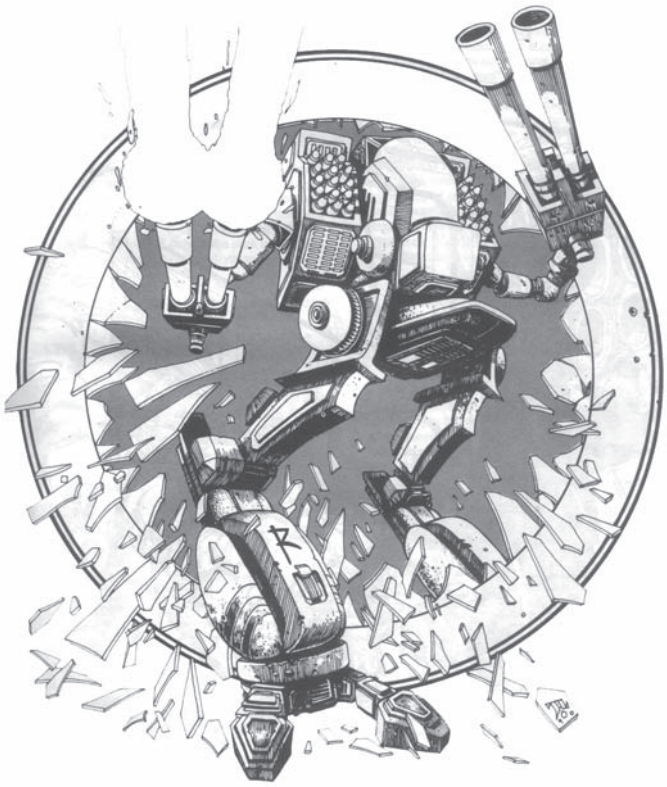
RENEGADE TECH



(I) The Rules

An alternate damage system for the BattleTech Game

by Francis Greenaway

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Thanks to:

Thanks go to **Sean Larabee** for his initial comments, help, advice, and LRM damage idea. Also for putting up with some long and rambly emails. Sean was developing his own system but choose to stick to the original 1d10 approach rather than convert to the d6 system. I haven't spoken to Sean for years, so I wonder how his system went?

Cameron Paine for his invaluable knowledge of the Renegade Legion system and for getting me involved with the game in the first place, **Matt Rivet** for initial playtesting when he was still a member of GBG.

Also thanks to everyone on the internet who's given me feedback, good or bad. Without you, this wouldn't have grown as it has.

However, above all, I would to thank **Doug Riley**. Doug has gone above and beyond the call of duty by taking Renegade Tech to conventions, helping with aspects of the design process, making suggestions and comments, and also by helping with the large task of making record sheets for all the 'Mechs and has done a lot of work has been done behind the scenes. So, hats off to Doug!

Sources:

By FASA/FanPro:
Classic Battletech Master Rules (Revised Edition): This was taken as the *de facto* rules set around. All my alterations were based on the rules laid here.

Mechwarrior Companion
Tactical Manual
Maximum Tech (1st edition)

Adventure 'Unbound'
Day of Heroes
1st Somerset Strikers (gasp!)

Field Manual: Draconis Combine
Field Manual: Free Worlds League
Field Manual: Crusader Clans
Field Manual: Warden Clans
Field Manual: Comstar
Field Manual: Capellan Confederation

Centurion, the ground combat game of the **Renegade Legion** series.
Interceptor 2nd Edition, the fighter combat game of the **Renegade Legion** series, the official rules can be found at:
http://www.madcoyote.com/renleg/int/int.htm

By Others:
SlaughterTech (developed by **Matt Murrey**): My main inspiration for alternate ammunition loads in the first place. He is responsible for the initial idea of HARM missiles and Cannister AC Rounds.

All other ideas and non-standard ammuniton types used in Renegade Tech were developed by me.

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What This Is:

Renegade Tech is a variant graphical damage resolution system for BattleTech, based on the game 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 'Mechs armour, which is also changed in layout to account for this.

