

Version 0.98

BattleTech Battle Armor Rules

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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.

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Version History

Version 0.90 (07/01/2001)

- Jumped to version 0.90 to bring everything into line.
- Added cost calculation modifier to vehicle Mechanized Battle Armor equipment and expanded details for clarity.
- Added AeroTech 2 Battle Armor boarding rules (ripped wholesale from BattleSpace and worked over with a tenderiser)

Version 0.91 (14/01/2001)

- Added refinement to Hidden Unit rules when equipped with Myomer Boosters
- Added note about weapons modifiers not being applicable to anti-BattleMech attacks.
- Added change to Squad Support Weapons.
- More vehicle Mechanised Battle Armor changes to construction rules.

Version 0.92 (21/01/2001)

- Added Battle Armor cargo carrying rules.
- Added Salvage Arm rules to Scavenging and Repairs.
- Highlighted examples consistently.

Version 0.93 (28/01/2001)

- FASA Memorial Edition. FASA are going out of business and the rights for BattleTech are being transferred to WizKids.
- Added note about half normal missile salvos for clan units using multi-purpose missile/torpedo ammo to Battle Armor Missile Attack rules.
- Added vehicle swarm rules.

Version 0.94 (26/02/2001)

- Added note about IS Detachable Missile Pack deployment limitations.

Version 0.95 (19/03/2001)

- Added unit generation rules.
- Added rules for the effects of Camo Armor on the BattleTech scale.

Version 0.96 (01/05/2001)

- Added rules for Combat Engineer Battle Armor.
- Changed to-hit table to show modifiers for infantry and Battle Armor, as well as BattleMechs, Vehicles etc.
- Fixed description for rules on what kinds of Battle Armor may perform Swarm attacks.
- Added note about leg attack capability of UMU equipped units.
- Removed Myomer Boosters.
- Changes modifiers for Infantry attacks on Battle Armor troops.

Version 0.97 (17/06/2001)

- Changed rules on Leg Attacks – Heavy units may no-longer perform them.
- Added SRMs to the optional Infantry Weapons Table.
- Added Infantry designation to AP weapons.

Version 0.98 (22/07/2001)

- Fixed references to a Star when it should have been to a Point.
- More changes to Swarm capability qualification rules.
- Added Suit Integrity rules for operating underwater.
- Removed restriction on VTOL units not being able to operate in a space.
- Added Periphery section to random unit generation rules.

References

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

Rules

BattleTech Master Rules
BattleTech Master Rules (revised)
Maximum Tech
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)

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

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).

The rules have been structured after the Infantry and Battle Armor rules in the BattleTech Masters Rules. They should be reviewed in conjunction with those rules.

Organisation

Battle Armor units are organised into a Squad of 4 for Inner Sphere forces, Points of 5 for the Clans and a Level 1 unit of 6 for ComStar and the Word of Blake (although they have been known to also employ the standard Inner Sphere 4 man Squad).

Battle Armor Unit Table	
Type	Number of Troopers
Inner Sphere	4
Clan	5
ComGuard/Word of Blake	6

All members of a Battle Armor unit must be equipped identically unless the rules for their equipment states otherwise.

During a game it is not normally possible for members of these formations to transfer from one unit to another, or to combine two or more units together.

Example: A player is fielding three Points of Clan Battle Armor in a game. He is using ten Elementals armed with Small Lasers and five more with MGs. These Elementals are organised into three points, two armed with Small Lasers and a third armed with MGs. During the game the two points of Small Laser armed Elemental suffer 2 casualties in one point, and three more in the other. The remaining Elementals may not merge to form a fully manned point, although this could be done between games in a Campaign.

Ground Movement

Battle Armor units have no facing and can move in any direction unless blocked by impassable terrain. In general Battle Armor must pay the same Movement points as other units. However Battle Armor expends only 1 MP to enter or leave buildings, and they may climb up interior stairs of buildings to reach different levels at the cost of 1 MP per level.

Battle Armor may only climb 1 elevation per hex.

The maximum MP for a Battle Armor unit is given by its Ground Movement value that will always be at least 1MP.

Jumping Movement

Battle Armor with jump capability move per the jumping rules for BattleMechs. Jumping movement may not be employed to move within a building, although Battle Armor may jump into or out-of a building or other enclosed space (assuming that there is an available door, window, or hole in the wall).

Like BattleMechs, Battle Armor jumping MP limit dictates the maximum height of any obstacle that may be cleared.

Its Jump Movement gives the maximum MP for jumping Battle Armor. Battle Armor that is equipped to jump is always assumed to be using this method of movement unless specifically stated by the controlling player.

Battle Armor may deploy from an Aircraft or VTOL if it has jumping capability. The only exception to this rule is if the unit is equipped with an item that prevents the use of jumping movement until it is detached, for example the Compact NARC Launchers or the Inner Sphere Detachable Missile Pack.

VTOL Movement

VTOL equipped Battle Armor spends movement points like normal VTOL. Although they have to spend MP to change elevation, like other infantry, VTOL Battle Armor has no facing therefore facing changes are free.

On the ground they must use their Ground Movement MPs in place of the VTOL performance.

Because they can hover, VTOL Battle Armor can disembark from flying vehicles.

Underwater Movement

Units equipped with a UMU move like a submarine when in level 1 or deeper water. On land the unit is dependent on its normal ground MP limit, not the UMU MP limit. Movement modes can be combined provided movement on land does not exceed the normal ground movement limit. Leg Attacks can be performed against Mechs standing in level 1 or deeper water.

Battle Armor that is not equipped with UMUs may still operate in water. Once in water they have a maximum MP of 1, regardless of their maximum Ground MP on land. They are assumed to travel across the bottom of any body of water and may not employ Jumping or VTOL movement until they have exited the water. Such units jumping into water deeper than depth 1 will be unable to move the next turn as they sink to the bottom.

Stacking

Normal Stacking Rules apply for Battle Armor.

Infantry Carriers

Battle Armor may ride inside vehicles during the course of a game. Any vehicle equipped with cargo space may carry Battle Armor. The carrying units capacity is limited to the capacity of its cargo space. To find the weight required to carry Battle Armor consult the following table.

