



## Fate of the BattleMech

### Systems

When you create your BattleMech, you choose 5 aspects that represent its systems, the first being the chassis :

Light BattleMechs weigh between 20 to 35 tons. They are very fast and have good maneuverability but lack firepower and armor. Because of that, they are normally used as scouts or for light patrol duties.

Medium class BattleMechs weigh between 40 to 55 tons. They are the most common type of Mechs and have a good balance between speed and firepower, thus are at their best with skirmishing tactics where they get in the fight, attack and retreat back to safety rapidly.

Heavy chassis Mechs weight from 60 to 75 tons. They are of average speed but pack up a lot more weapon systems and heavier armor. They are mostly used as brawlers.

Assault BattleMechs weigh from 80 up to 100 tons. They are built for maximum firepower and the strongest armor at the expense of speed. Because of this particularity, they are best used for defensive and support roles.

You can invoke or compel your chassis aspect anytime your Mech size, it's role, functions, etc. would be helpful or give you a disadvantage. For example, your *Atlas AS7-D Assault Mech* chassis aspect could be invoked when a *Commando COM-2D Light Mech* tries damaging you with its puny weapons. That aspect could be compelled when the same Commando tries to outmaneuver you to keep out of your firing arc.

The four other aspects are any systems you want to have a predominant place on your Mech. Sure, all Mechs have Heat Sinks but only the ones who got *Plenty of Heat Sinks* or *Clan Double Heat Sinks* will have them play an important part of the narrative. Systems can be weapons, sensors, anti-missiles, special armor, jump capacity, powerful engines, scanners, jamming devices, etc.

Here's some other examples of systems you can find in the BattleTech universe:

- ***Quad Jump jets***
- ***Guardian ECM Jamming Device***
- ***Magna Starflare ER-PPC***
- ***Defiance Disintegrator LB 10-X Autocannon***
- ***Diplan M3-XR Extended-Range Medium Lasers***
- ***LFN Lindblad Shotgun Anti-Missile System***
- ***Type XVI LRM 15 Launchers***
- ***Master's Sight 1-Omega Targeting System***
- ***Kressly-Lantern Allet C500 Communication System***
- ***Angst Shoulder-Mounted IR Searchlight***
- ***Durallex Divine Guardian Armor***
- ***Triple Strength Myomers***

## **Skills**

Characters start with one Great (+4) skill, one Good (+3), one Fair (+2) and one Average (+1). Those who chose to pilot Light or Medium Mechs get respectively +2 and +1 bonus skill points (see the table on p.6 for the different chassis benefits). The skill pyramid is in fact a column. You still need to respect the same rules for skill advancement, thus you can't have more skills at a certain rank than you have at the rank below it.

## **Detection**

The Detection skill represents your Mechwarrior's ability to use his BattleMech's sensors, displays and optics in the most efficient way.

**Overcome** : You would use an overcome Detection check to spot a hidden Mech that turned off its engine to hide its heat signature or recognize the silhouette of an ECM'ed unit to be in fact an allied support tank.

**Create an Advantage** : You can use Detection to place aspects on your enemy, representing how you used your target information displays to find a weak spot in its armor or using an allied TAG system to use effective focus fire.

**Attack** : You generally don't use this skill to make attacks.

**Defend** : You generally don't use this skill to defend.

## **Gunnery**

The Gunnery skill represents your character's ability to use his Mech's weapon and targeting systems to the best of its capacity, avoiding overheating whenever possible and using good chain firing and alpha strikes at the right moment.

**Overcome** : When attacking a target that has no means of evading your fire, like a defence turret or bunker, make an Overcome roll to see if your shots hit and do damage effectively. The difficulty can be adjusted by the range and situation (like firing on the move), visibility, the suitability of your weapons and armor quality of the target. When you do that, on a success, the target is destroyed.

**Create an Advantage** : Keeping an enemy under heavy fire to restrict his tactical choices or in order to make him take a poor decision under stress is a good way to have an edge over a heavier Mech. You could also benefit from the particularity of a weapon system, for example creating the *Burning Fire* aspect at an enemy when using your *Creosote Special-H Flamer*.

**Attack** : Most of your Gunnery checks will be attacks. Ranges are treated as narrative and unless you compel one of your weapon system for shooting outside of its effective range, you don't need to worry about it. If all your weapon systems are disabled, you cannot make Gunnery attacks.