This system came about because, while I love playing BattleTech, it hasn't got the greatest combat system in the world. I got introduced to the game Centurion quite a while ago , and was instantly hooked. It has a nice unique combat system that I did like, and so I decided to try and combine the two games.

Obviously not half as easy as it sounds. I tried to keep the feel of BattleTech in this variant while adding a completely new element, and this is the end result - 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 - mail to: Francis Greenaway (fesg@bton.ac.uk).

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, then a copy of the Weapons Book may also be useful as it contains the templates for all weapons and ammunition options found in all the 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 Renegade Tech website at:

http://www.fluency.paintedtarget.org/rtech/

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BattleMechs:

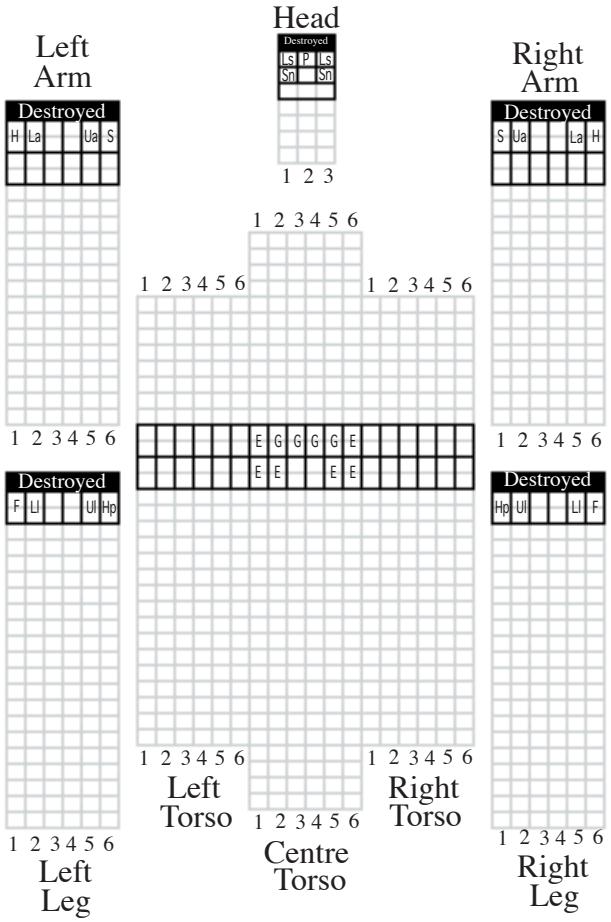
The New ‘Mech Sheet:

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 susceptibly 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
H:	Hand Actuator
La:	Lower Arm Actuator
Ua:	Upper Arm Actuator
S:	Shoulder
E:	Engine
G:	Gyro
Hp:	Hip
Ul:	Upper Leg Actuator
Ll:	Lower Leg Actuator
F:	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 weapons 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 'Mechs weight.

Consult the following table:

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.

Armour:

Armour, like Internal Structure, is also placed in rows. Unlike Internal Structure, this is dependant 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 fractions of 0.5 or greater 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:	S:	Shoulder
	Ua:	Upper Arm Actuator
	La:	Lower Arm Actuator
	H:	Hand
Legs:	Hp:	Hip
	Ul:	Upper Leg Actuator
	Ll:	Lower Leg Actuator
	F:	Foot

Blank critical slots are ready for weapon and equipment installation.

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 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.

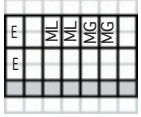
This means that each arm has 12 critical slots (of which 4 on each are already filled), the head has 6 (1 free), the left and right torsos have 12 free slots, the centre torso has 2 free slots and each leg also has 2 free slots.

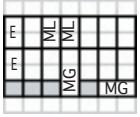
With the exception of the head, you'll notice that each thick black rectangle is actually made up of two smaller squares.

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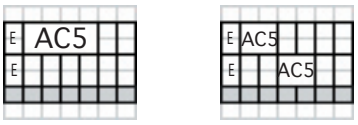
Equipment cannot be placed in areas that already contain equipment, nor can you move existing equipment for better placement of other equipment.
For example, you cannot move an Engine Slot to be able to place a weapon there. The only exception to this, is with some arm locations that can be removed (but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

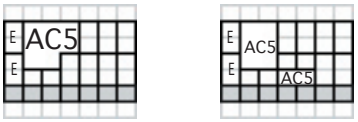
Equipment that requires multiple critical slots must have all the slots placed adjacent to each other.
Critical slots cannot be placed diagonally.



