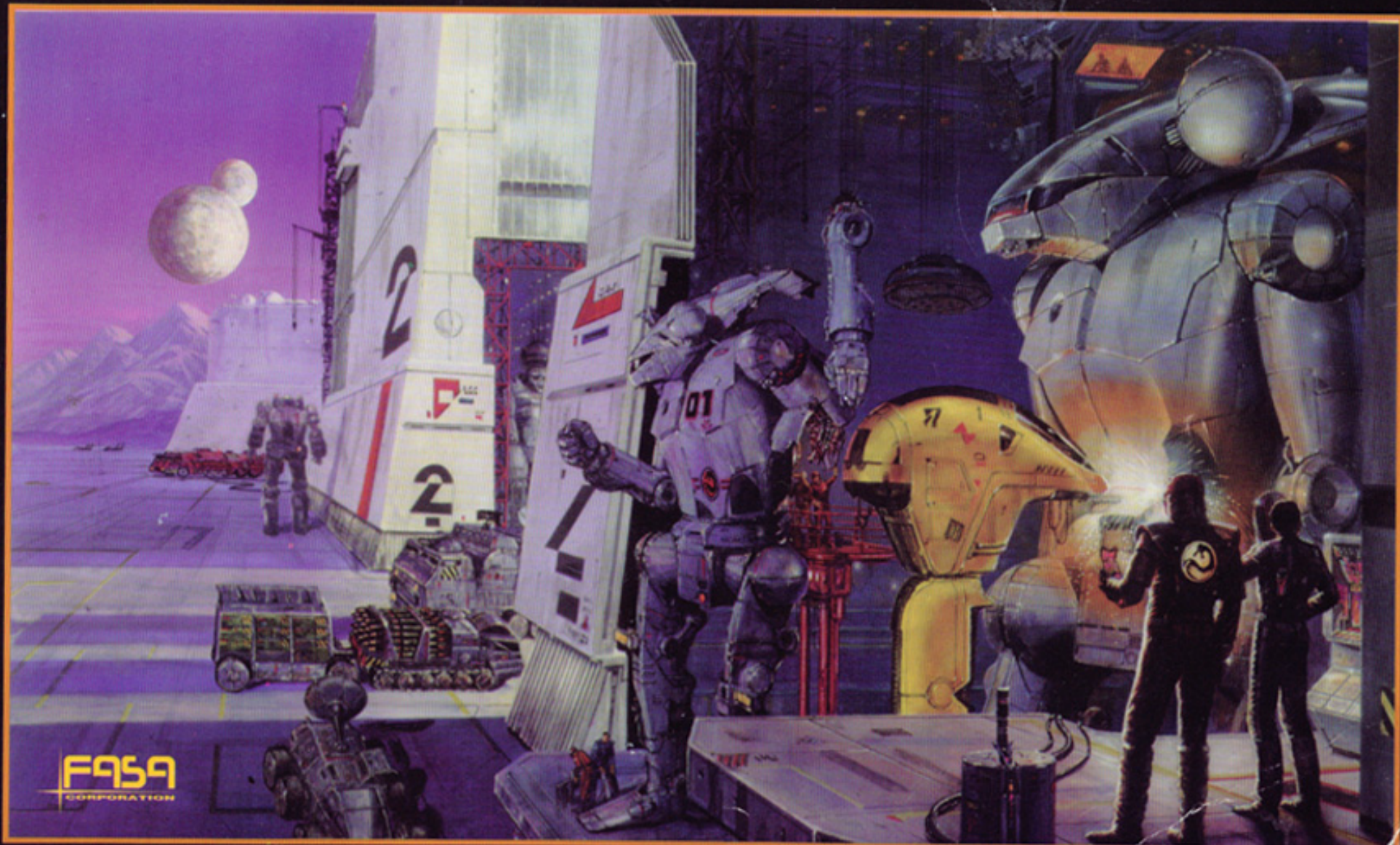


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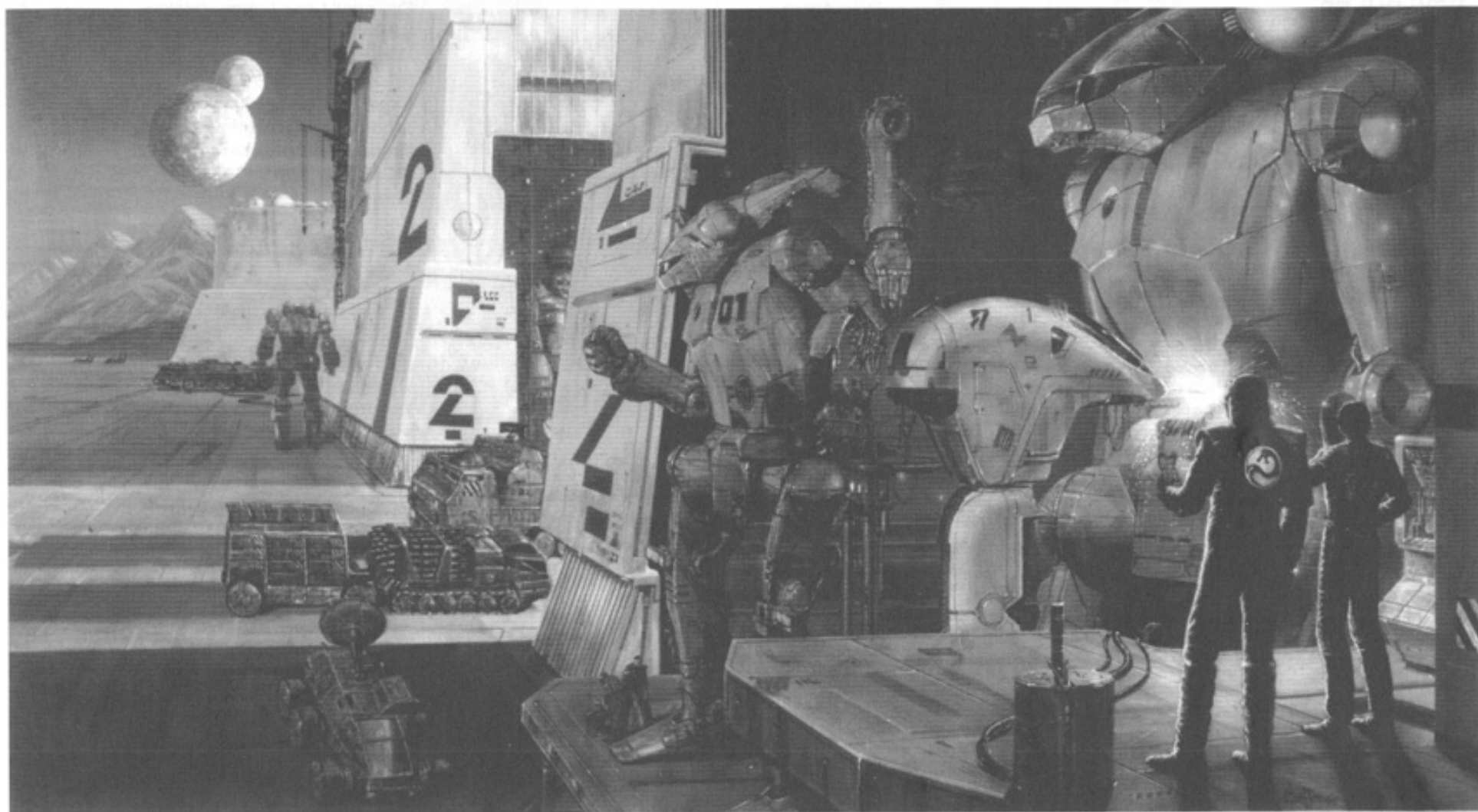
TACTICAL HANDBOOK



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TACTICAL HANDBOOK



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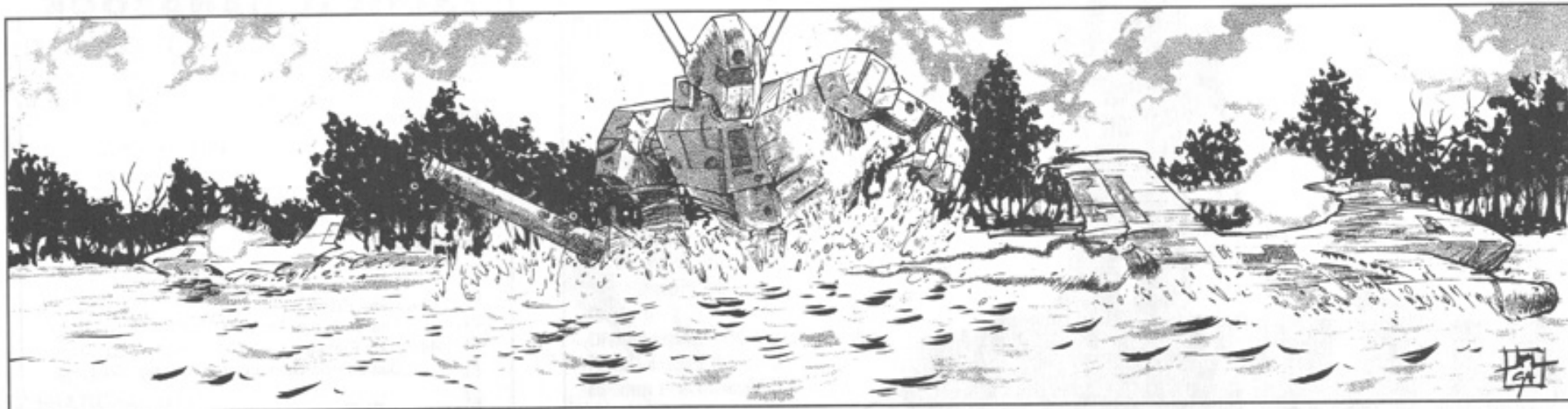
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Dedicated to the memory of Jack Kirby, creator of heroes, villains, and universes. Thanks, Jack. You gave us the dreams and inspiration to illustrate them—The FASA Art Staff

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INTRODUCTION



The **BattleTech Tactical Handbook** is a **BattleTech** supplement designed to allow players to create and play advanced tactical situations. The book includes new rules and equipment for advanced **BattleTech** play, including systems for running double-blind games and creating extended **BattleTech** campaigns, as well as new equipment and optional rules for **MechWarrior** games.

Players should be thoroughly familiar with the rules provided in the **BattleTech Compendium** and **Mechwarrior, Second Edition**, sourcebooks before attempting to use the new rules provided in the **Tactical Handbook**.

HOW TO USE THIS BOOK

Hereafter, all **BattleTech** play will be designated as Level One, Level Two, or Level Three **BattleTech**. Level One **BattleTech** is the basic level of play described in the **BattleTech, Third Edition** boxed set and uses the technology available in 3025—all 'Mechs,

vehicles, and weapons described in **Technical Readouts 3025** and **3026**. Level Two **BattleTech** denotes the level of play used in all tournaments and Mechforce-level competition. Level Two **BattleTech** includes all the Level One rules, as well as the optional rules in the **BattleTech Compendium** and the **CityTech, Second Edition** boxed set. Level Two **BattleTech** uses the technology available in 3055—the 'Mechs, vehicles, equipment and other technology described in **Technical Readouts 2750, 3050, 3055**, and all previous tech readouts.

Level Three **BattleTech** play may include any of the optional rules presented in the **Tactical Handbook**, as well as the experimental technology presented in the **MechWarrior** adventure **Unbound**. Level Three rules are optional rules that advanced players may use as they see fit.

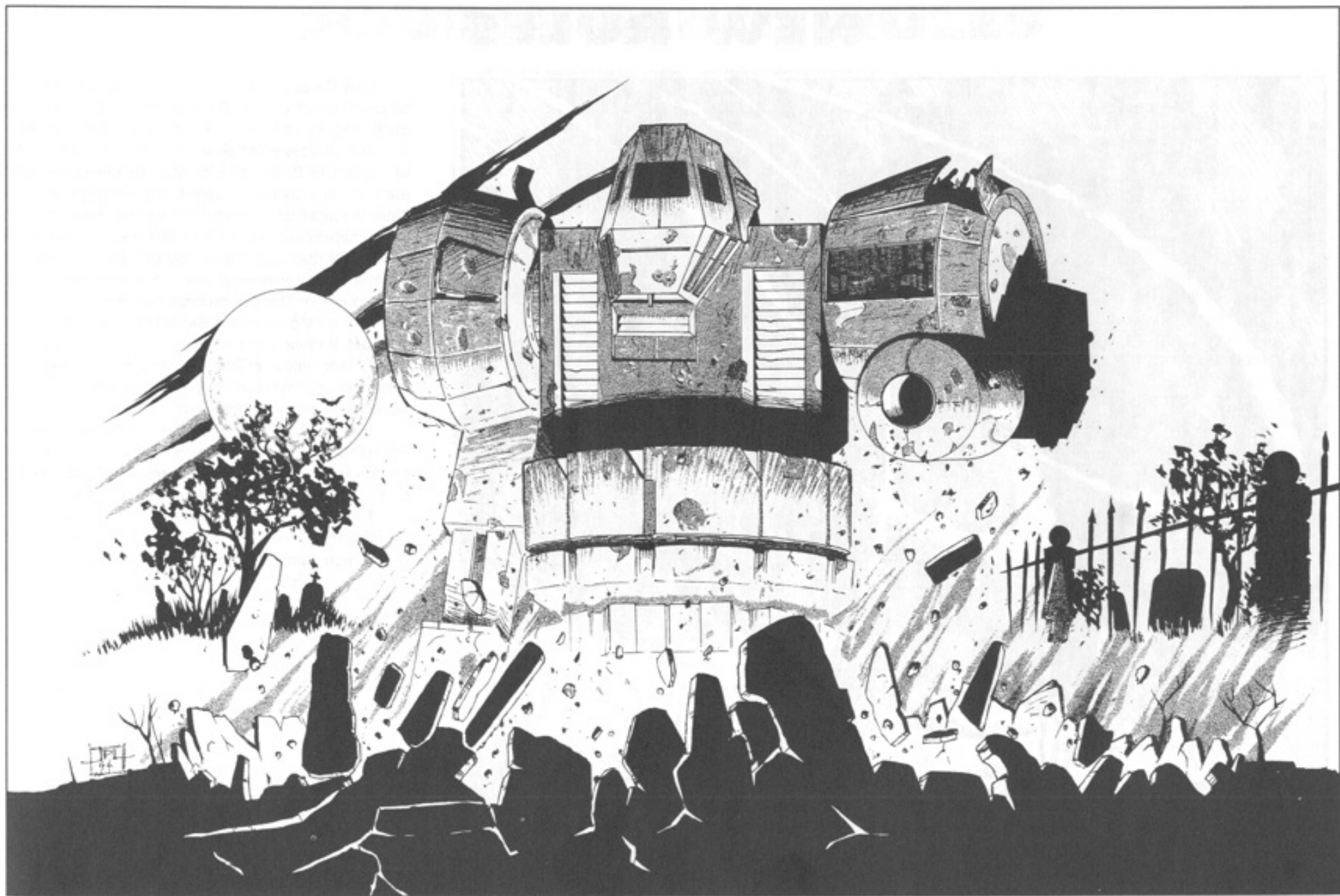
The **BattleTech Tactical Handbook** is divided into two main sections. The first section, **New Rules**, provides three new optional systems—**Double-Blind Rules**, **Operational Game**, and **Combat Values**—that may be used in any level of **BattleTech** play. **Double-**

Blind Rules offers guidelines for running double-blind games, in which players must rely on their unit's sensors to detect and target the enemy. **Operational Game** provides a mapless system for creating extended **BattleTech** campaigns. **Combat Values** presents a system for measuring the combat capabilities of combat forces and individual **BattleTech** units. The **New Rules** section also contains **Level Three Rules**, which presents optional rules for advanced players.

The **Level Three Rules** section offers three particularly important optional rules: a new sequence of play, an alternate system for determining line of sight, and the rules for land-air 'Mechs. The rules for LAMs currently appear in the **BattleTech Compendium**, making them Level Two rules and legal for tournament play; however, their inclusion as Level Three rules in the **Tactical Handbook** now makes LAMs illegal for tournament play.

The second main section, **New Equipment**, describes new weapons and equipment for **BattleMech** and **MechWarrior** units to use in Level Three **BattleTech** and **MechWarrior** play.

NEW RULES



NEW RULES



New Rules presents new, optional systems that may be used with all levels of **BattleTech** play, as well as specially designed rules for Level Three **BattleTech** games.

The **Double-Blind Rules** section adds a new level of realism to **BattleTech** combat by giving players a method for playing "double-blind" engagements. In these engagements, players set up their forces on separate mapsheets, and cannot see the movement and strength of opposing forces. Instead, players must rely on their units' sensor systems and lines of sight to spot the opposition. The **Operational Game** presents a system for creating extended **BattleTech** campaigns. The **Combat Values** section provides guidelines for using the Combat Values of **BattleTech** units in games. All of these optional systems may be used with Level One, Level Two, and Level Three rules.

The **Level Three Rules** section provides advanced optional rules for Level Three games. Players should be thoroughly familiar with the rules in the **BattleTech Compendium** before introducing Level Three rules to their games.

The information provided below on **Thunder LRMs** revises the Thunder LRM rules presented in the **BattleTech Compendium**. These revisions apply to all Level Two and Level Three play.

THUNDER LRMS

Thunder missiles are not effective direct-fire weapons because their mines scatter, rather than detonate on impact. To reflect this characteristic, the following rule applies whenever Thunder LRMs are used.

A unit that occupies a hex during the same round that hex is targeted with a Thunder LRM is not subject to a mine attack on leaving the hex. Because the unit's pilot or crew can easily see where the missile scatters its mines, the unit may safely exit the hex.

See p.121, **BattleTech Compendium** for further information on Thunder LRMs.

DOUBLE-BLIND RULES

In a double-blind game, neither player can "see" the other's forces until they enter the sensor or visual range of his units. In this way, double-blind rules inject the uncertainty of real battle into **BattleTech** and force players to anticipate their opponent's movements, much like real battlefield commanders.

The double-blind format requires a minimum of three players, one of whom acts as gamemaster. The gamemaster monitors the status and movement of the two players' forces, informs the players of their spotting results, and ensures the smooth play of the game.

Three identical mapsheet and 'Mech sets are needed for a double-blind game—one each for each player, and one for the gamemaster. Each player uses his maps to regulate the movement of his own units and any enemy units his units have detected. The gamemaster uses his mapsheet to regulate the movement of both sides. Each player records the movement of his forces on a copy of the double-blind movement chart found at the back of this book.

Level One, Level Two, and Level Three rules may be used in double-blind games unless otherwise noted.

SEQUENCE OF PLAY

Double-blind games use the following **BattleTech** sequence of play.

1. Initiative Phase
2. Movement Phase
 - Torso and Turret Twist
3. Spotting Phase
4. Weapon Attack Phase
 - Opportunity Fire
 - Standard Weapons Fire
5. Physical Attack Phase
6. Heat Phase
7. End Phase

The Initiative, Heat, and End phases of each turn in



the double-blind game follow the standard **BattleTech** rules except where noted. Special double-blind rules for the Movement Phase, Spotting Phase, Weapon Attack Phase, and Physical Attack Phase are described in detail below.

MOVEMENT PHASE

Each player moves his units and records their positions with unit markers on his mapsheets. Both players' units are considered to move simultaneously. However in cases where two or more enemy units would violate the hex stacking limits, the side that won the Initiative gets to occupy the contested hex (see **Stacking**).

Players should plot their units' movements on a copy of the double-blind movement chart, using the following guidelines:

List the unit's movement mode, if applicable (ie. Walking/cruising, Running/flank, Jumping). Then record the unit's movement for the turn, using the following designations:

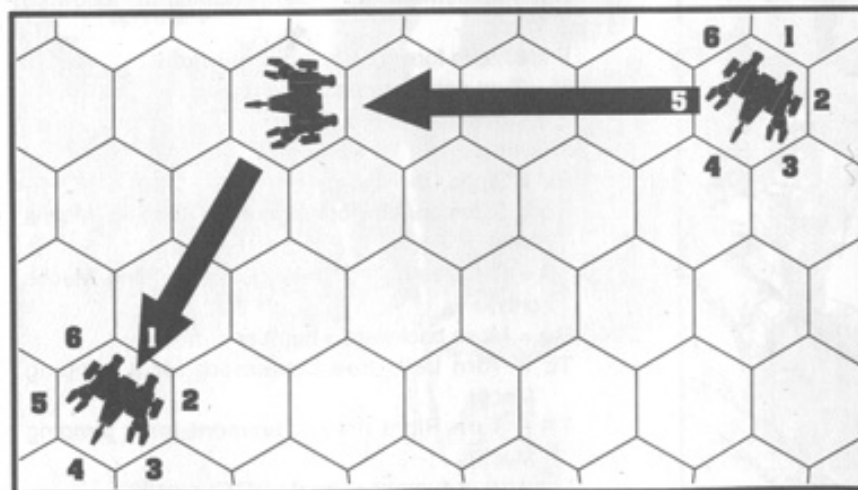
- F x = Move forward x number of hexes
- R = Turn right (one hex facing)
- L = Turn left (one hex facing)
- J = Jump
- SU = Stand Up
- SL = Sidestep left (four-legged or jumping 'Mechs only)
- SR = Sidestep right (four-legged or jumping 'Mechs only)
- B x = Move backward x number of hexes
- TL = Turn Left (free movement for a jumping 'Mech)
- TR = Turn Right (free movement for a jumping 'Mech)
- U x = Up x number of levels (VTOLs only)
- D x = Down x number of levels (VTOLs only)
- O = Opportunity Fire

DOUBLE-BLIND RULES

Note the starting and ending hex numbers for each unit, the number of hexes moved, and the direction that the unit's torso or turret is facing using the Artillery Scatter Diagram (p. 49, **BattleTech Compendium**).

Ralph's Locust occupies Hex 1406, facing direction 4. During the Movement Phase, Ralph has the 'Mech run. He turns the 'Mech right one hex facing, moves it forward 4 hexes, turns it left one hex facing, and moves it forward 3 hexes. He then elects to twist the torso so that it is facing direction 5. The 'Mech has moved a total of 7 hexes. The notation for the movement would look like this:

Double Blind Turn Record Sheet									
TURN #	STARTING HEX	STARTING FACING	MOVEMENT MODE	MOVEMENT	ENDING HEX	ENDING FACING	TORSO FACING	# HEXES MOVED	SIDE
	1406	4	Run	R F4 L R3	1011	4	5	7	



Once the players have moved all of their units, each gives his movement chart to the gamemaster. The

gamemaster then moves the units on his mapsheet, first moving the side that won the Initiative.

The gamemaster should resolve all Piloting Skill Rolls for skids and side-slips. The players should resolve all other movement-related Piloting Skill Rolls.

After recording the movement of each player's unit, the gamemaster performs spotting. For details, see the **Spotting** section.

STACKING

Because the opposing forces in a double-blind game cannot see one another, several units may occupy a single hex at the end of a Movement Phase. Whenever the number of such units exceeds the stacking limit for the hex (see p. 17, **BattleTech Compendium**), the hex is automatically occupied by the units of the player who holds the Initiative for the turn. The enemy unit(s) end their movement in the adjacent hex that they would have occupied prior to entering the contested hex. Any of the units involved may charge their opponents during the Physical Attack Phase of the turn. (See pp. 32-33, **BattleTech Compendium**, for charging rules.)

SPOTTING PHASE

During the Spotting Phase, the gamemaster checks to see if an enemy unit is seen by an opposing unit.

To perform spotting, the gamemaster checks his mapsheet after plotting the movement of the players' units. He first determines if the units can detect any enemy forces visually. Then he checks to see if they can detect any enemy units by using sensors. The

gamemaster then informs each side of the location, facing, and type of enemy unit detected.

Units that start a double-blind game as hidden (p. 57, **BattleTech Compendium**) cannot be spotted except by the methods outlined in the standard game rules. This includes an enemy unit entering the hidden unit's hex, and the use of active probes. If a hidden unit fires, it is only spotted if an enemy unit could have seen it under the visual spotting rules.

VISUAL SPOTTING

A unit visually detects an enemy unit whenever three conditions are met. First, the enemy unit must lie within the forward firing arc of the spotting unit. Second, the spotter must have a clear line of sight to the enemy unit. Third, the enemy unit must be within the visual range of the spotting unit. Use the following table to determine maximum visual range under various atmospheric conditions.

VISUAL RANGE TABLE

Conditions	Maximum Visual Range (in hexes)	
	BattleMech/Vehicle	Infantry
Darkness	5	2
Daylight	60	30
Twilight	15	8
Fog, rain, haze	10	5

Though infantry troops cannot see as far as BattleMechs or vehicles, they can serve as an excellent early warning system when properly deployed, because they offer the advantage of 360-degree firing arcs.

A searchlight mounted on a spotting unit illuminates any unit in the spotter's LOS and forward firing arc, as well as the spotting unit itself. Treat such units as if they are in daylight. A player must indicate each turn that his unit's searchlight is on in order to receive this bonus.

DOUBLE-BLIND RULES

SENSOR SPOTTING

Electronic sensors cover a wider field than most visual checks, but can be fooled by the proper counter-measures. Electronic sensors operate in a 360-degree arc, regardless of the spotting unit's firing arc. All sensors, with the exception of seismic sensors, must have a clear line of sight to the enemy unit in order to detect it. The ranges of the various **BattleTech** electronic sensor systems are listed in the Sensor Range Table. To use a sensor, a player rolls 2D6. A result of 7 or 8 means the sensor detects any unit within its short range. A result of 5 or 6 means the sensor detects units out to its medium range. A result of 1 to 4 means the sensor detects units out to its long range. A spotting unit may use only one type of sensor per turn, and the controlling player must indicate this choice on the movement chart for that turn. (Note that the probe and sensor rules provided here apply in double-blind games only.)

Three enemy 'Mechs surround Natalie's Raven. Daylight fills the battle-field, and the Raven sees the first enemy 'Mech easily—the machine is within the

Raven's forward firing arc, it has a valid LOS, and it is only 14 hexes away, well within the Raven's 60-hex visual range. The second 'Mech lies 12 hexes away, with a valid LOS but in the Raven's left-side firing arc. The third lies in the Raven's rear firing arc, 19 hexes away, again with a valid LOS. The Raven mounts a Beagle Active Probe, which Natalie indicated as on for this turn, and so the gamemaster rolls 2D6 to determine if her Raven spots the remaining two 'Mechs. The roll yields a result of 8, indicating that only units within short range are detected. This means that the Raven detects the second 'Mech, but not the third.

Vehicles have access to sensor systems similar to those used on 'Mechs, but in most cases these systems have shorter ranges, reflected in the Sensor Range Table. Infantry units do not have access to electronic sensors.

If seismic sensors are selected, any unit within range is spotted regardless of LOS. VTOLs cannot

SENSOR RANGE TABLE

Sensor System	Range (in hexes)		
	Short (result of 7-8)	Medium (result of 5-6)	Long (result of 1-4)
Beagle Active Probe	1-12	1-24	1-36
Bloodhound Active Probe	1-16	1-32	1-48
Clan Active Probe	1-15	1-30	1-45
'Mech Sensor/'Mech	1-8	1-16	1-24
Vehicle Sensor/Other	1-6	1-12	1-18
'Mech Seismic Sensor	1-2	1-4	1-6
Vehicle Seismic Sensor	1	1-2	1-3
Watchdog System	1-20	1-40	1-60



DOUBLE-BLIND RULES

use seismic sensors, nor can they be spotted by seismic sensors.

When using Level Three sensor rules, note that for sensor spotting purposes there is no difference between EM and thermographic sensors.

ECM Systems

Just as special sensors can make spotting enemy units easier, special ECM systems can make units harder to detect. As a general rule, ECM systems mask a unit's nature and precise location from enemy sensors, but the systems' powerful jamming devices make it clear to the enemy that something is out there.

In the double-blind game, the Angel ECM Suite, Watchdog System, Guardian and standard Clan ECM suites all modify the roll results of spotting units attempting to detect an enemy unit equipped with such an ECM system. Because different ECM systems have different effects against different probes and sensors, the modifiers vary depending on the spotting unit's probe/sensor and the enemy unit's ECM system. These figures are provided in the ECM Modifier Table below. (The Watchdog System appears in both columns because it contains both an active probe and an ECM suite.)

Multiple ECM systems will add their effects if they are both in range of a spotting unit.

Though ECM systems can prevent a probe from identifying a unit, they also have powerful, distinctive signatures. If a spotting unit is in range of an active ECM device and fails to detect the ECM-equipped unit, inform the player that his unit has been jammed by an ECM suite.

The rules given for each of the probes and ECM systems here apply in double-blind games only. For general **BattleTech** rules governing the Guardian and Clan ECM suites and the Beagle Active Probe, see pp. 118-120 of the **BattleTech Compendium** or p. 220 of **Technical Readout: 3050**. For general rules and descriptions of the

Bloodhound Active Probe and the Watchdog System, see **BattleMech Accessories**, p. 63. Sensor rules are provided in **Level Three Rules**, p. 44. To be affected, the spotting unit must be in the normal operating radius of the ECM system. This radius is not affected by LOS.

WEAPON ATTACK PHASE

After both players have moved their units and the gamemaster has conducted all necessary spotting, the Weapon Attack Phase takes place. Only targets that have been spotted by any friendly unit in that turn may be attacked. All standard weapons-fire rules apply.

The gamemaster first resolves all opportunity fire, then all other weapons fire. Resolve each type of fire by going to one player, with the unit record sheets and double-blind movement charts of all potential targets. The player then resolves his opportunity fire attacks and the gamemaster records the results on the proper record sheets. The game master then resolves the other player's opportunity fire. After opportunity fire is resolved,

then resolve standard weapons fire in the same manner. Once all weapons fire has been resolved, the gamemaster returns the record sheets to the appropriate players and has them resolve any Piloting Skill Rolls. All opportunity fire is considered simultaneous.

Note that damage taken from opportunity fire and standard weapons fire is not cumulative when determining if a damage-induced Piloting Skill Roll is required. If a unit takes 20+ points of damage in either the opportunity fire or the standard weapons fire stage, however, a Piloting Skill Roll must be made at the end of the appropriate stage.

OPPORTUNITY FIRE

This phase allows a unit to concentrate solely on potential targets for its weapons. In effect, the gunner in a unit that has declared opportunity fire is hunched over his gun sights waiting for a target to appear. Once the enemy unit shows up, the gunner presses the trigger. Any unit that declares opportunity fire must do so during the Movement Phase and may not move or take any other action. All standard movement and terrain modifiers apply

ECM MODIFIER TABLE

Spotting Unit's Probe/Sensor	Angel	Standard Clan	Guardian	Watchdog
Beagle	-5	-5	-4	-6
Bloodhound	-4	-4	-3	-5
Clan Active Probe	-3	-3	-2	-4
Mech Sensor	-6	-6	-5	-7
Vehicle Sensor	-7	-7	-6	-8
Seismic	NA	NA	NA	NA
Watchdog System	-5	-5	-4	-3

DOUBLE-BLIND RULES

to opportunity fire, along with an additional +2 modifier that reflects the hurried nature of such a shot.

All damage from opportunity fire is applied to the targeted unit before standard weapons fire is resolved. If a targeted unit is destroyed or knocked down, it cannot engage in further action in the current turn. A knocked-down unit may still be targeted by enemy units as long as LOS still exists, but it cannot return fire. When firing on a knocked-down unit, standard weapons-fire modifiers apply.

