Battle Armor Design Rules

These unofficial rules have been developed to allow the construction of Battle Armor for use in the BattleTech, BattleForce 2 and MechWarrior 3rd Edition Games. They are not intended as a stand-alone product and require the ownership of the official rules published by FASA. These rules are not supported by either FASA or WizKids.

The rules in the BattleTech Master Rules (BMR) on using Battle Armor in BattleTech have been expanded to work with these rules. This information can be found in the BattleTech Battle Armor Rules document which can be found on the "The Technical Readout" website at http://freespace.virgin.net/david.mcculloch/index.htm (where this document also originates from). A copy of the BattleTech rules is essential for the use of these rules, and the ProtoMech rules in TRO 3060 and the revised BMR may also prove of uses.

MechWarrior 3rd Edition has rules for integrating Battle Armor into a Role-playing environment and the supplement Lostech has details on the various types of Armor available.

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The official BattleTech Mech editor, Heavy Metal Pro was invaluable for calculating the Battle Values for the new weapons used by these rules.

A program, "Battle Armor Forge" is in development by Giddeon 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.

Version 0.98

Changes

Version 0.96 (01/05/2001)
- Everything has been reworked. Lots.
- Added Combat Engineer Equipment.

Version 0.97 (28/06/2001)
- Reworked cost calculations.
- Added AMS Support Weapon
- Fixed some typos in Battle Force conversion section.
- Clarified details on Jump Boosters.
- Changed weight of Advanced SRM launchers.
- Changed notation so that Heavy units cannot perform leg attacks.
- Added Infantry designation to AP weapons.
- Revised BV calculation method.

Version 0.98 (22/07/2001)
- Fixed Missile BV values.
- Fixed instances where reference was made to a Star when it should have been a Point.
- Amended rules as to how units qualify as Mechanized Battle Armor and Swarm capable.
- Added floatation device to equipment.
- Added more notes on Squad weapons.
- Fixed typo from last change in BV calculation example. Movement modifier should have been 1.2, not 1.3.

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
BattleForce 2
AeroTech 2
ClanForce (MechForce UK)

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: Lyran 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
Battle Armor Forge

Construction

The procedure for constructing Battle Armor is based on the BattleTech construction rules as presented in BattleTech Master Rules (BMR) and the ProtoMech construction rules from the 3060 Technical Readout (TRO3060). While some weapons and equipment have the same designation or effects as equipment used on BattleMechs and Vehicles the two are not interchangeable.

Note that the weight of all equipment is expressed in kilograms (kg) rather than tons.

Design The Chassis

This stage creates the basic Power Armor Suit.

Determine Technology Base

Battle Armor is Level 2 Technology for both the Clans and the Inner Sphere. Any design that combines Clan and Inner Sphere technology should be considered a Level 3 design. As these rules are unofficial, any design created with them is also unofficial and should be considered Level 3 technology (or even Level 4…)

Example: We will create the basic Clan Elemental using these rules. Technology base will be Level 2 Clan.

Choose Chassis Type

This may be Quad or Humanoid. Quad units cannot perform Swarm or Leg attacks against BattleMechs or operate as Mechanised Battle Armor. PA(L) units may not use a quads chassis.

Choose Weight Class

Battle Armor falls into five weight classes Power Armor (Light), Light Battle Armor, Medium Battle Armor, Heavy Battle Armor and Assault Battle Armor ranging up to 2000kg. The Clans never use Powered Exoskeletons or Light Power Armor for combat and their use is rare in the Inner Sphere, except on Solaris VII and amongst Special Forces units.

Heavy and Assault suits may not perform Swarm or leg attacks, and Assault suits may not operate as Mechanized Battle Armor.

Weight Class	Total Battle Armor Weight (kg)	Clan Chassis Weight (kg)	Inner Sphere Chassis Weight (kg)	Component Slots RA/LA/Body (Quad)	Max Ground MP (Quad*)	Max Jump MP (Quad)	Max Armor	Notes
PA(L) / Exoskeleton	- 400	150	115	4/4/12(16)	3 (5)	3 (0)	2	
Light	401 – 750	250	190	4/4/12 (16)	3 (5)	3 (0)	6	
Medium	751 – 1000	350	275	4/4/12 (16)	3 (5)	3 (0)	10	
Heavy	1001 – 1500	500	400	4/4/12 (16)	2 (4)	2 (0)	14	Cannot perform leg or swarm attack.
Assault	1501 – 2000	800	650	4/4/12 (16)	2 (4)	2 (0)	18	Cannot perform leg or swarm attacks. Cannot operate as Mechanised Battle Armor

*Quad units can never perform Swarm or Leg attacks against BattleMechs or operate as Mechanised Battle Armor.

Once a weight Class has been selected, you add components until the design is completed. The only limitation is the maximum weight allowed for the Weight Class and available Component Slots (which work like Critical Spaces in a Mech except it is not possible to inflict critical damage on Battle Armor).

The chassis also gives the unit 1 integral heat sink and a movement rate of 1MP on the ground for humanoid designs and 2 MP for Quads. No component Slots are taken up by theses items.

Suit Systems

The Chassis includes all the control for movement and weapons and includes sensors, communications, medical systems, life support and emergency repair systems (for Clan units). See MechWarrior 3rd Edition and the MechWarrior Conversion Rules

for more details of the systems that are fitted to Battle Armor as standard. They have no significant impact of BattleTech scale games.

Inner Sphere systems are lighter because they lack the sophistication of their Clan equivalent. More basic systems are used on Powered Exoskeletons and Light Power Armor units, lacking any emergency self-sealing technology or medical systems.

The weight of the trooper is included in the chassis weight and the armor is adjustable to accommodate personnel who are not of average stature for Battle Armor troops. The trooper is not included as an item that takes up component slots as these are only used at design time and have on impact on the uses of units in a game. It is thus not possible to kill the trooper with a critical or head hit in the same way as a MechWarrior can be eliminated in BattleTech.

Example: The Clan Elemental is a Medium Humanoid Chassis. This weights in at 350kg. It has 1 heat sink and a Ground Movement of 1MP.

Add Equipment

The remaining elements of the Power Armor include the motive systems, weapons, manipulators and advanced electronics.

Like Mechs, Battle Armor has a limited number of locations where equipment can be fitted. These Component Slots cannot be hit individually in combat and are only used to set limits on what can be included at design time.

Weight Class	Weight (kg)	Component Slots (Humanoid) RA/LA/Body	Component Slots (Quad) Body
PA(L)/Exoskeleton	- 400	4/4/12	16
Light	401 – 750	4/4/12	16
Medium	751 – 1000	4/4/12	16
Heavy	1001 – 1500	4/4/12	16
Assault	1501 – 2000	4/4/12	16

Motive Systems

All Power Armor must mount motive systems as part of the chassis. Unlike Mechs, this is not a fusion reactor, but a large rechargeable power source and a complex web of myomer muscles and sensors. The weight of the motive systems is dependent on the Chassis Class and ground MP limit of the unit. One or two points of movement are included in the chassis automatically. Additional ground movement points can be added, but each of these points of movement takes up one Component Slot in the Body.

Chassis	Free MP Humanoid/Quad	Max MP Humanoid/Quad	Body Component Slots per extra MP	Weight Per extra MP (kg)
PA(L)/Exoskeleton	1 / 2	3 / 5	1	15
Light	1 / 2	3 / 5	1	30
Medium	1 / 2	3 / 5	1	40
Heavy	1 / 2	2 / 4	1	80
Assault	1 / 2	2 / 4	1	160

Example: The Clan Elemental can move 1 MP on the ground. The free point included with the chassis provides this. No additional weight or space is required, so the running total is still 350kg

Determine Jump Capability

Battle Armor may also Jump using built in jump pack similar to that used by Jump Infantry. The weight of the Jump Pack is dependent on the Chassis type and the maximum jump limit. Each MP of jump capability takes up one Component Slot in the Body.

Some items of equipment allow Battle Armor to exceed the listed maximum jump distance. A note to this effect is included in the description of such equipment.

Chassis	Max Jump MP	Body Component Slots per Jump MP	Weight Per Jump MP (kg)
PA(L)/Exoskeleton	3	1	20
Light	3	1	25
Medium	3	1	50
Heavy	2	1	120
Assault	2	1	240

Determine VTOL Capability

VTOL may not be combined with a Jump Pack or UMU and is only available to the Clans and may only be employed on a Medium or Light Battle Armor Chassis or Power Armor (Light).

Each point of VTOL MP takes up one Component Slot in the Body.

Chassis	Max VTOL MP	Body Component Slots per MP	Weight Per VTOL MP (kg)
PA(L)/Exoskeleton	7	1	20
Light	7	1	40
Medium	5	1	60
Heavy	-	-	-
Assault	-	-	-

Determine Underwater Manoeuvring Capability

Clan units may include UMU (Underwater Manoeuvring Units) on their Power Armor. It may not be combined with a Jump Pack or VTOL.

Chassis	Max UMU MP	Body Component Slots Per UMU MP	Weight Per UMU MP (kg)
PA(L)/Exoskeleton	-	-	25
Light	5	1	25
Medium	4	1	45
Heavy	3	1	90
Assault	2	1	120

Units mounting UMUs cannot perform swarm attacks except against the legs of a unit in level 1 or deeper water. One Component Slot in the Body is used for each MP of UMU installed.

Example: The Clan Elemental can jump 3MP. We must devote 150kg to the Jump Pack and 3 Component Slots in the Body, giving a running total of 500kg.

Add Armor

A Battle Armor unit can take one (1) point of damage. This represents the operator who is wearing the Armor. Additional armor protection can be any one of a variety of armor types that are available. The Chassis Type limits the maximum quantity of armor protection that may be mounted.

Several special modifications are available for armor. These different types cannot be mixed and some are not available at certain technology levels. To date the Clans have not used Stealth systems in their Battle Armor designs, possibly thinking that such an act would be dishonourable. That stance may change with the new Star League forcing the Crusaders to abandon the invasion of the Inner Sphere.

Armor Type	Component Slots Required	Clan Weight per Point (kg)	Inner Sphere Weight per Point (kg)
Standard	0	25	50
Advanced	8	-	40
Prototype	0	-	100
Basic Stealth	3	30	55
Prototype Stealth	5	-	95
Standard Stealth	5	35	60
Improved Stealth	8	35	60
Fire Resistant	5	30	-
Mimetic	8	-	50

Basic Stealth - Modifiers +1 at medium range, +2 long range. Cannot be found with Active Probe when hidden. Any unit using it must allocate 3 Component Slots to the armor, though this may be in any location.

Advanced – Developed by the Free Worlds League, this armor mirrors Clan technology, but is more bulky. Any unit using it must allocate 8 Component Slots to the armor, though this may be in any location.

Prototype Stealth – The Inner Sphere's early attempts at constructing Power Armor resulted in some less efficient designs. The Prototype Stealth armor has the same operational characteristics of the Basic Stealth, but weighs more. Any unit using it must allocate 5 Component Slots to the armor, though this may be in any location.

