

# ***MICRO-MECHS***

**Note: I did not do the original write up of the Micro-Mech, I found it on the internet in late 2000. I have tried to find out who wrote it but the website has since been removed from the internet. I have gone through the construction process and updated it to be more in line with current rules. During that process I asked Discord for his input and assistance, what you see is the final result of that collaboration. The Appendix's, Battle Values, Battle Force 2 conversions, Aerotech 2 supplement and the Mech Warrior RGP supplement are all courtesy of Discord. Thanks for all the hard work.**

## ***Micro-Mechs Background / History***

The first Micro-Mech was created in 2914 in the First Imperium, a deep Periphery state that had achieved a fairly high technological level through ruthless means. The Imperium was a harsh dictatorship and as it happens from time to time, a small uprising occurred. The uprising spread beyond the control of the local forces and the military was sent in. The result was over 10,000 dead, one small city all but leveled and the destruction of a number of tanks and several light mechs.

The death toll had little impact on the government, what did bother them was the destruction of the city and the military losses. Emperor Krinton the 2nd ordered the development of a unit designed specifically for counter insurgency/city combat. At first a light mech was considered, but it proved unsatisfactory, mostly due to its large size. One of the researchers griped, "I wish we could cut the damn thing in half." Another researcher asked "Why not?" and the Micro-Mech was born.

It took 16 years (and another revolt) for the first prototype Micro-Mech to be constructed. It was slow and was armed with only 4 machine guns, but well armored and was able to maneuver in tight quarters. A test unit of 8 Micro-Mech was sent to quell an uprising 3 years later and proved to be an effective unit.

The Micro-Mech units were improved over the next 25 years and became a mainstay of the Imperium military. Then came the Great Civil War. A cabal of military officers along with a large portion of the military revolted against Roger the 3rd. In the war that followed most of the Imperium worlds saw heavy combat with poison gas and at least one nuclear weapon (possibly more) being used on the capital world (Currently referred to as "Cinder" and is uninhabited). After 3 years of heavy fighting the war mostly stopped, (as many of the leaders on both sides were now dead) with local leaders taking control of individual planets or large land masses on some worlds.

On one planet the war still raged, Angola. Once the most heavily populated planet in the Imperium, it became a war zone. Each side took control of one of the planets three main continents, with the 3rd one becoming a huge battleground. Both sides lacked the ability to construct mechs, but both sides could construct tanks, personal weapons and Micro-Mechs (after replacing the fusion engines with ICE engines). So the war rages on, with light and medium tanks, Micro-Mechs and infantry as the main combatants.

# ***MICRO MECHS***

## ***Micro-Mech Rules***

Micro-Mechs use the same rules as Battlemech except where noted.

**Warriors:** Micro-Mechs pilots use the gunnery and piloting skill ratings the same as a Mechwarrior.

**Damaging a Micro-Mech Pilot:** A Micro-Mech pilot can take the same amount of damage as a mechwarrior. A Micro-Mech pilot does not take damage from head hits, as the pilot is located in the torso. The pilot also does not take damage from normal torso hits as the heavily armored torso and cockpit provides very good protection. If a Micro-Mech suffers an ammunition explosion, the pilot takes 3 hits from feedback.

**Movement:** Micro-Mechs use the same rules as Battlemechs except in the following cases.

**Stacking:** A Micro-Mech counts as a vehicle for stacking purposes.

**Piloting Skill Rolls:** Micro-Mechs make piloting rolls in the same circumstances as Battlemechs. Because Micro-Mechs are much more agile than Battlemechs they receive a +1 bonus to all piloting rolls. Use the table below to determine modifiers.

<i><b>PILOTING SKILL ROLL TABLE</b></i>	
Lower Leg Actuator destroyed	+2
Upper Leg Actuator destroyed	+4
Gyro destroyed	+4
Leg Destroyed	+5 (no modifiers for destroyed actuators on that leg)

**Falls:** Micro-Mechs and their pilots do not take damage for a fall in the same hex (a zero level fall). For falls one level or greater the Micro-Mech and Pilot take damage per Battlemech rules.

**Standing:** A Micro-Mech can automatically stand if all leg actuators and the gyro are undamaged at the cost of 1 MP. If leg actuators or the gyro is damaged then the Micro-Mech must make a piloting role to stand and the cost of 1 MP.

**Combat:** Micro-Mechs make attacks and are attacked in the same way as Battlemechs with the following exceptions.

**Line of Sight:** Micro-Mechs are a single level tall and are treated as vehicles for Line of Sight. This is important to remember this if a Battlemech is used to represent a Micro-Mech on a map.

**Partial Cover:** Micro-Mechs cannot make use of partial cover.

**Weapon Attacks:** All standard Battletech rules are used for Micro-Mechs.

**Firing Arcs:** Micro-Mechs have the same firing arcs as Battlemechs and can also perform torso turns.

**Prone Micro-Mechs:** A prone Micro-Mech uses the same rules as those for Battlemechs when prone.

**Hit Locations:** A Micro-Mech uses the Battlemech hit location table. The Right Torso, Center Torso and Left Torso locations all become a Torso hit location on a Micro-Mech.

**Targeting Computers:** Micro-Mechs are too small to have specific locations targeted. The standard -1 to hit modifier still applies.

**Damage:** The procedure for applying damage to a Micro-Mech is the same as for Battlemechs. Damage transfers from the arms, legs and head to the torso. One half the damage from the torso transfers to the cockpit if all the torso's internal structure is destroyed. For each point of damage cockpit armor receives, the pilot takes 1 hit. Roll for possible critical hits in the same way as for Battlemechs. The only exception is for damage applied directly to the cockpit. In this case, no rolls for critical hits are made.

**Critical Damage:** The method for recording critical damage for a Micro-Mech is mostly the same as for Battlemechs. The major difference is that the critical hit tables are much smaller and the effects of a critical hit tend to be more severe. In determining the slot that receives a critical hit for the torso, use the same rules as a Battlemech. For a Micro-Mech's head, arms and legs only 1d6 is rolled. To determine which slot receives the critical hit for the head, a result of 1, 2, or 3 indicates the first slot and result of 4, 5 or 6 indicates the second slot. For the arms and legs a result of 1 or 2 indicates the first shot. A result of 3 or 4 indicates the second shot. And a result of 5 or 6 indicates the third shot.

### ***Critical Hit Effects:***

**Ammo Explosion:** Same effects as an ammo explosion on a Battlemech except where noted. The pilot of a Micro-Mech takes three hits instead of the two hits for the pilot of a Battlemech. If no CASE is present the damage from the

explosion transfers to the Micro-Mechs cockpit, many times killing the pilot. If a CASE is present damage will not transfer to the cockpit.

**Arm Blown Off (Arm)** : Use the same rules as for Battlemechs, but the arm of a Micro-Mech cannot be used as a Club.

**Cockpit (Torso)** : The pilot is killed.

**Engine (Torso)** : A Micro-Mechs power plant has only 2 points of shielding.

**First Critical Hit:** The Micro-Mech cannot fire any energy weapons. If the Micro-Mechs life support system is damaged, the pilot takes one hit per turn until the unit is shut down or exits the board.

**Second Critical Hit:** The unit's power plant is destroyed. Unit is out of the game and considered destroyed.

*Note: Micro-Mech engines cannot Stackpole*

**Gyro (Torso)** : The gyro is destroyed by the first critical hit. However a Micro-Mech's can still stand, walk and fire weapons. The +1 bonus for piloting is lost and all piloting rolls are at -4. The unit can no longer run or jump. If the unit does attempt to run or jump it falls in the hex and cannot move for the rest of the turn.