Units that declare opportunity fire may not initiate standard weapons attacks or execute physical attacks in that turn. However, a player may forgo using opportunity fire and have his unit fire as normal during the standard Weapons Fire Phase.

PHYSICAL ATTACK PHASE

All standard physical attack rules apply, except for charges and death-from-above attacks.

Charges may only be declared if the units involved both attempted to occupy the same hex during the Movement Phase. In this case, either one or both units may declare a charge against the other, as long as the charging unit is facing its target.

Death-from-above attacks may only be declared if the jumping unit is attempting to enter a hex that has an enemy unit in it.

Note that in both cases, the unit whose side loses the Initiative will be more likely to declare a charge or a death-from-above attack, because the opposing unit will have moved into the hex first.



OPERATIONAL GAME

The operational game is a mapless system for quickly generating **BattleTech** campaigns. Players begin the operational game by setting campaign objectives, then play a series of scenarios to achieve those objectives. At the start of the game, the players are provided with a limited pool of resources they may use to wage their campaigns. In this way, the operational game forces players to consider the logistical needs of their units as well as long-range strategy and tactics.

The operational game rules can be used by two or more players, with or without a gamemaster. A gamemaster will make things run more smoothly, however. Specific gamemaster tasks include setting the objectives, choosing maps, keeping track of point totals, supervising individual battles, and ensuring that appropriate forces are used.

Players can use Level One, Level Two, or Level Three **BattleTech** rules or any combination of these rules to play the scenarios of their operational game. Players are encouraged to use the system that appeals most strongly to them and modify the rules as they see fit. Be sure that all players agree on any rule modifications before beginning an operational game, however.

The operational game can be broken down into three main parts, as follows:

1. Setting Up the Game
3. Operational Turns
4. Determining Campaign Results

Setting up the game involves preliminary tasks such as determining the campaign objective. The various scenarios of the game are played in a series of Operational Turns. Once the players have attained their objectives or depleted their forces, the final results of the operational game are determined.

For the sake of clarity, the player who *initiates the action* is called the Attacker throughout the entire campaign. The Attacker's opponent is called the Defender.

SETTING UP THE GAME

Setting up the operational game involves three steps—determining the campaign objective, creating the opposing forces, and selecting the mapsheets. These tasks are best performed by a gamemaster.

DETERMINING THE CAMPAIGN OBJECTIVE

The first step in the operational game is determining the campaign objective. This campaign objective is simply the goal the Attacker tries to accomplish during the game. This may include capturing or destroying an installation, extracting a hostage from the heart of enemy territory, or stealing valuable technology from a heavily fortified research facility. The type of objective is used in the formula for creating the players' forces. See p. 103, **Mercenary's Handbook: 3055**, for a list of general types of assignments. More advanced players may wish to translate the general objective into a game task. Capturing an installation might mean capturing a number of hexes and holding them for a specific number of Combat Rounds, for example. Completing the task would then become one of the victory conditions for the campaign.

The Defender's goal then becomes preventing the Attacker from achieving the campaign objective.

CREATING OPPOSING FORCES

Once the campaign objective is set, the players can create their forces. First, the gamemaster must set Combat Value point totals for the Attacker and Defender. Combat Values, or CVs, are simply numbers that describe the resources and capabilities of a **BattleTech** force. Every type of 'Mech, unit, vehicle and equipment has a specific CV. See **Combat Values**, p.

28, for a full explanation of Combat Values and formulas for determining the CVs of scratch-built or customized 'Mechs and vehicles.

For players who wish to compete on a "level playing field," simply set a single Combat Value point total that each player may "spend" on his or her force. To handicap a more experienced player, simply allot the player a lower Combat Value point total than his opponent.

The following Combat Value Estimates table provides ballpark figures for the Combat Value point totals of various forces. Note these estimates include the CV points needed to purchase individual combat units and provide their required support during an operational game.

COMBAT VALUE ESTIMATES

Lance Type	CV Point Total
Light	18,000
Medium	31,500
Heavy	45,600
Assault	61,100

In real warfare, opponents are often mismatched, however. Use the following roll procedure to simulate this uncertainty. This procedure creates a CV point total for the Defender using a formula based on the Attacker's CV total. First, set a Combat Value point total for the Attacker. Then determine the roll modifier by consulting the Defender Roll Modifier table. Use the general mission type that best describes the Attacker's campaign objective.

OPERATIONAL GAME

DEFENDER ROLL MODIFIER

Objective Type	Roll Modifier
Recon Raid	+1
Retainer	-3
Pirate Hunting	-
Objective Raid	+2
Planetary Assault	+3
Diversionary Raid	+2
Extraction Raid	+2
Relief Duty	0
Riot Duty	-3
Security Duty	-1
Guerrilla Warfare	+3

The Defender then rolls 2D6 and applies the appropriate roll modifier to the result. Use the modified roll result to find the appropriate multiplier on the Combat Value Multiplier table. Apply this multiplier to the Attacker's CV point total to determine how many Combat Value points the Defender may spend on his force.

COMBAT VALUE MULTIPLIER

Roll Result	Multiplier
1 or lower	.25
2-3	.33
4-5	.5
6	.67
7	.75
8	1
9-10	1.25
11-12	1.33
13 or greater	1.5

Natalie and Ralph are squaring off in an operational game in which Natalie's Attacking forces must stage a Diversionary Raid. Natalie uses a total of 90,000 Combat Value points to design a small raiding force. Ralph's 2D6 roll yields a result of 11. Because Natalie's objective is a Diversionary Raid, a +2 modifier applies to Bob's roll, and so the modified result is 13. After consulting the Combat Value Multiplier table, the gamemaster calculates Ralph's Combat Value point total (90,000 x 1.5) at 135,000.

Once the players have determined their Combat Value point totals, they can begin assembling their forces. In operational games, players first must divide their CV points among four different pools. These are the Combat Pool, Logistics Pool, Repair Pool, and Reinforcement Pool. Once the points have been allocated, they cannot be moved to other pools.

Combat Pool

The Combat Pool represents the combat assets of a unit.

Players spend their Combat Pool points to purchase battlefield units such as BattleMechs, vehicles, artillery pieces, and infantry. Defending players may also spend Combat Pool points on static defenses. (For simplicity's sake, aerospace units are not included in the operational game rules. They can be integrated as combat units, however.) Combat Pool points can only be used to purchase whole units, such as an entire BattleMech, vehicle, or infantry platoon. Players cannot purchase replacement personnel or parts with Combat Pool points.

Each player divides his Combat Pool points among three groups—the recon detachment, rear guard, and main body.

The recon detachment scouts ahead of the main body and identifies targets. This detachment also does its share of the fighting—often as the first ones into the

fight and the last ones to leave. Players may allocate no more than 25 percent of their total Combat Pool to this group.

Generally, only larger units maintain rear guards. For defending units, the rear guard represents the final line of protection. For the attacker, the rear guard holds the line of retreat open, should it become necessary to abandon the original plan. Players may allocate no more than 30 percent of their total Combat Pool to their rear guards.

The main body represents the bulk of a force's available units and handles the majority of scenarios in the operational game. Players may allocate any of their remaining Combat Pool points to their main bodies.

Players are also restricted by the types of units they may assign to their recon forces, rear guards, and main bodies. These restrictions are described in the Unit Restrictions table.

UNIT RESTRICTIONS

Force	Unit Types Allowed
Recon Force	BattleMechs, Hover, VTOL, Tracked, Wheeled, Infantry
Rear Guard	All types
Main Body	BattleMechs, Hover, VTOL, Tracked, Wheeled, Naval, Artillery, Infantry

Logistics Pool

Players use their Logistics Pool points to maintain and support their units. Even when units are not engaged in combat, they require support. Troops need food and clothing, equipment and vehicles require standard maintenance, payrolls must be met, and so on. When the unit is involved in a campaign, the Logistics Pool also takes care of ammunition and other consumables required to wage war. For these reasons, the

OPERATIONAL GAME

Logistics Pool is critical to the success of any mission. BattleMechs are useless without ammunition and spare parts, and even the most seasoned troops will lose their combat edge if they are underfed.

Players must pay logistics costs at the end of each battle or their units begin to suffer battle fatigue, which can degrade their performance. For detailed information on logistics costs and penalties, see **Logistics Phase**, p. 23.

Note that all non-combat vehicles may be purchased with points from the Logistics Pool.

Repair Pool

Repair Pool points represent the basic supplies, technicians, heavy equipment, facilities, and technical expertise required to repair 'Mechs, vehicles, and other battlefield equipment. These points can be used to repair damage resulting from battle or lack of proper maintenance. As with the Logistics Pool, the Repair Pool is critical to the success of a campaign because even light damage can severely reduce the effectiveness of BattleMechs.

A detailed explanation of the Repair Pool and its use in the operational game is provided in the **Repair and Refit Phase** section, p. 25.

Reinforcement Pool

The Reinforcement Pool represents additional assets available to a commander during the operational game. These assets may include additional personnel and equipment, extra supplies, or even heavy salvage equipment.

Players need not declare the specific items in their Reinforcement Pools. Instead, they allocate a number of CV points to the pool. During the course of the game, a player may spend points from his Reinforcement Pool as though they were part of his Combat, Logistics, or Repair Pools. For example, if a player needs another BattleMech for an upcoming battle, he can spend a few thousand points from his Reinforcement Pool and purchase another 'Mech.

The added flexibility of the Reinforcement Pool comes at a price, however. For every 4 Combat Value points a player allocates to his Reinforcement Pool, he may only withdraw 3 points. In other words, if a player puts 1,000 CV points into his Reinforcement Pool when creating his force at the beginning of the game, he effectively has only 750 points he can draw from his Reinforcement Pool during the course of the game.

Players may allocate no more than 25 percent of their total Combat Value points to the Reinforcement Pool.

Natalie has a total of 90,000 Combat Value points to spend on her force. She starts by allocating points to her Combat Pool. She knows that she doesn't want to spend much more than 40 percent of her available points on the Combat Pool, and so she sets her spending ceiling of 36,000 points.

Natalie starts with her command lance. She picks up a DRG-5K Grand Dragon for the commander (3,746 CV points), backed up by a CRB-27 Crab (2,383), an HTM-27T Hatamoto-Chi (4,213), and a CN9-A Centurion (2,133). For her battle lance, she selects a MAD-5A Marauder II (6,733), two AWS-8T Awesomes (8,908), and another Centurion (2,133). The command and battle lances comprise the main body of her force.

Nat then chooses two more Centurions (4,266) and two STG-3R Stingers (1,872) for her recon lance. Because she is creating a small force, she decides she doesn't need to create a separate rear guard. That leaves her with a total Combat Pool of 36,387 points.

Next, Natalie must decide how many Combat Value points to allocate to her Logistics Pool. She knows that she'll have to fight several battles to reach her objective, and so she wants to ensure that her troops

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will have ample support. She decides to allocate an even 45,000 points.

Natalie allocates 2,500 points to her Repair Pool. She plans to win or die in her attempt to complete her mission, and so she's really only concerned with having enough repair points to keep her 'Mechs standing for the final battle.

That leaves Natalie with 6,113 points to place in her Reinforcement Pool. Because Combat Value points in the Reinforcement Pool are only worth 75 percent of their original value, this leaves Natalie with 4,585 points for reinforcements.

SELECTING MAPSHEETS

Mapsheets are selected and laid out at the start of each Operational Turn. The gamemaster selects the mapsheets from any **BattleTech** mapsheet set, keeping in mind the campaign objective. Through his selection of mapsheets, the gamemaster can control the tide of battle somewhat, should one player begin to overwhelm his opponent.

The number of mapsheets used for each scenario is determined by the number of lances (or Clan Stars) each side commits to the scenario (1 mapsheet per lance/Star). Be sure that each player declares his forces before setting out the mapsheets.

If playing without a gamemaster, the players take turns laying out the mapsheets. The Attacker sets out the first mapsheet. The Defender sets out the second, the Attacker sets out the next, and so on, until all the mapsheets for the scenario have been laid out. Arrange the mapsheets as contiguously as possible—the second mapsheet must be laid so that one of its sides touches the first mapsheet, the third mapsheet must be laid so that one of its sides (two sides if possible) touches the other mapsheets, and so on. Whichever player wins the scenario sets down the first mapsheet in the next Operational Turn.

OPERATIONAL TURNS

Once the players have set the campaign objective and created their forces, they can begin the actual game. The operational game is played in a series of Operational Turns. Each Operational Turn consists of a Scenario Phase, Victory Determination Phase, Battlefield Recovery Phase, Events Phase, Logistics Phase, and Repair and Refit Phase. Each phase must be performed during each Operational Turn. The only exceptions to this sequence occur in Operational Turns when Planetary Landing scenarios are played, and in the final Operational Turn of the game (see **Planetary Landing**, p. 16, and **Determining Campaign Results**, p. 27, for details).

There is no limit on how many Operational Turns may be played in an operational game. Instead, the game continues until the Attacker has achieved his campaign objective or the Defender has rendered the Attacker incapable of doing so. Either side may concede victory and withdraw to end the operational game as well.

Details on each phase of the Operational Turn are provided in the separate phase entries later in this section.

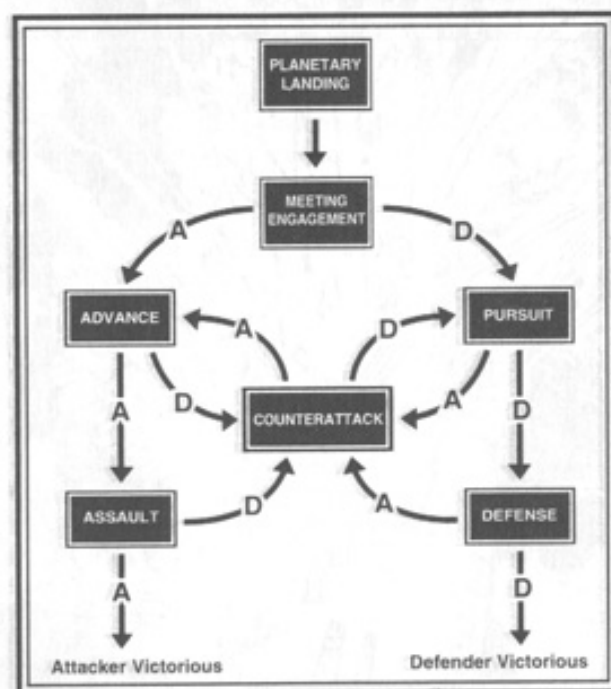
Operational Turn Sequence

1. Scenario Phase
2. Victory Determination Phase
3. Battlefield Recovery Phase
4. Events Phase
5. Logistics Phase
6. Repair and Refit Phase

SCENARIO PHASE

Seven types of scenarios are used in the Operational Turns of the game. These scenarios are

the Planetary Landing, Meeting Engagement, Advance, Pursuit, Assault, Defense, and Counterattack scenarios. The Planetary Landing is always played during the first Operational Turn. This scenario is repeated in subsequent Operational Turns until the Attacker wins—thereby establishing a landing zone where he can unload his forces—or until his troops are decimated, or until he concedes. Once the Attacker has completed a successful Planetary Landing, the Meeting Engagement is played during the next Operational Turn. This scenario occurs only once per operational game. The remaining scenarios occupy the rest of the Operational Turns of the game. The outcome of each scenario dictates which type of scenario is played in the following Operational Turn. Each of these scenario types—Advance, Pursuit, Assault and Defense—may be repeated several times or never played at all, depending on the course of the game. This scenario cycle is outlined in the Scenario Cycle flow chart.



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SCENARIO FORCES AVAILABLE

	Attacker	Defender
Planetary Landing	Recon detachment, main body, rear guard	Recon detachment, main body, rear guard
Meeting Engagement	Recon detachment	Recon detachment
Advance	Main body, rear guard	Main body
Pursuit	Main body	Main body, rear guard
Assault	Recon detachment, main body, rear guard	Recon detachment, main body, rear guard
Defense	Recon detachment, main body, rear guard	Recon detachment, main body, rear guard
Counterattack	Recon detachment, main body, rear guard	Recon detachment, main body, rear guard



The Scenario Forces Available chart describes the forces each player may commit to each scenario. Players are free to commit any portion of the forces shown.

Planetary Landing

The Planetary Landing consists of two parts—the Planetary Landing Roll and the battle in the landing zone. To begin, the Attacker chooses a Planetary Landing Modifier, from -3 to +3. A -3 modifier simulates a landing far from the physical objective of the campaign. A negative Planetary Landing Modifier will help the Attacker during his landing and penalize him in the next battle. This reflects the likelihood that such a landing will encounter little initial resistance but give the Defender ample time to prepare his later defenses. A +3 modifier simulates a landing close to the physical objective. Such a landing will likely encounter heavy resistance but give the Defender less time to organize his defenses, and so a positive Planetary Landing Modifier will hurt the Attacker during his landing and help him in the next battle.

Next, the Attacker rolls 2D6 and applies the Planetary Landing Modifier to the result. Consult the Planetary Landing Table to see how much resistance the landing force encounters. The Defender makes the to-hit rolls for all shots fired on descending 'Mechs.

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Play the ensuing battle using the standard **BattleTech** turn sequence. The Attacker may secure a landing zone by destroying the Defender's forces or driving them from the mapsheets. The Attacker secures a landing zone automatically if the Planetary Landing Roll results in an Unopposed Drop or the Defender simply chooses not to contest the landing. In this case, skip the remaining phases of the Operational Turn and go on to the Meeting Engagement. No battle occurs, and so no repair or refit is necessary. However, each player must still pay the special Planetary Landing logistics cost described below.

If the Attacker fails or chooses to break off battle, he must repeat the Planetary Landing scenario in subsequent Operational Turns until he wins. (Skip the Victory Determination Phase in these Operational

Turns. The Defender automatically controls the field and may spend up to 3,600 points per lance from his pools during each such Operational Turn). Any of the Attacker's units that survive a failed Planetary Landing begin on the mapsheets during subsequent Planetary Landing attempts. Until he wins a Planetary Landing scenario, the Attacker may not pay any logistics costs, perform repairs, purchase replacements, or recover any 'Mechs that scatter off the mapsheets during landing.

Each player must pay a special logistics cost for each unit he employs in a Planetary Landing scenario. This cost reflects the additional resources used to land units or contest a drop, and it replaces the base logistics cost of the units. The Attacker multiplies the base logistics cost of each unit by 3 (see **Logistics Phase**, p. 23, for the base logistics costs of units). The

PLANETARY LANDING TABLE

Modified Roll Result	Landing Conditions
1	Unopposed Drop: The Defender cannot position his forces to contest the landing. No battle ensues.
2-5	Perimeter Established: The Attacker sets up first on the mapsheets. The Defender arrives on the map edge of his choice at the start of Turn 3 of the ensuing battle.
6	Combat Drop: The Defender enters at the map edge of his choice at the start of Turn 2 of the ensuing battle.
7	Combat Drop: The Defender enters at the map edge of his choice at the start of Turn 1 of the ensuing battle.
8	Combat Drop w/damage: Each dropping 'Mech takes 1 shot (To-Hit Number 7, 5 Damage Points per hit). The Defender enters at the map edge of his choice at the start of Turn 1 of the ensuing battle.
9-11	Combat Drop w/ damage. Each dropping 'Mech takes 3 shots (To-Hit Number 7, 5 Damage Points per hit). The Defender sets up first on the mapsheets.
12+	Combat Drop w/ damage. Each dropping 'Mech takes 6 shots (To-Hit Number 7, 5 Damage Points per hit). The Defender sets up first on the mapsheets.

Note: 'Mechs making Combat Drops must make BattleMech Descent Rolls and Landing Rolls (see pp. 102-103, **BattleTech Compendium**).



Defender multiplies the base cost of each unit by 2. These special costs are incurred whether the Defender can intercept the Attacker or not.

The Defender does not incur any logistics costs if he chooses not to contest the landing.

Meeting Engagement

The Meeting Engagement occurs only once during each operational game, in the first Operational Turn following the Planetary Landing. Both sides may commit only units from their recon detachments to the Meeting Engagement.

A Meeting Engagement Roll is used to determine the initial battle parameters. The Meeting Engagement Roll is a 2D6 roll modified by the Meeting Engagement Modifier, a value that reflects the capabilities of each player's committed recon force. To calculate the Meeting Engagement Modifier, first consult the Lance/Star Modifiers table (p. 18) to create a lance/Star modifier for each player.

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Movement-based modifier + jump-capability modifier + electronic-reconnaissance modifier = lance/Star modifier.

When calculating the Attacker's lance/Star modifier, also add the Planetary Landing Modifier.

Next, subtract the Defender's lance/Star modifier from the Attacker's lance/Star modifier. The end result is the Meeting Engagement modifier. Use the following equation:

Attacker's lance/Star modifier - Defender's lance/Star modifier = Meeting Engagement Modifier

LANCE/STAR MODIFIERS

Slowest 'Mech's Walking MP Rating	Modifier
2 or lower	-3
3-4	-2
5	-1
6	0
7-8	+1
9 or greater	+2
Slowest Vehicle's Cruising MP Rating	
4 or lower	-3
5-8	-2
9	-1
10	0
11-14	+1
15 or greater	+2
All 'Mechs jump-capable	+2
Beagle or Angel active probe	+1
Bloodhound Active Probe	+2
Guardian ECM Suite	+1
Watchdog System	+2
Planetary Landing Modifier (Attacker only)	-3 to +3

MEETING ENGAGEMENT TABLE

Roll Result	Attacker	Defender	Maps	Home Edge
2 or lower	Board 1st	Board	Def	Def
3	Board	Any Edge	Def	Def
4	Board	Edge	Def	Def
5	Edge	Edge	Def	Def
6	Edge	Edge	Att	Def
7-8	Edge	Edge	Def	Att
9	Edge	Edge	Att	Att
10	Edge	Board	Att	Att
11	Any Edge	Board	Att	Att
12 or greater	Board	Board 1st	Att	Att

Natalie, the Attacker, commits a reinforced 'Mech lance to the Meeting Engagement. The slowest 'Mech in the lance has a Walking MP rating of 7, which produces a +1 modifier. At least one of the 'Mechs is equipped with a Beagle Active Probe (+1 modifier) and all are jump-capable (+2 modifier). Because Natalie is the Attacker, her Planetary Landing Modifier (-3 in this case) also applies. That gives Natalie a lance/Star modifier of 1.

Ralph, the Defender, commits two Stars of OmniMechs to the battle. The slowest machine in his first Star has a Walking MP rating of 10 (+2 modifier), and at least one of the 'Mechs has a Watchdog system (+2 modifier). That gives Ralph's first Star a modifier of 4. The slowest 'Mech in the second Star has a Walking MP rating of 4 (-2 modifier) and all the machines are jump-capable (+2 modifier). At least one of the 'Mechs also has a Watchdog system (+2 modifier). That produces a modifier of 2 for Ralph's second Star. Combining the two values gives Ralph a lance/Star modifier of 6.

Subtracting Ralph's lance/Star modifier from Natalie's produces a Meeting Engagement Modifier of -5.

Once the Meeting Engagement modifier has been determined, perform the Meeting Engagement Roll, apply the modifier to the result and consult the Meeting Engagement Table to determine the initial parameters of the battle. Play continues until one side is destroyed or withdraws. Then perform the remaining phases of the Operational Turn.

Table Key

Board: Player sets up anywhere on the mapsheets.

Board 1st: Player must place all his units on the mapsheets before his opponent sets up.

Edge: Player enters at his home edge on the mapsheets.

Any Edge: Player enters at any edge on the mapsheets.

Home Edge column: Denotes the player who selects home edge. The opposite edge automatically becomes his opponent's home edge.

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Advance

The Advance scenario represents the Attacker moving up his heavier units in an attempt to smash through the Defender's lines. The Attacker may use any units from his main body and rear guard in Advance scenarios. The Defender may use only main-body units. Continue play until one side is decimated or withdraws, then continue with the remaining phases of the Operational Turn.

Pursuit

The Pursuit scenario represents the Defender following up on his victory in the initial engagement of the campaign. The Defender may use any units from his main body and rear guard in Pursuit scenarios. The Attacker may use only main-body units. Continue play until one side is destroyed or withdraws, then perform the remaining phases of the Operational Turn.

Assault

The Assault scenario represents the Attacker's final push to capture or achieve his campaign objective. (For advanced players using an objective that involves a specific geographic location, mark the location on the mapsheets before starting play.) Both players may commit units from their recon detachments, main bodies, and rear guards in Assault scenarios.

Play until one side withdraws or is destroyed. An Attacker victory in an Assault scenario effectively ends the operational game. See **Determining Campaign Results**, p. 27, for further details. If the Defender wins the scenario, continue with the remaining phases of the Operational Turn.

Defense

The Defense scenario represents the Attacker's last stand, as he tries to fend off the Defender and reverse the tide of the campaign. Both players may use any units from their recon detachments, main bodies, and rear guards during Defense scenarios.

Continue play until one side withdraws or is decimated. If the Defender wins, the operational game is effectively over. See **Determining Campaign Results**, p. 27, for further details. If the Attacker wins, go on to the remaining phases of the Operational Turn.

Counterattack

Counterattack scenarios represent pivotal battles, where the momentum of the campaign hangs in the balance. Both the Attacker and the Defender may use units from their recon detachments, main bodies, and rear guards in Counterattack scenarios. Continue play until one side withdraws or is destroyed.

VICTORY DETERMINATION PHASE

The Victory Determination Phase is used to determine the victor of the scenario, the level of victory, and the initial conditions of the next scenario. The level of victory is also used to limit the pool points the players may spend during the remaining phases of the Operational Turn. The level of victory is also used when determining if the victorious player can control the field and salvage units during the Battlefield Recovery Phase.

Use the following steps to determine the winner and calculate the level of victory:

1. Total the Combat Value points of all enemy units destroyed by each player. For damaged units, use the Combat Value points of the unit's damaged components (see **Combat Values**, p. 28, for a list of component Combat Values). Credit any self-inflicted damage to the opposing player. The player with the highest total is the victor.
2. Subtract the loser's total from the winner's total to find the victory margin. Then divide this value by the total Combat Value points of the forces the



victorious player committed to the scenario.

3. Consult the Victory Level table to determine the level of victory.

VICTORY LEVEL TABLE

.01 - .20	Pyrrhic Victory
.21 - .40	Tactical Victory
.41 - .75	Marginal Victory
.76 - 1.0	Decisive Victory
1.01 +	Overwhelming Victory

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Natalie, the Attacker, commits a medium 'Mech lance worth 20,000 Combat Value points. Her opponent, Ralph, commits a light lance worth 10,000 CV points. When the smoke clears, Natalie emerges victorious—she has destroyed Ralph's entire lance. Ralph put up a respectable fight, however, inflicting 8,000 CV points worth of damage to Nat's 'Mechs. She subtracts the damage Ralph inflicted on her forces from the damage she inflicted on Ralph's (10,000 - 8,000 = 2,000), then divides the result by the Combat Value of her committed units (2,000 ÷ 20,000 = 0.1). She consults the table and discovers she has won only a Pyrrhic Victory.

After the level of victory has been determined, consult the Victory Effects table to determine its effects.

Victory Effects Table Key

Field: After the level of victory has been determined, the victorious player makes a 2D6 roll to determine if he can control the field. The "Field" column shows the target number for this roll at the different victory levels. See **Battlefield Recovery Phase**, below, for further details.

VICTORY EFFECTS TABLE

Level of Victory	Home Field	Edge	Winner	Loser	Victory Multiplier
Pyrrhic	11+	Loser	Board	Edge	1
Tactical	9+	Loser	Edge	Edge	2
Marginal	7+	Loser	Edge	Edge	3
Decisive	5+	Winner	Edge	Edge	4
Overwhelming	4+	Winner	Edge	Board	5

Edge: This column shows which player selects home edge in the next scenario. The opposite edge of the mapsheets becomes the other player's home edge.

Winner: This column designates the victorious player's initial position in the next scenario. If "board," the winner starts with all his units on the mapsheets. If "edge," the winner's forces enter the mapsheets at their home edge.

Loser: This column shows the placement of the defeated player's forces at the start of the next scenario. If "board," the defeated player begins with all his units on the mapsheets. If "edge," the loser's forces enter at their home edge.

Victory Multiplier: The victory multiplier is used when calculating the pool spending limit for the Operational Turn.

After the level of victory and the initial conditions of the next scenario have been determined, calculate the pool spending limit for the Operational Turn as follows:

$$\text{Victory Multiplier} \times 1D6 \times 200 = \text{Spending Limit}$$

The spending limit represents the total number of CV points the victorious player may spend from his Logistics, Repair, and Reinforcement pools on each of his lances during the Operational Turn. His spending from all the pools may not exceed the limit. The defeat-

ed player may never spend more points than the victor in an Operational Turn.

The victorious player may also choose to spend less than the spending limit and deny the loser's forces a chance to recover before the next scenario.

After determining Natalie has won a Decisive Victory, the gamemaster has her roll 1D6—which yields a result of 3. Checking the Victory Effects table, he sees the Victory Multiplier for a Decisive Victory is 4, and so he calculates her pool spending limit as follows:

$$4 \times 3 \times 200 = 2,400$$

*Natalie may then spend up to 2,400 points for each lance of her force during the Operational Turn. Her forces only took light damage in the scenario, however, while her opponent's were nearly devastated. She decides to press the attack, and so she skips repairs and only spends 100 Logistics points (see **Logistics Phase**) on each of her lances during the Operational Turn. Because her opponent cannot exceed her spending, he cannot repair his heavily damaged machines.*

BATTLEFIELD RECOVERY PHASE

If the winner of the scenario holds the field he may salvage or scavenge points from any of his own units or enemy units left on the mapsheets. Use the following rules when salvaging or scavenging.

Any damage that immobilizes a unit must be repaired before the unit can be salvaged (see **Repair and Refit Phase** for repair costs). The victorious player must also spend 100 Repair Pool points to break the security code and disable the safeguards on any enemy 'Mech he salvages.

The victor can also scavenge from units left on the field. The victor may add half of a scavenged unit's original Combat Value points to his own Repair Pool. Units that have suffered ammunition explosions, that

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destroyed more than one section or have self-destructed cannot be scavenged. Abandoned units cannot be salvaged or scavenged in later Operational Turns.

Natalie holds the field and has a 1,300-point spending limit for the Operational Turn, and so she decides to look for salvageable 'Mechs. She finds an enemy Marauder, and her inspection reveals that a destroyed gyro is the only damage preventing the machine from moving. Natalie pays 25 points from her Repair Pool to fix the gyro and 100 Repair points to break the security code, which enables her to move the Marauder from the field. She spends an additional 150 Repair points to fix other damage to the machine, and so the Marauder takes its place among her forces for a mere 275 points.

Three HNT-171 Hornets remain on the field, but Natalie decides they are not worth salvaging. She scavenges the machines and adds half of their starting Combat Value (1,334 CV points) to her Repair Pool.

EVENTS PHASE

Individuals who display uncommon bravery or perform outstanding service can help swing the tide of the battle at critical moments. Likewise, plain old bad luck or unforeseen developments can ruin the best-laid battle plans. To simulate these unquantifiable, unpredictable events, each player rolls 2D6 during the Events Phase of each Operational Turn. On a result of 8 or greater, the player repeats the roll and consults the Events Table to see what fate throws at him. Any changes in a player's pool spending limit do not affect his opponent's limit, unless otherwise noted.



