER Micro Laser	LA	250
2 ER Micro Laser	T	500

BattleForce 2

Type	**MP**	**Damage PB/M/L**	**Over-heat**	**Class**	**Armor/ Structure**	**Point Value**	**Specials**
Chrysaor Point	6	4/4/—	—	P	7/—	5	—



BASILISK

Mass: 7 tons
Chassis: Standard
Power Plant: 45
Cruising Speed: 43 kph
Maximum Speed: 65 kph
Jump Jets: None
Jump Capacity: None
Armor: Standard
Armament:
1 Extended Range Medium Laser
1 LRM-3 Launcher
Manufacturer: Clan Cloud Cobra
Communications System: Unknown
Targeting and Tracking System: Unknown

Overview

The fighting in the homeworlds following the destruction of Clan Smoke Jaguar—in particular, the Coyote Clan's ill-conceived attack on the Babylon Diet in 3062—taught the Cloud Cobras the value of strengthening their historically weak ground troops, but centuries of preferential treatment for their navy and aerospace proved difficult to adjust. Turning to ProtoMechs for part of the answer and working in conjunction with their new allies in Clan Blood Spirit, the Cobras recently unveiled the heavy *Basilisk*, their first homegrown ProtoMech design.

Capabilities

Powered by a 45-rated fusion engine and lacking jump jets, the base model *Basilisk* features average mobility in exchange for heavy armor and firepower, in keeping with its intended role as a support unit for armored infantry and heavy 'Mechs. Close to two full tons of armor keep the *Basilisk*'s warrior well protected, while its punch comes from the combination of its medium laser and a 3-pack LRM launcher. Though reloads for the LRM make its use quite restricted in a fire-support role, a Point of *Basilisk*s can use these weapons quite effectively against lighter BattleMechs, armored vehicles, and even assault battle armor.

Deployment

*Basilisk*s have only recently come into production, but already many have been spotted in the Tanis system, as part of several new ProtoMech Stars attached to Beta Galaxy.

Variants

A close-range variant on the *Basilisk* has also been spotted undergoing trials within Alpha Galaxy's 149th Cobra Guard Cluster. Exchanging the medium laser for a small and two micros, and the LRM-3 for a 2-pack SRM with increased reloads, this model also adds jump jets for greater mobility in tight confines.

Type: **Basilisk**
Technology Base: Clan ProtoMech
Tonnage: 7
Battle Value: 231

Equipment		**Mass (kg)**
Internal Structure:		700
Engine:	45	1,000
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	0
Heat Sinks:	5	1,250
Cockpit:		500
Armor Factor:	38	1,900
	Internal Structure	*Armor Value*
Head	2	5
Torso	7	14
Main Gun	1	3
R/L Arm	2/2	4/4
Legs	4	8

Weapons and Ammo	**Location**	**Mass (kg)**
ER Medium Laser	T	1,000
LRM 3	M	600
Ammo (LRM) 2	M	50

BattleForce 2

Type	**MP**	**Damage PB/M/L**	**Over-heat**	**Class**	**Armor/ Structure**	**Point Value**	**Specials**
Basilisk Point	4	5/5/1	—	P	9/—	12	if



TRITON

Mass: 8 tons
Chassis: Standard
Power Plant: 50
Cruising Speed: 43 kph
Maximum Speed: 65 kph
Jump Jets: 4
Jump Capacity: 120 meters
Armor: Standard
Armament:
1 Streak SRM-4 Launcher
1 Extended Range Micro Laser
Manufacturer: Clan Goliath Scorpion
Communications System: Unknown
Targeting and Tracking System: Unknown

Overview

Overtures to the Snow Raven Clan have done much to develop Clan Goliath Scorpion's strength after a string of recent failures in the post-Crusade homeworlds. Though Raven aid has been minimal, it did prove sufficient for the Scorpions to build a new Galaxy, dedicated to their Seeker traditions. It also helped them jump-start their stalled ProtoMech development program, resulting in the creation of the *Triton*, a heavy ProtoMech devised to support the solitary warriors who carry on the Seeker mandate.

Capabilities

The *Triton*'s design emphasizes efficiency and survivability. Featuring just over two full tons of armor, decent ground speed, and jump capability, this machine uses the remaining tonnage on an ammunition-efficient Streak SRM 4-pack, backed up by an extended-range micro laser. Though this selection of firepower provides only modest damage by itself, when entire Points of *Triton*s enter a fray they can prove lethal to unsuspecting opponents.

Deployment

The *Triton*, like most of the Goliath Scorpions' newly acquired ProtoMech technology, appears in its largest concentrations in their new Chi Galaxy. Often attached in Points to individual Seeker MechWarriors, the Scorpions apparently plan to deploy their ProtoMechs as close BattleMech support in the same fashion that Elementals have been used in the past. Whether this policy will extend to line units as well as the solitary Seekers remains to be seen.

Variants

A fire support variant of the *Triton* exists that swaps the Streak launcher for an LRM-3 and a dozen rounds of ammunition. The tonnage freed by the swap allows this ProtoMech to mount a second micro laser and an extended-range small for better endurance in close-quarters combat.

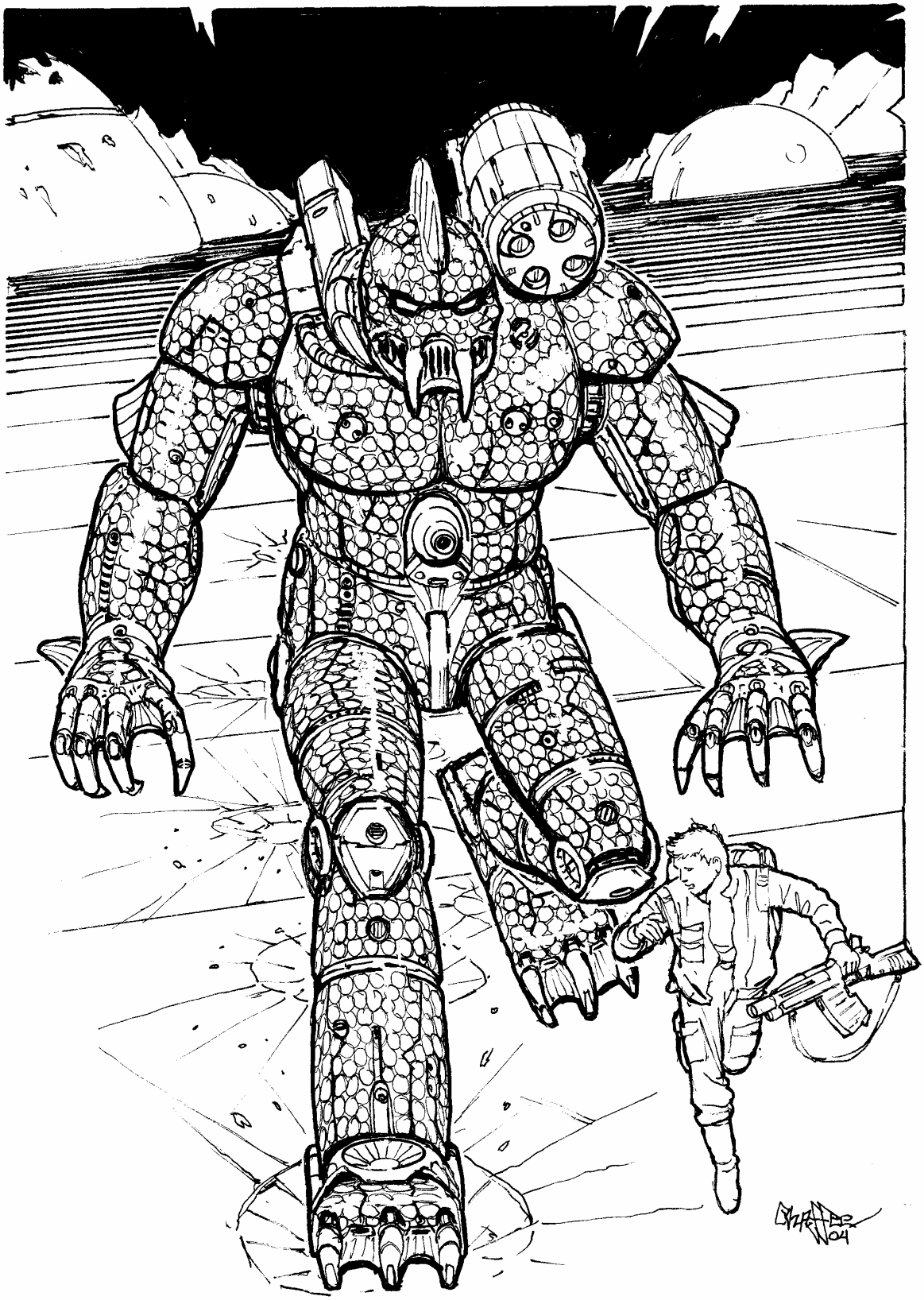
Type: **Triton**
Technology Base: Clan ProtoMech
Tonnage: 8
Battle Value: 221

Equipment		**Mass (kg)**
Internal Structure:		800
Engine:	50	1,500
Walking MP:	4	
Running MP:	6	
Jumping MP:	4	400
Heat Sinks:	1	250
Cockpit:		500
Armor Factor:	38	1,900
	Internal Structure	*Armor Value*
Head	2	6
Torso	8	13
Main Gun	1	3
R/L Arm	2/2	4/4
Legs	5	8

Weapons and Ammo	**Location**	**Mass (kg)**
Streak SRM 4	M	2,000
Ammo (Streak) 10	M	400
ER Micro Laser	T	250

BattleForce 2

Type	**MP**	**Damage PB/M/L**	**Over-heat**	**Class**	**Armor/ Structure**	**Point Value**	**Specials**
Triton Point	4J	4/4/—	—	P	10/—	11	—



DELPHYNE

Mass: 9 tons
Chassis: Standard
Power Plant: 75
Cruising Speed: 54 kph
Maximum Speed: 86.5 kph
Jump Jets: 5
Jump Capacity: 150 meters
Armor: Standard
Armament:
1 Medium Pulse Laser
Manufacturer: Clan Fire Mandrill, Clan Blood Spirit
Communications System: Unknown
Targeting and Tracking System: Unknown

Overview

Having achieved success in pushing the boundaries of the physical aesthetics of ProtoMechs in the *Cecerops*, the Blood Spirits moved to a whole new level with the *Delphyne*. Incorporating a dragon motif, the *Delphyne* has perhaps the most radical appearance of any ProtoMech fielded to date.

Despite this, or perhaps because of it, Clan Fire Mandrill's Kindra Mick-Kreese—unlike Clan Snow Raven and their reluctance concerning the *Cecerops*—was more than willing to participate in a joint venture for the funding and deployment of the final production model.

Capabilities

The *Delphyne* is arguably one of the most potent ProtoMechs currently in full production. The base frame mounts more armor than any other design, including the fearsome *Minotaur*. For offensive capabilities, it uses one of the heaviest weapons ever mounted on a ProtoMech, a medium pulse laser. Finally, as though to demonstrate the Blood Spirits' growing expertise in ProtoMech construction, the *Delphyne*'s movement profile is extreme for such a large design, easily matching most heavy 'Mechs and even many medium 'Mechs.

Deployment

The *Delphyne* first saw action when deployed in both the Blood Spirits' Iota Galaxy and the 32nd Vanguard Battle Cluster of the Fire Mandrill's Kindraa Mick-Kreese as they assaulted the world of Tathis. The subsequent debacle, as forces from Kindraa Kline joined the fray, quickly demonstrated the lethality of the *Delphyne* to all who participated.

The *Delphyne* is currently only found in Clan Blood Spirit and Kindraa Mick-Kreese-Kline.

Variants

One of the few complaints expressed by *Delphyne* test pilots centered on the 'all-or-nothing' weapons load out. In an effort to provide a more broad-band weapons compliment, a slight amount of armor was sacrificed along with the medium pulse laser in exchange for two extended-range micro lasers and two three-tube short-range missile packs.

Type: **Delphyne**
Technology Base: Clan ProtoMech
Tonnage: 9
Battle Value: 310

Equipment		**Mass (kg)**
Internal Structure:		900
Engine:	75	2,000
Walking MP:	5	
Running MP:	8	
Jumping MP:	5	500
Heat Sinks:	4	1,000
Cockpit:		500
Armor Factor:	42	2,100
	Internal Structure	*Armor Value*
Head	2	6
Torso	9	18
Main Gun	—	—
R/L Arm	2/2	4/4
Legs	5	10

Weapons and Ammo	**Location**	**Mass (kg)**
Medium Pulse Laser	T	2,000

BattleForce 2

Type	**MP**	**Damage PB/M/L**	**Over-heat**	**Class**	**Armor/ Structure**	**Point Value**	**Specials**
Delphyne Point	5J	4/4/—	—	P	10/—	16	—



MISCELLANEOUS GEAR AND RULES

The following rules cover items that fit into categories all their own and can impact *Classic BattleTech* and *Classic BattleTech RPG* games. Where appropriate, rules for both *CBT* games and *CBT: RPG* have been provided.

DRUGS

Drugs and alcohol can have very dramatic effects upon the human body. The following rules represent the acute, short term effects of various drugs in the Battletech world upon *CBT: RPG* characters. Long term usage and addictions should be handled by the GM as he or she sees fit.

ALCOHOL AND NARCOTICS

When it comes to alcohol and narcotics, there are three main types of drugs: depressants, stimulants and hallucinogens. Depressants slow a person's coordination and inhibit good judgment, effectively wearing him down, while stimulants produce the opposite effect, but cause a person to "crash" once its effects wear off. Hallucinogens can play tricks on the user's senses, effectively causing similar effects to depressants as the person now must focus harder to sort out what is real and keep from acting on drug-induced hallucinations and other strange sensory effects. In the millennia since the effects of various chemicals on the mind were first discovered, countless varieties of alcohol and narcotics have been developed, each with its own unique effects.

CBT:RPG Rules

Though drugs and alcohol have a broad range of effects, in game terms, all essentially follow similar rules for poisons as found in *Lostech* with a few additions—notably each drug's relative strength, duration, potency and base price in C-bills—as shown in the Alcohol and Narcotics Table below.

A drug's strength value indicates how powerful it is once imbibed, injected, or inhaled (either intentionally or accidentally). When taking any drug, the character should immediately roll 2D10 and apply the modifiers indicated under the RPG Alcohol/Drug Tolerance Roll Table. If the roll result equals or exceeds the modified TN, the drugs take their normal effect, as described below. If the roll fails, however, the character consuming the drug or alcohol suffers 1D6 points of lethal damage for every point of Drug Strength, plus the roll's margin of failure. (Thus, a roll that fails by 3 when the character takes a dose of hard liquor inflicts 4D6+3 lethal damage.) Fortunately, a successful MedTech Check may allow the character to immediately recover his BOD score, plus the Check's margin of success.

Whether or not the initial roll succeeded, a character using drugs or alcohol is considered "under the influence" of such drugs for as long as they remain in the character's system (calculated as the drug's Duration in hours, minus the sum of the character's BOD value and any Margin of Success in the Alcohol/Drug Tolerance Roll). During this time, the character receives a degree of pain tolerance due to numbed nerves and the like, enabling him to ignore a number of Wound points equal to the sum Potency of all drugs (rounded down) still in his system—but only when making stun or Knockout Checks. However, this same total Potency level (rounded down) is also added as a modifier to all Skill Check TNs made while the character remains "under the influence", reflecting his impaired judgment and coordination.

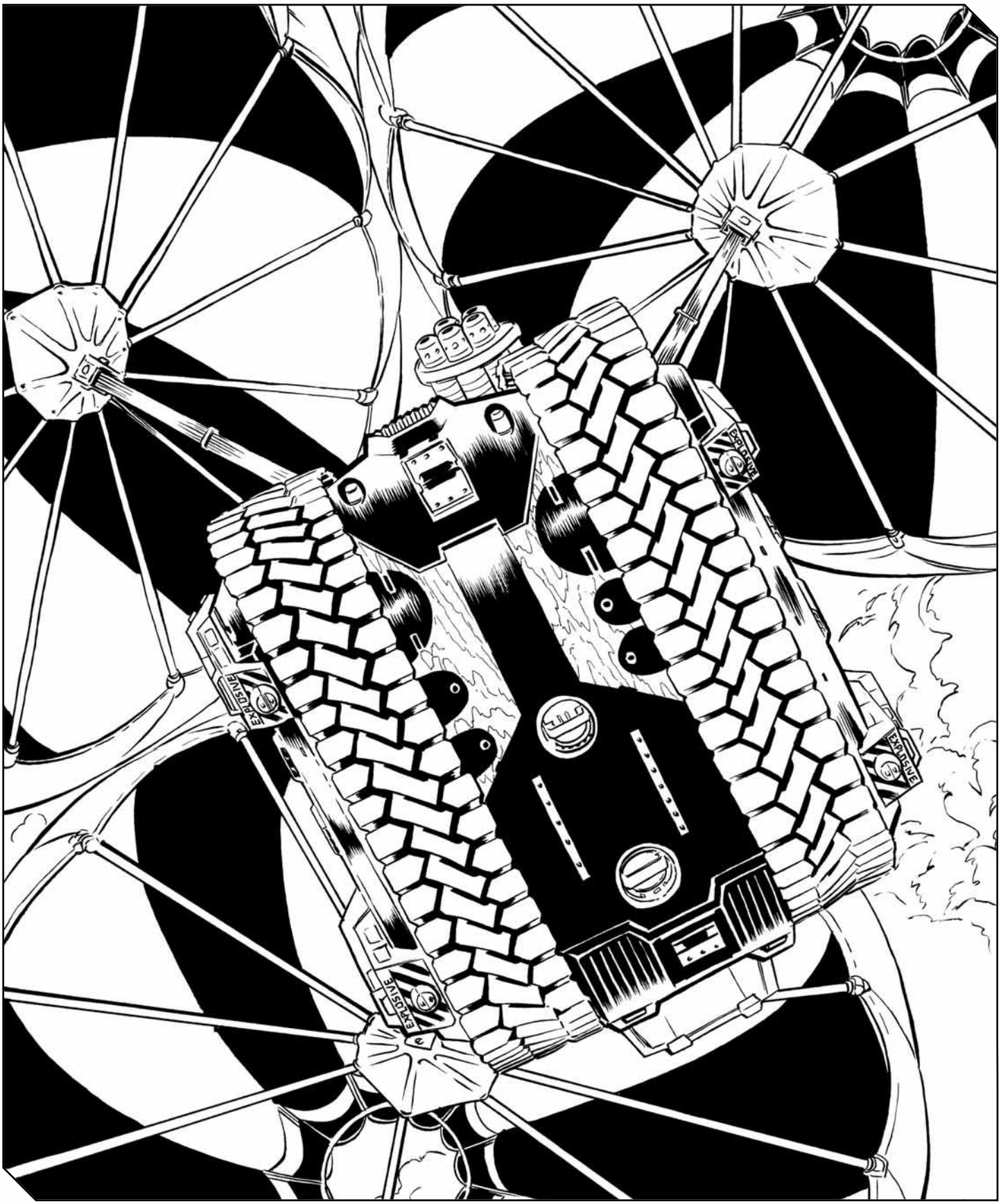
Specific drug types also have added effects as well. Depressants and hallucinogens cause half their strength in d6 subduing damage (minus the character's margin of success) with every dose, while stimulants remove their strength in fatigue points (plus the roll's margin of success). These effects continue for the drug's listed duration (minus the sum of the character's BOD score and the initial Tolerance Roll's margin of success, in minutes), at the end of which both of these drug effects wear off. In the case of stimulants, however, the end of this duration is a "crash" which immediately inflicts twice the drug's listed strength in subduing damage.

Remember that if a character consumes more "doses" of such drugs while still under the influence, potency modifiers accumulate, and duration is figured from the time of the last intake of drugs. For example, a character already under the influence of alcohol in the form of a single glass of beer currently has no modifiers to stun or knockdown checks because beer has a potency of 0.5, which rounds down to 0 for modifier purposes. However, if this same character then has another beer within 2 hours of the first, the potency level rises to 1, allowing the character to shrug off 1 Wound point when making stun or knockout checks, but adding +1 to all his TNs for skill checks.

CBT Rules

In *Classic BattleTech* games, alcohols and narcotics have a more generalized effect on gameplay than they do under *CBT: RPG* rules. While some—such as Necrosia (see p. 182, *Field Manual: Warden Clans*) or specialized performance enhancers (see p. 81)—have more specific effects, most fit into these standard categories. Players of *CBT* games should mutually agree to use these rules before playing a scenario where alcohol and narcotics might be a game factor.

To reflect the effects on any unit that partakes of a significant quantity of alcohol or drugs before coming into a *CBT* scenario, the controlling player should roll 2D6 and consult the CBT Alcohol/Drug Effects Table below, adding half the drug's strength (rounding down) to the result. The table, based on drug type (depressant, stimulant, or hallucinogenic) then describes what effects, if any, the resulting roll has on the unit(s) in question. Note that rolls should be made for each unit that has consumed enough alcohol or drugs to potentially affect its battlefield performance (as determined by the game master or by player agreement).


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ALCOHOL AND NARCOTICS TABLE

Sample Alcohol or Drug (By Type)	Primary Vector	Drug Strength	Duration (in hours)	Drug Potency	Base Price	Equipment Ratings
Depressants						
Alcohol: Beer/Wine	Ingested	1	2	0.5	1	A/A/B
Alcohol: Mixed Drink	Ingested	2	3	0.5	2	A/A/B
Alcohol: Hard Liquor	Ingested	3	4	1	2	A/B/B
Alcohol: Fusionnaire	Ingested	4	5	2	5	A/B/B
Cannabis/Hashish	Ingested/Inhaled	2	3	1	2	A/B/C
Heroin	Ingested/Inhaled	7	6	5	10	A/B/D
Codeine	Ingested	5	8	3	6	A/B/C
Barbiturates	Ingested	6	4	4	7	A/B/D
Stimulants						
Caffeine	Ingested	1	2	1	0.5	A/A/A
Nicotine	Ingested/Inhaled	2	2	1	1	A/A/B
Cocaine	Inhaled/Injected	3	4	4	7	A/B/D
Amphetamines	Ingested/Injected	4	6	3	6	A/B/D
Methamphetamines	Ingested	5	6	4	6	B/B/D
K-Z ("Krazy")	Ingested/Injected	6	10	8	10	C/C/E
X-Quick	Injected	3	2	5	2	C/C/E
Hallucinogens						
Peyote/Mescaline	Ingested/Inhaled	2	8	2	2	A/A/C
Lysergic Acid Diethylamide (LSD/Acid)	Ingested	6	8	7	4	A/B/C
Phencyclidine (PCP)	Ingested	7	8	10	6	A/B/D
Psilocybin ("Magic" Mushrooms)	Ingested	3	4	2	3	A/A/A
Ingrot Venom	Injected	4	6	3	9	A/C/D
Necrosia	Ingested	8	4	4	12	C/D/E

RPG ALCOHOL/DRUG TOLERANCE ROLL TABLE

Base Roll (2D10) TN: 10–BOD+Drug Strength

Condition	TN Modifier
Drug Influence Modifier	+Drug Potency Value (round down)
Wound Value Modifier	per Wound Table (*CBT:RPG*, p. 114)
Toughness or Poison Resistance	–2 per Trait
Glass Jaw or Unhealthy	+2 per Trait
Addiction/Any	+1 per Trait Level*

* Subtract 1 from this modifier if character is addicted to the particular drug being used.

CBT ALCOHOL/DRUG EFFECTS TABLE

Base Roll (2D6): 8+(Drug Strength/2)

2D6 Roll Result	Piloting Skill Modifier/To-Hit Modifier (by Drug Type)		
	Depressants	Stimulants	Hallucinogens
7 or less	No Effects	No Effects	No Effects
8-9	+1 to piloting and gunnery	+1 to piloting and gunnery	+1 to piloting and gunnery
10-11	+2 to piloting and gunnery	+2 to piloting and gunnery	+2 to piloting and gunnery*
12+	+3 to piloting and gunnery†	+3 to piloting, +2 to gunnery†	+2 to piloting and gunnery§

* Affected unit may not exceed Walk/Cruise MPs.

† Affected BattleMech, ProtoMech, aerospace fighter unit suffers 1 automatic pilot hit at scenario start.

‡ Affected unit must use Run/Flank or Jump MPs at all times; friendly side suffers –1 initiative penalty per unit (max –3).

§ Affected unit must roll 1D6 every round; on 1, affected unit must attack the nearest combat unit or support vehicle with all available weapons (regardless of the target's affiliation); on 6, the unit must retreat to home edge and may not fire for that round (it is considered destroyed if it exits the map).

PERFORMANCE ENHANCERS

Humanity's long on-again, off-again flirtation with chemical "enhancers" as a shortcut to competitive advantage has found a niche even in the thirty-first century. With so many factions looking to get a leg up and no one wanting to be left behind, dangerous—often experimental—chemical enhancers have turned up over the centuries. Though popular culture often associates their sanctioned use with more autocratic governments such as the Draconis Combine and the Capellan Confederation, or the more "sinister" realms of the Periphery, "combat drugs" and "performance enhancers" are actually used by almost every nation, despite public disdain.

These chemicals differ from drugs and alcohol as they are not meant to alter the user's state of mind but rather to sharpen awareness, quicken reflexes, or enhance stamina long enough for warriors to attain their goals. These "shortcuts" come at a price however, often in the form of severe side effects.

General Game Rules

In *CBT: RPG* games, each time a character uses a performance enhancer, the body builds up a resistance to chemicals used upon it in a way that forces the character to make a BOD Attribute Check with each use, adding their current level of resistance to the TN. If the check succeeds, the performance enhancer works in accordance with its normal rules. Otherwise, the character's resistance to the chemical increases by one, and the chemical has no appreciable effect. The controlling player of a character using performance enhancers should note the character's Current Resistance Level (CRL) somewhere on their characters' sheet. Note that until a character first uses a given performance enhancer, his CRL is assumed to be zero.

Additional doses of any performance enhancer made while a previous dose is still in effect add only half the modifiers (rounded down) and remain effective for only half the duration as the previous dose, with all modifiers and durations cumulative.

Characters using any performance enhancer run the risk of addiction if they overuse these chemicals. To reflect this, any time a performance enhancer wears off, the player whose character used the chemicals must make an immediate Attribute Check against the character's BOD+WIL, adding the character's CRL to the roll result. If the roll fails by a margin of failure of 4 or more, the character gains a 2-level Addiction Trait linked to the performance enhancer and suffers all the effects described for the Addiction Trait in *CBT: RPG* (p. 78).

In *CBT* games, each unit attempting to use a performance enhancer must make a 2D6 roll prior to the start of a scenario. On a result of 2, the unit is considered incapacitated and may not be deployed in the scenario. On a result of 9 or better, the enhancers work per their normal rules. On any other result, the enhancer fails and has no effect on gameplay.

The following is a list of the more popular performance enhancers, their effects, and where they are most likely to be found.

QwikStim

Originally developed in the 2990s by Nashan Pharmaceuticals as a super-stimulant, QwikStim was intended to allow troops to fight in sustained battles with a minimum of rest or sleep. Today, this drug is most commonly found in the Lyran Alliance, but has also appeared in the Federated Suns, Taurian Concordat, and the Magistracy of Canopus.

In *CBT:RPG* games, QwikStim enables the character to ignore all fatigue and any need for sleep for a duration of 72 hours (divided by the subject's CRL+2). However, during this period, the character suffers a +1 modifier for any DEX-based skill, due to excessive shaking. Once QwikStim wears off, the character "crashes" and instantly receives two Fatigue points for every hour spent under the chemical's influence.

In *CBT* games, QwikStim allows the MechWarrior, fighter pilot, or ProtoMech pilot to ignore the first pilot hit sustained from combat damage or heat effects (vehicle crews under QwikStim influence can ignore the effects of the first "Crew Stunned" critical result they may sustain in combat). However, all such units suffer a +1 modifier to any piloting skill rolls or physical attacks made throughout the scenario. In the case of infantry, one point of damage is inflicted upon the platoon prior to the start of the scenario (battle armored infantry suffer one point per trooper), but the platoon may add one point of damage per full squad (or one per trooper, in the case of battle armor) to every direct fire attack.

Rage

First developed in 2870, this combat drug works on many of the same principles as PCP, interrupting the brain's ability to feel pain, even when self-inflicted. Surprisingly, though a Capellan invention, CCAF troops are not the biggest users of this drug. Instead, it has grown popular with many Warrior House combatants and has shown up among ComStar/Word of Blake ROM agents, as well as some Draconis Combine Azami. Even the Clans' Dark Caste seems to use Rage, employing some kind of homegrown equivalent.

Rage adds 8 points to the user's STR (divided by the user's CRL+2) and total immunity from the TN effects of all wounds short of a Fatal Wound—though all wounds remain subject to bleeding effects and a character will still die from severe wounds in the absence of immediate medical treatment. In addition, a character suffering from Critical Wounds or worse while using Rage receives 3D6 damage for any STR-based Skill check they make, representing additional damage caused by excessive physical strain, but once again the character does not notice these effects or suffer TN modifiers as a result of them. One dose of Rage lasts 4+1D6/2 hours (rounded up).

In *CBT* games, Rage adds a –1 modifier to all gunnery to-hits, but imposes a +1 modifier on all piloting targets. Rage also inflicts 1 point of damage to MechWarriors, Fighter, and ProtoMech pilots prior to the start of a scenario, but allows all such warriors to make consciousness rolls as though they suffer from one fewer pilot hits than they have actually received (so a warrior suffering from his third pilot hit would roll against a 5+, rather than a 7+ target number). Infantry units (of any type)

using Rage lose one-fourth of their total number of troopers (rounded up) prior to the start of the scenario.

LD-512

The FedSuns-designed "logic drug" is a chemical that allows the brain to increase cognitive power and focus. While the NAIS has proprietary ownership of LD-512, the black markets in the Free Worlds League and Capellan Confederation have managed to get their hands on some samples. Rumor even has it that Clan Coyote bought a large shipment through Diamond Shark merchants, but where the Sharks would come by these performance enhancers is entirely unknown.

LD-512 has a duration of 1D6/2 hours (rounded up). During that time, the user reduces all TNs for INT-based actions by 12 (divided by the user's CRL+3). However, for all activities beyond the character's current task at hand, the character suffers a Perception Skill Check penalty equal to twice this bonus, reflecting the single-minded focus on whatever he or she is doing at the moment. Users of LD-512 also "crash" for 5 Fatigue points per hour of the chemical's effect, reflecting intense headaches and nausea.

In *CBT* gameplay, LD-512 has no effect.

Spazz

If QikStim makes people edgy, Spazz makes them jump off the walls. Found to increase synaptic responses many times over, this performance enhancer greatly magnifies the subject's response times, but at a noticeable decrease in fine motor control and focus. Spazz is frequently found in the black markets of Solaris or the Chaos March, but has also appeared in the Outworlds Alliance, the Draconis Combine, and even among the Clans.

Spazz increases a character's RFL attribute by 12 (divided by the user's CRL+4) but imposes a +2 modifier to any DEX-based TNs for 3+1D6/2 hours (round up). Additionally, characters under the influence of Spazz temporarily receive the Madness/Paranoia trait at one-point level. Characters who already possess this trait increase it by one point during this time.

In *CBT* gameplay, Spazz adds a +1 modifier to all gunnery rolls and +2 to piloting rolls made by a unit under the influence of this chemical. Unfortunately, for every unit on Spazz, the controlling side suffers a –1 initiative penalty as well, reflecting the erratic behavior of such units. In the case of infantry, Spazz effectively eliminates one-fourth of the infantry unit's starting members (rounding up).

BOOBY TRAPS AND TRIGGERS

Whether rigged to alarms or set up with more lethal deterrents, booby traps have become a common element in both classical and modern warfare for their ability to secure areas or inflict damage on hostile intruders without requiring an operative's direct involvement. Their ability to do so allows their users both the maximum amount of safety from repercussions and greatly enables smaller forces to hold objectives and facilities irrespective of their size or their member's location and area of influence.

Common military booby traps include minefields and pitfalls—most of which are directed against "soft" targets, such as enemy infantry (who are easier to injure and kill)—but more complex methods are employed as well, both on and off the battlefield. Assassins often prefer to use booby traps to prevent tipping off a mark and to minimize their own chance of being captured or killed after carrying out the deed.

The main drawback from traps comes from their very automation, their inability to track targets in the absence of direct involvement, forcing its designer to anticipate a target's proximity to the trap to ensure the desired result. This makes traps highly reliant on the designer's observation of behavior patterns, his ability to predict a target's movements and to gauge the right timing and distance for maximum security and maximum effectiveness.

Finally, to secure an area, traps have certain benefits as well. Some traps merely activate surveillance equipment to record an entry, while others might trigger the destruction of sensitive material, the intruder, or a combination of both.

The key to all these strategies is the ability to discharge the weapon at the correct moment. A broad selection of triggers is available to a person with sufficient connections. Active triggers require some active form of scanning which can be detected. Passive detectors require a certain type of input to actuate and must be physically located in order to be detected.

In *CBT: RPG* game terms, rigging a device to any type of trigger requires a complex action and a check against the most applicable of either the Security Systems/Electronic (for triggering electronic surveillance and/or alarms), Security Systems/Mechanical (for triggering basic traps, such as closing/opening doors, or setting off simple weapons), or Demoli-

PERFORMANCE ENHANCERS TABLE

Item	Equipment Ratings	Cost/ Dosage	Weight	Afil	Duration	RPG Effects*
QikStim	D/E/E	8	—	LA	72/(CRL+2) hr	Ignore Fatigue, +1 to DEX-based TNs for Duration. "Crash" for 2 Fatigue/hr x Duration
Rage	E/E/E	10	—	CC	4+(1D6/2) hr	Ignore non-Fatal Wound TNs, +8/(CRL+2) to STR for Duration. +3D6 damage for STR-based skills with Critical Wounds or worse.
LD-512	E/E/E	12	—	FS	1D6/2 hr	+12/(CRL+3) to INT, –24/(CRL+3) to Perception for Duration; "Crash" for 5 Fatigue/hr of Duration
Spazz	D/E/E	10	—	—	3+(1D6/2) hr	+12/(CRL+4) to RFL, +2 to DEX-based TNs, +Madness/Paranoia Trait for Duration.

* See rules for CBT game effects.

tions skill (for triggering explosive devices). Most trigger devices, once set, function exactly like their remote sensor counterparts as described in *Lostech* (starting on p. 107) and are considered to have a "skill bonus" equal to that of the character who rigs the device.

In *CBT* game terms, booby traps and triggers have no effect beyond the standard rules for standard, vibro-, and command-detonated mines (though many published scenarios include special rules for more elaborate traps and pitfalls).

Pressure Trigger

One of the most common and simplest trigger types available, the pressure trigger typically activates detonators or alarms when pressure is applied to (or removed from) the sensor. Pressure triggers can be linked to any number of circumstances, from a person passing over a pre-arranged area to one sitting down or climbing out of a chair, lying down or rising from bed, and other such events. Some booby traps—such as most landmines—use two-stage pressure triggers, where both the application and the release of pressure is required to complete the event; the first stage (applying pressure) arms the device, while the second (releasing pressure) sets it off. Such methods provide the users of such devices with a safeguard against error while planting them, enabling them time to disarm them or otherwise prevent their activation, while enemies aware they have set off a two-stage trigger become effectively immobilized for a time, possibly long enough to be captured.

Pressure triggers can be configured to respond to very specific weight ranges, or to any weight. A specific range can be useful when one intends to have the device actuate on a specific target's bodyweight, or to prevent alarms and explosives from going off when every small creature passes by.

Thermal Trigger

Thermal triggers use simple contact sensors or limited-range infrared (IR) detectors to set off their events once some preset heat level is achieved. Heat triggers tend to respond to specific IR radiation sources but can also respond to a rise (or drop) in ambient room temperature or to the temperature of the object to which they are attached. Responding to direct IR radiation is useful when targeting the arrival of a heat source within the trigger's detection range, while ambient temperature sensing can be used to secure a room against intrusion, as any entry affects ambient temperature in some way. Contact sensing is useful to trigger events based directly on the heat level of a specific object, such as that of a vehicle engine or a coffee pot.

Timer Trigger

Another very common trigger type, timers are triggers used when targets are more static or their location will be known within a certain time frame. Timers are useful as they can be tiny, and they may or may not include a countdown display. They are most commonly used to set off explosives or other deadly traps and are most often used by military, covert, and criminal operatives.

Audio and Video Triggers

Audio and video triggers are devices that set off events based on sound or visual input. Audio triggers, the cheaper of the two types, actuate either on any noise that hits a pre-determined decibel level or on specific tones, voices, or a set of code

PRESSURE TRIGGER TABLE

Item	Ratings	Cost	Weight	Afil	Notes:
Pressure Trigger	B/D/B	5	95 g	—	–1 TN to arm/disarm

THERMAL TRIGGER TABLE

Item	Ratings	Cost	Weight	Afil	Notes:
Thermal Trigger, Contact	C/D/B	8.5	50 g	—	Object-heat sensitive; Pwr use: 0.1/hr
Thermal Trigger, Ranged	C/D/B	18	260 g	—	Ambient/IR-source sensitive (3m range); Pwr use: 0.2/hr

TIMER TRIGGER TABLE

Item	Ratings	Cost	Weight	Afil	Notes:
Timer Trigger (w/ display)	B/B/B	1	8 g	—	–1 to arm; +1 to disarm
Timer Trigger (w/o display)	B/B/C	7	1 g	—	+1 to arm; +3 to disarm

AUDIO AND VIDEO TRIGGERS TABLE

Item	Ratings	Cost	Weight	Afil	Notes:
Audio Trigger (basic)	C/B/B	3	12 g	—	Volume-sensitive; Pwr use: 0.1/hr
Audio Trigger (advanced)	C/C/C	14	18 g	—	Tone/voice/phrase sensitive; Pwr use: 0.1/hr
Video trigger (basic)	C/B/B	9	1 kg	—	Light/color/motion sensitive; Pwr use: 0.2/hr
Video trigger (advanced)	D/C/C	19	1.4 kg	—	Image-recognizing; Pwr use: 0.2/hr

words. Video triggers, by comparison, can be set to respond to a certain amount, color, or wavelength of light, to motion, or—in more sophisticated systems—on certain images using pattern-recognition software.

Chemical and Radiological Triggers

Chemical triggers actuate when they come into contact with a particular chemical, typically airborne in nature, and can be set to react only to very specific marker chemicals placed on the target, or even to the unique "scent" of an individual, depending on the sensor's sophistication. Radiological triggers use a similar means to react to the presence of certain radiation types or electromagnetic waves, which again may be emitted by a marker placed on the target or by the target itself (such as most powered vehicles). Unsophisticated radiological triggers typically actuate once they detect a preset level of radiation, while more sophisticated designs react to specific types and amounts of radiation received.

Tripwire Trigger

Another very common trigger type is the tripwire trigger. Whether made of humble string or employing infrared lasers, these triggers activate when their detection line is broken. Mechanical triggers are currently in more common use, because they are inexpensive, time-honored, and exceedingly useful in most terrain situations, while laser-based tripwires are often used indoors, where they can either cover entire rooms or be set to examine a small area. Despite their simplicity, tripwire triggers are a very reliable method to actuate a trap based on the entry or exit of a person, object, or vehicle.

Command Trigger

Command triggers actuate after receiving an appropriate signal, be it from the rigger, from the target itself, or from some other source. Highly complex command triggers can respond to a variety of hard-to-track signals, including HPG transmissions, while simpler command triggers may be little more than a wire and a switch (commonly referred to as landline triggers). Command triggers are popular in situations where the operative wishes to assure his distance from a target (to establish an alibi) or when a specific radio frequency is used, such as when a target makes a call on his personal communicator.

COMBAT MEDIPACKS

As weapons technology advances, so does the damage each new weapon can inflict. In order to combat massive trauma caused by increasingly powerful weapons, the combat field medic needed a new tool beyond standard med kits. Knowing that most medics were not able to carry the equipment needed to keep the more seriously wounded alive, the Canopus-based Angels of Mercy Medical Company used recently recovered medical technology from the Grey Death memory core to develop the new Combat MediPack (CMP).

Roughly the size and weight of a standard satchel charge and activated after being placed over a victim's wound, the CMP is a highly specialized medical pack that can stabilize most seriously injured patients. It can automatically diagnose a patient's condition, administer the proper medications for pain and shock, and may even act as a defibrillator if necessary. The MediPack can also administer blood coagulants and anti-bacterial medicines while also give the patient the necessary common antidotes for biological, chemical, and radiation exposure. With permission of the Canopian government, Angels of Mercy is exporting Combat MediPacks throughout the Inner Sphere, and some have even found their way into Clan occupied territories.

Game Rules

Use of a Combat MediPack adds a –4 modifier to all First Aid, MedTech, and Surgery skill rolls. The CMP can be used to stabilize a critically injured character as a Simple Action in the

CHEMICAL AND RADIOLOGICAL TRIGGERS TABLE

Item	Ratings	Cost	Weight	Afil	Notes:
Chemical Trigger (basic)	C/C/C	10	95 g	—	Requires tracker chemicals; Pwr use: 0.1/hr
Chemical Trigger (advanced)	D/D/C	25	120 g	—	"Scent" sensitive; Pwr use: 0.1/hr
Rad. Trigger (basic)	C/D/C	15	100 g	—	Broad-spectrum; Pwr Use: 0.1/hr
Rad. Trigger (advanced)	D/D/C	35	125 g	—	Radiation type-sensitive; Pwr use: 0.1/hr

TRIPWIRE TRIGGER TABLE

Item	Ratings	Cost	Weight	Afil	Notes:
Tripwire Trigger (mechanical)	A/A/A	1	1 g/10 meters	—	–2 to arm; -1 Perception TN to detect
Tripwire Trigger (laser)	C/B/C	14	20 g	—	–2 to arm/disarm; Pwr use: 0.1/hr

COMMAND TRIGGER TABLE

Item	Ratings	Cost	Weight	Afil	Notes:
Command Trigger (landline)	A/B/A	5	1 g/10 meters	—	–2 arm/disarm; –1 Perception TN to detect; user-activated only
Command Trigger (basic)	B/B/A	20	100 g	—	Signal range: 5 km; user-activated only; Pwr use: 0.1/hr
Command Trigger (adv.)	C/C/D	140	125 g	—	Signal range: 15 km; signal-sensitive; Pwr use: 0.1/hr

field when administering emergency first aid according to the rules in *CBT:RPG*, p. 123, allowing a skilled medic to move on to other cases more quickly. Using more than one CMP on a single patient, however, does not enhance this effect.

In *CBT* games, CMPs have no effect on gameplay.

VEHICULAR DROPCHUTES

A commonplace alternative to the standard jet packs and jump jet thrusters employed during combat drops, Vehicular DropChutes (VDCs) have offered many battlefield commanders a cheap, low-tech, and above all stealthy means of inserting vehicles and cargo into hostile combat areas—ideally in the absence of hostile air cover. Essentially a large-scale parachute system designed to handle loads as large as a BattleMech or other heavy combat vehicle, VDCs are commonly composed of a series of disposable (or reusable) reinforced polymer chutes that deploy upon release in lower altitude drops and may be guided through an on-board remote interface using myomer-lined reinforced tethers, often used in conjunction with special rocket-equipped pallets or airbags for cargo or vehicles.

Stealth versions of these chutes use a variety of camouflage patterns or may even be sheathed in special radar-deflecting materials to aid in covert insertions, concealing the broad chute from detection while deployed and acting as a makeshift tarp once grounded, to conceal landing troops from hostile reconnaissance.

BattleTech Rules

VDCs may be used by BattleMechs, vehicles, and even cargo canisters weighing up to 100 tons in total mass, but they are only effective when used on worlds with an atmosphere of some kind as they rely on air resistance to slow descent. Any unit so equipped—BattleMech or otherwise—operating in an atmospheric body may thus use the rules for Dropping Troops given in the *BMR* (p. 78) and in *AT2* (p. 50). However, all units dropped using VDCs must be released from inside the atmosphere (below the space/atmosphere interface, when using the *AT2* High Altitude Map). BattleMechs that use special atmospheric entry cocoons may be released from higher, deploying their VDCs—in place of landing jets or jet packs—once the shell is discarded within the atmosphere.

Note that, while more economical and versatile than traditional BattleMech jump packs and jets, wind, turbulence, and the relatively delicate nature of the parafoil chutes and tethers make VDCs slightly less reliable during landings, especially in severe weather or when hostile aerospace is present. To reflect this, all drop attempts made using VDCs receive a +1 modifier to the target number for a successful drop, increased to +3 (to the dropping unit's gunnery skill) if the dropping unit is an unpiloted object, such as a cargo container. A failed roll results in the usual scatter and damage effects of a failed drop roll. Increase these modifiers by an additional +2 if local weather is anything but ideal, or if hostile aerospace is buzzing around the area, creating excess turbulence and distractions.

Furthermore, while falling, a unit's VDC may be targeted by hostile aerospace more easily than the unit itself, applying a –2 modifier for all to-hits made against a deployed VDC (–1 if the VDC is a stealth version). However, as the chute is so broad, weapon hits to a VDC inflict only 1 point of damage for every 5 points of damage (or fraction thereof, treating missiles or autocannon cluster munitions as separate hits). VDCs may sustain up to 15 points of damage in this fashion before they are considered destroyed. A unit that suffers the loss of its VDC during a drop is automatically destroyed upon impact unless it possesses integral jump jets to control its fall, in which case the standard rules for Dropping Troops apply.

CBT: RPG Rules

Characters controlling BattleMechs, Vehicles, and other piloted units dropped using VDCs control their descent using the appropriate Piloting skill bonus *plus* the controlling character's Free-Fall skill bonus (if any) and make such Skill Checks against a TN of 10 to avoid the damage and scatter effects described in the *CBT* rules above. Unpiloted units (such as cargo) dropped with VDCs use the Bombing skill of the character controlling the DropShip from which the object was dropped and make their landing rolls against a TN of 14.

Note that some VDCs feature camouflage or stealth capabilities, applying modifiers to sensor checks to spot them, both when deployed and when used as an improvised camouflage tarp on the ground. If used as a camo tarp, note that VDC chutes may completely cover objects the size of a vehicle, BattleMech, or aerospace fighter (up to 150 tons in total mass), imposing their camouflage modifiers to any Perception or Sensor Operations checks to spot the hidden units.

COMBAT MEDIPACKS TABLE

Item	Ratings	Cost	Weight	Afil	Notes:
Combat MediPack	C/B/B	1,000	3.5 kg	—	Pwr use: 5; Refills cost 150 C-bills

VEHICULAR DROPCHUTES TABLE

Item	Equipment Ratings	Cost	Weight	Afil	Notes
VDC, Standard	D/B/B	1,000	2,000 kg	—	
VDC, Camouflage	D/C/D	3,000	2,000 kg	—	Camo: 2
VDC, Stealth	D/D/D	5,000	2,200 kg	—	ECM: 4, IR: 4, Camo: 4
VDC, Reusable	+1/+1/—	x2	+500 kg	—	5 min to stow

SUPPORT VEHICLE CONSTRUCTION RULES

Support Vehicles encompass civilian, paramilitary, and non-combat military units. The following rules allow for the construction of a wide range of such vehicles.

Abbreviations: This section references several other products, which are abbreviated as follows: *Classic BattleTech Master Rules, Revised* (*BMR*), *AeroTech 2, Revised* (*AT2*), *Maximum Tech, Revised* (*MT*), *BattleForce 2* (*BF2*), *Classic BattleTech RPG* (*CBT: RPG*), *Lostech* (*LT*), *Combat Operations (CO), Classic BattleTech Companion* (*CBTComp*) and *Classic BattleTech Field Manual: Mercenaries, Revised* (*FMMercs*).

OVERVIEW

A Support Vehicle, depending on its Chassis Type and Weight Class, can incorporate weapons and equipment from the charts found in the *BMR*, *AT2*, *MT*, *CBT: RPG*, *LT*, *CBTComp*, or this volume of *Combat Equipment* (*CE*); a player should have the weapons and equipment charts they wish to use available.

Terminology: These construction rules allow for the building of many different types of Support Vehicles ranging in size from 100 kilograms to 100,000 tons. As such, in these rules the term 'unit' refers to any Support Vehicle.

Weights: For the sake of brevity, throughout these rules larger weights are listed in metric tons. To convert between tons and kilograms, divide the weight in kg by 1,000 to get tons; conversely, multiply the weight in tons by 1,000 for kilograms. When designing Small Weight Class Support Vehicles (see p. 88, *2. Determine Size Class and Weight*) always round calculations up to the next full kilogram; round up to the nearest half-ton (500kg) when designing Medium and Large Weight Class Support Vehicles.

Though various larger Support Vehicles do exist, they reach such a size that they cease being a unit on the map—rather they *are* the map. Rules for such gargantuan constructs are beyond the scope of these rules and are not included in this product.

Fractional Accounting: If using the *Fractional Accounting* rule from *MT*, the Support Vehicle is always considered a Level 3 design.

Support Vehicles vs. Combat Vehicles: It is important to recognize that though these rules follow similar steps, the design and use of Support Vehicles differ significantly from vehicles presented in the *BMR* and *AT2*, which reflect units built for the thirty-first century battlefield. Players should thus thoroughly familiarize themselves with these rules before attempting to build their first Support Vehicle.

In addition, it should be noted that any vehicles built using the chasses and engines of a Support Vehicle are automatically classified as Support Vehicles, and that Support Vehicles mounting weapons and equipment ordinarily used on combat vehicles (i.e. the weapons and equipment listed in *BMR* or *AT2*) must do so in accordance with these rules. Conversely, any units built using the engines or chassis design rules given in *BMR* and *AT2* are considered to be combat vehicles.

So long as Support Vehicles are built and used entirely in accordance with the following rules, and combat units are built and used entirely in accordance with the appropriate rules as referenced in *BMR* or *AT2*, such units are considered compliant with Level 2 *Classic BattleTech* rules. Units from either rule sets built using a mixture of the two, while technically feasible, are considered the equivalent of mixed technology designs. Such mixed technology designs are thus considered to be Level 3 units and are unsuitable for tournament play.

SUPPORT VEHICLE CONSTRUCTION OVERVIEW

Construction takes place using the following steps.

1. Determine Chassis Type
2. Determine Size Class and Weight
3. Determine Equipment Rating
   - Tech Level
   - Availability
   - Legality
4. Determine chassis/control weight
5. Install engine and transmission
   - Determine fuel capacity
6. Add other equipment (in any order)
   - Add armor
   - Add weapons and ammunition
   - Add other equipment
   - Determine crew requirements
7. Complete record sheet

1. DETERMINE CHASSIS TYPE

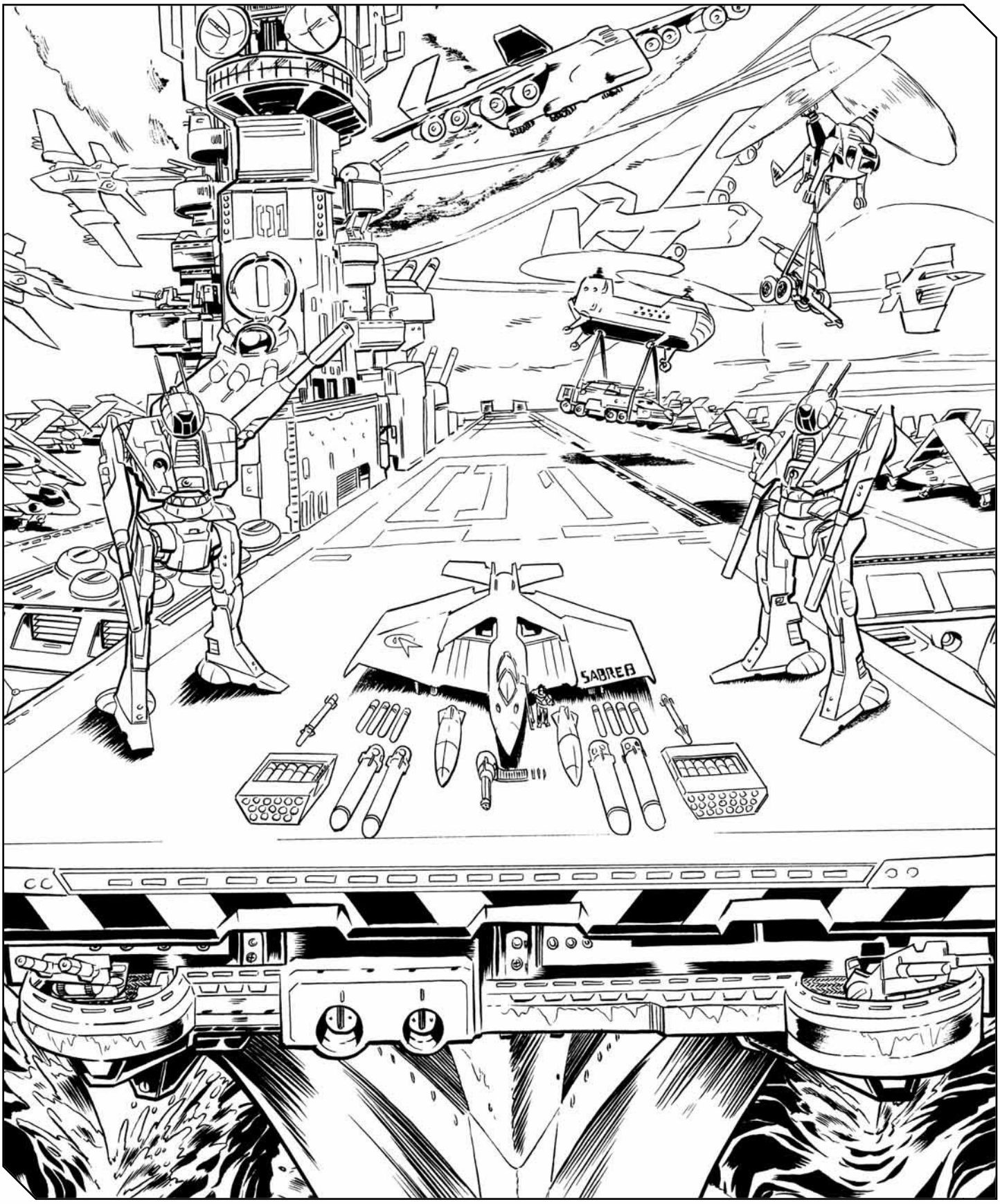
Support Vehicles belong to one of nine Chassis Types shown on the Support Vehicle Chassis Table.

***Example 1**: Bob is designing a new Support Vehicle called a Mobile Field Base (MFB) for battlefield repair and re-supply operations. He wants it to be introduced during the Clan Invasion, so it will have a high tech rating and be constructed solely for military operations.*

To begin with, he decides he wants the MFB to be tracked and consults the Support Vehicle Chassis Table for that information.

***Example 2:** Not to be outdone by her friend Bob, Erica has an idea for a large Search and Rescue Airship design. Although introduced during the Age of War, the Darling-class SAR Airship remains an uncommon sight throughout the Inner Sphere.*

Erica consults the Support Vehicle Chassis Table for information on Airships.


SABRE-A

SUPPORT VEHICLE CHASSIS TABLE

Chassis Type	Size Class	Weight Range (tons)	Equipment Rating (Tech/Avail./Leg.)	Base Chassis And Control Weight (% Vehicle)	Base Engine and Transmission Weight Factor
Wheeled	Small	0.100 – 4.999	A/A–A–A/A	12	.25
	Medium	5 – 80	A/A–B–A/A	15	.75
	Large	80.5 – 160	A/B–C–B/A	18	1.5
Tracked	Small	0.100 – 4.999	B/B–C–B/A	13	.6
	Medium	5 – 100	B/B–C–B/A	15	1.3
	Large	100.5 – 200	B/C–D–C/A	25	2.5
Hover	Small	0.100 – 4.999	C/A–B–A/B	20	.25§
	Medium	5 – 50	C/A–B–A/B	25	.4§
	Large	50.5 – 100	C/B–C–B/B	30	.8§
VTOL	Small	0.100 – 4.999	C/C–D–C/C	20	.2
	Medium	5 – 30	C/C–D–C/C	25	.25
	Large	30.5 – 60	C/D–E–D/C	30	.4
Airship	Small	0.100 – 4.999	A/C–D–C/C	20	.4
	Medium	5 – 300	B/D–E–D/C	25	.8
	Large	300.5 – 1,000	C/D–E–D/C	30	1.2
Fixed Wing	Small	0.100 – 4.999	B/C–D–C/C	8	.5
	Medium	5 – 100	B/C–D–C/C	10	1
	Large	100.5 – 200	B/D–E–D/C	15	1.5
Satellite	Small	0.100 – 4.999	C/C–D–C/C	8	†
	Medium	5 – 100	C/C–D–D/D	12	†
	Large	100.5 – 200	C/D–E–D/D	16	†
Rail	Small	0.100 – 4.999	A/C–C–C/C	15	.3
	Medium	5 – 300	A/C–C–C/C	20	.4
	Large	300.5 – 600	A/C–D–D/C	30	.5
Naval Vessel	Small	0.100 – 4.999	A/C–D–C/C	12	.4
	Medium	5 – 300	A/C–D–C/C	15	.7
	Large	300.5 – 100,000	B/C–E–D/C	17	.9

†Satellites always have zero MP. Calculate engine and transmission weight as 10% of the satellite's weight.
§Total Engine and Transmission weight must be a Minimum of 20% of the vehicle's total weight.

2. DETERMINE SIZE CLASS AND WEIGHT

Within each Chassis Type, all Support Vehicles fall within one of three Size Classes (Small, Medium and Large) as shown on the Support Vehicle Chassis Table.

Once a Size Class has been chosen, a unit must have a specific weight within the range given on the Support Vehicle Chassis Table. The total weight of a unit's components may not exceed or fall short of this amount.

Mass Increments: The weight of Small Support Vehicles is measured in increments of 1 kg. The weight of Medium and Large Support Vehicles is specified in increments of .5 tons.

***Example 1**: Bob consults the Support Vehicle Chassis Table and decides he wants the MFB to be a Medium Class unit.*

Since Bob has chosen a Medium Tracked Support Vehicle, he notes that the weight range is from five to one hundred tons: he decides to make the MFB 60 tons.

***Example 2:** Erica elects to design her Darling-class SAR airship as a Large Class unit and consults the Support Vehicle Chassis Table.*

Large Airships range from anything over three hundred to one thousand tons: Erica chooses to make her Airship 1,000 tons.

3. DETERMINE EQUIPMENT RATING

The Equipment Rating of a Support Vehicle is comprised of three different values: Tech Level, Availability, and Legality, as detailed below (see the Support Vehicle Equipment Ratings Table for examples of what these ratings represent).

Once a unit's Chassis Type and Weight Class are determined, the player consults the Equipment Rating column of the Support Vehicle Chassis Table to determine the minimum Equipment Ratings of a design.

