

Nation	Player																			
Terran Hegemony	(NPC - unavailable)		New players are welcome. Jump in and take over any NPC nation except the Terrans.																	
Draconis Combine	Smegish																			
Federated Suns	Kiviar																			
Capellan Confederation	Jester Motley																			
Free Worlds League	UnLimitED																			
Lyran Commonwealth	marcussmythe																			
Rim Worlds Republic	NPC																			
Marian Hegemony	truetanker																			
Taurian Concordat	Lagrange																			
United Hindu Collective	NPC																			
Rule Changes																				
Small weapons are not fully effective against heavy armor(e.g., on WarShips/DropShips). They can destroy skin-mounted equipment(sensors, etc.) easily enough, but not armor or internals.																				
Fighters can carry capital missiles up to their own mass. (They will be slow and easy to hit while they do, but it means fighter waves can still threaten capital ships.)																				
SI is no longer limited by a ship's thrust value.																				
Thrust is now rounded to the nearest 0.1, not to the nearest 1. (e.g., a ship with Safe Thrust of 2.2 would have a Top Thrust value of 3.3)																				
DropShuttles don't exist. Instead, they're treated as small(<=5000 ton) DropShips.																				
Naval Gauss are assumed to get halved range penalties.																				
Point Defence																				
At this stage, the machine gun is the typical PD weapon. An AC/2 or small laser is worth half a MG, and when AMS tech exists they'll be worth two MGs.																				
Canon point defence rules that allow unlimited numbers of missiles to be shot down are abolished. The exact rules on PD are secret, but in broad strokes a MG can typically shoot down a couple missiles from a salvo if all goes well.																				
Point defence has diminishing returns, as the unit's sensors and computers can't handle targeting an unlimited number of missiles																				
Small units(ASF/SC/DS) can mount PD, but it'll be less effective than on a WarShip.																				

Item	Cost	Tech	Notes
Fighter	\$5m	-	
Advanced Fighter	\$15m	XL Fusion	2x the dogfighting power of standard fighter
Small Craft	\$10m	-	
Light DropShip	\$300m	-	Up to 5,000 tons. Carrier models carry 12 fighters.
Medium DropShip	\$500m	Medium DropShip	Up to 20,000 tons. carrier models carry 36 fighters.
Heavy DropShip	\$1,000m	Large DropShip	Up to 100,000(?) tons, carrier models carry 108 fighters. Cannot land on planets.
JumpShip	\$500m	-	Civilian model(<i>Invader</i>), 3 collars.
WarShips	(As StratOps, round to nearest \$1m)	-	Limited by yard space - 2 per yard per turn. Additional R&D costs of 100% of ship cost for new model, 50% of ship cost for new variant.
Armed JumpShips	(As StratOps, round to nearest \$1m)	-	As above, except 4 per yard per turn
Stations	(As StratOps, round to nearest \$1m)	-	As above, except yards not required
Ship Variant	(As StratOps, round to nearest \$1m)	-	As WarShip above. Variant must be within 20,000 tons, 10 SI, and 1 Safe Thrust of original to count as a variant.
Ship Refit	(Price difference, round to nearest \$1m, can't be negative)	-	As variant, except applied to an existing ship. Limited by yard space - 10 per yard per turn. Cannot change tonnage, SI, or thrust. Must have done R&D for an appropriate variant.
Primary Shipyard	\$10,000m*new level	-	Ship size cap = level * 250,000 tons. Max one level upgrade per turn.
Secondary Shipyard	\$5,000m*new level	-	As above. Largest single yard in system is always primary, all other yards (even if they're the same size) are secondary.
Maintenance	10% of total ship value per turn	-	Players can pay more or less as desired, which will have effects on combat dice rolls.
Research	\$1,000m per ballot	-	See next tab
Castle Brian	\$1,000m	Castles Brian	300 armor, 150 CF, 4x HNPPC, 24x AR-10, 100x small defensive guns, 100x PD, 1 regiment hidden
HPG	\$1,000m	HyperPulse Generator	Communicates instantly with other planets.
Other	Talk to me	-	Loans and ship sales/leases have been done by players. I'm open to additional suggestions here, as long as it's not too hard to implement.

