RENEGADE TECH 2.0
'TOTAL WARFARE' RULES

BETA RELEASE (0.5.1) – 16 AUGUST 2014

AN ALTERNATE DAMAGE SYSTEM FOR THE BATTLETECH GAME
ORIGINAL 'RENEGADE TECH' BY FRANCES GREENAWAY
SECOND EDITION BY DANYEL WOODS, AKA "TRACE COBURN"

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THANKS TO:

Firstly, to all the people at FASA for creating and publishing *BattleTech* and *Renegade Legion*, the games and universes we love so much and which bring us to this document; also to FanPro and then Catalyst Games Labs, for keeping *BattleTech* alive and flourishing, despite the vagaries of fate.

Next, to Francis Greenaway, for crafting the first edition of *Renegade Tech*, doing so much to expand and polish the rules over the years, then choosing to pass the developer's torch to me. And, of course, to everyone who played that generation of *Renegade Tech* and gave feedback, for your input helped hone the system into what it became.

Finally, to Josh, Brian, Agustín and Brent, for letting me red-shirt them in the examples. I hope you jokers enjoy the fame while it lasts....

SOURCES:

By FASA/FanPro/Catalyst Games Labs:

Total Warfare, *Tech Manual*, *Tactical Operations* and *Strategic Operations*. *Total Warfare* is the basis of the modern *BattleTech* game, and as such the *de facto* basis for these rules; all alterations to game-play made in these rules are assumed to be deviations from those in *Total Warfare* or the other books in that series.

Interceptor 2.0, the fighter combat game of the *Renegade Legion* series, and to a lesser extent *Centurion*, the armoured-vehicle ground-combat game. The official rules for *Interceptor 2.0* can be found at http://www.madcoyote.com/renleg/int/int.htm.

By Cheap and Tacky Backyard Productions:

The first edition of *Renegade Tech* forms the basis for most of these rules. Even on points where my own sense of 'realism' has prompted me to make alterations, the original *RT* informs almost everything I have done.

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DEVELOPER'S FOREWORD, SECOND EDITION

Renegade Tech, Second Edition is a variant graphical damage resolution system for BattleTech, based on the games *Interceptor 2.0* and *Centurion*, part of the *Renegade Legion* system of games by FASA. In this system, weapons do differing styles of damage, and each weapon has a unique damage template that is applied to a unit's armour, which is also changed in layout to account for this.

I believe I first came across the original *Renegade Tech* pdfs in 2008, though it may have been rather earlier; certainly I fell in love with the concept as soon as I read it. As much as I enjoy the baseline game of *BattleTech*, one of its core conceits is perfectly ablative armour, and though I'm just an armchair expert on military hardware, I've always found that particular conceit to strain my suspension of disbelief. By importing the 'damage template' system from *Renegade Legion*, *Renegade Tech* redressed that issue in a colourful and exciting way, introducing a degree of uncertainty and verisimilitude to damage-resolution which revitalised my sense of how battles were resolved on the tabletop.

That being said, as time went on I realised that I had some issues with *Renegade Tech* itself, and again they boiled down to 'verisimilitude' and 'game balance'. Laser-templates in *Renegade Legion* were narrow but deep, allowing one unit to 'ice-pick' another to death in one or two hits if the player was lucky enough, and this carried over into *Renegade Tech*. I have nothing but respect for Francis Greenaway and all those who helped him refine the First Edition over the years, but I feel this was a mistake on both the 'realism' and 'balance' fronts. Balance-wise, leaving all energy-weapons as ice-picks meant that they would become the primary weapon on almost every unit, limited only by heat issues, and all of those units which favoured ballistic or missile weapons would be more or less obsolete; the disparity only gets worse as tech-levels rise and double heat-sinks become more common. Realism-wise, this concept of beam-weapon damage meant lasers sharply limited the efficacy of BattleTech armour, which would have prompted engineers and designers in-universe to discard it in favour of something more durable at the first opportunity.

In light of these issues, and another personal project which made me look at the effectiveness of 20th- and 21st-century weapons against *BattleTech*'s 29th-century armour, I went back to the drawing-board, examined the implicit assumptions underlying the existing damage-templates, reassessed them in light of *BattleTech* fluff and 'Word of God' statements by the BattleTech developers, then made a number of changes in the templates and other mechanics of *BattleTech* weapons, based on a more-or-less consistent standard of what a single 'box' of damage actually represented.

In combining those changes with the existing *Renegade Tech* rules-set, which builds on *BattleTech* gameplay mechanics, I hope that I've created a game-variant that is as fun as *BattleTech*, if not more so, while adding a new and exciting element, a greater feeling of realism, and solid reasons for the existence and use of the full range of 29th-century weaponry. This document represents the end result of that development — at least, so far!

Feel free to try this out, and any feedback or questions about why I did it the way I did or whatever are welcomed — e-mail to: Danyel Woods (Matryoshka01@gmail.com); please include [RTech] at the start of your subject-line.

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Note: Using this system will change the flavour of the game somewhat. For a start, as all damage is not the same, you have to make some decisions about which weapons will fire first, which can make all the difference to the target, especially when the target is already damaged. Still, I don't believe that the game will be any less enjoyable — quite the contrary, in fact!

Games will usually take about the same amount of time to play, although depending on how lucky you are with the placement of damage, games can be over quite quickly.

This rulebook and the accompanying Record Sheet file are all you need to be able to use this alternate damage system. If playing outside of 3025 ('Tech Level D') technology, then a copy of the relevant Weapons Book may also be useful, as it contains the templates for a large number of weapons and ammunition options found in current *BattleTech* supplements.
Of course, a copy of *BattleTech* is still needed to be able to play.

For further information, latest versions, complete 'Mech statistics and more, please visit the home of *Renegade Tech, Second Edition* at:
http://ourbattletech.com/downloads/ (Central archive of downloads, including *Renegade Tech*)
http://www.ourbattletech.com/forum/virginia-war (forum for my BattleTech AU, including *RT2*'s 'assumed setting')

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BattleMechs

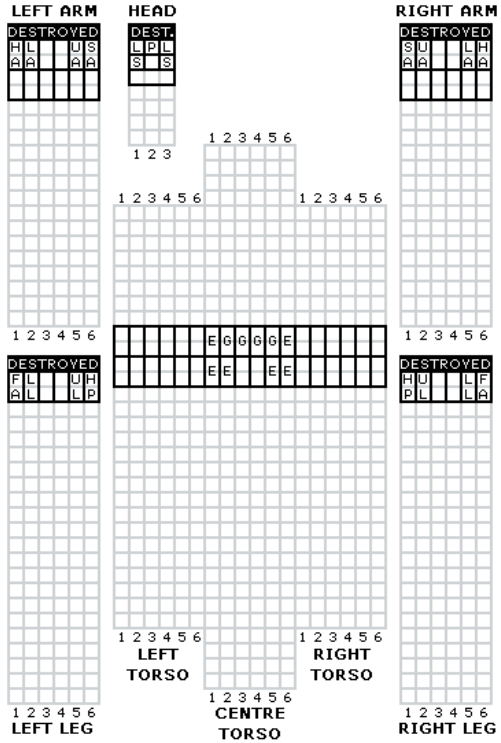
The New Mech Sheet:

To be able to use Renegade Tech, you must fill out a new BattleMech Armour Diagram (which is shown below for Standard 'Mech designs). This new diagram replaces the armour and internal structure diagrams, as well as the critical location charts from the original 'Mech sheet. All other details (such as the MechWarrior details, Heat Track, other 'Mech details (about weapons, heat sinks and so on, as well as the Engine/Gyro/Life Support and Sensor hit check boxes) are the same.

All details concerning armour, internal structure and critical locations are placed on the one diagram, thus making every component susceptible to standard battle damage. Critical hits are no longer rolled for (as explained later).

STANDARD 'MECH ARMOUR DIAGRAM:

P: Pilot
Ls: Life Support
Sn: Sensors
HA: Hand Actuator
LA: Lower Arm Actuator
UA: Upper Arm Actuator
SA: Shoulder
E: Engine
G: Gyro
HP: Hip Actuator
UL: Upper Leg Actuator
LL: Lower Leg Actuator
FA: Foot



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The first thing to notice on the sheet is the armour diagram has radically changed. The black bordered boxes are components common to all 'Mechs, and are where the critical slots go. The lighter grey boxes are used for marking the internal structure and armour of the 'Mech. There is no initial distinction between the two as 'Mechs have differing amounts of both, but both must be side by side so that the damage is worked out correctly.

All armour and internal structure is recorded on the diagram in full rows of six boxes; there are no fractions involved.

The diagram should be filled out in the following order:

Internal Structure
Armour
Critical Slots

Note that, while a weapon's damage score now has no bearing to the damage actually scored on another 'Mech, it should be recorded on the 'Mech sheet so that it can be used against infantry.

Internal Structure:

Each 'Mech has a certain amount of internal structure meted out depending on the individual 'Mech's weight.

TONNAGE	CT (R)	LT/RT (R)	LA/RA	LL/RL
10-25	0 (0)	0 (0)	0	2
30-35	1 (0)	0 (0)	0	2
40-50	2 (1)	1 (0)	1	3
55-65	3 (2)	2 (1)	1	3
70-75	4 (2)	2 (1)	2	4
80-90	5 (3)	3 (2)	3	5
95-100	6 (4)	4 (2)	4	6

The number is the amount of rows of Internal Structure that the 'Mech has in each location. Rear Internal Structure rows go at the rear side of the centre critical hits slots. The head always has one row of Internal Structure, regardless of the type of 'Mech.