**Head Blown off (Head)** : The sensors and any other systems mounted in the head are destroyed. The pilot is uninjured.

**Jump Jets (Torso, Legs)** : The Micro-Mechs jumping MP is reduced by one for every jump jet exhaust port destroyed.

**Leg Blown off (Leg)** : Use the same rules as for Battlemechs. The limb cannot be used as a club.

**Life Support (Torso)** : In normal atmospheric temperature and conditions there is no effect, unless the fusion power plant is damaged. The pilot will take one hit per turn until the fusion plant is shut down if the engine has suffered a critical hit. In extreme high or low temperatures the pilot will take one hit every 10 turns. In vacuum or lethal atmospheres the pilot has 3 turns to activate alternate life support measures such as an environmental suit. If the pilot does not get an alternate life support system activated, the pilot dies. While activating an alternate life support the Micro-Mech cannot move or fire.

**Lower Arm Actuator Group (Arm)** + 2 on to hit rolls for weapons mounted in the arm. Some Micro-Mechs are designed without a lower arm actuator, these units do not suffer any negative effects for lacking the lower arm actuator.

**Lower Leg Actuator Group (Leg)** + 2 on all piloting rolls and the units walking MP is reduced by 2. The running MP is refigured on the new walking MP. The Micro-Mech can no longer make a kick attack.

**Sensors (Head)** All physical and weapons attacks are at +4 to hit. The Micro-Mech can only fire at a single target that is within short range of its weapons. Micro-Mechs are equipped with a very limited secondary sensor system mounted in the torso that keeps the unit from being totally blinded by the loss of the units main sensors.

**Upper Arm Actuator Group (Arm)** + 4 on all weapon attacks from the arm. The effect is not cumulative with a lower arm actuator critical hit.

**Upper Leg Actuator group (Leg)** All piloting rolls are +2. The unit's current MP is reduced by one half and the running MP is refigured on the new walking MP. Anytime the unit attempts to run it must make a piloting roll to stay standing. A failed roll indicates the unit falls in the hex, but takes no damage. The Micro-Mech must now make a piloting roll to stand after it falls. Effects are cumulative with other leg critical hits.

**Weapons and Equipment:** Use the same rules as for Battlemechs.

**Explosive components:** Use the same rules as for Battlemechs.

**Destroying a Micro-Mech:** A Micro-Mech is considered destroyed if the pilot is killed, the engine receives 2 critical hits or all the internal structure for the torso is eliminated.

**Micro-Mech Pilot Survival:** The pilot is killed if all three of the cockpit's armor points are eliminated.

## ***Physical Attacks:***

Micro-Mechs can make only two types of physical attacks, kicking and charging. These attacks do not do much damage and are rarely made. The types of physical attacks that cannot be made by the Micro-Mech are clubbing, death from above, punches and pushes. This is because the unit is not heavy enough to cause damage or force another unit to move.

**Kick (Stomp)** : A Micro-Mech can make one kick attacking per turn. All leg actuators must be undamaged and the target must be in the front hex. The base to hit for a kick is 3, same as for a Battlemech. Damage from a Micro-Mech kick is one point, no matter the weight of the unit. A Micro-Mech can also stomp on an infantry unit in the same hex for one point of damage.

**Charges**: Use the vehicle rules with the exception of damage done. A charging Micro-Mech inflicts one point of damage to the defending unit for every hex moved. The damage to the Micro-Mech is one point. Unlike Battlemechs, a Micro-Mech can charge a vehicle. Targets of a successful charge by a Micro-Mech do not have to make a piloting roll to stay standing. The Micro-Mech does however need to make a piloting roll to remain standing if the target was a Battlemech or a vehicle.

**Death from above**: Micro-Mechs cannot make this type of attack, but can be the target of one using normal rules.

Micro-Mech hit locations for physical attacks: In almost all instances when a Micro-Mech is the target of a successful physical attack, use the full hit location table. The only instance this would not occur would be if a Micro-Mech kicks another Micro-Mech. In this case the Battlemech kick location table is used.

**Different elevations**: Treat a Micro-Mech as a vehicle if at different elevations from a Battlemech attempting a physical attack.

**Prone Micro-Mechs**: A prone Micro-Mech cannot make physical attacks.

**Unit Displacement**: Treat a Micro-Mechs as vehicle for purposes of unit displacement.

**Heat Points**: A Micro-Mech does not have a heat scale and cannot build up heat points.

**Shutdown**: Use the rules for Battlemechs with the exception that a shutdown Micro-Mech cannot be the target of an aimed shot.

**Buildings**: As Micro-Mechs are smaller and more agile than Battlemechs they receive a -3 bonus when entering, moving around in or exiting a building. In all other cases use the Battlemech rules.

## ***SPECIAL CASE RULES***

**Anti-Battlemech Infantry**: Micro-Mechs cannot be targets of leg or swarm attacks.

**Micro-Mech lifting capabilities**: Same rules as for Battlemechs.

**Dumping Ammunition**: Like a Battlemech, Micro-Mechs can dump ammunition. The only difference from the Battlemech rules is that if a Micro-Mech dumps ammunition, ALL the ammunition carried is dumped.

**Ejecting**: A Micro-Mech pilot cannot eject, they must climb out. To exit standing Micro-Mech takes 2 turns. For a Micro-Mech that is lying down or that has had all of its torso internal structure destroyed, it takes 4 turns for a pilot to exit.

**Fire**: Treat a Micro-Mech as a vehicle in regards to fire.

**Four Legged Constructions**: A Micro-Mech follows the Battlemech rules for the construction of a Quad unit.

**Dropping Troops:** Only jump jet equipped MicroMechs are capable of making an assault drop. A MicroMech must be environmentally sealed in order to make an orbital drop. Otherwise, they follow all the standard rules for BattleMechs making drops.

**Hostile Environments:** Treat a Micro-Mech as a Battlemech is it is operating on ice, with the following changes. A Micro-Mech is destroyed if it enters level one or greater depth water after falling through ice unless it has been environmentally sealed. A Micro-Mech can only climb out of water and back onto the ice if the water is one level deep. If the water is more than one level deep it must move to an area where the water is one level deep or reach land to exit the water. Industrial Mechs that mount IC Engines that do enter water of depth 1 or greater will flood their engines (and thus be treated as being destroyed) if they remain submerged for two consecutive turns, whether or not they are environmentally sealed.

**High/Low Gravity:** A Micro-Mech is slowed the same way as a Battlemech by heavy gravity. The Micro-Mech does not receive an increase in MP because of lighter gravity.

**Swamp:** A Micro-Mech cannot get stuck in a swamp hex, but still must pay the extra cost in MP to enter a swamp filled hex.

**Vacuum:** A Micro-Mech must be fusion powered and be environmentally sealed to operate in a vacuum. Otherwise treat as a Battlemech.

**Reversing Arms:** A Micro-Mech cannot reverse its arms.

**Repairs:** MicroMechs follow all the rules for repair as if a Battlemech.

**Note:** The Missile Launchers are purpose built for Micros and such cannot be mounted on a BattleMech. However, a Micro cannot use a BattleMechs Launcher. (Ammunition is still interchangeable.)

## CONSTRUCTION

Construction of a Micro-Mech is very similar to that of Battlemechs.

**Note:** All masses are kilograms (1 ton = 1000 kilograms)

**Tonnage:** Micro-Mechs weigh between 10 and 19 tons in increments of one ton. The total weight of a Micro-Mech's equipment, weapons, armor and other components will equal this tonnage. A major difference between Micro-Mechs and Battlemechs is that Micro-Mechs can use quarter ton increments for its systems, unlike Battlemechs where the smallest increment for a system is half a ton.

**Critical Space Table:** This table is similar to the one used by Battlemechs and is used in the same way. The largest differences are that the table is smaller and heat sinks are not allocated to location slots.