Miniaturization	TH	DC	FS	CC	FWL	LC	TC	UHC	MH	RWR	Strengthening	TH	DC	FS	CC	FWL	LC	TC	UHC	MH	RWR	Advancement	TH	DC	FS	CC	FWL	LC	TC	UHC	MH	RWR				
SRM	5	5	5	5	5	5	5	5	5	4	Ferro-Aluminum	1	2	2	2	2	2	2	2	2	2	2	Vee Drop Chute	3	3	3	2	3	3	3	3	3	3			
LRM	5	6	6	6	6	6	6	6	6	6	Imp Ferro-Alum	7	A	A	A	A							NPPC	3	4	4	4	4	4	4	4	4	4			
Lasers	7	6	7	7	7	7	7	7	7	7	Blazer	A	7	A		A							Mechs	A	7	A		A								
AC/10	A	A	7	A	7	A	A	7	A		Castle Brian	A		A	7	A					A		Naval Gauss	7	A	A	A	7	A							
PPC	7	A	A	A	A	A					Med DropShip												L-F Battery													
AC/20											Ferro-Carbide												ECM													
Gauss Rifles											Double HS												XL Fusion													
LB-X ACs																							Artemis IV													
Bearings-Only											Large DropShip												HPGs													
Rockets											AMS												ER Lasers													
Streak SRMs											Pulse Lasers												LAMs													
Sub-Cap Cannon											Lamellor F-C												Caspar													
Teleop Missiles											Ultra ACs												Bracketing													
Mobile HPG											ER PPC												Screen Launcher													
Arty Cannons											Kraken												Naval C3													
Sub-Cap Lasers											Heavy Gausses																									
MMLs											Mass Driver																									
											Targeting Comp																									
Clan LRMs											Clan ER PPC																									
Sub-Cap Missiles											Rotary ACs																									
HAGs											ELRMs																									

= discovered on that turn
A = adjacent to an owner, but doesn't yet own
(Aside from obvious big 6 adjacencies, there are FS-UHC, FS-TC, UHC-TC, CC-TC, FWL-MH, LC-RWR, and MH-RWR)

Green highlight = All nations have the tech
Yellow highlight = Tech TBD, leaving a few holes for me to add non-canon things later

If a tech with a prerequisite would be discovered, the prereq tech will be discovered instead.

Available at Game Start

Unit Types: WarShip, Space Station, JumpShip, DropShip (small only), Small Craft, Aerospace Fighter, Atmospheric Fighter, Combat Vehicle
Mech-scale weapons: AC/5, AC/2, Machine Gun
WarShip-scale weapons: All NAC sizes, all NL sizes, and Barracuda/White Shark/Killer Whale/AR-10.
Relevant Support Equipment: Standard Armor, Single Heat Sinks, Standard/Compact/Sub-Compact K-F Drives, Docking Collars, Naval Comm-Scanner Suite, Grav Decks, Cargo(all types), Crew Quarters(all types), Unit Bays(for all existent unit types), Escape Pods/Lifeboats, Naval Repair Facilities, Naval Tug Adaptor, Energy Storage Battery

- Notes:
- Standard-scale weapons attacking WarShips are much less effective than in standard rules. Instead, fighters can mount capital missiles to their bomb hardpoints to conduct anti-shipping strikes.
 - AMS systems (and things used for similar roles, like Machine Guns in the pre-AMS era) are much less effective than in canon rules. Still important, but they don't obsolete a whole weapon class.
 - Bearings-only capital missile launches, tele-operated missiles, and bracket fire are not yet available. AAA mode on naval lasers is available.
 - Drop shuttles are not used (we'll pretend they're the same thing as small DropShips).
 - Tech spreads to adjacent nations with a 25% chance each turn. Detailed rules are discussed in the thread.