The Equipment Ratings of a design can be increased (they can never be decreased below the minimum ratings) in two ways:

First, a player can simply choose to increase the ratings,

SUPPORT VEHICLE EQUIPMENT RATINGS TABLE

CBT: RPG Tech Level	Tech Level (Classic BattleTech Rules Level)	Availability	Legality
A	Primitive Technology (Level 1)	Very Common	Unrestricted
B	Low: Industrial Revolution (Level 1)	Common	Monitored: i.e. driving test required
C	Medium: Twenty-first to Twenty-second Century (Level 1)	Uncommon	Licensed: operating heavy goods vehicle or passenger transport
D	High: Age of War, Succession Wars (Level 1)	Rare	Controlled: fission powered
E	Advanced: Star League (Level 2 Inner Sphere)	Very Rare	Restricted: military equipment
F	Hyper-advanced: Clan (Level 2 Clan)	Unique	Highly Restricted
X	N/A	Not available	N/A

depending upon the type of Support Vehicle he or she has in mind; for example, a military-only Support Vehicle or a Support Vehicle from the original Star League era.

Second, when adding components to a design during construction, a design's Tech Level, Availability, or Legality may increase based upon the ratings of individual components as shown in the Equipment Rating column of the Weapons and Equipment Table (see p. 107).

Note: Equipment Rating nomenclature is also used in the *Field Manual* series when equipping combat commands. However, that rating system has no effect on the Equipment Rating used in Support Vehicle design.

Tech Level

The Tech Level of a unit represents the basic level of technology and industry required to produce a vehicle. For Support Vehicles, this represents an extreme range, from pre-industrial bicycles to advanced technologies such as satellites.

Lower Tech Level: A Support Vehicle can include components of a lower Tech Level from that used as its base level, but the Tech Level of the vehicle itself does not change.

CBT: RPG: The Tech Levels (see p. 129, *CBT: RPG*) are expanded to encompass Support Vehicle components. The component with the highest Tech Level on a unit represents the Tech Level of that Support Vehicle.

BattleTech: The Support Vehicle Equipment Ratings Table (see above) provides a guide for how Tech Levels relate to BattleTech Levels (1, 2 and 3). Inner Sphere Support Vehicles incorporating Tech level F components are considered Level 3 designs.

Availability

Availability represents supply and demand; how easy is it to acquire a particular Support Vehicle. To make this as useful as possible, regardless of which time period is used, Availability Ratings for three eras are provided: the first ranges from the Age of War to the fall of the first Star League (up to 2800), the second encompasses the Succession War period through the start of the Clan Invasion (2800 to 3050), and the final era covers the Clan Invasion through the present (3051 onwards).

The Clans always use the first (Star League era) Availability Rating unless this is X (Not Available), in which case they use the third Availability Rating.

Technology Base: Unlike the construction rules in *BMR* and *AT2,* there is no distinction between technology used in Clan and Inner Sphere vehicles, except that only Clan vehicles can incorporate Tech Level F components.

CBT: RPG: Availability Ratings are identical to those found in *CBT: RPG* (see pp. 129-131) and indicate just how hard it is for an individual to find and purchase a specific vehicle; it is relatively easy to walk off the street into a dealership and buy a ground car, but a communications satellite or a kiloton cargo sub is a different matter. This is a blanket value, and the gamemaster may wish to adjust availability by nation or world to suit their scenario or campaign.

BattleTech: For more details on using the Availability Rating in *CBT,* see *Availability*, p. 134.

Legality

Operating a vehicle can take more than just climbing behind the wheel. Operator and/or vehicle certification is often required. Safety regulations for the transport of passengers or sensitive materials can require special licenses. Private ownership of armed vehicles may be tightly controlled.

CBT: RPG: Legality Ratings are identical to those found in *CBT: RPG* (see p. 131). Once more, a gamemaster may elect to adjust these ratings to suit the needs of a scenario or campaign.

BattleTech: Legality Ratings have no effect in BattleTech.

Example 1: *Consulting the Support Vehicle Chassis Table, Bob notes that a Tracked (Medium) Support Vehicle has the following minimum Equipment Ratings: B/B–C–B/A.*

The B gives Tech Level (Low), while the three Availability Ratings show that the unit would have a rating of B during the first Star League (Common), C during the Succession Wars (Uncommon), and B following the Clan Invasion (Common).

Finally, the Legality Rating of A means it is legal for anyone to purchase.

However, these ratings do not fit in with Bob's vision for his MFB, so he decides to tweak them. First, since he wants the vehicle to be introduced after the

Clan Invasion, he only needs to worry about that era's Availability Rating and he wants to make it high tech (Tech Level D). Additionally, he wants it constructed only for military use (Availability Rating E, Legality Rating E), which provides a finished Equipment Rating of D/E/E. That's Bob's MFB.

***Example 2:** From the Support Vehicle Chassis Table, Erica sees that an Airship (Large) Support Vehicle has the following minimum Equipment Ratings: C/D–E–D/C.*

The C gives Tech Level (Medium) while the three Availability Ratings show that the unit would have a rating of D during the first Star League (Rare), E during the Succession Wars (Very Rare), and D following the Clan Invasion (Rare).

The Legality Rating of C means that ownership and operation of such units is licensed.

Erica is happy to go with the default ratings and aims to remain within these for her Airship design. She goes for a final Rating of C/D/C.

4. DETERMINE CHASSIS/ CONTROL WEIGHT

Once a unit's target weight has been determined, the space devoted to the chassis and control systems can be calculated. For simplicity, these rules combine the chassis and control systems into a single design element.

Consult the appropriate Tech Level column on the Chassis and Controls Tech Modifier Table (see below) that corresponds to the Tech Level Rating of the design. When multiplied by the Base Chassis and Control Weight taken from the row corresponding to the Support Vehicle's Chassis Type and Size Class on the Support Vehicle Chassis Table, this generates the percentage of the Support Vehicle's total weight taken up by the chassis and controls (round up to the nearest kilogram for Small vehicles and up to the nearest .5 tons for Medium and Large vehicles).

CHASSIS AND CONTROLS TECH MODIFIER TABLE

	Chassis and Controls Tech Level					
	A	**B**	**C**	**D**	**E**	**F**
Tech Level Multiplier	1.6	1.3	1.15	1.0	0.85	0.66

Chassis and Control Modifiers

The chassis and controls can be further modified using options from the Chassis Modifiers Table (see p. 91). If one or more of these modifiers are selected, apply them in sequence using the result from the previous calculation with the next modifier, but only round the weight up (to the nearest kilogram for Small vehicles and the nearest .5 tons for Medium and Large vehicles) after all calculations are finished. For details on the capabilities and limitations of each type of chassis and controls, see *Chassis and Control Types* below.

Lower Tech Level: If desired, a lower Tech Level chassis and controls can be used (provided the Tech Level is not less than the minimum required for the Weight Class of the design).

Vehicle Crews: Medium and Large Support Vehicles include basic accommodation for the crew automatically, but Small Support Vehicles must make provisions for a driver/pilot/helmsman and passengers.

***Example 1:** The Mobile Field Base is a 60 ton Tracked (Medium) Support Vehicle (Base Chassis and Control Weight of 15, from the Support Vehicle Chassis Table) constructed with High Tech Level D (1.0 from the Chassis and Controls Base Weight Table). Bob elects to modify the chassis and controls and make them armored (1.5 from the Chassis Modifiers Table)*

Chassis and controls weight = 15 x 1.0 x 1.5 = 22.5% of 60 tons = 13.5 tons.

***Example 2:** The Darling-class is a 1,000-ton Airship (Large) Support Vehicle (Base Chassis and Control Weight of 30 from the Support Vehicle Chassis Table) constructed with Medium Tech Level C (1.15 from the Chassis and Control Tech Modifier Table). Erica elects to give the Darling amphibious capability, so it may be used for offshore emergencies as well as inland.*

Chassis and controls weight = 30 x 1.75 x 1.15 = 60.375% of 1,000 tons = 603.75 tons, which rounds up to 604 tons.

CHASSIS AND CONTROL TYPES

Nothing has a greater impact on a unit's design than the selection of chassis and controls. It is this element that dictates the capabilities of the final design. These rules cover Wheeled, Tracked, Hover, VTOL, Airship, Fixed Wing, Satellite, Rail, and Naval Vessels.

The notes for each type of chassis and control systems details prohibited engine and transmission types (repeating the information from the Chassis and Controls/Engine and Transmission Compatibility Table (see p. 91) for convenience), the maximum permitted design weight for a unit, and specific rules for using each Chassis Type with *CBT*, *CBT: RPG*, *AT2*, *CO*, *FMMercs*, and *BF2*.

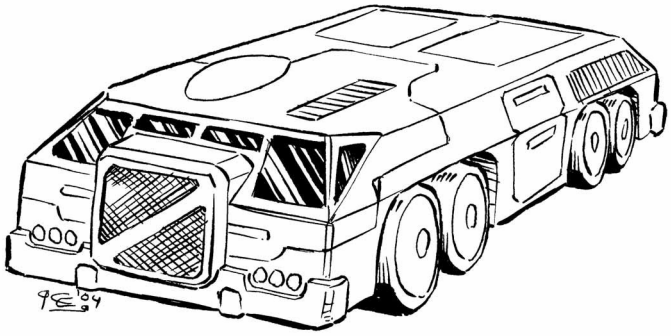
CHASSIS AND CONTROLS/MODIFIERS COMPATIBILITY TABLE

	Chassis and Controls								
Modification	**Wheeled**	**Tracked**	**Hover**	**VTOL**	**Fixed Airship**	**Wing**	**Naval Satellite**	**Rail**	**Vessel**
Amphibious	Y	Y	N	Y	Y	Y	N	N	N
Armored	Y	Y	Y	Y	N	Y	Y	Y	Y
Bicycle	Y*	N	Y*	N	N	N	N	N	N
Convertible	Y	Y	Y	N	N	N	N	N	N
Dune Buggy	Y	N	N	N	N	N	N	N	N
Environmental Sealing	Y	Y	Y	Y	Y	Y	N	Y	Y
External Power Pickup	N	N	N	N	N	N	N	Y	N
Hydrofoil	N	N	N	N	N	N	N	N	Y**
Monocycle	Y*	N	Y*	N	N	N	N	N	N
Off-Road Vehicle	Y	N	N	N	N	N	N	N	N
Omni	Y	Y	Y	Y	Y	Y	Y	Y	Y
Prop	N	N	N	N	N	Y	N	N	N
Snowmobile	Y	Y	N	N	N	N	N	N	N
STOL	N	N	N	N	N	Y	N	N	N
Submersible	N	N	N	N	N	N	N	N	Y
Tractor	Y	Y	N	N	N	N	N	Y	Y
Trailer	Y	Y	N	N	N	N	N	Y	N
Ultra-Light†	Y	Y	Y	Y	Y	Y	Y	Y	Y
VSTOL	N	N	N	N	N	Y	N	N	N

*Small Wheeled and Small Hover only
**Naval Vessels of 100 tons or less
†Small Support Vehicles only

CHASSIS MODIFIERS TABLE

Chassis Modification	**Chassis and Controls Weight Multiplier**	**Equipment Rating (Tech/Avail./Leg.)**	**Notes**
Amphibious	x 1.75	C/C–D–C/A	Cross/Land on water of any depth
Armored	x 1.5	A/C–E–D/D	Armor enhancement
Bicycle	x 0.75	A/A–A–A/A	Operator/passengers exposed
Convertible	x 1.1	A/A–A–A/A	Soft top
Dune Buggy	x 1.5	B/C–D–C/A	Traverse sand without penalty
Environmental Sealing	x 2	C/B–D–C/A	Operate in a vacuum
External Power Pickup	x 1.1	B/C–C–C/D	Rail only
Hydrofoil	x 1.7	B/C–D–C/A	+25% Cruise speed on vessels of up to 100 tons.
Monocycle	x 0.5	B/D–D–D/A	Operator/passengers exposed
Off-Road Vehicle	x 1.5	B/B–C–B/A	Traverse rugged terrain
Omni	x 1	E/X–X–E/A	Vehicle can be configured
Prop	x 1.2	B/B–C–B/C	Prop-driven fixed wing
Snowmobile	x 1.75	B/D–E–D/A	Traverse deep snow without penalty
STOL	x 1.5	C/B–C–B/C	Fixed Wing (Short takeoff and landing)
Submersible	x 1.8	B/C–D–C/C	Underwater capable (Naval Vessels only)
Tractor	x 1.2	A/A–A–A/B	Tow one or more trailers
Trailer	x 0.8	A/A–A–A/B	Towed by a Tractor
Ultra-Light	x 0.5	D/C–E–D/A	Small Weight Class
VSTOL	x 2	C/C–D–C/C	Fixed Wing (Vertical/Short takeoff and landing)



Wheeled

A simple and inexpensive ground vehicle type, wheeled units operate most efficiently on established road networks. Some special models possess off-road capabilities.

Prohibited Engine/Transmission Types: MagLev, Electric (External)

Maximum Weight: 160 tons

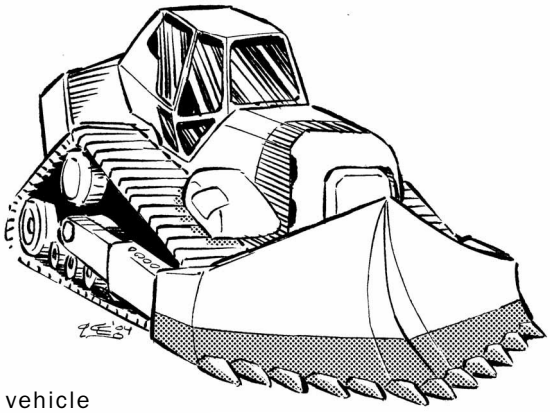
CBT: RPG: Use Piloting/Wheeled for Driving Checks. When operating on good roads (or similar surface), add an additional 15 meters/turn to the vehicle's top speed. Conversely, when operating in an off-road environment, speed drops to half normal—unless the vehicle is designed for off-road travel. Unless adapted for amphibious operations, wheeled vehicles cannot negotiate water of a depth of more than two meters. Should the vehicle involuntarily enter terrain in which it cannot normally function (through being pushed or skidding), it is immobilized; if it enters water, it sinks and is destroyed.

Firing a Heavy Weapon (see p. 110) mounted on the vehicle requires the appropriate Gunnery/Conventional Check.

BattleTech: Use the wheeled vehicles movement rules (see pp. 18-22, *BMR*). If a Wheeled Support Vehicle lacks the Off-Road Vehicle Chassis and Controls Modification (see p. 99) then movement costs 1 additional MP per hex, unless the hex is pavement or road. As per normal vehicle rules, Wheeled Support Vehicles receive a +1 MP bonus when moving exclusively through roads or pavement hexes.

Unless equipped with the appropriate Chassis and Controls Modification, Wheeled Support Vehicles cannot enter Water of Depth 1 or greater, Light Woods, Rough, or Rubble hexes. Wheeled Support Vehicles can never enter Heavy Woods. Should the vehicle involuntarily enter terrain in which it cannot normally function (through being pushed or skidding), it is immobilized; in water, the vehicle sinks and is destroyed.

BF2: The element's MP value is based on its *CBT* cruising MP, and it is considered a wheeled unit. Unless it possesses off-road (**or**) special equipment, any formation containing the element must spend an additional 1 MP to enter any hex that is not paved or contains a road. As per normal vehicle rules, the element receives a bonus +1 MP when operating exclusively on paved surfaces.



Tracked

A vehicle equipped with tracks has a distinct advantage over a wheeled vehicle when crossing soft or rough terrain. The expense, maintenance requirements, and damage they inflict on road surfaces can limit the use of tracked vehicles.

Prohibited Engine/Transmission Types: MagLev, Electric (External)

Maximum Weight: 200 tons

CBT: RPG: Use Piloting/Tracked for Driving Checks. Like Wheeled Support Vehicles, Tracked Support Vehicles add 15 meters/turn to their top speed when operating on a good road surface. Unlike Wheeled Support Vehicles, Tracked Support Vehicles are suited to off-road operations and thus are not penalized. Unless adapted for amphibious operations (see p. 97), Tracked Support Vehicles cannot negotiate water of a depth of more than two meters. Should the vehicle involuntarily enter terrain in which it cannot normally function (through being pushed or skidding), it is immobilized; if it enters water, it sinks and is destroyed.

Firing a Heavy Weapon (see p. 110) mounted on a Tracked Support Vehicle requires the appropriate Gunnery/Conventional Check.

BattleTech: Tracked vehicle movement rules apply (see pp. 18-22, *BMR*). Tracked Support Vehicles cannot enter Water of Depth 1 or greater without the appropriate chassis modification (see p. 97). They can never enter Heavy Woods. As per normal vehicle rules, Tracked Support Vehicles receive an additional +1 MP when moving exclusively through road or pavement hexes. Should the vehicle involuntarily enter terrain in which it cannot normally function (through being pushed or skidding), it is immobilized; in water, it sinks and is destroyed.

BF2: The *CBT* cruising MP is used for the element's MP value, and it is considered a tracked unit.

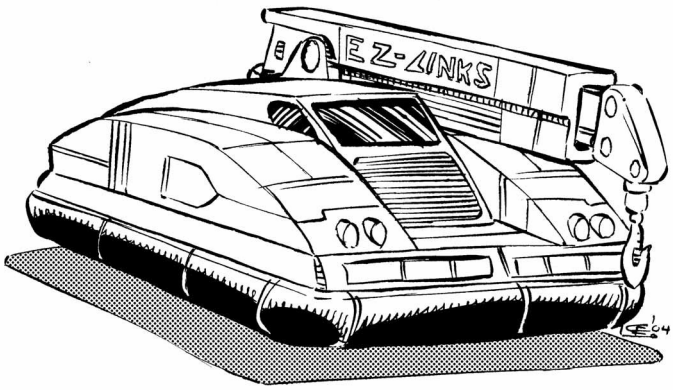
Hover

Supported on a cushion of air, hovercraft can cross both land and water with equal ease. Sometimes referred to as "skimmers", hover vehicles see extensive use on water-rich planets.

Minimum Engine Weight: The minimum weight of a Hover Support Vehicle's engine and transmission is 20% of the unit.

Prohibited Engine/Transmission Types: Electric (External and Solar), Steam, MagLev

Maximum Weight: 100 tons



CBT: RPG: Use Piloting/Hover for Driving Checks. Hover Support Vehicles add 15 meters/turn to their top speed when operating on a good road surface. Hover Support Vehicles can also operate off-road at no penalty, although they cannot negotiate especially rough or broken terrain. Water posses no obstacle to hover vehicles except when weather conditions generate waves of excessive height. Such environmental effects are at the discretion of the Gamemaster as required by the intended course of their scenario.

Firing a Heavy Weapon (see p. 110) mounted on a Hover Support Vehicle requires the appropriate Gunnery/Conventional Check.

BattleTech: Hover vehicle movement rules apply (see pp. 18-22, *BMR*). Unless equipped with the appropriate chassis modification (see p. 99), Hover Support Vehicles cannot enter any Woods hex. Hover Support Vehicles traveling over Water are treated as surface vessels (see p. 58, *BMR*). As per normal vehicle rules (see p. 18 to 22, *BMR*), Hover Support Vehicles receive a bonus +1 MP when moving exclusively through road or pavement hexes. Should the vehicle involuntarily enter terrain in which it cannot normally function (through being pushed or skidding), it is immobilized.

BF2: The *CBT* cruising MP is used for the element's MP value, and it is considered a hover unit.



VTOL

Rotary wings or vectored thrust vehicles can achieve Vertical Take Off and Landing (VTOL). The high thrust-to-weight ratio this requires limits the maximum weight of such flying machines.

VTOLs have a maximum operating altitude of about 18,000 meters.

VTOL Support Vehicles cannot mount Jet Boosters (see p. 66, *MT*)

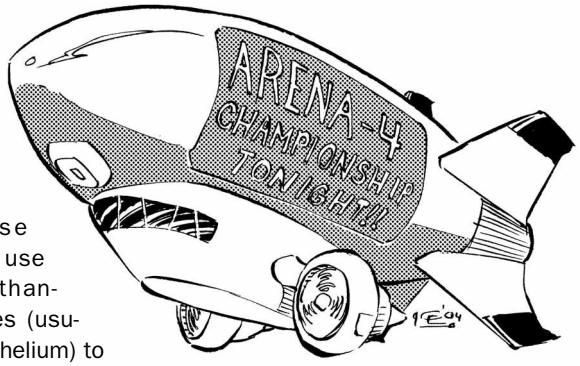
Prohibited Engine/Transmission Types: Electric (External and Solar), Steam, MagLev

Maximum Weight: 60 tons

CBT: RPG: Use Piloting/VTOL for Piloting Checks. Firing a Heavy Weapon (see p. 110) mounted on a VTOL Support Vehicle requires a Gunnery/Aero Check.

BattleTech: All VTOLs use the rules presented in *BMR*, pp. 56-57 and 59-60. VTOLs have a maximum altitude of 3,000 elevation levels (10 altitude levels under *AT2* low-altitude rules).

BF2: The *CBT* cruising MP is used for the element's MP value, and it is considered a VTOL unit.



Airship

These vehicles use "lighter-than-air" gases (usually inert helium) to fill lifting cells that keep them aloft, and propellers for maneuvering and station keeping. Airships are an attractive form of low-tech bulk cargo transport for locations that lack rail or sea links.

In game terms, Airships are treated as a special form of conventional aircraft and use Thrust Points to determine their movement rate. However, unlike other aircraft and aerospace vehicles, Airships—because of their considerable bulk and relatively low speeds—may be built using increments of one-quarter Thrust Points for their Safe Thrust, as outlined under their *BattleTech/AeroTech 2* rules below. The Maximum Thrust of an Airship may not exceed 3 Thrust Points and may be rounded to the nearest 0.25 Thrust Point (round results ending in 0.125, 0.375, 0.625, and 0.875 up to the nearest multiple of 0.25). Note that Airships moving at less than one Thrust Point may not make strafing or level bombing attacks.

Prohibited Engine/Transmission Types: Electric (External), MagLev

Maximum Weight: 1,000 tons

CBT: RPG: The new subskill, Piloting/Airship, is used when controlling an airship. See p. 138 for full details.

Firing a Heavy Weapon (see p. 110) mounted on an Airship Support Vehicle requires the appropriate Gunnery/Aero Check.

In Terra-like gravity and atmospheres, Airships cannot exceed a top speed of 540 kph, or operate above an altitude

of 18,000 meters. For non-Terran environments, modification of those limits is left to the discretion of the gamemaster.

BattleTech/AT2: As a special class of conventional aircraft, Airships fly and maneuver in the same fashion as Aerodyne DropShips (see p. 33, *AT2*), but they may also hover like Spheroid Small Craft units and must use the Spheroid Small Craft rules for landing and takeoff (although hovering maneuvers only cost an Airship 1 Thrust Point, rather than 2, and landing maneuvers only require 1 Thrust Point; see pp. 33 and 53, *AT2*). Because of their unique construction, however, Airships move far slower than most other conventional air vehicles and can be designed using fractional Thrust Points.

Rather than tracking fractional velocity, Airships instead must "stockpile" their Thrust over a cycle of four game turns (using the *AeroTech 2* low-altitude operations scale) and may not change the rate at which Thrust Points are expended until the end of each cycle. (If an Airship suffers damage that makes it impossible to maintain its current Thrust rate, it must immediately reduce its Thrust appropriately at the end of the four-turn cycle.) During each cycle, Airships using Thrust Points at their current rate may apply their accumulated points in each turn of the cycle as indicated under the appropriate Thrust Points per Cycle Turn column for their Current Thrust. Special maneuvers that normally use more than 1 Thrust Point (such as landing) must be announced at the beginning of each cycle. Unused Thrust Points are lost at the end of each cycle.

AIRSHIP VELOCITY TABLE

Current Thrust	Thrust Points per Cycle Turn 1	2	3	4
0.25	1	—	—	—
0.5	1	—	1	—
0.75	1	—	1	1
1	1	1	1	1
1.25	2	1	1	1
1.5	2	1	2	1
1.75	2	1	2	2
2	2	2	2	2
2.25	3	2	2	2
2.5	3	2	3	2
2.75	3	2	3	3
3	3	3	3	3

AIRSHIP RANDOM ALTITUDE CHANGE TABLE

2D6	Result
2	Altitude reduced by 3*
3	Altitude reduced by 2*
4	Altitude reduced by 1*
5	Altitude reduced by 1*
6	Altitude remains the same
7	Altitude remains the same
8	Altitude remains the same
9	Altitude remains the same
10	Altitude increased by 1*
11	Altitude increased by 1*
12	Altitude increased by 2*

* Airships may only climb as high as 10 *AeroTech 2* low-altitude levels or fall as low as 0 levels, representing a crash.

When employing on-map movement, an airship moves the equivalent of 4 BattleTech hexes for every 0.25 points of velocity.

For example, an Airship moving at a current rate of 0.5 Thrust Points must do so for the length of its four-turn cycle before it can increase or decrease its Thrust. In the first and third turns of each cycle, the Airship may expend 1 Thrust Point each. The Airship may elect to simply apply that Thrust in forward movement, or spend each point to continue hovering in place, or even announce at the start of the cycle that it will be landing, and "bank" the first point so it may execute the maneuver in turn 3.

Airships use the Aerodyne DropShip record sheet and hit locations (see p. 27, *AT2*). However, all critical hits to the K-F Boom, Docking Collar, or Gear destroy an item of equipment or a weapon chosen by the Airship's controlling player. Unlike DropShips, Airships do not group their weapons into bays, and instead resolve weapons fire as a Small Craft.

If an Airship's Thrust is reduced to 0, it does not necessarily crash, but instead drifts one quarter of one hex per turn in the direction of the prevailing winds, moving one low-atmosphere *AT2* hex every four turns (determine wind direction using the rules on p. 80 of *BMR*). This drift begins at the end of the four-turn cycle in which the Support Vehicle loses Thrust. In addition, the Airship's altitude may also change as the vehicle goes out of control—roll 2D6 and consult the Airship Random Altitude Change Table below, at the end of each turn, crashing if its altitude reaches ground level (or lower).

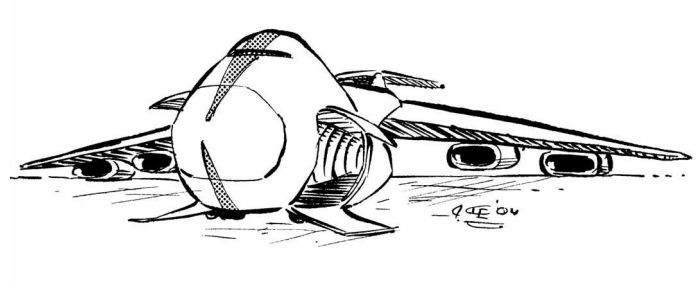
Airships attempting to travel at a velocity of greater than 3 (540 kph in low-atmosphere *AT2*) automatically go out of control. Airships cannot operate beyond the limits of an atmosphere.

When landed, Airships use a vehicle template appropriate to their size to indicate which hexes they occupy. On the ground, an Airship is treated as though it is "floating" 1 elevation level higher than the terrain upon which it has landed. Vehicles and infantry may thus pass through any hex occupied by the landed Airship except the one in which the pivot point on the vehicle template falls (see the Large Naval Template at the end of this book), as this represents the Airship's gondola and anchoring mechanisms.

BF2: Airships operate as an Aerodyne DropShip, with the exception that they cannot operate in vacuum or above an altitude of 18,000 meters (Altitude 10 in Low-Altitude Operations or Altitude 0 on the Space Map).

Fixed Wing

Lacking the flexibility of VTOLs because of their need for prepared runways, Fixed Wing Support Vehicles can operate at higher altitudes, are more rugged, and can be larger.



All Fixed Wing Support Vehicles automatically incorporate landing gear into the chassis weight and cost.

Prohibited Engine/Transmission Types: Steam, MagLev, Electric (External) (Jet-propelled Fixed Wings are also prohibited from using Solar, Fuel Cell, and Battery-powered Electric engines).

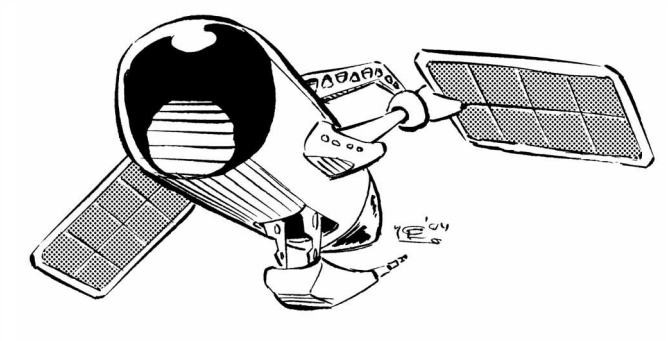
Maximum Weight: 200 tons

CBT: RPG: Use Piloting/Aircraft for Piloting Checks.

Firing a Heavy Weapon (see p. 110) mounted on a Fixed Wing Support Vehicle requires the appropriate Gunnery/Aero Check.

BattleTech/AeroTech 2: Fixed Wing Support Vehicles are treated as conventional aircraft as described in *AT2.* Large Fixed Wing Support Vehicles, however, must double their minimum straight movement requirement for conventional aircraft before they can make turns (see p. 34, *AT2*).

BF2: The *CBT* Safe Thrust rating is used for the element's MP value, and it is considered an aerospace unit.



Satellite

Used for communications, surveying, and information gathering, Satellites rely on station-keeping drives and lack the powerful propulsion system that would make them true spacecraft. Satellites automatically incorporate environmental sealing technology, and so do not need to purchase that chassis modification.

Under standard rules, all Satellites may be fully automated, but armed satellites require crews in order to use their weapons in combat. (Remote-controlled Satellites, which are constructed as Drones under the rules in *Maximum Tech*, are an option outside these rules, reflecting their disappearance over the centuries of the Succession Wars.)

A Satellite can be placed in a fixed-period or Geo-synchronous orbit. A fixed-period orbit normally brings a satellite over a specific point once every 1 to 2 hours. A Geo-synchronous orbit keeps a satellite over the same equatorial location continuously.

Satellites require no Piloting Checks to maintain their orbit. However, when initially placed in orbit, or when its orbit is changed, an Average Difficulty Skill Check against Navigation/Space is required. A minor failure (by 1 or 2) doubles the time required to change orbits. A Margin of Failure (MoF) of 3 (Bad) or more causes the satellite's orbit to decay in 2D10 weeks; a MoF of 6 (Terrible) or more has the same result in 2D10 days. A MoF of 9 or more (Abysmal) immediately sends the satellite spiraling into the body it orbits. A decaying orbit destroys the satellite, either through impact with the surface or burning up as it reenters the atmosphere. If the error is caught in time, the situation can be rectified via a Navigation/Space Check that takes one day, but the difficulty depends on the level of failure of the previous Skill Check; Difficult for a Bad result, Very Difficult for a Terrible result, and Extremely Difficult for an Abysmal result. Multiple attempts can be made until the satellite falls out of orbit.

The base weight of a Satellite's engine and transmission is fixed at ten percent of the Satellite's total weight.

Prohibited Weapons: Light and Medium Weapons cannot be mounted on Satellites.

Prohibited Engine/Transmission Types: Steam, MagLev, ICE, Electric (External)

Maximum Weight: 200 tons

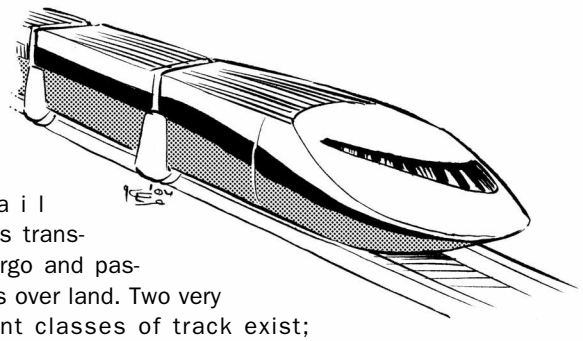
CBT: RPG: Once in position, satellites require no Piloting Checks. Firing Heavy Weapons (see p. 110) mounted on a Satellite Support Vehicle requires an appropriate Gunnery/Space Check.

Remote controlled satellites (constructed as Drones as per the Level 3 rules in *MT*, p. 70) mounting weapons suffer a +2 TN modifier over and above any other fire control modifiers.

Fully automated satellites cannot mount and use weapons and are limited to operations not requiring a gunnery skill, such as taking pictures and communication.

AT2: These units behave as space stations under *AT2* rules. Satellites are only capable of station-keeping maneuvers; the engine and transmission for Satellites has a fixed base weight.

BF2: Satellites are treated as Space Station units.



Rail

Rail systems transport cargo and passengers over land. Two very different classes of track exist; standard tracks require little technology to produce or maintain, but the advanced MagLev (which requires a much higher

level of technology) achieves far greater speed by both suspending the train above the track and propelling it with powerful magnetic fields.

A Rail Support Vehicle usually consists of one or more "Tractor" units (see p. 100) pulling a string of un-powered "Trailer" units (see p. 101).

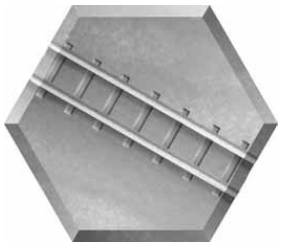
During construction, Rail Support Vehicles receive an additional 2 MP cruising speed over and above that dictated by the size of engine and transmission installed, but only if it is a Tractor. Rail Trailer MPs are determined by the speed of the pulling Tractors.

Prohibited Engine/Transmission Types: None. MagLev trains mount only transmission, receiving all power from the MagLev tracks themselves.

Maximum Weight: 600 tons

CBT: RPG: Use the new Piloting/Rail skill when making Skill Checks for operating a Rail Support Vehicle. Firing a Heavy Weapon (see p. 110) mounted on a Rail Support Vehicle requires the appropriate Gunnery/Conventional Check.

BattleTech: Unlike most *CBT* vehicles, Rail Support Vehicles take time to reach speed or slow down. Each turn a train can increase or reduce its speed (up to the unit's maximum current MP limit). Small and Medium Rail Support Vehicles can increase or decrease speed by 2 MP per turn, while Large Rail Support Vehicles can only alter speed by 1 MP per turn. If a Rail Support Vehicle is rendered immobile by damage, it does not come to a sudden halt, but rather it decelerates by 2 MP per turn (Small and Medium) or 1 MP per turn (Large) until speed drops to zero.



Additionally, Rail Support Vehicles require a new terrain type to operate: Railroad. This terrain type represents a variety of tracks, from traditional steel rails on wooden ties, to advanced extruded ferrocrete troughs for MagLevs and more. This terrain is treated as Rough terrain by all ground vehicles (military or Support Vehicles) and BattleMechs, but has no effect on any other unit's movement and does not affect Line of Sight in any way.

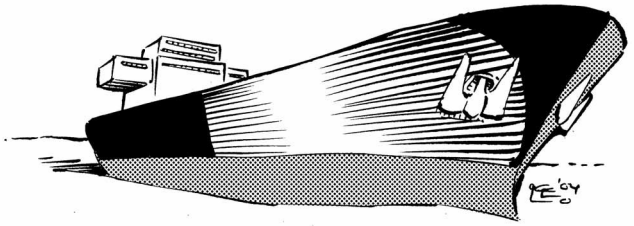
Units occupying a Railroad hex when a train passes through it are rammed by the train unless they make a successful Piloting Skill Roll to get out of the way. Unlike other ground vehicles, Rail Support Vehicles cannot intentionally make a ramming attack. If a unit is rammed by a Rail Support Vehicle, damage is applied to the rammed unit based on the *total* weight of the train, including all its constituent Trailer and Tractor units.

For Rail Support Vehicles to move on a mapsheet, they must move through a continuous, unbroken line of Railroad hexes.

Railroads have a CF of 20 and may be attacked as per the standard rules for attacking buildings. Once destroyed, a Railroad hex is treated as a clear hex for movement and line of sight. A Rail Support Vehicle entering a hex where the railroad has been destroyed derails and skids. In such an event, the Rail Support Vehicle spends MPs as normal until it reaches the cleared Railroad hex, then each component (Tractor and Trailer) skids for the remaining MP in the current direction of travel, until ramming anything (units, buildings, or higher terrain) in its path. See above for damage inflicted by a Rail vehicle ram.

If a Rail Support Vehicle consists of a mix of different Size Classes, then the speed change for the largest class Tractor and/or Trailer in the Rail Support Vehicle is used (e.g., a Medium Tractor hauling a Large Trailer is only be able to change speed by 1 MP per turn).

BF2: The *CBT* cruising MP is used for the element's MP value, and it is considered a wheeled unit, but with the **rail** or **mag** special equipment, which limits the vehicle to movement along predetermined routes defined by rails or MagLev tracks.



Naval Vessel

Often eclipsed by the DropShip, Naval Vessels are nonetheless a cost-effective means of transporting bulk cargo. Primitive paddle steamers still exist; their unsophisticated design is actually an asset on backwater worlds. Elsewhere, more advanced (and efficient) propulsion methods are employed.

Prohibited Engine/Transmission Types: Electric (External), MagLev

Maximum Weight: 100,000 tons

CBT: RPG: Skill Checks for controlling Naval Vessels are made with the Piloting/Naval Skill. Firing a Heavy Weapon (see p. 110) mounted on a Naval Vessel Support vehicle requires the appropriate Gunnery/Conventional Check.

BattleTech: Light and Medium Naval Vessels maneuver as standard naval units (see p. 58, *BMR*), but Large Naval Vessels operate under slightly different rules.

There are several special rules for Large Naval Vessels. First, such Naval Vessels can be very large—longer than a 30-meter hex on a *CBT* map sheet (see *Large Support Vehicles*, p. 135). Large Naval Vessels may only change facing by one hex side per hex, and then only once it has moved forward until the center hex of the unit enters the position where the front hex of the unit was after the last facing change. When the unit is moving slowly this can take more than one game turn to occur.

The unit pivots around the center point marked as the "Pivot" on the Naval Vessel Template (located in the back of the book). The cost to change facing is still 1 MP.

Unlike most *CBT* units, Large Naval Vessels take time to both speed up and slow down. Each turn a Large Naval Vessel can increase its speed (up to the unit's Flank MP limit) or slow down by 1 MP. If a Large Naval Vessel is rendered immobile by damage, it does not come to a sudden halt but rather decelerates by 1 MP per turn until its speed drops to zero.

Large Naval Vessels may only operate in water hexes and can run the risk of running aground when operating in shallower depths. Consult the Large Naval Vessel Size Table (p. 136) to find the safe water depth in which these units can operate. A unit entering a water hex that is too shallow immediately runs aground and suffers damage equal to its tonnage divided by 100 (rounded up). The unit, now beached, becomes a stationary target for the remainder of the battle, unless another Naval Vessel with the tractor modification is present and able to extract the vessel (see the rules for Naval Tractors, p. 101).

Unlike smaller Naval Vessels, Large Naval Vessel Support Vehicles can survive the destruction of a turret. Additional damage to a destroyed turret transfers to the side armor facing the attacker. Naval Vessels built with the Submersible Chassis and Controls Modification (see p. 100) cannot dive once a turret is destroyed. Attempting to do so (or having a turret destroyed while submerged) results in the unit automatically being destroyed.

With their larger crews, Large Naval Vessels deal with Crew Killed critical hits differently from other units. For each such critical hit suffered, one crew box is marked off and the corresponding modifier is applied to any Gunnery or Piloting Skill Rolls required by the unit. When all six have been marked, the crew are dead.

Likewise, critical hits to the engine or power plant do not immediately disable the Naval Vessel. Each Engine critical hit reduces the unit's cruise MP by 1. Each ammo/power plant critical hit likewise reduces the unit's cruise MP by 1. Flank MP should then be recalculated.

An ammo/power plant critical hit only results in an ammo explosion if ammunition is present for an ammunition-using weapon in the hex of the vessel that was targeted for attack, but the Cruise speed is always reduced as noted (see CASE, p. 118, for additional rules on ammo explosions on Large Naval Vessels).

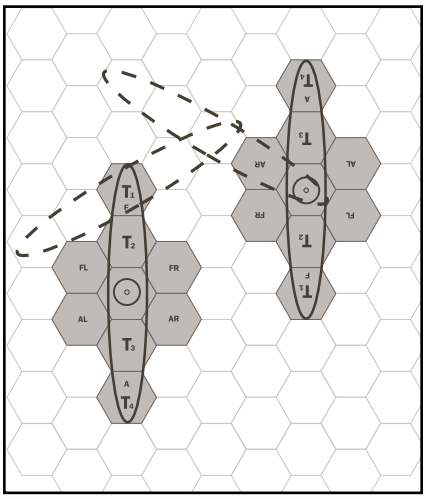
Damage from weapons with an area of effect, such as artillery, is only applied to a single hex of a multi-hex unit. The hex affected receives the highest level of damage, or—if several would receive the same damage—the hex selected by the attacker.

A Hood-class Naval Vessel is attacked by two Sniper artillery pieces. The first strike directly hits one of the hexes occupied by the vessel, inflicting the full 10 points of damage, split into two blocks of 5 points as normal. The adjacent hexes occupied by the vessel ignore the 5 points of damage that would normally be applied to units in adjacent hexes, but any other units in those hexes are damaged as normal.

The second Sniper misses the targeted hex, but the impact point drifts to catch two of the hexes in the outer 5-point blast area. Only one of these strikes (chosen by the player controlling the unit) is counted when determining the damage the vessel receives.

BF2: The *CBT* cruising MP is used for the element's MP value.

AT2: Damage from a strafing attack is only applied once—regardless of the number of hexes occupied by the Naval Vessel that fall in the strafing area. As with all other area-effect weapons, bombs only inflict damage once.



A Large Naval Vessel using a Type C Template is traveling at a speed of 4 MP. It moves forward 2 hexes (bringing the center Pivot point to the hex where the bow started) and then spends 1 MP to turn 1 hex facing to the right before moving the final MP (bringing total MP expenditure for the turn to 4 MP). Next turn, the unit increases its speed to 5 MP, but as it has not traveled the required distance to bring the Pivot point to where the bow was after the last facing change it must move forward one more hex before spending 1 MP to turn to the right once more.

The next 2 MP move the unit forward enough to once more bring the Pivot point to where the bow started after the last facing change, and thus the unit can make one final facing change at the cost of 1 MP.

CHASSIS AND CONTROLS MODIFICATIONS

The basic chassis and controls can be further adapted via a series of modifications to add special abilities. Each modification includes specific rules for using each modification with *CBT*, *CBT: RPG*, *AT2*, *CO*, *FMMercs*, and *BF2*.

Amphibious

Some Tracked and Wheeled Support Vehicles—normally used for exploration—can traverse water. VTOL, Fixed Wing, and Airship Support Vehicles can be modified to float—usually through a combination of hull design and out-rigger floats—allowing them to land on or take off from water provided conditions are not too rough.

CBT: RPG: Wheeled and Tracked Support Vehicles can negotiate water at half speed. They always remain on the surface.

VTOL, Fixed Wing, and Airship Support Vehicles can land or take off from water with a TN modifier of +2. Fixed Wing Support Vehicles must have sufficient space in order to attempt this maneuver (600 meters or 300 meters if the chassis and controls have the STOL modification). Other TN modifiers may apply.

BattleTech: Wheeled or Tracked Support Vehicles can move through any water at a cost of 2MP per hex; for purposes of LOS, they are on the surface of the water. Any damage that reduces the unit's MP disables the amphibious modification, reducing the unit to a stationary target if currently in a water hex. The hull integrity rules (see p. 95, *BMR*) apply and a unit suffering a breach to any location except the turret sinks and is automatically destroyed. If all the armor in a single location is destroyed then the unit is flooded (again, except for the turret). If the unit is designed with no armor on a location (except the turret), then any hit floods the unit.

VTOL and Airship units can land and take off from any Water hex. Fixed Wing Support Vehicles can treat any stretch of Depth 1 water as a standard runway, i.e. a line of 20 hexes (600 meters) can be used for takeoff and landing—10 hexes (300 meters) if the unit has the STOL modification.

BF2: Wheeled or Tracked Support Vehicle elements possess amphibious (**amp**) special equipment, which allows it to traverse depth 1 or greater water at a cost of 2MP per hex.

VTOL, Airship, or Fixed Wing units can take off and land from water as if it were a runway.

Armored

Support Vehicles are rarely armored for combat, but the chassis and controls can be upgraded to allow the use of military-grade armor. See *Add Armor,* p. 106.

Note that this modification may not be combined with the Ultra-Light Chassis modification. Moreover, because of the nature of their construction, Airships also cannot employ this modification.

CBT: RPG: The chassis and controls automatically attain the highest BAR rating allowed by the Support Vehicle's Tech Level (see p. 88), and the modification allows for armor of higher BAR ratings than normally attainable by the Support Vehicle's Tech Level to be mounted later in the design process.

BattleTech: Units that carry armor protection *and* attain a BAR of 10 are not vulnerable to penetrating critical hits (see p. 106) and sustain critical hits in the same manner as standard *CBT* combat vehicles. Units with this modification that do not achieve a BAR of 10 reduce the TN for penetrating critical hits by one.

Bicycle

A common chassis and controls design used in Small Wheeled and Hover Support Vehicles, bicycles are often used as fast and agile personal transports. The operator and passengers ride in an exposed position (unless the Environmental Sealing adaptation is also used). The Bicycle chassis and controls modification cannot be combined with the Monocycle modification.

CBT: RPG: Operator and passengers receive no protection against the elements (or enemy fire) from the bicycle's body shell, unless the unit also possesses the Environmental Sealing adaptation. Unskilled attempts to operate a bicycle vehicle receive an additional +2 TN modifier.

BattleTech: The unit ignores the restriction on wheeled or hover vehicles entering Light Woods but must still pay the additional movement cost. They are still restricted from entering Heavy Woods.

BF2: The element possesses bicycle (**bi**) special equipment, which allows it to enter Light Woods—even if normally barred from doing so.

Convertible

Wheeled, Tracked, or Hover Support Vehicles can be designed with a retractable fabric or solid top, which can be opened to expose the operator and passengers to the elements. It takes 30 seconds for the vehicle to convert.

A vehicle designed as a convertible cannot mount a turret.

CBT: RPG: It takes 6 turns for the conversion mechanism to fully open or close. Once open, the vehicle's operator(s) and passengers are exposed and receive no BAR protection to the chest, arms or head.

BattleTech: It takes 3 turns for the conversion mechanism to fully open or close. Any hit that would have been to the turret automatically has the same effects as a Crew Killed critical hit.

Dune Buggy

Wheeled Support Vehicles usually have difficulty traversing sand. Some are built with a chassis and controls modifications adapted to desert use, though these are poorly adapted to other terrain.

Only wheeled Support Vehicles can mount this modification.

Prohibited Chassis and Control Modifications: Dune Buggy cannot be combined with the Amphibious, Off-Road Vehicle, or Snowmobile modifications.

CBT: RPG: A Wheeled Support Vehicle with a Dune Buggy chassis and controls suffers a 15 meter/turn reduction in its Cruising speed. In addition, the vehicle cannot move at Flank speed when not operating on sand. While operating on sand, however, the Dune Buggy does not suffer penalties for operating off-road.

BattleTech: A Wheeled Support Vehicle with a Dune Buggy chassis and controls suffers a reduction of 1 MP to its Cruising speed and cannot move at Flank speed when not operating on sand.

When driving on sand, Dune Buggy Support Vehicles may function as normal wheeled vehicles and suffer no penalties for operating off-road.

Rules for *Sand* can be found in *CBTComp* p. 151.

Environmental Sealing

Not every world in the universe is as welcoming to humans as their birthplace—Terra. Environmental Sealing allows a comfortable shirtsleeve environment to be maintained.

CBT: RPG: Medium and Large Support Vehicles with Environmental Sealing incorporate an airlock for egress and ingress. Small Support Vehicles lack the space for an airlock, and thus personnel must use suitable personal life support equipment before a door or hatch is opened. Support Vehicle operators and passengers who would otherwise be exposed to the elements (such as on Bicycle and Monocycle Support Vehi-

cles) receive an effective Barrier Armor Rating (BAR) of 1 from the Environmental Sealing.

BattleTech: Fusion, Fission, and Electric-powered Support Vehicles with this chassis and controls modification can operate in a vacuum environment per the *Vacuum* rules (see p. 85, *BMR*). Support Vehicles with this modification whose operators would otherwise be exposed to the elements (such as Bicycles and Monocycles) are considered to have received a "Crew Killed" result if they receive any damage while operating in vacuum.

Even with Environmental Sealing, Airships may never operate in a vacuum, but they may operate in tainted or toxic atmospheres.

External Power Pickup

One advantage Rail Support Vehicles driven by electric motors have is the option to draw power from over-head power lines or the railroad tracks themselves. By placing the power source outside the Rail Support Vehicle it is possible to carry more cargo and passengers or larger Tractors. The big disadvantages are increased cost of building an electrified rail network and the vulnerability of the power-feed to damage.

Only Rail Support Vehicles may mount this modification.

CBT: RPG: With the power feed stretching for kilometers, it is difficult to defend against even the most amateur attempts at sabotage. While the TNs of Demolition Checks are not modified, the level of the quality of success should be increased by one step if the attempt is successful.

A clumsy (or unlucky) individual who comes in contact with the feed while grounded is dealt an Energy-based damage attack of 4•10D6.

BattleTech: Destruction of the railroad or MagLev track in a Railroad hex (see p. 95) immobilizes all Rail Support Vehicles using that track's pickup for the rest of the game. Any MagLev units in motion skid along the track like a derailed Rail unit (see p. 95).

Hydrofoil

Hydrofoils offer speed that displacement-hulled units lack. Featuring submerged "wings" that lift the vessel's hull out of the water, these Support Vehicles can achieve exceptional speed in clear water and good weather. The chassis and controls of Naval Vessels up to 100 tons can be given the Hydrofoil adaptation. When conditions are suitable, multiply the Cruise speed of a hydrofoil by 1.25 (round to nearest whole number, rounding .5 up), and calculate Flank speed from this new value.

Submersible Support Vessels only receive the benefit of the Hydrofoil while operating on the surface.

Only Naval Vessel Support Vehicles may mount this modification.

CBT: RPG: When operating in shallow water equal to the draft of the unit (see Large Naval Vessel Size Table p. 136) the Gamemaster may call for Skill Checks on Piloting/Naval, Perception, or Sensor Operations from crewmembers to avoid damage to the hydrofoil. Such damage or adverse weather conditions may prevent the use of the hydrofoil, reducing the vehicle's speed.

Weather conditions are an element of the game best determined by the Gamemaster in line with the intended course of their scenario.

BattleTech: Hydrofoil Naval Vessels are treated as a hydrofoil on the Naval Vessel Hit Location Table (see p. 59, *BMR*).

Monocycle

An uncommon chassis and controls modification, Monocycles are normally used as compact personal transports. As on a bicycle chassis, the operator and passengers ride in an exposed position, unless the vehicle is environmentally sealed.

Only Small Wheeled and Hover Support Vehicles may mount this modification.

Prohibited Chassis and Control Modifications: Monocycle cannot be combined with the Bicycle modification.

CBT: RPG: Even with the best gyro-stabilization, it takes a degree of skill to safely operate a monocycle. All Piloting skill checks are made with a +2 TN modifier, and that modifier rises to +4 if the Action Check is an unskilled one. Operator and passengers receive no protection against the elements (or weapons fire) from the monocycle's body shell, unless the vehicle also possesses the Environmental Sealing adaptation.

BattleTech: Vehicles utilizing a Monocycle chassis and controls ignore the restriction on wheeled or hover vehicles entering Light Woods, but must still pay the additional movement cost. They are still restricted from entering Heavy Woods.

BF2: The element possesses monocycle (**mon**) special equipment, which allows it to enter Light Woods, even if normally barred from doing so.

Off-Road Vehicle

Wheeled Support Vehicles are not commonly designed with off-road operation in mind. However, units with specially designed chassis and controls can operate more effectively when off the beaten path.

Prohibited Chassis and Control Modifications: Off-Road Vehicle cannot be combined with the Snowmobile or Dune Buggy modifications.

CBT: RPG: The unit does not have its speed reduced when not traveling on good roads (or similar surface). The vehicle still adds 15 meters/turn to its top speed when driving on roads.

BattleTech: The unit is not penalized for non-pavement movement. Should the vehicle involuntarily enter terrain in which it cannot normally function (through being pushed or skidding), it becomes immobilized; in water, it sinks and is destroyed.

BF2: The Support Vehicle has the off-road (**or**) special equipment.

Omni

Though the groundwork for Omni technology was laid by the designers of the *Mercury,* it would be up to the Clans to take the concept to its ultimate conclusion. With the chassis and controls designed to accept interchangeable modules, a unit can be reconfigured rapidly for the requirements of the next mission. Ironically, the Clans rarely employ this technology on vehicles,

but the Inner Sphere has rapidly deployed a wide range of combat and support OmniVehicles.

CBT: RPG: The unit can be reconfigured (provided the required pods are available). It takes 30 minutes to swap the equipment pods in each location (front, left side, right side, rear, or turret on a tracked vehicle for example) or double that if an Easy Technician/Mechanics skill check is failed.

BattleTech: The unit uses the rules for OmniVehicles (see p. 129, *BMR*), but unless they are equipped with magnetic clamps, Battle Armor cannot operate as Mechanized Battle Armor with Omni-equipped Support Vehicles as they can with OmniMechs and combat OmniVehicles.

Prop

Prop-driven Fixed Wing Support Vehicles are less expensive to build and operate but are limited to sub-sonic speeds.

CBT: RPG: In a Terra-like environment, prop-driven craft cannot exceed the speed of sound (around 1,225kph) and cannot operate above an altitude of 18,000 meters. For non-Terra environments, it is left up to the discretion of the gamemaster to modify accordingly.

AT2: Prop-driven units traveling at a velocity of greater than 7 (faster than the speed of sound) automatically go out of control. Prop-driven units cannot operate above the ground altitude on the *AT2* space map (altitude 10 on the low-altitude map).

Snowmobile

Traversing deep snow is difficult for most wheeled or tracked vehicles. Those built with chassis and controls adapted for arctic use are much better off but don't adapt well to other terrain.

Prohibited Chassis and Control Modifications: Snowmobile cannot be combined with the Amphibious, Dune Buggy, or Off-Road Vehicle modifications.

CBT: RPG: The unit suffers a 15 meter/turn reduction in its Cruising speed. In addition, the unit cannot move at Flank speed when not operating on deep snow or ice.

BattleTech: The unit suffers a reduction of 1MP to its Cruising speed. In addition, the unit cannot move at Flank speed when not operating on Deep Snow or Ice (see p. 10, *MT*).

STOL

The Short Take-Off or Landing adaptation allows Fixed Wing units to operate from smaller (often temporary) airfields.

CBT: RPG: The unit requires a runway of at least 300 meters for takeoff and landing (as opposed to the 600 meters normally required).

Classic BattleTech: The unit requires a runway of only 300 meters for takeoff and landing.

Submersible

A modification of the basic Naval Vessel Chassis Type, submersibles have become vital to worlds that have developed extensive under-sea farming or industry. Submersible units automatically incorporate environmental sealing technology and so do not need to purchase the modification.

While submerged, the unit cannot use Hydrofoils (provided they are equipped) to boost its speed.

Only Fission- and Fusion-powered submersible units have an unlimited diving endurance. Units using other power sources must surface to recharge their power storage cells they use when submerged.

Maximum Weight: 100,000 tons

CBT: RPG: The Naval Vessel can travel beneath the surface as well as on it.

Classic BattleTech: The Naval Vessel can operate as a submarine (*BMR* p. 58). If a submersible suffers the loss of a turret or an ammunition critical hit while submerged, it is destroyed, even if equipped with CASE.

Tractor

Some Support Vehicles can pull Trailers (see Trailers) and are designated Tractors. A Wheeled or Tracked Tractor can pull Wheeled or Tracked Trailers, but only a Rail Tractor can pull Rail Trailers, and if a Rail Tractor is designed to operate on a MagLev Track then the Trailers it pulls must also share this chassis modification (see p. 105).

Wheeled and Tracked: Wheeled and Tracked Tractors may pull one or more Trailers whose combined weight is less than or equal to its own weight. The weight of the Trailers reduces the Tractor's speed just as if it were carrying unprotected cargo (see pp. 77-80, *BMR*). Wheeled or Tracked Tractors always pull Trailers from the front.

Note that Tractors with the Dune Buggy, Off-Road, or Snowmobile chassis modification do not gain the benefits of such modifications if pulling Trailers or other Tractors that do not have the same modifications.

Rail: Rail Tractors may pull one or more trailers whose combined weight is less than or equal to five times its own weight. If the combined weight of these Trailers is less than one half of the Tractor's weight, Rail Tractors suffer no penalty to their MP rating. If the combined weight of all Trailers is more than half the Tractor's weight but less than twice the weight of the Tractor, then cruising speed is reduced by 3 MPs or by one-third of the Tractor's normal MP rating (round down)—whichever penalty is smaller. A Rail Tractor pulling Trailer(s) weighing greater than twice but less than or equal to four times its own weight reduces its cruising MPs to one half (rounded down). When pulling Trailers over four times and up to five times their own weight, Rail Tractors are reduced to one third of their starting cruise MP (rounded down), to a minimum of 2 MPs. Rail Tractors may not individually pull Trailers with a combined weight of over five times their own weight.

Note that multiple Rail Tractors can be combined within a single "train", however, to pull even greater weights. When performing in unison, rail tractors are assigned a part of the weight in proportion to their relative weights—with the final speed of the whole "train" dictated by the slowest tractor. Rail Tractors operating in this capacity may be positioned anywhere in the "train".

Two Rail Tractors with cruise MP of 5, one 150 tons, the other 30 tons, can individually pull 75 and 15 tons—or a combined weight of 90 tons—without any reduction in their MP ratings. They may also pull up to 300 and 60 tons—or a combined weight of 360 tons—with a reduction of cruise MP to 4 (one third of 5 is 1.67; which rounds down to 1, which is less than 3, and thus 5 – 1 = 4). Heavily loaded, these Tractors could also haul Trailers weighing up to 600 and 120 tons, respectively—or a combined weight of 720 tons—with a Cruising Speed reduction to 2 MP (one half of 5 MP is 2.5, rounded down to 2). At their very maximum, however, these 'trains' could pull masses of 750 and 150 tons, respectively—or a combined weight of 900 tons, at the same speed (as one third of 5 = 1.6, rounding down to 1, which is lower than the 2 MP minimum).

As demonstrated, neither Tractor could pull up to 900 tons of Trailers on its own, even at a cruise MP of 2. However, while the 150-ton Tractor could pull up to 360 tons on its own, at a cruise MP of 2, the assistance of the 30-ton Tractor could help lighten the load, allowing both to attain a comfortable cruise of 4 MP by sharing the burden.

Naval: Naval Tractors are effectively "tugboat" designs, intended to assist beached vessels or guide larger ships to port (although, as vessels of any type may find themselves in such predicaments, no trailer modification is required of the "tugged" vessel). With their Tractor gear evenly divided on the front and rear of the vessel, Naval Support Vessels with this modification may push or pull any one vessel up to five times their own weight, with their movement rates affected as described in the rules for Rail Tractors. Naval Tractors may push or pull their "tugged" vessels from the front or from the rear of the Naval Tractor only.

