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CLASSIC
BATTLETECH[®]
MINIATURES RULES



WKGAMES

SCHERWINSKI
&
SPANNUT H
2002

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<http://www.ironwindmetals.com> (285th-scale BattleTech miniatures)

SCARS

Sometimes you have to step up.

In the trade—and here I'm talking about military service—those times come too often, usually with bullets snapping by my ear and the smell of burnt cordite hanging heavy and sharp in the air. I feel a hot pinch against the side of my neck, clap a hand to it. My fingers come away sticky with blood. My blood. It's a graze—just a "shrapnel bite"—and I have a hundred things on my mind other than a field dressing of dirty gauze and duct tape. Besides, blood cleans out the wound, and what's one more scar? And one more. And....

The thing is that those scars build up over time, and that's how you learn that it's usually best not to stick your neck out. Never volunteer, don't go that extra step, and under no circumstances do you take initiative under fire. You follow your orders or, if you are in that sometimes-enviable position, you find some poor schlub and order him to take the initiative for you.

That's going to work, mostly, but sometimes you still have to step up. It may not be what you want, but it's what is needed. We don't always get what we want.

* * *

This is how it went down:

The enemy charged out of the morning gloom, coming at us uphill—which was the one tactical advantage I had been able to arrange. First we felt the tremors from heavy, Battle-Mech footfalls. Then came the blurred whining of hovercraft lift fans—a dozen, maybe two. Then they were there, surging up out of the wide, flat valley. A heavy mist tangled around the feet of their 'Mechs and cloaked their armor and infantry in shadow. A solid count was impossible, but I already knew they had a larger force than we had pulled together.

A good deal larger.

Death-on-a-stick larger.

I'll note, though, that it was not for lack of available assets. Technically, Solaris VII has one of the strongest standing garrisons in all of the Inner Sphere. The problem is that it's made up of outcast soldiers and wannabe-'Mech-stars from every Successor State and Periphery realm you can name. As a result, the various factions are all too used to fighting each other to ever really cooperate, no matter how real the threat. There were even some still claiming it was all a big hoax—a media sensation to help us recover from the recent civil war. Right. There weren't *really* unknown forces assaulting Hesperus II and Skye. And Tharkad wasn't really gone, despite the fact that the Lyran capital answered no HPG messages or hails from JumpShip captains brave enough to double-jump through its solar system.

The first missile barrage tore apart the ground only fifty meters on my left, hurling large clumps of blackened sod over

our battle line. Too close for comfort. I touched off the jets in my Cavalier battlesuit and leaped over to the left side of Erik Gray's new *Sagittaire*. A ruby laser splashed some of his right-leg armor over the ground, forming half a dozen glowing-orange puddles. Even through my suit filters, I smelled the scorched metal. A hoax. Right.

Morons.

Through Erik, I ordered our first concentrated barrage, raining the combined might of a dozen 'Mechs and quite a few armored tanks down on the head of a gleaming white *Atlas*.

It was an impressive show. I'd wager that we even scarred the paint and shattered a few teeth out of its grinning skull visage, but the damn thing kept coming at us. Its Gauss rifle smashed in the chest of a new *Wasp*, toppling it back with the sickening screech of metal meeting earth. Golden fire belched out of the breach, and roiling amber-tinged smoke into the air.

I cued Erik again, and he put out the order. This time the *Atlas* had the good manners to fall on its face, its cockpit a smoking ruin and chest bleeding high velocity metal from a ruined gyro. All along our line, though, I saw enemy fire falling with greater frequency and accuracy. Taking down the one assault 'Mech was the best we were going to get at a bargain basement price.

"Cut them loose, Erik." The battlesuit's internal mic picked up my voice and grated it into the MechWarrior's ear. "Advance and mill around, but no one closer than half a Klick."

"Five hundred meter hardline," Erik confirmed. He sounded tense. Worse than any arena battle nerves I'd ever heard in his voice. Maybe it was finally settling in through that thick MechWarrior skull of his that this was the real deal. "Will do."

Passing my orders through Erik didn't bother me in the least. Most prima-donna MechWarriors wouldn't take direction from an infantryman, and that was fine by me. I never really wanted to be a general. Hell, I never wanted to be a soldier, but at the time it was the best option open to a boy tired of looking at the wrong end of a plow horse. Anyway, Erik Gray, also known as the Gray Ghost, had done right by me over the years. On-again off-again business partners, I was there when he got his 'Mech legs back under him, as well as when he cracked double digits—now ranked eighty-ninth on the Solaris VII circuit.

When Erik stood up and championed forming this defense force, I backed him up. Now I was his back-pocket commander. I didn't drive a 'Mech and I hadn't worn an official uniform in better than eight years, but I knew my way around a battlefield. I knew how to take an order and, more to the point I guess, I knew how to give them. Sometimes, hearing a strong voice make the hard calls is the difference between victory and defeat.

Things had started moving now. The enemy staggered into an uneven line of their own as the Solaris defenders broke apart into smaller units, trading on our elevated position to move with greater freedom while raining destruction downhill. A few braver souls among the attacking force—read “fanatics”—drove their machine forward regardless. One of our Saladins dropped a *Toyama* by carving off a leg with its assault-class autocannon. It created a small gap in the enemy formation.

I leapt up onto the *Sagittaire's* shoulder for a better view. “Erik, throw the Dracs into that hole. Now!”

Despite my sixteen years in the Davion armies, I’ve got nothing against Draconis Combine warriors. Really. It just so happened that one of Thomas DeLon’s combined arms units was closest to the break and when you’re picking men for a suicide squad, you can’t do much better than the hard-souled samurai of DeLon Stables. I watched two *Komodos* and half a dozen tank-tread vehicles force their way into the gap. The Saladin led them in. Erik moved forward at a tight angle, trying to give them some covering fire with his long-reaching lasers, giving me a perfect angle to witness the hellish slaughter.

Don’t get me wrong. Solaris VII sees its share of violence. Every day, in fact, with marathons on Fridays and Saturdays. We record it and send it out into the Inner Sphere for entertainment. And then there is the Solaris that only the locals know, full of crime and cheap lives. I’ve been a part of that as well, working as mercenary, bodyguard and thug. You take the jobs you can find, right?

Still, it had been some time since I had seen violence on this scale. Not even the ‘Mech riots of ‘62 or ‘65 compared to this. The DeLon warriors cracked the enemy line wide open, then moved down into the main body where all they had to do was swing an arm or fire a machine gun and they’d hit something. The enemy—all painted in bone white and dirty gray—swarmed around them. Jumping BattleMechs leapt up and over, cutting them off from any escape. More defenders pushed downhill, wanting to go to their rescue but not wanting to cheapen their sacrifice by doing so.

It was a lot different moving the pieces around yourself than watching it in a controlled arena. I eyeballed enemy movements, threw my forces forward where I thought they would do the most good, and then left it to the warriors. Now I waited, sweating in that tin-can of an infantry suit until I saw two Vedettes give it up and start the slow climb back uphill. They were all that remained. Behind them, they left a graveyard of ‘Mechs, machines and men. I counted four ‘Mechs down, other than the fallen *Komodos*, and twice as many fire-gutted vehicles.

And the gap was three times as wide as it had been before. “It’s the best we’re going to get today, Erik,” I whispered, knowing that the suit’s voice-activated mic would amplify my words as necessary.

Erik switched over to our force-wide frequency. “You are free to engage,” he ordered, sounding like a dramatic actor as he poured as much grave strength into his voice as possible. “Split them and roll them back.”

I estimated our strength right then at twenty or so BattleMechs, with maybe half a hundred armored vehicles. Infantry was hardly better than a motley collection of street enforcers, triad gang members with assault rifles and some mercenary jump troops who usually performed acrobatic maneuvers during arena battle intermissions. We did have a company of Lyran infantry complete with two squads of battle armored fighters; I was happy to have them. It was from them I picked up the Cavalier battlesuit, maybe doubling my chances of surviving this. I figured I was up to one in fifty odds. I could even take a laser hit. One.

There were a lot of lasers to go around, though, as the enemy tried closing ranks. They still outnumbered and outweighed our force by almost fifty percent. What we had going for us was a bit of momentum and the fact that several news teams were hidden in the backfield, recording this. There are few soldiers more motivated than a Solaris VII soldier on camera.

I stuck close to Erik’s *Sagittaire* as he stalked downhill, his impressive array of weapons blazing out hellish energy that staggered one enemy machine after another. He literally blew the gap back open wide by rending a *Phoenix Hawk* down into slagged metal and scrap.

My battlesuit had a single laser attached to the right arm. Short range. I plinked away at a nearby *Rajjin* for a few moments, sweating for real now as the heat build-up began to cook me like a microwave dinner. I didn’t do much to the awkward-looking design, but it made me feel better to be more than a voice in Erik’s ear.

Then I saw a blur of movement near the *Sagittaire's* back. A swirl of mist that broke apart against... nothing. I started to shake it off as a trick of shadows; trusting the Cavalier’s snooper-sight too much, maybe. Then Erik called over our private channel, “What the hell’s on me?”

Yeah, they were up there. Two or three battlesuit infantry wearing some kind of camouflage-generating armor. I still couldn’t get a good visual on them—they were slightly blurred distortions against his back—but I could see the damage they were causing, with mechanical claws ripping through the armored plating at Erik’s back. I leapt up after them, using my laser to cut through the mimetic armor and reach the man buried inside. I brushed one off Erik’s back. Then a second.

Then I was jumping for my life as Erik’s *Sagittaire* toppled over, its front a smoking ruin of twisted armor and what used to be his gyroscope housing.

I made it with two meters to spare. I can’t say the same for the last battlesuit chameleon, who I am pretty sure got pul-

verized between the *Sagittaire's* back and the ground.

An *Emperor* stood in the foreground, facing off with me over a downed *Grand Crusader* and Erik's *Sagittaire*. Fortunately, I was too small a fish for it to bother frying with those smoking eighty-millimeter X-class autocannons. After taking down Erik's BattleMech and exploiting the damage already caused by the *Grand Crusader* among others, it turned to chase after one of our *Enfields*. The wide-shouldered 'Mech moved with slow and lethal precision as it turned those terrible assault weapons against more of our number.

"Erik, tell me you're still alive in there or we're all done."

"I've felt better," he said, rattled but apparently in charge of all his marbles.

This was a problem. My frequencies included a direct line to Erik and several general channels that connected me with other infantry forces. I could receive force-wide, but not transmit, and no one was going to listen much to a MechWarrior laid out flat on his back. "Can you get up?" Surveying the ruin of his front housing, I doubted it, but it was worth a try.

"I don't think...no. The *Sagittaire* lost its gyro and snapped a knee joint. I'm grounded."

"Unbutton and climb out," I told him, leaping forward from the *Sagittaire* and calling to the other battlesuit infantry on my lower channels. I steered one Cavalier squad in my direction. A trio of Fenrir assault armor came up to safeguard Erik and haul his ass forward.

"What do you think you're doing?" Erik asked, following the orders on his own comms system.

With the *Emperor* in my sights, I used up half of my jump propellant in three extra-long leaps. "I'm getting you a 'Mech that's still on its feet." Like I said, sometimes you have to step up. I hid behind Erik Gray, and now I had to put him back in the game.

Without getting squashed flat in the process, hopefully.

Catching the *Emperor* was no trouble. It had stopped to put a burst of knee-capping slugs into the downed *Enfield* and had better things to do than worry about toad-hopping infantry. But as soon as five Cavalier battlesuits swarmed up its legs, and started clambering over its back, the enemy MechWarrior became real aware real quick. He swatted one infantryman away with the tip of his autocannon barrel and caught another between two tons of elbow and armor.

Scrambling higher, I gained the back of the *Emperor's* head where the MechWarrior egress hatch was located. My Cavalier's laser made short work of the hatch, and I ripped it away with the ease of my suit's mechanically-augmented muscles. I could get used to this.

Unfortunately, the tricky part remained left to be done. I couldn't fit through the hatch with my suit, and the MechWarrior inside would have some kind of weapon so I couldn't just send Erik in there in MechWarrior togs and a smile. I had to clear the way for him, without harming the cockpit interior. With a deep breath I swung over in front of the hatch, face framed perfectly in the opening and laser-arm extending straight ahead.

A gyrojet slug burrowed into my shoulder, spoiling any chance for a quick, clean shot. Another punched into my chest, cracking a rib through the protective plating but failing to draw blood. A third shot cracked my battlesuit faceplate. I felt a cool draft on my upper brow and could smell the raw, acrid stench of gunpowder which hung in a cloud around the *Emperor*. That was it. Another gyrojet slug could cash in all bets.

Thrusting my laser forward, I speared one short, scarlet lance into the cockpit's command chair, through the body of the MechWarrior who sat half-turned in the seat, and then spent the last few joules of gem-bright energy into the *Emperor's* forward viewscreen.

One newly-acquired 'Mech, ready for new occupant.

A Cavalier boosted Erik up to another who passed him to me on the shoulder; I could see the neurohelmet codebreaker under his arm. Good. He'd need it. Just hoped it would work quick enough.

His open trip across a live battlefield hadn't been kind to Erik, who looked more the "Gray" Ghost than ever. I remember that face. I saw it in a mirror after my first live-fire engagement. The 'Warrior ducked inside into relative safety before sticking his head back into the open hatch.

"You really think we're going to pull this off?"

"Not really," I said, switching to external speaker. Erik's face fell. What did he want, a bedtime story full of champions and victory? For that, he should have stayed in the arena. He pulled back inside, plugged himself up to the *Emperor* and dialed in our direct frequency.

"Why do you do this?"

There were a lot of reasons I could give him. Because this was what I signed up for when I turned my back on an Issaba dirt farm. Because he'd asked me. Because these ficken-stocks had set foot on Solaris VII, the one place I had left to call home.

Instead I shrugged, leapt down from the *Emperor's* back, and spent my laser into a nearby Bandit hovercraft. "Because," I told him, "we don't always get what we want."

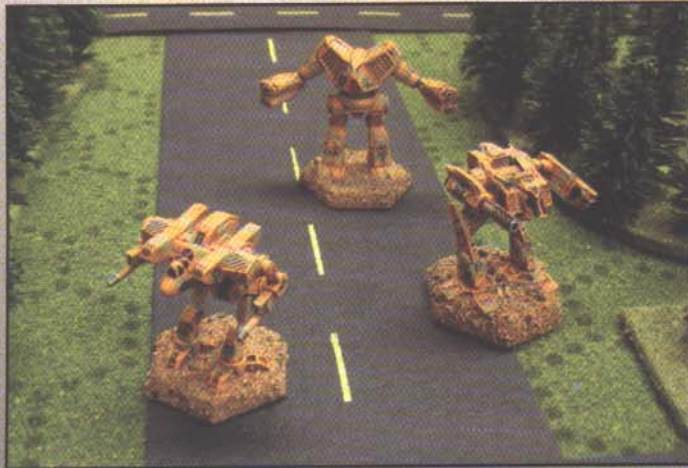
And sometimes, you have to step up.



A Chimera from the Fifth Donegal Guards patrols a refinery on New Avalon during the FedCom Civil War.



First Robinson Ranger BattleMechs begin to deploy from their Union-class DropShip upon grounding on New Avalon.



A Shadow Cat, Cougar and Battle Cobra, captured during the Battle of Coventry, deploy as part of the Donegal Guards.



A Cestus and Sagittaire, part of the First Robinson Rangers, begin the hunt for Loyalist forces.



An Uziel and Shadow Cat of the Fifth Donegal Guards launch an attack against an Outland Legion Uziel on New Avalon.



A brave Fifth Donegal Guards' Uziel faces off against an advancing First Robinson Rangers Sagittaire.

INTRODUCTION



The *Classic BattleTech Miniatures Rules* is a single source rulebook that allows players to get off their paper maps and onto the world of 3-D terrain, where the excitement of 10-meter tall walking machines of death striding across futuristic battlefields is not just in the mind, but can be seen on the playing surface before you.

As with any exceptional universe that has as a strong following, the *BattleTech* game has been licensed into many new forms. For the purposes of table-top miniatures play, two such forms (Armorcast's *BattleTech* resin figures and WizKids Games LLC's *MechWarrior: Dark Age* miniatures are described in this book). The book is divided into the following sections.

The first section, which you read before this introduction, is a short story called *Scars*, designed to immediately throw players into the living *BattleTech* universe.

The next section is the *Classic BattleTech Miniatures Rules*, which provides players with all the tools they need to play a hexless table-top miniatures game. Following that section are numerous pages devoted to photos of miniatures painted in the colors of the various factions in the *BattleTech* universe.

Large-Sized BattleTech Miniatures Rules provides appropriate modifications to the standard miniatures rules allowing players to field the 28mm Armorcast *BattleTech* resin figures.

Shades is a second short story that propels players 65 years into the future of *BattleTech*, preparing them for the universe of *MechWarrior: Dark Age*.

MechWarrior: Dark Age provides a thumb-nail sketch of the history that brings us to 3132, along with some details on the new factions found in the *BattleTech* universe.

The *MechWarrior: Dark Age Miniatures Rules* section contains the specific changes to the rules required to play standard *Classic BattleTech Miniatures Rules* with *MechWarrior: Dark Age* miniatures.

IndustrialMechs are an important part of the battlefields of *MechWarrior: Dark Age*. As such, complete construction and game rules for how to use them in standard *BattleTech* play are provided in *IndustrialMech Rules*.

As miniatures games tend to lend themselves to larger sized battles, the *Massive Battles Miniatures Rules* provides some optional rules that can help players speed up their 'uber-sized' games.

Finally, the *Painting Miniatures* sections provides detailed information on how to paint not only the standard 285th scale *Classic BattleTech* miniatures, but also hints on how to paint Armorcast's 28mm resin figures and even how to paint *MechWarrior: Dark Age* 160th scale miniatures.

BATTLETECH MASTER RULES

This rulebook assumes that the player is already well-versed in how to play *BattleTech* and provides the rules conversions from the rules as presented in the *BattleTech Master Rules, Revised (BMR)*, necessary to play a true table-top *BattleTech* miniatures game.

CLASSIC BATTLETECH MINIATURES RULES



A company from the Third Lyran Guards is set to defend against a raid by a Trinary from Clan Hell's Horses Epsilon Galaxy.

Players who wish to add more visual realism to their *BattleTech* game, can use the following rules to convert the mapsheet rules into a system for table-top miniature play. The benefits of real scale give table-top miniature war gaming three dimensions and make line-of-sight determination easy. The mapsheet becomes a convolution of hills, trees, roads and buildings, a living landscape on which to play out strategies.

These rules assume that the players are already familiar with the *BattleTech* rules as presented in the *BattleTech Master Rules, Revised (BMR)*.

Additionally, these rules assume that players are using Ral Partha and/or Iron Wind Metals BattleMechs, vehicles and infantry figures.

PREPARING MINIATURES

Players should prepare for miniature play by assembling (and painting, if desired) their miniatures (a complete guide to painting miniatures is found starting on page 64).

It is very important that all playing pieces be mounted on the center of a hex base. The hex base defines firing arcs and is used to determine attack direction, the direction of falls, and the direction that a BattleMech is displaced, in much the same way as the hex grid on a *BattleTech* mapsheet.

Orient the front side of BattleMech and vehicle miniatures to one of the hex sides. For infantry, use a squad of miniatures to represent a platoon; mount seven infantry figures carrying the same weapon on each infantry hex base. Battle armor Points should have five figures mounted onto a hex base; Inner Sphere battle armor squads should have four troopers mounted. Also paint an ID number on one of the sloping hex sides.

PREPARING TERRAIN

Once the miniatures are ready, the players will also need to construct the terrain their miniatures will fight on. We recommend that the players create a playing surface that measures at least three feet square. That size allows for enough terrain to be added in order to make the battlefield interesting. An ideal playing surface measures six feet by four feet or larger.

For beginners, virtually any objects found around the house can be used as miniature terrain. Foam packaging, small boxes and a piece of felt spread out over stacked books for hills can be used to represent a useful (if not realistic) playing surface. Once you have gotten used to 3-D gaming, the following suggestions describe ways to represent various terrain features more realistically on the table top.

Clear

For clear terrain, a flocked gaming table is recommended, the most common type of game table is a four foot by six foot piece of flocked hardboard or plywood with one by two battens.. If space is limited commercially available flocked mats can be used and have the added bonus of being portable. The most inexpensive playing surface can be made by simply covering the table with a felt cloth of the appropriate color.



Hills

Make hills out of blue or pink insulation foam measuring from 1/2 to 3/4 inch thick. White Styrofoam (called expanded polystyrene) can also be used. Each piece of foam represents 1 level of elevation. Construct hills of various levels by cutting and shaping successively smaller contour levels and then stacking them on top of each other. The result should resemble a contour map. Each contour of a hill should be cut and shaped individually, then stacked to make hills of various sizes. A good utility knife will work or you can use a purpose built foam cutter. A foam cutter is an electric operated device that heats up a wire, this method is the cleanest and quickest way to cut foam. Be careful if using a foam cutter as its wire gets quite hot.

When stacking the levels together, leave enough ledge exposed on the lower levels to allow a mounted miniature to easily stand on them. If the exposed area is not large enough for a mounted miniature to stand on, that section represents a cliff face.

The advantage of using Styrofoam is that it is easy to cut to a desired shape and size. Its recommended that you paint and flock the hills to match your playing surface. Latex paint of the appropriate color should be used to seal the hills, this gives a good undercoat for the flock and helps protect the hills. Flock, or model railroad grass can be found at your local hobby store and should be glued to your hills with a 50/50 mix of white glue and water. If using a felt playing surface simply glue a piece of extra felt to the hilltop and cut around its edge with scissors. White Styrofoam can be found at hobby and craft stores. Blue and/or pink insulation foam can be found at local home improvement or hardware stores.

