

BATTLETECH

Dragonslayer

Campaign Pitch

Set in the BattleTech universe, you'll play cadet mechwarriors who after a brief prologue will pursue a personal mission, operating your own small, independent unit.

BattleTech is a setting where humanity has spread across hundreds of light years in a region called the Inner Sphere. Dynastic nations and militaristic clans vie for control of thousands of worlds, and the greatest weapons in those conflicts are battlemechs. Standing 10 meters tall, weighing up to 100 tons, armed with beams, ballistics, and all manner of bombarding missiles, these walking tanks are mighty steeds. And the knights who ride them? Mechwarriors: seen by some as honorable defenders, derided by others as heartless mercenaries or arrogant nobles playing at war.

Rules Synopsis

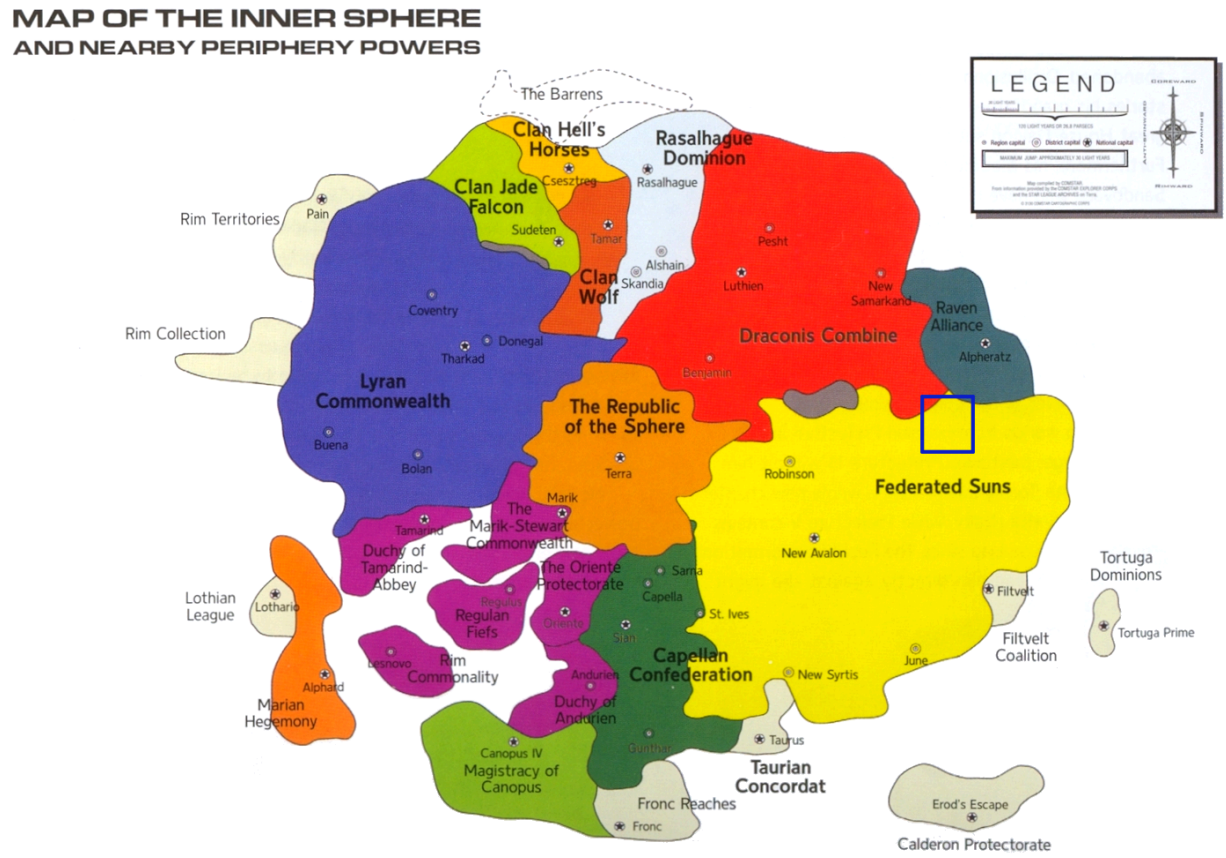
We will use D&D 5e as a baseline, with a curated list of classes and subclasses. Magic doesn't exist, but some minor 'spell effects' are available if you justify them as gadgets or cybernetics.

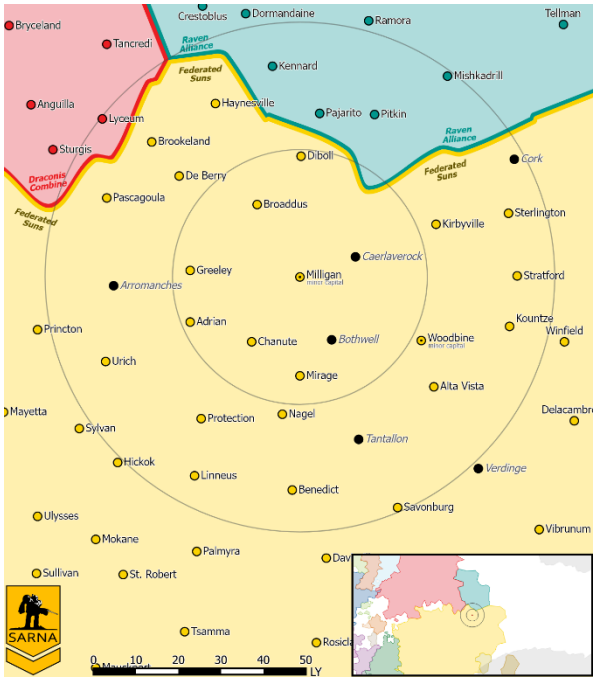
I'm tweaking the list of backgrounds, skills, weapons, and armor. I'm also adapting Composure and Strife from Legend of the Five Rings. When you get into mechs, we'll be using a modified version of classic BattleTech rules.

