

Bertonian Battles Mech Combat Version 3

The Intent Of These Rules...

These rules are written to help you design and play with mechanical vehicles that walk, drive, fly, or what have you onto the battlefield. You may build your mechs with Legos, wood, cardboard, other miniatures, whatever might float your boat. I have personally built some out of old printer cartridges. You may scratch built these things out of anything you like. The intent is for these rules to be fun. They are not meant to be restrictive. You can put a really large gun on a really small mech, but the cost will be prohibitive. The costs are there to guide you down a path of economy. The word economy is used in more than one way.

The rules involve two different turn sequence styles, along with optional rules for enhancing the realism of some weapons. Most every roll is based on a d6, however one roll in one of the optional rules is based on a d8.

The main idea of these rules is to have fun -- that is to have fun designing your mechs, to have fun playing with your mechs, and to have fun in battle.

How To Use This Rule Set...

First, you need a model. Either find your old transformers, scratch build your own, or use your models from another game. It will all work, if you use your imagination.

Second, you need to make up a believable stat card for each of your models. This will involve some complex math. Still, you can do it easy. It involves only addition and multiplication.

Third, you need to figure out your vehicle chassis. The cost for your chassis is based on the height of your miniature. This information is found in chapter 1. Take the cost and add Fleet Foot or Up Weapon to the cost.

Fourth, you need to add 2 to 4 weapons to your vehicle. Weapons are one of five types. Impact weapons are basically non-explosive bullets that "impact" into a vehicle to cause damage. Explosive weapons are mortars or artillery rounds that cause damage through explosion. Laser weapons are beam weapons of any type. Plasma weapons are weapons that use a bolt of plasma to deal damage. Plasma weapons are distinct because they may be both shield resonant and armored piercing. Mass Effect weapons are weapons that collide small particles and produce miniature black holes that cause "crumple" damage. There are five sizes to each weapon type. The size you may use depends on the size of your vehicle.

Fifth, you need to figure out your shield and armor values. Don't skimp on either shields or armor. You want your mech to be around for awhile!

Sixth you need to figure out your damage potential for your vehicle. You want to be able to take some damage, yet the higher the damage value, the more the cost.

Seventh, you need to add up everything and multiply everything out. This is how you do it. You take each little part, multiply the costs that modify that part, and then add those parts together. So, you will take the base chassis cost, multiply any modifiers, and then set that figure aside. You then do the same with both weapons, the shields, the armor, and the damage potential. After that, you add all those parts together to come up with the total cost.

Building your chassis Chart 1

Vehicle Size...

	Height	Cost	Base move
Miniature	2"-3"	20	15"
Small	3"-4"	25	14"
Medium	4"-6"	35	12"
Large	6"-8"	50	9"
Huge	8"+	85	7"

Fleet Foot Level 1 Cost x 1½	+2 to base move
Fleet Foot Level 2 Cost x 2	+4 to base move
Fleet Foot Level 3 Cost x 2½	+6 to base move
Fleet Foot Level 4 Cost x 3	+8 to base move

Up Weapon Level 1 Cost x 2	Allows you to carry the weaponry carried by the next up level mech.
Up Weapon Level 2 Cost x 3	Allows you to carry the weaponry of two mech levels above your mech.

Vehicle Size and Weapon Restrictions: Chart 2

Miniature	May use Small to Med-small weapons. 2 max.
Small	May use Small to Medium weapons. 2 max.
Medium	May use Small to Med-large weapons. 3 max.
Large	May use Small to Large weapons. 3 max.
Huge	May use Small to Large weapons. 4 max.

Impact Weapons: Chart 3

Size	Firepower	Cost
Small	1	2
Med-Small	2	4
Medium	3	6
Med-Large	4	8
Large	5	10

Fast Firing Level 1 (available to all sizes)	Roll 2 accuracy dice. +1 to cost.
Fast Firing Level 2 (available to Small to Medium sizes)	Roll 3 accuracy dice. +2 to cost
Fast Firing Level 3 (available to Small size only)	Roll 4 accuracy dice. +3 to cost.

