MICRO-MECH-WARRIOR™

Rules adapted by Michael "Chgowiz" Shorten

BASICS

STATS

There are 4 stats: Strength (STR), Dexterity (DEX), Mind (MIND) and Charisma (CHA). Roll 2d6 to determine each stat. Results of 10 to 12 must be "checked" by rolling a third d6. If the check roll is 5 or 6, you can keep the value; otherwise that stat is a 9. **Stat Bonus/Penalty** is Stat – 6/2, rounded up.

TARGET NUMBERS

These are the Target Numbers (TN) for Skill checks and or Stat checks.

Stat	2	3	4	5	6	7
TN	12	11	10	10	9	8
Stat	8	9	10	11	12	
TN	8	7	7	6	5	

STAT CHECK

When doing something that is just "raw strength" or saving against an ill effect, you must roll higher than your TN for the appropriate stat. The GM may assign appropriate modifiers.

SKILLS

There are 4 skills: Physical (Phys), Coordination (Coor), Knowledge (Know) and Communication (Comm). All skill levels start at 0. They may increase through training (when a character is created) and in advancement (as a character grows more skilled and experienced). **Skill roll** = 2d6 + skill rank + situational modifiers (if any). Roll higher than the TN to succeed. The Game Master (GM) will determine which Stat (for TN determination) to use and which skill can be used to apply modifiers for.

Below are some example situations that may require skill checks. When more than one stat is available, use the most favorable.

Situation	Skill	Stat TN
Athletics	Phys	STR or DEX
Computer	Know	MIND
Diplomacy	Comm	CHA or MIND
Driving	Coor	DEX
Engineering	Know	MIND
Gunnery/Non Mech	Know	DEX
Gunnery/Mech	Coor	MIND
Interrogation	Comm	CHA or MIND
Leadership	Comm	CHA
Medical	Know	MIND
Melee Combat	Phys	STR or DEX
Piloting/Aero	Coor	DEX or MIND
Piloting/Mech	Coor	DEX or MIND
Ranged Weapons	Coord	DEX
Stealth	Coord	DEX
Survival	Phys	STR or MIND
Tactics	Know	MIND or CHA
Technician	Know	DEX or MIND

TRAINING

Training represents what the character has learned in their life so far, as well as gives your character a bit of background. Game Referees may look at the training you had in order to determine if you get a favorable (or unfavorable) modifier for a skill check. Each type of training may affect one or more skills. Select one of the training paths as follows:

Training	Phys	Coor	Know	Comm
Aerospace	0	1	1	0
Athletic	1	1	0	0
Blue Collar	2	0	0	0
Celebrity	0	0	0	2
Criminal	1	0	1	0
Law Enforcement	1	0	1	0
Mechwarrior	0	1	1	0
Medical	0	0	1	1
Military	1	1	0	0
Technician	0	0	2	0
White Collar	0	0	1	1

Game Masters may come up with additional training options to suit their game.

ACTION POINTS

Action Points allow player characters to have an edge by adding an additional die to their die rolls. When a player makes an attack, skill check, or stat check, they can spend a point and roll a d6, adding it to the total before the GM gives results on the initial roll. They may spend only one point per round.

A character starts with 5 Action Points. Once spent, they don't replenish until next level of advancement. Each level attained grants 5 + one-half their level in points, rounded down. There is no roll-over in points from one level to the next.

BATTLETECH STATS

To convert your Mechwarrior character stats into Piloting and Gunnery skill values for the Battletech boardgame, use the following formulas:

Piloting Skill = 6 - Coor Skill Level

Gunnery Skill = 5 - Know Skill Level

No piloting or gunnery skills can be less than 0.

Initiative Bonus: To apply a bonus to Battletech board game Combat Initiative roll, add Know skill level to Initiative 2d6 roll. If one person wishes to apply his Know bonus to all of his unit's Initiative rolls, make a skill check of Know (Tactics). Use the more favorable TN of CHA or MIND.

COMBAT

In each round everyone can move and do one other thing - fire a ranged weapon, attack in melee, change weapons, reload or similar action. Once all actions are completed, damage is resolved. Use the Terrain and Movement modifiers from Battletech boardgame.

Body Points (BP) = STR Stat x 10. Half of body points is in torso, rest is divided to head, L arm, R arm, L leg, R leg.

Initiative is determined by rolling 2d6 + DEX stat bonus. Ties are resolved by rolling a third dice until the tie is broken. GM rolls once for all NPCs.

Movement: Movement occurs in reverse initiative order (loser moves first.) Walk: 1 hex. Run: 2 hexes. 1 hex = 30 m = 100 ft. Facing changes are free. Movement in non-clear terrain reduces walking/running by 1 hex. For non-combat vehicles, GM will rule on number of hexes moved. Combatants can share the same hex.