Movement: Once the Tractor's modified Cruising MP has been calculated, the Flank MP is recalculated by multiplying by 1.5 and rounding to the nearest whole number (round .5 up).

CBT: RPG: Detaching a Trailer while moving requires a Piloting Check for the Tractor operator to avoid a mishap. When not moving, this Check is automatically successful.

Naval Tractors require a successful Piloting/Naval Check to both attach and detach a "tugged" vessel. Tugging a beached vessel using a Naval Tractor also requires a successful Piloting/Naval Check. This "unbeaching" check has a modifier based on the ratio of the pulling vessel to the beached vessel, determined by dividing the weight of the heavier vessel by the weight of the lighter vessel. Round this figure normally and apply as a positive modifier if the beached vessel is heavier, negative if it is lighter (to a minimum modifier of –4). A 3,000-ton Naval Tractor would thus suffer a +3 modifier to any attempt to unbeach a vessel weighing 8,500 tons (8,500 / 3,000 = 2.83, rounded to 3), but would receive a –2 modifier if the beached vessel weighed only 1,250 tons (3,000 / 1,250 = 2.4, rounded to 2). Failure on any roll may result in damage to both vessels, which may be treated as a successful ramming attack.

Note that though it is generally considered unwise, a towed vessel may attempt to break free from a Naval Tractor as well. Doing so requires a successful Piloting/Naval Check on the part of the towed vessel, as modified above. If successful, both vessels suffer damage as though rammed, and the link between them is broken.

BattleTech: A player may announce that a Tractor is detaching its Trailer at the end of the Movement Phase. In the following turn, the Cruise and Flank MPs of the Tractors may then be recalculated and the detached Trailer(s)—if not part of a Rail 'train'—are now considered an immobile target. If the Trailer(s) are part of a Rail "train", however, and the detached section does not include a functioning Tractor of its own, the Trailer(s) slow to a stop as indicated under the rules for Rail Support Vehicles (see p. 95).

Naval Tractors must announce they are attaching or detaching a "trailer" at the end of any Movement Phase in which they attempt to guide a vessel (including unbeaching maneuvers). While coupled, a Naval Tractor and its towed vessel behave as indicated for Rail trains. When attempting to "unbeach" a vessel, a successful Piloting skill roll is required for the Naval Tractor to establish a connection, and—in the following turn—to pull the beached vessel free of the land, in which case, the towing roll (not the initial connection roll) is modified as indicated under the RPG rules to reflect different vessel weights. Failure on either roll results in the effects of a ram attack made by the towing vessel. Note that a towed vessel attempting to break free of a Naval Tractor may do so with a successful Piloting Check (also as modified above for vessel weights), treating the results as a successful ram attack by the towed vessel.

Trailer

A Wheeled or Tracked Trailer is constructed according to the standard Support Vehicle construction rules for a Tractor chassis and controls, but has no engine or transmission. A Trailer may be towed by either a Tractor or by another Trailer. Any Trailer which is intended to tow yet another Trailer must incorporate both Tractor and Trailer chassis and controls adaptations. See the Tractor chassis and controls adaptation (p. XX) for more details.

The Trailers are dependent upon the Tractor for power, and so the Tractors engine and transmission type applies to the entire Tractor-Trailer rig. For example, if a Trailer is armed with a Heavy-class energy weapon (a laser or PPC), and its Tractor is powered by an ICE, then the Trailer must mount power amplifiers and Heat Sinks for the weapon.

Trailers can mount weapons and equipment just like any other vehicle.

CBT: RPG: Detaching a Trailer while moving requires a Piloting Check for the Tractor operator to avoid a mishap.

BattleTech: Small and Medium Trailers act as part of the Tractor Support Vehicle for purposes of movement, stacking, and firing (two Small and Medium Trailers together act as a single Support Vehicle). Large Trailers are treated as individual units for purposes of stacking, and they must always follow the movement of the Tractor (or Trailer) in front of them in the 'train.'

If the LOS falls across the hexside through which the Trailer/Tractor is connected to another Trailer/Tractor in the 'train,'

an attack cannot be made. A turret mounted on the Tractor may fire as usual, but turrets on Trailers must follow the same rules as other Trailer mounted weapons.

When attacking a Support Vehicle of a Tractor and one or more Trailers (for Large Trailers) or two or more (for Small Trailers), the attacker announces the intended target—a specific Trailer or the Tractor. The specific target must be visible to the attacking unit per standard LOS rules. For example, an attack from the sides may aim for any target, but an attack into the front arc could only be made against the Tractor, and one from the rear will strike the rearmost Trailer. Additionally, a Tractor may be visible, while terrain obscures all or part of its Trailers.

Destroying a Trailer effectively detaches all Trailers behind it in a chain as described under the rules for Tractors above (except, of course, if a Rail "train" is equipped with multiple Tractors, one or more of which is part of the detached segment).

Ultra-Light

Superior technology allows Small Support Vehicles to be designed with a lighter chassis and controls and has no in-game effect beyond construction and costs.

The Ultra-Light Chassis modification may not be combined with the Armored chassis modification (see p. 98). Furthermore, units with this modification may not employ armor with a BAR higher than 5.

VSTOL

The Vertical/Short Take-Off or Landing adaptation allows Fixed Wing Support Vehicles to operate from smaller (often temporary) airfields.

CBT: RPG: The Support Vehicle can operate as a STOL unit, or it can take off vertically.

BattleTech: The Support Vehicle can operate like a STOL unit, or it can take off vertically.

5. INSTALL ENGINE AND TRANSMISSION

Each Support Vehicle mounts one power plant to power its movement and other systems. For simplicity, these rules group an engine and transmission into a single design element.

Choose the Cruising Speed or Safe Thrust of the unit. The higher the vehicle's Cruising Speed is, the larger its engine and transmission. Calculate Flanking Speed or Maximum Thrust by multiplying the Cruising Speed by 1.5 (round up).

Lower Tech Level: If desired, a lower Tech Level engine and transmission can be used (provided the Tech Level is not less than the minimum required for the Weight Class of the design).

Note: Not all types of engine and transmission can be used on each Chassis Type. Use the Chassis and Controls/Engine and Transmission Compatibility Table (see p. 103) to determine which can be combined, or see the details in *Engine and Transmission* (see p. 104).

Satellites

Satellites are only capable of station-keeping maneuvers, and so the Base Engine and Transmission for these are always calculated as 10.

Airships and Fixed Wing Vehicles

Airships and Fixed Wing Support Vehicles measure movement in Thrust Points (180 kph or 1 point of thrust at low altitude in a game of *AT2)*. The Safe Thrust rating of Airships and Fixed Wing Support Vehicles is used to calculate the Movement Factor.

Note that, unlike other aircraft and aerospace vehicles, Airships can apply fractional Thrust in 0.25-point increments and may only attain a maximum Safe Thrust of 2 Thrust Points (360 kph). Maximum Thrust for an Airship is calculated as normal but is rounded to the nearest quarter Thrust Point (round results ending in 0.125, 0.375, 0.625, and 0.875 up to the nearest multiple of 0.25).

Movement Factor = 4 + (Safe Thrust x Safe Thrust)

Other Support Vehicles

All other Support Vehicles use Movement Points (10.8 kph; 30 meters per *CBT* turn, 15 meters per *CBT: RPG* turn). The Cruising MP rating of the vehicle is used to calculate the Movement Factor.

Movement Factor = 4 + (Cruise MP x Cruise MP)

Base Engine and Transmission Weight Percentage

Once the Movement Factor has been established, multiply by the Base Engine and Transmission Weight Factor from the Support Vehicle Chassis Table for the appropriate type and size of unit to give the Base Engine and Transmission Weight Percentage.

Satellites always have a Base Engine and Transmission Weight Percentage of 10.

Base Engine and Transmission Weight Percentage = Base Engine and Transmission Weight Factor x Movement Factor

Final Engine and Transmission Weight

All Support Vehicles multiply the Base Engine and Transmission Weight Percentage by the value supplied by cross-referencing the design's Tech Level with the engine type on the Engine Power Source Modifier Table (see p. 103). This final result is the percentage of the unit's weight that must be devoted to the engine and transmission.

This weight is rounded to the nearest kg (Small Support Vehicles) or .5 tons (Medium and Large Support Vehicles).

Final Engine and Transmission Weight Percentage = Base Engine and Transmission Weight Percentage x Engine/Transmission Weight Multiplier

FUEL TANKS AND CONSUMPTION RATES

Some power plants consume fuel while others (like Fission and Fusion) have a rate of consumption that is hardly noticeable in day-to-day operations.

Solar or external power systems require no fuel.

CHASSIS AND CONTROLS/ENGINE AND TRANSMISSION COMPATIBILITY TABLE

	Chassis and Controls								
Engine and Transmission	**Wheeled**	**Tracked**	**Hover**	**VTOL**	**Airship**	**Fixed Wing**	**Satellite**	**Rail**	**Naval Vessel**
Steam	Y	Y	N	N	Y	N	N	Y	Y
ICE	Y	Y	Y	Y	Y	Y	N	Y	Y
Electric									
External	N	N	N	N	N	N	N	Y	N
Batteries	Y	Y	Y	Y	Y	Y*	Y	Y	Y
Fuel Cell	Y	Y	Y	Y	Y	Y*	Y	Y	Y
Solar	Y	Y	N	N	Y	Y*	Y	Y	Y
MagLev	N	N	N	N	N	N	N	Y	N
Fission	Y	Y	Y	Y	Y	Y	Y	Y	Y
Fusion	Y	Y	Y	Y	Y	Y	Y	Y	Y

*Prop Fixed Wing Support Vehicles only.

ENGINE POWER SOURCE MODIFIER TABLE

	Engine/Transmission Weight Multiplier (By Tech Level)							
Fuel/Power Source	**A**	**B**	**C**	**D**	**E**	**F**	**Fuel % of Engine and Transmission Weight per 100km†**	**Equipment Rating (Tech/Avail./Leg.)**
Steam	4.0	3.5	3.0	2.8	2.6	2.5	3	Var./A–A–A/A
Internal Combustion (ICE)	—	3.0	2.0	1.5	1.3	1.0	1*	Var./A–A–A/A
Electric (External)	—	1.4	1.0	0.8	0.7	0.6	N/A	Var./C–C–C/D
Electric (Batteries)	—	—	1.5	1.2	1.0	0.8	5	Var./A–B–A/A
Electric (Fuel Cell)	—	—	1.2	1.0	0.9	0.7	1.5	Var./B–C–C/D
Electric (Solar)	—	—	5.0	4.5	4.0	3.5	N/A	Var./C–D–C/A
MagLev	—	—	0.8	0.7	0.5	0.5	N/A	Var./D–F–E/D
Fission§	—	—	1.75	1.5	1.4	1.3	N/A	Var./E–E–D/D
Fusion	—	—	1.5§	1.0	0.75	0.5	N/A	Var./C–E–D/B

†Airships and Fixed Wing use the Airships and Fixed Wing Fuel Requirements Table.
*1.25 for ICEs powered by Alcohol or Natural Gas.
§ Minimum weight of a Fission and Tech Level C Fusion power sources are 5 tons.

AIRSHIPS AND FIXED WING FUEL REQUIREMENTS TABLE

	Fuel Weight (kg) Per Thrust Point By Tech Level					
Fixed Wing/Airship Size	**A**	**B**	**C**	**D**	**E**	**F**
Small	50	30	23	15	13	10
Medium	63	38	25	20	18	15
Large	83	50	35	28	23	20

* For Airships and Prop-driven Fixed Wing Support Vehicles, fuel weight per Thrust Point is 75% that listed (rounded up). Note that Airships and Prop-driven Fixed Wing Support Vehicles using Electric (Solar), Fission, or Fusion engines do not require fuel.

Airships and Fixed Wing Support Vehicles

Unless the Support Vehicle uses solar power, fission, or fusion engines and is propeller-driven in design (such as Airships and Fixed Wing Support Vehicles using the Prop modification), all airborne Support Vehicles require some kind of reaction mass to maintain speed and lift. This reaction mass (fuel) varies with engine types and technology levels, as well as whether the vehicle in question is propeller-driven or not.

The fuel requirements for all fuel-using airborne Support Vehicles can be calculated using the Airships and Fixed Wing Fuel Requirements Table below. This fuel is consumed at a rate of 1 point of fuel per Thrust Point generated up to the Safe Thrust limit, and 2 points per point of Thrust over the Safe Thrust limit. In the case of fractional Thrust Points, as used by Airships, fuel points are consumed at the indicated rate only in the turn where a full Thrust Point is spent, to avoid computing fractional fuel points.

AT2: Airships and Fixed Wing Support Vehicles that use fuel must track their expenditure in the same manner as a Conventional Aircraft. Note that fuel Critical Hits on Airships and Fixed Wing Support Vehicles that carry no fuel have no effect.

Satellites

Satellites powered by batteries or fuel cells consume the equivalent of 100 km of fuel per week (low orbit) and 500 km of fuel per year (synchronous).

Other Support Vehicles

Fuel tankage (or its equivalent in the case of batteries) is calculated as a percentage of the weight of the engine and transmission. The Engine Power Source Modifier Table (see p. 104) lists this percentage for a quantity of fuel sufficient for the vehicle to cruise 100 km. Fractional fuel quantities—say 150 km—are also allowed, but normal rounding rules for the unit's Weight Class (Small, Medium, or Large) still apply to the final result.

The range for such vehicles is based on the assumption that the maximum travel speed will not exceed its Cruise Speed. While traveling faster than Cruise Speed, fuel consumption doubles; i.e. each kilometer traveled at greater than Cruise Speed consumes fuel for two kilometers.

BattleTech: Fuel consumption is not tracked in standard *BattleTech* games.

Example 1: *Bob wants to give the Mobile Field Base a Cruising Speed of 4 MP (43.2 kph) and a Flank Speed of 6 MP (64.8 kph). The MFB is a Medium (Tracked) Support Vehicle (a Base Engine and Transmission Factor of 1.3 from the Support Vehicle Chassis Table) and is powered by a Tech Level D fusion power plant (1.0 multiplier, from the Engine Power Source Modifier Table).*

Movement Factor = 4 + (4 x 4) = 20

Base Engine and Transmission Weight Percentage = Engine Factor x Movement Factor = 1.3 x 20 = 26

Final Engine and Transmission Weight Percentage = Base Engine and Transmission Weight Percentage x Engine/Transmission Weight Multiplier = 26 x 1.0 = 26%

26% of 60 tons = 15.6, which rounds up to 16 tons.

As a fusion vehicle it has no fuel requirements. With a chassis and controls weight of 13.5 tons and an engine and transmission mass of 16 tons, the running total is 29.5 tons.

Example 2: *Erica wants her SAR Airship to be fast and gives it a Safe Thrust of 2, for a Maximum Thrust of 3 (2 x 1.5 = 3). The Darling-class is a Large (Airship) Support Vehicle (1.2 from the Support Vehicle Chassis Table) and is powered by a Tech Level C petrochemical-fueled ICE power plant (2.0 multiplier, from the Engine Power Source Modifier Table).*

Movement Factor = 4 + (2 x 2) = 8

Base Engine and Transmission Weight Percentage = Engine Factor x Movement Factor = 1.2 x 8 = 9.6

Final Engine and Transmission Weight Percentage = Base Engine and Transmission Weight Percentage x Engine/Transmission Weight Multiplier = 9.6 x 2.0 = 19.2%

19.2% of 1,000 tons = 192 tons.

Burning petrochemical fuel, the Airship gets one Thrust Point per 27 kg of fuel carried (as an Airship, the Darling's fuel weights are 75% of the norm; 75% of 35 kg is 26.25 kg, which rounds up to 27 kg). Erica wants to give her creation an extended range with 2,000 Thrust Points of fuel (2,000 x 27 = 54,000 kg), or 54 tons. The running total is 850 tons.

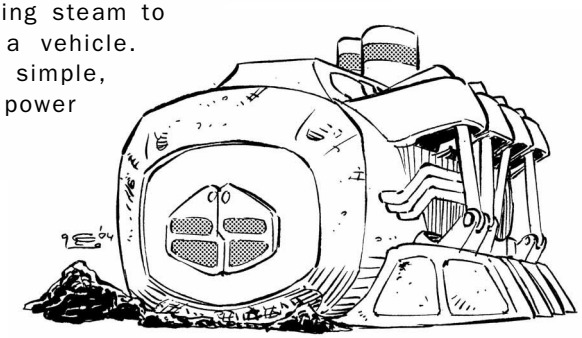
ENGINE AND TRANSMISSION

Previous construction rules presented a limited selection of power plants, focusing on those used for military purposes only. These rules cover a much wider range of technologies and vehicle types, presenting new options such as steam or solar power

Where appropriate, additional rules for using vehicles equipped with these alternative power sources in *Classic BattleTech*, *Classic BattleTech RPG*, and *AeroTech 2* are provided.

Steam

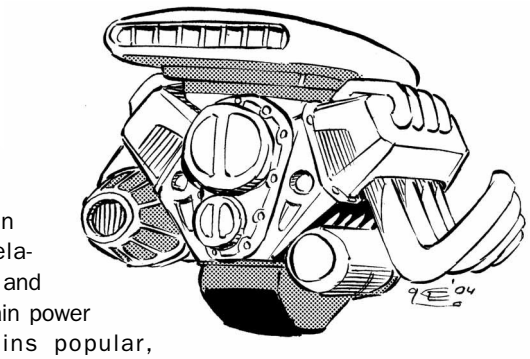
High-pressure steam generated by burning fossil fuels converts water into expanding steam to power a vehicle. Though simple, steam power



requires vast quantities of fuel and water and can be both smelly and dirty.

CBT RPG: Tech Level A and B steam-powered vehicles are far from inconspicuous, so Perception Checks involving them normally receive a –4 TN modifier. These units cannot operate in a vacuum environment.

BattleTech: Steam-driven units cannot operate in a vacuum environment.

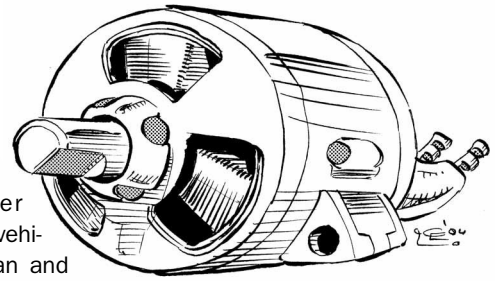


ICE

Short for Internal Combustion Engine, the relatively compact and easy to maintain power source remains popular, despite the environmental impact.

CBT: RPG: ICE vehicles are probably the most common means of powering vehicles in known space. They cannot operate in a vacuum or near vacuum.

BattleTech: ICE vehicles cannot operate in a vacuum environment.



Electric

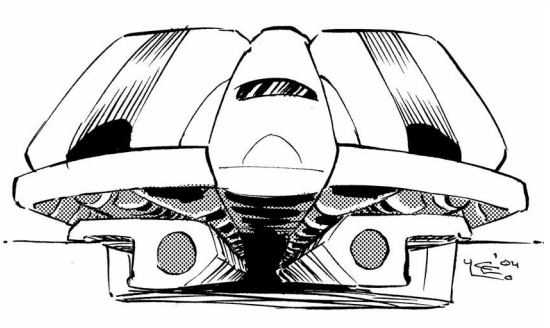
Electric power directly drives the vehicle's motors. Clean and quiet, electric vehicles sound like the perfect setup—until their limitations are factored in. Any source of electricity has drawbacks. Batteries are heavy and take time to recharge, solar arrays are big and results very depending on available sunlight, are usually less efficient than ICE.

Some Rail units lack their own internal generator, making use of external power provided either through the rails themselves or pylons running alongside the track.

All these factors limit electric powered vehicles in range or area of operation in one way or another.

CBT: RPG: Perception Checks involving electrically powered vehicles receive a +2 TN modifier because such vehicles often have a low audio and IR signature (although Checks to spot the rails and other stationary pick-ups for externally powered electric Support Vehicles do not receive this modifier).

BattleTech: Electric powered vehicles can operate in any environment (including a vacuum) provided their chassis and controls include the Environmental Sealing adaptation.

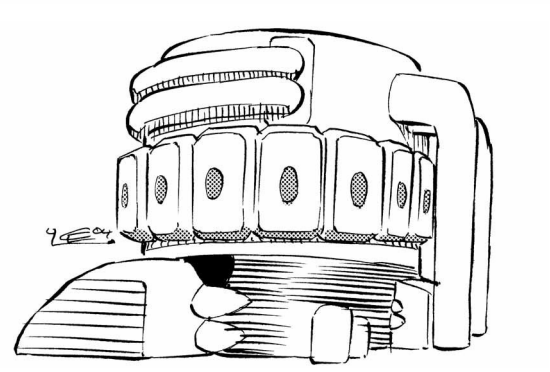


MagLev

MagLev propelled units are a special kind of Rail Support Vehicle. While MagLev units do not mount an engine (the MagLev track itself is powered to lift and move them), they still incorporate rows of super-conducting magnets on which the track exerts influence.

CBT: RPG: MagLev-driven units are restricted to operating only pre-laid rails (which also provide the vehicle with power).

BattleTech: MagLev units are operated just like any Rail Support Vehicle (see p. 95).



Fission

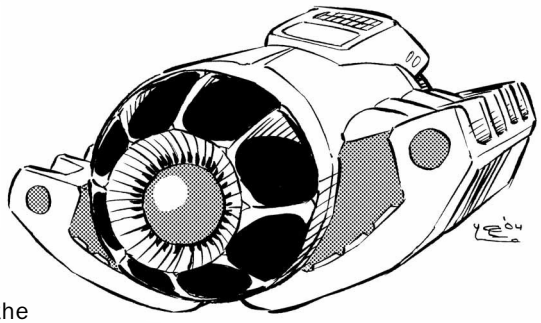
Fission power plants convert heat generated via a controlled nuclear chain reaction. This heat can be used to generate electricity and drive a vehicle.

Though able to operate for years before refueling, the advantages of fission power are offset by a host of disadvantages. The minimum size of a viable reactor (5,000 kg) limits the use of fission to larger vehicles, and those that employ it require heavy shielding. Worse, the spent fuel remains highly radioactive and storage or disposal can be a hazardous undertaking.

Although some rare fission engines capable of producing weapons-grade plutonium as a byproduct still exist, all fission reactors commonly available for use in Support Vehicles use fuel and materials that are virtually incapable of producing weapon-grade byproducts.

CBT: RPG: Any maintenance or repair work carried out on a fission power plant requires the Technician/Fission Skill.

BattleTech: Fission powered units can operate in any environment (including a vacuum) provided their chassis and controls include the Environmental Sealing adaptation.



Fusion

Fusion power was the key to the stars for mankind. The introduction of compact fusion power in civilian vehicles held the promise of elimination one of the greatest forms of pollution—ICE powered vehicles—until the needs of the military and the technological decline of the Succession Wars limited the technology almost exclusively to frontline combat formations.

CBT: RPG: Any maintenance or repair work carried out on a fusion power plant requires the Technician/Fusion skill.

BattleTech: Fusion-powered units can operate in any environment (including a vacuum) provided their chassis and controls include the Environmental Sealing adaptation.

6. ADD OTHER EQUIPMENT

With chassis/control and engine/transmission installed, the remaining weight can be devoted to other equipment. A wide selection of equipment can be found on the Weapons and Equipment Table (see p. 107); definitions can be found in *Equipment*, beginning on p. 116.

Other equipment listed in *CBT: RGP*, *LT, CBTComp* or this volume can be included in the design of a Support Vehicle at their listed Tech Level, Availability Rating, Legality Rating, weight and cost.

Weapons from *Maximum Tech* or other sources should be considered Tech Level E (Inner Sphere) or Tech Level F (Clan). The Availability Rating for such items is always E or F.

Space Limit: Support Vehicles of up to 300 tons can mount 5 items of equipment, plus 1 additional item per 10 tons (round down). Vehicles over 300 tons are limited to 35 items of equipment, plus 1 per 100 tons (round down).

Fire Control, Bay Door, CASE (Clan), Concealed Weapon, Ejection Seat, Escape Pod, Lifeboat, Heat Sink, Power Amplifier, Searchlight (Hand), Pintle Mounted, and Turret Mounted do not count towards a vehicle's equipment limit.

ADD ARMOR

Support Vehicles usually do not use military grade armor. Their exterior exists to protect components, passengers and cargo from the elements, not from bullets and laser beams.

Support Vehicles track armor protection in two ways. First are standard armor points, where damage is tracked per the standard rules found in the *BMR*, with the damage inflicted from a weapon hit subtracting the number of armor points from that location. However, as Support Vehicles are not combat vehicles, their armor does not provide the full protection that military vehicles receive; a weapon hit can more easily penetrate Support Vehicle armor, even if the armor in that location is not rendered useless. To represent this fact, each unit's armor protection is also assigned a Barrier Armor Rating (BAR), which represents how easily weapons fire can penetrate the armor; the BAR does not change at any time, regardless of damage taken.

Every Support Vehicle automatically receives a Barrier Armor Rating of 2. The weight of a given armor type that adds to the unit's protection and BAR is dependent on both the Tech Level used and the type of material employed. The Armor Limits Table (see p. 109) details the maximum armor protection that a Support Vehicle can mount. Note that VTOLs can mount no more than 2 points of armor on their rotors.

Small Support Vehicles round weight to the nearest kilogram and can add armor as single points. Medium and Large Support Vehicles round weights up to the nearest half-ton (500kg), so armor is always added in half ton increments. The number of armor points the vehicle receives for each half ton is dependent upon the armor tech level.

Note: The armor types presented in *BMR* or *MT* cannot be mounted on Support Vehicles.

CBT: RPG: The Barrier Armor Rating (BAR) is identical to that used in the optional *Barriers Rule* (see p. 121, *CBT: RPG*).

BattleTech: Because they are not often built for the battlefield, Support Vehicles handle damage differently in BattleTech than combat vehicles. Every time a Support Vehicle suffers a hit that exceeds its BAR rating, there is a chance for a critical hit (called a penetrating critical hit), even if there is still armor present in that location. Penetrating critical hits are rolled in the same fashion as standard critical hits, with the following exceptions:

If the Support Vehicle possesses the Armored chassis/controls modification *and* a BAR of 10, it is immune to penetrating critical hits. The unit is thus treated as a standard combat vehicle when resolving critical damage effects.

If the Support Vehicle possesses the Armored chassis/controls modification but has a BAR of less than 10, modify the roll for penetrating critical hits by –1.

If the Support Vehicle suffers damage from a weapon using armor piercing ammunition (see p. 133, *BMR*), treat the Support Vehicle as though it has an effective BAR equal to one-half its rating (rounded up), regardless of whether or not the Support Vehicle has the Armored chassis/controls modification. The penetrating critical check is still modified, however, if the chassis has the Armored modification.

Note that penetrating critical hits may occur in addition to any other normal critical hits due to location or damage to internal structure. Rolls for these normal critical hits are not affected by the Armored chassis and controls modification.

WEAPONS AND EQUIPMENT TABLE

Type	Equipment Weight (Items)	Equipment Rating (Tech/Avail./Leg.)	Notes
Backhoe	5 tons (1)	B/B–B–B/B	Cannot attack
Bay			
Infantry	Variable (1)	Var./E–E–E/E	Accommodation for up to 28
Infantry (Compartment)	Variable (1)	Var./E–E–E/E	Seats up to 28
'Mech/Fighter	150 tons (1)	C/C–E–D/E	1 'Mech, Aerospace or Conventional Fighter
ProtoMech	50 tons (1)	C/X–X–C/A	5 ProtoMechs
Small Craft Bay	200 tons (1)	C/B–C–B/C	1 Fighter or Small Craft of 100 to 200 tons
Vehicle, Light	50 tons (1)	C/B–B–B/A	1 unit of up to 50 tons
Vehicle, Heavy	100 tons (1)	C/B–C–B/A	1 unit of between 51 to 100 tons
Vehicle, Super-heavy	200 tons (1)	C/C–D–C/A	1 unit of between 101 to 200 tons
Bay Door	N/A (0)	A/A–A–A/A	Usable by one unit per turn
Bridgelayer			
Light	1 ton (1)	B/E–E–E/C	30-meter span; CF 7
Medium	2 tons (1)	C/E–E–E/C	30-meter span; CF 20
Heavy	6 tons (1)	D/E–E–E/C	30-meter span; CF 45
Bulldozer	2 tons (1)	B/C–C–C/B	Wheeled and tracked units only
Cargo			
Standard	Variable (1)	A/A–A–A/A	Mass as per cargo stored
Container Storage	10 tons (1)	A/A–A–A/A	Cubicle storage; Weight/Items are per cubicle
Standard Liquid	Variable (1)	A/A–A–A/A	Storage tonnage = Cargo mass x 1.1
Insulated or Refrigerated	Variable (1)	B/A–A–A/A	Storage tonnage = Cargo mass x 1.15
Livestock	Variable (1)	B/B–B–B/B	Storage tonnage = Cargo mass x 1.2
CASE	0.5 tons (1)	E/C–X–C/B	Ammunition storage
CASE (Clan)	0 kg (0)	F/X–X–C/B	Ammunition storage
Chainsaw	5 tons (1)	B/E–E–E/B	Base to-hit 6, damage 5
Combine	2.5 tons (1)	B/C–C–C/B	Base to-hit 3, damage 3 (1D6 to Infantry)
Communications Equipment	Variable (1)	D/C–D–C/B	Installed in 1-ton units, but occupies 1 item slot only
Concealed Weapon	+5% weight* (1)	A/C–C–C/F	Light/Medium Weapons only; Perception skill to spot
Docking Units	2% vessel weight (3)	B/C-C-C/B	Allows pivot-in-place (Large Naval Vessels only)
Dual Saw	7 tons (1)	C/E–E–E/B	Base to-hit 6, damage 7
Dumper	5% cargo weight (1)	A/A–A–A/B	Tilting cargo bed
Ejection Seat	0.1 tons (0)	B/D–D–D/B	Small vehicle personal escape system
Escape Pod (Space or Maritime)	7 tons (0)	D/C–D–C/C	7-person emergency escape system
External Stores Hardpoint	0.2 tons (1)	C/D–E–D/E	Fixed Wing only. One per 10 tons of unit
Field Kitchen	3 tons (1)	A/C–C–C/C	Feeds 150
Fire Control			
Advanced	+10% weight* (0)	D/C–D–D/E	Applies to all Heavy and Medium weapons
Basic	+5% weight* (0)	C/B–C–C/E	Applies to all Heavy and Medium weapons
Flight Deck	2,500 tons (10)	B/E–E–E/C	Recover and launch aircraft
Heat Sink	1 ton (0)	D/B–B–B/A	Removes 1 point of energy weapon heat
Heavy-Duty Pile Driver	10 tons (1)	B/E–E–E/B	Base to-hit 8, damage 9
High-Res Image Camera	2.5 tons (1)	C/D–E–D/A	—
Helipad	500 tons (5)	B/C–C–C/C	1 per hex
Infrared Imager Camera	5 tons (1)	C/D–E–D/A	—
Ladder	0.1 ton per 20 m (1)	A/A–A–A/A	Maximum of 100 meters
Lifeboat (Maritime)	1 ton (0)	A/B–C–C/B	10 person capacity
Lift Hoist	3 tons (1)	A/A–A–A/B	Lift up to half vehicle's weigh
Look Down Radar	5 tons (1)	C/D–E–D/B	—
Manipulator	10 kg (1)	C/C–D–C/A	Mechanical grab (100-kg lifting capacity)
MASH Unit	Variable (1)	B/C–E–D/D	3.5 tons, plus 1 ton per additional theater
Mobile Field Base	20 tons (1)	D/X–X–E/B	Acts as a repair bay

Continues on page 108

WEAPONS AND EQUIPMENT TABLE (CONT.)

Type	Equipment Weight (Items)	Equipment Rating (Tech/Avail./Leg.)	Notes
Mine Dispenser (Land/Maritime)	0.5 tons (1)	B/E-E-E/E	Lays two 10-point minefields per dispenser
Minesweeper (Land/Maritime)	3 tons (1)	C/D-D-D/D	Clears land and water mines to depth 2, as type
Mining Drill	3 tons (1)	B/E–E–E/B	Base to-hit 5, damage 4
Paramedic Equipment	0.25 tons (1)	C/C–C–C/B	Per patient
Quarters			
Crew	7 tons (**)	A/A–A–A /B	Additional crew quarters
Passenger, Steerage	5 tons (**)	A/A–A–A /B	Basic accommodations
Passenger, 2nd class	7 tons (**)	A/A–A–A /C	Standard accommodations
Passenger, 1st class	10 tons (**)	A/A–A–A /C	Luxurious accommodations
Pillion, Crew/Passenger	25 kg (0)	A/A–A–A /A	Small unit only. Riding on vehicle exterior.
Seat, Crew/Passenger	75 kg (0)	C/E–E–E/B	—
Power Amplifier	+10% weight* (0)	D/B–C–B/A	Required for Heavy Energy Weapons
Pintle Mounted	+5% weight* (0)	A/A–A–A/D	180-degree arc of fire: Light and Medium Weapons
Refueling Drogue	1 ton (1)	C/B–B–B/A	In-flight refueling
Remote Sensor Dispenser	0.5 tons (1)	E/X-X-D/C	Dispense up to 30 remote sensor units
Rock Cutter	5 tons (1)	C/E–E–E/B	Base to-hit 7, damage 5
Searchlight			
Hand-held	5 kg (0)	A/A–A–A/A	Illuminate objects up to a range of 270 meters
Mounted	0.5 tons (1)	A/A–A–A/C	Illuminate objects up to a range of 5,000 meters
Sprayer	15 kg (1)	B/B–B–B/A	Dispense 100kg liquid/turn
Turret Mounted	+10% weight*(0)	C/C–C–C/E	360-degree arc of fire
Weapon			
Light	† (†)	†/†/D	Small Vehicles only
Medium	† (†)	†/†/E	Small Vehicles only
Heavy	† (†)	††/C–E–D/E	All attacks w/o fire control receive a +4 TN modifier
Wrecking Ball	4 tons	A/E–E–E/B	Base to-hit 7, damage 8 (16 to buildings)

*Weight based on associated weapon(s).
**50 Steerage, 20 Second Class, 5 First Class or 20 Crew Quarters per equipment item.
†As per weapon details in *BMR*, *AT2*, *MT*, *CBT: RPG*, *LT* or *CE*.
††See Weapon Tech Level Table.

WEAPON TECH LEVEL TABLE

Tech Level	Equivalent CBT Tech Level	Weapons
A	Level 1	None
B	Level 1	MG, Vehicle Flamer, Rocket Launchers*
C	Level 1	AC/2, AC/5, AC/10, AC/20, SRM, LRM, Thumper, Sniper, Long Tom, LRT, SRT, MRMs*
D	Level 1	Small Laser, Medium Laser, Large Laser, PPC, Flamer
E	IS Level 2	Gauss Rifles†, Pulse Lasers, ER Lasers†, ER PPC, Ultra ACs†, LBX ACs†, RACs§, Arrow IV, AMS, ECM, C3§, C3i§, Active Probe, TAG, Targeting Computer§, Streak SRMs†, Artemis IV FCS, NARC, iNARC§
F	Clan Level 2	All ClanTech§

*Although producible by lower technology, Rocket Launchers and MRMs are considered Level 2 Inner Sphere technology in CBT terms and were not available to the first Star League.
†Light/Heavy Gauss Rifles, ER Small/Medium Lasers, Ultra ACs (other than the UAC/5), LBX ACs (other than the LB 10-X), and Streak 4 and 6 SRMs were not available to the first Star League.
§Not available to the first Star League.

A Tracked Support Vehicle with an Armored chassis and a BAR of 7, with 12 armor points per side, takes a hit from a large laser to its front side—location roll of 7. Because the laser's 8 points of damage exceeds the vehicle's BAR, a penetrating critical hit has occurred, even though 4 points of armor remain in the front.

Because the Support Vehicle has an Armored chassis, however, the roll for the penetrating critical is modified by –1. When the attacker rolls for the critical, his result of 8 becomes a 7, narrowly saving the unit from a possible critical hit.

In a later turn, the same Support Vehicle takes a second large laser hit to its front, in this case from a location roll of 2. The laser causes a penetrating critical hit, has breached the armor, and has struck on a location roll that gives the attacker an additional possible critical hit. The attacker thus rolls three times for critical hit effects, modifying only the first roll—the one for penetrating critical hits—by –1. The crew of the stricken Support Vehicle should really consider running away if they survive the results.

Note that if the Support Vehicle in the above example possessed a BAR of 10, neither penetrating critical roll would be made, though it would still suffer the standard critical hit chances for damage to its internal structure and the possible critical for a hit location of 2.

If, on the other hand, the sample Support Vehicle was struck by an Autocannon/5 using armor-piercing rounds rather than a standard large laser, it would have been considered to have a BAR of 4 (7 / 2 = 3.5, rounding up to 4) rather than 7, for purposes of determining penetrating critical effects. Both hits would thus deliver the chance for critical damage as they exceed the unit's effective BAR, even though together the two autocannon hits would only mark off 10 of the Support Vehicle's 12 armor points.

AT2: Fixed Wing and Satellites are the exception to this rule. Any location without any kind of additional armor beyond the basic BAR of 2 receives an *AT2* Damage Threshold of 0. Any location protected by armor with a BAR rating of up to 9 receives an *AT2* Damage Threshold of 1 regardless of the amount of armor carried. When using armor with a BAR 10 rating, Damage Threshold values are calculated as normal (see p. 28, *AT2*).

ARMOR LIMITS TABLE

Type	Total Maximum Armor Points*
Wheeled	4 + 1 point per 0.5 tons weight
Tracked	4 + 1 point per 0.5 tons weight
Hover	4 + 1 point per 1 tons weight
VTOL†	4 + 1 point per 1 tons weight
Airship	
Small and Medium	4 + 1 point per 3 tons weight
Large	89 + 1 point per 20 tons weight
Fixed Wing	4 + 1 point per 1 tons weight
Satellite	4 + 1 point per 2 tons weight
Rail	4 + 1 point per 2 tons weight
Naval Vessel	
Small and Medium	4 + 1 point per 3 tons weight
Large	89 + 1 point per 20 tons weight

*Round all values up to the next whole number.
†VTOLs can only ever mount a maximum of 2 points of armor on the rotor.

ARMOR WEIGHT TABLE

Barrier Armor Rating (BAR)	Weight per Armor Point (kg) by Tech Level					
	A	B	C	D	E	F
2	40	25	16	13	12	11
3	60	38	24	19	17	16
4	80	50	32	26	23	21
5	100*	63	40	32	28	26
6	130*	75*	48	38	34	32
7	180*	88*	56*	45	40	37
8	230*	120*	64*	51*	45	42
9	—	180*	100*	57*	51*	47
10	—	250*	150*	63*	56*	52*

*The Armored Chassis modification is required to attain these BAR levels at this Tech Level.

Example 1: *Bob has thoughtfully designed the Mobile Field Base with an armored chassis, allowing him to add military grade armor with a BAR of 10. At 60 tons, the MFB can mount up to 124 points of armor [4 + (60 / 0.5) = 124]. For this design he decides to add a total of 23 points of armor.*

At 63 kg per point (at Tech Level D), that requires 23 x 63 = 1,449 kg of armor—rounded up to 1,500 kg or 1.5 tons.

The Running Total is now 31.0 tons.

Example 2: *Given its intended purpose, Erica intends to incorporate only minimal armor protection into her airship design. At 1,000 tons, the Darling-class SAR Airship can mount up to 139 points of armor (89 +1,000 / 20 = 139).*

RPG SUPPORT WEAPON CONVERSION TABLE

CBT: RPG Weapon	Equivalent CBT Weapon	CBT Range (S/M/L)	CBT Damage	Notes
Semi-Portable Machine Gun	Light Machine Gun	2/4/6	1	—
Support Machine Gun	Machine Gun	1/2/3	2	—
Semi-Portable Autocannon	Heavy Machine Gun	1/2/—	3	—
Heavy Flamer	Flamer	1/2/3	2	—
Heavy Support Laser	Medium Laser	3/6/9	5	—
Support Laser	Small Laser	1/2/3	3	—
Ultra Heavy Support Laser	Heavy Medium Laser	3/6/9	10	+1 to-hit
Semi-Portable Heavy Laser	Heavy Small Laser	1/2/3	6	+1 to-hit
ER Heavy Support Laser	ER Medium Laser	4/8/12	5	—
ER Support Laser	ER Small Laser	2/4/5	3	—
ER Semi-Portable Support Laser	ER Micro Laser	1/2/4	2	—
Heavy Support Pulse Laser	Medium Pulse Laser	2/4/6	6	–2 to-hit
Support Pulse Laser	Small Pulse Laser	1/2/3	3	–2 to-hit
Semi-Portable Support Laser	Micro Pulse Laser	1/2/3	3	–2 to-hit
Light Recoilless Rifle	Light Recoilless Rifle	2/4/6	2	—
Medium Recoilless Rifle	Medium Recoilless Rifle	2/4/6	3	—
Heavy Recoilless Rifle	Heavy Recoilless Rifle	3/5/7	3	—
Advanced SRM	SRM	4/8/12	2/missile	—
SRM	SRM	3/6/9	2/missile	—
LAW	Rocket Launcher	3/7/12	1/missile	—
Semi-Portable PPC	Support PPC	2/5/7	2	—
Magshot Gauss Rifle	Magshot	3/6/9	2	—
Heavy Mortar	Heavy Mortar	2/4/6	3	Min. Range 2
Light Mortar	Light Mortar	1/2/3	3	Min. Range 1
Heavy Grenade Launcher	Grenade Launcher	1/2/3	1	—
Automatic Grenade Launcher	Micro Grenade Launcher	1/2/—	1	—
Compact NARC	Compact NARC	2/4/5	0	—
Light TAG	Light TAG	3/6/9	0	—

Choosing to employ armor with a Barrier Armor Rating of 5, Erica elects to apply 60 points or armor to her creation.

At 40 kg per point (at Tech Level C), this requires 60 x 40 = 2,400 kg of armor—rounded up to 2,500 kg or 2.5 tons.

The Running Total is now 852.5 tons.

ADD WEAPONS AND AMMUNITION

It is unusual, but not unknown, for Support Vehicles to be armed. A Support Vehicle's ability to mount a given weapon is based upon the weapon's category. For the purposes of Support Vehicle construction, all weapons fall into the following three classifications:

Capital Weapons: The Capital-scale weapons found in *AT2* cannot be mounted on Support Vehicles.

Light Weapons: These weapons are equivalent to personal small arms such as those found in *CBT: RPG*, *LT,* and this publication. Each light weapon and ammunition counts as one item of equipment. They do not have any effect in *CBT*-scale games.

A light weapon requires a single gunner.

Medium Weapons: These are equivalent to support weapons from *CBT: RPG*, *LT,* and this publication. Each medium weapon and ammunition counts as two items of equipment. Medium and Large Support Vehicles must round the weight of each medium weapon up to the nearest .5 tons. One heat sink is required for each energy support weapon (lasers or particle weapons). In *CBT* games, many support weapons function as their equivalent *CBT* weapon (see the RPG Support Weapon Conversion Table below for details). Note that *CBT* and *RPG* rules for the new support weapons introduced in this book may be found under Support Weapons, p. 14.

Crew requirements for Support Vehicle-mounted Medium Weapons are half normal (Round up).

Heavy Weapons: Weapons presented in the *BMR* construction rules are considered Heavy Weapons. Heavy Weapons and ammunition occupy as many equipment slots as they have critical spaces and function as their *CBT* equivalents in combat (although their to-hits may be modified based on the Support Vehicle's fire control system—or lack thereof).

The number of gunners required to man a Heavy Weapon is calculated on a per-weapon basis, with one gunner per 3 tons of weapon (rounded up) required.

An AC/20 weighs 14 tons and requires a crew of 5 (14/3 = 4.667, rounded up to 5), where as 28 MGs requires 28 gunners (0.5/3 = 0.167 rounded up to 1 per MG for a total of 28).

Turrets

Any number of weapons or appropriate equipment can be mounted in a turret. The weight of a turret is 10% of the weight of the weapons installed in it. The weight of power amplifiers, heat sinks, fire control, and ammunition is not included in the weapon weight. Once the final turret mass has been calculated, it must be rounded up to the nearest kg (Small Support Vehicles) or half ton (Medium and Large Support Vehicles).

The turret does not count towards the vehicle's equipment limit.

VTOL, Airship, Satellite, and Fixed Wing Support Vehicles: These units are prohibited from mounting turrets.

Large Naval Vessels: Large Naval Vessels (see Large Surface Vessel Size Table, p. 136) can be outfitted with more than one turret. One turret can be installed in each location denoted on the Large Vessel Template (at the back of the book). Turrets mounted forward of the pilot point can fire into the front 300-degree arc. Conversely, Turrets mounted aft of the pivot point can fire into the rear 300-degree arc.

Ammunition

Each Light or Medium Weapon automatically includes the weight of sufficient ammunition for the number of shots listed for it in *CBT: RPG, LT, CBTComp,* or this volume. Additional ammunition can be carried for the weight listed in the appropriate volume or for 10% of the weapon's weight if not listed.

Heavy Weapons must carry at least one ton of ammunition per weapon type mounted (half a ton for MGs).

Fire Control

Any Support Vehicle that mounts Medium or Heavy Weapons may or may not have a Fire Control system to reduce crew needs and combat penalties (see p. 121). Any Medium or Heavy Weapons mounted on a Support Vehicle that does not make use of Fire Control Systems suffer a +2 TN penalty (applicable in *CBT: RPG*, *CBT*, and *AT2* games) in addition to all other applicable modifiers.

Example 1: *Bob decides to mount a turret mounted Small Laser (Support Laser) on his Mobile Field Base.*

The laser weighs in at 0.5 ton. As Bob used a fusion power plant there is no need to add a power amplifier, but Bob will have to add one heat sink. The turret has a mass of 10% of the weapon (0.05 tons in this case), which is rounded up to the nearest half ton, giving a weight of 0.5 tons.

Combined, the small laser, heat sink, and turret add another 2 tons to the weight of the MFB. The running total is now 33.0 tons. No fire control is included.

Example 2: *Erica's SAR Airship is not armed.*

DETERMINE CREW REQUIREMENTS

All manned Support Vehicles require crew, even if this is just the rider of an electric scooter. Small Support Vehicles must add accommodation for operators, but Medium and Large Support Vehicles include basic accommodation for the crew in the weight of the chassis and control systems.

If using the Level 3 Drone rules from *Maximum Tech, Revised*, one operator is required for every 5 crew the vehicle would require if manned.

Consult the Minimum Crew Requirement Table (see p. 113) to find additional Support Vehicles crew requirements.

Airships and Naval Vessels

Airships and Naval Vessels calculate their minimum crew requirements slightly different from other vehicles, with a basic crew of 3 plus one per 500 tons of vehicle mass (5,000 for Naval Vessels), rounded up. Over and above this is a requirement for Officers to command and coordinate the crew, with one Officer per 5 Enlisted/Non-rated, Equipment crew, or Gunners (see the Minimum Crew Requirement Table below). As Bay Personnel are not considered part of the crew (being passengers), they are not included in the crew count when determining the Officer requirement.

Other Support Vehicles

All other Support Vehicles have a fixed basic crew size, with additional personnel added to man the weapons and equipment added during the design process.

Quarters

Support Vehicles must make provision for crew and passengers they carry. The quality of the available accommodations varies between the different Support Vehicle Size Classes. Vehicle and Infantry bays incorporate basic quarters for the troops/vehicle crew and their technical support staff.

Small: The chassis of Small Support Vehicles incorporate no accommodation for crew or passengers. Each must be provided with a seat (or saddle if riding pillion).

Medium: Basic accommodations consisting of a seat, couch, or saddle for all crewmembers are incorporated into the fabric of the vehicle itself. Expanded crew quarters suitable for long term occupation can be added as desired.

Large: Large Naval and Airship Support Vehicles incorporate crew quarters suitable for long-term occupation into the fabric of the chassis. All other Large Support Vehicles include the same kind of short-term facilities found on Medium-size vehicles.

Example 1: *Consulting the Minimum Crew Requirement Table, Bob sees that his Medium Class MFB requires a crew of 8—2 for a Medium Support*

Vehicle, an additional 1 to man the turret mounted small laser, and a 5-man technical team to operate the Mobile Field Base.

Because the MFB is a Medium Weight Class Support Vehicle, basic crew accommodation is included with the chassis by default. Bob chooses not to add anything more luxurious.

***Example 2:** The Darling-class SAR Airship requires a crew of 4 Enlisted/Non-rated (3 + 1,000 / 5,000 = 3.2, rounded up to 4), 10 MASH personnel, 3 Officers (1 per 5 crew—14 Crew requires 3), and 8 Vehicle Bay personnel (not counted when determining the number of officers).*

All crew accommodation is included with the chassis and equipment by default.

ADDITIONAL CREW

While most Support Vehicles are crewed with as few personnel as possible—usually enough to satisfy minimum crew requirements—some (especially Large Naval Vessels), are designed to operate with larger crews, either to fully man the unit at all times or to accommodate casualties.

Small and Medium Vehicles

Each additional crewmember must be provided with appropriate accommodations (usually nothing more that a seat).

BattleTech: Each multiple of the unit's minimum crew requirement allows the Support Vehicle to ignore one Crew Killed critical hit.

AT2: Fixed Wing Support Vehicles carrying additional crew reduce crew hit modifiers by 1 for each multiple of the minimum crew carried (but never increasing the modifier above zero).

Large Vehicles

Naval Vessels and Airships must provide quarters for additional crewmembers. Other Large Support Vehicles must make basic provision for additional personnel with appropriate seating.

BattleTech: Naval Vessels can ignore one crew hit for every one-sixth of the minimum crew levels carried as additional crew (round up). On other Large Vehicles, each multiple of the minimum crew requirement allows the vehicle to ignore one Crew Killed critical hit.

AT2: Fixed Wing Support Vehicles carrying additional crew reduce crew hit modifiers by 1 for each multiple of the minimum crew carried (but never increasing the modifier above zero).

Bay Personnel

These represent personnel temporarily attached to a Support Vehicle. They consist of the crew and support teams for vehicles carried in vehicle bays, or infantry and their support transported as passengers in a vehicle bay.

***Example 1:** The 60-ton MFB has space for 11 items of equipment (5 + 60 / 10 = 11). Bob completes his Mobile Field Base by adding a Mobile Field Base (20 tons) and CASE (0.5 tons), an Inner Sphere Foot Infantry Platoon compartment (3 tons with a 28 man capacity), and a 3.5-ton cargo compartment with which the MFB transports spare parts and ammunition (protected by the CASE).*

A Bay Door opening into the rear arc takes up no weight.

Adding the weight of all this equipment to the running total of 33 tons brings the total weight up to 60 tons. The design is complete.

The MFB can carry additional ammunition for the units it services. Hence CASE is still of use—even if no ammo weapons are mounted

***Example 2:** At 1,000 tons, Erica's SAR Airship can mount 45 items of equipment (35 + 1,000 / 100 = 45). She adds a lift hoist (3 tons), Look Down Radar (5 tons), 4 Searchlights (.5 tons each), a MASH unit with 2 operating theaters (3.5 + 1 = 4.5 tons), two Light Vehicle Bays (50 tons each), a Bay door (0 tons), and 33 tons of cargo space.*

Adding the 147.5 tons that this takes up brings the running total to 1,000 tons.

7. COMPLETE RECORD SHEET

Complete the record sheet for the appropriate Support Vehicle.

Allocate Armor

The total armor points chosen for a design must be allocated to specific locations. Consult the Armor Location Table below to determine which *CBT* record sheet to use and which locations on said record sheet are used for a given Support Vehicle.

The player chooses the exact number of Armor Points used to protect a given area, but the number of Armor Points in a single location may not exceed the unit's Maximum Armor Points as shown on the Armor Limits Table (see p. 109).

***Example 1:** The Mobile Field Base has armored chassis and controls, giving it a BAR of 10. Bob has added 23 points of armor, allocating 5 points to the front, 5 to the sides, and 4 to the rear and 4 points to the turret.*

***Example 2:** The Darling-class SAR Airship is protected by 60 points of BAR 5 rating armor. This is allocated with 20 points to the nose, 10 points to each wing, and 20 points to the aft.*

Internal Structure or Structural Integrity

The number of points of internal structure a Support Vehicle receives depends on both the Chassis Type and Size.

MINIMUM CREW REQUIREMENT TABLE

Airships and Naval Vessels	
Enlisted/Non-rated (Naval)	3 + 1 per 5,000 tons*
Enlisted/Non-rated (Airship)	3 + 1 per 500 tons*
Bay Personnel	See Bay Personnel
Officers	1 per 5 crew (excluding bay personnel and passengers)*

* Round fractions up

Other Vehicles	
Satellites	0
Small Vehicles	1
Medium Vehicles	2
Large Vehicles	3

Gunners (All Support Vehicles)	
Per Light Weapon	1
Per Medium Weapon	Half normal listed crew (round up)
Per Heavy Weapon	1 per 3 tons of weapon weight (excluding ammunition, round up).

OTHER PERSONNEL REQUIREMENT TABLE

Equipment (All Support Vehicles)	
Communications	1 per ton
Field Kitchen	3
Flight Deck	20
Helipad	5
MASH	5 per theater
Mobile Field Base	5

BAY PERSONNEL

Bay Type	Units Carried	Unit Personnel	Technicians
'Mech	1 'Mech	1	1
ProtoMech Point	5 ProtoMechs	5	1
Light Vehicle*	1 Light Vehicle	4	1
Heavy Vehicle†	1 Heavy Vehicle	7	1
Super-heavy Vehicle‡	1 Super-heavy Vehicle	14	1
Aerospace Fighter	1 Fighter	1	1
Small Craft	1 Small Craft	4	1
Battle Armor Squad (IS)	4 troopers	4	2
Battle Armor Squad (Clan)	5 troopers	5	1
Mechanized Infantry Squad	5 troopers	5	1
Infantry Platoon, Foot (IS)	28 troopers	28	0
Infantry Platoon, Jump (IS)	21 troopers	21	0
Infantry Platoon, Motor (IS)	28 troopers	28	0
Infantry Platoon, Foot (Clan)	25 troopers	25	0
Infantry Platoon, Jump (Clan)	25 troopers	25	0
Infantry Platoon, Motor (Clan)	25 troopers	25	0

*Light Vehicles include all vehicles with a weight up to 50 tons.
†Heavy Vehicles weigh between 50 and 100 tons.
‡Super-heavy Vehicles weigh over 100 and up to 200 tons.

ARMOR LOCATION TABLE

Chassis Type	CBT Record Sheet	Armor Locations
Wheeled, Small and Medium	Ground Vehicle	Front, Rear, Left, Right*
Wheeled, Large	Super Heavy Tank	Front, Rear, Front Left, Front Right, Rear Left, Rear Right*
Tracked, Small and Medium	Ground Vehicle	Front, Rear, Left, Right*
Tracked, Heavy	Super Heavy Tank	Front, Rear, Front Left, Front Right, Rear Left, Rear Right*
Hover, Small and Medium	Ground Vehicle	Front, Rear, Left, Right*
Hover, Heavy	Super Heavy Tank	Front, Rear, Front Left, Front Right, Rear Left, Rear Right*
VTOL, All	V.T.O.L	Front, Rear, Left, Right, Rotor†
Airship, All	Aerodyne DropShip	Nose, Left Wing, Right Wing, Aft
Fixed Wing	Conventional Fighter	Nose, Left Wing, Right Wing, Aft
Satellite, All	Space Station	Nose, Fore-Left, Fore-Right, Aft-Left, Aft-Right, Aft
Rail, Light and Medium	Ground Vehicle	Front, Rear, Left, Right*
Rail, Heavy	Super Heavy Tank	Front, Rear, Front Left, Front Right, Rear Left, Rear Right*
Naval Vessel, Small and Medium	Naval	Front, Rear, Left, Right*
Naval Vessel, Large	Large Naval	Front, Rear, Front Left, Front Right, Rear Left, Rear Right*

*Plus Turret(s) if present.
†Maximum of two points armor on Rotor.

Airships: Airship Support Vehicles receive a Structural Integrity (SI) value equal to their Safe Thrust, or 1 point per 50 tons (round up) of weight, whichever is greater.

Naval Vessels: Small and Medium Naval Vessels receive 1 point of internal structure per 10 tons (10,000kg) total weight (round up).

Large Naval Vessels receive 30 points of internal structure plus 1 point per 2,000 tons total weight (round up).

Fixed Wing and Satellites: Fixed Wing Support Vehicles receive an SI equal to their Safe Thrust, while Satellites always have an SI of 1.

Other: All other Support Vehicles receive 1 point of internal structure in each location per 10 tons (10,000 kg) total weight (round up).

Example 1: *The Mobile Field Base is a 60-ton Tracked (Medium) Support Vehicle. As such it has 6 points of internal structure per location (60 / 10 = 6). In this case that is 6 points of internal structure in the front, left and right sides, rear, and turret.*

Example 2: *The Darling-class SAR is a 1,000-ton Airship (Large) Support Vehicle. As its Safe Thrust of 2 is less than 20 (1,000 / 50 = 20), the Airship receives an SI value of 20.*

Allocate Weapons

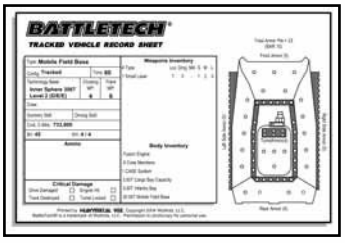
Turret mounted weapons are located in the turret into which they were designed to fit. All other weapons are mounted in a specific arc, depending on Chassis Type: Front, Fore/Left, Fore/Right, Left, Right, Aft/Left, Aft/Right, or Rear/Aft.

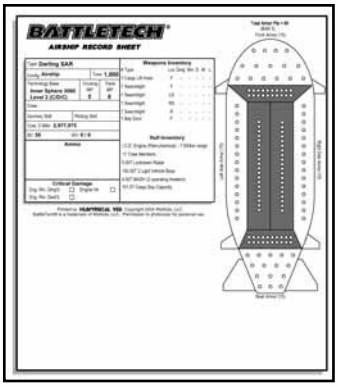
BattleTech: Standard *CBT* and *AT2* record sheets can be used to record the details of Small and Medium Support Vehicles. Large Support Vehicles use the new record sheets provided at the back of the book.

Example 1: *Bob completes his Mobile Field Base by designating that the small laser is mounted in the turret. He also notes that the cargo compartment, MFB, and infantry compartment are located in the body, and that the bay door is located in the rear arc.*

Example 2: *Erica's Airship mounts no weapons, but she notes that all equipment is located in the Support Vehicle's body, except the searchlights (one each in the nose, left wing, right wing, and aft arcs) and the lift hoist (in the nose arc).*

She also notes that the bay door is located in the nose arc.







EQUIPMENT

This section provides descriptions and rules for equipment commonly mounted on support vehicles. Each is presented in a format that gives a general description of the item and requirements or limitations for including the equipment on a Support Vehicle. This is followed where appropriate by specific rules for *Classic BattleTech* (*CBT*), *Classic BattleTech RPG* (*CBT: RPG*), *AeroTech 2* (*AT2*), *Combat Operations* (*CO*), *Field Manual: Mercenaries, Revised* (*FMMercs*), and *BattleForce 2* (*BF2)*; if rules for a given rules set are not included, then the equipment has no effect.

