RENEGADE TECH

Expansion One: ***Maximum Tech***
by Francis Greenaway

Table of Contents:

Disclaimer ... 2

Introduction ... 3

Terrain and Movement ... 3
- Magma ... 3
- Winds ... 3
- Leaping ... 3

Combat ... 3
- Expanded Critical Damage ... 3
- Engine Explosions ... 3
- Glancing Blows ... 3
- Altered Energy Weapon Damage ... 4
- Missile Hit Penalties ... 4
- Physical Combat Skills ... 4
- Death From Above ... 4

Vehicles ... 4
- Vehicles on Fire ... 4

Infantry ... 4

Miscellaneous Rules ... 4
- Skills and Abilities ... 4
- Structures ... 4

Construction ... 4
- Compact Engines ... 4
- Compact Gyros ... 4
- Armoured Components ... 4
- Reinforced Structure ... 5
- Composite Structure ... 5

Equipment ... 5
- Hardened Armour ... 5
- Laser-Reflective Armour ... 5
- Reactive Armour ... 5
- Artemis V Fire Control System ... 5
- Autocannons ... 5
- Light Autocannon ... 5
- ER Pulse Laser ... 6
- Heavy Flamer ... 6
- Hand Held Weapons ... 6
- Missiles ... 6
- X-Pulse Lasers ... 6
- Thunderbolt Launchers ... 6

Disclaimer:
BattleTech, Renegade Legion, Centurion, are Registered Trademarks of FASA Corporation. Original BattleTech material Copyright 1994 by FASA Corporation. Original Renegade Legion, Centurion material Copyright 1991. All Rights Reserved. Used without permission. Any use of FASA Corporation's copyrighted material or trademarks in this file should not be viewed as a challenge to those copyrights or trademarks. Cover art by Jeff Laubenstein, the Renegade Legion Logo by Doug Shuler, scanned and combined without permission.

© Francis Greenaway ('Cheap and Tacky Backshed Productions') 1998

Maximum Tech:

Maximum Tech introduced us to the world of newer terrain, new equipment, more weapons and greater headaches for someone who's trying their best to convert a points based damage system to a template damage system.

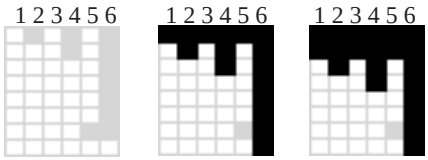
The simple fact is, that with a points based damage system, there is so much more you can do and so many ways to make things just that little bit different, still, these things were meant to try us.

So here are notes on using Maximum Tech with Renegade Tech. Only the rules that had to be changed have been listed here, so the largest section will be on the new equipment and how it relates to this.

Also, unless someone requests them, I shan't be doing any Maximum Tech specific record sheets, because I don't use them!

Terrain and Movement:

Magma: To determine the amount of damage scored by magma, roll 2D6 per exposed location, and then roll for a centre point as normal. Next spread this damage across the single location evenly between both sides of the centre point, and then on one side to fill up that line. Apply the damage as LRM damage in that it seeps in to the first undamaged armour point, and then if there is any further damage, apply again in exactly the same manner.



In this example, the first diagram is the state of a Battlemech location before entering magma. The damage inflicted via the magma is eleven points. The centre point is location 3. The damage is spread evenly both sides of 3, and the rest placed in 6 to fill up one line. The damage is then filled in as LRM damage, hence it is inflicted all the way down location 6. This can be seen in the second diagram. As there is more damage to placed, the procedure is done again and is shown in the final diagram.

Winds: Winds reduce the amount of LRM's that actually hit the target. To show this, a five point LRM spread is reduced to a four point spread in moderate winds, and to a three point spread in high winds.

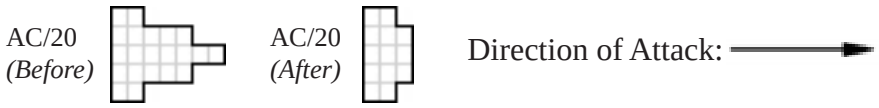
Leaping: Leg damage is worked out at one punch row per level fallen per leg, each punch row having its own centre point. To determine if the 'Mech receives critical damage, roll on the critical hit table, and if it says that a critical has been scored, find the centre point and give the first undamaged piece of equipment in that column one point of damage, which will also destroy it.