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ARMOUR:

Armour, like Internal Structure, is also placed in rows. Unlike Internal Structure, this is dependent on the amount of armour points that the 'Mech originally had in each location.

Use the following formula to work out the amount of Armour rows in each location:

1 + (armour points in the location / 4)

Round to the nearest whole number (0.25 rounds down, 0.50 and 0.75 rounds up).

Head armour is worked out slightly differently. The amount of armour rows a 'Mech has in its head location is based on the following:

ORIGINAL HEAD ARMOUR	NEW ARMOUR ROWS
1-2	1
3-4	2
5-6	3
7-9	4

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Critical Slots:

Unlike BattleTech, 'Mechs in Renegade Tech have their components placed on the record sheet, and can be damaged through ordinary weapon combat without any special critical hit rolls. Components are placed in the Critical Slots just like they are in standard BattleTech, with all the normal restrictions applying — see below. The following is a list of standard equipment found in all 'Mechs.

The Critical slots:

Head:	P: Pilot
	LS: Life Support
	SN: Sensors
Centre Torso:	E: Engine
	G: Gyro
Arms:	SA: Shoulder Actuator
	UA: Upper Arm Actuator
	LA: Lower Arm Actuator
	H: Hand Actuator
Legs:	HP: Hip Actuator
	UL: Upper Leg Actuator
	LL: Lower Leg Actuator
	FA: Foot Actuator

Blank critical slots are ready for weapons and equipment installation.

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Equipment Placement:

As in normal BattleTech, all 'Mechs have a certain amount of critical slots available to them for equipment placement. These slots are in the same places as their normal BattleTech counterparts, and in the same amounts. If you check the armour diagram, these critical slots should be visible as being defined by thick black lines. All 'Mechs, regardless of their size, have these critical slot locations, and the same amount (exceptions being advanced rules and quad 'Mechs which have four legs). Due to this, a Renegade Tech 'Mech cannot mount equipment that a normal BattleTech 'Mech can't, and a 'Mech design which is illegal under normal rules cannot ever be made legal under Renegade Tech rules.

This means that each arm has 12 critical slots (of which 4 on each are already filled), the head has 6 (1 free), the left and right torsos have 12 free slots, the centre torso has 2 free slots and each leg also has 2 free slots.

With the exception of the head, you'll notice that each thick black rectangle is actually made up of two smaller squares.

Placing equipment and weapons is actually quite easy. All equipment that requires a critical slot must be placed on the armour diagram, and must be located within the thick black borders of the critical locations. The actual location of the equipment is up to the player, and doesn't have to follow the critical slot rectangles already present if desired — they are mainly there to show areas which equipment cannot be placed in and to ease the placing process.

Simply follow these few golden rules:

- **All equipment must be placed within the Critical Slot areas on the armour diagram.**
  Equipment cannot be placed anywhere the player likes in the internal structure.

The first diagram shows a legal placement of two medium lasers and two machine guns. Whilst the weapons are shown adhering to the vertical critical slots, they could have been placed in a horizontal position if desired.
The second diagram shows an invalid placement of the machine guns. The first is half in and out of the critical slots location, whilst the second is completely out of the critical slot location.

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- **Equipment cannot be placed in areas that already contain equipment, nor can you move existing equipment for better placement of other equipment.**
  For example, you cannot move an Engine Slot to be able to place a weapon there. The only exception to this, is with some arm locations that can be removed (but not moved) as per normal BattleTech rules.

The first diagram shows a legal placement of a medium laser in an arm. The second diagram is invalid as a Hand Actuator has been moved for the laser. As the Hand is a fixed piece of equipment, this is not allowed.

- **Equipment that requires multiple critical slots must have all the slots placed adjacent to each other.**
  Critical slots cannot be placed diagonally.

The first diagram shows a valid placement of an AC/5. The second diagram is invalid as the AC/5 has been split into two separate parts, thus effectively making it two separate items of equipment.

Equipment which takes up critical slots but isn't actually placed on the armour diagram (such as Ferro Fibrous armour) isn't placed on the Renegade Tech armour diagram either, but the amount of slots it should occupy are not available for other equipment placement — as normal.

Equipment doesn't have to be placed within the two square black rectangles already printed on the record sheet within the critical slot locations. However, if placing equipment outside of these areas, all critical slots take up two small squares, and all normal placement guidelines apply.

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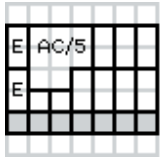

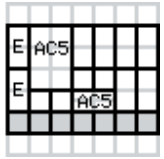

The first diagram again shows a valid placement of an AC/5 although this time the autocannon doesn't stick to the black lined critical slots. The second diagram is invalid as the second part of the autocannon is not adjacent to the first, thus making it two separate pieces of equipment.

The Head is a slightly different case. The head may take only piece of equipment and it may only be placed in one location — between the two Sensor mounts. In addition, the critical slot only has one internal square for it, not the usual two, thus it may fit any item that only requires one critical slot.

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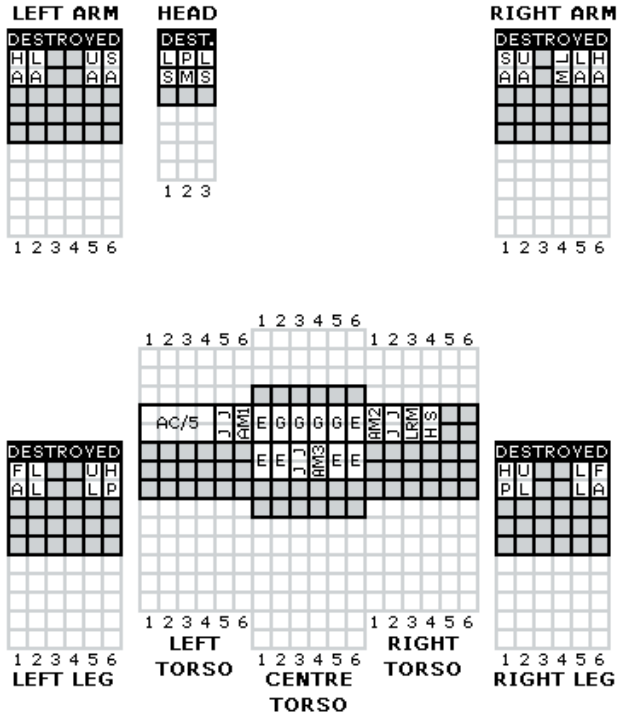
Example: SHD-2H *Shadow Hawk*

The following diagram shows a completed diagram for a *Shadow Hawk* BattleMech. The grey areas are the internal structure rows, with the armour on the outside, and the critical hit locations on the inner side of this.

```
LRM:    LRM-1/6
M:      SRM-1/6
AC/5:   Autocannon/5
AM1:    AC/5 Ammo
AM2:    LRM Ammo
AM3:    SRM Ammo
ML:     Medium Laser
JJ:     Jump Jet
HS:     Heat Sink
```



Combat

The only part of the Combat system that is changed is the Damage resolution section. Rolling to hit and for locations are unchanged. There is no chance of a critical hit on the basic location roll, though; treat this as a standard location hit instead.

Each weapon does a differing type and amount of damage. Autocannon bursts dig deep into a 'Mech, penetrating armour and internal structure; lasers cause explosions on the surface that strip away a 'Mech's armour, layer by layer.

All weapons have their own template, which are shown on the next page.

Due to the nature of this combat system, it is important that players declare what weapons are firing at which 'Mech, and also the order in that they are fired, before any dice are rolled. Players and referees alike should be strict in not allowing any further weapon fire, or the order in which weapons were specified as being fired in, changed once the first die has been thrown in combat. If a player forgets to fire a weapon, or wishes to change their mind once a die has been rolled — too bad.

This is an important point, as due to the nature of the weapon templates, a laser fired before an autocannon could have completely different damage effects than if the autocannon was fired first.