Accurate = normal cost.

Precise = cost x 1½

Armor Piercing Level 1 (-1 to enemy armor) cost x 1½

Armor Piercing Level 2 (-2 to enemy armor) cost x 3

Explosive Bullets (Firepower x 2) cost x 2

Explosive Weapons: Chart 4

Size	Firepower	Cost
Small	4	12
Med-Small	8	16
Medium	12	20
Med-Large	16	24
Large	20	28

Blast Radius Effect.

You re roll a miss on the accuracy dice.

If you hit with the first re-roll, Firepower is halved.

If you hit with the second re-roll, Firepower is quartered.

Indirect Fire (With explosive weapons, you don't have to have line of sight. -1 to die roll.)

Inaccurate = normal cost.

Targeted = cost x 1½

Accurate = cost x 2

Extremely High Explosives (firepower x 2) cost x 3

Laser Weapons: Chart 5

Size	Firepower	Cost
Small	2	13
Med-Small	4	16
Medium	6	19
Med-Large	8	22
Large	10	25

Fast Firing Level 1 (available to Medium to Small sizes)

Roll 2 accuracy dice. +4 to cost.

Fast Firing Level 2 (available to Small size only)

Roll 3 accuracy dice. +8 to cost

Accurate = Normal cost.

Precise = Cost x 1½

Shield Resonant Level 1 (-1 to enemy shields) cost x 1½

Shield Resonant Level 2 (-2 to enemy shields) cost x 3

Mass Effect Weapons: Chart 6

Size	Firepower	Cost
Small	10	24
Med-Small	12	28
Medium	14	32
Med-Large	16	36
Large	18	40

Untargeted = Normal Cost

Inaccurate = cost x 1½

Shield Resonant Level 1 (-1 to enemy shields) cost x 1½

Shield Resonant Level 2 (-2 to enemy shields) cost x 2

Shield Resonant Level 3 (-3 to enemy shields) cost x 2½

Plasma Weapons: Chart 7

Size	Firepower	Cost
Small	3	24
Med-Small	6	28
Medium	9	32
Med-Large	12	36
Large	15	40

Blast Damage:

- May Re-roll your failed accuracy dice one time.
- Firepower is then ½ of the normal
- But the Blast Damage is not Shield Resonant or Armor Piercing.

Accurate = Normal Cost

Precise = cost x 1½

Armor Piercing Level 1 (-1 to enemy armor) cost x 1½

Armor Piercing Level 2 (-2 to enemy armor) cost x 3

Shield Resonant Level 1 (-1 to enemy shields) cost x 1½

Shield Resonant Level 2 (-2 to enemy shields) cost x 3

The To Hit Matrix: Chart 8

	+36"	36"-18"	-18"
	Long	Medium	Short
Untargeted	--	6+	5+
Inaccurate	6+	5+	4+
Targeted	5+	4+	3+
Accurate	4+	3+	2+
Precise	3+	2+	1+

Modifiers for To Hit:

- Firer is firing on over-watch -1
- Firer is firing an explosive weapon without line of sight -1
- Target is in cover -1 (more than half of the model hidden from line of site by an intervening object)

Armor Costs for Vehicle Sizes... Chart 9

Size	Desired Armor Number				
	2+	3+	4+	5+	6+
Miniature	3	6	9	--	--
Small	4	8	12	16	--
Medium	5	10	15	20	25
Large	--	12	18	24	30
Huge	--	--	21	28	35

Hardened Armor Level 1 (re-roll all firepower that penetrated armor. 3+ succeeds.) Armor cost x 1½

Hardened Armor Level 2 (re-roll all firepower that penetrated armor. 4+ succeeds.) Armor cost x 3

