

MechWarrior Battle Armor Rules

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A program, "Battle Armor Forge" is in development by Gideon Garber and Ben Elliot. A Beta version can be found at [Camp SuperFun](#) . All questions about this program should be directed to them as I have had no involvement in its production.

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Version 0.98

Version 0.8 (20/11/2000)

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Version 0.86 (30/11/2000)

- Changed Version number to 0.86 to bring it into line with the design rules.
- Combined all MechWarrior Rules into text.
- Beat up rules to try and make them consistent.

Version 0.88 (17/12/2000)

- Changed Version to 0.88 to bring it in line with the design rules.
- Fixed some typos.
- Added some new weapons.
- Changed the Warhammer affiliation to FWL and WoB.
- Added Ice Streak to Assignment Table.
- Added Close Combat Equipment.

Version 0.90 (07/01/2001)

- Changed Version to 0.90 to bring it in line with the design rules.
- Added the Kobold Battle Armor to the available designs.

Version 0.92 (21/01/2001)

- Jumped to version 0.92 to bring into line with the rest of the rules.
- Split up availability chart for Clans.
- Added Salvage Arm rules.

Version 0.93 (01/02/2001)

- FASA Memorial Edition. FASA are going out of business and the rights to BattleTech are being acquired by WizKids.
- Added Stalking Octopus, Dust Python and Screaming Hawk to assignment tables.

Version 0.94 (26/02/2001)

- Added Dragoon and Bravo to assignment tables.

Version 0.95 (19/03/2001)

- Added the Mist Ape, Fire Efreeti and Leaping Tiger to assignment tables.
- Added extra Power Pack.
- Added note that standard Battle Armor has 24 hours endurance on internal power.

Version 0.96 (01/05/2001)

- Changed Purifier to Medium Class.
- Added notes on Missiles.
- Added notes on Claws and Magnetic Clamps.

Version 0.97 (17/06/2001)

- Increment version number to bring document into line with the others

Version 0.98 (22/07/2001)

- Added Taurus Battle Armor to assignment tables.

References

The following publications were used in the creation of these rules.

Rules

BattleTech Master Rules
BattleTech Master Rules (Revised)
MechWarrior – 3rd Edition
Lostech: The MechWarrior Equipment Guide
MechWarrior Guide to Solaris
MechWarrior Guide to the Clans
BattleSpace
AeroTech 2
ClanForce (MechForce UK)
Battle Armor Design Rules (BADR)
BattleTech Battle Armor Rules

Sourcebooks

Field Manual: Crusader Clans
Field Manual: Warden Clans
Field Manual: Draconis Combine
Field Manual: Free Worlds League
Field Manual: Capellan Confederation
Field Manual: Federated Suns
Field Manual: Lyrans Alliance
Field Manual: ComStar
Field Manual: Mercenaries
Field Manual: Periphery

Scenarios

Fall of Terra
Day of Heroes
Royalty and Rouges

Novels

Tactics of Duty

Computer Programs

HeavyMetal Pro
HeavyMetal Vee
HeavyMetal Lite

Introduction

These rules are intended to support the Battle Armor Design Rules (BADR) which can be found on The Technical Readout website at <http://freespace.virgin.net/david.mcculloch/index.htm> (where this document also originates from).

They are intended to supplement and expand the existing MechWarrior rules for using Battle Armor within the Role-Playing Game.

To get the maximum benefit from these rules possession of both MechWarrior (3rd Edition), Lostech: The Mechwarrior Equipment Guide and MechWarrior Guide to Solaris VII are recommended.

Battle Armor

First designed and fielded by the Clans some two centuries ago, powered armor is still a relatively new concept to the Inner Sphere. The suit can withstand damage from the heaviest of weapons. While heavy and cumbersome, the suit is relatively flexible. The pilot's actions are translated into the myomer-enhanced movements of the suit, hence the term "power armor". Many designs are also equipped with jump jets, further enhancing their mobility.

The suits' combat capabilities make them feared across the Inner Sphere and Clan Space. Even the lightest of Power Armor suits can mount a support-class weapon (there are rare exceptions), while the heaviest suits can mount missile tubes and even Mech-class lasers. Most also have functioning hands or claws; when coupled with the armor's enhanced strength, these can literally rip the armor plates off a Mech or vehicle.