OPERATIONAL GAME

EVENTS TABLE

Roll Result

2

Event

Ammo Explosion: During the Logistics Phase, an accident occurs as crews reload a 'Mech. An ammunition explosion occurs and causes 1D6 x 100 Damage Points, divided among any units requiring ammo reloads during the Operational Turn.

3

Salvage Accident: During the Battlefield Recovery Phase a disabled 'Mech topples over and crushes two technicians. Subtract 1D6 x 10 points from the player's spending limit for the Operational Turn.

4

Supplies Lost/Stolen: The commander discovers tools and supplies missing, and the techs aren't talking. Subtract 1D6 x 5 points from the player's spending limit for the Operational Turn.

5*

Pressed for Time: An unforeseen delay leaves the player with less time for repairs and refitting than he originally thought. Reduce his pool spending limit by half.

6

Demoralized: The player's units become demoralized. Add a +1 modifier to all to-hit numbers for the player's forces during the next scenario.

7

No Event

8

Inspired: The player's units are inspired. Apply a -1 modifier to all to-hit numbers for the player's forces during the next scenario.

9*

Regroup: The player's forces regroup with unexpected efficiency. Double his pool spending limit for the Operational Turn.

10*

Supply Cache Found: The player's forces discover a hidden supply cache. During the Logistics Phase, increase the player's spending limit by D6 x 5 points.

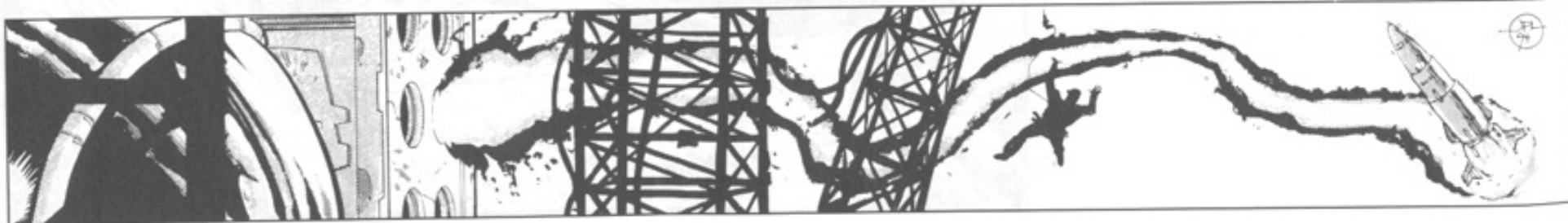
11*

Salvage Crews Inspired: The player's salvage crews become inspired. Add D6 x 10 points to the player's spending limit. This occurs only if the player performs salvage operations during the Operational Turn.

12*

Repair Bay Heroics: The force's mechanical genius/head technician is working overtime, and he inspires the other techs. Increase the player's spending limit by D6 x 100 during the Repair Phase.

*If the scenario winner receives this result, his *original* spending limit becomes the defeated player's limit.



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BASE LOGISTICS COSTS

Unit Type	Logistics Costs	Penalty
BattleMech	CV x .10	Roll for 1 critical hit. The hit cannot cause an ammunition explosion.
Armored Vehicles (sealed)	CV x .25	See BattleMech penalty, above.
Armored Vehicles (conventional)	CV x .30	See BattleMech penalty, above.
VTOLs, Artillery	CV x .35	See BattleMech penalty, above.
Armored Infantry (per squad)	CV x .50	Roll 1D6. Reduce the squad's number of functioning power suits by the result.
Foot Infantry (per platoon)	CV x .30	Roll 1D6. Reduce the platoon's number of members by the result.
Mechanized Infantry (per platoon)	CV x .40	See Foot Infantry penalty, above.
Jump Infantry (per platoon)	CV x .50	Roll 1D6. Reduce the platoon's number of functioning jump suits by the result.

CV = Combat Value

LOGISTICS PHASE

Every unit involved in a military campaign must be resupplied or serviced regularly to function at full capacity. 'Mechs and vehicles must undergo routine maintenance and servicing, weapons must be rearmed and reloaded, and personnel must be fed and given medical treatment.

In the operational game, these logistics costs are paid during the Logistics Phase of each Operational Turn. The base logistics cost for each type of unit is listed in the Base Logistics Costs table. Each unit that fires a weapon during the scenario of the Operational Turn also incurs an additional logistics costs to reload or rearm. These reload costs are listed in the Weapons Logistics Costs table. The reload cost for a weapon is always the same, regardless of how many times the weapon has been fired.

Units incur the penalties listed in the tables if their logistics costs are not paid. These penalties are repeated each Operational Turn that the costs are not paid, and their effects are cumulative.

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WEAPONS LOGISTICS COSTS

Ballistic Weapons Reload Cost

Autocannon/2	1
Autocannon/5	5
Autocannon/10	6
Autocannon/20	10
Caseless AC/2	2
Caseless AC/5	7
Caseless AC/10	10
Caseless AC/20	15
Gauss Rifle	20
Hyper-Velocity AC/2	3
Hyper-Velocity AC/5	10
Hyper-Velocity AC/10	20
LB 2-X	
(standard)	2
(cluster)	3
LB 5-X	
(standard)	9
(cluster)	15
LB 10-X	
(standard)	12
(cluster)	20
LB 20-X	
(standard)	20
(cluster)	34
Machine Gun	1
'Mech Mortar/1	
(shaped-charge)	28
(anti-personnel)	24
(flare)	14
(smoke)	12
'Mech Mortar/2	
(shaped-charge)	28
(anti-personnel)	24
(flare)	14
(smoke)	12
'Mech Mortar/4	

Ballistic Weapons Reload Cost

(shaped-charge)	28
(anti-personnel)	24
(flare)	14
(smoke)	12
'Mech Mortar/8	
(shaped-charge)	28
(anti-personnel)	24
(flare)	14
(smoke)	12
Ultra AC/2	1
Ultra AC/5	9
Ultra AC/10	12
Ultra AC/20	20

Missile Weapons Reload Cost

ELRM-5	35
ELRM-10	35
ELRM-15	35
ELRM-20	35
Long-Range DFM-5*	18
Long-Range DFM-10	18
Long-Range DFM-15	18
Long-Range DFM-20	18
LRM-5	30
LRM-10	30
LRM-15	30
LRM-20	30
LRM-5 (OS)	1
LRM-10 (OS)	2
LRM-15 (OS)	3
LRM-20 (OS)	4
Short-Range DFM 2	16
Short-Range DFM 4	16
Short-Range DFM 6	16
SRM-2	
(standard)	27
(inferno)	14

Missile Weapons Reload Cost

SRM-4	27
SRM-6	27
SRM-2 (OS)	1
SRM-4 (OS)	2
SRM-6 (OS)	3
Streak SRM-2	54
Streak SRM-4	54
Streak SRM-6	54
Streak SRM-2 (OS)	2
Swarm LRMs	standard LRM cost x 2
Thunder LRMs	standard LRM cost x 2
Thunderbolt-5	30
Thunderbolt-10	30
Thunderbolt-15	30
Thunderbolt-20	30
Nonstandard	
Warheads	standard missile cost x 2

*DFM = Dead-fire missile

Artillery Weapons Reload Cost

Arrow IV System	
(standard)	10
(homing)	15
Long Tom	10
Sniper	6
Thumper	5

Other Equipment

Anti-Missile System	2
Narc Missile Beacon	6

Note: Paying a reload cost refills the weapon's ammo store to its full capacity.

Each player must also pay logistics costs for all the

OPERATIONAL GAME

PERSONNEL LOGISTICS COSTS

Personnel	Logistics Costs	Penalty
MechWarrior	3	Apply a +1 modifier to all to-hit numbers for the MechWarrior, crew, or infantry unit.
Armor Crew	6	
Artillery Crew	6	
Infantry	7 (per platoon)	
Armored Infantry	3 (per squad)	

Each player must also pay logistics costs for all the personnel in his forces—MechWarriors, vehicle and artillery crews, and infantry troops. These costs vary with the experience level of the personnel. To calculate the logistics cost for personnel, find the basic logistics cost on the Personnel Logistics Costs table, then multiply this number by the appropriate multiplier in the Personnel Experience Multipliers table. If an individual's Piloting and Gunnery skill ratings fall in different experience categories, use the higher experience category. For example, a MechWarrior with a Piloting Skill Rating 4 and a Gunnery Skill Rating 2 would be considered a Veteran MechWarrior.

Ralph has neglected to pay the logistics cost for his armored infantry squad, and so the gamemaster has him roll 1D6 to assess his penalty. The result is a 2, and so 2 of the squad's power-armor suits break down. In the next Operational Turn, Ralph again neglects the squad's logistics cost and must repeat the penalty roll. This time it yields a 3, and so a total of 5 of the squad's suits are left inoperable. During the following Operational Turn, Ralph pays the squad's logistics cost, and so no other suits go down. Ralph still must repair the suits, however, which he does during the Repair and Refit Phase of the Operational Turn.

REPAIR AND REFIT PHASE

During the Repair and Refit Phase, players may repair or replace any units damaged during the Operational Turn or previous Operational Turns. Replacements are paid for with points from the Reinforcement Pool. Equipment and entire units may be replaced by paying their full CV. Players may also replace a MechWarrior or unit crew by spending 200 points from their Reinforcement Pools—this cost reflects the living and traveling expenses of the replacement personnel. (All replacement personnel have

PERSONNEL EXPERIENCE MULTIPLIERS

Experience Level	Multiplier
Green (Piloting 6+, Gunnery 5+)	x 1.0
Regular (Piloting 4–5, Gunnery 3–4)	x 1.5
Veteran (Piloting 2–3, Gunnery 1–2)	x 2.0
Elite (Piloting 1 or lower, Gunnery 1 or lower)	x 3.0

Gunnery 5, Piloting 6. Clan replacements have Gunnery 4, Piloting 4.) Note that a player's total spending for an Operational Turn may not exceed his spending limit.

Repair costs are assessed per component in the operational game. To determine the repair cost of a

DAMAGE ASSESSMENT TABLE

Number of Critical Slots Component Occupies	Minor Damage	Number of Critical Hits Taken Major Damage	Destroyed
1	—	—	1
2	—	1	2
3	1	2	3
4	1	2	3
5	1	2	3
6	1	2	4
7	1	2	4
8	1	2	5
9	1	2	5
10	1	2	6

OPERATIONAL GAME

component, first use the Damage Assessment Table to determine whether the component has taken Minor or Major damage or has been Destroyed. Then check the Repair Costs Table for the repair cost.

In addition to paying repair costs, players must make Repair Rolls (Technician/BattleMech Skill Rolls if using **MechWarrior** rules) to effect repairs. Consult the Repair Roll Table, p. 27. Repair points are spent whenever a repair is attempted, whether the attempt succeeds or not.



REPAIR COSTS TABLE

Component	Minor Damage	Repair Costs Major Damage	Destroyed
Actuator	3	5	10
Actuator (triple-strength)	10	20	30
Body components (shoulders, hips)	5	10	5 per critical slot
Clean and repair body location	—	—	15
Cockpit	10	15	25
Engine Shielding	ER ÷ 100	ER ÷ 25	ER ÷ 10
Engine Shielding (XL)	ER ÷ 50	ER ÷ 10	ER ÷ 5
Gyro	10	15	25
Heat Sink	1	3	5
Heat Sink (double)	2	6	10
Internal Structure	—	—	1 per internal structure dot
Internal Structure (Endo Steel)	—	—	2 per internal structure dot
Jump Jets	1	3	5
Life Support	5	10	15
Reattach Limb	—	—	20
Weapon	5	10	5 per critical slot

Notes: ER = Engine Rating.

Reattach Limb cost does not include repairs for components in the limb; this cost applies to attempts to reattach a limb to a previously destroyed section. If an entire Mech body location is destroyed, the section must be cleaned and repaired before its components are repaired.

OPERATIONAL GAME

DETERMINING CAMPAIGN RESULTS

Play continues until the Attacker wins an Assault scenario or the Defender wins a Defense scenario. Either of these events effectively ends the operational game, and the winning player is assumed to have achieved his objective. Players may skip the remaining phases of the Operational Turn following the final scenario.

Instead, the winner can salvage any BattleMechs remaining on the field, pay logistics costs, perform repairs, and purchase replacements as he sees fit. His pool spending is unlimited. In addition, any remaining points in the loser's Reinforcement Pool are transferred into the winner's Reinforcement Pool. Any points in the loser's Repair Pool are added to the winner's pool at a 2:1 ratio. (If the loser's pool held 1,000 points, the winner receives 500.)



REPAIR ROLL TABLE

Component	Repair Roll Target Number	Technician/BattleMech Skill Roll Modifier	Notes
Actuator	6+	—	Must be replaced if roll fails.
Armor	Armor cannot be repaired.	Damaged armor must be replaced.	
Body Components	5+	+1	Must be replaced if roll fails. Repair roll target number and skill roll modifier apply to components with one critical hit. Increase both by +1 for each additional critical hit.
Cockpit	8+	—2 following an ejection	Must be replaced if roll fails.
Engine	7+	—1	Roll target number and modifier are for 2 or more critical hits. Engines that take 1 critical hit are repaired automatically. If roll fails or engine takes 3 or more critical hits, engine must be replaced. Engines with Major damage generate 10 extra Heat Points per turn. Those with Minor damage generate 5 Heat Points.
Gyro	9+	—3	If roll fails or gyro takes 2 or more critical hits, it must be replaced. Add +3 modifier to all Piloting Skill Rolls for a gyro with Major damage.
Heat Sink	7+	—1	Must be replaced if roll fails.
Internal Structure	6+	—	Must be replaced if roll fails.
Jump Jets	5+	+1	Must be replaced if roll fails.
Life Support	7+	—1	Major damage causes MechWarrior 1 wound per turn in which 'Mech's Heat Scale exceeds 15, 2 wounds if Heat Scale exceeds 25.
Reattach Limb	9+	—3	Individual components of the limb must be repaired separately.
Weapon	5+	+1	Roll target number and modifier apply to weapons with 1 critical hit. Increase both by +1 for each additional critical hit. Weapon must be replaced if roll fails.

COMBAT VALUES



Combat Values are simply figures that describe the combat capabilities of 'Mechs, vehicles, infantry units, and other **BattleTech** combat units. Every type of unit in the **BattleTech** universe has a specific Combat Value. Using Combat Values (CV), players can easily create evenly matched forces composed of diverse unit types for use in scenarios or campaigns. When the opposing forces in a scenario are evenly matched, the players' tactical abilities become the decisive factor in the battle, making for a more exciting game.

Players can create evenly matched forces for a scenario by setting a Combat Value point limit before starting. Each player may then select any units he desires, as long as their combined Combat Values do not exceed the agreed limit. Experienced players facing opponents of lesser skill may even bid away forces in the Clan fashion by voluntarily reducing their Combat Value point limit.

For the Combat Values of individual 'Mechs and vehicles, consult the Combat Values Table at the end of this section. **BattleTech Record Sheets** Volumes 1-4 and 6, **BattleTech Record Sheets: 3055**, and the **BattleMech Recognition Cards** also provide Combat Values for 'Mechs. The Combat Values of customized or scratch-built BattleMechs and vehicles are calculated by adding together the separate Combat Values of the components that make up the unit. Instructions for this process and Combat Value formulas and figures for individual components are provided in this section.

Combat Values can also be used to describe other resources available to a fighting group, such as supplies and personnel. See the **Operational Game** section beginning on p. 12 for an example of using Combat Values in this manner.

COMBAT VALUES

BATTLEMECH COMBAT VALUES

The total Combat Value of a 'Mech equals the sum of the Combat Values of its components. The Combat Value, or a formula for determining the CV, for each component is listed in the following BattleMech Combat Value table.

To determine the total Combat Value of a 'Mech, start by determining the Combat Values of the 'Mech's primary components, such as its internal structure, engine, heat sinks, armor, gyros, sensors, and life support system. Jump jets and the 'Mech's actuators are also considered primary components. Simple formulas for calculating the Combat Values are provided in the BattleMech Combat Value table.

Next, consult the table to determine the Combat Values of all the weapons and equipment on the 'Mech. Most of these components have set figures, but simple formulas are used to determine the Combat Values of a few. Once the Combat Values of each primary component, weapon, and piece of equipment on the 'Mech has been determined, add all these figures together. The result is the total Combat Value of the 'Mech. Note that ammunition and cockpits have no Combat Values.

To recalculate the Combat Value of a 'Mech that has been modified, simply subtract the CV of any component removed from the 'Mech's original Combat Value. Increase the original Combat Value by the CV of any new component added to the 'Mech.

Note that all 'Mechs have the following primary components: internal structures, engines, heat sinks, armor, gyros, sensors, and life support systems. The number of actuators, and the presence of jump jets and other equipment and weapons, will vary according to the 'Mech design and any modifications to the individual machine.



COMBAT VALUES

BATTLEMECH COMBAT VALUE TABLE

Primary Components Combat Value Formula

Internal Structure

Standard: Number of internal structure boxes x 1

Endo Steel: Number of internal structure boxes x 2 *14*

Engine

Standard Tonnage of 'Mech x 3

XL Tonnage of 'Mech x 6 *600*

Heat Sinks

Standard: Tonnage of 'Mech x number of heat sinks

Double: Tonnage of 'Mech x number of heat sinks x 2 *3200*

Cockpit

Sensor Tonnage of 'Mech x 2 *200*

Life Support Tonnage of 'Mech x 2 *200*

Gyro

Tonnage of 'Mech x 2 *200*

Armor

Standard Armor Factor x 1

Ferro-Fibrous Armor Factor x 1 *507*

Blazer Armor Factor x 2

Glazed Armor Factor x 2 *1600*

Jump Jets: Tonnage of 'Mech x number of jump jets

Shoulder Tonnage of 'Mech x 1 *300*

Upper Arm Actuator Tonnage of 'Mech x 1

Lower Arm Actuator Tonnage of 'Mech x 1

Hand Actuator Tonnage of 'Mech x 1

Hip Tonnage of 'Mech x 1

Upper Leg Actuator Tonnage of 'Mech x 1

Lower Leg Actuator Tonnage of 'Mech x 1

Foot Actuator Tonnage of 'Mech x 1

Weapons and Equipment

Energy Weapons

ER Large Laser 108

ER Small Laser (Clan) 21

ER Medium Laser (Clan) 51

ER Large Laser (Clan) 166

ER PPC 136

ER PPC (Clan) 228 *288*

Flamer 4

Small Laser 6

Medium Laser

Large Laser

Laser Anti-Missile System

PPC

Pulse Lasers

Small

Medium

Large

Pulse Lasers (Clan)

Small

Medium

Large

Ballistic Weapons

Anti-Missile System (conventional)

AC/2

AC/5

AC/10

AC/20

Caseless AC/2

Caseless AC/5

Caseless AC/10

Caseless AC/20

Gauss Rifle

Hyper-Velocity AC/2

Hyper-Velocity AC/5

Hyper-Velocity AC/10

LB 2-X AC

LB 5-X AC

LB 10-X AC

LB 20-X AC

LB 2-X (Clan)

LB 5-X (Clan)

LB 10-X (Clan)

LB 20-X (Clan)

Machine Gun

'Mech Mortar/1

'Mech Mortar/2

'Mech Mortar/4

31

76

110

110

8

32

79

16

74

177 *554*

40 *40*

24

51

94

123

29

63

112

147

228 *776*

32

69

123

39

78

123

157

42

82

123

164

2

18

37

77

'Mech Mortar/8

Ultra AC/2

Ultra AC/5

Ultra AC/10

Ultra AC/20

Ultra AC/2 (Clan)

Ultra AC/5 (Clan)

Ultra AC/10 (Clan)

Ultra AC/20 (Clan)

Missile Weapons

ELRM-5

ELRM-10

ELRM-15

ELRM-20

Long-Range DFM-5

Long-Range DFM-10

Long-Range DFM-15

Long-Range DFM-20

LRM-5

LRM-10

LRM-15

LRM-20

LRM-5 (Clan)

LRM-10 (Clan)

LRM-15 (Clan)

LRM-20 (Clan)

LRM-5 (OS)

LRM-10 (OS)

LRM-15 (OS)

LRM-20 (OS)

Short-Range DFM-2

Short-Range DFM-4

Short-Range DFM-6

SRM-2

SRM-4

SRM-6

SRM-2 (OS)

SRM-4 (OS)

159

74

144

247

329

74

144

247

329

44

87

145

176

27

52

78

105

29

58

87

117

46

91

137

183

14

29

43

58

15

31

46

17

34

51

5

12

COMBAT VALUES

SRM-6 (OS)	18
Streak SRM-2	25
Streak SRM-4	49
Streak SRM-6	74
Streak SRM-2 (OS)	8
Thunderbolt-5	39
Thunderbolt-10	77
Thunderbolt-15	113
Thunderbolt-20	149

Physical Weapons

Claw	Tonnage of 'Mech x 1
Hatchet	Tonnage of 'Mech x 1
Mace	Tonnage of 'Mech x 1

Other Equipment

Anti-Personnel Pod	20
Angel ECM Suite	100
Arrow IV System	250
TAG	50
Artemis IV FCS	60
Beagle Active Probe/Clan Probe	50
Bloodhound Active Probe	120
C ³ Computer	
Master	Tonnage of 'Mech x 3
Slave	Tonnage of 'Mech x 2
CASE	20
Command Console	Tonnage of 'Mech x 2
Coolant System	Tonnage of 'Mech x 2
Guardian ECM Suite	60
Mechanical Jump Boosters:	Tonnage of 'Mech
	x number of boosters
Missile Loader	15
MASC	Tonnage of 'Mech x 1
Narc Missile Beacon	50
Targeting Computer	Tonnage of 'Mech x 1
Triple-Strength Myomer	Tonnage of 'Mech x 3
Watchdog System	116
Long Tom	400
Sniper	200
Thumper	100

Component

Internal Structure (standard)
Engine (standard)
10 Heat Sinks
Armor (standard)
Gyro
Sensor
Life Support System
2 Shoulders
2 Upper Arm Actuators
2 Hips
2 Upper Leg Actuators
2 Lower Leg Actuators
2 Foot Actuators
1 Medium Laser
2 SRM-2

CV Formula/Value

33 x 1
20 x 3
20 x 10
48 x 1
20 x 2
20 x 2
20 x 2
2 x 20 x 1
2 x 20 x 1
2 x 20 x 1
2 x 20 x 1
2 x 20 x 1
2 x 20 x 1
31
2 x 17

Total

Component CV

33
60
200
48
40
40
40
40
40
40
40
40
31
34

766

The breakdown for an unmodified 20-ton LCT-1S Locust would look like the chart pictured above.

BATTLEMECH DAMAGE

Very often the winner of a **BattleTech** scenario is determined by the amount of damage a player's forces inflict on his opponent's. In general, damage has been measured by the number of units destroyed in the scenario (see p. 30, **BattleTech Compendium**). Using Combat Values, players can also quantify the damage taken by all units—not just those destroyed. This provides a more precise measure of the cumulative damage a player's forces inflict on his opponent's.

Tally the total Combat Value of each destroyed unit when calculating cumulative damage in this manner. For all other units, simply tally the Combat Value of each component that is destroyed or damaged. Totalling all these figures then yields the cumulative damage

sustained by the force, expressed in Combat Value points.

Ralph starts the scenario with an under-strength lance composed of three WSP-3M Wasps. By the end of the battle, two of the Wasps have been destroyed. Each is worth 980 CV points, so the two machines represent 1,960 CV points of cumulative damage. The third Wasp has received the following damage. Its right torso armor has been breached and 3 Internal Structure boxes destroyed; the right arm has been blown off and all 3 of its Internal Structure boxes destroyed; its left leg armor has been breached and 1 Internal Structure box destroyed; it has lost its left foot actuator; and one of its heat sinks has been destroyed. All damage came from the front.

A tally of the third Wasp's damage might look like this:

COMBAT VALUES

Damaged Component	CV Formula/Value		CV
Rt. Torso			
Armor Points	5	=	5
Internal Structure (Endo Steel)	3 x 2	=	6
Rt. Arm			
Armor Points	4	=	4
Internal Structure (Endo Steel)	3 x 2	=	6
Shoulder	20 x 1	=	20
Upper Arm Actuators	20 x 1	=	20
Lower Arm Actuators	20 x 1	=	20
Medium Pulse Laser	32	=	32
Lt. Leg			
Armor Points	5	=	5
Internal Structure (Endo Steel)	1 x 2	=	2
Foot Actuator	20 x 1	=	20
1 Heat Sink	20 x 1	=	20
Total			160

Adding the third *Wasp's* damage (160 CV) to the combined Combat Value of the two destroyed *Wasps* (1,960 CV) yields a figure of 2,120 Combat Value points of damage taken by the lance. All these points would be credited to Ralph's opponent when determining the winner of the scenario.

VEHICLE COMBAT VALUES

The Combat Values of custom-designed vehicles are calculated in much the same way as those of custom-designed 'Mechs, with a few differences. To determine the total Combat Value for a custom vehicle, consult the Vehicle Combat Values Table. First, determine the CV for the vehicle's movement type. This figure includes the value of any equipment specific to the vehicle type, such as lift/dive equipment. Next, calculate the CV of the vehicle's various components. All

vehicles have engines, armor, cockpit/control equipment, heat sinks, and internal structures. Depending on a vehicle's design, it may not have a power amplifier or turret. Then determine the CV of the vehicle's weapons. For energy weapons, simply use the weapon CV listed in the BattleMech Combat Values Table. For non-energy weapons, multiply the Heat Points generated by firing the weapon by the vehicle's tonnage. Add that figure to the listed weapon CV in the BattleMech Combat Values Table. Total all the calculated CV. The result is the vehicle's Combat Value.



COMBAT VALUES



VEHICLE COMBAT VALUES TABLE

Movement Type	Combat Value/Formula
Tracked	Vehicle Tonnage x 8
Wheeled	Vehicle Tonnage x 10
Hover	Vehicle Tonnage x 12
Hydrofoil	Vehicle Tonnage x 8
Naval surface vessel	Vehicle Tonnage x 6
Submarine	Vehicle Tonnage x 8
VTOL	Vehicle Tonnage x 10
Components	
Engine	
I.C.E.	Vehicle Tonnage x 2
Fusion	Vehicle Tonnage x 3
XL	Vehicle Tonnage x 6
Armor	
Standard	Armor Factor x 1
Ferro-Fibrous	Armor Factor x 2
Cockpit/Control Equipment	Vehicle Tonnage x 4
Heat Sink	Vehicle Tonnage x number of heat sinks
Internal Structure	Number of Internal Structure boxes x 1
Power Amplifier	Vehicle Tonnage x 1
Turret	Vehicle Tonnage x 4
Weapons	
Energy weapons	See BattleMech Combat Values Table
Non-energy weapons	BattleMech weapon CV + (Vehicle Tonnage x Heat Points generated by weapon)

A standard 40-ton Hetzer Wheeled Assault Gun has an internal combustion engine (I.C.E.), an Armor Factor of 96, standard cockpit controls, 16 Internal Structure boxes, and an AC/20. A breakdown of the Hetzer's Combat Value might look like this:

Movement Type		Combat Value
Wheeled	40 x 10	= 400
Component		
I.C.E.	40 x 2	= 80
Armor	96 x 1	= 96
Cockpit/Control Equipment	40 x 4	= 160
Internal Structure	16 x 1	= 16
Weapons		
AC/20	123 + (7 x 40)	= 403
		Total 1,155

VEHICLE DAMAGE

Because of the unique nature of vehicle Combat Values, slightly damaged vehicles are not counted when using Combat Values to tally inflicted damage after a scenario. Instead, players receive the full Combat Value of all vehicles destroyed and half the CV (rounded up) of all vehicles immobilized during the scenario (see p. 30, **BattleTech Compendium**).

The Combat Value of any infantry unit transported in a vehicle is calculated separately (see **Infantry Combat Values**, following).

INFANTRY COMBAT VALUES

The following tables list the Combat Values for regular, anti-Mech, and power-armor infantry units. When

COMBAT VALUES



awarding Combat Value points for damage inflicted at the end of an engagement, award the Combat Value of each man killed. (A 28-man foot rifle platoon is worth 140 points, and so each man has a CV of 5). A player may also be credited with damage inflicted on wounded power-armor troops—simply award 1 CV point per point of armor damage taken by enemy troops.

POWER-ARMOR COMBAT VALUES TABLE

Equipment	Clan CV	Inner Sphere CV
Flamer	735	730
Machine Gun	725	720
Small Laser	745	740
SRM-2 (Two-shot)	745	740

Note: Listed CV for power-armor units are per 5-man Point or squad.

INFANTRY COMBAT VALUES TABLE

Equipment	Standard Infantry (in CV points)			Anti-'Mech Infantry (in CV points)		
	Foot	Motorized	Jump	Foot	Motorized	Jump
Rifle	140	196	210	280	336	315
Flamer	168	240	231	308	364	336
Machine Gun	196	252	252	336	392	357
Small Laser	252	308	273	392	448	399
SRM	280	336	294	420	476	420

Note: For Foot and Motorized units, CV listed are per 28-man platoon. Jump CV listed are per 21-man platoons.

STATIC-DEFENSE COMBAT VALUES

Because no two installations are exactly alike, no uniform Combat Values for static defenses exist. Instead, players should use the following formula to determine the Combat Value of static defenses:

$$(\text{Construction Factor} / 2) \times ((\text{Total CV of weapons and turret armor} / 4) + 1)$$

First, divide the installation's Construction Factor by 2. This yields the Combat Value of the building/physical structure itself. Then, total the CV of the installation's weapons and turret armor. (See the BattleMech Combat Value Table, pp. 30-31 for the CV of individual weapons and armor. All installations are automatically outfitted with a standard 'Mech sensor array at no extra

COMBAT VALUES

cost.) Once the Combat Value points of the installation's weapons and turret armor have been determined, divide this figure by 4 and add 1 to the result. Then multiply this number by the building/physical structure CV. The end result is the installation's Combat Value.

For static defenses with Construction Factors of less than 10, use 10 as the CF figure when calculating the installation's Combat Value. The Combat Value of any unit operating inside an installation is calculated separately.