Battle Armor Unit	Tons Per Unit (troopers)		
	Inner Sphere (4)	Clan (5)	ComStar/WoB (6)
Light/PA(L)	3	4	4.5
Medium	4	5	6
Heavy	6	7.5	9
Assault	8	10	12

All other standard rules for infantry apply.

Mechanized Battle Armor

Many Battle Armor types are capable of operating as Mechanised Battle Armor and their ability to do so should be noted in their description.

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 Armored Gloves
- 1 Battle Claw
- 1 Heavy Battle Claw

Any unit that satisfies all the criteria may operate as Mechanised Battle Armor on OmniMechs only.

Some units can be fitted with special magnetic clamps that allow them to operate as Mechanised Infantry on normal BattleMechs and Vehicles. When mounted on a vehicle the Battle Armor unit takes damage first from all hits on any Vehicle location except the turret, and the vehicle may only use turret mounted weapons when carrying Battle Armor in this fashion.

Such units must first satisfy all the standard criteria for operating as Mechanised Battle Armor before they can benefit from this feature.

Combat

All Battle Armor has a 360-degree arc of fire and may fire at units occupying the same hex. All damage from such attacks is considered to have an attack direction of Front and is resolved as if it was at a Range of 1. In one Weapons Attack Phase when a Battle Armor unit attacks it fires as a single unit that may fire once with each type of non-missile weapon that it mounts and once with each missile system. These attacks use all range and line-of-sight restrictions appropriate for the weapon.

i.e. a Squad of Battle Armor is made up of four suits which mount 2 MGs and 2 SRM 2 launchers each. This Squad can make one attack with 8 MGs and 2 attacks with 4 SRM 2.

Like all warriors, Battle Armor units have a Gunnery Skill rating. Calculate the modified to-hit numbers using the standard rules, modifying the number for defender movement, terrain and all other appropriate modifiers.

When an attack hits its target roll on the appropriate table to determine how many in the unit scored a hit. Determine a hit location separately for each weapon that hits.

Battle Armor Missile Attacks

When resolving missile attacks by squads or Points of Battle Armor use the following rules.

Total the number of missiles being fired then find the column on the Missiles Hit Table in the Master Rules which has this number, or the next one with a higher value. Roll on this table, but any result that gives more hits than there are missiles means that all missiles hit.

If the number of missiles in the attack is greater than 20, split the attack into two even groups and roll for each one. If the number of missiles is greater than 40 then split into 3 groups, etc.

Example: 4 Clan Battle Armor suits are all that is left of a Point. They are equipped with a 2 tube SRM system, so they fire a salvo of 8 missiles. The column for 9 missiles is used, but a roll of 11 or 12 (which would give a result of 9) just means that all 8 hit. With SRM hits the damage location is rolled for each missile. MRM and LRM hits are resolved in groups of 5 as per normal MRM and LRM launchers.

The Clan Advanced SRM system developed for Battle Armor differs from the Mech weapon as follows. When rolling for the number of missiles to hit, if the result is odd, then add one missile to the result (unless the result is the maximum number of missiles for the salvo). So if 6 missiles are fired, but the result gives 3 hits, then the number of missiles to hit becomes 4.

When in water of depth 1, the unit can make attacks on targets outside the water when equipped with multi-purpose missiles. In effect, they temporarily surface and squeeze off a shot. LOS is determined as if the unit was in a level 0 hex and all standard modifiers are applied, including the +1 modifier for attackers in water.

These multi-purpose missiles are only available to Clan units but can be fired from conventional SRM and LRM launchers, however the number of salvos that can be carried is half normal (divide by 2 and round down) unless the launcher is a One-Shot system.

Infernos may not be used unless the unit is equipped with Fire Resistant armor.

Battle Armor Weapons Attacks

Group all the non-missile weapons of the same type together into one attack. Use the Battle Armor Attack Table to determine the number of troopers that hit. For units with more than one of any type of weapon multiply the result by the number of weapons mounted on each unit i.e. A Salamander is equipped with two Flamers, so the result would be multiplied by two to give the total number of Flamer hits.

Some Battle Armor mounted weapons are more effective against conventional infantry. Mortars and Recoilless Rifles do 1D6 damage to conventional infantry for each point of damage they would do against an armoured target, such as a Mech or vehicle. Heavy MGs inflict 2D6 points of damage, MGs 1D6 and Light MGs 1D3 damage. This damage is still doubled if the target infantry is in Clear terrain).

Battle Armor Attack Table (Expanded)

Die Roll (2D6)	Troopers Active					
	1	2	3	4	5	6
2	1	1	1	1	1	1
3	1	1	1	2	2	2
4	1	1	2	2	2	2
5	1	1	2	2	3	3
6	1	1	2	2	3	3
7	1	2	2	3	3	4
8	1	2	2	3	4	4
9	1	2	3	3	4	5
10	1	2	3	4	4	5
11	1	2	3	4	5	6
12	1	2	3	4	5	6

With some weapons (like the Compact NARC) the controlling player can elect not to use all the units in a formation when firing.

Support Weapons

Some Battle Armor formations may employ a support weapon. When one is used it is always carried by trooper #1 and can only be used while that trooper is operational. All other troopers are equipped with AP weapons in place of the Support Weapon. If using the optional AP weapon attack rules, units equipped with a Support Weapon will make AP weapons as if they have one fewer troopers for only that AP weapon. Other AP weapons attacks will be made at full strength.

Ammunition is spread evenly between all members of the unit, with trooper #1 carrying the weapon and any excess ammo. Ammunition usage should be tracked with care, as casualties may result in the loss of ammunition.

Close Combat Equipment (Level 3)

Some Battle Armor may be equipped with special Close Combat equipment, such as Vibro-Claws or hand-held powered weapons such as the DEST Kage troopers with Vibro-Katanas.

Close Combat equipment 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 weapon i.e. Kage troopers with Vibro-Katanas, or groups of two points for those that mount two weapons i.e. The Wolverine Battle Armor.

These weapons cannot be used as part of a Swarm or Leg attack unless noted otherwise.