To get a rock like texture around your hill apply sculpa-mold paper Mache to the edge. Crumple some aluminum foil and then open it back up. Wrap the edge of the hill with the foil so the crumpled surface of foil makes a pattern on the sculpa-mold. Once the sculpa-mold is hard you can peel the foil off and paint your hill. Paint washes are an excellent way to paint the rock texture.



GEO-HEX

Geo-Hex is a company that specializes in making quality terrain. This ranges from gridded and ungridded flocked mats to very realistic modular hex terrain. The most comprehensive type is the Master terrain system. Each of the seven shapes in the GEO-HEX® system represents a portion of a hexagon that is 12" across. Each piece can connect to any other piece of the same type. By arranging the shapes to form hills, streams and other features. The pieces can be temporarily fastened to one another with the corner locks provided so that the terrain doesn't move about while in use.

Trees

Hobby and model railroading shops carry a large variety of trees. To make tree stands mount individual trees on hex bases or large washers. Mounting trees this way can be used on hill levels to denote whether a hill is wooded and can be used on woods templates. When placed individually next to water, marsh templates and roads, these individual tree stands add realism.

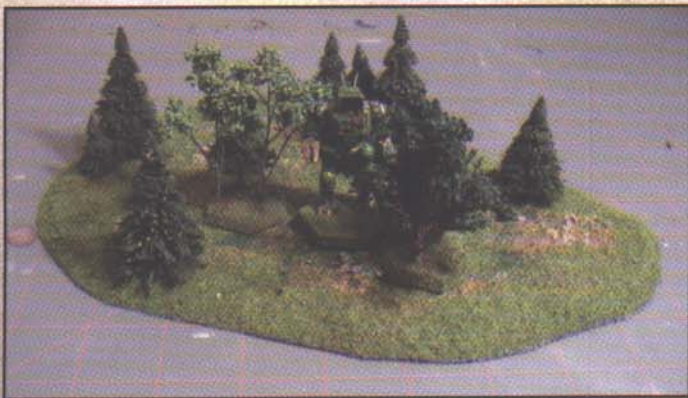
Model railroad trees that measure between 1 inch and 1 1/2 inches tall can be purchased at local hobby stores. Tree making kits for deciduous trees can also be purchased or realistic trees can be made from various floral products found at your local craft store. Below are some photos of both types of trees.



To create light woods, make a woods template base and mount it with a group of trees, spacing them about 3 inches apart.

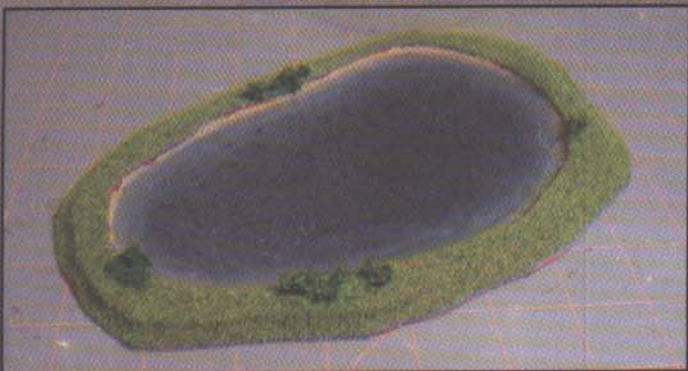
The template can be made of any material sturdy enough to support the trees. Gator board is among the best materials for making templates and can be found at your local art and craft store. Paint the template the same shade of green as your ground cloth. For a more realistic look, paint the template and sprinkle landscaping material over it before the paint dries to represent grass. Alternatively you can cover the template with a coat of Durhams Water putty and mix various grades of ballast or sand into it. When dry it becomes rock hard and very durable. Paint and flock after the putty dries.

An excellent way to demonstrate what type of woods the template represents is to use the woods template together with the tree stands. Light green trees can represent light woods, while dark green heavy woods. If all your trees are the same color then the number of tree stands on a wood template is also a useful way to identify woods.



Water

To create rivers, streams, and lakes, use one of the following methods. The simplest is to use pieces of blue felt or cloth to represent water. Some model railroading suppliers sell ready-made plastic sheets of "water" that can be cut to a specific shape. If using this method its more realistic to create a bank for your rivers and lakes by gluing sand around the edge. Once this is done the entire thing can be painted and flock may be glued on the edge as well, be sure to leave a thin strip of the bank showing between the water and the flock.



If you used gator board for your woods then here is a simple and effective way to make water templates. Cut the template like you would for woods. Mark where you want the water to be. Carefully cut the wood veneer in that pattern and pull the veneer away. Scrape the foam away from the bottom veneer to create the depression where your water will be. Use thinned down water putty to create the "water" (go figure...). Once dry this can be painted blue and gloss coated for a realistic water template.

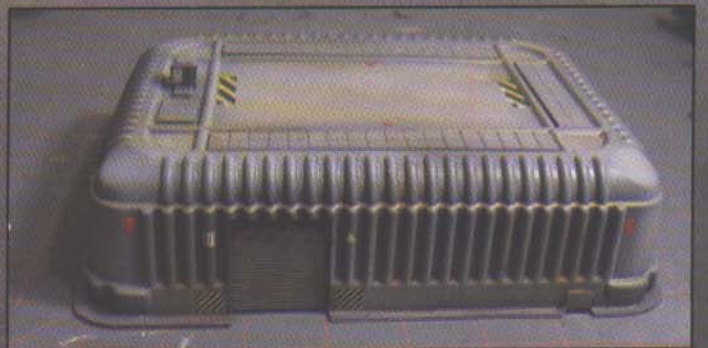
Roads/Bridges

Appropriate materials for representing roads and bridges can also be found at hobby and model railroading shops, including simulated road materials ranging from flexible cork roadways to rolls of paper roadway. Often the rolled roadway is the most realistic due to its texture and printed lines, its usually the most inexpensive to boot. Use "Z gauge" scaled bridges—these most closely match the scale Iron Wind Metals uses for its *BattleTech* miniatures.



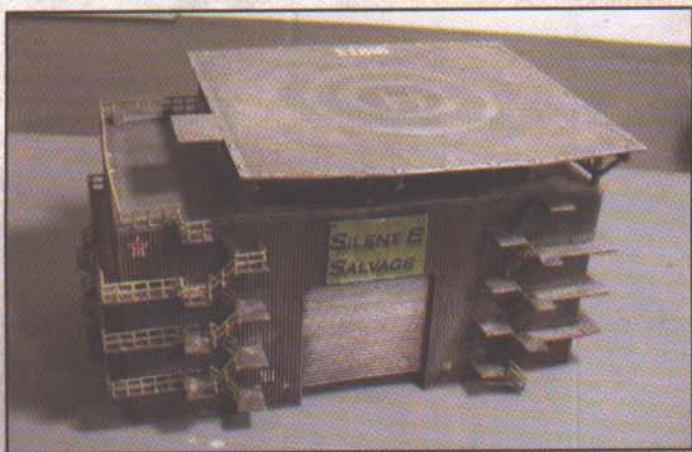
Buildings

Foam and plastic packaging painted and detailed is an inexpensive and convincing way to make your own buildings. Plastic caps for spray paint as well as many other household items that would otherwise be tossed out can be put to use on the battlefield. A little imagination can go a long way.



Buildings appropriate for *BattleTech* miniatures play can also be found at hobby and model railroading shops. We recommend products scaled for micro-armor or "Z gauge" scale model railroading. Resin-cast buildings produced especially for micro-armor gaming are also available, as are kits that allow you to fabricate buildings in plaster to your own specifications (these require quite a bit of time and effort).

If the *BattleMechs* in your game jump a lot, you might prefer buildings with flat roofs. Remember that each 1/2 to 3/4 inch of height represents 1 level of elevation. Mark the Construction Factor (CF) on the bottom of each building model; preferable with a pencil so it can be easily changed from scenario to scenario.



Rubble

You can use anything you have lying around to represent rubble. Broken buildings, pieces left over from making other parts of the terrain, or even other models can be "distressed" using woodworking tools, a soldering iron, and/or a hot knife. Please be very careful using such tools. The result should look like something that was blasted apart or burned down. Rubble can be made using gravel, sand, left over foam, bits of plastic and even *BattleMech* parts from your bits box.



Rough Ground

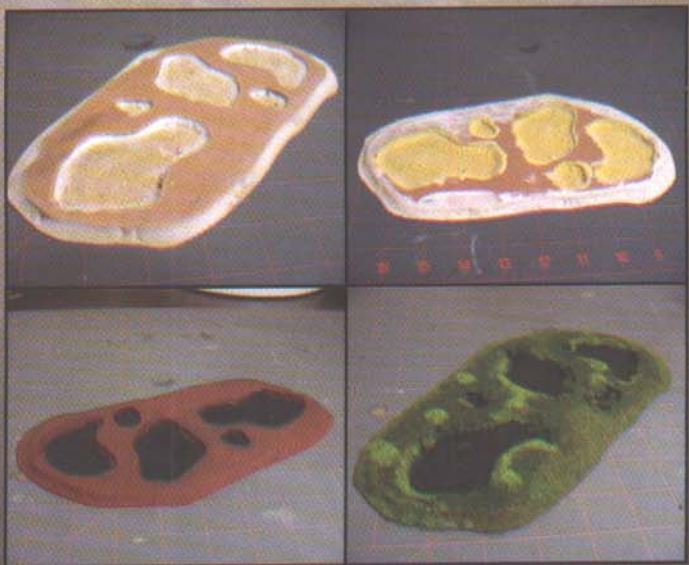
Rough ground can be represented by gluing small rocks or model railroad ballast to a gator board, plastic or card template. Gravel, sand and flock can be added to make it more realistic. It's recommended that you paint the template then glue flock around its edge so it looks good on your playing surface. If using a felt surface just cut some extra felt and place a couple of small rocks on it.

Rock outcropping can be made using extra bits of foam and paper Mache.



Swamp/marsh

We recommend creating a water template colored green, brown, or black to represent murky water. Add small bits of clump foliage to the template to indicate reeds and tufts of swamp grass.



Smoke

Smoke can be simulated using cotton balls, and if you wish, you can apply gray or black paint to make them look more realistic.

RULES CONVERSIONS

The following rules conversions make it possible to run *BattleTech* battles on nongridded terrain. These simple adjustments do not alter the basics of the *BattleTech* rules system, with the exception of line of sight. Unless otherwise noted, use all standard *BattleTech* rules.

To play a *BattleTech* miniatures game, players need tape measures, straightedges, dice and filled-out record sheets. Before beginning play, set up the table's terrain in a fashion agreeable to all players. Use landscaping grasses to blend in the cracks between templates, if desired.

It should be noted that the miniatures rules are by necessity a bit vaguer than the standard hex-based rules. The lack of hexes, and often of clearly delineated elevation levels, means that players will sometimes be called on to use their own judgment to decide what rule applies, especially when determining line of sight. To ensure smooth game play, players are encouraged to be reasonable in their application of these rules. Due to the nature of miniatures play, there will be times when both players will disagree on a point. In these situations, instead of letting the game bog down into a series of arguments, simply roll a die to settle the dispute and move on with the game.

Gridded Terrain: Some manufacturers produce terrain that is already gridded into hexes. If using such gridded terrain, use the *BattleTech* rules in the *BMR*, rather than these miniatures rules.

SCALE

In *BattleTech*, a standard hex is 30 meters across and 1 level of elevation equals 6 meters. This scale needs to be converted to inches. A realistic conversion compared to the scale of the miniatures is 1 inch = 7.5 meters (1 hex = 4 inches), but movement speeds and weapon ranges become extremely large at that scale. For most playing surfaces, a horizontal scale of 1 inch = 15 meters provides the best size. For this reason, we will assume that scale is being used in these rules.

Players may also use metric measurement. If using a 1 inch = 15 meters scale, assume 1 cm = 6 meters (players using

metric measurement will need to adjust all other measurements given in these rules accordingly).

Unless otherwise noted in the rules below, when the map-sheet rules specify a certain number of hexes, multiply that number by 2 (or 5 in the case of centimeters). For example, if a skid would result in a BattleMech sliding 3 hexes, move the miniature 6 inches (or 15 cm). For those players with Heavy Metal Pro design software you can change your range to equal 2" prior to printing your record sheets. This simplifies measurement and movement on the tabletop.

When a full hex is set on fire, or the terrain is converted or full of smoke, measure a circle around a single point on the table. The radius of this circle should be 1 inch. When an event affects a target hex and all adjacent hexes, draw a circle with a radius of 3 inches. For these purposes, it helps to have a few pre-cut templates handy to represent these kinds of effects.

A miniature represents a unit as large as its base. If an effect touches a miniature's base, that unit is affected. If the effect is fire, that unit is standing in fire. If the effect is smoke, that unit is surrounded by smoke.

MOVEMENT

In miniatures play, a unit is moved a number of inches rather than a number of hexes. To convert a unit's Movement Points, multiply the unit's Walking (or Cruising) and Jumping MP by 2. Recalculate the unit's Running (or Flank) MP based on its new Walking (or Cruising) MP.

For example, a *Thor*'s Movement Points would be converted as shown at left.

The Movement Costs Table shows the conversion for terrain type and physical action.

Note that movement costs for entering terrain are the same as in standard *BattleTech*, while actions such as standing up and changing elevation, whose MP costs reflect spending time rather than covering distances, are multiplied by 2.

If a unit does not have enough MP to accomplish an action, such as standing up or entering Woods, the unit can take multiple turns to accomplish the action. For example, BattleMech A only has 1 MP and wants to enter a Heavy Woods that it is adjacent to. On the turn that the BattleMech is attempting to enter the Heavy Woods, the controlling player announces the action; the BattleMech can then take no other actions for how however many turns it takes to enter the Heavy Woods. In this case,

THOR MOVEMENT POINTS

	BattleTech Rules	Miniatures Rules
Walking MP	5	10
Running MP	8	16
Jumping MP	5	10

MOVEMENT COSTS TABLE

Terrain/Action

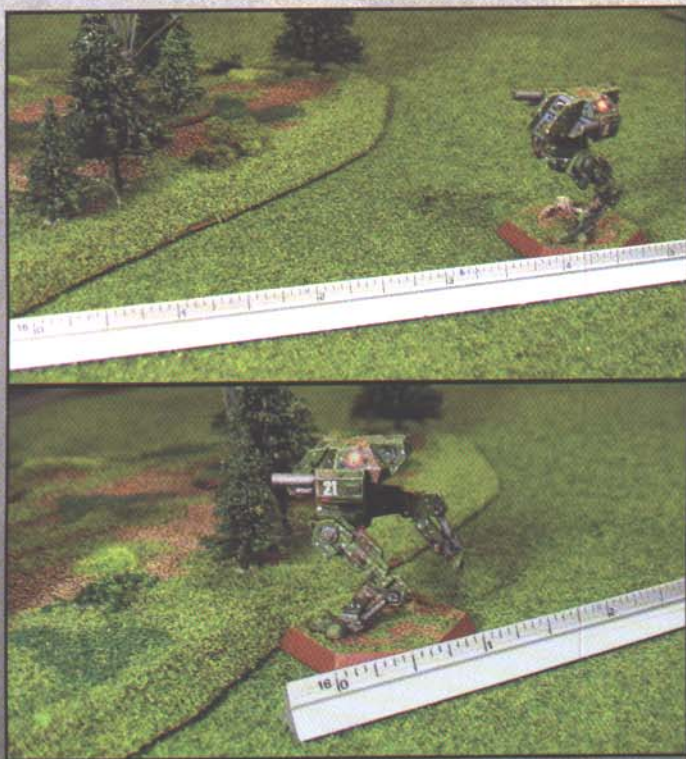
Clear	1 MP/inch moved
Road/Paved/Bridge	1 MP/inch moved
Rough	2 MP/inch moved
Light Woods	2 MP/inch moved
Heavy Woods	3 MP/inch moved
Light Building or Rubble	4 MP
Medium Building	6 MP
Heavy Building	8 MP
Hardened Building	10 MP
Water	
Depth 0	1 MP/inch moved
Depth 1	2 MP/inch moved
Depth 2+	4 MP/inch moved
Elevation Change	
Gradual Slope	+1 MP/inch moved
Mech, VTOL, Sub	+2 MP/level
Infantry, Ground	+4 MP/level
Facing Change	2 MP/hexside
Dropping to the Ground	2 MP
Standing Up	4 MP

after the BattleMech is already adjacent, it would require three more turns; during the Movement Phase of the Third turn it could then move into the Heavy Woods.

Accomplish movement in the same way as in the standard game: players declare whether the unit is standing still, walking, running, or jumping, all of which provide a set number of MP.

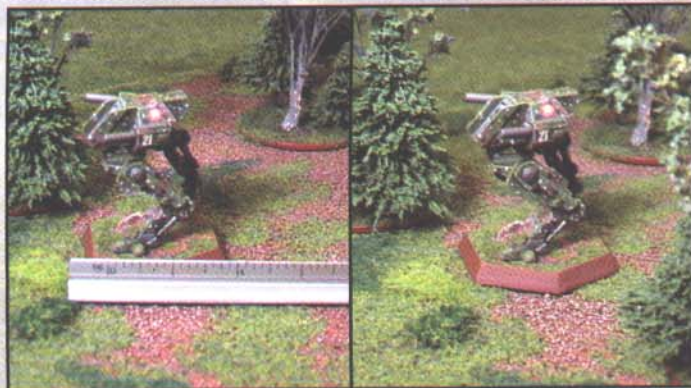
A BattleMech or vehicle can only move directly forward or backward, as normal.

Measure facing changes for BattleMechs and vehicles by how many hexsides the unit turns. To determine this, place a straightedge along one side of the hex base and rotate the unit so that it is facing in the desired direction. Beginning with the first hexside (one of the six sides of the miniature base) that passes the straightedge, count the number of full and partial hexsides that pass the straightedge. This is the number of hexsides that the unit turned at that point in movement.



The Raptor wants to turn to the right once it has reached the woods. The controlling player lays a straightedge along its hex base, and the BattleMech is rotated to the right to face the desired direction. The unit turned 90 degrees; one full and one partial hexside passed the straightedge. This maneuver costs the Raptor 4 MP.

To move a unit, measure from the front of its hex base. The unit must spend MP for each inch or fraction of an inch of terrain that it moves through. The unit is considered to have entered a terrain type if any portion of its base enters that terrain. (If using templates for terrain, a unit enters terrain if it even partially overlaps the template for that terrain.)



A jumping unit only pays one MP per inch traveled, regardless of the terrain that it passes over. Heat is generated at a rate of one point per 2 inches jumped (or fraction thereof), with a minimum of 3 Heat Points generated regardless of jump distance.

The Raptor at left wishes to move into firing position in the Light Woods template to its right. It moves 4 inches forward through Clear terrain (4 MP), then turns one hexside to the right (2 MP) and moves 4 1/2 more inches forward, 2 of which are in Clear terrain (2 MP) and 2 1/2 inches in the Light Woods (6 MP) above. The total movement cost for this maneuver is 4 + 2 + 2 + 6, for a total of 14 MP. Note that even though the Raptor only moved through 2 1/2 inches of Light Woods, it paid the MP for a full 3 inches of movement.

Elevations

Determining elevation levels requires a certain degree of judgment on the part of both players. If the terrain being played on has clear breaks between elevation levels, it is a simple matter to charge a unit MP as it crosses each elevation level. On the other hand, if the terrain is more gradually sloped, it is difficult to determine where a particular level begins or ends. Use the following guideline when moving on such sloped terrain.

Gradually sloping terrain costs no additional movement to cross. In effect, these kinds of hills function as ramps and facilitate elevation changes. The players may, however, decide that the grade of the slope should be considered steep. In general, if the miniature itself can't stand on the slope without falling over, it is a steep slope. A steep slope costs 1 extra MP per inch moved to climb.

STACKING

Units cannot be stacked in the miniatures game. As in standard play, units may move through friendly units but may not stop with their bases overlapping.

Infantry: Infantry units whose bases are touching a BattleMech's base may engage in anti-BattleMech attacks as described in the Anti-BattleMech Infantry rules (see p. 72, *BMR*). Infantry units may mount a vehicle if their base touches the vehicle's base within the guidelines given in *Infantry Carriers*, (see p. 61, *BMR*) of *Infantry*. While mounted, the infantry miniature is removed from the map. When dismounting, an infantry unit may place itself anywhere adjacent to its vehicle.

Obstructions

Buildings, elevations and other obstructions only affect a unit's movement if the unit's base will move over them. Overhanging arms, turrets and so on have no effect on the "size" of the unit for this purpose. As long as the unit's base can fit through a gap, the unit can fit, even if the miniature itself seems too big.

PILOTING SKILL ROLLS

Piloting Skill rolls are made as per the standard rules. In the case of Piloting Skill rolls required by moving through terrain, only make one Piloting Skill roll per 2 inches (or fraction thereof) of the terrain that requires the roll.

Falling

While aesthetically pleasing, it is best not to lay a fallen BattleMech miniature on its side. Players need to use the 'Mech's base to determine the BattleMech's actual location and orientation for combat purposes and future movement. If players really want to lay their miniatures prone, use a blank hex base to mark the actual location of the BattleMech.

Apply damage from a fall as normal. For these purposes, assume that each 1/2 inch of a building's height is equal to 1 elevation level (round up to the nearest multiple of 1/2" when determining height).