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 seperate parts, thus effectively making it two seperate 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.



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 seperate 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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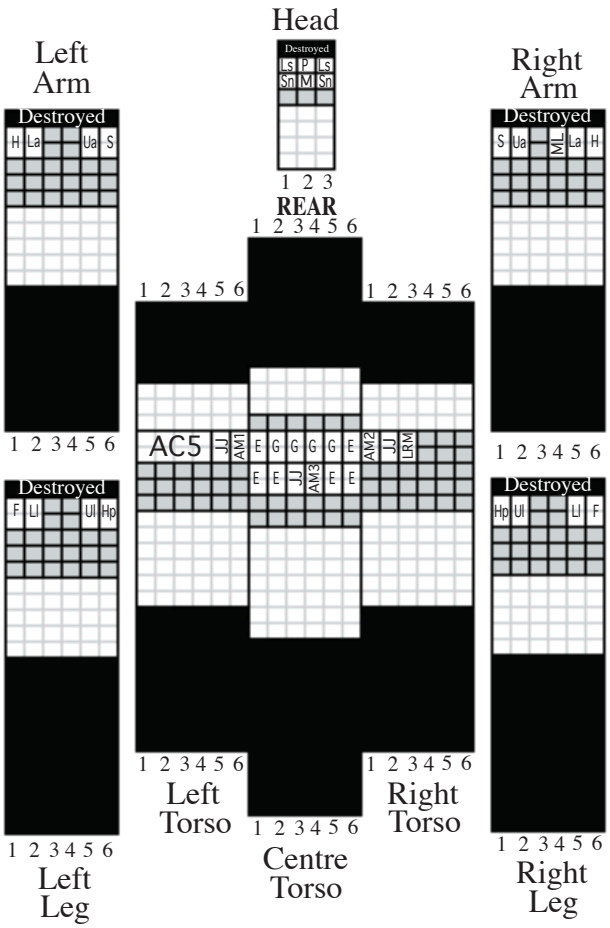
Example 3025 Tech Shadow Hawk:

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-5
M:	SRM-2
AC5:	AC/5
AM1:	Autocannon Ammunition
AM2:	LRM Ammunition
AM3:	SRM Ammunition
ML:	Medium Laser
JJ:	Jump Jet
Hs:	Heat Sink



