DEATH FROM ABOVE
WARGAMING

BATTLETECH
OVERRIDE

Core Rules Reference

CREDITS

WRITING
Aaron Falcone

CONCEPT DESIGN
Aaron Falcone & Kevin Peters

GRAPHICAL LAYOUT
Aaron Falcone

RULES DEVELOPMENT
Aaron Falcone, Thom Berg, Kevin Peters, Randall Burt, Matt Birdsall, Dan Hornick, Henning Boessler, Noah Chinn and Adrian Beale

SPECIAL THANKS
…to **all of our patrons for additional playtesting & feedback!**

FIND US AT

youtube.com/deathfromabovewargaming

patreon.com/dfawargaming

facebook.com/dfawargaming

@dfawargaming

dfawargaming.com | battlytics.com

FOREWORD

WHAT IS BATTLETECH: OVERRIDE?

BattleTech: Override combines the BattleMech combat system from the MechWarrior: Destiny RPG with the streamlined movement and targeting components from Alpha Strike.

It expands on the base offerings in Destiny and sprinkles in inspiration from Classic BattleTech to create an exciting, fast-paced cinematic version of BattleTech rooted in published rules.

In that regard, it offers some of the simulation aspects of Classic BattleTech while retaining a good deal of speed from Alpha Strike. Most importantly, it has a low barrier of entry and can make use of the DFA-designed Strike Operations force building framework to allow players to get into the action quickly.

WHY ISN'T IT CALLED DESTINY?

Earlier versions of this system did go by the name "BattleTech: Destiny" because of the strong inspiration from (and integration with) the RPG, going forward this system will be known as BattleTech: Override.

There are two primary reasons for this.

First, we do not want to create confusion with the RPG of a similar name. Second, it is important to differentiate this system from any "official" CGL product.

BattleTech: Override is entirely fan-made - as the entire team at Death From Above Wargaming® are, in fact, fans just like you!

WHAT IS THE FUTURE OF OVERRIDE?

Death From Above Wargaming® will continue to develop the system as needed but has no intentions of recreating the entire BattleTech experience. Override is intended to be a (fairly complete) framework upon which you can expand with your own house rules.

BattleTech: Override is and will always be an alternate way to use existing, official, published rules from CGL to play out epic battles in the 31st (32nd?!) Century.

We hope you enjoy playing this "middle ground" system as much as we do!

INTRODUCTION

WHAT IS THIS DOCUMENT?

This document contains references to all the rules you will need to play BattleTech: Override, along with the optional and house rules we recommend to maximize your gameplay experience.

This document is not intended to be a complete rule book. It assumes you have read, played, or understand the rules of Classic BattleTech and/or Alpha Strike.

In order to maximize gameplay, you will want a copy of the following rule books from Catalyst Game Labs™:

35185 MechWarrior: Destiny
35680 Alpha Strike: Commander's Edition
35010 BattleMech Manual

Some of the advanced tech and force balancing may require additional reading from sourcebooks like Tactical Operations and the Tech Manual.

DFA Tip 👉 You can also use Total Warfare in place of the BattleMech Manual, but not all equipment is listed in Total Warfare. Older versions of Alpha Strike are not recommended due to mechanical differences between these versions and the newer Commander's Edition.

SCALE

BattleTech: Override is designed to be played on a hexless battlegrid. BattleTech: Override uses a 1 inch = 1 hex (aka 1:1) conversion.

While the game is intended to be played on 3D terrain, you can also play BattleTech: Override on traditional paper hex maps by replacing any references to "inches" with "hexes".

FORCE BALANCING

Because BattleTech: Override is intended to be a cinematic wargame, we recommend leveraging the DFA-designed **Strike Operations** rules for quickly selecting, upgrading, and fielding a combined arms force without all the heavy math overhead. The rules for Strike Operations are included in this document, which also contain further options for pilot customization.

However, BattleTech: Override can also use the Battle Value (BV2) system to balance forces. Each unit's Battle Value should be adjusted for gunnery and piloting skill, per the matrix (and errata) found in the Tech Manual.
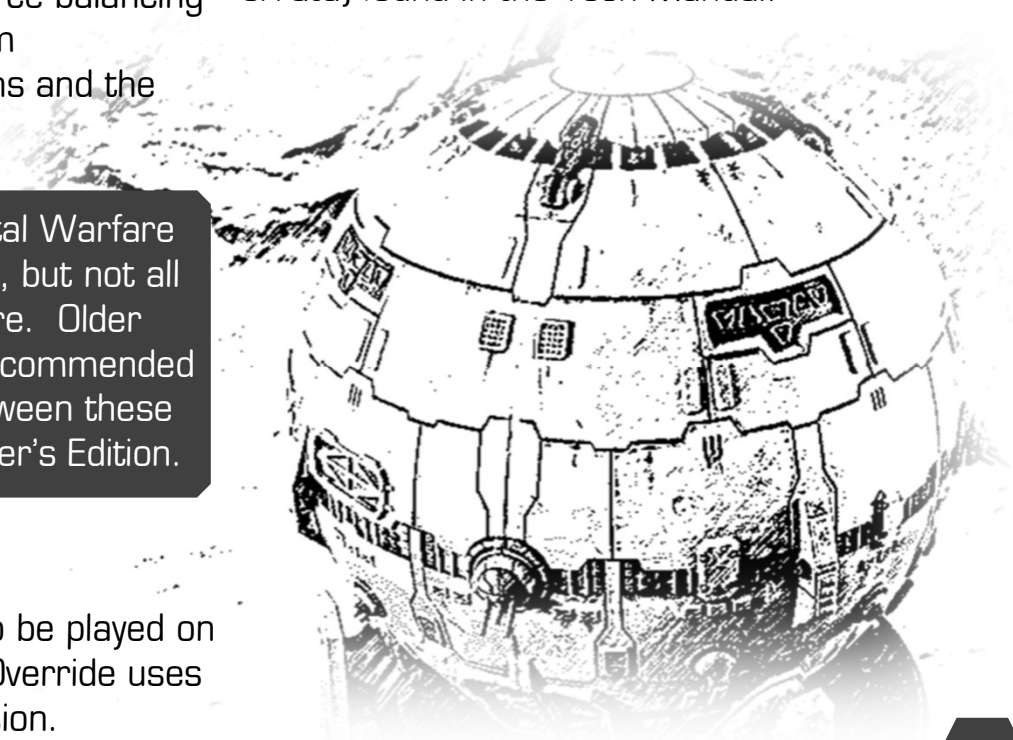
BASICS OF GAMEPLAY

GAME PHASE OVERVIEW
BattleTech: Override follows the same general phase structure as Alpha Strike:

Initiative
… based on multiple BattleTech systems with inspiration from other popular wargames to improve the flow of gameplay.

Movement
… follows all the rules in the Alpha Strike: Commander's Edition, with some additional modifications and optional rules to provide balance and alignment with Classic BattleTech.

Combat
… the line-of-sight rules are based on Alpha Strike with some additional customization to firing arcs based on Classic BattleTech.
… target numbers are derived from Alpha Strike following the "SATOR" method - except that the range modifier is based on the modifiers found in MechWarrior: Destiny.
… damage and critical hits follow the rules from MechWarrior: Destiny with additions for advanced tech - except all damage and critical effects are resolved at the end of the phase.
… piloting skill rolls and pilot damage are derived from MechWarrior: Destiny and influenced by Classic BattleTech modifiers.

Heat
… follows all the rules in MechWarrior: Destiny.

End
… based on Alpha Strike, but blends concepts like pilot consciousness from MechWarrior: Destiny and includes additional rules for morale.

INITIATIVE
In the Initiative phase, each force rolls 2d6 and adds any applicable bonuses. The force with the highest roll has won the initiative; the other force has lost initiative.

OPTIONAL: Basic Initiative
Follow the rules in the BattleMech Manual for initiative, with each force taking turns selecting a unit and preforming an action, starting with the losing force.

OPTIONAL: Fast Initiative
Follow the rules in the Alpha Strike: Commander's Edition for initiative, with the losing force performing an action with all units, followed by the winning force.

CINEMATIC INITIATIVE
Each unit is assigned to a numerical initiative bracket which is equal to the unmodified base **TMM** of the unit (ignoring sprint or jump TMM).

Begin with the lowest numerical bracket. The force that lost initiative moves (or attacks with) all their units in the lowest bracket first, then the force that won initiative moves all their units in the same bracket. After all the units in the bracket have activated, progress incrementally to the next bracket.

A player may choose to have any of their units "act early" in a lower bracket but this must be declared while that player is active in the bracket (in other words, they cannot "jump in" when their opponent is activating).

BASICS OF GAMEPLAY

OPTIONAL: Modified Reactions
When playing with cinematic initiative, use the *modified* TMM (including penalties from heat and critical hits) and apply a -1 penalty for each hit on the condition monitor to determine the brackets for movement and combat.

Note: It is possible for the force that lost initiative to act last in the movement or combat phase. Also note that in any situation where a force has multiple units within the same bracket, the controlling player may choose the order in which these units activate. This order can change in subsequent phases.

Example: Aaron's force consists of a Zeus, Rifleman, Orion, and Starslayer and Kevin's force consists of a Gargoyle, Vulture, and Mongrel. The following table shows the TMM of each unit.

Unit	TMM	Player
Zeus	1	Aaron
Orion	1	Aaron
Rifleman	1	Aaron
Gargoyle	2	Kevin
Vulture	2	Kevin
Starslayer	2	Aaron
Mongrel	3	Kevin

In the initiative phase, each player rolls 2d6. Aaron gets a 9 and Kevin gets a 5. Aaron has won initiative.

Kevin and Aaron group their units into brackets based on TMM. In the movement and combat phases, the players would start with the lowest bracket, and progress incrementally.

The movement phase would progress in the following way

TMM 1 Bracket: Aaron would have to move his Zeus, Orion and Rifleman in any order. Kevin would not have to move any units since he has no units in this   bracket.

In the shooting phase, Aaron could choose a different order.

TMM 2 Bracket: Because Kevin lost initiative, he would have to move all his units in this bracket (the Gargoyle and Vulture) before Aaron moves his Starslayer.

TMM 3 Bracket: The Mongrel is the only 'mech in this bracket. Kevin would move this unit last even though he lost initiative.

The combat phase would follow the same method.

SPOTTING & INITIATIVE
You can spot with a unit that has not yet acted in the combat phase or did not sprint per the rules in Alpha Strike. Track or mark the unit for purpose of tracking firing penalties. Remember that any unit may "act early" per the rules outlined in the **cinematic initiative** section. Note that once a unit has acted, a player may not "go back" and declare it is spotting.

BASICS OF GAMEPLAY

MOVEMENT
Units activate in order per the initiative rules.

Follow all the rules in the Alpha Strike: Commander's Edition in the movement phase, converting to a 1:1 scale (see basic movement costs*)

BASIC MOVEMENT COSTS		
Type	**Cost**	**Notes**
Road	**	w, h, t vehicles gain +1" to move
Rough	+1"	prohibited: w
Rubble	+1"	
Woods	+1"	prohibited: w, h, v, g
Water		
On Surface	+0"	prohibited: all except: h, g, n, (amp)
D0 Water	+0"	prohibited: w, t, h, g, f, j, m
D1 Water	+1"	prohibited: w, t, h, g, f, j, m
D2 Water	+3"	prohibited: w, t, h, g, f, j, m
Elevation Change		
Per 1 Level	+1"	+2" for: w, t, h, g, f, j, m
Per 2 Level	+2"	prohibited: w, t, h, g, f, j, m, protos
Hull Down (or leaving)	+2"*	+1" for infantry/battle armor/quad
Standing	+2"	'Mechs only; prone is a free move

see rules and quick reference sheet for more details

Units still retain TMM and movement type code per the Alpha Strike rules. If you are using the MechWarrior: Destiny "tags" then you can convert based on the rules outlined in both books (e.g., w = wheeled). Alternatively, you can use the DFA Override Card Generator, which will add the movement type for you.

SPRINTING
When a unit sprints, add +1 to its TMM. Sprinting units may not shoot. The DFA Card Generator includes the TMM for all modes of movement (standard/sprint/jump).

JUMPING
Certain units may execute a jump move. Jumping BattleMechs build up 1 point of heat in the heat phase and suffer a +2 attacker modifier to ranged and physical attacks.

GOING PRONE
A BattleMech may choose to go prone at no cost. Attacking and being attacked while prone confers special modifiers per the **Prone Shooting/Prone Targets** section.

CRAWLING
'Mechs may crawl 1" while prone. They still retain a facing and must shoot from a prone position. Crawling units have a TMM of 0. 'Mechs with one leg may crawl.

STATIONARY
Stationary units have a TMM of 0 but receive a -1 attacker modifier shooting per the Alpha Strike: Commander's Edition rules.

STANDING UP
It costs 2" of movement to stand up. If a 'Mech has a move of 1", then it may still attempt to stand but cannot move any further. Units that stand reduce their TMM by 1 (to a minimum of 0) for the remainder of the turn.

OPTIONAL: Run & Gun
When a unit sprints, it can declare a "Run & Gun". The unit builds up 1 heat in the heat phase. In the combat phase, the unit may make ranged and physical attacks as well as spot for indirect fire but takes a +1 penalty to all attacks made. The unit still gains +1 TMM per the sprinting rules.

Note: A unit **does not** build up 1 heat if it declares a Run & Gun, but chooses not to attack or spot in the combat phase.

BASICS OF GAMEPLAY

COMBAT
Units activate in order per the initiative rules.

TARGET & TIC DECLARATION
When a unit is active, it declares one or more targets. If choosing multiple targets, follow the rules in Alpha Strike: Commander's Edition for secondary targets.

When declaring targets, you must declare which TICs are firing at which targets before rolling. A single TIC may not be split across multiple targets. A unit may make only one type of physical attack per turn but may shoot any number of TICs and also make a physical attack, with some exceptions (see **Physical Attacks**).

LINE OF SIGHT & PARTIAL COVER
Use the rules in the Alpha Strike: Commander's Edition for determining line-of-sight. **In addition, use the Woods (Advanced) optional rule** modified for a 1:1 scale. This is reflected on the DFA BattleTech: Override Quick Reference.

Any unit can claim partial cover if ⅓ to ⅔ of the model is hidden from the attacker. This confers a +1 penalty, but **any location may still be hit** (there is no exception for legs as in Classic).

Firing Arcs
Use the Alpha Strike: Commander's Edition firing arcs. TICs that contain only turret mounted weapons may fire in both the front and rear arcs. TICs that only contain weapons mounted in the same arm may fire in both the front and rear arcs (but not if the TIC has weapons in both arms).

A 'Mech may fire both arms into the rear arc, as long as it is firing at least two TICs that only contains co-located arm mounted weapons.

Example: Aaron's RFL-3N Rifleman has a LLAS and AC/5 in the Left Arm on TIC1, and a LLAS and AC/5 in the Right Arm on TIC2. Both TICs could be fired in the rear arc because the individual TICs only contain weapons in the same arm.

This represents the 'Mech's superior maneuverability to torso twist and fire with one arm, then swing around and fire with the other arm.

Note: There is no concept of "arm flipping" or "side arcs" in BattleTech: Override.

CALCULATE TARGET NUMBER (TN)
Follow the rules in the Alpha Strike: Commander's Edition to calculate the target number with two notable exceptions:

1. Gunnery instead of Skill
BattleTech: Override uses the gunnery skill in place of the generic "Skill" value in Alpha Strike. Remember if the pilot/crew has taken damage, their gunnery skill is modified (+1 per hit).

2. Range Mod from BattleTech: Override
Range modifiers are determined by the weapons in a TIC. Find the distance to the target and use the corresponding modifier for the TIC on the unit's BattleTech: Override record card.

BASICS OF GAMEPLAY

RANGE BRACKETS

PB	S	M	L	X
1"	3"	12"	21"	30"

*always round up the measured range

Note: Always measure distance from the closest points of each base. Also note PB range is considered any distance up to 1" between bases.

Example: Cal's THG-1OE Thug is firing twin SRM-4's at Ben's Black Knight. The two 'Mechs are 1O" apart, which puts them at medium range. Cal checks his record card and notes the modifier for his x2 SRM-4 TIC at medium range is +2.

WEAPONS	Dmg	Ht	Loc	PB	S	M	L	X
PPC	4	2	LA	+2	+0	+2	+4	-
PPC	4	2	RA	+2	+0	+2	+4	-
x2 SRM-4	2+M2 (6)	1	T	+0	+0	+2	-	-

PRONE SHOOTING/PRONE TARGETS
In some cases, BattleMechs may be prone (intentionally or otherwise). If a BattleMech has both arms, it can fire all but one functional TICs, to a minimum of one TIC. If a BattleMech has either arm destroyed, it cannot fire from a prone position.

Firing from a prone position incurs a +2 penalty. Firing at a prone target incurs a +1 penalty, unless at point blank in which case it confers a -2 bonus.

SPECIAL ATTACKS
For special attacks, such as indirect fire and artillery, follow the rules in the BattleMech Manual **to determine if the unit is eligible to make the special attack**. This means a BattleMech with a single LRM-5 may make an indirect fire attack (even though this may not qualify for the IF ability in AS). **All weapons in a TIC must qualify for the special attack, or the entire TIC is ineligible.**

*Example: A VND-1R Vindicator has its LRM-5 on TIC1. It **could** make an indirect fire attack. If it also had its PPC on TIC1, it would **not** be able to make indirect fire attacks.*

Once eligibility has been determined, follow the rules and modifiers in the Alpha Strike: Commander's Edition for the special attack.