Note: It is important to remember when using *CBT: RPG*, the onus still falls on the gamemaster to determine many of the effects this equipment will have in individual scenarios or campaigns.

BACKHOE

Designed for excavating soil, a vehicle can mount this tool on the front, back or turret.

Prohibited Equipment: Only a single backhoe can be mounted in any one location, which cannot be shared with a bulldozer blade, chainsaw, combine, dual saw, heavy-duty pile driver, mining drill, rock cutter, or wrecking ball.

CBT: RPG: Apply a –2 TN modifier to any skill check made when digging with a backhoe.

BattleTech: Support Vehicles cannot use the Backhoe to make an attack of any kind.

CO: The defending force in any Recon Raid, Base Attack, Hide and Seek, Hold the Line, or Breakthrough scenario can create prepared positions—3 per backhoe-equipped Support Vehicle assigned to the Regimental Battle Group (RBG).

BF2: The element is considered an engineering vehicle (**eng**).

BAYS

Support Vehicles can be designed to carry a multitude of units, from infantry to 'Mechs. Each unit requires its own unique bay; rules governing each bay are found below.

Infantry Compartment/Bay

Infantry Compartments are intended for transporting infantry and their equipment over short distances—standard cargo compartments can be used to carry infantry with little or no modification. Infantry Bays, on the other hand, include life support, living quarters, maintenance facilities, and support personnel, allowing them to be used over extended periods.

Space Limit: Each Infantry Compartment/Bay is counted as a single item of equipment.

BattleTech: A Support Vehicle with sufficient capacity can carry one or more infantry units. Individual infantry units cannot be split between multiple Support Vehicles.

When using Morale rules for infantry (see p. 37, *MT*), a unit that has spent 8 hours or more being transported in an Infantry Compartment without at least 8 hours rest receives a modifier of +2 to its Morale Target.

CO: After the first turn, for each consecutive campaign turn an infantry unit is deployed in a Support Vehicle equipped with an Infantry Compartment, the infantry unit receives an additional 3 fatigue points. Infantry Bays are fully equipped for long-term occupation and infantry units occupying a bay do not suffer from fatigue.

BF2: The Support Vehicle is designated as an infantry transport (**tran#**), where the # is the compartment weight (which dictates the troop capacity).

'Mech/Fighter Bay

Designed for long-range transport of a single 'Mech, aerospace fighter, conventional fighter, or Fixed Wing Support Vehicle of up to 100 tons, the bay includes maintenance facilities and basic quarters for vehicle crew and support personnel.

CO: The bay counts as a vehicle cubicle when using the repair rules.

ProtoMech Bay

A point of five ProtoMechs can be transported in this bay, which also includes maintenance facilities and basic quarters for their pilots and support personnel.

CO: The bay counts as a ProtoMech vehicle cubicle when using the repair rules.

Small Craft Bay

Designed for long-range transport of a single Small Craft, the bay includes maintenance facilities and basic quarters for unit crew and support personnel. The bay can also accommo-

STANDARD INFANTRY FORMATION TABLE

Infantry Type	Men	Tons Compartment/Bay	Tech Level
Inner Sphere Foot Infantry Platoon	28	3/5	A
Inner Sphere Jump Infantry Platoon	21	4/6	C
Inner Sphere Motorized Infantry Platoon	28	6/7	C
Inner Sphere Battle Armor Squad	4	4/10	D
Inner Sphere Mechanized Infantry	5	5/8	B
Clan Foot Infantry Point	25	3/5	A
Clan Jump Infantry Point	25	4/6	C
Clan Motorized Infantry Point	25	6/7	C
Clan Battle Armor Point	5	5/10	D
Clan Mechanized Infantry	5	5/8	B

date a single aerospace fighter, conventional fighter, or Fixed Wing Support Vehicle if required.

CO: The bay counts as a vehicle cubicle when using the repair rules.

Vehicle, Light

Designed for long-range transport of a single Wheeled, Tracked, Hover, or VTOL vehicle (combat or Support) of up to 50 tons, the bay includes maintenance facilities and basic quarters for crew and support personnel.

The bay can accommodate only one unit of up to 50 tons at a time.

CO: The bay counts as a vehicle cubicle when using the repair rules.

Vehicle, Heavy

Designed for long-range transport of a single Wheeled, Tracked, Hover, or VTOL vehicle (combat or support) of up to 100 tons, the bay includes maintenance facilities and basic quarters for crew and support personnel.

The bay can accommodate only one unit of up to 100 tons at a time.

CO: The bay counts as a vehicle cubicle when using the repair rules.

Vehicle, Super-heavy

Designed for long-range transport of a single vehicle (combat or support) of up to 200 tons, the bay includes maintenance facilities and basic quarters for crew and support personnel.

The bay can accommodate only one unit of up to 200 tons at a time.

CO: The bay counts as a vehicle cubicle when using the repair rules.

BAY DOOR

Any Support Vehicle that carries personnel, cargo, or even other units internally can also incorporate one or more Bay Doors into its design. While these doors occupy no additional weight or space, they do dictate the direction in which the transported unit(s) can board or disembark.

Small and Medium Support Vehicles can be outfitted with one door in each of the four arcs (front, left, right, and rear). Large Support Vehicles can be outfitted with one door per unit bay (see p. 116). Each of these doors should be allocated to one of the six Large Vessel arcs (front, front-left, front-right, rear-left, rear-right, or rear), see p. 135.

Space Limit: Bay Doors do not count towards the equipment count of the Support Vehicle.

BattleTech: Each turn, one unit can enter or exit the Support Vehicle through each bay door. The unit should be placed on the map adjacent to the transporting Support Vehicle anywhere in the arc to which the door belongs. Stacking limits (see p. 21, *BMR*) still apply.

Airborne Support Vehicles can drop jump capable 'Mechs, jump capable battle armor, jump infantry, or jump capable ProtoMechs while in flight. One 'Mech or ProtoMech, one battle armor squad or Point, or one jump infantry platoon can drop from a Bay Door each turn. They deploy in the same manner as units deploying from a Support Vehicle on the ground.

Non-jump capable units deploying from airborne Support Vehicles are automatically destroyed.

Submerged Support Vehicles can launch or recover submersible units and BattleMechs. BattleMechs deployed under water fall to the bottom of the body of water unless equipped with Underwater Maneuvering Units (see *MapPack: Solaris VII,* p. 62); for further rules on the effects of extreme depths on *BattleTech* units, see *Extreme Depths*, p. 168, *Handbook: House Steiner*.

BRIDGELAYER (LIGHT, MEDIUM, HEAVY)

A Support Vehicle outfitted as a bridgelayer carries a 30-meter-long folding bridge mounted on the front. This temporary bridge can be deployed quickly to allow BattleMechs, vehicles, and people to cross rivers, ravines, or ditches. A Support Vehicle equipped as a bridgelayer cannot mount a turret.

Space Limit: The bridge and deploying mechanism count as a single item for the purposes of construction limits.

CBT: RPG: The bridge can be deployed in 4 turns (20 seconds), requiring an Engineering Check.

Once deployed, the bridge can support a weight in tons up to its current CF (doubled when deployed on water); see Weapons and Equipment Table, p 107.

BattleTech: While the 1-hex-long folding bridge is carried, any attacks that would otherwise have hit the turret location hit the bridge, reducing its CF by a like amount of damage. Critical hits to the bridge disable the mechanism that deploys the bridge. Additional critical hits have no effect.

The bridgelayer's controlling player may declare that the Support Vehicle is deploying the bridge during any End Phase. The Support Vehicle must remain stationary during the following turn. At the end of that turn, the bridge is placed in the hex directly in front of the bridgelayer, along the same facing as the Support Vehicle. (i.e. the bridge cannot extend away from the bridgelayer at an angle. A bridge may be placed in any Water hex, but must be adjacent to at least one land hex (or another bridge).

The bridge is made of a strong, lightweight material and is supported by flotation devices when deployed on water so that it can support greater weight than its CF would normally allow. A bridge on water can support units weighing up to twice its current CF before collapsing. This limit is the total weight of all units standing on the bridge in a particular hex.

Alternatively, the bridge can be placed between two elevated hexes to bridge a gap—provided there is no more than one elevation level difference between the two hexes. Finally, the bridge can be deployed in a hex two elevation levels higher or lower than the one occupied by the bridgelayer to serve as a ramp. BattleMechs, ground vehicles, and infantry can move up this ramp as if it were a road for a cost of 1MP.

BULLDOZER

A Wheeled or Tracked Support Vehicle may mount a single bulldozer blade on the front to assist in clearing rubble.

Prohibited Equipment: A bulldozer blade cannot be mounted on the front of a Support Vehicle with a backhoe, chainsaw, combine, dual saw, heavy-duty pile driver, mining drill, rock cutter, or wrecking ball.

CBT: RPG: Apply a –2 TN modifier to any Skill Check made when clearing rubble. The bulldozer blade provides protection from attacks made from the front, and the Support Vehicle is considered to have a BAR of 8 (unless its front has been armored to a higher level).

BattleTech: A bulldozer can clear a path through a Rubble hex, allowing units to move through it as if through a Clear hex. This process takes a varying amount of time, based on the type of structure the rubble represented before it was destroyed. Rubble from a Light structure takes 2 turns to clear. Each heavier class of structure doubles the required time, so a Medium structure takes 4 turns, a Heavy takes 8 turns, and the rubble from a Hardened structure takes 16 turns to clear. While it is clearing rubble, the Support Vehicle must remain in the hex, though it can make facing changes as usual. It can make weapons attacks, though all shots are modified as though the Support Vehicle was moving at Flank speed (+2 modifier).

Also, a Bulldozer Support Vehicle takes half damage when it charges, though the damage it takes from being charged is unmodified. Each time the Support Vehicle takes damage to the front armor, roll 2D6. On a result of 2, the Bulldozer blade is destroyed.

BF2: The element is considered an engineering vehicle (**eng**).

CO: Before the start of play, the defending force in any Recon Raid, Base Attack, Hide and Seek, Hold the Line, or Breakthrough scenario can clear 3 rubble-filled hexes for every bulldozer-equipped Support Vehicle assigned to its Regimental Battle Group (RBG).

CARGO

Internal cargo space can be set-aside during the design process. Support Vehicles are often called upon to transport a much more diverse range of cargoes than their battlefield cousins. See *Add Other Equipment*, p. 106, for a selection of cargo types.

The mass devoted towards cargo is always factored into the Support Vehicles movement rates—that is, a Support Vehicle that devotes 50% of its internal mass towards cargo will not travel faster when empty.

CASE

Cellular Ammunition Storage Equipment (CASE) can be fitted to allow a Support Vehicle's crew (if not the unit itself) to survive the accidental detonation of stowed ammunition. Tech Level F CASE (Clan) is installed automatically as part of the ammo bin and takes up no additional equipment slots. Tech Level E CASE (Inner Sphere) must be fitted as part of the Support Vehicles design, has a weight of 0.5 tons (500kg), and counts as one item of equipment.

Large Naval Vessels must mount CASE for each "center line hex" it occupies (see Large Naval Vessel Size Table p. 136). CASE on Large Naval Vessels directs the blast upwards through blow-out panels on the deck.

CBT: RPG: In most circumstances, a character caught in an exploding Support Vehicle will be killed or seriously wounded. If the Support Vehicle is equipped with CASE then an ammunition explosion does not injure the crew.

BattleTech: When a Support Vehicle receives an ammo critical hit, the unit is destroyed, but the crew survive.

The exception to this rule is when CASE is used on a Large Naval Vessel. When a Large Naval Vessel equipped with CASE receives an ammo critical, only one type of ammunition carried is destroyed, along with all equipment in the hex location damaged by the initial attack. The ammunition bin that detonates is for either the most destructive weapon in the hex of the Vessel attacked, or from any random ammunition bin elsewhere on the Vessel if no ammunition-using weapons are present in the affected hex. If no ammunition is present on the Vessel at all, the critical hit has no other effect. Note that in addition to destroying all equipment in the affected section, exploding ammunition causes additional damage directly to the internal structure of the hit location. This additional damage is equal to one round of the exploding ammunition. If the internal structure is not destroyed, the Large Naval Vessel remains operational, provided it is not submerged. (Submerged Vessels that suffer ammunition criticals automatically sink, but a CASE-equipped unit enables the crew to survive and use any escape pods to abandon ship.)

Gauss ammunition does not detonate but is rendered useless.

> *A* Jormungand*-class Bluewater Cruiser receives a hit to the unit's rear arc that generates an ammo critical hit. The LR Torpedo ammunition is selected randomly as the ammunition type that explodes. The cruiser suffers 20 points of damage (the damage from one round of LR Torpedo 20 ammunition) to the rear internal structure (reducing it from 60 to 40 points) and the aft SR Torpedo 6 launchers are destroyed.*
>
> *Apparently out of luck, the unit is hit again—this time on the turret in hex #6 of the Large Navel Vessel Template. This hit also generates an ammo critical hit, detonating the Long Tom ammunition, inflicting another 20 points of internal structure damage to the turret, and destroying all turret-mounted weapons.*

CHAINSAW

Feared throughout the botanical universe, the chainsaw can reduce even the most stubborn growth to a pile of kindling (or usable timber) in minutes.

Prohibited Equipment: Only one chainsaw can be mounted on the front, back, or turret of a Support Vehicle, and it cannot be mounted in the same location as a backhoe, bulldozer blade, combine, dual saw, heavy-duty pile driver, mining drill, rock cutter, or wrecking ball.

CBT: RPG: Apply a –2 TN modifier to any Skill Check made when performing logging operations.

BattleTech: This logging device can be used in a modified Charge Attack with a base to-hit number of 6, modified as normal by movement and terrain modifiers. A successful attack inflicts 5 points of damage to BattleMechs, vehicles, and battle armor; against 'Mechs, use the appropriate Kick Location table or the appropriate full-body hit location table if the 'Mech is prone. Against standard infantry, the chainsaw delivers 1D6 damage (doubled as usual if the infantry unit is in open terrain). Damage to buildings by a chainsaw is 1 point.

A chainsaw can clear a path through Wooded hexes. This process takes 2 turns to reduce a Wooded hex from its current state to one lower (Heavy Woods becomes Light Woods; Light Woods becomes Rubble terrain). While clearing woods, the Support Vehicle must remain in the hex, though it can make facing changes as usual. It can also make weapons attacks, though all shots are modified as though the unit was moving at Flank speed (+2 modifier).

BF2: The element is considered an engineering vehicle (**eng**).

CO: Before the start of play, the defending force in any Recon Raid, Base Attack, Hide and Seek, Hold the Line, or Breakthrough scenario can turn 3 woods-filled hexes into rough terrain for every chainsaw-equipped Support Vehicle assigned to its Regimental Battle Group (RBG).

COMBINE

The bane of vegetable life forms across known space, a single combine can be mounted on the front of a wheeled, hover or tracked vehicle.

Prohibited Equipment: A combine cannot be mounted in the same location as a chainsaw, backhoe, bulldozer blade, dual saw, heavy-duty pile driver, mining drill, rock cutter, or wrecking ball.

CBT: RPG: All harvesting activities receive a –2 TN modifier when using a combine.

BattleTech: A Support Vehicle can attack one enemy unit in the same hex with a combine. Performed during the Physical Attack Phase, the attack has a base to-hit number of 3, modified as normal by movement and terrain modifiers. A successful attack inflicts 3 points of damage to 'Mech, vehicle, or battle armor units; for BattleMech targets, use the appropriate Kick Location Table or the full-boy Hit Location Tables if the target is prone. Standard infantry units suffer 1D6 points of damage from a successful Combine attack (doubled if the infantry is in open terrain, per standard rules). Combines inflict only 1 damage point to buildings.

COMMUNICATIONS EQUIPMENT

Often of military grade, this equipment is commonly found on civilian incident-control vehicles used by police, firefighters, and emergency medical units.

Space Limit: Communications equipment is installed in 1-ton (1,000 kg) blocks but is treated as a single item of equipment.

CBT: RPG: The equipment is equivalent to a long-range communications kit. ComStar and Word of Blake units often upgrade this to their Advanced Field Communications Kit, which has an Availability Rating of D. Each ton of communications equipment can operate as a monitoring station for one type of remote sensor (see *Remote Sensors*, p. 107, *LT* and *Remote Sensor Dispenser*, p. 181, *CBTComp*).

BattleTech: If a Support Vehicle has 3 to 6 tons of communications equipment, it can function as a basic field HQ, granting its side a +1 Initiative bonus each turn. If the Support Vehicle carries 7 or more tons of communications equipment, it is an advanced mobile HQ, granting a +2 Initiative bonus. A side may benefit from only one mobile HQ at a time (see p. 70, *MT*), including BattleMechs with the command console cockpit (see p. 59, *MT*).

Each ton of equipment can be used to monitor one remote sensor (see *Remote Sensors*, p. 107, *LT* and *Remote Sensor Dispenser*, p. 127).

BF2: If a Support Vehicle carries 7 or more tons of communications equipment, it is considered to be equipped with headquarters (**hq**) special equipment.

CO: Any unit with one or more Support Vehicles outfitted with communications equipment receives a +1 modifier when making supply rolls (see pp. 46-49, *CO*).

FMMercs: Each ton of communications equipment in a mercenary force generates between 20 to 50 Administrative Support points, depending on Experience Level (see p. 151, *FMMercs*).

CONCEALED WEAPON

Smaller, lighter weapons can be modified to blend into the body of a Support Vehicle. This is highly illegal in most circumstances. Heavier weapons, such as those mounted on combat vehicles, cannot receive this modification as their size and bulk is almost impossible to conceal.

Only Light and Medium Weapons may receive this modification.

Space Limit: The concealed weapon modification does not count towards the Support Vehicle's equipment limit, but the weapon itself does.

CBT: RPG: Concealed weapons can only be spotted via a successful Perception Check. If the weapon goes undetected it can be used to launch a *Surprise Attack* (see p. 120, *CBT: RPG*).

DOCKING UNITS

A modification common on larger naval vessels to assist in close-quarters maneuvering (such as during docking operations at the typical seaport), docking units are an extensive

series of maneuvering propellers or underwater "jets" located along the bow and aft of large vessels and inactive during normal operations. When the vessel is not operating at speed, these units may be used to spin the vessel in place or even sideslip it into a tight berth.

Only Large Naval Vessels can use this equipment.

CBT: RPG: Use of Docking Units enables a Large Naval vessel to pivot in place or move laterally, but only when not currently using the main engines for forward (or reverse) movement. Their use during docking operations provides a –2 TN modifier for any required Pilot/Naval Checks deemed necessary by the gamemaster.

BattleTech: Docking Units may be used to allow any Naval Vessel that is otherwise stationary (e.g., expending no MPs on either forward or reverse movement in the current turn) to pivot in place or move laterally, in exception to the standard rules for Large Naval Vessel movement (see p. 96). Note that these maneuvers can only use Cruising MPs.

Pivoting in place costs a Docking Unit-equipped vessel 3 MPs per hexside of facing change, with the vessel pivoting around its template's pivot point.

Using Docking Units to move laterally costs 4 MPs per hex of movement. This maneuver moves the entire vessel sideways one hex, with the pivot point moving to either desired adjacent hex on the left or right side.

Note that Large Naval Vessels attempting either maneuver may spend MPs on no other movement type when using Docking Units in this fashion. Also, should the vessel lack sufficient Cruise MPs to complete such maneuvers in one turn, they may "bank" any remaining Cruising MPs to complete the maneuver in the following turn, so a Large Naval Vessel with a Cruise of 3 attempting to make a lateral movement must spend two turns executing the maneuver, and could only shift its position on the map in the second turn, when the maneuver is completed.

DUAL SAW

The dual saw is a commonly used construction tool. More powerful than the chainsaw, the dual saw uses twin high-speed ferro-carbide circular blades instead of a chain-fed cutter design. The saw was developed specifically with hard objects, such as industrial steel and pavement, in mind.

Prohibited Equipment: Only one dual saw can be mounted on a single Support Vehicle, and it cannot be mounted in the same location as a backhoe, bulldozer blade, chainsaw, combine, heavy-duty pile driver, mining drill, rock cutter, or wrecking ball.

CBT: RPG: When working hard materials, this equipment adds +2 to the TN of Skill Checks.

BattleTech: This construction tool can be used in a modified Charge Attack with a base to-hit number of 6, modified as normal by movement and terrain modifiers. A successful attack inflicts 7 points of damage to 'Mechs (using the Kick Location Table, or the full Hit Location Table against a prone 'Mech), vehicles, battle armor, or standard infantry (as normal, damage is doubled if the infantry is in open terrain).

A dual saw can clear a path through the wooded hexes, using the rules for a chainsaw (see *Chainsaw*, p. 118).

BF2: The element is considered an engineering vehicle (**eng**).

CO: The defending force in any Recon Raid, Base Attack, Hide and Seek, Hold the Line, or Breakthrough scenario can clear 2 wood-filled hexes before the start of play per dual saw-equipped Support Vehicle assigned to the Regimental Battle Group (RBG). Alternatively, the equipment can be used to weaken or destroy structures. Each dual saw-equipped unit can distribute 35 points of damage between all structures on the maps before the start of the first round.

DUMPER

The cargo bed of the Support Vehicle is designed to tilt (usually to the rear, but sometimes to one side or the front), allowing the contents to be emptied in a minute or less. The tilt mechanism weights 5% of the cargo capacity.

CBT: RPG: The Support Vehicle can drop the entire contents of its dumper in a single turn as a Simple Action.

BattleTech: The Support Vehicle can drop all cargo carried in a dumper-equipped cargo area (see p. 78, *BMR*) at the end of the Movement Phase, at no MP cost.

CO: The defending force in any Recon Raid, Base Attack, Hide and Seek, Hold the Line, or Breakthrough scenario can use its dumper-equipped units to create up to 5 prepared positions each, prior to the start of play.

EJECTION SEAT

Normally reserved for high performance Fixed Wing or VTOL Support Vehicles, an ejection seat can be used in place of a standard seat as crew accommodations in Small Support Vehicles.

CBT: RPG: Any character can eject (or automatically be ejected) at any time via a Simple Action. Triggering the ejection system automatically activates all ejection seats in the Support Vehicle unless the system is disabled.

BattleTech: When the Support Vehicle is destroyed, either through weapons fire or crashing, any crew equipped with an ejection seat automatically ejects unless the controlling player elects to disable the system prior to the start of play.

After ejection, the crew is deposited in the hex directly behind their ex-Support Vehicle and treated as a foot infantry rifle platoon with the number of active members equal to the number of crew.

Landing in prohibited terrain (such as water) results in instant elimination of the crew as a viable unit.

CO: Each consecutive campaign turn a Support Vehicle equipped with only ejection seats and/or crew and passenger seats is deployed, the unit receives an additional 3 fatigue points.

ESCAPE POD

This escape system is identical to the standard *AT2* escape pod (see p. 167, *Technical Readout 3057, Revised*).

A maritime version of this equipment also exists for use on submersible vessels. These pods, once activated and ejected, automatically float to the surface, ascending at a rate of 5 levels per turn from the depth of their ejection. Once on the surface, the pods function as a maritime lifeboat (see p. 123).

EXTERNAL STORES HARDPOINT

Mounted on the underside of the wing or fuselage, these hardpoints allow Fixed Wing Support Vehicles to carry external stores (bombs, rockets, external fuel tanks, and so on) in the same manner as aerospace or conventional fighters (see p. 38, *AT2*).

One hardpoint can be mounted per 10 tons of Support Vehicle weight (rounded up) and can carry one ton of ordinance (either a bomb, a fuel tank, a rocket pod, or a TAG pod). Five are required to carry an Arrow IV missile.

CBT: RPG: When carrying bombs on a hardpoint, attacks are resolved using the Bombing Skill. Rockets, missiles, or target acquisition gear use the Gunnery/Aerospace subskill appropriate to the weapon type.

AT2: Fixed Wing Support Vehicles with external stores can use them to carry bombs and make bombing attacks per the *Bombing* rules in *AT2* (see p. 37).

FLIGHT DECK CAPACITY TABLE

Vehicle Template	Maximum Flight Decks	Fixed Wing Capacity	VTOL Capacity
A	0	N/A	N/A
B	0	N/A	N/A
C	1	1	4
D	2	2	8
E	3	3	12

FIELD KITCHEN

Troops can go for weeks on standard field rations, but even advanced Clan MREs (Meal: Ready to Eat, unofficially known as Meal: Rejected by Everyone) are no substitute for a decent hot meal. A properly equipped field kitchen can cook for a large body of personnel in the field.

CO: When using the *Fatigue* rules (see pp. 54-55, *CO*), forces that have access to field kitchens reduce Fatigue by 1 extra point. One field kitchen can supply 150 combat troops (and their support personnel) per week. When determining which forces have access to the available field kitchen resources, do not split any units: i.e. all 28 ground-pounders in that platoon are counted, or none are.

If a command is suffering from supply problems then the field kitchen gives no bonus until the situation improves.

FIRE CONTROL

Support Vehicles lack the sophisticated sensor systems installed in combat vehicles. Heavy Weapons are less accurate, and Medium Weapons require a full crew to operate them. Two types of fire control are available: Basic and Advanced.

Only Advanced Fire Control can be used in conjunction with a targeting computer.

Advanced Fire Control

Advanced Fire Control weighs 10% of the weight of all Heavy or Medium Weapons mounted on the Support Vehicle and does not count towards a unit's equipment limit. It cannot be used in conjunction with Basic Fire Control on the same Support Vehicle.

CBT: RPG: Heavy Weapons tied into Advanced Fire Control attack as normal. Medium Weapons require only a single operator, which can also be the driver.

BattleTech: Heavy Weapons mounting Advanced Fire Control avoid the usual +2 to-hit modifier. Medium Weapons require only a single operator, which can also be the driver.

Basic Fire Control

Basic Fire Control weighs 5% of the weight of all Heavy or Medium Weapons mounted on the Support Vehicle and does not counts towards a unit's equipment limit. It cannot be used in conjunction with Advanced Fire Control or a targeting computer on the same Support Vehicle.

CBT: RPG: Heavy Weapons tied into Basic Fire Control receive a +2 TN modifier. Medium Weapons require only a single operator but cannot be operated by the driver.

BattleTech: Heavy Weapons mounting Basic Fire Control avoid the usual +2 to-hit modifier, receiving only a +1 to-hit penalty. Medium Weapons require only a single operator but cannot be operated by the driver.

FLIGHT DECK

Large Naval Vessels can use a flight deck to launch and recover aerospace fighters, conventional fighters, or Fixed Wing Support Vehicles. Consisting of a 120-meter deck area, launch catapult, and arresting mechanisms, the system also includes a lift to move units to and from the hanger space (represented by the appropriate bay). This process takes 1 minute, and so a flight deck can recover one unit, take it below decks, bring up another and launch it in two minutes. The flight deck can also handle up to four VTOLs (either combat or Support Vehicle). While any VTOLs are on the flight deck it cannot be used for other launch and recovery operations.

Submerged Support Vehicles cannot perform launch or recovery operations.

Additional flight deck facilities can be added as indicated by the Flight Deck Capacity Table. Each flight deck reduces the number of turrets a Support Vehicle can mount by 3.

Space Limit: Each flight deck is treated as 10 items of equipment.

CBT: RPG: A catapult launch is relatively straightforward, requiring a Very Easy Piloting Check. On an Abysmal result the launch goes catastrophically wrong, with the launched unit crashing several hundred meters ahead of the carrier.

Landing is a somewhat more challenging operation, requiring an Average Difficulty Level Check. An Almost or Bad failure means that the pilot was waved off the approach and must repeat the attempt (if sufficient fuel remains). A Terrible failure means the unit missed the arrester gear and the pilot must make an Average Skill Check to get airborne again or end up diving off the flight deck with the same result as a failed catapult launch. An Abysmal failure means the unit crashed into the flight deck (and is effectively destroyed), rendering the deck unusable for further launch or recovery operations. How much time and money is required to repair the flight deck should be based upon the type of crash and is left up to the discretion of the game master. It can range from a simple clean-up operation (which would take all of five to fifteen minutes as the wreckage is shoved overboard by onboard vehicles) to an emergency return to drydock for a deck replacement, effectively putting the carrier out of commission for as long as a month.

BattleTech: Large Support Vehicles can carry other units, which they can deploy or recover from a flight deck 120 meters (4 hexes) long. A Piloting Skill Roll (with appropriate modifiers for the condition of the craft) is required when launching or landing (see *Launching/Recovering Small Craft*, p. 55, *AT2*). Any damage suffered by the unit during landing as a result of a failure is also applied to the rear of the launching craft. A failure during takeoff that results in a crash effectively destroys the crashing unit.

While on deck, all units are treated as unprotected cargo (see pp. 77-78, *BMR*), and the controlling player must determine in which hex each unit is located. Any damage from a weapon hit on that hex is resolved against both the carrying Support Vehicle and the landed unit contained in the hex (or against one unit landed in the hex, determined randomly, if there is more than one). Fixed Wing units (aerospace fighters, conventional fighters, and Fixed Wing Support Vehicles) are assumed to be orientated to face the front of the carrier unit. The controlling player determines the facing of a VTOL when the unit is brought up on deck; otherwise facing is the unit's most recent heading prior to landing.

A PPC strikes a Nautilus-class carrier from astern. The vessel recovered two Sparrowhawk *aerospace fighters during the previous turn. The 10 points of damage are resolved against the carrier unit as normal (using the Rear hit location table), but as the PPC struck a hex occupied by one of the Sparrowhawks, that fighter also receives 10 points of damage (on the aft hit location table as the fighter is orientated to face the front of the carrier).*

The second Sparrowhawk *is not affected.*

HEAT SINKS

Heavy-class energy weapons (Lasers, PPCs, and all Flamers except Vehicle Flamers) generate a tremendous amount of heat that the Support Vehicle must dissipate. Heat Sinks are mounted expressly for this purpose. Unlike their military counterparts, Support Vehicle fusion or fission power plants have only a basic cooling system capable of managing essential requirements, and the unit receives no "free" Heat Sinks. The Support Vehicle must carry sufficient Heat Sinks to dissipate the heat generated by all Heavy-class energy weapons.

Support vehicles can employ only single heat sinks.

HEAVY-DUTY PILE DRIVER

A common sight on Inner Sphere construction sites, the pile driver is used to pound into place the piles on which the foundations of tall buildings rest.

Prohibited Equipment: Only one heavy-duty pile driver can be mounted per unit (must be mounted on the front of a Wheeled or Tracked Support Vehicle), and it cannot be mounted in the same location as a backhoe, bulldozer blade, chainsaw, combine, dual saw, mining drill, rock cutter, or wrecking ball.

CBT: RPG: The Heavy-Duty pile driver provides a –2 TN modifier to any Skill Check involving the construction of foundations for building projects.

BattleTech: This powerful construction equipment can be used to make a modified Charge Attack with a base to-hit number of 8, modified as normal by movement and terrain modifiers. A successful attack inflicts 9 points of damage to 'Mechs (using the Kick Location Table or the full Hit Location Table against a prone 'Mech), vehicles, battle armor, or conventional infantry (as normal, damage is doubled if the infantry is in open terrain).

BF2: The element is considered an engineering vehicle (**eng**).

CO: The defending force in any Recon Raid, Base Attack, Hide and Seek, Hold the Line, or Breakthrough scenario can use the pile driver to weaken or destroy structures. Fifty points of damage can be distributed between all structures on the map before the start of the first round from each pile driver-equipped unit in the RBG. Alternatively, each pile driver-equipped unit can be used to create up to 5 prepared positions before the start of play.

HIGH-RES IMAGE CAMERA

Information is ammunition, and the High-Res image camera can provide a wealth of information when mounted on survey and spy satellites. With the advanced optics of this equipment it is possible to resolve objects of one meter or larger from orbit during daylight hours, depending on weather conditions: i.e., cloud cover obscures a target and so on.

CBT: RPG: With access to intelligence from satellite imagery, Tactics and Strategy TNs receive a –1 modifier if one or more satellites are available. The satellite imagery is normally only available during daylight hours, and only when cloud cover (as determined by the Gamemaster) does not obscure the area of interest. This bonus in not cumulative, even if a satellite is also equipped with an Infrared Image Camera or Look Down Radar.

BattleTech: At the start of play, an opponent must make a 2D6 roll for each hidden unit they control. On a result of 8+, the location of the hidden unit must be revealed to the player controlling a satellite equipped with a High-Res Image Camera.

CO: During a campaign turn the controlling player gains a +1 Initiative bonus during one daytime battle if a satellite equipped with a High-Res Image Camera is available, i.e., if three battles are fought in a campaign turn and the player has 2 satellites available, then the Initiative bonus can be allocated to two of the battles.

This bonus in not cumulative, even if a satellite is also equipped with an Infrared Image Camera or Look Down Radar.

HELIPAD

Large Naval Vessels can be equipped with a helipad to carry and launch VTOLs (either combat or Support Vehicles). The system includes a lift to bring up or return a VTOL to its hanger space (represented by the appropriate vehicle bay). This process takes 1 minute, and so a landing pad can recover a VTOL, take it below decks, bring up another and launch it in 2 minutes. Each helipad replaces one turret location and counts as 3 equipment items.

No launch or recovery operations can be performed by a submerged unit.

CBT: RPG: Normally a landing or takeoff from a Large Naval Vehicle requires a Very Easy Skill Check. The difficulty of the Skill Check may increase in difficult weather or if the VTOL has suffered damage.

BattleTech: The basic launch/recovery system represents a 30-meter section of flight deck. This landing area cannot be used to launch or recover other VTOLs while another is present.

While on deck all craft are treated as unprotected cargo (see pp. 77-78, *BMR*), and the damage from each weapon hit is resolved against both the carrying unit and one randomly selected, landed VTOL unit. The controlling player determines the facing of a VTOL when the unit is brought up on deck; otherwise facing is the unit's last heading prior to landing.

See the *Flight Deck* rules (p. 121) for details on resolving damage against landed VTOLs.

INFRARED IMAGER CAMERA

Used by both military and civilian satellites, the infrared imager can resolve objects of one meter or larger from orbit, even when the target area is in darkness. More advanced (Tech Level D and above) versions can detect body heat, even inside buildings.

CBT: RPG: With access to intelligence from satellite imagery, Tactics and Strategy TNs receive a –1 modifier if one or more satellites are currently in use. This modifier is not cumulative, even if a single satellite also mounts a High-Res Image Camera or Look Down Radar. See Heat Sensor rules (pp. 107-108, *LT*).

BattleTech: At the start of play, an opponent must make a 2D6 roll for each hidden unit they control. On a result of 8+, the location of the hidden unit must be revealed to the player controlling a satellite equipped with an Infrared Imager Camera.

CO: During this campaign turn, the controlling player gains a +1 Initiative bonus during one battle for each satellite equipped with an Infrared Image Camera.

This modifier is not cumulative, even if a single satellite also mounts a High-Res Image Camera or Look Down Radar.

LADDER

An extending ladder with a reach of 20 to 100 meters can be mounted in a fixed location or on a turret, allowing it to rotate to face any direction.

CBT: RPG: Climbing Checks made using a ladder are considered to be Very Easy difficulty.

BattleTech: Friendly conventional infantry units may use a ladder to change elevation levels at a rate of 1 MP per level of change, allowing them to climb to higher elevations adjacent to the ladder-equipped vehicle. However, while using the ladder, the infantry unit is treated as unprotected cargo on the ladder-wielding vehicle. Note that the ladder may only accommodate one infantry unit at a time in this fashion.

LIFEBOAT (MARITIME)

Emergency equipment carried by blue-water vessels, the maritime lifeboat (not to be confused with its spaceborne counterpart) is equipped with survival gear, food, and water for 10 people for 7 days.

In some regions it is a legal requirement that sufficient lifeboat capacity for all passengers and crew be provided. In others, such luxuries are reserved for first class passengers alone.

CBT: RPG: Maritime Lifeboats are considered to have an armor value (AV) of 1/1/1/1 and provide minimal cover for characters within. If a lifeboat suffers damage from an attack that results in the equivalent of a Serious Wound or better, the lifeboat sinks in the following turn. Lifeboats come equipped with small electric or gas-powered outboard motors, enabling them to move at a modest rate of 15 meters per turn with a maximum range of 50 kilometers. Any Action Checks required while piloting a lifeboat require the Piloting/Naval skill. If the boat exceeds its operational range, it may drift unless the characters are willing and able to row. Rowing requires no Action Check and enables the rowing characters to move the lifeboat a number of meters per turn equal to the combined STR

Attribute scores of all rowing characters, divided by 5 (rounding up). Note that gamemasters may require a Navigation Check to guide a lifeboat on the open seas or in inclement weather, where land and safe ports may be out of visual range.

BattleTech: In the turn it is destroyed (or any time prior to that), the crew of a Large Naval Vessel (a submersible unit must be on the surface) can abandon ship. Lifeboats are treated as conventional infantry units for purposes of stacking, with a damage capacity equal to one point plus the number of people on board (to a maximum of 11). Lifeboats have a movement rate of 1MP on water hexes only.

LIFT HOIST

A Support Vehicle can mount up to four lift hoists, each of which is counted as a separate item of equipment. Each lift hoist allows a Support Vehicle to lift cargo equal to half its tonnage (or 200 tons, whichever is lower). These limits can be combined. For example, a 70-ton unit mounting three lift hoists can lift a single item weighing 105 tons.

CBT: RPG: The Support Vehicle must remain stationary for four combat turns (20 seconds) in order to load or unload cargo.

BattleTech: The Support Vehicle can load or unload a cargo item unassisted in two turns (20 seconds). The unit can neither move nor fire while loading cargo. Unless the unit has sufficient cargo capacity or transport bays to carry the item, then for purposes of combat the cargo in a lift hoist is treated as "unprotected cargo" and damage is resolved per the *Cargo Carrier* rules (see p. 77, *BMR*).

LOOK DOWN RADAR

Look Down Radar is employed by satellites and Fixed Wing Support Vehicles to accurately map the surface of a planet (and monitor movement). Unlike most civilian radar systems the Look Down Radar is not affected by ground clutter.

ECM systems block Look Down Radar.

CBT: RPG: With access to radar intelligence, Tactics and Strategy TNs receive a –1 modifier if one or more satellites are currently in use, provided the opposition is not equipped with any form of ECM.

This modifier is not cumulative, even if a single satellite also mounts a High-Res Image Camera or an Infrared Image Camera.

BattleTech: At the start of play, an opponent must make a 2D6 roll for each hidden unit they control. On a result of 8+, the location of the hidden unit must be revealed to the player controlling a Satellite or Fixed Wing Support Vehicle equipped with Look Down Radar.

CO: During a campaign turn, the controlling player gains a +1 Initiative bonus during one battle for each Satellite or Fixed Wing Support Vehicle equipped with Look Down Radar. If the opposing force is equipped with ECM then this bonus is not received.

This modifier is not cumulative, even if a single satellite also mounts a High-Res Image Camera or an Infrared Image Camera.

MANIPULATOR

An articulated arm with a gripping claw can be mounted to the exterior of a Support Vehicle, allowing those inside to interact with the surrounding environment without exiting the unit. The manipulator can handle objects of up to 100kg.

CBT: RPG: The gripper is somewhat clumsy and any actions performed with it receive a –4 DEX modifier. The manipulator cannot wield infantry weapons effectively.

MASH UNIT

In the thirty-first century, a Mobile Surgical Army Hospital (MASH) unit is a sophisticated vehicle-mounted facility with the capabilities of a fully functional field hospital. It drives near the battle zone and within a matter of hours deploys an entire hospital, including recovery rooms, staff quarters, and operating theaters.

A MASH unit can be mounted on any type of Support Vehicle except VTOLs. The basic unit contains stores and administrative and diagnostic systems, and a unit with one operating theater weighs 3.5 tons. Additional theaters weigh 1 ton each.

Space Limit: The whole unit (regardless of the number of theaters) counts as a single item of equipment for purposes of vehicle space limits.

CBT: RPG: The MASH is normally equipped with all medical equipment available under the Support Vehicle's Tech Level. The wealth of drugs and equipment represented by a MASH unit is normally accompanied by substantial security forces (usually military police) deployed to deter theft.

BF2: The Support Vehicle has the MASH (**mash**) special equipment.

CO: The Support Vehicle counts as a MASH unit and can perform a number of Healing Actions determined by the experience level of its personnel as described in *Medical Services* (see p. 57, *CO*).

FMMercs: Each MASH Unit generates between 20 and 50 Medical Support points, depending on Experience Level (see p. 150, *FMMercs*).

MINE DISPENSER (LAND OR MARITIME))

Mine dispensers are one-shot canisters that allow a vehicle to rapidly deploy a minefield. Available in both land-based and maritime versions, each is effective only in its designed venue.

Mine dispensers may be mounted on all wheeled, hover, or tracked Support Vehicles and can lay landmine fields as described below. Maritime mine dispensers may only be mounted on naval vessels and may only deploy conventional and command-detonated sea mines (p. 22) in accordance with these rules, to a depth of 72 meters (12 levels in *Classic BattleTech* gameplay).

CBT: RPG: Each dispenser contains sufficient mines to lay two minefields that can cover 350 square meters each. Laying a minefield is a Complex Action. For more detailed minefield rules see *Lostech*, p. 38-39 (and in this book under *Mines and Minefields,* p. 21).

BattleTech: While more than one dispenser system can be mounted on a vehicle, only one can be activated per turn. A single dispenser allows the unit to deploy a 10-point minefield, which may be Conventional, Command Detonated, Anti-Jump "Active", or Vibro-bomb (determined before the start of play). Any turn the vehicle does not move or attack it may deploy mines in the current hex.

As with Thunder munitions (see p. 144, *BMR*), units occupying the hex during the same round that the hex is mined with conventional mines is not subject to mine attack upon leaving the hex. Vibro-bombs and Command-detonated mines operate as normal.

The maximum damage a minefield (or multiple minefields if a mix of mines is used) is 20 points. For example, if a vehicle were to deploy a 10-point command-detonated minefield and two 10-point conventional minefields in the same hex, then the maximum damage a unit can sustain in a single turn through attack by these minefields would be 20 points.

MINESWEEPER (LAND OR MARITIME)

Minesweepers are designed to detonate mines at a safe distance in front of the vehicle, clearing a safe path for other units. Though the forms these devices take tend to vary, especially with some designed for maritime use and others for land, many consist of large rotating drums with chains or other protrusions designed to intentionally detonate mines, all mounted on a supporting structure that holds the system safely away from the front of the vehicle.

Ground-based minesweepers may only be mounted on wheeled, tracked, or hover vehicles, while their maritime equivalents may only be mounted on naval vessels. Note that the ground-based minesweeper may only be used against landmines, while the maritime minesweeper may be used against sea mines (see *Sea Mines,* p. 22) from surface water level down to a depth of 12 meters (2 levels).

CBT: RPG: When disarming minefields with this equipment, a character receives a –3 TN modifier on Demolitions Checks.

BattleTech: The procedure for using a minesweeper differs from the rules for infantry *Clearing Minefields* (see pp. 86-87, *BMR*), primarily in that the minesweeper clears the mines as it moves rather than spending time in a hex to clear them. In this way, the procedure is more like detonating a minefield then clearing it, with the aim being to have the minesweeping device, rather than the body of the vehicle, suffer the damage. Minesweeper devices only detonate conventional minefields and vibrabombs set to the exact tonnage of the minesweeper vehicle. Other mine types are unaffected by use of a minesweeper. Vibrabombs of the appropriate type are detonated automatically, inflicting 10 points of damage to the minesweeping device.

For conventional minefields, make the standard 2D6 roll to see if the mines detonate. The mines explode on a result of 6+ rather than the standard 7+. If the mines explode, the entire hex is cleared and the minesweeper device takes 6 points of damage. If the mines do not explode, make a second 2D6 roll to check for detonation (which occurs on a result of 7+). If a mine explodes on this roll, the damage is applied to the front armor of the vehicle, and the hex remains mined per standard rules for an accidental detonation (see p. 86, *BMR*).

Normal attack damage to the vehicle does not affect the minesweeper device. If the vehicle makes a charging attack or another vehicle crashes into or charges its Front side, both the front armor and the minesweeper device sustain damage. The minesweeper device can take 30 points of damage before it is destroyed.

BF 2: The element is considered an engineering vehicle (**eng**).

MINING DRILL

Used to bore through the hardest ores, the mining drill is capable of much finer control then the rock cutter. With a smaller surface area, however, it is much less effective as a weapon.

This equipment can only be mounted on Wheeled, Tracked, or Naval Vessels.

Prohibited Equipment: Only one mining drill can be mounted per vehicle (it must be turret mounted), and it cannot be mounted in the same location as a backhoe, bulldozer blade, chainsaw, combine, dual saw, heavy-duty pile driver, rock cutter, or wrecking ball.

CBT: RPG: Apply a –4 TN modifier to any Skill Check made when digging or tunneling with a mining drill.

BattleTech: The mining drill can be used to make a modified Charge Attack with a base to-hit number of 5, modified as normal by movement and terrain modifiers. A successful attack inflicts 4 points of damage to 'Mechs (using the Kick Location Table or the full Hit Location Table against a prone 'Mech), vehicles, Battle armor, or standard infantry (as normal, damage is doubled if the infantry is in open terrain).

BF2: The element is considered an engineering vehicle (**eng**).

CO: The defending force in any Recon Raid, Base Attack, Hide and Seek, Hold the Line, or Breakthrough scenario can use the drill to weaken or destroy structures. Thirty points of damage can be distributed between all structures on the map before the start of the first round from each drill-equipped unit in the RBG. Alternatively, each drill-equipped unit can be used to create up to 5 prepared positions before the start of play.

MOBILE FIELD BASE

The Mobile Field Base (MFB) is equipped with devices such as welders, grippers, and lifting gear which help a team of Techs service and repair 'Mechs and vehicles. Shielded control stations allow the maintenance crew to work safely on a unit, even one emerging directly from the heat of battle or suffering a reactor shielding breach.

CBT: RPG: The MFB includes tools equivalent to the repair kits listed in the equipment section of the *CBT: RPG* rules.

CO: When using the *Repairs* rules (see pp. 56-57, *CO*), an MFB is equivalent to a field repair platform. Three MFBs combined perform as a standard 'Mech bay but only have a capacity of one 'Mech (or other unit) at a time.

BF2: Each MFB can be used to aid in making a single repair roll with a –2 target modifier.

FMMercs: Each MFB generates between 20-50 Technical Support points, depending on Experience Level (see p. 150, *FMMercs*).

PARAMEDIC EQUIPMENT

Though not nearly as well equipped as a MASH unit, the rapid response of a paramedic unit often means the difference between life and death. Deployed on any kind of Support Vehicle, trained medics use their equipment to stabilize a patient and transport them to a fully equipped hospital.

CBT: RPG: This provides equipment equivalent to an Advanced Medical Kit for first aid treatment (see pp. 123-124, *CBT: RPG*) necessary to stabilize a patient long enough to get them to a properly equipped facility. The Tech Level of the Support Vehicle determines what equipment is actually available.

BF2: The vehicle carries MASH (**mash**) special equipment but receives a +2 modifier when making a repair roll.

CO: Each set of paramedic equipment can be used once a week to perform a single Healing Action as described in *Medical Services* (see p. 57, *CO*).

FMMercs: Each Paramedic Equipment generates 20 Medical Support points.

QUARTERS

In order to safety and conveniently carry passengers aboard a Support Vehicle, several types of quarters are available. Additionally, some Support Vehicles require specific quarter accommodations for their crew.

Crew

All Medium Support Vehicles and Large Support Vehicles not built as a Naval Vessel or Airship lack long-term accommodations for the crew. Vehicles deployed for days rather than hours (a 300-ton coastal patrol cutter for example) need to provide quarters for the crew.

Space Limit: Roughly equivalent to the accommodations found in Standard hotel, every 20 Crew Quarters counts as one item of equipment.

CO: Each consecutive campaign turn a Support Vehicle not equipped with Crew Quarters (except Large Naval Vessels and Large Airships) is deployed, the unit receives an additional 3 fatigue points.

Passenger, Steerage

The most basic long-term accommodation available, Steerage is equivalent to a Tube or Dive hotel. Divide the number of Steerage Passenger Quarters by 50 (round up) to find how many equipment items are required.

Passenger, 2nd Class

These are roughly equivalent to the accommodations one might find in a basic hotel. Divide the number of 2nd Class Passenger Quarters by 20 (round up) to find how many equipment items are required.

Passenger, 1st Class

With a level of comfort equivalent to a High Class hotel, this is the minimum standard of accommodations that the rich and famous would tolerate. Every five 1st Class quarters counts as one item of equipment.

Pillion, Crew/Passenger

Small Monocycle and Bicycle Support Vehicles rarely have the internal capacity for operator or passengers. This most basic crew and passenger accommodation, the pillion seat leaves the rider open to the environment.

Seat, Crew/Passenger

Small Support Vehicles require that provision be made for all crew and passengers. This is usually in the form of a seat secured to the chassis and equipped with safety restraints.

CO: Each consecutive campaign turn a Support Vehicle equipped with only ejection seats and/or crew and passenger seats is deployed, the unit receives an additional 3 fatigue points.

PINTLE MOUNT

A common means of mounting Light and Medium-class Weapons, the mount allows the weapon a 180-degree arc of fire but also exposes the weapon crew to the elements (and enemy fire). The mount increases the weight of the weapon by 5% (round the total weight up to the next whole kg for Small Support Vehicles or the nearest half-ton for Medium and Large Support Vehicles). On Small Support Vehicles provision must still be made for the weapon crew.

Space Limit: The weapon mount itself does not count towards the unit's equipment limit.

CBT: RPG: The weapon can fire in a 180-degree arc of fire, usually directly ahead, to one side, or to the rear.

BattleTech: The weapon's field of fire is centered on one hex side and encompasses all hexes on that side of the vehicle, included "half" hexes.

POWER AMPLIFIERS

If a Support Vehicle is not powered by fission or fusion power plants, but it mounts Heavy-class energy weapons (lasers and PPCs) it must also mount power amplifiers to fire these weapons. The weight of the power amplifiers is 10% of the total energy weapon weight (like all equipment, this is

rounded to the nearest 1kg in Small Support Vehicles, or the nearest half-ton in Medium and Large Support Vehicles) and the amplifiers do not count towards the unit's equipment limit.

Light- and Medium-class Weapons are equipped with their own integral power supply and do not draw power from the unit. They do not require power amplifiers.

REFUELING DROGUE

The ability to perform airborne refilling has proven to be an invaluable force multiplier over the centuries. An aircraft can serve as a tanker, deploying one or more refueling drogues to which any aerospace or conventional fighter can attach (the drogue design has become standardized across known space over the centuries).

The Refueling Drogue can only be mounted on Fixed Wing, VTOL, and Airship Support Vehicles.

Space Limit: A Support Vehicle can mount multiple refueling drogues, but each is considered a single item of equipment.

CBT: RPG: In-flight refueling is not the simplest of procedures, either for the tanker or the refueling craft. The pilot of the tanker must make the appropriate Piloting Check with an Average level of difficulty (with additional TN modifiers deemed appropriate by the Gamemaster to reflect flight conditions and any damage the tanker may have suffered) to keep his unit steady. The refueling unit must make three similar rolls when engaging with the drogue, while refilling, and while disengaging. A Bad level of failure results in damage to both the tanker's drogue and the refueling vehicle's in-flight refueling system. This prevents further refueling attempts. A Terrible or worse result indicates a collision between the two units, probably resulting in a crash unless each pilot can perform a Very Difficult Piloting Check (again modified as deemed appropriate by the Gamemaster).

BattleTech: VTOLs can refuel in flight from other VTOLs equipped with a refueling drogue. The refueling unit must position itself in an adjacent hex in the rear arc of the tanker and make a successful Piloting Skill Roll to hook up. Multiple attempts are allowed on consecutive turns. Once hooked up, the refueling unit must stay in the aft arc of the tanker in an adjacent hex. Each turn an additional Piloting Skill Roll is required to remain hooked up. Failure results in contact being broken and no fuel being transferred that turn. Fuel is transferred at a rate of up to 1,000kg (one ton) per turn.

Fixed Wing Support Vehicles and Airships operating on a *BattleTech* map can also act as tankers—though VTOLs may have difficulty in maintaining contact with the faster craft. Fixed Wing and Airship Support Vehicles, aerospace fighters, and conventional fighters can use VTOL tankers if they can maintain position. The *AT2* rules govern the refueling of such units.

AT2: Fixed Wing and Airship Support Vehicles, aerospace, and conventional fighters can carry out "in-flight" refueling by docking with the external fuel drogues. To do this, the refueling unit must match and maintain velocity and heading with a friendly tanker (equipped with one or more refueling drogues) and must be in the same hex. During the next turn, neither unit may fire weapons. If either is forced to make a Control Roll during the refueling process, the refueling fails automatically and the units must each make a test for collision per the Out of Control rules (see p. 17, *AT2*).

The pilot of the refueling unit must make a Control Roll during this turn. If the Control Roll succeeds, the craft may load a number of tons of fuel equal to 1+ Margin of Success (MoS). If the refueling Control Roll fails, the unit does not go out of control, but no fuel is transferred from the Tanker.

A Tanker may simultaneously refuel one unit for every working refueling drogue.

Any attacks made against the Tanker or refueling unit during the refueling process may also cause damage to the other unit(s). Roll 1D6 for each successful attack. On a result of 1-5, it strikes the intended target. On a 6 it hits another target (determined randomly from the other fueling/tanker units in the hex) other than the original target.

When operating on a *BattleTech* map, the tanker and refueling units are targeted individually.

REMOTE SENSOR DISPENSER

Usable by any vehicle type except satellites, a Remote Sensor Dispenser (RSD) is an internal bay containing 30 remote sensors and a deployment mechanism.

CBT: RPG: The RSD can carry and deploy 30 remote sensors (*LT p. 107-109*).

BattleTech: Ground and VTOL vehicles can deploy one sensor per RSD at any point during the Movement Phase at the cost of 1MP. VTOLs and Fixed Wing vehicles can deploy a sensor provided they are at an altitude of 7 or less (Altitude 1 in *AT2*). Sensors deployed by naval units float on the surface.

While monitored by a suitably equipped unit within range (effectively any unit currently in the area of play) each sensor acts as a stationary light active probe located in that hex (see p. 130, *BM*R). Any unit with an active probe can monitor two sensors, while a C^3 master computer or command console can monitor 4 sensors. A vehicle equipped with communications equipment can monitor 1 sensor per ton of equipment. These values are cumulative, so a unit with an active probe and two C^3 master computers can monitor 10 sensors at once. While they can be used to detect hidden units (unless that unit is immune to such detection) these sensors cannot be used to call in indirect fire, paint a target for artillery, or operate as part of a C^3 network. A monitoring unit should declare its selection of sensors to monitor during the End Phase of a turn. These are the sensors from which data is received during the following turn. The area of effect of hostile ECM that encompasses a sensor hex or crosses the line-of-sight to the monitoring unit blocks reception of information from the sensors, but the fact that the transmission is blocked will be evident to the monitoring unit.

Sensors deployed by friendly Battle Armor can also be monitored.

An enemy unit can destroy a remote sensor by making a successful weapon attack on the hex that contains it (receiving a to-hit bonus for attacking a stationary target) or by ending movement in the same hex and declaring they are disabling the sensor. This counts as a Kick for BattleMechs but requires no attack rolls.

ROCK CUTTER

When mounted on the front of a Support Vehicle, this incredibly tough chain of neocarboalloy links and diamond monofilament cutting heads is a powerful mining tool capable of grinding away large swaths of rock.

Prohibited Equipment: Only one rock cutter can be mounted on a Support Vehicle, and it cannot be mounted in the same location as a backhoe, bulldozer blade, chainsaw, combine, dual saw, heavy-duty pile driver, mining drill, or wrecking ball.

CBT: RPG: Apply a –2 TN modifier to any Skill Check made when digging or tunneling with a rock cutter.

BattleTech: A Support Vehicle can make a modified Charge Attack with a base to-hit number of 7, modified as normal by movement and terrain modifiers. A successful attack inflicts 5 points of damage to 'Mechs (using the Kick Location Table or the full Hit Location Table against a prone 'Mech), vehicles, battle armor, or standard infantry (as normal, damage is doubled if the infantry is in open terrain). Damage to a building is 10 points per turn.

BF2: The element is considered an engineering vehicle (**eng**).

CO: The defending force in any Recon Raid, Base Attack, Hide and Seek, Hold the Line, or Breakthrough scenario can create prepared positions; 3 per cutter-equipped Support Vehicle assigned to the Regimental Battle Group (RBG). Some vehicles may instead choose to inflict up to 25 damage points to buildings per Rock Cutter-equipped unit.

SEARCHLIGHT

Simple but effective, searchlights are universally used and have the same general effects, regardless of make and/or model.

Hand-held

Often door- or roof-mounted, this hand-operated searchlight can clearly illuminate objects up to 270 meters away.

CBT: RPG: The Support Vehicle mounts a flashlight to illuminate its surroundings. It operates like a Barrel-Mounted Flashlight (see p. 47, *LT*) but with a range of 270 meters.

BattleTech: The Support Vehicle operates in night combat as if it has a searchlight (see p. 87, *BMR*) but it can only illuminate up to a range of 9 hexes. The facing is dependent on the location of the searchlight, with a turret-mounted light requiring the controlling player to designate a "facing" for the turret.

Mounted

Much more powerful than the smaller hand-operated version, this searchlight can illuminate a 60-degree arc out to 5,000 meters.

CBT: RPG: The Support Vehicle mounts a flashlight to illuminate its surroundings. It operates like a Barrel-Mounted Flashlight (see p. 47, *LT*) but with a range of 5,000 meters.

BattleTech: The Support Vehicle operates in night combat as if it has a searchlight (see p. 87, *BMR*). The facing is dependent on the location of the searchlight, with a turret-mounted light requiring the controlling player to designate a "facing" for the turret.

SPRAYER

Whether fighting fires or crop dusting, shooting oils or caustic liquids, any Support Vehicle carrying a liquid cargo can mount one or more sprayers to dispense it. The liquid can be emitted at a rate of up to 100 kg liquid/turn, to a range of up to 30 meters.

CBT: RPG: Any character hit by a jet of liquid must make a STR Attribute Check each turn or be knocked over. The effects of the projected liquid—as determined by the gamemaster—also apply.

TURRET MOUNTED

Weapons can be mounted in a turret giving them a 360-degree arc of fire (300 degrees for turrets on Large Support Vehicles). The weight of the turret is 10% of the weapon (rounded up to the nearest kg on Small Support Vehicles and the nearest half ton on Medium and Large Support Vehicles).

When calculating the turret weight, do not include fire control, power amplifiers, or ammunition in the weight of the weapon.

Turrets cannot be mounted on VTOL or Airship Support Vehicle types unless using the Level 3 chin turret rules (see p. 66, *MaximumTech, Revised*). Fixed Wing Support Vehicles may never mount turrets.