**Arm Actuators:** Arm actuators are listed in two groupings: The **Upper Arm Actuator Group** and the **Lower Arm Actuator Group**. The Upper arm actuator Group consists of the Shoulder and Upper Actuators, while the Lower Arm Actuator Group consists of the Lower and Hand Actuators. As with Battlemechs arm actuators may be removed for more space. Only the lower arm actuator may be removed, however.

**Leg Actuators:** Leg actuators are listed in two groupings just as the Arms are: The **Upper Leg Actuator Group** and the **Lower Leg Actuator Group**. The Upper Leg actuator Group consists of the Hip and Upper Actuators, while the Lower Leg Actuator Group consists of the Lower and Foot Actuators.

**Design the Chassis:** The Micro-Mechs basic framework is determined at this stage.

### Determine Technology Base:

**Choose tonnage:** A Micro-Mechs tonnage ranges from 10 to 19 tons in increments of one ton.

**Allocate tonnage for internal structure:** A Micro-Mech's internal structure takes up 10 percent of the unit's weight. The internal structure table shows the weight required and the internal structure points for each location.

**Note:** Endo-Steel cannot be used on a Micro-Mech.

Internal Structure					
Unit Weight	Internal Structure	Head	Torso	Arms	Legs

	Weight				
10	1000	2	10	2	3
11	1100	2	11	2	3
12	1200	2	11	2	3
13	1300	2	12	2	3
14	1400	2	13	2	4
15	1500	2	13	2	4
16	1600	2	14	3	4
17	1700	2	15	3	4
18	1800	2	15	3	4
19	1900	2	16	3	4

**Add Cockpit:** Micro-Mechs needs a cockpit just as Battlemechs do. The Cockpit weighs 1500 kilograms this includes all the support systems and is located in the torso.

**Determine Engine rating:** Each Micro-Mech is powered by a single small fusion plant. The rating for the power plant is determined by multiplying the unit's tonnage times the desired walking movement points of the unit. Many times the rating will not fall on a listed rating from the engine table. In cases like this, use the next highest rated engine on the table. Similar to vehicles, a Micro-Mech's power plant needs extra shielding. This shielding is equal to 25 percent of the engines final weight. To determine the engines weight multiply the engines weight by 1.25 and round the result up to the next quarter ton. The running MP of a Micro-Mechs is determined the same as for Battlemechs. Micro-Mechs can be built with ICE engines but at a cost 2x the weight of a fusion engine of the same rating, remember that ICE do not come with the 10 free heat sinks either, you must also add power amplifiers at a rate of 1 ton per 10 tons of energy weapons or fraction there of.

**XL Engines:** Micro-Mechs cannot make use of XL or light engines due to them being so bulky.

**Add Gyroscope:** To determine the weight of a Micro-Mech's gyro divide the rating of the engine by 100 and round up the next quarter ton.

**Determine Jump Capability:** Micro-Mechs can be equipped with jump jets to increase mobility. Each jump jet weighs 125 kg and gives one jump MP. Each jump jet takes up one critical space. Jump jets may be mounted on the legs and torso only.

**Add Armor:** Armor protects a Micro-Mech from damage. Armor is added in increments of a quarter ton. Each 62.5kgs is 1 point of armor. These armor points can be allocated to any of the seven locations on a Micro-Mech, up to the maximum amount for the location. The maximum armor points for a location is double the number of internal structure points in the location. Note that the torso needs to have armor mounted on the front and rear.

**Note:** Ferro-Fibrous armor cannot be used.

**Environmental sealing:** Micro-Mech can be environmental sealed to operate in hostile environments such as vacuum and under water. The sealing takes up 10 percent of a Micro-Mech's weight (use the same weight as the internal structure), but does not take up any location slots.

**Add Weapons, Ammunition, heat sinks and other equipment:** Micro-Mechs have some restriction on what equipment it can carry. Micro-Mechs cannot make use of AMS, Hatchets, MASC, Swords and Triple Strength Myomer.

A maximum of 4 weapons can be mounted on a Micro-Mech. Ammunition fed weapons require at least a quarter ton on ammunition to be carried. Ammunition amounts one ton or less are located in single slot, ammunition over a ton must be allocated to more than one slot and a note on the number of rounds in each slot. Different ammo types must be put in separate slots, even if the ammunition is for the same weapon. Example: A Micro-Mech mounting a LB-2X autocannon and carries a quarter ton of solid and a quarter ton of cluster ammunition would have to place the solid and cluster rounds in different slots.

**Missile Launchers:** Rather than mounting standard issue missile launchers, Micro-Mechs mount missiles in groups of tubes. Each tube launches a single missile per attack, so that an SRM launcher consisting of 2 tubes is fired in the same way as a standard SRM-2. Each group of missiles can consist of any number of tubes up to the maximum normally available for that type of launcher, and counts as a single weapon for purposes of the location restrictions above.

**Note:** The weights of standard-sized launchers will not always match the weight of a similar launcher built from tubes for a Micro-Mech. This discrepancy is intentional for ease of use and maximum flexibility.

**Note:** A Micro-Mech cannot spit weapons over multiple locations.

A Micro-Mech must mount enough heat sinks to dissipate all the heat generated by firing all its energy weapons in the same turn. Heat sinks are mounted on the engine and do not take up location slots. Each heat sink is 125 kilograms. A maximum of ten single heat sinks can be added on the engine.

All energy weapons (listed as energy weapons on weapons and equipment table) that generate heat must have enough heat sinks assigned to them during construction. As on conventional vehicles, missile weapons do not require heat sinks except as noted on the weapons and equipment table.

**Note:** Double heat sinks cannot be used.

The heat sinks used by Micro-Mechs are specially designed and cannot be used on any other unit. A fusion engine comes with a number of free heat sinks that cost no extra weight. To determine the number of free heat sinks, divide the engine rating by 10 and round down all fractions. The result is the number of free heat sinks.

**Ammunition:** Micro-Mechs can carry ammo bins in quarter ton, half ton, three-quarter ton or full ton lots. Each critical slot can hold up to 1000kg of ammo, but it must all be for the same weapon class. For example: One critical slot could hold 500kg of LB-5X Cluster shot *and* 250 kg of LB-5X Standard ammo. But it could not hold 250kg LRM 6 ammo and 500kg LRM 3 ammo or ammo for any other type of weapon.

MicroMech Weapons and Equipment Table						
Type	Heat	Damage	Weight	Crits	Cost	Bv
Energy Weapons						
ER Laser, Large	12	8	5000	2	200,000	163
ER Laser, Medium	5	5	1000	1	80,000	62
ER Laser, Small	2	3	500	1	11,250	17
ER PPC	15	15	7000	3	300,000	229
Flamer	3	2	1000	1	7,500	6
Laser, Large	8	8	5000	2	100,000	124
Laser, Medium	3	5	1000	1	40,000	46
Laser, Small	1	3	500	1	11,250	9
PPC	10	10	7000	3	200,000	176
Pulse Laser, Large	10	9	7000	2	175,000	119
Pulse Laser, Medium	4	6	2000	1	60,000	48
Pulse Laser, Small	2	3	1000	1	16,000	12
X-Pulse Laser, Large	14	9	7000	2	275,000	178
X-Pulse Laser, Medium	6	6	2000	1	110,000	71
X-Pulse Laser, Small	3	3	1000	1	31,000	21
Ballistic Weapons						
Autocannon/2	0	2	6000	1	75,000	37
Autocannon/5	0	5	8000	4	125,000	70
Caseless AC/2	0	2	6000	1	75,000	37
Caseless AC/5	0	2	8000	4	150,000	70
Flamer, Vehicle	0	2	500	1	7,500	5
Flamer, Heavy	0	4	1000	1	20,000	20
HV AC/2	0	2	8000	4	80,000	48
LAC/2	0	2	4000	1	100,000	30
LAC/5	0	5	5000	2	125,000	62
LB-2X AC	0	2	6000	4	150,000	42
LB-5X AC	0	5	8000	5	200,000	83
Machine Gun	0	2	500	1	5,000	5
Recoilless Rifle (Light)	0	2	175	1	1,000	12
Recoilless Rifle (Medium)	0	3	250	1	3,000	19