Bombing Attacks

Some Battle Armor units may be equipped with Bomb Racks that may be used once during a battle. It has no range and may only be used if the unit's current altitude is at least 1 level higher than the hex it occupies (so that the target hex is always the hex the unit occupies). The base to-hit number for the attack is the Gunnery Skill of unit, and the only other modifier that applies is the standard attacker movement modifier. If the attack roll misses, the attack scatters 1 hex per Artillery rules (p.70 BMR). The bomb attack delivers damage to all units in the target hex and each adjacent hex. The damage inflicted in the target hex is equal to the number of surviving troopers in the attacking unit x 2. Units in hexes adjacent to the target hex suffer damage equal to the number of surviving troopers in the unit. This damage is applied in 5-point groups for purpose of hit location in the same way as artillery damage (p. 71, BMR).

Attacks Against Battle Armor

When a unit attacks a Battle Armor unit, the attack targets the whole unit, though individual troopers take the damage (in other words, a single member of a Point or Squad cannot be the target of an attack; the trooper damaged by a successful attack is determined randomly). Use all standard modifiers. In addition, BattleMechs and Vehicles must modify their to-hit number by +1 for Battle Armor attacks to account for the spread-out formation and tactics of Battle Armor Units. Other Battle Armor and Infantry are not affected.

Some Battle Armor designs also incorporate stealth technology that makes them more difficult to hit. The effects of this is summarised in the To-Hit Battle Armor Table. Note that this incorporates the automatic +1 modifier covered above.

Standard infantry is not affected by much of the stealth technology used in Battle Armor to confound electronic systems (infantry are outfitted with the Mk. I eyeball which, unlike a targeting system, is unaffected). Mimetic armor and Como systems still affect standard infantry however.

Battle Armor troops are too dependent on their suit systems to avoid affects of stealth technology.

To-Hit Battle Armor Table

Armor Type	Range Band Base To-Hit Value for BattleMechs/Vehicles		
	Short	Medium	Long
Standard	+1	+3	+5
Prototype Stealth	+1	+4	+7
Basic Stealth	+1	+4	+7
Stealth	+2	+4	+7
Improved Stealth	+2	+5	+8
Mimetic	+1*	+3*	+5*

*Mimetic Armor also includes a modifier based on how far the unit moved.

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

Units outfitted with a Camo system also receive a modifier based on how far the unit moved. This system cannot be combined with Mimetic Armor.

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

On a successful attack against Battle Armor, roll 1D6 to determine which one of the troopers takes damage from the hit. Inner Sphere Squads re-roll a result of 5 or 6, while Clan Points re-roll results of 6. All hits against a previously destroyed trooper is also re-rolled.

Treat long and medium range missile fire against Battle Armor as for a BattleMech target; each cluster of missiles that hits the unit strikes a different, randomly selected trooper. Each weapon, SRM or cluster of LRMs or MRMs will only damage the trooper struck; excess damage is wasted.

Each suit of Battle Armor has an Armor value determined at design time, plus an additional point of damage that represents the trooper inside. To inflict damage on the trooper, treat this final point as armor occupying a single "location". If all points of armor are destroyed, the trooper is out of action.

Special Case Rules

The Special Case Rules section offers detailed rules to resolve specific, strategically important situations that players may want to play out as part of their game.

Anti-BattleMech Infantry

All Battle Armor troopers are trained in anti-BattleMech tactics. Unlike normal infantry, which employ grappling rods and satchel charges to inflict damage, Battle Armor makes use its arm mounted weapons and the enhanced strength and manoeuvrability provided by the suit.

Some Battle Armor units are not eligible to make such attacks. Those that suffer such limitations will normally have a note in their description to that effect. The attack descriptions also include the criteria that a unit must meet in-order to be able to execute the manoeuvre.

Unless specifically noted in the equipment description, no to-hit modifiers for the weapon is used to modify the target number i.e. Pulse Lasers do not apply the normal +2 to-hit modifier.

Resolve anti-BattleMech attacks in the Weapon Attack Phase of the turn.

Leg Attacks

Battle Armor can not perform Leg Attacks if:-

- It is a Quad unit
- It is an 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.

Leg Attack Table (Expanded)	
Battle Armored Troopers Active	Base To-Hit Number
4-6	4
3	7
2	10
1	12

Swarm Attacks

Battle Armor may perform Swarm Attacks if:-

- It is a Quad Battle Armor unit
- It is an Assault or Heavy Battle Armor unit
- The suit 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

Swarm Attacks Table (Expanded)	
Battle Armored Troopers Active	Base To-Hit Number
4 – 6	7
1 – 3	10

Swarm Attack Damage

Battle Armor units apply all damage from their arm-mounted anti-BattleMech weapons to one hit location. For example, a full strength Squad of Infiltrator II suits equipped with Magshot Gauss Rifles will inflict 8 points of damage on the one location. Missiles cannot be used for such attacks, as the Battle Armor would be caught by the blast.

Swarming Vehicles

The rules for swarming BattleMechs apply to vehicle attacks but with the following changes.

Vehicles are easier to board than Mechs, and so apply a -1 to-hit modifier. Also because vehicles have no hands and usually cannot jump, it is difficult for them to fight off swarming Battle Armor. However a skilled driver can use erratic manoeuvres to shake the infantry loose during the Movement Phase. It is considered to be moving at Flank speed, but receives only the MP for its Cruising speed. All Driving Skill rolls receive a +1 modifier to the target number while the vehicle is performing erratic manoeuvres. The vehicle must be capable of movement to try and shake Battle Armor off.

At the end of the vehicle's movement, its controlling player makes a Driving Skill Roll with a +4 modifier to the target number. If the roll is successful, the swarming Battle Armor is shaken loose as if it had been knocked off by jumping (as in the case of a swarmed Mech).

If the swarming Battle Armor unit stays on the vehicle, they may make a standard swarm attack, but use the Front hit location column on the Vehicle Hit Location Table. As with anti-Mech swarm attacks, the swarming unit may also roll once on the Determine Critical Hits Table, even if the attack did not penetrate the armor.

Any vehicle equipped with Jump Jets (such as the Kanga Jump Tank), may use jumping movement in the same manner as a BattleMech to shake Battle Armor off.

Fire

Unlike a BattleMech, Battle Armor is not immune to the effects of fire. Unless the controlling player rolls an 8 or higher on 2D6, any non-BattleMech unit that ends its Movement Phase on the ground in a burring hex or moves along the ground in to a burring hex is destroyed. The player must make the roll each time a unit meets either condition.