COMBAT

Resolve combat in the same manner and sequence as in the standard *BattleTech* game, unless otherwise noted below. Note that when falling, skidding, or being pushed, the orientation of a unit's base indicates the direction that the unit will move.

Line of Sight

The use of 3-D terrain and miniatures makes determining line of sight (LOS) very simple. The players need not worry about the exact level of terrain to determine what is intervening and what is not. Instead, the player need only look toward the intended target from the attacking miniature's perspective to determine if the target can be seen. This can be done by crouching down to get a "miniature's-eye view" of the battlefield. If this is not possible, use a straightedge. For this purpose, a thin wooden dowel or a narrow but sturdy tape measure is best, because you may need to poke the straightedge through woods or other tight spaces to check for LOS. A high-tech alternative is to use a laser pointer to check line of sight. Obviously, the players must exercise fair judgment to determine LOS when conflicts occur. As previously suggested, if an agreement cannot be reached, simply use a die-roll to determine whether there is LOS or not and move on.

LOS should be sighted from the torso of the attacking miniature (looking over its shoulders), not its feet or the tip of its head. If any portion of the miniature to be attacked is visible to the firing unit, there is LOS. Water is a special case, because the depth of the water is normally not represented accurately on the tabletop. The miniature instead stands on the surface of the water, and the players must imagine that it is submerged. If the target is in Level 1 Water, sight the bottom half (waist down) of

the 'Mech only. If the attacker is in Level 1 Water, sight from its legs rather than its torso. As usual, an attacker or target in Level 2 or deeper water is completely concealed.

Partial cover is not determined in the usual way when using miniatures. If any part of the target is obscured by a building, hill or water, do not apply the partial cover modifier of +3 to the to-hit number. Instead, resolve the shot normally with only a +1 modifier. When determining hit locations, any shots that hit an area of the target concealed by terrain hit the terrain instead of the target, and inflict damage on it in the case of intervening buildings. Shots that strike other areas of the target are resolved normally.

As in standard *BattleTech*, woods do not create partial cover. If using templates to represent wooded areas, LOS is blocked by 3 or more "points" of woods. Each full 2 inches of Light Woods is one "point" of woods, while each full 1 inch of Heavy Woods is considered a "point" of woods for this purpose. If using individual tree models to represent trees, woods effects can be determined a bit more realistically. Looking at the target model from the attacking model's point of view, if the target cannot be seen at all, or if only a very small portion of the target is visible, there is no LOS. Otherwise, there is LOS.



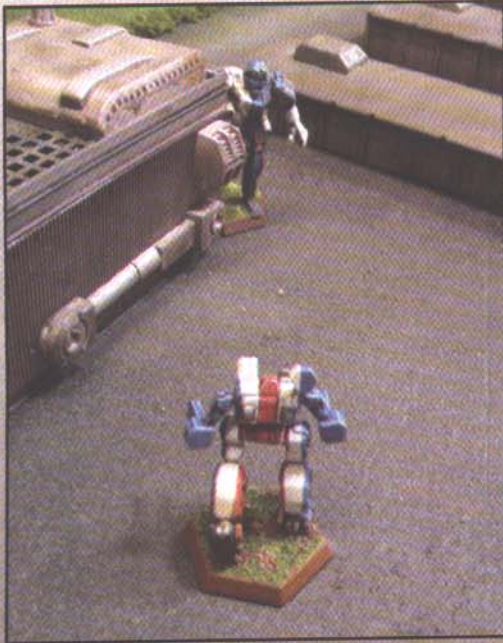
The photo shows what the target 'Mech, in this case a Lyran Banshee looks like from the attacker's point of view. Because a portion of the target is concealed by a building, the to-hit number is modified by +1. If the attack hits, damage that would have struck the right arm or right leg instead strikes the building. Other hit locations are resolved normally.

Firing Arc

Because there are no hexes to guide firing arcs, firing arcs are modified for miniatures play. Use the unit's base to deter-

mine the firing arcs by using a straightedge to show the arc of fire. If any part of the target's base lies within the firing arc, it may be attacked in that arc.

However, weapons carried by the attacking 'Mech that cannot be seen from the target's point of view because they are concealed by water, buildings or hills cannot be used to attack the target. In other words, the player making the attack must determine line of sight from the point of view of his own 'Mech, then determine what weapons he can use in the attack by looking at his own 'Mech from the point of view of the target. The exception to this condition is weapons that can be fired indirectly, such as LRMs and artillery. Those weapons can be used to attack but must be fired using the appropriate indirect fire rules.



If the Banshee in the photo above chose to return fire against the attacking 'Mech, the Banshee would not be able to use the weapons in its right arm, if it had any, because this location is blocked by terrain.

Range

The change in scale makes it necessary to convert weapon ranges in a similar fashion to the conversion used for movement. Multiply the maximum short, medium, and long ranges for all weapons by 2 to determine the table-top distances. For example, an Inner Sphere medium laser would have the following ranges: Short, up to 6 inches; Medium, up to 12 inches; Long, up to 18 inches.

When using miniatures, range is not measured from the center of a hex because it is often difficult to reach the center of a hex base; there are often parts of the miniature in the way. Instead, measure range from the attacker's base to the target's

WEAPONS FIRE MODIFIERS TABLE: MINIATURES SUPPLEMENT

Range and Terrain

Minimum Range	+1 at minimum range, additional +1 per 2" less than minimum range
Light Woods	+1 per 2" intervening; +1 if target in Light Woods
Heavy Woods	+1 per 1" intervening; +2 if target in Heavy Woods

Target

Partial Cover	+1*
Movement	
less than 6"	0
at least 6"	+1
at least 10"	+2
at least 14"	+3
at least 20"	+4
Jumped	+1 additional

* Partial cover affects the Hit Location roll; see p. 15

base, using the shortest distance between the two edges. If the target is a building, measure to the part of the building closest to the attacker. If the target is woods or a point on the ground (as for a minefield), the closest point on the template must be targeted. Note that if the distance is even a fraction of an inch greater than the maximum distance for a range, then the next higher range applies.

To-Hit Modifiers

Use standard to-hit modifiers except for woods. Woods modifiers can be applied differently if the players are using woods templates or if they are using woods models for trees.

If using templates to represent wooded areas, apply a +1 modifier to the to-hit roll for each 2 full inches of light woods intervening, and +1 for each 1 full inch of heavy woods intervening. If the target's base overlaps a woods template, it is considered to be in that woods, and the modifier for occupying woods applies.

If using individual tree models to represent trees, woods effects can be determined a bit more realistically. Looking at the target miniature from the attacking unit's point of view, if almost all the target is visible, apply a +1 modifier. If up to half the target miniature is covered by trees, apply a +2 modifier. If more than half the unit is covered by trees, but the target is still visible (i.e. there is LOS), apply a +3 modifier.

Use the Weapons Fire Modifiers Table: Miniatures Supplement above to determine the to-hit modifiers for the target's movement. Use only the single highest modifier that applies, plus the jumping modifier if applicable.



In the photo above, the Tai-sho is equipped with an ER PPC in each arm and an Ultra Autocannon 10 in the torso. Its torso is twisted to the right and has two possible targets. The red dice denotes the direction the torso is twisted to face. The Supernova falls in the Tai-sho right arm arc, so only the right arm ER PPC can be fired at it. The target is 6 inches away, short range for an inner sphere ER PPC.

The elemental battle armor are in the front arc of the Tai-sho. This means all of the Tai-sho's weapons can be fired at the elementals, 5 inches away. Firing at the elementals will get a +1 modifier because they are a battle armor unit. If the controlling player chose to fire at both targets and the elementals are the primary target this would apply a +2 modifier to hit the Supernova with its right arm ER PPC due to it being a secondary target in its side arc. If the controlling player chooses the Supernova as its primary target and the elementals as a secondary target this would give the elementals an additional +1 for being a secondary target in a forward arc for a total of a +2 modifier to hit. The controlling player has a tough decision to make, two deadly enemies are closing and if it splits fire and fires all weapons it will go up 8 on the heat scale. The controlling player can look at the bright side, no minimum ranges or woods to worry about!

Attack Direction

Determine the direction of attack normally, substituting the target's base for its hex. Using a straightedge, find the hexside crossed to determine the side on which the unit takes the damage.

If the straightedge crosses the intersection between two sides, the target chooses which side takes the hit.

Physical Attacks

A unit may only make a physical attack if its base is touching the base of the target unit, and only if the target is in the proper firing arc. In all cases, the bases of units displaced because of physical attacks remain touching the base of their attacker, and both units are moved to reflect the displacement.

BattleMechs that are successfully pushed move 2 inches in the direction of the push.

An attacker can only carry out a charging or death from above (DFA) attack if the attacking unit has sufficient MP to occupy its target's location. If the charge or DFA is unsuccessful, the attacker is displaced as usual, but the bases of the two units continue to touch. If the charge or DFA is successful, the attacker occupies the defender's location and the defender is displaced in the direction of the attack, but the two bases remain in contact.

ARTILLERY

If using off-board artillery, note its target location by writing down the number of inches from each side of a designated corner of the table the round is to land. In other words, use the edges of the table as the axes of a standard X,Y graph.

Determine scatter by centering a blank hex base on the intended impact point and using the Scatter Diagram in the rules for targeting artillery (see p. 75, BMR). Multiply the number of hexes scattered by 2 to determine by how many inches the round goes astray.

In the standard *BattleTech* game, artillery fire attacks units in the impact hex and in adjacent hexes. Use the Artillery Damage Radius Table to convert this rule for miniatures play. Units within the stated ranges take the points of damage indicated. Determine attack direction from the impact location of the round.

For ease of play, players may consider creating round templates from light card-board, with a hole in the center for ease of placement over the impact site that will quickly and easily show which units fall under the artillery barrage.

Weapon	Distance from Impact Point	
	up to 1 inch	up to 3 inches
Sniper	10	5
Long Tom	20	10
Thumper	5	2
Arrow IV	20	10

FACTIONS

Though the preceding rules provide players all the tools they need to play *BattleTech* as a table-top miniatures game, it is the cool miniatures, painted up in a player's favorite faction that truly brings this type of gaming to life.

With that in mind, the following pages are a sampling of various miniatures painted in the hallmark colors of the most famous line regiments that make up a faction's military. With these pages as inspiration, and the *Painting Miniatures* section beginning on p. 64 as a guide, any interested player will soon be bringing his own table-top games to life, fielding units from his faction's regiments.

DRACONIS COMBINE



CSR-V12M Corsair,
Fifty-third Vegan Lancers



Ontos Heavy Tanks,
First Amphigean Light Assault Group



CMA-1S Chimera,
Third Dieron Regulars



HTM-28T Hatamoto-Chi Shin,
Izanagi Warriors



DRG-5K Dragon,
First Ghost Regiment



Kanazuchi battle armor,
Third Benjamin Regulars



Mad Cat Mk II,
First Genyosha



Ryoken (custom),
Seventh Sword of Light



TDR-9M Thunderbolt,
Nekoryu Keshik Cluster
(Cian Nova Cat)



TSH-7S Tai-sho,
Ryuken-yon



FLC-8R Falconer,
First Federated Suns Lancers



SGT-8R Sagittaire,
First Robinson Rangers



CTS-6Y Cestus,
Alcyone Capellan March Militia



HSN-7D Hellspawn,
First Davion Guards RCT



ENF-6M Enforcer III,
Fourth Deneb Light Cavalry RCT



JMS-D3 JagerMech III,
Eighth Crucis Lancers RCT



TLR1-0 Templar,
Eighth Syrtis Fusiliers RCT



TNS-4S Thanatos,
First Kestrel Grenadiers



EMP-6A Emperor,
Third McCarron's Armored Cavalry



TSG-9H TI Ts'ang,
Sung's Rangers



SNK-1V Snake,
House Dal Da Chi



SYU-2B Sha Yu,
Red Lancers



MS1-0 Men Shen,
Death Commandos



LHU-2B Leo Hu,
House Hirtsu



JN-68A Jingga,
First St. Ives Lancers



PXH-4L Phoenix Hawk,
House Hirtsu



LCT-5M Locust,
Blackwind Lancers
[Free Capella]



Achileus battle armor,
First Free Worlds Guards



GRN-D-01 Grand Crusader,
Atrean Dragoons



Longinus battle armor,
First Sirian Lancers



T-IT-N10M Grand Titan,
First Knights of the Inner Sphere



HRC-LS-9000 Hercules,
Eighth Orloff Grenadiers



TR1 Wraith,
Second Marik Militia



FNR-5 Fafnir,
First Royal Guards RC



Typhoon Urban Assault Vehicle,
Fourth Lyran Regulars



HA1-O Hauptman,
Third Donegal Guards RCT



BNC-6S Banshee,
Sixth Lyran Guards RCT



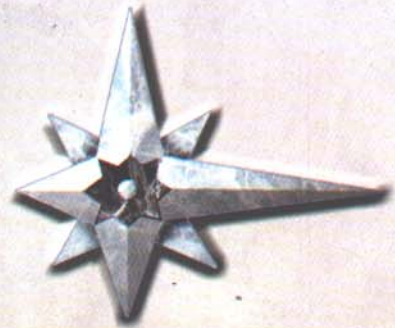
Fenrir battle armor,
Third Lyran Guards RCT



CTS-6Y Cestus,
Aleksyevka TTM



FNR-5 Fafnir,
First Skye Jaegers



Purifier Adaptive battle armor,
Third Division
[Word of Blake]



PLG-3Z Pillager,
Black Watch
[Star League Defense Force]



Inner Sphere battle armor,
Second Kavalleri
[Free Rasalhague Republic]



VKG-2F Viking,
Third Drakens
[Free Rasalhague Republic]



BEO-12 Beowulf,
First Tyr
[Free Rasalhague Republic]



INI-02 Initiate,
Tenth Division
[Word of Blake]



Nova Cat,
First Garrison Cluster
[Clan Nova Cat]



LGC-01 Legacy,
Fifth Division
[Word of Blake]



TYM-1A Toyama,
First Division
[Word of Blake]



RJN101-A Rajin,
222nd Division
[ComStar]



ST-8A Shootist,
472nd Division
[ComStar]

PERIPHERY



F-100 Riever,
First Alliance Air Wing
[Outworlds Alliance]



GHR-5H Grasshopper,
Third Canopian Fusiliers
[Magistracy of Canopus]



Hunchback (custom),
Calderon's Commando
[Pirate]



TBT-7M Trebuchet,
Hyades Light Infantry
[Taurian Concordant]



COM-5S Commando,
Second Canopian Light Horse
[Magistracy of Canopus]



Awesome (custom),
New Belt Pirates
[Pirate]



MHL-X1 Marshal,
First Fronc Cuirassiers
[Fronc Reaches]



DRT-3S Dart,
III Legio Limitanei
[Marian Hegemony]



NSR-9J *Nightstar*,
First Kell Hounds
[Kell Hounds]



Gray Death Scout battle armor,
1894th Light Horse
[Blue Star Irregulars]



AS7-K *Atlas*,
Northwind Hussars
[Northwind Highlanders]



WR-DG-02FC *War Dog*,
One Eyed Jacks



STY-3C *Starslayer*,
Wilson Hussars



Behemoth (Stone Rhino),
Twenty-second PGC



Turkina,
Third Battle Cluster



Dalshi (Dire Wolf),
Third Falcon Talon Cluster



Hellfire,
Lambda Solahma Cluster



Kraken (Bane),
Seventh Talon Cluster



Puma (Addor),
First Falcon Striker Cluster



Matador,
First Falcon Dragoons



Loki (Hellbringer),
Seventh Talon Cluster

CLAN WOLF



*Masakari (Warhawk),
Silver Keshik*



*Arctic Wolf,
Second Wolf Guardian Cluster
[Wolf (in-Exile)]*



*Oro Heavy Tank,
Sixth Wolf Regulars*



*Fennis (Ice Ferret),
103rd Striker Cluster*



*Linebacker,
Gamma Galaxy Command Trinary*



*Orion IIC,
Theta Galaxy Command Bina*



Grizzly,
The Shrril Keshik



Dasher (Fire Moth),
Fifth Bear Guards



Elemental battle armor,
First Claw



Supernova,
Twenty-third PGC



Gladiator (Executioner),
The Ourse Keshik



Mad Cat (Timber Wolf),
First Bear Guards

WARDEN CLANS



*Canis,
Silver Keshik
[Coyote]*



*Battle Cobra,
Fory-fifth Cobra Grenadiers
[Cloud Cobra]*



*Snow Fox,
Ninth Raven Striker Cluster
[Snow Raven]*



*Highlander IIC,
Twelfth Battle Cluster
[Coyote]*



*Kingfisher,
Ninth Viper Guards
[Steel Viper]*



*Thresher,
Lambda Spina Command Cluster
[Diamond Shark]*



*Undine battle armor,
Twenty-second Scorpion Uhians
[Goliath Scorpion]*

CRUSADER CLANS



*Black Hawk (Nova),
Adder Quasar Keshik
[Star Adder]*



*Salamander battle armor,
Kindraa Salnze
[Fire Mandrill]*



*Hellion,
Lithe Kill Keshik
[Ice Hellion]*



*Centaur ProtoMech,
Sixty-seventh BattleMech Cluster
[Hell's Horses]*



*Predator,
Kindraa Mick-Kreese
[Fire Mandrill]*



*Stooping Hawk,
Blood Guard Keshik
[Blood Spirit]*

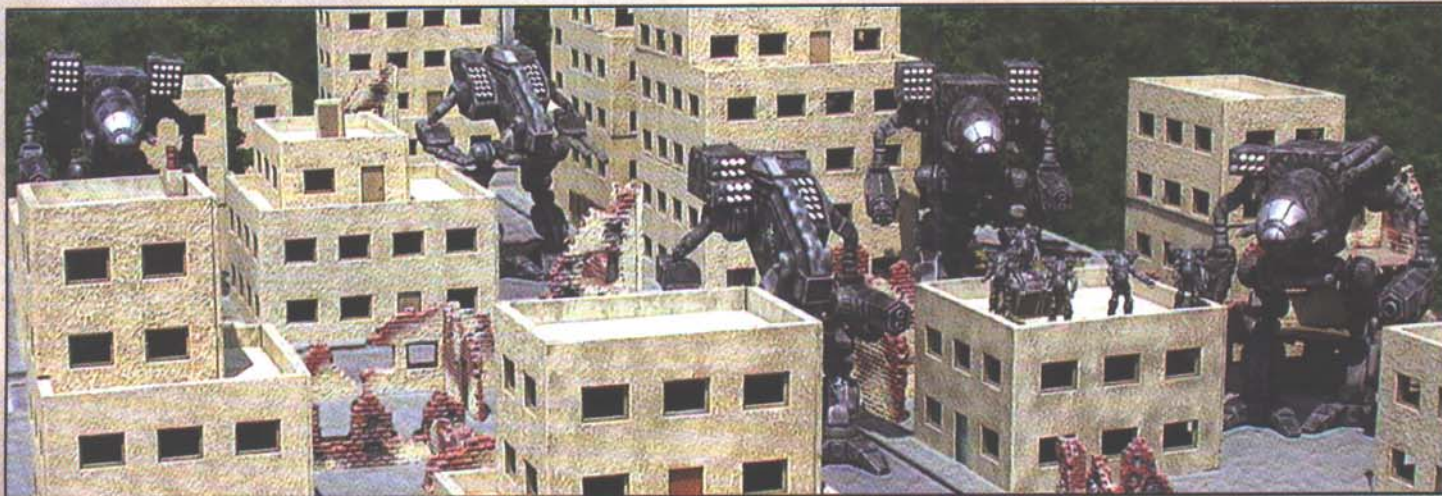


*Bowman,
Alpha Galaxy Command
[Hell's Horses]*



*Blood Asp,
Fifth Assault Cluster
[Star Adder]*

LARGE-SIZED BATTLETECH MINIATURES RULES



A Star of Ghost Bear Mad Cats and Vultures, along with Elementals, has no choice but to follow the enemy forces into the city.

Armorcast sells a line of 28mm *Classic BattleTech* resin figures that are five times the size of *Classic BattleTech* miniatures produced by Iron Wind Metals and are scaled to fit with 28mm infantry figures. Though most players will simply paint these fully-articulated, magnificently over-sized figures and display them as their most prized trophy on the shelf, many players will want to actually field them in a miniatures game. With that in mind, these *Large-Sized BattleTech Rules* have been provided. However, due to the sheer size-scale difference, a few minor changes have been made to facilitate game play.

Except where specifically noted below, all the rules for standard miniatures play as presented on pages 9 - 17 are in effect.



A Second Sword of Light Atlas faces off against a Mad Cat and Vulture of the Ghost Bears 283rd Battle Cluster on Garstedt.

SCALE

In these rules, 1 hex = 4 inches.

DEPLOYMENT

Once the scenario has been chosen and play is about to begin, each side rolls 2D6. The side with the highest die roll result chooses whether to set up first and move first or set up second and move second.

TURN SEQUENCE

Due to the size of the Armorcast models and the resulting small forces fielded, these rules are designed for only two sides. If players wish to use these rules with more than two sides to a battle, they will need to modify the turn sequence accordingly.

The turn sequence is modified as follows for these rules.

- Side A moves
- Side A shoots/performs physical attacks
- Side B moves
- Side B shoots/performs physical attacks

MOVEMENT

The following rules govern unit movement in *Large-Sized BattleTech Rules*.

BATTLEMECHS

BattleMechs must move in a straight line in the direction their legs are facing. If they need to change direction during their movement, each turn of up to 45 degrees costs 4" of their movement. This 4" does not count as movement for speed modifiers.



A 283rd Battle Cluster Mad Cat of Clan Ghost Bear moves to repulse the raiding Second Sword of Light.