The Clans have used the standard Elemental Battle Armor for more than a century; nearly every front-line - and even many second line - unit has been issued the with them. The Inner Sphere powers have been manufacturing their own Battle Armor designs for a decade, but the Successor States have only enough in service to equip a few of their regiments and special-forces units.

Power Armor troops have special systems. For example, all suits are environmentally sealed, allowing them to function in space or underwater. A heads-up display (HUD) with infrared capabilities projects data to the trooper's screen. Advanced tactical communications systems are built into every suit, while others can be easily fitted with longer-range and even satellite comm. Systems (though in the latter case, a portable dish would be needed to be set up). Built-in sensors monitor the trooper's condition, activating a medipack if circumstances warrant it. Clan Power Armor suits are equipped with a more advanced medical system, as well as a mechanism that automatically seals breaches in the armor with a substance known as HarJel. The suits' myomer-enhanced strength also provides an additional boost in melee combat.

Game Rules

Piloting Battle Armor is not an easy task. An armoured infantry trooper must possess the skill to pilot the suit (Piloting/Battlesuit) and the physical strength and stamina needed to work it (BOD 6+, STR 6+). Characters without the appropriate Piloting Skill and/or high enough STR or BOD who are trying to pilot a suit will have a difficult time of it. Such a character will suffer a point of Fatigue every turn he moves faster than walking speed or fights in melee combat. In addition, if the character uses sprinting or evading movement, uses jump jets or fires any kind of support weapon from the suit, he must make a BOD check or suffer a Grazing Wound from the stress the suit puts on his body.

Battle Armor is custom fitted to their user, a potential problem to characters looking to simply "put one on and run with it." Most suits can, of course, be readjusted for a new user. This process can be completed in 1D6 x 10 minutes, though the assistance of an unarmored character with the Piloting/Battlesuit skill will cut the time required in half. Using a suit not custom-fitted or adjusted inflicts a +2 TN Modifier to all Action Checks.

Each trooper in a Point or Squad usually carries the same primary weapons, though the secondary (AP) weapon(s) are commonly left up to the preference of the individual trooper. Characters use the appropriate Gunnery/Humanoid skill when firing the primary weapon(s), but use the appropriate small-arms skill (Rifle, SMG and so on) when firing the secondary AP weapons.

Support weapons mounted on a Battle Armor suit do not require a crew, nor do they encumber the user of the suit.

The advanced systems of a Battle Armor suit allow its operator to use a Complex Action to fire any or all the suit's weapons in a single turn, with a +1 TN Modifier applying to all such shots.

These primary and secondary (AP) weapons are specially designed for use with Battle Armor. Acquiring the weapons is easy enough for individuals in units that employ Battle Armor. However, they are difficult to come by otherwise. Character with appropriate Technician Skill (ballistic, laser or missile) can attempt to modify a standard weapon for use with Battle Armor. In addition to the weapon itself, the character will need specialised parts costing ten times the value of the weapon itself. The character then makes a Technician Check with a +2 Modifier, representing the difficulty in making the modification. If it fails, the weapon will appear fully usable until it is fired, in which case it will fail. Gamesmasters will determine the exact nature of the failure based on the MoF.

The suit itself significantly enhances its wearer's physical strength, though at a cost in manual dexterity. The description of each suit of Battle Armor lists the nature of these modifications. Whenever engaging in a physical attack, the player must use the Martial Arts/Battlesuit Skill.

The internal systems provide a number of benefits. The HUD improves the trooper's accuracy when using his integral weapons. All ranged attacks are made at a -1 TN Modifier. Additionally, most suits have enhanced optics, providing the same benefits of rangefinder binoculars, infrared detectors and night vision goggles. Long-range military communicators are also built into each suit. The medipack (for IS Battle Armor) or LSSU (for Clan Battle Armor) keep a trooper functioning at peak performance. The jump jets, for those suits fitted with them, function as the standard jump pack.

Battle Armor can be sealed to protect the wearer from extreme temperatures and environments. Each has its own onboard oxygen reserve, providing up to a dozen hours of air before needing to be recharged. Battle Armor can enter water, but will sink to the bottom unless they are fitted with a raft or other floatation device. While underwater, Characters must expend a Simple Action to walk at half normal rate or a Complex Action to move at full walking speed. Jump jets will not work while submerged.