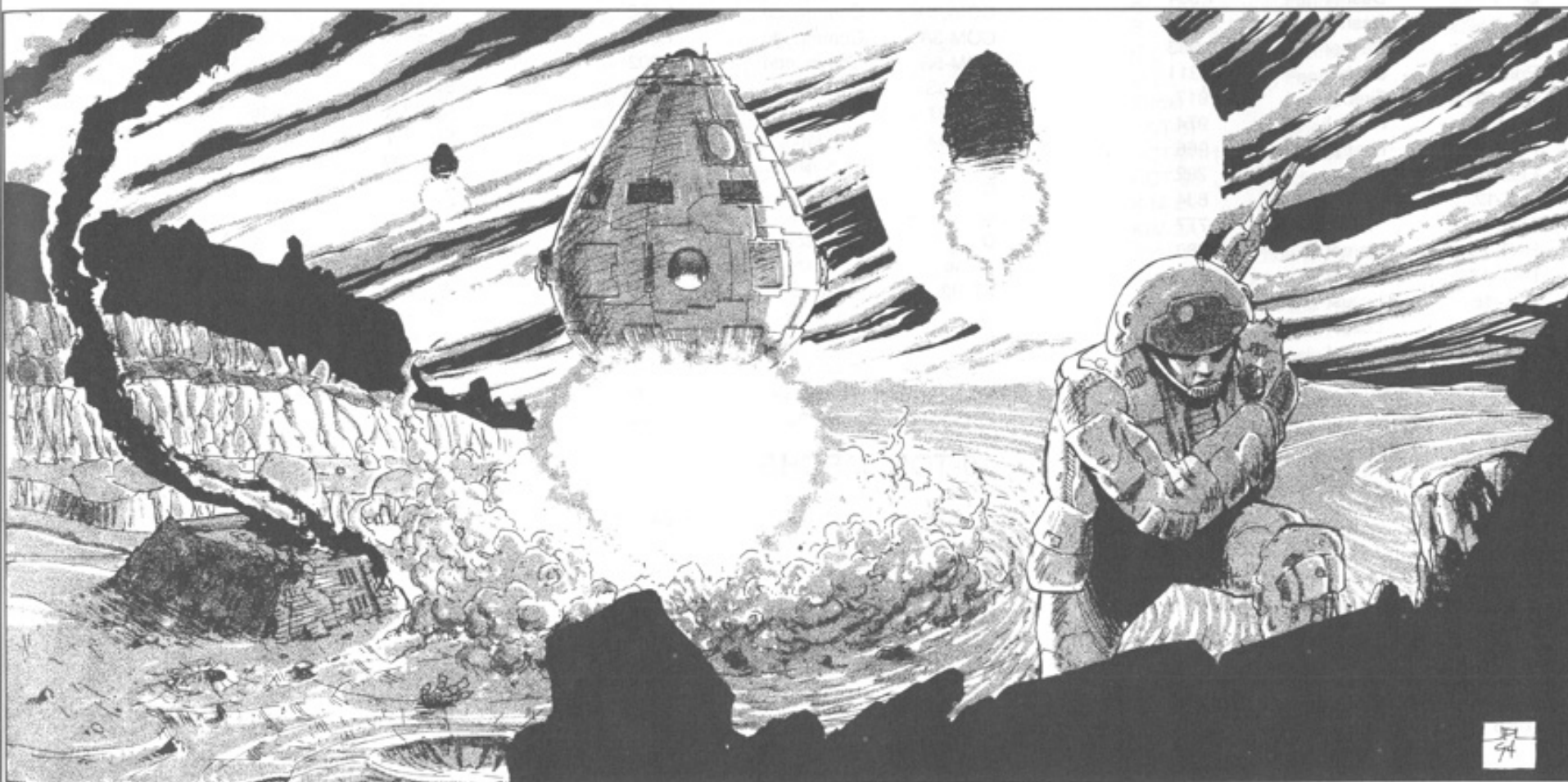
Ralph constructs an infantry bunker with a CF of 40, one fixed medium pulse laser (CV 32), and two fixed medium lasers (31 CV points each). Ralph calculates the Combat Value of the bunker as follows:

$$(40 / 2) \times ((94 / 4) + 1) = 490$$

STATIC DEFENSE DAMAGE

Static defenses are considered destroyed when their CF is reduced to zero. If a player destroys a static defense installation, he is credited with the installation's total CV for the purposes of determining victory in a scenario.

If a static defense is damaged but remains functional, the player receives 1 Combat Value point for each point of damage inflicted on the installation.



COMBAT VALUES

COMBAT VALUES TABLE

20-TON 'MECHS

Code	Name	Combat Value
	Baboon	1,182
A	Dasher	1,313
B	Dasher	1,334
C	Dasher	1,276
D	Dasher	1,363
Prime	Dasher	1,311
ALM-7D	Fireball	917
ALM-7E	Fireball	974
ALM-7F	Fireball	966
FLE-15	Flea	782
FLE-17	Flea	834
FLE-4	Flea	777
HNT-151	Hornet	883
HNT-171	Hornet	889
LCT-1E	Locust	791
LCT-1L	Locust	772
LCT-1M	Locust	758
LCT-1S	Locust	766
LCT-1V	Locust	752
LCT-3D	Locust	809
LCT-3M	Locust	855
LCT-3S	Locust	832
LCT-3V	Locust	783
MCY-99	Mercury	881
MCY-97	Mercury	894
STG-3G	Stinger	979
STG-3R	Stinger	936
STG-5M	Stinger	1,017
THE N	Thorn	906
WSP-1A	Wasp	929
WSP-1D	Wasp	928
WSP-1K	Wasp	922

WSP-1L	Wasp	915
WSP-1S	Wasp	968
WSP-1W	Wasp	917
WSP-3M	Wasp	980
WSP-3W	Wasp	909

25-TON 'MECHS

Code	Name	Combat Value
COM-2D	Commando	1,098
COM-3A	Commando	1,087
COM-5S	Commando	1,202
DRT-3S	Dart	998
DRT-3T	Dart	1,067
DRT-3X	Dart	1,015
A	Koshi	1,769
B	Koshi	1,798
C	Koshi	1,890
D	Koshi	1,694
Prime	Koshi	1,735
KT-P2	Koto	1,376
IIC	Locust	1,425
IIC JF	Locust	1,409
IIC SJ	Locust	1,436
MON-66	Mongoose	1,199
ZPH-1A	Tarantula	1,602

30-TON 'MECHS

Code	Name	Combat Value
BH-K305	Battle Hawk	1,961
FLC-4N	Falcon	1,484
FLC-4P	Falcon	1,491
FFL-4A	Firefly	1,351
FFL-4B	Firefly	1,387
HMR-3M	Hammer	1,549
HMR-3M2	Slammer	1,487
HER-1S	Hermes	1,278

HER-3S	Hermes	1,309
HER-3S1	Hermes	1,319
HER-3S2	Hermes	1,338
HM-1	Hitman	1,664
HSR 200-D	Hussar	1,236
JA-KL-1532	Jackal	1,569
JVN-10F	Javelin	1,561
JVN-10N	Javelin	1,447
JVN-10P	Javelin	1,446
SA-MN	Mantis	1,765
SCB-9A	Scarabus	1,495
SCB-TSM	Scarabus	1,465
SDR-5D	Spider	1,432
SDR-5K	Spider	1,372
SDR-5V	Spider	1,459
SDR-7M	Spider	1,510
A	Uller	1,939
B	Uller	1,999
C	Uller	2,165
D	Uller	2,049
Prime	Uller	1,922
UM-R60	UrbanMech	1,267
UM-R60L	UrbanMech	1,264
UM-R63	UrbanMech	1,304
VLK-QA	Valkyrie	1,436
VLK-QD	Valkyrie	1,547
VLK-QF	Valkyrie	1,409
I	Vixen	2,008
II	Vixen	1,900
	Vixen	1,956

35-TON 'MECHS

Code	Name	Combat Value
FS-90M	Firestarter	1,655
FS9-H	Firestarter	1,593
FS9-S	Firestarter	1,743
FS9-S1	Firestarter	1,753

COMBAT VALUES

BZK-F3	Hollander	1,641
BZK-G1	Hollander	1,634
IIC	Jenner	2,184
IIC V1	Jenner	2,147
JR7-D	Jenner	1,540
JR7-F	Jenner	1,554
JR7-K	Jenner	1,549
LNG-1B	Longshot	2,083
OTT-7J	Ostscout	1,666
OTT-7K	Ostscout	1,615
PNT-10K	Panther	1,940
PNT-9R	Panther	1,776
SJ	Peregrine	2,313
	Peregrine	2,322
A	Puma	2,353
B	Puma	2,296
C	Puma	2,373
D	Puma	2,300
Prime	Puma	2,476
RVN-1X	Raven	1,390
RVN-3L	Raven	1,707
SPR-5F	Spector	2,280
SDR-9K	Venom	1,929
SDR-9KA	Venom	1,933
SDR-9KB	Venom	1,856
WLF-1	Wolfhound	1,567
WLF-2	Wolfhound	1,949

40-TON 'MECHS

Code	Name	Combat Value
ASN-101	Assassin	1,786
ASN-21	Assassin	1,856
ASN-23	Assassin	1,900
A	Battle Cobra	2,291
B	Battle Cobra	2,387
Prime	Battle Cobra	2,285
CDA-2A	Cicada	1,439
CDA-2B	Cicada	1,429

CDA-3C	Cicada	1,525
CDA-3M	Cicada	2,125
CLNT-1-2R	Clint	1,624
CLNT-1-4T	Clint	1,578
CLNT-2-3U	Clint	2,339
CLNT-2-3T	Clint	1,852
DMO-1K	Daimyo	2,290
A	Dragonfly	2,894
B	Dragonfly	2,732
C	Dragonfly	2,722
D	Dragonfly	2,791
Prime	Dragonfly	2,792
IIC	Griffin	2,719
IIC NC	Griffin	2,635
HER-2M	Hermes II	1,728
HER-2S	Hermes II	1,633
HER-5S	Hermes II	2,194
HER-4K	Hermes II	1,819
A	Phantom	2,577
B	Phantom	2,519
C	Phantom	2,609
D	Phantom	2,552
Prime	Phantom	2,527
A	Pouncer	3,028
B	Pouncer	3,020
C	Pouncer	2,701
D	Pouncer	3,044
Primary	Pouncer	2,806
SNT-3L	Sentinel	1,650
STN-3M	Sentinel	1,667
TS-P4	Tsunami	2,355
VL 2T	Vulcan	1,768
VL 5T	Vulcan	1,949
VT-5M	Vulcan	2,371
VT-5S	Vulcan	2,078
WTC-4M	Watchman	2,045
WTH-1	Whitworth	1,884
WTH-1S	Whitworth	2,030
WTH-2	Whitworth	1,942

45-TON 'MECHS

Code	Name	Combat Value
BJ-1	Blackjack	2,003
BJ-1DB	Blackjack	2,299
BJ-1DC	Blackjack	1,880
BJ-2	Blackjack	2,642
BJ-3	Blackjack	2,851
DAD-3C	Daedalus	2,934
A	Fenris	2,813
B	Fenris	2,941
C	Fenris	3,028
D	Fenris	2,990
Prime	Fenris	2,933
HCT-3F	Hatchetman	2,270
HCT-3NH	Hatchetman	2,270
HCT-5S	Hatchetman	2,401
KIM-2	Komodo	3,440
KIM-2A	Komodo	3,393
PXH-1	Phoenix Hawk	2,190
PXH-1D	Phoenix Hawk	2,276
PXH-1K	Phoenix Hawk	2,081
PXH-3D	Phoenix Hawk	3,208
PXH-3K	Phoenix Hawk	3,108
PXH-3M	Phoenix Hawk	3,050
PXH-3S	Phoenix Hawk	3,162
IIC	Shadow Hawk	2,949
IIC GB	Shadow Hawk	2,990
SNK-1V	Snake	2,835
STH-1D	Stealth	3,010
VND-1AA	Vindicator	2,348
VND-1R	Vindicator	2,375
VND-3L	Vindicator	3,046
WFT-1	Wolf Trap	1,900
WVE-5N	Wyvern	2,393

COMBAT VALUES

50-TON 'MECHS

Code	Name	Combat Value
A	Black Hawk	3,832
B	Black Hawk	3,631
C	Black Hawk	3,561
D	Black Hawk	3,548
Prime	Black Hawk	4,305
CN9-A	Centurion	2,133
CN9-AH	Centurion	2,050
CN9-AL	Centurion	2,454
CN9-D	Centurion	2,475
CRB-27	Crab	2,383
ENF-4R	Enforcer	2,353
ENF-5D	Enforcer	2,651
	Hellhound	3,228
HBK-4G	Hunchback	2,334
HBK-4H	Hunchback	2,367
HBK-4J	Hunchback	2,470
HBK-4N	Hunchback	2,382
HBK-4P	Hunchback	2,897
HBK-4SP	Hunchback	2,675
HBK-5M	Hunchback	2,651
HUR-W0-R4L	Huron Warrior	2,594
NGS-4S	Nightsky	3,136
SA-RN	Ronin	3,002
STY-3C	Starslayer	3,110
TBT-5J	Trebuchet	2,591
TBT-5N	Trebuchet	2,170
TBT-5S	Trebuchet	2,498
TBT-7K	Trebuchet	2,131
TBT-7M	Trebuchet	3,243

55-TON 'MECHS

Code	Name	Combat Value
APL-1M	Apollo	3,060
DV-6M	Dervish	2,513

DV-7D	Dervish	3,343
I	Goshawk	3,720
	Goshawk	3,334
	Griffin	3,814
GRF-1DS	Griffin	2,721
GRF-1N	Griffin	2,940
GRF-1S	Griffin	3,877
GRF-3M	Griffin	3,284
GMR-R-PR29	Grim Reaper	2,323
HOP-4C	Hoplite	2,352
HOP-4D	Hoplite	2,438
KTO-19	Kintaro	3,014
KTO-2O	Kintaro	3,694
A	Ryoken	3,937
B	Ryoken	3,420
C	Ryoken	3,405
D	Ryoken	2,933
Prime	Ryoken	2,965
SCP-10	Scorpion	2,289
SCP-1N	Scorpion	2,649
SHD-2D	Shadow Hawk	2,587
SHD-2D2	Shadow Hawk	2,571
SHD-2H	Shadow Hawk	2,647
SHD-2H(C)	Shadow Hawk	2,857
SHD-2K	Shadow Hawk	3,622
SHD-5M	Shadow Hawk	2,615
WVR-6K	Wolverine	2,868
WVR-6M	Wolverine	2,686
WVR-6R	Wolverine	3,122
WVR-7D	Wolverine	3,742
WVR-7K	Wolverine	3,772
WVR-7M	Wolverine	3,401
TR1	Wraith	

60-TON 'MECHS

Code	Name	Combat Value
ANV-3M	Anvil	3,750
CHP-1N	Champion	2,290
DRG-1C	Dragon	2,424

DRG-1N	Dragon	2,410
DRG-5N	Dragon	2,523
Wolves	Galahad	4,134
	Galahad	3,355
DRG-1G	Grand Dragon	2,620
DRG-5K	Grand Dragon	3,746
LNC 25-01	Lancelot	3,544
MER-1N	Merlin	3,288
OTL-4D	Ostol	2,979
OTL-4F	Ostol	2,923
OTL-5M	Ostol	4,169
OSR-2C	Ostroc	2,771
OSR-2D	Ostroc	3,855
OSR-2L	Ostroc	2,766
OSR-2M	Ostroc	2,975
OSR-3C	Ostroc	2,751
PAL-2A	Paladin	3,193
QKD-4G	Quickdraw	3,023
QKD-4H	Quickdraw	3,023
QKD-5A	Quickdraw	3,267
QKD-5K	Quickdraw	4,302
QKD-5M	Quickdraw	3,816
RFL-3C	Rifleman	2,345
RFL-3N	Rifleman	2,395
RFL-3N(C)	Rifleman	2,617
RFL-4D	Rifleman	2,751
RFL-5D	Rifleman	4,209
RFL-5M	Rifleman	3,637
A	Vulture	3,938
B	Vulture	4,367
C	Vulture	3,758
Prime	Vulture	4,170

65-TON 'MECHS

Code	Name	Combat Value
AXM-1N	Axman	4,061
BMB-12D	Bombardier	3,750
CPLT-A1	Catapult	3,070

COMBAT VALUES

CPLT-C1	Catapult	3,162
CPLT-C3	Catapult	3,238
CPLT-C4	Catapult	2,785
CPLT-K2	Catapult	3,361
A	Crossbow	3,517
B	Crossbow	3,425
Prime	Crossbow	3,615
CRD-3D	Crusader	3,135
CRD-3K	Crusader	3,241
CRD-3L	Crusader	3,211
CRD-3R	Crusader	2,913
CRD-4D	Crusader	3,054
CRD-4K	Crusader	3,113
CRD-5M	Crusader	4,373
CRD-5S	Crusader	3,603
EXT-4D	Exterminator	4,010
JM6-A	JagerMech	2,531
JM6-DD	JagerMech	2,870
JM6-S	JagerMech	2,427
A	Linebacker	4,657
B	Linebacker	4,442
C	Linebacker	4,172
D	Linebacker	4,459
Primary	Linebacker	4,222
A	Loki	4,553
B	Loki	4,225
Prime	Loki	4,612
MR-P1	Morpheus	4,065
OWR-2M	Ostwar	4,982
IIC	Rifleman	5,287
IIC A-A	Rifleman	3,608
TMP-3M	Tempest	4,247
TDR-5S	Thunderbolt	3,189
TDR-5S(C)	Thunderbolt	3,348
TDR-5SE	Thunderbolt	3,529
TDR-5SS	Thunderbolt	3,560
TDR-7M	Thunderbolt	4,242
TDR-9S	Thunderbolt	4,262
TDR-9SE	Thunderbolt	4,400

70-TON 'MECHS

Code	Name	Combat Value
ARC-2K	Archer	3,199
ARC-2R	Archer	3,123
ARC-2S	Archer	3,131
ARC-2W	Archer	3,181
ARC-4M	Archer	4,098
ARC-5R	Archer	4,278
ARC-5S	Archer	4,117
ARC-5W	Archer	4,067
CES-3R	Caesar	4,987
CFT-1X	Cataphract	3,411
CFT-3L	Cataphract	4,870
CTF-3D	Cataphract	4,004
DAI-01	Daikyu	4,410
EXC-B1	Excalibur	3,480
GAL-1GLS	Gallowglas	5,174
GAL-2GLS	Gallowglas	4,128
GAL-3GLS	Gallowglas	5,116
GHR-5J	Grasshopper	4,120
GRP-5H	Grasshopper	4,114
GLT-3N	Guillotine	4,247
GLT-5M	Guillotine	4,279
HRC-LS-9000	Hercules	4,246
A	Thor	4,985
B	Thor	5,003
C	Thor	5,076
D	Thor	5,825
Prime	Thor	4,947
THR-1L	Thunder	3,951
WHM-6D	Warhammer	3,628
WHM-6K	Warhammer	3,622
WHM-6L	Warhammer	3,490
WHM-6R	Warhammer	3,486
WHM-6R(C)	Warhammer	3,733
WHM-7K	Warhammer	4,882
WHM-7M	Warhammer	4,824
WHM-7S	Warhammer	4,795

75-TON 'MECHS

Code	Name	Combat Value
BNDR-01A	Bandersnatch	4,299
BL6-KNT	Black Knight	4,253
FLC-8R	Falconer	4,733
FLS-8K	Flashman	4,957
A	Mad Cat	6,330
B	Mad Cat	5,480
C	Mad Cat	5,604
D	Mad Cat	5,450
Prime	Mad Cat	5,897
MAD-3D	Marauder	3,881
MAD-3L	Marauder	3,672
MAD-3M	Marauder	3,788
MAD-3R	Marauder	3,556
MAD-3R(C)	Marauder	3,803
MAD-5D	Marauder	5,448
MAD-5M	Marauder	5,313
MAD-5S	Marauder	5,232
SA-OS	Onslaught	4,619
ON1-K	Orion	3,090
ON1-M	Orion	4,364
ON1-V	Orion	3,084
ON1-VA	Orion	3,484
PTR-4D	Penetrator	4,595
MDG-1A	Rakshasa	5,189
	Viper	5,527
WR-DG-02FC	War Dog	4,343

80-TON 'MECHS

Code	Name	Combat Value
AWS-8Q	Awesome	4,778
AWS-8R	Awesome	4,778
AWS-8T	Awesome	4,454
AWS-8V	Awesome	4,801
AWS-9M	Awesome	6,147
CGR-1A1	Charger	3,032

COMBAT VALUES

CGR-1L	Charger	3,068
CGR-3K	Charger	5,106
CGR-5B	Charger	4,864
CDG-1B	Cudgel	5,363
GOL-1H	Goliath	3,944
GOL-3M	Goliath	4,330
HTM-27T	Hatamoto-Chi	4,213
HTM-27U	Hatamoto-Hi	4,279
HTM-27V	Hatamoto-Kaze	4,169
HTM-27W	Hatamoto-Ku	4,122
HTM-27Y	Hatamoto-Mizo	4,499
A	Man O'War	5,772
B	Man O'War	5,566
C	Man O'War	5,768
Prime	Man O'War	5,300
A	Naga	4,611
B	Naga	4,662
C	Naga	4,581
D	Naga	4,594
Primary	Naga	4,551
IIC	Phoenix Hawk	5,231
IIC-B	Phoenix Hawk	5,469
PPR-5S	Salamander	4,704
SPT-1N	Spartan	3,998
SPT-N1	Spartan	4,194
THG-11E	Thug	5,486
THG-1E	Thug	5,766
VTR-9A	Victor	3,847
VTR-9A1	Victor	3,865
VTR-9B	Victor	3,885
VTR-9B(C)	Victor	4,165
VTR-9D	Victor	4,794
VTR-9K	Victor	4,234
VTR-9S	Victor	3,886
IIC	Warhammer	6,411
IIC SJ	Warhammer	6,315
ZEU-6T	Zeus	4,001

ZEU-9S	Zeus	5,294
ZEUS-6S	Zeus	3,782

85-TON 'MECHS

Code	Name	Combat Value
BLR-1D	BattleMaster	4,781
BLR-1G	BattleMaster	4,368
BLR-3M	BattleMaster	5,924
BLR-3S	BattleMaster	5,004
CRK 5003-1	Crockett	5,606
CRK 5003-1	Crockett	4,629
GUN-1ERD	Gunslinger	5,212
CRK 5003-2	Katana	4,629
LGB-0W	Longbow	3,462
IIC	Marauder	6,922
A	Masakari	6,829
B	Masakari	6,677
C	Masakari	7,323
Prime	Masakari	7,107
SHG-2E	Shogun	4,459
SHG-2F	Shogun	4,485
STK-3F	Stalker	4,325
STK-3H	Stalker	4,291
STK-4N	Stalker	4,233
STK-4P	Stalker	3,506
STK-5M	Stalker	5,537
STK-5S	Stalker	4,666

90-TON 'MECHS

Code	Name	Combat Value
CP 10-HQ	Cyclops	3,782
CP 10-Q	Cyclops	3,891
CP 11-A	Cyclops	4,010
CP10-Z	Cyclops	3,905
HGN-732	Highlander	4,424

SA-JG	Juggernaut	5,249
MAL-1R	Mauler	5,180

95-TON 'MECHS

Code	Name	Combat Value
ALB-3U	Albatross	6,033
BNC-3E	Banshee	4,447
BNC-3M	Banshee	4,568
BNC-3Q	Banshee	4,029
BNC-3S	Banshee	5,256
BNC-5S	Banshee	6,297
MR-V2	Cerberus	5,720
MNT-A-RY-5M	Cerberus	5,845
CL-P3	Colossus	5,598
A	Gladiator	7,826
B	Gladiator	7,923
C	Gladiator	7,342
D	Gladiator	7,944
Prime	Gladiator	7,953
NG-C3A	Naganita	6,132

100-TON 'MECHS

Code	Name	Combat Value
ANH-1A	Annihilator	4,952
ANH-2	Annihilator	5,012
AS-7D	Atlas	5,371
AS7-D(C)	Atlas	5,706
AS7-K	Atlas	5,961
AS7-S	Atlas	4,921
	Behemoth	5,906
BRZ-A3	Berserker	7,098
A	Daishi	8,363
B	Daishi	7,032
Prime	Daishi	8,901
DVS-2	Devastator	6,648

COMBAT VALUES

T-IT-N10M	Grand Titan	5,718
IMP-2E	Imp	6,701
IMP-3E	Imp	6,624
KGC-000	King Crab	4,888
I	Kraken	5,912
II	Kraken	8,020
	Kraken	5,664
MAD-4A	Marauder II	6,314
MAD-5A	Marauder II	6,733
MAD-5B	Marauder II	6,562

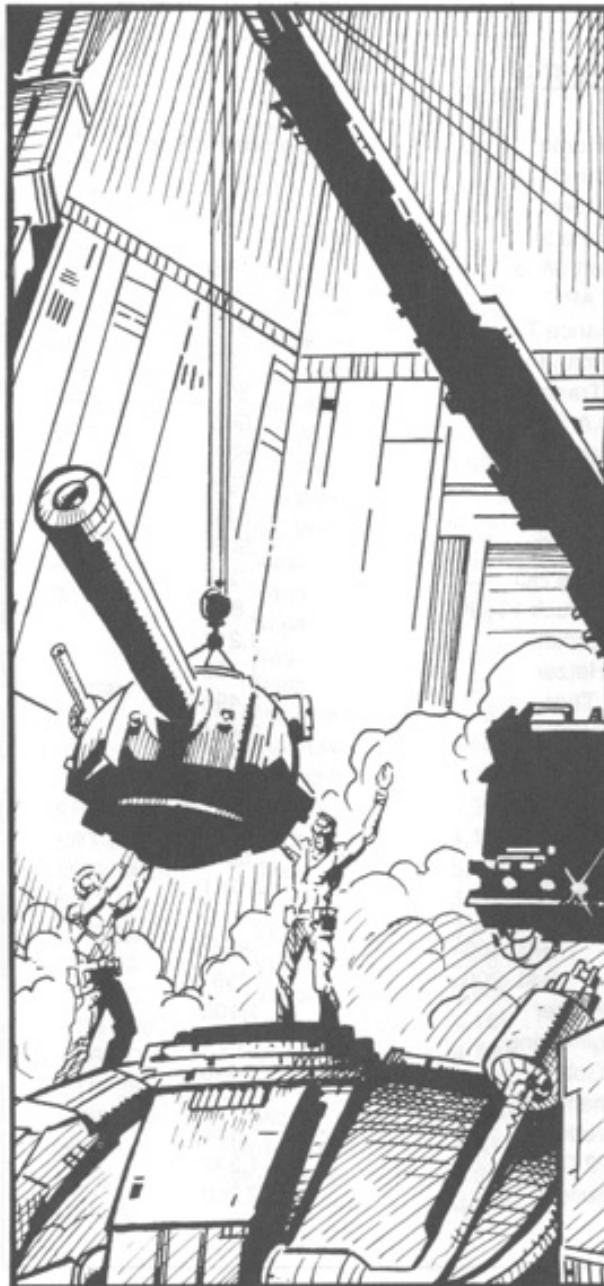


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10	Tracked
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30	Tracked
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40	Tracked
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50	Tracked
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60	Tracked

VEHICLES

Name	Combat Value
Ground Car	190
Jeep	188
Speeder	19
Swift Wind	198
APC	257
J-27 Ordnance Transport	215
Command Van	420
Heavy Transport B1	350
M.A.S.H.	546
Pack Rat	607
Rotunda	699
Skulker	511
Wheeled Scout	503
Mobile HQ	726
Coolant Truck 135-K	85
Striker	1,213
Hetzer	1,155
Thor	2,495
Demon	2,451
Jet Sled	72
PathTrack	162
APC	227
Scorpion	605
Badger	1,141
Galleon	
GAL-100	834
GAL-200	798
Hunter	1,106
Engineering	60
Goblin	1,446
Chaparral	2,221
Vedette	1,134
AC/2 Carrier	1,332
Bulldog	2,260

COMBAT VALUES



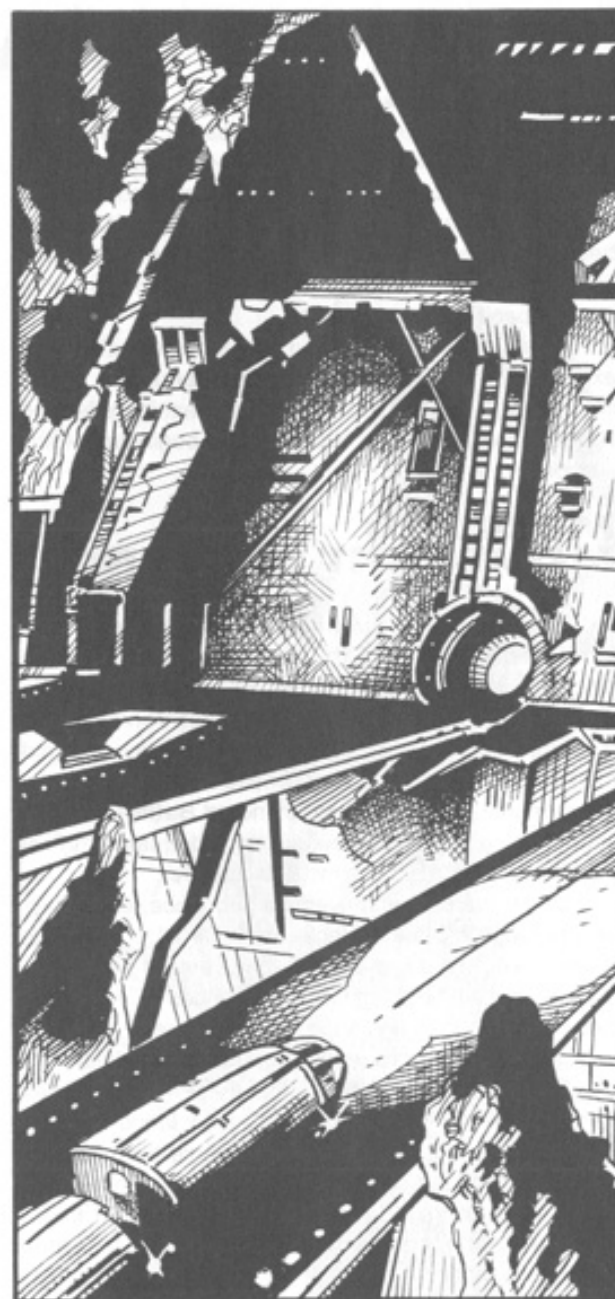
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100	Tracked
2	Hover
5	Hover
5	Hover
5	Hover
10	Hover
10	Hover
15	Hover
25	Hover
25	Hover
25	Hover

Hi-Scout Drone Carrier	1,395
LRM Carrier	2,343
Manticore	2,856
Pike	1,780
Po	1,556
SRM Carrier	3,822
Marksman	3,114
Patton	2,212
Rommel	2,268
Magi	1,975
Burke	4,511
Padilla	3,382
Von Luckner	2,204
Zhukov	1,855
Demolisher	3,006
Devastator	3,959
Fury	2,108
Partisan	2,104
Rhino	3,992
Schrek	4,410
SturmFeur	3,147
Mobile Long Tom	
Main Unit	2,880
Ammo Carrier	276
Support Unit	188
Ontos	4,767
Puma	6,174
Behemoth	5,140
NapFind	224
Gabriel	332
Savannah Master	229
Skimmer	282
APC	273
Hover Scout	332
Beagle	595
Harasser	749
J. Edgar	984
Weapons Carrier A	948

COMBAT VALUES

35	Hover	Lightning	1,182
35	Hover	Pegasus	1,517
35	Hover	Plainsman	1,409
35	Hover	Saladin	1,116
35	Hover	Saracen	1,432
35	Hover	Scimitar	1,216
40	Hover	Air Car	848
40	Hover	Zephyr	1,965
50	Hover	Bandit	2,232
50	Hover	Condor	1,836
50	Hover	Drillson	2,359
50	Hover	Falcon	1,946
50	Hover	Kanga	1,771
50	Hover	Maxim	2,191
5	VTOL	Ferret	175
10	VTOL	Ripper	324
21	VTOL	Warrior H7	536
25	VTOL	Kestrel	441
25	VTOL	Nightshade	644
30	VTOL	Cyrano	907
30	VTOL	Karnov	517
30	VTOL	Peregrine	783
25	Hydrofoil	Sea Skimmer	570
100	Submarine	Neptune	4,327
75	Naval	Monitor	3,165



LEVEL THREE RULES

This section provides new rules for Level Three **BattleTech** play. Because these rules are not intended for tournament competition, players should consider all of them optional and use them as they see fit. Before beginning a scenario or campaign that incorporates optional rules, all the players in the group should agree on the specific rules to be used.