After making a turn, BattleMechs moving at Run speed must move 4" in a straight line in the new direction before making another turn.

BattleMechs can step over objects as tall as their knees without expending any additional MPs, but may not step over objects that are taller than the BattleMech's knee.

Jumping BattleMechs lose movement equal to half the height of the object they jump onto or over.

VEHICLES

Vehicles moving at Flank speed must move 4" in a straight line before making a turn.

COMBAT

The following rules govern unit combat in *Large-Sized BattleTech Rules*.

BATTLEMECH LOS

LOS from BattleMech weapons is determined from the pivot point of the weapon as this is where the targeting devices are mounted.



BATTLEMECH FIRE ARCS

BattleMech weapons have a 90 degree front fire arc. Fire arcs are measured from the pivot point (weapon pivot pin) of the weapon.

BATTLEMECH RANGES

Ranges to and from BattleMechs are measured from the feet of the BattleMech, not the tips of the guns.

BUILDINGS

If Buildings are in use, the following rule applies.

MOVEMENT

Only BattleMechs with a tonnage twice (or more) of the CF of a building can move into the building (see the Building Movement Cost Table). Basement rules are in effect if buildings are used.

BUILDING MOVEMENT COST TABLE

Light	8"
Medium	12"
Heavy	16"
Hardened	20"
Rubble	8"

These totals are subtracted from the BattleMech/vehicle's total movement in the turn



The Sword of Light Atlas pilot challenges an entire Ghost Bear Star to honorable, glorious one on one combat.



A superb warrior, the Atlas pilot dispatches the Mad Cat with a fusillade of weapons fire to the cockpit.



Having already dispatched two Ghost Bear warriors, the valliant Combine MechWarrior prepares to battle a third.

SHADES

Where does one go to give up?

It was a question my great-grandfather always asked me whenever I doubted the return of our family lands, our hereditary title and our honor. I heard it so often I grew to loathe the question. It set my blood boiling and teeth on edge, and I invented any number of answers which I never quite had the courage to give.

Not only did the question prod me with his gentle rebuke, it reminded me of father's death and mother's forced collaboration with the families who had ruined us. That's when I realized one day that I didn't have to go anywhere. I only had to sit back and do nothing.

That is often the hardest thing.

* * *

Governor Whitman's stormtroopers did not give up easily.

Paired Demons chased at the heels of my *Spider*, often splitting apart in an attempt to hedge me in one against the other. Alarms chirped and wailed through the tight confines of my cockpit. The piercing sound stabbing cold knives through my eardrums, even though I wore a heavy, old-fashioned neurohelmet and had stuffed cotton in my ears on this outing. Working the BattleMech's footpedals into a sharp turn, I twisted in my seat, throwing my balance behind the new direction. One set of audio warnings died out as my maneuver broke the tank's targeting lock, but too soon the other latched on and I winced and did the whole thing over again.

They knew I had no time to stop and deal with them, not with an SM1 Destroyer pulling up from behind and two Saxon infantry carriers on either side, waiting for me to give them a chance to deploy. Mobility was my best defense. Two medium lasers were my best offense, but the Demons were well armored and my targeting system was on the fritz again.

"Give it up, *Spider*. You've got nowhere to go."

I did have somewhere to go, actually. I was just having a harder time getting there than I first supposed.

The Ashentines loomed in the distance, an offshoot of New Home's Great Spine Mountains and my rumored base of operations. It was still two hours run—just under three hundred kilometers—ahead. I had allowed the Demons to chase me up onto the Ceruman Plateau, always one jump ahead of their lasers. Now I bent our path toward the Graveyard which lay just the other side of the Sonaaker River.

One Demon slashed in at my left side, lasers stabbing at me with short, scarlet beams. It missed with both.

My first center-mounted medium pulse laser tracked in to sting a dozen red-tinged welts down the Demon's side armor. The second one, cut a stripe of hard rubber off the tank's rear tire but really failed to do much more than give the tank crew a rougher ride.

The Demon swerved away hard, but quickly took up the chase again. Its partner was making a pass across my backside, looking for the *Spider's* paper-thin armor.

Close enough, I decided, and then slammed down on both pedals.

White-hot plasma in the *Spider's* jump jet reaction chambers vented out the back of the *Spider's* chest and legs, lifting my thirty-ton machine up on pillars of golden fire. Taking advantage of the aerodyne wings built into the shoulder line of my BattleMech, I powered up into a long, arcing glide that sailed me over the Sonaaker and onto the borders of the Graveyard. I landed in a crouch, absorbing a great deal of the impact with my 'Mech's leg actuators. The rest I absorbed with my spine, slamming into the base of the command couch.

The Sonaaker River would not hold the Demons off—too shallow and slow during the summer months—but it gave them pause while waiting for the militia hovercraft to catch up. I took the extra seconds to jump again, this time landing out in the middle of the Graveyard and immediately dropping prone among the rusting corpses and scavenged titanium bones of a war that had long since passed into the history texts.

It truly was a Graveyard, with bodies and headstones both. This was where the Word of Blake made their last stand on New Home back in '71. The bodies were fallen BattleMechs, left here after the Jihad as a morose monument to the destructive stupidity of war. Overturned vehicles piles of scrap dumped here during the cleanup of our major cities formed their headstones, and no epitaphs were needed. Devlin Stone himself ordered it all abandoned where it was, not to be salvaged or touched. Six decades of weather and neglect had done the rest. Well, not counting my recent modifications.

"Not this time, *Spider*. Governor Whitman's put a bounty on your head so large we can retire."

Amazing what a little isolation can do to a planet. One man takes up the reins of the family's carefully-hoarded BattleMech, in defiance of everything. The other can't spend money out of the Republic's coffers fast enough to stop him.

All right, so there was more than just Clarence Whitman on the other side.

The Saxons arrived first, spilling out two squads of Gnome battlesuit infantry. Not good. The Gnomes were slow but tough. Even more worrisome was the SM1 Destroyer and its ultra-class assault autocannon, which would cut my *Spider* in half in about the length of time it takes me to describe it. The SM1 glided up on lift fans in the company of both Demons. All three tanks wove their way into the border of the Graveyard before slowing, obviously worried about sacrificing their mobility in order to reach me. With the dead iron cluttering up magnetic resonance imaging and returning ghost images on most other targeting bands, they would have to be right on top of me or have a good mind for eyeball-targeting so long as I stayed down. They looked to be having second thoughts.

Propping up on one arm, I used my lasers to snipe at the SM1. I managed one hit, splashing drops of molten armor over its lift skirt.

That decided them. The SM1 bulled into the Graveyard, followed by both Demons and the Gnome infantry.

I waited until they were halfway to me, close enough for the SM1 to think about his autocannon, and then transmitted my signal. Ruby darts chewed at one of the Demons. Fat-bodied SRMs arced out of old vehicle husks, blowing up scrap and blasting a few Gnome positions. Heads popped up, squeezed off shots from laser rifles, then ducked back into the Graveyard again to move to a new location.

All right, so there were more than just me on this side.

Suddenly, Whitman's forces had no idea where to turn. They could try to negotiate the maze of rusted hulks and piled junk to come after me, but I could move at will. And there were also my Fox Armored Car and a 701 Joust to consider. Those vehicles, planted along with some peasant infantry just this morning, had scrap iron and old beams welded to their sides. I watched as the Joust splashed half a ton of armor off the side of the SM1, then repositioned itself and shut down again, looking like any of a dozen identical junk piles to the naked eye. And like I said, out here among the Graveyard's sensor-cluttering litter, the naked eye and a good mind for range was all you had to work with.

"Spider to Rabbit-Two," I spoke through my neurohelmet's voice-activated mic. "Pop up in three... two... wait for it.... Go!"

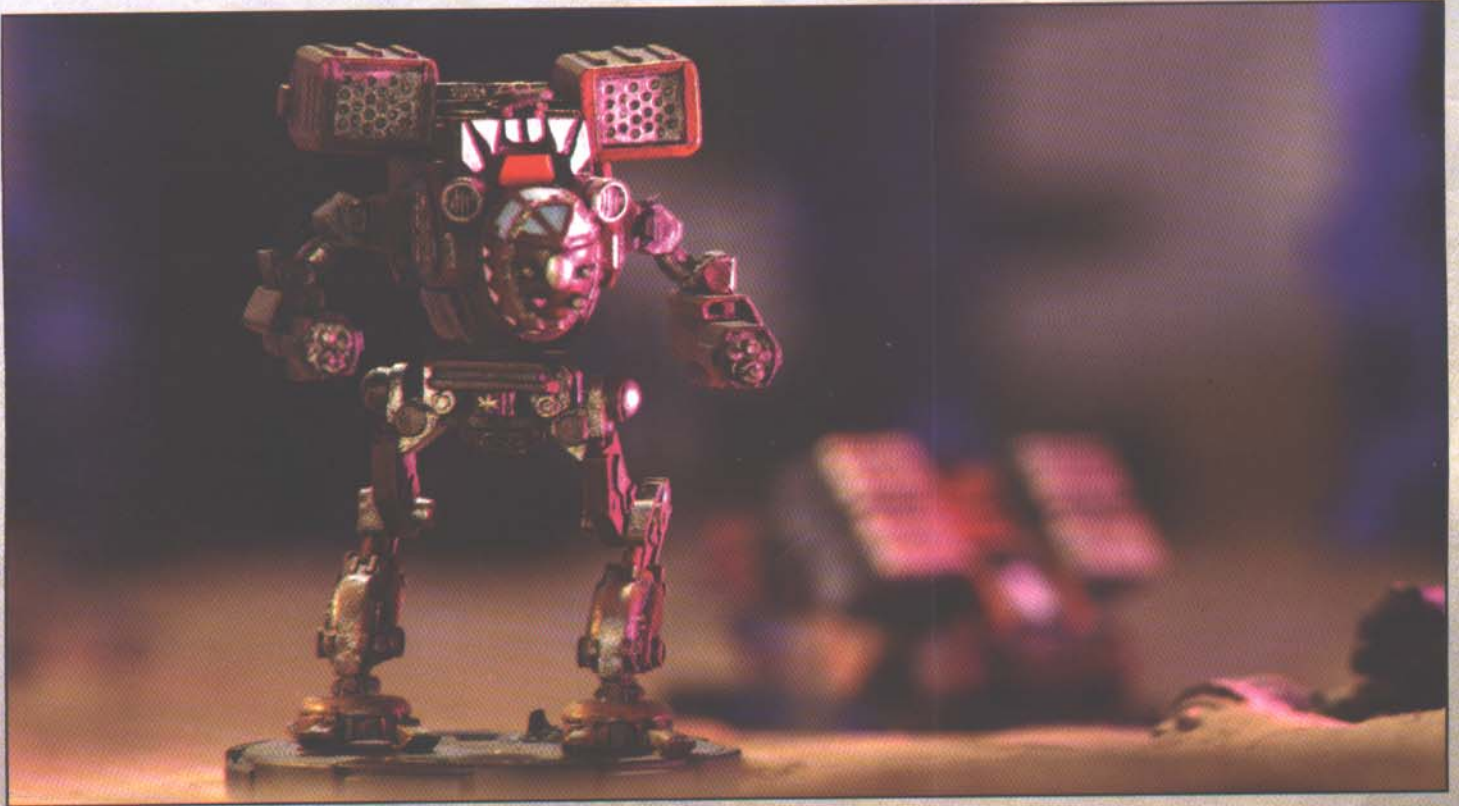
The Joust and Fox powered up again and rolled forward, concentrating their fire on the lead Demon. The bulk of my infantry pinned the Gnomes down with shoulder-mounted SRM launchers and Magna laser rifles, although the Gnomes quickly rallied with their own lasers and SRM streak-packs. I even got to add some extra misery to the besieged Demon. I avoided the SM1, which was suddenly alive with my rabbit-holed infantry. They had been waiting their chance to try and take the 'Mech-killer down, with an eye to adding it to our own small but deadly force.

Four light machine guns dealt with about half of the suicide squad, cutting them down into blood-spattered corpses, but that didn't stop them all. The SM1 tried to disengage and make a run for the edge of the Graveyard, but within a few more seconds my followers had the main crew hatch off and had dropped an anti-personnel thunderclap grenade inside. After an unhealthy muted thump, all that remained was helping the unconscious crew on their way and taking control of the vehicle.

The Demons weren't about to stand up to this kind of abuse, especially with their own Destroyer turning against them. They raced for the edge of the Graveyard, leaving the Gnomes to follow or be left behind. The infantry chose the better part of valor, Whitman's offer of a bandit's ransom notwithstanding.

I brought my *Spider* back to its feet and watched as the militia retreated. Everyone stood by now and waited, knowing what was coming as I searched for a large patch of mostly-intact armor somewhere near the battlefield's edge. Somewhere visible. Using one of my lasers for a crude stylus, I cut a stylized "S" into the make-do sign. An "S" for the *Spider*. An "S" for Shienzè.





Kendrick Fetladral of the Steel Wolves, in his Mad Cat III, challenges any warrior brave enough to face him.



Janis Nova Cat effortlessly pilots her Spirit Cat Arbaeast.



A Spirit Cat modified IndustrialMech is about to graphically demonstrate what its rock-cutter can do to vehicular armor.



A modified Spirit Cat MiningMech catches a Highlander Spider off guard.



Jaqueline Tadaka of the Swordsworn readies her Legionnaire's Rotary autocannon.



A Highlander Spider momentarily goes to ground among the blasted buildings in a war-torn city.

MECHWARRIOR™ DARK AGE

It is the 32nd century. After decades of peace and prosperity, interstellar communication breaks down and wars and rumors of war sweep through the universe. As ancient hatreds and rivalries rear their ugly heads, people who have only known war through history books are suddenly thrust into the dark maelstrom of combat. Some fight for king and country, others for greed and power, others for love—all will struggle to defeat those who would see them destroyed, while protecting the only homes they have known.

Welcome to *MechWarrior: Dark Age*.

INTRODUCTION

As with *Classic BattleTech*, the *MechWarrior: Dark Age* game system published by WizKids Games LLC takes you into the world of the 32nd century, where war has once again become a way of life and various local factions declare for the vast star empires that wage war for control of the known universe.

Just like the various other game systems set in the *BattleTech* universe that FASA Corporation published over the years—such as *Succession Wars*, *BattleForce*, *BattleForce 2*, and *BattleTroops*—this game system is not compatible with the original *BattleTech* system, nor is it meant to replace it. Instead, it is simply a new and exciting game system set in the *BattleTech* universe. Those previous games, however, dealt with various levels of combat above and below the “tactical” level used by *BattleTech*. *MechWarrior: Dark Age* not only uses the same tactical level, but it also presents many new types of BattleMechs, vehicles, battle armor and other units that have been developed and fielded in the last sixty-five years of universe time. As such, for those who are excited to play with these new units and to experience the sheer size of them on the gaming table but who also want to continue to use the table-top miniatures rules they have always used, this section has been provided.

To The Future provides a very brief timeline that connects the current setting of the *BattleTech* universe with that presented sixty-five years later in *MechWarrior: Dark Age*. The *New Universe* section provides some background and additional history for the new universe setting. The *Republic of the Sphere* details the star empire where *MechWarrior: Dark Age* is set, while the *Factions* section details the six initial factions that are available in the game.

Note: It is important to note that the record sheets for the new units introduced in *MechWarrior: Dark Age* are not found in this product. Those record sheets can be found in the *Classic BattleTech Record Sheets: MechWarrior Dark Age I*, published by FanPro LLC.

TO THE FUTURE

MechWarrior: Dark Age is set in 3132, 65 years after the current *Classic BattleTech* timeline. To provide players with a quick understanding of how we get from here to there, the following brief timeline of events begins approximately at the current *Classic BattleTech* time and moves forward with the most significant events.

3067

At the end of the FedCom Civil War, the various leaders of the Inner Sphere realize the new Star League was simply a political maneuver to be used against the Clans, and subsequently dissolve the League. Almost immediately the Word of Blake zealots—a reactionary splinter group from ComStar—unleash a jihad against the entire Inner Sphere. Using resources they've skimmed from the Free Worlds League for years to build up a mighty secret army—along with covertly hired mercenary units, clandestine operations, assassinations and more—they flood the Inner Sphere HPG network. Additionally, with agents planted years before, they manipulate House and Clan communications, causing enough havoc to effectively launch their holy war. With the Word of Blake out to destroy their opponents (as opposed to the traditional goal of simply taking territory) coupled with the inability to trust their own intelligence, the leaders of the various factions are thrown into complete chaos, allowing the Blakists to slowly gain ground.

3071–3078

After long years of war, a hero arises from the ashes and decrees a new order. Devlin Stone rises to prominence as a leader of the people. He slowly builds an army and pushes back against the Word of Blake. With each new success more warriors flock to his banner, speeding victory and final triumph as his stature grows to mythological proportions among the general populace.

3081

Under the guidance of Devlin Stone, The Republic of The Sphere is born. Problems arise, however, in that although defacto control of the worlds exists—Stone has a huge army, the Houses are weakened by having just survived a over a decade of brutal war and many citizens of the Houses view Stone as a hero—the House Lords remain unpredictable in their reactions, with most attempting to negotiate which worlds along the borders will and will not become part of The Republic.

House Liao refuses to participate or cede worlds. The FWL has multiple delegations that demand to be seated, creating chaos and confusion, with each one willing to give away worlds

they do not own. Ultimately, the FWL factions are too weak to hold the worlds demanded by The Republic and too interested in fighting each other to oppose The Republic's acquisition of those worlds.

MAP OF THE INNER SPHERE AND NEARBY PERIPHERY POWERS

3085

Though officially formed in 3081, it is not until 3085 that all but House Liao formally acknowledge The Republic's formation, sending ambassadorial delegations to Terra. The worlds in Liao space that fall within The Republic's umbrella cite their past independence (Chaos Marches, pre and post) as reason to leave the Capellan Confederation and join The Republic. House Liao does not relinquish rights to them, however, and often rattles sabers suggesting The Republic invaders will be forced out.

During this same period, 3085–3093, the Draconis Combine has renewed trouble with reactionary elements within the Combine who protest the loss of worlds, but are eventually put down.

3095–3113

Republic forces are called upon to fight on the borders with the Capellan Confederation and the Free Worlds League. The FWL battles involve repulsing liberating attacks promulgated by political leaders who try to increase their power by showing they will stand up to invaders. These attacks are dealt with shortly and sharply. Stone threatens to run Republic troops into the FWL to create a buffer zone of worlds, and this backs the FWL politicians off.

House Liao approaches the problem differently. Starting in 3104, they engage in revolutionary and terrorist activities within Republic worlds which they once possessed. They strike primarily at traitors who ceded the worlds, since this also terrorizes local leaders on the border who have been considering a petition to The Republic to join up.

In 3111 a Capellan Confederation Warrior House regiment lands on Liao in an attempt to liberate the world, but ends up razing the DropPort and most of the city to the ground—tens of thousands die.

Horrified at such barbarism, The Republic "takes the gloves off." Stone sends in his heaviest units to put down the Liao insurrections in Prefecture V. Unwilling to back away, House Liao counters with a massive push of front-line units across the border.

In early 3113 the House Liao forces in The Republic are utterly beaten and forced back into the Confederation. As with the Free Worlds League, the Republic threatens to invade and create a buffer, forcing the Chancellor to sue for peace.

3130

Devlin Stone announces his withdrawal from public life. He swears that he will return if The Republic, or the rest of the Inner Sphere, ever needs him—then he vanishes.



Map compiled by COMSTAR.
From information provided by the COMSTAR EXPLORER CORPS
and the STAR LEAGUE ARCHIVES on Terra.
© 3130 COMSTAR CARTOGRAPHIC CORPS

3132

Hyperpulse Generator Alpha Stations around the Republic and throughout the Inner Sphere suffer attack from without and sabotage from within, effectively ending interstellar communications for 80% of all populated worlds. No group takes responsibility; no clues point to a single perpetrator. Tensions heighten between political and social factions, each suspecting the others of responsibility for the communications breakdown. Fighting breaks out as social pressures reach critical mass. To compensate for the rarity of military-grade BattleMechs, many groups and governments mount IndustrialMechs with weaponry and use these machines in combat. A new battle for control begins, threatening the very existence of The Republic of the Sphere.

A new MechWarrior era has begun....

THE NEW UNIVERSE

Both the Great Houses and the Clans have survived for centuries. As such, a mere sixty-five years can not see them undone. Almost all of the factions present in *BattleTech* still exist in *MechWarrior: Dark Age*, though there have been a few surprises introduced.

The most significant change, obviously, was the formation of The Republic of the Sphere in 3081. The following section provides a little more information about the formation of the Sphere and what the setting is like for *MechWarrior: Dark Age*. A full-page map is also provided, showing the boundaries of The



RASALHAGUE DOMINION

The Rasalhague Dominion is the first true integration of a Clan and Inner Sphere faction, uniting the Ghost Bear Dominion with the Free Rasalhague Republic.



RAVEN ALLIANCE

The Raven Alliance is a union of military and political expediency that combines the strange bedfellows of the Machiavellian Clan Snow Raven to the Amish-like Outworlds Alliance.



CLAN SEA FOX

Clan Sea Fox roams the Inner Sphere looking for opportunities; they reverted from Clan Diamond Shark to their original name upon making their transition to the Inner Sphere.

Republic, as well as providing a thumbnail map that shows it in comparison to the rest of the Inner Sphere.

THE REPUBLIC OF THE SPHERE

The Republic of the Sphere—usually shortened to The Republic—was formed by Devlin Stone following the final defeat of the Word of Blake forces. With a huge coalition force, along with tens of thousands of ordinary citizens, loyal to him and his new ideals, he announced to the House leaders that he would form a new realm, taking control of all planets within 120 light-years of Terra (Earth).