Battle Armor Equipment Summary

All Battle Armor is equipped with the following:-

- Rangefinder Binoculars
- Infr-red Detectors
- Night Vision Goggles
- Long-Range Military Communicator
- MedPack (IS) or LSSU (Clan)
- Sealed Environment
- 12-hour oxygen supply
- 24-hours power
- HarJel System (Clan)

New Skills

Tactics/Anti-BattleMech - This new skill covers the tactics required for infantry to make an effective anti-BattleMech attack, including the infamous Swarming manoeuvre. A character with this skill can use it in place of Tactics/Infantry if opposition includes BattleMechs. In addition, this skill is used to correctly plant explosives and aim other attacks against BattleMech armor at point-blank range to achieve maximum armor penetration.

Battle Armor in Combat

Each Battle Armor design includes two stats: Melee AP and Target Size Modifier.

Melee AP is the Battle Armor's armor penetration value in melee combat, bases on its size and configuration of its hands or claws.

The Target Size Modifier is a target number modifier applied to Checks made by opponents attacking a trooper wearing the Battle Armor. Larger Battle Armor variants are easier to hit than smaller ones.

All weapons specifically designed for Battle Armor use are assumed to have recoil compensators (MW3 P. 139) unless the rules for a specific weapon prohibit it. Weapons modified for Battle Armor use (MW 3 P.143) cannot be fitted with recoil compensators.

Attribute and Movement Modifiers

The myomer musculature of Battle Armor offsets the suit's weight. However the bulk of a Battle Armor suit restricts the wearers movements somewhat, and the claw-like hands reduce manual dexterity.

These drawbacks are reflected by the Attribute Modifiers listed for each design.

These modifiers are applied to a character's Dexterity and Reflexes while the character is wearing the suit. They also apply to the result of any Action Check die roll related to those Attributes. If a single Check involves both Attributes, both modifiers are applied to the roll result.

These Attribute modifiers do not apply to Piloting/Battlesuit Checks, Martial Arts/Battlesuit Checks, or Checks made when using any weapon or other equipment directly mounted on the Battle Armor.

The movement modifiers listed for each design apply to the characters Walking/Running/Sprinting movement modes when wearing the suit. The Running modifier also applies to Evading movement. For example, a suit with movement modifiers -2/-4/-6 would reduce the wearer's Walking movement rate by 2 meters per turn, his Running and Evading rates by 4 meters per turn, and his Sprinting rate by 6 meters per turn.

Some of the Battle Armor variants have movement modifiers expressed as multipliers or a flat rate of speed. Multipliers apply to all movement modes. If a flat rate per turn is listed, the Battle Armor uses vehicle movement rules (see MW p 119) rather than character movement rules.

Aimed Shots and Special-Knowledge Attacks

The most effective tactics for attacking any armoured opponent – including one in a suit of Battle Armor - is to aim for the weak points. Skilful or lucky characters can exploit the weaknesses in a suit of Battle Armor to make effective attacks against the Battle Armored opponent.

The faceplate or joints of a Battle Armor suite, where the armor is a bit weaker than the breastplate, are the most obvious weak spots. Any character can attempt to aim an attack at these areas. Attacks against the faceplate must be made from the front and receive an Aimed Shot TN modifier of +10. If the attack succeeds, the shot strikes the target in the head. Reduce the suit's armor value by 3 when resolving the attack. An attack against an arm or leg joint has an Aimed Shot TN modifier of +8. If such an attack succeeds, the shot strikes the target in the corresponding limb. Reduce the suit's armor value by 2 when resolving the attack.

Characters with specific knowledge of Battle Armor construction can use that knowledge to estimate the weakest point in a specific Battle Armor target. To do this, the character must spend a Complex Action and make an Engineering or Technician/Mechanics Check. Apply TN modifiers as if the attack were a ranged attack (range and visibility modifiers, and so on). If the check succeeds, reduce the target's armor value by 1 for all attacks made by the character. In addition, the Skills Check MoS may be added to the result of the next attack check the character makes against that target. This bonus applies only if the character has attacked no other targets in the intervening time and can be used only once.

Characters targeting Battle Armor may combine Aimed Shot attacks at weak spots and special knowledge attacks.

HarJel

HarJel enables a character wearing Clan Battle Armor to seal breaches in the armor during combat.

Discovered by Clan Diamond Shark on the planet Strato Domingo, the jellylike substance called HarJel possesses a number of remarkable properties. When properly refined, HarJel retains a liquid state until exposed to vacuum conditions or an electric current of specific amplitude. The Clans first used HarJel to create self-sealing bulkheads on spacecraft but quickly adapted it for use in Battle Armor.

