

# YOUR AVATAR AWAITS!

- Standing from seven to sixteen meters tall, and weighing from twenty to one hundred tons
- Powered by an armored and shielded fusion reactor
- Skeleton of honeycombed, foamed aluminum core wrapped with stressed silicon carbide monofilament and sheathed by a rigid, titanium-steel shell
- Locomotion generated via bundles of polyacetylene-fiber myomer muscles
- Protected by aligned-crystal steel over a layer of boron nitride impregnated with diamond monofilaments
- Mounting a swath of powerful weapons from charged particle beams to lasers, missiles to rapid-fire autocannons
- All at the command of the noble elite, the MechWarriors

The modern BattleMech is the end result of more than three thousand years of battlefield technology development. Combining awesome destructive power and unparalleled maneuverability, the BattleMech is perhaps the most complex machine ever produced. The undisputed master of thirty-first century warfare, the BattleMech seems destined to reign supreme for centuries to come.

—Excerpts from a promotional pamphlet originally distributed by Defiance Industries of Hesperus, Lyran Commonwealth, 3007

Using the most up-to-date rules text, the *BattleMech Manual* has been designed from the ground up to cater to the *BattleTech* player wanting to engage in an all-'Mech battle. Includes a variety of optional rules, terrain and more.

Welcome to the most table-usage-friendly *BattleTech* rulebook ever published!

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# BATTLEMECH MANUAL



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# BATTLEMECH MANUAL

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And to all the players that fought through the endless delays to get on-line questions answered over the years; your questions generated numerous FAQs off of which much clarification came about in this book.



# INTRODUCTION

—Excerpts from a promotional pamphlet originally distributed by Defiance Industries of Hesperus, Lyran Commonwealth, 3007

- Standing from seven to sixteen meters tall, and weighing from twenty to one hundred tons
- Powered by an armored and shielded fusion reactor
- Skeleton of honeycombed, foamed aluminum core wrapped with stressed silicon carbide monofilament and sheathed by a rigid, titanium-steel shell
- Locomotion generated via bundles of polyacetylene-fiber myomer muscles
- Protected by aligned-crystal steel over a layer of boron nitride impregnated with diamond monofilaments
- Mounting a swath of powerful weapons from charged particle beams to lasers, missiles to rapid-fire autocannons
- All at the command of the noble elite, the MechWarriors

The modern BattleMech is the end result of more than three thousand years of battlefield technology development. Combining awesome destructive power and unparalleled maneuverability, the BattleMech is perhaps the most complex machine ever produced. The undisputed master of thirty-first century warfare, the BattleMech seems destined to reign supreme for centuries to come.

The *BattleMech Manual* has been designed from the ground up to cater to the *BattleTech* player wishing to participate in an all-'Mech engagement. Using the most up-to-date rules text, the *BattleMech Manual* focuses on presenting the complete standard rules for BattleMechs in as clean and concise a manner as possible.

## VS. TOTAL WARFARE

The *BattleMech Manual* is an alternate presentation of the *BattleTech* rules as seen in *Total Warfare*, not a new edition. Most of the rules as published in both books are the same, though the *BattleMech Manual* rewords many of them for clarity or reduced word count. It also incorporates all relevant errata as of its publishing date.

Additionally, the *Manual* adds rules and items of equipment from sources other than *Total Warfare*, such as combat-dropping BattleMechs and expanded terrain options. As many players regularly use such rules, the *Manual* includes them to provide a one-stop BattleMech play experience. However, some of these rules appear in a simplified or stripped-down form compared to their original form, in the interest of presenting a taste of the wider *BattleTech* ruleset but not overwhelming the reader with complexity.

## OPTIONAL RULES

Throughout the text, you will find rules labeled “(Optional)”. These are variants that expand upon or slightly twist the existing rules to allow for a potentially more interesting game. As their label indicates, these rules are entirely optional: the use of each must be clearly detailed and agreed on by all players prior to setting up the game.

## BEYOND THE BATTLEMECH MANUAL

While the *BattleMech Manual* is self-contained and there's literally hundreds of hours of enjoyment within its pages, there is an epic body of additional weapons, equipment and rules that cover a huge swath of the *BattleTech* experience: from vehicles to infantry to aerospace elements, much less a plethora of additional optional rules for expanding your BattleMech experience.

For many more optional rules to expand your *BattleTech* games, see *Tactical Operations* (TO), *Strategic Operations* (SO), *Interstellar Operations* (IO), *Campaign Operations* (CO), and *Alpha Strike* (AS).

## GAME TERMS

The following terms describe important concepts used in the *BattleTech* rules.

### 'MECH

This is the common abbreviation for “BattleMech”, and will be used throughout the text. Unless specified otherwise, this term refers to both biped and four-legged BattleMechs.

### FOUR-LEGGED 'MECH

Often simply called “quads,” rather than having two arms and two legs, these 'Mechs instead have four legs. Notable examples are the *Scorpion*, *Goliath*, and *Tarantula* 'Mechs.

## STRATEGIC RULES

The players will find numerous “Strategic” sidebars in the pages of the *BattleMech Manual*. These are all optional rules. However, these are set-off in a sidebar style because there's a distinct difference. Unlike the rest of the optional rules that are concerned with the modification of specific mechanics within the game—a little more movement, or a different way for a BattleMech to stand up—these concentrate on different ways of running the game as a whole. Whether they're provided to help speed up game play or because it's an option that a large part of the community regularly uses: they're ultimately about ways to make the *BattleTech* gaming experience better.