Gameplay will resemble open world RPGs: there's an ultimate goal, but you'll decide where to travel, what missions to undertake, whom to ally with or recruit to your unit, and how to equip yourself and upgrade your gear. Plus, of course, there'll be battles, mostly in mechs, sometimes with secondary forces of your unit or with allies you make. Randy will invariably end up maintaining a spreadsheet to track your unit's finances and supplies.

A Brief Setting Primer

This is the Inner Sphere in the year 3144. We start in the Federated Suns (southeast area).





The campaign will center on this region (marked with the blue square above, roughly 100 light years across) at the intersection of three major powers: the Federated Suns, the Draconis Combine, and the Raven Alliance.

Space travel happens by jumpship, which can travel 30 light years in a single jump, but then require about a week to recharge. Jumpships generally remain 10 AU from the destination star, while dropships provide transport to planets.

Faster-than-light communication was until recently possible thanks to Hyper-Pulse Generators, which could use jump technology to send radio waves many light years away. But 12 years ago, a cascading virus known as the Blackout crippled most HPGs.

Campaign Rules

The following classes are from the 2024 version of D&D. If you want another subclass, check with me. Any 'spells' you gain are some form of gadget, gizmo, or cybernetic enhancement. Please avoid spells that require Will saves or otherwise affect minds; also no teleportation, no telling the future, and no shapeshifting.

- Barbarian (Path of the Berserker, Path of the Wild Heart)
- Fighter (Banneret, Battle Master, Champion)
- Monk (Warrior of the Open Hand)
- Ranger (Beastmaster) – you can choose to have your 'beast' be a robot.
- Rogue (Assassin, Thief)

Hit Points and Wound Points

You gain **Hit Points (HP)** as normal from your class. These represent the usual luck, mild scrapes, and physical strain. Excess HP damage is dealt to your wound points. HP don't go into negatives.

You have **Wound Points (WP)** equal to your Constitution score. These represent actual wounds. When your WP reach 0, you're unconscious. WP can go into negatives, and you die if it reaches a negative value equal to your Constitution score.

You can use hit dice as normal to heal HP during short rests. You heal 1 WP and all regain all your hit dice after a long rest.

FYI, 1 point of mech scale equals deals 10 damage at PC scale.

Injury

Whenever you take WP damage, make a Constitution save (DC 10). If you fail, you suffer a lasting injury, imposing disadvantage on checks that use the affected body part. Roll 1d6: 1 – right arm, 2 – right leg, 3 – left arm, 4 – left leg, 5 – mouth, 6 – eye.

Wounds caused by attacks that do 1-5 WP damage are minor. From 6-10 is moderate. If 11+, the injury is serious. You can make a new save (and/or attempt one Medicine check) each day to recover from minor wounds, and once per week for moderate wounds. Serious wounds need advanced medicine to treat.

Dying

While you are at 0 WP or lower, make a DC 10 Constitution save at the end of each of your turns. If you succeed, you stabilize and do not need to make more saves. If you fail, you take 1 damage. If you reach a negative WP value equal to your Constitution score, you die.

An ally can make a DC 10 Medicine check as an action to stabilize you.

Composure and Strife

Your character's **Composure** is effectively your mental hit points. You start with Composure equal to 3 + your Intelligence, Wisdom, or Charisma modifier (whichever is highest). 'Damage' to your Composure is called **Strife**.

Each character has an Anxiety. When a scene involves your anxiety, you suffer disadvantage on checks, saves, and attacks unless you take 1 strife to ignore the disadvantage for one round. If you do this 2 times, you can ignore the anxiety until your next long rest.

Whenever you make an attack roll, check, or save (including an attack roll in mech combat), you can take 1 strife to add 1d4 to your roll. In mech combat, each turn you can choose one non-head location you're aiming at. With any direct-fire weapon that hits, you can take 1 strife to adjust the hit location 1 step in the direction of that location. Minor NPCs can't use strife this way.

Inflicting Strife

You can spend an action to **Inflame**. Make a Deception, Intimidation, or Persuasion check against the Passive Insight of character that can understand you. (Your approach might grant you advantage or disadvantage.) If you succeed, the target gains 1 strife. A character can have at most 1 strife inflicted per round this way, regardless of how many Inflame attempts target them. If you fail this twice against the same character, you cannot attempt it again in the same scene.

If you have advantage on an attack and both dice rolls hit, you may inflict 1 strife. In mech combat, extreme heat and hits to the head inflict strife.

Regaining Composure

Whenever you take a short or long rest, reduce your strife to half your Composure (round down), if it was above that. Once per day you can partake of your passion to remove 3 strife.

You may choose to **Unmask**. Propose some way your character can have an outburst or make an ill-advised decision. If we agree it makes sense, you remove all your strife, but usually this means you must exit the scene. (In mech combat, you become vulnerable to Forced Withdrawal.)

Compromised

If your Strife equals or exceeds your Composure, you are **compromised**. You cannot willingly take any more strife. Also, you suffer disadvantage on Insight and Perception checks, and attacks against you have advantage. (In mech combat, attackers get a -1 bonus to attack you.)