Recoilless Rifle (Heavy)	0	3	325	1	5,000	22
Rotary AC/2	0	2	8000	3	175,000	118
Ultra AC/2	0	2	7000	3	120,000	56
Ultra AC/5	0	5	9000	5	200,000	113
<b>Missile Weapons</b>						
ELRM 1	0	1/Hit	900	1	22,700	19
ELRM 2	0	1/Hit	1800	1	45,400	26
ELRM 3	0	1/Hit	2700	1	68,100	37
ELRM 4	0	1/Hit	3600	1	90,800	49
ELRM 5	0	1/Hit	4500	1	113,500	59
ELRM 6	0	1/Hit	5400	2	136,200	74
ELRM 7	0	1/Hit	6300	2	158,900	83
ELRM 8	0	1/Hit	7200	2	181,600	94
ELRM 9	0	1/Hit	8100	2	204,300	102
ELRM 10	0	1/Hit	9000	2	227,000	117
Improved Narc Launcher	0	*	5000	3	250,000	75
Grenade Launcher	0	1	100	1	3,000	2
'Mech Mortar 1	0	2/Hit	2000	1	30,000	22
'Mech Mortar 2	0	2/Hit	5000	2	100,000	31
Mortar (Light)	0	3	300	1	1,400	9
Mortar (Heavy)	0	3	300	2	1,800	17
LRM 1	0	1/Hit	400	1	11,100	14
LRM 2	0	1/Hit	800	1	22,200	20
LRM 3	0	1/Hit	1200	1	33,300	29
LRM 4	0	1/Hit	1600	1	44,400	38
LRM 5	0	1/Hit	2000	1	55,500	45
LRM 6	0	1/Hit	2400	2	66,600	57
LRM 7	0	1/Hit	2800	2	77,700	63
LRM 8	0	1/Hit	3200	2	88,800	72
LRM 9	0	1/Hit	3600	2	99,900	78
LRM 10	0	1/Hit	4000	2	111,000	90
LRM 11	0	1/Hit	4400	3	122,100	99
LRM 12	0	1/Hit	4800	3	133,200	116
LRM 13	0	1/Hit	5200	3	144,300	118
LRM 14	0	1/Hit	5600	3	155,400	127
LRM 15	0	1/Hit	6000	3	166,500	136
LRM 16	0	1/Hit	6400	4	177,600	145
LRM 17	0	1/Hit	6800	4	188,700	154
LRM 18	0	1/Hit	7200	4	199,800	163
LRM 19	0	1/Hit	7600	4	210,900	172
LRM 20	0	1/Hit	8000	4	222,000	181
MRM 1	0	1/Hit	400	1	7,500	9
MRM 2	0	1/Hit	800	1	15,000	13
MRM 3	0	1/Hit	1200	1	22,500	18
MRM 4	0	1/Hit	1600	1	30,000	23
MRM 5	0	1/Hit	2000	1	37,500	28
MRM 6	0	1/Hit	2400	1	45,000	35
MRM 7	0	1/Hit	2800	1	52,500	39
MRM 8	0	1/Hit	3200	1	60,000	45
MRM 9	0	1/Hit	3600	1	67,500	48
MRM 10	0	1/Hit	4000	1	75,000	56
MRM 11	0	1/Hit	4400	2	82,500	62
MRM 12	0	1/Hit	4800	2	90,000	72
MRM 13	0	1/Hit	5200	2	97,500	73
MRM 14	0	1/Hit	5600	2	105,000	78
MRM 15	0	1/Hit	6000	2	112,500	84
MRM 16	0	1/Hit	6400	2	120,000	90
MRM 17	0	1/Hit	6800	2	127,500	95



MRM 18	0	1/Hit	7200	2	135,000	101
MRM 19	0	1/Hit	7600	2	142,500	106
MRM 20	0	1/Hit	8000	2	150,000	112
SRM 1	0	2/Hit	500	1	12,500	15
SRM 2	0	2/Hit	1000	1	25,000	21
SRM 3	0	2/Hit	1500	1	37,500	30
SRM 4	0	2/Hit	2000	2	50,000	39
SRM 5	0	2/Hit	2500	2	62,500	47
SRM 6	0	2/Hit	3000	2	75,000	59
Streak SRM 1	0	2/Hit	750	1	18,750	15
Streak SRM 2	0	2/Hit	1500	1	37,500	30
Streak SRM 3	0	2/Hit	2250	1	56,250	44
Streak SRM 4	0	2/Hit	3000	2	75,000	59
Streak SRM 5	0	2/Hit	3750	2	93,750	74
Streak SRM 6	0	2/Hit	4500	2	112,500	89
Narc Missile Beacon	0	*	3000	2	100,000	30
Rocket Launcher 10	0	10	500	1	15,000	18
Rocket Launcher 15	0	15	1000	2	30,000	23
Rocket Launcher 20	0	20	1500	3	45,000	24
Thunderbolt 5	0	5	3000	1	50,000	64
Thunderbolt 10	0	10	7000	2	175,000	127
Thunderbolt OS (Unbound)	0	10+Heat	1000	1	250,000	40
<b>Equipment</b>						
Angel ECM	0	0	2000	2	750,000	100
Artemis IV FCS	0	0	1000	1	100,000	A
Beagle Active Probe	0	0	1500	2	200,000	10
Bloodhound Active Probe	0	0	2000	3	500,000	25
CASE	0	0	500	1	50,000	B
CASE II	0	0	1000	1	175,000	B
C3 Master Computer	0	0	5000	5	1,500,000	C
C3 Slave	0	0	1000	1	250,000	C
C3i Computer	0	0	2500	2	750,000	C
Guardian ECM Suite	0	0	1500	2	200,000	61
Target Acquisition Gear (TAG)	0	0	1000	1	50,000	D

Notes: \* - See item description in the BattleTech Master Rules

A – Increase by 20 percent the BV of any Missile Launcher equipped with Artemis IV. This increase does not apply to the launcher's ammunition.

B – Though these items are used to calculate the Defensive Battle Rating, they have no individual BV.

C- See p. 157 BMR Revised

D- See p. 158 BMR Revised

Ammunition Shots Per Quarter Ton						
Type	Ammo per 250 Kg	Ammo Per 500Kg	Ammo Per 750 Kg	Ammo Per 1000 Kg	Cost Per 1000 Kg	BV Per 1000 Kg
<b>Ballistic</b>						
Autocannon/2	11	22	33	45	1,000	5
Autocannon/5	5	10	15	20	4,500	9
Caseless AC/2	17	34	50	67	6,000	5
Caseless AC/5	8	15	23	30	15,000	9
Flamer, Vehicle	5	10	15	20	1,000	1
Flamer, Heavy	3	5	8	10	2,000	3
HV AC/2	8	15	23	30	7,500	6
LAC/2	11	22	33	45	2,000	3
LAC/5	5	10	15	20	5,000	5
LB-2X AC-Standard	11	22	33	45	2,000	5
- Cluster	11	22	33	45	3,300	5
LB-5X AC	5	10	15	20	9,000	10
Cluster	5	10	15	20	15,000	10