The rules are arranged in alphabetical order, except for the **Modified Movement Sequence** guidelines. These are likely to have a far-reaching effect on **BattleTech** play and so appear at the beginning of this section.

MODIFIED MOVEMENT SEQUENCE

The number of vehicles in **BattleTech** has increased over the years, and many players have employed them against 'Mechs very effectively. Under Level One and Level Two rules, fast vehicles can "swarm" 'Mechs, using their maneuverability to avoid the 'Mechs' heavy firepower. These swarming attacks are primarily the result of the standard **BattleTech** turn sequence, which up til now did not adequately reflect the unmatched "reaction time" 'Mechs offer.

Under the normal movement sequence, each player alternates moving a single unit until all of the units have moved. Under the revised movement sequence, all vehicles must be organized into lances of four vehicles each. If necessary, a single short lance of 1, 2, or 3 vehicles may be organized for any remaining units.

For movement purposes, treat these vehicle lances as single units. All of the vehicles in a lance execute their movement during a turn at the same time, regardless of combat casualties. For example if, a lance starts the game with four Bulldog tanks and three of those tanks are lost in combat, moving that tank constitutes moving the lance.

During the Movement Phase of the turn, the players alternate moving their units as normal, with the movement of all vehicles in a single lance counting as the movement of a single unit.

This modified turn sequence makes the BattleMech more than an even match for vehicles of the same weight by enabling MechWarriors to see the projected path of a fast vehicle and react accordingly.

ARTILLERY

These rules expand the role of artillery, which has been used in **BattleTech** for years. To use artillery, first set up these units per standard rules (p. 48, **BattleTech Compendium**). Shells fired from off-board units follow the standard rules for targeting, time in flight, to-hit modifiers, adjusting fire, damage, and scatter unless otherwise noted.

Only lance commanders, platoon commanders, and higher-ranking battlefield commanders can request off-board artillery fire under Level Three artillery rules. If a player's forces have no commanding officers present on the board, they may not request artillery. The officer then designates a unit on the mapsheet to act as a spotter for the artillery fire.

Elite, anti-'Mech, or power-armor infantrymen may act as artillery spotters, as may any MechWarrior or vehicle commander. Generally an artillery spotter must have a clear LOS to the targeted unit or hex. If the artillery spotter is destroyed or loses LOS during an artillery attack, the remainder of the attack is cancelled automatically. Each artillery spotter may direct only one artillery attack at a time, but a player may designate as many artillery spotters as he desires. Spotting for artillery does not affect the combat capability of these units.

Players may choose from four types of artillery attacks in Level Three games. These are

free-fire, strike, surgical-strike, and walking-fire attacks.

FREE-FIRE ATTACK

In a free-fire attack, an artillery piece or battery may fire multiple rounds at several target hexes. If the player calls for 3 rounds from an artillery piece, for example, it fires in 3 consecutive turns. Artillery spotters are not required for free-fire attacks, but the artillery fire from such an attack may not be adjusted.

STRIKE ATTACK

In a strike attack, an artillery piece or battery fires multiple rounds at a single target hex or its adjacent hexes. Each artillery piece fires once per turn until it has fired the requested number of rounds. Artillery fire in a strike attack may be adjusted per standard rules by the artillery spotting unit.

SURGICAL-STRIKE ATTACK

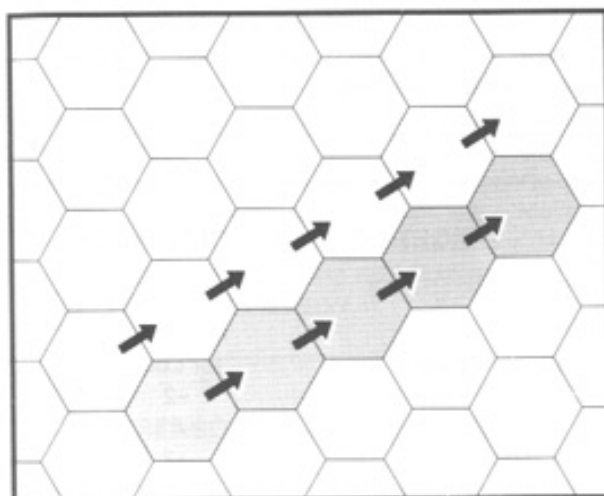
Surgical-strike attacks are similar to strike attacks, except that each participating artillery piece fires only one round at the target hex. All rounds fired in a surgical-strike attack land during the same turn.

WALKING-FIRE ATTACK

In a walking-fire attack, the spotter requests a specific number of artillery rounds, then designates an initial target hex and an adjacent hex to indicate the direction in which the shells are to move. The first artillery round of the attack falls in the target hex, and the second falls in the designated adjacent hex. Subsequent shells fall along the direction established by these hexes. Note that the first shell of a walking-fire attack is subject to standard scatter rules. If this shell misses its target, the subsequent shells miss their intended hexes by the same degree. The artillery rounds of the attack fall in consecutive turns and may be adjusted per standard rules.

LEVEL THREE RULES

Ralph calls for a walking-fire attack from one of his off-board artillery units. He requests a 6-round attack, beginning on Hex 0906 and continuing on Hex 1005. The first shell lands, but it scatters and hits Hex 1006. The artillery spotting unit has lost a clear LOS to the target hex and is unable to adjust the fire. As a result, the second shell strikes Hex 1106. The designated artillery spotting unit is unable to regain LOS to the targeted hexes, and so the remaining four shots also miss their marks.



INDICATES INTENDED PATH OF FIRE
INDICATES ACTUAL PATH OF FIRE

BATTLEMECH ENGINE EXPLOSIONS

BattleMechs are powered by heavily shielded nuclear reactors. Despite the numerous safeguards incorporated in the engine designs, BattleMech engine reactors may explode under certain rare, catastrophic circumstances.

Whenever all the internal structure of a 'Mech's center torso is destroyed in a single turn, the player control-

ling the unit must roll 2D6. On a result of 8+, the engine reactor explodes (this rule applies to fusion engines and XL engines). The 'Mech and any other units in the hex are destroyed. Any units in adjacent hexes take damage equal to the engine's rating divided by 5 (rounded down to the nearest whole number). Units 2 hexes away take damage equal to the engine's rating divided by 10. Units 3 hexes away take damage equal to the engine's rating divided by 20. Divide the Damage Points into 5-point clusters and apply per standard artillery rules.

An engine explosion in a 'Mech engine with a 300 rating, for example, causes 60 points of damage to each unit in an adjacent hex, 30 points to units 2 hexes away, and 15 points to units 3 hexes away.

An exploding engine also creates a fire in the detonation hex. In extreme circumstances, a MechWarrior may choose to trigger an engine explosion in his BattleMech to keep it from falling into enemy hands. Using the so-called Stackpole rule, a player may do this by announcing his intention to destroy his own 'Mech in the Weapon Attack Phase of the current turn. The 'Mech may not fire or conduct physical attacks during the phase, nor may it fire weapons or move during the next turn. The 'Mech engine explodes during the Weapon Attack Phase of the first turn after the self-destruct sequence has been declared. The 'Mech's pilot may eject and try to escape the blast range. Once the self-destruct sequence has been declared, it cannot be stopped.

BATTLEMECH SENSORS

Standard BattleTech rules assume that a 'Mech pilot uses his visual sensors most of the time, switching to an alternate system as a last resort. The following rules allow a MechWarrior to select the sensor system he wants to use in any situation and also offer three new types of non-visual sensors to choose from: electromagnetic sensors, seismic sensors, and thermographic sensors. These sensors allow a 'Mech to detect and fire on an enemy and sometimes increase the likelihood of a shot finding its target.



LEVEL THREE RULES

Under some conditions, however, a firing unit relying on a sensor will have a harder time hitting a target than if it used standard visual targeting. These variables are discussed in the sensor entries in this section.

Each player must declare the type of sensor a 'Mech is using during the Initiative Phase of each turn. 'Mechs may not switch sensors during a turn. If the active sensor is damaged, the 'Mech is essentially blind for the remainder of the turn and may not target units (see **Sensor Damage**, p. 47). If a player does not specify a sensor for a 'Mech, assume the 'Mech is relying on its standard visual sighting system.

All standard 'Mech sensor arrays contain electromagnetic, seismic, and thermographic sensors, as well as the standard visual sighting system. Note that all sensor systems follow different rules in double-blind games (see **Double-Blind Rules**, p. 7, for details).

ELECTROMAGNETIC SENSORS

Electromagnetic (EM) sensors identify a target by its mass and electronic emissions. EM sensors are immune to extremes of heat and cold. However, ECM suites greatly reduce their effectiveness.

Apply the to-hit modifiers listed in the following table for units using EM sensors. Note that the modifiers are cumulative. For example, if a firing unit is targeting a Heavy 'Mech (-2 modifier) that has taken an engine hit (-1) and has fired a weapon in the previous turn (-1), the to-hit number for the firing unit's to-hit roll adds a -4 to-hit modifier. Other, standard to-hit modifiers remain in effect.

EM TO-HIT MODIFIER TABLE

Target's Mass/Condition	To-Hit Modifier
Vehicle	+1
Assault 'Mech	-3
Heavy 'Mech	-2
Medium 'Mech	-1
Light 'Mech	—
Engine hit	-1
Fired weapon in previous turn	-1
Inside building	+2
Running	+1
Using active probe	-2
Equipped with ECM suite	+4
Power-armor infantry	—
Infantry	+4

SEISMIC SENSORS

Often derided as the last hope of the desperate, seismic sensors detect a target's motion. Though they can tip off a pilot to the presence of a nearby enemy, they are virtually useless in pinpointing a target.

A 'Mech relying on its seismic sensor must make two separate dice rolls to target an enemy unit. The 'Mech must first roll 2D6 to lock on a target. The Target Lock Table shows the roll results required to lock onto various unit types. The Target-Lock Modifier Table provides modifiers that apply to the result required for a lock. Swiftly moving targets generate greater seismic signatures and enable a seismic sensor to lock onto them more effectively.

If a 'Mech's seismic sensor locks onto a unit, the 'Mech may fire on that target. Use a standard to-hit roll to resolve the shot. However, if the seismic sensor does not achieve a lock, the 'Mech may not fire on the unit.

TARGET LOCK TABLE

Target	Result Required for Lock
Light 'Mech	12+
Medium 'Mech	10+
Heavy 'Mech	8+
Assault 'Mech	6+
Hover vehicle	13+
Tracked vehicle	11+
Wheeled vehicle	11+

Note: Seismic sensors are not sensitive enough to detect infantry units.

TARGET-LOCK MODIFIER TABLE

Target Motion	Modifier to Result Required for Lock
Running/Flank speed	-2
Walking/Cruising speed	0
Stationary	+2

THERMOGRAPHIC SENSORS

Thermographic sensors detect targets by their heat signatures. As long as the target's heat differs from the surrounding terrain, thermo sensors work fairly well. Other heat sources can easily "confuse" thermo sensors, however. As a result, using thermo sensors to target a unit within 5 hexes of a burning hex modifies the to-hit number by +4. In all instances, apply the appropriate to-hit modifier listed on the Thermo To-Hit Modifiers Table. All other standard to-hit modifiers apply as well.

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THERMO TO-HIT MODIFIER TABLE

Heat of Target	To-Hit Modifier
0	+2
1-5	+1
6-10	0
11-15	-1
16+	-2

Crater hexes can conceal infantry and provide cover for vehicles (see **Hull-Down Rules**, p. 48). Treat crater hexes as rough ground for all other purposes.

DISENGAGING PPC FIELD INHIBITORS

PPC field inhibitors restrict the dangerous charged-particle feedback produced when PPCs are fired, but also prevent the weapons from firing accurately at targets closer than their minimum range. Disengaging a PPC's field inhibitor removes the minimum range modifier for the PPC, but also subjects the firing unit to particle feedback.

To disengage a unit's PPC inhibitor, a player must declare it disengaged before firing the weapon. The PPC then ignores the standard minimum range modifier. Make to-hit rolls for the weapon per other standard rules. The player must then roll 2D6 to determine if the shot causes particle feedback. If the result falls below the safe level given in the Particle Feedback Table, the PPC's critical slots are destroyed and the unit takes an additional 10 points of internal structure damage to the location where the weapon was mounted.

First, the powerful legs of quads allow them to go "hull-down," which provides them with partial cover from enemy fire (see **Hull-Down Rules**, p. xx).

A quad may also mount a single weapons turret using the following rules. The turret takes up 2 critical slots in the 'Mech's center torso and increases the tonnage of the 'Mech's internal structure by 50 percent. For example, placing a turret in a 50-ton quad adds 2.5 tons to the 'Mech's 5-ton internal structure. Designate the quad's right or left torso as the turret for game purposes. Any weapons located in that body location then become turret weapons and occupy the critical slots of that location. Be sure to designate the selected turret torso on the 'Mech's record sheet.

Though quads cannot perform normal torso twists, they may twist their turrets a full 360 degrees. The controlling player must declare any quad turret twist during the Reaction Phase. Turret-mounted weapons may fire at multiple targets. Use standard to-hit rolls to resolve such fire.

If one of the turret's center-torso critical slots is destroyed, the turret becomes locked in the direction it faced when it took the damage. The player may repair the damage by rolling 2D6 and achieving a result of 9+ (or Technician/'Mech -3 if using **MechWarrior** rules). If both center-torso critical slots are destroyed, the damage may not be repaired. Turret weapons take damage directed against the designated turret torso side, per standard rules.

HIDDEN PLACEMENT

Standard Hidden-Unit rules allow combat units to hide in a hex. These units remain hidden until they fire or move, an active probe sweeps the unit's hex, or an enemy unit enters the hidden unit's hex.

Under Level Three Hidden Placement rules, however, different types of combat units may conceal themselves only in certain types of terrain.

Standard infantry units may conceal themselves in any type of hex. Power-armor infantry troops cannot conceal themselves in open hexes. Vehicles and

SENSOR DAMAGE

Sensors can be damaged in combat just like any other BattleMech component. Whenever a 'Mech takes a critical hit to its sensors, the player must roll 1D6 twice (repeat roll if identical results occur). Consult the Sensor Damage Table to see which two sensors are destroyed by the hit. A second critical hit to the 'Mech's sensors destroys the remaining sensors, and the 'Mech may no longer target units. This rule replaces the standard critical hit effect for sensors.

SENSOR DAMAGE TABLE

Roll Result	Destroyed Sensor
1-2	Thermographic Sensor
3-4	EM Sensor
5	Seismic Sensor
6	Standard Visual Sensor

PARTICLE FEEDBACK TABLE

Target Distance	Roll Result
1 hex	10+
2 hexes	6+
3 or more hexes	3+

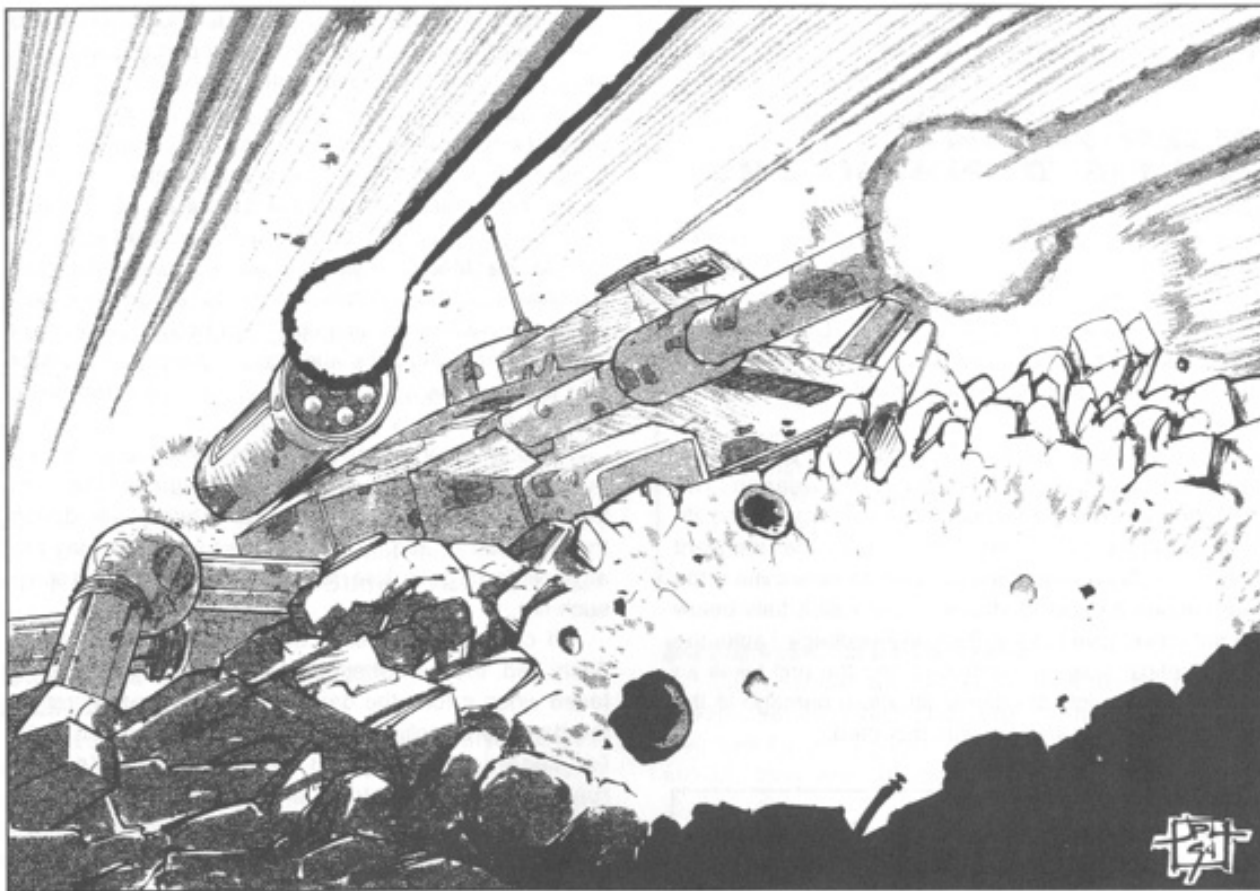
FOUR-LEGGED 'MECHS

Four-legged 'Mechs, or *quads*, offer certain tactical advantages that the following Level Three rules are designed to reflect.

CRATERS

Combat units may "crater" any open hex by causing 40 Damage Points to the hex in a single turn. The to-hit number for the targeted hex is modified by range and a -4 To-hit Modifier. A player may only crater a hex during the Weapon Attack Phase.

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BattleMechs may only conceal themselves in woods, Depth-1 or deeper water, crater, building, fortification and installation hexes.

HOT LOADING LRMS

The minimum range of LRMs under standard rules reflects the time required for the missiles' internal guidance systems to lock on their targets and for their explosive payloads to arm. Hot-loading rules enable a player to arm the warheads of LRMs before the missiles are fired, and so hot-loaded LRMs have no minimum range modifier.

However, hot-loaded LRMs are usually not as accurate as standard LRMs. When resolving damage from a flight of hot-loaded LRMs, the attacking player rolls 3D6. Use the two *lowest* results to determine hits on the standard Missile Hits Table.

Hot-loaded LRMs are fully armed in their launcher, and so any hit on the launcher triggers a missile explosion and destroys all of the launcher's critical slots. Also, the body location of the launcher takes damage equal to the maximum potential damage of the missile flight. For example, an exploding hot-loaded LRM-10 launcher would cause 10 Damage Points. Any time a

hot-loaded missile launcher explodes, the player must roll 2D6. On a result of 1-5, the explosion triggers ammunition explosions in the 'Mech ammo bays (see p. 36, **BattleTech Compendium**).

HULL-DOWN RULES

Vehicles and four-legged BattleMechs with turrets can assume "hull-down" positions that enable them to fire on enemy units while reducing their own vulnerability.

A vehicle or four-legged 'Mech can go hull-down in any hex that contains an elevation contour line that crosses the LOS between the hull-down unit and its target. The hull-down unit must be facing a hexside, and the target may not be in an adjacent hex. Vehicles and four-legged 'Mech may also go hull-down in crater hexes, as long as their targets lie two or more hexes away from the crater hex. Units must spend 2 MP to go hull-down. Four-legged 'Mech must also spend 2 MP to leave the hull-down position.

Going hull-down provides a unit with partial cover, and any enemy unit firing at the hull-down machine takes a +2 to-hit modifier.

INTERLOCKING STREAK MISSILES

All Streak missiles fired from a single BattleMech are keyed to the same frequency. Interlocking all of a 'Mech's Streak systems allow all of them to share the same target lock.

Players must declare how many of a unit's Streak systems are interlocked before firing them in this manner. Firing an interlocked Streak barrage requires only a single die roll, no matter how many Streak launchers fire. If the roll is successful, all interlocked Streak missiles hit the target. Apply a +1 to-hit modifier for each Streak launcher used in an interlocked barrage, and apply all standard to-hit modifiers. Switching the interlock circuit on or off is a free action under **Solaris VII** rules.

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JUMPING FIRE

Standard **BattleTech** rules require a jumping 'Mech to land before it fires. However, the Level Three Jumping Fire rule allows a jumping 'Mech to fire while *in the air*. To do so, the player controlling the 'Mech must declare that unit's intention to fire during the Movement Phase.

The unit's fire is resolved during the Weapon Attack Phase. Treat the attack as taking place from the 'Mech's take-off or landing hex—the unit's controlling player chooses which hex. For purposes of determining LOS, the jumping BattleMech is considered 3 levels above the underlying terrain. The controlling player may designate any hex facing for the unit. The attacking 'Mech uses a +3 To-Hit Modifier and all other normal to-hit modifiers as well. A jumping 'Mech can split its fire among several targets, but must fire all shots from the same hex location.

A jumping 'Mech that fires while in midair may in turn be targeted by enemy units. Any unit firing on a jumping 'Mech adds a -1 To-Hit Modifier as well as all standard to-hit modifiers. Resolve the fire based on the hex the jumping 'Mech's fire originates from. If the jumping BattleMech is destroyed in mid-jump, its momentum carries the wreck to land in the intended hex as normal.

LAND-AIR BATTLEMECHS

Land-Air BattleMechs, or LAMs, are jacks-of-all-trades and masters of none. Over the past two hundred years, these hybrid fighting machines have gradually disappeared from the battlefield. Originally commissioned by the Star League military, the LAM served as a reconnaissance machine, combining the best features of an aerospace fighter and a light 'Mech. The high cost of designing such a 'Mech eventually prompted many firms to drop their LAM design programs. During the Star League era and the Succession Wars, LAMs were manufactured in

RESTRICTIONS WHILE CONVERTING		
Conversion Type	Movement Restriction	Combat Restriction
BattleMech to AirMech	1/2 normal BattleMech movement	+3 To-Hit Modifier
AirMech to BattleMech	1/2 normal AirMech movement	+3 To-Hit Modifier
AirMech to Fighter	Normal AirMech movement	Not allowed
Fighter to AirMech	Normal Fighter movement	Not allowed

CRITICAL HIT CONVERSION RESTRICTIONS	
Critical Hit	Conversion Disallowed
Gyro or Hip	BattleMech to AirMech; AirMech to BattleMech
Shoulder or Upper Arm Actuator	AirMech to Fighter
Upper or Lower Leg Actuator	No conversions allowed

limited numbers, but the machines never came into widespread use among the Inner Sphere armies.

Until recently, only one LAM-producing factory remained, on the planet Irece, now in the Clan Nova Cat occupation zone. The strict Clan caste system has no place for LAM pilots, mainly because their unique position blurs the distinction between MechWarrior and aerospace pilot, and evidence supports the common belief that the Nova Cats have dismantled or refitted that facility. As a result of that action, repair parts are no longer available for LAMs.

CONVERSION

It takes one full turn for a LAM to convert from one mode to another. They may move and make attacks during this turn, but with the restrictions listed in the above conversion restriction tables. Also, certain critical hits prevent conversion.

BATTLEMECH MODE

While in BattleMech mode, a LAM is treated as a normal BattleMech for combat and movement purposes.

AIRMECH MODE

When in AirMech mode, a LAM uses the following rules for movement, combat, and damage.

Movement

On the ground, an AirMech moves as a regular BattleMech, but its Walking MP is one-third its BattleMech MP (round up). Calculate an AirMech's Running MP from its Walking MP as normal. An AirMech's Jumping MP is three times its Jumping MP in BattleMech mode. Jumping and flying does not create heat build-up in a LAM.

Except for the following modifications, treat an AirMech jump as a standard BattleMech jump. AirMechs that jump or fly must make two additional movements: launching and landing. Each costs 2 MP. A player landing an AirMech after a jump or a flight must make a standard Piloting Skill roll with a -4 modifier, in addition to all other modifiers. A player landing an AirMech that has suffered damage to its legs adds the standard modifiers for that damage, ignoring the -4 LAM landing modifier.

An AirMech does not have to land at the end of its turn. It can continue to fly at its Jump MP as long as it is capable of flight. In this case, the LAM is treated as a VTOL and uses all the VTOL's movement and elevation rules (its beginning height is 1 level higher than its beginning terrain).

If flying, a LAM in AirMech mode must move into at least 6 hexes each turn. If it fails to do so, it must land

LEVEL THREE RULES



that turn. Vertical elevation changes do not count toward this requirement. An AirMech cannot move backward in flight.

Combat

On the ground, an AirMech fires as a normal BattleMech with all appropriate modifiers. When flying, a LAM is treated as a jumping BattleMech, to determine target and attacker to-hit modifiers. Attackers firing at an AirMech on the ground treat it as a standard target. A flying AirMech adds a -1 To-Hit Modifier for attacks against ground-attacking fighters.

Damage

When a LAM changes from BattleMech to AirMech mode, its side torso sections convert into wings. When an AirMech is hit by weapons fire, use the standard BattleMech Hit Locations Table to determine the damage location. When the side torso/wing armor is destroyed, the AirMech can no longer fly, but it may jump at its normal rate. If the side torso/wing is destroyed while in flight, the LAM falls and crashes per the **Crashing** rules for VTOLs (p. 40, **BattleTech Compendium**). In addition, the AirMech will skid one-half the horizontal distance it moved during the turn of the fall. The AirMech will suffer one-half normal falling damage for each hex of the skid, and any obstacle is considered to have been charged by the skidding AirMech. (See **Skidding**, p. 16-17, **BattleTech Compendium**.)

Treat damage to all other locations of an AirMech as for a standard BattleMech.

FIGHTER MODE

An AirMech can convert into an aerospace fighter. The conversion takes one turn and can be done in flight. During the conversion turn, it cannot fire, and moves according to its AirMech mode Movement Points.

Movement

Treat a LAM fighter like a standard aerospace fighter. Its Thrust and OverThrust ratings are equal to its Walking and Running MP. LAM fighters begin the game with 30 points of fuel.

Combat

A LAM fighter's combat capabilities equal its BattleMech combat capabilities. Arm weapons become wing weapons, leg-mounted weapons fire to the rear, and all torso weapons fire forward.

Damage

Consult the LAM Fighter Damage Locations Table for the relationship between fighter and BattleMech damage locations.

LAM FIGHTER DAMAGE LOCATIONS

Fighter Location	BattleMech Location
Cockpit	Head
Nose	Arms
Wings	Side Torsos
Fuselage	Center Torso
Engine	Legs

When damage penetrates a LAM fighter's armor, it passes on to internal structure. When the center torso's internal structure is destroyed, the LAM, in whatever mode, is destroyed.

A LAM fighter's SI is equal to one less than its tonnage divided by 10 ($[\text{tonnage}/10] - 1$) or its Thrust Rating, whichever is greater.

LAMs may not carry bombs.

LAM CONSTRUCTION

Use standard BattleMech construction rules when constructing a LAM, but 10 percent of the LAM's total weight (rounding up to the nearest half-ton) must be devoted to its conversion equipment. A LAM can never be heavier than 55 tons. OmniMechs cannot be built as LAMs. LAMs cost 1.75 times the standard BattleMech cost. The CV of a LAM's conversion equipment is equal to .75 of the total CV of the unit's other components.

LINE OF SIGHT

The Line of Sight Chart, p. 51, provides players with a simple, alternative system for determining LOS between units.

To use the chart, first determine the elevation of the firing unit. The elevation of a firing 'Mech is the level of the hex it occupies plus 2 (to account for the 'Mech's height). Then plot the firing unit along the **Elevation** axis on the left side of the chart. The firing unit is

LEVEL THREE RULES

marked F on the example chart. Next, determine the distance (from the attacker) of the targeted unit and its elevation and plot it on the chart. In the example chart, T marks the location of a targeted 'Mech standing in a Level 1 hex, 7 hexes away from the firing unit.

Next plot any intervening terrain features between the two units. The example shows a Level 2 building 5 hexes away from the firing unit.

To determine whether a clear LOS exists, simply use a straightedge to draw a line from the firing unit to the targeted unit on the chart. In the example, the building interrupts the line, and so no LOS exists.

PARTIAL COVER

Because 'Mechs are considered 2 levels tall, an intervening terrain feature may block clear LOS without obscuring the entire machine. Check for such partial cover by plotting a secondary target point on the chart, one level above the first target point. Then draw a straight line between this secondary target point and the firing unit. If the line is uninterrupted, the terrain feature provides only partial cover. The example chart illustrates an instance of partial cover. See p. 22, **BattleTech Compendium**, for rules governing partial cover.

MECHWARRIOR DAMAGE

The Level Three MechWarrior Damage rules enable players using **MechWarrior, Second Edition** rules to use their **MechWarrior** player characters in the **BattleTech** game. Under these rules, any damage taken by a 'Mech pilot under **BattleTech** rules is transferred to the **MechWarrior** player character in the following manner: roll 2D6 each time the character takes damage. The result is the number of boxes that must be marked off on the player character's Condition Monitor. Neurohelmet feedback and damage from a fall constitute Bruise Damage; treat all other damage as Lethal Damage. If a **MechWarrior** player character's

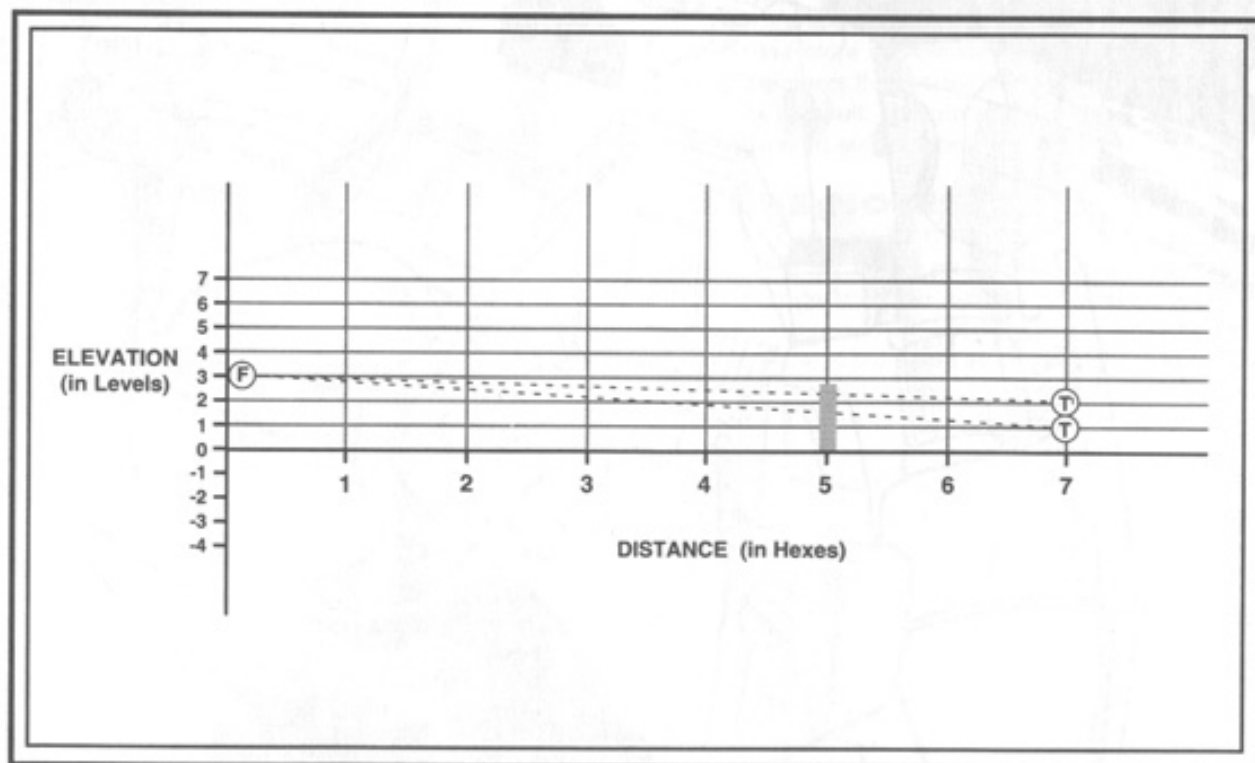
right or left arm becomes incapacitated or disabled, the player may not fire weapons on the corresponding side of his BattleMech.