Standard Stealth - Modifiers +1 short range, +1 medium Range and +2 Long Range. Cannot be detected by Active Probe when hidden. Any unit using it must allocate 5 Component Slots to the armor, though this may be in any location.

Improved Stealth - Modifiers +1 Short Range, +2 Medium Range and +3 Long Range. Cannot be detected by Active Probe when hidden. Any unit using it must allocate 8 Component Slots to the armor, though this may be in any location.

Fire Resistance - Enhanced Fire Resistance allows the unit to stand up to the full fury of a Mech Flamer. Flamer attacks do no damage to the unit. This type of armor is currently only available to the Clans. Any unit using Fire Resistant Armor must allocate 4 Component Slots to the armor, though this may be in any location.

Mimetic - This is only available to Word of Blake. To-Hit Modifier for the unit is based on its movement. Any unit using Mimetic Armor must allocate 8 Component Slots to the armor, though this may be in any location.

Hexes Moved	Modifier
0	+3
1	+2
2	+1
3+	+0

Example: The Clan Elemental had 10 points of armor (plus 1 for the Elemental). That's going to be another 250kg on armor, giving a running total of 750kg

Add Weapons, Heat Sinks and Other Equipment

The weapons systems employed by Battle Armor is not like those employed by BattleMechs. They are modified versions of Infantry weapons, with added shielding, stabilization and targeting systems. These weapons cannot be mounted on Mechs without additional modifications to allow them to interact with the power, cooling and targeting systems. Such modifications would raise the weight of the weapon to match that of the existing Mech versions (where there is an equivalent system).

Unlike Mech mounted MGs and other systems, those fitted to Battle Armor are not as effective at venting heat, and so Battle Armor designs have to deal with it by fitting sufficient Heat Sinks for all weapons which have a Heat value.

Only weapons mounted in the arms can be used in swarm attacks.

AP Weapons Mounts – These can be fitted as an Anti-Personnel Weapons Mount which take up one Slot and weighs 10kg. Any weapon up to this weight may be mounted for no additional weight. These weapons do not generate heat.

Ammunition – With the exception of Missiles, all weapons include ammunition and/or power packs in their weight. Additional ammunition can be carried and will weigh the amount listed on the weapons tables. One Component Slot will be required for additional ammunition for each weapon.

Missiles – Missile systems must allocate a Slot and weight to ammunition unless it is a One-Shot (OS) system. Regardless of the number of missiles carried for a launcher, only one Component Slot is required for the ammunition in the location where the launcher is located. Unlike BattleMechs, Battle Armor may not share ammunition between different launchers.

Inferno missiles may not be used unless the Battle Armor is also outfitted with Fire Resistant armor.

Artemis IV FC cannot be combined with Battle Armor mounted missile launchers and there is no Battle Armor version of the ATM.

The Clans have developed a multi-purpose missile that can be used as a torpedo or a normal missile with a standard launcher. Each weight of each torpedo/missile is double that of a standard missile, so a unit equipped with this kind of ordinance can only carry half the normal number of salvos (round down), but OS systems are unaffected. The ammunition also costs double the normal amount for the same weight.

Torpedoes – Torpedo launchers for underwater operation are also available in Short, Medium, and Long-range versions. The launcher must be designated as a Torpedo system at design time and may not use Missiles. Units equipped with Detachable Missile/Torpedo Packs may swap their weapons prior to the beginning of a game is desired.

Clan torpedo/missile ammunition can be used with Torpedo Launchers with the same limits as Missile Launchers.

Detachable Missile/Torpedo Packs – Missile and Torpedo Systems can be set up to that they can be detached to improve mobility. This can be done for an additional 10kg of weight. The Inner Sphere design is not as sophisticated as the Clan version (which has been refined over many years) and units suffers a penalty for using them however.

Until an IS unit detaches all Missile or Torpedo Packs it cannot jump, perform swarm attacks or deploy from an aircraft or VTOL. Clan units do not suffer this penalty. When deployed as a squad, all units must detach their DMPs or DTPs before this penalty is lifted.

Detachable Missile Packs can only be used on Humanoid Chassis.

Fixed or Configurable Weapons Mounts - At design time a Configurable Weapons mount can be added to a location. The mass of the mount is 10kg and takes up 1 Component Slot in the location where configurable weapons are to be mounted.

The excess weight that remains at the end of design time can then be use to mount weapons on these locations, somewhat like OmniMechs except only one main weapon or two AP weapons may be attached to the mount (full weight and Component Slots for the weapon must still be taken into account). Additional Configurable mounts may be added to a location however to allow multiple configurable main weapons.

No heat sinks or other equipment can be installed on Configurable Weapons Mounts, only weapons and ammunition. All other equipment must be included in the unit at design time.

Turret – This may only be mounted on the body of a Quad Chassis. A turret gives the weapons situated there a near 360% arc of fire (it can not fire directly to the rear).   The maximum capacity of the Turret is selected at design time for non-fixed weapons. A Turret has no impact on BattleTech where all Battle Armor has a 360-degree arc of fire and no facing, but comes into play under MechWarrior rules.

A turret can be designated as configurable (much like a configurable weapons mount), but only 1 Component Slot in the turret and 10kg of mass is required (these totals are combined in the table). As a result it is not possible to have a 1 Component Slot turret that can be configured.

The capacity of the turret (number of Component Slots) determines the overall weight required.

Turret Mass (Configurable) (kg)	Component Slots in Turret (Configurable)
40 (N/A)	1 (N/A)
50 (60)	2 (1)
60 (70)	3 (2)
70 (80)	4 (3)
80 (90)	5 (4)
90 (100)	6 (5)
100 (110)	7 (6)
110 (120)	8 (7)
120 (130)	9 (8)

Only weapons may be mounted on a turret and their mass can not take the Battle Armor design over its maximum weight limit..

Example: The Clan Elemental has can mount a Small Laser, MG or Flamer on the right arm. A Configurable Weapons Mount is thus required on the Right Arm and an AP Weapon is fitted to the Left Arm. Each mount will be 10kg with the weight remaining at the end of design time dedicated to the configurable weapon. The detachable SRM 2 launcher is 70kg for the launcher (increased to 80kg as it is detachable) and 40kg for 4 SRM missiles. This all weighs 140kg

Only the weapon mounted on the right arm can be used in swarm attacks.

So that's another 140kg for a running total of 890kg.

Heat Sinks

The Battle Armor unit must have enough heat sink capacity to deal with the heat from all weapons and equipment that it mounts. If a unit has a combination of components that generate 3 points of heat if they are all fired/used in a single turn, then it must mount a minimum of 3 heat sinks. Missile weapons do not generate heat and do not count towards this limit.

Battle Armor automatically gets 1 heat sink built into the chassis. This Heat Sink takes up no Component Slots and doesn't add to the weight of the unit. Additional Heat Sinks may be included in the design and takes up 1 Component Slot with a weight of 100kg each.

AP Weapons do not generate heat.

Power Armor may not use Double Heat Sinks.

Example: The Clan Elemental needs no additional Heat Sinks, so it has 1 Heat Sink. Running total is still 880kg.

Weapons (Clan)

Weapon	MW	Damage	Ammo (wt. Kg)	Min	S	M	L	Component Slots	Mass (kg)	Heat
Light MG	Semi-Portable MG	1	50 (5)	-	1-2	3-4	5-6	1	50	1
MG	Support MG	2	50 (5)	-	1	2	3	1	50	1
Heavy MG	Semi-Portable AC	3	50 (5)	-	1	2	-	1	100	1
Flamer	Heavy Flamer	2	10 (5)	-	1	2	3	1	50	1
Medium Laser	Heavy Support Laser	5	30 (10)	-	1-3	4-6	7-9	3	200	3
Small Laser	Support Laser	3	30 (5)	-	1	2	3	1	95	1
Heavy Medium Laser	ER Heavy Support Laser	10	20 (5)	-	1-3	4-6	7-9	4	300	7
Heavy Small Laser	Semi-Portable Heavy Support Laser	6	20 (5)	-	1	2	3	3	250	3
ER Medium Laser	Very Heavy Support Laser	7	20 (5)	-	1-5	6-10	11-15	3	300	5
ER Small Laser	ER Support Laser	5	20 (5)	-	1-2	3-4	5-6	2	150	2
ER Micro Laser	ER Semi-Portable Support Laser	2	30 (5)	-	1	2	3-4	1	50	1
Medium Pulse Laser	Heavy Support Pulse Laser	7	12/Burst (5)	-	1-4	5-8	9-12	3	400	4
Small Pulse Laser	Support Pulse Laser	3	14/Burst (5)		1-2	3-4	5-6	1	200	2
Micro Pulse Laser	Semi-portable Support Pulse Laser	3	17/Burst (5)	-	1	2	3	1	60	1
Light Recoilless Rifle	Light Recoilless Rifle	1	20 (20)	-	1-2	3-4	5-6	2	75	1
Medium Recoilless Rifle	Medium Recoilless Rifle	2	20 (40)	-	1-2	3-5	6-7	2	140	1
Heavy Recoilless Rifle	Heavy Recoilless Rifle	3	20 (80)	-	1-3	4-5	6-9	3	225	1
SRM 1	SRM 1	2/missile	1 (10)	-	1-3	4-5	6-9	1	35	N/A
SRM 2	SRM 2	2/missile	1 (20)	-	1-3	4-5	6-9	1	70	N/A
SRM 3	SRM 3	2/missile	1 (30)	-	1-3	4-5	6-9	2	105	N/A
SRM 4	SRM 4	2/missile	1 (40)	-	1-3	4-5	6-9	2	140	N/A
SRM 5	SRM 5	2/missile	1 (50)	-	1-3	4-5	6-9	3	175	N/A
SRM 6	SRM 6	2/missile	1 (60)	-	1-3	4-5	6-9	3	210	N/A
SRM 1 (OS)	SRM 1 (OS)	2/missile	N/A	-	1-3	4-5	6-9	1	20	N/A
SRM 2 (OS)	SRM 2 (OS)	2/missile	N/A	-	1-3	4-5	6-9	1	40	N/A
SRM 3 (OS)	SRM 3 (OS)	2/missile	N/A	-	1-3	4-5	6-9	1	60	N/A
SRM 4 (OS)	SRM 4 (OS)	2/missile	N/A	-	1-3	4-5	6-9	2	80	N/A
SRM 5 (OS)	SRM 5 (OS)	2/missile	N/A	-	1-3	4-5	6-9	2	100	N/A
SRM 6 (OS)	SRM 6 (OS)	2/missile	N/A	-	1-3	4-5	6-9	2	120	N/A
Advanced SRM 1	Advanced SRM 1	2/missile	1 (10)	-	1-3	45-8	9-12	3	60	N/A
Advanced SRM 2	Advanced SRM 2	2/missile	1 (20)	-	1-3	45-8	9-12	3	95	N/A
Advanced SRM 3	Advanced SRM 3	2/missile	1 (30)	-	1-3	45-8	9-12	4	130	N/A
Advanced SRM 4	Advanced SRM 4	2/missile	1 (40)	-	1-3	45-8	9-12	4	165	N/A
Advanced SRM 5	Advanced SRM 5	2/missile	1 (50)	-	1-3	45-8	9-12	5	200	N/A
Advanced SRM 6	Advanced SRM 6	2/missile	1 (60)	-	1-3	45-8	9-12	5	235	N/A
Advanced SRM 1 (OS)	Advanced SRM 1 (OS)	2/missile	N/A	-	1-3	45-8	9-12	3	45	N/A
Advanced SRM 2 (OS)	Advanced SRM 2 (OS)	2/missile	N/A	-	1-3	45-8	9-12	3	65	N/A
Advanced SRM 3 (OS)	Advanced SRM 3 (OS)	2/missile	N/A	-	1-3	45-8	9-12	4	85	N/A
Advanced SRM 4 (OS)	Advanced SRM 4 (OS)	2/missile	N/A	-	1-3	45-8	9-12	4	105	N/A
Advanced SRM 5 (OS)	Advanced SRM 5 (OS)	2/missile	N/A	-	1-3	45-8	9-12	5	125	N/A
Advanced SRM 6 (OS)	Advanced SRM 6 (OS)	2/missile	N/A	-	1-3	45-8	9-12	5	145	N/A
LRM 1	LRM 1	1/missile	3 (25)	-	1-7	8-14	15-21	2	75	N/A
LRM 2	LRM 2	1/missile	3 (50)	-	1-7	8-14	15-21	2	150	N/A
LRM 3	LRM 3	1/missile	3 (75)	-	1-7	8-14	15-21	3	225	N/A
LRM 4	LRM 4	1/missile	3 (100)	-	1-7	8-14	15-21	3	300	N/A
LRM 5	LRM 5	1/missile	3 (125)	-	1-7	8-14	15-21	4	375	N/A
LRM 1 (OS)	LRM 1	1/missile	N/A	-	1-7	8-14	15-21	1	50	N/A
LRM 2 (OS)	LRM 2	1/missile	N/A	-	1-7	8-14	15-21	1	100	N/A
LRM 3 (OS)	LRM 3	1/missile	N/A	-	1-7	8-14	15-21	2	150	N/A
LRM 4 (OS)	LRM 4	1/missile	N/A	-	1-7	8-14	15-21	2	200	N/A
LRM 5 (OS)	LRM 5	1/missile	N/A	-	1-7	8-14	15-21	3	250	N/A
PPC	Semi-Portable PPC	1	15 (5)	-	1-2	3-5	6-7	2	60	1
Grenade Launcher	Heavy Grenade Launcher	1	5 (5)	-	1	2	3	1	35	1
Compact NARC	Compact NARC	N/A	2 (20)	-	1-2	3-4	5	2*	150	N/A
Light TAG	Light TAG	N/A	60 (5)	-	1-3	4-6	7-9	2	35	0
AMS	AMS	N/A	24 (20)	-	-	-	-	2^	100	0