Combat:

Expanded Critical Damage: On the Energy Weapons Critical table, a result of 6-7 means that the weapon does one row less damage (thus a medium laser now only does 3 rows damage).

Engine Explosions: Engine explosion damage to other units is treated as LRM damage.

Glancing Blows: Glancing blows inflict less damage. For template weapons (like autocannon) this is worked out by dividing the amount of rows of damage that the weapon would do by 2 (round up), and then subtracting the remainder from the penetrating part of the template.



For example, an AC/20 does a glancing blow against a target. Usually it inflicts 7 rows of damage, but as this is halved, it comes out to 3.5 rows, or 4 rounded up. The rest of the template is lost, and the before and after are shown above.

© Francis Greenaway ('Cheap and Tacky Backshed Productions') 1998

Altered Energy Weapon Damage: At Long Range, the amount of rows that an energy weapon would inflict is reduced by 1. At Extreme range, the damage is halved.

Missile Hit Penalties: At Medium range, a five point LRM hit becomes a 4 point LRM hit, while at Long range, it is reduced further to a three point hit.

Physical Combat Skills: As this is the one rule that I use without fail, I have already included the relevant To Hit modifiers in the physical combat section of Renegade Tech, and I urge everyone to use them. Personally I feel the process should be taken one step further, and every Mechwarrior should have a Physical Combat skill as standard. This could then produce some interesting scenarios...

Death From Above: The damage received to the defending unit should be worked out as normal from the Renegade Tech rules, and then modified as follows:

For 'Bit' damage, the amount of rows of damage scored, halved, equals the amount of 5 point LRM attacks that should be made.
For 'Chunk' damage, the amount of rows of damage scored (again, halved) should be applied as if it were a punch in one location.

Vehicles:

The vehicle rules can be used as stated in the Maximum Tech book.

Vehicles on Fire: Each 1D6 damage that is inflicted on a vehicle due to fire is 1D6 points that should be applied to the outermost armour row, and applied like magma damage.

Infantry:

The infantry rules from Renegade Tech can be used as is, the extra rules about morale only add extra spice.
The rest of the rules can be used as is, especially with regard to Narc launchers and heavy infantry.

Miscellaneous Rules:

Skills and Abilities:
Bullseye Marksman: The owner of this skill may chose the location to be shot at, but not the exact centre point. LRM attacks have a ±1 to the centre point for purposes of having the whole LRM flight to hit the location.
Melee Specialist: This skill allows the Mechwarrior to inflict one extra row of damage in physical combat.

Structures: To be revamped when I do buildings.

Construction:

The construction rules generally remain as they are, the only things of note here are the damage effects to the special pieces of equipment. All critical slots are as normal.

Compact Engines: When losing critical slots for this type of engine, the ones to lose are the two most forward outer engine slots (in the 1 and 6 positions), and any one at the rear.

Compact Gyro: When losing slots to the Gyro, take away the two slots at the rear that are at the edges (in the number 2 and 5 positions).

Armoured Components: When an attack hits a 'Mech with an armoured component, apply all the damage as normal, and then once this is done, undo any damage to the component that has been armoured. This is only done once, and any further attacks do full and normal damage to the component.

© Francis Greenaway ('Cheap and Tacky Backshed Productions') 1998

Reinforced Structure: The easiest way to simulate Reinforced armour is to increase the amount of internal structure rows that the 'Mech has. This way the templates will still work fine. Use the table below to determine how many internal structure rows the 'Mech has.

Composite Structure: As with Reinforced Structure, the best way to handle this is to alter the amount of internal structure the 'Mech has. Use the following table.