Machine Gun	50	100	150	200	1,000	1
Recoilless Rifle (Light)	25	50	75	100	400	2
Recoilless Rifle (Medium)	12	25	37	50	600	2
Recoilless Rifle (Heavy)	6	12	18	25	800	3
Rotary AC/2	11	22	33	45	3,000	15
Ultra AC/2	11	22	33	45	1,000	7
Ultra AC/5	5	10	15	20	9,000	14
<b>Missile Weapons</b>						
ELRM 1	23	45	68	90	90,000	2
ELRM 2	11	22	33	45	90,000	3
ELRM 3	8	15	23	30	90,000	5
ELRM 4	6	12	18	23	90,000	6
ELRM 5	6	9	12	18	90,000	7
ELRM 6	4	8	11	15	90,000	9
ELRM 7	4	7	10	13	90,000	10
ELRM 8	3	6	8	11	90,000	11
ELRM 9	3	5	8	10	90,000	13
ELRM 10	3	5	7	9	90,000	15
Improved Narc Launcher	1	2	3	4	7,500	15
Grenade Launcher	6	12	18	24	400	1
'Mech Mortar 1	6	12	18	24	30,000	3
'Mech Mortar 2	3	6	9	12	30,000	4
Mortar (Light)	25	50	75	100	600	1
Mortar (Heavy)	6	12	18	24	800	2
LRM 1	30	60	90	120	30,000	2
LRM 2	15	30	45	60	30,000	2
LRM 3	10	20	30	40	30,000	4
LRM 4	8	15	23	30	30,000	5
LRM 5	6	12	18	24	30,000	6
LRM 6	5	10	15	20	30,000	7
LRM 7	4	9	15	17	30,000	8
LRM 8	4	8	11	15	30,000	9
LRM 9	4	7	10	13	30,000	10
LRM 10	3	6	9	12	30,000	11
LRM 11	3	6	8	10	30,000	12
LRM 12	3	5	8	10	30,000	14
LRM 13	2	5	8	10	30,000	15
LRM 14	2	4	6	9	30,000	16
LRM 15	2	4	6	9	30,000	17
LRM 16	2	4	6	8	30,000	18
LRM 17	2	4	6	8	30,000	19
LRM 18	2	4	5	7	30,000	20
LRM 19	2	3	5	6	30,000	22
LRM 20	2	3	5	6	30,000	23
MRM 1	60	120	180	240	5,000	1
MRM 2	30	60	90	120	5,000	2
MRM 3	20	40	60	80	5,000	2
MRM 4	15	30	45	60	5,000	3
MRM 5	12	24	36	48	5,000	4
MRM 6	10	20	30	40	5,000	4
MRM 7	9	17	26	34	5,000	5
MRM 8	8	15	23	30	5,000	6
MRM 9	7	14	20	27	5,000	6
MRM 10	6	12	18	24	5,000	7
MRM 11	6	11	17	22	5,000	8
MRM 12	5	10	15	20	5,000	9
MRM 13	5	10	14	19	5,000	9
MRM 14	4	9	13	17	5,000	10

MRM 15	4	8	12	16	5,000	10
MRM 16	4	8	11	15	5,000	11
MRM 17	4	7	11	14	5,000	12
MRM 18	3	7	10	13	5,000	13
MRM 19	3	7	10	13	5,000	13
MRM 20	3	6	9	12	5,000	14
SRM 1	25	50	75	100	27,000	2
SRM 2	13	25	38	50	27,000	3
SRM 3	9	17	25	33	27,000	4
SRM 4	7	13	19	25	27,000	5
SRM 5	5	10	15	20	27,000	6
SRM 6	4	8	12	15	27,000	7
Streak SRM 1	25	50	75	100	54,000	2
Streak SRM 2	13	25	38	50	54,000	4
Streak SRM 3	9	17	25	33	54,000	6
Streak SRM 4	7	13	19	25	54,000	7
Streak SRM 5	5	10	15	20	54,000	9
Streak SRM 6	4	8	12	15	54,000	11
Narc Missile Beacon	1	3	4	6	6,000	0
Thunderbolt 5	3	6	9	12	50,000	8
Thunderbolt 10	1	3	4	6	50,000	16
Rocket Launcher 10	-	-	-	-	1,000	-
Rocket Launcher 15	-	-	-	-	1,500	-
Rocket Launcher 20	-	-	-	-	2,000	-

Note: Where there were weapons listed in both Maximum Tech and the Tactical Handbook, only the Maximum Tech versions were listed.

## Micro-Mech Appendix

### Micro-Mech Costs

The cost for a Micro-Mech follows the same rules as calculating the cost of a Battlemech, except for the following changes to the cost table (see p. 149, *BMR*).

Structural Cost	Formula or Cost (In C-Bills)
Cockpit	150,000
Life Support	40,000
Sensors	Tonnage x 1500
Arm Actuator- Upper Arm Group	Tonnage x 100
Lower Arm Group	Tonnage x 130
Leg Actuator- Upper Leg Group	Tonnage x 150
Lower Leg Group	Tonnage x 200
Engine – ICE	(1250 x Rating x Tonnage)/75
Jump Jets	Tonnage x (Number of Jets^2) x 150
Environmental Sealing	Tonnage x 1000

Note: Only add in the Lower Arm Group if they are present.

The Following Table lists the costs of the various special Munitions available.

Special Munitions Cost	
Ammunition Type	Cost Modifier Per Ton (Or Cost Per Ton)
Armor-Piercing AC	4x Normal
Fletcherette AC	1.5x Normal
Incendiary AC	2x Normal
Precision AC	6x Normal
Artemis LRM/SRM	2x Normal

Flare LRM	Normal
Fragmentation LRM/SRM	2x Normal
Incendiary LRM	1.5x Normal
Inferno SRM	13,500/Ton
Semi-Guided LRM	3x Normal
Swarm LRM	2x Normal
Swarm I LRM	3x Normal
Thunder LRM	2x Normal
Thunder-Augmented LRM	4x Normal
Thunder-Vibrobomb LRM	2.5x Normal
Thunder-Inferno LRM	Normal
Thunder-Active LRM	3x Normal
Smoke LRM/SRM	1.5x Normal
iNarc-ECM Pods	15,000/Ton
iNarc-Explosive Pods	1,500/Ton
iNarc-Haywire Pods	20,000/Ton
iNarc-Nemesis Pods	10,000/Ton
Narc-Explosive Pods	1,500/Ton

### Micro-Mech Battle Value

Calculate the Battle Value of a Micro-Mech as per a standard Battlemech (see p. 152, *BMR*), but with the following exceptions.

Use the Micro-Mech tonnage in the Base Defensive Battle Rating.

Change the Ammo modifiers in the Base DBR to the following

Subtract 30 points per ton of ammo in the Torso or Legs.

Subtract 30 points per ton of ammo in the Arms if the Torso is not protected by CASE

Subtract 20 points per ton of ammo in the Arms if the Torso is protected by CASE.

Subtract 5 points per ton of ammo in any location that is protected by CASE II

Micro-Mechs add 0.1 to their Base Defensive Movement Factor.

As a Micro-Mech does not generate heat, ignore all formula that refers to it.

If the MicroMech carries less than a full 1000kg of ammo for a given weapon, simply multiply the Ammos BV by .25 if 250kg of ammo, .5 if 500kg of ammo, and .75 if 750kg of ammo. Do not round at this stage.

### Battle Force 2 Conversions

Micro-Mechs follow the standard Battlemech rules for conversion to BF2 (see p. 100, *BF2*), with the following exceptions:

**Armor/Structure:** A Micro-Mechs structure is automatically 1 regardless of the unit's weight. Armor is calculated normally.

**Damage Value:** For the Physical Damage value in the Point Blank Damage use a damage factor of 1, for the units kick attack. Calculate as normal.

**Overheat:** As a Micro-Mech does not generate heat, they do not have an overheat rating.

**Class:** A Micro-Mech is listed as class Mi.

Use the following information for weapons that are not listed in the Battleforce 2 rulebook.