*Unit cannot jump or perform swarm attacks until discarded.

^Weapon can only be carried as a support weapon. Acts as Clan AMS system for a unit until ammunition runs out or trooper #1 eliminated.

Pulse Laser power consumption is per 3 shot burst.

Torpedo versions of the Missile Launchers are available with the same weight and space requirements for SRM and LRM systems, but not for Advanced SRMs. The Clans also have multi-purpose torpedo/missiles that can be used with SRM and LRM systems (but not Advanced SRMs). The number of salvos carried is reduced to half normal (divide by 2 and round down)

Weapons (Inner Sphere)

Weapon	MW	Damage	Ammo (wt. Kg)	Min	S	M	L	Component Slots	Mass (kg)	Heat
MG	Support MG	2	50 (5)	-	1	2	3	1	50	1
Flamer	Heavy Flamer	2	10 (5)	-	1	2	3	1	50	1
Medium Laser	Heavy Support Laser	5	30 (15)	-	1-3	4-6	7-9	3	200	3
Small Laser	Support Laser	3	30 (5)	-	1	2	3	1	95	1
ER Medium Laser	ER Heavy Support Laser	5	20 (5)	-	1-4	5-8	9-12	3	300	5
ER Small Laser	ER Support Laser	3	20 (5)	-	1-2	3-4	5	2	150	2
Medium Pulse Laser	Heavy Support Pulse Laser	6	12/Burst (5)	-	1-2	3-4	5-6	3	400	4
Small Pulse Laser	Support Pulse Laser	3	14/Burst (5)		1	2	3	1	200	2
Light Recoilless Rifle	Light Recoilless Rifle	1	20 (20)	-	1-2	3-4	5-6	2	90	1
Medium Recoilless Rifle	Medium Recoilless Rifle	2	20 (40)	-	1-2	3-5	6-7	2	160	1
Heavy Recoilless Rifle	Heavy Recoilless Rifle	3	20 (80)	-	1-3	4-5	6-9	3	250	1
SRM 1	SRM 1	2/missile	1 (10)	-	1-3	4-5	6-9	1	60	N/A
SRM 2	SRM 2	2/missile	1 (20)	-	1-3	4-5	6-9	1	120	N/A
SRM 3	SRM 3	2/missile	1 (30)	-	1-3	4-5	6-9	2	180	N/A
SRM 4	SRM 4	2/missile	1 (40)	-	1-3	4-5	6-9	2	240	N/A
SRM 5	SRM 5	2/missile	1 (50)	-	1-3	4-5	6-9	3	300	N/A
SRM 6	SRM 6	2/missile	1 (60)	-	1-3	4-5	6-9	3	360	N/A
SRM 1 (OS)	SRM 1 (OS)	2/missile	N/A	-	1-3	4-5	6-9	1	50	N/A
SRM 2 (OS)	SRM 2 (OS)	2/missile	N/A	-	1-3	4-5	6-9	1	75	N/A
SRM 3 (OS)	SRM 3 (OS)	2/missile	N/A	-	1-3	4-5	6-9	1	125	N/A
SRM 4 (OS)	SRM 4 (OS)	2/missile	N/A	-	1-3	4-5	6-9	1	150	N/A
SRM 5 (OS)	SRM 5 (OS)	2/missile	N/A	-	1-3	4-5	6-9	2	175	N/A
SRM 6 (OS)	SRM 6 (OS)	2/missile	N/A	-	1-3	4-5	6-9	2	200	N/A
MRM 1	MRM 1	1/missile	1 (5)	-	1-3	4-8	9-15	1	75	N/A
MRM 2	MRM 2	1/missile	1 (10)	-	1-3	4-8	9-15	1	150	N/A
MRM 3	MRM 3	1/missile	1 (15)	-	1-3	4-8	9-15	1	225	N/A
MRM 4	MRM 4	1/missile	1 (20)	-	1-3	4-8	9-15	1	300	N/A
MRM 5	MRM 5	1/missile	1 (25)	-	1-3	4-8	9-15	1	375	N/A
MRM 1 (OS)	MRM 1 (OS)	1/missile	N/A	-	1-3	4-8	9-15	1	65	N/A
MRM 2 (OS)	MRM 2 (OS)	1/missile	N/A	-	1-3	4-8	9-15	1	130	N/A
MRM 3 (OS)	MRM 3 (OS)	1/missile	N/A	-	1-3	4-8	9-15	1	195	N/A
MRM 4 (OS)	MRM 4 (OS)	1/missile	N/A	-	1-3	4-8	9-15	1	260	N/A
MRM 5 (OS)	MRM 5 (OS)	1/missile	N/A	-	1-3	4-8	9-15	1	325	N/A
LRM 1	LRM 1	1/missile	3 (25)	6	1-7	8-14	15-21	2	90	N/A
LRM 2	LRM 2	1/missile	3 (50)	6	1-7	8-14	15-21	2	180	N/A
LRM 3	LRM 3	1/missile	3 (75)	6	1-7	8-14	15-21	3	270	N/A
LRM 4	LRM 4	1/missile	3 (100)	6	1-7	8-14	15-21	3	360	N/A
LRM 5	LRM 5	1/missile	3 (125)	6	1-7	8-14	15-21	4	450	N/A
LRM 1 (OS)	LRM 1	1/missile	N/A	6	1-7	8-14	15-21	1	75	N/A
LRM 2 (OS)	LRM 2	1/missile	N/A	6	1-7	8-14	15-21	1	150	N/A
LRM 3 (OS)	LRM 3	1/missile	N/A	6	1-7	8-14	15-21	2	225	N/A
LRM 4 (OS)	LRM 4	1/missile	N/A	6	1-7	8-14	15-21	2	300	N/A
LRM 5 (OS)	LRM 5	1/missile	N/A	6	1-7	8-14	15-21	3	375	N/A
PPC	Semi-Portable PPC	1	15 (5)	-	1-2	3-5	6-7	2	60	1
Magshot	Magshot	2	20 (10)	-	1-3	4-6	7-9	3	70	1
Tsunami/Grand Mauler	Tsunami/Grand Mauler	1	5 (5)	-	1-2	3-4	5-6	1	25	1
Heavy Mortar	Heavy Mortar	2	20 (80)	2	1-3	4-6	7-9	3	300	1
Light Mortar	Light Mortar	1	20 (40)	2	1-2	3-4	5-6	2	100	1
Grenade Launcher	Heavy Grenade Launcher	1	20 (5)	-	1	2	3	1	35	1
Micro Grenade Launcher	Automatic Grenade Launcher	1	20 (5)	-	1	2	-	1	10	1
Compact NARC	Compact NARC	N/A	2 (20)	-	1-2	3-4	5	2*	150	N/A
Light TAG	Light TAG	N/A	60 (5)	-	1-3	4-6	7-9	2	35	0
AMS	AMS	N/A	12 (20)	-	-	-	-	2^	100	0

*Unit cannot jump or perform swarm attacks until discarded.

^Weapon can only be carried as a support weapon. Acts as Inner Sphere AMS system for a unit until ammunition runs out or trooper #1 eliminated.

Pulse Laser power consumption is per 3 shot burst.

Torpedo versions of the Missile Launchers are available with the same weight and space requirements for SRM, MRM and LRM systems.

