

BattletEC September 2001

Well it has been a long time between Battletec issues. Things have changed drastically. It seems the Battletech we have known and love is going to become "Classic Battletech". Many people had expressed a fear that WizKids was going to "dumb down" the game, and from a preliminary look it does seem to be a less technical game.

I believe this article <http://www.evilmnet.net/GenCon01.shtml> does a great job of getting to the heart of the matter. Namely the business reasons behind the moves. The new game does promise to be a faster system with less book keeping, and that is appealing to say the least.

I think the fact of the matter is that "Classic Battletech" is not going anywhere. If that were the case I would not be writing. As the Evilnet article points out the old system will still be supported. Even die-hard fans will agree that the system and universe had reached a summit. Reactions were mixed about the new level 2 weapons. Most were fed up (pun intended) with the Victor/Katherine thing. I know that I was anyway. The game had fully evolved from 3025 to the level 2+/level 3 equipment.

No one knows what the future holds. That being said lets worry about the present. This issue is going to follow the same format as the others. Scenarios, equipment, readouts, and fiction are all featured. This issue has a different author then usual. That is because Justin Xiang could not do it alone, so I thought I would give it a go. While JX is a far superior writer (and strategist :) then I, he cannot come up with these issues all by himself. It is quite an undertaking. As stated on the official Battletec website <http://geocities.com/battletecezine> any help from the community is greatly appreciated.

In other news Web RPG disappointed us all when it announced that it would be charging for use of its service. Anyone with on-line Battletech alternatives should e-mail them to me Apo@programmer.net so I can compile a list.

Future Tech

Improved Clog Satchel Charges

The clog charge employed to multiple separate chemical chambers. When a primary charge was activated, the chemicals were mixed, and the reaction between them caused thick foam to develop. This foam froze joints and blocked weapon ports.

The Improved Clog Satchel Charge has one basic chemical, petroleum. This time a primary charge sets the petroleum on fire temporarily. However this high-grade petroleum has a high burning point and the fire ends shortly leaving a thick hard tar across its target. This tar can have a variety of effects on 'Mechs and vehicles a like.

Game rules

Any infantry unit may mount these clogging charges as opposed to standard charges. These charges are used during a swarm or leg attack just like the standard charges. The player rolls a standard to-hit.

If a leg attack succeeds the target takes three points of heat as a result of the fire produced by the charge. The leg will sustain no armor damage. A critical hit role is taken as per standard rules. If a leg actuator, foot, or hip is hit then that section will suffer the same effect as if it had been hit, though it will take no damage. This effect will last for 7 turns.

If a swarm attack succeeds the target takes 3 heat points as a result of the fire. Find the critical hit locations as per a regular swarm attack. Consult the table for the effects of hitting different equipment.

Laser Weapon	No effect
Projectile Weapon	+2 weapon to hit, AMS MGUN Clog
Missile Weapon	Missile bank clogged till repair
Jump Jet Port	Clogged till next repair
Engine	+5 heat for 7 turns
Head	Cockpit shut +3 to eject role, all to-hit & pilot roles are +1
Turret	Frozen in direction 7 turns, along with weapon results if applicable

Tanks especially suffer from clog charges. Along with the standard weapon effects, EVERY attack requires a hit on the motive table.

SLM- Self Launching Missiles

SLMs were designed to be the answer for heavy bulky artillery systems and the weaker standard missile systems. SLM's have enough range to classify them as an artillery weapon, but have several unique characteristics.

Primarily SLM's are one shot missile systems. The SLM system is not a launcher and ammo as most missile systems are. It is a one-shot missile tube.

Without a targeting system these missile are set to home in on a TAG signal. They cannot be targeted to a hex as per standard artillery, though they can be direct fired at an immobile target.

Short	Medium	Long
12	24	36

Heat	Damage	Tonnage	Critical
7	10	1	1

Ironically these missile did not come to replace artillery as they were designed to do, but were used on Mechs that had spare tonnage. It is common to see this weapon on 'Mechs that were refitted with double heat sinks.