**Medium Range:** X-Pulse Laser-Large, X-Pulse Laser-Medium, X-Pulse Laser-Small, Caseless AC/2 \*\*, Caseless AC/5 \*, Heavy Flamer, Lt. Recoilless Rifle, Med. Recoilless Rifle, Hvy Recoilless Rifle, RAC/2, Grenade Launcher, 'Mech Mortar 1 \*\*, 'Mech Mortar 2 \*\*, Rocket Launcher 10, Rocket Launcher 15, Rocket Launcher 20, Thunderbolt OS (Unbound)

**Long Range:** HV AC/2 \*\*, LAC/2 \*\*, LAC/5 \*, ELMR \*\*, Thunderbolt 5, Thunderbolt 10

\*  $\frac{3}{4}$  Damage at Pointblank Range

\*\*  $\frac{1}{2}$  Damage at Pointblank Range

### Aerotech 2 Supplement

Due to its smaller size, a Micro-Mech does not use a standard Battlemech Bay. A Specialized Micro-Mech bay weighs 75 tons and can transport a Micro-Mech weighing up to 19 tons. A Micro-Mech Bay contains basic repair facilities and quarters for a Micro-Mechwarrior and a Technician. The bay costs 15,000 C-Bills. In an emergency, you could fit up to 2 Micro-Mechs in a standard Battlemech bay. However, deployment time would be doubled, and they would not be able to perform an orbital drop. Under no circumstances can a Battlemech fit into a Micro-Mech Bay.

## CBT: RPG Micro-Mech Supplement

### Traits: Vehicle (Modified)

Use the following table to determine the weight class of any Micro-Mech assigned to the character:

Vehicle-Micro-Mech	
Points	Micro-Mech Weight
0	None
1	10 Tons
2	11 Tons
3	12 Tons
4	13 Tons
5	14 Tons
6	15 Tons
7	16 Tons
8	17 Tons
9	18 Tons
10	19 Tons

### Skills:

#### Pilot/Micro-Mech (Difficult) (Dex/Ref)

This skill is used when piloting Micro-Mechs. The control structure differs enough from a Battlemech to require a new skill. However, it is similar enough to be considered related to Pilot/Battlemech for purposes of skill advancement (if using the rules for skill advancement pgs. 22-226, *CBT Companion*).

#### Pilot/Quad Micro-Mech (Difficult) (Dex/Ref)

This skill is used when piloting Micro-Mechs. The control structure differs enough from a Battlemech to require a new skill. However, it is similar enough to be considered related to Pilot/Quad for purposes of skill advancement (if using the rules for skill advancement pgs. 22-226, *CBT Companion*).

### **Gunnery/Micro-Mech (Link Attributes per Gunnery Skill Type)**

This new category of the gunnery skill (p. 100, *CBT: RPG*) applies to all Micro-Mechs. As with Piloting, the controls are different enough to require a new set of skills.

### **Tactics/Micro-Mech (Int/Wil)**

Any combat involving Micro-Mechs in any environment is covered under this skill. As with the Piloting and Gunnery skills, the unique nature of the Micro-Mech requires new tactics.

### **Occupational Fields**

Micro-Mechwarrior Training (12CPs)

Prerequisites: Basic Training, Dex: 4, Ref: 4

Pilot/Micro-Mech or Pilot/Quad Micro-Mech

Gunnery/Micro-Mech/Ballistic

Gunnery/Micro-Mech/Laser

Gunnery/ Micro-Mech/Missile

Tactics/Micro-Mech

Sensor Operations

### **Life Paths: Stage Three**

At the Game masters discretion, any academy or training program that offers Battlemech training may also offer the Micro-Mechwarrior field, along with the trait Stigma/Micro-Mechwarrior.

### **Life Paths: Stage Four**

Micro-Mechwarrior Training

*Prerequisites: Any non-Clan Affiliation. Cannot have Combat Paralysis, Disabled, Glass Jaw, Lost Limb, Poor Hearing or Poor Vision traits. Minimum Dex: 4 Minimum Ref: 4*

Not all Micro-Mechwarriors have had the benefit of academy training. Some have had to attend a lengthy training program away from the comforts (such as they are) of an established facility. They are typically ridiculed by most Mech-Warriors, but they still fight on in their new capacities.

Time: 2 years

Traits: Stigma/Micro-Mechwarrior, Vehicle (2)

Skills: Martial Arts/Military +1, Career/Soldier +2, +2 to any two skills in a military field

Fields: Micro-Mechwarrior Training

Previous Paths: Any IS or Periphery Tour of Duty

Next Path: Any appropriate Tour of Duty

Micro-Mechwarrior Training Events (Roll 2D6)

2. A live fire exercise went horribly wrong. [Lost Limb (2), may take no additional military paths, choose one: Poor Hearing, Combat Paralysis, Glass Jaw, Bod -1]

3. Wash out of training. [-2 to all Micro-Mechwarrior Field Skills]

4. Your training officer really dislikes you. [Edg -1, running +2, Bod +1]

5. Minor training accident. [Lost Limb]

6. Extra Duties in Administration. [Rifles -1, Martial Arts/Military -1, Computer +1, Administration +1]

7. One of your fellow trainees has information that will help further your career.

[Contact]

8. A rival pushes you to excel. [Enemy, +1 to all Micro-Mechwarrior Field skills]

9. Recommended for additional training for Micro-Mech repair. [Tech/Mechanic +1, Tech/Support +1, Tech/Myomer +1, Tech/Communications +1]

10. You manage to impress the training officers [Promotion, Contact, Vehicle (1)]

11. Graduated of the top of your training program [Promotion, Vehicle (3), Wealth (2)]

12. [Choose one event or roll twice and apply both results.]

## Micro-Mech Technical Readout

Type/Model: Storm STM-3X  
Tech: Inner Sphere / 3067  
Config: Biped Micro-Mech  
Rules: Level 3, Standard design

Mass: 11 tons (11,000Kg)  
Chassis: Arc Royal Super Light  
Power Plant: Briggs&Straton 70 Fusion  
Walking Speed: 64.8 km/h  
Maximum Speed: 97.2 km/h  
Jump Jets: Pitbin Aeroflight Lights  
Jump Capacity: 180 meters  
Armor Type: Royal-7 Standard  
Armament:  
    1 Diverse Optics Sunbeam ER Small Laser  
    1 Apple Churchill Beagle Active Probe  
Manufacturer: Arc Royal Mechworks  
    Location: Arc Royal  
Communications System: K9  
Targeting & Tracking System: Apple Churchill Beagle

### ==Overview==

The Storm was the first Micro-Mech created by the Kell Hounds. Based heavily on Protomech technology the Storm also retains some of the visual styling of the lighter Clan units. For what amounts to be a almost a prototype unit the Storm has been a success, proving the concept of the Micro-Mech class unit. As a battlefield unit the Storm has been less successful, but compared to the some early Clan Protomechs, it still is a better unit.

### ==Capabilities==

The Storm is a fairly fast unit with a speed of 97.2 km/h and has a jump capability of 180 meters. It is well armored for something it's size, mounting almost equal to 3 tons of armor for a mech. But even with this armor it cannot withstand heavy weapons fire without internal damage. For a weapon the Storm mounts only a single ER small laser and a machine gun, leaving the unit under gunned. The Storm makes fair scout unit since it can go places that mechs or vehicles may not be able to get to. This is especially true in cities.

### ==Deployment==

The Storm is stationed with a limited number of Arc Royal units on the Clan boarder, mostly along the area facing the Jade Falcons.

### ==Variants==

There are several ideas being considered for modifying the Storm. All of them center around removing jumpjets for an Small Pulse Laser or a ER Medium Laser. It is unknown if any these variants will make it off the drawing board.