**Defend** : You generally don't use Gunnery to defend unless you have an Anti-Missile device.

## **Piloting**

The Piloting skill represents your character's ability to maneuver his BattleMech in the most efficient way possible, taking good cover and exposing the better armored or less damaged parts to enemy fire.

**Overcome** : Piloting allows you to overcome tricky terrain obstacles and hazards. You use overcome actions with Piloting to move between zones in a conflict if there's a scene aspect or other obstacle in your way. You'd also use Piloting in a chase or racing challenge or contest.

**Create an Advantage** : When you're creating an advantage with Piloting, you're using your higher maneuverability and speed to keep an edge against your enemies. Or maybe you're just an ace pilot and make it more difficult for your target to move out of your firing arc.

**Attack** : Piloting can be used to physically attack another Mech instead of using your weapons. Pilots have been known to punch, kick, trip, slam, ram and even jump on their enemies. However, doing so frequently results in damage to the attacker as well as the target.

**Defend** : You use Piloting to defend against other Mech's attacks, trying to get to cover before

taking the bulk of a LRM's launch or turning your Mech at the right moment to avoid a PPC strike from exploding one of your Mech's damaged arm.

## **Reputation (or Resources)**

If you're playing in a Mercenary style type of game, you have the Resource skill. For a more military organisation or clan warfare type of game, use the Reputation skill. The Reputation skill represents how much influence you have inside your clan or organisation. The Resources skill represents how much c-bills you can muster and what deal you can strike.

**Overcome** : You'll be making Reputation (or Resources) overcome check when you need to acquire a better or second BattleMech, when you need to get your hands on a specific module, when you ask for supplies to support an ongoing mission or when you need to hire a Mechwarrior to fill a Lance's empty spot.

**Create an Advantage** : You can use Reputation (or Resources) to declare that you have something you need on hand, or can quickly acquire it, which would give you an aspect representing the object.

**Attack** : You generally don't use this skill to make attacks.

**Defend** : You generally don't use this skill to defend.

## **Tech**

This skill represents your character's knowledge of BattleMechs operation, technical statistics, programming and how to tinker with them for specific situations. It also represents how well he can lead and manage a repair crew to draw the best out of them.

**Overcome** : You make an overcome Tech check when you want your Mech repaired after a mission. After all, who knows it better than yourself? The number of shifts you score correspond to the number of shift damage you can repair on your Mech. Each damaged system takes 2 shifts to repair. The difficulty of the check depends on the quality and availability of the materials, installations and crew you got at hand. You can only make a repair check once per scenario. That's why a lot of Mechwarriors have multiple BattleMechs ready for when they don't have the time to fully repair their favorite one.

**Create an Advantage** : A good Mechwarrior is always readjusting his Mech setup between each mission to adapt to each specific terrain and mission particularities. You can use this skill to place aspects that represent good Mech preparation like *Adjusted for High Heat Environment* or to represent you Mechwarrior's technical knowledge of a specific Mech model like *I Know How to Trick CPLT-C1 Catapults' Targeting System*. Note that this doesn't represent if you can effectively explain to your Lance how to do it; that's covered by the Warfare skill. Most of the time this kind of knowledge will only benefit you.

**Attack** : You generally don't use this skill to make attacks.

**Defend** : You generally don't use this skill to defend.

## Warfare

This skill represents your Mechwarrior's effective use of field tactics, his commanding and leadership abilities and tactical planning.

**Overcome** : You would make an overcome Warfare check when you don't want to run the specifics of a battle and want to resolve the skirmish in a simple challenge or contest.

**Create an Advantage** : You might use Warfare to represent a better tactical planning like *Ideal Dropship Landing Zone* or *Effective Supply Lines*. It can also represent the effects of a veteran's leadership on the Lance's morale like *I'd Follow Captain Hugues Through Hell and Beyond* or a clever field tactic like *Flanking Through the Tree Line*.

**Attack** : You generally don't use this skill to make attacks.

**Defend** : You can use this skill to oppose another Warfare check made to create an advantage when you can guess what tactic the enemy tries to pull on you and quickly adjust yours accordingly.

## Stunts

Stunts can be linked to a skill, as usual, or can be linked to a system aspect as well.