Devlin Stone understood that the greatest key to erasing the cultural differences that had led to centuries of war would be to mix the populations on the worlds of his new Republic. However, he was fully aware that the mass deportation and importation of people was simply impossible on planetary scales. Instead, he instituted numerous programs that gave both monetary and political incentives for people to relocate. This caused a small but significant amount of population relocation throughout The Republic.

With the factories of war quickly retooled for a peacetime market, The Republic's economy boomed. As population unrest surged in the various Houses and Clans, they were forced to follow suit, paring down their militaries in an effort to match The Republic's prosperity and appease the masses.

This all led to a "golden age" of peace and prosperity, where an entire generation grew up without knowing war. When the HPG communications grid goes silent, however, and ambitious people seek to gain power for themselves by whatever means necessary, this generation will find they must take up the plows that their grandparents fashioned from swords and turn them back to weapons once again.

FACTIONS

As the darkness of the communications black out falls across most of the Inner Sphere, wars and rumors of war abound. People are uncertain of the future and terrified of the present, leading many to fall back on old loyalties and hatreds for comfort.

In the midst of this crisis, people with true leadership find their way to the forefront. They shape their faction's goals on a local level as they direct the energies of their followers. Whether for Devlin Stone, a Clan, a Great House or themselves, these leaders will go down in history... though whether for good or evil has yet to be decided.

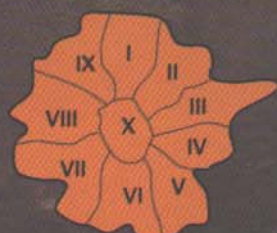
The core release of *MechWarrior: Dark Age*, is set in the two Prefectures of The Republic (the 23 worlds of Prefecture III and the 25 worlds of Prefecture IV), where six such factions have declared their loyalty to the larger Houses or Clans and vie for supremacy.

Note: Though the 'Mechs, vehicles, battle armor and standard infantry figures pictured on the following pages are correct, the actual paint schemes for the factions where they appear may not be.





PREFECTURES



THE REPUBLIC OF THE SPHERE

LEGEND



MAXIMUM JUMP APPROXIMATELY 30 LIGHT YEARS



DRAGON'S FURY

Katana Tormark was the Prefect of Prefecture III before the loss of communications. Because of her outstanding performance and prowess, she was offered the chance to become a Knight-Errant. To the shock of most, she turned it down. Her family was high-ranking Kurita nobility long before becoming part of Devlin Stone's movement—a career move that Katana feels was driven by her father's loyalty to Stone rather than his family's long-term interests. As such, she has never truly believed in The Republic, and her staunch Bushido upbringing meant that she could not accept such a post.

Tormark is an extremely aggressive samurai who sees an opportunity to build a new, unified House Kurita from the ashes of the failed Republic and what remains of the aged and enfeebled Kurita of the current day. In pursuit of this goal, she stepped down from her Prefect responsibilities in order to concentrate on her power base.

The Dragon's Fury fields the following three prominent units.



Amaterasu



Order of the Five Pillars



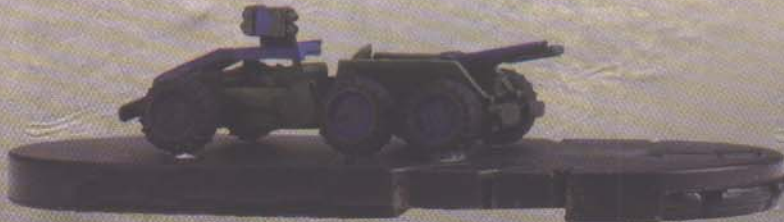
The Brotherhood



Peasant Company



Gnome Battle Armor



Shandra Scout Vehicle



M1 Marksman Tank



DI Schmitt Tank



AgroMech



Pack Hunter



Centurion



Jupiter



ForestryMech



SWORDESWORN

Duke Aaron Sandoval was content as Lord Governor of Prefecture IV. He ruled in the name of Devlin Stone, the man his father had taught him to revere above anyone. Upon Stone's sudden retirement and disappearance, however, he felt abandoned. Disillusionment soon set in, and stories his grandfather use to tell him about the great House Davion suddenly seemed very real. Furthermore, his bloodline has a direct link to the Sandovals, who have ruled a large area of House Davion for centuries; a desire to make a connection with the House of his forefathers burned within him.

With the apparent collapse of The Republic, the Duke is convinced that now is the time for action. He declares for House Davion, and plans on taking the rest of Prefecture IV with him.

The Swordsworn field the following three prominent units.



Davion Guards



Ghost Legion



Prince's Men



Hoverbike Squad



Cavalier Battle Armor



VV1 Ranger



MIT23 M.A.S.H. Vehicle



SM1 Tank Destroyer



BE701 Joust Tank

SWORNSWORN



AgroMech MOD



Spider



Panther



Legionnaire



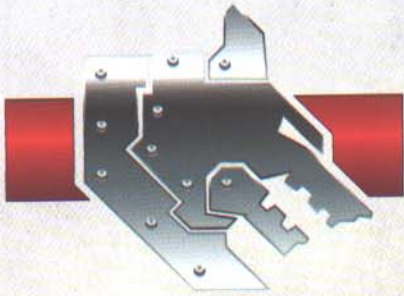
Atlas

STEEL WOLVES

Unlike many Clansmen, Kal Radick is a student of history. He despises what he and his brother Clansmen in The Republic have become, envisioning them as wolves that have been domesticated into Stone's lap dogs. In the past, he had to toe the line. Now, however, he believes his time has come.

Under the mighty Khan Vlad Ward decades ago, Clan Wolf was a glorious, ardent Crusader Clan, bent on conquering the Inner Sphere to reestablish the Star League. If he has any say, he and the Wolves at his command will return to those roots—even if the Star League they re-establish is only a Prefecture in size.

The Steel Wolves field the following three prominent units.



Wolfkin Keshik



Crusaders



Wolf Lancers



Standard Foot



Scimitar MKII



Condor Tank



JESII Strategic Missile Carrier



Behemoth II Tank



Koshi



Black Hawk



Mad Cat III



Tundra Wolf

HIGHLANDERS

Legate of Northwind before the current troubles, Countess Tara Campbell is horrified by how quickly the common people within Prefecture III have forgotten all that The Republic has done for their prosperity and protection. More, they seem to have forgotten Devlin Stone and the high ideals that he espoused. Her disgust is compounded ten-fold for the other leaders in the Prefecture, who should be an example, yet are letting their greed and avarice lead them astray.

Her dismay is acutely centered on ex-Prefect Katana Tormark, whom Tara has served under in the past and respected for years. When Katana was offered a Knightship but refused, Tara was torn between worship and horror. Though she has no real ambitions of her own, she's now convinced that only she can keep the Prefecture from decaying into anarchy, and steps up to fill Katana's shoes. She has called upon any and all who remain loyal to the memory of Devlin Stone and The Republic to stand against the falling darkness.

The Highlanders field the following three prominent units.



First Kearny



Northwind Fusiliers



Republican Guards



Purifier Battle Armor



Hauberk Battle Armor



JES Tactical Missile Carrier

HIGHLANDERS



MiningMech



MiningMech MOD



Hatchetman



Ryoken II

SPIRIT CATS

With the world he has known coming apart around him, Galaxy commander Kev Rosse knows only one thing: the Nova Cats must be protected. Nova Cat lore shows that his Clan does what it must to ensure its survival. Such was the case when some of the Cats joined The Republic, and such will be the case now.

Though he is torn by his divided loyalties to both The Republic and House Kurita, where the rest of the Nova Cats reside, he has had a vision that has shown him that neither of those Paths will allow his warriors to survive. Instead they must become Nova Cats again, not beholden to anyone but themselves and their own destiny. Furthermore, his vision has shown him a place they must find; locating this place will secure their survival. If that requires that he sunder all previous allegiances, then so be it. Through his visions and efforts, he will divine the Nova Cats path to survival.

The Spirit Cats field the following three prominent units.



Shiva Keshik



Purifiers



Omicron



Clan Battle Armor



Mobile HQ



Demon Medium Tank



ForestryMech MOD



Arbalest

BANNSON'S RAIDERS



Bannson is a pragmatist; he is convinced that Devlin Stone will never return and that The Republic Stone left behind is only interested in keeping power for itself. Additionally, he is the richest man in Prefecture IV—and almost the richest in The Republic—but his lack of noble blood has caused his ambitions to be thwarted time and again by other nobility and even the Senate, leaving him with a brooding bitterness. Now, with communications gone and others already making grabs for power, he can indulge his own thirst for power while paying back the nobility for all the slights (real or imagined) against him.

A charismatic leader, Bannson has roused the commoners to his cause and seduced many warriors, be they accomplished MechWarriors or street thugs, into following his lead and sending the Prefecture down a new path. He believes that if only the other factions would listen to him, they would realize he has the best intentions in mind; they would also see he is the only logical person to lead them to a better tomorrow. All of this is certainly aided by the exhaustive funds that he uses to grease the wheels wherever he goes.

The Bannson's Raiders are opportunists, veiling their greed for power behind a façade of helping the common man of the Rimward Prefecture. They field the following three prominent units.



The Scourge



Band of Five



Wyld's Jokers



Fox Armored Car



J1100 Recovery Vehicle



ConstructionMech



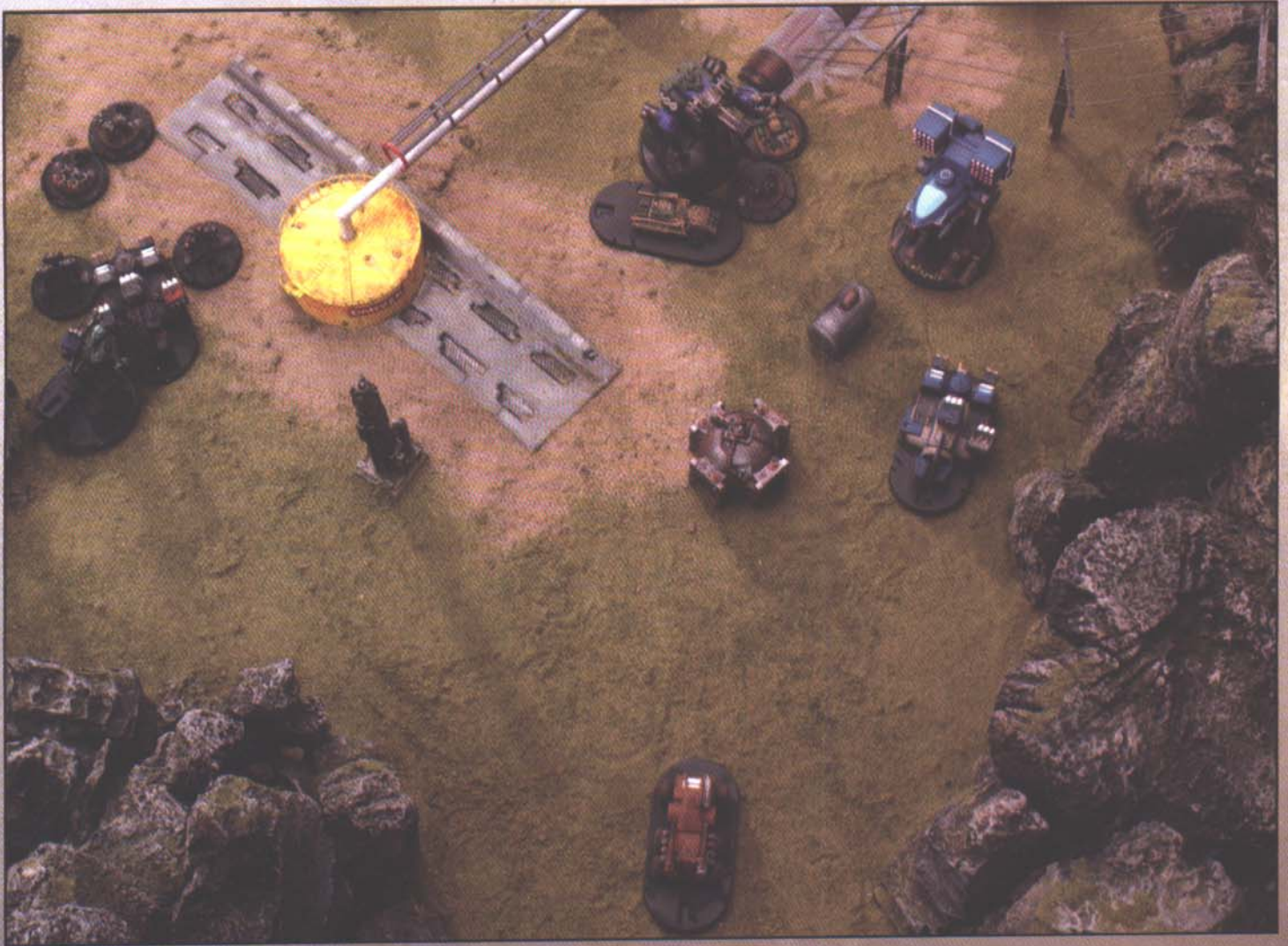
ConstructionMech MOD



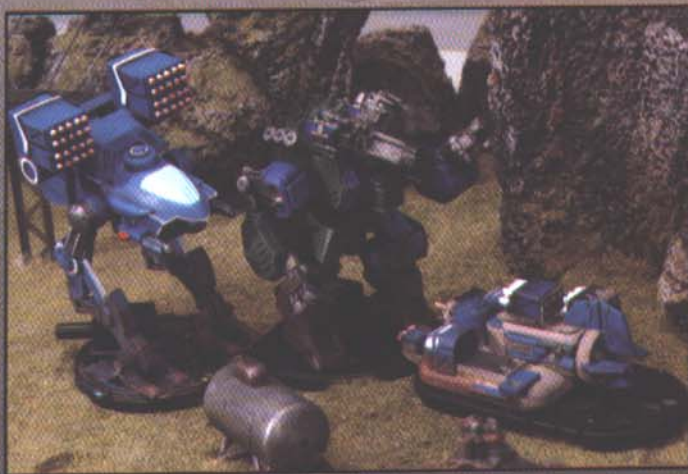
Firestarter



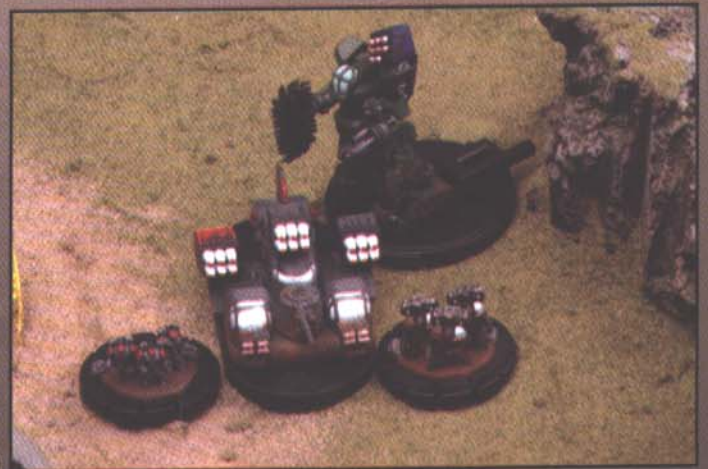
Catapult



A Swordsworn force is under attack from a Bannson's Raiders contingent.



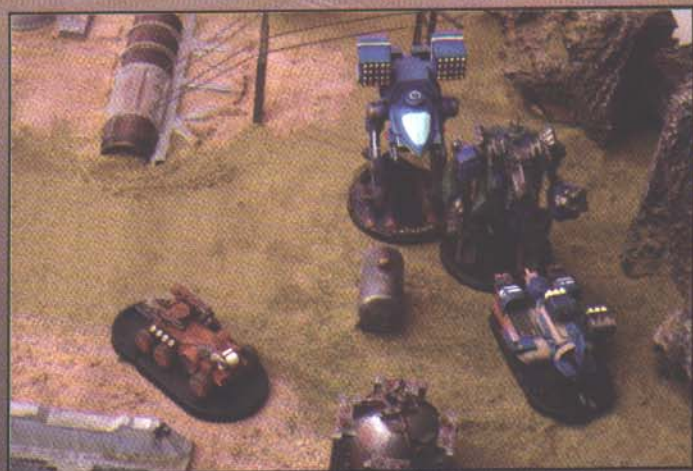
A JES Missile Carrier and Meghann Tenclay in her Catapult assault Jeguelne Tadaka's Legionnaire.



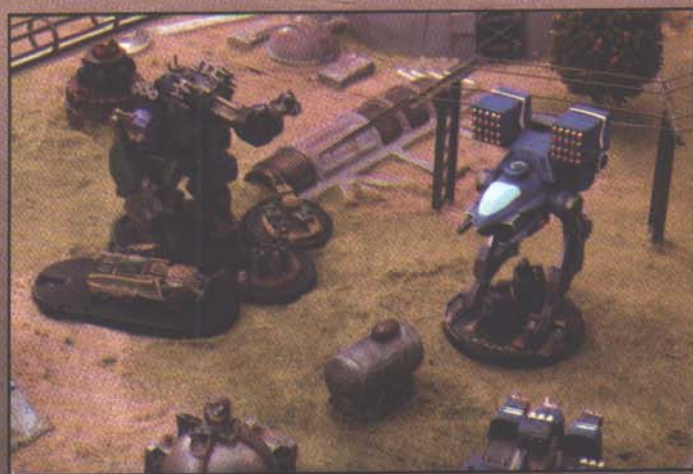
A lone Swordsworn MiningMech MOD surprises a Dragon's Fury force.



Jaqueline Tadaki, in her Legionnaire, is assaulted by a Bannson's Raider force of vehicles, infantry and a Catapult.



A Demon Medium tank moves in on the flank of a JES Missile Carrier assaulting Jaqueline Tadaki's Legionnaire.



Meghan Tencly, in her Catapult, surveys her assaulting Bannson's Raiders against the defending Swordsworn forces.

MECHWARRIOR: DARK AGE MINIATURES RULES

Players who love the super-detailed, larger miniatures of *MechWarrior: Dark Age* (MW:DA), but prefer the more complex and fully-realized *BattleTech* rules, can use the following rules to play the standard *Classic BattleTech Miniatures Rules* as presented on p. 9 of this book, but using the MW:DA miniatures.

There are only two significant changes needed to the rules, outlined below, before play can begin. Except where specifically noted below, all the rules for standard miniatures play as presented on pages 9 to 17 are in effect. (Ignore all the information printed on each miniature's base, as it applies only to the MW:DA game.)

It is important to note that the record sheets for the new units introduced in *MechWarrior: Dark Age* are not found in this product. Those record sheets can be found in the *Classic BattleTech Record Sheets: MechWarrior Dark Age I*, published by FanPro LLC.

Note: As the miniatures rules presented in this rulebook depend on the size of the miniatures in play for determining such things as LOS, there is no way to mix the *Classic BattleTech* miniatures (285th scale) and *MechWarrior: Dark Age* miniatures (160th scale) in the same game. As such, these rules assume that players are exclusively playing with MW:DA miniatures.

FIRING ARC

Firing arcs cannot be easily determined for MW:DA figures as they are not mounted on hexes. Furthermore, the firing arcs printed directly on their bases for use in a standard MW:DA game cannot be used, as they do not correspond to the standard *Classic BattleTech* firing arcs.

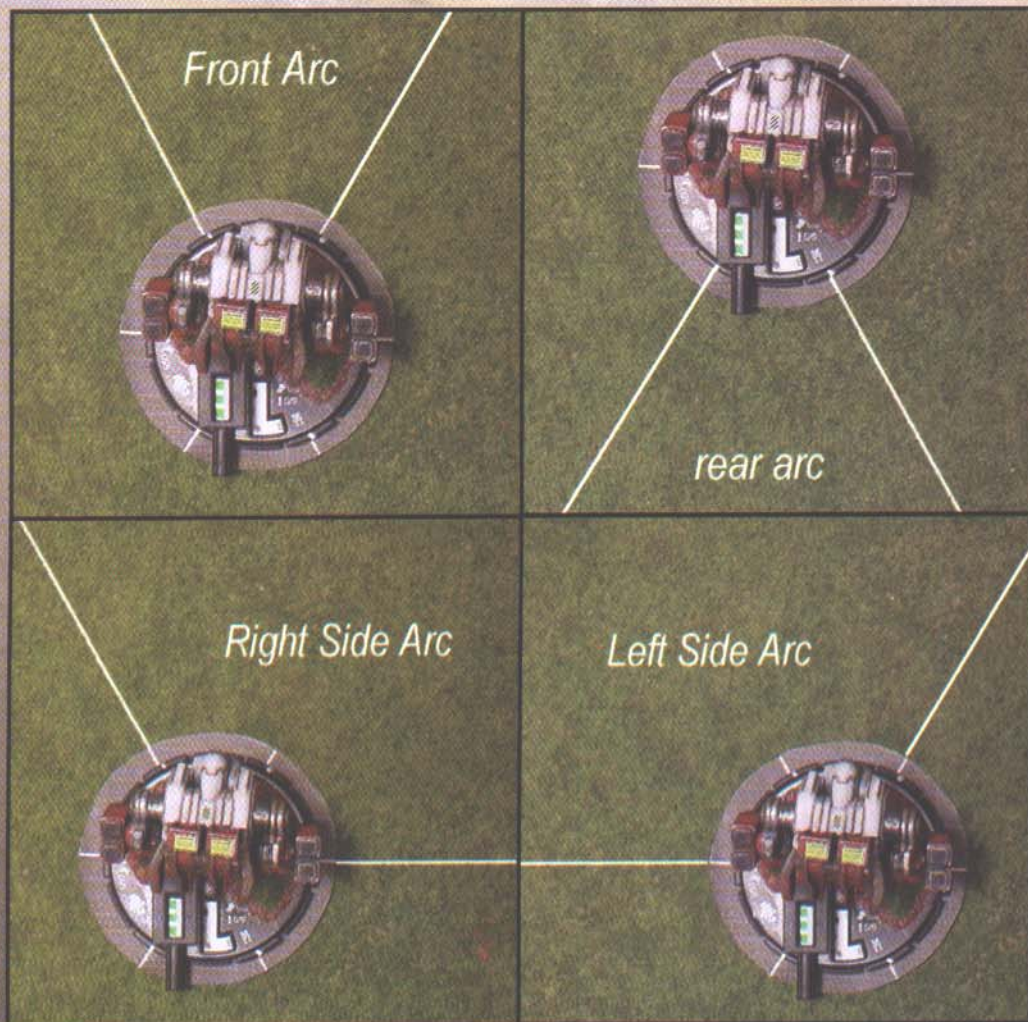
With that in mind, we have produced two diagrams, shown on the next page. Players should place each of their different types of units (BattleMechs, vehicles, and so on; players do not need to do this with infantry and battle armor as they do not have facings) on the appropriate diagram, with the front of

the mini facing the direction of the arrow. Mark (with a pen, or thin strips of tape, and so on) the six hash marks on each of the bases. These indicate the boundaries of the different facings.