Ranged Weapon Fire: Attacks only against targets within front 3 hex arc.

Requires clear LOS to target. Targets can be in same hex as attacker. **Base to hit** is determined by DEX TN modified by: Subtract Coor Skill level; add Movement Modifiers; add Range Modifiers; add Terrain Modifiers. Attacking into a melee adds +2. Attacking a target that is in melee against shooter adds +4. The result is the target number. **Attack roll** of 2d6 must be equal or higher than TN to hit.

Burst Fire: an automatic firearm can fire a burst at a single opponent. Add +2 modifier to to-hit number, if attack succeeds, the shooter gets double the dice for damage (a firearm that does 2d6 would do 4d6 with burst fire). This uses double ammo per shot.

Autofire: an automatic firearm can spray fire into an area with bullets; the attack is against a specific target. If they hit, anyone in adjacent ring of hexes must make a DEX attribute check or be hit. This uses double ammo per shot.

Thrown Explosives: These weapons (usually grenades) requires the attacker to make a ranged attack. A miss requires a d6 roll to see which adjacent hex the weapon lands (and explodes).

Ranged Weapons Ranges = 30 m/100 ft hexes.

Weapon To-Hit Modifier	Damage	Short 0	Medium +2	Long +4	Ammo	Rounds Per shot
Handgun	2d6+3	0	--	1	15	1
Auto Pistol	2d6 *	0	--	1	20	4
Shotgun	3d6+2	0	--	1	2 (1)	1
SMG	3d6 *	0	1	2	25	5
Rifle	3d6	0-1	2	3-5	10	1
Assault Rifle	3d6 *	0-1	2	3-4	30	5
Machine Gun (a)	3d6+6	0-1	2	3	200	10
Laser Pistol	4d6	0	1	2	20	1
Laser Rifle (a)	4d6+2	0-2	3-4	5-6	20	1
Stun Gun	Special**	0	--	1	15	--
Bow	1d6+1	0	--	1	1	1
Crossbow	2d6	0	--	1	1	1
Gyrojet Rifle (a)	3d6+6	1-2	3-6	7-12	10	1
SRM Launcher (a)	5d6+6	1-3	4-6	7-9	2	1
Flamer (b)	2d6 ***	0	--	1	12	1

(a) Can be used vs. vehicles/Battlemechs. (b) Can be used vs. vehicles/Battlemechs, also causes an extra point of heat if heat is being tracked for Mechs. * Automatic weapon capable of burst or auto fire. ** A successful attack forces a target to make a STR stat check or become unconscious. Target also takes 1d6/2 (round up) damage. *** Causes hex to be aflame for 2 combat rounds after. 1d6 dmg to anyone who enters. (1) Pump Shotgun - can hold 6 shots.

Melee Attacks: Requires target to be in same. **Base to hit number** is STR TN, modified by: subtract Phys Skill; add Movement Modifiers. The result is the target number. **Attack roll** of 2d6 must be equal or higher to TN to hit. Add STR bonus to all melee damage rolls.

Melee Weapons

Weapon Type	Damage	Ammo
Club	1d+1	--
Knife	1d	--
Neural Whip	1d*	20
Sword	2d	--
Sonic Blade	3d	20
Stun Stick	1d-1*	20

* A successful attack also forces a target to make a STR stat check or become unconscious.

Resolve Damage: Roll vs. Battletech Mech damage location table to determine location, using appropriate attack column. All torso hit locations applies to body torso. A critical hit (roll of 2) results in double damage. Reroll to determine location, ignoring results of 2. For melee hits, use front/rear column.

Roll the damage indicated by the weapon type and apply to the indicated location on the target, first to any protective armor, then against the body itself. If the hit location is to a limb that is useless, apply the damage to the torso (ignoring torso armor).

Armor: A character's armor may reduce the damage first before being applied to the target location. Apply the damage to the armor; once it is all gone, the damage goes to the body. For unarmed combat, armor does not get reduced, but does reduce damage to body by 1.

ARMOR

Armor	Armor Points	Protection
Ablative Suit	56**	T, A, L, H
Ablative Vest	28**	T
Helmet	5	H
Hvy Env. Suit	56*	T, A, L, H
Light Env. Suit	32*	T, A, L, H
Leather Jacket	5	T, A
Leather Armor	10	T, A
Neurohelmet (a)	5	H
Tactical Vest	20	T
Tactical Armor	40	T, A, L, H

T- Torso, L - Legs, A - Arms, H - Head. Armor Points are divided equally among locations protect. * Environment suits add bonus of 2 to save vs. tranq./stun weapons. ** Effective against energy weapons only. (a) Only Mechwarriors can wear neurohelmets - if it's destroyed, the Mechwarrior can't pilot a Battlemech replaced.