If you inflict strife on an opponent and compromise them, propose a way that they unmask.

Skill List

Acrobatics, Art*, Athletics, Culture, Deception, Insight, Intimidation, Investigation, Medicine, Nature, Perception, Performance, Persuasion, Scholarship*, Stealth, Technology*, Thievery.

For each skill with an asterisk, if you are proficient, select an area of specialization. You double your proficiency bonus when making checks related to your specialization.

Character Creation

First you'll choose your **Origin** nation, then a **Background**. Then, regardless of where you started, you'll begin the campaign as cadets in the Armed Forces of the Federated Suns (AFFS). You'll each be at least 18 years old, but maybe you enlisted later in age. Select a **Martial Distinction**, which represents something you studied in addition to mech combat.

Then assign your **Ability Scores** and get the first level of a **Class**. Next, choose one **Passion** and one **Anxiety**. Your starting equipment will be provided during the game's prologue, but once your time as a cadet ends, there will be one more character choice that will determine what gear you have access to, including your personal mech.

Origin

Humanity has long been dominated by the five Great Houses, each with its own nation, but smaller states exist, and a century ago a group known as the Clans invaded from beyond the Inner Sphere, either dominating or assimilating those they conquered.



House Davion (Federated Suns)

Egalitarian, Militarist, Materialist – By Freedom's Sword

A constitutional monarchy, the Federated Suns's numerous regions are ruled by Dukes pledged to First Prince Caleb Davion, who reigns from glorious **New Avalon**. Committed to nobility and chivalry, House Davion and its loyal retainers are the shining ideal of what the Inner Sphere could be. The Armed Forces of the Federated Suns stand fast against the tyranny of neighboring Houses Kurita and Liao.

Arsenal of Liberty. Once per short rest, you can add 1d4 to an attack roll with a ballistic weapon without needing to take strife.

Chivalric Science. You gain one Battlemaster Fighter combat maneuver and one d8 superiority die.

Chosen For Glory. When you roll a 1 on a d20 or 2 on 2d6, you can reroll once per round.



House Kurita (Draconis Combine)

Authoritarian, Militarist, Spiritualist – Honor the Dragon

An imperial military dictatorship, the Draconis Combine actively cultivates the trappings of Japanese samurai culture from old Terra. Coordinator Yori Kurita rules from **Luthien**, but she's seen by many as a puppet of the warlord Matsuhari Toranaga, who recently secured Yori's throne by putting down a civil war. The Draconis Combine Mustered Soldiery strives to uphold the ideals of bushido.

Aggressive. On your turn you can Dash without spending an action, but you must use the extra movement to close directly with an enemy. You can use this ability twice per short rest.

Martial Arts. Once per short rest, you can add 1d4 to a melee attack roll without needing to take strife.

Mono no Aware. You gain proficiency in Art or Performance. You must choose a traditional Japanese artform. Additionally, increase your Composure by 2.



House Liao (Capellan Confederation)

Strongly Authoritarian, Materialist – One Vision

An authoritarian police state, the Capellan Confederation uses indoctrination and *vranyo* – lies told without expecting them to be believed – to maintain social order. Loyal and productive citizens are given the trappings of luxury. Others become de facto slaves. Ruling from **Sian**, Chancellor Daoshen Liao must avoid upsetting the Maskirovka Secret Police who wield true power in the Confederation.

Avoid Attention. On your turn you can Disengage or Hide without spending an action. You can use this ability twice per short rest.

Mask of Compliance. You gain proficiency in Deception, Insight, or Stealth.

Undermine. As a reaction, you can subtract 1d4 from an opponent's attack roll, check, or save. You can use this ability twice per short rest.



House Marik (former Free Worlds League)

Strongly Materialist, Isolationist – United We Stand

The Free Worlds League was a corporate oligarchy known for its fractiousness, where internal corpo-states would backstab each other, only coming together for mutual defense when threatened by outside forces. The League effectively broke up sixty years ago, but since 3139, Captain-General Jessica Marik has warred to reunite the realm and reclaim its capital **Atreus**.

Don't Tread on Me. Twice per short rest, you can either spend a reaction to prevent yourself or a character within your reach from being grabbed, shoved, or knocked prone, or spend a bonus action to break free of grab or to stand, or to free an ally from a grab or to pull them to standing if they're prone.

Fractious Family. You can take strife to add 1d4 to an ally's roll, as you would your own.

Keep Your Distance. Once per short rest you can reroll a missed attack at long range. When you reroll, treat the attack as short range.



House Steiner (Lyran Commonwealth)

Authoritarian, Pacifist, Cosmopolitan – Iron Fist, Velvet Glove

A constitutional monarchy, the Lyran Commonwealth was blessed with natural resources and a culture of respecting education and promoting competent bureaucrats, and cursed with a tradition of appointing generals for political reasons rather than talent. Clans Wolf and Jade Falcon invaded in 3143, sacked the capital **Tharkad**, and killed Archon Melissa Steiner. That the nation has not collapsed speaks to the resiliency of the Commonwealth's government.

Baby Bonds. Every Lyran starts with a financial leg up and access to subject experts employed by the state. You receive a 10% discount on the legal purchase of goods and services.

Educational Investment. You gain proficiency in any combination of three skills of your choice.

Reliable Engineering. Once per short rest, you can negate a critical hit that would affect you or a vehicle you're controlling.