Space Limit: The turret does not count towards the unit's equipment limit.

CBT: RPG: Turret-mounted weapons fire at any target in a 120-degree arc of fire, but this arc can be rotated as the turret is moved through a 360-degree arc. Support Vehicles mounting more than one turret are limited to a 180-degree arc of rotation.

Turret positioning can be adjusted each round unless the turret is jammed as the result of a critical hit.

BattleTech: The facing of a turret is resolved via the *Torso Twist/Turret Rotation* rules (see p. 26, *BMR*). Weapons in turrets on Large Support Vehicles may have a restricted arc of fire.

WEAPONS

In a universe that has been at war for centuries, even Support Vehicles not typically designed for battle can be and are employed in combat situations.

For the purposes of Support Vehicles, all weapons in the *BattleTech* universe are divided into three categories, explained below: Light, Medium and Heavy.

Light

This classification is used to encompass small arms such as pistols, rifles, assault rifles, and submachine guns. Poorly equipped local militias or private bodyguards occasionally mount these weapons on Support Vehicles.

Light Weapons can be mounted as a fixed weapon or mounted in a turret or pintle mount.

Size Class: Light Weapons can only be mounted on Small Support Vehicles.

Space Limit: A Light Weapon and all its ammunition count as a single item of equipment.

CBT: RPG: Any weapon classified as a Pistol (PIS), Rifle (RFL), or Submachine Gun (SMG) found in *CBT: RPG*, *LT* or this volume can be mounted as a Light-class weapon.

BattleTech: Light-class Weapons have no impact in *BattleTech* games.

CO: As an optional rule, Light Weapons can be used in *CBT* games. All attacks are performed using the range modifiers shown on the Weapon Range To-Hit Modifiers Table (see p. 60, *CO*). The sum of the damage for each successful attack is then rounded up to the nearest whole number, and the result is applied to the target in blocks of 5 points, with any remainder applied as a separate (smaller) block.

Medium

Medium weapons are often mounted on military and paramilitary vehicles. These weapons can either be crew-served (using the base weight of the weapon but requiring the number of personnel to operate) or include improved fire control, allowing a single individual to operate it

As with Light Weapons, Medium Weapons can be mounted as a fixed weapon or mounted in a turret or pintle mount.

Size Class: Medium Weapons can only be mounted on Small Support Vehicles.

Space Limit: A Medium Weapon and all its ammunition count as two items of equipment.

CBT: RPG: Any Support Weapon (SUP) from *CBT: RPG*, *LT*, *CBTComp,* or this volume can be mounted as a Medium-class Weapon.

BattleTech: See the RPG Support Weapon Conversion Table (p. 110) for Medium-class Weapon game stats.

Heavy

Access to military-grade Heavy Weapons is tightly controlled, and they almost never appear on civilian vehicles. It is rare to find them even on military Support Vehicles, for they are usually reserved for dedicated combat designs.

Space Limit: A Heavy Weapon and its ammunition count as 1 item of equipment per critical: e.g., an Inner Sphere SRM 6 with 1 ton of ammunition would count at 3 items of equipment (2 for the launcher and 1 for the ammunition), while an AC/20 with 2 tons of ammunition would count as 12 (10 for the weapon and 2 for ammunition).

CBT: RPG: Heavy Weapons lack integral fire control systems, relying on the unit in which they are fitted to provide this. If no Fire Control System is present then all attacks receive a +4 TN Modifier.

BattleTech: Units mounting Heavy Weapons (any weapon from the *BMR* or *MT)* must mount a Fire Control System or suffer a +2 to-hit penalty. If outfitted with a Basic Fire Control System this modifier is reduced to a +1 to-hit penalty, while the instillation of an Advanced Fire Control System eliminates the to-hit penalty completely.

WRECKING BALL

A common sight on IndustrialMechs and construction vehicles, the multi-ton wrecking ball is a spherical lump of ferrocrete surrounded by a hard shell of titanium-steel alloy swung by a myomer-laced chain.

Prohibited Equipment: Only one wrecking ball can be mounted on a Support Vehicle (Turret only), and it cannot be mounted in the same location as a backhoe, bulldozer blade, chainsaw, combine, dual saw, heavy-duty pile driver, mining drill, or rock cutter.

CBT: RPG: A wrecking ball provides a –2 TN Modifier to all Skill Checks made when demolishing buildings or striking other immobile objects, but receives a +4 TN Modifier if used to attack any active battlefield units.

BattleTech: For Support Vehicles, the Wrecking Ball is extremely difficult to use as a weapon, and so has a base to-hit of 7 when used in combat, modified as usual for movement, terrain, and other battlefield conditions. Against battlefield units and support vehicles, the Wrecking Ball can deliver 8 points of damage on a successful attack. However, against its chosen target—buildings—this equipment can deliver 16 points of damage per turn with each successful attack. Note that these attacks receive the –4 immobile target modifier.

BF2: The element is considered an engineering vehicle (**eng**).

CO: The defending force in any Recon Raid, Base Attack, Hide and Seek, Hold the Line, or Breakthrough scenario can use the wrecking ball to weaken or destroy structures. Eighty points of damage can be distributed between all structures on the maps before the start of the first round for each wrecking ball-equipped unit in the RBG.

COSTS

To determine the cost of a custom-designed Support Vehicle, add the cost of all components together according to the formulas listed below. When formulas refer to weight, use that of the component itself, except for the final cost multiplier, which uses the Support Vehicle's total weight.

Regardless of era of origin, all Support Vehicle costs are calculated in C-bills.

Example 1: *Bob now calculates just how much his Mobile Field Base costs. He has designed a Tracked Vehicle with a 13.5 ton armored chassis and controls, 16 tons of Fusion Engine and Transmission, 23 points of BAR 10 armor, and mounting a Mobile Field Base, CASE, an Infantry Bay, 7 tons of cargo capacity, and a bay single door.*

First, Bob calculates the base cost of the Chassis and Controls. The base formula is: 2,500 x Chassis Modifiers x Chassis and Controls Weight (in tons).

The Chassis Modifiers for an Armored chassis = 2.0.

Total weight of the Chassis and controls is 13.5 tons.

This gives the chassis and control cost as 2,500 x 2.0 x 13.5 = 67,500 C-bills.

Next Bob deals with the Engine and Transmission. The base formula is 5,000 x Engine Type Modifier x Engine and Transmission Weight (in tons).

For a Fusion engine, the Engine and Transmission cost modifier is 2.0.

The Engine and Transmission Weight is 16 tons.

This gives the engine and transmission cost of 5,000 x 2.0 x 16 = 160,000 C-bills.

Moving on to Armor, Bob sees that the 23 Points of BAR 10 armor cost 625 C-bills for each point, giving a total armor cost of 23 x 625 = 14,375.

SUPPORT VEHICLE COST TABLE

Structure Costs	Formula for Cost (In C-Bills)
Chassis and Controls	2,500 x Chassis Modifiers x Chassis and Controls Weight (in tons)
Engine and Transmission	5,000 x Engine Type Modifier x Engine and Transmission Weight (in tons)
Armor	Armor Points x Cost Per Point
Weapons and Equipment	See Weapons and Equipment Prices
OmniVehicle	Cost of Chassis and Controls, Engine and Transmission, Armor, Weapons and Equipment x 1.25

SUPPORT VEHICLE COST MULTIPLIERS

Vehicle Type	Total Cost Formula
Wheeled	1 + (Vehicle Weight (tons) / 200)
Tracked	1 + (Vehicle Weight (tons) / 100)
Hover	1 + (Vehicle Weight (tons) / 50)
VTOL	1 + (Vehicle Weight (tons) / 30)
Airship	1 + (Vehicle Weight (tons) / 10,000)
Fixed Wing	1 + (Vehicle Weight (tons) / 50)
Satellite	1 + (Vehicle Weight (tons) / 75)
Rail	1 + (Vehicle Weight (tons) / 250)
Naval Vessel	1 + (Vehicle Weight (tons) / 100,000)

CHASSIS MODIFIER COST TABLE

Chassis Modification	Cost
Amphibious	x 1.25
Armored	x 2.0
Bicycle	x 0.75
Convertible	x 1.1
Dune Buggy	x 1.25
Environmental Sealing	x 1.75
External Power Pickup	X 1.1
Hydrofoil	x 1.3
Monocycle	x 0.75
Off-Road Vehicle	x 1.2
Omni	x 1.0
Prop	x 0.75
Snowmobile	x 1.3
STOL	x 1.5
Submersible	x 3.5
Tractor	x 1.1
Trailer	x 0.75
Ultra-Light	x 1.5
VSTOL	x 2.0

Finally, Bob totals the cost of the weapons and equipment carried by the MFB.

Small Laser = 11,250
1 Heat Sink = 2,000
0.5 ton Turret = 2,500
Mobile Field Base = 150,000
CASE = 50,000
1 Infantry Platoon Compartment = 0
1 Bay Door = 1,000
3.5 tons Cargo = 0

Total Cost = 216,750

Totaling these gives a Running Total 458,625 C-bills.

This total is adjusted using the Vehicle Cost Multiplier, which is 1 + (Vehicle Weight (tons) / 100) = 1 + (60 / 100) = 1 + 0.6 = 1.6.

Multiplying the running total by the Vehicle Cost Multiplier gives Bob a final cost of 458,625 x 1.6 = 733,800 C-Bills for his MFB design.

Example 2: *Erica calculates how much her SAR Airship will cost. She has designed an Airship Support Vehicle with 604 tons of chassis and controls, 192 tons of ICE Engine and Transmission with a 54 ton fuel tank, 60 points of BAR 5 armor, and mounting Look Down Radar, 4 Searchlights, a MASH unit with 2 operating theaters, two Light Vehicle Bays, a Bay Door, a Lift Hoist, and 33 tons of cargo space.*

First, Erica calculates the base cost of the Chassis and Controls. The base formula is: 2,500 x Chassis Modifiers x Chassis Weight (in tons).

The Chassis modifier for Amphibious is 1.25.

Total weight of the Chassis and controls is 604 tons.

This gives the chassis and control cost as 2,500 x 604 x 1.25 = 1,887,500 C-bills.

ENGINE AND TRANSMISSION COST MULTIPLIER TABLE

Fuel/Power Source	Cost
Steam	0.8
ICE	1.0
Electric (External)	1.0
Electric (Batteries)	1.2
Electric (Fuel Cell)	1.4
Electric (Solar)	1.6
MagLev	2.5
Fission	3.0
Fusion	2.0

ARMOR COST TABLE

Type	Cost (per point)
BAR 2	50
BAR 3	100
BAR 4	150
BAR 5	200
BAR 6	250
BAR 7	300
BAR 8	400
BAR 9	500
BAR 10	625

RAIL COST TABLE

Type	Cost
Normal Track (per 30 m)	7,000
MagLev Track (per 30 m)	14,000

Next Erica deals with the Engine and Transmission. The base formula is 5,000 x Engine Type Modifier x Engine and Transmission Weight (in tons).

For an ICE engine, the Engine and Transmission cost modifier is 1.0.

The Engine and Transmission Weight is 192 tons.

This gives the engine and transmission cost of 5,000 x 1.0 x 192 = 960,000 C-bills.

Moving on to Armor, Erica calculates that the 60 Points of BAR 5 armor costs 200 C-bills per point, giving a total armor cost of 60 x 200= 12,000.

Finally, Erica totals the cost of the weapons and equipment carried by the Darling.

1 Lift Hoist = 50,000
2 Light Vehicle Bays = 2 x 10,000 = 20,000
4 Searchlights = 4 x 2,000 = 8,000
MASH with 2 Operating Theaters = 10,000 x 4.5 = 45,000
Look Down Radar = 400,000
1 Bay Door = 1,000
33 tons Cargo = 0

Total Cost = 524,000 C-Bills

Totaling these gives a Running Total 3,383,500 C-bills.

This total is adjusted using the Vehicle Cost Multiplier, which is 1 + (Vehicle Weight (tons) / 10,000) = 1 + (1,000 / 10,000) = 1 + .1 = 1.1.

Multiplying the running total by the Vehicle Cost Multiplier gives Erica a final cost of 3,383,500 x 1.1 = 3,721,850 C-Bills for her SAR design.

WEAPON AND EQUIPMENT COST TABLE

Type	Cost (unloaded)	Reload Cost
Backhoe	50,000	—
Bay		
Infantry	15,000	—
'Mech/Fighter	20,000	—
ProtoMech	10,000	—
Small Craft	20,000	—
Vehicle, Light	10,000	—
Vehicle, Heavy	10,000	—
Vehicle, Super-heavy	20,000	—
Bay Door	1,000	—
Bridgelayer		
Light	40,000	—
Medium	75,000	—
Heavy	100,000	—
Bulldozer	50,000	—
Cargo		
Basic	0	—
Container Storage	0	—
Liquid Storage, Standard	100	—
Liquid Storage, Insulated	250	—
Livestock	2,500	—
Refrigerated Storage	200	—
CASE	50,000	—
Chainsaw	100,000	—
Combine	75,000	—
Communications		
Equipment	10,000 x tonnage of equipment	—
Concealed Weapon	5% weapon cost	—
Docking Units	15,000 x tonnage of equipment	—
Dual Saw	100,000	—
Dumper	5,000	—
Escape Pod		
(Land or Maritime)	5,000	—
Ejection Seat	25,000	—
External Stores Hardpoint	5,000	Var.
External Stores		
High Explosive (HE)	—	5,000 each
Cluster	—	8,000 each
Laser-Guided (LG)	—	10,000 each
Inferno	—	6,000 each
Mines	—	12,000 each
Rocket Launcher	15,000	1,000
Arrow IV	—	As per *BMR*
TAG	As per *BMR*	—
Field Kitchen	25,000	—
Fire Control		
Advanced	10% weapon cost	—
Basic	5% weapon cost	—
Flight Deck	1,000,000	—
Heavy-Duty Pile Driver	100,000	—

Type	Cost (unloaded)	Reload Cost
Heat Sink	2,000 each	—
Helipad	200,000	—
High-Res Image Camera	150,000	—
Infrared Imager Camera	250,000	—
Ladder	5 x Length (meters)	—
Lifeboat	5,000	—
Lift Hoist	50,000	—
Look Down Radar	400,000	—
Manipulator	7,500	—
MASH Unit	10,000 x tonnage of equipment	—
Mine Dispenser		
Standard		
(Land or Maritime)	20,000	20,000
Anti-Jump "Active"		
(Land only)	30,000	30,000
Command Detonated		
(Land or Maritime)	25,000	25,000
Vibro-bomb (Land only)	30,000	30,000
Minesweeper		
(Land or Maritime)	40,000	—
Mining Drill	100,000	—
Mobile Field Base	150,000	—
Paramedic Equipment	7,500	—
Quarters		
Crew	15,000	—
Passenger, Steerage	5,000	—
Passenger, 2nd class	15,000	—
Passenger, 1st class	30,000	—
Pillion, Crew/Passenger	10	—
Seat, Crew/Passenger	100	—
Pintle Mounted	1,000 x Pintle Tonnage	—
Power Amplifier	20,000 x Amplifier Tonnage	—
Refueling Drogue	25,000	—
Remote Sensor Dispenser	30,000	21,000
Rock Cutter	100,000	—
Searchlight		
Hand-held	500	—
Mounted	2,000	—
Sprayer	1,000	—
Turret	5,000 x Turret Tonnage	—
Weapon		
Light	*	—
Medium	*	—
Heavy	*	—
Wrecking Ball	80,000	—

* See base weapon cost in *BMR*, *AT2*, *MT, Revised*, *CBT: RPG*, *LT*, *CBT-Comp*, or this volume.

BATTLE VALUES

The procedure for calculating a Support Vehicle's BV is very similar to that found in the *BMR* (see pp. 154-155). The Defensive and Offensive Battle Ratings of the Support Vehicle are determined, then combined to produce the final BV, then round up to the nearest whole number.

The BV ratings for weapons and equipment are listed in the Inner Sphere and Clan Weapons and Equipment BV Tables in the *BMR*, beginning on p. 156.

Step 1: Calculating Defensive BV (DBV)

First **ADD** the following figures:

Total Armor Factor x (BAR / 10)

Internal Structure / 2 (including the internal structure of rotor, turrets, and each part of a large vehicle, for all Support Vehicles except Airships, Fixed-Wing, and Satellites)

Structural Integrity / 2 (for Airships, Fixed-Wing, and Satellite Support Vehicles only)

Fuel: Fixed Wing Support Vehicles and Airships add 1 DBV per ton of fuel (or fraction thereof). If no fuel is carried (i.e. a fusion-powered prop-driven vehicle), add 10 DBV.

Total BV of all Defensive Equipment (Defensive equipment includes anti-missile systems—including ammo—and ECM suites. All other weapons and equipment are considered offensive equipment).

VEHICLE TYPE MODIFIERS TABLE

Vehicle Type	Modifier
Tracked	0.8
Wheeled	0.7
Hover	0.6
Naval Vessel	0.5
VTOL	0.4
Airship	0.8
Satellite	1.0
Fixed Wing	1.0
Rail	0.4

Next, **MULTIPLY** the current value by the appropriate Vehicle Type Modifier from the Vehicle Type Modifiers Table. A vehicle's Vehicle Type Modifier represents its terrain restrictions and vulnerability to critical damage.

Now **MULTIPLY** the figure by the appropriate Defensive Movement Factors Table (*BMR* p. 153). The final result is the vehicle's Defensive BV. Note that units that use *AT2* rules, such as Fixed-Wing Aircraft, Airships, and Satellites, do not receive a Defensive Movement Factor.

Example 1: *The Mobile Field Base is a 60-ton Tracked Support Vehicle with armored chassis and controls. It is protected by 23 points of BAR 10 armor. As a 60-ton Support Vehicle, Bob notes that the MFB will have 6 points of internal structure per location (front, back, left side, and right side, and turret).*

Defensive BV

Armor = 23 x 10/10 = 23
Internal Structure/2 = 30/2 = 15

Sum = 23 + 15 = 38

Multiply by Vehicle Type Modifier (0.8) = 0.8 x 38 = 30.4

The MFB can move a maximum of 6 hexes at flank speed, giving a +2 movement modifier, which gives a DBV multiplier of 1.2 from the Defensive Movement Factors Table.

Final DBV = 30.4 x 1.2 = 36.48

Example 2: *The SAR Airship is a 1,000-ton Airship Support Vehicle. It is protected by 60 points of BAR 5 armor. As a 1,000-ton Airship, Erica notes that the Darling-class Airship has 20 points of structural integrity. The Darling also carries 54 tons of fuel.*

Defensive BV

Armor = 60 x 5/10 = 30
Structural Integrity/2 = 20/2 = 10
Fuel = 54

Sum = 30 + 10 + 54 = 94

Multiply by Vehicle Type Modifier (0.8) = 0.8 x 94 = 75.2

The Darling receives no Defensive Movement Factor as it is an AT2 *unit.*

Final DBV = 75.2

Step 2: Calculating Offensive BV

A Support Vehicle's offensive Battle Rating is calculated by determining the unit's Base Weapon Battle Rating, then multiplying the rating by the unit's speed factor.

Calculate Base Weapon Battle Value:

First, add the BV ratings of all remaining weapons, ammunition, and equipment. Add only half the BV of rear-mounted weapons (though all ammo is worth its full BV). If the rear arc BV is greater than the front arc, then use the full BV of the rear arc and half the BV of the front arc.

To prevent excessive ammo from distorting the Battle Value, the BV added for ammunition cannot exceed the BV of the weapon itself. If the BV of the ammo exceeds the BV of the weapon, simply reduce the ammo BV to match the weapon BV.

Next, adjust the Battle Value of all Heavy Weapons and their ammunition by the fire control multiplier from the Offensive BV Adjustment Table (see p. 135). Light and Medium Weapons are not adjusted.

Multiply the Base Weapon Rating by the unit's Speed Factor from the Speed Factor Table (see p. 153, *BMR*).

Example 1: *The Mobile Field Base mounts a single small laser with a BV of 9. As the MFB lacks any form of fire control, this is adjusted by multiplying 0.8. 9 x 0.8 = 7.2.*

The MFB is capable of a maximum speed of 6, giving a speed factor of 1.12. This gives the MFB an OBV of 7.2 x 1.12 = 8.064.

Example 2: *Although Erica did not arm the Darling-class SAR Airship, she did equip it with Look Down Radar with a BV of 10. The Airship is capable of a maximum speed of 3, giving a speed factor of 0.77. This gives the SAR Airship an OBV of 10 x 0.77 = 7.7.*

The Look Down radar is an item of equipment—not a weapon—and so the fire control modifier is not applied to its BV.

Step 3: Calculate Final BV

Add the Defensive and Offensive Battle Value Ratings and round off the resulting sum to the nearest whole number. The result is the vehicle BV.

This formula yields the BV of a Support Vehicle controlled by a crew with the standard Gunnery and Piloting Skills of Gunnery 4 and Piloting 5. If a crew with a different skill level pilots the unit, multiply the BV by the appropriate skill level multiplier (see *Skill/Experience Level Multipliers*, p. 158, *BMR*).

Example 1: *The Mobile Field Base has a DBV or 36.48 and an OBV of 8.064. Summing these together gives a BV of 44.544. Rounding this up (because it is equal to, or greater than .5) gives Bob the final BV of 45 for his creation.*

Example 2: *The Darling-class Airship has a DBV of 75.2 and an OBV of 7.7. Summing these two together gives a BV of 82.9. Rounding this up (because it is more than .5) gives Erica the final BV of 83 for her creation.*

EQUIPMENT BV TABLE

Type	Item OBV (unloaded)	Item DBV (unloaded)	Ammo BV (per load)
Backhoe	8	—	—
Bridgelayer			
Light	—	5	—
Medium	—	10	—
Heavy	—	20	—
Bulldozer	—	10	—
Chainsaw	7	—	—
Combine	5	—	—
Communications Equipment			
Basic HQ (3 to 6 tons)	100	—	—
Advanced HQ (7+ tons)	200	—	—
Docking Units	—	10	—
Dual Saw	9	—	—
External Stores			
High Explosive (HE)	—	—	12
Cluster	—	—	13
Laser-Guided (LG)	—	—	20
Inferno	—	—	16
Mines	—	—	17
Rocket Launcher	—	—	18
Arrow IV	—	—	As per *BMR*
Tag	—	—	As per *BMR*
Heavy-Duty Pile Driver	5	—	—
High-Res Image Camera	10	—	—
Infrared Imager Camera	10	—	—
Look Down Radar	10	—	—
Mine Dispenser			
Standard	5	—	—
Anti-Jump "Active"	5	—	—
Command Detonated	5	—	—
Vibro-bomb	5	—	—
Minesweeper	—	30	—
Mining Drill	6	—	—
Remote Sensor Dispenser	25	—	25
Rock Cutter	6	—	—
Wrecking Ball	8	—	—

GENERAL RULES

The following general rules apply, where appropriate, when using Support Vehicles in different rules sets.

AVAILABILITY

The Availability Modifier Table includes modifiers used when checking for the availability of a Support Vehicle or a component. No availability rolls are required during the process of unit design.

CBT: RPG AVAILABILITY MODIFIER

This value is used as a TN modifier to Skill Checks made when acquiring a Support Vehicle or component (e.g., Bureaucracy Check to requisition a Support Vehicle, or Scrounge Check to find a fusion initiator for that wrecked Speeder). In addition, the modifier is used in conjunction with the rules for buying or selling vehicles, as presented in the *CBTComp* (see pp. 146-147).

Bertrand Horriks is a scout working for Hall's planetary government. Communications with the town of Ipswich have been interrupted, and Bertrand's orders are to investigate. Rather than spend days driving his skimmer, Scout Horriks requisitions a Harvey Utility VTOLs (Availability Rating C).

The Gamemaster considers this a reasonable request and Horriks only has to make an Average Bureaucracy (Hall) Check. The base TN is 10 with a TN modifier of +0 (for an Availability Rating of C), giving a final TN of 10.

As Bertrand lacks a Bureaucracy (Hall) Skill but does possess Bureaucracy (Federated Commonwealth) +2, he makes the Skill Check with 3D10 (2, 5, and 6) and discards the highest (see Regional Subskills, *p. 95,* CBT: RPG*). That gives him a result of 7 (2 + 5) + 2 (Skill bonus) +1 (CHA of 7), for a total of 10. A narrow success, Bertrand is now able to reach Ipswich quickly (where the Gamemaster plans for him to fall afoul of a covert Word of Blake assault force).*

OFFENSIVE BV ADJUSTMENT TABLE

Fire Control	OBV Adjustment
None	0.8
Basic	0.9
Advanced	1.0

RAIL BV TABLE

Type	BV
Normal Track (per 30 m)	10
MagLev Track (per 30 m)	10

AVAILIBILITY MODIFIER TABLE

Level	CBT RPG Availability Modifier	CBT Availability Target
A	+3	3+
B	+2	4+
C	0	5+
D	–2	7+
E	–5	10+
F	–8	12+
X	Not available	Not available

CLASSIC BATTLETECH AVAILABILITY MODIFIER

Normally Support Vehicles only feature in a *CBT* game in the role of a mission objective. However, in a campaign of linked scenarios—such as presented in *Combat Operations*—Support Vehicles can serve an important purpose behind the scenes as noted in the *Equipment* section, starting on p. 116.

When creating their force, players can devote BV or C-bills towards acquiring Support Vehicles. However, a unit is not available automatically, and an Availability roll using 2D6 is required. The target number is dictated by the Availability Level of the Support Vehicle in question. Should the roll succeed, a player can continue rolling for another unit of the same type. Once the availability roll is failed, no additional Support Vehicles of that model are available during unit creation.

CO: When using the *BattleTech Operations Rules* (see p. 40, *CO*), all Support Vehicles are grouped into a Regimental Battle Group (RBG), which is deployed by the Defender in any Base Attack scenario.

Chris is generating a force for to use in a Combat Operations*-style campaign. Wanting to remain mobile, Chris decides to add four Mobile Field Base Support Vehicles (MFBs). With an availability rating of D, that gives each one an Availability Target of 7+.*

Chris rolls 2D6 for 5 and 4, then for 4 and 3, and then for 3 and 2. With a failure on his third roll, Chris has to make do with only two MFBs.

LARGE SUPPORT VEHICLES

Support Vehicles much larger than the familiar combat vehicles can be encountered throughout known space. Additional rules are presented here to deal with any Support Vehicle falling within the Large Size Class.

Standard stacking limits do not apply for any Large Support Vehicle when used in *CBT*. No other unit may occupy a hex currently occupied by a Large Support Vehicle unless they are under, above, or standing upon the Support Vehicle itself.

LARGE NAVAL VESSEL SIZE TABLE

Vessel Weight (Tons)	Vessel Template (CASE Hexes)	Elevation Above/Below surface	CBT RPG TN Modifier	CBT To-Hit Modifier
5 – 500	A (1)	0/1	–4	–0
500.5 – 6,000	B (3)	1/1*	–4	–1
6,000.5 – 12,000	C (5)	1/2*	–4	–2
12,000.5 – 30,000	D (7)	2/2*	–4	–3
30,000.5 – 100,000	E (9)	3/3*	–4	–3

*Submersible Large Naval Vessels only have elevation above the surface when surfaced. When diving, the unit must be in water of depth equal to the sum of both or run aground.

LARGE NAVAL VESSELS

Large Naval Vessels are truly massive, potentially occupying more than a single hex on a *CBT* map and (unlike other units in *CBT*) blocking line-of-sight.

Jumping units can stand on Large Naval Vessels as if they are a Hardened Building of the same height, and VTOLs and aircraft may land on the deck (if the design permits). Any unit that moves onto a Large Naval Vessel in this way moves with that unit until they disembark.

Such activities are not possible if the Large Naval Vessel is submerged.

Classic BattleTech

A Large Naval Vessel is far easier to hit than something as small as a 12-meter-tall BattleMech. Any attack against a Large Naval Vessel receives an additional to-hit modifier from the Large Navel Vessel Size Table**.**

Attacks against a Large Naval Vessel are otherwise conducted as normal, except the attacker chooses the hex against which an attack will be made. Any attack that generates a Turret hit location on a hex without a turret hits the appropriate side instead.

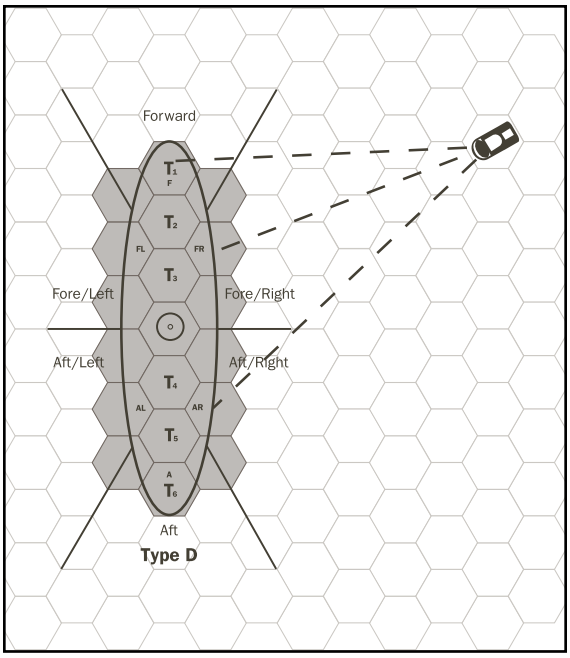
Any BattleMech or infantry unit bold enough to board a hostile Large Naval Vessel and launch an attack can never miss. All missiles launched against a Large Naval Vessel by units standing upon them will hit; there is no need to roll on the Missile Hits table.

Attacks by a Large Vehicle use the appropriate Template to determine the hex from which range should be determined.

BF2: Large Naval Vessels units using Template A, B, or C occupy one *BF2* hex and can maneuver as a normal naval vessel.

Support Vehicles represented by template types D or E are three *BF2* hexes in length and one hex wide. These exceptionally large units must always move one hex forward before performing a facing change.

All *CBT* to-hit modifiers also apply in *BF2*.



A lone Pegasus scout hovercraft attacks a mighty Hood-class Large Naval Support Vehicle. The minimum distance to the ocean-going leviathan is 6 hexes, but in an attempt to knock out some of the unit's turret-mounted weapons, the Pegasus launches an attack against the hex where the third turret position (T3) is located, giving a range to target of 7 hexes. Fortunately, the Hood is a very big (Template D) target, and so the Pegasus receives a –3 to-hit modifier.

The Hood (not surprisingly) returns fire.

The weapons mounted in the Aft/Right location count the range to target from the template hex indicated (AR), which gives a range of 8 hexes to the Pegasus. Fore/Right weapons (FR) are 6 hexes from the target, and bow-mounted turret weapons (T1) are 7 hexes from the target. The turret-mounted Long Tom Artillery (T2, T3, and T5) use the artillery direct-fire rule, as the target is less than 17 hexes from each.

BOARDING ACTIONS AND LARGE NAVEL VESSELS (OPTIONAL RULE)

Infantry deployed on the deck of a Large Naval Vessel (either via another unit or under their own power) may attempt

to board the vessel. Use the *Boarding Actions* rules found in *Combat Operations* (see p. 69–72) to resolve the attempt.

The boarding force must remain on the unit once it is captured, and the Large Naval Vessel is only capable of maneuvering until a prize-crew can be assigned after the battle.

MULTI-HEX VEHICLES AND FIRE IN CLASSIC BATTLETECH

Multi-hex Support Vehicles—including Large Naval Vessels, Rail Trains, and landed Airships, are as vulnerable to fire as other conventional vehicles, but each hex of such units is treated separately in terms of damage and critical effects. When a multi-hex Support Vehicle enters a burning hex (or begins a turn in one) the unit suffers 1D6 points of damage to the appropriate facing (or, if the hex is a center-line one, to either the left or right sides, or turret, if present—determined randomly). If the unit is the target of an Inferno attack, then the hex of the unit that takes the hit burns for the required number of turns, and the unit receives 1D6 damage during each End Phase.

As with standard damage, damage from fire may inflict penetrating critical hits if the damage rolled exceeds the Support Vehicle's BAR. Damage from fire that hits the unit's internal structure also applies critical hits as normal.

Fire on multi-hex Support Vehicles may spread per the standard rules for fire (see pp. 80-82, *BMR*), treating each hex of the Support Vehicle as a Heavy Building for the roll modifier. However, in contrast to the standard spreading fire rules, fires on multi-hex Support Vehicles only spread in the direction of the prevailing winds if the multi-hex Support Vehicle is stationary at the time. If the unit is in motion, "downwind" is considered to be in the direction opposite of the unit's travel (i.e., towards the rear of a forward-moving multi-hex Support Vehicle, or towards the front of a multi-hex Support Vehicle moving in reverse). Note that fires on multi-hex Support Vehicles may not skip hexes, unlike normal spreading fires.

MULTI-HEX VEHICLES AND ECM

Any multi-hex Support Vehicle equipped with ECM is treated as if the ECM source is located in the pivot hex on the Large Naval Vessel Template.

LARGE FIXED WING VEHICLES

Large Fixed Wing Support Vehicles require double the runway length for takeoff and landing and require twice the minimum straight movement as their smaller cousins before they can execute turns.

The combination of their size and lack of maneuverability makes them easy targets as a result, both for other airborne units and by ground fire; all attacks against Large Fixed Wing Support Vehicles receive a –1 to-hit modifier.

AIRSHIPS

Although Airships are VTOL-capable, they still require prepared landing areas at least as large as the vehicle's "footprint" on the ground. Thus, Airships may only land in clear, paved, or rough hexes, but only so long as all of the hexes covered by their appropriate template do *not* contain buildings, woods, or elevation levels above the vehicle's pivot point hex. Airships with the amphibious chassis modification may land in water hexes, though the same general restrictions apply.

To reflect their relatively lower airspeed and maneuverability, all attacks against Airship Support Vehicles receive a –1 to-hit modifier.

OTHER LARGE VEHICLES

Wheeled, Tracked, Hover, Rail, and VTOL Support Vehicles of this size are easy targets, and their relative bulk puts them at a severe disadvantage when making ramming attacks, as smaller, faster units can more easily dodge their ponderous advances. To reflect this, ranged attacks against such units receive a –1 to-hit modifier, and physical attacks receive a to-hit modifier of –2. In addition, any Large Support Vehicles capable of ramming suffer a +1 to–hit modifier when attempting such an attack.

CLASSIC BATTLETECH RPG

The placement of equipment has no direct impact on the use of a Large Support Vehicle in an RPG environment, aside from indicating the general location of cargo holds or the location of smaller vehicles aboard a larger one.

All Large Support Vehicles are considered Very Large targets, and all attacks against them receive the corresponding –4 TN modifier.

SUPPORT VEHICLES IN BATTLEFORCE 2

The following rules apply when using Support Vehicles in *BF2*.

CLASSIC BATTLETECH CONVERSION

Support Vehicles use the *BattleTech Conversion* rules (see p. 100–104, *BF2*) with the following modifications.

Movement

An element's MP is equal to its Cruising MP. Wheeled Support Vehicles not designed for off-road operation face the same movement restrictions as in *CBT*. Airships are treated as VTOLs.

Armor/Structure

The Structural Value is modified by the BAR rating of the armor. Total the internal structure and armor (including turrets or rotors), then divide by 10. Multiply the result by the element's BAR and divide by 30 (round .5 up).

Base Damage

Reduce the damage for weapons with no fire control installed by 20 percent. Weapons with only Basic Fire Control are reduced by 10 percent.

Special Equipment and Abilities

See the entries for each item of equipment listed in *Equipment*, beginning on p. 116.

SUPPORT VEHICLES IN CLASSIC BATTLETECH RPG

The following rules apply when using Support Vehicles in *CBT: RPG*.

PILOTING SKILL CHECKS AND CRASHES

Gamemasters may require that players make Piloting Checks any time they attempt dangerous maneuvers with their Support Vehicles (such as turning too sharply). The gamemaster sets the TN modifiers for the Skill Check, based on the standard TN modifiers on page 17 of *CBT: RPG.* If the Piloting Check fails, the vehicle crashes.

Ground Vehicles

A crashed vehicle's movement ends immediately, and characters onboard cannot take any further action during the turn. If the check's Margin of Failure (MoF) is 6 or more, the unit flips and rolls, causing 3D6 melee-type damage to all characters (gamemaster determines the unit's damage). The unit cannot move until rolled over and repaired. If a Hover Support Vehicle crashes while moving over water, it sinks and any crew and passengers have to swim for it.

The gamemaster determines if the crash affects any other units or characters, based on the maneuver that was attempted, the surrounding terrain, and the proximity of other units at the time of the crash.

Airborne Vehicles

For Airships, Fixed Wing, and VTOL Support Vehicles, the most perilous times are takeoff and landing. A failed Piloting Check with a Margin of Failure (MoF) of less than 6 results in an aborted takeoff or landing. A higher MoF results in the unit crashing.

The crashed unit's movement ends immediately, and characters onboard cannot take any further action during the turn. All characters aboard suffer 1D6 melee-type damage per MoF point and the gamemaster determines the unit's damage (at the very least the unit suffers significant damage to the landing gear).

VEHICLES FOR CHARACTERS

Support Vehicles are considered to be normal equipment, unlike BattleMechs, battle armor, combat vehicles, aerospace and conventional fighters, DropShips, or JumpShips. Thus a character must have access to equipment with the Tech Level and Availability Rating of a desired Support Vehicle (via the Well-Equipped Trait) if they are to receive a Support Vehicle during the process of character generation.

NEW AND MODIFIED SKILLS

The following expand on the use of certain skills for Support Vehicles. Unless otherwise stated, these skills follow the rules in *CBT: RPG* (see p. 95).

Piloting (Expanded)

In addition to the existing Piloting sub-skills (see pp. 103-104, *CBT: RPG*), these rules add two new ones.

Piloting/Airship: Grouped with the Aero and Aircraft skills, this is a difficult skill.

Piloting/Rail: This sub-skill is not grouped with any other Piloting sub-skill. It is not a difficult skill.

Technician (Expanded)

Technician/Fission: Fission power plant operation and maintenance is a difficult skill and is grouped with Technician/Fusion.

TABLES

MELEE WEAPONS

Item	Skill	Equipment Ratings	AP • Damage	Type	Range (Meters) S/M/L/E	Shots	Cost/ Reload	Weight	Affil	Notes
"Medusa" Whip	WHP	E/E/E	0•*	E	—	*§	2,200/†	450 g	Clan	–2 TN on Whips Skill +2 and up; Subduing (do not add STR); micro power packs only; may engage at 3 m range.
Stun Staff, Single-End	STF	C/A/B	0•4D6	E	—	1§	300/†	3 kg	—	Can engage at 1 m; charged side only does Subduing damage (do not add STR).
Stun Staff, Double-End	STF	C/A/B	0•4D6	E	—	2§	500/†	3 kg	—	Can engage at 1 m; Subduing damage (do not add STR).

* "Medusa" whip is adjustable from 1D6 to 9D6 damage: each 1D6 damage over 1D6 uses 0.25 pwr/strike.
§ Represents power points used per attack.
† These weapons use power packs rather than ammunition clips.

HANDGUNS

Item	Skill	Equipment Ratings	AP • Damage	Type	Range (Meters) S/M/L/E	Shots	Cost/ Reload	Weight	Affil	Notes
Hawk Eagle Auto-Pistol	PIS	C/C/C	4•3D6	B	5/20/50/100	15	100/10	500 g	FW	Burst (3/1)
Martial Eagle Machine Pistol	SMG	D/D/E	3•3D6	B	5/20/50/100	30	180/20	1.8 kg	FW	Burst (10/2)
Sea Eagle Needler	PIS	D/C/D	1•4D6	B	2/5/10/20	10	110/5	350 g	FW	Burst (5/3); AP 0 vs barriers; Splash

RIFLES

Item	Skill	Equipment Ratings	AP • Damage	Type	Range (Meters) S/M/L/E	Shots	Cost/ Reload	Weight	Affil	Notes
Ebony Assault Rifle	RFL	F/E/F		E			8,500/†	10 kg	MoC	Simple Action to change setting
High-Powered			5•4D6		50/160/350/700	12§				
Standard			4•3D6		65/200/475/1,000	8§				
Extended-Range			3•2D6		80/260/610/1,200	4§				
Mauser 1200 LSS	RFL	E/E/E	4•4D6	E	55/170/365/740	5§	10,000/†	11 kg	WoB	Burst (5/2); full kit includes a vibroblade and compact 6 shot grenade launcher.
Mauser IIC IAS	RFL	F/E/F	4•5D6	E	90/300/700/1,400	5§	18,000/†	12 kg	Clan	Encumbering; includes detachable vibroblade, survival kit, and 6 shot auto-grenade launcher.

§ Indicates power points used per shot.
† These weapons use power packs.

SHOTGUNS

Item	Skill	Equipment Ratings	AP • Damage	Type	Range (Meters) S/M/L/E	Shots	Cost/ Reload	Weight	Affil	Notes
Avenger CCW	SHT	C/C/D	2•6D6	B	7/18/28/62	15	345/4	5.5 kg	Clan	Burst (3/1); splash; jam on fumble
w/ Solid Slug Ammo	—	—	5•6D6	B	7/18/28/62	15	—/16	—	Clan	No splash; Range mods: +0/+3/+6/+11

SUBMACHINE GUNS

Item	Skill	Equipment Ratings	AP • Damage	Type	Range (Meters) S/M/L/E	Shots	Cost/ Reload	Weight	Affil	Notes
Gauss Submachine Gun	SMG	E/D/F	5•4D6	B	30/80/250/700	30, 1§	2,000/10	4.5 kg	Clan	Burst (3/1); jam on fumble

§ Indicates energy points required per shot.

SPECIAL WEAPONS

Item	Skill	Equipment Ratings	AP • Damage	Type	Range (Meters) S/M/L/E	Shots	Cost/ Reload	Weight	Affil	Notes
"Buccaneer" Gel Gun	SHT	C/D/C	2•4D6	B	3/10/18/25	5	200/20	2.5 kg	FW	Subduing; AP 0 vs barriers; +2D6 for knockdown; no recoil in zero-G
LGB-46R "Paint" Gun	PIS	C/B/B	*	E	1/2/3/4	15	50/10	1.8 kg	—	May be set to a range of 0/1/NA/NA for Splash damage
Radium Sniper Rifle	RIF	E/F/F	4•5D6	E	95/350/750/1,500	5, 10§	9,500/650	12 kg	TC	Poison: Lethal (injected), 7D6 base, 1-turn speed, and 1-hour duration (Minor to Lethal Wounds)
Rocket-Assisted Grenades	THW	C/A/E	5•10D6	X	STR x 1/2/3/4	—	50	600 g	—	Indirect; Blast; +2 TN, –2 AP, and –2D6, x5 range in rocket-assisted mode
"Spitball" Gas Pistol	PIS	C/C/B	*	B	4/11/19/27	25	6/2	1 kg	—	+1 TN; Gas cartridges must be replaced every 200 shots; Cost: 1 C-bill per cartridge

* See special rules for this weapon
§ Represents the power points used per shot fired

SUPPORT WEAPONS

Item	Skill	Equipment Ratings	AP • Damage	Type	Range (Meters) S/M/L/E	Shots	Cost/ Reload	Weight	Affil	Crew	Notes
"Bearhunter" Superheavy AC	SUP	D/D/F	7•7D6	B	14/60/120/200	180	3,000/200	40	Clan	2	Burst (30/3)
"David" Lt Gauss Rifle	SUP	E/E/E	5•5D6	B	90/330/745/1535	8, 8§	6,000/20	18	FW	1	Burst (4/1); Encumbering
"King David" Lt Gauss Rifle	SUP	E/E/E	6•5D6	B	100/350/775/1575	80, 8§	8,000/200	30	FW	2	Burst (5/2)
"Firedrake" Support Needler	SUP	D/C/F	2•7D6	B	16/35/55/80	30	500/10	25	LA	2	Splash; Incendiary; Burst (10/2); AP 0 vs barriers
Man-Portable Plasma Rifle	SUP	E/D/F	5•10D6	E	60/250/500/1000	10, 5§	7,500/10	30	CC	1	Encumbering; Incendiary; Splash
'Mech Taser Rifle	SUP	E/E/E	8•7D6	E	20/35/50/75	1	10,000/500	300	WoB	1	+1 TN to fire; Battle Armor only; See description.

§ Indicates energy points required per shot

WEAPONS ACCESSORIES

Item	Ratings	Cost	Weight	Afil	Notes:
ISR-71G "Tripwire"	C/D/D	560	3.7 kg	—	Cornershot; Pistols only; Pwr use: 0.3/minute
ISR-93TX "Roundhouse"	D/E/D	2,400	6.2 kg	—	Cornershot; Rifles, SMGs, and Pistols only; –1 recoil TN modifier (min. 0); Pwr use: 0.5/minute
CDS-MHK3 "Mako"	D/E/D	8,400	3.7 kg	—	Range TN Mods: +2/+1/–1/–2 when active; Pwr use: 1/minute
M-11J "Cloaking Device"	F/F/F	4,350,000	4.5 kg	CS/WB	+8 TN modifier to detect; Pwr use 0.5/minute; may not combine with other electronic sneak suits; Coverage: legs, arms, torso; may not conceal any equipment that would encumber the user.

SPECIAL MUNITIONS

Munition/Item	Skill	Equipment Ratings	AP • Damage	Type	Range (Meters) S/M/L/E	Shots	Cost/ Reload	Weight	Affil	Notes
Radioactive Trackers	—	C/E/E	0•2D6	B	—	—	x3.5	—	—	Slug-throwing pistols and rifles only; radioactive signature: 1-month duration, 35-meter range to specialized sensors.
Tracker Scanner	SEN	D/D/D	—	—	35	—	2,250	100 g	—	Detects radioactive tracker rounds; –1 TN for each 5m under 30m range; Pwr use: 0.5/hr
GDPC Rounds	—	+1/+1/—	*	O	—	—	*	—	FW	Gauss weapons only; Type and Cost as Class D ordnance type; –1 AP and –2 Damage dice (as applicable)*
Mortar, Air-Burst	—	+1/+1/+1	**	X	—	—	x2	**	FW	Blast; ignore all cover except from above
Mortar, Guided	—	+1/+1/+1	**	X	—	—	x4	**	FW	Blast; see semi-guided LRMs (see p. 142, *BMR*)
Rifle, Air-Burst	—	+1/+1/+1	**	X	—	—	x6	**	FS	Complex action to program; Blast damage at set range (1/4 radius), half ammo capacity; weapon destroyed on fumble
Gyrojet, Guided	—	+1/+1/+1	**	B	—	—	x8	—	FS	Complex action to fire; –2 TN; requires Guidance Module; no AP reduction at ext. range
Guided Rifle Module	—	E/D/F	—	—	—	—	2,000	250 g	FS	Required for Guided Gyrojet Munitions

* See weapon description for rules.
** –1 AP from standard rounds, –1D6 from damage.

ORDNANCE

Mine Type	Skill	Equipment Ratings	AP • Damage†	Type	Range (Meters) S/M/L/E	Cost (Each)	Weight	Affil	Notes
Anti-Jump "Active"	DEM	E/D/E	(D)	O	—	1,000	5 kg	CC	—
Anti-Jump, Thunder	*	+1/+2/—	(C)	O	—	750	24 kg	CC	*
Command-Detonated	DEM	C/B/E	(E)	O	—	75	600 g	—	—
Standard	DEM	B/A/E	(E)	O	—	50	500 g	—	—
Standard, Thunder	*	+1/+1/—	(C)	O	—	500	12 kg	—	*
Standard, Thunder-Augmented	*	+1/+2/—	(C)	O	—	1,000	24 kg	—	*
Standard, Thunder-Inferno	*	+1/+2/—	(C)	O	—	250	24 kg	—	*
Vibrabomb	DEM	D/C/E	(E)	O	—	500	50 kg	—	—
Vibrabomb, Thunder	*	+1/+2/—	(C)	O	—	625	24 kg	—	*
Sea Mine**	**	**/**/**	**	O	—	x2	x1	—	Deployed in water only
Space	DEM	D/D/E	(F)	O	—	10,000	8 tons	—	Deployed in space only
Space, Screen-Launched	—	+1/+2/—	(E)	O	—	15,000	10 tons	—	Deployed in space only

* Thunder munitions are delivered by vehicular missile launchers and use the appropriate Gunnery Skill to deploy and Demolitions skill to disarm. Cost and Weight reflect each "Thunder" missile.

** Sea Mines use the skills, equipment ratings, and ordnance types for their land-based equivalents, but may only be deployed as standard, "Thunder" standard, and command-detonated mines.

† See *Lostech,* p. 35.

INFANTRY ARMOR KITS

Item	Equipment Ratings	AV M/B/E/X	Cost/ Patch	Weight	Coverage	Power /Hour	Notes*
Capellan Confederation							*Overall: 2/3/3/2; COPV: 1*
Helmet	C/B/D	3/4/5/3	200	1 kg	Head	—	Military Comm.; +1 Perception
Suit	B/B/C	3/4/3/2	200/10	4.5 kg	Torso, Arms, Legs	—	2/2/3/2 for arms/legs
Boots	B/A/A	2/3/3/1	48/10	2 kg	Feet	—	—
Clans							*Overall: 3/5/5/3; COPV: 2*
Helmet	E/E/F	5/6/5/3	1,400	1 kg	Head	3	Military Comm.; IR Scanner; Night Vision; Rangefinders; -1 Perception
Suit	E/E/F	3/6/5/3	4,000/150	6 kg	Torso, Arms, Legs	—	—
Boots	C/E/F	3/5/5/3	100/20	2 kg	Feet	—	—
Gloves	C/E/F	1/1/3/2	60	500 g	Hands	—	—
ComStar/Word of Blake							*Overall: 4/5/4/3; COPV: 2*
Helmet	F/D/F	4/5/5/3	1,200	2 kg	Head	3	Military Comm.; IR Scanner; Night Vision; Rangefinders; Ultrasonic detector (5m range); –1 Perception
Suit	D/E/E	4/6/5/4	3,000/120	8 kg	Torso, Arms, Legs	—	—
Boots	B/A/A	2/3/3/1	48/10	2 kg	Feet	—	—
Gloves	B/A/A	1/1/1/1	30	500 g	Hands	—	—
Draconis Combine/Free Rasalhague Republic							*Overall: 2/2/3/1; COPV: 1*
Helmet	C/B/D	3/4/4/2	200	1 kg	Head	—	Military Comm.
Suit	B/B/C	2/2/3/1	100/8	5 kg	Torso, Arms, Legs	—	—
Boots	B/A/A	2/3/3/1	48/10	2 kg	Feet	—	—
Gloves	A/B/B	1/1/1/1	30	500 g	Hands	—	—
Federated Suns							*Overall: 2/3/3/2; COPV: 2*
Helmet	C/B/D	4/5/5/4	500	1.5 kg	Head	2	Military Comm.; IR Scanner; Rangefinders; +2 Perception
Jacket	B/B/C	3/5/4/3	450/10	5 kg	Torso, Arms	—	1/2/2/1 for arms
Boots	B/A/A	2/3/3/1	48/10	2 kg	Feet	—	—
Gloves	A/B/B	2/2/2/2	40	1 kg	Hands	—	–1 DEX
Free Worlds League							*Overall: 3/4/3/2; COPV: 2 (-1 MP)*
Helmet	C/B/D	4/4/3/3	250	1 kg	Head	1	Military Comm.; IR Scanner; +2 Perception
Suit	B/B/D	5/6/4/3	1,500/30	15 kg	Torso, Arms, Legs	—	Encumbering; 3/4/2/1 for arms/legs
Boots	B/A/A	2/3/3/1	48/10	2 kg	Feet	—	—
Gloves	A/B/B	1/1/1/1	30	500 g	Hands	—	—
Lyran Alliance							*Overall: 2/3/3/2; COPV: 2*
Helmet	C/B/D	4/6/6/4	300	1.2 kg	Head	1	Military Comm.; IR Scanner; Night Vision; +2 Perception
Jacket	B/B/B	3/5/4/3	350/10	3.5 kg	Torso, Arms	—	2/4/3/2 for arms
Boots	B/A/A	2/3/3/1	48/10	2 kg	Feet	—	—
Gloves	A/B/B	1/1/1/1	30	500 g	Hands	—	—

INFANTRY ARMOR KITS CONT.

Item	Equipment Ratings	AV M/B/E/X	Cost/ Patch	Weight	Coverage	Power /Hour	Notes*
Magistracy of Canopus							*Overall: 1/3/2/1; COPV: 1*
Helmet	C/B/D	5/6/5/2	250	1 kg	Head	1	Military Comm.; Rangefinders; +3 Perception
Vest	C/A/B	1/5/2/3	75/10	3 kg	Torso	—	—
Boots	B/A/A	2/3/3/1	48/10	2 kg	Feet	—	—
Gloves	A/B/B	1/1/1/1	30	500 kg	Hands	—	—
Marian Hegemony							*Overall: 2/4/3/2; COPV: 2*
Helmet	C/B/D	5/6/5/2	300	1 kg	Head	1	Military Comm.; Night Vision; Rangefinders; +2 Perception
Jacket	B/B/D	3/6/4/3	1,200/25	10 kg	Torso, Arms	—	—
Boots	B/A/A	2/3/3/1	48/10	2 kg	Feet	—	—
Gloves	A/B/B	1/1/1/1	30	500 kg	Hands	—	—
Taurian Concordat/Calderon Protectorate							*Overall: 2/2/2/2; COPV: 1*
Helmet	C/B/D	3/5/5/3	210	1 kg	Head	—	+1 Perception
Jacket	B/B/B	2/3/3/2	50/5	3 kg	Torso, Arms	—	—
Gloves	B/B/B	2/2/2/2	60	1.2 kg	Hands	—	Military Comm.
Boots	B/A/A	1/1/1/1	48/10	500 g	Feet	—	—
Periphery/Generic							*Overall: 1/3/1/2; COPV: 1*
Helmet	B/A/B	4/5/4/2	180	1.8 kg	Head	—	+2 Perception
Jacket	C/A/B	1/5/1/3	100/10	3.5 kg	Torso, Arms	—	—
Boots	B/A/A	2/3/3/1	48/10	2 kg	Feet	—	—

SPECIAL ARMOR AND CLOTHING

Item	Equipment Ratings	AV M/B/E/X	Cost/ Patch	Weight	Afil	Combat Ops PV/MP Mod*	Notes
Concealed Ablative	E/B/D	2/1/4/1	x1.5	x0.75	—	1/—	vest, jacket, pants, or suit
Concealed Flak	D/B/C	1/4/1/2	x1.5	x0.75	—	1/—	vest, jacket, pants, or suit
Concealed Ablative/Flak	E/C/D	2/3/3/2	x1.75	x0.80	—	1/—	vest, jacket, pants, or suit
Concealed Ballistic Plate	E/D/D	3/4/4/3	x1.8	x0.75	—	1/—	vest, jacket, or suit; –1 Perception TN to spot
Neo-Chainmail	D/C/D	3/3/2/2	—	—	—	—	—
Jacket, unhooded	—	—	700/17	1.9 kg	—	1/—	Coverage: Torso, Arms
Jacket, hooded	—	—	830/17	2.1 kg	—	1/—	Coverage: Head, Torso, Arms
Pants	—	—	450/17	2.8 kg	—	—/—	Coverage: Legs
Suit	—	—	920/17	4.7 kg	—	1/—	Coverage: Torso, Arms, Legs
Vest	—	—	375/17	1.7 kg	—	1/—	Coverage: Torso
Myomer Armor	E/E/E	3/5/4/5	—	—	—	—	—
Suit	—	—	5,800/150	18 kg	LA	2/–1	Encumbering; Coverage: Torso, Arms, Legs; Pwr Use: 0.5/min; half AV when deactivated (round down)
Vest	—	—	1,800/150	7.5 kg	LA	2/—	Coverage: Torso; Pwr Use: 0.5/min; half AV when deactivated (round down).

* For *Combat Operations' Infantry Platoon Construction*, protection values and MP modifiers are based only on armor worn over the torso.

ALCOHOL, DRUGS AND PERFORMANCE ENHANCERS

Alcohol/Drug	Equipment Ratings	Cost/ Dosage	Weight	Afil	Duration	RPG Effects*
Alcohol: Beer/Wine	A/A/B	1	—	—	2 hr	Depressant; Strength 1, Potency 0.5*
Alcohol: Mixed Drink	A/A/B	2	—	—	3 hr	Depressant; Strength 2, Potency 0.5*
Alcohol: Hard Liquor	A/B/B	2	—	—	4 hr	Depressant; Strength 3, Potency 1*
Alcohol: Fusionnaire	A/B/B	5	—	—	5 hr	Depressant; Strength 4, Potency 2*
Cannabis/Hashish	A/B/C	2	—	—	3 hr	Depressant; Strength 2, Potency 1*
Heroin	A/B/D	10	—	—	6 hr	Depressant; Strength 7, Potency 5*
Codeine	A/B/C	6	—	—	8 hr	Depressant; Strength 5, Potency 3*
Barbiturates	A/B/D	7	—	—	4 hr	Depressant; Strength 6, Potency 4*
Caffeine	A/A/A	0.5	—	—	2 hr	Stimulant; Strength 1, Potency 1*
Nicotine	A/A/B	1	—	—	2 hr	Stimulant; Strength 2, Potency 1*
Cocaine	A/B/D	7	—	—	4 hr	Stimulant; Strength 3, Potency 4*
Amphetamines	A/B/D	6	—	—	6 hr	Stimulant; Strength 4, Potency 3*

ALCOHOL, DRUGS AND PERFORMANCE ENHANCERS CONT.

Alcohol/Drug	Equipment Ratings	Cost/ Dosage	Weight	Afil	Duration	RPG Effects*
Methamphetamines	B/B/D	6	—	—	6 hr	Stimulant; Strength 5, Potency 4*
K-Z ("Krazy")	C/C/E	10	—	—	10 hr	Stimulant; Strength 6, Potency 8*
X-Quick	C/C/E	2	—	—	2 hr	Stimulant; Strength 3, Potency 5*
Payote/Mascaline	A/A/C	2	—	—	8 hr	Hallucinogen; Strength 2, Potency 2*
LSD ("Acid")	A/B/C	4	—	—	8 hr	Hallucinogen; Strength 6, Potency 7*
Phencyclidine (PCP)	A/B/D	6	—	—	8 hr	Hallucinogen; Strength 7, Potency 10*
Psilocybin (Mushrooms)	A/A/A	3	—	—	4 hr	Hallucinogen; Strength 3, Potency 2*
Ingrot venom	A/C/D	9	—	—	6 hr	Hallucinogen; Strength 4, Potency 3*
Necrosia	C/D/E	12	—	—	4 hr	Hallucinogen; Strength 8, Potency 4*
Performance Enhancers						
QwikStim	D/E/E	8	—	LA	72/(CRL+2) hr	Ignore Fatigue, +1 to DEX-based TNs for Duration. "Crash" for 2 Fatigue/hr x Duration
Rage	E/E/E	10	—	CC	4+(1D6/2) hr	Ignore non-Fatal Wound TNs, +8/(CRL+2) to STR for Duration. +3D6 damage for STR-based skills with Critical Wounds or worse.
LD-512	E/E/E	12	—	FS	1D6/2 hr	+12/(CRL+3) to INT, –24/(CRL+3) to Perception for Duration.; "Crash" for 5 Fatigue/hr of Duration
Spazz	D/E/E	10	—	—	3+(1D6/2) hr	+12/(CRL+4) to RFL, +2 to DEX-based TNs, +Madness/Paranoia Trait for Duration.