Body damage: Legs/Arms - At 0 bp, limb considered useless, make a stat check against STR to stay conscious. Body/Head - At 0 bp, character is unconscious. Make a stat check against STR to avoid death. If subsequently damaged after 0 bp, death occurs.

Serious/Critically Injured: (Optional) When a character loses half of their bp, they are seriously injured. All skill rolls and stat checks have a penalty modifier of -2. They cannot run. When a character loses 3/4[ths] of their bp, they are critically injured. All skill rolls and stat checks have a penalty of -4. They may do only one thing per

combat round, move 1 hex or perform an action.

Battlemech and Vehicle combat: Vehicle vs. Mech or Mech vs. Mech combat is done using Battletech rules that GM has for scenario. Character weapon attacks vs. vehicles with certain weapons will score 1 point of damage on a successful attack, then a "check roll" of 2d6 resulting in 2 or 12. Roll for location of hit on appropriate location chart.

Optional Scale: These rules assume the same scale of maps and measurements as the Battletech boardgame. To reduce scale to the original Mechwarrior game, make each hex equal 5 m/16 ft. Multiply all ranges and movement by 6.

OTHER HAZARDS

Mechwarrior Damage: When using Battletech rules, for each point of damage that a vehicle's occupant would take (such as a Battlemech Head hit), the character takes 10 points of damage. Location is not important. Once a character takes more hits than their Body Points, the character is dead. For consciousness rolls, the character must make a STR stat check.

Ejecting from vehicle: 3d6 damage, Coor Skill (Piloting – use DEX or MIND TN) check to avoid. Roll for location. Armor does not reduce.

Falling: 1d6 damage per 10', half damage on Phys skill check using DEX TN.

Poison: STR stat check avoid effects or suffer half damage, depending on poison. Effect varies with poison type.

Extreme Heat & Cold : If not wearing suitable protection, Phys skill check (STR or MIND TN) once every 10 minutes (-1 cumulative penalty modifier per subsequent check), take 1d6 damage on each failed save.

HEALING

Characters that have more than half of their total body points heal 1 point per day or 2 points if at complete bed rest. Characters below half require medical attention. Someone trained in Medical may heal as many dice as they have Know skill levels. Hospital resources or field surgery kit is required. Someone not trained specifically in medical may apply first aid with a Know skill check. A first aid kit is required. If successful, they may heal 1d6. Medical healing can occur only once per day. Once a character is healed above half their total body points, they must heal naturally.

ADVANCEMENT

Experience Points (EP) are earned as follows:

Personal Combat: 1 EP, add 1 EP for each doubling of number of foes versus number of characters (ie., 4 characters versus 8 thugs would give 2 EP per character)

Vehicle Combat (characters mounted): 1EP for surviving scenario, add 1 EP for each doubling of opponents vs. number of characters.

Vehicle Combat (characters dismounted): 2EP for surviving scenario, add 2 EP for each doubling

of opponents vs. number of characters.

Assignment Completion: Game Master determined, but usually 1 to 2 EP for successful objectives completed, per character involved.

Encounter Rewards: Game Master determined, but may award 1 to 3 EP per character involved in specific encounter where major objective was accomplished without combat.

When the total EP you have is 10 x your current level, you advance to the next level. At each new experience level, you may add 1 to one skill only. For every 3 levels you attain, you may add 1 point to STR, DEX, MIND or CHA. Every 3 levels represent a class of experience: 1 to 3 is GREEN, 4 to 6 is a REGULAR, 7 to 9 is a VETERAN, 10 and above is an ELITE.

EQUIPMENT

A character's starting equipment and/or wealth is determined by the GM depending on their campaign or scenario. A random roll of 2d6 x 100 (C-Bills) could be used to determine starting wealth.

Item	Cost in C-Bills
Field Surgery Kit	200
First Aid Kit	75
Electronics Repair Kit	2,000
Fusion Repair Kit	100,000
Gyro Repair Kit	50,000
Mech Repair Platform	150,000
Repair Tool Kit	500
Sensor Repair Kit	50,000
Welding Kit	1,000
Light Environmental Suit	200 [Patch 5]
Heavy Environmental Suit	10,000 [Patch 20]
Low Tech Lock Picks	50
High Tech Lock Picks	5,000