Republic of the Sphere

Spiritualist, Strongly Cosmopolitan – Ad Securitas Per Unitas

In the wake of the Clan invasion, Exarch Devlin Stone founded the Republic on **Terra** with the aspiration of uniting humanity with a shared heroic mythology. Its greatest success was an international demilitarization effort, which while not enough to create peace, at least reduced the scale of warfare. Devlin Stone passed away in 3130, and then the Blackout in 3132 was disastrous for the Republic's identity.

In 3135, facing three invasions and a civil war, its leaders erected the Fortress Wall. Using unknown technology, they blocked jumpships from traveling to two dozen core worlds, and left most of their other citizens to fend for themselves. You may have grown up in the Republic, but the nation you knew is no more.

A Duty to Mankind. Once per short rest, you instill great heroism in yourself or an ally who can hear you. For the next minute, that character is immune to the Frightened condition (and need not obey Forced Withdrawal), and at the start of each of their turns gains 2 temporary hit points.

Forced Diversity. You are trained in Culture and know three extra languages.

Stone's Protection. Once per short rest, as a reaction you can take half the damage that would be dealt to an ally within reach.



Magistracy of Canopus

Egalitarian, Pacifist, Cosmopolitan

The Magistracy's ruling House Centrella had no interest in dominating the Inner Sphere, and so was spared from the worst of the centuries-long Succession Wars. Instead, it became renowned for its arts, entertainment, and medical technology. Citizens enjoy broad personal freedoms, though the matriarchal society slightly discriminates against men holding political power.

Epicurean Delights. Gain proficiency in Art, Medicine, or Performance.

Miracles of Modern Medicine. Healthy living is easy in the Magistracy. So is advanced body modification, if you're so inclined. Choose one of the following:

- **Aquatic Adaptation.** You gain a swim speed equal to your base speed and can breathe water for up to ten minutes each short rest.
- **Brachiation Adaptation.** You gain a climb speed equal to your base speed, and you ignore the first 20 feet of falling damage.
- **Detox Biochemistry.** You are resistant to poison damage and once per short rest can end the poisoned condition affecting you.
- **Enhanced Senses.** You gain darkvision with a range of 60 feet and have advantage on Perception checks.
- **General Wellness.** Increase your Constitution score by 2.

Safe from Succession. On your turn you can Dodge without spending an action. You can use this ability twice per short rest.

Minor Nation or Independent

Don't pick this for the first campaign.

Clan Holdings

After the Star League collapsed in 2780, the commander of the Star League Defense Force, General Aleksandr Kerensky, foresaw the coming calamity that would be the Succession Wars. Seeking to create a safehold for human civilization, he took millions of his loyal soldiers and their families beyond the edge of the Inner Sphere. They colonized new worlds and structured themselves into militaristic clans, driven by the ideal of returning someday to save mankind and restore the Star League.

In 3049 they invaded. The Clans had superior technology but were outnumbered, so their conquest was incomplete, and they gradually integrated with their seized territories. Over time some were absorbed or annihilated, while others withdrew to their distant homeworlds to maintain their purity. Today six clans have prominent holdings in the Inners Sphere.



- **Clan Ghost Bear (Rasalhague Dominion).** Egalitarian, militarist, spiritualist. Renowned for a strong devotion to family and a penchant for spirit quests in the wilderness, the Ghost Bears during the clan invasion conquered parts of the Free Rasalhague Republic. Rasalhague had only recently won independence from House Kurita, and as the clanners gradually merged with the locals, they have come to share a resentment of the Draconis Combine.
- **Clan Hell's Horses.** Egalitarian, militarist, isolationist. Famed for their strategic focus on speed and flexibility, the Hell's Horses see their occupied lands simply as a font of resources for further conquest, ruling with a light hand while avoiding entanglements.
- **Clan Jade Falcon.** Authoritarian, strongly militarist. Characterized by great ambition, and as ruthless as a Mongol horde, Jade Falcon see the people of the Inner Sphere as sub-human, mere fuel for their march on Terra.

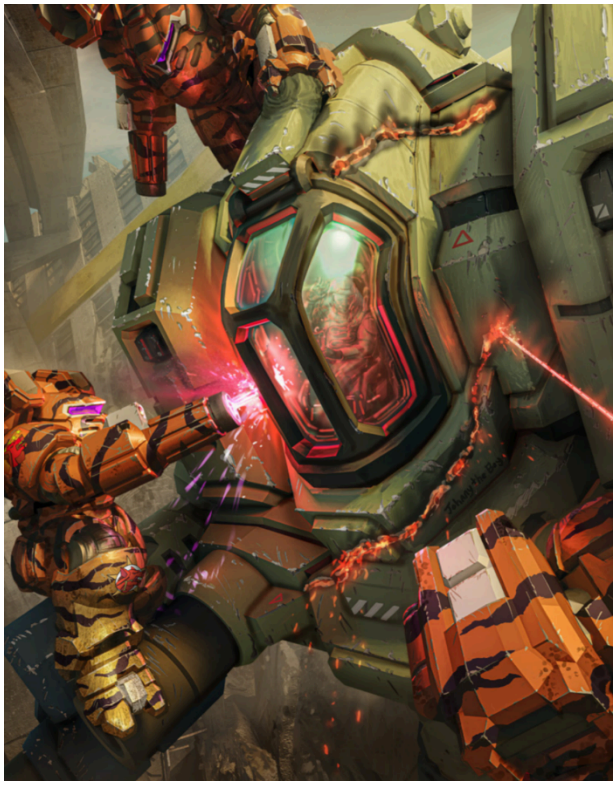


- **Clan Sea Fox (ArcShips and Trade Enclaves).** Strongly egalitarian, cosmopolitan. Though they control only three planets, the Sea Fox have made themselves vital to interstellar trade and communications. Most of them live nomadic lives aboard huge jumpships, which are equipped with their own HPGs and can house tens of thousands of people.
- **Clan Snow Raven (Raven Alliance).** Egalitarian, militarist, cosmopolitan. A criminal mafia with an interstellar navy, the Snow Ravens carefully chose to merge with the minor Outworlds Alliance so they could act as a spoiler in conflicts between Houses Davion and

Kurita. As the foremost producers of advanced space vessels, from fighters to jumpships, they have spyware and backdoors into fleets all around the Inner Sphere.