Only Clan Battle Armor can be equipped with HarJel. Assume any Clan-model Battle Armor is HarJel-equipped unless the user is cut off from Clan supply lines for some reason (Bandit Caste renegades and Inner Sphere bondsman would not be able to replenish HarJel levels in their Battle Armor).

Using HarJel, Clan Battle Armor can recover armor value lost to armor degradation in combat, but this is only a temporary stopgap until true repairs can be made. To seal a Battle Armor breach with HarJel, a character must spend a Simple Action and make a successful Piloting/Battlesuit Check. The check receives a TN modifier equal to the armor value points lost to armor degradation in the attack, multiplied by 2.

If the check succeeds, the HarJel seals the breach and the suit functions as though it had suffered no armor value loss. (Record the armor degradation for future HarJel Checks and armor repairs, however). If the Piloting Check fails, the armor breach is too severe to be sealed. In this case, the suit's HarJel supply is exhausted until a Clan technician can refill it.

Note that HarJel-sealed breaches are not permanently repaired; such damage must still be repaired per standard rules.

Battle Armor Stealth Systems

Some types of Battle Armor feature integrated stealth systems. These follow the stealth rules described in *Sneak Suits and Other Stealth Gear* (Lostech P.55) with one important exception. The stealth coating imbedded in the Battle Armor is sturdier

than the normal sneak suits and includes redundant electronics. Consequently, a Battle Armor stealth system does not lose its effectiveness after receiving 1 point of armor degradation.

Instead, the stealth modifiers degrade in the same manner as armor values. For example, an undamaged Purifier suit has stealth ratings of [Camo +4, ECM +6, IR +6]. If the suit receives 1 point of armor degradation, its stealth ratings are reduced to [Camo +3, ECM +5, IR +5].

HarJel repairs do not affect the reduction of stealth modifiers.

Battle Armor Repairs

Battle Armor repairs resemble vehicle repairs, because Battle Armor contains numerous components, unlike standard armor. For rules governing Battle Armor repairs, see Repair Costs (Lostech p. 10).

The presence of hardened HarJel in a suit's breaches makes repairs a bit more difficult. Increase the repair difficulty modifier by +2 for any Battle Armor that contains HarJel-sealed breaches.

Anti-BattleMech Attacks

Infantry trained in anti-BattleMech tactics learn to close with a BattleMech, climb it and plant satchel charges or make point-blank weapons attacks in strategic, vulnerable locations.

This dangerous tactic requires highly skilled and dedicated troops, but can turn the tide of battle quickly if successful.

The first step in making such an attack is to climb up on the BattleMech. This requires a Climbing Skill Check with the difficulty modifier based on Mechs movement that turn. If it stood still or used walking movement, the Check is Difficult (+2). If the Mech used running or sprinting movement, the Check is Very Difficult (+4). If it used evading or jumping movement, the Check is Extremely Difficult (+8). As usual, the Gamesmaster will determine if other modifiers apply.

A single successful Climbing Check (as a Complex Action) places the character on one of the Mechs legs. In order to climb higher on the Mech, another successful Climbing Check is required in a subsequent turn. Since he is literally climbing on the BattleMech's skin, the character can choose exactly which hit location he will attack.

Every turn the character wants to keep hanging on the Mech, another Climbing Check is required using a Simple Action and difficulty modifiers based on the Mech's movement that turn as described above. Failure results in a fall from a height as high as 12 meters off the ground, depending on the character's location on the Mech.

If the character is equipped with a jump pack (or jump-capable Battle Armor) he can reach any point on the target Mech using a single Simple Action. Grabbing hold of the Mech requires a successful Jump Pack Skill Roll (or Piloting/Battlesuit if the character is using Battle Armor with Jump Jets) with the same modifiers as the Climbing Check described above.

Once the character has reached the desired location, he needs to make a Tactics/Anti-BattleMech Skill Check (Solaris VII p.19) in order to locate a weak point in the Mech's armor (this takes a Simple Action). Once a vulnerable spot has been found, the character receives a +2 bonus to the Armor Penetration of each attack made from that position against the Mech (this replaces the usual +1 Armor Penetration for point-blank attacks). This bonus does not apply to other characters, nor does it apply if the character moves from his position. In the latter case, he needs to make another Tactics/BattleMech Check to locate another weak spot, even if he is targeting the same hit location.