Here's some examples of skill stunts and aspect stunts:

- **Precise shots.** When you succeed with style on a Gunnery attack that causes a target's system to be disabled, you get to choose which one if you forgo the Boost.
- **Off-Map Support.** You can use Warfare to make attacks. These attacks must be defended with either Piloting or Warfare.
- **Hacking.** Once per scene, you can use Tech to make an attack that can only be defended with Tech. This attack doesn't do any damage but it disables a single system for the scene.
- **Urban Combat Expert.** When you're in an urban environment, you get +2 to your Piloting checks.
- **Opportunist.** When you succeed with style on a Piloting defense check, you can forgo the Boost and inflict a 2-shift hit on the attacker instead.
- **Routine repairs.** You can use your Resource (or Reputation) instead of the Tech skill to have your Mech repaired by an engineer crew.
- **Evasive Jamming.** When you invoke your *Guardian ECM* aspect, you can use Tech

instead of Piloting to defend. You also gain an additional +1 to your check against missiles.

- **Hot Plasma Flames.** When you invoke your *Flamer* aspect to make an attack, you have the option to lower the damage by 1-shift and gain a boost on a success or a success with style provided you name the boost *Overheating*.

## Heat management

The waste heat generated by fusion and fission engines disturbs the power plant efficacy and is a potential threat to the Mech's internal systems and pilot. This is why all BattleMechs have integrated Heat Sinks to help dissipate the heat. But since Heat Sinks take up precious space and tonnage, most prefer to manually control their rate of fire and avoid overheating or wait for the right opportunity to make an all-out-attack, called Alpha Strike, which destroys or critically damage an enemy Mech at the expense of an overheat shutdown. Most experienced Mechwarrior manage to keep their Mech from overheating or only allow controlled overheats.

All Mechwarrior get this stunt for free:

- **Overheating.** You get a free invoke on any of your Mech's aspects but you also place an Overheating Boost on you that can be used by any of your opponents. If you already have that Boost on you, you rename it to *Overheat Shutdown*. Until the start of your next turn, you cannot make any skill check unless you take a consequence that represents the damage done to your systems from overheating.

## Damage

A BattleMech only has a single stress track that represents its armor integrity. Every Mech starts with a 1 point stress box and a 2 points stress box. To compensate for their lack of armor, lighter Mechs have bonus skill points that represent their better manoeuvrability, versatility and lower cost. Those benefits are lost if the pilot changes his BattleMech but he gains the new chassis' benefits.

Chassis	Bonus Stress Boxes	Bonus Skill Points
Light	-	+2
Medium	one 3-points box	+1
Heavy	one 3-points box, one 4-points box	-
Assault	One 3-points box, two 4-points box	-2

BattleMechs don't have normal consequences boxes. Instead, each of its aspects (except the chassis) can absorb a 2-shift hit. When that happens, you check the box beside the aspect name. The system is considered disabled and you no longer can invoke the aspect until it is repaired.

Furthermore, you place a free invoke on that aspect that your enemies can invoke against you.

*Tip : Draw a single diagonal line in your aspect's box when it is disabled. Once the free invoke has been used against you, draw a second diagonal line so as the square is now marked with an "X".*

## Scale

BattleMechs represent the pinnacle of thirty-first century warfare with power only equalled by other BattleMechs. As such, when they face other vehicles, they use the Size and Scale rules (Fate Core, p. 292). Here's the scale used:

1. Battlesuits and Infantry
2. ProtoMechs and Combat Vehicles
3. BattleMechs and Industrial Mechs
4. Support Vehicles
5. Aerospace units

## Sample BattleMechs

### *Catapult CPLT-C1 65 Tons Heavy Mech*

- *Holly LRM-15 Launchers*
- *Martell Medium Lasers*
- *Durallex Heavy Armor*
- *Artemis IV FCS Targeting System*

### *Hunchback HBK-4M 50 Tons Medium BattleMech*

- *Tomodzuru Autocannon Mount Type 20*
- *Ichiba 2000 Medium Lasers*
- *Cellular Ammunition Storage Equipment (CASE)*
- *Double Heat Sinks*

### *Firebee FRB-3E 35 Tons Light Mech*

- *Maui Crossbow Inferno SRM-2*
- *Star Cutter 80cm Large Laser*
- *Anderson Propulsion 12 Jump Jets*
- *Ceres Shield 2.2 Stealth Armor*

You can grab a custom character sheet for this hack right here:

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