

...MORE COWBELL



A set of rules for converting Battletech
mechs into statistics for use in Wessex
Game's Iron Cow 2103 A.D.
and some additional house rules.

By

Jim Hunsinger

...More Cowbell!

This is a simple and fast system for transferring battle mechs from Classic Battletech (CBT) to stats in Iron Cow 2103 A.D. One of the first things that must be understood is that when I did these rules it was with the goal of not just adding mechs to the battlefield but to add them without making them the undisputed lord of the battlefield. While the mechs can hold their own they are also just as vulnerable to fire as the main battle tanks.

Once learned, the system is actually very quick. One can generate the IC2103 stats for any mech in CBT in just a few minutes. I wrote this system so that mechs could be added hopefully with a standardized result for players so that a Locust for one group should be close to another Locust in another gaming group.

Getting started...

In order to create the IC 2103 A.D. statistics for a CBT mech we will simply work through the statistics line.

NAME

First is the name of the mech and is self explanatory.

SPEED

Next is the speed. Take the mech's running speed in hexes and multiply this by 35 to get the mech's speed statistic.

Mech Run X 35 = Speed Statistic

NOTE: Mechs that have jump jets have the capability of jumping at half the rate of their speed statistic.

RANGE BANDS (MAXIMUM)

The next statistics are the Range Bands and the Penetration Factors. Under these statistics we will first determine what the maximum range band that the mech can engage targets out to is. Determine what the maximum range of the longest range weapon that the mech has in hexes and multiply that number by "67". Then compare that number with the following table to determine the maximum range band:

MAXIMUM RANGE BAND

Maximum hex range mech has x 67

<u>Product</u>	<u>Maximum Range Band</u>
01-50	50
51-150	150
151-300	300
301-450	450
451-600	600
601+	750

All of the range bands past the maximum should be marked with “-/-“ to show they have no attack at that range band.

HIT PERCENTAGES

Next we will determine the hit percentages for each range band. In order to do this we must determine which of the categories of weapons that the mech carries is to be considered the main category. We do this by adding up the maximum damage ratings of each category of weapon that the mech has. The different categories are:

Projectile: MGs, ACs, Ultra ACs, Rotary ACs, LB-X ACs, Gauss Guns

Energy: All Lasers, PPCs, Plasma Guns

Short Range Missiles: All SRMs

Long Range Missiles: All LRMs, All Rockets

Artillery: Long Tom, Sniper, Thumper, Arrow IV

The category that has the highest amount of damage potential is the main weapon system of the mech and determines the hit percentages as per the following table.

<u>Weapon Category</u>	<u>Range Bands</u>					
	<u>50</u>	<u>150</u>	<u>300</u>	<u>450</u>	<u>600</u>	<u>750</u>
Projectile	80/	60/	40/	30/	20/	10/
Energy	80/	65/	45/	35/	25/	15/
SRMs	80/	70/	60/	30/	15/	10/
LRMs/Rockets	45/	70/	75/	70/	50/	45/
Artillery	20/	40/	70/	65/	50/	45/

NOTE: In case there is a tie between which weapon category use the following list in order to determine which weapon category.

Artillery, Energy, Projectile, SRMs, LRMs

PENETRATION PERCENTAGES

Determining the penetration percentages for each range band is done by first determining the penetration percentage for the 50 range band. Add up the maximum damage potential of all of the weapons the mech carries and divide the sum by 2, rounding to the nearest whole number. Enter the result in the penetration factor for the 50 range band. If the result was greater than 30 then enter 30, if the result is less than 10 then enter 10.

TOTAL WEAPON DAMAGE / 2 Max: 30 Min: 10 = 50 range band penetration factor.

Once the 50 range band penetration factor has been determined the rest of the bands are determined by dividing the 50 range band penetration factor by a set number. This number is in turn the amount of penetration that is subtracted from the previous range band's penetration factor to determine the current range band's penetration factor. It sounds a lot more difficult than it actually is. First consult the following table to determine the divisor.