Getting off the Mech is done with a Climbing, Free Fall or Jump Pack Check, and can be done safely in a single turn provided the character has ropes and climbing gear, or a Jump Pack. Apply the same modifiers to this roll as the Climbing Check to get on the Mech as described above.

Counterattacks

The target Mech can, of course, attempt to shake off swarming infantry. The simplest way is to move faster or jump, dramatically increasing the difficulty of hanging on.

A more direct approach is to try and brush off the infantry using the Mechs arms (four-legged quad Mechs cannot attempt this). This is a Simple Action, and requires a Piloting/Mech Check. Success knocks one character off the Mech and doubles the falling damage the character suffers. A fumbled Skill Check actually causes damage to the Mech itself equal to its tonnage divided by 10 (rounding up) applied using the BattleMech Punch Location Table.

Battle Armor Power

All Battle Armor Designs normally have sufficient power to operate for 24 hours continuously. This can be expanded by an additional 6 hours if all non-essential systems are shut down (communications, sensors, weapons systems, stealth systems, ECM, Jump Jets, VTOL and UMU). When running in energy conservation mode Battle Armor is effectively useless in combat.

Treat all Battle Armor as having 3000 points of power (that may not be used to power weapons) that is consumed at a rate of 125 points per hour of operation (100 if in low power mode).

Additional Power Packs can be added to a suit at design time to extend the endurance of a unit.

Once a suit is down to 10% of power, it receives the following penalties.

- -1 STR
- -1 REF
- Speed reduced by half

Normally units will not run their power reserves down this low.

MechWarrior Rules Expansion

The following rules and tables are intended to replace or supplement the existing rules in MechWarrior and Lostech.

Vehicle Class Table

This replaces the column in the table on Pg. 88 of MechWarrior 3rd Edition.

Trait Points	Battle Armor
10	-
9	-
8	-
7	-
6	Assault
5	-
4	Heavy
3	-
2	Medium
1	Light
0	None

Powered Exoskeletons and PA(L) suits can be acquired as equipment and is not considered a vehicle.

Class	FC(FS)	LA	FWL	DC	CC	WoB
Exo/ PA(L)	NightHawk*	NightHawk*	Tornado*			NightHawk*, Tornado*
Light	Infiltrator MkI	GD Scout	Achileus	Kage		Achileus
Medium	Standard, Cavalier, Infiltrator MKII, Wolverine*	Standard, GD Standard	Standard, Longinus	Raiden	Standard, Fa Shih	Standard, Longinus, Purifier
Heavy	Sloth	Sloth	Warhammer*			Warhammer*
Assault	Titan*	Fenrir		Kanazuchi		

Class	CS	SLDF	FRR	Merc	Wolf's Dragoons	Periphery
Exo/ PA(L)	NightHawk*, Tornado*	NightHawk*, Tornado*		NightHawk*	NightHawk*	NightHawk*
Light	Kobold*	Infiltrator MKI, Kage, Kobold*	Kobold*	GD Scout, Bravo*	Dragoon*	
Medium	Standard, Wolverine*	Standard, Wolverine*	Standard	Standard, GD Standard	Elemental	Standard, Taurus*
Heavy		Sloth				
Assault		Kanazuchi				

Note that the Kanazuchi has been changed from Heavy to Assault.

Class	Clan (Generic)	Ghost Bears	Wolf	Jade Falcon	Steel Viper	Nova Cat	Star Adder	Blood Spirit	Cloud Cobra
Exo/ PA(L)	NightHawk*	NightHawk*	NightHawk*	NightHawk*	NightHawk*	NightHawk*	NightHawk*	NightHawk*	NightHawk*
Light	Sylph							Blood Rage*	Sylph
Medium	Elemental	Elemental, Steel Bear*	Elemental, Headhunter*	Elemental	Elemental	Elemental, Leaping Tiger*	Elemental	Elemental	Elemental
Heavy	Gnome			Screaming Hawk*	Dust Python*				
Assault	Iron Golem*						Fire Efreeti*		Mist Ape*

Class	Ice Hellion	Fire Mandrill	Hell's Horses	Snow Ravens	Diamond Shark	Goliath Scorpion	Coyote	Burrok	Smoke Jaguar
Exo/ PA(L)	NightHawk*	NightHawk*	NightHawk*	NightHawk*	NightHawk*	NightHawk*	NightHawk*	NightHawk*	NightHawk*
Light	Ice Streak*			Star Raven*, Sylph	Sylph				
Medium	Elemental	Elemental, Salamander	Elemental, Salamander	Elemental	Elemental	Elemental, Undine	Elemental	Elemental	Elemental
Heavy			Gnome						
Assault					Stalking Octopus*		Iron Golem*		

*See the Technical Readout 3063 for these designs.