PHYSICAL ATTACKS
Follow the rules in Alpha Strike: Commander's Edition for physical attacks with the following changes and clarifications:

Follow the steps in the **calculating the target number** section but use piloting skill instead of skill and using the range modifier on the Override record sheet.

A unit may only make one physical per turn.

A unit cannot make a physical attacks if prone.

A 'Mech must not fire weapons mounted on an arm that is also making a punch attack.

A unit cannot fire any leg mounted weapons and make a kick attack.

A melee weapon attack (e.g., hatchet) replaces a punch but follows the same rules as above.

Note: Some physical attacks force a PSR on the target (see **Piloting Skill Rolls**). Death From Above, Charge, and Ram attacks must be declared in the movement phase, and thus must be executed on targets with lower initiative (that have already moved). The declaration of these attacks follows the rules in the Alpha Strike: Commander's Edition.

BASICS OF GAMEPLAY

PHYSICAL ATTACKS (continued)

You may shoot while executing a Death From Above, Charge, or Ram attack. **Ram, Charge, and DFA attacks use the unit's current, modified TMM to determine damage instead of movement.** See the Alpha Strike: Commander's Edition rulebook for information on how to execute these attacks and the MechWarrior: Destiny rulebook to determine damage (also in the quick reference sheet). The attacker must be able to move in base-to-base with the target in order to execute a ram, charge, or DFA.

Punch, kick, and melee weapon attacks must always be made at point blank range, which is within 1" (not necessarily base to base). A Death From Above attack builds up 1 point of heat from jumping. If using the **Run & Gun** optional rule (see **Movement**), all other physical attacks are subject to the +1 TN attack penalty.

DAMAGE RESOLUTION

Follow the rules in MechWarrior: Destiny for resolving damage with the following additions:

DEALING DAMAGE

A unit's record card lists the damage for each TIC. When determining damage dealt from a physical attack, follow the rules found in MechWarrior: Destiny and this rules reference. Some melee attacks (punch, kick, and melee weapons) are listed on the unit's record card.

REAR SHOTS

Rear armor has been added to BattleMechs in BattleTech: Override. If a shot draws line of sight through the rear face of a unit's base, it is considered a rear shot. Follow the most recent rules in the Alpha Strike Commander's Edition for determining rear arc.

A rear shot that rolls a 6, 7, or 8 for location will hit the rear torso/ rear/aft armor. Additionally, rear shots against an Aerospace Fighters that roll a 2 or 12 for location hit the aft armor.

OPTIONAL: Limited Damage Transfer

Damage does not transfer outside a given location from a single TIC. If a unit deals 5 damage to a location that only has 3 pips remaining, the additional 2 damage is lost. Subsequent hits to a missing location transfer normally.

Note: "M" and "C" dice count as their own block for purpose of limited damage transfer.

GLANCING HEAD SHOTS

Each TIC (including all M and C dice in that TIC) **with more than one weapon** may only deal a maximum of 2 damage to the head; all remaining damage is transferred to the torso (front or rear, see **Rear Shots**).

CRITICAL HITS

For each time location is rolled, and damage is dealt to structure, roll to confirm a critical. A roll of 8+ will confirm a critical hit.

Roll on the critical hit table (by unit type, by location) to determine the result of the critical hit. A confirmed critical hit to a 'Mech's head destroys it.

Note that critical hits take effect at the end of the phase in which they occur.

BASICS OF GAMEPLAY

FLOATING CRITICALS

When a "2" is rolled for location (also a "12" on vehicles), roll again for location. Deal damage normally but also roll to confirm a critical hit. If structure is also damaged, a second critical hit may occur if both are confirmed.

WEAPON CRITICAL HITS

A weapon critical hit destroys a weapon (attacker's choice) in the location that was hit. All other weapons that share a TIC with a destroyed weapon are rendered inoperable at the end of the phase. Reroll this result if there are no remaining weapons in the location (inoperable weapons can still be destroyed).

LEG ACTUATOR & MOTIVE CRITICAL HITS

Reduce movement by 2 and TMM by 1. A unit may take any number of actuator/motive critical hits until they are immobilized.

LEG DESTRUCTION

A 'Mech with a destroyed leg has its movement reduced to 1, TMM reduced to 0, automatically fails a PSR and falls. It may **not** attempt to stand and can only crawl for the remainder of the battle. Any subsequent actuator hits or the destruction of all legs will immobilize the 'Mech.

Immobilized Units

Any unit that has its movement reduced to 0 via critical hits or motive hits (not from a heat penalty) is immobilized. An immobilized unit has a movement of 0, TMM of 0 and cannot jump. Immobilized aircraft are immediately destroyed.

Attacks (ranged or physical) targeting an immobile unit get a -2 bonus. Conversely, immobile units are considered stationary when firing, and gain a bonus as well.

ENGINE CRITICAL HITS

Some engines have a higher risk of critical hits, so there is an additional step in checking for **torso** critical hits when a 'Mech's equipment lists "IS XL Engine", "Clan XL Engine", "IS XXL Engine", "Clan XXL Engine", or "Light Engine".

When a torso critical is confirmed but before rolling on the standard torso critical table, roll 1d6. An engine critical hit occurs on the following roll (by engine type):

Engine Code	d6 Roll
IS XL Engine	4+
Clan XL Engine	5+
IS XXL Engine	3+
Clan XXL Engine	4+
Light Engine	5+

If an engine hit occurs in this manner, the critical hit is resolved. Otherwise, roll on the standard torso critical hit table. An engine critical hit can still occur via the standard table.

Example: Thom's Summoner has just taken structure damage to the torso, and Matt has confirmed the critical hit. Since the Summoner lists a Clan XL Engine in the equipment section, Matt first rolls 1d6 to see if he hits the engine.

He rolls a 4. Not enough to get an initial engine hit (he needed a 5+). Now Matt rolls on the normal Torso critical hit table… he could still get an engine hit on the normal table.

GYRO CRITICAL HITS

The first hit confers a +2 penalty to PSRs. The second hit reduces the unit's movement to 1, it cannot jump or stand, and the unit automatically fails a PSR and falls (see **piloting skill rolls**). Reroll any subsequent gyro critical hits beyond the second.

BASICS OF GAMEPLAY

AMMO CRITICAL HITS
Ammo critical hits usually destroy a unit, except when CASE or CASEII is equipped (see **unit conversion and equipment**). If a unit survives an ammo explosion, the pilot/crew takes two hits, and the weapon is inoperable if no other ammo for that weapon is available. If there is no ammo in the location, the result becomes a weapon critical hit result instead.

PILOTING SKILL & DAMAGE
These rules use the term pilot and crew interchangeably.

PILOTING SKILL ROLLS (PSR)
A PSR is a 2d6 roll to maintain control of a BattleMech or vehicle. Failure means the unit falls or loses control. There are three main situations when a unit must make a PSR:

Excessive Damage: When a unit takes 7 or more damage, the unit must make a PSR. This is modified by +1 for every full 7 damage.

TMM Reduction: When a unit takes a critical hit to a leg actuator, gyro, takes a motive hit/critical, or loses a leg, it must make a PSR.

Physical Attacks: When a unit takes damage from a Kick, Charge, Ram, or Death From Above attack - whether executing the attack **or** targeted by the attack - it must make a PSR.

Circumstances of Automatic Failure
There are circumstances that will cause a PSR to fail automatically. No roll is made and the unit falls/loses control. These circumstances themselves do not cause a PSR to be made; these situations are listed separately.

Automatic Success
A unit that is already prone automatically passes all PSRs.

Going Prone and Standing Up
There is no PSR required for going prone or standing up. Remember that BattleMechs with one leg **cannot** attempt to stand up.

MAKING THE PSR
When any PSR situations apply, the unit must make <u>one</u> PSR with <u>all</u> modifiers factored into the target number at the end of the phase. The PSR is based on the unit's piloting skill plus the modifiers listed below. Remember if the pilot/crew has taken damage, their piloting skill is modified (+1 per hit).

PILOTING SKILL ROLLS

Situations (when PSRs must be made)
- Excessive Damage
- TMM Reduced[1]
- Gyro Damaged
- Damaged from a Kick
- Damaged in a Charge/Ram[2]
- Damaged in a DFA[2]

Modifiers

Excessive Damage	+1/7 dmg
TMM Reduced	+2/1 TMM[1]
Gyro Damaged	+2

Circumstances (when PSRs fail automatically)

Immobilized	Auto Failure
Shutdown	Auto Failure
Unconscious	Auto Failure
Gyro Destroyed	Auto Failure
Leg Destroyed	Auto Failure
Missed DFA	Auto Failure

1 from critical/motive hits or leg destruction (not heat)
2 check for both the attacker and the target

Note: A separate check is made to determine if the pilot/crew takes damage (see **pilot damage checks**).

BASICS OF GAMEPLAY

Example: Ben's Warhammer has sustained 20 points of damage and taken a gyro hit. At the end of the phase, Ben will need to make a PSR. His unit has piloting skill 3 modified for excessive damage (+2) and a gyro hit (+2).
He will need to roll a 7+ to pass this PSR.

FALLING DAMAGE
Follow the rules in MechWarrior: Destiny to determine falling damage to a BattleMech. All damage is dealt in a single group and never hits the rear armor of a 'Mech.

LOSING CONTROL
Anytime a ground vehicle fails a PSR, and the unit takes damage, use these rules instead:

A vehicle takes crash damage equal to its tonnage/30 rounded up. This reflects the vehicle skidding into a rough patch, going airborne, even rolling over and landing back on its tracks. This damage triggers a normal motive check, as described in MechWarrior: Destiny under the **Damage to Aerospace Fighters and Combat Vehicles** section.

VTOLs never take damage from losing control. Instead, they lose 1 level of elevation. If their elevation level is equal to the terrain the unit occupies, the unit crashes and is destroyed.

All vehicles still need to make a second PSR to check if the crew takes damage when they lose control (see **pilot damage**).

All crews automatically regain control of their vehicle at the beginning of the next turn. Motive hits that are a result of losing control never trigger another PSR.

DAMAGE RESOLUTION FROM PSR FAILURE
All damage dealt from a PSR failure is resolved at the end of the phase that the damage occurs.

Example: Thom's Catapult falls in the movement phase after sprinting across ice, taking enough damage to destroy the left arm. The damage is resolved at the end of the movement phase. During the combat phase, Thom would not be able to fire his LRM-15 on the left arm, as it was destroyed in the movement phase.

PILOT DAMAGE CHECKS
A pilot/crew can take damage per the rules in MechWarrior: Destiny. Typically, this occurs from an ammo critical hit, head shot, or falling/losing control.

Anytime a pilot takes damage, mark off one box on the condition monitor. The pilot/crew will need to make a consciousness check. (see **End Phase**). Once a pilot has taken 6 hits, the unit is considered destroyed.

Each time a box is marked off on the condition monitor, the pilot/crew is considered to have taken a hit. Each hit translates into a +1 penalty to gunnery AND piloting skill levels which take effect at the end of the phase in which the damage occurred.

DFA Tip 🖚 Each box on the Override condition monitor represents 3 hits on the MechWarrior: Destiny condition monitor. Players may opt to use the Destiny condition monitor (and associated penalties) instead!

BASICS OF GAMEPLAY

HEAT
Gaining and dissipating heat follows the rules in MechWarrior: Destiny. When a unit is in depth 1+ water, it will dissipate one additional point of heat. Also, a unit can only ever gain a maximum of 3 additional heat per turn from outside sources, such as H dice (e.g., flamers) and environmental effects.

SHUTDOWN MECHS AND HEAT
Shutdown units reduce their heat to 0 in the heat phase. BattleMechs can still gain heat from outside sources while shutdown, but the maximum additional heat is 2. In this regard, a 'mech that is restarting after a shutdown can never begin the turn with more than 2 heat.

END
The end phase is where players complete miscellaneous actions (remove destroyed units, roll for consciousness, roll for reactor restart). Additionally, units will need to check morale if they are crippled (see below).

RESTARTING
Units automatically restart in the end phase if they were shutdown at the beginning of their turn.

CRIPPLING DAMAGE
A unit is considered **crippled** when the remaining torso/front armor is 0 and structure is less than or equal to 4. When a unit is initially crippled, it must make a morale test in the end phase.

MORALE TESTS
When a unit is initially crippled or takes damage while crippled – it must take a morale test in the end phase. Crippled units that pass their morale test and rally do not need to retest unless they take damage in a subsequent turn (see **retesting morale**).

The base target number for a morale test is 8+. A morale test is modified by the following conditions.

  +1 TN if the unit has lost any weapons due to a critical hit, including an ammo explosion

  +1 TN if the unit has taken an engine, gyro, actuator, or motive critical hit

  +1 TN for each pilot/crew hit

  –2 TN if the force's commander is not destroyed or in forced withdrawal and is not unconscious

  –1 TN if the force has at least one NCO that is is not destroyed or in forced withdrawal and is not unconscious

Example: Aaron's Starslayer has just taken enough damage to be considered crippled. In addition, the 'mech has three weapons destroyed (+1 TN), plus actuator and engine critical hits (+1 TN). Aaron's commander is still conscious (-1 TN), but his force has no NCOs remaining. The pilot also has marked off 1 box of the condition monitor (a –1 penalty to the final roll).

In the end phase, Aaron will need to make a morale test for the Starslayer pilot; the morale test target number is 10 (8+1+1+1).

Aaron rolls a 9 on 2d6. Since he did not meet the target number the Starslayer fails its morale check.

BASICS OF GAMEPLAY

Passing Morale
Pilots who meet or beat their morale target number are considered to have rallied. In this case, the unit is **still considered crippled, but the pilot/crew can act normally.**

Failing Morale (Forced Withdrawal)
Pilots who roll less than their morale target number are placed into **forced withdrawal**. The unit **must** end their movement a full 1" closer to their home edge.

A unit does not need to sprint or jump unless it must do so to meet these requirements.

Any unit in forced withdrawal that is prone must attempt to stand and complete their required movement if it can do so.

In the case that a unit is not immobilized or unconscious but otherwise cannot complete their forced withdrawal move (e.g., due to terrain costs) then move that unit 1" closer to their home edge.

Attacking and Forced Withdrawal
Withdrawing units may shoot, make physical attacks, spot, etc. However, **all attacks are at a +2 penalty** as the pilot/crew is focused on dodging incoming fire and falling back to safety.

There is no additional penalty to spotting, but if a unit in forced withdrawal opts to spot and attack, they would be at a net +3 penalty.

Going Prone while in Withdrawal
A unit in forced withdrawal may voluntarily go prone but must move 1" towards their home edge per normal.

Blacking Out and Morale Checks
If a pilot blacks out from a **consciousness check** (see below) before they have a chance to make a morale test, they automatically pass the morale check when they regain consciousness.

Shutting Down and Morale Checks
A pilot must still make morale checks as normal in the end phase, even if the unit is shutdown.

Automatic Ejection & Abandonment
If a unit is immobilized and in forced withdrawal the pilot will eject, or the crew will abandon the vehicle. The unit is considered destroyed for the purposed of the mission.

Retesting Morale
Units in forced withdrawal can retest morale every End phase until they rally. Once a unit has rallied, they do not need to test morale again unless the unit takes damage from any source (including falling, environmental conditions, etc.).

BASICS OF GAMEPLAY

CONSCIOUSNESS CHECKS

Pilots/crews that take damage (the pilot, not the 'Mech or vehicle) must make a consciousness check in the End phase, per the rules in MechWarrior: Destiny.

The target number for a consciousness check is listed on the BattleTech: Override record card, within each box. The target number is fixed and based on the amount of damage a pilot/crew has taken.

This 2d6 roll is never modified except by special rules listed in Strike Operations. The penalty from the condition monitor itself is never applied to a consciousness check.
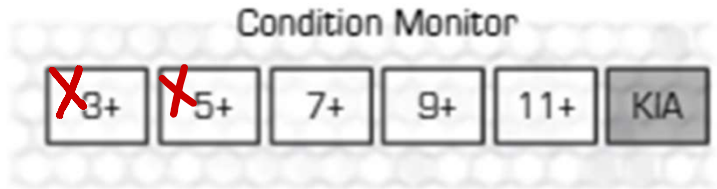
Failing a Consciousness Check

When a pilot/crew fails this check, the unit may not act in any phase of the following turn. In the end phase of that following turn, the unit may retest against the appropriate target number.

If the pilot/crew took additional damage in the turn it was unconscious, only test once, using the highest check target number.

Note: An unconscious VTOL crew will lose half its current maximum movement (rounded down) in elevation

Example: Thom's Eris pilot had fallen down earlier in the game and already taken 1 hit on the condition monitor. Now, his 'mech just took a headshot so he marks off a second box on the condition monitor.