Additional Equipment

Item	Mass (kg)	Component Slots Required	Notes
Active Probe	200	2	Beagle Active Probe
AP Weapons Mount	10	1	See Weapons
Armored Glove	0	1	PA(L) and Light Chassis only.
Battle Claw	15	1	1 Required for Swarm Attacks
Bomb Rack	100	2	
Camo System	150	3	ComStar/WoB
Cargo Lifter	50/per 0.5 tons	2(1 in each arm)/per 0.5 tons	
Claws and Magnetic Clamps	40	2 (1 in each arm)	Improved Swarm. Not on Quads.
Combat Engineer Equipment	150	3	Unit operates as Combat Engineers
Configurable Weapon Mount	10	1	See Weapons
Cutting Torch	5	1	
Detachable Missile Pack	+10	-	See Weapons
ECM	90	1	ECM in unit Hex
Enhanced Imaging	N/A	N/A	Clan only
Extended Life Support	10	1	
Flotation Device	25	1	Allows unit to travel across the surface of water.
Fuel Tank	50	1	1000 points (MW) or 20 points (AeroTech 2) of fuel for Jumping.
Heat Sensor	15	1	
Heavy Battle Claw	25	2	1 Required for Swarm Attacks
Improved Sensors	60	1	
Industrial Drill	20	2	
Jump Booster	85	1	+1 MP Jump, +1 Heat, Exoskeletons and Light only
Laser Microphone	5	1	
Magnetic Clamps	35	2 (1 in each arm)	Improved Mechanised Battle Armor. Not on Quads.
Manipulator	5	1	2 required for Swarm Attacks
Mine Clearance Equipment	15	1	
Mine Dispenser	50	1	10 Mines
Mission Equipment	Var	1	Cargo
Modular Adaptor	5	1	Allows the mounting of Manipulator, Battle Claw, Heavy Battle Claw, Industrial Drill or Salvage Arm.
Para foil	15	1	Happy Landings
Partial Wing	170	2	+1 MP Jump, Light only
Popup Mine	210	3	
Power Pack (Inner Sphere)	25	1	Extra endurance.
Power Pack (Clan)	25	1	The power pack with the copper coloured top – no other power pack looks like it, or lasts like it.
Salvage Arm	35	2	Arm mounted only. Cannot be used on the same arm as a Heavy Battle Claw, Battle Claw, Manipulator or Armored Glove.
Search Light	5	1	
Shotgun Microphone	5	1	
Space Operations Adaptation	100	3 (1 in each location, or all in the Body for Quads)	In space no one can hear you scream.
Squad Support Weapon	40	2	1 Light Mount Weapon per Squad/Point (Max 120kg/150kg)
Turret	Var	Var	Quad only - See Weapons
Ultrasonic Detector	5	1	See through walls!
Vibro-Claws	30	1	Enhanced Swarm/HTH capability
White Noise Generator	5	1	+8 TN to Perception Checks

Active Probe – Operates as Active Probe.

AP Weapon Mount – Allows the unit to be equipped with up to 10kg of Anti-Personnel weapons. The following table gives a selection of common weapons used for this purpose. See Lostech and the MechWarrior rules for additional weapons that can be used with the AP Weapon Mount.

Weapon Type	MechWarrior Equivalent	Ammunition
Rifle	Rifle	40
Shotgun	Pump Shotgun	30
MG	SMG	100
Gauss	Thunderstroke Gauss Rifle	5
GyroJet	Gyrojet Rifle	20
Heavy GyroJet	Heavy GyroJet Rifle	5
Flamer	Flamer	20
Laser	Laser Rifle	12
Pulse Laser	Pulse Laser Rifle	15

Armored Glove – No enhanced manipulator is included. Such units can carry a single AP weapon, perform Swarm and Leg Attacks or operate as Mechanised Battle Armor if both arms as so equipped. Can only be used on Light and PA(L) Chassis.

Battle Claw – A big, powerful gripping device that is mounted on the arm. Only one may be fitted per arm and Battle Armour must mount one or more of these to be able to perform Swarm attacks and to operate as Mechanised Battle Armor.

Bomb Rack - Only one Bomb Rack may be mounted on a Battle Armor suit. The damage caused by a bombing run is 2pts per suit in attacking unit. Only units capable of VTOL movement may employ Bomb Racks.

Camo System – This system generates a similar effect to Mimetic Armor, but without the IR and ECM. It cannot be used in conjunction with Mimetic Armor.

Hexes Moved	Modifier
0	+2
1	+1
2+	+0

Cargo Lifter – Equipment employed by many non-military powered exoskeletons for lifting and moving heavy components. For each 50kg of Cargo Lifter equipment mounted, the suit can lift 0.5 tons of cargo. When carrying cargo the unit is reduced to a maximum MP of 1 and may not jump or use VTOL or UMU motive systems.

Claws and Magnetic Clamps - These devices can be used to improve the effectiveness of Swarm Attacks. Swarm bonus is –1 on base To-Hit for such attacks and +1 against attempts to remove the unit when swarming. Takes up 1 Component Slot on each arm. May not be combined with Space Operations Adaptation.

Configurable Weapons Mount – See Weapons.

Combat Engineer Equipment - The suit is outfitted with the equipment necessary to operate as a Combat Engineer. This includes Bridge Building, Demolitions, Fire Fighting and Mine Clearance. Only Inner Sphere Battle Armor may carry this equipment.

If the special mine clearance equipment is also mounted, then use that when performing the task of clearing minefields.

The cost of trooper training is included in the price of this equipment.

Cutting Torch – Can be used to cut or weld metals. Not effective in Mech swarm attacks, but really useful in welding doors shut as those Aliens close in… See Lostech for details.

Detachable Missile Pack – See Detachable Missile Packs rules. Cannot be used with Quad Chassis designs.

ECM – As Guardian ECM, but only affects the hex in which the unit is located.

Enhanced Imaging – The Clan Enhanced Imaging System (EI) is an acquisition and targeting system vastly superior to anything currently fielded by the Inner Sphere. The most advanced EI systems consist of two components: a neural network implanted in the warrior and a computer. Utilizing sensor data from all the friendly platforms, along with pre-loaded terrain

data, the computer constructs a virtual battlefield that can be viewed from any perspective. The warrior can access that data through the neural network. EI simplifies the warrior's view of the battlefield, giving them enough information to fight effectively without overloading them with extraneous details or requiring them to look at their controls. The system projects all the pertinent combat information onto the warrior's battlefield view. Technical data on enemy forces can be called up by a simple thought command, and the display identifies all units as hostile or friendly.

The implants enable the warrior to assimilate the EI data instantaneously, but at a potentially high price. It may cause sensory overload, resulting in permanent nerve damage, insanity or even death.

See the BattleTech Battle Armor Rules, Maximum Tech and Lostech for more details.

This is only available to Clan forces.

Extended Life Support – Extra oxygen tanks and air-scrubbing gear extends the life support limit of the suit from 12 to 24 hours.

Floatation Device – This equipment allows Battle Armor units that enter water to remain on the surface rather than be forced to move across the bed of the body in question (which can be impractical if it is too deep). Unit has only 1 MP when using the device, unless it is also equipped with Underwater Manoeuvring Units.

Fuel Tank – This is used to carry extra fuel for jump operation. Has no impact on BT scale games, however it counts as an additional 20 points of fuel in AeroTech 2 and 1000 points of fuel in MechWarrior, Third Edition. Multiple tanks may be used if desired.

Heat Sensor – Works as a Portable Heat Sensor – See Lostech.

Heavy Battle Claw – A more powerful version of the Battle Claw.

Improved Sensors – Active probe with a range of 2 (3 for Clans).

Industrial Drill – Large drilling tool – See Lostech for details.

Jump Booster – Allows Light units to jump one extra MP and can take the jump movement beyond the normal limit. Generates 1 Heat. This device has no effect unless the unit can jump i.e. it already has a Jump MP of 1 or more. The Jump Booster cannot be combined with the Partial Wing.

An additional Heat Sink may be required to mount this equipment. For example, a unit with a Small Laser and Jump Boosters will require two (2) Heat Sinks. Unlike 'Mechs, the unit can no manage heat so that it can use only a single Heat Sink with the laser or the booster in a given turn.

Laser Microphone – See Lostech for details.

Magnetic Clamps – These devices can be used to allow the Battle Armor to travel on units other then OmniMechs, (Mechs and Vehicles) if it qualifies as Mechanised Battle Armor. Takes up 1 Component Slot on each arm. When a Vehicle is carrying Mechanised Battle Armor it may only fire weapons mounted in the turret (if any). Battle Armor operating in this way takes damage first from all hits on any location except the turret. Mechs operate with the same restrictions as OmniMechs.

Manipulator – More dexterous than the Battle Claw but weaker, Battle Armor must mount two of these on the arms (no more than one on each arm please) to allow it to perform Swarm attacks or operate as Mechanised Battle Armor

Mine Clearance Equipment – Special modifications to the suit make it better at clearing mine (although the operator had better know what he is doing). Can only be combined with Manipulators or Armored Gloves.

Mine Dispenser – A detachable dispenser that allows the unit to deploy a 10-point minefield. The mines may be Conventional, Command Detonated, Anti-Jump "Active", or Vibro-bomb and each suit in a squad/point may carry a different kind of mine. Any turn the squad/point does not move of attack, up to two members may deploy their mines in the current Hex. To use the dispenser, the unit must have a Jump or VTOL MP of 1 or more. More than one dispenser may be fitted to a suit, but only one can be used at a time.

Mission Equipment – Protected storage for special equipment to prevent casual battlefield damage.

Modular Adaptor - Allows the mounting of Manipulator, Battle Claw, Heavy Battle Claw, Industrial Drill or Salvage Arm.

Para Foil – The Power Armor is equipped with a para foil that makes troop deployment safer. When using the Dropping Troops rule the squad lands successfully if they roll 3 or better. If a 2 is rolled, it has failed its landing and each trooper in the unit suffers 1D6 damage. Unit must be able to jump to employ this device and it does not work in a vacuum o when the air pressure is under half standard.

Partial Wing – Allows Light units to jump one extra MP and can take the jump movement beyond the normal limit. It cannot be used in conjunction with Jump Boosters. The Partial Wing has no effect unless the unit can jump i.e. has a Jump MP of 1 or more, and is ineffective in a vacuum or in environments where the air pressure is under one half of standard.

Popup Mine – This Pop-up magnetic mine was developed for anti-armor and Mech operations during the initial Clan invasion. The launcher propels the weapon to a height where it can attached itself magnetically to the surface of a Mech. Then shaped charge has the potential to penetrate even the best armor and inflict damage on critical internal systems.

Power Pack (Inner Sphere and Clan) – Normally Battle Armor can operate for twenty-four hours on a full charge. It is possible for additional power packs to be mounted, extending the units endurance by an additional twelve (Clan) or ten (Inner Sphere) hours per extra pack (although life support is not extended, which can be a slight problem when operating in a hostile environment).

Note that this power pack does not power any of the suits weapons systems (which are dependent on the ammunition or power cells supplied specifically for them.

Power Packs can be detached for Battle Armor and adapted to power other devices by anybody technical skills.

Salvage Arm – This is a special assembly that includes a cluster of dexterous manipulators and cutting and heavy lifting equipment. Although unsuitable to use in combat the Salvage Arm is an invaluable asset during salvage and recovery operations. It must be mounted on one of the arms of a Battle Armor suit (and so cannot be mounted on a Quad chassis) and the arm may not mount any other kind of manipulator.