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Type/Model:	Storm STM-3X		
Mass:	11 tons		
Equipment:		Crits	Mass
Int. Struct.:	23 pts Standard	0	1100
Engine:	70 Fusion	3	2500

Walking MP:	6		
Running MP:	9		
Jumping MP:	6		
Heat Sinks:	7 Compact Micro	0	0
Gyro:		2	750
Cockpit, Life Supt., Sensors:		3	1500
Actuators: L: UAG+LAG R: UAG+LAG		4	0
Armor Factor:	46 pts Standard	0	2875

	Internal	Armor
	Structure	Value
Head:	2	4
Torso:	11	16
Torso (Rear):		6
L/R Arm:	2	4/4
L/R Leg:	3	6/6

Weapons and Equipment	Loc	Heat	Ammo	Crits	Mass
1 ER Small Laser	RA	2		1	500
1 Machine Gun	LA	0	100	1	500
(Ammo Location:1)	T	0		1	500
1 Jump Jet	LL	0		1	125
1 Jump Jet	RL	0		1	125
4 Jump Jet	T	0		4	500
TOTALS:		2		24	10975
Crits & Kg Left:				1	25

Calculated Factors:

Total Cost:	695,853 C-Bills
Battle Value:	217
BattleForce2:	MP: 6J, Armor/Structure: 1/1
	Damage PB/M/L: 1/-/-, Overheat: 0
	Class: Mi; Point Value: 2



## Micro-Mech Technical Readout

Type/Model: Tunnel Rat TNR-1X  
Tech: Inner Sphere / 3067  
Config: Biped Micro-Mech  
Rules: Level 3, Standard design

Mass: 13 tons (13,000Kg)  
Chassis: Federated MicroLight  
Power Plant: Fox 55 Fusion  
Walking Speed: 43.2 km/h  
Maximum Speed: 64.8 km/h  
Jump Jets: Falcon LightLifters  
Jump Capacity: 120 meters  
Armor Type: Federated Armorplate  
Armament:  
    1 Diverse Optics Sunfire ER Medium Laser  
    1 Thumper class Heavy Grenade Launcher  
    1 Winchester "Roomsweeper" Heavy Recoilless Rifle  
Manufacturer: Suns Manufacturing Consolidated  
Location: CLASSIFIED  
Communications System: ComTech Type 4  
Targeting & Tracking System: Trooper Model XII with Beagle Active Probe

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### ==Overview==

The Tunnel Rat is an ultra-light Mech design, now commonly known as the Micro-Mech. It was designed specifically to assist Davion Special Forces units in guerilla warfare, especially in city environs. Very little is known about the design of this unit, but it is believed that Dr. Richard Raisley was involved, at least as an advisor.

The Tunnel Rat was named after a specialized soldier from the Vietnam Conflict in the late 20th Century. These soldiers were typically small and lightly armed, and ventured into the maze of trapped tunnels that catacombed under the countryside.

### ==Capabilities==

The Tunnel Rat is a lightweight, even for a Micro-Mech. Weighing 13 tons, it can venture almost anywhere. Armament consists of a specially modified Diverse Optics Sunfire ER Medium Laser for long-range and Anti-Mech operations. For softer targets, the Tunnel Rat carries a Thumper class Heavy Grenade Launcher and Winchester "Roomsweeper" Heavy Recoilless Rifle. It also features a Beagle Active Probe to assist in scouting duties in difficult terrain.

### ==Variants==

The only known variants consist of the TNR-2X, switches the ER Medium Laser for an ER Small Laser. It uses the extra tonnage to upgrade the Beagle Active Probe to a Bloodhound Probe for extra scanning ability. The third design, the TNR-3X simply exchanges the Beagle Probe for a Guardian ECM Suite. Roughly 1 out of every 8 Tunnel Rats is believed to be the 3X model.

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Type/Model: Tunnel Rat TNR-1X  
Mass: 90 tons

Equipment:	Crits	Mass
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Int. Struct.:	24 pts Standard	0	1300
Engine:	55 Fusion	3	2000
Walking MP:	4		
Running MP:	6		
Jumping MP:	0		
Heat Sinks:	6 Compact Micro	0	0
Gyro:		2	750
Cockpit, Life Supt., Sensors:		3	1500
Actuators: L: UAG	R: UAG+LAG	3	0
Armor Factor:	48 pts Standard	0	3000

	Internal Structure	Armor Value
Head:	2	4
Torso:	12	18
Torso (Rear):		6
L/R Arm:	2	4/4
L/R Leg:	3	6/6

Weapons and Equipment	Loc	Heat	Ammo	Crits	Mass
1 ER Medium Laser	RA	5		1	1000
1 Grenade Launcher	HD	0	12	1	600
(Ammo Locations: 1 T)					
1 Beagle Active Probe	T	0		2	1500
1 Recoilless Rifle-Hvy	LA	0	12	1	825
(Ammo Locations: 1 LA)					
1 Jump Jet	LL	0		1	125
1 Jump Jet	RL	0		1	125
2 Jump Jet	T	0		2	250
-----					
TOTALS:		5		9	12975

Calculated Factors:

Total Cost: 8,993,460 C-Bills  
Battle Value: 1,117  
BattleForce2: MP: 4j, Armor/Structure: 7/7  
Damage PB/M/L: 3/1/-, Overheat: 0  
Class: Mi; Point Value: 11  
Specials: prb

## Micro-Mech Technical Readout

Type/Model: Hillman HMN-2X  
Tech: Inner Sphere / 3067  
Config: Quad Micro-Mech  
Rules: Level 3, Standard design

Mass: 15 tons (15,000Kg)  
Chassis: Federated Quad MicroLight  
Power Plant: GM 75 Fusion  
Walking Speed: 54 km/h  
Maximum Speed: 86 km/h  
Jump Jets:  
Jump Capacity:  
Armor Type: Star Shield  
Armament:  
    9 Federated Single Tube LRM's  
    1 Diverse Optics Type 10P Small Pulse Laser  
Manufacturer: Suns Manufacturing Consolidated  
Location: CLASSIFIED  
Communications System: (Unknown)  
Targeting & Tracking System: (Unknown)

### ==Overview==

Created as a fire support unit, the Hillsman was one of the first Micro-Mechs to go into full production. Critics of the design say it is nothing more than a knock off of the Gorgon Protomech in use by the Clans. The critics fail to notice that both units perform the same role and logically use similar weapons to fill that roll. Despite it's critics the Hillsman has proven itself to an effective unit, well liked by it's pilots.

### ==Capabilities==

The main weapon for the Hillsman is a LRM-9 rack. This gives the Micro-Mech the ability to "Reach out and touch somebody". As a secondary weapon, a small pulse laser is mounted in the right arm. There have been a few complaints about the low armor protection, but most people deem the armor level adequate for a fire support unit. One very large advantage the Hillsman enjoys over the Gorgon Protomech is speed. The Hillsman is over 20 km/h faster than its Clan "competitor". This speed gives the Micro-Mechs the ability to advance with many medium mechs and most heavies. The relatively high speed also enables the Hillsman to withdraw at good speed when ammo for it's LRM has been exhausted.

### ==Variants==

Widespread. Most units that have Micro-Mechs are equipped with the Hillsman.

### ==Variants==

The only variant being contemplated so far has been a version that replaces the Small Pulse Laser with a ER Small Laser and a single heat sink to dissipate the greater heat generated by the new weapon.