Reactive Armor Level 1 (Do not subtract an armor number when attacked by any AP.) Armor cost x 1½

Reactive Armor Level 2 (Add 1 to armor number when attacked by any AP.) Armor cost x 3

Shield Costs for Vehicle Sizes... Chart 10

Size	Desired Shield Number				
	2+	3+	4+	5+	6+
Miniature	1	2	3	6	12
Small	2	3	6	12	24
Medium	3	6	12	24	48
Large	6	12	24	48	96
Huge	12	24	48	96	192

Modulated Shields Level 1 (Do not subtract shield number when attacked by any SR.) Shield cost x 1½

Modulated Shields Level 2 (Add 1 to shield number when attacked by any SR) Shield cost x 3

Shield Inversion Level 1 (re-roll all firepower that penetrated shields. 3+ succeeds) Shield cost x 1½

Shield Inversion Level 2 (re-roll all firepower that penetrated shields. 4+ succeeds) shield cost x 3

Damage Points Desired vs. Cost Chart 11

Size	1	2	3	4	5	6	7	8	9	10
Miniature	10	12	16	22	--	--	--	--	--	--
Small	--	10	12	16	22	30	--	--	--	--
Medium	--	--	10	12	16	22	30	--	--	--
Large	--	--	--	10	12	16	22	30	40	--
Huge	--	--	--	--	10	12	16	22	30	40

Repairing Systems Level 1

Cost x1½

Repair Roll on a 5+

Repairing Systems Level 2

Cost x3

Repair Roll on a 4+

Redundant Systems Level 1

Cost x1½

+2 to damage points

Redundant Systems Level 2

Cost x3

+3 to damage points

Turn Structure: Chart 12

Administrative:

Player Two removes his "Fired" tokens. Player One attempts to repair damage.

Roll 1d6 for each damaged mech. A roll of 6+ takes off 1 Damage Point.

Move and Shoot:

Player One moves while Player Two conducts over-watch.

- Over-watch sequence:
1. Target Chosen (player two says "STOP!")
 2. Resolve all to hit against that model
 3. Resolve FP
 4. Continue Movement. May not fire on that model again this turn.

Shoot:

Player One fires all models that did not fire on his previous over-watch.

- Firing Sequence:
1. Target Chosen (Player One says, "I'll shoot him!")
 2. Resolve all to hit against that model
 3. Resolve all FP against that model
 4. May not fire on that model again this turn.

Administrative:

Player One removes his "Fired" tokens. Player Two attempts to repair damage.

Roll 1d6 for each damaged mech. A roll of 6+ takes off 1 Damage Point.

Move and Shoot:

Player Two moves while Player One conducts over-watch.

- Over-watch sequence:
1. Target Chosen (player one says "STOP!")
 2. Resolve all to hit against that model
 3. Resolve FP
 4. Continue Movement. May not fire on that model again this turn.

Shoot:

Player Two fires all models that did not fire on his previous over-watch.

- Firing Sequence:
1. Target Chosen (Player One says, "I'll shoot him!")
 2. Resolve all to hit against that model
 3. Resolve all FP against that model
 4. May not fire on that model again this turn.

How to conduct Over-Watch...

The moving player moves his models as normal. The non-moving player watches for opportunities to fire at the moving player's model. He may only fire at those models that are moving closer to one of his models. He may fire as many models as he desires at that one model. Then they must resolve the FP before the moving player continues moving that model. If the model is destroyed, then it is destroyed and the moving player may move another model. When a unit has fired in over-watch, it cannot fire in the next fire phase. Therefore, a token must be placed on the models that fired on over-watch. These models may move as normal in the next phase, but they may not fire on the non-over-watch phase until they don't fire on over-watch for one turn. This counter is then removed.