Units smaller than WarShips are kept generic. For consistency, here are the generic craft used.							
	Name	Move	Mass	Armor/Sl	Weapons	Other	Link
Fighters							
Light	Tanto-2	9/14	30	125/9	SRM-6, 4x MG	-	https://bg.battletech.com/forums/index.php?topic=61764.msg1448813#msg1448813
Medium	Wakizashi-2	7/11	50	170/7	AC/5, 2x SRM-6, 4x MG	-	https://bg.battletech.com/forums/index.php?topic=61764.msg1448814#msg1448814
Heavy	Cyclone	6/9	80	241/8	2x AC/5, 2x SRM-6, SRM-4, 6x MG	-	https://bg.battletech.com/forums/index.php?topic=61764.msg1445709#msg1445709
Small Craft							
Shuttle	Centauro-150	6/9	150	516/9	6x MG	3x Inf, 9t cargo	https://bg.battletech.com/forums/index.php?topic=61764.msg1449033#msg1449033
Screen	Fireshield	5/8	200	952/14	36x MG	2t cargo	https://bg.battletech.com/forums/index.php?topic=61764.msg1449388#msg1449388
LST	Skyfall	3/5	200	300/5	6x MG	100t tank(s), 10t cargo	https://bg.battletech.com/forums/index.php?topic=61764.msg1443669#msg1443669
Tanker	???						
Cargo	???						
Small DropShip							
Infantry Dropper	???						
Tank Dropper	Battalion	3/5	5000	1015/12	6x LRM-20, 42x MG	1800t tanks, 305t cargo	https://bg.battletech.com/forums/index.php?topic=61764.msg1449218#msg1449218
Carrier	Carrier	3/5	5000	1015/12	6x LRM-20, 42x MG	12x ASF, 1263t cargo	https://bg.battletech.com/forums/index.php?topic=61764.msg1449218#msg1449218
Cargo	Cargo	3/5	5000	684/9	3x LRM-20, 18x MG	3383t cargo	https://bg.battletech.com/forums/index.php?topic=61764.msg1449218#msg1449218
PWS	Rainbow	4/6	5000	1370/20	4x Barracuda, 18x AC/5, 46x MG	6x ASF, 365t cargo	https://bg.battletech.com/forums/index.php?topic=61764.msg1445709#msg1445709
	(Civilian)				As Cargo, except 1/10 the armor and no weapons.		
Medium DropShip							

Planet	L1	L2	L3	L4	L5	L6	L7	L8	L9	L10	Upgrades	Castles Brian	Ancile			
TOTAL	10	3	11	5	0	3	1	0	0	0		0	120	0	0	0
Unallocated	-	-	-	-	-	-	-	-	-	-						
Terra	3	3	2	4		2	1				7>8		50			
Keid	2		2	1		1							20			
Thorin	1		2										10			
Terra Firma	1		2										10			
New Earth	1		1										10			
Yorii	1		1										10			
Graham IV	1		1										10			