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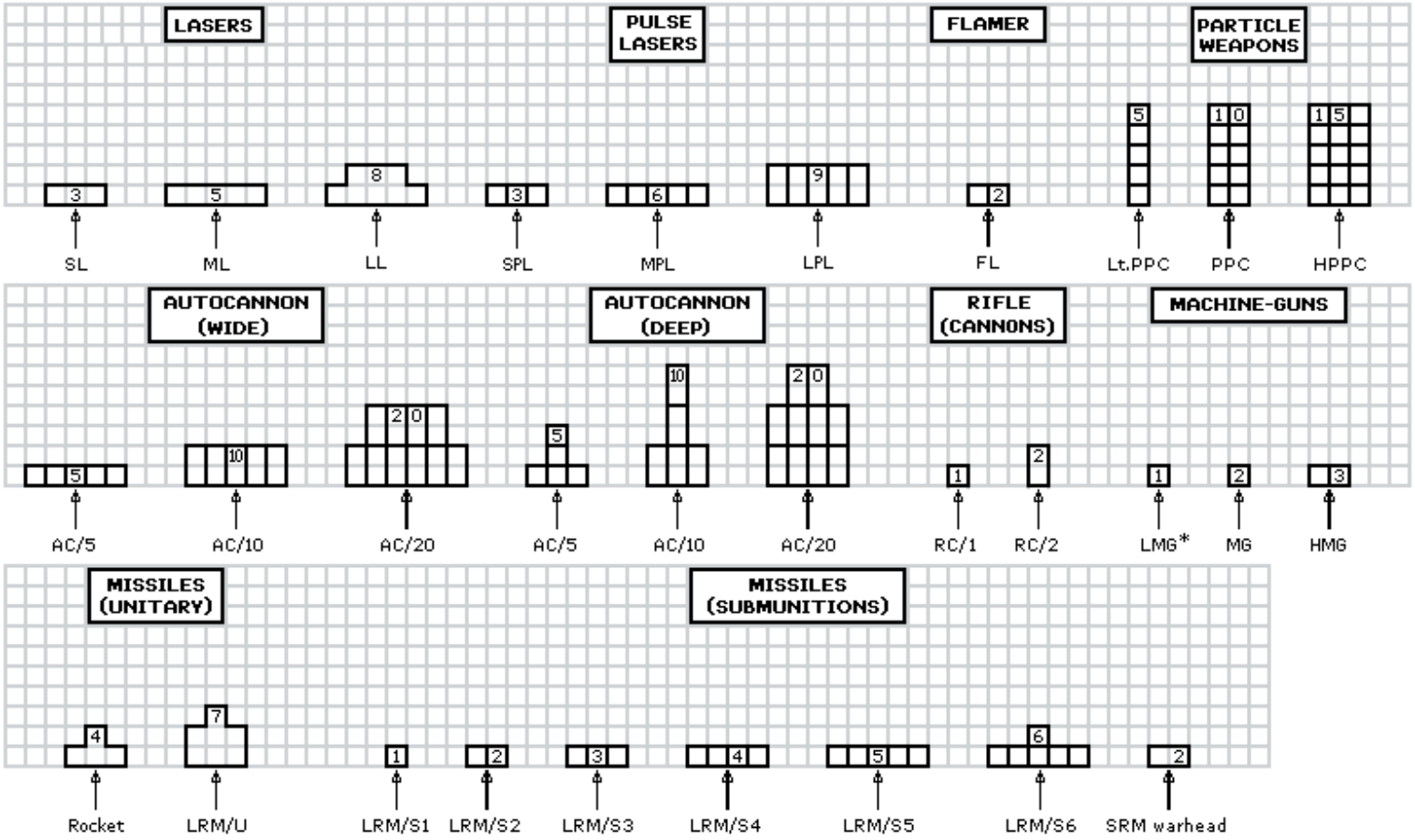
Basic Weapon Templates:



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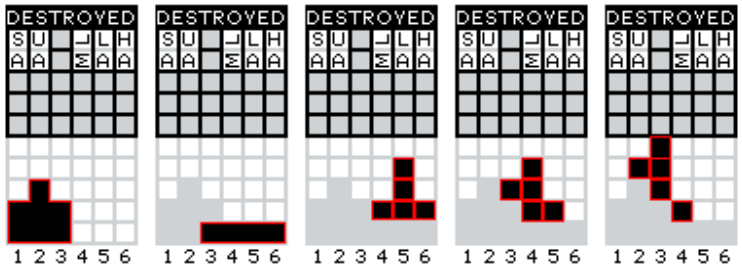
Damage:

Whenever a 'Mech takes damage, roll the location as normal and then roll a 1D6 to locate the centre of the hit on the location. Once done, select the appropriate weapon template, and centre it on the column being attacked. Raise the template until it is below the lowest remaining armour box of the indicated column. The area indicated by the template is the area damaged by the hit, and should be marked off the armour diagram.

If a very low or very high number is rolled, it is possible that a portion of the damage template will overlap another location (such as the case with the torso armour section), or will not cover any boxes at all. If it covers another location, then that location takes damage as normal. If it doesn't cover any boxes, then that amount of damage is lost.

Note that Legs, Arms, and the Head locations cannot pass damage onto another location in this way.

Each outlined block of a damage template is considered a separate damaging event that attacks the first box of armour (or internal structure) it comes to.



In the first diagram, the armour has been hit by an LRM/U in column two. Next the armour is hit by a medium laser in column five. Notice that the template overlaps with the existing damage to column three (from the LRM/U), and any damage that would have occurred has been lost; also notice that the template runs off the side of the armour-block, beyond column six, and the damage from that has also been lost. The third diagram shows what would happen if an AC/5 in 'deep' firing-mode hit the armour in column five. The fourth diagram shows the same AC/5 burst if it struck column four instead, and the final diagram shows the same AC/5 burst hitting column three.

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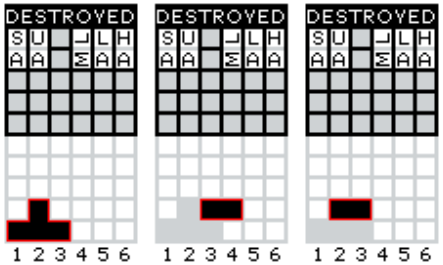
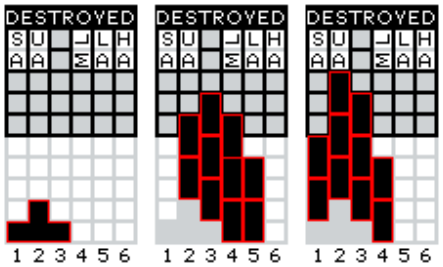
PPCs, AC/20s, and Other 'Even-Width' Templates:

Particle Projectile Cannons, AC/20s, and several other weapons have an additional step to template placement because they have templates whose centre-points lie between columns.

To place one of these templates, roll a centre number as normal, which will give the 'initial centre-point' of the template, and then roll another 1D6. On an odd result, the initial column is the 'left centre', and on an even result, it is the 'right centre'.



In the first diagram, the armour has been hit by a rocket in column two. Next the armour is hit by an SRM sub-munition, with an initial centre-point in column three; the second diagram shows the result of an 'odd'/'left-centre' roll, while the third shows an 'even'/'right-centre' roll. The three diagrams below show the result of a similar series of rolls where the second weapon is an AC/20 in 'deep' mode.



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LRMs:

Guided missiles have an additional step to their to-hit procedures, representing their self-guiding nature. For launchers larger than LRM/1/6s, the Margin of Success (or Margin of Failure) for each to-hit roll should be noted as well. The number of templates which should hit is determined by making a roll on the appropriate column of the Cluster Hits table (2, 3, or 4), modified by the MoS/MoF of the to-hit roll; the maximum possible modified Cluster Hits result is a 12 (all hits), while a modified roll of less than 2 means that no hits were scored.

LRM Unitary warheads use the LRM/U template, and each LRM/U is considered one missile for the purposes of point-defence fire (q.v.); any missiles which survive the PD fire connect.

LRM sub-munition warheads use the LRM/S6 base template, each template being considered *six* missiles for the purposes of point-defence fire; PD fire reduces the size of the first template to strike the targeted unit by its value.

> *LRM/U example: Josh's ARC-2R* Archer *has caught Brent's LCT-1V* Locust *out of cover and engages with both LRM-4/24s. Hoping to punch lots of big holes in the light 'Mech and put it out of the fight fast, Josh chooses to fire LRM/U warheads from both launchers.*
>
> *Rolling the dice, the first launcher exceeds the To-Hit target-number by 3 (MoS: +3), while the second fails by 2 (MoF: -2). Both launchers roll on the '4' column of the Cluster Hits Table; the first rolls a 9, modified by its MoS of +3 to a 12, so that all four missiles should hit; the second rolls a 6, modified by its MoF of -2 to a 4, so that two missiles should hit.*
>
> *Brent has placed both of his* Locust*'s machine-guns in point-defence mode, and now rolls 2d3 to see how many warheads he shoots down. He gets lucky, scoring a 2 and a 3 – five of the incoming LRM/Us are destroyed. Josh now rolls a hit-location and centre-point for the remaining missile, applying an LRM/U template.*
>
> *LRM/S example: On the next turn, Josh's* Archer *attempts to finish off the damaged* Locust*. With his last attack blunted by point-defence, Josh switches to LRM/S missiles. This time, the first launcher fails the To-Hit roll by 4, but the second succeeds by 2. Their Cluster Hits rolls come up as 9 (modified down to 5) and 7 (modified up to 9), meaning that five LRM/S6 templates should hit the* Locust*.*
>
> *Brent again rolls his point-defence dice, but this time scores only a 1 and a 2; this reduces the first template to an LRM/S3, but Josh gets to resolve the other four at their original LRM/S6 size.*

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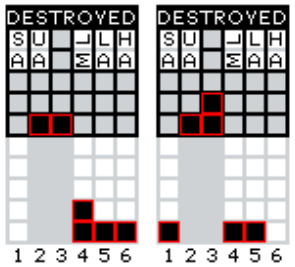
Unlike unitary hits such as the LRM/U, LRM/S templates only attack the first undamaged armour box that they come to. Note that due to the torso diagram layout, LRM/S templates that miss one location may damage an adjacent location.



The above diagrams show the result of a hit by a 6-point flight of LRM warheads striking an already damaged 'Mech; in the first diagram they strike location four, in the second they strike location three. As you can see, in both cases the damage is well spread out and not centralised due to the LRMs having to hit the first undamaged armour box that they come to.

SRMs:

Like LRMs, short-range missiles are guided and apply the Margin of Success (or Failure) from their to-hit rolls to their Cluster Hits rolls (on the 6, 12, or 18 columns as appropriate); modified Cluster Hits rolls of less than 2 mean that no hits were scored. Point-defence fire against SRMs flatly reduces the number of warheads which should strike the targeted unit; each warhead which gets past the PD-fire applies the SRM template as above (determine initial centre-point, then 1d6 to determine 'left' or 'right'.)