His condition monitor would look like this:

Condition Monitor					
✗3+	✗5+	7+	9+	11+	KIA

In end phase of the turn Thom's pilot takes damage, he will need to make a consciousness check with a target number of 5+. If he meets or beats a 5 on 2d6, the pilot will remain conscious…

In any case the pilot will suffer a -2 penalty to the 2d6 total of all attack rolls, PSRs, morale tests, and optionally initiative brackets.
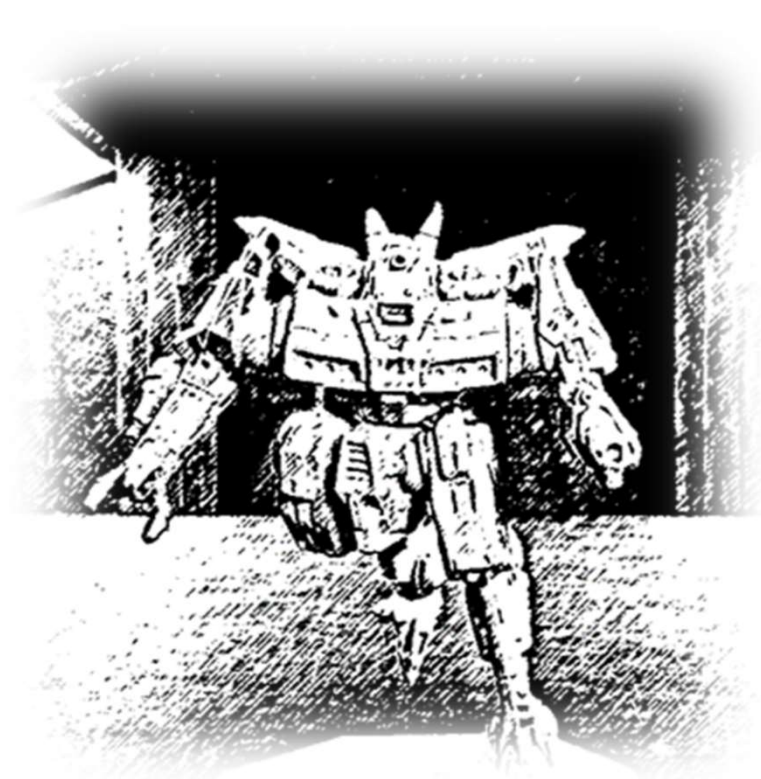
ADVANCED GAMEPLAY

INFANTRY & BATTLE ARMOR

Infantry and battle armor units follow all of the rules found in Alpha Strike with respect to movement and targeting modifiers. Note that infantry and battle armor do not gain a bonus for being stationary or a penalty from jumping.

INFANTRY PLATOONS

When creating a platoon, there is no direct way to convert from other BattleTech systems. Instead, use the card builder to construct a platoon, with the following guidance:

- A platoon represents a single unit/base of conventional infantry.

- A platoon must have 1-6 squads, with less than or equal to 30 troopers.

- A platoon's troop count represents the defensive capability of the unit (pips), grouped in rows by its squad sizes.

- A platoon must choose from 1 motive type and 1 weapon type for the entire platoon.

BATTLE ARMOR

Battle armor is set up in rows of pips, but each row represents a single armored trooper instead of a squad.

INFANTRY & BATTLE ARMOR IN COMBAT

These units follow the same rules and modifiers found in the Alpha Strike: Commander's Edition.

Taking Damage

There are no location rolls for hits against infantry or battle armor units. Whenever an infantry or battle armor unit takes damage, regardless of the weapon type and source, it takes the **full damage** indicated by the weapon/attack.

Damage is tracked row-by-row (across, then down) for conventional infantry and battle armor. Additionally, for battle armor, any excess damage from an attack that exceeds the remaining pips in a row is lost. Said differently, a single attack (TIC) can only ever destroy a maximum of one armored trooper.

Dealing Damage

Each row also has a corresponding damage value to represent the maximum damage for its active troops. Battle armor may list multiple weapons per row. When a platoon hits with an attack, only use the damage value from the top-most row that is still active.

An infantry unit can make a single attack on a single target during its turn, but otherwise follow the normal rules for resolving combat. Battle armor may make one attack for each weapon per the normal rules.

Some infantry weapon types use a damage value separated by commas, for example: 2, 2, 2. This is equivalent to three 2-point damage groups. Roll to-hit once for the whole platoon but a separate location for each group.

Anti-Infantry Weapons

Anti-Infantry (AI) weapons like MGs and flamers inflict an additional 1d6 damage to a platoon. Physical attacks, from any source, inflict an additional 1d6 damage to a platoon. This includes physical attacks from battle armor.

ADVANCED GAMEPLAY

Maximum Range
Infantry and battle armor cannot make attacks or deal damage at extreme range.

Anti-Mech Attacks
Some infantry platoons and battle armor squads can make an anti-mech attack as noted on their record card. If a unit chooses to make an anti-mech attack, then **that unit can make no other attacks that turn**. An anti-mech attack follows the rules for a normal attack (choose any TIC) but has a +1 penalty and uses the anti-mech skill. An anti-mech attacks that hit also generate a bonus critical hit chance which still must be confirmed on a 2d6 roll of 8+.

Jump platoons and battle armor roll on the normal location table. Infantry platoons *without* jump movement will roll location using kick table found in MechWarrior: Destiny. When attacking a vehicle, roll on the normal location table. **Rear shots** are determined normally per the rules in the **Damage Resolution** section. The bonus critical hit applies to the first location rolled in the case of clusters, etc.

TRANSPORTING UNITS
Some vehicles and 'Mechs can transport infantry platoons and battle armor squads. Embarked units may not act other than to disembark.

INFANTRY PLATOONS
All non-mechanized infantry platoons can be mounted in a transport. The transport capacity of a vehicle is determined by IT(#) equipment, which stands for "infantry transport". The # represents the maximum amount, in tons, the vehicle can carry.

Follow the rules in the Alpha Strike: Commander's Edition regarding embarking and disembarking from transports, when that is allowed, how it occurs, the movement costs, etc. Remember to **halve** any movement costs, as Alpha Strike is 2:1 scaling.

Infantry platoons may be deployed inside a transport at the beginning of a mission, and the platoon and the transport are treated as a single unit for purposes of deployment. This decision must be made **before** deployment begins.

BATTLE ARMOR
All biped battle armor of size heavy of less may embark on an OmniMech. Follow the rules in the Alpha Strike: Commander's Edition for embarked battle armor, including the chance for battle armor to be struck while embarked.

> DFA Tip 👉 Some battle armor have unique rules in Classic about what they can/cannot embark on. Feel free to house rule what makes sense for your gaming group.

Battle armor may be deployed embarked on an Omnimech. This must be declared **before** deployment begins.

Note: All embarked units may choose to disembark in the initiative bracket of their transport (or in a lower bracket). However, units that have disembarked may not act further (ex. make an attack) if their own initiative bracket has passed.

ADVANCED GAMEPLAY

AEROSPACE FIGHTERS

Aerospace fighters follow all the movement rules presented in the Alpha Strike: Commander's Edition, including the use of Thrust to reposition after each move.

DETERMINING RANGE IN COMBAT

Follow the steps listed in Alpha Strike for air-to-ground and air-to-air combat, with the following changes to **Step 3: Determine Range**.

When determining the range bracket, first measure the distance of the closest point on the flight path to the target. Then add the following distance based on chosen altitude for the aerospace fighter during the movement phase:

Altitude	Distance
Low	+3"
Middle	+12"
High	+21"
Extreme	+30"

AEROSPACE TMM

Unlike Alpha Strike, there is no flat modifier for targeting aerospace fighters. Instead, use their safe thrust value +1 to determine TMM (this value is calculated on the DFA cards already).

SPECIAL ATTACKS

A strafing run can be made by an aerospace fighter at low or medium altitude only. Any enemy units in a 12" continuous line within 3" of the flight path may be attacked once. Only a TIC containing exclusively energy weapons may be used in this mode of attack, and heat is accumulated each time that TIC is fired (these TICs may be used once against each target). Each TIC attack in a strafing run incurs a +3 penalty.

There is no striking attack; this is replaced by making one or more standard attacks with TICs.

Bombs follow the rules listed in the Alpha Strike, though the bombs use the following damage and area of effect:

Bomb Type	Area	Effect
High Explosive	1"	4 Damage
Cluster	3"	2 Damage
Inferno	1"	2 Heat

TAKING DAMAGE

Follow the rules in MechWarrior: Destiny for making control checks and taking critical hits when aerospace fighters are damaged.
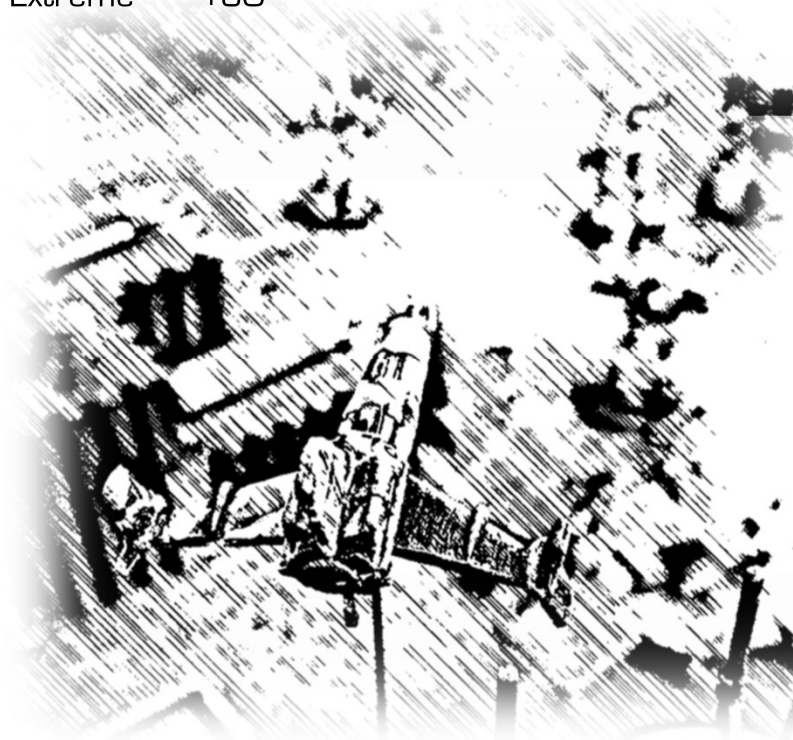
FORCE BUILDING
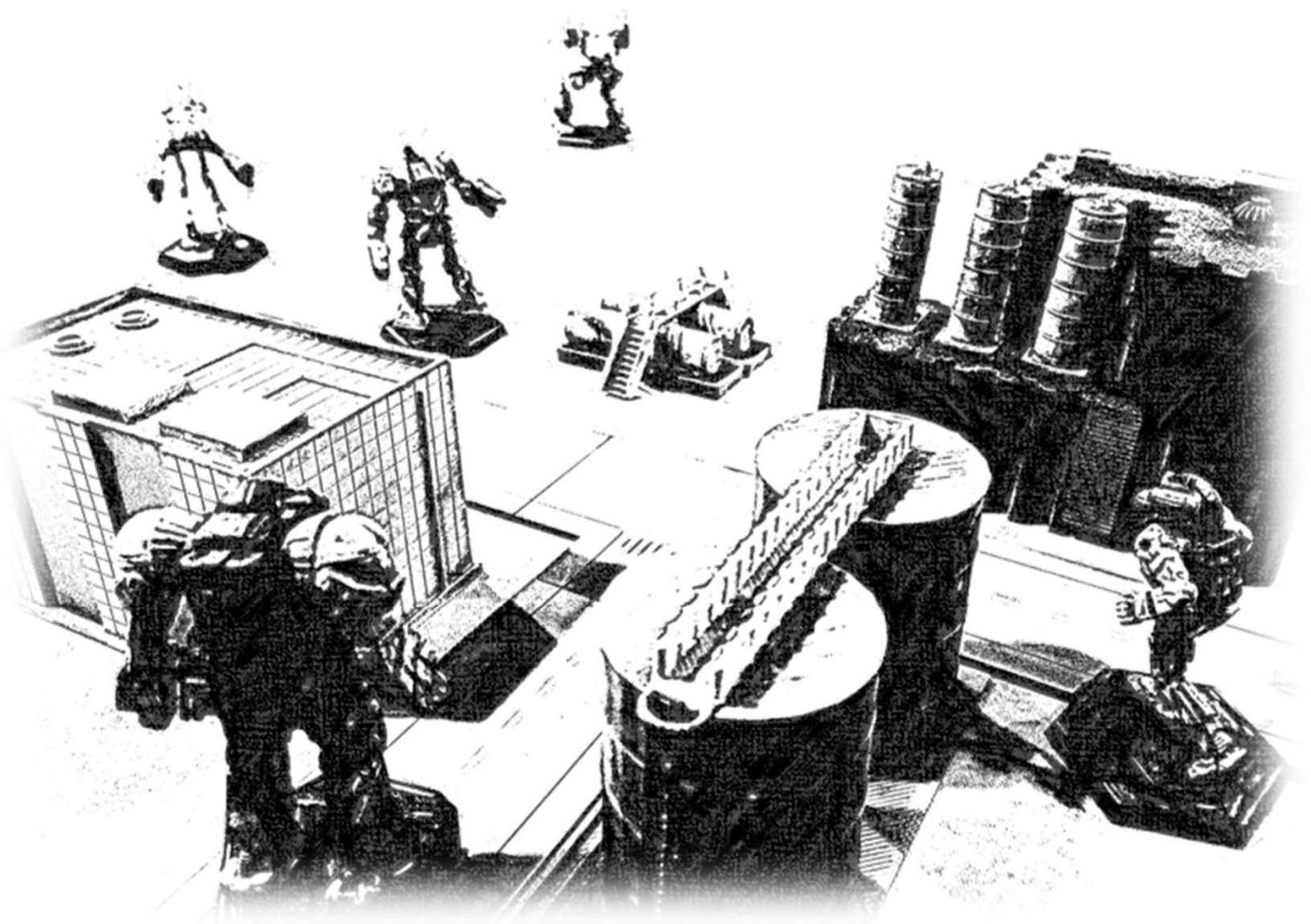
FORCE BUILDING BASICS

INTRODUCTION TO FORCE BUILDING

BattleTech: Override is a cinematic game, and like many things in the BattleTech universe, it emphasizes the importance the pilots and crews.

This document offers two quick and easy ways to get into the action - either through the **Strike Operations** framework, or through simple skill assignment which should be used in conjunction with **BV2 balanced forces**. Agree with your opponent beforehand on how to balance units and pilot skills.

BV2 FORCE BALANCING

Before diving into Strike Operations, the most familiar way for existing BattleTech players to get into the action is through a Battle Value (BV2) balanced force.

BV2, or "Battle Value version 2", is a complex measure of unit's relative worth in a game of Classic BattleTech. The BV2 for any unit can be found on Master Unit List, or in a tool such as MegaMek.

Follow the rules in the Tech Manual (with errata) for adjust BV2 based on the gunnery and piloting skills of each unit.

STRIKE OPS FORCE BALANCING

Strike Operations is a force building framework developed by Death From Above Wargaming®.

Strike Operations is focused on getting into the action quickly without worrying about the fine details of accounting. It allows players to focus on the evolving narrative, units, and characters

featured in the battles. In this regard, it uses abstracted Force Value (FV) to determine the strength of an overall force.

Strike Operations can be used with Classic BattleTech, Alpha Strike, and BattleTech: Override.

HOW ELSE CAN I USE THIS?

The method for building forces found in Strike Operations is also an excellent way to quickly assemble formations and related support for a one-off game of BattleTech of any flavor.

This is also called the "pick off the shelf" method at DFA, because you can grab the units you want to play and quickly have a rough order of magnitude value to balance against your opponent.

> DFA Tip 👈 Strike Operations is not about perfect balance but getting into the action. Even the most meticulously balanced game can become absolute chaos on turn 1 by a lucky headshot or through-armor critical hit.
>
> In that regard, focus more on bringing the units you want to use, and less on agonizing over the math!

FORCE BUILDING with STRIKE OPERATIONS

A NOTE ON TERMINOLOGY

In some cases, the word **formation** can have multiple meanings. In the context of Strike Operations force building & selection, a **formation** is a construct that ultimately defines the cost of a group of units. All BattleMechs must be assigned to a formation (ex: **a Heavy Lance is a formation**).

In Alpha Strike, a **formation type** refers to an optional grouping of units (based on role, etc.) that grants all units in that formation one or more special abilities. One example of this is the Battle Lance. These formations types are also referred to as **formation specializations** in this document.

RPG CHARACTERS

Although Strike Operations predefines the skill levels of the pilots within a formation, there are upgrades and archetypes which allow for commanders, NCOs, experts, and so forth.