Class	Year	Tons	Yard	Cost(\$M)	# Active	Move	SI	Armor	Heavy Weapons	Light Weapons	Equipment	DS	SC	ASF	Cargo	# New	Cost (\$M)	Maint (\$M)	Notes/Tactics		
Fighter	2350			\$5	2915											750	\$3,750	\$1,458			
Adv. Fighter				\$15	0												\$0	\$0			
Small Craft	2350			\$10	826											200	\$2,000	\$826			
Light DS	2350			\$300	0											40	\$12,000	\$0			
Medium DS				\$500	0												\$0	\$0			
Heavy DS				\$1,000	0												\$0	\$0			
JumpShip	2350			\$500	36												\$0	\$1,800			
Kutai	2350	200,000	1	\$6,081	3		4/6	40	120	10x Killer Whale, 24x NL/35	48x ACIS, 32x MG	Small NCSS		2	12	36	6k	0	\$0	\$1,824	Corvette
Fubuki	2350	420,000	2	\$7,221	3		3/5	80	317	26x NAC/20, 8x Killer Whale, 22x NL/35	64x ACIS, 32x MG			2	12	36	8k	0	\$0	\$2,166	Destroyer.
Trojan	2360	100,000	1	\$4,017	3		3/5	30	48	NAC40, 16x NL/35	72x ACIS, 32x MG			0	12	12	6k	0	\$0	\$1,205	Q-ship.
Atago	2360	750,000	3	\$9,362	5		3/5	140	924	38x NAC/20, 28x NL/35	48x ACIS, 24x MG	Large NCSS		2	12	72	20k	2	\$18,724	\$4,681	Cruiser. Always escorted by Minekaze
Minekaze	2370	500,000	2	\$6,097	6		3/5	110	506	28x NAC/20, 12x NL/35, 32x Killer Whale	32x ACIS, 48x MG	Small NCSS		0	12	36	8k	1	\$6,097	\$3,658	Destroyer.
Tate	2390	250,000	1	\$4,729	10		3/5	80	208	40x NL/35, 18x Killer Whale	120x ACIS, 120x MG	Small NCSS		0	12	36	9k	0	\$0	\$4,729	Escort Frigate
Akagi	2400	750,000	3	\$9,016	3		3/5	130	838	32x NL/35, 32x Killer Whale	160x ACIS, 120x MG	Large NCSS		2	12	180	78k	0	\$0	\$2,705	Carrier
			0	\$0														\$0	\$0		
			0	\$0														\$0	\$0		
			0	\$0														\$0	\$0		
Onsen	2370	500,000		\$451	20		Station	1	480		48x ACIS, 48x MG	3x Battery		10	12	36	152k	0	\$0	\$902	
Tenshi	2400	90,000		\$388	10		Station	1	288	6x HNPPC, 48x Barracuda	120x MG			0	6	0	26k	5	\$1,940	\$388	

Planet	L1	L2	L3	L4	L5	L6	L7	L8	L9	L10	Castles Brian	Onsen	Tenshi		
TOTAL	2	3	1	0	1	0	0	0	0	0	0	20	10	20	0
Unallocated	-	-	-	-	-	-	-	-	-	-		17			
Luthien	1	2	1									1	5		
New Samarkand		1			1							1	5		
Midway	1											1			

Planet	L1	L2	L3	L4	L5	L6	L7	L8	L9	L10	Castles Brian	Renaissance	Scutum		
TOTAL	1	2	0	0	0	0	0	0	0	0	0	24	16	0	0
Unallocated	-	-	-	-	-	-	-	-	-	-		22			
Finmark		2										1	8		
Apollo	1											1	8		

Class	Year	Tons	Yard	Cost(\$M)	# Active	Move	SI	Armor	Heavy Weapons	Light Weapons	Equipment	DS	SC	ASF	Cargo	# New	Cost (\$M)	Maint (\$M)	Notes/Tactics
Fighter	2350			\$5	320											200	\$1,000	\$160	
Adv. Fighter				\$15	0												\$0	\$0	
Small Craft	2350			\$10	142											12	\$120	\$142	
Light DS	2350			\$300	19											24	\$7,200	\$570	
Medium DS				\$500	0												\$0	\$0	
Heavy DS				\$1,000	0												\$0	\$0	
JumpShip	2350			\$500	5											4	\$2,000	\$250	
Loan/Lease																		\$1,000	Repayment of \$5B loan (2370-2419) to Draconis Combine
Trojan MK2	2390	100,000	1	\$4,844	2	3/5	30	48	NACI40, 12x NL45	96x ACI5, 96x MG	10x L Vee, 10x H Vee, 200 Inf	1	10	10	2k		\$0	\$969	Q-ship.
Scapha	2360	100,000	1	\$3,869	4	2/3	60	132	4x NACI10	82x ACI5, 112x MG	25x L Vee, 25x H Vee, 112 Inf	0	10	20	9k		\$0	\$1,548	Armed Transport (Primitive core)
Scapha II	2370	100,000	1	\$5,449	2	2/3	50	110		64x ACI5, 112x MG	50x L Vee, 50x H Vee, 1000 Inf	2	30	40	6k		\$0	\$1,090	Transport (Primitive core)
Kutai	2350	200,000	1	\$6,092	1	4/6	40	144	10x Killer Whale, 24x NL35	48x ACI5, 32x MG	Small NCS5	2	12	36	6k	1	\$6,092	\$609	
			0														0	0	
			0														0	0	
			0														0	0	
Ribe	2360	500,000		\$175	1			Stator	1	120	60x MG	4x Recharge	0	60	60	61k	1	\$175	\$18
Onsen	2370	500,000		\$451	1			Stator	1	480	48x ACI5, 48x MG	3x Battery	10	12	36	151k	1	\$451	\$45
Tenshi	2400	90,000		\$388	6			Stator	1	288	6x HNPPC, 48x Barracuda	120x MG	0	6	0	26k	12	\$4,656	\$233