The only exceptions to this rule are units equipped with Fire Resistant armor. These units are not affected by fire in any way.

Cargo Carriers

Battle Armor equipped with Cargo Lifters or a Salvage Arm can carry heavy cargo by cooperating as a unit. The units' total lifting capacity is the sum of the lifting weight limit of all the suits (and so will be reduced as the unit takes casualties).

When carrying cargo the unit movement is reduced to 1 MP and it may not jump or use VTOL or UMU motive systems. In addition to this the unit may only use weapons mounted in an arm not outfitted for cargo carrying operation. No body-mounted weapons may be used.

If the unit is hit while carrying cargo, the cargo is considered to be automatically destroyed and damage is applied as normal to the unit.

Hostile Environments

Players may use the following rules to simulate combat in extreme temperatures, low gravity, difficult terrain, or even vacuum.

Extreme Temperatures

For combat in temperatures between -30 and 50 degrees Battle Armor is not affected. For each 10 degrees C (or fraction thereof) higher than 50 degrees, reduce all movement modes by 1 Movement Point. For each 10 degrees C (or fraction thereof) lower than -30 degrees, reduce all movement modes by 1 Movement Point.

Movement cannot be reduced below 1 MP in this manner.

Ice

Battle Armor may break through ice in the same way as a BattleMech. The only difference is that Battle Armor can only climb out of a Depth 1 Water hex. Battle Armor does not convert an ice hex to open water during the process of climbing out.

Swamp

For Battle Armor entering a swamp hex, roll 2D6. On a result of 4 or less, the unit becomes stuck. To escape being stuck, an infantry unit need only roll 5+ on 2D6.

Vacuum

All Battle Armor units are environmentally sealed and can operate in a vacuum. However double any damage taken by Battle Armor while operating in a vacuum to represent the loss of personnel due to suit breaches, damage that normally would not result in any casualties.

Some Battle Armor units can carry equipment that negates the danger of operating in a vacuum.

Underwater Operations

While Battle Armor can operate underwater, there are several constraints upon them. Loss of suit integrity can be a major problem. Whenever a Battle Armor unit takes damage while submerged the controlling player rolls 2D6. On a result of 10 or more, the suit has been breached and the damaged suit is destroyed.

Clan Battle Armor is more resistant to this effect, thanks to the HarJel system developed by the Diamond Sharks (and later adopted by the other Clans). As a result, the target number is 11 or more for a fatal breach.

Units outfitted with Underwater Manoeuvring Units are specially outfitted to survive such effects and are immune to loss of hull integrity.

Indirect Fire

Battle Armor units equipped with LRMs or Mortars may make indirect weapons attacks as outlined in the BattleTech Master Rules (P. 80).

Hidden Units

Battle Armor may operate as Hidden Units as normal.

Mines

Mine Dispensers

Some Battle Armor units may mount a special minefield dispenser that may contain either Conventional, Command Detonated or Vibrobomb 10-point mines (determined before the start of play). Each trooper may carry a different kind of mine, however clear bookkeeping is required if this option is used. During any turn in which the unit does not move or attack in either the weapon and physical attack phases, one or two of the troopers in that unit may lay their minefields in the hex the unit currently occupies.

Mine Clearing

Battle Armor can be designed to act as Combat Engineers or to mount advanced mine-clearing equipment.

Battle Armor equipped and trained as Combat Engineers follow the standard rules for infantry clearing minefields as described on p. 81 of the BMR, except they clear the field on a 2D6 result of 9 or more and only on a 2D6 result of 3 or less does the minefield explode.

Battle Armor equipped with Mine Clearing equipment follow the standard rules for infantry clearing minefields as described on p. 81 of the BMR, except they clear the field on a 2D6 result of 6 or more and only on a 2D6 result of 2 does the minefield explode.

If a unit is designated as Combate Engineers and is outfitted with the Mine Clearance equipment, then use the specialized equipment.

Pop-up Mines

A Battle Armor unit that begins the Weapon Attack Phase in the same hex as a BattleMech or vehicle can use the Pop-up Mine launcher (such as that carried on the Sloth). The unit can chose to launch one or more magnetic mines instead of making a standard weapons attack. Unlike standard Battle Armor missile attacks the controlling player can chose to fire mines from

some or all of the Battle Armor within a unit, marking off the ammunition expenditure for each one fired on the record sheet. If a unit is destroyed before it fires its mine, then that mine is lost.

The base to-hit number for a magnetic mine attack is 8, modified for movement and terrain as normal. If the unit is making a point-blank shot from hiding (see Hidden Units BMR p. 77), do not modify the to-hit number for movement or terrain. If the attack hits, roll on the Battle Armor Attack Table to determine how many mines have become attached to the target, using the unit members active column that matches the number of mines fired by the unit. The mine hits the Centre Torso if the target is a BattleMech, or the Front if the target is a vehicle. The attacker rolls 2D6 for each mine that is attached and consults the Determining Critical Hits Table. If the result is 7 or less, the target takes 4 points damage from the explosion. If the attack results in one or more critical hits, resolve those normally.

Night Combat

A lack of ambient light degrades the ability of combat units to target and hit opposing units. If combat takes place at night, modify all to-hit numbers by +2.

Searchlights

Just like some Mechs, the Battle Armor can mount a powerful searchlight. See p. 80 in the Masters Rules for the effects of the Searchlight on BT combat. Unlike Mech versions, this has a maximum effective 6 hex range. When hit, a Battle Armor unit must check to see if the Searchlight is destroyed – just like a Mech, however all Battle Armor or Searchlights have to be destroyed before the unit loses the ability to use this feature.

Combat Engineers (Level 3 Rule)

Combat Engineers are specially trained troops that engage in support operations on the Battlefield. They are capable of several special tasks.

Bridge Building

Any unit (Squad or Level I) may construct a bridge in the same way as bridge laying vehicles (see Maximum Tech). The process for laying the bridge is the same, except it takes two turns to deploy the bridge rather than one. The units can create a single Light Bridge per scenario provided it was at full strength when construction started. Two units can combine together to build a single Medium Bridge per scenario.