> *SRM example: Agustín's COM-1D* Commando *has just laid a large-laser hit on Brian's FS9-H* Firestarter*, and now hopes to finish it off with a spread of SRMs.*
>
> *Agustín's To-Hit roll succeeds by 4; he only rolls a 3 for Cluster Hits, but the MoS bonus improves that to a 7, meaning eleven warheads should hit the* Firestarter*. Brian has applied both of the FS9-H's machine-guns as point-defence, but rolls only a pair of 1s, leaving nine SRM sub-munitions to hit his 'Mech. Each requires a 2d6 hit location roll, a 1d6 centre-point roll, and an even/odd 'left or right' roll.*

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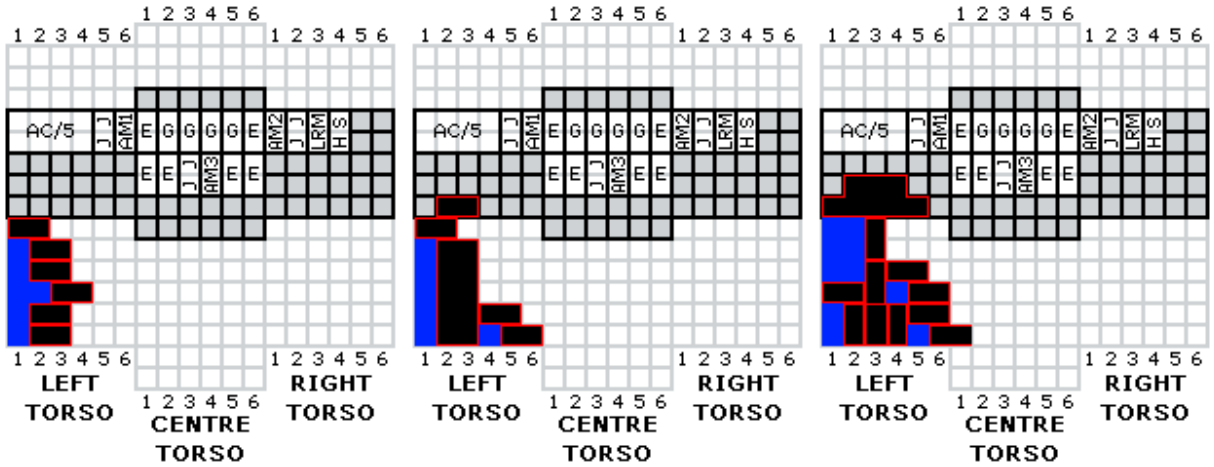
Widowed Armour:

During the End Phase of the turn, each player should check each 'Mech and vehicle that they own for widowed armour. This is created when upper layers of armour are undercut by penetrating hits. Any such armour is marked off, whether it has been hit or not. Widowed armour is created when any block of armour remaining on the armour diagram cannot trace a continuous path of armour to the bottom row. Armour blocks must connect at the side and/or top or bottom of the block, not on a corner.



The diagrams show three examples of widowed armour. The red-outlined black represents the damage that occurs to the 'Mech in the turn, and the blue patches are the resulting armour locations that will be lost to widowing at the end of the turn. Note that in the second and third diagrams, there are multiple potential widow locations.

If there is no line of internal structure for armour to anchor to, then it too will become widowed.

Note that widowing only occurs within each armour location, and doesn't overlap to other locations.

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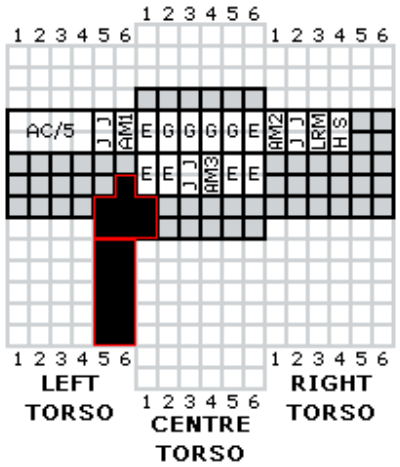
Internal Damage:

Below the armour line, there lies the 'Mech's internal structure. Internal structure is treated exactly like armour hits, but is not effected by widowing.

Note that, due to the torso diagram, it is possible for hits penetrating the armour of a torso to spread into the internal structure of an adjoining location before all the armour of that section has been destroyed.



The diagram above shows a PPC hitting the side torso of a 'Mech, followed by an LRM/U hitting the same location. The LRM has managed to avoid hitting the centre torso armour, but still damages the centre torso internal structure (as represented by the grey areas).

Under the internal structure lies the critical hits section of the 'Mech. Damage into these areas destroys the affected location. While each slot has two internal boxes, only one point of damage is needed to destroy that location. Empty slots are treated exactly as internal structure. Effects of destroyed critical slots is exactly like normal BattleTech, with the exception of Ammo Explosions.

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Ammo Explosions:

When a 'Mech suffers an internal ammo explosion, work out the amount of damage as normal BattleTech rules. The owning player is then allowed to distribute this damage around the torso location as they feel fit, within the following limitations:

- Firstly, the critical location exploding must take the full brunt of all damage, and thus the first points of exploding damage must be used to completely destroy this location.
- Secondly, while the player has free rein to distribute the internal damage as they choose, all damage must be linked together so that a solid (no diagonals!) line can be traced between all bits being damaged, i.e., the explosion must be continuous and cannot be used to cause damage in two separate unlinked locations in the torso.
- Thirdly, all damage must be restricted to the location where the explosion occurred. This location must be completely gutted before all damage may be transferred to another location.

Damage transferred to another location follows the same guidelines, once a start point has been determined. This start point can be any point on the side of the new location that either joins the previously destroyed area or is where transferred damage comes from.

If a 'Mech has CASE, then once the location with CASE in has been gutted, all excess damage is applied against the location's armour (rear, in the case of a torso), as described under Misc. Damage (below), the width being the complete width of the location (i.e. 6 boxes).

Critical Locations:

Some locations require more than one hit to completely destroy them, just like normal BattleTech rules. These locations include the Engine, Gyro, Sensors and Life Support.

When any of these locations gets hit for a first time, cross off one of the circles on the Armour Diagram for that component. A 'Mech then suffers any effects for the destruction of one of these locations. Note that for a critical location to be considered destroyed, only one point of damage has to enter that location. If the 'Mech then receives a second hit to the internal structure, then for it to effect an item that has already been hit, the damage must be scored to another critical location containing that item. Hitting an already damaged critical location gives no extra effects.

Note that weapons require just one hit in any of their multiple critical locations to render them inoperable. Also note that due to the template damage, sometimes a single weapon hit can destroy multiple critical locations.

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Optional Rule: 'Through-Armour Criticals'

Using the template system does mean that generally a 'Mech will not suffer internal damage until the armour is blown away, which is not strictly true to the BattleTech feel. Thus as an optional rule, critical hits can be achieved whenever a 2 is rolled on the Hit Location table as normal. In this case whenever a critical is achieved, roll for a centre point as normal and then go down that column until an internal component is found. Then give it one point of damage. This will render the item inoperable (or be one hit towards multiple hit items (like Engines and Gyros) and be the equivalent to a critical hit).

If there is no critical location, apply a single point of internal structure damage at the first spot instead.

If using the Floating Critical rules from p.77 of *Tactical Operations*, then simply roll for another location before applying a centre point.

Destroying a Location:

A torso location is considered destroyed when there is a breach running uninterrupted through the entire internal structure of that location. This means through the front internal structure, through the critical slots and then through any rear internal structure (or vice versa). A limb location is destroyed when damage runs into the thick black 'Destroyed' section.

If a limb is destroyed, then there is a chance that it will actually be blown off. Roll 2D6 whenever this event happens. If the result is a 12, then the limb succumbs to gravity and falls off, with all normal consequences.

If a location is destroyed by the above method (but remains attached), then it can still be damaged by weapons fire, although this probably wouldn't have any other appreciable effect on the 'Mech (unless playing in a campaign with salvage and repairs that cost money). However if a limb is blown off, or ALL internal structure in that location is destroyed, then, and only then, does damage get transferred to the next location in, as normal rules.

If a slightly quicker game is desired, then once a location has been destroyed (by any damage entering the thick black 'destroyed' area), then further damage may be transferred to the next location, regardless of how much armour is left.

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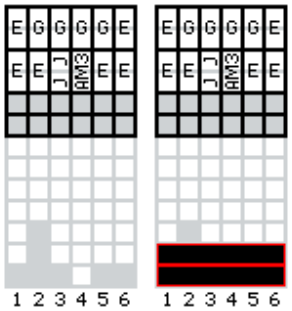
Ramming and Miscellaneous Damage:

(See Appendix B for a table of worked out physical damage values.)

BattleMechs get rammed, charged, or assaulted by other 'Mechs. Sometimes they just fall down a hill or two. In any of these cases, the damage that the 'Mech should suffer is worked out as per the table below.

ATTACK	DAMAGE
Ramming	Attacker: 1 row per *full* 30 tons of defending 'Mech weight
	Defender: ((Attacker's weight / 10) * hexes charged) / 4 rows of damage
Death From Above	Attacker: The equivalent to falling 1 elevation
	Defender: 1 row per (Attacker's weight / 10)
Falling	((Weight / 10) * (elevations fallen +1)) / 4 rows of damage

This damage is treated differently than normal combat damage in that no template is used — the damage inflicted is the amount of Rows of armour removed, starting from the first row with some undamaged armour, however each row should have its own separate location rolled. All damage is rounded to the nearest whole number.



