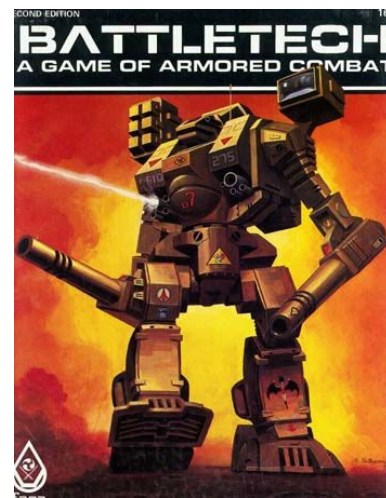


# CLASSIC BATTLETECH

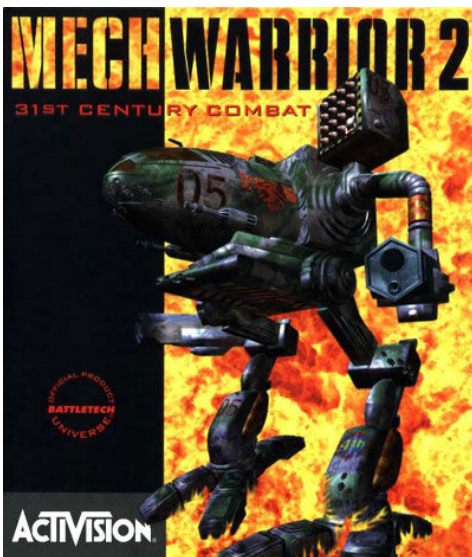
*“I am become death, the destroyer of worlds. Standing between you and mission complete is 70 tons of armor plate, myomer muscle and lethal weaponry. Just another day’s work for a 31st-century MechWarrior. If you’re the better pilot, you’ll walk away with the money, the salvaged parts and your life.” – MechWarrior 1, the PC game.*

Big robots. Big weapons. Lots of armor. Lots of things get blown up really good. That was the basic idea that created this game, inspired by Japanese anime big at the time like Macross, Dougram, and Crusher Joe.

The creators of BattleTech purchased a license to use those images, then unused in America, and created a universe, a basic set of combat rules, and a feel designed purely for a western audience. The universe drops you, the player, into a future where mankind lives in perpetual warfare known as the Succession Wars. The leaders of the surviving Successor States seek to rebuild the glories of the long lost Star League, preferably over the dead bodies of their enemies. The MechWarrior is the front line of this war, the ultimate armored knight, piloting a giant thirty-foot tall robot called a BattleMech. You are the MechWarrior, using lasers, missiles, autocannons, and sometimes even the simple fist to relegate your enemy to bitter defeat and then salvage his remains.



Since BattleDroid’s introduction in 1984, its rebranding as BattleTech in 1985, and its rebranding AGAIN as Classic BattleTech in 2003, over 100 novels, scores of game expansions, supplements, and totally new games have introduced new ways of fighting such as the vehicles and buildings in CityTech, the infantry-scale BattleTroops, the space-based AeroTech, the duels on the game world of Solaris VII, the large unit actions of BattleForce, and even the stellar-scale gaming of Succession Wars played similarly to Risk. The MechWarrior (Now Classic BattleTech) Role Playing Game even allows players to flesh out their MechWarriors or other characters and play them outside the cockpit with other players, usually in a group setting with a gamemaster. Video games have been made, including the MechWarrior and MechAssault series that have introduced many gamers to the universe on the PC, SNES, Genesis, Playstation, and Xbox, and the excellent MechCommander series for the PC.



# CLASSIC BATTLETECH

The pinnacle of those games is the Virtual World pods that actually allow you to get inside the cockpit of a BattleMech and pilot the machine into battle against other people or computer opponents. Full controls and displays surrounding you inside the pod give you the feel of actually being inside a BattleMech cockpit. I've played in them a few times and can't wait to get my next chance to close the hatch, surrounding me in only the light of the displays and have at my enemies with great vigor.



The most recent additions to the BattleTech universe are MechWarrior: Dark Age and MechWarrior: Age of Destruction, sporting pre-painted plastic miniatures and pushing a combined arms approach to warfare. They've brought new recognition and new fans to the BattleTech universe. In all, an estimated twenty-five million people have played a BattleTech game or read a BattleTech novel. Have you?



The BattleTech board game of course started it all. You play it on a map sheet, with hexes printed on it to allow for easy counting of ranges, movement, and for determining locations of all units. Many players, especially those who come over from MechWarrior: DA or AoG place terrain without hex grids on it and move around and measure distances using a flexible ruler as that is the way those games are played. BattleTech easily supports either style.

