

RULES ANNEX

The information presented in this section can be used to create scenarios for *Classic BattleTech*, *AeroTech*, *BattleForce* or *Classic BattleTech RPG* games set in the War of 3039.

Players should possess the core rulebooks for each type of game system they wish to play—*BattleTech Master Rules, Revised (BMR)*; *AeroTech 2, Revised (AT2)*; *BattleForce 2 (BF2)*; and the *Classic BattleTech RPG (CBT: RPG)*; also known as *MechWarrior Third Edition*, all published by FASA Corporation and/or FanPro, LLC—in addition to any other add-on products they may want to use. Complete record sheets for all BattleMechs, vehicles and aerospace craft that players can use to recreate War of 3039 scenarios appear in *Classic BattleTech Record Sheets: 3025 & 3026*, *3050* and *AeroTech 2: Record Sheets* (all published by FASA Corporation and/or FanPro, LLC). Illustrations and game statistics for most of these units appear in the various *BattleTech Technical Readouts* (published by FASA Corporation and/or FanPro, LLC.) In addition, *Combat Operations* (published by FanPro, LLC) contains *BattleTech Strategic Game: The Inner Sphere in Flames* rules, for use with *The Inner Sphere in Flames: War of 3039 Annex* beginning on p. 153. For those interested in running *Classic BattleTech RPG* games, the *Classic BattleTech Companion* (published by FanPro, LLC) includes details of factions, life paths and skills that can apply to War of 3039-era campaigns with minimal adaptation.

Finally, players and gamemasters may use *HeavyMetal Pro*, *HeavyMetal Vee*, *HeavyMetal Lite* and *HeavyMetal Plus* software packages (available from RCW Enterprises) to print their own *BattleTech* and *BattleForce* record sheets. The *HeavyMetal Aero* package allows players to print their own *AeroTech* record sheets.

As always, the following rules supplement existing rules. They add variety to and enhance game play, but should not give unfair advantage, and so gamemasters and players should all agree on any supplemental rules before using them in play. Similarly, players should feel free to modify any rule that

ADVANCED COMPONENTS: 3039 TABLE

State	Scarcity (Cost Multiplier)	Minimum Rating	Max Per Lance
<i>Federated Suns/Lyrans Commonwealth</i>			
Double Heat Sink	x5	A	9
LB-10-X (X)	x5	A	1
UAC/5 (X)	x5	A	1
CASE	x2	B	2
ECM	x2	B	1
Endo Steel (X)	x3	A	2
Ferro-Fibrous Armor (X)	x3	B	2
Gauss Rifle (X)	x4	A	1
ER Large Laser (X)	x5	B	1
Medium Pulse Laser (X)	x5	B	1
NARC	x3	A	1
TAG	x3	A	0.5
TSM	x1.5	C	2
<i>Draconis Combine</i>			
Double Heat Sink	x7	A	5
Active Probe	x2	A	1
CASE	x2	B	2
ECM	x2	A	1
Endo Steel (X)	x3	B	2
Ferro-Fibrous Armor (X)	x3	B	2
ER Large Laser (X)	x4	A	2
Medium Pulse Laser (X)	x4	A	2
NARC	x3	A	1
TAG	x4	A	1
<i>Free Worlds League</i>			
CASE	x3	B	1
ECM	x2.5	A	1
NARC	x4	A	0.5
TAG	x3	A	1
<i>Capellan Confederation</i>			
Double Heat Sink	x6	A	7
CASE	x2	A	2
TSM	x2	B	1

seems inappropriate for their campaign and/or for the era. All of these rules are considered Level 3 rules and may not be used in tournament play.