The Salvage Arm is also useful during repair operations, reducing the number of technicians or the time required for maintenance between battles.

Searchlight – Just like some Mechs, the Battle Armor can mount a powerful searchlight.

Shotgun Microphone – See Lostech for details

Space Operations Adaptation – Clan Snow Raven developed this feature to allow Battle Armor better survivability in deep space operations. The equipment takes up one Component Slot in each location. An advanced inner lining using advanced HarJell technology prevents the normal decompression damage when the suit is breached. Units equipped with this equipment only take normal damage when operating in a vacuum. In addition to this the unit is outfitted with additional thrusters and magnetic grappling equipment that is useful when performing boarding operations in space. May not be combined with Claws and Magnetic Clamps.

Squad Support Weapon – 40Kg per suit in squad/point to carry 30kg of a support weapon. When deployed one suit is equipped with the support weapon and all others carry an anti-personnel weapon as used with an AP Weapons Mount. The support weapon can be anything that would fit on 2 Component Slots and with a weight of up to the combined squad/point support weapon weight devoted to a Squad Support Weapons (120kg for IS forces, 160kg for Clan). The support weapon is always carried by trooper #1 and can only be used while that trooper is operational. Sufficient Heat Sinks must be provided on a single suit to allow it to operate i.e. a suit equipped with a Small Laser and an ER Small Laser Squad Support Weapon must have 3 Heat Sinks, as must all the other suits in the squad/point even though they do not carry the weapon.

If the support weapon uses ammunition, this is split up evenly between all members of a unit (with excess ammunition carried by the support weapon operator). As a result, the ammunition carried by other squad members is considered lost should they be eliminated.

Example: A unit is carrying an SRM 1 and 6 missiles. Trooper #1 carries the weapon and 3 missiles, while the other troopers each carry an additional missile each.

Should a unit start a game in under-strength condition, then the ammunition carried by missing team members will likewise not be available.

Because of their combat doctrine, the Clans do not often make use of support weapons.

Turret – See rules for Turrets (P. 10).

Ultrasonic Detector – Allows user to see through walls within 10 meters (and fire on targets even when no LOS exists). See Lostech for details.

Vibro-Claws – Close combat blade weapons that are installed on the arms, often built to be retractable when they are not switched on. They are incapable of being used to manipulate anything and are often installed in conjunction with another manipulator. Vibro-Claws allow a Battle Armor unit to inflict 1 point of additional damage per set of Vibro-Claws during swarm/leg attacks i.e. an Inner Sphere Squad of 4 Wolverine suits will inflict an additional 8 points of damage! In addition to this, the Vibro-Claws may be used to make attacks on enemy Infantry or Battle Armor when both units occupy the same hex. The To-Hit number is calculated as normal, but the damage is treated like a missile attack with a number of hits rolled on the appropriate table. The resulting damage is then assigned as single points for units with one Vibro-Claw, or groups of two points for those that mount two of these weapons. May not be used on Quad units.

White Noise Generator – Perfect for covert operations as nobody can hear that big clanking Battle Armor. See Lostech for details.

Example: The Clan Elemental mounts a Battle Claw for 15kg. No other equipment is mounted, so the final total is 905kg, plus 95kg of configurable weapons on the Right Arm.

Operational Constraints

Depending on the what equipment has been included in the Battle Armor, the design may be capable of performing Swarm or Leg attacks and operating as Mechanized Battle Armor.

Leg Attacks

Battle Armor can not perform Leg Attacks if:-
- It is a Quad unit
- It is a Heavy or Assault Class unit

Any Battle Armor that is not disqualified by the above criteria must be equipped with one of the following sets of equipment:-
- 2 Manipulators or 2 Armoured Gloves
- 1 Battle Claw
- 1 Heavy Battle Claw

Only units that meet all these criteria may perform Leg Attacks as Battle Armor.

The one exception to this is any Humanoid Battle Armor equipped with Underwater Manoeuvring Units may perform leg attacks against Mechs in water of depth 1 or greater regardless of chassis size.

Swarm Attacks

Battle Armor may not perform Swarm Attacks if:-
- It is a Quad Battle Armor unit
- It is an Assault or Heavy Battle Armor unit
- It is equipped with Underwater Manoeuvring Units.

Any Battle Armor that is not disqualified by the above criteria must be equipped with one of the following sets of equipment:-
- 2 Manipulators or Two Armoured Gloves.
- 1 Battle Claw
- 1 Heavy Battle Claw

Mechanised Battle Armor

Battle Armor may not act as Mechanised Battle Armor if:-
- It is a Quad Battle Armor unit
- It is an Assault Battle Armor unit

Any Battle Armor that is not disqualified by the above criteria must be equipped with one of the following sets of equipment:-
- 2 Manipulators or Two Armoured Gloves.
- 1 Battle Claw
- 1 Heavy Battle Claw

Example: The Elemental is a Medium Suit and has a Battle Claw, so it is capable of operating as Mechanised Battle Armor and performing swarm and leg attacks. The SRM launcher is detachable, but doing so has no effect in BattleTech. See the MechWarrior conversion rules for effects in MechWarrior.

BV Calculations.

Battle Value calculations are much like Mechs and Vehicles.

Step 1. Calculate Defensive Battle Rating
Add…
  - Total Armor Points x Armor BV (not including the 1 point for the operator) + 1.5
  - BV of defensive equipment

Multiply by Defensive Movement Factor. Find this by taking the maximum movement modifier and include modifiers i.e. a standard Elemental can move up to 1 hexes on the ground, but can also jump 3 – so the Jump movement is used as this gives the highest modifier. For units with stealth systems also add the modifier from the Stealth Modifier Table. Do not add the +1 To-Hit penalty used in attacks against Battle Armor units.

For units with Detachable Missile Packs, use the best modifier for movement.

Defensive Movement Factors

Target Movement Factors	Defensive Movement Factor
+0	1.0
+1	1.1
+2	1.2
+3	1.3
+4	1.4
+5	1.5
+6	1.6

Stealth Modifier Table

Armor Type	Modifier
Camo System	+2
Basic Stealth	+2
Prototype Stealth	+2
Standard Stealth	+2
Improved Stealth	+3
Mimetic	+3

Example:
Total Armor: 10 x 2 = 20 + 2.5
Defensive Equipment = 0
Total = 21.5

Elemental Can Jump 3 = +2 gives a Defensive Movement Factor of 1.3

Modified Total = 21.5 x 1.2 = 25.80

Step 2: Calculate Offensive Battle Rating
Calculate Base Direct Fire Weapon Battle Ratting. Direct fire weapons are all weapons systems except SRMs, Advanced SRMs, MRMs and LRMs.

Calculate the Missile Weapon Battle Ratting for SRMs, Advanced SRMs, MRMs and LRMs. Use the BV of the launcher and calculate the ammunition BV as a fraction of the BV for a full ton Mech ammunition. Divide the kilograms of ammo carried by 1,000 and multiply the result by the BV of the ammo per ton. The result is the BV for the amount of ammo carried. Keep any fractional results.

The BV of a Squad Support weapon is equal to the total BV of the weapon divided by the number of troopers in the unit.

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Battle Armor Missile Ammunition BV

Item Ammo	BV (per ton)
LRM 1 (IS)	1
LRM 2 (IS)	2
LRM 3 (IS)	4
LRM 4 (IS)	5
LRM 5 (IS)	6
LRM 1 (Clan)	2
LRM 2 (Clan)	3
LRM 3 (Clan)	5
LRM 4 (Clan)	6
LRM 5 (Clan)	7
MRM 1	1
MRM 2	2
MRM 3	2
MRM 4	3
MRM 5	3
SRM 1	2
SRM 2	3
SRM 3	4
SRM 4	5
SRM 5	7
SRM 6	7
Streak SRM 1 (IS)	2
Streak SRM 2 (IS)	4
Streak SRM 3 (IS)	5
Streak SRM 4 (IS)	7
Streak SRM 5 (IS)	9
Streak SRM 6 (IS)	11
Streak SRM 1 (Clan)	3
Streak SRM 2 (Clan)	5
Streak SRM 3 (Clan)	8
Streak SRM 4 (Clan)	10
Streak SRM 5 (Clan)	13
Streak SRM 6 (Clan)	15
Advanced SRM 1	2
Advanced SRM 2	4
Advanced SRM 3	6
Advanced SRM 4	8
Advanced SRM 5	10
Advanced SRM 6	12

Note that squad weapons have their BV divided between all units in a point, so Inner Sphere units will only use ¼ of the BV, where as a Clan unit would use 1/5 if the weapons BV.

If the unit is capable of performing Swarm Attacks :-
Add the BV of all Direct Fire Weapons plus the BV value of Vibro-Claws and/or Claws and Magnetic Clamps that aid Swarm operations.

Add BV for other equipment.

Sum the following values -
- Direct Fire Weapons Battle Ratting
- Anti-Mech Attack BV
- Missile Weapons Battle Ratting
- Other Equipment BV

This gives the total Weapons Battle Ratting

Modify WBR by Speed Factor. Only use the movement mode that gives the highest movement rate. Do not add the units' different movement types together like a BattleMech.

Speed Factor Table

Result of Speed Factor Calculation	Speed Factor
1	0.50
2	0.65
3	0.77
4	0.88
5	1.00
6	1.12
7	1.24
8	1.37
9	1.50
10	1.63
11	1.76
12	1.89

Example: So the basic Elemental has a Small Laser and an SRM 2
Direct Fire Weapons = 9 (Small Laser)

Anti Mech BV = 9

SRM 2 with 2 Salvos = 21 + 0.12 = 21.12

Total =39.12

Speed Factor = Jump 3 = 0.77
Modified total = 39.12 x 0.77 = 30.1124

Step 3: Calculate Final BV

Add the two values together and round to the nearest whole number (0.5 rounds up), then multiply by the number of units that they are organised into (4 for IS, 5 for Clan and 4 or 6 for ComStar/Word of Blake).

Example: BV = 25.80 + 30.1124 = 55.9224 = 56. 56 x 5 = 280

Skill/Experience Level Multipliers

The BV calculations represent units with a Gunnery Skill of 4. For units with different skill levels use the multiplier from the BV Skill Multipliers table to find the BV of the unit. All values are rounded to the nearest whole number (0.5 rounds up).

Example: The Elementals are Elite Clan Troops with a Gunnery Skill of 1. From the table that gives a 1.60 modifier. The final BV of this unit is 227 x 1.60 = 363.2 = 363.

BV Skill Multipliers	
Gunnery Skill	BV Multiplier
0	1.80
1	1.60
2	1.40
3	1.20
4	**1.00**
5	0.90
6	0.80
7	0.70

Cost Calculations

The cost of a single Battle Armor suit is found by totalling the value of the components used in its construction. All costs are in C-Bills and Clan and Inner Sphere equipment cost the same, unless noted otherwise.

Example: The standard Clan Elemental will be used as an example.