Find the closest skill alignment with your custom character and simply plug them into the formation. If there is no corollary, work with your opponent (or GM) - either they can take a similarly skilled pilot to add to the opposing force, or you can come to some other agreement that makes sense in the context of the narrative battle.
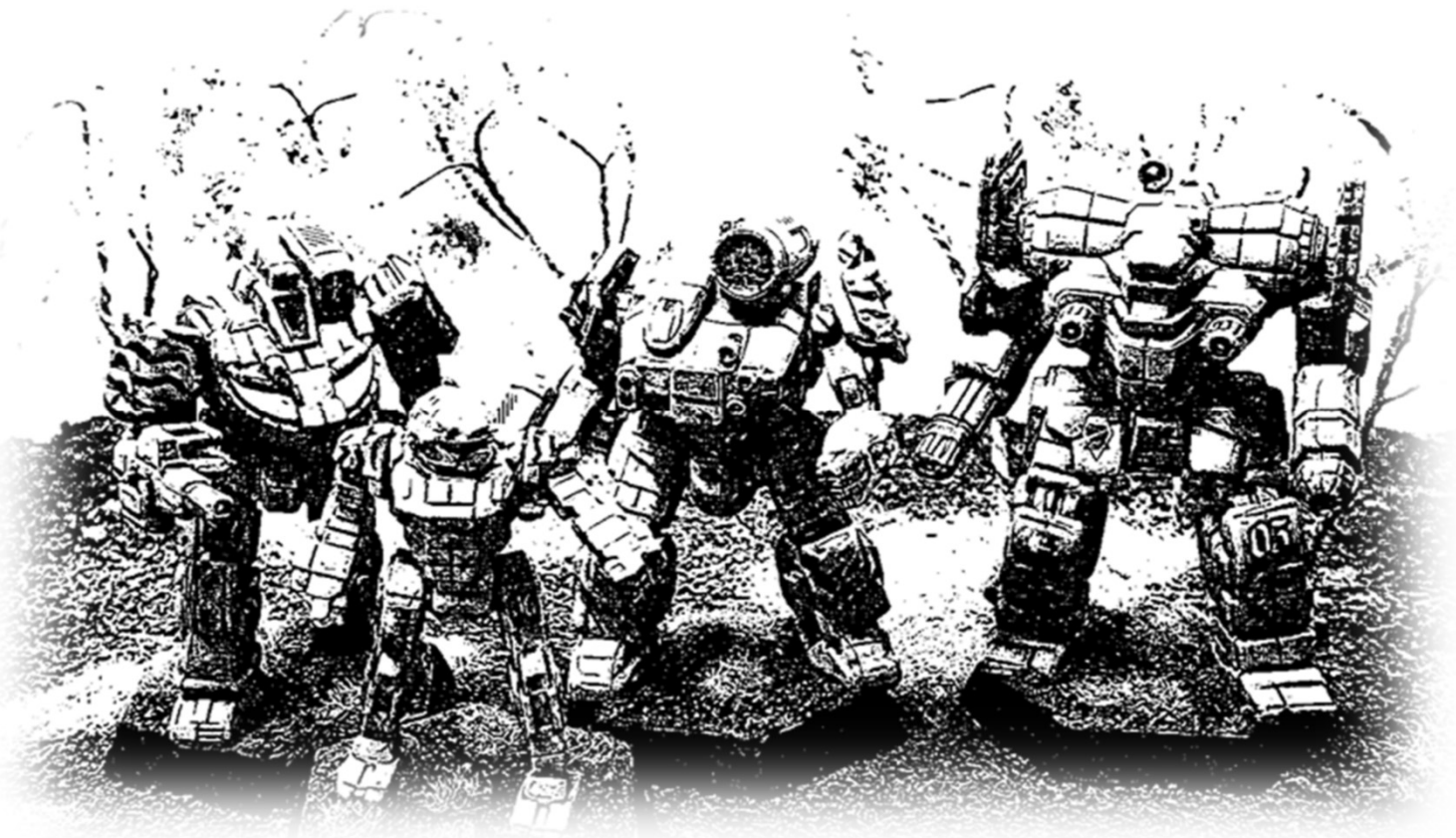
FORCE BUILDING with STRIKE OPERATIONS

FORMATIONS

Forces in a Strike Operation are designed at the formation level. A formation represents a collection of BattleMechs that aligns with the constructs canonized in the BattleTech lore.

Each basic formation has a unique card that details its cost requirements, roster, experience and upgrades. Many of these concepts will be introduced in greater detail in subsequent sections.

FORMATION TYPE

The Inner Sphere organizes into *Lances* of four BattleMechs, while the Clans are grouped into a *Star* of five BattleMechs. Currently, there is no support for a ComStar *Level II* in Strike Operations.

FORMATION CLASS

There are four basic formation classes: Light, Medium, Heavy, and Assault. Each of these classes has a unique set of requirements, which can be found on the formation card.

ANATOMY OF A CARD

The card is broken into five main sections: the header, requirements, force value, roster, and experience track.

HEADER

This section notes the class and type (e.g., *medium lance* or *heavy star*) and room to note a narrative name for the formation and any other campaign or mission related notes.

REQUIREMENTS

Tech Base: Every unit in the formation must match the formation's tech base, which aligns with the overall formation type (e.g., "Clan"). The tech base can be found in a 'Mech lab tool (like MegaMek). There are exceptions to this rule for mixed-tech and late era units.

Unit Count: This is the number of BattleMechs that must be included when a formation is built. The only exception is when a Clan unit selects the "Bid Down" upgrade.

Composition: This is the minimum and maximum number of BattleMechs, by weight class, allowed. A dash means there are no 'mechs of this class allowed.

Example: A Medium Lance must be made up of four Inner Sphere BattleMechs. It must contain at least 2 medium 'mechs, may have up to 1 heavy mech, and any number of light mechs (up to four 'mechs in total, matching the unit count).

FORCE BUILDING with STRIKE OPERATIONS

FORCE VALUE

There are three components that make up the force value of a formation.

Base Cost: This is a fixed cost per formation and never changes.

XP Cost: This is the **experience** cost, which is determined by the number of experience points invested into the formation; this reflects the overall rank and skill level of the formation.

Upgr Cost: This is the **upgrade** cost, which is determined by the number of upgrades taken on this formation. Most upgrades are classified as character, specializations, and support - though support upgrades are not fixed and thus not tracked here..

On the formation card, there are three hexes to fill in each of these **base**, **xp**, and **upgr** costs and a **total** hex to represent the complete cost of the formation; this is for ease of tracking.

Simply add **base+xp+upgr** to get the **total** force value for a unit.

ROSTER

The roster section is a place to track the type of 'mech, pilot name/callsign, and key primary and secondary skills for each unit in the formation.

EXPERIENCE

Each formation has a unique experience ("XP") track at the bottom of the formation card. The number in the hexagon along the XP track is referred to as the **rank** of the unit. Each rank will usually grant an increase to gunnery and piloting. This skill increase applies to every pilot in the formation.

The number in the hex at the top of each column reflects the FV cost required for a given level. This cost should be recorded in the "xp" hex in the force value section of the card.

Example: Aaron is building a medium lance. It's base FV is 6. With no investment in XP, all the pilots would have 4 gunnery and 5 piloting.

Aaron decides he wants to invest 3 XP into the formation. This will increase the gunnery to 2, piloting to 4. Aaron would then fill a "3" in the xp hex in the Force Value section, and the total Force Value of the formation would be 9 (6 base + 3 xp). The lance would be considered a Rank 3 Medium Lance.

XP TRACK	0	1	2	3	4	5
Gunnery	4	3	3	2	2	2
Piloting	5	5	4	4	3	3

Note: Remember that the XP track is different for each formation. The above example is for a Medium Lance.

FORCE BUILDING with STRIKE OPERATIONS

UPGRADES

Each formation can be equipped with a variety of features from special characters, specializations & training, additional units, or modifications to basic formation structure. These are collectively known as upgrades.

> DFA Tip 🖚 Upgrades are <u>not</u> mandatory. For new players and introductory games, we recommend playing without character and specialization upgrades.

CHARACTER ARCHETYPES

A player may choose to upgrade certain pilots to character archetypes.

Commander (+1 FV)

Choose one non-character pilot in the formation to serve as the commander; there can only be one commander per force. The commander increases its individual rank by 2 gaining all listed gunnery and piloting increases. This does not affect the rank of the formation.

A commander also provides additional benefits to morale. See the section on **morale tests**.

Example: Aaron decides to add a Commander to the medium lance he has been building. His lance is rank 3, so the commander's skills would be based on the rank 5 column on the XP track (gunnery 2 and piloting 3). The total FV for the formation would increase to 10 (6+3+1).

NCO (+1 FV)

Choose one non-character pilot in the formation to be the NCO; there can only be one NCO per formation. The NCO increases its individual rank by 1 gaining the listed gunnery and piloting increases. This does not affect the rank of the formation.

An NCO also provides additional benefits to morale. See the section on **morale tests**.

OPTIONAL: Expert (+1 FV)

Choose any pilot in the formation to be a expert (including a Commander or NCO); there can be a total number of experts equal to the formation rank - 1. Each expert may choose one of the following areas of expertise:

TACTICIAN
Improve the initiative bracket of this unit by one.

COMMANDO
Reduce any penalty from the condition monitor by one and gain a +1 bonus to morale test rolls.

ENGINEER
Weapons never jam and gain a +1 bonus to any roll for heat related shutdown and ammo checks.

SCOUT
Increase visibility range (in all conditions) and sensor range (all types) by 9".

RANGER
Increase the radius of ECM/AECM by 6". If this unit is stationary in cover, increase the cover bonus by one.

FORCE BUILDING with STRIKE OPERATIONS

SPECIALIZATION UPGRADES

Basic formations can choose to further differentiate by selecting a specialization. Note that all formation requirements (such as TMM and role) must be met per the requirements. **All specializations cost +2 FV.**

Note that specialization requirements (such as TMM must be met individually by **every** unit in the formation. Also note that TMM always refers to walk or jump TMM (never sprint).

Skill bonuses and special abilities afforded by the formation likewise apply to (and can be activated by) each pilot individually.

The following section outlines the available specializations. Each entry contains the name, requirements and granted special abilities.

name

requirements

BATTLE Specialization

Requires: Any Formation ⬢ Rank 2+ ⬢ All units must be the same type and within 1 size category

Lucky: When a unit in this formation spends edge, roll one extra dice (even if your opponent is rolling). Choose and discard any one dice you choose.

special ability

COMMAND Specialization

Requires: Heavy or Assault Formation ⬢ Rank 3+ ⬢ *Commander* Upgrade

Situational Awareness: Gain an additional +1 to initiative rolls.

BATTLE Specialization

Requires: Any Formation ⬢ Rank 2+ ⬢ All units must be the same type and within 1 size category

Coordinated Attack: If one unit in this formation is spotting for any other attacking units in this formation and the spotter does not attack, the attacking units may roll one extra dice on a single attack roll of their choice, discarding any one dice. The decision to roll an extra dice must be made before rolling.

FIRE SUPPORT Specialization

Requires: Medium, Heavy or Assault Formation ⬢ Rank 1+ ⬢ All units must have long range M damage

Fire Discipline: If one unit in this formation is spotting for any other attacking units in this formation and the spotter does not attack, the attacking units do not suffer the +1 penalty for indirect fire and may reroll any number of M dice they choose.

FORCE BUILDING with STRIKE OPERATIONS

DIRECT FIRE Specialization

Requires: Medium, Heavy or Assault Formation ⬡ Rank 1+ ⬡ All units must have long range damage

Fire Fusillade: When two or more units in this formation deal damage to the same target in the combat phase, the target takes a +2 penalty to any PSR it makes this turn.

STRIKE Specialization

Requires: Light, Medium or Heavy Formation ⬡ Rank 1+ ⬡ TMM 2+ ⬡ 0 Assault 'Mechs

Advanced Deployment: At the beginning of the mission, after all units have deployed but before turn 1 begins, redeploy up to 6" in any direction (ignore terrain modifiers for purposes of this 6" move, though the final placement must be legal).

SIEGE Specialization

Requires: Assault Formation ⬡ Rank 2+ ⬡ TMM 0 - 1 ⬡ 2+ Assault 'Mechs

Inexorable Advance: Units in this formation treat the PSR penalty for excessive damage as +1/10 damage (instead of +1/7 damage).

RECON Specialization

Requires: Light Formation ⬡ Rank 3+ ⬡ TMM 2+ ⬡ 0 Medium 'Mechs

Distracting Shot: When one unit in this formation deals damage to a target at short range in the combat phase, subsequent attacks from other units this formation are resolved against the rear arc of the target regardless of actual LOS.

PURSUIT Specialization

Requires: Light or Medium Formation ⬡ Rank 2+ ⬡ TMM 2+ ⬡ 0 - 1 Heavy 'Mechs

Advanced Navigation: All units in this formation may ignore the first 2" of terrain penalties each movement phase (example: a unit moving through 5" of forest would only pay an additional +3").

SWEEPER Specialization

Requires: Light, Medium or Heavy Formation ⬡ Rank 3+ ⬡ TMM 1+ ⬡ 0 Assault 'Mechs

Triangulation: If one unit in this formation is spotting for any other attacking units in this formation and the spotter does not attack, the attacking units may ignore partial cover and intervening terrain modifiers up to +3 for that attack as long as the attack is not indirect. This ability does not affect LOS restrictions.

FORCE BUILDING with STRIKE OPERATIONS

SUPPORT UPGRADES

Although BattleMechs are the focus of BattleTech, they are often supported by tanks, VTOLs, infantry, battle armor, and even aerospace fighters. Rather than managing these unit types as separate formations in Strike Operations, they are bought as an upgrade with a 'mech formation.

OPTIONAL: Limited Support

If using this optional rule, the total cost of support upgrades is limited to half the base cost of Inner Sphere formations and one quarter the base cost of Clan formations that contain. Round up in both cases. This optional rule is recommended to prevent "spamming" certain unit types.

Example: A Medium Lance (6 FV) could take up to 3 FV worth of support upgrades while a Medium Star (11 FV) could take 3 FV of support upgrades.

Support Units & Mission Rules

Units taken via support upgrades can contest, capture, and score objective points.

Although they are an upgrade to the formation, support units are not considered part of the formation itself. For example, a Battle Lance's **Coordinated Attack** special rule would not extend to support units. Each support choice is managed separately for purposes of initiative. They also count towards the total number of units in a force for purposes of special rules like **Pyrrhic Victory** and can capture objectives per the mission rules.

Skills & XP

Unlike BattleMech formations, support units come with fixed piloting and gunnery skills; support units cannot be improved by investing XP.

Transports

When transporting infantry and battle armor, there is no restriction on which units can be carried by which transports other than the normal rules.

Example: Matt purchases two squads of battle armor as part of a Light Lance upgrade, and a pair of Maultier Hover APCs as part of an Assault Lance upgrade. During deployment, Matt could choose to mount his Battle Armor squads in the Maultiers. During the game Matt could embark any legal units in the Maultiers.

Platoons and Squads

An infantry platoon in BattleTech: Override can be as small as a single squad in Total Warfare, though players should follow the sizes outlined in Total Warfare (also found in a 'Mech lab tool like MegaMek).

Support Packages

Some support units - like infantry - come in packages containing a specific mix of different unit types. The composition and requirements are detailed in the entry.

For example, a Ground Division Support Upgrade contains a pair of foot platoons as well as a pair of transports. All of this is included in the listed upgrade cost of 1 FV.

FORCE BUILDING with STRIKE OPERATIONS

SUPPORT UNIT CATALOG

LIGHT VEHICLE SUPPORT

+1 FV

Composition: 1 Combat Vehicle 🔲

3 Gunnery **5** Piloting

- Inner Sphere tech base only
- t, w, or h motive type
- 55 ton maximum per vehicle

HEAVY VEHICLE SUPPORT

+2 FV

Composition: 1 Combat Vehicle 🔲

3 Gunnery **5** Piloting

- Inner Sphere tech base only
- t, w, or h motive type
- 100 ton maximum per vehicle

SECOND LINE VEHICLE SUPPORT

+2 FV

Composition: 1 Combat Vehicle 🔲/↑

3 Gunnery **5** Piloting

- Clan tech base only
- t, w, h or v motive type
- 100 ton maximum per vehicle

BATTLE ARMOR SUPPORT

+1 FV

Composition: 1-2* Battle Armor Squad 👥

3 Gunnery **3** Anti-Mech

- Any tech base
- up to six troopers

*2 squads in Alpha Strike only; 1 squad in Override and Classic BattleTech

VTOL SUPPORT

+1 FV

Composition: 1 Combat Vehicle ↑

3 Gunnery **5** Piloting

- Inner Sphere tech base only
- v motive type
- 35 ton maximum per vehicle

LIGHT AEROSPACE SUPPORT

** FV

Composition: 1 Aerospace Fighter ✈

3 Gunnery **4** Piloting

- Inner Sphere or Clan tech base
- 45 ton maximum
- ** Inner Sphere aerospace fighters cost +2 FV
- ** Clan aerospace fighters cost +3 FV

MEDIUM AEROSPACE SUPPORT

** FV

Composition: 1 Aerospace Fighter ✈

2 Gunnery **4** Piloting

- Inner Sphere or Clan tech base
- 70 ton maximum
- ** Inner Sphere aerospace fighters cost +3 FV
- ** Clan aerospace fighters cost +4 FV

HEAVY AEROSPACE SUPPORT

** FV

Composition: 1 Aerospace Fighter ✈

2 Gunnery **3** Piloting

- Inner Sphere or Clan tech base
- 100 ton maximum
- ** Inner Sphere aerospace fighters cost +4 FV
- ** Clan aerospace fighters cost +5 FV
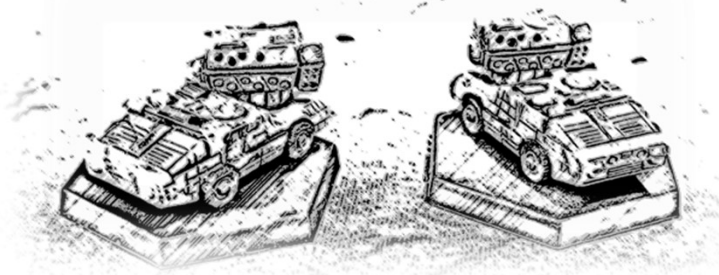
OPTIONAL: Vehicle Formations

In some scenarios, one force may opt not to field any BattleMechs or want to field vehicles in larger numbers. In this case, follow the Light Lance and Heavy Lance requirements for IS vehicles and Medium Star and Heavy Star requirements for Clan vehicles. Replace all references to BattleMech with vehicles.