Alternative Turn Sequence and Movement Modifiers:

Chart 13

Administrative Phase (try to repair and heal)

Roll for Initiative: High dice is player one. Low dice is player 2

Player one moves his models or chooses his models to go stationary

Player two moves his models or chooses his models to go stationary

Firing is all done simultaneously

Resolving FP is all done simultaneously

Firing while moving is a -1 to the accuracy

Firing at a moving target is also a -1 to the accuracy

Target is in cover is a -1 to accuracy. (Cover is, of course, a model that is over half obscured by intervening terrain.)

Adding Infantry:

Infantry may carry Small weapons and Medium-Small weapons. They may not carry Mass Effect Weapons. Medium-Small explosive weapons must be carried as a team, as in a mortar team, or in a bazooka team. Infantry weapons may be fast-firing.

There are some special close-range infantry weapons. These have a close range only. Here is a list, with the effects of each.

Chart 14

Flame Thrower	Range = 18"	To Hit = 4+	FP = 12/Hit	Cost = 8
	Miss by 1, ½ FP		Miss by 2, ¼ FP	
Sub Machine Gun	Range = 18"	To Hit = 3+ (x8)	FP = 1/Hit	Cost = 7
	Basically a Small Impact Weapon with a doubled Fast Firing Level 3			
Grenade	Range = 18"	To Hit = 5+	FP = 8 (4) (2)	Cost = 3
	Basically the grenade is a small Explosive Weapon only available at short range. A unit equipped with a grenade cannot fire another weapon and a grenade in his turn.			

Extra weapons that may be carried by engineers...

Chart 15

Anti Personnel Mines	Range = 0"	To Hit = 4+	FP = 8 (4) (2)	Cost = 30
	Basically a 6" diameter area containing 6 Anti Personnel mines. After 6 attacks, remove the 6" area and continue as normal.			
Anti Vehicle Mines	Range = 0"	To Hit = 4+	FP = 16 (8) (4)	Cost = 90
	Basically an 8" diameter area containing 6 Anti Vehicle mines. After 6 attacks, remove the 8" area and continue as normal.			

Infantry Costs:

Each Infantryman = 10 cost.

Infantrymen may have personal shields... But since they must be miniaturized, they are more costly...

Infantry Shields Chart 16

Size	Desired Shield Number				
	2+	3+	4+	5+	6+
Infantry	6	12	24	48	96

Infantry Shields may use the Modulated Shields Level 1 and the Shield Inversion Level 1 skills by paying the x1½ cost. Modulated Shields Level 2 and Shield Inversion Level 2 are not available.

Infantrymen may also have personal armor... But since this would become bulky if one made it very effective, only ultra light and light armor is available.

Infantry Armor Chart 17

Size	Desired Armor Number	
	2+	3+
Infantry	4	8

Infantry may not use hardened armor or reactive armor. If infantry have a soft spot, it's the armor part. That's why people started to make power armor. Go figure.

Infantry and Damage Factors

Infantrymen only have a damage factor of 1. Something tells me that a bullet or a plasma bolt or a runaway black hole will all do the same thing to an infantryman if the infantryman somehow get in the way.

However, if an infantryman only takes 1 factor of damage, that infantryman may possibly recover enough

during the battle to continue participating. In the Administrative Phase roll 1d6 for each infantryman that has only 1 damage. On a roll of 6+ that infantryman regains consciousness and continues in the fight. He loses the damage point.

Chart 18

Medical Skill Level 1	Base Infantryman Cost x1½	1 Damage Factor infantry healed on 5+
Medical Skill Level 2	Base Infantryman Cost x3	1 Damage Factor infantry healed on 4+
One with Medical Skill cannot help himself.		
Sniper Skill Level 1	Base Infantryman Cost x2	Accuracy up one level on weapons.
Sniper Skill Level 2	Base Infantryman Cost x4	Accuracy up two levels on weapons.
May not bump accuracy beyond "precise"		

Optional Rules

Optional Rule 1 -- Instead of Re-Roll for Explosive and Plasma Weapons...

For Plasma Weapons -- if you miss by 1 or 2, you get the blast effect.