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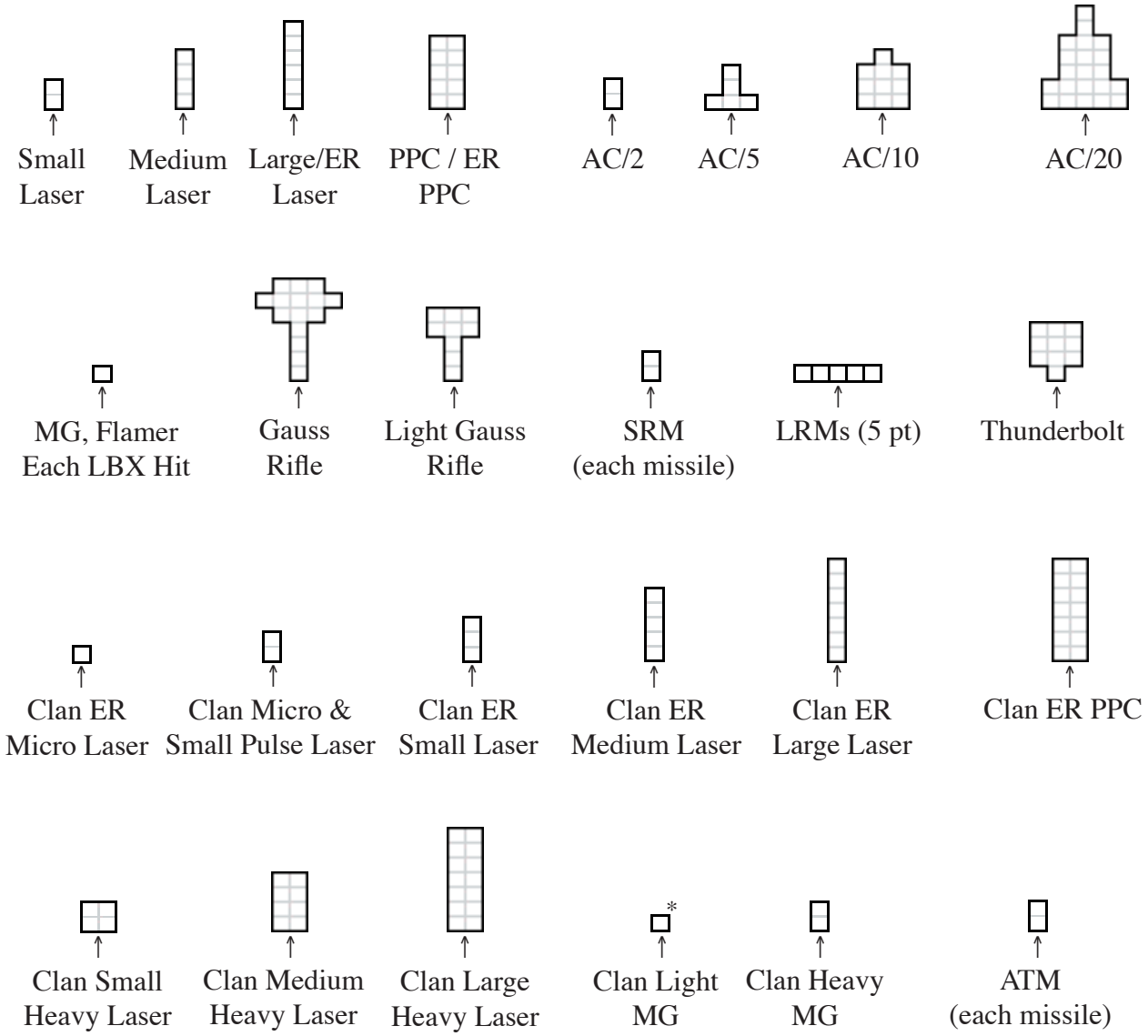
Combat:

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. Lasers dig deep into a 'Mech penetrating armour and internal structure, Autocannons explode on the surface causing a Mechs armour to be stripped away.

All weapons have their own template, which are shown below:

Basic Weapon Templates:



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Other Weapons:

Lasers:

- Inner Sphere Pulse and ER lasers are the equivalent to their normal counterparts.
- Clan Pulse Lasers (save the small, which has it's own template) use the standard Clan ER templates.

Ballistic Weapons:

- Ultra ACs and LBX ACs in normal mode use the standard AC templates.
- Arrow IV system: Damages as four 5 point LRMs, and two 5 point LRMs in the neighbouring hexes.
- Artillery: Artillery damages as an LRM attack of the following strengths:
  - Long Tom III: Attacks as four 5 point LRM attacks and two 5 point LRM attacks in the next hex
  - Sniper Cannon: Attacks as two 5 point LRM attacks, and one 5 point LRM attack in the next hex
  - Thumper Cannon: Attacks as one 5 point LRM attack, and one 3 point LRM attack in the next hex
- Bombs use AC templates.
- MRMs and Rockets act like LRMs.
- Minefields:
  - Conventional Minefields act like an LRM attack, and should be split into 5 point groups and applied.
  - Command-Detonated Mines explode as an AC/10 to all units in the hex, and as an AC/5 to adjacent hexes.
  - Vibrobombs explode as their points rating as a standard AC template. For example, a standard 10 point Vibrabomb explodes as an AC/10 template, while the Vibrabomb-IV explodes as an AC/20 template.
- Clan Light Machine Gun: Due to the template system, there cannot be an accurate representation of the Light Machine Gun, and thus I suggest that whenever it hits an armoured target, roll 1D6, and on a 3+ the gun scores the template damage, else it causes no damage.