In this example, a *Shadow Hawk* has been damaged in its centre-torso, and then gets rammed by another 'Mech. The damage is worked out and a location for each row of damage is given. Two of the rows of damage go to the centre torso, and the second diagram shows the finished result.

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Physical Attacks Damage:

Physical damage also occurs to 'Mechs, and like Ramming and Misc. Damage, is handled slightly differently to normal weapons fire. The amount of damage that is inflicted is worked out according to the following chart (always round up).

ATTACK	DAMAGE
Kick	1 row, +1 row per 20 tons of attacking 'Mech
Punch	1 punch row per 30 tons of attacking 'Mech
Hatchet	1 punch row, +1 punch row per 20 tons of attacking 'Mech
Club	1 row, +1 row per 20 tons of attacking 'Mech
Mace	1 row per 20 tons of attacking 'Mech
Sword	1 punch row, +1 punch row per 30 tons of attacking 'Mech
Claws	1 punch row, +1 punch row per 20 tons of 'Mech
Retractable Blade	1 punch row per 30 tons of attacking 'Mech

Kicking, clubbing and mace damage is handled as if it were a ramming strike, although all damage goes to the one location.

Damage for some other attacks is described as being 'Punch Rows'. In this case, the damage is handled exactly as above, but a Punch row is only two squares wide, so treat the placement of the punch damage as if it were a PPC hit. Each row of a punch-hit 'seeps' separately.

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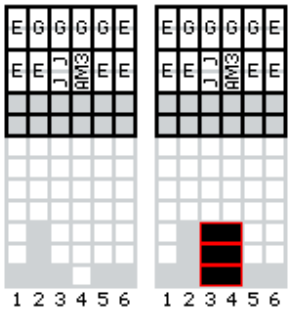

In this example, a damaged 'Mech has remaining centre-torso armour as shown in the first diagram. It then gets assaulted by a 'Mech who punches it for 3 'punch rows' of damage. As a 'punch row' is only two squares wide, a centre number is rolled for the placement of the first column of damage. In this case it is a 4. Next a D6 is rolled, and it comes up a 5. As this is treated like a PPC hit, the 5 signifies that the extra column of damage is centred on the left of the original, in this case column 3.

As normal under *Total Warfare* rules, a physical attack uses the unit's Piloting skill as its base To-Hit number, modified as appropriate for the kind of attack (*Total Warfare*, p.144 or *Tactical Operations*, p.88).

Destroying a BattleMech:

To destroy a 'Mech, the standard conditions must be satisfied (such as destruction of the Centre Torso, 3 engine hits, etc.).

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VEHICLES

Vehicles act much like 'Mechs in Renegade Tech with regard to damage. They have their own armour diagram, and take damage to it as normal.

THE ARMOUR DIAGRAM:

A vehicle's armour diagram only shows the vehicle's internal structure and armour, never the placement of weapons or other components; these are still damaged via the vehicle's hit location table.

A vehicle has an amount of internal structure rows equaling half its internal structure points (rounding up, with a minimum of 1 row, and a maximum of five rows for ground vehicles). These are placed on the diagram next to the thick black 'Vehicle Destroyed' line.

A vehicle's armour rows equals the following:

armour points in the location / 4

VTOLs have an added location of the rotor. This is damaged in a slightly differently fashion than usual, which is explained below. For now, a Rotor has an amount of damage points equaling the original VTOL's Rotor armour + internal structure points (for a maximum of five points).

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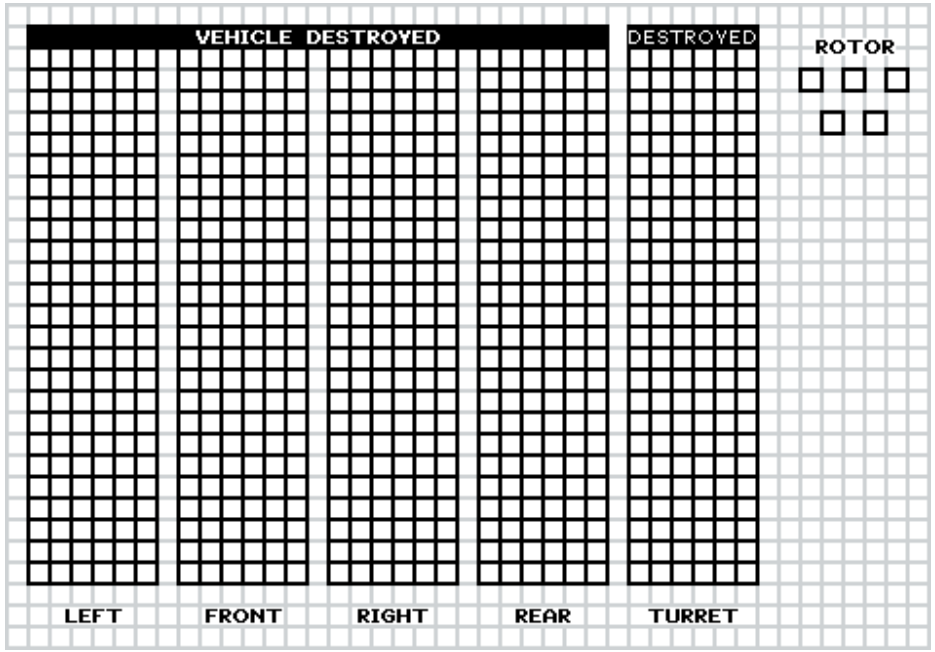

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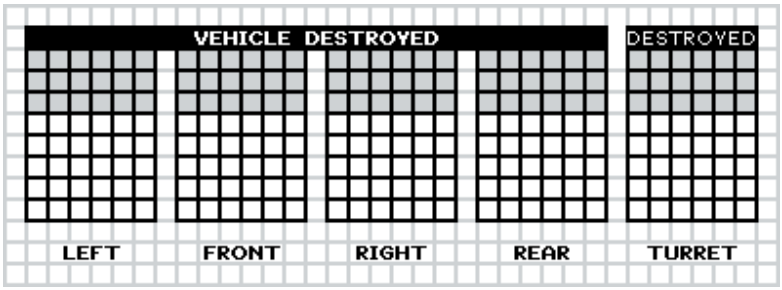
Example: Vedette Medium Tank, 3025/'Tech Level D' Version



Vehicles in Combat:

Vehicles generally behave as in the normal rules with regard to movement and the new combat damage system above. However, the following points apply.

While it is physically possible for a damage template to be placed so that it can attack two sides of a vehicle, damage is never carried over in this fashion, and any damage that cannot attack the location on which the hit was scored is lost. A vehicle is destroyed when any damage (even a single point) crosses into the thick black 'Vehicle Destroyed' section.

VTOL Rotors are handled slightly differently from normal. Whenever the vehicle's rotors are hit, they take one point of damage only (regardless of what the weapon would normally do), unless the weapon is either a Pulse Laser, Autocannon (non-cluster rounds), Gauss Rifle with Silver Bullet Ammo, or flight of 3-6 LRM warheads, in which case roll 1D6. On a 1-4, one point of damage is inflicted; on a 5-6, two points of damage are done.

Weapons like the SRM or LBX Autocannons in 'scatter' mode can be devastating to VTOLs, as each round that they fire that hits the VTOL gets its own hit location, with each getting a chance to hit the VTOL's rotors. Thus, the damage that they can theoretically score is equal to the amount of sub-munitions that are fired and hit the vehicle.

Once the rotors have taken damage to equal the rotor damage point rating, they are considered destroyed and the VTOL immediately crashes.

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Optional Hit Location Table:

The standard BattleTech vehicle hit location table can be just a little bit *too* devastating for vehicles. As a result, I propose new hit-location tables for vehicles, which combine the standard and critical hit locations into one table.

	GROUND/NAVAL VEHICLES		VTOLs	
	FRONT/REAR	**SIDES**	**FRONT/REAR**	**SIDES**
2	Armour [6]	Armour [6]	Rotor Destroyed	Rotor Destroyed
3	Armour [1]	Armour [1]	Rotor [2]	Rotor [2]
4	Armour [2]	Armour [2]	Rotor [2]	Rotor [2]
5	Armour	Armour [2]	Armour	Armour
6	Armour	Armour	Armour	Armour
7	Armour	Armour	Armour	Armour
8	Armour	Armour	Armour	Armour
9	Armour	Armour [3]	Armour [5]	Armour [5]
10	Turret	Turret	Rotor	Rotor
11	Turret [4]	Turret [4]	Rotor [2]	Rotor [2]
12	Turret [5]	Turret [5]	Rotor [6]	Rotor [6]

[1] Locomotion system destroyed - No movement for the rest of the game
[2] -1 Cruising MP
[3] -1 Cruising MP (Hovercraft and Hydrofoils only)
[4] Turret lock
[5] Main Weapon jam for 1 turn
[6] Crew stunned for 2 turns

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Optional Vehicle Armour Diagram:

The rules given above for vehicles work fine, but they can be a little bland, especially when combined with the damage system for 'Mechs. Thus for those wanting a little more initial work, but a much fuller system I present the following system for vehicles.

This doesn't change any of the basic vehicle rules; instead it adds a little more complexity to vehicle design. Just be sure to use the damage rules found in this section as well.