Enhanced Imaging (EI) Neural Implant

Clan enhanced-imaging (EI) neural implants consist of an extensive series of electronic sensors, contact points and fiber-optic wires implanted just below the recipient's skin and attached to the central nervous system. The implants are placed over most of the surface of the body and are visible as faintly luminous lines under the skin. EI implants spotted among the Jade Falcon warriors glow green, but red and blue implants have been seen in recent years as well. It is unclear if this represents an aesthetic choice or a refinement of the Clan's EI implant technology.

EI implants also produced serious side effects. In the short term, EI implants may cause mental instability, and an EI-implant recipient may experience sensory overload if his Battle Armor takes damage. In the long term, EI Implants may cause insanity, permanent nerve damage, and death. Consequently, only the most fanatical Clan Warriors use EI implants. On average, less than 5 percent of all Clan Warriors have EI implants. However, the proportion seems somewhat higher to most Inner Sphere observers because EI-enhanced warriors tend to operate in units with one another. The number of Warriors using EI implants is noticeably higher in Crusader Clans such as the Jade Falcons and Hell's Horses.

Effects: An EI neural implant acts as part of the enhanced-imaging display system (Lostech p 103). In conjunction with the EI display system, the implant enables a warrior to assimilate EI display data instantaneously and use it reflexively, issuing commands to the display's "virtual camera" by thought alone.

Additionally, the instant communication between the warrior and machine improves reaction time and results in a more agile Battle Armor unit. Consequently any Battle Armor equipped with an EI display can be operated much more effectively by a character with an EI implant. Needless to say, the implant has no effect in a vehicle that lacks EI display equipment. Also, the neural implant benefits BattleMech and Battle Armor pilots only. Conventional vehicle drivers and aerospace pilots derive no benefit from the implant because their machines do not have humanoid shapes.

When engaging in BattleTech or vehicle combat, follow the rules in the BattleTech Battle Armor Rules (P. 11) with the following changes. When EI equipped Battle Armor takes damage, the player must make a BOD/WIL Check. A failed check results in 2D6 damage (armor has no effect).

The neural implant confers bonuses in personal combat to Battle Armor troops. The character gains a -1 TN modifier to all Piloting/Battlesuit Checks. When launching ranged combat attacks, an EI equipped character's checks receive no visibility modifiers, and TN modifiers for aimed shots and cover are reduced by -2 each (to a minimum of zero). Attacks made while taking careful aim receive an additional -2 TN modifier (this additional modifier applies only one, regardless of how many consecutive careful aim actions are taken).

Drawbacks: EI implants cause recipients to become mentally unstable. They degenerate over the course of a year or so until they are extremely abusive and paranoid. (The Gamesmaster determines the specific mental side effects). Clan scientists have developed special drugs and therapy that can delay this degeneration, but most player characters will not have access to such treatment. Even with the treatment, most EI subjects become so disturbed within three years that they are unfit for duty.

The neural degeneration caused by an EI implant is represented in game terms by a gradual accumulation of Fatigue points. Each year after the EI implantation, the character receives a permanent point of Fatigue that cannot be recovered. Additionally, the character must make a BOD/WIL Check each time his Fatigue is increased in this manner. The check receives a TN modifier equal to the character's permanent Fatigue. If the check fails, the character receives a second permanent Fatigue point and may develop a serious side effect at the Gamesmaster discretion. The side effect may be any 1-point negative trait such as Allergy, Disability, Introvert, Night Blindness, Timid or TDS.

A permanent Fatigue point is added and another BOD/WIL Check is made every year; each successive failed test produces another permanent Fatigue point and another side effect (or the worsening of a trait previously inflicted by EI).

Traits such as Amnesia, Combat Paralysis, Poor Vision and Slow Learner are all possible side effects once a character has failed two or more BOD/WIL Checks. If a character takes enough permanent Fatigue points to render him unconscious (more than twice his WIL) he slips into a catatonic insanity.