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 referee's 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 - Tough.

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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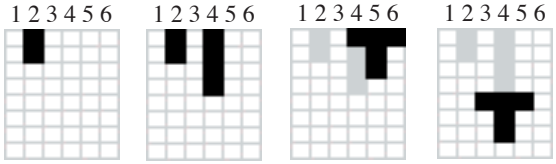
Damage:

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. Lower the template until it is above the highest 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.



In the first diagram, the armour has been hit by a small laser in column two. Next the armour is hit by a medium laser in column four. The third diagram shows what would happen if an AC/5 hit the armour in column 5. Notice that the template would overlap an already damaged column four, and therefore any damage that would have occurred has been lost. The final diagram shows the same AC/5 hit if instead it hit column four again.

PPC's and Heavy Lasers:

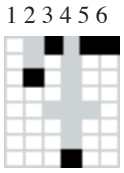
Particle Projectile Cannons and Heavy Lasers have an additional step to template placement because they have templates that are two boxes across, and thus don't have a 'centre' as such.

To place one of these templates, roll a centre number as normal, which will give the location of one half of the template, and then roll another 1D6. On an odd result, the other half of the template is placed to the left of the centre number, and on an even result, the other half of the template is placed on the right hand side.

LRMs:

Once a hit has been determined with LRMs, do not roll for the amount of missiles that actually hit as normal, but instead split the total amount of LRMs into five point units, and then roll for a location for each five point spread as normal. Each five points of LRMs will have their own template. This is done this way as due to the template damage system, it is unlikely that all the missiles will actually hit the 'Mech anyway, and if you had to determine how many missiles hit, and then used the template, LRMs would be greatly reduced in effectiveness.

LRMs are also handled slightly differently than normal damage. They have their own template, but unlike other damage that is centred and marked off together, LRMs only attack the first undamaged armour box that they come to. Note that due to the torso diagram layout, LRMs missing one location may damage the side location



The diagram shows the result of a hit by a 5 point flight of LRMs, hitting an already damaged 'Mech in location 4. As you can see, 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.

When attacking infantry, or units that do not use the template damage system, DO roll for the amount of missiles that hit, as normal.

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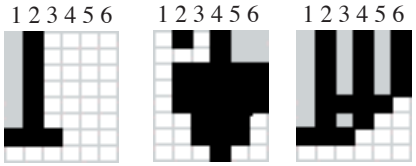
Other Missiles:

Other missile systems (like SRMs) roll normally for the amount of missiles that hit the target. This is due to the fact that each missile has a different damage template than LRMs (a more penetrating version) and thus missile damage is not lost due to a low or high centre point roll.

MRMs act exactly like LRMs.

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 black represents the damage that occurs to the 'Mech in the turn, and the grey patches are the resulting armour locations that will be lost to widowing at the end of the turn. Note that in the fourth diagram, there are four potential widow locations.

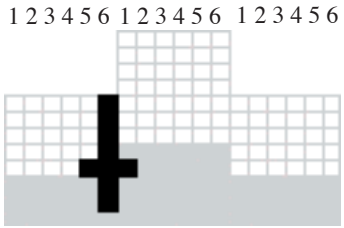
If there is no line of Internal structure for armour to anchor to, then it too will become widowed.

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

Internal Damage:

Below the armour line, there lies the 'Mechs internal structure. Internal structure is treated exactly like armour hits, but is not effected by, and can not widow.

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 medium laser hitting the side torso of a 'Mech, followed by an AC/5 hitting the same location. The AC has managed to avoid hitting the centre torso armour, but still damage 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 gets 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, ie, the explosion must be continuous and cannot be used to cause damage in two seperate unlinked locations in the torso.
Thirdly, all damage must be restricted to the location where the explosion occured. This location must be completely gutted before all damage may be transfered to another location.

Damage transfered 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 transfered 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 locations 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.

Optional Rule: 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 Maximum Tech, then simply roll for another location before apply a centre point.

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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 secttion.