Type/Model: Hillman HMN-2X  
Mass: 15 Tons

Equipment:	Crits	Mass
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Int. Struct.:	27 pts Standard	0	1500
Engine:	75 Fusion	3	2500
Walking MP:	5		
Running MP:	8		
Jumping MP:	0		
Heat Sinks:	8 Compact Micro	0	0
Gyro:		2	750
Cockpit, Life Supt., Sensors:		3	1500
Leg Actuators: ULG+LLG		8	0
Armor Factor:	54 pts Standard	0	3375

	Internal Structure	Armor Value
Head:	2	4
Torso:	12	18
Torso (Rear):		8
L/R Arm:	2	4/4
L/R Leg:	4	8/8

Weapons and Equipment	Loc	Heat	Ammo	Crits	Mass
1 Small Pulse Laser	HD	2		1	1000
1 LMR-9	T	0	10	3	4350
(Ammo Locations: 1 T)					
TOTALS:		5		20	14975

Calculated Factors:

Total Cost: 852,898 C-Bills  
 Battle Value: 352  
 BattleForce2: MP: 5, Armor/Structure: 1/1  
 Damage PB/M/L: 1/1/1, Overheat: 0  
 Class: Mi; Point Value: 4

## Micro-Mech Technical Readout

Type/Model: Slayer SL-X4  
Tech: Inner Sphere / 3067  
Config: Quad Micro-Mech  
Rules: Level 3, Standard design

Mass: 18 Tons (18,000 Kg)  
Chassis: Standard  
Power Plant: 90 (Unknown) Fusion  
Walking Speed: 54.0 km/h  
Maximum Speed: 86.4 km/h  
Jump Jets: 5 Standard Jump Jets  
Jump Capacity: 150 meters  
Armor Type: Standard  
Armament:

- 1 Exostar Large Laser
- 1 Exostar Small Laser

Manufacturer: (Unknown)  
Location: (Unknown)  
Communications System: (Unknown)  
Targeting & Tracking System: (Unknown)

### ==Overview==

'Slayer' is the SAFE codename for this unknown unit. The only known sample is now in Marik hands after a failed pirate raid on the planet Lesnovo. Unfortunately, there were no survivors to question. Little is known about this design. It is unknown whether this pirate band has the capabilities to manufacture this design, or if it came from a here-to-fore undisclosed factory. Several points make the Pirate Manufacture Theory unlikely. The first point is how would a pirate band be able to build such a small fusion engine. The second is that is also unlikely that they would have the recourse to manufacture the composite armor required. This leads us to believe that their is either a Periphery power designing and building these 'Slayers', or that the pirates stumbled across an ancient Star-League Research Facility. The fact that the unit captured carried Exostar lasers does tend to enforce the Star League theory. The Captain-General has made unraveling the mysteries surrounding this a high priority for SAFE.

### ==Capabilities==

Examining the remains of the Slayer "Micro-Mech" has yielded a little information about its capabilities. It is most simply described as an 18 ton Quad Mech. Battleroms and analysis of the power plant indicate that it is capable of speeds approaching 87 Km/H, and that it is capable of jumping roughly 150 meters. It is protected by almost 4 tons of a composite armor, which scientists are using to try to pinpoint the location of manufacture. It is also simply armed, carrying only a standard Large Laser in a torso mount, and a Small Laser where the head should be. The pilot is situated in an armored cockpit deep within the torso, protecting him from harm.

Type/Model: Slayer SL-X4  
Mass: 18 tons (18,000Kg)

Equipment:	Crits	Mass
Int. Struct.: 33 pts Standard	0	1800

Engine:	09 Fusion	3	3750
Walking MP:	5		
Running MP:	8		
Jumping MP:	5		
Heat Sinks:	9 Compact Micro	0	.00
(Heat Sink Loc: 1 LRL, 1 RRL)			
Gyro:		2	1000
Cockpit, Life Supt., Sensors:		3	1500
Leg Act: Hip + UpLeg + LowLeg + Foot		16	.00
Armor Factor:	60 pts Standard	0	3750

	Internal Structure	Armor Value
Head:	2	4
Torso:	15	20
Torso (Rear):		4
L/R Front Leg:	4	8/8
L/R Rear Leg:	4	8/8

Weapons and Equipment	Loc	Heat	Ammo	Crits	Mass
1 Large Laser	T	8		2	5000
1 Small Laser	HD	1		1	500
5 Standard Jump Jets:				5	625
(Jump Jet Loc: 1 LFL, 1 RFL, 1 T, 1 LRL, 1 RRL)					
TOTALS:		9		32	17925

Calculated Factors:

Total Cost:	1,073,387 C-Bills
Battle Value:	531
BattleForce2:	MP: 5J, Armor/Structure: 2/1
	Damage PB/M/L: 1/1/-, Overheat: 0
	Class: Mi; Point Value: 5

# RECORD SHEET BIPED

	<ARMOR>			<INTERNAL>	
	HEAD			HEAD	
RIGHT	0000	LEFT	RA	OO	LA
ARM		ARM	000		000
000	TORSO	000		IS TORSO	
000	00000000	000		00000000	
	00000000			00000000	
RIGHT	00000000	LEFT	RL		LL
LEG		LEG	0000		0000
0000		0000			
0000		0000			
	TORSO (REAR)				
	00000000				

RIGHT ARM  
 1-2 UPPER ARM ACT  
 3-4 \_\_\_\_\_  
 5-6 \_\_\_\_\_

HEAD  
 1-3 SENSORS  
 4-6 \_\_\_\_\_

LEFT ARM  
 1-2 UPPER ARM ACT  
 3-4 \_\_\_\_\_  
 5-6 \_\_\_\_\_

TORSO  
 1 LIFE SUPPORT  
 2 COCKPIT  
 3 ENGINE  
 4 ENGINE  
 5 ENGINE  
 6 GYRO

RIGHT LEG  
 1-2 UPPER LEG ACT  
 3-4 LOWER LEG ACT  
 5-6 \_\_\_\_\_

1 GYRO  
 2 \_\_\_\_\_  
 3 \_\_\_\_\_  
 4 \_\_\_\_\_  
 5 \_\_\_\_\_  
 6 \_\_\_\_\_

LEFT LEG  
 1-2 UPPER LEG ACT  
 3-4 LOWER LEG ACT  
 5-6 \_\_\_\_\_

TYPE: \_\_\_\_\_  
 WALK: \_\_\_\_\_  
 RUN: \_\_\_\_\_  
 JUMP: \_\_\_\_\_

WEAPONS: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

AMMO: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

PILOT: \_\_\_\_\_

HITS: 1 2 3 4 5 6

# RECORD SHEET QUAD

	<ARMOR>			<INTERNAL>	
	HEAD			HEAD	
RIGHT	0000	LEFT	RAR	00	LLF
LEG-F		LEG-F	0000		0000
0000	TORSO	0000		IS TORSO	
0000	00000000	0000		00000000	
	00000000			00000000	
RIGHT	00000000	LEFT	RLR		LLR
LEG-R		LEG-R	0000		0000
0000		0000			
0000		0000			
	TORSO (REAR)				
	00000000				

RIGHT LEG FRONT	HEAD	LEFT LEG FRONT
1-2 UPPER LEG ACT	1-3 SENSORS	1-2 UPPER LEG ACT
3-4 LOWER LEG ACT	4-6 _____	3-4 LOWER LEG ACT
5-6 _____		5-6 _____

TORSO

- 1 LIFE SUPPORT
- 2 COCKPIT
- 3 ENGINE
- 4 ENGINE
- 5 ENGINE
- 6 GYRO

RIGHT LEG REAR	1 GYRO	LEFT LEG REAR
1-2 UPPER LEG ACT	2 _____	1-2 UPPER LEG ACT
3-4 LOWER LEG ACT	3 _____	3-4 LOWER LEG ACT
5-6 _____	4 _____	5-6 _____
	5 _____	
	6 _____	

TYPE: _____	WEAPONS: _____	AMMO: _____
WALK: _____	_____	_____
RUN: _____	_____	_____
JUMP: _____	_____	_____

PILOT: \_\_\_\_\_

HITS: 1 2 3 4 5 6