* See text for additional rules and CBT effects.

TRIGGER DEVICES

Item	Ratings	Cost	Weight	Afil	Notes:
Pressure Trigger	B/D/B	5	95 g	—	–1 TN to arm/disarm
Thermal Trigger, Contact	C/D/B	8.5	50 g	—	Object-heat sensitive; Pwr use: 0.1/hr
Thermal Trigger, Ranged	C/D/B	18	260 g	—	Ambient/IR-source sensitive (3m range); Pwr use: 0.2/hr
Timer Trigger (w/ display)	B/B/B	1	8 g	—	–1 to arm; +1 to disarm
Timer Trigger (w/o display)	B/B/C	7	1 g	—	+1 to arm; +3 to disarm
Audio Trigger (basic)	C/B/B	3	12 g	—	Volume-sensitive; Pwr use: 0.1/hr
Audio Trigger (advanced)	C/C/C	14	18 g	—	Tone/voice/phrase sensitive; Pwr use: 0.1/hr
Video trigger (basic)	C/B/B	9	1 kg	—	Light/color/motion sensitive; Pwr use: 0.2/hr
Video trigger (advanced)	D/C/C	19	1.4 kg	—	Image-recognizing; Pwr use: 0.2/hr
Chemical Trigger (basic)	C/C/C	10	95 g	—	Requires tracker chemicals; Pwr use: 0.1/hr
Chemical Trigger (advanced)	D/D/C	25	120 g	—	"Scent" sensitive; Pwr use: 0.1/hr
Radiological Trigger (basic)	C/D/C	15	100 g	—	Broad-spectrum; Pwr Use: 0.1/hr
Radiological Trigger (advanced)	D/D/C	35	125 g	—	Radiation type-sensitive; Pwr use: 0.1/hr
Tripwire Trigger (mechanical)	A/A/A	1	1 g/10 meters	—	–2 arm/disarm; –1 Perception TN to detect
Tripwire Trigger (laser)	C/B/C	14	20 g	—	–2 to arm; Pwr use: 0.1/hr
Command Trigger (landline)	A/B/A	5	1 g/10 meters	—	–2 arm/disarm; –1 Perception to detect; user-activated
Command Trigger (basic)	B/B/A	20	100 g	—	Signal range: 5 km; user-activated only; Pwr use: 0.1/hr
Command Trigger (adv.)	C/C/D	140	125 g	—	Signal range: 15 km; signal-sensitive; Pwr use: 0.1/hr

MEDICAL GEAR

Item	Ratings	Cost	Weight	Afil	Notes:
Combat MediPack	C/B/B	1,000	3.5 kg	—	Pwr use: 5; Refills cost 150 C-bills

MISCELLANEOUS

Item	Equipment Ratings	Cost	Weight	Afil	Notes
VDC, Standard	D/B/B	1,000	2,000 kg	—	
VDC, Camouflage	D/C/D	3,000	2,000 kg	—	Camo: 2
VDC, Stealth	D/D/D	5,000	2,200 kg	—	ECM: 4, IR: 4, Camo: 4
VDC, Reusable	+1/+1/—	x2	+500 kg	—	5 min to stow.

CBT/BATTLE ARMOR CONSTRUCTION DATA (SUPPORT WEAPONS ONLY)*

Item	CBT Damage	CBT Ranges Min/Sht/Med/Lng	BA Weight	BA Slots	BA Shots (Wt.)	CBT BV/Ammo	BA Cost/Ammo	Notes
"Bearhunter" Superheavy AC	3	0/0/1/2	150 kg	2	20 (30)	4/0	11,250/650	+1 to-hit modifier in CBT
"David" Lt Gauss Rifle	1	0/3/5/8	100 kg	1	20 (15)	7/1	22,500/250	—
"King David" Lt Gauss Rifle	1	0/3/6/9	275 kg	2	20 (15)	7/1	30,000/250	—
"Firedrake" Support Needler	1	0/1/2/3	50 kg	1	30 (5)	2/0	1,500/100	May ignite target hex on 6+; no damage to armored units.
Man-Portable Plasma Rifle	2	0/2/4/6	300 kg	2	20 (30)	12/2	28,000/20	May ignite target hex on 5+
'Mech Taser Rifle	1	0/1/2/3	300 kg	3	—	15/—	10,000/500	+1 TN to fire; see description.

* See *Battle Armor Construction* in *Classic BattleTech Companion*, beginning on p. 155.

INFANTRY PLATOON CONSTRUCTION DATA (PERSONAL WEAPONS)*

Item	Weapon Type	Base Range	Damage (Each)	Cost (C-bills)	BV
Hawk Eagle AutoPistol	Standard	0	0.27	100	0.27
Martial Eagle Machine Pistol	Standard	0	0.25	180	0.25
Sea Eagle Needler Pistol	Standard	0	0.11	110	0.11
Ebony Assault Rifle	Standard	2	0.21	8,500	0.21
Mauser 1200 Light Support Sys	Standard	2	0.36	10,000	0.36
Mauser IIC Infantry Assault Sys	Standard	3	0.35	18,000	0.35
Avenger Crowd Control Weapon	Standard	0	0.33	345	0.33
Gauss Submachine Gun	Standard†	1	0.45	2,000	0.90
"Buccaneer" Gel Gun	Standard	0	0.07	200	0.07
LGB-46R "Paint" Gun	Standard	0	0	50	0.00
Radium Sniper Rifle	Standard	3	0.18	9,500	0.18
"Spitball" Gas Pistol	Standard	0	0	6	0.00
"Bearhunter" Superheavy AC	Support†	0	2.33	3,000	4.66
"David" Light Gauss Rifle	Support†	3	0.56	6,000	1.13
"King David" Light Gauss Rifle	Support†	3	0.68	8,000	1.35
"Firedrake" Support Needler	Support	1	0.91	500	0.91
Man-Portable Plasma Rifle	Support†	2	1.58	7,500	3.15

* See *Infantry Platoon Construction* in *Combat Operations*, beginning on p. 58.
† Weapon is anti-armor capable.



The Clan Blood Spirit Alpha Galaxy pushes back a drive by Star Adder's Gamma Galaxy to expand their foot-hold on York, following the collapse of Omega Galaxy.



A Spirit's Alpha Galaxy *Roc/Chrysaor* ProtoMech Star moves to destroy an Adder Gamma Galaxy *Warhammer IIC*.



***Chrysaor* ProtoMech**
Seventh Blood Drinkers Cluster
[Blood Spirit]



***Gorgon* ProtoMech**
133rd Hussar Cluster
[Star Adder]



***Roc* ProtoMech**
Fifty-fifth Red Vanguard Cluster
[Blood Spirit]



***Orc* ProtoMech**
Watch
[Hell's Horses]



***Minotaur* ProtoMech**
Watch
[Hell's Horses]



***Hydra* ProtoMech**
Watch
[Hell's Horses]



Clan Hell's Horses' Watch makes in-roads to the coreward Periphery of the Inner Sphere, annihilating any pirates that interfere.



A Ryukin-ni lance, currently assigned to military exercises with Clan Nova Cat, defends against a Delta Galaxy Ghost Bear raid.



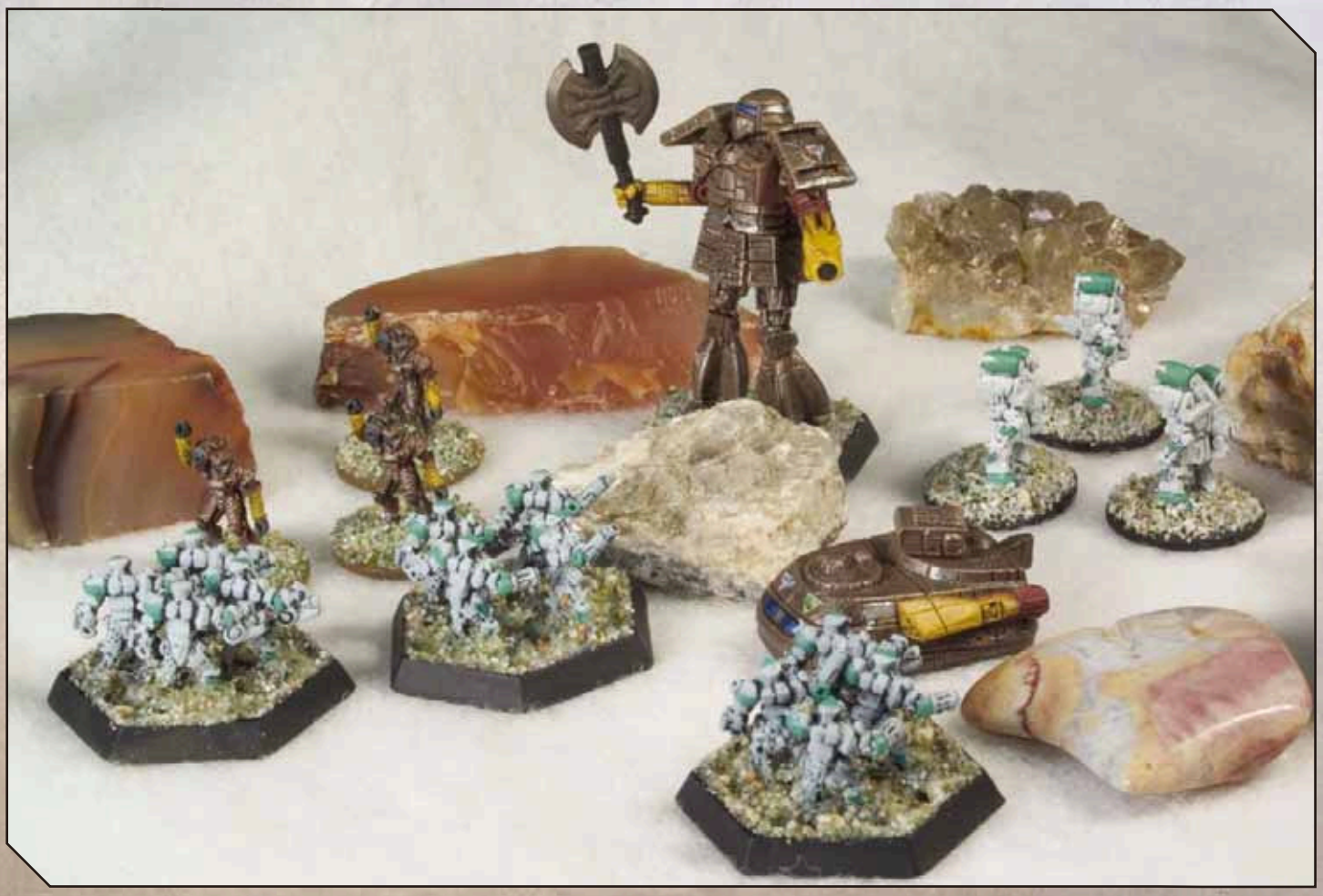
Gnome battle armor
Eighth Bear Cuirassiers
[Ghost Bear]



Void battle armor
Nova Cat Irregulars Cluster
[Nova Cat]



Kage battle armor
Ryuken-ni Brigade
[House Kurita]



The Third McCarron's Armored Cavalry raid Kyrkbacken, striking against the Third Free Worlds Legionnaires.



Achileus battle armor
Third Free Worlds Legionnaires
[House Marik]



Phalanx battle armor
Third Free Worlds Legionnaires
[House Marik]



Yin Long battle armor
Third McCarron's Armored Cavalry
[House Liao]



***Basilisk* ProtoMech**
Forty-fifth Cobra Grenadiers
[Cloud Cobra]



Afreet battle armor
Fortieth Hellion Lancers
[Ice Hellion]



Elemental battle armor
121st Cobra Fang
[Cloud Cobra]



In a classic Ice Hellion "tantrum," an Alpha Galaxy force makes an ill-advised raid against the Tanis System, where the Cobra Beta Galaxy makes short work of the incursion.



An Eleventh Arcturan Guards' *Grashopper* and VTOLs try vainly to hold against a Davion Assault Guards' *Templar* and *Sagittaire.*



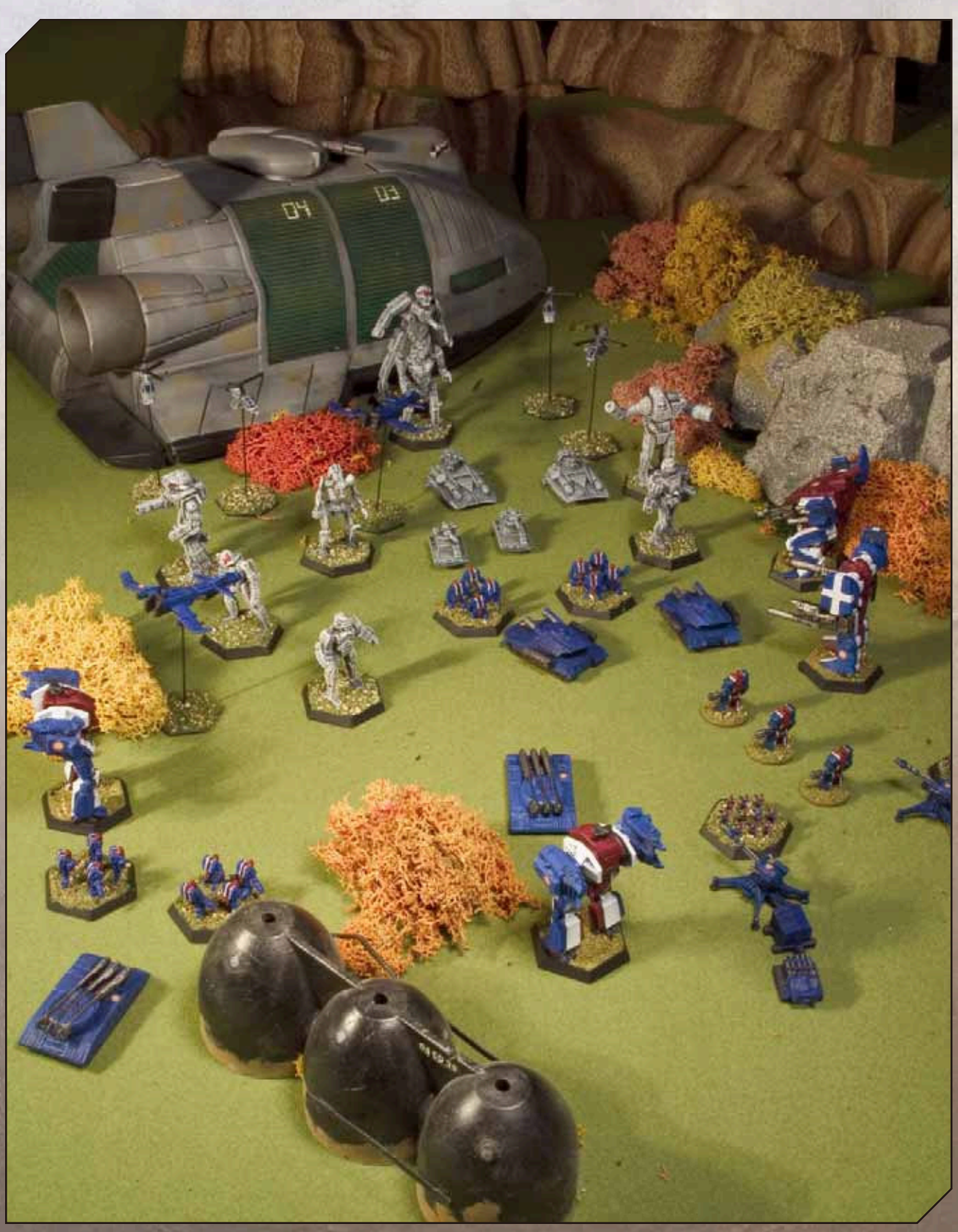
Inner Sphere battle armor
Davion Assault Guards
[House Davion]



Rottweiler battle armor
Eleventh Lyran Regulars
[House Steiner]



Grenadier battle armor
Davion Assault Guards
[House Davion]



The Eleventh Arcturan Guards try to hold off long enough to evacuate, against a massed assault from the Davion Assault Guards on Tikinov during the FedCom Civil War.

CLASSIC BATTLETECH®

BATTLE ARMOR RECORD SHEET

POINT # 1
Type: Clan Aerie PA(L)
• Anti-'Mech Movement: 2MP Ground, 3MP Jump
• Omni-transportable

			Weapons (ranges in hexes)	Dmg	Sht	Med	Lng
1	01	00					
2	01	00					
3	01	00					
4	01	00					
5	01	00					

Notes:
• Space Ops Adaptation: Std dmg in vac., not dbl
• Standard Stealth armor:
+1 Sh, +1 Md, +2 Lg to-hit mods, AP can't find

Gun Skill: _____ BV: 25 Clan / Level 2 Cost: 2,647,500 C-Bills

POINT # 2
Type: Clan Aerie PA(L)
• Anti-'Mech Movement: 2MP Ground, 3MP Jump
• Omni-transportable

			Weapons (ranges in hexes)	Dmg	Sht	Med	Lng
1	01	00					
2	01	00					
3	01	00					
4	01	00					
5	01	00					

Notes:
• Space Ops Adaptation: Std dmg in vac., not dbl
• Standard Stealth armor:
+1 Sh, +1 Md, +2 Lg to-hit mods, AP can't find

Gun Skill: _____ BV: 25 Clan / Level 2 Cost: 2,647,500 C-Bills

POINT # 3
Type: Clan Aerie PA(L)
• Anti-'Mech Movement: 2MP Ground, 3MP Jump
• Omni-transportable

			Weapons (ranges in hexes)	Dmg	Sht	Med	Lng
1	01	00					
2	01	00					
3	01	00					
4	01	00					
5	01	00					

Notes:
• Space Ops Adaptation: Std dmg in vac., not dbl
• Standard Stealth armor:
+1 Sh, +1 Md, +2 Lg to-hit mods, AP can't find

Gun Skill: _____ BV: 25 Clan / Level 2 Cost: 2,647,500 C-Bills

POINT # 4
Type: Clan Aerie PA(L)
• Anti-'Mech Movement: 2MP Ground, 3MP Jump
• Omni-transportable

			Weapons (ranges in hexes)	Dmg	Sht	Med	Lng
1	01	00					
2	01	00					
3	01	00					
4	01	00					
5	01	00					

Notes:
• Space Ops Adaptation: Std dmg in vac., not dbl
• Standard Stealth armor:
+1 Sh, +1 Md, +2 Lg to-hit mods, AP can't find

Gun Skill: _____ BV: 25 Clan / Level 2 Cost: 2,647,500 C-Bills

POINT # 5
Type: Clan Aerie PA(L)
• Anti-'Mech Movement: 2MP Ground, 3MP Jump
• Omni-transportable

			Weapons (ranges in hexes)	Dmg	Sht	Med	Lng
1	01	00					
2	01	00					
3	01	00					
4	01	00					
5	01	00					

Notes:
• Space Ops Adaptation: Std dmg in vac., not dbl
• Standard Stealth armor:
+1 Sh, +1 Md, +2 Lg to-hit mods, AP can't find

Gun Skill: _____ BV: 25 Clan / Level 2 Cost: 2,647,500 C-Bills

BATTLE ARMOR MISSILES TABLE

Die Roll 2D6	Point Members Active [Number of Missiles Fired]				
	1 [2]	2 [4]	3 [6]	4 [8]	5 [10]
2	1	1	2	2	3
3	1	2	2	3	3
4	1	2	3	3	4
5	1	2	3	4	6
6	1	2	4	4	6
7	1	3	4	5	6
8	2	3	4	5	6
9	2	3	5	6	8
10	2	3	5	7	8
11	2	4	6	8	10
12	2	4	6	8	10

BATTLE ARMOR DIRECT FIRE TABLE

Die Roll 2D6	Point Members Active				
	1	2	3	4	5
2	1	1	1	1	1
3	1	1	1	2	2
4	1	1	2	2	2
5	1	1	2	2	3
6	1	1	2	2	3
7	1	2	2	3	3
8	1	2	2	3	4
9	1	2	3	3	4
10	1	2	3	4	4
11	1	2	3	4	5
12	1	2	3	4	5

LEG ATTACKS TABLE

Battle Armored Troopers Active	Base To-Hit Number
4+	4
3	7
2	10
1	12
–	No attack possible

SWARM ATTACKS TABLE

Battle Armored Troopers Active	Base To-Hit Number
4+	7
1-3	10
–	No attack possible

SWARM HIT LOCATION TABLE

Die Roll (2D6)	Location	Die Roll (2D6)	Location
2	Head	7	Front Center Torso
3	Rear Center Torso	8	Left Arm
4	Rear Right Torso	9	Front Left Torso
5	Front Right Torso	10	Rear Left Torso
6	Right Arm	11	Rear Center Torso
		12	Head

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CLASSIC BATTLETECH®

BATTLE ARMOR RECORD SHEET

POINT # 1
Type: Clan Afreet Medium Armor

	05	04	03	02	01	00
1						
2						
3						
4						
5						

• Anti-'Mech Movement: 1MP Ground, 4MP Jump
• Omni-transportable

Weapons (ranges in hexes)	Dmg	Sht	Med	Lng
Light Recoilless Rifle	1D6/2	2	4	6

Notes:
• Improved Sensors: Operates as AP, range = 3
• Vibro Claws: +2 Dmg on Swarm and Leg attacks

Gun Skill: _____ BV: 175 Clan / Level 2 Cost: 3,786,500 C-Bills

POINT # 2
Type: Clan Afreet Medium Armor

	05	04	03	02	01	00
1						
2						
3						
4						
5						

• Anti-'Mech Movement: 1MP Ground, 4MP Jump
• Omni-transportable

Weapons (ranges in hexes)	Dmg	Sht	Med	Lng
Light Recoilless Rifle	1D6/2	2	4	6

Notes:
• Improved Sensors: Operates as AP, range = 3
• Vibro Claws: +2 Dmg on Swarm and Leg attacks

Gun Skill: _____ BV: 175 Clan / Level 2 Cost: 3,786,500 C-Bills

POINT # 3
Type: Clan Afreet Medium Armor

	05	04	03	02	01	00
1						
2						
3						
4						
5						

• Anti-'Mech Movement: 1MP Ground, 4MP Jump
• Omni-transportable

Weapons (ranges in hexes)	Dmg	Sht	Med	Lng
Light Recoilless Rifle	1D6/2	2	4	6

Notes:
• Improved Sensors: Operates as AP, range = 3
• Vibro Claws: +2 Dmg on Swarm and Leg attacks

Gun Skill: _____ BV: 175 Clan / Level 2 Cost: 3,786,500 C-Bills

POINT # 4
Type: Clan Afreet Medium Armor

	05	04	03	02	01	00
1						
2						
3						
4						
5						

• Anti-'Mech Movement: 1MP Ground, 4MP Jump
• Omni-transportable

Weapons (ranges in hexes)	Dmg	Sht	Med	Lng
Light Recoilless Rifle	1D6/2	2	4	6

Notes:
• Improved Sensors: Operates as AP, range = 3
• Vibro Claws: +2 Dmg on Swarm and Leg attacks

Gun Skill: _____ BV: 175 Clan / Level 2 Cost: 3,786,500 C-Bills

POINT # 5
Type: Clan Afreet Medium Armor

	05	04	03	02	01	00
1						
2						
3						
4						
5						

• Anti-'Mech Movement: 1MP Ground, 4MP Jump
• Omni-transportable

Weapons (ranges in hexes)	Dmg	Sht	Med	Lng
Light Recoilless Rifle	1D6/2	2	4	6

Notes:
• Improved Sensors: Operates as AP, range = 3
• Vibro Claws: +2 Dmg on Swarm and Leg attacks

Gun Skill: _____ BV: 175 Clan / Level 2 Cost: 3,786,500 C-Bills

BATTLE ARMOR MISSILES TABLE

Die Roll 2D6	Point Members Active [Number of Missiles Fired]				
	1 [2]	2 [4]	3 [6]	4 [8]	5 [10]
2	1	1	2	2	3
3	1	2	2	3	3
4	1	2	3	3	4
5	1	2	3	4	6
6	1	2	4	4	6
7	1	3	4	5	6
8	2	3	4	5	6
9	2	3	5	6	8
10	2	3	5	7	8
11	2	4	6	8	10
12	2	4	6	8	10

BATTLE ARMOR DIRECT FIRE TABLE

Die Roll 2D6	Point Members Active				
	1	2	3	4	5
2	1	1	1	1	1
3	1	1	1	2	2
4	1	1	2	2	2
5	1	1	2	2	3
6	1	1	2	2	3
7	1	2	2	3	3
8	1	2	2	3	4
9	1	2	3	3	4
10	1	2	3	4	4
11	1	2	3	4	5
12	1	2	3	4	5

LEG ATTACKS TABLE

Battle Armored Troopers Active	Base To-Hit Number
4+	4
3	7
2	10
1	12
–	No attack possible

SWARM ATTACKS TABLE

Battle Armored Troopers Active	Base To-Hit Number
4+	7
1-3	10
–	No attack possible

SWARM HIT LOCATION TABLE

Die Roll (2D6)	Location	Die Roll (2D6)	Location
2	Head	7	Front Center Torso
3	Rear Center Torso	8	Left Arm
4	Rear Right Torso	9	Front Left Torso
5	Front Right Torso	10	Rear Left Torso
6	Right Arm	11	Rear Center Torso
		12	Head

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CLASSIC BATTLETECH®

BATTLE ARMOR RECORD SHEET

POINT # 1
Type: Clan Clan Battle Armor

	09	08	07	06	05	04	03	02	01	00
1										
2										
3										
4										
5										

• Anti-'Mech Movement: 1MP Ground, 4MP Jump
• Omni-transportable

Weapons (ranges in hexes)	Dmg	Sht	Med	Lng
SRM 2 (OS)	2/hit	3	6	9
SRM 2 (OS)	2/hit	3	6	9
Flamer	2	1	2	3

Notes:
• Searchlight: Illuminates 9 hexes

Gun Skill: _____ BV: 195 Clan / Level 2 Cost: 3,802,500 C-Bills

POINT # 2
Type: Clan Clan Battle Armor

	09	08	07	06	05	04	03	02	01	00
1										
2										
3										
4										
5										

• Anti-'Mech Movement: 1MP Ground, 4MP Jump
• Omni-transportable

Weapons (ranges in hexes)	Dmg	Sht	Med	Lng
SRM 2 (OS)	2/hit	3	6	9
SRM 2 (OS)	2/hit	3	6	9
Flamer	2	1	2	3

Notes:
• Searchlight: Illuminates 9 hexes

Gun Skill: _____ BV: 195 Clan / Level 2 Cost: 3,802,500 C-Bills

POINT # 3
Type: Clan Clan Battle Armor

	09	08	07	06	05	04	03	02	01	00
1										
2										
3										
4										
5										

• Anti-'Mech Movement: 1MP Ground, 4MP Jump
• Omni-transportable

Weapons (ranges in hexes)	Dmg	Sht	Med	Lng
SRM 2 (OS)	2/hit	3	6	9
SRM 2 (OS)	2/hit	3	6	9
Flamer	2	1	2	3

Notes:
• Searchlight: Illuminates 9 hexes

Gun Skill: _____ BV: 195 Clan / Level 2 Cost: 3,802,500 C-Bills

POINT # 4
Type: Clan Clan Battle Armor

	09	08	07	06	05	04	03	02	01	00
1										
2										
3										
4										
5										

• Anti-'Mech Movement: 1MP Ground, 4MP Jump
• Omni-transportable

Weapons (ranges in hexes)	Dmg	Sht	Med	Lng
SRM 2 (OS)	2/hit	3	6	9
SRM 2 (OS)	2/hit	3	6	9
Flamer	2	1	2	3

Notes:
• Searchlight: Illuminates 9 hexes

Gun Skill: _____ BV: 195 Clan / Level 2 Cost: 3,802,500 C-Bills

POINT # 5
Type: Clan Clan Battle Armor

	09	08	07	06	05	04	03	02	01	00
1										
2										
3										
4										
5										

• Anti-'Mech Movement: 1MP Ground, 4MP Jump
• Omni-transportable

Weapons (ranges in hexes)	Dmg	Sht	Med	Lng
SRM 2 (OS)	2/hit	3	6	9
SRM 2 (OS)	2/hit	3	6	9
Flamer	2	1	2	3

Notes:
• Searchlight: Illuminates 9 hexes

Gun Skill: _____ BV: 195 Clan / Level 2 Cost: 3,802,500 C-Bills

BATTLE ARMOR MISSILES TABLE

Die Roll 2D6	Point Members Active [Number of Missiles Fired]				
	1 [2]	2 [4]	3 [6]	4 [8]	5 [10]
2	1	1	2	2	3
3	1	2	2	3	3
4	1	2	3	3	4
5	1	2	3	4	6
6	1	2	4	4	6
7	1	3	4	5	6
8	2	3	4	5	6
9	2	3	5	6	8
10	2	3	5	7	8
11	2	4	6	8	10
12	2	4	6	8	10

BATTLE ARMOR DIRECT FIRE TABLE

Die Roll 2D6	Point Members Active				
	1	2	3	4	5
2	1	1	1	1	1
3	1	1	1	2	2
4	1	1	2	2	2
5	1	1	2	2	3
6	1	1	2	2	3
7	1	2	2	3	3
8	1	2	2	3	4
9	1	2	3	3	4
10	1	2	3	4	4
11	1	2	3	4	5
12	1	2	3	4	5

LEG ATTACKS TABLE

Battle Armored Troopers Active	Base To-Hit Number
4+	4
3	7
2	10
1	12
–	No attack possible

SWARM ATTACKS TABLE

Battle Armored Troopers Active	Base To-Hit Number
4+	7
1-3	10
–	No attack possible

SWARM HIT LOCATION TABLE

Die Roll (2D6)	Location	Die Roll (2D6)	Location
2	Head	7	Front Center Torso
3	Rear Center Torso	8	Left Arm
4	Rear Right Torso	9	Front Left Torso
5	Front Right Torso	10	Rear Left Torso
6	Right Arm	11	Rear Center Torso
		12	Head

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CLASSIC BATTLETECH®

BATTLE ARMOR RECORD SHEET

POINT # 1 • NOT Anti-'Mech Movement: 2MP Ground
Type: Clan Corona Heavy Battle Armor • Omni-transportable

	08	07	06	05	04	03	02	01	00
1									
2									
3									
4									
5									

Weapons (ranges in hexes)	Dmg	Sht	Med	Lng
Medium Pulse Laser	7	4	8	12

Gun Skill: _____ BV: 450 Clan / Level 2 Cost: 3,062,500 C-Bills

POINT # 2 • NOT Anti-'Mech Movement: 2MP Ground
Type: Clan Corona Heavy Battle Armor • Omni-transportable

	08	07	06	05	04	03	02	01	00
1									
2									
3									
4									
5									

Weapons (ranges in hexes)	Dmg	Sht	Med	Lng
Medium Pulse Laser	7	4	8	12

Gun Skill: _____ BV: 450 Clan / Level 2 Cost: 3,062,500 C-Bills

POINT # 3 • NOT Anti-'Mech Movement: 2MP Ground
Type: Clan Corona Heavy Battle Armor • Omni-transportable

	08	07	06	05	04	03	02	01	00
1									
2									
3									
4									
5									

Weapons (ranges in hexes)	Dmg	Sht	Med	Lng
Medium Pulse Laser	7	4	8	12

Gun Skill: _____ BV: 450 Clan / Level 2 Cost: 3,062,500 C-Bills

POINT # 4 • NOT Anti-'Mech Movement: 2MP Ground
Type: Clan Corona Heavy Battle Armor • Omni-transportable

	08	07	06	05	04	03	02	01	00
1									
2									
3									
4									
5									

Weapons (ranges in hexes)	Dmg	Sht	Med	Lng
Medium Pulse Laser	7	4	8	12

Gun Skill: _____ BV: 450 Clan / Level 2 Cost: 3,062,500 C-Bills

POINT # 5 • NOT Anti-'Mech Movement: 2MP Ground
Type: Clan Corona Heavy Battle Armor • Omni-transportable

	08	07	06	05	04	03	02	01	00
1									
2									
3									
4									
5									

Weapons (ranges in hexes)	Dmg	Sht	Med	Lng
Medium Pulse Laser	7	4	8	12

Gun Skill: _____ BV: 450 Clan / Level 2 Cost: 3,062,500 C-Bills

BATTLE ARMOR MISSILES TABLE

Die Roll 2D6	Point Members Active [Number of Missiles Fired]				
	1 [2]	2 [4]	3 [6]	4 [8]	5 [10]
2	1	1	2	2	3
3	1	2	2	3	3
4	1	2	3	3	4
5	1	2	3	4	6
6	1	2	4	4	6
7	1	3	4	5	6
8	2	3	4	5	6
9	2	3	5	6	8
10	2	3	5	7	8
11	2	4	6	8	10
12	2	4	6	8	10

BATTLE ARMOR DIRECT FIRE TABLE

Die Roll 2D6	Point Members Active				
	1	2	3	4	5
2	1	1	1	1	1
3	1	1	1	2	2
4	1	1	2	2	2
5	1	1	2	2	3
6	1	1	2	2	3
7	1	2	2	3	3
8	1	2	2	3	4
9	1	2	3	3	4
10	1	2	3	4	4
11	1	2	3	4	5
12	1	2	3	4	5

LEG ATTACKS TABLE

Battle Armored Troopers Active	Base To-Hit Number
4+	4
3	7
2	10
1	12
–	No attack possible

SWARM ATTACKS TABLE

Battle Armored Troopers Active	Base To-Hit Number
4+	7
1-3	10
–	No attack possible

SWARM HIT LOCATION TABLE

Die Roll (2D6)	Location	Die Roll (2D6)	Location
2	Head	7	Front Center Torso
3	Rear Center Torso	8	Left Arm
4	Rear Right Torso	9	Front Left Torso
5	Front Right Torso	10	Rear Left Torso
6	Right Arm	11	Rear Center Torso
		12	Head

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CLASSIC BATTLETECH®

BATTLE ARMOR RECORD SHEET

POINT # 1
Type: Clan Golem Assault Armor
• NOT Anti-'Mech Movement: 2MP Ground
• NOT 'Mech-transportable

Weapons (ranges in hexes)	Dmg	Sht	Med	Lng
Advanced SRM 5	2/hit	4	8	12
2 Salvos: ¤ ¤				
Bearhunter Superheavy AC	3	0	1	2
Bearhunter Superheavy AC	3	0	1	2

Notes:
• Fire Resistant armor:
Flamers, Infernos, Fire have no effect

Gun Skill: _____ BV: 550 Clan / Level 2 Cost: 4,951,500 C-Bills

POINT # 2
Type: Clan Golem Assault Armor
• NOT Anti-'Mech Movement: 2MP Ground
• NOT 'Mech-transportable

Weapons (ranges in hexes)	Dmg	Sht	Med	Lng
Advanced SRM 5	2/hit	4	8	12
2 Salvos: ¤ ¤				
Bearhunter Superheavy AC	3	0	1	2
Bearhunter Superheavy AC	3	0	1	2

Notes:
• Fire Resistant armor:
Flamers, Infernos, Fire have no effect

Gun Skill: _____ BV: 550 Clan / Level 2 Cost: 4,951,500 C-Bills

POINT # 3
Type: Clan Golem Assault Armor
• NOT Anti-'Mech Movement: 2MP Ground
• NOT 'Mech-transportable

Weapons (ranges in hexes)	Dmg	Sht	Med	Lng
Advanced SRM 5	2/hit	4	8	12
2 Salvos: ¤ ¤				
Bearhunter Superheavy AC	3	0	1	2
Bearhunter Superheavy AC	3	0	1	2

Notes:
• Fire Resistant armor:
Flamers, Infernos, Fire have no effect

Gun Skill: _____ BV: 550 Clan / Level 2 Cost: 4,951,500 C-Bills

POINT # 4
Type: Clan Golem Assault Armor
• NOT Anti-'Mech Movement: 2MP Ground
• NOT 'Mech-transportable

Weapons (ranges in hexes)	Dmg	Sht	Med	Lng
Advanced SRM 5	2/hit	4	8	12
2 Salvos: ¤ ¤				
Bearhunter Superheavy AC	3	0	1	2
Bearhunter Superheavy AC	3	0	1	2

Notes:
• Fire Resistant armor:
Flamers, Infernos, Fire have no effect

Gun Skill: _____ BV: 550 Clan / Level 2 Cost: 4,951,500 C-Bills

POINT # 5
Type: Clan Golem Assault Armor
• NOT Anti-'Mech Movement: 2MP Ground
• NOT 'Mech-transportable

Weapons (ranges in hexes)	Dmg	Sht	Med	Lng
Advanced SRM 5	2/hit	4	8	12
2 Salvos: ¤ ¤				
Bearhunter Superheavy AC	3	0	1	2
Bearhunter Superheavy AC	3	0	1	2

Notes:
• Fire Resistant armor:
Flamers, Infernos, Fire have no effect

Gun Skill: _____ BV: 550 Clan / Level 2 Cost: 4,951,500 C-Bills

MISSILE HITS TABLE

Die Roll 2D6	Point Number of Missiles Fired									
	2	3	4	5	6	9	10	12	15	20
2	1	1	1	1	2	3	3	4	5	6
3	1	1	2	2	2	3	3	4	5	6
4	1	1	2	2	3	4	4	5	6	9
5	1	2	2	3	3	5	6	8	9	12
6	1	2	2	3	4	5	6	8	9	12
7	1	2	3	3	4	5	6	8	9	12
8	2	2	3	3	4	5	6	8	9	12
9	2	2	3	4	5	7	8	19	12	16
10	2	3	3	4	5	7	8	19	12	16
11	2	3	4	5	6	9	10	12	15	20
12	2	3	4	5	6	9	10	12	15	20

BATTLE ARMOR DIRECT FIRE TABLE

Die Roll 2D6	Point Members Active				
	1	2	3	4	5
2	1	1	1	1	1
3	1	1	1	2	2
4	1	1	2	2	2
5	1	1	2	2	3
6	1	1	2	2	3
7	1	2	2	3	3
8	1	2	2	3	4
9	1	2	3	3	4
10	1	2	3	4	4
11	1	2	3	4	5
12	1	2	3	4	5

LEG ATTACKS TABLE

Battle Armored Troopers Active	Base To-Hit Number
4+	4
3	7
2	10
1	12
–	No attack possible

SWARM ATTACKS TABLE

Battle Armored Troopers Active	Base To-Hit Number
4+	7
1-3	10
–	No attack possible

SWARM HIT LOCATION TABLE

Die Roll (2D6)	Location	Die Roll (2D6)	Location
2	Head	7	Front Center Torso
3	Rear Center Torso	8	Left Arm
4	Rear Right Torso	9	Front Left Torso
5	Front Right Torso	10	Rear Left Torso
6	Right Arm	11	Rear Center Torso
		12	Head

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CLASSIC BATTLETECH®

BATTLE ARMOR RECORD SHEET

SQUAD # 1 • NOT Anti-'Mech Movement: 2MP Ground
Type: I.S. Grenadier Assault Battle Armor • NOT 'Mech-transportable

	09	08	07	06	05	04	03	02	01	00
1										
2										
3										
4										

Weapons (ranges in hexes)	Dmg	Sht	Med	Lng
SRM 4	2/hit	3	6	9
7 Salvos: ¤ ¤ ¤ ¤ ¤ ¤ ¤				
Small Laser	3	1	2	3

Notes:
• Standard Stealth armor:
+1 Sh, +1 Md, +2 Lg to-hit mods, AP can't find

Gun Skill: _____ BV: 224 I.S. / Level 2 Cost: 3,025,240 C-Bills

SQUAD # 2 • NOT Anti-'Mech Movement: 2MP Ground
Type: I.S. Grenadier Assault Battle Armor • NOT 'Mech-transportable

	09	08	07	06	05	04	03	02	01	00
1										
2										
3										
4										

Weapons (ranges in hexes)	Dmg	Sht	Med	Lng
SRM 4	2/hit	3	6	9
7 Salvos: ¤ ¤ ¤ ¤ ¤ ¤ ¤				
Small Laser	3	1	2	3

Notes:
• Standard Stealth armor:
+1 Sh, +1 Md, +2 Lg to-hit mods, AP can't find

Gun Skill: _____ BV: 224 I.S. / Level 2 Cost: 3,025,240 C-Bills

SQUAD # 3 • NOT Anti-'Mech Movement: 2MP Ground
Type: I.S. Grenadier Assault Battle Armor • NOT 'Mech-transportable

	09	08	07	06	05	04	03	02	01	00
1										
2										
3										
4										

Weapons (ranges in hexes)	Dmg	Sht	Med	Lng
SRM 4	2/hit	3	6	9
7 Salvos: ¤ ¤ ¤ ¤ ¤ ¤ ¤				
Small Laser	3	1	2	3

Notes:
• Standard Stealth armor:
+1 Sh, +1 Md, +2 Lg to-hit mods, AP can't find

Gun Skill: _____ BV: 224 I.S. / Level 2 Cost: 3,025,240 C-Bills

SQUAD # 4 • NOT Anti-'Mech Movement: 2MP Ground
Type: I.S. Grenadier Assault Battle Armor • NOT 'Mech-transportable

	09	08	07	06	05	04	03	02	01	00
1										
2										
3										
4										

Weapons (ranges in hexes)	Dmg	Sht	Med	Lng
SRM 4	2/hit	3	6	9
7 Salvos: ¤ ¤ ¤ ¤ ¤ ¤ ¤				
Small Laser	3	1	2	3

Notes:
• Standard Stealth armor:
+1 Sh, +1 Md, +2 Lg to-hit mods, AP can't find

Gun Skill: _____ BV: 224 I.S. / Level 2 Cost: 3,025,240 C-Bills

MISSILE HITS TABLE

Die Roll 2D6	Squad Number of Missiles Fired									
	2	**3**	**4**	**5**	**6**	**9**	**10**	**12**	**15**	**20**
2	1	1	1	1	2	3	3	4	5	6
3	1	1	2	2	2	3	3	4	5	6
4	1	1	2	2	3	4	4	5	6	9
5	1	2	2	3	3	5	6	8	9	12
6	1	2	2	3	4	5	6	8	9	12
7	1	2	3	3	4	5	6	8	9	12
8	2	2	3	3	4	5	6	8	9	12
9	2	2	3	4	5	7	8	19	12	16
10	2	3	3	4	5	7	8	19	12	16
11	2	3	4	5	6	9	10	12	15	20
12	2	3	4	5	6	9	10	12	15	20

BATTLE ARMOR DIRECT FIRE TABLE

Die Roll 2D6	Squad Members Active				
	1	**2**	**3**	**4**	**5**
2	1	1	1	1	1
3	1	1	1	2	2
4	1	1	2	2	2
5	1	1	2	2	3
6	1	1	2	2	3
7	1	2	2	3	3
8	1	2	2	3	4
9	1	2	3	3	4
10	1	2	3	4	4
11	1	2	3	4	5
12	1	2	3	4	5

LEG ATTACKS TABLE

Battle Armored Troopers Active	Base To-Hit Number
4+	4
3	7
2	10
1	12
–	No attack possible

SWARM ATTACKS TABLE

Battle Armored Troopers Active	Base To-Hit Number
4+	7
1-3	10
–	No attack possible

SWARM HIT LOCATION TABLE

Die Roll (2D6)	Location	Die Roll (2D6)	Location
2	Head	7	Front Center Torso
3	Rear Center Torso	8	Left Arm
4	Rear Right Torso	9	Front Left Torso
5	Front Right Torso	10	Rear Left Torso
6	Right Arm	11	Rear Center Torso
		12	Head

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CLASSIC BATTLETECH®

BATTLE ARMOR RECORD SHEET

SQUAD # 1
Type: I.S. Hauberk Battle Armor

• NOT Anti-'Mech Movement: 1MP Ground
• NOT 'Mech-transportable

	11	10	09	08	07	06	05	04	03	02	01	00
1												
2												
3												
4												

Weapons (ranges in hexes)	Dmg	Sht	Med	Lng
Small Laser	3	1	2	3
LRM 5 (6 Min)	1/hit	7	14	21
6 Salvos: ¤ ¤ ¤ ¤ ¤ ¤				

Notes:
• Improved Stealth armor:
+1 Sh, +2 Md, +3 Lg to-hit mods, AP can't find

Gun Skill: _____ BV: 244 I.S. / Level 2 Cost: 3,335,000 C-Bills

SQUAD # 2
Type: I.S. Hauberk Battle Armor

• NOT Anti-'Mech Movement: 1MP Ground
• NOT 'Mech-transportable

	11	10	09	08	07	06	05	04	03	02	01	00
1												
2												
3												
4												

Weapons (ranges in hexes)	Dmg	Sht	Med	Lng
Small Laser	3	1	2	3
LRM 5 (6 Min)	1/hit	7	14	21
6 Salvos: ¤ ¤ ¤ ¤ ¤ ¤				

Notes:
• Improved Stealth armor:
+1 Sh, +2 Md, +3 Lg to-hit mods, AP can't find

Gun Skill: _____ BV: 244 I.S. / Level 2 Cost: 3,335,000 C-Bills

SQUAD # 3
Type: I.S. Hauberk Battle Armor

• NOT Anti-'Mech Movement: 1MP Ground
• NOT 'Mech-transportable

	11	10	09	08	07	06	05	04	03	02	01	00
1												
2												
3												
4												

Weapons (ranges in hexes)	Dmg	Sht	Med	Lng
Small Laser	3	1	2	3
LRM 5 (6 Min)	1/hit	7	14	21
6 Salvos: ¤ ¤ ¤ ¤ ¤ ¤				

Notes:
• Improved Stealth armor:
+1 Sh, +2 Md, +3 Lg to-hit mods, AP can't find

Gun Skill: _____ BV: 244 I.S. / Level 2 Cost: 3,335,000 C-Bills

SQUAD # 4
Type: I.S. Hauberk Battle Armor

• NOT Anti-'Mech Movement: 1MP Ground
• NOT 'Mech-transportable

	11	10	09	08	07	06	05	04	03	02	01	00
1												
2												
3												
4												

Weapons (ranges in hexes)	Dmg	Sht	Med	Lng
Small Laser	3	1	2	3
LRM 5 (6 Min)	1/hit	7	14	21
6 Salvos: ¤ ¤ ¤ ¤ ¤ ¤				

Notes:
• Improved Stealth armor:
+1 Sh, +2 Md, +3 Lg to-hit mods, AP can't find

Gun Skill: _____ BV: 244 I.S. / Level 2 Cost: 3,335,000 C-Bills

MISSILE HITS TABLE

Die Roll 2D6	Squad Number of Missiles Fired									
	2	**3**	**4**	**5**	**6**	**9**	**10**	**12**	**15**	**20**
2	1	1	1	1	2	3	3	4	5	6
3	1	1	2	2	2	3	3	4	5	6
4	1	1	2	2	3	4	4	5	6	9
5	1	2	2	3	3	5	6	8	9	12
6	1	2	2	3	4	5	6	8	9	12
7	1	2	3	3	4	5	6	8	9	12
8	2	2	3	3	4	5	6	8	9	12
9	2	2	3	4	5	7	8	19	12	16
10	2	3	3	4	5	7	8	19	12	16
11	2	3	4	5	6	9	10	12	15	20
12	2	3	4	5	6	9	10	12	15	20

BATTLE ARMOR DIRECT FIRE TABLE

Die Roll 2D6	Squad Members Active				
	1	**2**	**3**	**4**	**5**
2	1	1	1	1	1
3	1	1	1	2	2
4	1	1	2	2	2
5	1	1	2	2	3
6	1	1	2	2	3
7	1	2	2	3	3
8	1	2	2	3	4
9	1	2	3	3	4
10	1	2	3	4	4
11	1	2	3	4	5
12	1	2	3	4	5

LEG ATTACKS TABLE

Battle Armored Troopers Active	Base To-Hit Number
4+	4
3	7
2	10
1	12
–	No attack possible

SWARM ATTACKS TABLE

Battle Armored Troopers Active	Base To-Hit Number
4+	7
1-3	10
–	No attack possible

SWARM HIT LOCATION TABLE

Die Roll (2D6)	Location	Die Roll (2D6)	Location
2	Head	7	Front Center Torso
3	Rear Center Torso	8	Left Arm
4	Rear Right Torso	9	Front Left Torso
5	Front Right Torso	10	Rear Left Torso
6	Right Arm	11	Rear Center Torso
		12	Head

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CLASSIC BATTLETECH®

BATTLE ARMOR RECORD SHEET

SQUAD # 1 • Anti-'Mech Movement: 1MP Ground, 3MP Jump
Type: I.S. Kobold Light Battle Armor SPL • Omni-transportable

	05	04	03	02	01	00
1						
2						
3						
4						

Weapons (ranges in hexes)	Dmg	Sht	Med	Lng
Micro Grenade Launcher	1D3/1	1	2	-
Small Pulse Laser§	3	1	2	3
Pulse Laser Rifle†	1†	1	2	3

Notes:
§ Squad Support Weapon, Trooper # 1 only
† Total AP Weapon damage for Troopers # 2 - 4
• Basic Stealth armor:
+1 Med, +2 Long to-hit mods, AP can't find

Gun Skill: _____ BV: 88 I.S. / Level 2 Cost: 1,712,800 C-Bills

SQUAD # 2 • Anti-'Mech Movement: 1MP Ground, 3MP Jump
Type: I.S. Kobold Light Battle Armor SPL • Omni-transportable

	05	04	03	02	01	00
1						
2						
3						
4						

Weapons (ranges in hexes)	Dmg	Sht	Med	Lng
Micro Grenade Launcher	1D3/1	1	2	-
Small Pulse Laser§	3	1	2	3
Pulse Laser Rifle†	1†	1	2	3

Notes:
§ Squad Support Weapon, Trooper # 1 only
† Total AP Weapon damage for Troopers # 2 - 4
• Basic Stealth armor:
+1 Med, +2 Long to-hit mods, AP can't find

Gun Skill: _____ BV: 88 I.S. / Level 2 Cost: 1,712,800 C-Bills

SQUAD # 3 • Anti-'Mech Movement: 1MP Ground, 3MP Jump
Type: I.S. Kobold Light Battle Armor SPL • Omni-transportable

	05	04	03	02	01	00
1						
2						
3						
4						

Weapons (ranges in hexes)	Dmg	Sht	Med	Lng
Micro Grenade Launcher	1D3/1	1	2	-
Small Pulse Laser§	3	1	2	3
Pulse Laser Rifle†	1†	1	2	3

Notes:
§ Squad Support Weapon, Trooper # 1 only
† Total AP Weapon damage for Troopers # 2 - 4
• Basic Stealth armor:
+1 Med, +2 Long to-hit mods, AP can't find

Gun Skill: _____ BV: 88 I.S. / Level 2 Cost: 1,712,800 C-Bills

SQUAD # 4 • Anti-'Mech Movement: 1MP Ground, 3MP Jump
Type: I.S. Kobold Light Battle Armor SPL • Omni-transportable

	05	04	03	02	01	00
1						
2						
3						
4						

Weapons (ranges in hexes)	Dmg	Sht	Med	Lng
Micro Grenade Launcher	1D3/1	1	2	-
Small Pulse Laser§	3	1	2	3
Pulse Laser Rifle†	1†	1	2	3

Notes:
§ Squad Support Weapon, Trooper # 1 only
† Total AP Weapon damage for Troopers # 2 - 4
• Basic Stealth armor:
+1 Med, +2 Long to-hit mods, AP can't find

Gun Skill: _____ BV: 88 I.S. / Level 2 Cost: 1,712,800 C-Bills

BATTLE ARMOR MISSILES TABLE

Die Roll 2D6	Squad Members Active [Number of Missiles Fired]				
	1 [2]	2 [4]	3 [6]	4 [8]	5 [10]
2	1	1	2	2	3
3	1	2	2	3	3
4	1	2	3	3	4
5	1	2	3	4	6
6	1	2	4	4	6
7	1	3	4	5	6
8	2	3	4	5	6
9	2	3	5	6	8
10	2	3	5	7	8
11	2	4	6	8	10
12	2	4	6	8	10

BATTLE ARMOR DIRECT FIRE TABLE

Die Roll 2D6	Squad Members Active				
	1	2	3	4	5
2	1	1	1	1	1
3	1	1	1	2	2
4	1	1	2	2	2
5	1	1	2	2	3
6	1	1	2	2	3
7	1	2	2	3	3
8	1	2	2	3	4
9	1	2	3	3	4
10	1	2	3	4	4
11	1	2	3	4	5
12	1	2	3	4	5

LEG ATTACKS TABLE

Battle Armored Troopers Active	Base To-Hit Number
4+	4
3	7
2	10
1	12
–	No attack possible

SWARM ATTACKS TABLE

Battle Armored Troopers Active	Base To-Hit Number
4+	7
1-3	10
–	No attack possible

SWARM HIT LOCATION TABLE

Die Roll (2D6)	Location	Die Roll (2D6)	Location
2	Head	7	Front Center Torso
3	Rear Center Torso	8	Left Arm
4	Rear Right Torso	9	Front Left Torso
5	Front Right Torso	10	Rear Left Torso
6	Right Arm	11	Rear Center Torso
		12	Head

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CLASSIC BATTLETECH®

BATTLE ARMOR RECORD SHEET

SQUAD # 1 • Anti-'Mech Movement: 1MP Ground, 3MP Jump

Type: I.S. Kobold Light Battle Armor TAG • Omni-transportable

	05	04	03	02	01	00
1						
2						
3						
4						

Weapons (ranges in hexes)	Dmg	Sht	Med	Lng
Small Laser	3	1	2	3
Light TAG§	0	3	6	9
Pulse Laser Rifle†	1†	1	2	3

Notes:
§ Squad Support Weapon, Trooper # 1 only
† Total AP Weapon damage for Troopers # 2 - 4
• Basic Stealth armor:
+1 Med, +2 Long to-hit mods, AP can't find

Gun Skill: _____ BV: 120 I.S. / Level 2 Cost: 1,775,000 C-Bills

SQUAD # 2 • Anti-'Mech Movement: 1MP Ground, 3MP Jump

Type: I.S. Kobold Light Battle Armor TAG • Omni-transportable

	05	04	03	02	01	00
1						
2						
3						
4						

Weapons (ranges in hexes)	Dmg	Sht	Med	Lng
Small Laser	3	1	2	3
Light TAG§	0	3	6	9
Pulse Laser Rifle†	1†	1	2	3

Notes:
§ Squad Support Weapon, Trooper # 1 only
† Total AP Weapon damage for Troopers # 2 - 4
• Basic Stealth armor:
+1 Med, +2 Long to-hit mods, AP can't find

Gun Skill: _____ BV: 120 I.S. / Level 2 Cost: 1,775,000 C-Bills

SQUAD # 3 • Anti-'Mech Movement: 1MP Ground, 3MP Jump

Type: I.S. Kobold Light Battle Armor TAG • Omni-transportable

	05	04	03	02	01	00
1						
2						
3						
4						

Weapons (ranges in hexes)	Dmg	Sht	Med	Lng
Small Laser	3	1	2	3
Light TAG§	0	3	6	9
Pulse Laser Rifle†	1†	1	2	3

Notes:
§ Squad Support Weapon, Trooper # 1 only
† Total AP Weapon damage for Troopers # 2 - 4
• Basic Stealth armor:
+1 Med, +2 Long to-hit mods, AP can't find

Gun Skill: _____ BV: 120 I.S. / Level 2 Cost: 1,775,000 C-Bills

SQUAD # 4 • Anti-'Mech Movement: 1MP Ground, 3MP Jump

Type: I.S. Kobold Light Battle Armor TAG • Omni-transportable

	05	04	03	02	01	00
1						
2						
3						
4						

Weapons (ranges in hexes)	Dmg	Sht	Med	Lng
Small Laser	3	1	2	3
Light TAG§	0	3	6	9
Pulse Laser Rifle†	1†	1	2	3

Notes:
§ Squad Support Weapon, Trooper # 1 only
† Total AP Weapon damage for Troopers # 2 - 4
• Basic Stealth armor:
+1 Med, +2 Long to-hit mods, AP can't find

Gun Skill: _____ BV: 120 I.S. / Level 2 Cost: 1,775,000 C-Bills

BATTLE ARMOR MISSILES TABLE

Die Roll 2D6	Squad Members Active [Number of Missiles Fired]				
	1 [2]	2 [4]	3 [6]	4 [8]	5 [10]
2	1	1	2	2	3
3	1	2	2	3	3
4	1	2	3	3	4
5	1	2	3	4	6
6	1	2	4	4	6
7	1	3	4	5	6
8	2	3	4	5	6
9	2	3	5	6	8
10	2	3	5	7	8
11	2	4	6	8	10
12	2	4	6	8	10

BATTLE ARMOR DIRECT FIRE TABLE

Die Roll 2D6	Squad Members Active				
	1	2	3	4	5
2	1	1	1	1	1
3	1	1	1	2	2
4	1	1	2	2	2
5	1	1	2	2	3
6	1	1	2	2	3
7	1	2	2	3	3
8	1	2	2	3	4
9	1	2	3	3	4
10	1	2	3	4	4
11	1	2	3	4	5
12	1	2	3	4	5

LEG ATTACKS TABLE

Battle Armored Troopers Active	Base To-Hit Number
4+	4
3	7
2	10
1	12
–	No attack possible

SWARM ATTACKS TABLE

Battle Armored Troopers Active	Base To-Hit Number
4+	7
1-3	10
–	No attack possible

SWARM HIT LOCATION TABLE

Die Roll (2D6)	Location	Die Roll (2D6)	Location
2	Head	7	Front Center Torso
3	Rear Center Torso	8	Left Arm
4	Rear Right Torso	9	Front Left Torso
5	Front Right Torso	10	Rear Left Torso
6	Right Arm	11	Rear Center Torso
		12	Head

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CLASSIC BATTLETECH®

BATTLE ARMOR RECORD SHEET

SQUAD # 1
Type: I.S. Nighthawk XXI

• Anti-'Mech Movement: 1MP Ground, 3MP Jump
• Omni-transportable

	02	01	00
1			
2			
3			
4			

Weapons (ranges in hexes) Dmg Sht Med Lng

Notes:
• ECM Suite: Within hex only
• Standard Stealth armor:
+1 Sh, +1 Md, +2 Lg to-hit mods, AP can't find

Gun Skill: _____ BV: 36 I.S. / Level 2 Cost: 1,780,000 C-Bills

SQUAD # 2
Type: I.S. Nighthawk XXI

• Anti-'Mech Movement: 1MP Ground, 3MP Jump
• Omni-transportable

	02	01	00
1			
2			
3			
4			

Weapons (ranges in hexes) Dmg Sht Med Lng

Notes:
• ECM Suite: Within hex only
• Standard Stealth armor:
+1 Sh, +1 Md, +2 Lg to-hit mods, AP can't find