If a limb is destroyed, then there is a chance that it will actually be blown off. Roll 2D6 whenever this even 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 dsetroyed (by any damage entering the thick black destroyed area), then further damage may be transfered to the next location, regardless of how much armour is left.

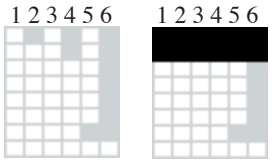
Ramming and Misc. Damage:

(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: ((Attackers weight / 10) * hexes charged) / 4 rows of damage
Death from Above	Attacker: The equivilant to falling 1 elevation
	Defender: 1 row per (Attackers weight / 10)
Falling	((Weight / 10) * (elevations fallen +1)) / 4 rows of damage

This damage is treated differantly than normal combat damage in that no template is used - the damage inflicted is the amount of Rows of armour removed, starting from the row with some undamaged armour, however each row should have it's own seperate location rolled. All damage is rounded to the nearest whole number.



In this example, a 'Mech has been damaged in one of it's torso locations, 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 same torso location, and the second diagram shows the finished result.

Physical Damage:

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

Attack	To Hit	Damage
Kick	-2	1 row per 20 tons of attacking 'Mech, +1
Punch	-1	1 punch row per ((weight of attacking 'Mech / 10) / 3)
Hatchet	-1	1 punch row per (20 tons of 'Mech) +1
Clubbing	-1	1 row per 20 tons of attacking 'Mech, +1
Mace	+1	1 row per 20 tons of attacking 'Mech
Sword	-2	1 punch row per ((weight of 'Mech / 10) / 3) +1
Claws	-1	1 punch row per (20 tons of 'Mech) +1 (plus additional grasp attack)

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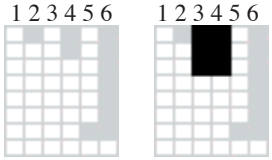
Kicking, clubbing and mace damage is handled actually as if it were a ram, although all damage goes to the one location.

Other damage 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.



In this example, a damaged 'Mech has a torso 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.

Optional Rule: The 'To-Hit' column is a modifier that is applied to the Mechwarriors Piloting Skill Roll when attempting this type of physical attack. Using this method means that the Base To Hit for a physical attack is now the Warriors Piloting Skill and not a set base number for each type of attack.

This is a rule from Maximum Tech that I feel should be made compulsary.

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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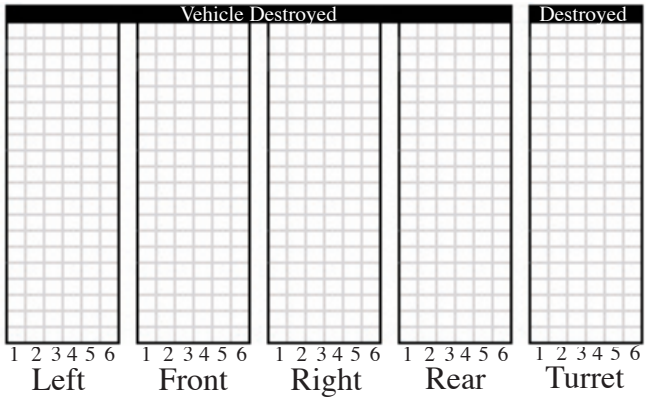
Vehicles:

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 vehicles armour diagram only shows on it the vehicles internal structure and armour, never the placement of the weapons or other components, these are still damaged via the vehicles hit location table.



A vehicle has an amount of internal structure rows equalling half it's 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 vehicles armour rows equals the following:

(amount of armour in that 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 equalling the original VTOLs Rotor armour + internal structure points (for a maximum of five points).

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 vehicles 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 3-5 LRMs, in which case roll 1D6. On a 1-4, one point of damage is inflicted, but on a 5-6, two points of damage are done.