Demolition

These particularly destructive individuals are proficient at destroying bridges and buildings (and other structures, if using the optional Structures rules from Maximum Tech). To plant charges, the unit must remain in the target hex for a number of turns, during which it may not move or fire. If the unit spends one complete turn in the hex, the charges will only inflict 7 points of damage. For every turn after the first that the unit spends planting charges, the damage is doubled.

If the unit is damaged while planting charges, the charges inflict damage based on the strength of the unit at the point where it stopped planting them.

This damage does not take place immediately. Once the units controlling player announces that the unit has finished planting charges, the charges can be set off during any End Phase. The charges damage the structure only, though the collapsing building or bridge may also cause damage to units inside or on it.

Grounded Dropships, AeroSpace and Conventional Fighters can be treated as Structures for the purpose of planting demolition charges. All damage is resolved on the rear arc in blocks of 5 points of damage.

Firefighting

An engineering unit can attempt to extinguish fires. Instead of making a weapon attack, the unit can aim water and fire-dousing chemicals as a single burning hex, BattleMech, Vehicle or Battle Armor unit that is adjacent to the firefighting unit. The controlling player rolls 2D6, subtracting 2 from the result if the fire was caused by an inferno missile or inferno flamer fuel. If the final result is 8 or higher, the fire is extinguished.

Trenches and Fieldworks

Engineer units may dig trenches and build fieldworks to provide handy cover for infantry. However, the enemy can also use these ad-hoc fortifications. A hex containing trenches and fieldworks is a fortified hex. Any hex may be fortified except Water, Paved or Building hexes.

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The player controlling the Engineering unit must declare in the End Phase of a turn his intention to fortify the hex the unit occupies. In order for to fortify the hex, engineer units must spend two complete turns in it, and may not make attacks or move during those turns. At the end of the second turn, the hex is considered fortified.

Treat a fortified hex as a standard hex of its type, except that infantry and Battle Armor occupying it are considered dug in. Also vehicles may be considered to be hull-down. See Maximum Tech for details.

Clan Enhanced Imaging (Level 3 Rule)

Battle Armor units may use EI Implants, but every member of such an infantry point must be implant equipped.

A Player can switch the EI system on or off during the End Phase of any turn. When the system is off, the unit acts as though it did not have EI; they receive no benefits, but also do not suffer feedback damage. The status of a unit must be clearly marked on the record sheet at all times.

When EI is on, the unit gains the following benefits:

- To-hit modifiers for firing through woods and smoke are reduced, but normal line-of-site rules for these types of terrain still apply. Firing through or into any number of Light Woods hexes adds a single +1 modifier. The penalty for firing through or into Heavy Woods or smoke-filled hexes is reduced from +2 to +1 per hex.
- The night combat modifier does not apply.
- The unit may aim its direct-fire weapons at a specific location as if it had a targeting computer. The modifier for such an attack is +6 rather than the usual +3.

EI systems have a serious drawback as well. Because EI connects the warrior's brain directly with the systems in their Battle Armor, any damage-induced feedback in the suits internal systems delivers a strong, potentially lethal electric shock to the user. Battle Armor equipped troopers with neural implants suffer 1 extra point of damage from every attack that hits them. For purposes of determining this damage, an attack refers to each hit that strikes a particular trooper, including clusters of LRMs and artillery damage.

See the MechWarrior Battle Armor Rules for details of how the system affects individuals in the Role-Playing environment.

Anti-Personnel Weapons (Level 3 Rule)

Many Battle Armor units are equipped with Anti-Personnel weapons. The existing rules do not cover the effect of these weapons however. Use of this optional rule may slow down play.

For attacks with AP weapons, follow the Standard Infantry Attacks procedure listed on p.60 of the rules, but use the following tables to determine the damage inflicted. Note that the range of infantry weapons is severely limited.

Note that unlike anti-Mech weapons which are treated as firing at a range of 1 when used against targets in the same hex, AP weapons also have a 0 range. They cannot be used during a Swarm attack.

Infantry Range Modifier Table

Weapon Type	Range In Hexes (To-Hit Modifier)						
	0	1	2	3	4	5	6
Rifle, Infantry	-2	0	+2	-	-	-	-
Shotgun, Infantry	-2	0	-	-	-	-	-
MG, Infantry	-2	0	+2	+4	-	-	-
Gauss Rifle, Infantry	-1	0	0	+2	+4	-	-
Gyrojet, Infantry	-1	0	+2	+4	-	-	-
Heavy Gyrojet, Infantry	-1	0	0	+2	+4	-	-
Flamer, Infantry	-1	0	+2	-	-	-	-
Laser, Infantry	-2	0	+2	+4	-	-	-
Pulse Laser, Infantry	-3	-2	0	-	-	-	-
SRM, Infantry	-1	0	0	+2	+2	+4	+4

Infantry Weapons Damage Table

Weapon Type	Number of Squad/Point/Level I Members					
	1	2	3	4	5	6
Rifle, Shotgun	1	1	1	1	2	2
MG, Flamer, Gauss Rifle or Gyrojet.	1	1	1	2	2	2
Laser, SRM, Pulse Laser, or Heavy Gyrojet	1	1	2	2	3	3

MechWarrior Weapon Equivalent Table

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 Pistol	20
Laser	Laser Rifle	12
Pulse Laser	Pulse Laser Rifle	15
SRM	SRM	2

Scavenging and Repair

In standard BattleTech play each scenario begins with a fresh, undamaged batch of Battle Armor. One way to make back-to-back scenarios more challenging is to run multi-battle campaigns in which each opposing side starts play with a set number of units. Rather than receiving new units at the start of each scenario, however, players must make it through the entire campaign using only the units allotted at the beginning of play. The scavenging and repair rules provide a system for recovering fallen Battle Armor units and repairing or customising them.

Scavenging

If a Battle Armor suit is equipped with a Salvage Arm, it can aid a Technician when scavenging components (BMR Pg.84-85). A technician may either receive a +1 bonus when making the scavenging roll, or reduce the time required by 50%. Only one suit may aid a technician at any one time, though multiple technicians may work on the same Mech or Vehicle at the same time provided they are not attempting the same task.

After Battle Status

Battle Armor units and the troopers within them are considered rendered inoperative once all the armor has been destroyed and an additional point of damage is inflicted (representing the trooper). Their real fate has to be determined after the battle.