Once these points have been marked, to determine the actual firing arcs, simply draw a line from the center of the base through the appropriate points marked on the base's edge, as shown in the photos at left, to determine the various arcs.

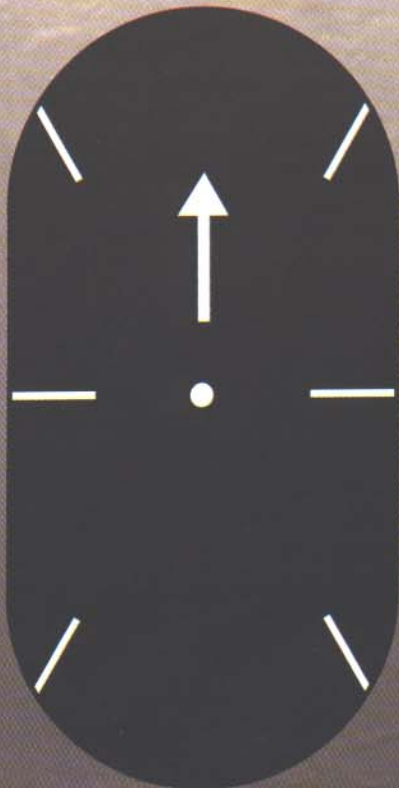
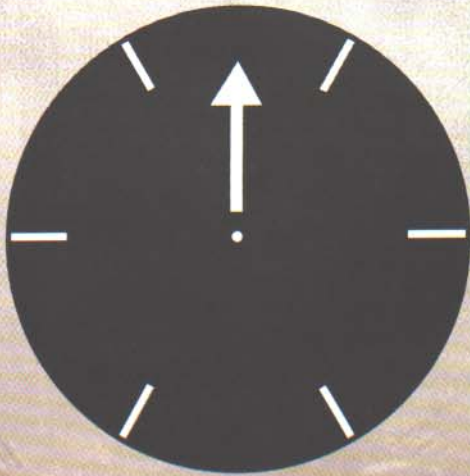
For simplicity, players may wish to photocopy and cut out the templates to mount them, perhaps with a small piece of tape, to the bottom of the unit's base. During game play, the player then need only place a straight edge along the white lines of the template to determine its arcs.

Attack Direction: As with standard Miniatures Rules play, the direction of attack is determined normally, with the arcs below representing the front, right, left and rear arcs.



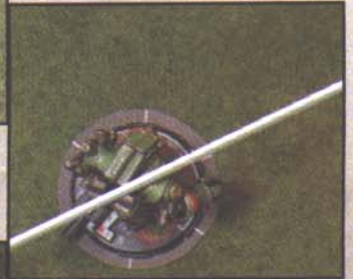
FACING CHANGES

In the standard CBT miniatures game, facing changes are measured by how many hexsides the unit turns. Players can use the six hash marks placed on the base of each of their MW:DA miniatures (see above) to measure their facing changes. For example, place a straight edge next to one of the markings. Note where one of the hash marks corresponds to the straight edge, then rotate the base in the desired direction. For each hash mark (hexside) or fraction there of turned, that is the number of hexsides that a unit turned.



The photo at left shows a Centurion with a cut out arc template attached directly to the base of the miniature.

The photo below shows how a straight edge, combined with the arc template, can easily be used to determine arcs.



The photo at left shows how marks on the base can easily be seen from above to determine fire-arcs.

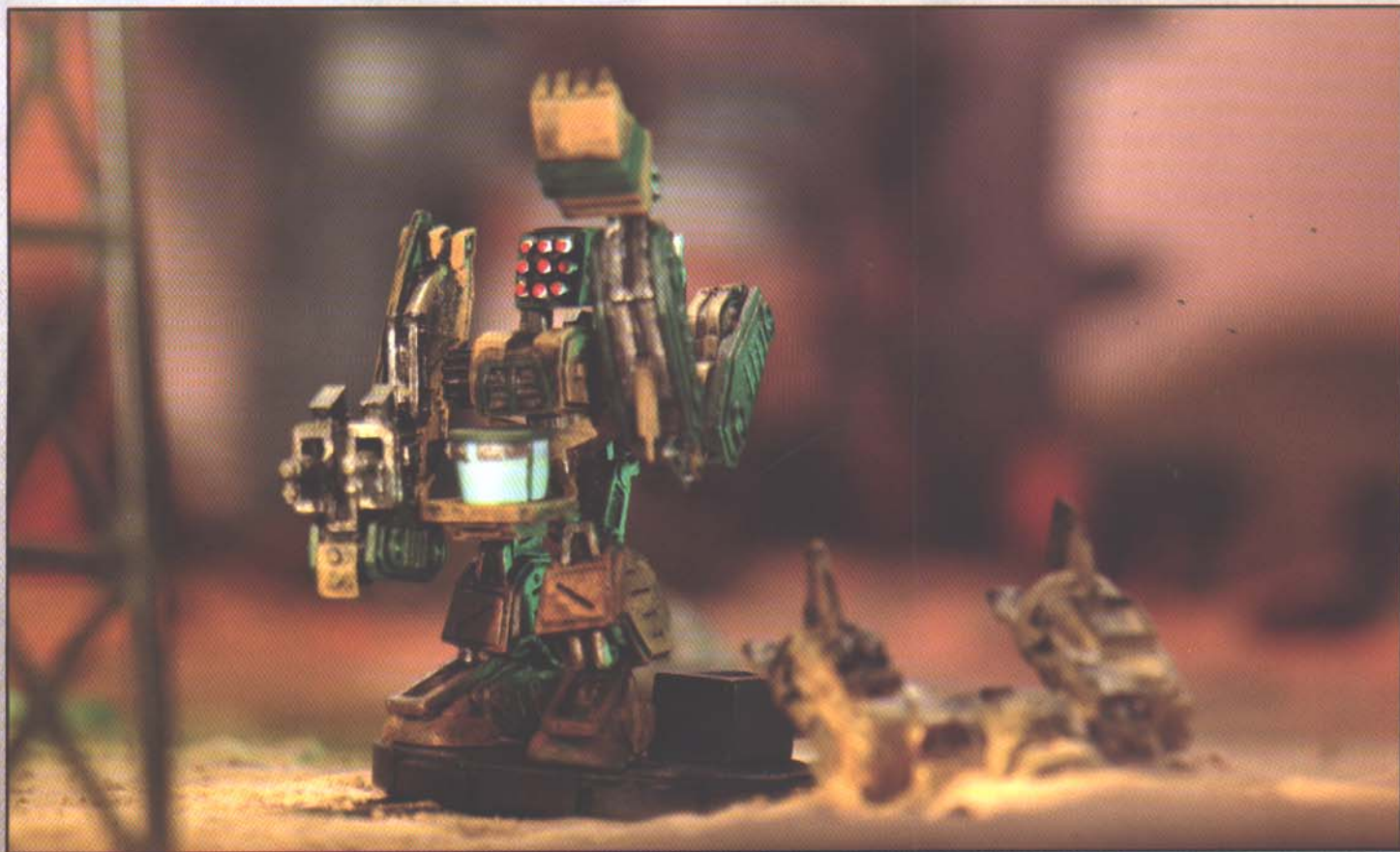
In the photo below, the Koshi is checking to see what weapons can hit the Centurion. Without a left-side torso twist, only its left arm weapons will be able to fire at the Centurion.



The Koshi in the photo to the right wants to turn to the right. The controlling player lays the end of a straight edge next to one of the arc markings and then turns the Koshi as far as he or she desires. The controlling player turned the Koshi exactly one hexside. This maneuver costs 2 MP.



INDUSTRIALMECH RULES



The following rules allow players to create and play IndustrialMechs, which are an important part of the battle field in *MechWarrior: Dark Age (MW:DA)*, using standard *BattleTech* rules. In all cases, page references to the *BattleTech Master Rules (BMR)* refer to the revised edition.

Unless stated otherwise, all of these rules are considered Level 3.

INDUSTRIALMECH CONSTRUCTION

IndustrialMechs (also called UtilityMechs or WorkMechs) are built using the standard BattleMech construction rules (pp. 115–123, *BMR*), with the few changes described below. These rules were originally printed in *Maximum Tech*, but have been included here and expanded to encompass all the IndustrialMechs presented in *MW:DA*. These rules supercede those previously published rules.

DETERMINE TECHNOLOGY BASE

Though IndustrialMechs may be built using the Clan technology, the Clans rarely use such machines.

ALLOCATE TONNAGE FOR INTERNAL STRUCTURE

IndustrialMechs must allocate 20 percent of their tonnage to internal structure, but receive structure points per the table on p. 116, *BMR*.

DETERMINE ENGINE RATING

Determine the engine rating as for standard BattleMechs. IndustrialMechs can either mount a fusion engine, or an internal combustion engine; an IC engine weights twice as much as a fusion engine of the same rating.

As Internal combustion engines are much cheaper and more readily available than fusion engines, IndustrialMechs are almost exclusively built with IC engines.

For all practical purposes, this document assumes that an Internal Combustion Engine consumes some form of fuel (oil, coal, peat, methane, hydrogen or wood) in an environment that supplies the oxygen required for combustion.

While other forms of non-fusion power systems that do not require an oxygen atmosphere are possible (batteries or solar power), they are not addressed here. Neither is the possibility of carrying both fuel and an oxidizer or external tanks addressed. All of that is simply beyond the scope of these rules.

Engine critical hits against ICE-equipped machines do not generate additional heat. Instead, the pilot must check to see if the engine explodes. At the end of the phase in which the unit's engine was hit, the unit's player rolls 2D6. On a result of 10+, the engine and the 'Mech are destroyed. For a second engine hit, add a +3 to the dice roll result. On the third engine hit, add +6 to the result. Note that a third engine hit "destroys" the 'Mech for purposes of game play (per the standard rules); the player must still determine if the engine explodes and completely destroys the 'Mech. An internal combustion engine explosion destroys the 'Mech but has no effect on other units.

In addition to possible ammo explosions, the IndustrialMech with an ICE engine must make a Fuel Explosion check when the heat levels exceed 19, 23 and 28. The target roll is the same as that required to avoid Ammo explosions. Failure results in the complete destruction of the IndustrialMech.

DETERMINE JUMP CAPABILITY

IndustrialMechs fitted with internal combustion engines may not use standard jump jets. However, they can mount mechanical jump boosters (see p. 81, *Maximum Tech, Revised*).

ADD HEAT SINKS.

Add extra heat sinks per standard rules. Unlike fusion engines, ICE engines do not come equipped with heat sinks.

IndustrialMechs equipped with ICE engines generate heat in the same way as all BattleMechs, for both movement and weapons fire; Walking generates 1 point of heat and running generates 2 points of heat. IndustrialMechs built with an IC engine cannot mount jump jets.

All weapons generate heat as normal, even missiles and autocannon. IndustrialMechs lack the open structure that allows vehicles and conventional fighters to ignore weapon heat.

ADD WEAPONS, AMMUNITION AND OTHER EQUIPMENT

Add weapons, ammunition and equipment as for BattleMechs. In addition, IndustrialMechs may mount additional equipment as described under *Equipment*, as well as equipment from *Maximum Tech, Revised*, if applicable.

IndustrialMechs powered by ICE engines can mount energy weapons (lasers and PPCs), but must mount power amplifiers in the same manner as ICE powered vehicles (p. 128, *BMR*).

COMBAT

As IndustrialMechs were never designed with combat in mind, the performance of some components are not the same as those found on BattleMechs. The following section details the changes in the combat rules for IndustrialMechs.

CRITICAL HIT TABLE

When rolling on the Determining Critical Hits Table against IndustrialMechs, add +2 to the dice roll result. Treat a modified result of 13 as a result of 12. On a modified result of 14, the IndustrialMech's head or limb is blown off. If the hit was suffered in a torso location, roll 4 critical locations.

SENSORS AND LIFE SUPPORT

IndustrialMechs are not equipped with an ejection seat (they may not use the *Ejection Special Case Rule*, see p. 79, *BMR*) as standard and the sensors and life support systems lack the redundancy called for in a BattleMech. Both the life support and sensors are completely disabled after taking a single critical hit, rather than the two hits necessary in a BattleMech. The other critical location can still be damaged, but (like hitting part of an already damaged weapon) this has no additional effect, aside from making repair more difficult.

WEAR AND TEAR (OPTIONAL)

The following is an optional rule. Before play begins, all players must agree to use this rule.

IndustrialMechs were never intended for the rigors of combat. As such, any fall or physical attack (including a push) may shake loose a vital component. During the End Phase of a round in which the IndustrialMech was the target of a successful physical attack or fell after a failed PSR, roll 2D6 and consult the Determining Critical Hits Table (see, p. 36, *BMR*). If the IndustrialMech fell, apply a +1 modifier to the result for each level above 1 it falls.

To determine the location where the critical hits occur, roll once on the Front/Rear column on the BattleMech Hit Location Table (see, p. 34, *BMR*).

Only one roll is made, regardless of the number of physical attacks or falls the IndustrialMech suffers in a single turn.

SPECIAL CASE RULES

IndustrialMechs follow all the standard rules for *Special Case Rules* (see p. 72, *BMR*) with the following exceptions.

WATER

IndustrialMechs that mount ICE engines cannot operate when submerged. IndustrialMechs that mount ICE engines that do enter water of depth 2 or greater will flood their engine (and be treated as being destroyed) if they remain submerged for two consecutive turns.

The standard *Hull Integrity* rules apply (see, p. 95, *BMR*).

VACUUM, NON-STANDARD ATMOSPHERES AND GRAVITIES

IndustrialMechs can use compressors and filters to operate in exotic, low pressure or low oxygen atmospheres as well as low and high gravities. However they suffer the same restriction as ICE vehicles (see p. 85, *BMR*) and cannot operate in vacuum conditions. For High/Low Gravity, they suffer the same restrictions as BattleMechs (see p. 84, *BMR*).

EQUIPMENT

The following section contains specific equipment that can only be mounted on IndustrialMechs and the rules for how to use each item in combat.

None of this equipment can be mounted on a standard BattleMech or vehicle, unless specifically stated otherwise below. Unless otherwise stated, all equipment in this section can be used by Clan or Inner Sphere forces.



BACKHOE

The bucket of the Backhoe can pack quite a wallop when it hits a target. Hitting a target can be a bit of a chore though. Designed for excavating soil and not for combat, the Backhoe is somewhat slow and awkward.

Attacks with the Backhoe are resolved like a standard hatchet attack (see, p. 41,

BMR) except that there is a +2 modifier to the base to-hit number. Damage is 6 points. Damage is doubled for Triple-Strength Myomer.

Can only be mounted in the arms; only one in each arm—the Hand Actuator must be removed.

CARGO BAYS

Cargo bays are special designed compartments that allow IndustrialMechs to carry additional cargo in a protected environment.

These are treated as enclosed cargo (see p. 77, *BMR*).



COMBINE

No crop is too tough for an IndustrialMech equipped with this impressive threshing equipment. Anything attacked with the Combine will have a hard time avoiding this wide piece of farm machinery, although it is not very effective against hard targets.

Attacks with the Combine are resolved

like a standard hatchet attack (see p. 41, *BMR*), except there is a -1 modifier to the base to-hit modifier. Damage is 3 points against 'Mechs, vehicles and battle armor, or 1D6 against conventional infantry (double damage to conventional infantry in open terrain, as normal). Damage against buildings is 1 point. IndustrialMechs using Triple-Strength Myomer with this equipment do not increase the damage.

Can only be mounted in the arms; only one in each arm—the Hand Actuator must be removed.



CHAINSAW

This is a powerful but clumsy weapon better suited for assaulting the more dangerous types of tree (or equivalent) found throughout the known space.

Attacks with the Chainsaw are resolved like a standard hatchet attack (see p. 41, *BMR*), except there is a +1 modifier to the base to-hit number. As the cutting action of the chainsaw is the cause of damage, rather than the brute strength of the unit wielding it, the weapon always inflicts 5 points of damage. IndustrialMechs using Triple-Strength Myomer with this equipment do not increase the damage.

Can only be mounted in the arms; only one in each arm—the Hand Actuator must be removed.

LIFT HOIST

Lift hoists are specifically designed to allow units to lift cargo.

Each lift hoist allows an IndustrialMech or vehicle to lift cargo equal to half its tonnage. These limits can be combined. For example a 30-ton IndustrialMech mounting two Lift Hoists can lift a single item weighing up to 30-tons, or a 70-ton vehicle mounting three Lift Hoists can lift a single item weighing up to 105-tons.

For IndustrialMechs, there is no Movement penalty when carrying cargo equal to half its tonnage. When carrying cargo greater than half its tonnage, there is a -1 Walking MP penalty. For vehicles, there is no Movement penalty when carrying cargo equal to its tonnage. When carrying greater than its tonnage, there is a -1 Cruising MP penalty.

For purposes of combat, the cargo in a Lift Hoist is treated as 'unprotected cargo' and damage is resolved per the *Cargo Carrier* rules (see p. 77, *BMR*).

IndustrialMechs mounting Triple-Strength Myomer may lift cargo equal to its tonnage for each Lift Hoist it mounts when the TSM is active. However, an IndustrialMech using this abili-

EQUIPMENT TABLE

Type	Heat	Damage	Minimum Range	Short Range	Medium Range	Long Range	Tons	Critical Slots	Ammo Per Ton
Backhoe	0	6	—	—	—	—	5	6	—
Cargo Bays	0	—	—	—	—	—	*	1 per ton	—
Chainsaw	0	5	—	—	—	—	5	5	—
Combine	0	3	—	—	—	—	2.5	4	—
Lift Hoist	0	—	—	—	—	—	3	3	—
Mining Drill	0	4	—	—	—	—	3	4	—
Rock-Cutter	1	5	—	—	—	—	5	5	—

*See special rules for this equipment

ty to carry cargo greater than its tonnage incurs a -2 Walking MP penalty.

Units wishing to dump their cargo during combat do so per the *Cargo Carrier* rules (see p. 78, *BMR*)

Lift Hoists cannot be used to lift another unit during combat.

IndustrialMechs may only mount 2 Lift Hoists. Vehicles may only mount 4 Lift Hoists.

MINING DRILL

Used to bore through the hardest ores, the mining drill is capable of much finer control than the Rock-Cutter. Its much smaller surface area makes it less effective as a weapon however.

Attacks with the Mining Drill are resolved like a standard punch attack (see p. 40, *BMR*). Damage is 4

points. IndustrialMechs using Triple-Strength Myomer with this equipment do not increase the damage.

Can only be mounted in the arms; only one in each arm—the Hand Actuator must be removed.

ROCK-CUTTER

Consisting of chain of neocarboalloy links mounted with diamond-monofilament cutting heads, this masterpiece of mining technology can cut through solid rock like a Burrock. The only drawback is that the high-speed mechanism generates a lot of heat.



BATTLE VALUES

Type	BV
Backhoe	8
Chainsaw	7
Combine	5
Mining Drill	6
Rock-Cutter	6

COST

Type	Cost
Backhoe	50,000
Chainsaw	100,000
Combine	75,000
Lift Hoist	50,000
Mining Drill	100,000
Rock-Cutter	100,000
Engine ICE	$(1,250 \times \text{Rating} \times \text{Tonnage}) \div 75$

Attacks with the Rock-Cutter are resolved like a standard hatchet attack (see p. 41, *BMR*), but damage is independent of the weight of the unit making the attack and is a fixed 5 points. As a weapon the Rock-Cutter is somewhat unwieldy, giving a +2 modifier to the base to-hit number. IndustrialMechs using Triple-Strength Myomer with this equipment do not increase the damage.

When used on buildings or battlefield fortifications the Rock-Cutter inflicts double damage (10 points).