Weapons like the SRM or LBX Autocannons with Cluster rounds can be devastating to VTOLs as each round that they fire that hits the VTOL gets it's own hit location, with each getting a chance to hit the VTOLs rotors, and thus the damage that they can theoretically score is equal to the amount of submunitions 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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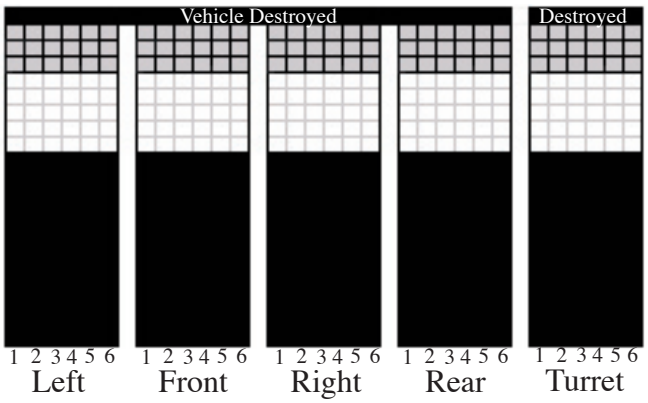
Example 3025 Tech Vedette 50 ton Medium Tank:



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 a new hit location table for vehicles which combines the standard and critical hit locations into one table.

	Ground/Naval Vehicles		VTOLs	
	Front/Rear	**Side**	**Front/Rear**	**Side**
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: Locomation 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 overleaf 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 has takes up 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 vehicles 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 upto 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.
Each heat sink that the vehicle carries (over 10) much 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).

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 after all weapons have been reduced there is still not enough space, then halve all space requirements (with a minumum 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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Some Examples:

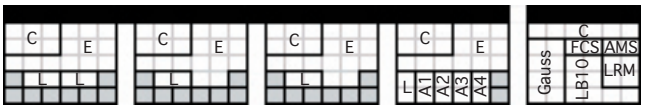
3058 Maultier Hover APC:

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

3025 Vedette:

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

3058 Challenger X MBT:

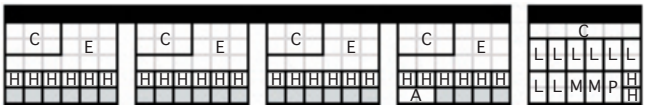


C: Crew
E: Engine
A1: Gauss Ammo
A2: LB10-X Ammo
A3: LRM Ammo
A4: Anti-Missile System Ammo
L: Laser
Gauss: Gauss Rifle
LB10: LB10-X Autocannon
LRM: LRM System
FCS: Artemis IV FCS
AMS: Anti-Missile System

3058 Badger APC, Alternate Configuration E:

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

3026 Ontos:



C: Crew
E: Engine
P: Power Amplifier
H: Heat Sink
L: Laser
A: LRM Ammo
M: LRM

These examples are just to show you how to layout 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 with 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 a 1D6 with a +1 modifier per engine box already crossed off on that side:

1-4	Vehicle loses 1MP
5-7	Engine destroyed. No further movement allowed
8+	Engine blows up, the vehicle is destroyed.

Weapon: The weapon is destroyed.
Ammo: The ammo is destroyed, thus meaning that any weapons using that ammo bin can no longer function. Also roll a 1D6 and add a +1 modifer 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 not 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 saftely fired within available heat limits.
Power Amplifier: The amplifier is destroyed, and as a result, the vehicle may no longer fire any energy weapons.

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 every so slightly so that vehicles aren't destroyed far too quickly.

	Ground/Naval Vehicles		VTOLs	
	Front/Rear	Side	Front/Rear	Side
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	Rotor[2]	Rotor[2]
12	Turret[4]	Turret[4]	Rotor[2]	Rotor[2]

1: Locomation 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 effect Battlearmour 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. Against infantry scattered over a large area, the average large weapon is not well suited.

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

Weapon:	Damage:
Lasers, PPC's	1 per five points scored by the weapon
Pulse Lasers	As Standard Laser, + 1 point
Autocannons	Half Damage *
Cluster Rounds	1 pt per point scored by the weapon
Gauss Rifles	1 pt
LRMs	1 pt per missile that hits *
SRMs	1 pt per missile that hits *
Flamers	1 pt per point scored by the weapon
MGs	1D6 per point scored by the weapon
Artillery	Half Damage *
Mines	Half damage
'Mech Physical Attacks	Half Damage
'Mech A Pod	1D-1

* These weapons target individual squads, but the weapons have a 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.