SELECTING TERRAIN ELEVATION

Standard **BattleTech** rules state that a unit is always on the highest elevation within a given hex. This means that a unit must have adequate Movement Points to climb a hex's highest elevation level if it wishes to enter that hex. The following rule allows combat units to pay fewer MP when crossing hexes that contain several elevation levels by moving along any single elevation level in a hex.

To do so, a unit can declare its intention to move along the spine of a hex rather than up or down across it. The unit need not pay the MP cost of crossing all the hex's elevation levels as long as the unit is moving into another hex with the same elevation as its starting hex.

For example, a unit in a Level 2 hex at the start of its movement moves forward across a hex that contains contour lines for Levels 2 and 3. The next hex contains Level 1 and Level 2 contour lines, and the moving unit elects to stay on Level 2 when it reaches that hex. Because the unit remains on Level 2 throughout the entire move, it pays only 1 MP for crossing the middle hex, rather than the standard 2 or 3 MP for both entering a hex and going up one level.



NEW EQUIPMENT



Advanced military technology does little good unless it reaches the field as quickly as possible. To this end, both the Inner Sphere and Clan militaries have invested considerable time and effort to swiftly bring technological advances from the drawing board to the front lines. The Inner Sphere military powers, in particular, have endeavored to develop usable new technologies to offset the vastly superior capabilities of Clan armaments. Using captured Clan technology as a starting point, Inner Sphere designers have spent much of the past decade researching and developing the sophisticated modular technology that has given the Clans such an overwhelming battlefield advantage in the invasion of the Inner Sphere. Though they have been unable to match Clan technology, Inner Sphere weapons designers have created a variety of new weapons and equipment that can be fitted quickly to existing 'Mechs and vehicles.

Each equipment entry in the following sections includes an overview of the equipment's capabilities, notes on its game use, its availability among the Inner Sphere and the Clans, and a list of its manufacturers.

Unless otherwise noted, all new equipment conforms to standard **BattleTech** or **MechWarrior** rules as stated in the **BattleTech Compendium** or **MechWarrior, Second Edition**. Exceptions to standard rules are noted in the description of each item. For a complete explanation of Combat Values, see **Combat Values**, pp. 28-36. Combat Values for all weapons and equipment are listed in that section as well. For other game statistics of weapons and equipment, see the **Weapons and Equipment** tables beginning on p. 76.

BALLISTIC WEAPONS

Inner Sphere designers have introduced several innovations in ballistic-weapon systems in response to Clan battlefield technology. These innovations can be divided into two groups. The first group encompasses entirely new systems such as the hyper-velocity autocannon. The second group includes such innovations as the 'Mech mortar, which represent new applications of existing technologies.

Almost all new classes of autocannon are designed to occupy the same space as a standard autocannon, and require minimal adjustment to install. In the single exception to this rule, the new Ultra AC/20 does not fit into an existing cannon bay: this huge gun requires a custom-designed housing.

CASELESS AUTOCANNON

The caseless autocannon fires caseless rounds modeled after the same type of small-arms munitions developed in the late 21st century. In the caseless round, the brass case used to hold the primer and powder in a standard shell is replaced with a solid propellant that also acts as a "case" for the round. This produces a round that is smaller and lighter than a conventional shell. The lack of a shell casing allows the caseless autocannon to use a smaller, simpler feed mechanism than standard ACs as well.

The caseless autocannon vents hot waste gases as it fires, and these gases occasionally ignite the propellant casings of rounds remaining in the autocannon. Modern systems shield ammunition storage bays from these types of explosions, but the weapon itself is still vulnerable.

GAME NOTES

Any time a to-hit roll made when firing a caseless AC yields a result of 2, the cannon's exhaust gases

ignite shells in the cannon. The resulting explosion destroys all of the autocannon's critical slots and causes damage to the body section's internal structure. The section receives the same damage as if it were hit by a shot from the autocannon (i.e., a caseless AC/10 explosion causes 10 points of internal structure damage). Roll for critical hits per standard rules. Caseless rounds cannot be used with standard autocannons.

Availability

Capellan Confederation
Draconis Combine
Federated Commonwealth
Free Worlds League
St. Ives Compact

Manufacturers

Capellan Confederation:	Bithinian Ballistics, Bithinia
Draconis Combine:	Scarborough Manufacturers, Al Na'ir
Federated Commonwealth/Davion:	General Motors, Kathil; Yeffters Weapons Factory, Gulkana
Federated Commonwealth/Steiner:	Defiance Industries of Hesperus II
Free Worlds League:	KaliYama Weapons Industries Inc., Kalidasa; Kali Yama/Alphard Trading Corp., Kendall

HYPER-VELOCITY AUTOCANNON

The hyper-velocity (HV) autocannon fires HV rounds, which travel at a much faster speed than standard autocannon shells. Because HV rounds are nearly the same weight as conventional autocannon rounds, their higher velocity gives them greater range and greater force on impact.

Hyper-velocity rounds receive their superior velocity from a special gelled variation of conventional shell propellant. The gel reacts with air, burning much faster and more completely than standard propellant.

This propellant, however, means HV autocannons must have more durable loading systems and stronger firing chambers than conventional ACs of the same caliber. As a result, HV cannons are larger and heavier than standard autocannons.

GAME NOTES

On to-hit rolls for HV autocannon fire, a result of 2 means the HV shell's propellant ignites. The resulting explosion destroys the autocannon's critical slots and causes damage to the body section's internal structure. The damage is the same as if the section was hit by a shot from the autocannon (i.e., an HV AC/10 explosion causes 10 points of internal structure damage). Roll for critical hits per standard rules.

The propellant gel in the HV system produces a tremendous amount of smoke, especially in the higher calibers. Any time an HV AC/5 or HV AC/10 is fired, it fills the hex behind the BattleMech with smoke. If the 'Mech's torso is twisted, the smoke fills the hex opposite the firing direction. This smoke has 1 level of elevation and blocks line of sight through the hex for that turn.

BALLISTIC WEAPONS

Availability

Capellan Confederation
Com Guards
Draconis Combine
Free Rasalhague Republic
Free Worlds League
Word of Blake

Manufacturers

Capellan Confederation: Aldis Industries,
Betelgeuse
Com Guards: ComStar manufacturing
bases, Terra
Draconis Combine: New Samarkand
Metals, New
Samarkand
Free Worlds League: Kallon Industries,
Loyalty

LB-X AUTOCANNONS

The success of the LB 10-X autocannon prompted Inner Sphere manufacturers to adapt the design to create the LB 2-X, LB 5-X, and LB 20-X autocannons. Thanks to field data collected from the LB 10-X and captured Clan equipment, these versions reached the battlefield quickly.

All classes of LB-X autocannons are capable of firing standard or cluster munitions.

GAME NOTES

The LB 2-X, LB 5-X, and LB 20-X use the same rules as the LB 10-X (see p. 120 **BattleTech Compendium**).

Availability

Capellan Confederation
Draconis Combine
Federated Commonwealth
Free Rasalhague Republic

Free Worlds League
St. Ives Compact
Word of Blake

Manufacturers

Capellan Confederation: Bithinian Ballistics,
Bithinia
Federated
Commonwealth/Steiner: Defiance Industries of
Hesperus II
Free Worlds League: Kali Yama/ Alphard
Trad-ing Corp.,
Kendall; Quicksell
Company, Kalidasa

'MECH MORTARS

Although many still consider the mortar an impractical 'Mech weapon, Clan anti-missile systems—which offer little defense against a mortar's arcing fire—have led an increasing number of Inner Sphere MechWarriors to outfit their machines with so-called 'Mech mortars.

The standard 'Mech mortar shell consists of two parts, a solid propellant and a warhead. The propellant ignites in the mortar launch tube and quickly burns away, emitting waste gases that create the mortar's familiar "thump" when fired. Warheads come in several varieties, ranging from anti-personnel charges to smoke rounds.

'Mech mortars are designed to fit into standard long-range missile housings. Because the 'Mech mortar uses the same feed mechanism as standard LRMs, the two weapon arrays can use the same ammo bays. Though still a less-common refit than new autocannons, 'Mech mortars may prove more popular as Inner Sphere MechWarriors become accustomed to the idea of variable ordnance loads.

'Mech mortars are rated by the number of shells they fire per burst. A 'Mech Mortar/1 fires one grenade



per burst, a 'Mech Mortar/2 fires 2 grenades per burst, and so on.

GAME NOTES

'Mech mortars may be installed as retrofits in place of existing LRM systems. Mortar shells may be stored in LRM storage systems.

Because mortar shells travel in arcing trajectories, add +3 to all to-hit numbers for mortar fire. Mortar fire is unaffected by intervening terrain, and so no terrain modifiers other than those of the target hex apply.

When using 'Mech mortars for indirect fire, apply an additional +1 modifier to the to-hit number.

Use the Missile Hits Table (see p. 26, **BattleTech Compendium**) when resolving fire from a 'Mech Mortar/2, 'Mech Mortar/4, or 'Mech Mortar/8. For a 'Mech Mortar/2 or 'Mech Mortar/4, roll on the 2 or 4 column, respectively. For a 'Mech Mortar/8, roll on the 15 column and divide the total number of hits by 2 (round up).

BALLISTIC WEAPONS

MORTAR SHELL DAMAGE TABLE

Type	Effect (per single shell)
Anti-Personnel	2 Damage Points to unarmored infantry units. 1 Damage Point to all other units.
Flare	Illuminates target hex and all adjacent hexes. Duration equals number of shells x 2 (a 'Mech Mortar/4 flare provides illumination for 8 turns).
Shaped-Charge	1 Damage Point to unarmored infantry. 2 Damage Points to all other units.
Smoke	'Mech Mortar/1 and 'Mech Mortar/2 produce Level 2 smoke in target hex for 1D6 turns. 'Mech Mortar/4 produces smoke in target hex and 2 adjacent hexes chosen by firing player. 'Mech Mortar/8 produces smoke in target hex and all adjacent hexes. Smoke blocks LOS through hexes.

Availability

Capellan Confederation
Com Guards
Draconis Combine
Federated Commonwealth
Free Rasalhague Republic
Free Worlds League
St. Ives Compact
Word of Blake

Manufacturers

Capellan Confederation: Hellespont Industrials, Sian
Com Guards: ComStar manufacturing bases, Terra
Draconis Combine: Maltex Corporation, Errai
Federated Commonwealth/Davion: Achernar BattleMechs, New Avalon; Valiant Systems, Robinson
Federated Commonwealth/Steiner: Cyclops, Inc., Skye
Free Worlds League: Irian BattleMechs Unlimited, Irian; Irian BattleMechs Unlimited, Shiro III
St. Ives Compact: Ceres Metals, Indicass

ULTRA AUTOCANNONS

The Inner Sphere militaries created the Ultra AC/2, Ultra AC/10, and Ultra AC/20 using information gained from the Ultra AC/5 and captured Clan Ultra autocannons. Like the Ultra AC/5, these weapons boast faster reload times, improved ranges, and slower heat build-ups than conventional autocannons.

GAME NOTES

The Ultra AC/2, Ultra AC/10, and Ultra AC/20 use the same rules as the AC/5 (see p. 122, **BattleTech Compendium**).



Availability

Capellan Confederation
Com Guards
Draconis Combine
Federated Commonwealth
Free Rasalhague Republic
Free Worlds League
St. Ives Compact
Word of Blake

Manufacturers

Com Guards: ComStar manufacturing bases, Terra
Federated Commonwealth/Davion: General Motors, Kathil; Yeffers Weapons Factory, Gulkana
Free Worlds League: Imperator Automatic Weaponry, Atreus

MISSILE SYSTEMS

Both Inner Sphere and Clan military designers continue to devote considerable resources to missile research. Although the Clans currently enjoy superior delivery systems, advanced Inner Sphere missiles and warheads slightly offset this advantage.

The new missile technologies spawned by this research can be divided into two main categories. Delivery systems technologies include new targeting systems and launchers. The second category comprises innovations in the actual missiles. Most research in this category has been devoted to warheads.

ACID (AX) WARHEAD

Acid warheads may be fitted on standard short-range missiles. Each AX warhead contains a gelled acid that quickly breaks down the foamed aluminum structure of ferro-fibrous armor. Although the acid is less effective on standard armor and internal structures than conventional warheads, the widespread use of ferro-fibrous armor among the Clans make this warhead an excellent first-fire weapon for Inner Sphere units.

GAME NOTES

AX warheads cause 3 points of damage to ferro-fibrous armor but only 1 point of damage to other armor and all types of internal structure. In an ammunition explosion, each AX warhead only causes 1 point of damage.

Excess damage from such explosions is not transferred to the 'Mech's internal structure. Because the warhead's gelled acid disrupts a missile's aerodynamic design, AX-equipped missiles are not as accurate as standard missiles. To reflect this, subtract 2 from the Missile Hits Table when resolving fire. On a result of 1, all missiles miss the target.

Availability

Federated Commonwealth
St. Ives Compact

Manufacturers

Federated
Commonwealth/Davion: Corean Enterprises,
New Avalon

Federated
Commonwealth/Steiner: Defiance Industries of
Hesperus II

ANTI-PERSONNEL (AP) WARHEAD

The anti-personnel (AP) warhead packs high explosives under a soft metal shell that fragments when the warhead detonates. The AP warhead is highly effective against infantry and unarmored vehicles, but less effective against armored units.

AP warheads may be fitted on standard short-range missiles.

GAME NOTES

AP warheads inflict 4 Damage Points on unprotected, unarmored infantry. For purposes of determining damage, consider unarmored infantry protected when they occupy a field fortification or building hex. AP warheads do only 1 point of damage to 'Mechs and other armored units.

Availability

Capellan Confederation
Clans
Com Guards
Draconis Combine
Federated Commonwealth

Free Rasalhague Republic
Free Worlds League
St. Ives Compact
Word of Blake

Manufacturers

Capellan Confederation: Hellespont Industries,
Sian

Clans: Unknown
Com Guards: ComStar manufacturing
bases, Terra
Draconis Combine: Maltex Corporation,
Errai

Federated
Commonwealth/Davion: Corean Enterprises,
New Avalon

Federated
Commonwealth/Steiner: Cyclops, Inc., Skye;
TharHes Industries,
Tharkad

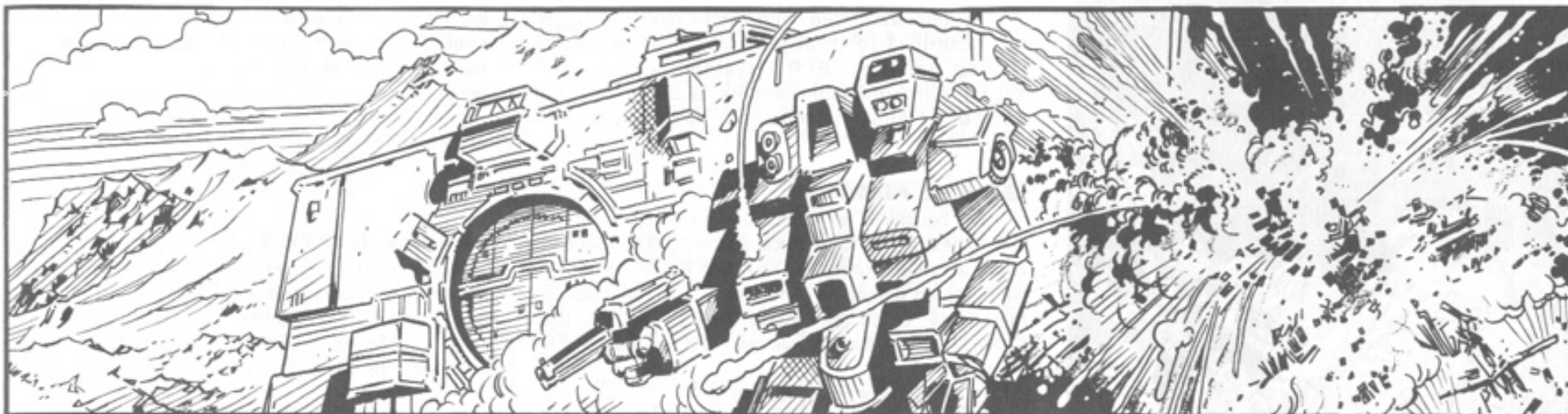
Free Worlds League: Andurien AeroTech,
Westover; Brooks
Incorporated,
Andurien

St. Ives Compact: Ceres Metal Industries,
St. Ives

DEAD-FIRE MISSILE

The spiraling cost of military hardware has led Inner Sphere designers to seek inexpensive solutions to battlefield problems. House Kurita, which lost numerous worlds to the invading Clans, led this search to find alternate weapon systems, but all the Successor States soon followed suit. The dead-fire missile (DFM) is one of the most effective weapons to emerge from this effort.

MISSILE SYSTEMS



The DFM is simply a missile without any internal guidance system. Because guidance systems are generally the most expensive part of a missile, this modification made the new missile substantially cheaper to produce than conventional guided missiles. And the weight savings enabled manufacturers to pack the missile's warhead with more explosive, giving the DFM nearly twice the punch of its conventional cousins.

GAME NOTES

Use the Missile Hit Table to resolve DFM fire. Roll 3D6 and use the two lowest die results to determine the number of missiles that hit. Roll each hit location separately to simulate the missiles' lack of guidance systems.

DFMs use standard rules when resolving ammunition explosions. Additionally, DFMs are active the moment they are pulled from the ammunition bay. If a launcher is hit before using up all the DFMs, the missiles in the launcher explode. All critical locations for the launcher are destroyed and the 'Mech's body section takes damage equal to the maximum damage of the DFM flight. For example, a short-range DFM-4 flight would cause 12 points of additional damage to the body

section. DFM ammo bays are protected from the potential chain reaction that can occur with hot-loaded LRMs and are unaffected by launcher explosions.

Availability

Capellan Confederation
Com Guards
Draconis Combine
Federated Commonwealth
Free Rasalhague Republic
Free Worlds League
St. Ives Compact
Word of Blake

Manufacturers

Capellan Confederation:	Menke Armor and Armament, Menke
Com Guards:	ComStar Manufacturing bases, Terra
Draconis Combine:	Luthien Armor Works, Luthien
Federated Commonwealth/Davion:	Yeffters Weapons Factory, Gulkana

Federated

Commonwealth/Steiner: Coventry Metal Works, Coventry; Cyclops, Inc., Skye; Dynamics, Gallery; TharHes Industries, Tharkad

Free Worlds League:

Andurien AeroTech, Westover; Oriente Weapon Works, Oriente

St. Ives Compact:

Ceres Metals, Indicass

EXTENDED LONG-RANGE MISSILES

The extended long-range missile (ELRM) was developed by the armorers of Coventry Manufacturing to help counter the tremendous ranges of Clan weaponry. Heat problems plagued initial missile designs, but Coventry's engineers overcame this obstacle with a two-stage design.



Though extended long-range missiles have the potential to threaten the Clans' edge in ranged weapons, ELRM systems are not yet available in sufficient numbers to outfit the vast number of military units that have requested them.

GAME NOTES

The booster of an ELRM powers the missile for the first 10 hexes of its flight. Because the ELRM's warhead is not activated during this time, the ELRM does only half its rated damage (round down) to a target during this phase. Once the booster burns itself out, the ELRM's primary stage takes over and the warhead is armed.

ELRMs cannot be hot-loaded.

Availability

Federated Commonwealth

Manufacturers

Federated

Commonwealth/Davion: Achernar BattleMechs, New Avalon

Federated

Commonwealth/Steiner: Coventry Metal Works, Coventry; Cyclops, Inc.; Skye; TharHes Industries, Tharkad

HEAT-SEEKING GUIDANCE SYSTEM

Derived from the thermo sensors used in BattleMechs, this guidance system was developed for practical application just before the War of 3039, when the Great Houses of Davion and Kurita developed working prototypes. Used with either long-range or short-range missiles, the system locks onto the target by reading its heat signature. Though the technology works well for hot-running 'Mechs, signif-

icant problems arise when firing at a 'Mech that runs cool. Designers throughout the Inner Sphere are continuing to fine-tune the system to improve its accuracy.

Increasingly, the Clans are adopting this technology and using it to great effect against the higher heat signatures common to Inner Sphere 'Mechs.

GAME NOTES

When firing missiles using this system, modify the to-hit number according to the Heat Signature Table below. Only standard short-range and long-range missiles may be fitted with heat-seeking guidance systems.

HEAT SIGNATURE TABLE

Target's Heat Signature (in Heat Points)	To-Hit Modifier
0	+2
1-5	+1
6-10	0
11-15	-1
16+	-2

Availability

Capellan Confederation
Clans
Com Guards
Draconis Combine
Federated Commonwealth
Free Rasalhague Republic
Free Worlds League
St. Ives Compact
Word of Blake

MISSILE SYSTEMS

Manufacturers

Capellan Confederation:	Hellespont Industrials, Sian
Clans:	Unknown
Com Guards:	ComStar manufacturing bases, Terra
Draconis Combine:	Kurita Combine Munitions Corporation, Altair
Federated Commonwealth/Davion:	Snapple Computers Interstellar, Macintosh; Wunderland Enterprises, Ozawa
Federated Commonwealth/Steiner:	Coventry Metal Works, Coventry; Doering Electronics, Hesperus II; N & D, Furillo
Free Worlds League:	IMB Systems, Carbonis; Irian BattleMechs Unlimited, Irian
St. Ives Compact:	Ceres Metals, Indicass

MAGNETIC-PULSE WARHEAD (MPW)

Magnetic-pulse warheads were designed to overload a BattleMech's electronics suite. When Marik designers first tested the warhead, however, they discovered the MPW also weakened the magnetic shielding around the target 'Mech's fusion engine. These effects convinced Thomas Marik to continue research that led to the present MPW design.

GAME NOTES

MPWs may be fitted on any standard short-range or long-range missile. Use the standard mis-

sile hit procedure to determine the number of MPW-equipped missiles that strike a target. A hit from an MPW-equipped short-range missile raises a 'Mech's internal heat by 2 Heat Points for the turn. A hit from an MPW-equipped long-range missile raises a 'Mech's internal heat by 1 Heat Point for the turn.

In addition, the burst of electro-magnetic energy released by the warhead causes surges through the electronics suite of the target BattleMech. During the following turn, the stricken BattleMech adds +3 to all to-hit rolls when firing its weapons. The electronics suite returns to normal on the second turn following the missile impact. Multiple hits do not increase the to-hit modifier.

Although MPWs do no physical damage when they strike a target, the missile used to propel the warhead is still dangerous in an ammunition explosion. MPW-equipped short-range missiles do 2 points of damage per missile and MPW-equipped long-range missiles do 1 point of damage per missile in an ammunition explosion.

Availability

Free Worlds League
Word of Blake

Manufacturers

Free Worlds League: Earthwerks Incorporated,
Keystone

SMOKE WARHEAD

Developed as part of the Inner Sphere's "mobile cover" strategy to counter the Clans' weapon-range advantage, smoke warheads deliver a standard smoke round to the target hex. Initial tests proved highly successful, making smoke rounds much sought-after among front-line Inner Sphere units.



MISSILE SYSTEMS

Smoke warheads may be fitted on standard long-range and short-range missiles only. Long-range missiles carrying smoke warheads may ignore the standard minimum-range modifier, as smoke missiles are launched "hot" from the missile tubes.

GAME NOTES

To create a "smoke hex" using smoke warheads, the firing player must use 2 short-range missiles or 5 long-range missiles. Because the target is a hex rather than an object, the firing player receives a -4 Immobile Target Bonus. If the firer misses, the missiles scatter per normal artillery rules.

When fired, smoke warheads automatically scatter, allowing the firing player to create multiple smoke hexes. If the player fires an SRM-2 or LRM-5, the missiles strike only the target hex. If he fires an SRM-4 or LRM-10, the first 2 short-range or 5 long-range missiles in the flight strike the target hex and the remaining missiles land in an adjacent hex. For an SRM-6 or LRM-15, 2 of the short-range or 5 of the long-range missiles land in the target hex and 2 adjacent hexes.

The smoke in these hexes has 1 level of elevation and blocks LOS through the hex, but not into or out of the hex. The smoke dissipates in the End Phase of the third turn after the missiles land.

Though smoke warheads do no damage on impact, the missiles' propellant can be detonated by an ammunition explosion. Short-range missiles do 1 point of damage per missile. Long-range missiles do .5 Damage Points per missile (round up).

Availability

Capellan Confederation
Com Guards

Draconis Combine
Federated Commonwealth
Free Rasalhague Republic
Free Worlds League
St. Ives Compact
Word of Blake

Manufacturers

Capellan Confederation:	Hellespont Industrials, Sian
Com Guards:	ComStar manufacturing bases, Terra
Draconis Combine:	Maltex Corporation, Errai
Federated Commonwealth/Davion:	Kallon Industries, Talon; Lycomb-Davion IntraTech, New Avalon
Federated Commonwealth/Steiner:	Coventry Metal Works, Coventry; Cyclops, Inc., Skye
Free Worlds League:	Irian BattleMechs Unlimited, Shiro III
St. Ives Compact:	HildCo Interplanetary, St. Ives

STREAK MISSILE SYSTEMS

Building on the success of Streak SRM-2 missile launchers, the Successor States have devoted considerable time and funding to developing Streak SRM-4 and SRM-6 launchers. Led by House Kurita, Inner Sphere designers have managed to solve the initial development problems and have recently begun production of launchers for the larger Streak missiles. Like the Streak SRM-2, these systems rely on the launcher's target acquisition



sition equipment and each missile's guidance system.

GAME NOTES

Per standard rules for the Streak SRM-2, the larger missile systems must lock onto their targets before the missiles can launch. In each turn, each Streak system must separately acquire a new lock on its target.

Availability

Capellan Confederation
Clans
Com Guards
Draconis Combine
Federated Commonwealth
Free Rasalhague Republic
Free Worlds League
St. Ives Compact
Word of Blake

Manufacturers

Capellan Confederation:	Menke Armor and Armament, Menke
Clans:	Unknown

MISSILE SYSTEMS

Com Guards:	ComStar manufacturing bases, Terra
Draconis Combine:	Bulldog Enterprises, Proserpina
Federated Commonwealth/Davion:	Achernar BattleMechs, New Avalon
Federated Commonwealth/Steiner:	Coventry Metal Works, Coventry; Cyclops, Inc., Skye
Free Worlds League:	Imstar AeroSpace, Marik; Oriente Weapons Works, Oriente

TANDEM-CHARGE WARHEAD

The tandem-charge (TC) warhead uses a dual explosive charge designed to punch a hole in armor rather than damaging a wider area of the armor's surface. The SLDF originally researched this weapon, but the collapse of the Star League and the departure of most of the SLDF in Kerensky's Exodus halted development in the Inner Sphere until recently.

GAME NOTES

This SRU warhead's double charge does 2 Damage Points: the first to the target's armor, and the second to the body section's internal structure. However, TC warheads cannot cause a critical hit until all the armor in a section has been destroyed. If the target's internal structure in the section hit has been damaged before all its armor is stripped away, the section fails per standard rules.

The amount of explosive packed into a TC warhead makes it very dangerous to carry. If set off by an ammunition explosion, it does 3 points

of damage instead of the standard 2 Damage Points.

TC warheads may be fitted on standard short-range missiles only.

Availability

Com Guards
Federated Commonwealth
St. Ives Compact
Word of Blake

Manufacturers

Com Guards:	ComStar manufacturing bases, Terra
Federated Commonwealth/Davion:	Corean Enterprises, New Avalon
Federated Commonwealth/Steiner:	Doering Electronics, Hesperus II

THUNDERBOLT LAUNCHER

Following the success of the Thunderbolt system in the dueling arenas of Solaris, several design firms began testing their own versions of this missile system. Valiant Systems on the planet Robinson in the Federated Commonwealth beat their competitors to the market by nearly a year, combining their existing Pilum and Heavy CrossBow designs. Other Inner Sphere manufacturers have only recently released their version of the product.

The Thunderbolt system is housed in a standard LRM chassis. However, rather than firing a set of smaller missiles, the Thunderbolt fires a single missile with a destructive power roughly equivalent to a flight of LRMs. Though this single missile has a shorter range than a standard LRM, its sheer power greatly increases the possibility of breaching the target's armor.

Thunderbolt launchers tend to be heavier than their LRM counterparts and generate much more heat. Despite these drawbacks, however, initial reaction to the design has been so favorable that most manufacturers plan to increase production.

GAME NOTES

The Thunderbolt does not arm itself until it has reached its minimum range. If it strikes a target prior to reaching the minimum range, the Thunderbolt does 1/2 normal damage. If the players agree, however, they may negate this penalty by using the hot-loading rules for LRMs in **Solaris VII**, p. 50 of the **Gamemaster's Book**. Note that Thunderbolt missiles can be used for indirect fire (see p. 60, **BattleTech Compendium**).

Thunderbolt missiles do the same damage as their LRM counterparts.

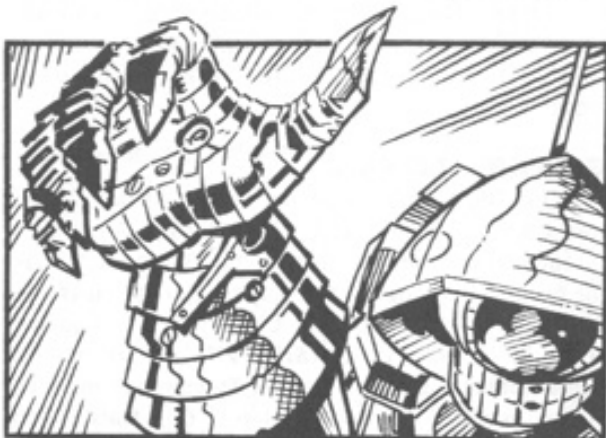
Availability

Federated Commonwealth
St. Ives Compact

Manufacturers

Federated Commonwealth/Davion:	Achernar BattleMechs, New Avalon
Federated Commonwealth/Steiner:	Coventry Metal Works, Coventry; TharHes Industries, Tharkad

PHYSICAL WEAPONS



Unlike Inner Sphere MechWarriors, the Clans rarely engage in hand-to-hand combat using their BattleMechs, preferring to strike from longer-range positions. Inner Sphere pilots, however, have increasingly relied on close-quarters physical attacks against Clan opponents, because superior Clan weaponry provides little advantage during such combat.