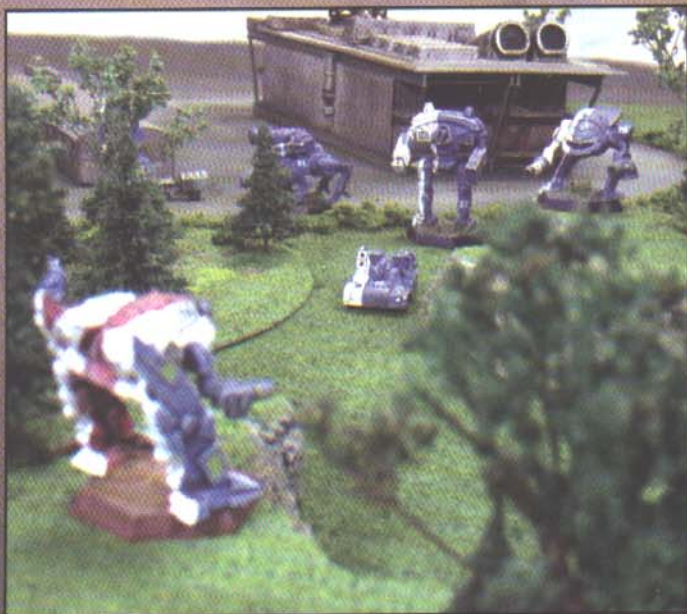
Can only be mounted in the arms; only one in each arm—the Hand Actuator must be removed.

MASSIVE BATTLES MINIATURES RULES



A Fourth Davion Guards company attacks the defensive position of a Sixth Lyran Guards's contingent.

BattleTech is a game best played in lance on lance (four vs. four) engagements. Though larger games (company, battalions and even regiments) can be played, the larger the number of units on the battlefield, the slower and more bogged down a game can become.



A Davion Guards Falconer prepares to go head to head with a Lyran Guards Salamander and Maelstrom.

As table-top, hexless game play lends itself to larger sized battles, these Massive Battles Miniatures Rules have been provided to speed up game play, facilitating very large battles.

It is important for all players to read through these rules and agree to their use before play begins. Though the aesthetic "feel" of *BattleTech* has been maintained, the actual rules changes below are significant.

Unless specifically stated otherwise, all the standard *BattleTech* and Miniatures Rules apply.

MODIFIED GAME TURN

The standard *BattleTech* game turn has been modified. Unless stated otherwise, all other aspects of the game (movement, weapons fire and so on) are unchanged.

Sequence of Play

Initiative Phase (Each side rolls initiative)

Action Phases (Unit take Actions or Hold, alternating between players)

2a.) Movement (Unit moves)

2b.) Attacks (Unit resolves its attacks)

At the end of the Action Phases, any Holding units have one last chance to act before the turn ends.

End Phase (Return to Step 1 until game is over, usually until one side is destroyed)



A demi-Lance from the Sixth Lyran Guards prepare to take the brunt of a charge.

INITIATIVE

At the beginning of each turn, each side rolls 2D6 to determine the initiative for that turn. The player with the highest result wins initiative. That player may choose to activate one of his units or force his opponent to activate one of his units (of his opponent's choice) first. Players then take turns activating one unit each, moving and attacking with it (or playing a Hold counter on it) until all units in play have taken their actions or been put on hold.

If the number of surviving units on each side is unequal, there will be one player left with several units to activate after his opponent is done. This is OK. That player then takes all his remaining actions.

HOLDING UNITS

A unit may choose to wait and see what other units do before it acts. This is called "Holding." When a unit chooses to Hold, place a Hold Counter (this can be any type of marker, including just a piece of paper with the word 'hold' written on it) next to it to remind everyone that that unit is Holding.

If for some reason every non-infantry unit in play has a Hold counter, the current turn ends immediately, all Hold counters are removed, the End Phase is resolved, and a new turn begins.

ACTIONS

When a unit is chosen to take its action, it is *activated*. Remove any Hold counters from beside the unit when it is activated.

After activating a unit, the controlling player may choose to have that unit take its action immediately or Hold in order to act later. If the unit Holds, place a Hold counter next to it.

Movement

The unit chooses to move.

Attacks

After movement, the unit may make its attacks. It may make ranged attacks or it may make a physical attack if in base contact with an enemy unit.

Activating Units on Hold

A unit with a Hold Counter next to it may take its action any time, even interrupting another unit's movement to do so. However, a Holding unit interrupting in this fashion may only make weapon or physical attacks; it may not move in any way. The exception is that a unit's attacks may not be interrupted, nor may a Holding unit interrupt the activation of another Holding unit. Once a unit has started to resolve its attacks, Holding units must wait until the attacks are resolved before they can take actions. Likewise, once a Holding unit has been activated, its entire action is resolved before another Holding unit can be activated.

Waiting to act can be a big advantage, since you can attack a unit as it dashes between buildings or hold off until a target is at just the right range before firing, and so on. However, to reflect the fact that Holding units are hastily *reacting* to others rather than simply *acting*, all target numbers for a Holding unit are modified by +2. After the Holding unit takes its action, the Hold counter is removed and the extra modifiers no longer apply.

Indirect Fire: A unit using a held action cannot make an LRM Indirect Fire attack.

Jumping: If a target unit is interrupted while Jumping, the attack is resolved before it lands. If the target sustains damage from this attack that might inflict a PSR, those modifiers are applied immediately.

Turns: Only infantry may continue their Holding actions from one turn to the next.



A Templar and three Ontos from the Fourth Davion Guards drives a spearhead directly into the Lyran Guards formation.

SPEEDING UP PLAY

In truly massive games, the following optional rules may also be used to help speed up game play. Obviously not all of the following rules need to be used. Different playing groups may decide to pick and choose, preferring one type of 'speeding up play' mechanism over another.

As with this entire section, before play begins, it is very important that all players read through these rules and agree to their use.

LANCE MOVEMENT

When using lance movement, players must organize their forces into groups of four. Though players can group their forces in any way they see fit, it is usually a good idea to group similar forces together. For example, lance A would be all BattleMechs, lance B would be vehicles, Lance C infantry and so on.

Once play begins, lances, instead of individual units, are then activated; hold and stand counters are placed on lances; lances move and fire together, if using the Modified Game Turn rules.

All units in a lance activate during a turn at the same time, regardless of casualties. For example, if a lance starts the game with four vehicles and three of those vehicles are lost in combat, moving the last surviving vehicle constitutes moving a lance.

HEAT

No unit may generate more heat from movement and weapons fire in a turn than its heat sinks can dissipate. However, fire, flamers and infernos may still require action in the Heat Phase.

VARIABLE DAMAGE WEAPONS

All weapons except Ultra Autocannons that would normally roll on the Missile Hits Table automatically use the result from the "7" Column". This value is modified as normal for the specific weapon and damage is still applied per the standard rules for a specific weapon.

NO INTERNAL STRUCTURE DAMAGE

The following modification is made to the standard Damage Resolution for BattleMechs (see p. 35, *BMR*). A vehicle that has all of its Armor Points destroyed in a location is destroyed.

Torso Destruction

If a BattleMech's right or left torso has all of its Armor Points destroyed, the corresponding arm is blown off immediately and can sustain no further damage. The corresponding leg is not damaged. If the center torso has all of its armor destroyed, the entire BattleMech is destroyed (see *Destroying a BattleMech*).

Leg Destruction

If one or both of the BattleMech's legs is destroyed due to its complete loss of armor, it cannot move or make any facing changes for the rest of the game. It may fire weapons normally.

Damage Resolution

To apply damage from an attack, begin with the amount of damage the attack inflicts and the hit location of the attack, and start at Step 1. Answer each question with yes or no, and follow the instructions.

1. Is there armor in the location?

Yes: Check off one armor box on the Armor Diagram in the appropriate location for every point of damage taken, until all damage is applied or all armor in the location is destroyed. Go to Step 2.

No: Proceed to Step 3.

2. Is there damage remaining?

Yes: Go to Step 3 to allocate remaining damage.

No: Attack is finished.

3. Is there damage remaining?

Yes: Damage transfers to the armor of the next location inward (see Damage Transfer Diagram). Go to Step 1 to allocate remaining damage.

No: Attack is finished.



The First Robinson Rangers move away from their grounded Union-class DropShip, into the heart of the city.



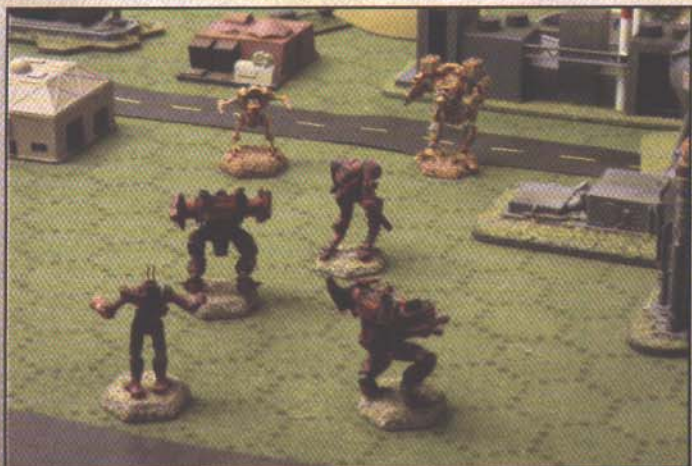
A recently purchased Mad Cat Mk II stand guards over a grounded Lyran Union-class DropShip.



An Uziel from the Fifth Donegal Guards blocks a street on New Avalon.



A lone Loyalist Uziel stands in the path of an advancing Shock Lance from the First Robinson Rangers.



Loyalist forces meet the rush of a First Robinson Rangers attack on New Avalon.



A Hatchetman, Nightsky and Stealth from the Outland Legion patrol a neighborhood street on New Avalon.



A Loyalist and Allied patrols meet unexpectedly in the twisted streets of a city on New Avalon.



A Sagittaire and Cestus from the First Robinson Rangers are tasked with the job of guarding their grounded Union DropShip.

PAINTING MINIATURES

If you've ever attended a fantasy/science fiction gaming convention, you've probably been amazed at some of the painted miniatures and models in displays and competitions. Think you can't do it? Think again. All it takes is miniatures, paints and brushes, a bit of know-how, and a dash of patience and practice.

This guide provides the information you'll need to get started—it includes advice on materials, paints and brushes, and basic painting techniques. But this guide is not the only place you can learn about miniature painting. Your local hobby store can be a great place to pick up tips about painting, too, so don't be afraid to ask for advice. You might find yourself talking to the very people who've painted some of those fantastic miniatures you've seen!

Ready to start? Okay, the first thing you need to do is get your materials together.

MATERIALS AND TOOLS

Here's a list of materials and tools you'll need:

- Size 2 brush
- Size 0 brush
- Size 5/0 brush
- Palette (for mixing paints)
- Water container (for rinsing paint brushes)
- Paper towels/clean rag (for cleaning and drying paint brushes)
- Old newspaper (for covering your work surface)
- Modeling knife (the type with the replaceable blade)
- Super glue
- Set of small jewelers files (optional)
- Small bag of flock and/or model sand (optional)
- Tube of PVA or wood glue (optional)
- Modeling putty (optional)
- Varnish (optional)
- Selection of paints.

You can probably find most of these items right in your own house. *Hobby knives* and *super glue* are usually available at drug stores and hardware stores, as well as hobby and craft stores. Look for a hobby knife that uses No. 11 blades, such as an X-acto or Pro-edge hobby knife. You'll probably have to visit the hobby store for the optional items. If you have trouble finding any of the materials or tools, just ask at your local hobby shop. Most likely someone there will be able to help you find them.

A variety of things can be used as a *palette*. Styrofoam or plastic plates work well, as does a piece of wax paper. Local art and craft stores often carry palettes in a variety of shapes and sizes. These range from plastic saucer like palettes to pads of disposable palette paper.

If you plan to use a piece of plastic or some other disposable item for your palette, try to find something white. Your paint colors will show up best on a white palette. Once your palette

becomes covered with old paint, you can simply throw it out and start with a new one.

Your *water container* can be a small jar, a plastic cup or an old coffee mug. Many people even use the plastic blister packs that miniatures are sometimes sold in. If you decide to use one of these, make sure it has no small holes where the water will leak out!

Change the water in your water container each time you paint. If you use dirty water, your brushes won't rinse clean and the paint in the water may contaminate the paints you are mixing on your palette. For the same reason, many painters use a separate water container to rinse brushes they have used with metallic-shade paints.

Model sand (ballast) and *flock* can be found at local hobby stores. Fine sand from your yard as well as spices such as pepper and oregano also work well. In most cases, the model sand should be painted and dry brushed prior to gluing flock onto it.

MORE ABOUT PAINTS AND BRUSHES

Your paints and brushes are probably the most important materials and tools you'll be using, so it's worth saying a little more about them.

Though other types of paints are available, water-based or "acrylic" paints are favored by most modelers. Acrylics dry much more quickly than most other types of paints and produce "cleaner" colors. And because they are water-based paints, you can use water to clean your brushes and thin your paints. Acrylics are waterproof once they dry, and they also tend to be kinder to your brushes than other types of paints. Acrylic floor finishes, such as *Future*, can be used to extend the drying time of acrylic paints and are an excellent mixing medium for washes.

Acrylics come in a wide variety of colors. The *Suggested Starter Palette* at the end of this guide lists basic colors that will be useful for painting almost any miniature or model.

Each time you use one of your colors, first tighten the lid and give the jar a quick shake to mix the pigment and medium. This will give you strong, even colors. Just remember to ALWAYS tighten the lid first! Shaking a jar with a loose lid is a good way to splatter paint all over yourself and your work area. A good way to ensure paint is getting mixed well is to drop a small screw into the paint. When you shake the bottle, the screw will bounce around and mix the paint.

The two best brushes to use are a Size 0 and Size 2. You'll probably end up using the Size 0 brush for most of your work, including details. The Size 2 brush makes a good rough work brush for painting larger areas of a figure. There are smaller brushes, such as a size 5/0, that can be useful for applying very fine detail.

Brushes can be some of the most expensive tools you'll be using to paint miniatures, so take care of them. Performing a few simple steps will greatly increase the life of your brushes.

Always clean your brushes when you're done painting. If paint dries in the bristles of a brush, use brush soap found at local art stores to restore it.

Use only the tip of a brush when you paint. Never push the brush so far into the paint jar that the paint reaches the metal part of the brush (the ferrule). You'll never be able to clean all the paint out of the bristles. You can avoid this problem altogether by mixing a puddle of the paint on your palette. This way your paint bottle can remain capped while you paint and you can ensure that your paint will not dry out any more than necessary.

Always store your brushes with the bristles facing up. Never leave your brushes resting on their bristles. After a few hours, the bristles may become damaged or permanently bent.



YOUR WORK AREA

A table or desk top works best for a work surface, but any flat surface will do. Just make sure you have enough room for your paints, brushes, water containers, a table lamp and other materials and tools.

Before doing any painting, be sure to cover your work surface with a few layers of old newspaper. This will protect the table or desk from any paint spills. (No one ever thinks they're going to spill paint. Still, a spilled paint jar can make a real mess, so take a minute and lay down some newspaper.) It's also a good idea to lay newspaper down on the floor under your work surface. This will keep your floor or carpet clean in case of a spill.

You'll also want plenty of light in your work area, so you can see your miniatures and the colors of your paints clearly. Daylight works best, so choose a work area with a window if you can. On cloudy days and in the evenings you'll need more light. Table lamps work well. Small table lamps can also be used to

help dry paint and modeling putty (just place the miniature close to the lamp bulb, and the heat from the bulb does the rest).

A comfortable chair is also important. If you're sitting in an uncomfortable position or hunched too far over while you're painting, you won't have as much fun.

Finally, keep your work area as tidy as possible. It's very easy to let your work surface become cluttered with paints, brushes, half-painted miniatures and other stuff. If your work area gets cluttered, you may have trouble finding things when you need them and you'll be more likely to have accidents, such as paint spills.



We're almost ready to unscrew that first bottle of paint. But first, you have to prepare the miniature. Don't be impatient. Take a little extra time to prepare your miniature before you start, and you'll end up with a much better paint job in the end. Here's what you need to do:

- 1) Remove imperfections from the miniature
- 2) Assemble the miniature
- 3) Glue the miniature to the base
- 4) Fill the gaps in the base
- 5) Glue ground cover to the base (optional)
- 6) Prime the miniature
- 7) Basecoat the miniature

REMOVING IMPERFECTIONS FROM THE MINIATURE

Sometimes, small imperfections are created on a miniature when it is cast. The most common imperfection is flash. Flash is a very thin film of metal that protrudes around the edge of the miniature. Small, extra studs on the miniature's surface may also be created during the casting process. Another common imperfection is a mold line. A mold line is a fine line that sometimes forms around the edge of the miniature during casting.

Check your miniature closely to see if it contains these types of imperfections. If it does, you can cut or scrape them away with a hobby knife or a jewelers file. If you use a hobby knife, be sure to follow the hobby knife safety tips. In any case, take your time and do this work slowly. It's easy to damage your miniature or injure yourself if you try to work too fast.

Hobby Knife Safety Tips

Hobby knives are very sharp tools, and it's very easy to give yourself a bad cut if you're not careful when you use them. To avoid accidents, follow the safety tips. If you've never used a hobby knife before, ask for some help.

ALWAYS cut AWAY from yourself! It may seem easier to scrape the blade back toward your thumb, but sooner or later your blade will slip and you'll give yourself a deep cut.

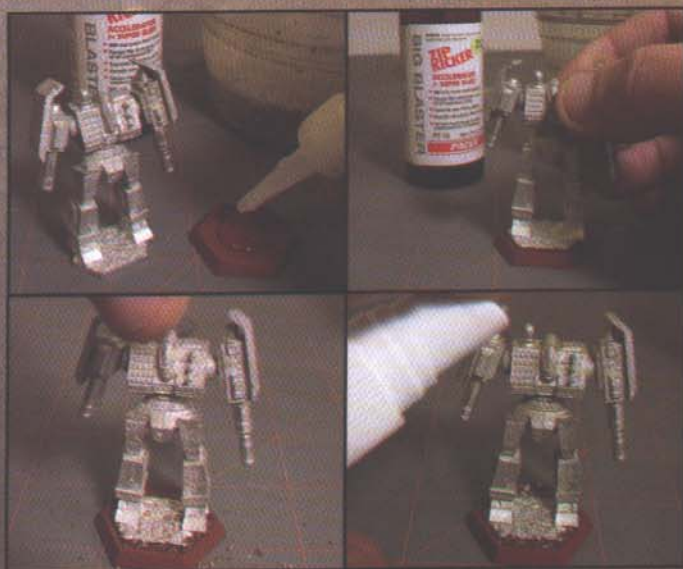
Always cover the blade and store your hobby knife when you're done using it. Don't leave the blade exposed, and don't leave the knife laying on your work surface. It's too easy to forget it's there, and you're likely to lean onto the blade or knock it off the work surface.

Never use excessive force when using a hobby knife. Take your time and trim any imperfections a little bit at a time. If you try to trim away large pieces, you're more likely to slip and injure yourself, break the knife blade and damage the miniature.



ASSEMBLING THE MINIATURE

Most miniatures require assembly. It is wise to have the appropriate Technical Readout handy to reference the art.



Glue the Miniature to the Base

First check the bottom of the base insert to be sure its completely flat. Test fit the miniature onto the base before glueing. Glue the figure in place with a small amount of superglue. Super glue accelerator, such as Zip Kicker, can be used to instantly set the super glue and avoid the standard waiting period.

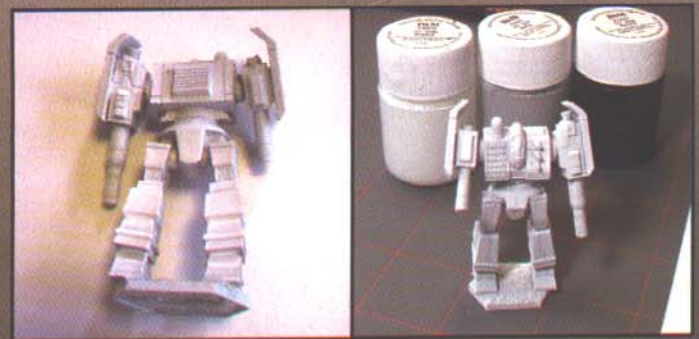
Fill the Gaps in the Base

With most miniature 'Mechs, there tends to be a gap or depression in front and behind the miniature's base insert. This gap can be filled a variety of ways. The quickest way is to gently squeeze enough superglue into the gap flush with the insert and hex base edge. Once you're happy with it, use Zip Kicker to instantly set the superglue. Be careful using this method, however, because too much superglue can cause an ugly mess. A safer way to fill gaps is with an epoxy or modeling putty.

Glue Ground Cover to the Base (Optional)

You can add a nice touch to a miniature by adding texture to the miniature's base with ballast, sand or even household pepper. It's very easy to do and looks great.

1. First, be sure that any gap filler is completely dry.
2. Next, use the Size 0 brush to paint a layer of white glue thinned with water onto the top of the base. Rinse the brush to remove the extra glue from the bristles.
3. Now take sand and sprinkle it over the glue. You can also pour some sand into a paper cup or small bowl and dip the base into the sand.
4. Tip the miniature on its side and let any extra sand fall off. Use your fingertip to gently wipe around the edge of the base to remove any stray grains.
5. Let the glue set for several hours before you paint the sand. Otherwise, the paint will cause the glue to become liquid again.



PRIMING THE MINIATURE

The final preparation step is applying an undercoat of primer to the miniature. The undercoat is a thin layer of flat (not glossy) spray paint that covers the entire surface of the miniature. This provides a smooth "ground" to hold your colored

paints and helps ensure that no bare metal shows through the colored finish.

A white primer helps bring out the brightness of any colors painted over it. A black primer works better for miniatures with dark color schemes. Sometimes gray primers are used as well. As you continue to paint miniatures, you can experiment with different primers and decide for yourself which works best with your painting style. Colored flat spray paint can also be used as a primer, and can often speed up the painting process if it doubles as a basecoat.