Terrain:	Effects:
Clear, in the open	Normal Effects
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.

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Infantry in Combat:

Infantry weapons do damage like LRM attacks, and is grouped into five point units, with any remainder into it's own group.

Each five point of damage has its own location and centre point rolled, but unlike LRM damage, every point of damage inflicted will hit the location, so 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.

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.

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]:

Infanntry 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 (upto to four) in a hex to perform anti-'Mech attacks (like Swarm attacks).
•All damage inflicted by a squad will hit the same location.

Squad Record Form:

	7	6	5	4	3	2	1
Rifle / LRM's:	2	2	2	1	1	1	1
Machine Guns / Flamers:	3	2	2	1	1	1	1
Lasers / SRM's	4	3	3	2	2	1	1

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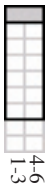
Powered Armour Infantry:

Powered Armoured Infantry is handled as if each infantry man 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 powersuit worn.

Powered Armour	Rows Deep
Clan Elemental Suit	6
Standard Inner Sphere Suit	5

Example Powered Armour Sheet:

Example Clan Elemental Armour:



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.

The shaded grey part of the record sheet represents the trooper inside the suit, and 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.

LRMs:
Because a Battle Armour record sheet is too small for LRMs to be portrayed as normal, usual BattleTech rules should be employed. That is, roll to see how many missiles hit the point of Battlesuits, and then split that down into five point units to be applied against the individual armour suits.

This damage can then be recorded one of two ways. The long method is that each LRM should have its own centre point rolled. The shorter method is that every two LRMs should be one row of damage, although applied like normal LRM damage. The remaining point of damage should have a centre point rolled for.

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Special Equipment:

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

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

Against vehicles and 'Mechs that use the template system, use the following:

LRMs do not roll to see how many missiles hit their target, so in this case they have a modifier to the centre number instead. The template may be positioned as normal but a ±1 is allowed so that the template may be positioned more favourably for the attacker and thus allowing a higher chance of getting a certain centre point.

For SRMs and weapons that do roll to see how many missiles their hit, then the systems just give their usual bonus to that roll.

Damage to Narc Pods:
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.

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Appendix A:

This appendix lists standard Battletech armour points and their corresponding value in armour rows for the Renegade Tech system. Note that there is a column for Battlemechs and other vehicles.

Battletech 'Mech Armour Value	Rentech 'Mech Armour Value	Rentech Vehicle Armour Value
1	1	1
2-5	2	1
6-9	3	2
10-13	4	3
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

Original Head Armour	Rentech Armour Value
1-2	1
3-4	2
5-6	3
7-9	4

Appendix B:

This appendix lists worked out damage values for the many ways that a vehicle can recieve 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 formulas found in the physical combat section can be used.

Falling Damage:

'Mech Tonnage	Levels Fallen 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	4	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:

'Mech Tonnage	Att Ram	Att DFA	Def DFA	Kick	Punch	Hatchet	Club/ Mace	Sword	Claws
20	1	1	2	2	1	2	1	2	2
25	1	1	3	3	1	3	2	2	3
30	1	2	5	3	1	3	2	2	3
35	1	2	4	3	2	3	2	3	3
40	1	2	4	3	2	3	2	3	3
45	2	2	5	4	2	4	3	3	4
50	2	3	5	4	2	4	3	3	4
55	2	3	6	4	2	4	3	3	4
60	2	3	6	4	2	4	3	3	4
65	2	3	7	5	3	5	4	4	5
70	2	4	7	5	3	5	4	4	5
75	3	4	8	5	3	5	4	4	5
80	3	4	8	5	3	5	4	4	5
85	3	4	9	6	3	6	5	4	6
90	3	5	9	6	3	6	5	4	6
95	3	5	10	6	4	6	5	5	6
100	3	5	10	6	4	6	5	5	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 Fom 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.

Defender ramming damage:

'Mech Tonnage	Hexes Travelled 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:

This appendix gives all worked values for vehicles, including the amount of internal struc ture 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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