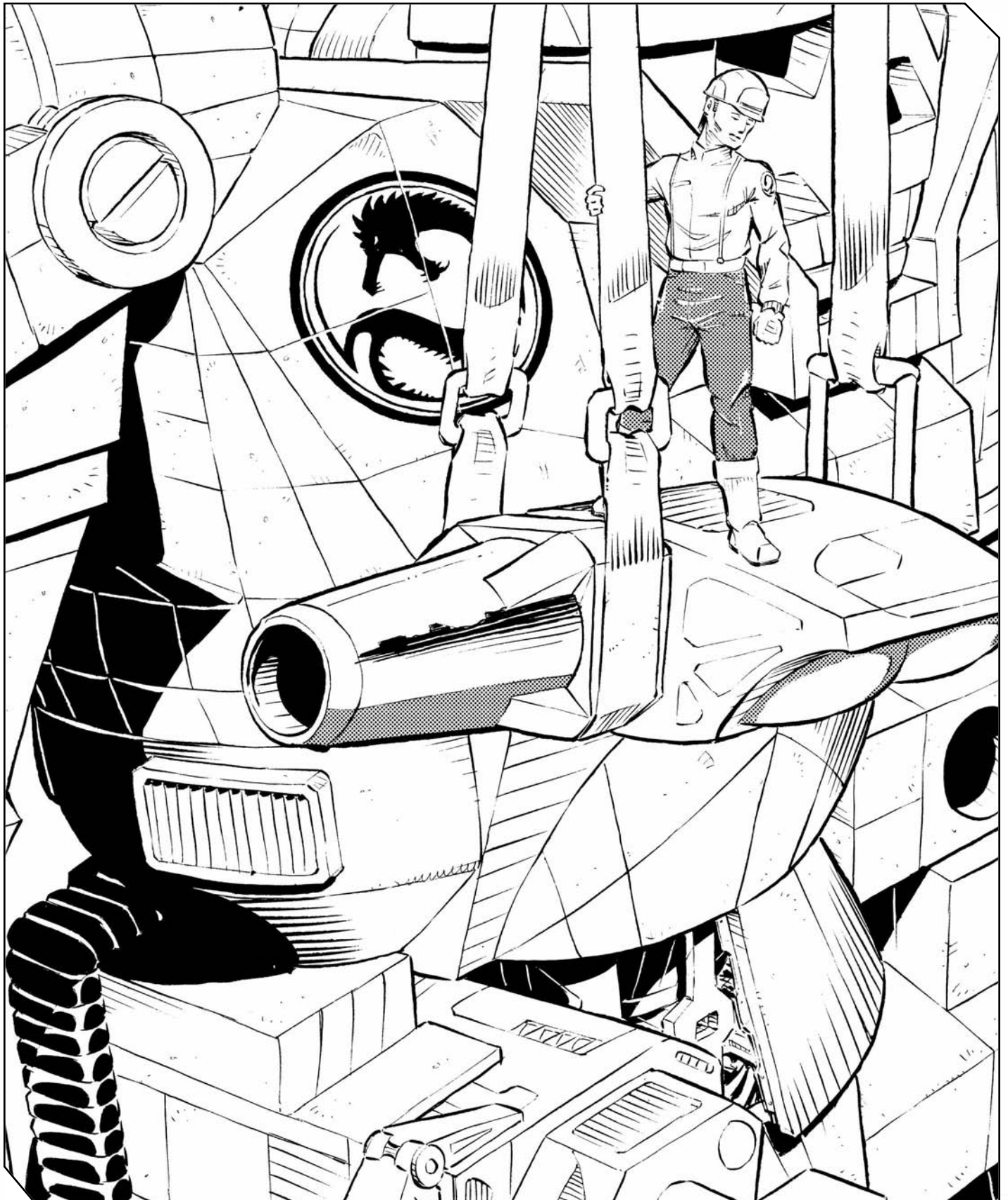
Terminology: The following section uses the term *unit* as it is used in the *BMR*, to refer to a single battlefield unit such as a 'Mech or vehicle. *Force* denotes a large combat formation such as a regiment.

EQUIPMENT RATINGS TABLE

Rating	Description	Example
A*	Highest; some lostech	First Genyosha
A	Top Priority	Davion Heavy Guards
B	Good	Eighth Arcturan Guards
C	Poor	Sixth Arkab Legion

PROTOTYPES AND DEVELOPMENTAL DEAD ENDS

The War of 3039 offers a wide range of opportunities for *Classic BattleTech* players. The last of the large-scale Inner Sphere wars, it was fought predominantly with Level One tech-



nology but also saw the first use of recovered Star League (Level Two) technology on the battlefield. The following rules describe the new technologies used exclusively in the War of 3039 and also the experimental systems employed by the participants during the development of the armaments and defensive equipment that would come to the fore in the 3050s.

When choosing 'Mechs and vehicles for use in the War of 3039, or modifying existing designs, all units must conform to Level One rules (except for Level Two units on any Assignment Table found in these rules) as presented in the *Classic BattleTech* box set (for example, no Level Two weapons and equipment). However, the allies and the DCMS were experimenting with new systems and thus may use limited quantities of advanced or prototype technologies. The Advanced Component Table lists the Level Two technologies available to each power and their relative scarcity (as a cost multiplier). Some systems are considered experimental, denoted by an (X) after the name; these technologies are more fully explained in the *Prototype Systems* section below. Likewise, some systems tested by the combatants in the War of 3039 were subsequently abandoned or rendered obsolete by other advances (as happened with Listen-Kill Missiles).