Summit Design Labs Nhine Omni Mech

(Pronounced Nine)

Nhine Nh-Omni **40** Tons

Custom Level 2 Inner Sphere Omni Biped circa 3062

Role: General

[Summit Labs](#) posted 6/13/2001

Armory: [Summit Design Group](#)

Gyro: Standard 3T
Cockpit: Standard 3T
Engine: VOX 280 Fusion 16T

Walking MP: 7
Running MP: 11
Jumping MP: 0
Heat Sinks: 10 [20] Double 0T

[Nhine DBM \(The Drawing Board\) File](#)

Internal Structure Armor Value

Type: Endo-Steel Ferro-Fibrous
Tons: 2 tons 7 tons

Head: 3 9

Center Torso:	12	17 (6)
R/L Torso:	10	15 (5)
Arms:	6	10
Legs:	10	17

Prime Config BV: **1199** Cost: **5,787,368**

Qty Weapons and Equipment	Location	Critical	Tonnage
1 Medium Laser	CT	1	1
1 Medium Laser	LT	1	1
1 Targeting Computer	LT	2	2
1 Medium Laser	RT	1	1
1 ER Medium Laser	LA	1	1
1 Medium Laser	LT	1	1
1 ER Medium Laser	RA	1	1
1 Medium Laser	RT	1	1
Totals		9	9

A Config BV: **1041** Cost: **6,159,845**

Qty Weapons and Equipment	Location	Critical	Tonnage
1 Jump Jet	CT	1	0.5
3 Jump Jet	LT	3	1.5
3 Jump Jet	RT	3	1.5
1 ER Large Laser	LA	2	5
1 Small Laser	RA	1	0.5
Totals		10	9

B Config BV: **1069** Cost: **5,778,618**

Qty Weapons and Equipment	Location	Critical	Tonnage
1 Medium Laser	CT	1	1
2 Medium Laser	LT	1	1
2 Medium Laser	RT	1	1
1 ER Medium Laser	LA	3	3
1 Hatchet	RA	1	3
Totals		7	9

C Config BV: **860** Cost: **5,757,268**

Qty Weapons and Equipment	Location	Critical	Tonnage
1 ER Medium Laser	CT	1	1
1 Ammo (Streak SRM/4) 25	LA	1	1

1	Streak SRM/4	LA	1	3
1	Ammo (Streak SRM/4) 25	RA	1	1
1	Streak SRM/4	RA	1	3
Totals			5	9

D Config BV: 1185 Cost: 6,458,054

Qty Weapons and Equipment	Location	Critical	Tonnage	
1	Jump Jet	CT	1	0.5
3	Jump Jet	LT	3	1.5
3	Jump Jet	RT	3	1.5
2	ER Medium Laser	LA	2	2
1	Beagle Active Probe	RA	1	1.5
2	ER Medium Laser	RA	2	2
Totals			13	9

E Config BV: 1185 Cost: 6,458,054

Qty Weapons and Equipment	Location	Critical	Tonnage	
1	TAG	LA	1	1
2	ER Medium Laser	LT	2	1
1	ER Medium Laser	RT	1	1
1	Hatchet	RA	3	3
1	Guardian ECM	RT	1	1.5
1	Small Laser	LT	1	.5
Totals			10	9

Overview:

Like most designs from Summit Design group the Nnine mounts triple Strength Myomer. Summit believes the Nnine is about the lightest a "Bully" can get. However the Nnine is not just an infighter, it is fast and has some short-range energy weapons sting. Design goals of the Nnine were to develop an Omni-Mech with configurations for raiding, infighting and harassment.

The Nnine's weapon banks typically posses Medium and E.R. Medium lasers. With the Nnine's light weapons payload they are basically the only option. Even with the `Mechs great speed they can be a major drawback. Energy based configurations keep costs down, and allow the `Mech to operate without supplies. Only one major configuration houses ammunition. This allows the other configurations to run hotter without fear of an ammunition explosion.

The Nnine can pound off a ton of armor with two punches, or one kick. Some configurations can execute the DFA. A charge attach at full speed would do 44 points of damage. With its speed designers say the Nnine can really "Reach out and touch somebody"

Deployment

This unit was developed to serve along side Summit's Lucifer heavy 'Mech. Both Mechs are capable infighters, however designers state that the pair are a long and short-range tandem. The Nnine being the short-range fighter of the pair.

Capabilities:

True to form the Nnine's engine chamber houses a standard fusion engine. The engine produces output levels that allow the Mech to move at 7/11 speeds. This design implements triple strength myomer enhancing its speed and melee capabilities. Endo-steel internal structure, which can limit the 'Mechs configuration versatility saves needed tonnage.

Seven tons of Ferro fibrous armor wraps the Nnine. While this is near the maximum the 'Mech can support a close range infighter would typically have more. The VOX 280 fusion engine more then makes up for the low armor by making the Nnine extra durable. Also the standard model engine cuts the Nnine price down significantly. This more then balances out the cost of triple strength myomer and the omni ability, which can drive costs up.