The Armour Diagram:

The armour diagram for vehicles now has to include all internal components for the vehicle. Work out the normal amount of internal structure and armour that the vehicle has, and then, using the Internal Structure only, add the following components as appropriate.

Crew: Each side (and turret) of the vehicle has to devote 20 percent of its internal space to the crew compartment.
Engine: Each side (but not turret) of the vehicle has to devote 40 percent of its internal space to the engine and power systems.
Weapons: Each weapon the vehicle mounts occupies a space of 2 squares * the weapons critical amount in the relevant side of the vehicle.
Ammo: Each type of ammunition stored takes 2 squares.
As a vehicle's ammunition is usually stored as 'Body', a decision now has to be made concerning which side of the vehicle to store the stuff. Usually this is the side that the weapon is mounted, or the front and back for multiple side mounted weapons, although this is up to the owner of the vehicle.
Cargo: This requires 1 box per ton of cargo
Infantry: This requires 2 squares per ton of infantry. This may be split up for multiple sides.
Other equipment: This requires 2 squares per critical slot of the equipment.
Heat Sinks: Each heat sink that the vehicle carries (over 10) must be placed, requiring 2 squares per HS.
Power Amplifier: This requires 2 squares.

All components must be placed together except for cargo and infantry which can be split up, although the Infantry must be placed in groups of 2 (each 2 squares being 7 infantry).

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Use the following table for working out values for the engine and crew requirements:

INTERNAL STRUCTURE ROWS	CREW BOXES	ENGINE BOXES
1	1	2
2	2	5
3	4	7
4	5	10
5	6	12

If there is not enough space on the diagram, then the largest weapon may have its critical slots reduced by 1 (or more) to generate extra space. If there is still not enough space, even after all weapons have been reduced, then halve all space requirements (with a minimum of 1 square per item).

The Left and Right side of a vehicle should be symmetrical as much as possible.

Extra squares which do not have components are treated as normal internal structure in *Renegade Tech* — it is treated as armour and does not widow.

The golden rule is that each item must be placed, and ideally should have two (or more) squares devoted to it. However, as long as each item is placed, it can have at least one square to make it fit.

Once a vehicle has been developed and an armour diagram drawn, then that same layout should be used for all future uses.

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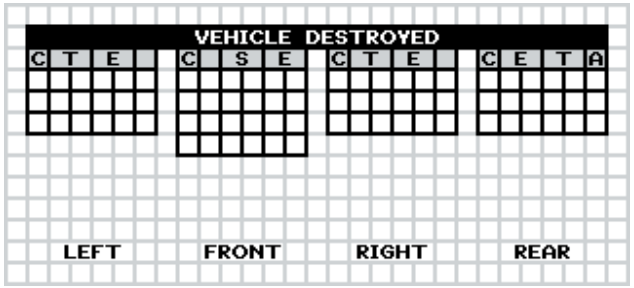
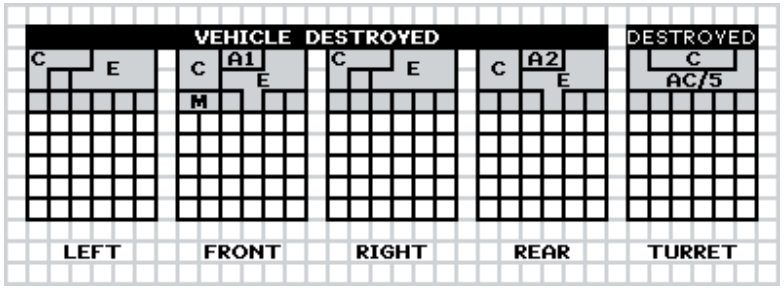
Example Vehicle Armour Diagrams:

3058 Maultier Hover APC



C: Crew
E: Engine
A: SRM Ammo
S: SRM
T: Troops

3025 Vedette tank



C: Crew
E: Engine
A1: MG Ammo
A2: AC/5 Ammo
M: MG
AC/5: Autocannon

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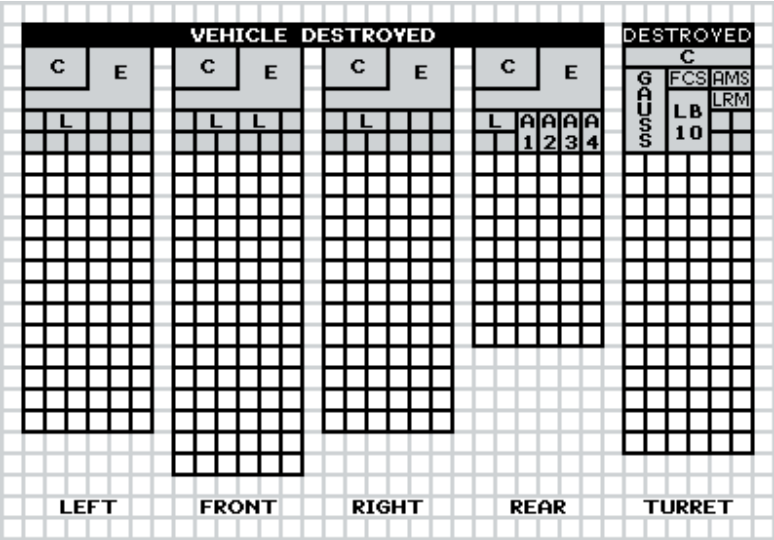
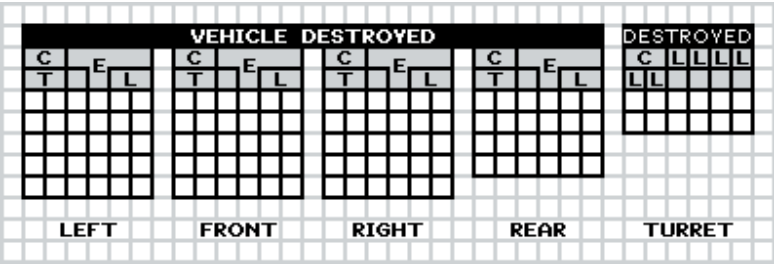
3058 Challenger X MBT



C: Crew
E: Engine
A1: Gauss Ammo
A2: LB10-X Ammo
A3: LRM Ammo
A4: MG Ammo (1/2 ton)
L: Laser
Gauss: Gauss Rifle
LB10: LB10-X Autocannon
LRM: LRM System
FCS: Artemis IV FCS
AMS: Point-Defence Machine-Gun (Tech Level D)

3058 Badger APC (Omni Configuration E)



C: Crew
E: Engine
L: Laser
T: Troops

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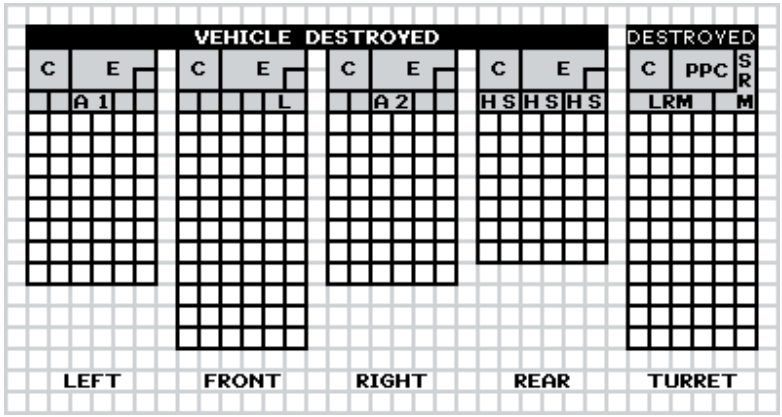
3025 Manticore tank



C: Crew
E: Engine
A1: LRM Ammo
A2: SRM Ammo
L: Laser
LRM: LRM System
SRM: SRM System
PPC: Particle-Projection Cannon
HS: Heat Sink

These examples are just to show you how to lay out a vehicle, and are probably not set in stone.

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Damage Effects:

A vehicle is damaged as normal and internal components can now take damage. The effects of these hits are as follows:

Crew: When the crew compartment is hit, roll 1D6, applying a +1 modifier per crew box already crossed off on that side:

```
1-4   Crew Stunned
5+    Crew Killed
```

Engine: When the engine is hit, roll 1D6, applying a +1 modifier per engine box already crossed off on that side:

```
1-4   Vehicle loses 1 MP
5-7   Engine destroyed; vehicle immobilized
8+    Engine explodes, vehicle destroyed
```

Weapons: The weapon is destroyed.

Ammo: The ammo is destroyed, and unavailable to any weapons feeding from that ammo-bin for the rest of the scenario.
Also roll a 1D6, applying a +1 modifier per ammo box crossed on in that hit. On a 6+, the ammo explodes, destroying the vehicle.

Infantry: Each square crossed off kills 1D6 infantry. Both squares crossed off kills a squad of 7 men.

Equipment: The equipment is destroyed by any hit.

Heat Sink: One heat sink is destroyed. As this reduces the amount of heat that the vehicle may dissipate, this may mean that the vehicle may no longer be able to fire all of its energy weapons at one time. As a result, a player will have to work out what may be safely fired within available heat limits.

Power Amplifier: The amplifier is destroyed, and as a result, the vehicle may no longer fire any energy weapons.

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When using this system, a vehicle will probably be disabled more often than being destroyed. As a result, the standard hit location table should be modified ever so slightly, so vehicles aren't destroyed far too quickly.

