

Battle Armor Design Rules Frequently Asked Questions

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Version 0.98

Version 0.94 (15/02/2001)

- First version of this file

Version 0.95 (19/03/2001)

- Revised version

Version 0.96 (01/05/2001)

- Revised Version

Version 0.97 (28/06/2001)

- Revised Version

Version 0.98 (22/07/2001)

- Revised Version

As several questions have started to be repeated, I have decided to address them in this Frequently Asked Questions document. Additional clarification will be included in the body of the main documents as they are revised and updated.

Q. Why has everything changed?

A. These rules are still undergoing a process of revision and rewriting. Sometimes it is necessary to make significant changes to rebalance the system after one aspect has been modified.

Version 0.96 is an example of a major revision that had far-reaching consequences (including making the Battle Armor Forge program hopelessly out of date).

All I can say is that the rules are still evolving and until it reaches version 1.0, there is no guarantee that other significant changes will not take place.

Q. Energy weapons have ammo?????

A. In the MechWarrior rules for Battle Armor energy weapons are powered by their own powerpacks (hence the limited number of shots). This would suggest that Battle Armor is not equipped with a micro-fusion powerplant, but has a powerpack or fuel cell that can power the suit for an extended time (12 hours?), but is not sufficient for the weapons. The power systems on Battle Armor have never been identified in any rules, and even the novels are unclear (and contradictory)

All weapons except Missiles and Mines have an unlimited supply of ammunition in the BattleTech/BattleTroops scale.

Q. How about Battle Armor TSM?

A. It is something to consider for the future, but at the moment emphasis is on closing off the rules set, so additional equipment will only be added if completely necessary.

Q. The lasers generate too much heat. I thought these were scaled-down BattleMech weapons?

A. The heat levels are in line with BattleTech values (with the exception of specific weapons such as MGs) to avoid confusion, so players only need to know one set of heat rules. MGs produce heat on Battle Armor for various reasons, but the primary one is to balance the system to prevent abuse of a zero heat MG that can result in a Battle Armor suit with too much firepower to make it balanced in BattleTech.

Q. We want Double Heat Sinks, Ferro Fibrous Armor, Endo Steel Structure etc.

A. The entire system was developed with three specific goals in mind.

- 1. Create a system to allow Battle Armor to be constructed to a set of coherent rules.*
- 2. Allow the existing designs to be built with the system.*
- 3. Maintain balance with the suits when used in the BattleTech game in conjunction with other units (Mechs, ProtoMechs and Vehicles).*

As a result the system is not geared to allowing the construction of new designs that are significantly more powerful than the best of the official ones. To achieve game balance, the effectiveness of weapons are balanced by their weight, space required and heat produced (necessitating the mounting of more heat sinks).

To allow the existing designs to be built required significant statistical analysis and even more guess work to get a system that would work. The game balance aspect rules out the introduction of significantly lighter construction materials or advanced cooling systems at this time.

Q. Why the speed limit on Battle Armor

A. *Game Balance.*

Q. Configurable hardpoints are confusing. Can't we just have OmniSuits.

A. *The Configurable Hardpoint is a halfway house between a "standard suit" and an "Omni". No official design has been an "Omni", so they do not exist in the rules. The Configurable Hardpoint is included (like so much else) to make the published designs work.*

The rules for Configurable Hardpoints will be clarified in a later version of the rules.

Q. Why is the troopers weight not included in the suit?

A. *This is included in the latest revision.*

Q. Why the references to the Lostech book in the TRO fluff text?

A. *Much of the text had been taken from the Lostech book. Rather than perpetuate the tendency for all BattleTech products ending up as downloadable content somewhere on the Internet, it was decided to remove the text, but retain the designs for illustration purposes. If the rules ever reach version 1.0, the designs themselves may also be removed.*

Q. I am having problems with the Battle Armor Forge Program.

A. *Contact by Gideon Garber and Ben Elliot at [Camp SuperFun](#). They used my rules and created the program. I was not involved in this development, have never seen the source code, don't know how it works and can't help anybody. Sorry.*

Q. Will there be printing from Battle Armor Forge.

A. *Contact by Gideon Garber and Ben Elliot at [Camp SuperFun](#). They used my rules and created the program. I was not involved in this development, have never seen the source code, don't know how it works and can't help anybody. Sorry.*

Q. Will there be an update to the Battle Armor Forge program.

A. *Contact by Gideon Garber and Ben Elliot at [Camp SuperFun](#). They used my rules and created the program. I was not involved in this development, have never seen the source code, don't know how it works and can't help anybody. Sorry.*

Q. I have this really great idea for a new weapon/item of equipment to be added to the BADR.

A. I will consider anything submitted, but can make no promises of including it in the rules. There may be issues with game balance, or the item may not fit into the BattleTech universe (in my opinion). However anyone may take the rules as they are and create their own version. All that is required is that credit is given for anything that is reused and the revised edition be made freely available for personal use. My permission is required should the resulting rules set be released as a commercial product (and I will be expecting my share of the money).

Q. Can these rules be used with HeavyMetal Lite.

A. Although there are no official construction rules, Rick Raisley elected to add the ability to create custom Battle Armor and Infantry units in HML. While there are no checks on weight, cost or BV, Rick has implemented a system that works with the majority of these rules. The entire HeavyMetal program suite is very impressive and comprehensive. While there are free programs available, none have the excellent support provided by Rick.