Equipment Rating: The weapons and equipment in this section were assigned to forces in the War of 3039 based on each force's status, with elite and/or well-connected forces receiving access to such equipment exclusively or earlier than veteran and regular forces. A force's equipment rating reflects this distribution pattern (see *Equipment Ratings Table*, below). The letter A refers to an elite force with excellent connections, B to a veteran force and C to regular forces. One final rating, A*, applies to certain elite DCMS forces and indicates exceptionally swift access to the best technology available. (For more information, see *Assigning DCMS Forces*, p. 146.)

Availability Restrictions: Much of the new equipment has a minimum Equipment Rating, indicated by the *Minimum Rating* column on the *Advanced Components: 3039 Table*, meaning that only forces with that rating or better can use it. These minimum ratings may differ from realm to realm. For example, ECM has a B-rating in the Federated Suns, which means that FedSuns forces with an A or B rating can use it. In the Draconis Combine, by contrast, ECM has a minimum A rating, limiting its use to the best-equipped, A-rated forces.

Additionally, a maximum number applies to each technology that a force can employ, indicated by the *Max Per Lance* column. Where a lance can use more than one of an item, the items may be in a single 'Mech or vehicle or can be distributed among several 'Mechs or vehicles. Where a fraction appears under Max Per Lance—as with TAG in the Federated Suns/Lyran Alliance—a force must contain enough lances to make up 1 before they can use that technology.

LISTEN-KILL MISSILES

The late 3030s saw intense competition in the field of weapons development. One of the earliest and simplest systems employed by the allies was the Listen-Kill missile seeker-head, placed on short- and long-range missiles to improve accuracy.

Though less effective than its successors (Listen-Kill was extremely vulnerable to jamming), the system provided the allies with a decisive edge in the early weeks of the War of 3039. The Draconis Combine eventually replicated this technology and turned it against the LCAF and AFFS, prompting countermeasures that negated the system's advantages within a few years.

Game Rules

Listen-Kill warheads are missile munitions (see p. 141, *BMR*) and unless specifically stated otherwise, can be used in any size LRM or SRM launcher.

Listen-Kill missile munitions cost 1.1x the normal SRM or LRM cost of the appropriate launcher size, and grant the attacker +1 on all To-Hit rolls from a missile launcher so equipped. Attacks against targets protected by ECM (either directly or because the missiles must pass through an ECM "bubble") do not gain this +1 bonus.

In addition, jamming kits employed by the DCMS beginning in the summer of 3039 slowly negate the to-hit advantage of the Listen-Kill system. From 1 July 3039, A-rated DCMS forces are immune to Listen-Kill attacks. The same jamming technology becomes available to lesser forces in the following months; B-rated forces may use it starting on 1 August, C-rated forces from 1 September and so on. AFFS and LCAF forces are not equipped with appropriate jamming pods until January 3040, and so cannot employ countermeasures for battles that occur before that date.

All LCAF and AFFS forces may use Listen-Kill missile munitions from the start of the war. A-rated forces in the DCMS may use Listen-Kill after 1 July 3039, and the munitions become more widely available in subsequent months (usable by B-rated forces from 1 August, by C-rated from 1 September and so on, in the same manner as jamming pods).

Clans: Listen-Kill missiles do not work against units built with Clan technology

Equipment: Listen-Kill missiles cannot be combined with any other type of equipment or weapons (Artemis, Narc, other missile submunitions and so on).

PROTOTYPE SYSTEMS

The following systems were employed by one or more factions involved in the War of 3039. Players should keep in mind that prototype versions lack many of the refinements of the final product (as described in the *BMR*) or suffer from side effects.

For purposes of *Classic BattleTech* games, all of the following weapons and equipment are considered Level 3.

Double Heat Sinks (Freezers)

Unlike many technologies fielded during the War of 3039, the rediscovered Star League-era double heat sinks were not extracted from the Helm Memory Core. Instead, Davion scientists first debuted an experimental double heat sink during the battle for Hoff, in 3022. In 3030, toward the end of the Fourth Succession War, the St. Ives Compact fielded several BJ-3 *Blackjacks* that showcased double heat sinks; a supposed case of simultaneous development, but more likely a result of corporate espionage.