Vehicles do not need to be bought in pairs, and can be given upgrades and specializations provided they can meet the requirements.

FORCE BUILDING with STRIKE OPERATIONS

GROUND SUPPORT

+1 FV

Composition: 2 Platoons + 2 Transports

Infantry Platoons

4 Gunnery 4 Anti-Mech

- Inner Sphere tech base only
- foot platoons only
- any platoon weapon type

Transports

4 Gunnery 4 Piloting

- Inner Sphere tech base only
- t, w, or h motive type
- maximum 25 tons/transport
- minimum 3 tons cargo space/transport

AIRBORNE SUPPORT

+1 FV

Composition: 2 Platoons + 2 Transports

Infantry Platoons

4 Gunnery 4 Anti-Mech

- Inner Sphere tech base only
- foot or jump platoons
- any platoon weapon type

Transports

4 Gunnery 4 Piloting

- Inner Sphere tech base only
- v motive type only
- maximum 30 tons/transport
- minimum 3 tons cargo space/transport

SPECIAL OPS SUPPORT

+1 FV

Composition: 4 Platoons

2 Gunnery 3 Anti-Mech

- Inner Sphere or Clan tech base
- any platoon motive type
- any platoon weapon type

SOLAHMA SUPPORT

+1 FV

Composition: 2 Platoons + 1 Transport

Infantry Platoons

4 Gunnery 4 Anti-Mech

- Clan tech base only
- foot platoons only
- any platoon weapon type

Transports

4 Gunnery 4 Piloting

- Clan tech base only
- t, w, or h motive type
- maximum 30 tons/transport
- minimum 3 tons cargo space/transport

OPTIONAL: Support Choices as Characters
In some cases, your campaign will feature heroic tank crews or bold aerospace pilots, in which case you may want them to upgrade them as Commanders, NCOs or Experts.

First, increase the base cost of the support choice by +1 FV.

When advancing the unit further (before or during the campaign) find the starting/base gunnery and piloting of the support upgrade on the XP track. Each incremental advance beyond that point costs +1 FV.

Note: This optional rule does is not intended for use with support choices that contain multiple units. Use at your own risk!

Example: Rick has a Demolisher Tank (a Heavy Vehicle Support upgrade), which cost 2 FV and has base skills of 3 gunnery and 4 piloting.

Rick wants the Demolisher to be a character unit which will increase the base cost by +1 FV. He wants to give the Demolisher an NCO which costs an additional +1 FV.

Rick could make it a 2/3 for another +2 FV (a grand total 6 FV). Perfect for his campaign!

XP TRACK	0	1	2	3	4	
Gunnery	4	3	3	2	2	2
Piloting	5	5	4	4	3	3

FORCE BUILDING with STRIKE OPERATIONS

MISCELLANEOUS UPGRADES

Bid Down (variable FV)

Since clan stars can have a high force value, this upgrade serves as a method to bring less than a full star on a mission. This upgrade is unique in that it can be added or removed after the complete formation is assembled (ex during the **drop declaration** step - see the DFA campaign or mission documents for details).

Choose a formation with a Clan tech base. Reduce the unit count to 3 BattleMechs for that formation; this does not affect the composition requirements.

In addition, reduce the **base** FV cost of the formation by halving the original base FV (round up), and adding 1. The following table outlines the costs for **Bid Down Stars**.

Formation	Force Value	
	Original	Bid Down
Light Star	9	6
Medium Star	11	7
Heavy Star	13	8
Assault Star	15	9

Note that Bid Down stars still have the same costs associated with XP and upgrades even though there are less units. This is intentional.

If you are using the optional **Support Unit Limitations** rule, the limit is based on the new, Bid Down FV (said differently, Bid Down stars can take less support units than a full star).

OPTIONAL: BattleMech Support

It is not uncommon for narratives to depict forces consisting of a pair BattleMechs supported by vehicles - or a lone OmniMech against all odds. This optional rule provides a way to purchase BattleMechs individually. It is not as cost efficient as purchasing units as a formation, and so should not replace the standard Strike Operations method.

When advancing a Lone Wolf unit, use the advancement table of the corresponding formation listed in the table below, but halve the cost (round up). For mixed tech units, base it on the unit's tech base.

This miscellaneous upgrade is purchased like a formation and can be improved with XP advancements and given support upgrades. A BattleMech support choice cannot be given any other upgrades

Inner Sphere Tech

Class	Cost	Formation
Light Mech	1	Light Lance
Medium Mech	1	Medium Lance
Heavy Mech	2	Heavy Lance
Assault Mech	2	Assault Lance

Clan Tech

Class	Cost	Formation
Light Mech	2	Light Star
Medium Mech	2	Medium Star
Heavy Mech	3	Heavy Star
Assault Mech	3	Assault Star

FORCE BUILDING with STRIKE OPERATIONS

Example (with formation): Ben has built a deadly Heavy Fire Support Lance supported by a pair of Condor Hover Tanks. He has spent 16 FV (rank 2, CO and NCO character upgrades, fire support specialization plus two light vehicle support choices).

His opponent is playing a 20 FV list, and Ben would like to match him. He decides that a pair of light harassing mechs would be perfect to support his hovercraft and adds a two individual rank 2 Wolfhounds.

*Each Wolfhound would cost 2 FV. A light mech under the BattleMech Support optional rule costs 1 FV, and a rank 2 XP advancement would cost an additional 1 FV (2 * ½ = 1).*

Example (without formation): Dave is building a corporate defense force for a small 10 FV game. His corporation is tiny, so they wouldn't have the resources for an entire lance of BattleMechs. Dave decides the centerpiece of his force will be the trusty Centurion CN9-A, supported by the ubiquitous Locust. The 'mechs will be supported by infantry and transports, a few tanks, and an attack VTOL. Dave's force would look like this:

x1 Centurion CN9-A (Rank 2)	*2 FV*
x1 Locust LCT-1V (Rank 0)	*1 FV*
x2 Bulldog Medium Tanks	*4 FV*
x1 Striker Light Tank	*1 FV*
x1 Ground Support	*1 FV*
x1 Air Support	*1 FV*

*Note that Dave and his opponent are **not** using the Limited Support optional rule.*

OPTIONAL: Cross Tech (-1 to +1 FV)

In the BattleTech lore, it is not uncommon to see a Clan OmniMech amongst Inner Sphere forces, Clan Stars with Inner Sphere BattleMechs, or mixed-tech machines stalking the battlefield.

If this optional rule is in use, any Inner Sphere lance may swap a unit to mixed- or Clan tech unit for the cost of **+1 FV**.

A Clan star may swap a unit to Inner Sphere tech for **-1 FV**. Clan stars may swap a clan unit for a mixed tech unit at no cost/benefit.

You cannot upgrade units already affected by this upgrade, and it does not change any other requirements for the unit other than the tech base.

Both players should agree to the maximum number of swaps per force or per formation. This could be era dependent, and DFA recommends a maximum of 1 era-appropriate upgrade (or two downgrades) per formation post 3055.
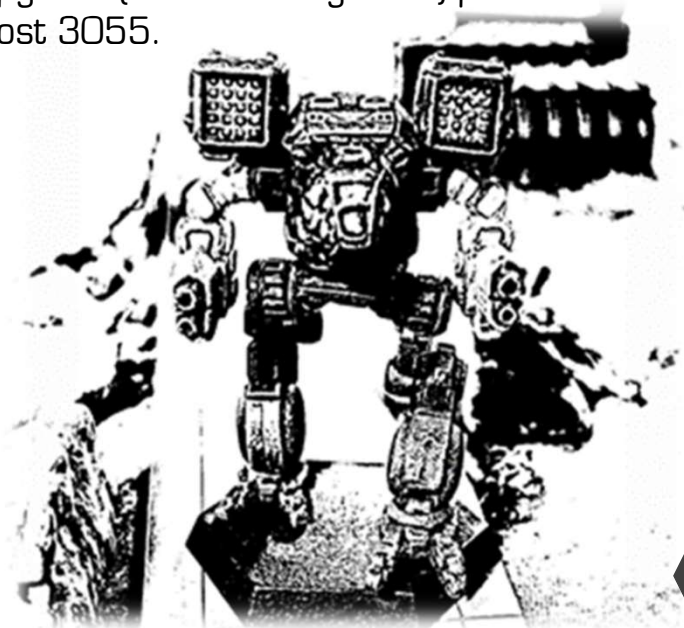
FORCE BUILDING with STRIKE OPERATIONS

FORCE BUILDING EXAMPLE
The following section will walk through creating a force suitable for a game of BattleTech: Override.

Initially, players should agree on both an FV maximum for each force and an era of play. Players can track forces using the Strike Ops formation and roster cards, but this is entirely optional.

[1] Set a Force Value Maximum and Era
Aaron and Thom decide to play a 20 FV game in the late Succession Wars era.

[2] Force Planning
Thom wants to use a tough Inner Sphere lance featuring his newly painted Catapult and Thug models. Preferably the lance would be backed up by some tanks and airborne infantry.

[3] Pick Base Formations
After looking at the lance compositions, Thom decides a Heavy Lance will best suit his needs. Thom must have at least 2 heavy 'mechs to meet the lance requirements, so in addition to the Thug and Catapult, he chooses a Marauder and a Cataphract. Thom should also pick variants for all of these 'mechs at this time.

[4] Set Experience Level
Thom decides to upgrade his formation to a rank 2 Heavy Lance. Each of the pilots in this formation are improved to gunnery 3 and piloting 4.

Thom has allocated 10 FV so far… 8 for the base formation and 2 for rank advancement.

[5] Add Upgrades
Thom gives his Thug the Commander upgrade (+1 FV). The Thug's pilot is upgraded to gunnery 2 / piloting 4.

Thom also decides to spend +2 FV on the Battle Lance specialization since his lance meets the requirements. Everything so far has cost Thom 13 FV, leaving him with 7 FV to spend.

To round out his force, Thom selects two heavy vehicle support choices (2x2 = 4 FV) and chooses Ontos Heavy Tanks, which meet the requirements. He also has a couple of Striker Light Tanks he wants to put on the table; since these would fit in the light vehicle support choice, they cost 1 FV each for a total of 2 FV.

Thom also adds an airborne support choice (1 FV) which allows him to choose two foot or jump platoons with two VTOLS up to 30 tons each. He picks two Jump SRM Platoons and a pair of Kestrel VTOLs to carry them.

Thom has spent a total of 20 FV.

All that is left for Thom to do is print off the record sheets for the units and optionally fill in his formation card if he wants to track it over the course of a campaign, etc. This is not mandatory and is completely up to the player.

FORCE BUILDING with STRIKE OPERATIONS

FORCE BUILDING EXAMPLE
In the above example, Thom was able to quickly pull together a combined arms force consisting of 4 BattleMechs, 4 tanks, 2 VTOLs, and 2 infantry platoons. A force roster can help to keep track of relevant stats and total FV costs.

The formation cards (free to download) can be printed and used to track the units, XP rank, skills, and character upgrades of a formation - this is particularly useful for longer-running campaigns where formations might advance or gain/lose units.

HEAVY LANCE
Rumble Lance — BATTLE SPEC — COMMANDER

REQUIREMENTS
Tech Base: Inner Sphere
Unit Count: 4 BattleMechs

Composition

	Light	Medium	Heavy	Assault
	0+	0+	2+	0 - 1

Force Value

8

ROSTER

'Mech	Tons	TMM	Pilot	Cmdr	NCO	Expert	Gunnery	Piloting	Rank
THUG	80	1	CAPT ALEX "HAWK" JONES	●	○	○	2	4	4
CATAPULT	65	1		○	○	○	3	4	2
MARAUDER	75	1		○	○	○	3	4	2
CATAPHRACT	70	1		○	○	○	3	4	2

XP TRACK

				3	4	5	6	7			
Gunnery	4	3	3	3	2	2	2	1	-	-	-
Piloting	5	5	4	4	4	3	3	3	-	-	-

This formation card is what Thom's lance would look like from the **Force Building Example** on the prior page.

UNIT CONVERSION & EQUIPMENT
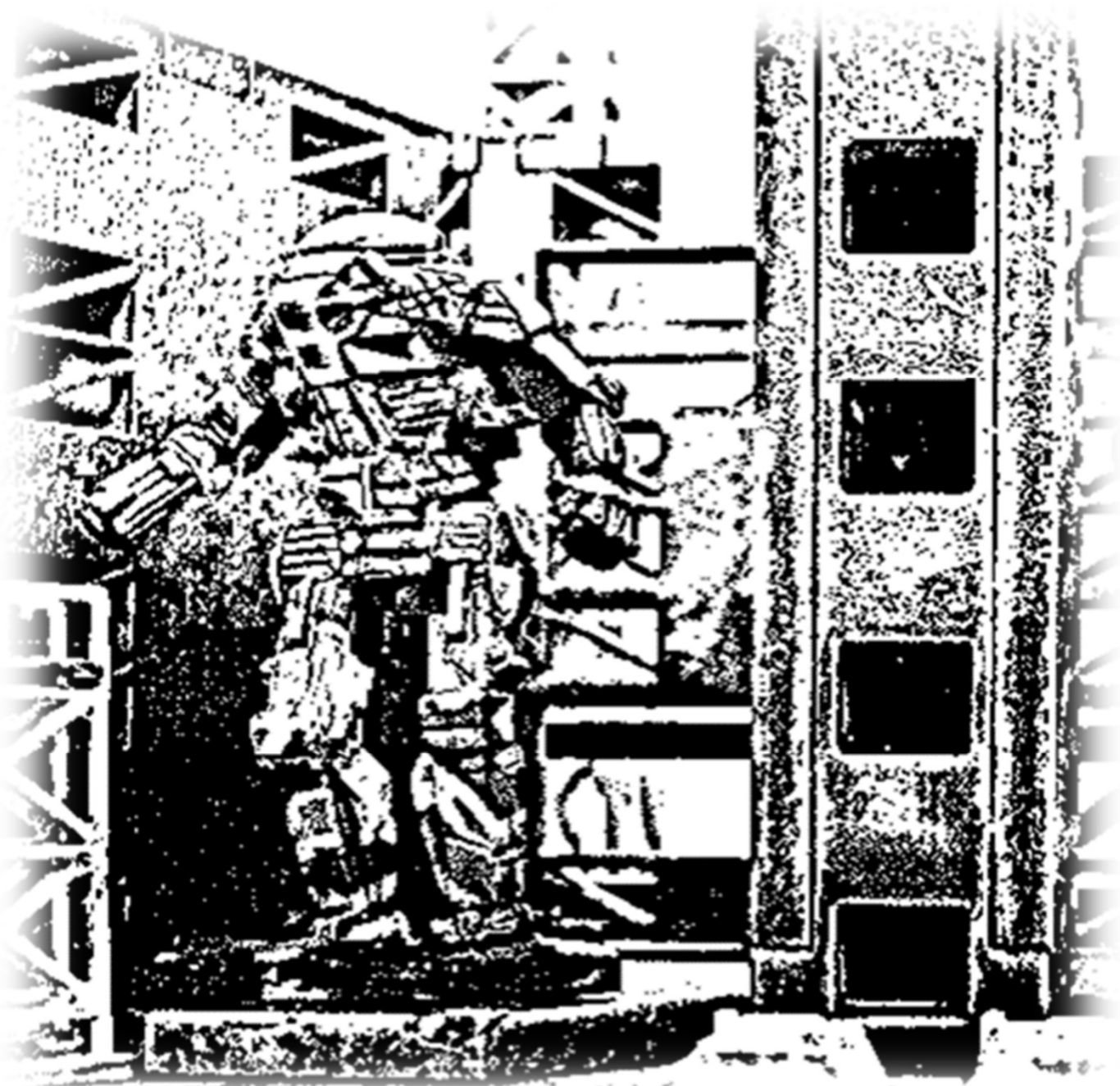
UNIT CONVERSION & EQUIPMENT

OVERVIEW

MechWarrior: Destiny contains a robust set of rules for converting units from Classic BattleTech (aka Total Warfare) to the BattleTech: Override system.

Although the rules in MechWarrior: Destiny have quite a few pieces of equipment covered, there are several that were not included in the final release.

The DFA Override Card Generator has additional weapons and equipment out beyond the Clan Invasion, and we have also devised some additional Battlytics®-driven rules for things like NARC, Artemis FCS. and XL engines (see the section on **Critical Hits**).

SENSORS

When playing with fog of war, sensors can be a powerful advantage. You can use the optional rules for **Concealing Unit Data** in the Alpha Strike: Commander's Edition, along with the following sensor ranges:

SENSOR RANGE

Sensor	Standard	versus ECM	AECM
Standard	12"	12"	12"
Light Probe	18"	12"	12"
Beagle/Active	21"	12"	12"
Bloodhound	30"	30"	12"

> **DFA Tip** 👉 We use weather, blip counters, and hidden record cards when employing these rules. The blip counters are numbered so the owning player can keep track of which blip corresponds to which unit.