Mostly Dead vs Truly Dead

For each trooper that is disabled roll 2D6. Any result of 7+ means that the trooper survived the destruction of his Battle Armor but is wounded. Clan units receive a +2 modifier to this roll (target of 5+) due to the sophisticated systems that they mount.

If the player does not control the battlefield then roll 2D6 for each surviving trooper. A result of 7+ means that the injured trooper has evaded the enemy and returned to his own unit. All other troopers are captured or killed by their opponent. Note that in situations where neither side controls the battlefield, both must make this roll.

A player can elect to take captured Clan troopers as Bondsman and adopt them into their own force. Inner Sphere troopers never cooperate with Clan captors, but may become an objective in a scenario along with any captured MechWarriors.

Injured troopers can make use of MASH units to recuperate from their wounds. Each operating theatre off a MASH unit can heal 1 trooper between scenarios (this is slightly different from the rules in Maximum Tech, but here the troopers Battle Armor is not taken into account).

If the player has spare Battle Armor suits then the recovered trooper may be issued with a new suit and returned to play in the next scenario.

Wounded troopers cannot be deployed for battle.

Destroyed vs. Truly Destroyed

A similar process is used to determine if a destroyed suit can be repaired. The player who controls the battlefield can attempt to salvage all Battle Armor units that were destroyed. Battle Armor can be salvaged on a roll of 7+ on 2D6, with any other result meaning that the unit is beyond all hope.

Battle Armor that has not been totally destroyed may either be repaired, or broken down to provide the spares needed to repair another unit. A suit will yield two points less than its normal armor value when being broken down for parts, so a Clan Elemental suit will give 8 points of repair parts.

When repairing a Battle Armor unit an unmodified Technician Roll with is required and takes 15 minutes per point repaired. The parts must be available for the repair to be attempted.

Clan/Inner Sphere Incompatibility

For any attempt to use Clan components to replace Inner Sphere ones (or vice versa), add an additional +4 modifier to reflect the basic incompatibility of the two technologies. In addition to this, Inner Sphere Technicians receive a +4 modifier when working on Clan equipment.

Reorganisation

Between games it is possible for a player to reorganise their Battle Armor Squad/Point to bring them back up to full strength. The normal rules which prohibit mixing units of different types is still in force, however units with configurable weapons mounts may be reconfigured at this time.

When combining troopers of different skill levels, the whole Squad/Point has a Gunnery Skill of the worst member of the unit.

Unit Generation

Unit generation rules can be found in the BMR (Pg. 102 to 108). If a roll on the Random Weight-Class Table Unit Type indicates Conventional forces (or a Clan unit is a Nova or Supernova), then the type of Battle Armor in each Squad/Level I/Point can be determined from the following tables.

Random Battle Armor Assignment Table: Inner Sphere

Roll	House Davion	House Kurita	House Steiner	House Marik
2	Nighthawk Mk. XXI	Nighthawk Mk. XXI	Nighthawk Mk. XXI	Tornado
3	Infiltrator MK II	Kage	GDL Scout	Achileus
4	Infiltrator Mk II	Kage	Infiltrator	Achileus
5	Infiltrator	Raiden	Infiltrator	Achileus
6	Cavalier	Raiden	GDL Standard	Standard
7	Standard	Raiden	Standard	Standard
8	Standard	Standard	Standard	Standard
9	Sloth	Standard	Sloth	Longinus
10	Wolverine	Standard	Sloth	Longinus
11	Wolverine	Kanazuchi	Fenrir	Warhammer
12	Titan	Kanazuchi	Fenrir	Warhammer

Roll	House Liao	Free Rasalhague Republic	SLDF/ComStar	WoB
2	Tornado	Nighthawk Mk. XXI	Infiltrator Mk. II	Achileus
3	Achileus	Infiltrator	Kage	Tornado
4	Fa Shih	Kobold	Kobold	Tornado
5	Fa Shih	Kobold	Kobold	Purifier
6	Fa Shih	Standard	Standard	Purifier
7	Standard	Standard	Standard	Standard
8	Standard	Standard	Standard	Standard
9	Standard	Standard	Tornado	Standard
10	Standard	Bravo	Tornado	Longinus
11	Longinus	Sloth	Wolverine	Longinus
12	Warhammer	Kanazuchi	Titan	Warhammer

Random Battle Armor Assignment Table: Clans

Roll	Wolf	Ghost Bear	Jade Falcon	Hells Horses
2	Headhunter	Steel Bear	Screaming Hawk	Gnome
3	Elemental	Steel Bear	Elemental	Elemental
4	Elemental	Elemental	Elemental	Elemental
5	Elemental	Elemental	Elemental	Elemental
6	Elemental	Elemental	Elemental	Elemental
7	Elemental	Elemental	Elemental	Elemental
8	Elemental	Elemental	Elemental	Elemental
9	Elemental	Elemental	Elemental	Elemental
10	Elemental	Elemental	Elemental	Gnome
11	Elemental	Steel Bear	Screaming Hawk	Gnome
12	Headhunter	Steel Bear	Screaming Hawk	Gnome

Roll	Steel Viper	Snow Raven	Star Adder	Nova Cat
2	Dust Python	Sylph	Elemental	Leaping Tiger
3	Elemental	Elemental	Elemental	Elemental
4	Elemental	Elemental	Elemental	Elemental
5	Elemental	Elemental	Elemental	Elemental
6	Elemental	Elemental	Elemental	Elemental
7	Elemental	Elemental	Elemental	Elemental
8	Elemental	Elemental	Elemental	Elemental
9	Elemental	Elemental	Elemental	Elemental
10	Elemental	Elemental	Elemental	Elemental
11	Elemental	Star Raven	Fire Efreeti	Elemental
12	Dust Python	Star Raven	Fire Efreeti	Leaping Tiger