Class	Year	Tons	Yard	Cost(\$M)	# Active	Move	SI	Armor	Heavy Weapons	Light Weapons	Equipment	DS	SC	ASF	Cargo	# New	Cost (\$M)	Maint %	Maint (\$M)	Notes/Tactics				
Fighter	2350			\$5	1685											309	\$1,545	100%	\$843					
Adv. Fighter				\$15	0												\$0	100%	\$0					
Small Craft	2350			\$10	312											156	\$1,560	100%	\$312					
Light DS	2350			\$300	8												\$0	100%	\$240					
Medium DS				\$500	0												\$0	100%	\$0					
Heavy DS				\$1,000	0												\$0	100%	\$0					
JumpShip	2350			\$500	0												\$0	100%	\$0					
Tick II	2400			\$234	5		11/17	20	1232	120x MG	Naval Tug				0	0	0	29k		10	\$2,340	100%	\$117	
Independence	2350	75,000	1	\$4,567	1		2/3	30	218	8x NAC/10, 2x White Shark, 5x Barracuda	32x AC/2				1	4	12	???			\$0	0%	\$0	
Kutai	2350	200,000	1	\$6,092	2		4/6	40	144	10x Killer Whale, 24x NL/35	48x AC/5, 32x MG	Small NCSS			2	12	36	6k		-2	-\$12,184	100%	\$1,218	
Mother	2390	100,000	1	\$933	6	Station		1	44			100kt Repair Bay			0	0	0	34k			\$0	100%	\$560	
Matador	2410	200,000	1	\$4,935	0			40	120	12x NL/55	40x LRM/5, 1548x MG				0	2	0	2k		2	\$14,805	100%	\$0	
			0														\$0	100%	\$0					
Marathon	2370	145,000	1	\$621	7	Station		1	435	10x NAC/20, 20x NL/55, 80x AR-10	180x MG				0	8	0	4k			\$0	100%	\$435	Planetary defence, NAC fore, NL aft
Taurus I	2390	100,000	1	\$326	0	Station		1	315	15x NL/45	305x MG	1x Tick			0	24	192	25k			\$326	100%	\$0	
Taurus I v2	2400	100,000	1	\$346	5	Station		1	315	12x NL/55	608x MG	1x Tick II			1	120	72	28k		2	\$692	100%	\$173	
Siesta	2400	100,000	1	\$131	20	Station		1	315	3x NL/55	18x MG	24kt Fuel			2	6	6	67k		6	\$786	100%	\$262	
Siesta Tanker	2400	100,000	1	\$160	2	Station		1	315		18x MG	88kt Fuel			2	6	6	6k			\$0	100%	\$32	
Nova	2410	100,000	1	\$630	0	Station		1	315	38x NL/55, 9x NAC/20	1000x MG	1x Tick II			1	7	0	5k		8	\$5,670	100%	\$0	
			0														\$0	100%	\$0					
			0														\$0	100%	\$0					

Planet	L1	L2	L3	L4	L5	L6	L7	L8	L9	L10	Castles Brian	Marathon	Siesta	Siesta Tanker	
TOTAL	1	0	0	0	0	0	0	0	0	0	0	7	20	2	0
Unallocated	-	-	-	-	-	-	-	-	-	-			19	2	
Taurus	1											7	1		

One new technology will be made available every turn. The order of release is not specified, to prevent metagaming, but everything is within 60 years of its canon introduction.