Light/Active/Bloodhound Probes

Probes allow units to detect enemy units farther away than normal sensors. See the "**Sensor Range**" chart.

OPTIONAL: Advanced Detection

Units with probes reduce any penalties associated with weather, partial cover, and intervening terrain by 1 when making an attack against a target within sensor range. This includes physical attacks. Additionally, probes can see targets up to 4" through intervening terrain, instead of the usual 3".

ECM

ECM equipped units create a 6" disruption sphere. C3 networks passing through this bubble are disrupted per the rules in Alpha Strike. Additionally, Artemis Guided missiles firing through an ECM bubble lose the special rules for Artemis missiles (4s and 5s count as a missed cluster). Similarly, NARC beacons do not function within an ECM bubble.

Angel ECM

In addition to standard ECM rules, the Angel ECM treats streak missile attacks as normal missile attacks (they do **not** automatically confirm M dice) firing through or into the Angel ECM bubble.

C3 Systems

Follow the rules in Alpha Strike for various C3 systems and how they interact with ECM.

UNIT CONVERSION & EQUIPMENT

ARTEMIS IV FIRE CONTROL SYSTEM

When firing missiles equipped with an Artemis IV FCS, you count any result of 4 on the M dice as a 3.

ARTEMIS V FIRE CONTROL SYSTEM

When firing missiles equipped with an Artemis V FCS, you count any result of 4 or 5 on the M dice as a 3.

Note that you may not group any Artemis-guided missiles with non-Artemis missiles on the same TIC, but you may group Artemis-guided missiles with other direct fire (non "M dice") weapons.

APOLLO FIRE CONTROL SYSTEM

When a unit with Apollo FCS fires a TIC containing only MRMs, reduce the targeting number by 1 at all ranges. This is already calculated for you in the DFA Card Generator.

NARC

NARC beacons follow the same "to hit" rules as a normal weapon. Once a target is "NARC'd", any attack against that target may reroll the M dice if a 4+ is rolled. If an ammo critical is rolled in a location that only contains NARC ammo, it does not deal damage or destroy the unit. NARC beacons do not stack with Artemis and NARC beacons do not apply to artillery.

There is no need to track the location of a NARC on the target. Once a target is NARC'd, they remain NARC'd until the end of the mission.

TAG & Light TAG

Follow the Alpha Strike: Commander's Edition rules for TAG and Light TAG. This interacts with all the Alpha Strike rules with respect to calculating a target number. However, like Total Warfare, TAG is fired in its own phase, before any other attacks are made.

Note on M Dice: In some cases, a player may exceed their maximum damage via multiple M dice. In this case, apply the biggest groups towards the maximum first, and reduce any remaining damage to meet the maximum.

Example: Kevin's Archer fires a TIC containing twin LRM-15s which deals 2+M6 (10). Kevin hits, rolls six M dice to confirm and gets 1,1,2,3,3,5. This would total 12 damage (2+1+1+2+3+3) - two points over his maximum. Kevin would choose the biggest groups first and deal 2 base damage + groups 3, 3, 2 to reach the maximum of 10.

UNIT CONVERSION & EQUIPMENT

MASC & SUPERCHARGER
Use the Alpha Strike conversion rules for calculating a speed adjustment for units equipped with either MASC or a Supercharger (x1.25).

Double Equipped
If a unit is equipped with both MASC and a Supercharger, follow the rules in Alpha Strike (x1.5).

OPTIONAL: Catastrophic Motive Failure
If a unit equipped with MASC or a Supercharger takes a leg actuator critical hit, their move is reduced to 1. If their move was already 1, then it is reduced to 0.

TRIPLE STRENGTH MYOMER (TSM)
When the unit has 2 or more heat, increase the unit's walk speed by +2, run speed by +3, and double all physical attack damage. Additionally, the unit does not suffer a movement penalty from heat when it reaches 2 heat. This means the 'Mech still takes a penalty when at only 1 heat. If a 'Mech is using a Supercharger with TSM, always apply the TSM bonus afterwards, following the method in Alpha Strike.

PARTIAL WING
Light and medium 'Mechs gain +2 jump movement, while heavy and assault 'Mechs gain +1 jump movement. All units equipped with a Partial Wing increase their total sinks by 1.

AMS & LAMS
Treat LAMS as AMS, which can be found in the MechWarrior: Destiny rules.

ACTUATOR ENHANCEMENT SYSTEM (AES)
If the AES is mounted in the arms, then any TIC with exclusively arm mounted weapons and punch/melee weapon attacks benefits from a -1 to-hit bonus. When mounted in the legs, the unit benefits from a -2 bonus to piloting skill rolls and a -1 to-hit bonus to kicks.

ARMORED COMPONENT
Ignore the first critical hit to a location with an armored component.

CASE II
When ammunition protected by CASE II in the torso explodes, remove any remaining rear armor, and gain 1 heat. If ammo protected by CASE II is in any other location, gain 1 heat and remove any remaining armor (e.g., in the case of a thru-armor critical). Damage from CASE II does not generate additional critical hits.

VEHICLE CASE
When ammunition protected by CASE in a vehicle explodes, remove all remaining rear armor and the vehicle suffers a "crew stunned" critical hit.

WATCHDOG CEWS
A watchdog system will be listed as an Active Probe and ECM on the record card. Follow the rules listed for these two systems.

HEAVY DUTY GYRO
Ignore the first gyro critical hit to this 'Mech. Instead of filling in the circle, mark it with a slash to note the first ignored critical hit.

UNIT CONVERSION & EQUIPMENT

IMPROVED JUMP JETS

Improved Jump Jets function like standard Jump Jets, but do not build up any heat when used.

⬡ REFLECTIVE ARMOR

Reduce the damage and heat taken from any TICs containing Laser, PPCs, Plasma Weapons and/or Flamers by 2, to a minimum of 1.

⬡ REACTIVE ARMOR

Reduce the damage taken from any TICs containing LRM, MRM, SRM, ATM, and/or MMLs by 2, to a minimum of 1.

⬡ BALLISTIC REINFORCED ARMOR

Reduce the damage taken from any TICs containing LRM, MRM, SRM, ATM, MMLs, Gauss, ACs, LB-X, UACs, RACs and/or HAGs by 2, to a minimum of 1.

⬡ STEALTH ARMOR

Follow the **Stealth (STL)** rules in the Alpha Strike for adjusting the targeting modifier. Reduce the final number of sinks (after coolant pods) by 2. This reduction is applied automatically in the DFA Card Builder.

⬡ HARDENED ARMOR

Reduce the damage taken from all attacks by 50% (round final damage down to a minimum of zero). Critical hits against a unit with Hardened Armor must be confirmed on a 10+ (not 8+).

Reduce the 'Mechs sprint move by 1. Apply this reduction before any other speed adjustments such as MASC or a Supercharger. Additionally, units with Hardened armor always take a +1 penalty to all piloting skill rolls.

⬡ FERRO-LAMELLOR ARMOR

Reduce the damage taken from all attacks by 20% (round final damage down to a minimum of zero).

ROUNDING

Note that when damage rounding for Ferro-Lamellor and Hardened Armor, you round down. This means attacks dealing 1 point of damage will be reduced to 0 damage, which cannot generate critical hits, injure pilots/crew, or trigger piloting/control checks.

Note: In addition to being listed in the equipment section, special armor types in the DFA Card Builder can be easily identified by the color or markings of their pips, which are noted next to the entries above.
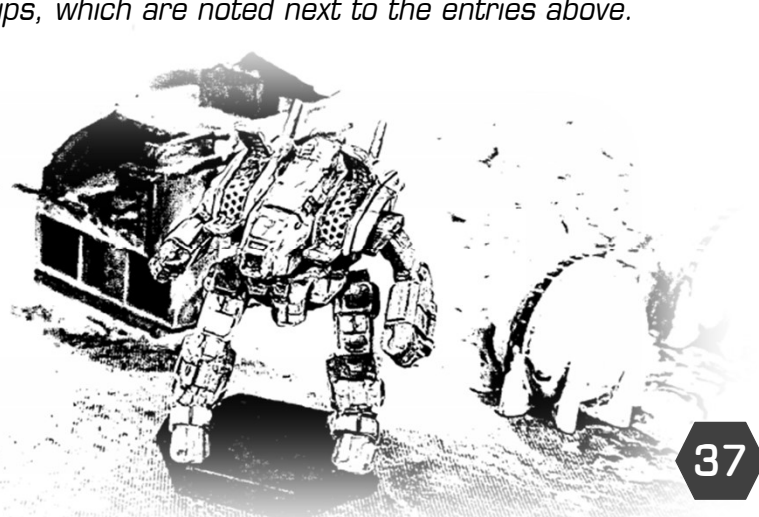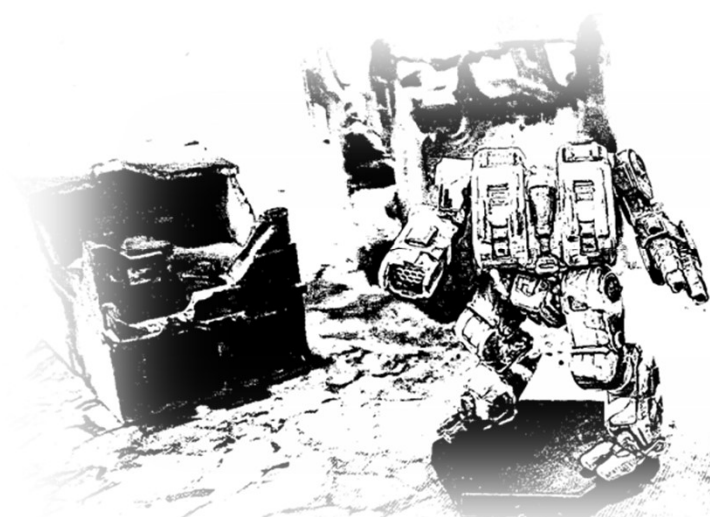
UNIT CONVERSION & EQUIPMENT

COOLANT PODS

Coolant Pods do not show up in the equipment section, but rather factor directly into the unit's dissipation (sinks) on the record card.

Use the following steps to determine the additional cooling capacity of a unit with Coolant Pods:

1. Determine the maximum amount of extra cooling capacity by multiplying the number of heatsinks by the number of coolant pods (a double heatsink still only counts as one).
2. Divide this number by 10, do **not** round in this step.
3. Divide the result in step 2 by 5, and round normally to a minimum of 0.
4. Add 1 to the result.
5. Add the result from step 4 to the base sinks for the unit.

Example: The Supernova 5 has 24 double heatsinks and 4 coolant pods. Here are the calculations by step:

1. *24 x 4 = 96*
2. *96/10 = 9.6*
3. *9.6/5 = 1.92 rounded up = 2*
4. *2+1 = 3*
5. *48/5, round = 10 + 3 = 13*

UNDERWATER MANEUVERING UNIT (UMU)

Treat UMU exactly as jump jets when a 'Mech is completely submerged, except that a Death From Above attack may not be executed.

MECHANICAL JUMP BOOSTERS

Treat mechanical jump boosters exactly as jump jets, except they build up NO heat and may not be used to execute a Death From Above attack.

COMPOSITE STRUCTURE

Halve the TW structure before converting to the BattleTech: Override value. This will be automatically reflected in the card generator.

REINFORCED STRUCTURE

Double the TW structure before converting to the BattleTech: Override value. This will be automatically reflected in the card generator.

SMALL COCKPIT

Apply a +1 penalty to all PSRs.

TORSO MOUNTED COCKPIT

'Mechs with a torso mounted cockpit can survive head destruction, but instead cannot shoot and are immediately considered crippled. Torso hits never damage the pilot. If the 'Mech takes an ammo critical to the Torso, regardless of CASE, the pilot is killed. If the ammo critical is rolled, but no ammo is onboard, roll again as normal, but if the reroll is also a 1, the pilot is killed and the 'Mech is considered destroyed.

PULSE LASERS

Follow the rules found in MechWarrior: Destiny. The modifiers are already applied in the DFA Override Card Builder.

TARGETING COMPUTER

Follow the rules found in MechWarrior: Destiny. The modifiers are already applied to the applicable weapons in the DFA Card Builder. Note that if you group ineligible weapons with eligible weapons on the same TIC, the bonus from the targeting computer is lost.

UNIT CONVERSION & EQUIPMENT

ADVANCED WEAPONS
Several weapons have been added to the BattleTech: Override system that are not found in the MechWarrior: Destiny rulebook. These weapons can be found in the DFA Override Card Builder. Those rules are described in this section.

VARIABLE DAMAGE WEAPONS
Some weapons do different damage at different ranges. These weapons are expressed like:

SNPPC 4|3|2

This means at point-blank and short range, the Snub-Nose PPC does 4 damage. At medium range, it does 3. At long and extreme ranges, it does 2 damage. The SNPPC cannot deal damage at extreme range, but the pattern applies such that the third number listed applies to both long and/or extreme range.

CLUSTER WEAPONS
Some weapons – notably LB-X and HAGs – fire submunitions that scatter across the target. Cluster weapons are expressed like:

LB 20-X 1+C6

C dice may be automatically added as damage when slug fired (in this case, dealing 7 damage to one location), or optionally may be fired as clusters. If you choose to fire clusters, you must confirm the clusters on 3+ and then deal that many 1-point damage groups.

Example: Aaron is firing a TIC with an LB 20-X (1+C6) and declares he is firing cluster rounds.

His shot hits, but now needs to confirm his clusters. He rolls 6d6 (for C6) and rolls a 1, 2, 3, 3, 5, 6. Four of the clusters hit and two miss. He needs to roll five locations (each dealing 1 damage).

Note: LB 2-X intentionally does not have a C value to account for minimum damage.

OPTIONAL RULE: Buckshot
After confirming clusters, combine the C and/or M damage into groups of 2 damage. In the above example, Aaron would only roll three locations (1, 2, 2 damage) as the 4 clusters would group into two 2-point groups. If five clusters hit, it would group into 1, 2, 2 and 1.

Note: the BASE damage is never grouped.

CALCULATIONS
To determine the damage value of a TIC containing a cluster weapon, use the following steps in the example below:

Assume the following TIC: LB 5-X, erLLas

1. Sum the TW damage for the entire TIC (13), divide by 3, round up (5)
2. Sum up only the cluster weapons TW damage (5) and divide by 3, round up (2)
3. Subtract the result from Step 2 from Step 1 (5-2 = 3); this is the base damage
4. Add the number of cluster weapons (1) to the base damage (3+1=4)*
5. Subtract the number of cluster weapons from the result in step 2 (2-1=1); this is the C number (C1)
6. Concatenate 4+C1

*allows for minimum damage of 1 on all cluster weapons

UNIT CONVERSION & EQUIPMENT

SPECIAL RULES: ONE SHOT WEAPONS (OS)

TICs denoted with OS may only be used once per game. OS weapons can only be grouped with other OS weapons.

SPECIAL RULES: HAGs

HAGs can <u>only</u> be fired as clusters. HAGs can only be grouped with other HAGs.

SPECIAL RULES: SILVER BULLET GAUSS

Silver Bullet Gauss can <u>only</u> be fired as clusters.

RAPID-FIRE (RF) WEAPONS

Some weapons can optionally fire twice with a risk of jamming. Rapid-fire weapons can only be grouped with other rapid-fire weapons, and the entire TIC is noted with a "(RF)" tag like this:

x2 UAC/5 (RF)

If rapid fire is declared, the entire TIC may be fired twice. Rapid fire must be declared at the beginning of that unit's combat phase. When rapid firing a TIC, you make two separate attacks - roll to hit and location twice, and the unit builds up twice the amount of the TIC's listed heat.

Rapid firing can also jam the weapon systems. Any unmodified to-hit roll of 2 **on the second attack only** jams the weapon, which disables the entire TIC for the remainder of the game

Example: Thom is rapid firing the RAC/5 (3 damage, 1 heat) on his Sentinel. He hits the target and rolls for location normally dealing 3 damage. He rolls for his second shot and misses. Thom builds up 2 total points of heat.

To determine the damage of a rapid-fire weapon, simply use its base damage value. The exception here is RACs.

SPECIAL RULES: RACs

When calculating the TW damage value of RACs, use the following:

RAC/2 base TW = 3
RAC/5 base TW = 8

DFA Design Note 🖛 These numbers account (rounded) for the average calculated damage after factoring in cluster hits of RACs fired at 2 and 5 shots - but also factors in the change in hit probability on the second round.

SPECIAL RULES: RE-ENGINEERED LASERS

When dealing damage from a TIC that only contains re-engineered lasers, ignore any benefits the target may have for special armor.

STREAK MISSILES

Streak missiles automatically confirm all M dice up to the maximum damage, using the smallest number of groups possible.

Note: Steak LRMs **cannot** indirectly fire.

MELEE WEAPONS

Each melee weapon follows the rules for punching but must be placed on a TIC. Always using the piloting skill when making a physical attack with a melee weapon.

Hatchet:	Tonnage/15
Sword:	Tonnage/30 and -2 TN
Mace:	Tonnage/12 and +1 TN
Claws:	Tonnage/20 and +1 TN

UNIT CONVERSION & EQUIPMENT

ARTILLERY

Artillery conversion is not done by straight TW damage. In order to balance the damage output of artillery with the reduced amount of armor in the BattleTech: Override system, all artillery uses several M dice to "splash" the damage across multiple locations.