	GROUND/NAVAL VEHICLES		VTOLs	
	FRONT/REAR	SIDES	FRONT/REAR	SIDES
2	Armour [1]	Armour [1]	Rotor Destroyed	Rotor Destroyed
3	Armour [2]	Armour [2]	Rotor [2]	Rotor [2]
4	Armour [3]	Armour [2]	Rotor [2]	Rotor [2]
5	Armour	Armour	Armour	Armour
6	Armour	Armour	Armour	Armour
7	Armour	Armour	Armour	Armour
8	Armour	Armour	Armour	Armour
9	Armour	Armour [3]	Armour	Armour
10	Turret	Turret	Rotor [2]	Rotor [2]
11	Turret	Turret [4]	Rotor [2]	Rotor [2]
12	Turret [4]	Turret [4]	Rotor [2]	Rotor [2]

[1] Locomotion system destroyed - No movement for the rest of the game
[2] -1 Cruising MP
[3] -1 Cruising MP (Hovercraft and Hydrofoils only)
[4] Turret lock

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Infantry

These rules do *not* affect Battle-Armour units and only apply to the damage an infantry platoon takes and inflicts.

Damage to Infantry Squads:

BattleMech and vehicle weapons are designed to penetrate large amounts of armour, and cause damage to solid items by punching holes into their innards. At this, they are very effective; however, these same large weapons are *not* well-suited to dealing with infantry scattered over a large area.

To simulate this, infantry damage is handled depending on the type of weapon being used to attack them, further modified by the terrain in the infantry's hex.

WEAPON	DAMAGE
Lasers and PPCs	1 per five points scored by the weapon
Pulse Lasers	As Standard Laser, + 1 point
Autocannon	Half Damage *
Cluster Rounds	1 pt per point scored by the weapon
Gauss Rifles	1 pt
LRMs	1 pt per warhead that hits *
SRMs	1 pt per warhead that hits *
Flamers	1D6 per point scored by the weapon
Artillery	Half Damage *
Mines	Half damage
'Mech Physical Attacks	Half Damage
A-Pods	1D6-1

* These weapons target individual squads, but the weapons have blast radii; thus if the damage destroys the squad, excess is passed on to the next infantry squad in the hex, starting with enemy troops.

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TERRAIN	EFFECTS
Clear, in the open	Normal damage
Cover (woods, rubble, rough etc.)	Half damage (round up)

Heavy Armour:

Heavy armour, while making a trooper carry more weight, can save his life from the lethal weapons on the modern battlefield. Against most direct fire from heavy vehicular weapons it is effectively useless, but from other weapons can have some effective.

Against weapons that have blast radii, heavy armour gives each trooper an extra hit: the first destroys the armour, the second kills the trooper. Heavy armour also protects against AC Cluster rounds, MGs, flamers, mines, 'Mech A-Pods, anti-personnel weapons and ammunition options and infantry weapons.

Other weapons that don't have blast radii (such as lasers and gauss rounds) ignore the effects of heavy armour. A small laser, for example, will kill a trooper dead regardless.

Infantry in Combat:

Infantry direct-fire weapons do damage like LRM/S attacks, grouped into two-point clusters, with any remainder into its own group. Each cluster of damage has its own location and centre-point rolled, but unlike LRM damage, every point of damage inflicted will hit the location. If any of the damage would miss or spill over into another location, it is applied on the other side of the template so that it all hits the same location.

Infantry missile weapons (SRMs, LRMs, LAWs, recoilless-rifles) are subject to point-defence fire from vehicles and 'Mechs, but each warhead which strikes deals its normal template. Multiple hits from infantry missiles which deal only a single box of damage each (LAWs, light recoilless rifles, man-pack LRMs) should be combined into a single LRM template of the appropriate size; if any of the damage would miss or spill over into another location, it is applied on the other side of the template so that it all hits the same location. Infantry SRMs and heavier recoilless-rifles resolve the hit-location and centre-point of each template separately.

Damage from infantry field-guns is resolved as normal for their vehicle-carried counterparts.

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Anti-'Mech Infantry attacks: Leg Attacks:

A leg attack is conducted as per the normal rules. If it scores damage, roll on the normal BattleTech Critical Table. If a 7 or less is rolled, then it is treated as a normal 4 point infantry attack, although the centre point may be moved so that all the damage is inflicted on the 'Mech.

If a critical is rolled, then roll a centre-point as normal, and look down the column to the first undamaged piece of equipment. Give this equipment one point of damage, which will render it useless. If there is no equipment, roll for another centre-point, and continue to do so until some piece of equipment is destroyed.

Anti-'Mech Infantry attacks: Swarm Attacks:

Swarm attacks are also treated as normal, and like Leg attacks, the infantry damage centre points may be moved so that all the damage is inflicted on the 'Mech. If a critical is also rolled, then follow the same procedure as that for Leg attacks.

Infantry Squads (Optional):

Infantry can also act in 7 man squads (four squads to a normal infantry platoon, 3 per jump platoon). In this case, use the Squad Record form provided, which lists the reduced damage that these squads do.

Note that a squad functions as a platoon in all respects with the following exceptions:

- Four may be stacked in a hex, in which case they are treated as one platoon for stacking purposes.
- Squads may combine (up to four) in a hex to perform anti-'Mech attacks (like Swarm attacks).
- All damage inflicted by a squad will hit the same location.

MAX WEAPON DAMAGE PER PLATOON/POINT TYPE*	7	6	5	4	3	2	1
Rifle, Ballistic	4	3	3	2	2	1	1
Rifle, Energy	2	2	1	1	1	1	0
Machine Gun	4	3	3	2	2	1	1
SRM	3	3	2	2	1	1	0
LRM	3	3	2	2	1	1	0
Flamer	3	3	2	2	1	1	0

*Damage is always applied in 2-point Damage Value groupings

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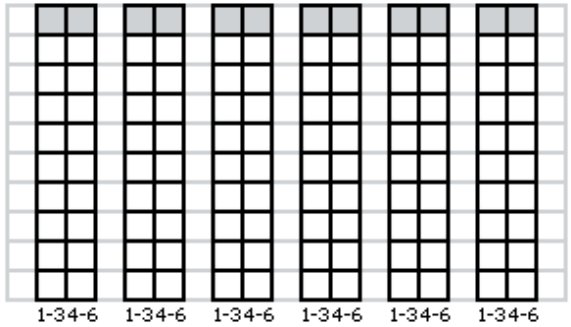
Battle-Armour Infantry

Power-armoured Infantry is handled as if each infantryman is a small vehicle. As such, each infantryman has their own record sheet, which is two columns wide and a variable amount deep, depending on the type of power-suit worn.

A battle-suit's armour rows are determined by dividing its armour by two and rounding up.



Taking Damage:

Whenever a battle-armour suit takes damage, roll to see which trooper takes damage, and then roll for a centre-point on that trooper. (A battle-armour suit only has 2 columns, so there is only a choice of 2 locations for the centre-point.) Then apply the template damage as normal, with the exceptions below.

Lasers (*not* pulse-lasers) that hit a battle-suit apply their *full* damage to that suit, in a single strike; the appropriate templates are below. These templates can undercut and widow the suit's armour.

LRMs which attack battle-armour are resolved based on their template type. LRM/Us resolve the number of templates which strike suits as normal, then a target-suit is determined for each template and the template applied to a centre-point as normal; damage which runs off the side of that suit's armour-diagram is lost. LRM/S templates which strike a suit roll on the Cluster Hits table to determine how many warheads connect, roll to determine the cluster's centre-point, then apply the corresponding template.

The shaded grey part of the record sheet represents the trooper inside the suit. When a single point of damage breaches this area, the soldier is killed, and the suit is considered destroyed and unable to play any more part in the battle.

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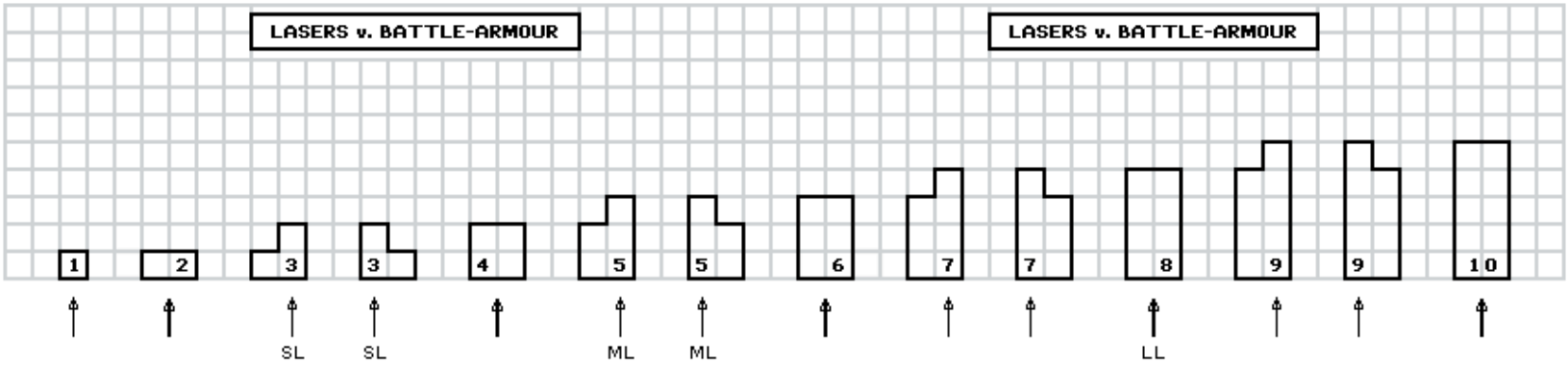

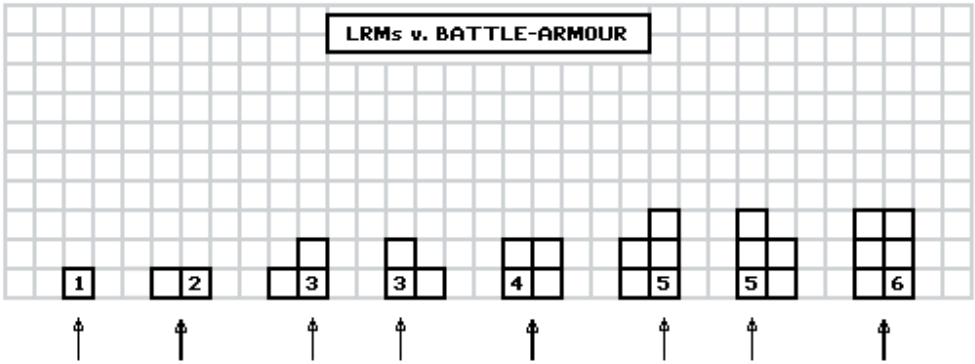

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Special Equipment

Some equipment now is handled slightly differently from normal. This includes the use of Narc Beacons and the Artemis-IV FCS.