Clan scientists can treat this neural deterioration with therapy and drugs. An afflicted character must have access to Clan medical care and spend 15 minutes a day in hospital. This treatment enables the character to function as though he has 5 fewer Fatigue points, but does not affect any negative traits suffered. If the character misses even a single day of therapy, he reverts to his full levels of Fatigue.

Currently no effective cure for the negative side effects of EI implants exists. Removing the EI implants halts the deterioration, but all negative effects accumulated before the removal remain.

Minefields

Some units may be equipped with systems that aids in clearing minefields. When so equipped, a character wearing the Power Armor receives a –3 TN modifier on Demolitions Checks made to detect or disarm a minefield.

Units equipped with minefield dispensers may create a minefield. Laying a minefield is a Complex Action that requires Jumping movement over the area to be mined. At the end of the turn, the character may be placed at any edge of the designated area, which is now considered a minefield. The area mined is 350 square meters.

If desired, the controlling player can create a single mined area of 700 square meters. To do so, the character must perform the mine deployment in two turns.

See Lostech for other details on mines and minefields.

MechWarrior Equipment And Weapons

Close Combat Equipment

Some Battle Armor units are equipped with devices that make them more effective in close combat situations.

Vibro-Claws

First introduced by the NAIS, these fearsome weapons not only allow Battle Armor to inflict more damage on Mechs and Vehicles when performing the infamous “Swarm” attack, but also are also effective against other Battle Armor units and infantry.

These weapons are treated as a Vibro-Axe, with the exception that they can be used “one-handed” as they are commonly mounted along the lower arm, leaving the hand/manipulator free.

A Vibro Claw cannot be detached for use by unarmored personnel.

Missile Weapons

SRM Launchers

Each turn an SRM launcher can fire up to the number of missiles indicated by its designation i.e. an SRM 2 can fire up to two missiles per turn. The missile launcher may be a One Shot system with no reloads, or a standard one, such as the SRM 2 mounted on the standard Clan Elemental – which can fire up to two missiles and has two more as reloads.

All SRMs are treated as standard SRM Launcher support weapons for range and damage effects.

Advanced SRM Launchers

Advanced SRM launchers are treated in the same way as normal SRM launchers, except the TN modifiers for range, visibility and target size are each reduced by 1 each (to a minimum of zero).

LRM Launchers

LRM launchers are treated in the same way as SRM launchers, except the range and damage effects are identical to the Corean Farshot portable LRM (Lostech Pg. 40).

Torpedoes

These weapons are treated like their Missile counterparts, except they are used for underwater attacks.

Infernos

Units equipped with Fire Resistant armor may carry Inferno rounds in their SRM launchers (but not in Advanced SRM or LRM launchers).

Heavy Support Lasers

Both the Clans and the Inner Sphere have worked to develop some additional heavy support weapons for their conventional troops. These weapons are normally deployed in fixed positions as the time required to break them down, move to a new location and set up the weapon once more is too long to make it practical in a fluid combat situation.

ER Heavy Support Laser

The Free Worlds League stole the march on the rest on the Inner Sphere in producing the first ER Medium and Small Lasers for BattleMechs, AeroSpace Fighters and Conventional Vehicles. They then used their technological know-how to produce an Extended Range Heavy Support Laser for their infantry units, especially in light of the recent explosion of Battle Armor troops in the Inner Sphere.

The heavy power requirements of the weapon tie its deployment to Garrison Troops in fixed positions. So far only units with unquestionable loyalty to Captain-General Thomas Marik have received this equipment.

Interestingly enough, great pains have been taken to keep the weapon out of the hands of the Capellan Confederation and even the Word of Blake, possibly signifying a change in relations between these two powers and the League.

ER Heavy Support Laser (Clan)

Spurred on by the Annihilation of the Smoke Jaguars, all the Clans have taken steps to bolster their second line formations. Each Clan is constantly under threat from their peers as Clan Space is beset with an orgy of trials for the possessions of not only the destroyed Jaguars, but also the territory once controlled by the Ghost Bears and the Nova Cats. Clan Hells Horses, ever a supporter of the use of infantry, were the first to develop an infantry version of the Clan ER Medium Laser.

Like the Inner Sphere counterpart, it is best suited for defensive deployment, but also has been used in the Clan Coyote new Assault Battle Armor design, the Iron Golem.

Semi-Portable Heavy Laser (Clan)

The Clans once more demonstrated their technological advantages over the Inner Sphere with the introduction on Heavy Laser technology. This lighter support weapon packs a punch comparable to larger weapons but the trade-off is it is less accurate.