Follow **all** rules in the Alpha Strike: Commander's Edition for using artillery, including interaction with TAG, POI attacks, modifiers (+4 at all brackets), limitations of artillery cannons, and so forth.

There are a few key differences/clarifications:

1. Remember to halve the blast radius, as Alpha Strike is played in a 2:1 scale, and Override is played in a 1:1 scale.

2. Artillery cannot be fired at point blank range.

3. Only the Long Tom has a blast radius bigger than 1" and as such, reduces the damage for any targets **that are wholly beyond** the 1" diameter blast.

4. If any part of the unit's base is caught in the blast radius it takes the damage listed in the **Artillery Damage Table**.

> DFA Design Note 🖚 In one of our playtest Battle Reports, we found the direct damage (to a single location) of artillery pieces to be overwhelmingly powerful – especially with a POI attack that ignores TMM. In this regard, we felt the M dice mechanic was a good balance.

Artillery Heat

Use the normal method for calculating Override heat levels for artillery pieces.

Artillery Damage Table

Piece	Damage 1" Blast	Damage 3" Blast
Arrow IV	4+M2 (7)	-
Long Tom	3+M5 (10)	3
Sniper	2+M4 (7)	-
Thumper	2+M3 (5)	-
Long Tom Cannon	3+M3 (7)	-
Sniper Cannon	2+M2 (4)	-
Thumper Cannon	1+M2 (2)	-

Remember that artillery only scatters on a miss.

TIC ASSIGNMENT & MAXIMUMS

The MechWarrior: Destiny rules note that certain groupings of weapons can imbalance gameplay and it is ultimately up to the Game Master to decide which groupings are allowed.

In that regard, BattleTech: Override limits the total <u>base</u> damage of any single TIC to 5 with a max of (14). Base damage is the first number of damage listed plus any C dice (since in most cases they can be slug fired).

For example, 7+M10 (22) is NOT a legal TIC as the base damage exceeds 7 and the maximum damage exceeds 14.

Single weapons that exceed a base damage of 5 (e.g., Heavy Gauss) can still be assigned to their own TIC.

UNIT CONVERSION & EQUIPMENT

This is meant to balance gameplay as all weapons on the same TIC hit a single location (but could represent the mechanical limitations of interlock circuits).

ARMOR CONVERSION
MechWarrior: Destiny calculates the torso armor from the center torso only, ignoring the side torsos. In addition, there is no concept of rear armor on 'Mechs, which is an important part of both Classic BattleTech and Alpha Strike.

TORSO ARMOR
Some 'Mechs have particularly weak side toros and overly benefit from this conversion; conversely units with strong side torsos tend to lose out.

To rebalance this, we use the following formula to calculate torso armor:

$$(CT+LT+RT) / 6$$
round up or down to the nearest whole number

REAR ARMOR
In order to calculate the rear armor for BattleMech units, use the following formula:

$$(CTr+LTr+RTr) / 6$$
round up or down to the nearest whole number

Note that rear armor will take damage if the torso is hit **and one of the following** is true:

- an attacker draws line of sight through the rear facing of the unit's base
- a POI attack lands in the target's rear arc

HEAD ARMOR
Use the following chart to determine HD armor:

TW	Override	
0 - 2	1	⌐
3 - 5	2	Pips
6 - 7	3	
8 - 9	4	⌐

NON-BATTLEMECH ARMOR DIVISOR
To bring other units in-line with the conversion armor loss of BattleMechs, divide all non-mech armor locations by 4 instead of 3. This includes Battle Armor but has no effect on Infantry.

Example: Aaron is converting the armor on his Scorpion Light Tank. It has a front armor value of 16, so it would have 4 points of BattleTech: Override armor (16/4) .

AEROSPACE DAMAGE THRESHOLD
Damage Threshold (DThr) for fighters is calculated by adding nose, aft, and **one** wing's armor together, and dividing the result by 30, rounding normally. Note that this is not how MechWarrior: Destiny handles threshold, but this formula blends Classic and Alpha Strike.

WEAPON UPDATES
Some weapons have additional minor changes to better reflect their capabilities in BattleTech: Override.

Extended Range Medium Lasers (erMLas)
Increase the TW long range value for the Inner Sphere erMLas to 13.

Var Speed Medium Pulse Laser (vspMPLas)
Increase the medium range value for the vspMPLas to 6.

UNIT CONVERSION & EQUIPMENT

CONVERTING WEAPON RANGES

BattleTech: Override uses a simple "bracket" system to determine the base modifier for a weapon; this can be further modified per the rules (e.g., by the pulse quality).

Always use the Classic/Total War range numbers as the input.

Point Blank (PB)
+4: if the min range value is 4 or more
+2: if the min range value is 1 to 3
+0: if the min range value is 0

Short (S)
+2: if the min range value is 4
+0: all other weapons

Medium (M)
+4: if the med range value is 4 to 5
+2: if the med range value is 6 to 12
+0: if the med range value is 13 or more
no M value if med range is less than 4

Long (L)
+4: if the long range value is 13 to 18
+2: if the long range value is 19 to 30
+0: if the long range value is 31 or more
no L value if long range is less than 13

Extreme (X)
+4: if the long range value is 19 to 24
+2: if the long range value is 25 or more
no X value if long range is less than 19

note that extreme range is calculated from TW long range; this is intentional.
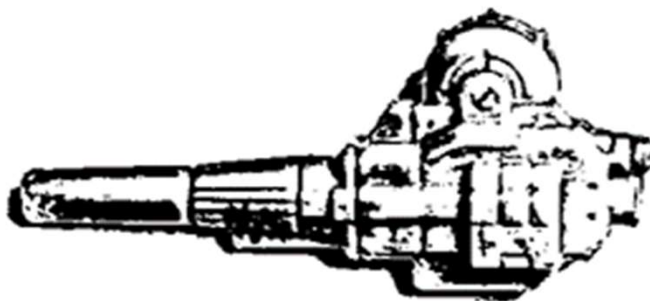
HIT LOCATIONS

Note that hit locations for combat vehicles (including VTOLs) and fighters (aerospace and conventional) have been changed.

Roll	CVs	VTOL	ASF
2	TAC	TAC	A
3	RS	RS	RW
4	RS	RS	RW
5	RS / TU	Rotor	RW
6	FR	FR	N
7	FR	FR	N
8	FR	FR	N
9	LS / TU	Rotor	LW
10	LS	LS	LW
11	LS	LS	LW
12	TAC	TAC	A

*follow the rules for **Floating Critical** on a TAC (through-armor critical)

The updated hit locations can be found on the record cards created by the DFA Override Card Generator.

APPENDIX: QUAD BATTLEMECHS

OPTIONAL: Advanced Quad 'Mechs (Quads)

For simple gameplay, quadruped BattleMechs - or 'mechs with four legs - can be treated the same as regular BattleMechs with a different armor diagram. However, these optional rules provide another level of differentiation for quad 'mechs.

Stable Platform

Quad 'mechs gain -2 to pilot skill rolls (PSRs) due to the inherent stability of their mechs. They can go prone / stand up as normal and suffer no penalties to fire while prone. If the mission has any terrain that tests for bogging or becoming stuck, quad mechs receive a bonus -1 to PSRs to avoid this. These bonuses are lost once the mech loses any leg.

No Arms

Quad 'mechs lack arms, and instead have four legs. Quad 'mechs cannot make punch attacks, but they can kick in any direction while they have all four legs. Per usual, the 'mech cannot make a kick attack if it has fired a weapon mounted on one or more legs.

Leg Loss

Each time a quad 'mech loses a leg it falls over automatically. Follow the normal rules for falling.

Leg Loss: First Leg

If the quad 'mech hasn't already taken a motive crit, then it takes one at this point. However, it can stand up and move. Note that it needs to make a PSR to stand up in this case and breaks the normal rules for standing after losing a leg.

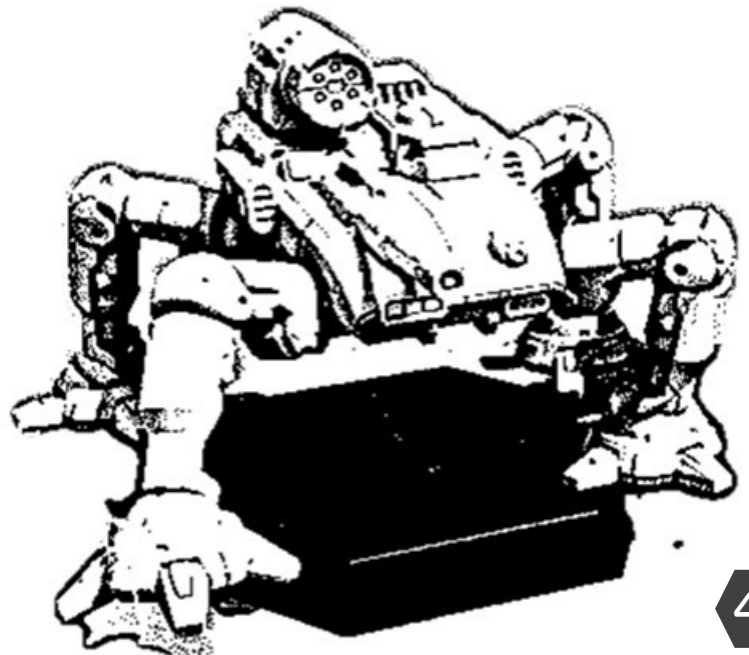## Leg Loss: Second Leg

When the quad 'mech loses its second leg, it acts just like a bipedal 'mech that has lost a leg. It can no longer stand up and can only crawl.

Leg Loss: Third Leg

When the quad 'mech loses its third leg, there is no change.

Leg Loss: Fourth Leg

When the quad 'mech loses its final leg, it acts just like a bipedal mech that has lost both legs and becomes immobilized

APPENDIX: SPECIAL AMMUNITION

GENERAL RULES

Special ammunition is an optional set of rules available to players; both players should agree to use special ammunition in their game.

When equipping special ammunition, note it clearly on the record card as well as which weapon it is associated with. A unit may only take ONE type of special ammunition.

Weapons equipped with special ammunition cannot be combined on a TIC with weapons that are not using the same special ammunition.

Weapons equipped with special ammunition may still fire "standard" ammunition at any time, but the ammunition used must be declared before the attack roll is made.

AUTOCANNON MUNITIONS

ACs, LACs and PACs may equip special munitions; LB-X and Ultra ACs may not use special munitions.

Armor-Piercing

Apply a +1 penalty to hit rolls for TICs with a weapon using this ammunition. This penalty does not stack. If an attack using this ammunition hits, roll 2d6 for each weapon in the TIC using this ammunition; a 10+ results in a through-armor critical hit.

Flak

When targeting units with the v or a movement type, apply a -2 bonus to hit rolls for TICs with a weapon using this ammunition. This bonus does not stack. When targeting any other type of unit, halve all damage on a successful hit for the entire TIC (round down) to a minimum of 0.

Flechette

When dealing damage conventional infantry units, TICs with a weapon using this ammunition deal an additional 1d6 damage. When dealing damage to all other units, halve all damage on a successful hit for the entire TIC (round down) to a minimum of 0.

Precision

Apply a -1 bonus to hit rolls for TICs with a weapon using this ammunition. If an attack using this ammunition hits, apply +1 damage for each weapon in the TIC using this ammunition.

Tracer

Remove any penalties associated with low light conditions (dusk/dawn) and reduce all other darkness modifiers by 1. Note this applies to all attacks made by this unit, and not just attacks made by the TIC with the weapon using this ammunition, however the weapon using this ammunition must be fired in the same turn to gain the benefit.

MISSILE MUNITIONS

Inferno munitions may be used by SRMs (not streaks); all other munitions may be used by LRM and MMLs.

Inferno

Follow the rules in MechWarrior: Destiny. Also see the section on **Heat** in this document.

Semi-Guided

If the target has been successfully designated by TAG/LTAG, then a hit from a TIC with a weapon using this ammunition is treated as if the TIC is also using Artemis IV FCS.

APPENDIX: SPECIAL AMMUNITION

Smoke

Smoke rounds generate a 1" diameter smoke marker. The smoke counts as 2 levels high and acts as woods for the purposes of determining LOS. Follow the rules in Alpha Strike: Commander's Edition for smoke dissipation. Multiple missile launchers using this ammunition within a TIC do not affect the size or dissipation of the smoke.

Thunder

Thunder rounds create a 2" diameter circular minefield marker. When any unit (friendly or enemy) moves into minefield (even partially) roll 2d6. On an 8+, the minefield is triggered and deals half the listed TIC damage (rounded down). Roll M dice normally, but ignore any fire control benefits from systems like Artemis, Apollo, etc. The minefield is removed after it is triggered twice.

iNARC MUNITIONS

These special ammunition options may only be used by iNarc launchers. Unlike standard NARC ammunition, special iNarc ammunition affects the target in the subsequent turn (from initiative to end phase).

ECM

The pod creates a hostile ECM field which affects the target only. See Alpha Strike: Commander's Edition and this rules reference for more information on ECM.

Haywire

The target suffers a +1 modifier to all attack rolls and may not spot for indirect fire.
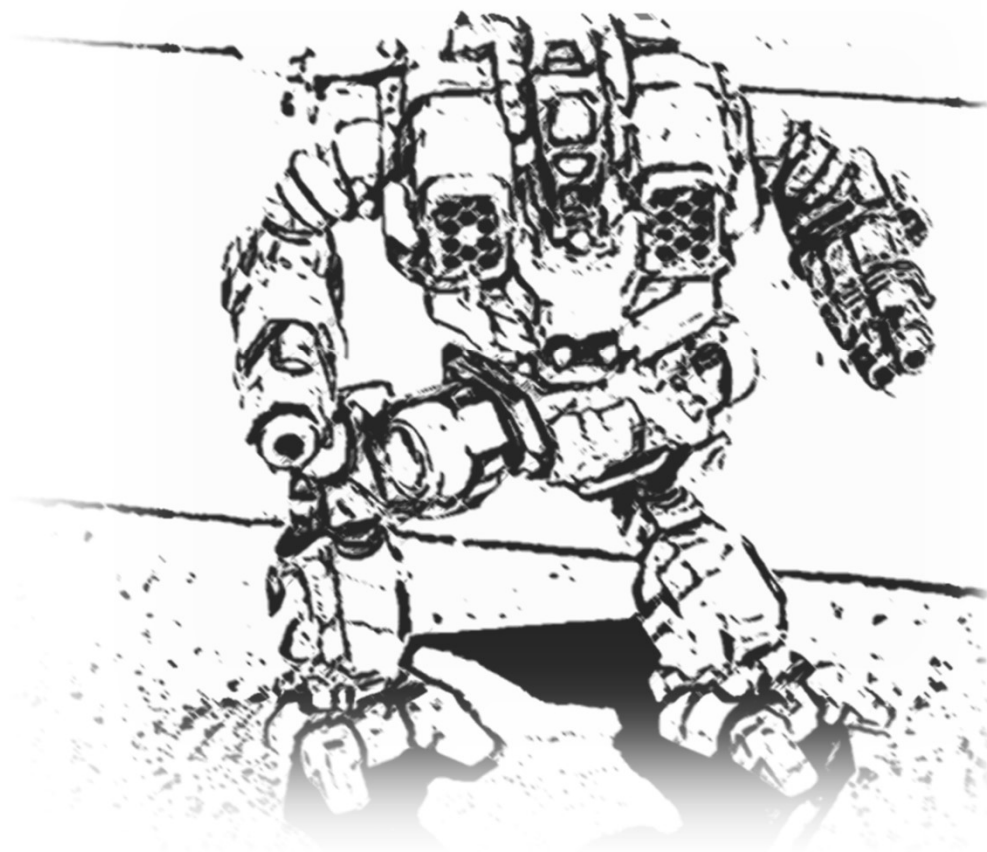
ATTACK MODIFIERS

Attacker Movement

■	Standstill	−1 (moved < 1")
☐	Ground	0
🟥	Jump	+2
🟨	Sprint	no attack

Target Movement

Immobile	−2
Shutdown	−2
Unconscious	−2
Stationary	0
Standard	+TMM
Jump	+TMM+1 [1,2]
Sprint	+TMM+1 [1]

Cover & Terrain

Hull Down	+1
< ⅓ Cover	+0
⅓ to ⅔ Cover	+1
> ⅔ Cover	no LOS
Intervening Woods	+1/1" (round up)
Intervening > 3"	no LOS

Other

Area of Effect	+1
Indirect Firing	+1
Spotter Attacking	+1
Spotting	+1
Secondary Target	+1
Rear Target	+1
Prone Attacker	+2
Prone Target	+1/--2 (at point blank)

Type

Aerospace (flying)	*included in unit TMM* [1]
VTOL/WiGE (flying)	*included in unit TMM* [1]
Battle Armor	*included in unit TMM* [1]

Physical

Charge	+1
DFA	+1
Anti-Mech	+1

1 already adjusted on the DFA Destiny record sheet
2 adjust for weak/strong jump jets

SENSOR RANGE

	-------------------- versus --------------------		
Sensor	**Standard**	**ECM**	**AECM**
Standard	12"	12"	12"
Light Probe	18"	12"	12"
Beagle/Active	21"	12"	12"
Bloodhound	30"	30"	12"

MORALE TESTS

Base TN: **8**

+1 TN if any weapons are disabled
+1 TN if any other critical or motive hits have been taken
+1 TN for each hit on the condition monitor
--2 TN if CO is not destroyed/in withdrawal/unconscious
--1 TN if NCO is not destroyed/in withdrawal/unconscious

RANGE BRACKETS

PB	S	M	L	X
1"	3"	12"	21"	30"

*always round up the measured range

BATTLETECH OVERRIDE

BASIC MOVEMENT COSTS

Type	Cost	Notes
Road	* *	w, h, t vehicles gain +1" to move†
Rough	+1"	prohibited: w
Rubble	+1"	
Woods	+1"	prohibited: w, h, v, g
Water		
On Surface	+0"	prohibited: all except: h, g, n, (amp)
D0 Water	+0"	prohibited: w, t, h, g, f, j, m
D1 Water	+1"	prohibited: w, t, h, g, f, j, m
D2+ Water	+3"	prohibited: w, t, h, g, f, j, m
Elevation Change		
Per 1 Level	+1"	+2" for: w, t, h, g, f, j, m
Per 2 Level	+2"	prohibited: w, t, h, g, f, j, m, protos
Hull Down (or leaving)	+2"*	+1" for infantry/battle armor/quad
Standing	+2"	'Mechs only; prone is a free move

*when attempting hull down (not leaving), after spending move cost, roll 2d6 and succeed only on 7+; 5+ if occupying terrain with a movement cost or within one level of elevation change
† when the entire move is on road; see Alpha Strike: Commander's Edition.