Quick to capitalize on the increasing popularity of close combat among Inner Sphere MechWarriors, weapons designers came up with the following physical weapons. The designs described below come from various parts of the Inner Sphere. Most have been field-tested in the grueling arenas of Solaris or in limited battlefield engagements against the Clans.

CLAW

Still viewed by its critics as little more than an oddity designed for the Solaran arenas, this oversized hand features more powerful actuators than the standard 'Mech hand. The greater grip strength of the claw allows it to handle construction work and emergency situations better than BattleMechs equipped with standard hands, and makes it quite effective in close combat. Though the claw sacrifices a certain amount of fine motor control because

of its sheer size, many MechWarriors regard the claw's increased strength as worth the loss.

GAME NOTES

The claw does the same damage as a hatchet, making it an excellent hand-to-hand weapon. Per standard physical combat rules, the attacking player must make a to-hit roll, then determine the damage location on the target BattleMech by rolling 1 die and consulting the BattleMech Punch Location Table. If the to-hit roll is successful, the claw does 1 point of damage for every 5 tons that the attacking 'Mech weighs. Because a successful attack means that the claw has grabbed hold of the enemy 'Mech, apply a -2 to-hit modifier for additional attacks such as weapons fire until the attacker misses or the enemy 'Mech escapes the claw's grip. The enemy 'Mech may escape by destroying the claw or by forcing his opponent to let go. For any attacks made by the captured 'Mech against his opponent, apply the same -2 modifier to the to-hit-roll.

Per standard rules for hatchets, claws occupy 1 critical hit slot and weigh 1 ton for every 15 tons or fraction thereof that the BattleMech weighs. For example, the claw of a 30-ton 'Mech takes 2 critical slots and weighs 2 tons ($30 \div 15 = 2$). The claw of a 35-ton 'Mech would occupy 3 critical slots and weigh 3 tons.

Only minor modification is necessary to replace a hand or hatchet with a claw.

Availability

Capellan Confederation
Draconis Combine
Free Worlds League
St. Ives Compact

Manufacturers

Capellan Confederation: Hellespont Industrials, Sian
Draconis Combine: Maltex Corporation, Errai

Free Worlds League:

St. Ives Compact:

Earthwerks Incorporated,
Keystone
Ceres Metal Industries,
St. Ives

MACE

Still rare among Inner Sphere combat groups, the mace has been used as a replacement for the hatchet in several duels on Solaris. Though it lacks the cutting edge of a hatchet, the mace's heavier weight compensates for its lack of cutting ability.

GAME NOTES

The mace uses standard hatchet rules (see p. 31, **BattleTech Compendium**) but does 2 points of damage for every 5 tons the mace-wielding 'Mech weighs. When using the mace, add a +2 to-hit modifier to the target number. Note that if the mace attack misses, the attacking player must make a Piloting Skill Roll.

Availability

Draconis Combine
Federated Commonwealth
Free Worlds League

Manufacturers

Draconis Combine:	Independence Weaponry, Quentin
Federated Commonwealth/Davion:	Valiant Systems, Robinson
Federated Commonwealth/Steiner:	Red Devil Industries, Pandora
Free Worlds League:	Earthwerks Incorporated, Keystone

BATTLEMECH ACCESSORIES



Inner Sphere and Clan manufacturers recently have introduced several notable 'Mech accessories in addition to new weapons and armor. Innovations such as mechanical jump boosters and the Bloodhound Active Probe are among the new equipment fielded by the Inner Sphere. But perhaps the most impressive new technology to appear on the battlefield is the so-called "Watchdog" system, an innovative Clan 'Mech system that combines a powerful ECM suite with an active probe.

GAME NOTES

Unless otherwise noted, the following BattleMech components are used according to standard BattleTech rules.

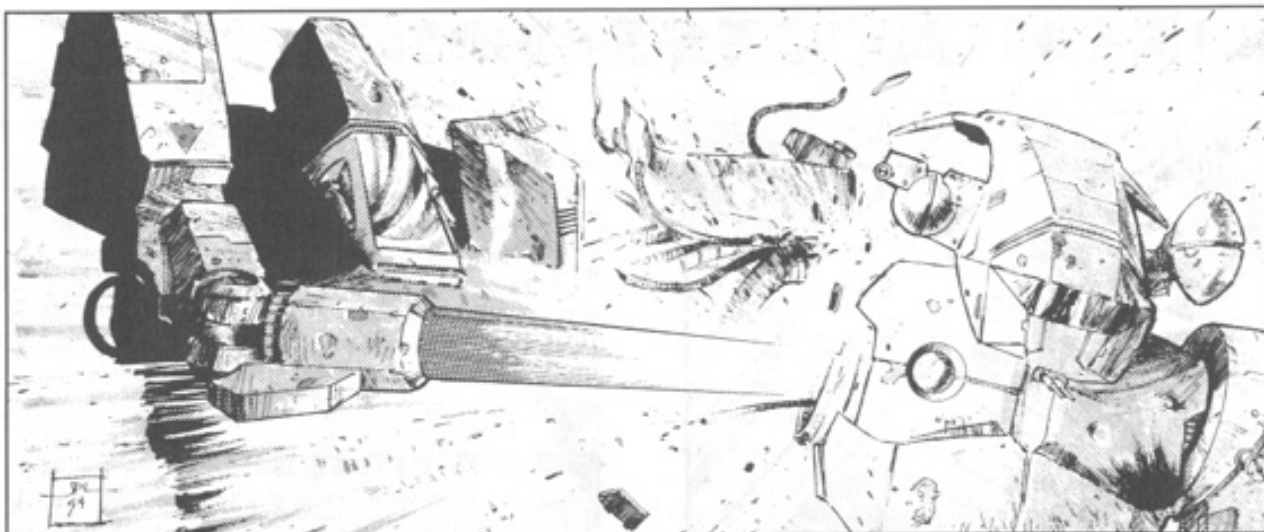
ANGEL ECM SUITE

This broad-spectrum ECM suite was designed by Kurita engineers, who modeled the design on Clan technology captured during the epic battle for Luthien. The Angel counters Beagle and Bloodhound probes, Artemis and Streak fire-control systems, NARC missile beacons, C³ computers, the Clan Watchdog probe, and Clan targeting computers.

GAME NOTES

The Angel ECM Suite negates the effects of the aforementioned systems whenever they are used within 6 hexes of a 'Mech equipped with the Angel. The Angel also defeats such systems when they are used to direct weapons whose LOS passes within 6 hexes of an Angel-equipped 'Mech or are targeted at hexes within 6 hexes of an Angel-equipped 'Mech.

The Angel weighs 1.5 tons and occupies 2 critical slots. Activating or deactivating an Angel suite is a free action when using **Solaris VII** or **MechWarrior**, Second Edition rules.



Availability

Com Guards
Draconis Combine

Manufacturers

Com Guards: ComStar manufacturing
bases, Terra
Draconis Combine: New Samarkand
Metals, New
Samarkand

BLOODHOUND ACTIVE PROBE

For years the Beagle set the standard for active probes. Led by Com Guard engineers, however, Inner Sphere designers have created the Bloodhound Active Probe, which boasts greater range than the Beagle as well as greater infantry-detection capability.

GAME NOTES

If a Bloodhound-equipped 'Mech passes within 5 hexes of a hidden vehicle or BattleMech or within 2

hexes of a hidden infantry unit, the hidden unit is immediately detected and the detected unit is placed on the mapsheet. The Bloodhound does not detect units hidden in water unless they are in a hex adjacent to the Bloodhound-equipped 'Mech.

Bloodhound Active Probes are not affected by the Guardian ECM suite, but they are defeated by the Angel ECM suite. A Bloodhound probe weighs 5 tons and occupies 2 critical slots.

Activating or deactivating the Bloodhound is a free action when using **Solaris VII** or **MechWarrior, Second Edition** rules.

Availability

Capellan Confederation
Com Guards
Draconis Combine
Federated Commonwealth
Free Worlds League
St. Ives Compact
Word of Blake

Manufacturers

Capellan Confederation: Hellespont Industrials,
Sian
Com Guards: ComStar manufacturing
bases, Terra
Draconis Combine: Independence
Weaponry, Quentin
Federated
Commonwealth/Davion: Achernar BattleMechs,
New Avalon
Free Worlds League: Andurien AeroTech,
Westover; Imstar
AeroSpace, Marik

COMMAND CONSOLE

Once common in the Inner Sphere, Star League-vintage command consoles have become increasingly rare. The command console is actually a second cockpit that provides room for a second MechWarrior, usually a high-level commander. The command console's redundant set of controls allows the second pilot to take over operation of the 'Mech should the primary MechWarrior become incapacitated. Not surprisingly, BattleMechs with command consoles quickly became a favored target of enemy BattleMechs. Most of those still in existence are used to train new MechWarriors, far from the battlefield.

When used as a training device, the command console allows the instructor to evaluate the performance of an individual recruit while actually in the recruit's BattleMech—and override the student's control of the machine instantaneously. Such an invaluable tool for instruction can shave months off the time required to fully train a MechWarrior.

On the battlefield, however, the system is even more valuable. The command console allows a unit commander to focus on the overall tactical situation from a position at or near the front lines, while the 'Mech's primary MechWarrior takes care of the fighting. When a unit commander and primary pilot have become accustomed to working together, the presence of the commander direct-

BATTLEMECH ACCESSORIES

ing strategy without having to fight himself can greatly improve the effectiveness of an entire force.

Even the most astute observers can only guess how many command console-equipped 'Mechs still exist in the Inner Sphere. Most believe the Com Guards possess the greatest number of so-called "command 'Mechs," but some claim the Word of Blake took many of those following the ComStar schism. House Kurita reportedly possesses several command 'Mechs as well, and most experts believe the other Successor States have at least a few such machines. Most forces keep their command 'Mechs a closely guarded secret, however, and only commit them to battle in the most extreme circumstances.

GAME NOTES

The command console can be mounted in any heavy or assault 'Mech, but is too large to fit in the head of smaller 'Mechs. Command consoles weigh 5 tons and take up 2 critical slots. The console itself takes up a critical slot in the head, and its sensors take up one critical slot in the center torso. If the command console's sensors are damaged, the BattleMech does not suffer the standard to-hit modifier, because the 'Mech's own sensors continue to function. To-hit modifiers do apply if one of the BattleMech's standard head-mounted sensors takes a critical hit, however.

Though the command console's systems do not normally operate the BattleMech, they may do so if necessary. The secondary MechWarrior in the console does not take damage from ammo explosions unless he is acting as the BattleMech's primary pilot, though he does take damage from any shots to the head or as a result of heat build-up. If the primary cockpit is destroyed, the secondary pilot can maneuver the BattleMech from the command console as normal. Note this is an exception to the standard rule that states the destruction of a 'Mech's cockpit destroys the 'Mech. In 'Mechs with command consoles, both the cockpits and consoles must be destroyed in order to destroy the 'Mech.

As long as the unit commander is not acting as the primary 'Mech pilot, his presence in the command console provides a +2 bonus to the initiative of all units under his command.

Availability

Capellan Confederation
Com Guards
Draconis Combine
Federated Commonwealth
Free Rasalhague Republic
Free Worlds League
St. Ives Compact
Word of Blake

Manufacturers

Draconis Combine:	Tanadi Computers, Hachiman
Federated Commonwealth/Davion:	Snapple Computers Interstellar, Macintosh
Federated Commonwealth/Steiner:	Doering Electronics, Hesperus II; Doering Electronics, New Kyoto
Free Worlds League:	Garret SatComm, Dalton; IMB Systems, Carbonis
St. Ives Compact:	Ceres Metals, Indicass

COOLANT SYSTEM

The Tommyknockers of the Federated Commonwealth's NAIS initially developed this system, but plans for similar coolant systems have turned up within both the Com Guards and the Word of Blake. Designed as an emergency "one-shot" cooling system, this device contains a reserve of highly compressed freon that can be flushed into the heat sinks of an overheating BattleMech. The system has been used suc-

cessfully in several BattleMech designs. It connects easily to the BattleMech's existing cooling system, so no internal modifications need be made to install it.

GAME NOTES

The coolant system weighs 1 ton and occupies 1 critical slot in any torso critical location. When activated, the coolant system allows each of the 'Mech's heat sinks to dissipate 1 additional Heat Point that turn. The system must be activated at the start of a turn's Heat Phase and may only be used once.

If weapons fire hits the coolant system critical slot, the violent force of the highly pressurized freon escaping causes 20 points of damage to the coolant's torso location, in addition to the standard damage done by the weapon hit.

Availability

Com Guards
Federated Commonwealth
Word of Blake

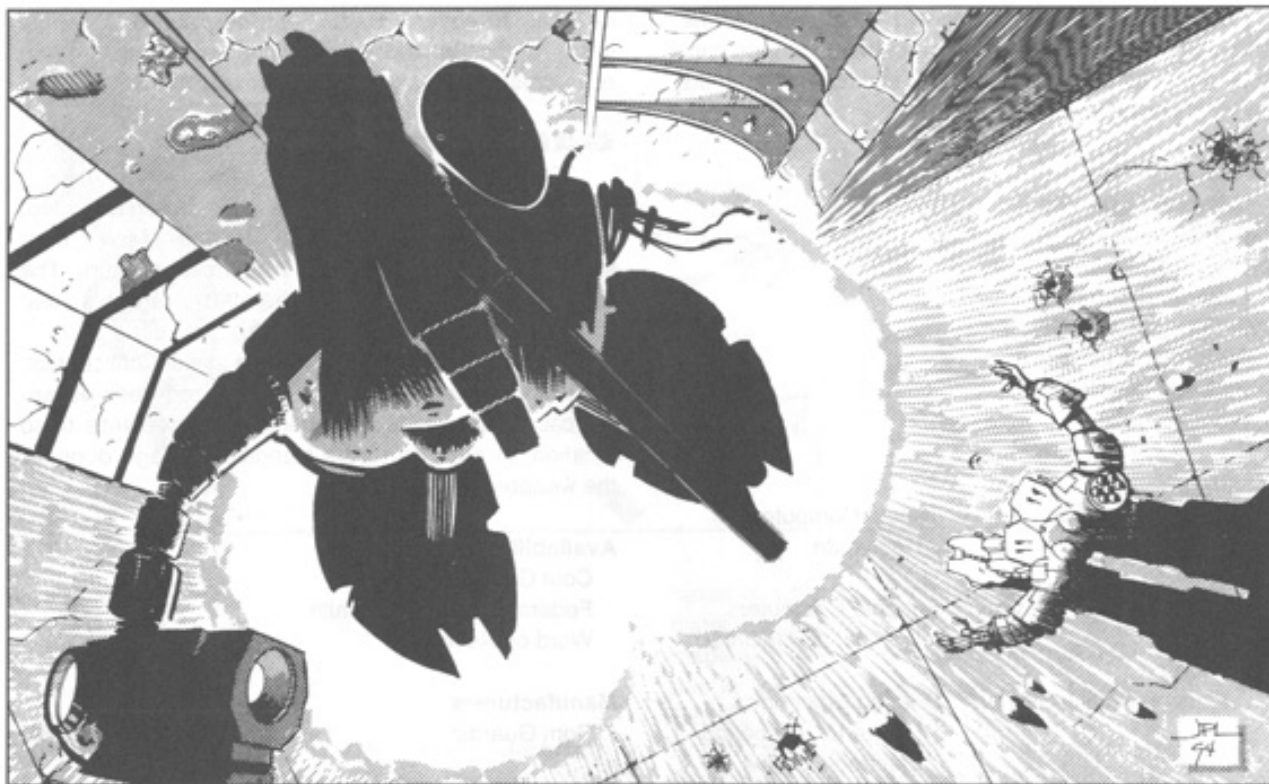
Manufacturers

Com Guards:	ComStar manufacturing bases, Terra
Federated Commonwealth/Davion:	Achernar BattleMechs, New Avalon
Federated Commonwealth/Steiner:	Cyclops, Inc., Skye

MECHANICAL JUMP BOOSTERS

After years of top-secret research, the NAIS unveiled its mechanical jump boosters to a select group of BattleMech manufacturers in 3053. The boosters, which consist of several specialized actuators and triple-strength myomer bundles, are housed in a BattleMech's legs and allow a 'Mech to jump without the aid of jump jets. The actuators uncoil with tremen-

BATTLEMECH ACCESSORIES



dous force, and special heating units mounted in the legs keep the myomer at the proper temperature. Houses Davion and Steiner have recently begun combat-testing the boosters in battles against the Clans and along the Periphery, and Federated Commonwealth manufacturers are gearing up for mass production of the components.

GAME NOTES

Mechanical jump boosters come in two classes, and both must be housed in the legs of the 'Mech. Boosters are always used in pairs. Class One boosters take up one critical slot in each leg and provide a Jump MP of 2, regardless of the BattleMech's Walking speed. Class Two boosters take up both critical slots in the

legs. They provide a Jump MP of 4 for 'Mechs weighing 5 to 55 tons, and a Jump MP of 3 for 'Mechs weighing 60 tons or more. Class One boosters weigh 20 percent of the weight of the 'Mech in which they are installed, and Class Two boosters weigh 30 percent of the 'Mech's total tonnage.

The boosters create heat even when not in use. Class One boosters add 1 Heat Point per turn when not in use, and 2 Heat Points per turn when activated. Class Two boosters create 2 Heat Points per turn when not in use, and 3 Heat Points when activated.

After a mechanical booster jump, a 'Mech lands with the same hex facing that it had before the jump. To land safely, the player must make a successful Piloting Skill Roll per standard rules, adding a +2 modifier. In all

other respects, standard rules for jump jets apply. Note that mechanical jump boosters are not compatible with jump jets, and 'Mechs may not be equipped with both systems. Boosters may be used with Level Three jumping fire rules.

Availability

Federated Commonwealth

Manufacturers

Federated

Commonwealth/Davion: Acheron BattleMechs,
New Avalon

Federated

Commonwealth/Steiner: Defiance Industries,
Hesperus II

WATCHDOG SYSTEM

Inner Sphere intelligence agencies have dubbed the new Clan electronics suite the "Watchdog" because it combines the best of the Clan active probe systems and enhanced ECM suites. By performing the functions of both probes and ECM suites, the Watchdog enables Clan OmniMechs to mount additional weapons.

GAME NOTES

The Watchdog system performs two functions: those of standard Clan ECM suites and active probes. Apply all rules for both pieces of equipment when the Watchdog is activated. Activating the system is a free action when using **Solaris VII** or **MechWarrior, Second Edition** rules. The Watchdog weighs 1 ton and occupies 1 critical slot.

Availability

Clans

Manufacturers

Clans: Unknown

DEFENSIVE ARMAMENTS

In response to the greater firepower of Clan weaponry, Inner Sphere manufacturers have spent considerable resources developing new types of defensive systems. These new systems include new armor variants, as well as the laser anti-missile system.

The following defensive armaments are available for Inner Sphere 'Mechs, and the laser anti-missile system is also available for Clan 'Mechs. Unless otherwise noted, these new defensive components conform to standard **BattleTech** rules.

BLAZER ARMOR

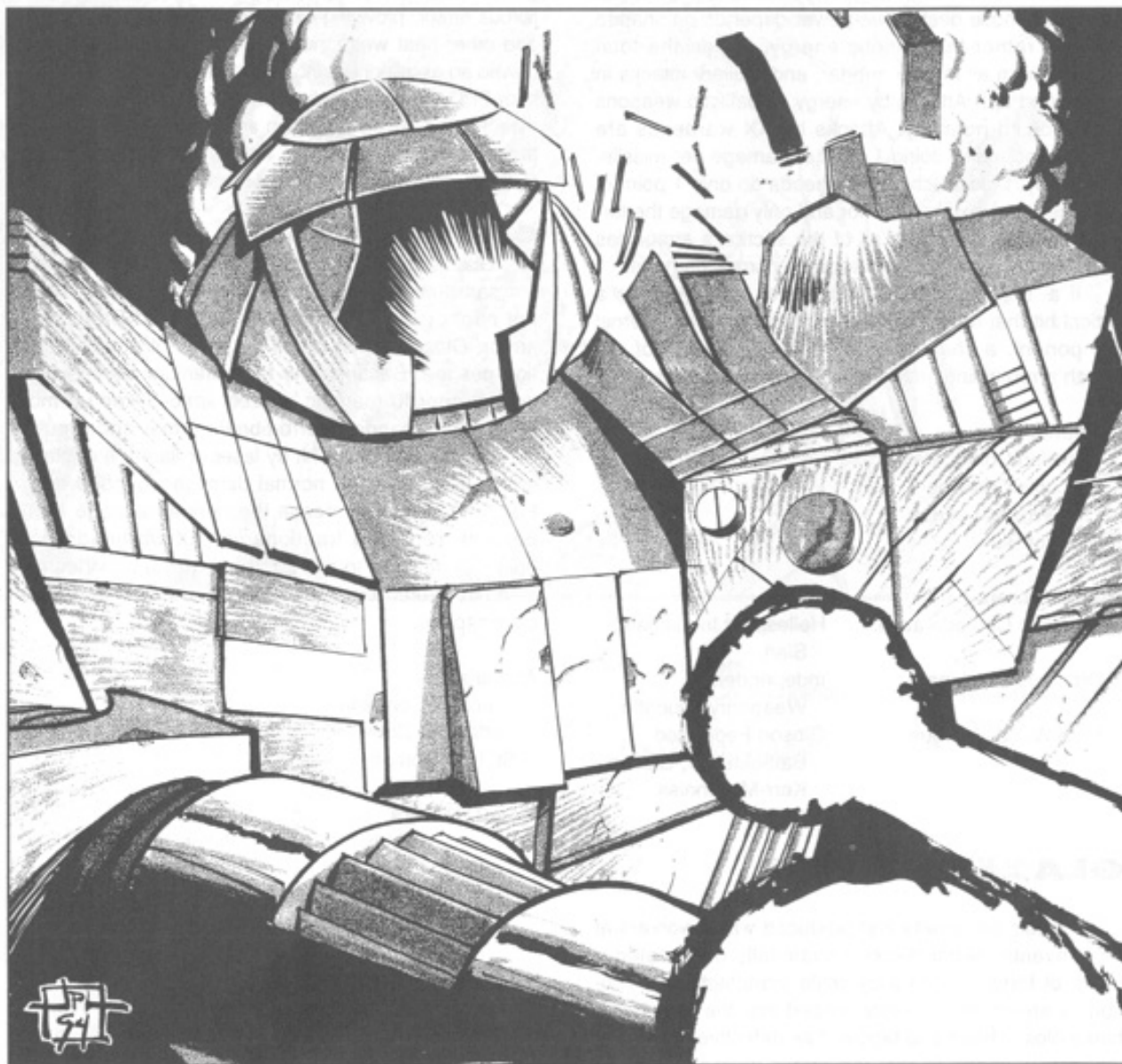
A variation of ferro-fibrous armor, blazer armor contains thousands of explosive charges in its woven-fiber structure. When a missile equipped with a shape-charged warhead strikes the armor, the impacted charges explode away from the target 'Mech, distorting the warhead's still-forming blast jet and significantly diminishing the effectiveness of the missile's attack.

Durallex initially developed this armor on the Kurita world of Quentin, refining the process further and putting the armor into production at the company's facilities on Gibson in the Free Worlds League. One significant design flaw, however, continues to bedevil the armor's designers. On occasion, even small-caliber rounds can trigger a chain reaction in the armor's charges and destroy a large section of armor.

GAME NOTES

Blazer armor can be fitted to any BattleMech in the same manner as standard or ferro-fibrous armor, but cannot be combined with standard or ferro-fibrous armor. Blazer armor gives 16 points of armor protection per ton.

The extra space taken up by the shaped charge means that blazer armor takes up 16 critical slots



DEFENSIVE ARMAMENTS

instead of the 14 common to standard Inner Sphere ferro-fibrous armor.

Blazer armor significantly reduces the effect of weapons whose destructive power depends on shaped charges rather than kinetic energy. Divide the total damage from all missile, mortar, and artillery attacks in half (round up). Attacks by energy or ballistic weapons are resolved normally. Attacks by AX warheads are resolved normally, doing 1 point of damage per missile. Attacks by tandem-charge warheads do only 1 point of damage to the exposed armor and only damage the target's internal structure if all of the section's armor has been destroyed. MPW warheads do normal damage.

If a 'Mech equipped with blazer armor suffers a critical hit that does not result in damage to an internal component, a chain reaction occurs and half of the 'Mech's remaining armor in that section is destroyed.

Availability

Capellan Confederation
Draconis Combine
Free Worlds League
Word of Blake

Manufacturers

Capellan Confederation:	Hellespont Industrials, Sian
Draconis Combine:	Independence Weaponry, Quentin
Free Worlds League:	Gibson Federated BattleMechs, Gibson; Kerr-McGinniss, Umka

GLAZED ARMOR

Glazed armor was first produced when workers at the Coventry Metal Works accidentally overheated a batch of ferro-titanium alloy while manufacturing ferro-fibrous armor. The workers noticed that the armor slab had a glossy finish and tagged it as defective. Company inspectors chose to test the armor anyway, and the

results surprised them.

Apparently, the higher-temperature alloy possessed greater heat-dissipation properties than standard ferro-fibrous armor, providing excellent protection against lasers and other heat weapons. Unfortunately, the armor also proved an excellent electrical conductor, increasing damage from PPC strikes. Designers and military contractors, however, felt the added protection against laser fire was worth this cost and released the new armor for field testing. Coventry has recently begun full production of glazed armor.

GAME NOTES

Glazed armor can be fitted to any BattleMech in the same manner as standard or ferro-fibrous armor, but cannot be combined with standard BattleMech armor. Glazed armor offers 16 points of armor protection per ton. Because the ferro-titanium alloy is overheated prior to foaming, glazed armor takes up more space than standard ferro-fibrous armor and requires 17 critical slots. When hit by laser or flamer fire, glazed armor takes half the normal damage, rounded down. For PPC strikes, increase the normal damage by 50 percent, rounding fractions up. AX warheads do 3 points of damage to glazed armor, which provides only standard protection against all other ballistic and physical weapons.

Availability

Draconis Combine
Federated Commonwealth
St. Ives Compact

Manufacturers

Draconis Combine:	Victory, Marduk
Federated Commonwealth/Davion:	Cal-Boeing of Dorwinion, Belladonna
Federated Commonwealth/Steiner:	Coventry Metal Works, Coventry; Olivetti

Weaponry, Sudeten;
Quikscell Company,
Pandora; TharHes
Industries, Tharkad

LASER ANTI-MISSILE SYSTEM

Proponents of the Inner Sphere's current ballistic anti-missile system are quick to defend its defensive capabilities, but even they concede that the system's short battlefield lifespan severely limits its usefulness. As a result, both Clan and Inner Sphere designers have turned to lasers to produce improved anti-missile systems.

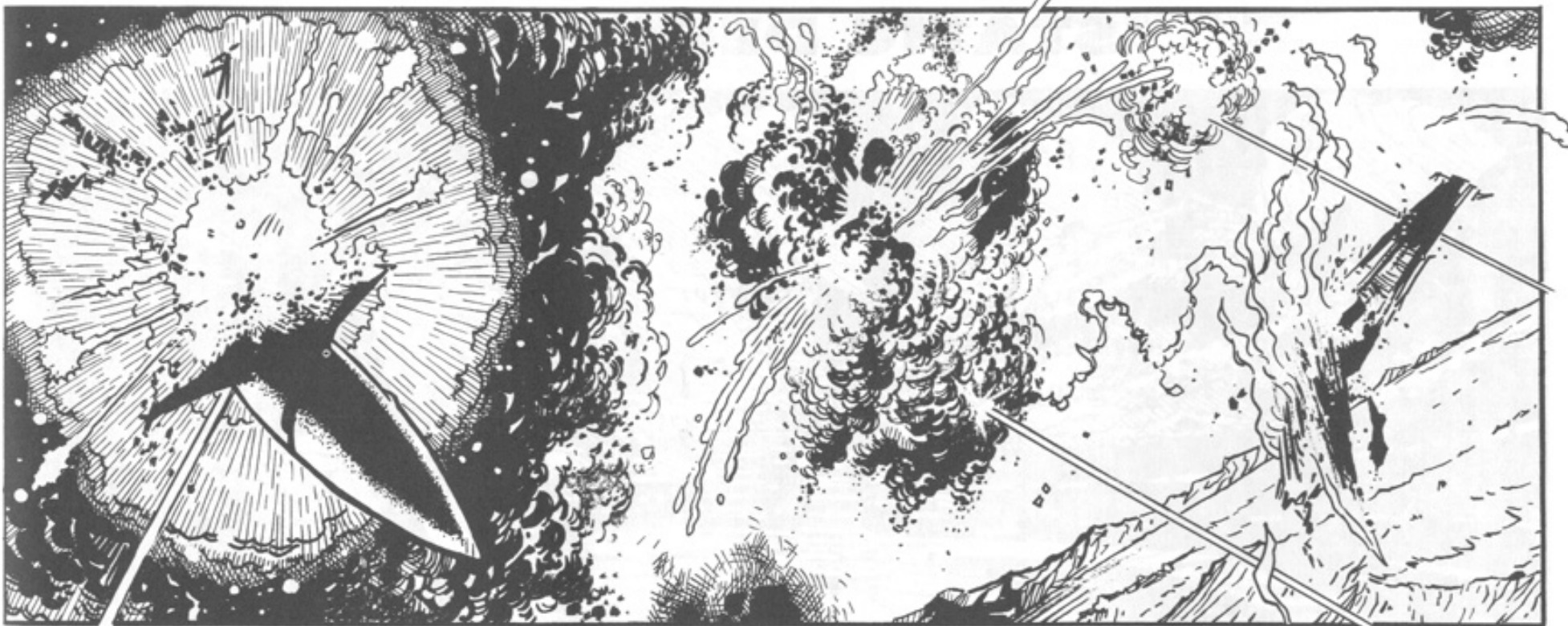
Using a variant of their small pulse laser, Firmir Weaponry of Betelgeuse in the Capellan Confederation has developed a system that combines a "scatter laser" with a missile-detection system. The system's sensors trigger a wide-range barrage of laser fire when they detect incoming missiles. Because even a glancing hit damages incoming missiles, the system proved highly effective in field tests. Targeting capability, however, remains subpar.

Heat buildup from the laser also remains a problem. Though partially solved when the system's designers lowered the laser's energy output, the high shot count of the pulse laser still produces enormous heat. Despite this problem, designers at Firmir Weaponry have recently released the system into production and House Liao has scheduled all of its Warrior House BattleMechs for refit with the new system.

GAME NOTES

Like a standard anti-missile system, the laser-based system activates on detection of an incoming missile flight and attempts to shoot down as many of the missiles as possible before they reach their target. To determine the number of missiles destroyed by the system, roll 2D6. To determine the heat build-up caused by the laser fire, roll 3D6.