Roll	Goliath Scorpion	Diamond Shark	Cloud Cobra	Coyote
2	Undine	Sylph	Sylph	Elemental
3	Elemental	Elemental	Sylph	Elemental
4	Elemental	Elemental	Sylph	Elemental
5	Elemental	Elemental	Elemental	Elemental
6	Elemental	Elemental	Elemental	Elemental
7	Elemental	Elemental	Elemental	Elemental
8	Elemental	Elemental	Elemental	Elemental
9	Elemental	Elemental	Elemental	Elemental
10	Undine	Elemental	Elemental	Elemental
11	Undine	Stalking Octopus	Mist Ape	Iron Golem
12	Undine	Stalking Octopus	Mist Ape	Iron Golem

Roll	Ice Hellion	Fire Mandril	Blood Spirit	Smoke Jaguar
2	Ice Streak	Salamander	Blood Range	Elemental
3	Elemental	Salamander	Elemental	Elemental
4	Elemental	Elemental	Elemental	Elemental
5	Elemental	Elemental	Elemental	Elemental
6	Elemental	Elemental	Elemental	Elemental
7	Elemental	Elemental	Elemental	Elemental
8	Elemental	Elemental	Elemental	Elemental
9	Elemental	Elemental	Elemental	Elemental
10	Elemental	Salamander	Elemental	Elemental
11	Ice Streak	Salamander	Blood Rage	Elemental
12	Ice Streak	Salamander	Blood Rage	Elemental

Random Battle Armor Assignment Table: Periphery

Roll	Taurian Concordat	Magistracy of Canopus
2	Nighthawk Mk. XXI	Nighthawk Mk. XXI
3	Nighthawk Mk XXI	Nighthawk Mk XXI
4	Standard	Standard
5	Standard	Standard
6	Standard	Standard
7	Standard	Standard
8	Standard	Standard
9	Standard	Standard
10	Standard	Standard
11	Standard	Standard
12	Taurus	Standard

BattleMech/Vehicle Construction

The following rules should be considered Level 3 unless otherwise noted.

BattleMechs

Mechs may devote internal space and tonnage to carrying cargo. Each ton of cargo takes up one critical slot on the Critical Hit Table for that mech. Cargo space within a the Torso of a Mech may be used to transport both conventional and Battle Armor Units.

Each suit of Battle Armor takes up one cargo Critical Slot, though the tonnage required may not match the number of slots occupied. With Heavy and Assault Battle Armor this may result in a unit with cargo slots with nothing assigned to them, but already carrying the maximum load allowed. Under these conditions, the weight of the units is the limiting factor and the extra critical spaces must remain empty.

If a Mech should fall while carrying infantry internally, then the carried unit automatically takes damage. Conventional Infantry takes 1D6 damage to each Platoon and Battle Armor units take one point of damage to each trooper.

If a location carrying infantry is destroyed, the infantry unit is automatically destroyed. It is therefore important to clearly note which locations contain infantry.

Vehicles

Vehicles can be modified to allow Battle Armor to mount their exterior and operate as Mechanised Battle Armor. When Battle Armor is mounted on the exterior of the vehicle only weapons mounted in the turret may be fired. Battle Armor operating in this way takes damage first from all hits on any location except the turret

Such vehicles must devote 10% of their mass to the equipment required to allow them to operate in this manner and the cost of the Vehicle is 25% higher with this modification. When the vehicle is carrying Mechanised Battle Armor the speed of the vehicle will be reduced in the same way as if it were carrying external cargo (See BMR Pg72), although the Power Armor unit does not suffer extra damage when riding the exterior of the vehicle when it is hit.

As usual, casualties to a unit do not reduce weight considerations during a game.

Example: A 20-ton vehicle would have to devote 2 tons to the equipment to allow Battle Armor to attach to the exterior. If a squad of four Inner Sphere Medium Battle Armor suits (4 tons) attached themselves to the vehicle its cruise speed reduced by 3MP of to half normal – whichever is less (carrying less than a quarter of it's weight). However if a squad of Heavy Battle Armor suits (6 tons) were to use the same vehicle, then the cruise speed would be reduced to half normal.

Battle Armor must be capable of operating as Mechanised Battle Armor to use this feature of a vehicle design.

AeroTech 2

It is possible to use Battle Armor in space (but not atmosphere), although it's usefulness is restricted. Battle Armor formations are treated as fighters i.e. a Point of Elementals still move as a single unit.

Movement

For movement purposes Battle Armor units have a facing, but it is only of importance when determining the direction of travel of a Squad/Point. They may expend up to their Jump MP in thrust per turn, but only have 20 points of fuel unless their design includes additional fuel.

All other movement is the same as an AeroSpace Fighter.

VTOL units cannot manoeuvre in space.

See AeroTech 2 for rules governing BattleArmor Combat Drops.

Combat

As always Battle Armor units have a 360-degree arc of fire, but their range is curtailed in when operating on the AeroTech 2 scale. The maximum range of any Battle Armor mounted weapons is 1 hex, with all attacks at this range being considered to be at long range. Any attacks on units within the same hex are considered to be at medium range. Hand-to-hand and AP weapons may not be used.

AeroSpace Fighters cannot be Swarmed or boarded.

Boarding Actions

The naval tactic of boarding an enemy vessel is as old as naval warfare itself. Even in the 31st century, boarding is the only effective way to seize control of an enemy vessel short of destroying it. Most Dropships and Jumpships carry personnel trained for such operations. On civilian Dropships and Jumpships, security staff assigned to provide a minimum level of defence are also trained in boarding procedures. On military Dropships and Jumpships marines trained to attack as well as defend serve the role of security personnel. For ease of reference the rules uses the term "marine" to refer to any personnel trained to fight in zero-G conditions aboard a spaceship.

The first stage in any boarding attempt requires the attacker to match velocity and heading with the defender, and then to dispatch marines using a shuttle/assault craft, or to dock with the target. Docking is generally very difficult, and particularly dangerous to attempt with a hostile vessel. Few captains will risk the manoeuvre. To dock with a hostile craft, the attacking craft must cripple the defender (i.e. prevent it from expending thrust), or the target will be able to manoeuvre and prevent docking indefinitely. Even a few meters-per-second differences in velocity can pose a major problem for the docking vessel. Thus, docking assaults remain rare, usually restricted to actions against Jumpships (which tend to surrender if given the option), space stations (unable to run away), or crippled Dropships or Warships. Most military boarding actions use assault craft to deliver troops onto the hull or into the airlock of a defending craft. Battle Armor units that have the correct equipment can also attach themselves to the hull of a unit if they can match the heading and velocity of their target.