Chassis
Start with the basic Chassis cost.

Chassis	Cost (Clan)	Cost (IS)
PA(L)	25,000	12,500
Light	30,000	15,000
Medium	55,000	27,500
Heavy	155,000	52,500
Assault	305,000	77,500

Example: The Clan Elemental is a Medium Chassis – Giving us 55,000.

Motive Systems
Each time of movement that the Battle Armor is capable of has a cost per MP. Use the base MP value, not the final one i.e. units with a Jump Booster or Partial Wing should use their unmodified Jump MP. Include movement allowance included in the chassis.

Chassis	Cost Per MP			
	Ground	Jump	VTOL	UMU
PA(L)	5,000	25,000	35,000	50,000
Light	20,000	50,000	70,000	75,000
Medium	30,000	75,000	125,000	100,000
Heavy	60,000	150,000	N/A	150,000
Assault	90,000	300,000	N/A	200,000

Example: A Clan Elemental can move 1 MP on the ground and Jump 3 MP. So that will be 30,000 for ground movement and 3 x 75,000 = 225,000 for jump Movement. That will add 255,000 to the total to give 310,000 C-Bills.

Armor
The different varieties of armor types have a cost per armor point. Multiply this cost by the overall unit Armor protection to find the total cost. Do not include the point of damage that represents the trooper.

Armor Type	Cost Per Point (Clan)	Cost Per Point (IS)	Notes
Standard	10,000	10,000	
Advanced	-	15,000	FWL
Prototype	-	5,000	
Basic Stealth	15,000	12,000	
Prototype Stealth	30,000	40,000	
Standard Stealth	17,500	15,000	
Improved Stealth	20,000	17,500	Clan, FWL and WoB
Fire Resistant	12,000	-	Clan
Mimetic	-	32,500	WoB

Example: The Clan Elemental has 10 points of Standard armor, giving 10 x 10,000 = 100,000 that is added to running total to give 410,000 C-Bills.

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Weapons and Equipment

Add the cost of fixed weapons and equipment. The cost of configurable weapons is not included in this value and must be calculated separately for each configuration. A sample set of Anti-Personnel Weapons is also included, but a wider variety is available from the MechWarrior rules and the Lostech equipment guide.

Only the cost of extra Heat Sinks have to be paid, as the standard one is included in the Chassis cost.

Do not include the cost of ammunition in the cost calculations, it is provided for determining the cost of ammunition in campaign settings.

Weapons And Equipment Table

Component	Cost	Ammo/Reload Cost	BV	Notes	Affiliation
Armor – All but Fire Resistant	Var.	-	2/point	See Armor Cost Table	
Armor – Fire Resistant	Var.	-	3/point	See Armor Cost Table	
Heat Sink	2,000	-	-	Additional Heat Sinks only	
Armored Glove	1,000	-	-		
Manipulator	2,500	-	-		
Battle Claw	5,000	-	-		
Heavy Battle Claw	15,000	-	-		
Industrial Drill	5,000	-	-		
Salvage Arm	5,000	-	-		
Cargo Lifter	7,500	-	-		
Combat Engineer Equipment	150,000	-	4		Inner Sphere
Configurable Weapon Mount	5,000	-	-		
Modular Adaptor	5,000	-	-		
AP Weapon Mount	5,000	-	-		
Turret	1,000/Slot	-	-		
Configurable Turret	5,000 + 1000/Slot	-	-		
Detachable Missile Pack	5,000	-	-		
Claws and Magnetic Clamps	2,500	-	3		
Mechanised Magnetic Clamps	2,500	-	1		
Squad Support Weapon	10,000 + Cost of Weapon/Unit Number	-	Var.	BV is the BV of the weapon divided by the number of suits in the unit.	
ECM	50,000	-	1		
Para Foil	3,000	-	-		FC
Partial Wing	3,000	-	-		
Jump Booster	50,000	-	-		
Power Pack (Clan and IS)	1,000	-	-		
Improved Sensors	75,000	-	2		
Improved Sensors (Clan)	75,000	-	2		
Active Probe	100,000	-	3		
Active Probe (Clan)	100,000	-	3		
Heat Sensor	1,000	-	-		
Search Light	150	-	-		
Vibro Claws	5,000	-	1		
Extended Life Support	10,000	-	-		
Mission Equipment	Var.	-	-		
Fuel Tank	500	10	-		
Ultrasonic Detector	7,500	-	-		
Laser Microphone	750	-	-		
Shotgun Microphone	150	-	-		
White Noise Generator	1,000	-	-		
Cutting Torch	1,000		-		
Space Operations Adaptation	50,000	-	-		
Enhanced Imaging	400,000	-	+5% Final Weapons BV	This is a modification to the Trooper, not the Battle Armor.	Clan
Camo System	75,000	-	Var.	Defensive Modifier	
Bomb Rack	7,750	500	11		Clan
Mine Dispenser, Standard*	25,000	-	5	10 Mines per dispenser.	CC
Mine Dispenser, Anti-Jump "Active" Mine*	35,000	-	5	10 Mines per dispenser.	
Mine Dispenser, Command Detonated*	26,000	-	5	10 Mines per dispenser.	
Mine, Dispenser, Vibro-bomb Mine*	30,000	-	5	10 Mines per dispenser.	
Popup Mine	20,000	15,000	6		FC
Mine Clearance Equipment	125,000	-	-		CC
Light MG	5.000	15	5		Clan
MG	5,000	25	5		
Heavy MG	7,500	75	6		Clan
Flamer	7,500	200	6		
Heavy Medium Laser (Clan)	100,000	-	76		Clan, Star Adder
Heavy Small Laser (Clan)	20,000	-	15		Clan, Star Adder
Medium Laser	40,000	-	46		
Small Laser	11,250	-	9		
ER Medium Laser	80,000	-	62		FWL
ER Medium Laser (Clan)	80,000	-	108		Clan
ER Small Laser	11,250	-	17		FWL, WoB
ER Small Laser (Clan)	11,250	-	31		Clan
ER Micro Laser (Clan)	10,000	-	7		Clan
Medium Pulse Laser	60,000	-	48		LA
Medium Pulse Laser (Clan)	60,000	-	111		Clan
Small Pulse Laser	16,000	-	12		LA
Small Pulse Laser (Clan)	16,000	-	24		Clan, LA
Micro Pulse Laser (Clan)	12,250	-	12		Clan
SRM 1	5,000	270/Shot	15		

SRM 2	10,000	540/Shot	21		
SRM 3	15,000	810/Shot	30		
SRM 4	20,000	1,080/Shot	39		
SRM 5	25,000	1,350/Shot	49		
SRM 6	30,000	1,800/Shot	59		
SRM 1 (OS)	2,500	-	2		
SRM 2 (OS)	5,000	-	4		
SRM 3 (OS)	7,500	-	6		
SRM 4 (OS)	10,000	-	8		
SRM 5 (OS)	12,500	-	10		
SRM 6 (OS)	15,000	-	12		
Advanced SRM 1	7,500	500/Shot	15		Clan, Hells Horses
Advanced SRM 2	15,000	1,000/Shot	30		Clan, Hells Horses
Advanced SRM 3	22,500	1,500/Shot	45		Clan, Hells Horses
Advanced SRM 4	30,000	2,000/Shot	60		Clan, Hells Horses
Advanced SRM 5	37,500	2,500/Shot	75		Clan, Hells Horses
Advanced SRM 6	45,000	3,000/Shot	90		Clan, Hells Horses
Advanced SRM 1 (OS)	3,750	-	2		Clan, Hells Horses
Advanced SRM 2 (OS)	7,500	-	4		Clan, Hells Horses
Advanced SRM 3 (OS)	11,250	-	6		Clan, Hells Horses
Advanced SRM 4 (OS)	15,000	-	8		Clan, Hells Horses
Advanced SRM 5 (OS)	18,750	-	10		Clan, Hells Horses
Advanced SRM 6 (OS)	22,500	-	12		Clan, Hells Horses
MRM 1	5,000	21/Shot	11		DC
MRM 2	10,000	42/Shot	13		DC
MRM 3	15,000	63/Shot	18		DC
MRM 4	20,000	84/Shot	25		DC
MRM 5	25,000	105/Shot	30		DC
MRM 1 (OS)	2,500	-	3		DC
MRM 2 (OS)	5,000	-	4		DC
MRM 3 (OS)	7,500	-	6		DC
MRM 4 (OS)	10,000	-	7		DC
MRM 5 (OS)	12,500	-	9		DC
LRM 1	6,000	250/Shot	14		
LRM 2	12,000	500/Shot	19		
LRM 3	18,000	750/Shot	26		
LRM 4	24,000	1,000/Shot	38		
LRM 5	30,000	1,250/Shot	45		
LRM 1 (OS)	3,000	-	4		
LRM 2 (OS)	6,000	-	5		
LRM 3 (OS)	9,000	-	7		
LRM 4 (OS)	12,000	-	8		
LRM 5 (OS)	15,000	-	9		
LRM 1 (Clan)	6,000	250/Shot	17		Clan
LRM 2 (Clan)	12,000	500/Shot	25		Clan
LRM 3 (Clan)	18,000	750/Shot	35		Clan
LRM 4 (Clan)	24,000	1,000/Shot	46		Clan
LRM 5 (Clan)	30,000	1,250/Shot	55		Clan
LRM 1 (Clan) (OS)	3,000	-	4		Clan
LRM 2 (Clan) (OS)	6,000	-	6		Clan
LRM 3 (Clan) (OS)	9,000	-	9		Clan
LRM 4 (Clan) (OS)	12,000	-	10		Clan
LRM 5 (Clan) (OS)	15,000	-	11		Clan
PPC	7,000	-	7		
Magshot	8,500	10	15		FC
Tsunami	5,500	20	6		DC
Grand Mauler	5,000	20	6		FC
Light Recoilless Rifle	1,000	400	6		
Medium Recoilless Rifle	3,000	600	14		
Heavy Recoilless Rifle	5,000	800	19		
Light Mortar	1,400	600	6		
Heavy Mortar	5,000	800	18		
Micro Grenade Launcher	1,000	400	1		
Grenade Launcher	1,500	400	2		
Compact NARC	50,000	2,000	1		
Light TAG	40,000	-	[A]		
AMS					

*When designing Battle Armor select the Standard Mine Dispenser when calculating cost. The extra cost of specialized mines is only paid when the unit is outfitted or re-supplied.

[A]Add 200 points to the final BV of any battlefield unit that meets the following conditions: the unit equipped with an Arrow IV system and homing missiles and the unit – or unit's fighting group - has one or more units with TAG; or the unit is equipped with TAG and unit –or unit's fighting group – has one or more Arrow IV systems with homing missiles.