Because the Mech tends to be for short in fighting. Still the design can match up to 'Mechs of its weight. Note that the B configuration is a faster Tai-Sho.

Configuration:

Primary configuration mounts 2 ER Medium lasers and five standard models. Heat output on an alpha strike is just enough to enact its special myomer. All lasers are linked to a targeting computer giving the pilot greater weapons accuracy even as targeting systems are bogged down with heat.

A configuration is for support and harassment. The configuration has a wrist mounted ER Large laser. This configuration also supports seven jump jets allowing a pilot to move in and make a strike on a slower unit. A wrist mounted small laser was added as an afterthought.

B configurations is the first to mount a hatchet, backing it up is 3 ER Medium lasers and 3 standard Medium lasers. The standard versions are used for low heat close range punch while the ER version is used when not in melee for better accuracy. This Mech is much like a lighter faster Ti-Tseng.

C configuration mounts 2 SSRM4, one in each arm and a center mounted ER Medium Laser. This configuration is effective at point blank range, because if the missile systems do not fire it can make a punching attack.

D With 5 medium lasers and 7 jump jets this configuration is much like a cross between the Raptor E and the Nova prime.

Cold as Hell

Believe it or not there is a point when you can even get a little chill riding above the fusion reactor. Now it is totally against regulations to fire off a couple medium lasers. Even if the target is just at a snow bank in the middle of nowhere. Being a 'Mech jock on White Out is just about the worst punishment one could face so Trevor tapped down his 3rd target interlock trigger mostly out of spite.

The 'Mech ironically nicknamed the Lucifer fired its array of torso mounted lasers. Enough to warm the cockpit for a second and fog its front Ferro-plastic view port. Environmental controls quickly cleared it up because after all, if you could not see you could not fight. Once it cleared Trevor was presented with the same view he had seen for weeks. Snow.

The storm had been raging all that time and it would likely continue. The snow was falling so fast and so heavy you could not even see out to a range of a small laser. The worst part of it all was that view. Trevor wondered if 'Mech jocks ever fell asleep at the wheel out here. Trevor was part of a mixed unit Locust was a scout, Lynx, Warhammer and his Lucifer . All guarding a planet full of snow there was a mineral refinery out there somewhere that was supposed to be very valuable but Trevor had never seen it.

A beep and a subtle yellow light let him know that a command channel was open, "Whose firing?!" Captain Etchison sounded pissed. The saddest part was that they were around 200 meters apart and he could not tell.

Trevor answered back, " Sir, me sir. Just testing out fire-control"

"You and are going to go over it when we get back to camp. Real well. Understood? If you are going to pull that shit at least let us know."

"Yes Sir. And sir did you know that some cultures have hundreds of words for snow?"

"Yes I did."

" Likewise I have many words for snow. Sir. For example \$h!t, F^ck, @\$\$, crap....."

Etchison was quite. He would have been yelling but he was probably laughing his ass off. There was a little bit of static too. Trevor was not sure if he had just got himself in a lot of trouble. He was waiting for a reply when a beam of azure light ripped across his field of view, striking something to his side two tandem azure beams followed. Trevor spun the 'Mechs torso around probing the area and trying to find the source of the fire.

"Sir that was not me sir. I am being fired on."

All Trevor heard was static. It was an ambush. Electronic Counter Measures cut the radio. Still his sensors were not picking any hostiles up. All Trevor could do was move in

the direction the fire came from and hope to pick something up. He finally did as the second burst of PPC fire lashed out, this time at his 'Mech.

Trevor was configuring the heat interchange to activate his special augmented myomer, commonly called TSM, as his HUD painted the target as an AWS-9M Awesome. It was 300 meters out and less than waist deep in a snow bank. Obviously it had been waiting a long time.

Trevor lined up the Awesome put four sinks off, and fired with his twin erPPC cannons. This caused the 'Mech's heat to spike, and that was what he wanted. All jokes about the cold aside.

Both giants had traded shots, and come out even. Trevor's Lucifer had a hot metal scar on its right torso while the Awesome took identical damage to its left leg.

Trevor did not know what he was charging into, however he had figured it better to move then to sit in the middle of a prospective ambush. The Lucifer was under gunned at long range about 2 to 3 but in closer range the Lucifer had two myomer charged wrists and an array of medium lasers.

When the myomer activated the 'Mech began to move more quickly, even though it was trudging through the deep snow. Now Jeremy, in his Lynx, was slacking behind his pace. The 'Mech was somewhere in his rear left arc. Missiles and PPC fire from the Lynx crossed his into his view and headed for the Awesome. Trevor could see the explosions in the distance, which revealed the Awesome climbing out of its foxhole and backpedaling.