- **Clan Wolf (Wolf Empire).** Strongly militarist, materialist. The clan with the greatest character arc, once the Wolves were dominated by a warden faction that worked to blunt the damage of the clan invasion. As they were the holders of the cherished Kerensky bloodname, they had political influence, but when the invasion was beaten back, most of the clans turned on them. Some were exiled, others absorbed, but over time the remnants of Clan Wolf rebuilt itself, purged of all sentiment and empathy. Above all they seem driven to redeem their legacy by conquering Terra and becoming the ilClan.

Clan politics are dominated by the warrior caste, whose members are born from iron wombs, bred by combining the genetics of successful warriors of earlier generations. Clan warriors often look down on 'freeborn' individuals. Choose one of the following genotypes for your origin.



Elemental

Elementals were bred for great size so they could wear early powered armor, though that size is somewhat redundant as modern power armor augments its wearer's strength. The smallest Elementals stand at nearly seven feet, while some are as tall as eight and a half feet.

Huge Build. Your base Speed is 35 feet. You have Advantage on ability checks to end the Grappled condition. You count as Large when determining your carrying capacity.

Mighty Attacks. Once per short rest, when you hit a Large or smaller creature with an attack roll and deal damage to it, you can give that target the Prone condition.

Pain Suppression. Twice per short rest, when you take damage you can use a reaction to reduce it by 1d12 + your Constitution modifier.

Clan Mechwarrior

Generation after generation Clan scientists chose those with the fastest reflexes and the best response to the perils of battle to breed the perfect warrior.

Bred for Battle. Once per short rest, you can add +1d4 to any roll during combat without needing to take strife.

Ready for War. You have proficiency in Perception.

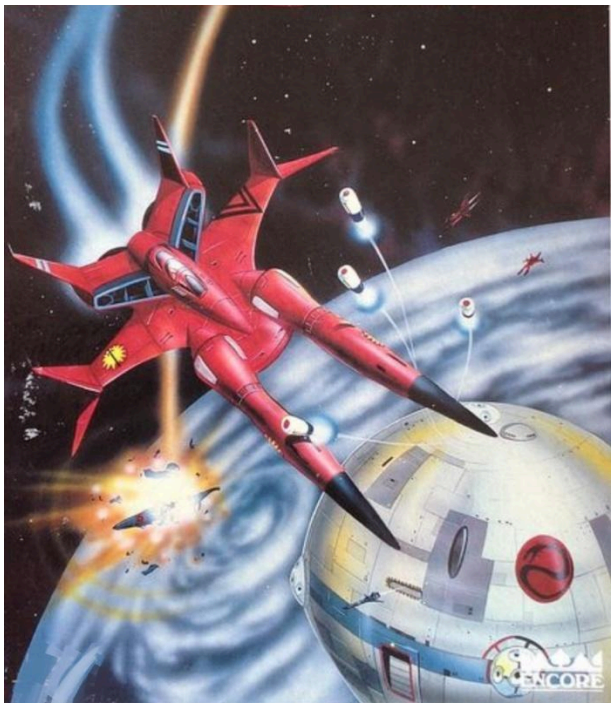
Survival of the Fittest. Once per short rest, when you defeat an enemy, you remove 1 strife.

Clan Spacer
Originally conceived of as the ideal fighter pilot, the spacer genotype is usually between four and a half and five feet tall, with strong spatial awareness and bones and organs optimized to endure high gravity maneuvers.

Evasive. On your turn you can Dodge without spending an action. You can use this ability twice per short rest.

Nimble Build. When determining your carrying capacity and the weight you can push, drag, or life, you are considered to be Small. Your base Speed is 25 feet. You are trained in Acrobatics.

Slippery Maneuvers. Once per short rest, as a bonus action you can let an ally move their speed.



Background
Choose a background that represents the part of their life that was most formative before they enlisted in the AFFS. From the listed ability scores, either increase each by 1, or increase one by 2 and another by 1.

Academic
Perhaps you excelled at the lauded New Avalon Institute of Science, or were a researcher at Sian University, anxiously trying to balance advancing knowledge and avoiding criticizing national dogma.

Ability Scores: Constitution, Intelligence, Wisdom
Proficiencies: Scholarship. You add an extra 1d4 to checks with your specialty.
Benefit: You either gain the Healer feat, or gain proficiency in three skills from Art, Culture, Investigation, Medicine, Nature, Technology.
Contact: Come up with a patron who supported your work or a colleague with a different specialty.
Asset: You have permission and funds that let you access LinkNet, the Chatterweb, and other interstellar data repositories.

Celebrity
Did you stumble into fame or notoriety, or did you earn accolades for your skill – as a master chef, a musical superstar, a beloved actor, or a firebrand politician?

Ability Scores: Dexterity, Intelligence, Charisma
Proficiencies: Choose two – Art, Insight, Performance, Persuasion.