Ammunition Costs

Type	Launcher	Cost Multiplier	Notes
SRM/T	SRM	x2	Clan Combo Missile/Torpedo
LRM/T	LRM	x2	Clan Combo Missile/Torpedo
Flare LRM	LRM	x1	
Fragmentation LRM	LRM	x2	
Fragmentation SRM	SRM	x2	
Incendiary LRM	LRM	x1.5	
Inferno SRM	SRM	x0.5	
Semi-guided LRM	LRM	x3	
Swarm LRM	LRM	x2	
Swarm-i LRM	LRM	x3	
Thunder LRM	LRM	x2	

AP Weapons Table

Weapon Type	Cost	Reload Cost	Affiliation	BV
Rifle, Infantry	80	3		0.25
Shotgun, Infantry	40	5		0.20
MG, Infantry	80	10		0.75
Gauss Rifle, Infantry	2,500	3	FS	1.75
GyroJet, Infantry	1,250	200		1.50
Heavy GyroJet, Infantry	2,500	250		1.75
Flamer, Infantry	50	2		0.25
Laser, Infantry	1,250	N/A		1.50
Pulse Laser, Infantry	2,000	N/A		1.75
SRM, Infantry	1,500	450		1.50

If the AP Weapon is mounted on a suit in place of a Squad Support Weapon (see equipment), then the cost of the an AP weapon is not counted for trooper #1.

Example: The Clan Elemental has a Detachable SRM 2 system (15,000), a Battle Claw (5,000), an AP Weapons Mount (5,000), and a configurable weapons mount (5,000). Which give another 30,000 C-Bills to the total. 440,000 C-Bills.

On to this the cost of the weapon fitted to the Configurable and AP Weapons Mount has to be added.

So for a Laser Armed Elemental with an SMG as an AP weapon, a Small Laser costs 11,250 and the SMG costs 80. The total cost of the Elemental will then be 451,330 C-Bills.

BattleForce 2 Conversion Rules

This section contains rules for converting Battle Armor designs into BattleForce 2 statistics.

Movement

This is equal to a BattleArmor's Ground MP. If the unit is capable of jumping at least equal to the ground MP then its BattleForce movement is considered to be jumping and a **J** is appended to the value.

If the Battle Armor is outfitted for VTOL movement then the movement value will be the maximum VTOL movement value with a **v** appended.

For units outfitted with UMUs, then movement is displayed as two values. The first is the Ground or Jump movement followed by a second value separated with an **s** appended to it for submersible movement.

Example: The Clan Elemental has a Ground 1 MP and Jumping MP 3 so the movement value is 3J as the jump movement is greater than the ground movement.

Armor/Structure

Total the amount of damage that a unit of the Battle Armor can absorb, including the one point for the trooper. Divide by 30 and round to the nearest whole number (0.5 rounds up) and add 1. This is the Armor Value for the unit.

Battle Armor has no Structure Value.

Example: The Clan Elemental has 10 points of armor, plus 1 point for the trooper inside. 5 troopers to a Point gives a total value of 55, which is divided by 30 to give 1.833. This is rounded up to 2, then 1 is added to give an armor value of 3.

Base Damage

Base damage is calculated from the damage inflicted by both the direct fire and missile weapons (SRMs, MRMs, LRMs and Advanced SRMs) carried. Add up all the weapon damage that can reach each range (point-blank, medium and long). See the Weapon Conversion Table (BattleForce 2 Pg. 101) and the Expanded Weapon Conversion Table for weapons in each range band. Each weapon can reach the range listed, as well as each shorter range. For example, a medium laser (listed as a medium-range weapon) can do damage at both medium and point-blank range.

Do not count One-Shot Missile systems, Bomb-Racks or Pop-Up Mines.

To find the damage from direct fire weapons calculate the total damage inflicted by a single suit from all direct fire and physical attack weapons, excluding AP weapons. This value is multiplied by the average number of troopers that will hit (a result of 7 on the Battle Armor Attack Table). For a Squad or Point this will be 3, while the average will be 4 for a Level I unit.

For Missile weapons, take each set launcher and multiply the result by the total number of troopers in a unit. Find the number of missiles that would hit on a result of 7 on the Missile Hits Table (Remember Advanced Missiles round up to the next whole number unless this would take it beyond the total number of missiles).

Some weapons have additional modifiers that are applied to the damage values. Apply the modifiers but do not round the results.

Pulse Lasers: Increase damage by 10% at all ranges.

Heavy Lasers: reduce damage by 5% at all ranges

Ammunition: If an ammo-using weapon does not have enough ammunition for at least ten turns, reduce the overall damage of the weapon by 25%

No Heat modifier applies to Battle Armor

Weapon Conversion Table (Expanded)	
INNER SPHERE	**CLAN WEAPONS**
Pointblank Range	**Pointblank Range**
Flamer	Flamer
Machine Gun	Heavy Machine Gun
Pulse Laser (Small)	Machine Gun
Small Laser	Pulse Laser (Micro)
Micro Grenade Launcher***	Small Laser
Vibro Claws (1pt each)	Heavy Small Laser
AP weapons	AP Weapons
Medium Range	**Medium Range**
ER Medium Laser	ER Medium Laser
ER Small Laser	ER Micro Laser
Medium Laser	ER Small Laser
MRMs**	Heavy Medium Laser
Pulse Laser (Medium)	SRMs
SRMs	Advanced SRMs
Light Recoilless Rifle	Pulse Laser (Small)
Medium Recoilless Rifle	Pulse Laser (Medium)
Heavy Recoilless Rifle	Light Machine Gun
Magshot	Light Recoilless Rifle
Tsunami	Medium Recoilless Rifle
Grand Mauler	Heavy Recoilless Rifle
Heavy Mortar***	PPC
Light Mortar***	Grenade Launcher***
Grenade Launcher***	
PPC	**Long Range**
	LRMs
Long Range	
LRMs*	*1/2 damage at point-blank range
	**1/2 damage at medium range
	***3/4 damage at point-blank range

Example: A Point of Elementals has 5 Small Lasers and 5 SRM 2 launchers.

The Small Lasers are direct fire weapons, so the direct fire total is 3 (damage) x 3 (average troopers to hit), for a result of 9 at pointblank range, 0 at medium range and 0 at long range.

With 5 Elementals firing their SRM 2's the average number of missiles to hit will be 6 (for 2 points of damage each) giving a missile attack value of 12 at point-blank range, 12 at medium range and 0 at long range. However, the SRM launchers have less then 10 rounds of ammunition, and so the damage is reduced by 25%, to 9 at point-blank and 9 at medium range.

Final Damage Value

The results for the direct fire and missile weapons at each range are totalled and then divide each by 10. Note that values under 0.5 will round to zero.

This gives the BattleForce Damage Value as each range.

Example: With the Elementals no other modifiers affect these weapons, so the totals will be 9+9 = 18 at point-blank range, 0 + 9 at medium range and 0 + 0 at long range. These values are then divided by 10 and rounded to the nearest whole number (0.5 round up), giving 2 at point-blank range, 1 at medium range and 0 at long range.

Special Equipment and Abilities

Certain equipment can give Battle Armor units special abilities.

Mechanised Infantry [mec] – The Battle Armor unit can operate as Mechanised Infantry in conjunction with OmniMech units (see BattleForce 2 Pg.34).

Vehicle Mechanised Infantry [vmec] – Units equipped with Magnetic Clamps can operated as Mechanised Infantry with non-OmniMech and Vehicle units.

Cargo [car#] – The unit can be carried by a transport. The number indicates how many tons of the transport's cargo space the unit takes up.

	Squad	Point	Level I
PAL	2	3	3
Light	3	4	5
Medium	4	5	6
Heavy	6	8	10
Assault	8	10	12

Active Probe [prb] – The unit is equipped with an active probe (BattleForce 2 Pg. 35).

Improved Sensors [srs] – The unit is equipped with Improved Sensors that act like an Active Probe, but only give a +2 bonus when the target is within 4 hexes.

Indirect Fire [if] – If at least half the units long-range damage comes from LRMs, then the unit has indirect fire ability.

Micro ECM [mecm] – The unit is equipped with Battle Armor ECM that acts like normal ECM, but the area of effect is limited to the hex occupied by the unit.

Target Acquisition Gear [tag] – Unit is carrying the Light TAG equipment.

Space Operations Adaptation [soa] – The unit is outfitted for space operations.

Example: The Point of Elementals is capable of operating as Mechanised Battle Armor and can be carried in 5 tons of cargo space.

The notations mec, car5 is added to the units Special Equipment and Abilities.

Overheat Value

Battle Armor units have no Overheat Value.

Point Value

The Point Value in BattleForce is derived directly from the its Battle Value, divided by 100 and round to the nearest whole number (0.5 rounds up). Note that it is possible to have a unit with a zero point value.

Example: With a BV of 248, the Elemental has a BattleForce value of 2.

This gives the final BattleForce 2 details for the Elemental.

BattleForce 2

Elemental	MP	Damage PB/M/L	Overheat	Class	Armor/ Structure	Point Value	Specials
Small Laser	3J	2/1/-	-	I	3/-	2	mec, car5

MechWarrior Conversion

Note that these conversion values may not exactly duplicate the capabilities of the previously published units in a very few instances. See Lostech for details of those units. Any unit designed with these rules should use the values given here however.

Standard Equipment

Every Battle Armor suit is environmentally sealed and is equipped with a heads-up-display (HUD) that projects data and sensor information to the Battle Armor trooper. Most suits have enhanced optics, providing the same benefits of rangefinder binoculars, infrared detectors and night vision goggles. A Battle Armor suit contains a short-range tactical communications system (and longer range systems are also available)

All Battle Armor must be fitted to the user, so it is not possible to just strap on any suit that a character may come across. Time and the correct technical knowledge is required.

All suits except Exo-skeletons and PA(L)s have built-in sensors monitor the wearers condition and activates a medipack system if necessary.

Clan battle-armor contains all of these features as well as a more advanced medical system (Clan LSSU) as well as HarJel systems.

See Lostech p.57-59 for more details.

MechWarrior Details

All Battle Armor has the following details that are used with MechWarrior.

Equipment Ratings – The Tech Level, Availability and Legality of the Battle Armor unit.
Armor Values – Determined from the BattleTech Armor value for the unit.
Coverage – Full Coverage.
Attribute Modifiers – Combined modifiers to the attributes of the operator when wearing the Battle Armor.
Melee AP – Armor Penetration Value for Battle Armor Melee Attacks.
Target Size Modifier – Modifier on attacks against Battle Armor.
Movement Modifier – Modifier to base movement of the trooper operating the Battle Armor.
Weapons – The business end of any Battle Armor unit.

Example: Taking the standard Elemental once more…

Equipment Rating

Some existing designs may vary from these values, however most new designs should have these values unless there is a specific reason for the exception i.e. a new suit that has only entered service may have a worse availability. See MechWarrior for more details on Equipment Rating.