Some Clans still harbour fears about the health of troopers who are repeatedly exposed to the EM emissions of these weapons.

Very Heavy Support Laser (Clan)

This brutal weapon uses Heavy Laser technology that makes it an ideal weapon for challenging Battle Armored opponents. However its weight and lack of mobility combine with the fact that it automatically becomes a primary target for an enemy assault to make it somewhat less effective.

Some of the Clans are deploying the weapon in limited numbers, often as part of the guard forces around their Genetic Repositories.

Item	Skill	Equipment Ratings	AP * Damage	Type	Range in Meters S/M/L/E	Shots	Cost/Reload	Weight	Afil	Notes
ER Heavy Support Laser	SUP	E/D/E	6 * 10D6	E	175/625/1,200/2,250	20*	80,000/†	250kg	FWL	Crew:4
ER Heavy Support Laser (Clan)	SUP	F/D/E	6 * 12D6	E	200/750/1,400/2,500	20*	80,000/†	240kg	Clan	Crew:3
Semi-Portable Heavy Laser	SUP	F/D/E	6 * 10D6	E	100/325/760/1,500	15*	20,000/†	150kg	Clan	Crew:3, +1 TN
Very Heavy Support Laser	SUP	F/D/E	7 * 14D6	E	150/500/950/1,900	30*	100,000/†	250kg	Clan	Crew:4, +1 TN

* This represents the number of power points used per shot, not the number of bullets in a magazine.

† These weapons use Power Packs, so they do not have a standard reload cost

Other Equipment

Claws and Magnetic Clamps

Units so equipped have amazing climbing abilities. They may climb up sheer surfaces, upside down and sideways. Success in such attempts is virtually assured. The gamesmaster should require a Skill check only in extreme circumstances, and reduce the target number by 10.

Salvage Arm

This equipment is designed with small but nimble manipulator claws combined with cutting and heavy lifting equipment. It is capable of lifting a payload of up to half a ton, though the suit cannot move faster than a walk and may not use any other types of movement, such as jumping.

When aided by a unit equipped with a salvage arm (either operating a suit of Battle Armor or with one as an assistant) a Technician may either receives a +1 TN modifier or reduce the task time by 50% when performing salvage and repair tasks involving heavy parts i.e. salvaging a Medium Pulse Laser from a wrecked OmniMech or attacking new armor to a damaged Mech.

Searchlight

This equipment operates like a Barrel-Mount Flashlight, but with a range 180 meters.

Power Pack

Additional Power Packs can be included in the design of Battle Armor. The power packs can be adapted to work with other devices via a successful Technician/Battle Armor roll (need to work out TN).

When employed in this manner, an IS Power Pack can provide 1250 points of power, and the Clan version can provide 1500 points.

They may be recharged like any other Power Pack.

BattleTech Intigration

See the BattleTech Rules for dealing with Battle Armor combat on the BattleTech scale.

The following rules involve integrating MechWarrior with BattleTech.

BattleTech Combat

When Player Characters are present in a unit when playing on the BattleTech scale it is important that their presence in a unit is clearly marked on the record sheets. Unless noted otherwise it is assumed that only one Player Character is present in each unit, and that they are represented by the #1 member of the unit.

Results of Combat

If a Player Character is “killed” in a BattleTech scale game, they are considered to be only *mostly dead*. For non-player members of a unit see the BattleTech rules on **After The Battle** to resolve their condition.

Player Characters are assumed to have suffered the 1D6 damage if the final box on the Battle Armor Record Form that represents the Character has been crossed off. This damage is increased by 1D6 of each point of damage “overkill” that was inflicted on that trooper. This damage is applied to the Character with no modifiers for armor, as the Battle Armor protection has already been breached.

Example: A Player Character in a standard Inner Sphere Battle Armor suit has been hit by two SRMs on a previous turn (giving the Battle Armor five points of armor and one point for the Character). A standard Large Laser hits the character during the next round. The eight points of damage this weapon inflicts disables the suit and the character takes 3D6 of damage (one for the hit on the final box, and two more for the “overkill”).

The Medical systems on the Battle Armor still operate, so the character is not totally without help.

If the results of these wounds kills the Character, then they are dead, otherwise they may either be recovered or captured, depending on who controls the battlefield following combat. If ambulatory, the Character may attempt to depart the field of combat under their own power. The Games Master may elect to Role-Play this, or determine the appropriate skill checks required.