Benefit: As you finish a short or long rest, choose two allies to grant Heroic Inspiration.
Contact: Come up with a prominent fan with an atypical skillset or your agent or fixer who has connections in high places.
Asset: If you agree to put on a performance at the destination, you can ignore the transport costs of up to two jumps.

Criminal

You might have fixed gladiatorial matches for the Bertoli family on Solaris VII, or been a loyal Yakuza enforcer in the Draconis Reach, or engaged in piracy along the Periphery.

Ability Scores: Strength, Dexterity, Charisma
Proficiencies: Choose two – Deception, Intimidation, Stealth, Thievery
Benefit: You can take 1 strife to deny an enemy advantage when they catch you and your allies by surprise. You add 1d4 on Charisma checks with other current and ex-criminals.
Contact: Come up with an influential crime boss who likes you, or a former member of your crew.
Asset: You can easily recruit four petty thugs with a few hours' work.

Devotee

You are deeply involved in a religious movement, such as the orthodox New Avalon Catholic Church, the universalist Unfinished Book Movement, the messianic One Star Faith, the peacemaking Quarani Cloister (a Clan Islamic offshoot), or one of many others.

Ability Scores: Constitution, Wisdom, Charisma
Proficiencies: Scholarship (specialized in religion), plus another skill related to your faith.
Benefit: Once per short rest as an action you can either remove 1 strife from up to three characters, or allow those characters to roll 1d4+2 the next time they spend strife.
Contact: Come up with a superior in your movement's hierarchy, or a rival devotee of another faith.

Dynasty

You are part of a powerful family. You might have generational wealth from your business enterprises, or could be of noble lineage, perhaps even one of the Great Houses – but more likely a cadet branch.

Ability Scores: Strength, Dexterity, Charisma
Proficiencies: Culture and Persuasion.
Benefit: As one of the main characters of the setting, you gain a feat of your choice, typically Inspiring Leader.
Contact: Come up with a family member or a member of a rival dynasty.
Asset: Though your family is rich, your current station only affords you limited access to their wealth. You can potentially get just about anything you want, but you must justify it to the family.

Laborer
Thanks to your time as a miner, farmer, construction worker, agromech pilot, or the like, you can tolerate grueling manual labor and have a rapport with other blue collar folk.

Ability Scores: Strength, Constitution, Wisdom
Proficiencies: Athletics and Technology (specialized in a system used in your job).
Benefit: The first time each day a source other than one of your anxieties would inflict strife on you, ignore it. You add 1d4 on Charisma checks with other current and ex-laborers.
Contact: Come up with a politically connected union rep, or a virtuoso in another labor field.

Law
You might have been a lawyer, customs agent, or military police, or served in darker roles as part of the ISF or Maskirovka.

Ability Scores: Constitution, Intelligence, Wisdom
Proficiencies: Investigation, plus one of – Deception, Intimidation, Perception, Stealth.
Benefit: You add 1d4 on Investigation checks. You can manage legal channels to get someone arrested on trumped up charges or get someone set free on a technicality – at least in the short term, and you may face consequences if you upset someone powerful.
Contact: Come up with a judge, district attorney, or legislator who owes you a favor, or a person you kept out of prison.

Sailor
You lived as a spacefarer, jumping from planet to planet or star to star. What's the farthest journey you've taken? The most perilous disaster you've survived?

Ability Scores: Strength, Dexterity, Wisdom
Proficiencies: Acrobatics, Technology
Benefit: You gain the feat Tavern Brawler. In mech combat, your melee attacks deal an extra 1d4 damage, you have a -1 bonus to hit with improvised clubs, and you can Shove any unit you deal melee damage to.
Contact: Come up with a powerful passenger you had a rapport with, or a captain you served under.
Asset: By lending your labor during the journey, you reduce the cost of all space travel by 25%.

Soldier
Perhaps you served as infantry grunt before becoming a mechwarrior, or were a child soldier, or a freedom fighter during the Blackout.

Ability Scores: Strength, Dexterity, Constitution
Proficiencies: Athletics and Intimidation.
Benefit: You gain the feat Savage Attacker. In mech combat, since you don't roll weapon damage, instead you can adjust a hit toward your targeted location once per turn without spending strife.
Contact: Come up with someone you fought alongside, an old commander, or a foe you spared.



Martial Distinctions

You might have been on the officer track at the prestigious, technology-focused **New Avalon Military Academy**, or the stolid and stately **Albion Military Academy**, whose graduates keep charms of salvage from the first mech they train in.

You might be a third-born nepo baby enrolled in the **Sakhara Academy**, hoping a fight against the Draconis Combine might give you a leg up on your elder siblings, or at the **War College of Goshen** hoping the First Prince sends you to invade the Capellan Confederation.

You might be in a training battalion from one of many less famous schools, like the engineering-focused **Point Barrow** or the oft-destroyed **Robinson Battle Academy**, hoping to impress a patron who'll get you assigned to a respected unit. Or you might have barely managed to get accepted at some backwater outpost like **Filtvelt** whose graduates mostly go on to drive tanks, or worse, be stuck doing cyber-warfare like the graduates of the **Kilbourne Academy**.

Every student who becomes a mechwarrior will also have acquired diverse other martial skills. Choose one of the following.

Aerospace. You have gunnery 3, piloting 4 in aerospace vehicles and VTOLs. Reduce the TN of aerospace battlefield support by 2 and upgrade aero and VTOL assets to high quality for free.

Battle Armor. Squads of infantry or battle armor you lead have gunnery 3, anti-mech skill 4. You upgrade infantry battlefield support assets to high quality for free.