Most assault craft are shuttles modified to carry troops and weapons. Any shuttle may operate as an assault craft, with each ton of cargo space holding five marines or Battle Armor units occupying tonnage equal to their weight. Add +2 to any to-hit numbers for attacks against the assault craft to represent the erratic manoeuvres the craft must make to avoid being hit. To deploy marines against an active (not crippled) target, the assault craft (or unit of Battle Armor in free flight) should manoeuvre to the end of the Movement Phase in the same hex as its target, with the same heading and velocity. The assault craft will attempt to attach grappling lines to the target, and if successful may deploy forces to board the target. Free-flying Battle Armor will attempt to grapple onto the hull of the target directly and must be able to perform swarm attacks. Roll 2D6 against a Target Number of 8+ to determine the success of this operation, with modifiers from the Boarding Actions Modifier Table. A successful result means that the craft or Battle Armor unit has attached itself to the target.

Boarding Actions Target Modifier Table	
Battle Armor Feature	Modifier
Battle Armor equipped with Claws and Magnetic Clamps	-1
Space Operations Adaptation	-1
Heavy Battle Claw	-1

To determine the results of a boarding action, establish the ratio of attackers to defenders. Marine Points are assigned to each person on the vessel, providing a value that represents the strength of the attacking and defending forces. The following table lists the Marine Points for various personnel.

Marine Points Table	
Personnel	Marine Points (each)
Clan Battle Armor	5
Clan Battle Armor with Vibro-Claws	6
Inner Sphere Battle Armor	4
Inner Sphere Battle Armor with Vibro-Claws	5
Clan Elemental (no armor)	2
Marine or Special Forces (DEST etc.)	1
Non-combatant ships crew/Fighter Pilot	0.25
Other service personnel (e.g. MechWarrior/Infantry/Vehicle Crew)	0.25
Civilians/Non-combatants	0.1

Total the Marine Points for each side and determine the ratio of attackers to defenders. After determining the ratio, roll 2D6 and cross-reference the result with the ratio on the Boarding Action Results Table. It is unlikely that the ratio will exactly match one of those on the table. In such circumstances, use the closest matching column that benefits the defender.

Boarding Action Results Table									
Ratio of Attackers Marine Points to Defenders Marine Points									
Dice Roll	Less than 1 to 3	1 to 3	1 to 2	2 to 3	1 to 1	3 to 2	2 to 1	3 to 1	Greater than 3 to 1
2	E/1(R)	E/1 (R)	E/5 (R)	E/10 (R)	75/25 (R)	70/25 (R)	65/25 (R)	60/25 (R)	55/25 (R)
3	E/3 (R)	E/3 (R)	E/7 (R)	E/15 (R)	70/30 (R)	65/30	60/30	55/30	50/30
4	E/5 (R)	E/5 (R)	E/10 (R)	65/20	65/35	60/35	55/35	50/35	45/35
5	E/7 (R)	E/7	E/15	60/25	60/40	55/40	50/40	45/40	40/40
6	E/10	E/10	E/20	55/30	55/45	50/45	45/45	40/45	35/45
7	E/15	E/15	E/25	50/35	50/50	45/50	40/50	35/50	30/50
8	E/20	E/20	45/30	45/40	45/55	40/55	35/55	30/55	25/55
9	E/25	E/25	40/35	40/45	40/60	35/60	30/60	25/E (P)	20/E (P)
10	E/30	E/30	35/40	35/50	35/65	30/65 (P)	35/E (P)	20/E (P)	15/E (P)
11	E/35	30/35	30/35 (P)	30/55 (P)	40/70 (P)	25/E (P)	20/E (P)	15/E (P)	10/E (P)
12	30/40 (P)	25/40 (P)	25/50 (P)	25/60 (P)	25/75 (P)	20/E (P)	15/E (P)	10/E (P)	5/E (P)

The number to the left of the slash in each ratio column is the percentage of the defenders' total strength that should be subtracted from the attackers strength as a result of a successful attack. The number to the right of the slash is the percentage of the attackers total strength to be subtracted from the defenders' strength. Round up for results of .5 and above. If an E (eliminated) result appears to the left of the slash, eliminate the attacking force. If the E is to the right of the slash, eliminate the defending force. An additional letter may appear in parenthesis following some results. Interpret these as follows:

R = Attacker repulsed. The attacking force doubles any casualties taken this turn. If the defender wishes, they may take the offensive, and counter-board a docked Dropship or attack craft.

P = Partial Control. The attacking force has seized control of a large portion of the ship, and the defender must take the full damage indicated until an R result occurs or they eliminate the attackers.

Until a **P** result occurs, the defending force will only take half the indicated damage. When the defender's Marine Point total reaches 0 (or the defender chooses to surrender) the attacker captures the ship, and gains control of all systems. If an R result occurs, or the attacker's Marine Point total reaches 0, the boarding action fails.

Boarding actions may also be played out using the rules in BattleTroops or MechWarrior, Third Edition.

Example: A player sends a unit totalling 50 Marine Points to board a Dropship defended by crew totalling 20 Marine Points. The ratio of attackers to defenders is 2.5:1, rounded (in the defenders' favour) to 2:1. The attacking player rolls 2D6 for a result of 8, indicating a 35/55 result in the boarding action. The attackers lose a number of Marine Points equal to 35 percent of the defenders' strength (7 Marine Points worth of personnel). The defender loses a number equal to 55 percent of the attacker's strength (27 Marine Points). However, because there was no **P** result, the defenders only takes half the losses and lose 13 Marine Points worth of personnel. Now 7 Marine Points of troops face 43 (a greater than 3:1 ratio). The attacker player rolls 2D6, and the gets an unlucky result of 3. The attackers lose 50 percent of the defenders' strength (4 points) but the defenders lose 13 points (reduced to 6 for lack of a **P** result). One man survives. The odds are now 39:1, and the sole survivor surrenders.

Cargo Carriers

AeroSpace fighters and conventional aircraft may carry Battle Armor if they have sufficient cargo space (See Infantry Carriers). Battle Armor may deploy from units in flight provided they are Jump capable. Non-jump capable units can deploy from Dropships only using the Combat Drop rules.