Rangefinder Binoculars	250
Scanalyzer	5,000
I/R Scanner	100
Personal Communicator	100
Personal Computer	250
Survival Field Kit	25
Ablative Suit	1,000 [Patch 20]
Ablative Vest	300 [Patch 20]
Helmet	20
Leather Jacket	20 [Patch 1]
Leather Armor	50 [Patch 1]
Neurohelmet (a)	20,000 [Patch 1,000C]
Tactical Vest	50 [Patch 2C]
Tactical Armor	150 [Patch 2C]
Handgun	40 [Reload 15 for 4C]
Automatic Pistol	50 [Reload 20 for 5C]
Shotgun	30 [Reload 4 for 1C]
Submachine gun	40 [Reload 25 for 5C]
Rifle	80 [Reload 10 for 2C]
Assault Rifle	100 [Reload 30 for 6C]
Machine Gun (a)	1,000 [Reload 200 for 20C]
Laser Pistol	750 (req Power Pack)
Laser Rifle (a)	1250 (req Power Pack)
Power Pack (20 chgs)	5
Military Power Pack (50 chgs)	20
Stun Gun	100 [Reload 15 for 16C]
Club	1
Knife	4
Neural Whip	500 (req Power Pack)
Sword	20
Sonic Blade	100 (req Power Pack)
Stun Stick	200 (req Power Pack)
Bow	15 [Reload 20 for 1C]
Crossbow	15 [Reload 20 for 1C]
Gyrojet Rifle (a)	1,250 [Reload 1 for 100C]
SRM Launcher (a)	1,500 [Reload 1 for 400C]
Flamer (b)	100 [Reload 1 for 2C]
Grenade	20

Patch costs are to repair one point of armor. Reloads are priced at number of shots for number of C-Bills.

EXAMPLE NPCS

Name	BP	Stats (TN)	Skill Levels
Bounty Hunter	80	7 (8)	Phys 1, Coor 1
Comstar Acolyte	40	6 (9)	Comm 1, Know 2
Criminal	60	6(9)	Know 1, Coor 1
Drug Dealer	50	5(10)	Comm 1, Coor 1
Explorer Agent	70	7(8)	Phys 2, Coor 1
Gang Leader	70	7(8)	Phys 1, Coor 2
Gang Member	50	6(9)	Phys 1, Coor 1
Police Officer	80	7(8)	Phys 1, Coor 1
Politician	40	6(9)	Comm 2, Know 1
Reporter	40	6(9)	Comm 1, Know 1
Scientist	40	6(9)	Comm 1, Know 2,
Soldier	90	6(9)	Know 1, Phys 2
Technician	50	7(8)	Know 2, Phys 1
Trader	50	6(9)	Comm 2, Know 1

For NPC activities, use given stat value and TN. GMs may increase value to reflect an exceptional NPC .

GM NOTES

Situation Modifers: For skill and or stat checks, if the situation is favorable to the player, add a bonus of 1 to 5 to the roll. If the situation is against the players, a penalty of 1 to 5 against the roll can be taken.

Example of a Skill Check: To override a computer shutdown, a character with a MIND of 7 has a TN of 9. Their Know skill is a 1. The GM decides they are in somewhat difficult circumstances and assigns a penalty of -2. The player must roll a 10 or better on 2d6 to succeed. (Roll of 10 + 1 (Know skill) – 2 (Situation penalty) = 9.

DESIGNER NOTES

These rules are adapted from many sources, including the Microlite20 and Microlite20 Modern role-playing games, and the first edition of the FASA Mechwarrior™ role-playing game. These rules are best used for quickly adding an RPG "rules-light" component to a Battletech™ game, for playing a convention game that combines RPG and Battletech, or if you simply wish to have a quick alternative to the current Mechwarrior role-playing games. The idea is that these rules are simple and that the Game Referee will usually say "Yes" or "Roll dice" to most situations. Not all situations are covered by these rules; a certain amount of flexibility and Game Referee creativity is needed.

My recommendation that you combine these "micro" rules with the *Classic Battletech Introductory Rulebook* and the Vehicle and Infantry Combat rules from the *Classic Battletech Quick Start*. No attempt has been made to include any of the other vehicle types, such as conventional aircraft, Aerotech or Starships. The GM should employ their best judgement and houserule as they see fit to make the characters work within the boardgame in a straightforward fashion. I've also left out a lot of things that are going to be campaign dependent, such as creating a unit, figuring out

Battlemech assignments, dealing with salvage and a 100 and 1 more things – but these are all things that you as a GM can figure out either on your own or from existing source materials.

If you have any comments, questions or suggestions, drop me an email at chgowiz@gmail.com. If you're curious where all this "microlite" inspiration came from, go check out Microlite20 and Microlite20 Modern at http://www.microlite20.net – it's the complete Wizards of the Coast d20 system in 2 pages. Seriously.