Combat Vehicles. You have gunnery 3, anti-mech skill 4 in combat vehicles. You upgrade combat vehicle battlefield support assets to high quality for free.

Fieldworks. Reduce the TN of artillery and minefield battlefield support by 2. You upgrade emplacement battlefield support assets to high quality for free.

Logistics. You have 10% more favorable costs for selling, purchasing, and rearming mechs or recruiting pilots.

Medical. You can reduce the severity of each pilot's injuries by 1 step (from serious to moderate to minor to healed) for free each week.

Security Systems. For each hostile battlefield support asset or strike on the opposing side, there's a 25% chance it is unavailable.

Tactics. If you can plan before a combat encounter begins, your unit gets a pool of free strife for the encounter, with 1 point for each of up to four pieces of notable intel you acquired.

Technician. You reduce the cost to repair damaged mechs by 20%. (FYI, each time a mech deploys it takes about 20 man-hours of technician work to ensure nothing breaks down, even if it has taken no damage. Repairing damage)

Wilderness. Each turn you can ignore 1 MP of extra movement cost from terrain.

Passions and Anxieties

Choose a passion and an anxiety. Once per day you can partake of your passion to remove 2 strife. When a scene involves your anxiety, you suffer disadvantage on checks, saves, and attacks unless you take 1 strife to ignore the disadvantage for one round. If you do this 2 times, you can ignore the anxiety until your next long rest.

Sample Passions

Ancestry, Carousing, Charity, Creatures, Daredevil, Decorum, Fashion, Fastidiousness, Festivals, Fine Art, Fucking, Gossip, Gourmet, History, Honest Work, Mentorship, Navigation, Provocation, Religion, Research, Repair, Secrets, Stories, Theater, Tinkering, Wordplay

Sample Anxieties

Accustomed to Luxury, Addiction, Belligerent, Braggart, Claustrophobia, Conspiracy, Dark Secret, Failure, Fallen Ancestor, False Identity, Fear of Fire, Fear of Space, Flirt, Greed, Grief, Impatience, Jealousy, Perfectionism, Refusal to Lie, Superstition, Target of Bigotry.

Combat Miscellanea

In mech combat, common actions have different effects. Using these actions does not prevent you from attacking with the mech's weapons as normal. However, they also never grant extra attacks beyond the normal that mechs can make each turn.

Attack. Choose one weapon you fire or melee attack you make. If non-cluster, if you beat the TN by 3, you hit a non-head location of your choice. If cluster, if you beat the TN by 3, treat your cluster roll as 11.

Effects that would let you make 'extra attacks' as a character let you aim more attacks with your mech. For instance, a monk can spend a bonus action to aim with a punch, kick, or shove.

Dash. Reduce your attacker movement modifier (AMM) by 1.

Disengage. You can move through enemy spaces.

Dodge. Until your next turn, you can choose one attack that hits you and can adjust its hit location inward or outward by one step.

Hide. You can save up to 2 MP and use it after you make attacks.

Advantage or Disadvantage. If you have advantage on an attack, add 1 to the 2d6 roll. If disadvantage, subtract 1.

Damage Resistance. This only applies to you, not your mech.

Damage Conversion. Every point of mech-scale weapon damage does 10 damage at personal scale. Effects like barbarian rage or sneak attack deal bonus damage based on the maximum damage they could do. (2d6 sneak attack = 12 damage = 1 mech damage.)

Reactions. You can use opportunity attacks and readied actions to attack out of turn, but only with weapons you did not use on your most recent turn.

Standard Weapons

Ballistic Pistol. 1d10 piercing. Range 50/200. Light. Vex. Can double range if you spend a bonus action to steady aim.

Laser Pistol. 1d10 radiant. Range 40/120. Light. Graze. Silent, however damage is reduced by 1 for every 5 feet of fog, rain, or foliage.

Ballistic Rifle. 2d8 piercing. Range 150/600. Two-Handed. Slow. Can double range if you spend a bonus action to steady aim.

Laser Rifle. 2d8 radiant. Range 200/600. Two-Handed. Graze. Silent, however damage is reduced by 1 for every 5 feet of fog, rain, or foliage.

Needler Pistol. 1d4 slashing. Range 40/120. Light. Sap. Flechettes inflict the bleeding condition (creature takes 1 damage each turn it takes any actions or bonus actions; can be negated with DC 15 Medicine check).

Shotgun. 1d12 piercing. Range 50/150. Two-Handed. Graze. Heavy (Str-based).

Ballistic Weapon Enhancements

Ballistic Pistols and Rifles can have one of the following enhancements.

Burst. Spend an action to fire ten rounds. Choose a 10-foot-cube area within the weapon's range and make a (Strength-based) attack roll. Each creature in that area takes normal weapon damage unless it succeeds a Dexterity saving throw against your attack roll.

Scoped. Spend an action to aim in a direction. You are considered blind in other directions, but until you move or take damage, you extend the weapon's long range to 10 times normal.

Specialized Weapons

These are all heavy weapons that rely on Strength instead of Dexterity.

Flamer. 1d6 fire (Dexterity DC set by your attack roll to negate). 30 ft. line. Two-Handed. Graze.

Grenade. 2d10 piercing (DC 10 Dexterity save to halve). 10 ft. radius burst. When you activate the grenade, it will detonate at the end of your next turn. You can throw it now, giving enemies a chance to flee the area, or throw it on your next turn, giving enemies a chance to make you drop it and blow yourself up. Make a Strength attack roll against AC 10 to land in your preferred square, range 20/40. On a miss, scatter 5 feet (10 feet if long range) in a random direction. Sap.