PILOTING SKILL ROLLS

Situations

Excessive Damage	
TMM Reduced [1]	
Gyro Damaged	
Damaged from a Kick	
Damaged in a Charge/Ram [2]	
Damaged in a DFA [2]	

Modifiers

Excessive Damage	+1/7 dmg
TMM Reduced	+2/1 TMM [1]
Gyro Damaged	+2

Circumstances

Immobilized	Auto Failure
Shutdown	Auto Failure
Unconscious	Auto Failure
Gyro Destroyed	Auto Failure
Leg Destroyed	Auto Failure
Missed DFA	Auto Failure

1 from critical/motive hits or leg destruction (not heat)
2 check for both the attacker and the target

MELEE ATTACKS

Mode	Damage	Notes
Punch	Mass/30	
Kick	Mass/15	1, 4
Charge	Mass/30 x TMM	1, 2, 3
Ram	Mass/30 x TMM	1, 2, 3, 4
DFA	Mass/30 x TMM	1, 2, 5, 6

1 Target makes a PSR if damaged
2 Attacker makes a PSR if damaged
3 Attacker takes damage
4 Damage against 'mech is to legs only
5 Attacker takes damage to legs only
6 Use Jump TMM

CRITICAL HITS

MECHS

Torso

1	Ammo (or weapon)
2	Weapon (attacker's choice)
3-4	Gyro (+2 PSR then fall/speed 1)
5-6	Engine (+1 heat then destroyed)

Arm

1	Ammo (or weapon)
2-6	Weapon (attacker's choice)

Leg

1	Ammo (or weapon)
2-6	Actuator (-2 move/-1 TMM)

VEHICLES

Front/Turret

1	Crew Hit (pilot damage)
2	Stunned (-2 skill rolls next turn)
3-6	Weapon (attacker's choice)

Side

1-6	Motive (-2 move/-1 TMM)

Rear

1-2	Ammo (or motive hit)
3-6	Motive (-2 move/-1 TMM)

note: when a w/t/h vehicle it hit by a TIC, it suffers a motive critical hit on 8+

AEROSPACE

All

2	Nose Weapon
3	Avionics (+2 PSR)
4	Fuel Tank (destroyed on 10+)
5-6	RW Weapon
7	Engine (+1 heat then destroyed)
8-9	LW Weapon
10	Ammo (or weapon)
11	Bomb Disabled (or reroll)
12	Cockpit (pilot damage)

STRIKE OPERATIONS
FORCE BUILDER QUICK REFERENCE

BATTLETECH OVERRIDE

FORMATIONS

Type	FV	Composition Light	Med	Heavy	Assault	XP Track 0	1	2	3	4	5	6	7	8	9	10
Light Lance	5	2+	0 - 2	--	--	4/5	3/5	3/4	2/4	2/3	1/3	--	--	--	--	--
Medium Lance	6	0+	2+	0 - 1	--	4/5	3/5	3/4	2/4	2/3	2/3	1/3	--	--	--	--
Heavy Lance	8	0+	0+	2+	0 - 1	4/5	3/5	3/4	3/4	2/4	2/3	2/3	1/3	--	--	--
Assault Lance	9	--	0+	0+	2+	4/5	3/5	3/4	3/4	2/4	2/4	2/3	2/3	1/3	--	--
Light Star	9/6	3+	0 - 2	--	--	3/5	3/5	3/4	3/4	2/4	2/3	2/3	1/3	--	--	--
Medium Star	11/7	0+	2+	0 - 1	--	3/5	3/5	3/4	3/4	2/4	2/4	2/3	2/3	1/3	--	--
Heavy Star	13/8	0+	1+	1 - 4	0 - 1	3/5	3/5	3/4	3/4	3/4	2/4	2/4	2/3	2/3	2/3	1/3
Assault Star	15/9	--	0+	1+	0 - 3	3/5	3/5	3/4	3/4	3/4	2/4	2/4	2/4	2/3	2/3	2/3

CHARACTER UPGRADES

CO (1 FV): Choose one non-character pilot in the formation to serve as the commander (only one per force). This pilot increases its skills as if it was two ranks higher and grants a –2 bonus to morale across the force. You may only have one commander per force.

NCO (1 FV): Choose one non-character pilot in the formation to serve as the NCO. This pilot increases its skills as if it were one rank higher and grants a –1 bonus to morale within the formation. You may only have one NCO per formation.

Expert (1 FV): Choose any pilot in the formation to serve as an expert. A formation can have a number of experts equal to the formations rank minus one This pilot may choose an area of expertise (see entry).

SUPPORT UPGRADES

Type	FV	Skill	Tech	Composition
Vehicles				
Light	1	3/5	IS	x1 vehicles (t,w,h) max 55 tons
Heavy	2	3/5	IS	x1 vehicles (t,w,h) max 100 tons
Air	1	3/5	IS	x1 vehicles (v) max 35 tons
Second Line	2	3/5	Clan	x1 vehicles (t,w,h) max 100 tons
Aerospace				
Light	2	3/4	IS	x1 fighter max 45 tons
Light	3	3/4	Clan	x1 fighter max 45 tons
Medium	3	2/4	IS	x1 fighter max 70 tons
Medium	4	2/4	Clan	x1 fighter max 70 tons
Heavy	4	2/3	IS	x1 fighter max 100 tons
Heavy	5	2/3	Clan	x1 fighter max 100 tons

Type	FV	Skill	Tech	Composition
Infantry/BA				
Battle Armor	1	3/3	Any	x1 (2†) battle armor squad
Ground	1		IS	
- Platoons		4/4	IS	x2 foot platoons
- Transports		4/4	IS	x2 vehicles (t,w,h) max 25 tons*
Airborne	1		IS	
- Platoons		4/4	IS	x2 foot/jump platoons
- Transports		4/4	IS	x2 vehicles (v) max 30 tons*
Special Ops	1	2/3	IS	x4 platoons (any)
Solahma	1		Clan	
- Platoons		4/4	Clan	x2 foot platoons
- Transports		4/4	Clan	x1 vehicle (t,w,h) max 30 tons*

*see entry for additional rules on transport capacity requirements

† in Alpha Strike, the Battle Armor support choice grants 2 squads

SPECIALIZATIONS

Name	Requirements Rank	TMM	Other/Special	Light	Medium	Heavy	Assault
Command	3+	–	Yes, see entry			■	■
Battle	2+	–	Yes, see entry	■	■	■	■
Fire Support	1+	–	Yes, see entry		■	■	■
Direct Fire	1+	–	Yes, see entry		■	■	■
Strike	1+	2+	0 Assault 'Mechs	■	■	■	
Siege	2+	0 - 1	2+ Assault 'Mechs				■
Recon	3+	2+	0 Medium 'Mechs	■			
Pursuit	2+	2+	0 - 1 Heavy 'Mechs	■	■		
Sweeper	3+	1+	0 Assault 'Mechs	■	■	■	

BATTLEMECH SUPPORT & MISCELLANEOUS

Type	Tech Base	FV	Formation
Light Mech	Inner Sphere	1	Light Lance
Medium Mech	Inner Sphere	1	Medium Lance
Heavy Mech	Inner Sphere	2	Heavy Lance
Assault Mech	Inner Sphere	2	Assault Lance
Light Mech	Clan	2	Light Star
Medium Mech	Clan	2	Medium Star
Heavy Mech	Clan	3	Heavy Star
Assault Mech	Clan	3	Assault Star

Cross Tech (+/- 1 FV): see rules for limitations and details.

UPDATE LOG
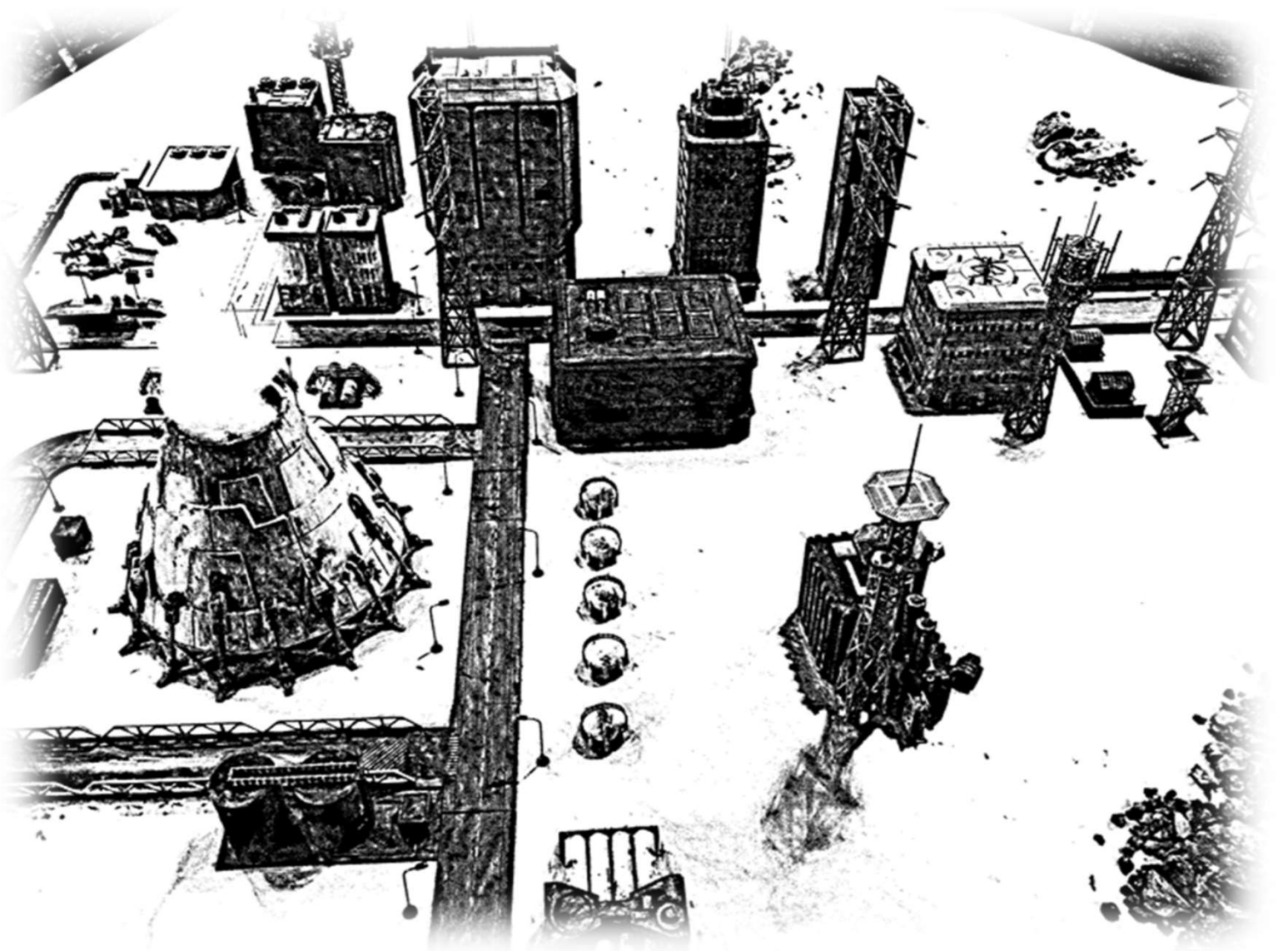
UPDATE NOTES v5.2

Initiative: Added basic (classic) and fast (alpha strike) initiative modes as optional rules.

Standing Up: simplified rule so that standing up always reduced TMM by 1 for the turn.

Run & Gun: updated so units no longer build up heat if they choose not to attack, and units using this optional rule may also spot.

Range Brackets: added note for measuring and point blank range.

Glancing Head Shots: updated this optional rule so it only applies to TCs with more than one weapon AND this rule is no longer optional.

Spotting & Initiative: sprinting units can no longer spot. Note that this can be overridden with the use of the Run & Gun optional rule.

Ram/Charge/DFA: clarified that the TMM used to calculate damage is the current, modified TMM of the unit.

Critical Hits: clarified the critical process, and that floating critical hits deal damage to armor first with a critical confirmation; clarified that confirmed critical hits the head destroy a 'mech.

Gyro Critical Hits: added a section to clarify the results of the first and second gyro hits.

Rerolling Critical Hits: clarified what happens when no ammo or weapons are available (ammo becomes weapon, weapon rerolls), and for gyro hits after the gyro is destroyed (reroll).

Pilot Damage Checks: reworked to support the updated condition monitor with conversion to/from RPG to tabletop. Each hit affects gunnery and piloting and occurs at the end of the phase in which the damage was taken.

Heat: added a section to clarify shutdown 'mechs gaining heat from outside sources. A 'mech can never gain more than 2 points of heat when restarting, so there will never be a situation where units can be "locked" in shutdown.

Heat Example: A 'mech shuts down with 5 points of heat. In the subsequent turn, the unit is hit by 5 flamers. In the heat phase, it removes all heat tokens and then takes a 2 points of heat from the flamers (note the heat is capped at 2 because the 'mech was shutdown). At the start of the following turn it can act as normal and will have two points of heat on the scale.

Morale Tests: updated & removed references to leadership.

Restarting: adding a section in the end phase for units restarting from shutdown.

Crippling Damage: simplified such that structure is less than or equal to 4 and all front/torso armor is destroyed.

Prone in Withdraw: units can now voluntarily go prone while in forced withdrawal as long as they still move 1" towards their home edge.

Consciousness Checks: updated & removed references to guts.

UPDATE NOTES v5.2

Infantry & Battle Armor: reordered section and added dedicated header for anti-infantry weapons.

Transports: clarified that while embarked, infantry/battle armor can choose to disembark in the TMM bracket of their transport (not their own) but may not act further if their own initiative bracket has passed.

CASE II: no longer deals 1 point of structure damage to limbs.

General Language Clarifications/Updates for
… Condition Monitor penalty
… Firing Arcs/Rear Shots
… Limited Damage Transfer
… Floating Criticals
… Spotting & Initiative
… Bid Down Stars
… Buckshot Optional Rule

UPDATE NOTES v5.2

STRIKE OPS

Formation Cards: removed all references to secondary skills.

Character Upgrades: added archetype terminology, removed references to secondary skills, and added "Experts" as an optional rule.

Specializations: removed references to Edge; revised Battle, Fire Support, and Recon specializations.

Support Upgrades: removed references to secondary skills and Edge.

Force Builder Quick Reference: updated to remove secondary skills references and align with other updates throughout the document.

Force Building Example: updated to remove secondary skills references and align with other updates throughout the document; general language clarifications.

Support Skills: heavy vehicle, ground, airborne and solahma support choices have revised skill values for gunnery and piloting/anti-mech.

Vehicle Lances: added optional rules for fielding vehicle as formations instead of support choices.

BattleMech Support: added optional rules for fielding al a cart 'mechs either with and without pre-existing formations.

NEW WEAPONS & EQUIPMENT

PPC Capacitors: added to the card builder which assumes the capacitor is "always on" and linked to all PPCs in the same location; use the modified TW damage and heat to calculate Override damage (the card builder does this automatically). PPC Capacitors cannot be charged, do not explode, and cannot be disabled independently of the weapon. In this regard there are no "special rules" that need to be followed outside the data on the record card.

iATMs: function the same as ATMs but can fire indirectly, per the TW rules. There is no benefit in Override for their streak guidance system.

GENERAL BUILDER UPDATES

VTOLS: units with the movement type "v" now sprint, per the ASCE errata.

Head Armor: head armor is now stratified differently, with a maximum of 5 pips (4 armor + 1 structure). This is intended to limit head kills while also giving a "boost" to big damage weapons like Gauss and AC/20s. A chart was added in the unit conversion section of this document.