Still with static, instead of a connection to his unit, Trevor lined up the Awesome up in his sites. Both he and his target fired twin PPC bolts. The Lucifer fired them from the massive shoulder weapon ports while the Awesome did the same from its lower waist mounted ports.

The Lucifer scored a hit, even with the heat in the system interfering with targeting. However the Awesome had connected with both its shots scorching both flanks with azure fire. Trevor rode the damage out as the armor exploded from his Mech. He knew in a long-range fight the Awesome had an edge. He had to close fast, but at that point he realized something was wrong. The Lynx has fallen far back.

Trevor spun his torso to see a Penetrator lumbering over the down Lynx. It must have waited for them to pass and then sprung out. One sturdy kick from its reverse joint legs rolled the Lynx over on the ground. Finally Etchison came into view, his Warhammer being hounded by a Griffin and a Crusader. Myers was the final member of the lance and his Locust was either down or playing it safe. These 'Mechs were way out of its league.

The Penetrator was a short-range slugger as was the Lucifer. Trevor had to hang away from it and wait for the right moment. If he let the pilot out maneuver him with

jump jets he would be finished. The Penetrator and Lucifer flirted at about the range of a medium pulse laser neither was going to attempt to close.

The enemy crusader had tried to role around the back of the Warhammer, but had made a mistake and gotten just inside short range of the Lucifer's PPC'S. Trevor turned away from the Penetrator as it laid down a wall of energy needles from its pulse lasers. This fire rocked the Lucifer even with its sturdy build. Trevor kept the Mech in position to fire at the crusader while riding out the impact from three laser blasts. He had his crosshairs just in front of the Crusader and when it walked into the crosshairs he fired his primary weapon target interlock.

Two particle pulse cannons fired from above the cockpit on either side. One hit the Crusaders arm. The other cored into its rear torso. Trevor watched the armor pop away and hoped to see some sort of internal damage perhaps shielding breach from the fusion reactor. In the back of his mind he knew that the Awesome had the same type of shot on him lined up on him but he had to leave the Awesome's fire to chance, because if he did not take a chance he assuredly was not going to make it out alive.

The Awesome continued hitting with its 3 -2 combo. This time the Lucifer faced three erPPCs as own rear was stripped of armor. Red light indicators went off in the Mech indicating breached armor, lost heat sink, and internal damage. Taking fire from both angles had rocked the 'Mech. The Awesome's shots hit high on the Lucifer and the explosion of armor rolled the Mech down.

The Lucifer toppled hit the snow and sank down. It took Trevor a while to get back to his senses. When he did he realized that he had to get up before the Penetrator closed. He could not tell where the Penetrator was but knew that he had to get up fast or the Penetrator's foot might make an impression on him.

The 75-ton humanoid shaped Mech was face down in the snow, Trevor used the fully actuated arms to execute a pushup like maneuver that brought the Mechs legs under it. He could hear the Penetrator moving in but did not have the angle to see from where. The 'Mech was less then half way to standing up before Trevor saw the Penetrator bearing down on him and he has not sure he could get the up in time.

The Penetrator laid down all the fire in its deadly close range group. Six emerald red pulses of medium pulse laser fire. Searching shards of Ferro armor exploded outward from the Lucifer like a volcano. The Mech was forced down at the snow and Trevor had to fight just to keep the Mech, from being floored again. The Penetrator was moving in most likely to kick Trevor's cockpit in around him.

Trevor knew he had the right line, but had no true visual on the Penetrator all he did was line them forward and a little up. Five medium pulse lasers and two standard, shot from two torsos and from the laser port under the cockpit brought the heat up considerably, but there effect was deadly. The beams cut upward at and into the Penetrator. Armor glowed

bright and exploded. That explosion lifted the swiftly moving Penetrator off its feet and dropped it on its back.

Trevor got up as two of the Awesome's PPCs splashed the ground around him. There Azure beams melted nothing but snow. Now he came along side the Penetrator the same way it was postured on the Lynx. Trevor knew from the heat the power of the Lucifer's myomer charged limbs it gave him a feeling of rage.

The Lucifer's right leg delivered a kick so powerful that sent vibrations all through his own mech. His leg hit the Penetrator under its right arm. It ripped right into the torso and sent the attached limb flying off and grinded deep into the torso.

Trevor was in the searing cockpit, soaked in sweat. He was not even sure what type of damage he had done, and his weapons were almost at the firing cycle. That was when the static cleared and the pilot issued his surrender.