LRM Launcher. 2d10 piercing (DC 10 Dex save halves). 5 ft. radius burst. Range 300/900. Scatters 10 feet (20 feet if long range) on a miss. Each missile is 8 kg. Push.

SRM Launcher. 4d10 piercing (DC 10 Dex save halves). 10 ft. radius burst. Range 100/300. Scatters 5 feet (10 feet if long range) on a miss. Each missile is 10 kg. Push.

Standard Armor

Standard armor includes weave vest, composite mail, or carbide plate. Powered armor is expensive and requires a power pack. Suits grant temporary hit points, representing the armor's defensive structure. As long as the suit has any temporary hit points remaining, it is environmentally sealed, and the wielder is immune to poison.

Weave Vest. AC 12 + Dex. Light.

Composite Mail. AC 14 + Dex (max 2). Medium.

Carbide Plate. AC 18. Heavy.

Light Power Armor. AC 12 + Dex. Light. Enhances strength to 15. Grants 20 temporary HP.

Standard Power Armor. AC 14 + Dex (max 2). Medium. Enhances strength to 19 and makes wielder's size Large. Grants 40 temporary HP.

Assault Power Armor. AC 18. Heavy. Enhances strength to 23 and makes wielder's size Large. Grants 60 temporary HP.

Armor Enhancements

Armor may be upgraded with one enhancement.

Hardened Armor. +1 AC.

Ballistic Armor. Halve piercing and slashing damage.

Reflective Armor. Halve radiant damage.

Stealth Armor. Can hide in plain sight.

Vulcan Armor. Reduce fire damage by 5.

Swift (Power Armor Only). Increase base speed by 35 feet.



BATTLETECH™

Mech Combat Rules Annex

Armies are made up mostly of infantry, some of whom are fortunate enough to wear powered armor, and the bulk of military vehicles are light combat vehicles, tanks, and atmospheric fighters. Per C-Bill spent, these forces tend to win wars.

But in individual engagements, battlemechs dominate. They are powered by fusion engines that use exotic physics to hold plasma in extradimensional spaces. They stride on limbs made agile by synthetic muscle myomers. Their targeting hardware is air-gapped to harden them against ubiquitous intelligent ECM systems, and they are clad in armor consisting of layers that variously disperse the energy of attacks or deflect it away from critical components.

And all of that is commanded by one pilot. You are a Mechwarrior.

Gameplay Basics

Teams act in '**popcorn initiative**,' taking turns with no set order until each unit on every side has acted once. On your turn, you first move, then attack.

After you move, place a movement tracker die next to your mech. Your movement mode (walking, running, or jumping) modifies the **Target Number (TN)** for attacks you make, and how far you moved on your turn modifies the TN for attacks against you – these are sometimes abbreviated to **AMM** (Attacker Movement Modifier) and **TMM** (Target Movement Modifier). Those modifiers reset the next time you take your turn.

Choose which weapons you want to attack with, then make attack rolls. The base TN is your **Gunnery** skill, modified by AMM and TMM, as well as range, terrain, and a few other conditions. Some weapons fire **clusters**. If they hit, roll on the **Cluster Table** to determine how many shots hit.

Then for each weapon or cluster that hit, roll a hit location using the **Location Table**. The target applies the damage first to their **armor** in that location. If all the armor is depleted, excess damage applies to the **internal structure** in the same location. If all the structure is depleted, excess damage transfers to the armor of the next location inward.

If a location takes internal structure damage, a **critical hit** occurs. Roll a random component in that location. Most components are simply disabled when hit, but some may just degrade, or could explode for more damage.

Your movement and weapon fire produces **heat**.

Between turns, damage from attacks can force you to make a **Piloting check** to avoid falling. At the start of your turn, your heat sinks cool your mech, but remaining heat can have consequences: slowing your movement, penalizing your aim, even potentially shutting down the mech, cooking off ammo, or simply injuring the pilot.

At any point during this, your character can take an action (and potentially a bonus action) as detailed in Combat Miscellanea on page 15.

Gunnery and Piloting

You all start with Gunnery 3 and Piloting 4.

Changes from Official BattleTech

Some are for simplicity, some are meant to play better in an RPG campaign instead of a PvP board game.

- Turns happen one by one, instead of there being shared Movement, Attack, and Heat phases where actions resolve simultaneously.
- Instead of a shared all heat effects and cooling apply at once during a Heat phase, heat accumulates across the whole round, then you cool at the start of your turn, and then if that heat requires any saves to avoid shutdown or ammo explosions, they apply at that point.
- In normal BT, you make a Piloting check to avoid falling at the end of phase you took 20+ damage. Here, we track damage across the whole round, and you make a check immediately if that 20 damage threshold is reached before you start your next turn.
- Critical hits happen automatically when internal damage is taken, instead of requiring a separate confirmation roll.
- You can choose to Aim one shot per turn. If the aimed shot beats the TN by 3 or more, if it is a direct fire weapon you can choose to hit any non-Head location. If you beat the TN by 3 with an Aimed attack that rolls on the cluster table, treat it as if you had rolled an 11 on the cluster table.
- You can take Strife to improve your attack rolls. And the Inflame can inflict strife on prominent NPCs, or to force standard enemies in sufficiently damaged mechs to withdraw.
- Each time you take a ‘pilot hit,’ instead of rolling for consciousness, you take 2d6 damage. If you would die, you may choose to live but suffer a grievous wound that requires a medical prosthesis.