Primers can be brushed on or sprayed on. Brushing is an option, but spraying produces thinner undercoats. If using a brushed-on primer, use a large Size 2 brush to apply it. Keep the primer as thin as possible and try for a smooth, even finish. If the primer is too thin, metal will show through. If the primer becomes too thick, it will hide the miniature's surface details.

If you run out of white primer, you can use white acrylic paint for the undercoat. In this case, check the consistency of the paint before you apply it. You need to thin the paint with water to match the consistency of the primer.

Using Spray primer

Primers are usually available in both brush-on types and spray types. Spraying produces thinner and more even undercoats than brushing.

Here's a few tips to remember when spraying:

Always spray in a well-ventilated area: You can get very sick if you breath in fumes from the spray can, so it's best to spray outside if you can. Some painters spray in garages or sheds. If you spray in an enclosed area, keep the doors and windows open.

Use a spray booth: Using a spray booth will keep the paint from getting on things you don't want painted. You can make a spray booth out of a cardboard box. Simply remove the flaps from the top and set the box on its side. Place the miniatures inside the box. The excess paint that misses the miniatures when you spray will stay inside the box.

Check with your parents, your spouse or whoever is in charge before spraying. Make sure the place where you'll be spraying is okay.

Read the instructions on the can: Ask for help if you don't understand the instructions on the can. When you're set up and ready to start, hold the can about 10-12 inches away from the miniatures and spray with light, smooth strokes. Don't try to drench them in one fell swoop! Once this first coat has dried, turn the miniatures around and spray the backs. You can use brush-on primer to touch up any small areas that have been missed by the spray.



The above 'Mechs were painted by various artists and are good examples of drybrushing as well as other techniques.

PAINTING

There's no right way or wrong way to paint miniatures. That being said, many modelers use the following method simply because it works. After you've learned these basics, feel free to experiment and develop your own techniques.

THE BASIC METHOD

This method uses light and dark tones to accentuate the three-dimensional shape and details of a miniature. As a general rule of thumb, dark tones are used to accentuate the deeper contours of the miniature, such as the deep lines between armor plates. The highest raised surfaces of the miniature are painted with light tones. The remaining sections of the miniature are painted with middle tones, whose brightness lies between the darks and the lights. The photos of the finished miniatures illustrate this principle.

The important thing to remember here is the "brightness" of the paint, not the color itself. For example, mixing red with black will produce a dark red tone. Mixing white with red will produce a light red tone. By varying the amounts of black or white added to the basic color, an infinite number of tones can be created. The *Snake* color scheme illustrates this idea well. Black is the basic color used, with shades of gray providing the visual interest. If all this sounds a little confusing, don't worry. The technique is simpler than it sounds. Just follow the directions and you'll understand it in no time.

Here are the basic stages of the method:

- 1) Block in the base colors of the miniature.
- 2) Add middle tones.
- 3) Add highlights.
- 4) Add details.

THE BASIC TECHNIQUES

Here are some common painting techniques and terms. Most of them are used in the examples provided in this section.

Washes

A *wash* is simply a thin layer of color, usually applied on top of another color that has already dried. The wash is semi-transparent, so that the base color under it still shows through. For example, a red wash applied over a black base color will produce a dark red tone. The black base provides the darkness, while the wash adds color to the final tone. A dark wash may also be applied to a lighter base color. In this case, the thin wash color will seep into the deeper details of the section, accentuating the surface texture of the miniature.

The simplest way to create a wash is by thinning paint with water. The consistency of the wash—how thin or thick it is—will determine how much of the base color shows through. The consistency of a wash will also affect how easily the wash flows or *bleeds*.

To apply a wash first mix a little black paint into a puddle of the basecoat color. Add water to this puddle until it's semi-transparent. Now you have a choice: you can do a coverage wash or a detail wash. A coverage wash will often darken, or stain, the basecoat. A coverage wash is good to use before you block in the panels or drybrush the miniature. Detail washing is when you use a fine tip brush such as a 0 or 5/0 to paint the wash into panel lines, crevices and details. Detail washing is very similar to blacklining/outlining. Detail washing works best after dry brushing but may be used before. Another use for detail washing is to "clean up" panels and large areas that have been drybrushed. Refer to the banding technique but use a wash that is the same as the basecoat.

Vary the consistency of your washes, and watch how the wash affects the final color.

Drybrushing

Drybrushing is used to apply small bits of color, usually highlights, to a section that's already been painted. This method is used to apply colors to the raised surfaces of the miniature, rather than the recessed details. Drybrushing can be hard on the bristles of a brush, so use your roughest brush (in this case, the Size 2 brush) or an old/cheap brush. Many painters have specific brushes that are only used for dry brushing; size 8 is an example of a dedicated drybrush.

To apply a drybrushed highlight, first mix a little white paint into a puddle of basecoat color. Always use a different brush for mixing in order to keep your dry brush, well, dry. It may be a good idea to let the paint sit for a few minutes, this gives it a chance to thicken and makes it easier to apply. When the paint

is the right consistency, tap the dry brush into the paint. You want only a little paint on the tip of the brush.

Now wipe the excess paint off onto a paper towel or piece of paper until almost no paint comes off the brush. With angled strokes, brush the figure to catch panel edges and details. If the lighter color isn't catching the details then dip your brush again. Once the entire figure is highlighted this way you have the option of adding a little more white to the mix. This lighter mix should be applied with less pressure than the last one. This technique is easy to learn but difficult to master. Practice and do what you are comfortable with.

Experiment by leaving differing amounts of paint on the bristles and altering the amount of pressure you apply with the brush. You'll soon see what looks right and what looks messy.



These units have been painted by various artists with the panel painting and other techniques.

Panel Painting and Blending

Panel painting and *blending* are two advanced techniques used to accentuate the three-dimensional surface features of a miniature 'Mech or vehicle. In our examples, we'll be using the panel painting technique when adding our middle tones.

When panel painting or blending a section of a miniature, first paint the the entire section of the miniature a darker shade of the basecolor; a coverage wash will suffice for this purpose. After this coat of paint or wash has dried, paint each panel with the base color. Be sure to use a size 0 brush for this so you get

a clean even coat on each panel. If you make a mistake and paint outside the line, just wipe it off and try again. Clean your brush after applying the base color. (In our examples, the base color will be the middle tone of each section.)

If you are blending, you can paint onto the base color before it dries. Paint the edges of the panels with a lighter shade of the base color. Blend the edges where the highlight and the base color meet, so that the edges disappear.

After applying the highlight, clean your brush. If you like, you can add a second highlight to the section. Simply go back to your palette and add a bit more white to the color to lighten it more. Now, apply this third tone to the very edge of the panels. Leave a band of the second tone showing, or blend the edges between the second and third tones.

Panel painting and blending can be a bit tricky, so it's a good idea to practice on an old miniature before you try these techniques on your favorites. Besides changing the tone of each successive layer, you can change the consistency of the paint by mixing in a bit of water to thin it.

Blacklining

Blacklining requires a very steady hand and fine brush control, so you may want to wait to try this technique until you've had a bit more experience. Blacklining simply consists of painting fine lines between different parts of the miniature to define one area from another. Often this is done as one of the last jobs on the figure.

Many modelers use black to do their outlining (hence the term blacklining), but dark grays and browns can also be used.

When blacklining, the consistency of the paint is probably the most important factor. Generally, the paint must be thinned a little so that it flows freely and can be applied in thin lines. If the paint is too thin, however, it will run and painting controlled lines will be difficult. Acrylic inks and fine permanent ink pens also work well for blacklining. Inks can be purchased at local hobby stores; most paint lines have a selection of inks. Art and craft stores also carry artist ink. As a note, if this ink is used, it's advisable to thin it before applying it to the miniature. Ultra fine 005 permanent pens can be found at art and/or craft stores and come in a variety of colors.

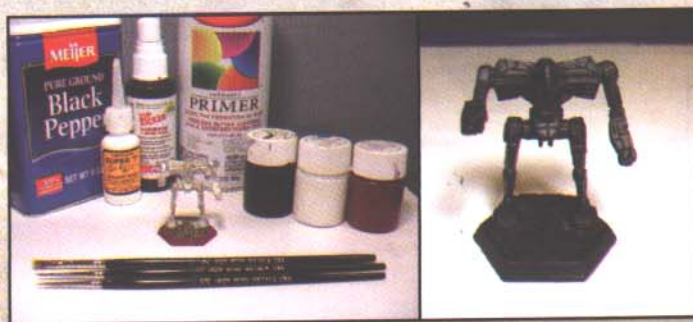
Adding Details

Details are the really small areas and features of the miniature. These may be the cockpit, gun and jump jet ports. Details also include any "extras" that don't show on the unpainted miniature, such as divisional and unit insignias, rank insignias and "kill" markers.

Usually, details are added after all the other painting has been finished. Painting details requires a very steady hand and fine brush control, so it's best to add only a few when you're a beginner.

Details can also be added using commercially available decals. Specific, licensed *Classic BattleTech* decals may be found online at <http://www.fightingpirannahgraphics.com/>.

The following example shows how the different painting techniques are used together when painting a miniature. We've arranged the photos in sequence, so that you can see what each section of the miniature looks like as the different layers of paint are added. We suggest you read through the example and study the photos before you start painting the miniature. Get a good idea of how you're going to paint before you start. This way, you won't have to be looking back at the guide while you're painting. Once all the colors have dried on your miniature, finish the miniature by adding a coat of varnish (see *Some Finishing Touches and Final Notes*, p. 70).



We'll use a very simple color scheme for the *Snake*. For the miniature itself, we'll use only **black** and **white** paints, mixed to produce different shades of gray. We'll use **black** and **red brown** for the miniature's base.

Before painting on any colors, prepare the miniature by following the steps described beginning on p. 65. Remove any imperfections, attach your *Snake* to its base, prime the miniature with flat black spray primer and let it dry.

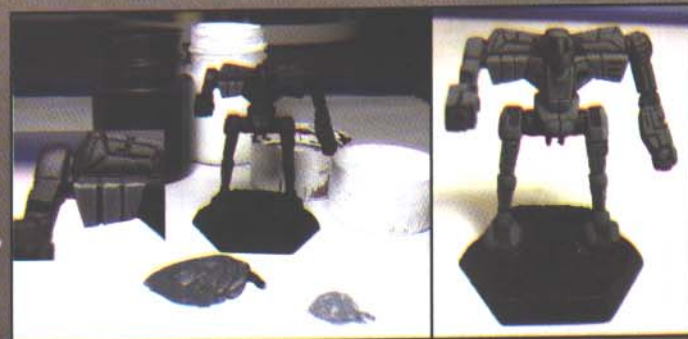
BASE COLOR

In this example, the primer is also the base color.

MIDDLE TONES, STAGE ONE

Put some black paint on your palette. Mix some white paint with the black to produce a **dark gray**. Use this dark gray to paint the sections of the miniature as shown in the *Snake* middle-tone photos.

The sections might be little hard to see in these photos because both the middle tone colors and the base color are



dark. If you have trouble finding the sections, look at the *Snake* highlight photos. The base color (black) sections should be clear in these photos. All the other sections receive middle tones.



MIDDLE TONES, STAGE TWO

As the first middle-tone coat dries, mix a little more white with the dark gray on your palette. Use this new **middle gray** to paint brighter middle tones on the raised areas of the *Snake*, as shown in the second set of *Snake* middle-tone photos. Use the *Panel painting* and *Blending* technique described on p. 68.

Highlights

Add more white to the gray mixture on your palette. Use this **light gray** to add highlights to the raised areas of the *Snake* as shown in the *Snake* highlight photos. Use the *Drybrush* technique described on p. 68.

If you like, you can also add some highlights to the black areas of the *Snake*. You want these areas to stay dark, so use a **dark gray** to highlight these sections. You can mix this color by adding some black to the gray mixture on your palette.



Details

It's probably a good idea to let all the previous colors dry before you add the details. The *Snake* detail photos show the location of the stripes and block details. Use the Size 0 brush for painting details.

Start by painting each detail area **black** and letting it dry.

Next, paint the detail sections **white**. Leave a thin black band showing around the edge of each detail section.

Let the white dry. Then add the **detail colors** on top of the white, as shown in the photos.



BASE

Mix black and red brown to produce a **dark brown** on your palette. Paint two or three coats of the dark brown on the entire miniature base. Let dry. If you've glued ground cover to the base, thin the paint with a little water. This will help the paint flow into the details.

Drybrush the raised areas of the base with plain **red brown** and let dry.

SOME FINISHING TOUCHES AND FINAL NOTES

Unless you're going to lock your miniature away in a glass display case, you should probably finish the miniature with a coat of protective varnish or sealer. The varnish will enhance the paint job and also protect it (if you're using an unvarnished miniature in games, parts of the paint will eventually start rubbing away).

You can find protective varnish at your local hobby shop. It's available in brush-on or spray varieties. If you plan to use spray varnish, be sure to apply it in a well-ventilated area. For the best results, tell your hobby dealer what kind

of paints you used on your miniature (acrylic paints, in this case) and ask him to recommend a varnish or sealer formulated to work with that type of paint. Acrylic brush-on lacquers are the safest and can be found at local game stores.

MISTAKES

Even the best figure painters in the world make the occasional blunder, and everyone makes mistakes when they're first painting. Don't let mistakes discourage you. Mistakes are an important way of learning, and sometimes a mistake may look better than what you intended to paint or give you an idea for something you wouldn't have thought of otherwise!

Also, keep in mind that most mistakes can be fixed by simply painting over them. Most of your mistakes will probably involve getting paint from one part of the miniature onto an area where you don't want it. If you get a bit of light-colored paint on a dark area, you can fix it by simply painting over the light paint with a darker color. If you get a bit of dark paint on a light area, you may need to paint over the dark color with a little white before re-touching the area with the original light color.

Usually, you'll start making mistakes when you're getting tired or are already tired. This is a sign to stop painting and start again fresh the next day or evening. If you don't, you're likely to make more mistakes and get frustrated, which is the

last thing you want. Painting miniatures is supposed to be fun, so keep it fun for yourself. Don't get so caught up in the challenge of the work that you forget about the fun part.

A FINAL NOTE

Hopefully, this section will give you enough guidance to paint some cool miniatures. But you don't need to rely on this information alone. Ask other painters how they like to paint their miniatures. Ask the people at your local hobby shop how they do it. Most people will be happy to talk about their hobby. Online *BattleTech* forums often have good tips and discussions about painting and modeling, and just like the people at the hobby store, most of the painters online are happy to help as well.

As you continue to paint miniatures, you'll get better and better at it. You'll probably learn new techniques and new skills. Pretty soon, people will be asking *you* for advice. Just remember to be patient. You may not be the greatest painter when you start, but if you keep at it you'll always get better.

BONUS STUFF

The following sections contain information you don't really need to know to paint the *Snake*. If you plan to paint more miniatures, though, this info will come in handy.

SUGGESTED STARTER PALETTE

If you plan to keep painting, you'll probably want to try different colors. This starter palette is a list of paints that would be useful for painting almost any type of miniature. The recommended brushes are sold in a tube of three. These Iron Wind Metals acrylic paints and brushes can be found at your local hobby store, or online at <http://www.ironwindmetals.com>.

Iron Wind Metals Brush Kit (IWM number 77-728)

Starter Palette

Gold Metallic	(IWM number 77-701)
Silver Metallic	(IWM number 77-702)
White	(IWM number 77-706)
Black	(IWM number 77-708)
Shamrock Green	(IWM number 77-709)
Yellow	(IWM number 77-716)
Red	(IWM number 77-718)
True Blue	(IWM number 77-720)

Other good basic colors are:

Red Brown	(IWM number 77-713)
Flesh	(IWM number 77-705)
Leather	(IWM number 77-712)

As your collection of paints grows, you may want to paint a spot of each color on the lid of its jar. This will make it easier to find a particular color when you need it.

PAINTING MECHWARRIOR: DARK AGE MINIATURES



The *MechWarrior: Dark Age* miniatures come pre-assembled and painted. Still, for those who really want to take these miniatures to the next level, the suggestions given in this book can be used on those miniatures just as with the standard 285th scale miniatures.

MechWarrior: Dark Age miniatures should be removed from the bases and painted using the same techniques as described above. Many of the machines used in *MechWarrior: Dark Age* have either been kept in secret storage or cobbled together. The following method can be used to add a realistic look to your miniatures without sacrificing the mobility of the miniature, its playability or collectibility.

Remove the Miniature from its combat dial. Carefully pull the figure off the base or use a sharp hobby knife to cut it away. Take care not to damage the feet or the base of the mech.



Use an old paintbrush to carefully spread thick white glue around the base. Take care not to cover any of the printed areas on the base. If this does happen just wipe it away. Once the base is coated with glue sprinkle ground cover, such as ballast and talus, on the glue. Pat it down to make sure it covers well.

Use black spray primer to thoroughly prime the miniature. The primer needs to have a complete coat over the soft plastic



to avoid future chipping. If needed spray two coats on the miniature.

Paint the entire miniature with a rusty metallic color. Drybrushing is a good

technique to use, just make sure you use a couple of shades from dark to light.

Paint the panels of the 'Mech in the appropriate faction colors. The panel painting technique works well for this as does an airbrush. Be sure to leave some of the rusty metal showing through on hard edges where the 'Mech could be worn.



Paint the ground cover on the base dark brown and drybrush it up to light brown.



Using decals, hand painted symbols and inks, detail the miniature. Rusty brown and Black inks are available at local art stores, these are great for additional shading and rust streaks.

Glue flock to the base and reattach the miniature with a little bit of superglue. Reassemble the combat dial and your Mechwarrior: Dark Age 'Mech is ready.

PAINTING ARMORCAST BATTLETECH MODELS

Painting the large Armorcast *BattleTech* models is a bit different than painting the smaller metal models, in that most of the parts are painted before assembly.

Here are just a few techniques that will allow you to bring out the full beauty of the *BattleTech* resin models.

PAINTING MULTI-COLOR CAMOFLAGE.

When painting multi-color camouflage, the technique is to paint the base camo color and then do ALL of the drybrushing for that color, all the way to the highest highlights before painting the secondary camo color(s). After completing the base color and highlights, add your secondary camocolor(s) and drybrush them separately. A final overall drybrush with a very light tan/beige "dust" color (heavier on the lower parts of the Mech) will blend and soften the camo colors together a bit for a more realistic appearance.



COUNTERSHADED VULTURE

The *Vulture* in the photo below uses a camo technique called countershading. Countershading is a form of protective coloration in which animals are darker on their upper surface than on their lower surface. This coloration counteracts shadows caused by natural overhead light which lights the top but causes shadows on the underside making the animal look three dimensional. This form of protective coloration is used by many animals in the air, on land and in the sea, including almost all of the large cats. We have painted the *Vulture* with this in mind

After the sub-assemblies were glued together (see *Vulture* kit instructions), all parts were sprayed with Krylon Sandable Gray primer (which also serves as the 'Mech's base color). All of the parts were then lightly sprayed on the bottom side with flat white primer spray paint. Some of the white will overspray on to the sides of the parts to give the countershading effect.

The parts were given a thinned black wash. They were then drybrushed with medium gray to light gray over the darker parts and light gray to white over the lighter areas. All parts were then assembled.

Spots were then airbrushed with a very dark gray on the top and side surfaces of the model. After the spots had dried, they were lightly dry brushed with a medium dark gray.

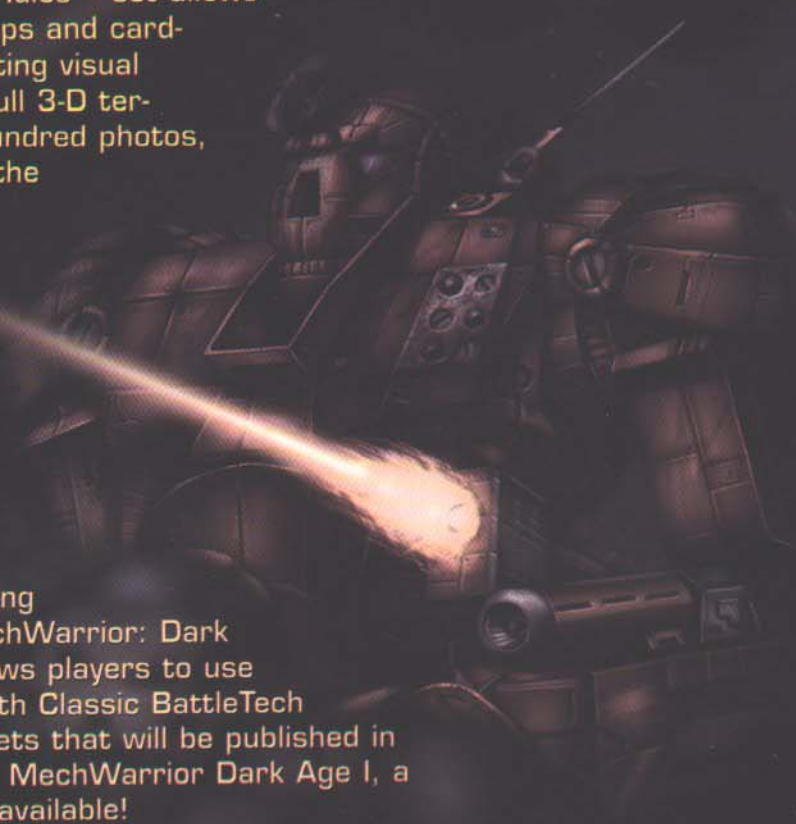


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