Available at Game Start

Unit Types: WarShip, Space Station, JumpShip, DropShip(small only), Small Craft, Aerospace Fighter, Atmospheric Fighter, Combat Vehicle

Mech-scale weapons: AC/5, AC/2, Machine Gun

WarShip-scale weapons: All NAC sizes, all NL sizes, and Barracuda/White Shark/Killer Whale/AR-10.

Relevant Support Equipment: Standard Armor, Single Heat Sinks, Standard/Compact/Sub-Compact K-F Drives, Docking Collars, Naval Comm-Scanner Suite, Grav Decks, Cargo(all types), Crew Quarters(all types), Unit Bays(for all existent unit types), Escape Pods/Lifeboats, Naval Repair Facilities, Naval Tug Adaptor, Energy Storage Battery

Notes:

- Standard-scale weapons attacking WarShips are much less effective than in standard rules. Instead, fighters can mount capital missiles to their bomb hardpoints to conduct anti-shipping strikes.
- AMS systems(and things used for similar roles, like Machine Guns in the pre-AMS era) are much less effective than in canon rules. Still important, but they don't obsolete a whole weapon class.
- Bearings-only capital missile launches, tele-operated missiles, and bracket fire are not yet available. AAA mode on naval lasers is available.
- Drop shuttles are not used(we'll pretend they're the same thing as small DropShips).
- Some technologies(e.g., ECM, CASE, etc.) are for Mech-scale equipment, but it's assumed that they'll provide similar bonuses to ships.
- When a new tech is released, only the inventor will be able to use the tech at first. Tech investments made in 2350 allow the winner exclusive access to the tech in 2360. In 2370, the new tech will be made public and be open to all.

Released During Gameplay

Technology	Canon Date	Game Date	Inventor	Notes
Ferro-Aluminum	2350	2350	Terran Hegemony	Changed date from canon to put FA before IFA
Vehicular Drop Chute	2351	2360	Capellan Confederation	
NPPC	2356	2370	Terran Hegemony	
SRM	2370	2380	Rim World Republic	
Improved Ferro-Aluminum	2370	???	???	Changed date from canon to put FA before IFA
Castles Brian	2391	???	???	
Small/Medium Laser	2400	???	???	
LRM	2400	2400	Terran Hegemony	
Large Laser	2430	???	???	
Mechs	2443	???	???	
Naval Gauss	2448	???	???	
AC/10	2460	???	???	
PPC	2460	???	???	
Medium DropShip	2470	???	???	
CASE	2476	???	???	
Large DropShip	2480	???	???	
AC/20	2500	???	???	
L-F Battery	2529	???	???	
Double Heat Sink	2567	???	???	
Ferro-Carbide	2571	???	???	Changed date from canon to put FA before IFA
Active Probe	2576	???	???	
XL Fusion Engine	2579	???	???	Allows advanced fighters
Narc	2587	???	???	
Gauss Rifle	2590	???	???	
LB-10X	2595	???	???	
ECM	2597	???	???	
Artemis IV	2598	???	???	
Pulse Lasers	2609	???	???	
Lamellor Ferro-Carbide	2615	???	???	
AMS	2617	???	???	
ER Large Laser	2620	???	???	
HyperPulse Generators	2629	???	???	
Chameleon/Null-Sig	2630	???	???	
UAC/5	2640	???	???	
Streak SRM	2647	???	???	
Mobile HPG	2655	???	???	
LAMs	2688	???	???	
Caspar Drones	2690	???	???	
Light Power Armor	2710	???	???	
Mass Driver	2715	???	???	
Reinforced Repair Bay	2750	???	???	
ER PPC	2760	???	???	
Bearings-Only Launches	(not specified)	???	???	
Bracket Fire	(not specified)	???	???	