Mech has:	Divide By:
LRMs and/or Rocket Launchers	8
SRMs	8
LRMs and/or Rocket Launchers AND SRMs	10
None of the Above	6

NOTE: If a mech's main weapon system is determined to be LRMs, Rocket Launchers, SRMs or Artillery systems then the penetration factor remains the same for all of the range bands between the 50 range band and the maximum range band of the mech.

DEFENSE FACTORS

Front, side and rear defenses are determined by dividing the applicable number into the total number of armor points the mech has, rounding each division to the nearest whole number. Each defense factor also has a minimum and maximum to be used if the score exceeds the maximum or is below the minimum. In many of the Classic Battletech Technical Readout books, each mech has a stat called "Armor Factor". This is the amount of total armor points the mech has. If you cannot find that stat then you will need to add all the armor points up.

ARMOR FACTOR / APPROPRIATE DIVIDEND

<u>DEFENSE FACTOR</u>	<u>DIVIDE BY:</u>	<u>MAXIMUM</u>	<u>MINIMUM</u>
FRONT	12	25	8
SIDE	17	20	6
REAR	20	15	4

ANTI-AIRCRAFT FACTOR

To determine the anti-aircraft factor of the mech add up the number of individual weapon systems that the mech has and multiply that number by .3, rounding down to the nearest whole number.

To that score add 1 for every weapon of the following types on the mech:

MGs, Ultra ACs, Rotary ACs, Pulse Lasers

Finally, if the mech has an obvious anti-aircraft role, such as the Rifleman series of mechs, add two additional points.

The final sum of all of the above is the anti-aircraft (AA) factor.

Add number of weapon systems x .3 , +1 for each weapon present from the list, +2 if mech has obvious anti-aircraft role = AA Factor

EXAMPLE

As an example we are going to convert a WASP WSP – 1A mech into Iron Cow 2103 A.D. statistics.

Name: we will keep the name the same; WSP – 1A WASP

Speed: the WASPs running speed is 9 so $9 \times 35 = 315$ for the speed factor. The WASP also has jump jets so it may jump 160 (315 divided by 2 = 157.5 rounded to the nearest tens for 160.)

Range Bands/Hit Factors/Penetration Factors

Maximum Range Band: The WASP is armed with a medium laser and an SRM— 2, both of which have a maximum range of nine hexes. $9 \times 67 = 603$. Looking at the table we see this gives a maximum range band of 750 so none of the range bands need to be marked out with "-/-. If the WASP was armed only with a median pulse laser with a range of six taxes the maximum range band would've been 450; $6 \times 67 = 402 = 450$ range band with the 600 and 750 range bands being marked out with "-/-. "

Hit Factors: The WASP only has two categories weapons, energy weapons and short-range missiles. Adding up the maximum damage that can be done for each category gives us a medium laser for energy weapons (5) and an SRM-2 launcher for short-range missiles (4).

Since the energy weapon category can deal out the most damage, is that category that we get our hit factors for each range band from. So thus far our IC2103AD statistics line should look like this:

NAME	SPEED	50	150	300	450	600	750
WSP-1A Wasp	315	80/	65/	45/	35/	25/	15/

Penetration Factors: To determine the penetration factors we need to first determine the penetration factor for the 50 range band by adding up all of the mech's weapon systems maximum potential damages and dividing that number by 2.

So... Medium laser: 5 + SRM -2: 4 = a total of 9. $9 / 2 = 4.5$ rounded to the nearest whole number is 5. This is less than the minimum of "10" so the 50 range band penetration factor will be 10. To determine the penetration factor for each additional range band we need to refer to Table 3 to determine what number to divide the 50 range band by. The WASP does not have long-range missiles or rocket launchers, it does however have short-range missiles so we find we divide by "eight". $10 / 8 = 1.25$, rounded to the nearest whole number is "1".

So 1 would be subtracted from each successive range band after the first making our stat line now look like this:

NAME	SPEED	50	150	300	450	600	750	AA	DEFENSE FACTORS		
WSP-1A Wasp	315	80/10	65/9	45/8	35/7	25/6	15/5		F:	S:	R:

Anti-Aircraft Factor:

We add up the WASP's number of weapons systems:

1 x Medium Laser + 1 x SRM-2 Launcher = 2 weapon systems x .3 = .6, rounded to the nearest whole number is "1."