You have a record sheet for each unit that details its weapons, how fast it moves, and shows how much armor it has. Game play is resolved with dice, usually two six-sided dice being rolled to see if weapons hit and which location they damage if they do hit, and pencils are used to mark that damage on the sheets.

BattleTech is a mix of tactics, strategy, and luck due to these elements. A good BattleMech in the right place, or the luck of the dice at an opportune time can break the best strategy. They bring in an exciting randomness to the game. A player screaming for a head hit while they roll can be both funny and terrifying depending on which BattleMech you are playing.

**CLASSIC BATTLETECH**

**"MECH RECORD SHEET"**

**MECH DATA**

Type	_____
Movement Points	_____
Walking	_____
Running	_____
Jumping	_____

**WEAPONS & EQUIPMENT INVENTORY**

Qty	Type	Loc	MT	Org	Mod	Brk	Max	Min	Log

**WEAPON DATA**

Primary BR	_____	Plating BR	_____
Secondary BR	_____	Plating BR	_____
Energy BR	_____	Plating BR	_____
Missile BR	_____	Plating BR	_____

**CRITICAL HIT TABLE**

Location	1-2	3-4	5-6
Left Arm			
Right Arm			
Center Torso			
Left Torso			
Right Torso			
Left Leg			
Right Leg			

**PERSONAL STATISTICS DIAGRAM**

**HEAT DATA**

Heat	Shocks	Heat Sinks
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		
17		
18		
19		
20		

# CLASSIC BATTLETECH

Eight BattleTech boxed games with maps and playing pieces have been released since 1984, along with four (FOUR) rules compendiums. The new publishers of BattleTech have recently published the latest of these compendiums, known as Total Warfare. Total Warfare is the new tournament rules for BattleTech. Any tournament game will use those rules. No additions. No subtractions. The rules are there. The book comes with basic universe information, stories to pull you into the universe, pictures showing hand-painted miniatures made by professionals that look amazing, and the book is full color with a hard cover. Many of you are used to seeing other games coming out with this hardcover, full color, style in recent years.



Total Warfare is BattleTech's answer to that new style, a relaunch of a game with more than twenty years of play balancing. And the real fun part? A BattleMech designed and printed on a record sheet in 1984 can still be played in 2007. There have been no mass removals of old units and forced repurchasing of new units in order to play in BattleTech.

Now those who don't own Total Warfare are not out luck. If you have internet access you can go to <http://www.classicbattletech.com> and "Leap Into Action" to download the Quick Start Rules, Introductory Rules, a BattleTech Universe guide, color BattleMech, vehicle, and infantry paper cut outs, a map, and record sheets for free. Let me repeat that word for those of you that just sorta skipped over it.

Free.

If you are interested in playing BattleTech, if you used to play it and don't anymore, if you never have and want to see what it's like, you can go to the website and download free rules, free color gaming pieces, free map, and even a free Universe guide so you can learn about the universe if you want and decide which realm you'd like to fight for, assuming you want to fight for a realm rather than as a mercenary out for your own pocket book.

All of this is Free.

The streamlined Quick Start Rules are great for teaching people BattleTech, and for experienced players who just want to run through a game fast. The rules are stripped down to allow for maximum destruction of BattleMechs in a minimum amount of time. Somebody's speaking my language here. The Introductory Rules are more detailed, akin to the rules seen in the boxed sets. Total Warfare is the tournament rules, very detailed.

In short, BattleTech allows you to play anything from fast-paced games over beer and pretzels to more serious and detailed games. I love to sit back with friends and talk, laugh, eat a little bit, and just relax as we blow each other away with extreme prejudice. That fun factor is why it continues to be a successful gaming universe after twenty-three years of publication.





There are thousands of websites out there that support the BattleTech game and universe. Here are some of the official ones, but don't forget your local brick and mortar store like Jimmy Jams here in Rochester. They give us a place to get together in real life.



<http://www.classicbattletech.com>

The official BattleTech website. It has forums, free downloads to sample the game and official developer-written news blogs. Very informative site.



<http://www.ironwindmetals.com>

The official miniature manufacturer for BattleTech. You can order from them as well.



<http://www.studio2publishing.com>

The official publishers of all BattleTech supplements and map sets.



<http://www.battlecorps.com>

The official BattleTech online fiction site, members can also use the nicest forums on the web. Their shop sells Miniatures, Map Sets, and gaming supplements to anybody.



<http://www.gf9.com>

The producers of official BattleTech/MechWarrior dice and terrain.



<http://www.heavymetalpro.com>

Official BattleTech design and record sheet printing programs can be found here. They also have great forums that I love and spend too much time at.