Gun Skill: _____ BV: 36 I.S. / Level 2 Cost: 1,780,000 C-Bills

SQUAD # 3
Type: I.S. Nighthawk XXI

• Anti-'Mech Movement: 1MP Ground, 3MP Jump
• Omni-transportable

	02	01	00
1			
2			
3			
4			

Weapons (ranges in hexes) Dmg Sht Med Lng

Notes:
• ECM Suite: Within hex only
• Standard Stealth armor:
+1 Sh, +1 Md, +2 Lg to-hit mods, AP can't find

Gun Skill: _____ BV: 36 I.S. / Level 2 Cost: 1,780,000 C-Bills

SQUAD # 4
Type: I.S. Nighthawk XXI

• Anti-'Mech Movement: 1MP Ground, 3MP Jump
• Omni-transportable

	02	01	00
1			
2			
3			
4			

Weapons (ranges in hexes) Dmg Sht Med Lng

Notes:
• ECM Suite: Within hex only
• Standard Stealth armor:
+1 Sh, +1 Md, +2 Lg to-hit mods, AP can't find

Gun Skill: _____ BV: 36 I.S. / Level 2 Cost: 1,780,000 C-Bills

BATTLE ARMOR MISSILES TABLE

Die Roll 2D6	Squad Members Active [Number of Missiles Fired]				
	1 [2]	2 [4]	3 [6]	4 [8]	5 [10]
2	1	1	2	2	3
3	1	2	2	3	3
4	1	2	3	3	4
5	1	2	3	4	6
6	1	2	4	4	6
7	1	3	4	5	6
8	2	3	4	5	6
9	2	3	5	6	8
10	2	3	5	7	8
11	2	4	6	8	10
12	2	4	6	8	10

BATTLE ARMOR DIRECT FIRE TABLE

Die Roll 2D6	Squad Members Active				
	1	2	3	4	5
2	1	1	1	1	1
3	1	1	1	2	2
4	1	1	2	2	2
5	1	1	2	2	3
6	1	1	2	2	3
7	1	2	2	3	3
8	1	2	2	3	4
9	1	2	3	3	4
10	1	2	3	4	4
11	1	2	3	4	5
12	1	2	3	4	5

LEG ATTACKS TABLE

Battle Armored Troopers Active	Base To-Hit Number
4+	4
3	7
2	10
1	12
–	No attack possible

SWARM ATTACKS TABLE

Battle Armored Troopers Active	Base To-Hit Number
4+	7
1-3	10
–	No attack possible

SWARM HIT LOCATION TABLE

Die Roll (2D6)	Location	Die Roll (2D6)	Location
2	Head	7	Front Center Torso
3	Rear Center Torso	8	Left Arm
4	Rear Right Torso	9	Front Left Torso
5	Front Right Torso	10	Rear Left Torso
6	Right Arm	11	Rear Center Torso
		12	Head

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CLASSIC BATTLETECH®

BATTLE ARMOR RECORD SHEET

SQUAD # 1 • NOT Anti-'Mech Movement: 2MP Ground
Type: I.S. Phalanx A • Omni-transportable

	07	06	05	04	03	02	01	00
1								
2								
3								
4								

Weapons (ranges in hexes)	Dmg	Sht	Med	Lng
SRM 4‡	2/hit	3	6	9
2 Salvos: ¤ ¤				
King David Lt Gauss Rifle	1	3	6	9

Notes:
‡ Must detach missile pack before Jumps/attacks
• Improved Stealth armor:
+1 Sh, +2 Md, +3 Lg to-hit mods, AP can't find

Gun Skill: _____ BV: 200 I.S. / Level 2 Cost: 2,359,640 C-Bills

SQUAD # 2 • NOT Anti-'Mech Movement: 2MP Ground
Type: I.S. Phalanx A • Omni-transportable

	07	06	05	04	03	02	01	00
1								
2								
3								
4								

Weapons (ranges in hexes)	Dmg	Sht	Med	Lng
SRM 4‡	2/hit	3	6	9
2 Salvos: ¤ ¤				
King David Lt Gauss Rifle	1	3	6	9

Notes:
‡ Must detach missile pack before Jumps/attacks
• Improved Stealth armor:
+1 Sh, +2 Md, +3 Lg to-hit mods, AP can't find

Gun Skill: _____ BV: 200 I.S. / Level 2 Cost: 2,359,640 C-Bills

SQUAD # 3 • NOT Anti-'Mech Movement: 2MP Ground
Type: I.S. Phalanx A • Omni-transportable

	07	06	05	04	03	02	01	00
1								
2								
3								
4								

Weapons (ranges in hexes)	Dmg	Sht	Med	Lng
SRM 4‡	2/hit	3	6	9
2 Salvos: ¤ ¤				
King David Lt Gauss Rifle	1	3	6	9

Notes:
‡ Must detach missile pack before Jumps/attacks
• Improved Stealth armor:
+1 Sh, +2 Md, +3 Lg to-hit mods, AP can't find

Gun Skill: _____ BV: 200 I.S. / Level 2 Cost: 2,359,640 C-Bills

SQUAD # 4 • NOT Anti-'Mech Movement: 2MP Ground
Type: I.S. Phalanx A • Omni-transportable

	07	06	05	04	03	02	01	00
1								
2								
3								
4								

Weapons (ranges in hexes)	Dmg	Sht	Med	Lng
SRM 4‡	2/hit	3	6	9
2 Salvos: ¤ ¤				
King David Lt Gauss Rifle	1	3	6	9

Notes:
‡ Must detach missile pack before Jumps/attacks
• Improved Stealth armor:
+1 Sh, +2 Md, +3 Lg to-hit mods, AP can't find

Gun Skill: _____ BV: 200 I.S. / Level 2 Cost: 2,359,640 C-Bills

MISSILE HITS TABLE

Die Roll 2D6	Squad Number of Missiles Fired									
	2	**3**	**4**	**5**	**6**	**9**	**10**	**12**	**15**	**20**
2	1	1	1	1	2	3	3	4	5	6
3	1	1	2	2	2	3	3	4	5	6
4	1	1	2	2	3	4	4	5	6	9
5	1	2	2	3	3	5	6	8	9	12
6	1	2	2	3	4	5	6	8	9	12
7	1	2	3	3	4	5	6	8	9	12
8	2	2	3	3	4	5	6	8	9	12
9	2	2	3	4	5	7	8	19	12	16
10	2	3	3	4	5	7	8	19	12	16
11	2	3	4	5	6	9	10	12	15	20
12	2	3	4	5	6	9	10	12	15	20

BATTLE ARMOR DIRECT FIRE TABLE

Die Roll 2D6	Squad Members Active				
	1	**2**	**3**	**4**	**5**
2	1	1	1	1	1
3	1	1	1	2	2
4	1	1	2	2	2
5	1	1	2	2	3
6	1	1	2	2	3
7	1	2	2	3	3
8	1	2	2	3	4
9	1	2	3	3	4
10	1	2	3	4	4
11	1	2	3	4	5
12	1	2	3	4	5

LEG ATTACKS TABLE

Battle Armored Troopers Active	Base To-Hit Number
4+	4
3	7
2	10
1	12
–	No attack possible

SWARM ATTACKS TABLE

Battle Armored Troopers Active	Base To-Hit Number
4+	7
1-3	10
–	No attack possible

SWARM HIT LOCATION TABLE

Die Roll (2D6)	Location	Die Roll (2D6)	Location
2	Head	7	Front Center Torso
3	Rear Center Torso	8	Left Arm
4	Rear Right Torso	9	Front Left Torso
5	Front Right Torso	10	Rear Left Torso
6	Right Arm	11	Rear Center Torso
		12	Head

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CLASSIC BATTLETECH®

BATTLE ARMOR RECORD SHEET

SQUAD # 1 • NOT Anti-'Mech Movement: 2MP Ground
Type: I.S. Phalanx B • Omni-transportable

	07	06	05	04	03	02	01	00
1								
2								
3								
4								

Weapons (ranges in hexes)	Dmg	Sht	Med	Lng
SRM 4‡	2/hit	3	6	9
2 Salvos: ¤ ¤				
'Mech Taser Rifle (OS)	1	1	2	3

Notes:
‡ Must detach missile pack before Jumps/attacks
• Improved Stealth armor:
+1 Sh, +2 Md, +3 Lg to-hit mods, AP can't find

Gun Skill: _____ BV: 224 I.S. / Level 2 Cost: 2,278,640 C-Bills

SQUAD # 2 • NOT Anti-'Mech Movement: 2MP Ground
Type: I.S. Phalanx B • Omni-transportable

	07	06	05	04	03	02	01	00
1								
2								
3								
4								

Weapons (ranges in hexes)	Dmg	Sht	Med	Lng
SRM 4‡	2/hit	3	6	9
2 Salvos: ¤ ¤				
'Mech Taser Rifle (OS)	1	1	2	3

Notes:
‡ Must detach missile pack before Jumps/attacks
• Improved Stealth armor:
+1 Sh, +2 Md, +3 Lg to-hit mods, AP can't find

Gun Skill: _____ BV: 224 I.S. / Level 2 Cost: 2,278,640 C-Bills

SQUAD # 3 • NOT Anti-'Mech Movement: 2MP Ground
Type: I.S. Phalanx B • Omni-transportable

	07	06	05	04	03	02	01	00
1								
2								
3								
4								

Weapons (ranges in hexes)	Dmg	Sht	Med	Lng
SRM 4‡	2/hit	3	6	9
2 Salvos: ¤ ¤				
'Mech Taser Rifle (OS)	1	1	2	3

Notes:
‡ Must detach missile pack before Jumps/attacks
• Improved Stealth armor:
+1 Sh, +2 Md, +3 Lg to-hit mods, AP can't find

Gun Skill: _____ BV: 224 I.S. / Level 2 Cost: 2,278,640 C-Bills

SQUAD # 4 • NOT Anti-'Mech Movement: 2MP Ground
Type: I.S. Phalanx B • Omni-transportable

	07	06	05	04	03	02	01	00
1								
2								
3								
4								

Weapons (ranges in hexes)	Dmg	Sht	Med	Lng
SRM 4‡	2/hit	3	6	9
2 Salvos: ¤ ¤				
'Mech Taser Rifle (OS)	1	1	2	3

Notes:
‡ Must detach missile pack before Jumps/attacks
• Improved Stealth armor:
+1 Sh, +2 Md, +3 Lg to-hit mods, AP can't find

Gun Skill: _____ BV: 224 I.S. / Level 2 Cost: 2,278,640 C-Bills

MISSILE HITS TABLE

Die Roll 2D6	Squad Number of Missiles Fired									
	2	3	4	5	6	9	10	12	15	20
2	1	1	1	1	2	3	3	4	5	6
3	1	1	2	2	2	3	3	4	5	6
4	1	1	2	2	3	4	4	5	6	9
5	1	2	2	3	3	5	6	8	9	12
6	1	2	2	3	4	5	6	8	9	12
7	1	2	3	3	4	5	6	8	9	12
8	2	2	3	3	4	5	6	8	9	12
9	2	2	3	4	5	7	8	19	12	16
10	2	3	3	4	5	7	8	19	12	16
11	2	3	4	5	6	9	10	12	15	20
12	2	3	4	5	6	9	10	12	15	20

BATTLE ARMOR DIRECT FIRE TABLE

Die Roll 2D6	Squad Members Active				
	1	2	3	4	5
2	1	1	1	1	1
3	1	1	1	2	2
4	1	1	2	2	2
5	1	1	2	2	3
6	1	1	2	2	3
7	1	2	2	3	3
8	1	2	2	3	4
9	1	2	3	3	4
10	1	2	3	4	4
11	1	2	3	4	5
12	1	2	3	4	5

LEG ATTACKS TABLE

Battle Armored Troopers Active	Base To-Hit Number
4+	4
3	7
2	10
1	12
–	No attack possible

SWARM ATTACKS TABLE

Battle Armored Troopers Active	Base To-Hit Number
4+	7
1-3	10
–	No attack possible

SWARM HIT LOCATION TABLE

Die Roll (2D6)	Location	Die Roll (2D6)	Location
2	Head	7	Front Center Torso
3	Rear Center Torso	8	Left Arm
4	Rear Right Torso	9	Front Left Torso
5	Front Right Torso	10	Rear Left Torso
6	Right Arm	11	Rear Center Torso
		12	Head

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CLASSIC BATTLETECH®

BATTLE ARMOR RECORD SHEET

SQUAD # 1 • NOT Anti-'Mech Movement: 5MP Ground
Type: I.S. Rottweiler Medium Battle Armor • NOT 'Mech-transportable

	07	06	05	04	03	02	01	00
1								
2								
3								
4								

Weapons (ranges in hexes)	Dmg	Sht	Med	Lng
Small Laser	3	1	2	3
Firedrake Support Needler	1	1	2	3

Notes:
• Improved Sensors: Operates as AP, range = 2
• Basic Stealth armor:
+1 Med, +2 Long to-hit mods, AP can't find

Gun Skill: _____ BV: 136 I.S. / Level 2 Cost: 1,827,400 C-Bills

SQUAD # 2 • NOT Anti-'Mech Movement: 5MP Ground
Type: I.S. Rottweiler Medium Battle Armor • NOT 'Mech-transportable

	07	06	05	04	03	02	01	00
1								
2								
3								
4								

Weapons (ranges in hexes)	Dmg	Sht	Med	Lng
Small Laser	3	1	2	3
Firedrake Support Needler	1	1	2	3

Notes:
• Improved Sensors: Operates as AP, range = 2
• Basic Stealth armor:
+1 Med, +2 Long to-hit mods, AP can't find

Gun Skill: _____ BV: 136 I.S. / Level 2 Cost: 1,827,400 C-Bills

SQUAD # 3 • NOT Anti-'Mech Movement: 5MP Ground
Type: I.S. Rottweiler Medium Battle Armor • NOT 'Mech-transportable

	07	06	05	04	03	02	01	00
1								
2								
3								
4								

Weapons (ranges in hexes)	Dmg	Sht	Med	Lng
Small Laser	3	1	2	3
Firedrake Support Needler	1	1	2	3

Notes:
• Improved Sensors: Operates as AP, range = 2
• Basic Stealth armor:
+1 Med, +2 Long to-hit mods, AP can't find

Gun Skill: _____ BV: 136 I.S. / Level 2 Cost: 1,827,400 C-Bills

SQUAD # 4 • NOT Anti-'Mech Movement: 5MP Ground
Type: I.S. Rottweiler Medium Battle Armor • NOT 'Mech-transportable

	07	06	05	04	03	02	01	00
1								
2								
3								
4								

Weapons (ranges in hexes)	Dmg	Sht	Med	Lng
Small Laser	3	1	2	3
Firedrake Support Needler	1	1	2	3

Notes:
• Improved Sensors: Operates as AP, range = 2
• Basic Stealth armor:
+1 Med, +2 Long to-hit mods, AP can't find

Gun Skill: _____ BV: 136 I.S. / Level 2 Cost: 1,827,400 C-Bills

BATTLE ARMOR MISSILES TABLE

Die Roll 2D6	Squad Members Active [Number of Missiles Fired]				
	1 [2]	2 [4]	3 [6]	4 [8]	5 [10]
2	1	1	2	2	3
3	1	2	2	3	3
4	1	2	3	3	4
5	1	2	3	4	6
6	1	2	4	4	6
7	1	3	4	5	6
8	2	3	4	5	6
9	2	3	5	6	8
10	2	3	5	7	8
11	2	4	6	8	10
12	2	4	6	8	10

BATTLE ARMOR DIRECT FIRE TABLE

Die Roll 2D6	Squad Members Active				
	1	2	3	4	5
2	1	1	1	1	1
3	1	1	1	2	2
4	1	1	2	2	2
5	1	1	2	2	3
6	1	1	2	2	3
7	1	2	2	3	3
8	1	2	2	3	4
9	1	2	3	3	4
10	1	2	3	4	4
11	1	2	3	4	5
12	1	2	3	4	5

LEG ATTACKS TABLE

Battle Armored Troopers Active	Base To-Hit Number
4+	4
3	7
2	10
1	12
–	No attack possible

SWARM ATTACKS TABLE

Battle Armored Troopers Active	Base To-Hit Number
4+	7
1-3	10
–	No attack possible

SWARM HIT LOCATION TABLE

Die Roll (2D6)	Location	Die Roll (2D6)	Location
2	Head	7	Front Center Torso
3	Rear Center Torso	8	Left Arm
4	Rear Right Torso	9	Front Left Torso
5	Front Right Torso	10	Rear Left Torso
6	Right Arm	11	Rear Center Torso
		12	Head

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CLASSIC BATTLETECH®

BATTLE ARMOR RECORD SHEET

SQUAD # 1 • Anti-'Mech Movement: 1MP Ground
Type: I.S. Tornado PA(L) • Omni-transportable

				Weapons (ranges in hexes)	Dmg	Sht	Med	Lng
1	02	01	00					
2	02	01	00					
3	02	01	00					
4	02	01	00					

Notes:
• Camo System: 0 MP: +2 to-hit, 1 MP: +1, 2+ MP: +0
• Basic Stealth armor:
+1 Med, +2 Long to-hit mods, AP can't find

Gun Skill: _____ BV: 32 I.S. / Level 2 Cost: 1,716,000 C-Bills

SQUAD # 2 • Anti-'Mech Movement: 1MP Ground
Type: I.S. Tornado PA(L) • Omni-transportable

				Weapons (ranges in hexes)	Dmg	Sht	Med	Lng
1	02	01	00					
2	02	01	00					
3	02	01	00					
4	02	01	00					

Notes:
• Camo System: 0 MP: +2 to-hit, 1 MP: +1, 2+ MP: +0
• Basic Stealth armor:
+1 Med, +2 Long to-hit mods, AP can't find

Gun Skill: _____ BV: 32 I.S. / Level 2 Cost: 1,716,000 C-Bills

SQUAD # 3 • Anti-'Mech Movement: 1MP Ground
Type: I.S. Tornado PA(L) • Omni-transportable

				Weapons (ranges in hexes)	Dmg	Sht	Med	Lng
1	02	01	00					
2	02	01	00					
3	02	01	00					
4	02	01	00					

Notes:
• Camo System: 0 MP: +2 to-hit, 1 MP: +1, 2+ MP: +0
• Basic Stealth armor:
+1 Med, +2 Long to-hit mods, AP can't find

Gun Skill: _____ BV: 32 I.S. / Level 2 Cost: 1,716,000 C-Bills

SQUAD # 4 • Anti-'Mech Movement: 1MP Ground
Type: I.S. Tornado PA(L) • Omni-transportable

				Weapons (ranges in hexes)	Dmg	Sht	Med	Lng
1	02	01	00					
2	02	01	00					
3	02	01	00					
4	02	01	00					

Notes:
• Camo System: 0 MP: +2 to-hit, 1 MP: +1, 2+ MP: +0
• Basic Stealth armor:
+1 Med, +2 Long to-hit mods, AP can't find

Gun Skill: _____ BV: 32 I.S. / Level 2 Cost: 1,716,000 C-Bills

BATTLE ARMOR MISSILES TABLE

Die Roll 2D6	Squad Members Active [Number of Missiles Fired]				
	1 [2]	2 [4]	3 [6]	4 [8]	5 [10]
2	1	1	2	2	3
3	1	2	2	3	3
4	1	2	3	3	4
5	1	2	3	4	6
6	1	2	4	4	6
7	1	3	4	5	6
8	2	3	4	5	6
9	2	3	5	6	8
10	2	3	5	7	8
11	2	4	6	8	10
12	2	4	6	8	10

BATTLE ARMOR DIRECT FIRE TABLE

Die Roll 2D6	Squad Members Active				
	1	2	3	4	5
2	1	1	1	1	1
3	1	1	1	2	2
4	1	1	2	2	2
5	1	1	2	2	3
6	1	1	2	2	3
7	1	2	2	3	3
8	1	2	2	3	4
9	1	2	3	3	4
10	1	2	3	4	4
11	1	2	3	4	5
12	1	2	3	4	5

LEG ATTACKS TABLE

Battle Armored Troopers Active	Base To-Hit Number
4+	4
3	7
2	10
1	12
–	No attack possible

SWARM ATTACKS TABLE

Battle Armored Troopers Active	Base To-Hit Number
4+	7
1-3	10
–	No attack possible

SWARM HIT LOCATION TABLE

Die Roll (2D6)	Location	Die Roll (2D6)	Location
2	Head	7	Front Center Torso
3	Rear Center Torso	8	Left Arm
4	Rear Right Torso	9	Front Left Torso
5	Front Right Torso	10	Rear Left Torso
6	Right Arm	11	Rear Center Torso
		12	Head

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BATTLE ARMOR RECORD SHEET

SQUAD # 1 • Anti-'Mech Movement: 3MP Ground
Type: I.S. Trinity Asterion/Thesius • Omni-transportable

	08	07	06	05	04	03	02	01	00
1									
2									
3									
4									

Weapons (ranges in hexes)	Dmg	Sht	Med	Lng
Medium Recoilless Rifle	2D6/3	2	4	6

Gun Skill: _____ BV: 196 I.S. / Level 2 Cost: 1,620,800 C-Bills

SQUAD # 2 • Anti-'Mech Movement: 3MP Ground
Type: I.S. Trinity Asterion/Thesius • Omni-transportable

	08	07	06	05	04	03	02	01	00
1									
2									
3									
4									

Weapons (ranges in hexes)	Dmg	Sht	Med	Lng
Medium Recoilless Rifle	2D6/3	2	4	6

Gun Skill: _____ BV: 196 I.S. / Level 2 Cost: 1,620,800 C-Bills

SQUAD # 3 • Anti-'Mech Movement: 3MP Ground
Type: I.S. Trinity Asterion/Thesius • Omni-transportable

	08	07	06	05	04	03	02	01	00
1									
2									
3									
4									

Weapons (ranges in hexes)	Dmg	Sht	Med	Lng
Medium Recoilless Rifle	2D6/3	2	4	6

Gun Skill: _____ BV: 196 I.S. / Level 2 Cost: 1,620,800 C-Bills

SQUAD # 4 • Anti-'Mech Movement: 3MP Ground
Type: I.S. Trinity Asterion/Thesius • Omni-transportable

	08	07	06	05	04	03	02	01	00
1									
2									
3									
4									

Weapons (ranges in hexes)	Dmg	Sht	Med	Lng
Medium Recoilless Rifle	2D6/3	2	4	6

Gun Skill: _____ BV: 196 I.S. / Level 2 Cost: 1,620,800 C-Bills

BATTLE ARMOR MISSILES TABLE

Die Roll 2D6	Squad Members Active [Number of Missiles Fired]				
	1 [2]	2 [4]	3 [6]	4 [8]	5 [10]
2	1	1	2	2	3
3	1	2	2	3	3
4	1	2	3	3	4
5	1	2	3	4	6
6	1	2	4	4	6
7	1	3	4	5	6
8	2	3	4	5	6
9	2	3	5	6	8
10	2	3	5	7	8
11	2	4	6	8	10
12	2	4	6	8	10

BATTLE ARMOR DIRECT FIRE TABLE

Die Roll 2D6	Squad Members Active				
	1	2	3	4	5
2	1	1	1	1	1
3	1	1	1	2	2
4	1	1	2	2	2
5	1	1	2	2	3
6	1	1	2	2	3
7	1	2	2	3	3
8	1	2	2	3	4
9	1	2	3	3	4
10	1	2	3	4	4
11	1	2	3	4	5
12	1	2	3	4	5

LEG ATTACKS TABLE

Battle Armored Troopers Active	Base To-Hit Number
4+	4
3	7
2	10
1	12
–	No attack possible

SWARM ATTACKS TABLE

Battle Armored Troopers Active	Base To-Hit Number
4+	7
1-3	10
–	No attack possible

SWARM HIT LOCATION TABLE

Die Roll (2D6)	Location	Die Roll (2D6)	Location
2	Head	7	Front Center Torso
3	Rear Center Torso	8	Left Arm
4	Rear Right Torso	9	Front Left Torso
5	Front Right Torso	10	Rear Left Torso
6	Right Arm	11	Rear Center Torso
		12	Head

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BATTLE ARMOR RECORD SHEET

SQUAD # 1 • Anti-'Mech Movement: 3MP Ground
Type: I.S. Trinity Ying Long • Omni-transportable

	08	07	06	05	04	03	02	01	00
A 1									
A 2									
A 3									
A 4									

Weapons (ranges in hexes)	Dmg	Sht	Med	Lng
Man-Portable Plasma Rifle	2	2	4	6

Notes:
• Mimetic armor:
0 MP: +3 to-hit, 1 MP: +2, 2 MP: +1, 3+ MP: +0

Gun Skill: _____ BV: 172 I.S. / Level 2 Cost: 1,876,080 C-Bills

SQUAD # 2 • Anti-'Mech Movement: 3MP Ground
Type: I.S. Trinity Ying Long • Omni-transportable

	08	07	06	05	04	03	02	01	00
A 1									
A 2									
A 3									
A 4									

Weapons (ranges in hexes)	Dmg	Sht	Med	Lng
Man-Portable Plasma Rifle	2	2	4	6

Notes:
• Mimetic armor:
0 MP: +3 to-hit, 1 MP: +2, 2 MP: +1, 3+ MP: +0

Gun Skill: _____ BV: 172 I.S. / Level 2 Cost: 1,876,080 C-Bills

SQUAD # 3 • Anti-'Mech Movement: 3MP Ground
Type: I.S. Trinity Ying Long • Omni-transportable

	08	07	06	05	04	03	02	01	00
A 1									
A 2									
A 3									
A 4									

Weapons (ranges in hexes)	Dmg	Sht	Med	Lng
Man-Portable Plasma Rifle	2	2	4	6

Notes:
• Mimetic armor:
0 MP: +3 to-hit, 1 MP: +2, 2 MP: +1, 3+ MP: +0

Gun Skill: _____ BV: 172 I.S. / Level 2 Cost: 1,876,080 C-Bills

SQUAD # 4 • Anti-'Mech Movement: 3MP Ground
Type: I.S. Trinity Ying Long • Omni-transportable

	08	07	06	05	04	03	02	01	00
A 1									
A 2									
A 3									
A 4									

Weapons (ranges in hexes)	Dmg	Sht	Med	Lng
Man-Portable Plasma Rifle	2	2	4	6

Notes:
• Mimetic armor:
0 MP: +3 to-hit, 1 MP: +2, 2 MP: +1, 3+ MP: +0

Gun Skill: _____ BV: 172 I.S. / Level 2 Cost: 1,876,080 C-Bills

BATTLE ARMOR MISSILES TABLE

Die Roll 2D6	Squad Members Active [Number of Missiles Fired]				
	1 [2]	2 [4]	3 [6]	4 [8]	5 [10]
2	1	1	2	2	3
3	1	2	2	3	3
4	1	2	3	3	4
5	1	2	3	4	6
6	1	2	4	4	6
7	1	3	4	5	6
8	2	3	4	5	6
9	2	3	5	6	8
10	2	3	5	7	8
11	2	4	6	8	10
12	2	4	6	8	10

BATTLE ARMOR DIRECT FIRE TABLE

Die Roll 2D6	Squad Members Active				
	1	2	3	4	5
2	1	1	1	1	1
3	1	1	1	2	2
4	1	1	2	2	2
5	1	1	2	2	3
6	1	1	2	2	3
7	1	2	2	3	3
8	1	2	2	3	4
9	1	2	3	3	4
10	1	2	3	4	4
11	1	2	3	4	5
12	1	2	3	4	5

LEG ATTACKS TABLE

Battle Armored Troopers Active	Base To-Hit Number
4+	4
3	7
2	10
1	12
–	No attack possible

SWARM ATTACKS TABLE

Battle Armored Troopers Active	Base To-Hit Number
4+	7
1-3	10
–	No attack possible

SWARM HIT LOCATION TABLE

Die Roll (2D6)	Location	Die Roll (2D6)	Location
2	Head	7	Front Center Torso
3	Rear Center Torso	8	Left Arm
4	Rear Right Torso	9	Front Left Torso
5	Front Right Torso	10	Rear Left Torso
6	Right Arm	11	Rear Center Torso
		12	Head

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BATTLE ARMOR RECORD SHEET

SQUAD # 1
Type: I.S. Void Battle Armor

	05	04	03	02	01	00
1						
2						
3						
4						

• Anti-'Mech Movement: 1MP Ground, 4MP Jump
• Omni-transportable

Weapons (ranges in hexes)	Dmg	Sht	Med	Lng
Support PPC	2	2	5	7

Notes:
• Improved Stealth armor:
+1 Sh, +2 Md, +3 Lg to-hit mods, AP can't find

Gun Skill: _____ BV: 156 I.S. / Level 2 Cost: 2,668,000 C-Bills

SQUAD # 2
Type: I.S. Void Battle Armor

	05	04	03	02	01	00
1						
2						
3						
4						

• Anti-'Mech Movement: 1MP Ground, 4MP Jump
• Omni-transportable

Weapons (ranges in hexes)	Dmg	Sht	Med	Lng
Support PPC	2	2	5	7

Notes:
• Improved Stealth armor:
+1 Sh, +2 Md, +3 Lg to-hit mods, AP can't find

Gun Skill: _____ BV: 156 I.S. / Level 2 Cost: 2,668,000 C-Bills

SQUAD # 3
Type: I.S. Void Battle Armor

	05	04	03	02	01	00
1						
2						
3						
4						

• Anti-'Mech Movement: 1MP Ground, 4MP Jump
• Omni-transportable

Weapons (ranges in hexes)	Dmg	Sht	Med	Lng
Support PPC	2	2	5	7

Notes:
• Improved Stealth armor:
+1 Sh, +2 Md, +3 Lg to-hit mods, AP can't find

Gun Skill: _____ BV: 156 I.S. / Level 2 Cost: 2,668,000 C-Bills

SQUAD # 4
Type: I.S. Void Battle Armor

	05	04	03	02	01	00
1						
2						
3						
4						

• Anti-'Mech Movement: 1MP Ground, 4MP Jump
• Omni-transportable

Weapons (ranges in hexes)	Dmg	Sht	Med	Lng
Support PPC	2	2	5	7

Notes:
• Improved Stealth armor:
+1 Sh, +2 Md, +3 Lg to-hit mods, AP can't find

Gun Skill: _____ BV: 156 I.S. / Level 2 Cost: 2,668,000 C-Bills

BATTLE ARMOR MISSILES TABLE

Die Roll 2D6	Squad Members Active [Number of Missiles Fired]				
	1 [2]	2 [4]	3 [6]	4 [8]	5 [10]
2	1	1	2	2	3
3	1	2	2	3	3
4	1	2	3	3	4
5	1	2	3	4	6
6	1	2	4	4	6
7	1	3	4	5	6
8	2	3	4	5	6
9	2	3	5	6	8
10	2	3	5	7	8
11	2	4	6	8	10
12	2	4	6	8	10

BATTLE ARMOR DIRECT FIRE TABLE

Die Roll 2D6	Squad Members Active				
	1	2	3	4	5
2	1	1	1	1	1
3	1	1	1	2	2
4	1	1	2	2	2
5	1	1	2	2	3
6	1	1	2	2	3
7	1	2	2	3	3
8	1	2	2	3	4
9	1	2	3	3	4
10	1	2	3	4	4
11	1	2	3	4	5
12	1	2	3	4	5

LEG ATTACKS TABLE

Battle Armored Troopers Active	Base To-Hit Number
4+	4
3	7
2	10
1	12
–	No attack possible

SWARM ATTACKS TABLE

Battle Armored Troopers Active	Base To-Hit Number
4+	7
1-3	10
–	No attack possible

SWARM HIT LOCATION TABLE

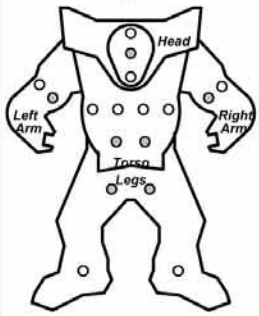
Die Roll (2D6)	Location	Die Roll (2D6)	Location
2	Head	7	Front Center Torso
3	Rear Center Torso	8	Left Arm
4	Rear Right Torso	9	Front Left Torso
5	Front Right Torso	10	Rear Left Torso
6	Right Arm	11	Rear Center Torso
		12	Head

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BATTLETECH® PROTOMECH RECORD SHEET

Armor Diagram



Proto Type: Erinyes **Tons:** 2 **MP Walk/Run/Jump:** 4/6/4 **Gunnery:** **BV:** 45

Hit Locations and Critical Hits

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

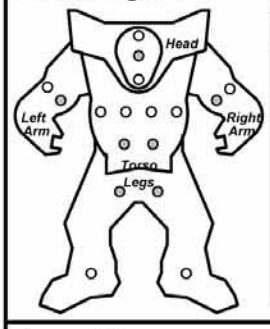
* Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	–	–	–	–	–
Right Arm:	—	–	–	–	–	–
Left Arm:	—	–	–	–	–	–
Torso A:	SRM 1	2/hit	–	3	6	9
Torso B:	—	–	–	–	–	–
Ammo:	SRM 1(5)					

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: Erinyes **Tons:** 2 **MP Walk/Run/Jump:** 4/6/4 **Gunnery:** **BV:** 45

Hit Locations and Critical Hits

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

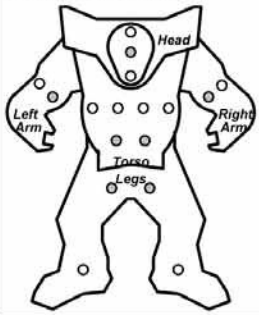
* Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	–	–	–	–	–
Right Arm:	—	–	–	–	–	–
Left Arm:	—	–	–	–	–	–
Torso A:	SRM 1	2/hit	–	3	6	9
Torso B:	—	–	–	–	–	–
Ammo:	SRM 1(5)					

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: Erinyes **Tons:** 2 **MP Walk/Run/Jump:** 4/6/4 **Gunnery:** **BV:** 45

Hit Locations and Critical Hits

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
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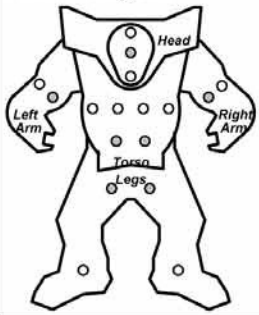
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Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	–	–	–	–	–
Right Arm:	—	–	–	–	–	–
Left Arm:	—	–	–	–	–	–
Torso A:	SRM 1	2/hit	–	3	6	9
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Armor Diagram



Proto Type: Erinyes **Tons:** 2 **MP Walk/Run/Jump:** 4/6/4 **Gunnery:** **BV:** 45

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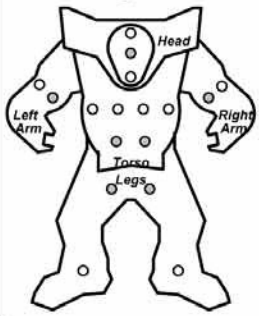
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Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	–	–	–	–	–
Right Arm:	—	–	–	–	–	–
Left Arm:	—	–	–	–	–	–
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Ammo:	SRM 1(5)					

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Armor Diagram



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Weapons Inventory

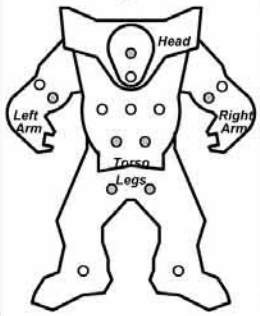
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Main Gun:	—	–	–	–	–	–
Right Arm:	—	–	–	–	–	–
Left Arm:	—	–	–	–	–	–
Torso A:	SRM 1	2/hit	–	3	6	9
Torso B:	—	–	–	–	–	–
Ammo:	SRM 1(5)					

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

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BATTLETECH® PROTOMECH RECORD SHEET

Armor Diagram



Proto Type: Erinyes 2 **Tons:** 2 **MP Walk/Run/Jump:** 5/8/– **Gunnery:** **BV:** 28

Hit Locations and Critical Hits

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
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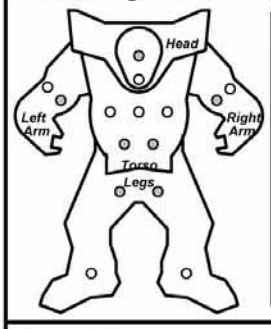
* Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	–	–	–	–	–
Right Arm:	—	–	–	–	–	–
Left Arm:	—	–	–	–	–	–
Torso A:	ER Micro Laser	2	–	1	2	4
Torso B:	—	–	–	–	–	–
Ammo:						

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: Erinyes 2 **Tons:** 2 **MP Walk/Run/Jump:** 5/8/– **Gunnery:** **BV:** 28

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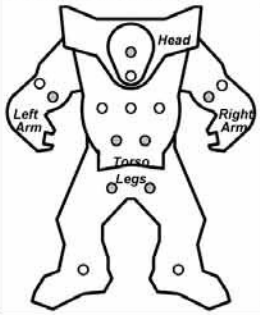
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Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	–	–	–	–	–
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Left Arm:	—	–	–	–	–	–
Torso A:	ER Micro Laser	2	–	1	2	4
Torso B:	—	–	–	–	–	–
Ammo:						

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Armor Diagram



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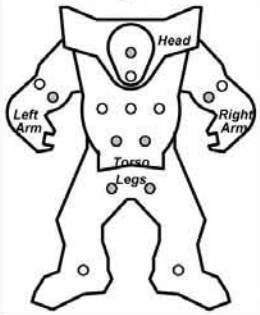
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Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	–	–	–	–	–
Right Arm:	—	–	–	–	–	–
Left Arm:	—	–	–	–	–	–
Torso A:	ER Micro Laser	2	–	1	2	4
Torso B:	—	–	–	–	–	–
Ammo:						

Pilot Hits Taken	1	2	3	4	5	6
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Armor Diagram



Proto Type: Erinyes 2 **Tons:** 2 **MP Walk/Run/Jump:** 5/8/– **Gunnery:** **BV:** 28

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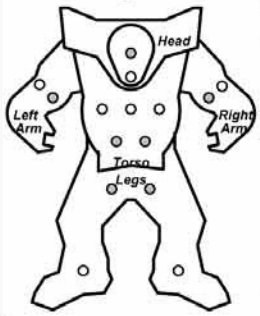
* Roll 1D6:
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Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	–	–	–	–	–
Right Arm:	—	–	–	–	–	–
Left Arm:	—	–	–	–	–	–
Torso A:	ER Micro Laser	2	–	1	2	4
Torso B:	—	–	–	–	–	–
Ammo:						

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: Erinyes 2 **Tons:** 2 **MP Walk/Run/Jump:** 5/8/– **Gunnery:** **BV:** 28

Hit Locations and Critical Hits

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
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4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
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* Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

Weapons Inventory

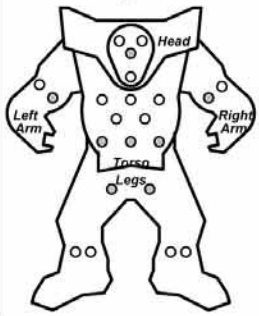
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	–	–	–	–	–
Right Arm:	—	–	–	–	–	–
Left Arm:	—	–	–	–	–	–
Torso A:	ER Micro Laser	2	–	1	2	4
Torso B:	—	–	–	–	–	–
Ammo:						

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

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Armor Diagram



Proto Type: Cecerops **Tons:** 3 **MP Walk/Run/Jump:** 9/14/– **Gunnery:** **BV:** 47

Hit Locations and Critical Hits

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
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12	Head	☐ +1 to Hit	☐ +2 to Hit, no Long range shots	

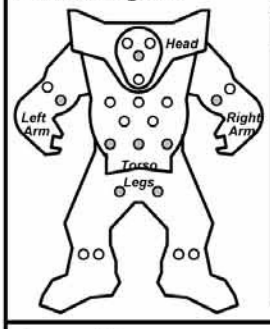
* Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	–	–	–	–	–
Right Arm:	—	–	–	–	–	–
Left Arm:	—	–	–	–	–	–
Torso A:	ER Micro Laser	2	–	1	2	4
Torso B:	—	–	–	–	–	–
Ammo:						

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: Cecerops Tons: 3 MP Walk/Run/Jump: 9/14/– Gunnery: BV: 47

Hit Locations and Critical Hits

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
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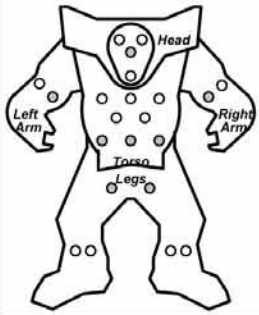
* Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	–	–	–	–	–
Right Arm:	—	–	–	–	–	–
Left Arm:	—	–	–	–	–	–
Torso A:	ER Micro Laser	2	–	1	2	4
Torso B:	—	–	–	–	–	–
Ammo:						

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: Cecerops Tons: 3 MP Walk/Run/Jump: 9/14/– Gunnery: BV: 47

Hit Locations and Critical Hits

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
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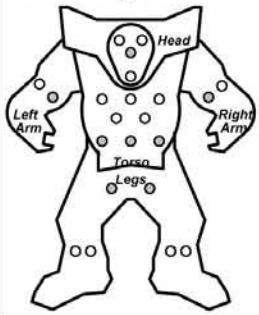
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Weapons Inventory

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Left Arm:	—	–	–	–	–	–
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Ammo:						

Pilot Hits Taken	1	2	3	4	5	6
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Armor Diagram



Proto Type: Cecerops Tons: 3 MP Walk/Run/Jump: 9/14/– Gunnery: BV: 47

Hit Locations and Critical Hits

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
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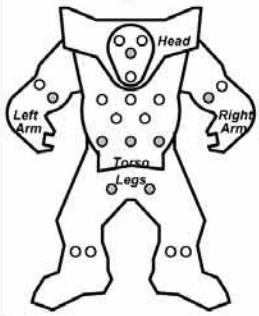
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Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
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Right Arm:	—	–	–	–	–	–
Left Arm:	—	–	–	–	–	–
Torso A:	ER Micro Laser	2	–	1	2	4
Torso B:	—	–	–	–	–	–
Ammo:						

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: Cecerops Tons: 3 MP Walk/Run/Jump: 9/14/– Gunnery: BV: 47

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2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
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Weapons Inventory

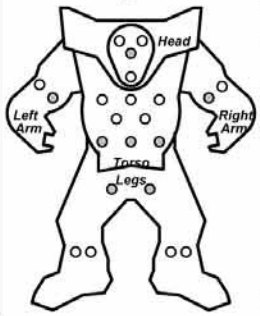
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	–	–	–	–	–
Right Arm:	—	–	–	–	–	–
Left Arm:	—	–	–	–	–	–
Torso A:	ER Micro Laser	2	–	1	2	4
Torso B:	—	–	–	–	–	–
Ammo:						

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

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BATTLETECH® PROTOMECH RECORD SHEET

Armor Diagram



Proto Type: Cecerops 2 **Tons:** 3 **MP Walk/Run/Jump:** 8/12/– **Gunnery:** **BV:** 70

Hit Locations and Critical Hits

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit, no Long range shots	

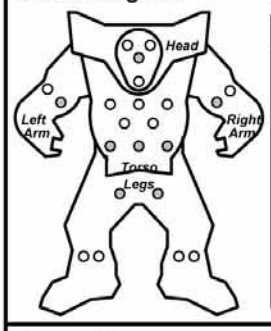
* Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	–	–	–	–	–
Right Arm:	—	–	–	–	–	–
Left Arm:	—	–	–	–	–	–
Torso A:	Streak SRM 1	2/hit	–	4	8	12
Torso B:	—	–	–	–	–	–
Ammo:	Streak 1(10)					

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

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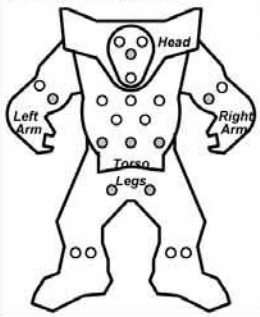
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Weapons Inventory

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Right Arm:	—	–	–	–	–	–
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Torso A:	Streak SRM 1	2/hit	–	4	8	12
Torso B:	—	–	–	–	–	–
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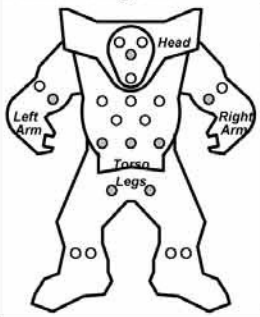
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Right Arm:	—	–	–	–	–	–
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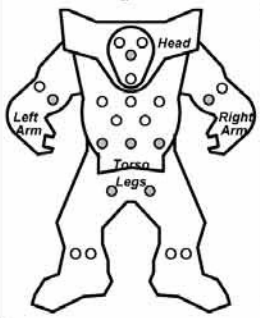
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Weapons Inventory

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Right Arm:	—	–	–	–	–	–
Left Arm:	—	–	–	–	–	–
Torso A:	Streak SRM 1	2/hit	–	4	8	12
Torso B:	—	–	–	–	–	–
Ammo:	Streak 1(10)					

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Weapons Inventory

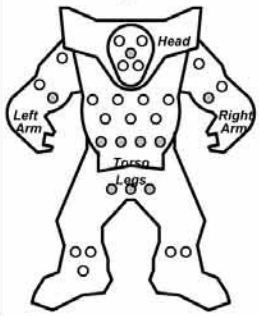
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Main Gun:	—	–	–	–	–	–
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Torso A:	Streak SRM 1	2/hit	–	4	8	12
Torso B:	—	–	–	–	–	–
Ammo:	Streak 1(10)					

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

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BATTLETECH® PROTOMECH RECORD SHEET

Armor Diagram



Proto Type: Orc **Tons:** 4 **MP Walk/Run/Jump:** 6/9/– **Gunnery:** **BV:** 131

Hit Locations and Critical Hits

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
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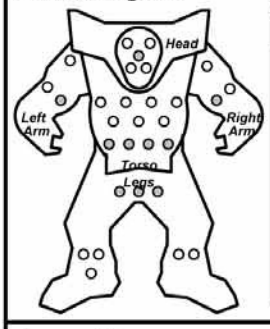
* Roll 1D6:
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Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	–	–	–	–	–
Right Arm:	SRM 1	2/hit	–	3	6	9
Left Arm:	SRM 1	2/hit	–	3	6	9
Torso A:	SRM 1	2/hit	–	3	6	9
Torso B:	SRM 1	2/hit	–	3	6	9
Ammo:	SRM 1(20)					

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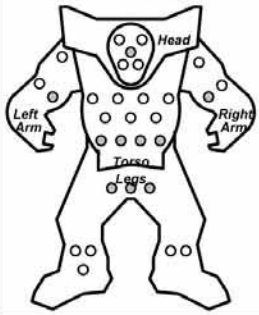
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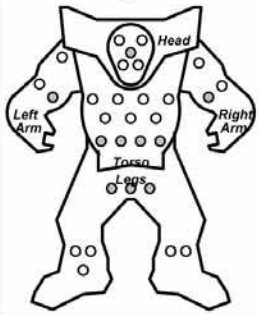
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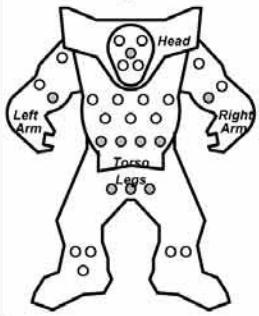
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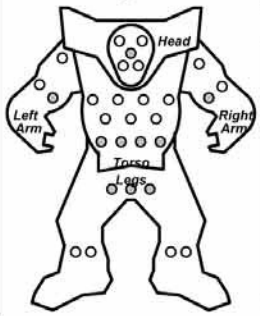
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Pilot Hits Taken	1	2	3	4	5	6
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BATTLETECH® PROTOMECH RECORD SHEET

Armor Diagram



Proto Type: Orc 2 **Tons:** 4 **MP Walk/Run/Jump:** 6/9/– **Gunnery:** **BV:** 122

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2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
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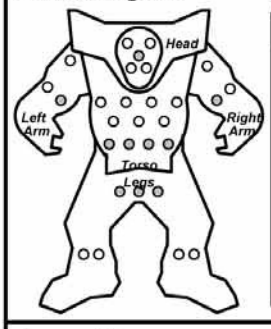
* Roll 1D6:
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Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	–	–	–	–	–
Right Arm:	LRM 2	1/hit	–	7	14	21
Left Arm:	LRM 2	1/hit	–	7	14	21
Torso A:	Machine Gun	2	–	1	2	3
Torso B:	—	–	–	–	–	–
Ammo:	LRM 2(6), MG(20)					

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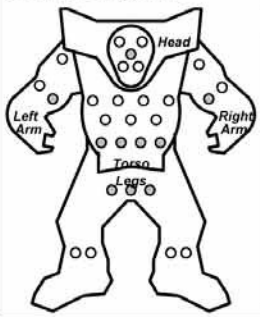
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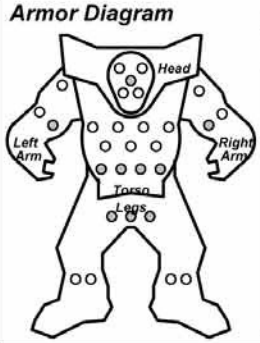
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10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

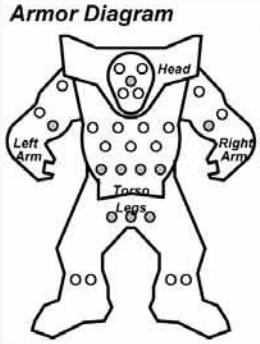
* Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	–	–	–	–	–
Right Arm:	LRM 2	1/hit	–	7	14	21
Left Arm:	LRM 2	1/hit	–	7	14	21
Torso A:	Machine Gun	2	–	1	2	3
Torso B:	—	–	–	–	–	–
Ammo:	LRM 2(6), MG(20)					

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: Orc 2 **Tons:** 4 **MP Walk/Run/Jump:** 6/9/– **Gunnery:** **BV:** 122

Hit Locations and Critical Hits

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

* Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

Weapons Inventory

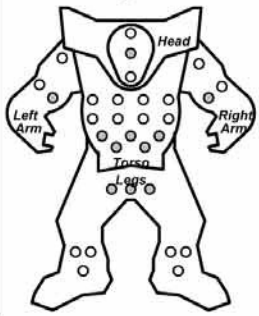
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	–	–	–	–	–
Right Arm:	LRM 2	1/hit	–	7	14	21
Left Arm:	LRM 2	1/hit	–	7	14	21
Torso A:	Machine Gun	2	–	1	2	3
Torso B:	—	–	–	–	–	–
Ammo:	LRM 2(6), MG(20)					

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

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Armor Diagram



Proto Type: Procyon **Tons:** 5 **MP Walk/Run/Jump:** 5/8/– **Gunnery:** **BV:** 128

Hit Locations and Critical Hits

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

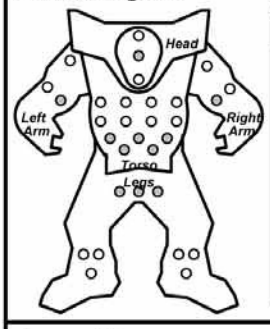
* Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	–	–	–	–	–
Right Arm:	ER Small Laser	5	–	2	4	6
Left Arm:	ER Small Laser	5	–	2	4	6
Torso A:	—	–	–	–	–	–
Torso B:	—	–	–	–	–	–
Ammo:						

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: Procyon **Tons:** 5 **MP Walk/Run/Jump:** 5/8/– **Gunnery:** **BV:** 128

Hit Locations and Critical Hits

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

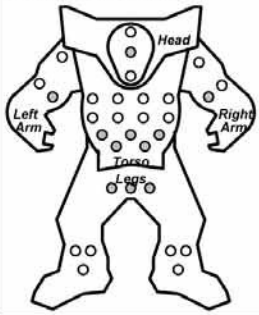
* Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	–	–	–	–	–
Right Arm:	ER Small Laser	5	–	2	4	6
Left Arm:	ER Small Laser	5	–	2	4	6
Torso A:	—	–	–	–	–	–
Torso B:	—	–	–	–	–	–
Ammo:						

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: Procyon **Tons:** 5 **MP Walk/Run/Jump:** 5/8/– **Gunnery:** **BV:** 128

Hit Locations and Critical Hits

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

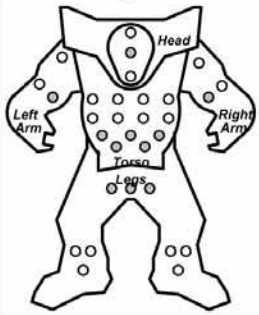
* Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	–	–	–	–	–
Right Arm:	ER Small Laser	5	–	2	4	6
Left Arm:	ER Small Laser	5	–	2	4	6
Torso A:	—	–	–	–	–	–
Torso B:	—	–	–	–	–	–
Ammo:						

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: Procyon **Tons:** 5 **MP Walk/Run/Jump:** 5/8/– **Gunnery:** **BV:** 128

Hit Locations and Critical Hits

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

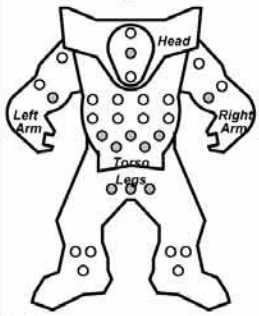
* Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	–	–	–	–	–
Right Arm:	ER Small Laser	5	–	2	4	6
Left Arm:	ER Small Laser	5	–	2	4	6
Torso A:	—	–	–	–	–	–
Torso B:	—	–	–	–	–	–
Ammo:						

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: Procyon **Tons:** 5 **MP Walk/Run/Jump:** 5/8/– **Gunnery:** **BV:** 128

Hit Locations and Critical Hits

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
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* Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

Weapons Inventory

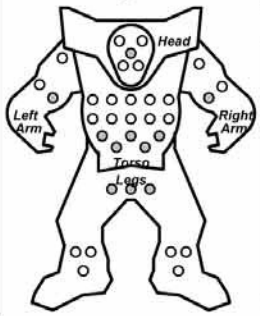
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	–	–	–	–	–
Right Arm:	ER Small Laser	5	–	2	4	6
Left Arm:	ER Small Laser	5	–	2	4	6
Torso A:	—	–	–	–	–	–
Torso B:	—	–	–	–	–	–
Ammo:						

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

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Armor Diagram



Proto Type: Procyon 2 **Tons:** 5 **MP Walk/Run/Jump:** 5/8/– **Gunnery:** **BV:** 176

Hit Locations and Critical Hits

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

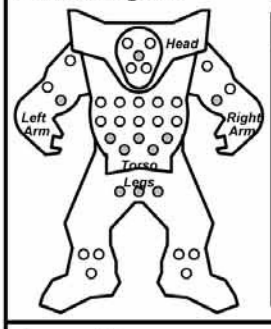
* Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	–	–	–	–	–
Right Arm:	—	–	–	–	–	–
Left Arm:	—	–	–	–	–	–
Torso A:	LRM 4	1/hit	–	7	14	21
Torso B:	LRM 4	1/hit	–	7	14	21
Ammo:	LRM 4(6)					

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: Procyon 2 **Tons:** 5 **MP Walk/Run/Jump:** 5/8/– **Gunnery:** **BV:** 176

Hit Locations and Critical Hits

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
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5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
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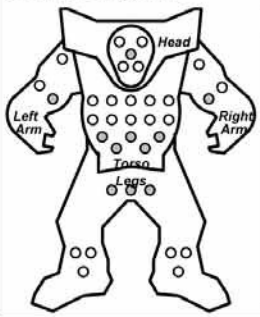
* Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	–	–	–	–	–
Right Arm:	—	–	–	–	–	–
Left Arm:	—	–	–	–	–	–
Torso A:	LRM 4	1/hit	–	7	14	21
Torso B:	LRM 4	1/hit	–	7	14	21
Ammo:	LRM 4(6)					

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: Procyon 2 **Tons:** 5 **MP Walk/Run/Jump:** 5/8/– **Gunnery:** **BV:** 176

Hit Locations and Critical Hits

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
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5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
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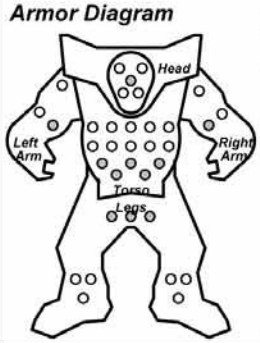
* Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	–	–	–	–	–
Right Arm:	—	–	–	–	–	–
Left Arm:	—	–	–	–	–	–
Torso A:	LRM 4	1/hit	–	7	14	21
Torso B:	LRM 4	1/hit	–	7	14	21
Ammo:	LRM 4(6)					

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: Procyon 2 **Tons:** 5 **MP Walk/Run/Jump:** 5/8/– **Gunnery:** **BV:** 176

Hit Locations and Critical Hits

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
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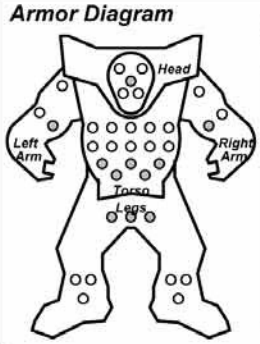
* Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	–	–	–	–	–
Right Arm:	—	–	–	–	–	–
Left Arm:	—	–	–	–	–	–
Torso A:	LRM 4	1/hit	–	7	14	21
Torso B:	LRM 4	1/hit	–	7	14	21
Ammo:	LRM 4(6)					

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: Procyon 2 **Tons:** 5 **MP Walk/Run/Jump:** 5/8/– **Gunnery:** **BV:** 176

Hit Locations and Critical Hits

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

* Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

Weapons Inventory

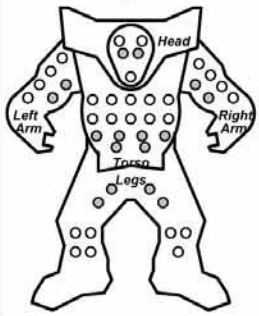
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	–	–	–	–	–
Right Arm:	—	–	–	–	–	–
Left Arm:	—	–	–	–	–	–
Torso A:	LRM 4	1/hit	–	7	14	21
Torso B:	LRM 4	1/hit	–	7	14	21
Ammo:	LRM 4(6)					

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

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Armor Diagram



Proto Type: Chrysaor **Tons:** 6 **MP Walk/Run/Jump:** 6/9/– **Gunnery:** **BV:** 101

Hit Locations and Critical Hits

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

* Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

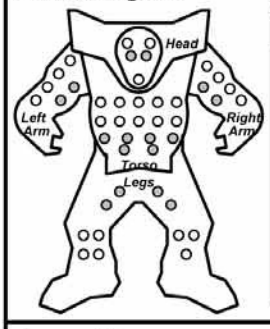
Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	–	–	–	–	–
Right Arm:	ER Micro Laser	2	–	1	2	4
Left Arm:	ER Micro Laser	2	–	1	2	4
Torso A:	ER Micro Laser	2	–	1	2	4
Torso B:	ER Micro Laser	2	–	1	2	4

Ammo:

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: Chrysaor **Tons:** 6 **MP Walk/Run/Jump:** 6/9/– **Gunnery:** **BV:** 101