	Reinforced Structure				***Composite Structure***			
'Mech Class	CT (R)	LT/RT (R)	LA/RA	LL/RL	CT (R)	LT/RT (R)	LA/RA	LL/RL
Light	2 (1)	1 (0)	1	4	0 (0)	0 (0)	0	0
Medium	4 (2)	2 (1)	2	6	1 (0)	0 (0)	0	0
Heavy	6 (4)	4 (2)	4	8	2 (1)	1 (0)	1	2
Assault	10 (6)	8 (4)	8	10	3 (2)	2 (1)	2	3

Equipment:

Hardened Armour: Under Renegade Tech rules, Hardened armour doesn't have much of a use since it only gives 8 points of armour protection and takes only half damage. Due to the differing Critical hit rules, it is effectively useless. However if it is required, then it should be treated as normal armour with an armour value of 16 points per ton. Doing it this way will mean that template will not have to be altered to account for the properties of hardened Armour.

Laser-Reflective Armour: Laser-Reflective armour takes half damage from laser and energy based weapons. This should be dealt with just like glancing blows, with the amount of rows that the weapon would do being reduced.
Double the amount of rows of damage that the 'Mech receives due to physical or falling damage.

Reactive Armour: LRM and MRM attacks are reduced to three point strikes (instead of the usual 5), SRM's are reduced to a 1 point hit, Narc explosive pods are treated as ordinary SRM's, and Arrow IV missiles (homing) are reduced to the effect of an AC/10.

As Reactive armour is designed to reduce damage by shaped charges, then technicially damage by HESH rounds should also be reduced, as should vibrobombs and possible other types of ammunition too. However this should be agreed by all players before hand, and if so, then treat the attack as if it had been a glancing blow (AC/5 HESH rounds should be only 3 points wide in this case).

If the armour detonates prematurely, then at the end of the round ALL armour in that location widows and 1 point of internal damage is scored (roll a centre point for this damage as normal).

Artemis V Fire-Control System: For SRM's, treat as normal, but for LRM's and MRM's, a ±2 is given to the centre point so that all missiles may hit the location. This may also be used to increase the chance of getting a certain centre point (unlike normal Artemis IV FCS).

Autocannon:
Rapid Fire Mode: If the autocannon explodes, then it is treated as an ammunition explosion (of a strength equalling the AC rating), and centred around one of the critical slots of the firing players choice.
Armour-Piercing Armour: Treat as an APDS round, but also roll to see if a critical hit is scored (as per normal Battletech). If it is, then the first undamaged critical location along the line of the centre point takes one point of damage. If there is no piece of equipment in the centre point, then go one column to the left or right of the centre point and apply the damage there.

If there is no piece of equipment in the template radius, then no critical is scored, even is there is a piece of equipment in that location.
Caseless Ammunition: Any type of ammunition (except APDS) may be made caseless. APDS needs a case to hold the sabot round.
Flechette Ammunition: Treat as normal Canister ammunition.
Tracer Ammunition: Any type of round may be made tracer. There are no reductions in damage due to this.

Light Autocannons: These should be treated as normal autocannon, and can use any ammunition option from normal Renegade Tech or Maximum Tech,

© Francis Greenaway ('Cheap and Tacky Backshed Productions') 1998

ER Pulse Lasers: These do the same damage as the same size ER laser.

Heavy Flamer: Use the following template:

Hand Held Weapons: Hand held weapons should have an armour value in points, and should take damage as per the normal Battletech rules.

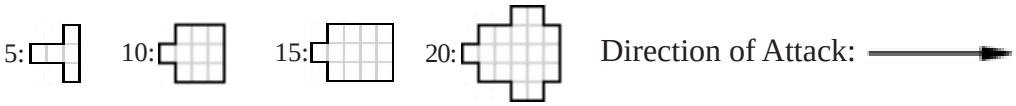
Yes, I know this is a cop out, but alas, that's where having a points system scores over the template.

Missiles:
Fragmentation Missiles: These should be treated as Anti-Personnel missiles.

Flare LRM's, Heat Seeking Missiles, Incendiary LRM's, Semi-Guided LRM's, Smoke Missiles, Streak and Swarm LRM's are treated as normal, with no further rules needed.

X-Pulse Lasers: These do damage as normal Pulse lasers.

Thunderbolt Launcher: Use the following templates for the Thunderbolt missiles.



© Francis Greenaway ('Cheap and Tacky Backshed Productions') 1998