Looking at the list of weapons that offer bonus points we see that the WASP does have a medium laser (+1) so $1 + 1 = 2$. The WASP does not have an obvious anti-aircraft role so the final AA factor is "2".

Defense Factors:

The WASP has an "armor factor" or a total amount of armor points of 48. Referring to Table-4 we see we determine the front defense factor by dividing the armor factor by 12.

48 / 12 = 4, rounded to the nearest whole number is "4". This is less than the minimum listed for the front defense factor so the WASP as a Front Defense Factor of "8" Doing the math for the side and rear defense factors we come up with "3" and "3" respectively. As these are less than the minimums they'll raise to "6" and "4" respectively.

Final:

So, our final WASP to statistics in IC 2103 A.D. would look like this:

NAME	SPEED	50	150	300	450	600	750	AA	DEFENSE FACTORS			NOTES
WSP-1A Wasp	315	80/10	65/9	45/8	35/7	25/6	15/5	2	F:8	S:6	R:4	Jump: 160

Additional House Rules

Artillery

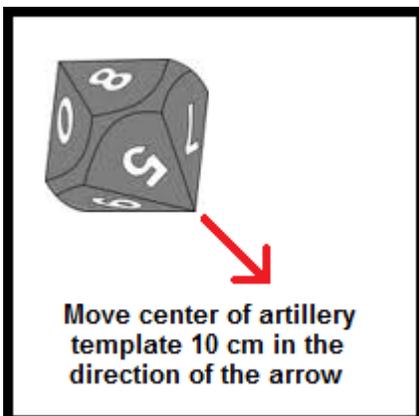
The artillery rules in IC2103AD seem to indicate that artillery units must use satellites or very high altitude reconnaissance drones to spot targets within their maximum range.

These house rules add a bit more realism hopefully without causing too much complexity as it is the simplicity of IC2103AD that I truly enjoy.

Range: Without a forward observer the artillery is used just as the original rules state except for artillery can hit anywhere on the game board. Anything beyond the 750 range bad is rolled for with a -5% penalty to hit.

Forward Observes (FO): A forward observer is a unit that has a line of sight (LOS) to the target. It allows the artillery unit to either use its own it stats or the FO units, whichever is better. The damage for the artillery will still be the same as the artillery stats.

Only certain units can act as an FO. Only Headquarters/Command units and scout units as we will cover below. When acting as an FO that is the action for that unit. They may not fire, accept or issue orders while providing targeting information to the artillery unit.



Artillery Miss: When an artillery strike misses its intended target roll an additional D10. The direction that the upward point of the die points is the direction in which the miss deviates to.

Multiply the number showing on the die by 2. This is the number of centimeters in the direction the die is pointing that

the artillery strike deviates by. Place the artillery template at that point and resolve the attack as usual to all units, friendly or enemy, that fall under the template.

Scout Units

A scout unit is a single unit that has been designated as a scout unit. The scout unit has the ability to act as its own headquarters/Command unit. This means it can move and act independently without a headquarters unit issuing orders to it.

Still In It!

When a unit is hit and its defense factor is exceeded by the penetration factor it is normally destroyed. This house rule allows for a chance of the unit surviving the hit and fight on at a degraded capability.

When a unit is "destroyed" double its front defense factor and roll under that number on percentile (D100) dice. If the roll is a failure the unit is destroyed as usual but if the roll is successful in the unit survives but has all statistics reduced to one half normal (round down). The unit is hurt but still in the fight!

Mark the unit as damaged using some sort of small marker. If the unit is hit again and its lower defense factor is penetrated the unit is destroyed. One suggestion for marking damaged units is to use a small six sided die or some other sort of marker that is agreed upon by the players.

Option

Have the attacker and defender both roll one D10 if the defender wins then the unit survives with its statistics reduced to one half. If the attacker wins then the unit is destroyed.

Lucky hit!

On a **natural** hit percent roll of **01-05** the penetration factor of the attack is **tripled**. On a **natural** hit percentage roll of **06 - 10** the penetration factor of the attack is **doubled**.