Hit Locations and Critical Hits

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

* Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

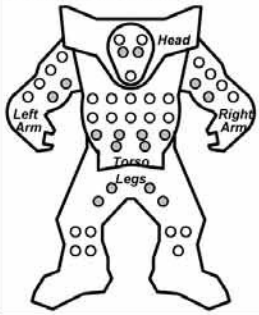
Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	–	–	–	–	–
Right Arm:	ER Micro Laser	2	–	1	2	4
Left Arm:	ER Micro Laser	2	–	1	2	4
Torso A:	ER Micro Laser	2	–	1	2	4
Torso B:	ER Micro Laser	2	–	1	2	4

Ammo:

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: Chrysaor **Tons:** 6 **MP Walk/Run/Jump:** 6/9/– **Gunnery:** **BV:** 101

Hit Locations and Critical Hits

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

* Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

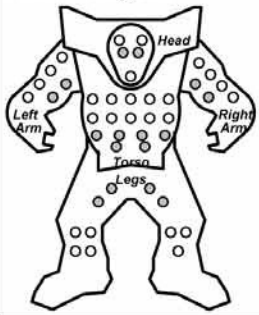
Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	–	–	–	–	–
Right Arm:	ER Micro Laser	2	–	1	2	4
Left Arm:	ER Micro Laser	2	–	1	2	4
Torso A:	ER Micro Laser	2	–	1	2	4
Torso B:	ER Micro Laser	2	–	1	2	4

Ammo:

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: Chrysaor **Tons:** 6 **MP Walk/Run/Jump:** 6/9/– **Gunnery:** **BV:** 101

Hit Locations and Critical Hits

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

* Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

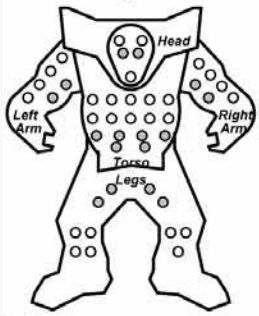
Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	–	–	–	–	–
Right Arm:	ER Micro Laser	2	–	1	2	4
Left Arm:	ER Micro Laser	2	–	1	2	4
Torso A:	ER Micro Laser	2	–	1	2	4
Torso B:	ER Micro Laser	2	–	1	2	4

Ammo:

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



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Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	–	–	–	–	–
Right Arm:	ER Micro Laser	2	–	1	2	4
Left Arm:	ER Micro Laser	2	–	1	2	4
Torso A:	ER Micro Laser	2	–	1	2	4
Torso B:	ER Micro Laser	2	–	1	2	4

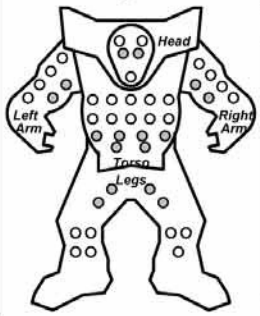
Ammo:

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

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Armor Diagram



Proto Type: Chrysaor 2 **Tons:** 6 **MP Walk/Run/Jump:** 6/9/5 **Gunnery:** **BV:** 111

Hit Locations and Critical Hits

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
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12	Head	☐ +1 to Hit	☐ +2 to Hit no Long range shots	

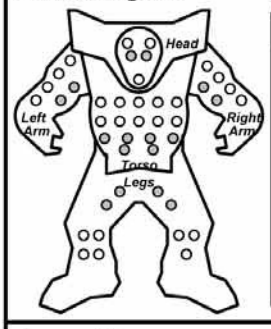
* Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	–	–	–	–	–
Right Arm:	Micro Pulse Laser	3	–	1	2	3
Left Arm:	—	–	–	–	–	–
Torso A:	Micro Pulse Laser	3	–	1	2	3
Torso B:	—	–	–	–	–	–
Ammo:						

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: Chrysaor 2 **Tons:** 6 **MP Walk/Run/Jump:** 6/9/5 **Gunnery:** **BV:** 111

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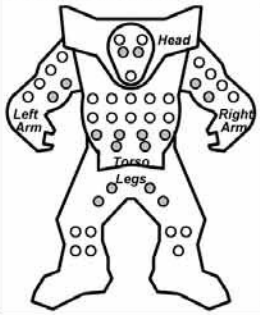
* Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	–	–	–	–	–
Right Arm:	Micro Pulse Laser	3	–	1	2	3
Left Arm:	—	–	–	–	–	–
Torso A:	Micro Pulse Laser	3	–	1	2	3
Torso B:	—	–	–	–	–	–
Ammo:						

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: Chrysaor 2 **Tons:** 6 **MP Walk/Run/Jump:** 6/9/5 **Gunnery:** **BV:** 111

Hit Locations and Critical Hits

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
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5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
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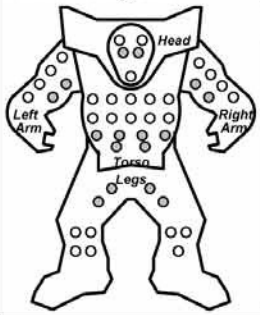
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Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	–	–	–	–	–
Right Arm:	Micro Pulse Laser	3	–	1	2	3
Left Arm:	—	–	–	–	–	–
Torso A:	Micro Pulse Laser	3	–	1	2	3
Torso B:	—	–	–	–	–	–
Ammo:						

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: Chrysaor 2 **Tons:** 6 **MP Walk/Run/Jump:** 6/9/5 **Gunnery:** **BV:** 111

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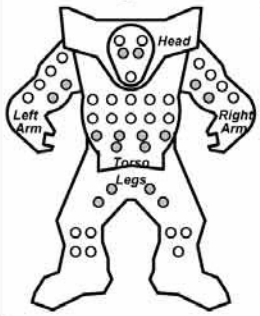
* Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	–	–	–	–	–
Right Arm:	Micro Pulse Laser	3	–	1	2	3
Left Arm:	—	–	–	–	–	–
Torso A:	Micro Pulse Laser	3	–	1	2	3
Torso B:	—	–	–	–	–	–
Ammo:						

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: Chrysaor 2 **Tons:** 6 **MP Walk/Run/Jump:** 6/9/5 **Gunnery:** **BV:** 111

Hit Locations and Critical Hits

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
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Weapons Inventory

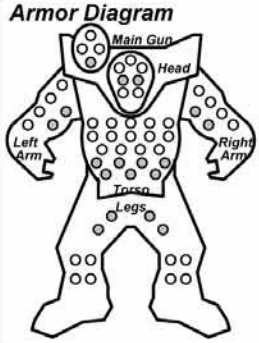
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	–	–	–	–	–
Right Arm:	Micro Pulse Laser	3	–	1	2	3
Left Arm:	—	–	–	–	–	–
Torso A:	Micro Pulse Laser	3	–	1	2	3
Torso B:	—	–	–	–	–	–
Ammo:						

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

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BATTLETECH® PROTOMECH RECORD SHEET

Armor Diagram



Proto Type: Basilisk **Tons:** 7 **MP Walk/Run/Jump:** 4/6/– **Gunnery:** **BV:** 231

Hit Locations and Critical Hits

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit, no Long range shots	

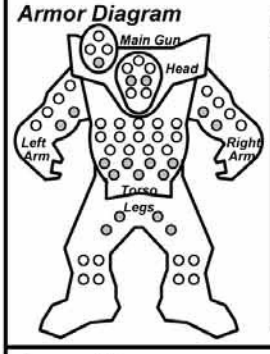
* Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	LRM 3	1/hit	–	7	14	21
Right Arm:	—	–	–	–	–	–
Left Arm:	—	–	–	–	–	–
Torso A:	ER Medium Laser	7	–	5	10	15
Torso B:	—	–	–	–	–	–
Ammo:	LRM 3(2)					

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: Basilisk **Tons:** 7 **MP Walk/Run/Jump:** 4/6/– **Gunnery:** **BV:** 231

Hit Locations and Critical Hits

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit, no Long range shots	

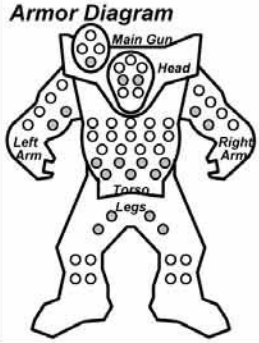
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Right Arm:	—	–	–	–	–	–
Left Arm:	—	–	–	–	–	–
Torso A:	ER Medium Laser	7	–	5	10	15
Torso B:	—	–	–	–	–	–
Ammo:	LRM 3(2)					

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Armor Diagram



Proto Type: Basilisk **Tons:** 7 **MP Walk/Run/Jump:** 4/6/– **Gunnery:** **BV:** 231

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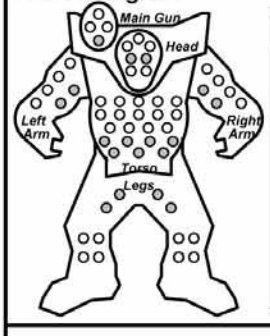
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LOCATION	TYPE	Dmg	Min	S	M	L
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Right Arm:	—	–	–	–	–	–
Left Arm:	—	–	–	–	–	–
Torso A:	ER Medium Laser	7	–	5	10	15
Torso B:	—	–	–	–	–	–
Ammo:	LRM 3(2)					

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: Basilisk **Tons:** 7 **MP Walk/Run/Jump:** 4/6/– **Gunnery:** **BV:** 231

Hit Locations and Critical Hits

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
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5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
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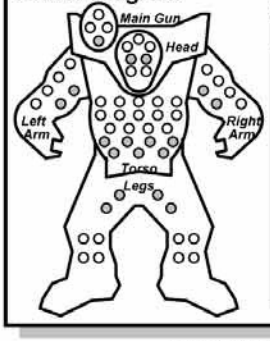
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Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	LRM 3	1/hit	–	7	14	21
Right Arm:	—	–	–	–	–	–
Left Arm:	—	–	–	–	–	–
Torso A:	ER Medium Laser	7	–	5	10	15
Torso B:	—	–	–	–	–	–
Ammo:	LRM 3(2)					

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: Basilisk **Tons:** 7 **MP Walk/Run/Jump:** 4/6/– **Gunnery:** **BV:** 231

Hit Locations and Critical Hits

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
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Weapons Inventory

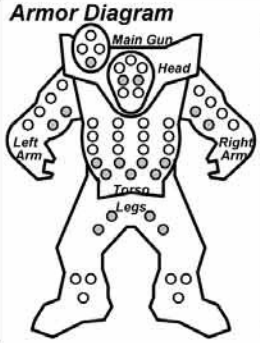
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	LRM 3	1/hit	–	7	14	21
Right Arm:	—	–	–	–	–	–
Left Arm:	—	–	–	–	–	–
Torso A:	ER Medium Laser	7	–	5	10	15
Torso B:	—	–	–	–	–	–
Ammo:	LRM 3(2)					

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

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Armor Diagram



Proto Type: Basilisk 2 **Tons:** 7 **MP Walk/Run/Jump:** 4/6/4 **Gunnery:** **BV:** 174

Hit Locations and Critical Hits

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
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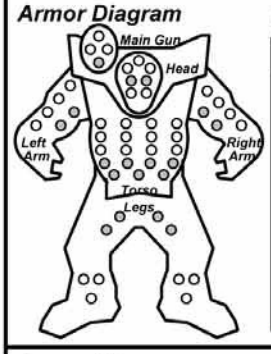
* Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	–	–	–	–	–
Right Arm:	ER Micro Laser	2	–	1	2	4
Left Arm:	ER Micro Laser	2	–	1	2	4
Torso A:	ER Small Laser	5	–	2	4	6
Torso B:	SRM 2	2/hit	–	3	6	9
Ammo:	SRM 2(10)					

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: Basilisk 2 **Tons:** 7 **MP Walk/Run/Jump:** 4/6/4 **Gunnery:** **BV:** 174

Hit Locations and Critical Hits

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
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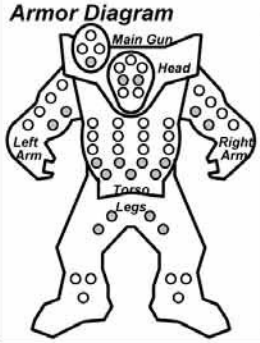
* Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	–	–	–	–	–
Right Arm:	ER Micro Laser	2	–	1	2	4
Left Arm:	ER Micro Laser	2	–	1	2	4
Torso A:	ER Small Laser	5	–	2	4	6
Torso B:	SRM 2	2/hit	–	3	6	9
Ammo:	SRM 2(10)					

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: Basilisk 2 **Tons:** 7 **MP Walk/Run/Jump:** 4/6/4 **Gunnery:** **BV:** 174

Hit Locations and Critical Hits

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit, no Long range shots	

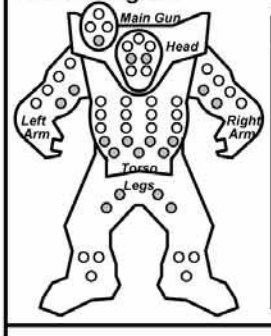
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Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
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Ammo:	SRM 2(10)					

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Armor Diagram



Proto Type: Basilisk 2 **Tons:** 7 **MP Walk/Run/Jump:** 4/6/4 **Gunnery:** **BV:** 174

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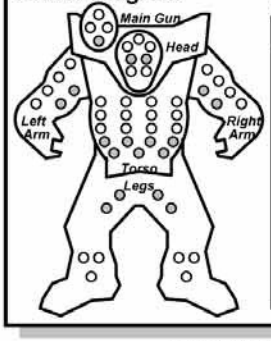
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Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
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Left Arm:	ER Micro Laser	2	–	1	2	4
Torso A:	ER Small Laser	5	–	2	4	6
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Ammo:	SRM 2(10)					

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: Basilisk 2 **Tons:** 7 **MP Walk/Run/Jump:** 4/6/4 **Gunnery:** **BV:** 174

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Weapons Inventory

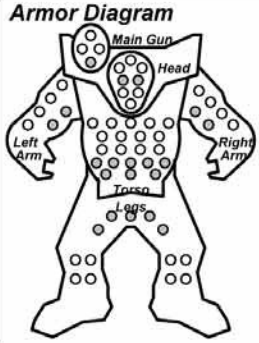
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Left Arm:	ER Micro Laser	2	–	1	2	4
Torso A:	ER Small Laser	5	–	2	4	6
Torso B:	SRM 2	2/hit	–	3	6	9
Ammo:	SRM 2(10)					

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

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Armor Diagram



Proto Type: Triton **Tons:** 8 **MP Walk/Run/Jump:** 4/6/4 **Gunnery:** **BV:** 220

Hit Locations and Critical Hits

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	☐ Proto Destroyed
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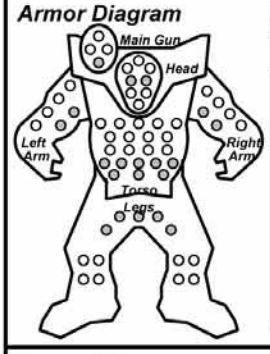
* Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	Streak SRM 4	2/hit	–	4	8	12
Right Arm:	—	–	–	–	–	–
Left Arm:	—	–	–	–	–	–
Torso A:	ER Micro Laser	2	–	1	2	4
Torso B:	—	–	–	–	–	–
Ammo:	Streak 4(10)					

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: Triton **Tons:** 8 **MP Walk/Run/Jump:** 4/6/4 **Gunnery:** **BV:** 220

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2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
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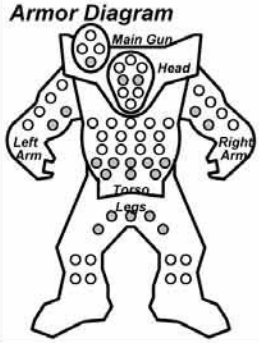
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Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	Streak SRM 4	2/hit	–	4	8	12
Right Arm:	—	–	–	–	–	–
Left Arm:	—	–	–	–	–	–
Torso A:	ER Micro Laser	2	–	1	2	4
Torso B:	—	–	–	–	–	–
Ammo:	Streak 4(10)					

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: Triton **Tons:** 8 **MP Walk/Run/Jump:** 4/6/4 **Gunnery:** **BV:** 220

Hit Locations and Critical Hits

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
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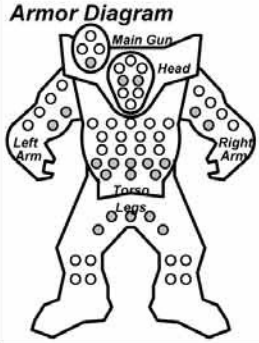
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Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
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Right Arm:	—	–	–	–	–	–
Left Arm:	—	–	–	–	–	–
Torso A:	ER Micro Laser	2	–	1	2	4
Torso B:	—	–	–	–	–	–
Ammo:	Streak 4(10)					

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Armor Diagram



Proto Type: Triton **Tons:** 8 **MP Walk/Run/Jump:** 4/6/4 **Gunnery:** **BV:** 220

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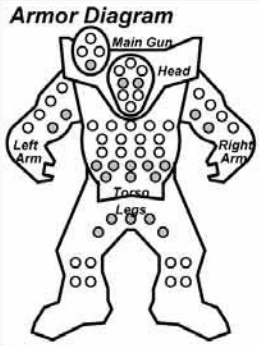
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Weapons Inventory

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Main Gun:	Streak SRM 4	2/hit	–	4	8	12
Right Arm:	—	–	–	–	–	–
Left Arm:	—	–	–	–	–	–
Torso A:	ER Micro Laser	2	–	1	2	4
Torso B:	—	–	–	–	–	–
Ammo:	Streak 4(10)					

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Armor Diagram



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1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

Weapons Inventory

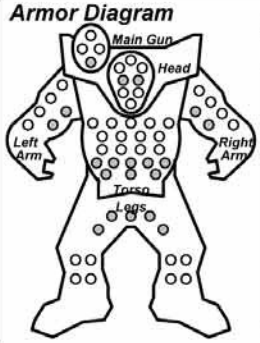
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	Streak SRM 4	2/hit	–	4	8	12
Right Arm:	—	–	–	–	–	–
Left Arm:	—	–	–	–	–	–
Torso A:	ER Micro Laser	2	–	1	2	4
Torso B:	—	–	–	–	–	–
Ammo:	Streak 4(10)					

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

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BATTLETECH® PROTOMECH RECORD SHEET

Armor Diagram



Proto Type: Triton 2 **Tons:** 8 **MP Walk/Run/Jump:** 4/6/4 **Gunnery:** **BV:** 206

Hit Locations and Critical Hits

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
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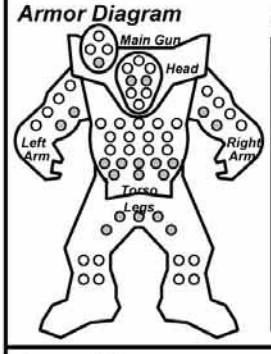
* Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	LRM 3	1/hit	–	7	14	21
Right Arm:	ER Micro Laser	2	–	1	2	4
Left Arm:	ER Micro Laser	2	–	1	2	4
Torso A:	ER Small Laser	5	–	2	4	6
Torso B:	—	–	–	–	–	–
Ammo:	LRM 3(12)					

Pilot Hits Taken	1	2	3	4	5	6
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Armor Diagram



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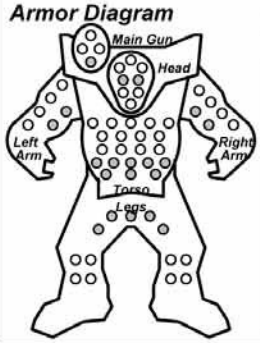
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Armor Diagram



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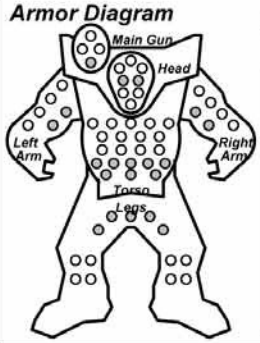
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Torso A:	ER Small Laser	5	–	2	4	6
Torso B:	—	–	–	–	–	–
Ammo:	LRM 3(12)					

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: Triton 2 **Tons:** 8 **MP Walk/Run/Jump:** 4/6/4 **Gunnery:** **BV:** 206

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2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
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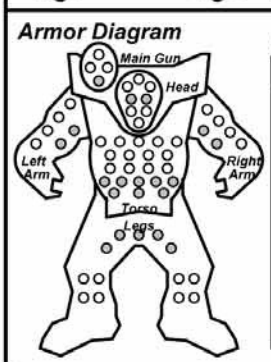
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Left Arm:	ER Micro Laser	2	–	1	2	4
Torso A:	ER Small Laser	5	–	2	4	6
Torso B:	—	–	–	–	–	–
Ammo:	LRM 3(12)					

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: Triton 2 **Tons:** 8 **MP Walk/Run/Jump:** 4/6/4 **Gunnery:** **BV:** 206

Hit Locations and Critical Hits

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
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Weapons Inventory

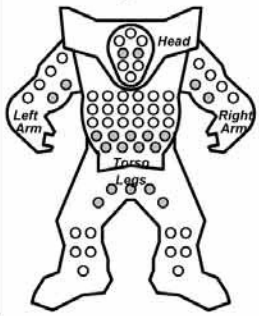
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	LRM 3	1/hit	–	7	14	21
Right Arm:	ER Micro Laser	2	–	1	2	4
Left Arm:	ER Micro Laser	2	–	1	2	4
Torso A:	ER Small Laser	5	–	2	4	6
Torso B:	—	–	–	–	–	–
Ammo:	LRM 3(12)					

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

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Armor Diagram



Proto Type: Delphyne **Tons:** 9 **MP Walk/Run/Jump:** 5/8/5 **Gunnery:** **BV:** 310

Hit Locations and Critical Hits

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit, no Long range shots	

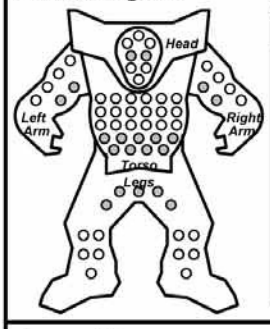
* Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	–	–	–	–	–
Right Arm:	—	–	–	–	–	–
Left Arm:	—	–	–	–	–	–
Torso A:	Medium Pulse Laser	7	–	4	8	12
Torso B:	—	–	–	–	–	–
Ammo:						

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: Delphyne Tons: 9 MP Walk/Run/Jump: 5/8/5 Gunnery: BV: 310

Hit Locations and Critical Hits

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
10	Left Arm	☐ +1 to Hit	☐ Left Arm Destroyed	
12	Head	☐ +1 to Hit	☐ +2 to Hit, no Long range shots	

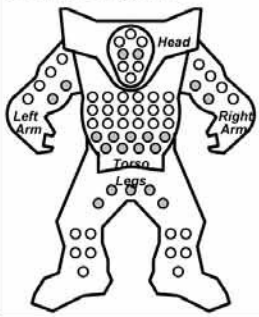
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Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	–	–	–	–	–
Right Arm:	—	–	–	–	–	–
Left Arm:	—	–	–	–	–	–
Torso A:	Medium Pulse Laser	7	–	4	8	12
Torso B:	—	–	–	–	–	–
Ammo:						

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



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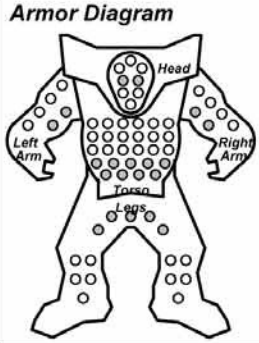
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Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	–	–	–	–	–
Right Arm:	—	–	–	–	–	–
Left Arm:	—	–	–	–	–	–
Torso A:	Medium Pulse Laser	7	–	4	8	12
Torso B:	—	–	–	–	–	–
Ammo:						

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: Delphyne Tons: 9 MP Walk/Run/Jump: 5/8/5 Gunnery: BV: 310

Hit Locations and Critical Hits

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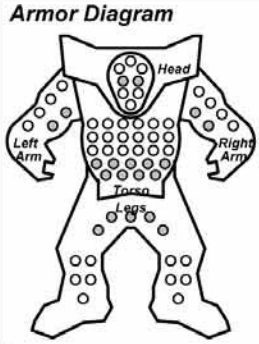
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1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	–	–	–	–	–
Right Arm:	—	–	–	–	–	–
Left Arm:	—	–	–	–	–	–
Torso A:	Medium Pulse Laser	7	–	4	8	12
Torso B:	—	–	–	–	–	–
Ammo:						

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



Proto Type: Delphyne Tons: 9 MP Walk/Run/Jump: 5/8/5 Gunnery: BV: 310

Hit Locations and Critical Hits

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
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Weapons Inventory

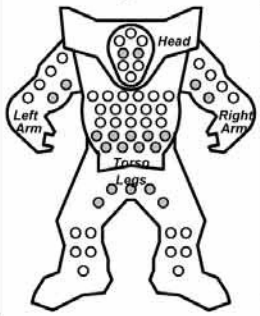
LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	–	–	–	–	–
Right Arm:	—	–	–	–	–	–
Left Arm:	—	–	–	–	–	–
Torso A:	Medium Pulse Laser	7	–	4	8	12
Torso B:	—	–	–	–	–	–
Ammo:						

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

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BATTLETECH® PROTOMECH RECORD SHEET

Armor Diagram



Proto Type: Delphyne 2 **Tons:** 9 **MP Walk/Run/Jump:** 5/8/5 **Gunnery:** **BV:** 237

Hit Locations and Critical Hits

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	☐ Main Gun Destroyed		
4	Right Arm	☐ +1 to Hit	☐ Right Arm Destroyed	
5,9	Legs	☐ –1 Walk MP	☐ 1/2 Walk MP	☐ No Move
6,7,8	Torso	☐ –1 Jump*	☐ 1/2 Jump*	■ Proto Destroyed
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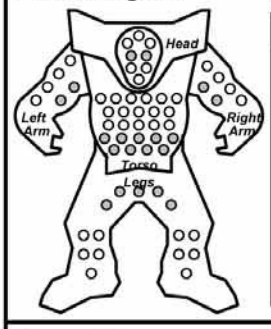
* Roll 1D6:
1–2, Torso Weapon A Destroyed; 3–4, Torso Weapon B Destroyed

Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	–	–	–	–	–
Right Arm:	ER Micro Laser	2	–	1	2	4
Left Arm:	ER Micro Laser	2	–	1	2	4
Torso A:	SRM 3	2/hit	–	3	6	9
Torso B:	SRM 3	2/hit	–	3	6	9
Ammo:	SRM 3(20)					

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



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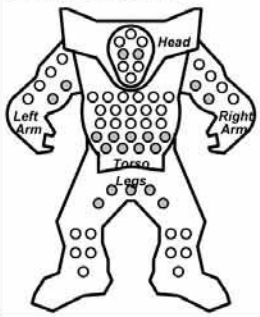
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Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
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Armor Diagram



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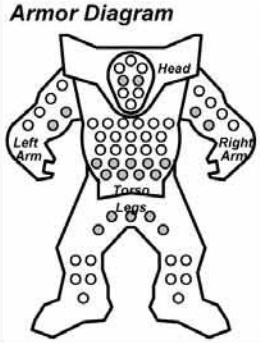
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Torso B:	SRM 3	2/hit	–	3	6	9
Ammo:	SRM 3(20)					

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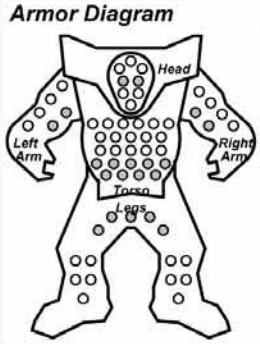
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Torso A:	SRM 3	2/hit	–	3	6	9
Torso B:	SRM 3	2/hit	–	3	6	9
Ammo:	SRM 3(20)					

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

Armor Diagram



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Hit Locations and Critical Hits

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
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Weapons Inventory

LOCATION	TYPE	Dmg	Min	S	M	L
Main Gun:	—	–	–	–	–	–
Right Arm:	ER Micro Laser	2	–	1	2	4
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Torso A:	SRM 3	2/hit	–	3	6	9
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Ammo:	SRM 3(20)					

Pilot Hits Taken	1	2	3	4	5	6
Conscious #	3+	5+	7+	10+	11+	Dead

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CLASSIC BATTLETECH®

LARGE NAVAL VESSEL RECORD SHEET

Type: _____

Config: _____ Tons: _____

Technology Base:	Cruising MP:	Flank MP:
Clan ☐		
Inner Sphere ☐	_____	_____

Crew:

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Modifier	+1	+2	+3	+4	+5	Incp.

Cost, C-Bills: _____ BV: _____

Ammo

_____

_____

_____

_____

_____

_____

Critical Damage

Eng. Rm. Dmg'd ☐ Engine Hit ☐

Eng. Rm. Dest'd ☐

Turret #1 Locked ☐ Turret #5 Locked ☐

Turret #2 Locked ☐ Turret #6 Locked ☐

Turret #3 Locked ☐ Turret #7 Locked ☐

Turret #4 Locked ☐ Turret #8 Locked ☐

Weapons Inventory

#	Type	Loc	Dmg	Min	S	M	L

Hull Inventory

_____

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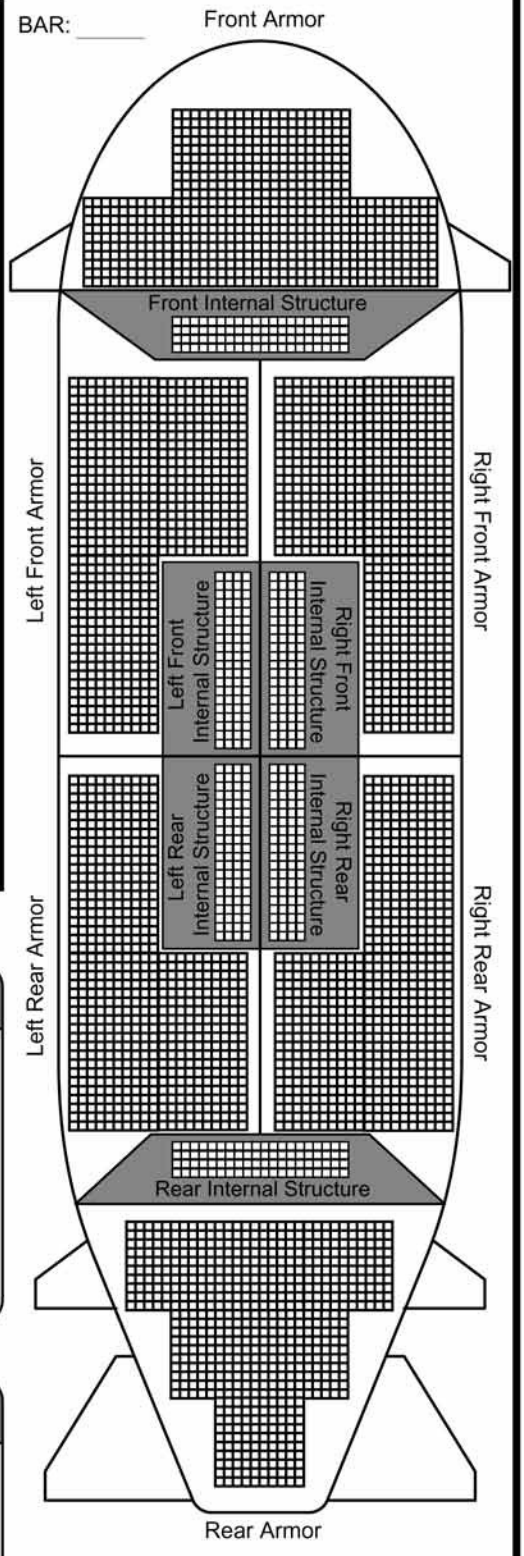
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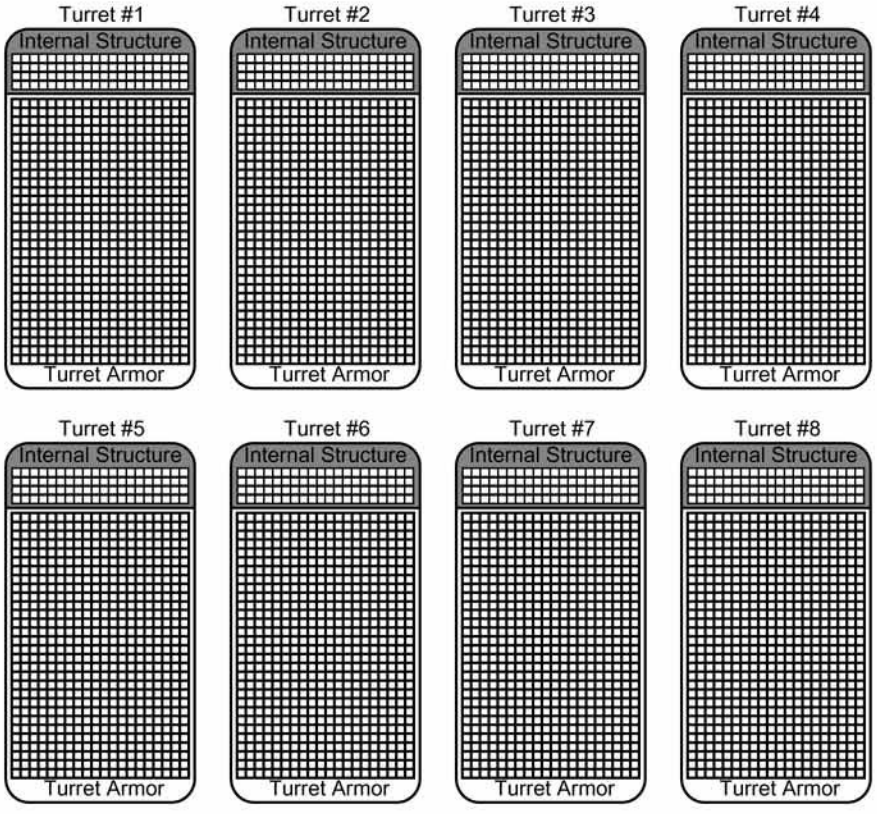
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BAR: _____

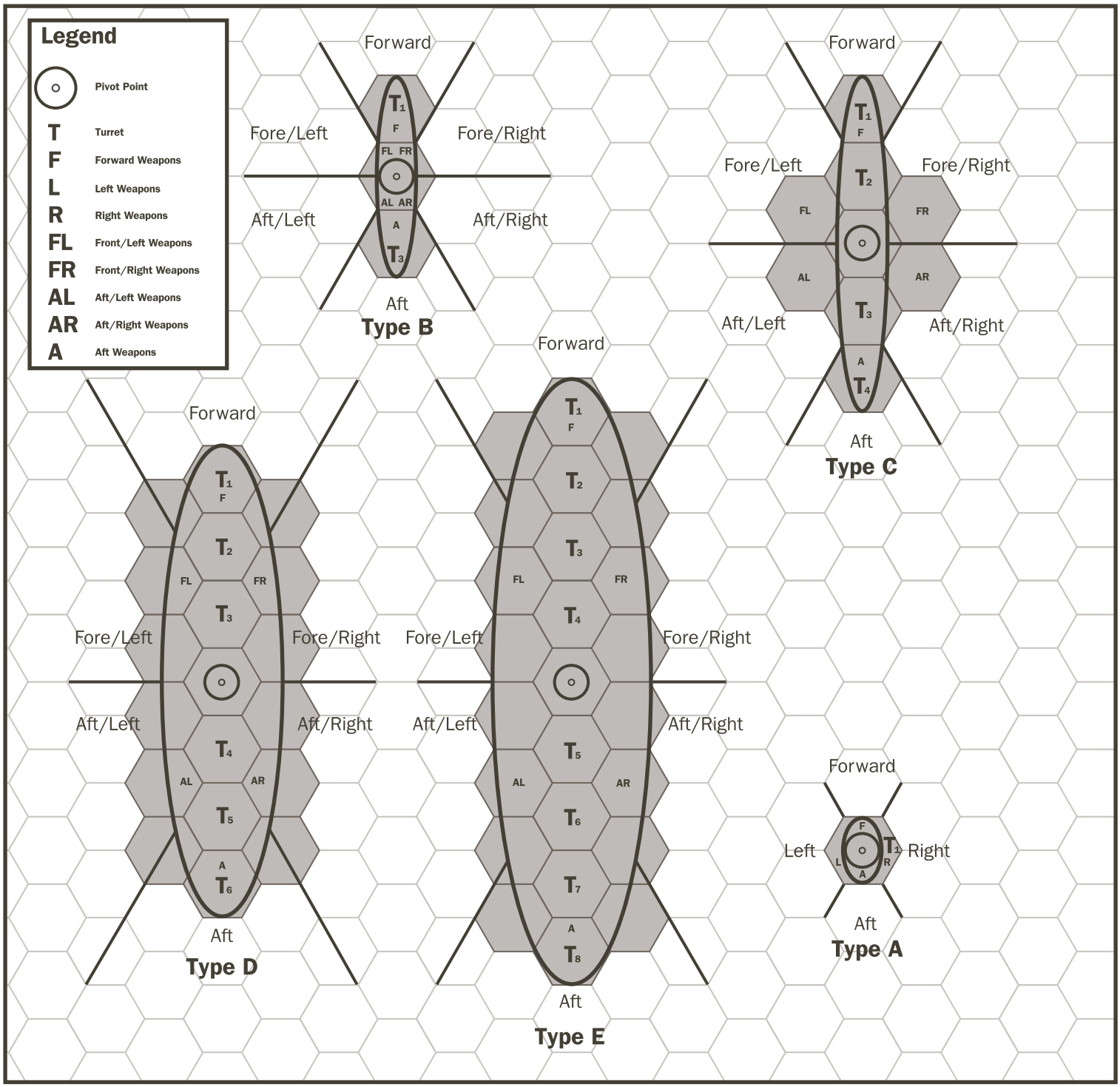




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CLASSIC BATTLETECH®

LARGE NAVEL TEMPLATE



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SUPPORT VEHICLE NAME

FACTION	ERA	WEIGHT

CLASSIC BATTLETECH®

SUPPORT VEHICLE CONSTRUCTION WORKSHEET

	Technology/ Availability/ Legality	Weight	Cost
CHASSIS AND CONTROLS			
Type:			
Base Chassis and Control Weight:			
Tech Level Modifier:			
Chassis Modifiers:			
Final Chassis and Control Values:			
ENGINE AND TRANSMISSION			
Type:			
Cruise MP/Safe Thrust:			
Flank MP/Maximum Thrust:			
Base Engine and Trans. Factor: Satellite: 10 Airship/Fix Wing: Movement Factor = 4 + (Safe Thrust x Safe Thrust) Other Support Vehicles: Movement Factor = 4 + (Cruise MP x Cruise MP)			
Movement Factor:			
Engine/Transmission Weight Multiplier: Base Engine and Transmission Weight Percentage = Base Engine and Transmission Weight Factor x Movement Factor			
Final Engine and Trans. Values: Final Engine and Transmission Weight Percentage = Base Engine and Transmission Weight Percentage x Engine/Transmission Weight Multiplier			
FUEL			
Range/Thrust Points:			
Weight per 100kg/Thrust Point:			
Final Fuel Weight:			
ARMOR			
Maximum Armor:			
BAR:			
Armor Points:			
Weight Per Armor Point:			
Final Armor Values:			
WEAPONS AND EQUIPMENT			

Maximum Item Slots:	Crew	Location	Item Slots			
Turret(s):						
Power Amplifier:						
Total Crew Compliment: Base Crew ( ) + Equipment Crew ( ) = Total Crew ( )						
Passengers:						
COST SUBTOTAL						
COST MODIFIER						
TOTALS						

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CLASSIC BATTLETECH®

ENGINE POWER SOURCE MODIFIER TABLE

Fuel/Power Source	Engine/Transmission Weight Multiplier (By Tech Level) A	B	C	D	E	F	Fuel % of Engine and Transmission Weight per 100km†	Equipment Rating (Tech/Avail./Leg.)
Steam	4.0	3.5	3.0	2.8	2.6	2.5	3	Var./A–A–A/A
Internal Combustion (ICE)	—	3.0	2.0	1.5	1.3	1.0	1*	Var./A–A–A/A
Electric (External)	—	1.4	1.0	0.8	0.7	0.6	N/A	Var./C–C–C/D
Electric (Batteries)	—	—	1.5	1.2	1.0	0.8	5	Var./A–B–A/A
Electric (Fuel Cell)	—	—	1.2	1.0	0.9	0.7	1.5	Var./B–C–C/D
Electric (Solar)	—	—	5.0	4.5	4.0	3.5	N/A	Var./C–D–C/A
MagLev	—	—	0.8	0.7	0.5	0.5	N/A	Var./D–F–E/D
Fission§	—	—	1.75§	1.5	1.4	1.3	N/A	Var./E–E–D/D
Fusion	—	—	1.5	1.0	0.75	0.5	N/A	Var./C–E–D/B

†Airships and Fixed Wing use the Airships and Fixed Wing Fuel Requirements Table.
*1.25 for ICEs powered by Alcohol or Natural Gas.
§ Minimum weight of a Fission and Tech Level C Fusion power sources are 5 tons.

STANDARD INFANTRY FORMATION TABLE

Infantry Type	Men	Compartment /Bay Weight	Tech Level
Inner Sphere Foot Infantry Platoon	28	3/5	A
Inner Sphere Jump Infantry Platoon	21	4/6	C
Inner Sphere Motorized Infantry Platoon	28	6/7	C
Inner Sphere Battle Armor Squad	4	4/10	D
Inner Sphere Mechanized Infantry	5	5/8	B
Clan Foot Infantry Point	25	3/5	A
Clan Jump Infantry Point	25	4/6	C
Clan Motorized Infantry Point	25	6/7	C
Clan Battle Armor Point	5	5/10	D
Clan Mechanized Infantry	5	5/8	B

AIRSHIPS AND FIXED WING FUEL REQUIREMENTS TABLE

Fixed Wing/ Airship Size	Fuel Weight (kg) Per Thrust Point By Tech Level* A	B	C	D	E	F
Small	50	30	23	15	13	10
Medium	63	38	25	20	18	15
Large	83	50	35	28	23	20

* For Airships and Prop-driven Fixed Wing Support Vehicles, fuel weight per Thrust Point is 75% that listed (rounded up). Note that Airships and Prop-driven Fixed Wing Support Vehicles using Electric (Solar), Fission, or Fusion engines do not require fuel.

MINIMUM CREW REQUIREMENT TABLE

AIRSHIPS AND NAVAL VESSELS	
Enlisted/Non-rated (Naval)	3 + 1 per 5,000 tons*
Enlisted/Non-rated (Airship)	3 + 1 per 500 tons*
Bay Personnel	See Bay Personnel
Officers	1 per 5 crew (excluding bay personnel and passengers)*
* Round fractions up	
OTHER VEHICLES	
Satellites	0
Small Vehicles	1
Medium Vehicles	2
Large Vehicles	3
GUNNERS (ALL SUPPORT VEHICLES)	
Per Light Weapon	1
Per Medium Weapon	Half normal listed crew (round up)
Per Heavy Weapon	1 per 3 tons of weapon weight (excluding ammunition, round up).
OTHER PERSONNEL REQUIREMENT TABLE	
Equipment (All Support Vehicles)	
Communications	1 per ton
Field Kitchen	3
Flight Deck	20
Helipad	5
MASH	5 per theater
Mobile Field Base	5

WEAPONS AND EQUIPMENT TABLE

Type	Equipment Weight (Items)	Equipment Rating (Tech/Avail./Leg.)	Notes
Backhoe	5 tons (1)	B/B–B–B/B	Cannot attack
Bay			
Infantry	Variable (1)	Var./E–E–E/E	Accommodation for up to 28
Infantry (Compartment)	Variable (1)	Var./E–E–E/E	Seats up to 28
Mech/Fighter	150 tons (1)	C/C–E–D/E	1 'Mech, Aerospace or Conventional Fighter
ProtoMech	50 tons (1)	C/X–X–C/A	5 ProtoMechs
Small Craft Bay	200 tons (1)	C/B–C–B/C	1 Fighter or Small Craft of 100 to 200 tons
Vehicle, Light	50 tons (1)	C/B–B–B/A	1 unit of up to 50 tons
Vehicle, Heavy	100 tons (1)	C/B–C–B/A	1 unit of between 51 to 100 tons
Vehicle, Super-heavy	200 tons (1)	C/C–D–C/A	1 unit of between 101 to 200 tons
Bay Door	N/A (0)	A/A–A–A/A	Usable by one unit per turn
Bridgelayer			
Light	1 ton (1)	B/E–E–E/C	30-meter span; CF 7
Medium	2 tons (1)	C/E–E–E/C	30-meter span; CF 20
Heavy	6 tons (1)	D/E–E–E/C	30-meter span; CF 45
Bulldozer	2 tons (1)	B/C–C–C/B	Wheeled and tracked units only
Cargo			
Standard	Variable (1)	A/A–A–A/A	Mass as per cargo stored
Container Storage	10 tons (1)	A/A–A–A/A	Cubicle storage; Weight/Items are per cubicle
Standard Liquid	Variable (1)	A/A–A–A/A	Storage tonnage = Cargo mass x 1.1
Insulated or Refrigerated	Variable (1)	B/A–A–A/A	Storage tonnage = Cargo mass x 1.15
Livestock	Variable (1)	B/B–B–B/B	Storage tonnage = Cargo mass x 1.2
CASE	0.5 tons (1)	E/C–X–C/B	Ammunition storage
CASE (Clan)	0 kg (0)	F/X–X–C/B	Ammunition storage
Chainsaw	5 tons (1)	B/E–E–E/B	Base to-hit 6, damage 5
Combine	2.5 tons (1)	B/C–C–C/B	Base to-hit 3, damage 3 (1D6 to Infantry)
Communications Equipment	Variable (1)	D/C–D–C/B	Installed in 1-ton units, but occupies 1 item slot only
Concealed Weapon	+5% weight* (1)	A/C–C–C/F	Light/Medium Weapons only; Perception skill to spot
Docking Units	2% vessel weight (3)	B/C-C-C/B	Allows pivot-in-place (Large Naval Vessels only)
Dual Saw	7 tons (1)	C/E–E–E/B	Base to-hit 6, damage 7
Dumper	5% cargo weight (1)	A/A–A–A/B	Tilting cargo bed
Ejection Seat	0.1 tons (0	B/D–D–D/B	Small vehicle personal escape system
Escape Pod (Space or Maritime)	7 tons (0)	D/C–D–C/C	7-person emergency escape system
External Stores Hardpoint	0.2 tons (1)	C/D–E–D/E	Fixed Wing only. One per 10 tons of unit
Field Kitchen	3 tons (1)	A/C–C–C/C	Feeds 150
Fire Control			
Advanced	+10% weight* (0)	D/C–D–D/E	Applies to all Heavy and Medium weapons
Basic	+5% weight* (0)	C/B–C–C/E	Applies to all Heavy and Medium weapons
Flight Deck	2,500 tons (10)	B/E–E–E/C	Recover and launch aircraft
Heat Sink	1 ton (0)	D/B–B–B/A	Removes 1 point of energy weapon heat
Heavy-Duty Pile Driver	10 tons (1)	B/E–E–E/B	Base to-hit 8, damage 9
High-Res Image Camera	2.5 tons (1)	C/D–E–D/A	—
Helipad	500 tons (5)	B/C–C–C/C	1 per hex
Infrared Imager Camera	5 tons (1)	C/D–E–D/A	—
Ladder	0.1 ton per 20 m (1)	A/A–A–A/A	Maximum of 100 meters
Lifeboat (Maritime)	1 ton (0)	A/B–C–C/B	10 person capacity
Lift Hoist	3 tons (1)	A/A–A–A/B	Lift up to half vehicle's weigh
Look Down Radar	5 tons (1)	C/D–E–D/B	—
Manipulator	10 kg (1)	C/C–D–C/A	Mechanical grab (100-kg lifting capacity)
MASH Unit	Variable (1)	B/C–E–D/D	3.5 tons, plus 1 ton per additional theater
Mobile Field Base	20 tons (1)	D/X–X–E/B	Acts as a repair bay
Mine Dispenser (Land/Maritime)	0.5 tons (1)	B/E-E-E/E	Lays two 10-point minefields per dispenser
Minesweeper (Land/Maritime)	3 tons (1)	C/D-D-D/D	Clears land and water mines to depth 2, as type
Mining Drill	3 tons (1)	B/E–E–E/B	Base to-hit 5, damage 4
Paramedic Equipment	0.25 tons (1)	C/C–C–C/B	Per patient
Quarters			
Crew	7 tons (**)	A/A–A–A /B	Additional crew quarters
Passenger, Steerage	5 tons (**)	A/A–A–A /B	Basic accommodations
Passenger, 2nd class	7 tons (**)	A/A–A–A /C	Standard accommodations
Passenger, 1st class	10 tons (**)	A/A–A–A /C	Luxurious accommodations
Pillion, Crew/Passenger.	25 kg (0)	A/A–A–A /A.	Small unit only. Riding on vehicle exterior.
Seat, Crew/Passenger	75 kg (0)	C/E–E–E/B	—
Power Amplifier	+10% weight* (0)	D/B–C–B/A	Required for Heavy Energy Weapons
Pintle Mounted	+5% weight* (0)	A/A–A–A/D	180-degree arc of fire: Light and Medium Weapons
Refueling Drogue	1 ton (1)	C/B–B–B/A	In-flight refueling
Remote Sensor Dispenser	0.5 tons (1)	E/X-X-D/C	Dispense up to 30 remote sensor units
Rock Cutter	5 tons (1)	C/E–E–E/B	Base to-hit 7, damage 5
Searchlight			
Hand-held	5 kg (0)	A/A–A–A/A	Illuminate objects up to a range of 270 meters
Mounted	0.5 tons (1)	A/A–A–A/C	Illuminate objects up to a range of 5,000 meters
Sprayer	15 kg (1)	B/B–B–B/A	Dispense 100kg liquid/turn
Turret Mounted	+10% weight*(0)	C/C–C–C/E	360-degree arc of fire
Weapon			
Light	† (†)	†/†/D	Small Vehicles only
Medium	† (†)	†/†/E	Small Vehicles only
Heavy	† (†)	††/C–E–D/E	All attacks w/o fire control receive a +4 TN modifier
Wrecking Ball	4 tons	A/E–E–E/B	Base to-hit 7, damage 8 (16 to buildings)

*Weight based on associated weapon(s).
**50 Steerage, 20 Second Class, 5 First Class or 20 Crew Quarters per equipment item.
†As per weapon details in BMR, AT2, MT, CBT: RPG, LT or CE.
††See Weapon Tech Level Table.

WKGAMES

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SUPPORT VEHICLE CONSTRUCTION OVERVIEW

1. Determine Chassis Type
2. Determine Size Class and Weight
3. Determine Equipment Rating
   - Tech Level
   - Availability
   - Legality
4. Determine chassis/control weight
5. Install engine and transmission
   - Determine fuel capacity
6. Add other equipment (in any order)
   - Add armor
   - Add weapons and equipment
   - Add other equipment
   - Determine crew requirements
7. Complete record sheet

CHASSIS AND CONTROLS TECH MODIFIER TABLE

Chassis and Controls Tech Level					
A	B	C	D	E	F
1.6	1.3	1.15	1.0	0.85	0.66

ARMOR LIMITS TABLE

Type	Total Maximum Armor Points*
Wheeled	4 + 1 point per 0.5 tons weight
Tracked	4 + 1 point per 0.5 tons weight
Hover	4 + 1 point per 1 tons weight
VTOL†	4 + 1 point per 1 tons weight
Airship	
Small and Med.	4 + 1 point per 3 tons weight
Large	89 + 1 point per 20 tons weight
Fixed Wing	4 + 1 point per 1 tons weight
Satellite	4 + 1 point per 2 tons weight
Rail	4 + 1 point per 2 tons weight
Naval Vessel	
Small and Med.	4 + 1 point per 3 tons weight
Large	89 + 1 point per 20 tons weight

*Round all values up to the next whole number.
†VTOLs can only ever mount a maximum of 2 points of armor on the rotor.

ARMOR WEIGHT TABLE

Barrier Armor Rating	Weight per Armor Point (kg) by Tech Level					
(BAR)	A	B	C	D	E	F
2	40	25	16	13	12	11
3	60	38	24	19	17	16
4	80	50	32	26	23	21
5	100*	63	40	32	28	26
6	130*	75*	48	38	34	32
7	180*	88*	56*	45	40	37
8	230*	120*	64*	51*	45	42
9	—	180*	57*	57*	51*	47
10	—	250*	150*	63*	56*	52*

*The Armored Chassis modification is required to attain these BAR levels at this Tech Level.

SUPPORT VEHICLE CHASSIS TABLE

Chassis Type	Size Class	Weight Range (tons)	Equipment Rating (Tech/Avail./Leg.)	Base Chassis And Control Weight (% vehicle)	Base Engine and Transmission Weight Factor
Wheeled	Small	0.100 – 4.999	A/A–A–A/A	12	.25
	Medium	5 – 80	A/A–B–A/A	15	.75
	Large	80.5 – 160	A/B–C–B/A	18	1.5
Tracked	Small	0.100 – 4.999	B/B–C–B/A	13	.6
	Medium	5 – 100	B/B–C–B/A	15	1.3
	Large	100.5 – 200	B/C–D–C/A	25	2.5
Hover	Small	0.100 – 4.999	C/A–B–A/B	20	.25§
	Medium	5 – 50	C/A–B–A/B	25	.4§
	Large	50.5 – 100	C/B–C–B/B	30	.8§
VTOL	Small	0.100 – 4.999	C/C–D–C/C	20	.2
	Medium	5 – 30	C/C–D–C/C	25	.25
	Large	30.5 – 60	C/D–E–D/C	30	.4
Airship	Small	0.100 – 4.999	A/C–D–C/C	20	.4
	Medium	5 – 300	B/D–E–D/C	25	.8
	Large	300.5 – 1,000	C/D–E–D/C	30	1.2
Fixed Wing	Small	0.100 – 4.999	B/C–D–C/C	8	.5
	Medium	5 – 100	B/C–D–C/C	10	1
	Large	100.5 – 200	B/D–E–D/C	15	1.5
Satellite	Small	0.100 – 4.999	C/C–D–C/C	8	†
	Medium	5 – 100	C/C–D–D/D	12	†
	Large	100.5 – 200	C/D–E–D/D	16	†
Rail	Small	0.100 – 4.999	A/C–C–C/C	15	.3
	Medium	5 – 300	A/C–C–C/C	20	.4
	Large	300.5 – 600	A/C–D–D/C	30	.5
Naval Vessel	Small	0.100 – 4.999	A/C–D–C/C	12	.4
	Medium	5 – 300	A/C–D–C/C	15	.7
	Large	300.5 – 100,000	B/C–E–D/C	17	.9

†Satellites always have zero MP. Calculate engine and transmission weight as 10% of the satellite's weight.
§Total Engine and Transmission weight must be a Minimum of 20% of the vehicle's total weight.

CHASSIS MODIFIERS TABLE

Chassis Modification	Chassis and Controls Weight Multiplier	Equipment Rating (Tech/Avail./Leg.)	Notes
Amphibious	x 1.75	C/C–D–C/A	Cross/Land on water of any depth
Armored	x 1.5	A/C–E–D/D	Armor enhancement
Bicycle	x 0.75	A/A–A–A/A	Operator/passengers exposed
Convertible	x 1.1	A/A–A–A/A	Soft top
Dune Buggy	x 1.5	B/C–D–C/A	Traverse sand without penalty
Environmental Sealing	x 2	C/B–D–C/A	Operate in a vacuum
External Power Pickup	x 1.1	B/C–C–C/D	Rail only
Hydrofoil	x 1.7	B/C–D–C/A	+25% Cruise speed on vessels of up to 100 tons.
Monocycle	x 0.5	B/D–D–D/A	Operator/passengers exposed
Off-Road Vehicle	x 1.5	B/B–C–B/A	Traverse rugged terrain
Omni	x 1	E/X–X–E/A	Vehicle can be configured
Prop	x 1.2	B/B–C–B/C	Prop-driven fixed wing
Snowmobile	x 1.75	B/D–E–D/A	Traverse deep snow without penalty
STOL	x 1.5	C/B–C–B/C	Fixed Wing (Short takeoff and landing)
Submersible	x 1.8	B/C–D–C/C	Underwater capable (Naval Vessels only)
Tractor	x 1.2	A/A–A–A/B	Tow one or more trailers
Trailer	x 0.8	A/A–A–A/B	Towed by a Tractor
Ultra-Light	x 0.5	D/C–E–D/A	Small Weight Class
VSTOL	x 2	C/C–D–C/C	Fixed Wing (Vertical/Short takeoff and landing)

CHASSIS AND CONTROLS/MODIFIERS COMPATIBILITY TABLE

	Chassis and Controls								
Modification	Wheeled	Tracked	Hover	VTOL	Airship	Fixed Wing	Satellite	Rail	Naval Vessel
Amphibious	Y	Y	N	Y	Y	Y	N	N	N
Armored	Y	Y	Y	Y	N	Y	Y	Y	Y
Bicycle	Y*	N	Y*	N	N	N	N	N	N
Convertible	Y	Y	Y	N	N	N	N	N	N
Dune Buggy	Y	N	N	N	N	N	N	N	N
Environmental Sealing	Y	Y	Y	Y	Y	Y	N	Y	Y
External Power Pickup	N	N	N	N	N	N	N	Y	N
Hydrofoil	N	N	N	N	N	N	N	N	Y**
Monocycle	Y*	N	Y*	N	N	N	N	N	N
Off-Road Vehicle	Y	N	N	N	N	N	N	N	N
Omni	Y	Y	Y	Y	Y	Y	Y	Y	Y
Prop	N	N	N	N	N	Y	N	N	N
Snowmobile	Y	Y	N	N	N	N	N	N	N
STOL	N	N	N	N	N	Y	N	N	N
Submersible	N	N	N	N	N	N	N	N	Y
Tractor	Y	Y	N	N	N	N	N	Y	Y
Trailer	Y	Y	N	N	N	N	N	Y	N
Ultra-Light†	Y	Y	Y	Y	Y	Y	Y	Y	Y
VSTOL	N	N	N	N	N	Y	N	N	N

*Small Wheeled and Small Hover only
**Naval Vessels of 100 tons or less
†Small Support Vehicles only

CHASSIS AND CONTROLS/ENGINE AND TRANSMISSION COMPATIBILITY TABLE

	Chassis and Controls								
Engine and Transmission	Wheeled	Tracked	Hover	VTOL	Airship	Fixed Wing	Satellite	Rail	Naval Vessel
Steam	Y	Y	N	N	Y	N	N	Y	Y
ICE	Y	Y	Y	Y	Y	Y	N	Y	Y
Electric									
External	N	N	N	N	N	N	N	Y	N
Batteries	Y	Y	Y	Y	Y	Y*	Y	Y	Y
Fuel Cell	Y	Y	Y	Y	Y	Y*	Y	Y	Y
Solar	Y	Y	N	N	Y	Y*	Y	Y	Y
MagLev	N	N	N	N	N	N	N	Y	N
Fission	Y	Y	Y	Y	Y	Y	Y	Y	Y
Fusion	Y	Y	Y	Y	Y	Y	Y	Y	Y

*Prop Fixed Wing Support Vehicles only.

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