Tech Level
Inner Sphere – E (Advance Technology)
Clan – F (Hyper-advanced Technology)

Availability
Inner Sphere – E (Very Rare)
Clan – D (Rare)

Legality
Inner Sphere – E or F if equipment unique to a specific Inner Sphere power is used. (Restricted or Highly Restricted)
Clan – E or F if the design/equipment is specific to a Clan. (Restricted or Highly Restricted)

Availability and Legality for Clan Battle Armor in the Inner Sphere will be higher. The availability value will be F (Unique) and Legality will be F (Highly Restricted). Such equipment will have a significant price premium and spares will be in short supply or non-existent.

Armor Values

Battle Armor has four separate armor values presented as Melee(M), Ballistic(B), Energy(E) and Explosive(X). These values are determined by cross-referencing the design BattleTech Armor value with the appropriate Tech Level on the Armor Values Table. Do not include the extra point that represents the trooper when finding the Unit Armor Value.

Armor Values Table

Unit Armor Value	Clan M/B/E/X	IS M/B/E/X
1	4/4/5/4	4/4/5/4
2	5/5/6/5	4/5/6/5
3	6/6/5/5	5/5/6/5
4	6/6/5/5	5/6/6/5
5	7/7/6/6	7/7/6/6
6	8/7/6/6	8/7/6/6
7	8/7/7/7	8/7/6/6
8	9/7/7/7	9/7/7/7
9	9/8/7/7	9/8/7/7
10	9/8/8/8	9/8/8/7
11	9/9/8/8	9/8/8/8
12	10/9/8/8	9/9/8/8
13	10/9/9/8	10/9/8/8
14	10/9/9/8	10/9/9/8
15	10/9/9/9	10/9/9/9
16	10/10/9/9	10/10/9/9
17	10/10/9/9	10/10/9/9
18	10/10/9/9	10/10/9/9

Fire Resistance Armor has a value of 10 against fire-based (Energy) attacks

Example: Elemental Battle Armor is a Clan unit with a BattleTech armor value of 10. This gives the Armor Values of 9/8/8/8.

Coverage

Battle Armor always gives full coverage.

Example: Elemental Battle Armor gives Full coverage.

Other Details

Attribute Modifiers, Melee AP, Target Size Modifier, and the Movement Modifier is determined by using the standard values for the Battle Armor Chassis and any modifiers for special equipment mounted on the Battle Armor suit.

The movement modifier is for Walking speed for any weight class up to Heavy. To multiply the Walking speed by two to find the Running/Evade speed, and to find the Sprinting speed multiply the walking speed by three.

Assault units apply movement modifiers to the divisor i.e. an Assault unit with movement of 1/2 has this modified by - 1 and becomes 1/3. This value multiplied by the troopers Walk speed (round to nearest whole number) to give the ground speed ogf the unit (it may not run or sprint).

Chassis

The Tech Level and Size of the Chassis is consulted to find the basic values for the Battle Armor unit.

Clan Chassis Table

Chassis	Movement Modifier	Quad Movement	Target Size Modifier (Quad)	Melee AP	STR Modifier (Quad)	REF Modifier (Quad)
Exoskeleton	Full	N/A	0 (0)	0	+1 (N/A)	0 (N/A)
Light	Full	15m/turn per MP	0 (0)	1	+2 (+1)	–1 (0)
Medium	0	15m/turn per MP	-1 (0)	2	+4 (+3)	–1 (0)
Heavy	-2	15m/turn per MP	-2 (-1)	2	+4 (+3)	–3 (-2)
Assault	¾ Rate	15m/turn per MP	-2 (-2)	3	+5 (+4)	–4 (–2)

Additional Movement Modifiers
Jump MP of 1 or more – Jump Capable
VTOL Movement of 1 or more – Jump Capable (Special)
UMU Movement of 1 or more – Underwater Capabilities.

Inner Sphere Chassis Table

Chassis	Movement Modifier	Quad Movement	Target Size Modifier (Quad)	Melee AP (Quad)	STR Modifier (Quad)	REF Modifier (Quad)
Exoskeleton	Full	N/A	0 (0)	0 (N/A)	+0 (N/A)	0 (N/A)
Light	Full	15m/turn per MP	0 (0)	1 (1)	+2 (+1)	–1 (0)
Medium	-1	15m/turn per MP	-1 (0)	2 (1)	+3 (+2)	–1 (0)
Heavy	-3	15m/turn per MP	-2 (-1)	2 (2)	+3 (+3)	–3 (–2)
Assault	2/3 Rate	15m/turn per MP	-2 (-2)	3 (2)	+4 (+3)	–4 (–2)

Additional Movement Modifiers
Jump MP of 1 or more – Jump Capable
Partial Wing – Jump Capable (special)

Quad Chassis Ranged Attack Modifiers

Quad Chassis designs have a lower target profile that gives them a bonus against ranges attacks.

Quad Chassis Ranged Attack Modifiers Table

Chassis	Modifiers
Light	-3 TN for ranged attacks made against the unit
Medium	-2 TN for ranged attacks made against the unit
Heavy	-2 TN for ranged attacks made against the unit
Assault	None

Equipment

Some equipment will modify the basic values. Attribute modifiers are only applied once, so a unit with two Battle Claws will have a –1 DEX modifier, not –2. Likewise ECM, IR and Camo values are not cumulative, rather the highest rating is the final one used.

AP Weapons Table

While not and exhaustive list, this selection is representative of the weapons used on BattleArmor AP mounts.

Weapon Type	MechWarrior Equivalent	Ammunition
Rifle, Infantry	Rifle	40
Shotgun, Infantry	Pump Shotgun	30
MG, Infantry	SMG	100
Gauss, Rifle Infantry	Thunderstroke Gauss Rifle	5
GyroJet, Infantry	Gyrojet Rifle	20
Heavy GyroJet, Infantry	Heavy GyroJet Rifle	5
Flamer, Infantry	Flamer Pistol	20
Laser, Infantry	Laser Rifle	12
Pulse Laser, Infantry	Pulse Laser Rifle	15
SRM, Infantry	SRM	2

Equipment Table

Equipment	Movement Modifier	Target Size Modifier	Melee AP Modifier	STR Modifier	DEX Modifier	REF Modifier	Notes
VTOL	-	-1	-	-	-	-	
UMU	-1	-	-	-	-1	-1	
Manipulator	-	-	-	-	-1	-	
Battle Claw	-	-	-	-	-1	-	
Heavy Battle Claw	-	-	-	+1	-2	-	
Salvage Arm	-	-	-2	-	+2	-	Melee AP cannot be reduced to less than zero. Modifier only applies to actions performed with the Salvage Arm.
Cargo Lifter	-2	-	-	+4	-2	-2	No Run/Evade or Sprint
Claws and Magnetic Clamps	-	-	+1	-	-	-	
Humanoid Suit with Missile Launcher	-1	-	-	-	-	-	Applied when design may mount any number of missile launchers. Always applied, even when missiles not mounted on configurable weapon mounts.
Detachable Missile Pack (Clan)	+1	-	-	-	-	+1	Modifiers applied when detached. Humanoid Chassis only.
Detachable Missile Pack (IS)	+1	-	-	-	-1	-	Movement modifier applies when detached. DEX modifier is permanent. Humanoid Chassis only.
Partial Wing	-1	-	-	-	-	-	
Space Operations Adaptation	-1	-1	-	-	-	-	
Basic Stealth	-	-	-	-	-	-	ECM:6, IR:6
Stealth	-	-	-	-	-	-	ECM:6, IR:6
Prototype Stealth	-1	-1	-	-	-	-1	ECM:6, IR:6
Improved Stealth	-	-1	-	-	-	-	ECM:6, IR:6
Mimetic	-	-	-	-	-	-	ECM: 6, IR:6, Camo: 4
Camo System	-	-	-	-	-	-	Camo: 4
Mines	-1	-	-	-	-	-1	Mine dispenser may be dropped to lose the REF modifier.
Quad Chassis	-	-	-	-	-4	-	Operates as a vehicle
Improved Sensors	-	-	-	-	-	-	Portable Radar Sensor
Active Probe	-	-	-	-	-	-	Portable Radar and Heat Sensors
ECM	-	-	-	-	-	-	ECM 6

Example: Elemental Battle Armor is a Clan Medium Chassis. This gives the following values: -

Attribute Modifiers: STR +4, REF -1
Melee AP: 2
Target Size Modifier: -1
Movement Modifier: Full, Jump Capable

However some of the equipment mounted on the Elemental modifies theses values
Battle Claw: DEX –1
Detachable Missile Pack (Clan): Movement –1 until detached, REF +1 when detached.

This modifies the values to give:-

Attribute Modifiers: STR +4, DEX –1, REF –1 until SRM detached
Melee AP: 2
Target Size Modifier: -1
Movement Modifier: –1/-2/-3 until SRM detached, Jump Capable

Weapons

The Weapons Tables give the MechWarror equivalents for the weapons mounted on the Battle Armor unit.

Elective Modifications (Optional Rule)

Some designs may have their performance tweaked to give them better performance in a given area. Such specialisation is not without cost however – to improve one aspect of a design some other element must be sacrificed. Such modifications have no impact on BattleTech scale operations and can normally only be applied at design time.

In the example designs a note is included which details the modifications resulting from Elective Modifications.

Armor, Attribute Modifiers, Melee AP, and Movement Modifiers can all be upgraded, but at the cost of a downgrade to another value. For each item downgraded, the design is "credited" a point which can be used to upgrade another item.

A maximum limit of three (3) elective modifications are allowed per design.

Armor
Battle Armor has four separate armor values presented as Melee (M), Ballistic (B), Energy (E) and Explosive (X). One point can be removed or added to any of these. It is not possible to change any of these values by more than one point however or to increase them above 10.

Attribute Modifiers
The modifiers for the Battle Armor design to STR, DEX and REF can also be modified. Unlike Armor there is no limit to the modifiers that can be applied. Each –1 modifier taken against an attribute will give a 1 point "credit" which can be used to improve another item. Conversely, points can be spent to add +1 to an attribute.

Melee AP
The Melee AP value can be adjusted by 1 point. Each –1 modifier taken against the Melee AP gives a 1 point "credit" which can be used to improve another item. Conversely, 1 point can be use to improve the Melee AP value. The Melee AP value cannot be reduced to less than 1. Rather than increase the Melee AP value, it is also possible to increase the damage value by 2D6. This modification cannot be added in addition to the Melee AP modifier.

Movement Modifiers
The third modification type is only allowed for humanoid designs and Quads cannot take advantage of it because of the different way that they are operated. For each –1 modifier taken to the walk movement value, the design is given a "credit" 1 point. Conversely, a +1 modifier can be applied for the cost of one point. For Assault units this modifier is applied to the movement divisor i.e. 1/2 becomes 1/3.

For PA(L), Light, Medium and Heavy units the Run/Evade and Sprint modifiers are recalculated from the final Walk modifier. The Run modifier is twice the Walk modifier, and the Sprint Modifier is three times the Walk modifier.

Assault units modify the Walk speed by a multiplier (commonly 1/2 or 1/3).