DEFENSIVE ARMAMENTS



Use the Missile Hits Table (**BattleTech Compendium**, p. 26) to determine the number of missiles that strike the target per standard combat rules. Consult the column that reflects the number of missiles closest to the actual number that got through the anti-missile system, using the column of lesser value if the number of remaining missiles falls between two columns. For example, if eight missiles penetrate the anti-missile system, consult the "6" column rather than the "10" column.

The laser anti-missile system can only be used against one incoming missile flight per turn and cannot defend against any other form of attack. Note that the anti-missile system does not destroy missiles that attack a hex instead of a BattleMech within a hex,

because the flight profiles of such missiles are insufficiently specific to activate the anti-missile system's sensors.

Inner Sphere laser anti-missile systems weigh 1.5 tons and occupy 2 critical slots. The laser systems' tracking systems and scatter lasers can be mounted in any two different locations represented by vacant critical slots. By splitting the two components, the designers hoped to make their systems more difficult to destroy and easier to mount with different weapons configurations.

Availability

Capellan Confederation
Free Worlds League

Manufacturers

Capellan Confederation:	Firmir Weaponry, Betelgeuse
Free Worlds League:	Fusigon Heavy Weaponry, Campbelton

STATIC DEFENSES



In recent years the militaries of the Inner Sphere have devoted increasing resources to the development of static defenses against the superior firepower of the Clan invaders. Constructed near critical areas on the front lines of battle, these defenses rely on extra firepower and heavy armor to compensate for their lack of mobility. The Successor States have stepped up these efforts during the uneasy peace following the Truce of Tukayyid and continue to build new installations to supplement their mobile defense forces. These static defenses fall into four categories: bunkers, field works, fortifications, and installations.

BUNKERS

The most diverse of all static defenses, bunkers may be camouflaged, placed in the open or underground, or even built with multiple stories. Primarily anti-vehicle defenses, bunkers are constructed to block attacks on three sides and provide overhead protection. Bunkers fall into four categories: infantry, vehicle, spotter, and fire-support bunkers.

GAME NOTES

Although each type of bunker has its own set of special rules, the following rules apply to all types of bunkers.

Bunkers may be constructed on any non-water hex. The presence of an infantry, vehicle, or fire-support bunker restricts entry into three sides of the hex in which it lies. Along their restricted hexsides, bunkers restrict movement per standard building Movement Effects (see pp. 37–38, **BattleTech Compendium**). These restrictions remain in force until the bunker's CF

STATIC DEFENSES

is reduced to zero. For purposes of determining weapons-fire damage to a bunker, treat it as a Gun Emplacement (see p. 57, **BattleTech Compendium**).

Bunkers may also block LOS through the bunker hex. Use the levels of the bunker, firing unit, and target unit to determine whether LOS is blocked on a case-by-case basis (see **Line-of-Sight Rules**, pp. 50-51).

All bunkers must be placed on the mapsheets prior to the start of a scenario.

Infantry units or a single vehicle defending a bunker may start a scenario hidden per Hidden Unit rules. Once exposed, the defending infantry or vehicle may be targeted separately from the bunker.

Units inside bunkers take damage from weapons fire per the rules for units inside buildings (see p. 39, **BattleTech Compendium**).

No type of bunker is large enough to accommodate a BattleMech, and normal stacking limitations apply for each level of a bunker.

Infantry Bunker

In addition to the weapons carried by the infantry stationed in it, an infantry bunker may mount up to four additional tons of anti-Mech weapons. These weapons may not be turret-mounted, and so the player controlling the bunker must indicate the firing arc of each weapon when placing it. Note that the 4-ton limit includes ammunition. Infantry bunkers can accommodate only infantry units. All infantry bunkers have 40 CF.

Vehicle Bunker

Vehicle bunkers may mount up to two tons of anti-Mech weapons in addition to those provided by any units stationed in the bunker. These weapons may not be turret-mounted, and so the player must indicate the firing arc of each weapon when it is placed. Note that the two-ton limit includes ammunition. Once the vehicle is inside a vehicle bunker, it may exit only through one of the non-restricted hexsides, unless the bunker is

destroyed. Vehicle bunkers can accommodate vehicles and infantry units but may accommodate only one vehicle at a time.

Spotter Bunker

A spotter bunker is designed to hide an infantry platoon or a small recon vehicle acting as an artillery spotter. Because this underground bunker does not contain the usual array of above-ground defenses, it does not restrict movement as do all other types of bunker. A spotter bunker can hide infantry units and vehicles weighing 25 tons or less, and has a CF of 40. Whether hidden or detected, infantry and vehicles placed in spotter bunkers can still spot artillery fire. Spotter bunkers remain hidden until an enemy unit enters either the bunker hex or an adjacent hex. Spotter bunkers may not be fitted with fixed weapons.

Fire-Support Bunker

Fire-support bunkers have a CF of 60 and can mount six tons of anti-Mech weapons in addition to weapons carried by the infantry stationed in it. Unlike the weapons in vehicle or infantry bunkers, these weapons are individually turret-mounted, and so the player need not indicate each weapon's firing arc when placing it. The six-ton limit does include ammunition, however. When destroyed, a fire-support bunker creates a rough hex. Fire-support bunkers can accommodate infantry units only.

Availability

All

FIELD WORKS

The lightest form of static defenses, field works consist of a series of trenches and obstacles designed to deter infantry advances. These installations have no underground facilities and provide no overhead protection.

GAME NOTES

Field works are placed in a single hex and restrict entry to three sides of the hex. BattleMechs, jump infantry, and vehicles capable of entering Light Woods hexes may enter or exit the field works hex through a restricted hexside by expending 1 MP in addition to their standard movement costs.

Field works have a 25 CF and are spread out over the entire hex that they occupy. Any BattleMech walking through a field works hex does standard kick damage to the field works without the need for a to-hit roll. This attack is considered a free action and does not restrict the BattleMech's combat options for the turn. Once a field works has been destroyed, the field works hex is considered an open hex.

Infantry units defending field works may begin a scenario hidden per Hidden Unit rules, but field works cannot hide a vehicle or BattleMech. Once the infantry is exposed, it may be targeted separately from the field works. Shots against the infantry unit receive a +1 to-hit modifier until the field works are destroyed. For purposes of determining LOS, field works are at the same level as the surrounding terrain.

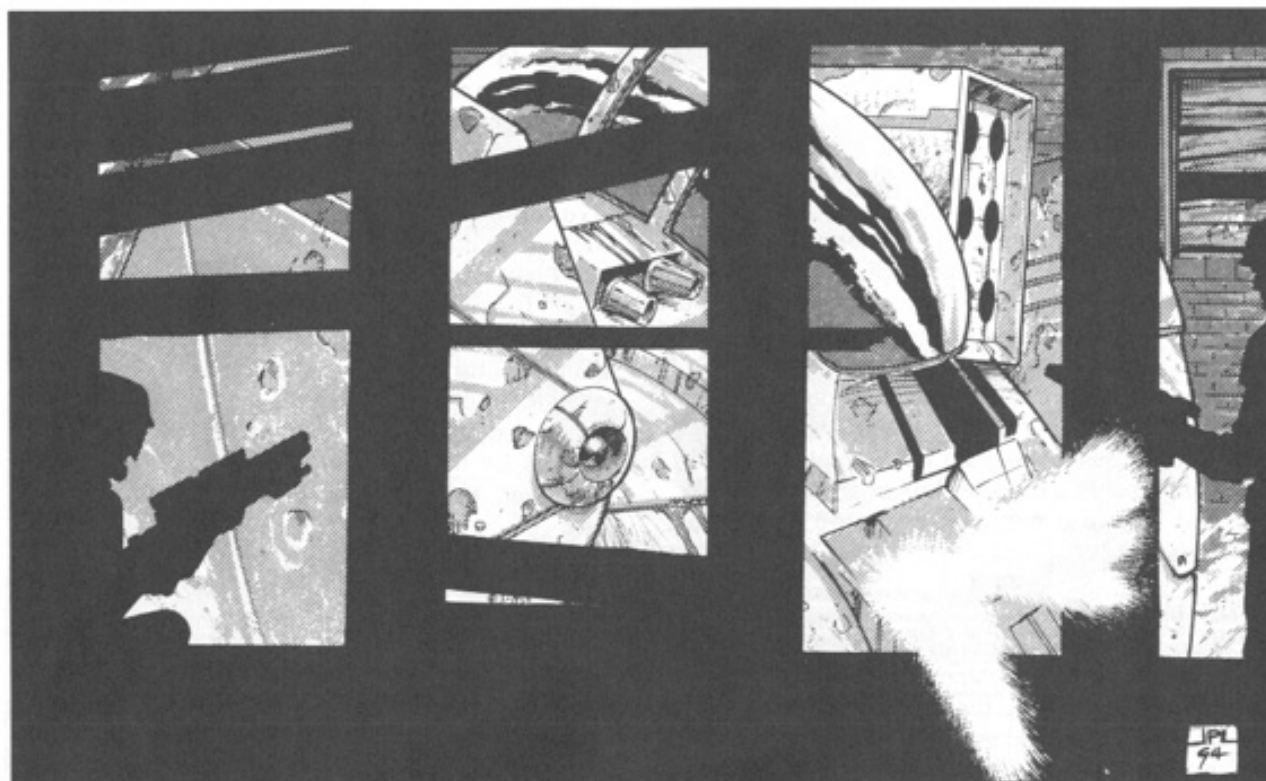
Field works must be placed on the mapsheets prior to the start of a scenario.

Availability

All

FORTIFICATIONS

Fortifications are complex structures with numerous levels. Designed to provide a defensible base of operations, fortifications often serve as the focal point for a defense against invasions.



GAME NOTES

No matter what their Construction Factors, treat fortifications as Hardened buildings when determining damage to both the fortifications and any units located inside. Fortifications can occupy an unlimited number of hexes and have no CF limit. This unlimited-CF rule reflects the fact that fortifications are military bases designed to withstand full-scale attacks. As with any other type of static defense, the entire fortification is destroyed when its CF is reduced to zero.

Fortifications can mount a number of tons of anti-'Mech weapons equal to 10 percent of the defense's CF. For example, a single-hex fortifica-

tion with a CF of 60 can mount 6 tons of anti-'Mech weapons and ammo. A 2-hex fortification with a 140 CF can mount 8 tons of anti-'Mech weapons and ammo in one hex and 6 tons of weapons in its second hex. All anti-'Mech weapons are individually turret-mounted with 360-degree firing arcs. Each weapon may be placed on any level of the fortification.

Fortifications can accommodate infantry units, vehicles, BattleMechs, and any other **BattleTech** combat units. Normal stacking limitations apply for each hex and level of a fortification.

Availability

All

INSTALLATIONS

Installations are large-scale, self-contained defenses designed to withstand a massive assault or several weeks of siege. Installations are expensive to build and maintain and are the rarest type of static defense. Most Inner Sphere military bases contain only one or, rarely, two installations that shelter the critical activities of the command staff from enemy attack.

GAME NOTES

Installations function as Hardened buildings but can have a CF as high as 200. These structures must always cover at least 2 hexes and can extend over as many as 7 hexes. Even though all hexes of an installation are part of the same building, treat each individual hex as a separate building when resolving damage against it.

Installations may mount up to 10 tons of anti-'Mech weapons in each hex, including ammunition. Each individual weapon is turret-mounted, with a 360-degree firing arc, and may be placed on any level of the installation.

Installations may accommodate any type of combat unit. Units inside installations take damage per the rules for units inside buildings (see p. 39, **BattleTech Compendium**). Normal stacking limits apply for each hex and level of an installation.

Availability

All

MECHWARRIOR GEAR

The equipment in this section is designed for use with the **MechWarrior, Second Edition** rules. Each item is rated in two ways. First, it is assigned a Tech Level of 1 to 4 to indicate its technological complexity. Second, it is given an availability rating of A to D. For a complete explanation of these two ratings, see **Equipment**, p. 81, **MechWarrior Second Edition**. Note that many of the items listed in this section are extremely difficult to obtain, even for those forces to whom they are available. Because these items are personal gear rather than BattleMech parts or large-scale weapons, costs are listed in C-bills (per **MW2** rules) rather than in a percentage of Combat Value.

ABLATIVE/FLAK COOLING SUIT AND VEST (4/C)

The ablative/flak cooling suits and vests provide their wearers with protection against slug-throwing and energy weapons and contain cooling systems as well. These garments receive their protective capacity from heavy ablative/flak armor that combines the features of both bullet-resistant and laser-ablative personal armor. The garments' advanced cooling systems are based on captured Clan technology.

GAME NOTES

Ablative/flak cooling suits reduce by half the damage from slug-throwing or energy weapons or heat build-up in a 'Mech. The suit also adds a +2 modifier to all Consciousness Rolls required as a result of heat build-up damage (see p. 36, **BattleTech Compendium**, and p. 57, **MechWarrior, Second Edition**). The suit loses its cooling properties once it has absorbed 12 Damage Points. It loses its armor characteristics after absorbing 20 Damage Points. The ablative/flak cooling suit reduces movement by one-fourth. Cost: 3,000 C-bills.

Ablative/flak cooling vests reduce by one-fourth the damage from slug-throwing or energy weapons or heat build-up in a 'Mech. The vest also adds a +1 modifier to all Consciousness Rolls required as a result of heat build-up damage. The vest loses its cooling properties after absorbing 8 Damage Points. It loses its armor characteristics after absorbing 15 Damage Points. Ablative/flak cooling vests do not restrict a MechWarrior's movement. Cost: 1,000 C-bills.

Suit Availability

Clans
Com Guards
Word of Blake

Suit Manufacturers

Clans:	Unknown
Com Guards:	ComStar manufacturing bases, Terra

Vest Availability

Clans
Com Guards
Draconis Combine
Federated Commonwealth
Word of Blake

Vest Manufacturers

Clans:	Unknown
Com Guards:	ComStar manufacturing bases, Terra
Draconis Combine:	Independence Weaponry, Quentin
Federated Commonwealth/Davion:	Lycomb-Davion IntraTech, New Avalon

Federated

Commonwealth/Steiner: Defiance Industries,
Hesperus II

COMPUTER VOICE CIRCUIT

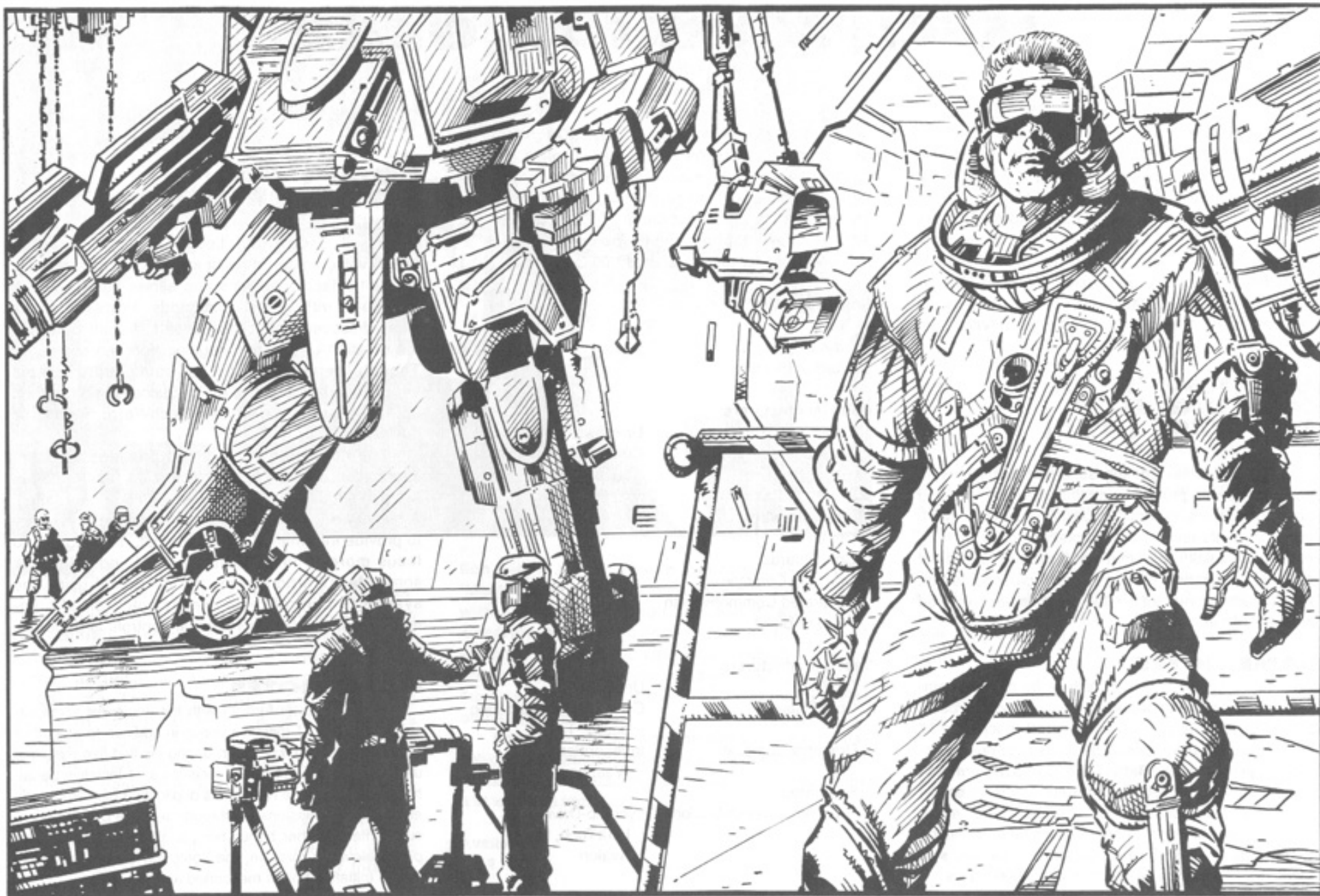
Initially used by Star League forces, this computerized voice keeps the pilot informed of the status of his BattleMech's systems and allows him to control his 'Mech with verbal commands. However, many pilots discovered that the benefits did not outweigh the irritation of constant nagging from the computer. Though the voice circuit has remained available throughout the centuries of the Succession Wars and up to the present day, few MechWarriors use the device.

The computer voice circuit provides constant information on such critical factors as heat build-up, weapon status, armor status, and sensor information. A MechWarrior familiar with the circuit can rely on it to provide information during combat, allowing him to focus more of his attention on fighting. Although some MechWarriors enjoy the novelty of using the system to control their 'Mechs with verbal commands, using a 'Mech's manual controls is generally much faster.

GAME NOTES

A MechWarrior familiar with the computer voice circuit receives a +1 Initiative bonus in addition to any other bonuses received. However, during his first five missions using the system the player receives a -1 Initiative penalty to reflect the time he spends duplicating his computer's effort. During missions six through ten, the computer circuit confers neither bonus nor penalty. Starting with the pilot's eleventh mission, the computer system provides the +1 Initiative bonus mentioned above.

MECHWARRIOR GEAR



MECHWARRIOR GEAR

Because the voice circuit is tied to the BattleMech's sensors, a critical hit to the sensors knocks out the circuit until a technician can repair it. Standard sensor repair also repairs the computer circuit. Note that the voice circuit takes up no additional space in the BattleMech. Cost: 5,000 C-bills.

Availability

Capellan Confederation
Clans
Com Guards
Draconis Combine
Federated Commonwealth
Free Rasalhague Republic
Free Worlds League
St. Ives Compact
Word of Blake

Manufacturers

Capellan Confederation:	Rashpur-Owens Inc., Capella
Clans:	Unknown
Com Guards:	ComStar manufacturing bases, Terra
Draconis Combine:	Luthien Armor Works, Luthien
Federated Commonwealth/Davion:	Valiant Systems, Robinson
Federated Commonwealth/Steiner:	Lockheed/CBM Corporation, Donegal
Free Worlds League:	IMB Systems, Carbonis
St. Ives Compact:	Ceres Metals, Indicass

DAMAGE-INTERRUPT CIRCUIT (3/C)

The damage-interrupt circuit is designed to protect a MechWarrior from dangerous feedback in the event of an ammunition explosion. The feed cables that connect the neurohelmet to the 'Mech pass through this device.

These circuits are still fairly new to Inner Sphere forces and remain somewhat undependable.

GAME NOTES

Damage-interrupt circuits reduce by half the normal damage a MechWarrior receives from an ammunition explosion in his 'Mech. As a result, the MechWarrior takes only 1 Damage Point through his neurohelmet in such an explosion. If the player rolls a 2 on the BattleMech Hit Location Table when determining hit locations per standard rules, his 'Mech suffers a critical failure and the damage-interrupt circuit fails. The circuit no longer provides protection and adds a -1 modifier to all subsequent Piloting Skill Rolls. Cost: 150 C-bills.

Availability

Draconis Combine
Federated Commonwealth
Free Worlds League

Manufacturers

Draconis Combine:	Independence Weaponry, Quentin
Federated Commonwealth/Davion:	Apple Computers Interstellar, Macintosh; Achernar BattleMechs, New Avalon
Federated Commonwealth/Steiner:	TharHes Industries, Tharkad
Free Worlds League:	Garret SatComm, Dalton

SLDF NEUROHELMET (4/D)

The Star League Defense Forces neurohelmet is considered the crowning achievement of Star League 'Mech technology. The neurohelmet provides an interface between the BattleMech and the



MechWarrior that is vastly superior to that provided by less-sophisticated neurohelmets. Only a handful of these rare neurohelmets are known to exist, and the Com Guards allot them to only their best MechWarriors. However, some of those who defected to the renegade Word of Blake during the ComStar schism reportedly took SLDF neurohelmets with them.

GAME NOTES

The SLDF neurohelmet absorbs 20 points of damage to the wearer's head and adds a +1 modifier to all Piloting Skill Rolls. Because these helmets are so rare, even a buyer with adequate funds may be unable to find one. Cost: 5,000 C-bills.

Availability

Com Guards
Word of Blake

BATTLETECH WEAPONS AND EQUIPMENT

Type	Heat	Damage	Minimum	Short	Medium	Long	Tonnage	Critical	Ammo
<i>Ballistic Weapons</i>									
Caseless AC/2	1	2	4	1-8	9-16	17-24	6	1	67
Caseless AC/5	1	5	3	1-6	7-12	13-18	8	4	30
Caseless AC/10	3	10	—	1-5	6-10	11-15	12	6	15
Caseless AC/20	7	20	—	1-3	4-6	7-9	14	9	8
HV AC/2	1	2	3	1-10	11-20	21-35	8	4	30
HV AC/5	3	5	—	1-8	9-16	17-28	12	4	15
HV AC/10	7	10	—	1-6	7-12	13-20	14	6	8
LB 2-X AC	1	2	6	1-10	11-18	19-28	6	8	40
LB 5-X AC	1	5	4	1-8	9-15	16-22	8	6	16
LB 20-X AC	6	20	—	1-4	5-7	8-10	14	10	4
'Mech Mortar/1	1	*	6	1-7	8-14	15-21	12	1	24
'Mech Mortar/2	2	*	6	1-7	8-14	15-21	15	2	12
'Mech Mortar/4	5	*	6	1-7	8-14	15-21	17	3	6
'Mech Mortar/8	10	*	6	1-7	8-14	15-21	10	5	4
Ultra AC/2	1	2	3	1-9	10-20	21-32	6	3	45
Ultra AC/10	4	10	—	1-7	8-14	15-21	12	7	10
Ultra AC/20	10	20	—	1-4	5-9	10-15	15	11	5
<i>Missile Weapons</i>									
ELRM-5	3	1/missile	10	1-12	13-22	23-38	6	1	18
ELRM-10	6	1/missile	10	1-12	13-22	23-38	8	4	9
ELRM-15	8	1/missile	10	1-12	13-22	23-38	12	6	6
ELRM-20	10	1/missile	10	1-12	13-22	23-38	18	8	4
LR DFM-5	2	2/missile	4	1-6	7-12	13-18	2	1	24
LR DFM-10	4	2/missile	4	1-6	7-12	13-18	5	2	12
LR DFM-15	5	2/missile	4	1-6	7-12	13-18	7	3	8
LR DFM-20	6	2/missile	4	1-6	7-12	13-18	10	5	6
SR DFM-2	2	3/missile	—	1-2	3-4	5-6	1	1	50
SR DFM-4	3	3/missile	—	1-2	3-4	5-6	2	1	25
SR DFM-6	4	3/missile	—	1-2	3-4	5-6	3	2	15
Streak SRM-4	2	†	—	1-3	4-6	7-9	3	1	25
Streak SRM-6	2	†	—	1-3	4-6	7-9	4.5	2.5	15
TC Warhead	—	2	—	#	#	#	—	—	—
Thunderbolt-5	3	5	5	1-6	7-12	13-18	3	1	12

WEAPONS AND EQUIPMENT TABLES



Type	Heat	Damage	Minimum	Short	Medium	Long	Tonnage	Critical	Ammo
Thunderbolt-10	5	10	5	1-6	7-12	13-18	6	2	6
Thunderbolt-15	7	15	5	1-6	7-12	13-18	8	3	4
Thunderbolt-20	8	20	5	1-6	7-12	13-18	11	5	3
<i>Other Equipment</i>									
Angel ECM Suite	—	—	—	—	—	—	1.5	2	—
Bloodhound	—	—	—	—	—	—	5	2	—
Active Probe	—	—	—	—	—	—	5	2	—
Mechanical Jump Boosters	—	—	—	—	—	—	—	—	—
Class 1	1-2	—	—	—	—	—	†	1	—
Class 2	2-3	—	—	—	—	—	†	1	—
Command Console	—	—	—	—	—	—	1.5	2	—
Coolant System	—	—	—	—	—	—	1	1	—
Laser Anti-Missile System	—	—	—	—	—	—	1	1	—
Watchdog System	—	—	—	—	—	—	1	1	—

*By shell type

†See special rules for this equipment.

WEAPONS AND EQUIPMENT TABLES

SOLARIS VII WEAPONS AND EQUIPMENT

Type	Heat	Damage	Minimum	Delay	[0]	[+1]	[+2]	[+3]	[+4]	[+5]
<i>Ballistic Weapons</i>										
Caseless AC/2	5	2	8	0	1-16	17-32	33-60	61-80	81-100	101-120
Caseless AC/5	5	5	6	1	1-12	13-24	25-48	49-64	65-80	81-96
Caseless AC/10	12	10	—	1	1-10	11-20	22-36	37-48	49-60	61-72
Caseless AC/20	28	20	—	2	1-6	7-12	13-24	25-32	33-40	41-48
HV AC/2	6	2	6	1	1-20	21-40	41-66	67-92	93-120	121-156
HV AC/5	14	5	—	2	1-16	17-32	33-50	51-70	71-90	91-120
HV AC/10	30	10	—	2	1-12	13-24	25-40	41-52	53-68	69-90
LB 2-X	4	2	10	1	1-20	21-36	27-56	57-75	76-96	97-115
LB 10-X	5	10	8	2	1-16	17-30	31-44	45-60	61-75	76-90
LB 20-X	24	20	—	3	1-8	9-14	15-20	21-28	29-36	37-45
*Mech Mortar/1	4	*	8	1	1-16	17-32	33-56	57-72	73-88	89-110
*Mech Mortar/2	10	*	5	2	1-12	13-24	25-44	45-64	65-78	79-92
*Mech Mortar/4	22	*	—	3	1-8	9-16	17-25	26-35	46-48	49-60
*Mech Mortar/8	38	*	—	3	1-8	9-16	17-24	25-32	33-40	41-48
Ultra AC/2	4	2	6	1	1-18	19-40	41-64	65-82	83-110	111-126
Ultra AC/10	15	10	—	2	1-14	15-28	29-42	43-56	57-70	71-84
Ultra AC/20	40	20	—	3	1-8	9-18	19-30	31-42	43-56	57-70
<i>Missile Weapons</i>										
ELRM-5	12	1/missile	40	2	1-24	25-44	45-76	77-96	97-120	121-144
ELRM-10	24	1/missile	40	2	1-24	25-44	45-76	77-96	97-120	121-144
ELRM-15	32	1/missile	40	2	1-24	25-44	45-76	77-96	97-120	121-144
ELRM-20	40	1/missile	40	2	1-24	25-44	45-76	77-96	97-120	121-144
LR DFM-5	8	2/missile	16	2	1-12	13-24	25-36	37-47	48-60	61-75
LR DFM-10	16	2/missile	16	2	1-12	13-24	25-36	37-47	48-60	61-75
LR DFM-15	20	2/missile	16	2	1-12	13-24	25-36	37-47	48-60	61-75
LR DFM-20	24	2/missile	16	2	1-12	13-24	25-36	37-47	48-60	61-75
SR DFM-2	8	3/missile	—	1	1-6	7-12	13-18	19-24	25-30	31-36
SR DFM-4	12	3/missile	—	1	1-6	7-12	13-18	19-24	25-30	31-36
SR DFM-6	16	3/missile	—	1	1-6	7-12	13-18	19-24	25-30	31-36
Thunderbolt-5	12	5	20	2	1-12	13-24	25-36	37-47	48-60	61-75
Thunderbolt-10	20	10	20	2	1-12	13-24	25-36	37-47	48-60	61-75
Thunderbolt-15	28	15	20	2	1-12	13-24	25-36	37-47	48-60	61-75
Thunderbolt-20	32	20	20	2	1-12	13-24	25-36	37-47	47-60	61-75

WEAPONS AND EQUIPMENT TABLES

BATTLETROOPS / CLANTROOPS WEAPONS AND EQUIPMENT

Type	Damage	Minimum	Maximum	MP to fire
<i>Ballistic Weapons</i>				
Caseless AC/2	8L/4L/2L	48	288	5
Caseless AC/5	20L/10L/5L/2L	36	216	5
Caseless AC/10	40L/20L/10L/5L/2L	—	180	5
Caseless AC/20	80L/40L/20L/10L/5L	—	108	5
HV AC/2	8L/4L/2L	36	420	5
HV AC/5	20L/10L/5L/2L	—	216	5
HV AC/10	40L/20L/10L/5L/2L	—	180	5
LB 2-X	8L/4L/2L	72	316	5
LB 5-X	20L/10L/5L/2L	48	288	5
LB 20-X	40L/20L/10L/5L/2L	—	156	5
'Mech Mortar/1	By shell type	36	144	5
'Mech Mortar/2	By shell type	12	108	5
'Mech Mortar/4	By shell type	—	72	5
'Mech Mortar/8	By shell type	—	72	5
Ultra AC/2	8L/4L/2L	36	288	5
Ultra AC/10	20L/10L/5L/2L	—	180	5
Ultra AC/20	40L/20L/10L/5L/2L	—	156	5
<i>Missile Weapons</i>				
ELRM-5	20L/10L/5L/2L	120	456	5
ELRM-10	20L/10L/5L/2L	120	456	5
ELRM-15	20L/10L/5L/2L	120	456	5
ELRM-20	20L/10L/5L/2L	120	456	5
Thunderbolt-5	20L/10L/5L/2L	60	252	5
Thunderbolt-10	40L/20L/10L/5L	60	252	5
Thunderbolt-15	60L/30L/15L/8L	60	252	5
Thunderbolt-20	80L/40L/20L/10L	60	252	5

TURN # _____**SIDE** _____

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TACTICAL HANDBOOK

Thirty-one hours ago your lance commander ordered you into this position. Twenty-eight hours ago you finished draping the thermal camo tarps over your 'Mech. And for the past 27 hours you've been sitting in your cockpit, systems on minimum power, waiting in the dark—waiting for the Clans.

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