We took it.

Later we found that Jeremy died. I never really forgave myself for taking that surrender.

Running on empty

The Capellan war had turned very, very ugly as it wound down. The Capellans eventually overwhelmed St. Ives units. They fought huge against huge odds and numbers. On Denbar Sang-shoa Angelina Llyanova and her Janissaries eventually were defeated by the Capellan force. One of the home guard commanders Michelin Yona had other ideas. Though the Janissary Mech force had been beaten badly the home guard tank armor units were up at 70 percent. They had outmatched Capellan armor and infantry they had even destroyed nearly two lances of Fa Shih armor.

The Capellans may have had 'Mech control of the planet but they really did not have the muscle to enforce it. So they sent a plan into action. She planned on using armor to chew at the supplies of Capellans in the field. Then the plan was to fight the Capellan units in a drag on battle.

The plan had great effect and was slowly picking apart supply lines. After repeated strikes on depleted units the Capellans started to cave in from the inside. Mechs with broken actuators, no ammo, dead technicians. Some Mechs fell apart when rammed by a heavy tank. There was no ammo booms because there was no ammo, more often a downed 'Mech traded medium laser fire until there was nothing left.

The Capellans finally admitted to their superiors that they had lost control of the eastern cities, their command company was under siege holding out for warrior house reinforcements.

Situation:

The Capellans are under siege. In order to hold back St Ives forces they have deployed mines. These are the supplies
 6 10 pt mines 3 of each type Vibra, Standard,
 6 20 pt mines 3 of each type

Special Rules

This can be a multi day fight. A day ends when all the attackers exit the map. The four buildings house ammunition and supplies. For every building that is destroyed the Capellan forces will only be able to restore 25 percent less equipment. Meaning if 2 buildings are destroyed they will only be able to replenish 50% ammo and armor and weapons. (this is to ease book keeping)

Any downed Mech or tank can be salvaged by Capellan forces but they will receive a 5/6 crew. And will be replenished 25% less than the normal.

The siege could last indefinitely but reinforcements are en route. Reports claim that it is a lance of Capellan 'Mechs. Roll random 'Mech assignment tables found in Capellan Field Manual for CCAF A. Every day that goes by the Capellans are more likely to receive reinforcements. Roll and consult the table at the end of each day.

Day	Role
1	12
2	11
3	9
4	7
5	5
6	4
7	3
8	2
9	Auto Arrive
10	Auto Arrive

Capellan Forces

HUR-4LN Huron Warrior	4	5
HBK-5N Hunchback	4	4
RVN-3L Raven	4	6
THR-1L Thunder	3	5

EMP-6A Emperor	4	5
STK-5M Stalker	2	4

GHR-5H Grasshopper	4	6
BJ2-OE Blackjack	3	4

HCT-5S Hatchet man	4	5
HEL-C Helios	4	4
ZPH-1 Tarantula	4	6
STH 1D Stealth	3	5

St. Ives

Po Heavy Tank	3	6
SRM Carrier	2	5
Ontos Heavy Tank	4	6
Bulldog Medium Tank	4	6

Harasser Missile Platform	3	3
Goblin Medium Tank	3	3
Manticore	2	3
Hetzer	4	5

J Edgar light hover	2	5
Regulator Hover Tank	3	4
Hawk Moth Gunship	4	3
Pegasus Scout Hover tank	3	3

Heavy LRM Carrier	4	5
Schreck PPC	3	4
Vedette Medium Tank	2	5
Scimitar Medium H. Tank	3	4

Infantry SRM	3
Infantry Laser	4

The objective for this scenario is for St Ives to destroy all enemy units.

Set up

Four counters for medium buildings on any city map. One map is a bit small for this scenario but that does a good job of giving it the siege feeling, it also allows for the St. Ives units to have a quick escape.

St. Ives can enter from any side, and can exit any side.

Capellan must start toward the center of the map. They can start in buildings but not concealed.

Notes:

St. Ives

Scenario notes: Use hawk moth for indirect LRM spotting.
Protect infantry to disable mines.

Capellans

Avoid fighting for as long as possible
Use mines to protect yourself from faster units.

Suggested no use of Max tech vehicle hit charts.

Victory Points

Mech Destroyed	100
Tank Destroyed	75
Infantry Destroyed	25
City Building Destroyed	-25
Ammo Warehouse destroyed/protected	100
Mine detonates on enemy	10

Battletalk

What are your overall impressions on the new system being developed?

How do you think the fiction in the new Battletech universe will be different?

What are your general opinions on Orbital Bombardment?