Against targets that do not use the template system (such as normal Infantry), these devices function as normal.

Artemis-IV Fire-Control System:

The assumption under this system is that Artemis-IV is essentially a form of semi-active radar-guidance (similar to Semi-Guided LRMs under TW rules). Units mounting Artemis should treat the Artemis system(s) like a TAG unit for the purposes of achieving a 'target-lock' (the Artemis has a Short range of 15 and a Medium range of 24). To avoid fratricide or misguidance problems, each unit's Artemis is encoded to be peculiar to that unit's fire-control system; therefore, a given unit's Artemis lock-on(s) cannot benefit the missiles of any other unit engaging that target. ECM inhibits the function of Artemis as normal under the rules found in *Total Warfare* and *Tactical Operations*.

A single Artemis lock provides a -2 TH bonus for the illuminating unit's missiles (with the attendant effect on its MoS/MoF and the Cluster Hits roll). Only one lock-on is necessary for all of the unit's launchers, whatever their own range profile, to receive this primary benefit of Artemis guidance. However, if an attacking unit successfully locks a second Artemis system on a given target, the improved precision of the fire-control solution allows the unit's player to shift the rolled centre-point of each missile-damage template by one column to the left or the right, whichever he considers more favourable for a given template. For even-sized templates like LRM/S4s or SRM warheads, this shift applies *only* to the *initial* centre-point, not the 'left-or-right' roll.

Locking three or more Artemis systems onto a single target provides no gameplay benefit.

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NARC Beacons:

When a Narc Pod is fired, roll for a location and centre point for the pod as normal. This is its location on the 'Mech. When that 'Mech takes damage that goes into the centre point containing the pod, it is destroyed, and all effects of that beacon are now lost. Note that this damage must have a centre point identical to the Narc pod - an overlapping template will not destroy the pod.

A NARC beacon which successfully attaches to a target unit provides a -2 TH bonus for all Narc-guided missiles fired at that target, with the concomitant effect on their MoS/MoF and the Cluster Hits roll. Hits are resolved normally for the warhead-type in question.

Semi-Guided LRMs:

Semi-guided long-range missiles function as per standard TW rules (a successful TAG-lock on a target negates its Target Movement Modifier), with the concomitant effect on their MoS/MoF and the Cluster Hits roll. Hits are resolved normally for the warhead-type in question.

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Appendix A: Pre-Worked Armour Rows

This appendix lists standard BattleTech armour points and their corresponding value in armour rows for the Renegade Tech 2.0 system. Note that there is one column for BattleMechs, and another for other kinds of vehicles.

BATTLETECH 'MECH ARMOUR VALUE	RENEGADE TECH ARMOUR ROWS (BATTLEMECH)	RENEGADE TECH ARMOUR ROWS (OTHER)	ORIGINAL HEAD ARMOUR ('MECH ONLY)	RENEGADE TECH HEAD ARMOUR ROWS
1	1	1	1-2	1
2-5	2	1	3-4	2
6-9	3	2	5-6	3
10-13	4	3	7-9	4
14-17	5	4		
18-21	6	5		
22-25	7	6		
26-29	8	7		
30-33	9	8		
34-37	10	9		
38-41	11	10		
42-45	12	11		
46-49	13	12		
50-53	14	13		
54-57	15	14		
58-61	16	15		

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Appendix B: Pre-Worked Physical Attacks

This appendix lists worked-out damage values for the many ways that a 'Mech or vehicle can receive physical damage, including falling, ramming and physical combat damage. If other values are needed (such as for larger vehicles, or a greater distance travelled/fallen), then the normal formulae found in the 'Physical Combat' section can be used.

Falling Damage:

	LEVELS FALLEN										
'MECH TONNAGE	**0**	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**
20	1	1	2	2	3	3	4	4	5	5	6
25	1	1	2	3	3	4	4	5	6	6	7
30	1	2	2	3	4	5	5	6	7	8	8
35	1	2	3	4	4	5	6	7	8	9	10
40	1	2	3	4	5	6	7	8	9	10	11
45	1	2	3	5	6	7	8	9	10	11	12
50	1	3	3	5	6	8	9	10	11	13	14
55	1	3	4	6	7	8	10	11	12	14	15
60	2	3	5	6	8	9	11	12	14	15	17
65	2	3	5	7	8	10	11	13	15	16	18
70	2	4	5	7	9	11	12	14	16	18	19
75	2	4	6	8	9	11	13	15	17	19	21
80	2	4	6	8	10	12	14	16	18	20	22
85	2	4	6	9	11	13	15	17	19	21	23
90	2	5	7	9	11	14	16	18	20	23	25
95	2	5	7	10	12	14	17	19	21	24	26
100	3	5	8	10	13	15	18	20	23	25	28

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Physical Combat Damage Table, Part One:

'MECH TONNAGE	ATT. RAM	ATT. DFA	DEF. DFA	Kick	Punch	Hatchet	Club
20	1	1	2	2	1	2	2
25	1	1	3	3	1	3	3
30	1	2	3	3	1	3	3
35	1	2	4	3	2	3	3
40	1	2	4	3	2	3	3
45	2	2	5	4	2	4	4
50	2	3	5	4	2	4	4
55	2	3	6	4	2	4	4
60	2	3	6	4	2	4	4
65	2	3	7	5	3	5	5
70	2	4	7	5	3	5	5
75	3	4	8	5	3	5	5
80	3	4	8	5	3	5	5
85	3	4	9	6	3	6	6
90	3	5	9	6	3	6	6
95	3	5	10	6	4	6	6
100	3	5	10	6	4	6	6

Att Ram: This is the amount of damage that the Attacker takes in a ram.
Att DFA: This is the amount of damage sustained by an Attacker in a Death From Above attack.
Def DFA: This is the damage taken by a defending vehicle in a Death From Above attack.
Cross reference the weight of the attacking 'Mech to find the damage.

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Physical Combat Damage Table, Part Two:

'MECH TONNAGE	Mace	Sword	Claws	Retractable Blade	Lance
20	1	2	2	1	2
25	2	2	3	1	2
30	2	2	3	1	2
35	2	3	3	2	3
40	2	3	3	2	3
45	3	3	4	2	3
50	3	3	4	2	3
55	3	3	4	2	3
60	3	4	4	2	4
65	4	4	5	3	4
70	4	4	5	3	4
75	4	4	5	3	4
80	4	4	5	3	4
85	5	4	6	3	4
90	5	5	6	3	5
95	5	5	6	4	5
100	5	5	6	4	5

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Defender Ramming Damage:

	HEXES TRAVELLED									
'MECH TONNAGE	1	2	3	4	5	6	7	8	9	10
20	1	1	2	2	3	3	4	4	5	5
25	1	1	2	3	3	4	4	5	6	6
30	1	2	2	3	4	5	5	6	7	8
35	1	2	3	4	4	5	6	7	8	9
40	1	2	3	4	5	6	7	8	9	10
45	1	2	3	5	6	7	8	9	10	11
50	1	3	4	5	6	8	9	10	11	13
55	1	3	4	6	7	8	10	11	12	14
60	2	3	5	6	8	9	11	12	14	15
65	2	3	5	7	8	10	11	13	15	16
70	2	4	5	7	9	11	12	14	16	18
75	2	4	6	8	9	11	13	15	17	19
80	2	4	6	8	10	12	14	16	18	20
85	2	4	6	9	11	13	15	17	19	21
90	2	5	7	9	11	14	16	18	20	23
95	2	5	7	10	12	14	17	19	21	24
100	3	5	8	10	13	15	18	20	23	25

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Appendix C: Pre-Worked Vehicle Components

This appendix gives all worked values for vehicles, including the amount of internal structure rows, crew boxes and engine boxes per side.

VEHICLE TONNAGE	INTERNAL STRUCTURE ROWS	CREW BOXES	ENGINE BOXES
1-20	1	1	2
21-40	2	2	5
41-60	3	4	7
61-80	4	5	10
81-100	5	6	12

Internal Structure rows is for each side of the vehicle, including the turret. Crew boxes are required per side of the vehicle (including the turret), while Engine boxes are required for all vehicle sides, with the exception of the turret.

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