If you miss by more than 2, you get no blast effect.

For Explosive Weapons -- if you miss by 1, you get half the FP

If you miss by 2, you get one quarter the FP

If you miss by more than 2 you get no blast effect.

Optional Rule 2 -- Adding a template for blast effects.

For Explosive Weapons, make three templates with the following specifications...

Small - Med-Small Explosive Weapons

Full Blast Area Radius = 2"

Half Blast Area band = 1"

Quarter Blast Area band = 1"

Medium, Med-Large Explosive Weapons

Full Blast Area Radius = 2½"

Half Blast Area band = 1¼"

Quarter Blast Area band = 1¼"

Large Explosive Weapons

Full Blast Area Radius = 3"

Half Blast Area band = 1½"

Quarter Blast Area band = 1½"

Make the templates like the figure on the next page:

This is how you use the template. Upon a direct hit, you place the template exactly over the targeted mech. If any other targets (either enemy or friendly) are touching a range band, they also get the full or half or quarter FP attack. If two bands intersect a model, then use the higher FP band.

If you have a near miss (either a quarter or a half blast near miss) you place your template so that the mech is just inside the range band. Use a d8 to randomize the position of the template. Any models that touch the band areas receive the full or the half or the quarter FP attack. If two bands intersect a model, then use the higher FP band. This attack also damages friendly mechs if they are in the blast radius.

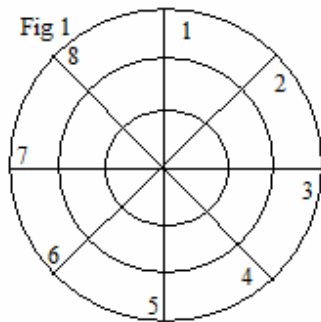


Fig 1 -- This shows the basic template. Just vary the radius of the center target area, and the band width of the other bands, and you can have the three templates necessary for this rules variant.

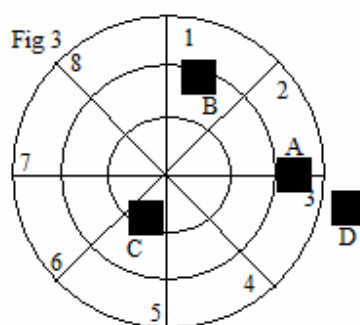
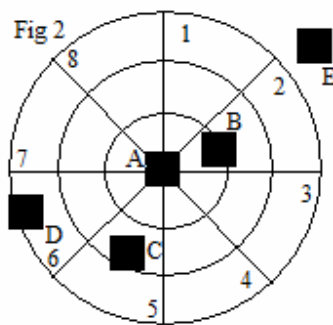


Fig 2 -- In Fig 2, Mech A has taken a direct hit from an explosive weapon. This Mech receives the full FP of the attack. Mech B also receives a full attack, as it is in the full blast area. Mech C receives a ½ blast, while Mech D receives a ¼ blast. Mech E receives no blast FP.

Fig 3 -- In Fig 3, Mech A was targeted, but suffered a “near miss” attack. The third re-roll hit, or if you use the first optional rule, the targeting roll missed by 2. Therefore, Mech A will take a ¼ FP attack. The attacker rolls a d8, and the number comes up 3, so the template is placed so that Mech A is in the ¼ band, just at a tangent to the ½ band, and right at the “3” spoke of the template. Therefore, Mech B will take a ½ FP attack, and Mech C will take a full FP attack. Mech D, although the closest to Mech A, will not take any attack as it is out of the blast radius.

Note -- This special rule will probably make explosive weapons very important. Yet it will probably make things more realistic as well.

Optional Rule 3 -- Used to differentiate the armor and to encourage flanking.

The armor value 45 degrees off of the center line and further is reduced by 1.

The armor value 45 degrees to either side of the center line in the back of the model is reduced by 2.

The armor value may not be reduced below 2. See Fig 4.

