

# BATTLETECH CODE OF COMMON PLAY

*“The objective of the game is to win. The purpose of the game is to have fun.”*

Contained herein is a set of commonly accepted optional rules in most Battletech games used by the players around Memphis, TN. This is our meta-game. Other groups may have different meta-game parameters and that's okay. YMMV.

While anything in the Total Warfare book is considered perfectly acceptable, always discuss it with your opponent before play. Remember that the game is supposed to be FUN and use whatever rules that you feel will enhance the game. The suggested rules below are just some of many that have been in common practice (with the author anyway) in one form or another and are clearly written here so that one can become familiar with them beforehand and are paraphrased here for brevity.

**Important Note:** Never let the rules get in the way of the game. If something falls out of line and/or gets mired in details, do what you think is fun or makes the most sense. Always be mindful of your opponent and worry about researching the details later. While you *can* land a drop ship on someone's house... it's considered pretty rude and unsportsman-like if you Meta game a threat you know your opponent can't respond to. This and other cheese deserves at least buying your opponent a drink of some kind. Even though Battletech is pretty balanced in most respects, it can still be abused occasionally in one off games.

-MOST OF ALL, HAVE FUN!

TW = Total Warfare

TO = Tactical Operations

### General Rules:

- Pilots, to be realistic, keep their gunnery and piloting skills within 2 (e.g. a 3/5 pilot is okay, a 0/6 pilot is not).
- Artillery (TO, Pg. 179)
- Battle Armor Weights (TO, Pg. 186) (Some armor gets heavier to transport, some lighter. Most stay at 1t per soldier.)
- Command Level Communications (TO, Pg. 191)
- Ejection and Abandoning Units (TO, Pg. 196)
- Improved Positions (TO, Pg. 198) (When agreed, setting up on board allows the defender to give their units a CF 15 light building to setup in.)
- Mine Fields (TO, Pg. 207)
- Rearming Under Fire (TO, Pg. 213)
- Advanced Weapons and Equipment (Pg. 275+) (If you choose to use it, practice with it before the battle to be familiar with it, be sure to bring the rules to show your opponent and pay the BV.)
- C3 Networks, Sum the BV of all units in a given network. Multiply by 5%, then add that number *onto each unit in that network*. For Boosted C3 networks, use 7%. (TW, Pg. 131)

### Scenario:

- Forced Withdrawal (TW, Pg.258)
- BV 2.0 rules for force balance unless agreed otherwise.

### Conditions:

- Planetary Conditions (TO, Pg. 28)

### Movement Modes:

- Sprinting (TO, Pg. 18) (-1 to hit mod and no shooting for double walking move.)

- Evading (TO, Pg.18) (Pilot skill based to hit mod increase for no weapons fire.)
- Shielding (TO, Pg.19) (Firing through the shielded hex causes it to potentially hit the shielding unit on near miss. +1 mod for shooting through shield Vehicle, +2 for Mech, +3 for large structure.)
- Hull Down (TO, Pg.21) (2mp in front of partial cover allows for a +2 to hit mod.)

#### Taking Damage:

- A Mech who takes over 20 points of damage in a phase, causing a PSR (Piloting Skill Roll) receives a +1 modifier for every 20 points of damage received (+3 if hit by 60-79 points of damage, etc.) (TO, Pg.23)
- A Mech modifies the above PSR by its' weight class. (TO, Pg.23)

#### Advanced:

- Picking Up and Throwing Objects (TO, Pg. 92)
- Anti-Missile Systems: Used as a weapon (TO, Pg.100) (Effectively a range 1 LMG.)
- ECM Suites: ECCM (TO, Pg.100) (Counters ECM bubbles.)
- Gauss Weapons (TO, Pg.102) (They can be turned off at the end phase to prevent explosions starting next turn.)
- Infantry: Digging In (TO, Pg. 108) (+2 to hit mod and no double damage vs. Conventional Infantry In open for infantry that spend an undisturbed turn digging in. Ineffective against Area of Effect weapons.)
- Infantry: Using Non-Infantry as cover (TO, Pg. 108) (Nominate a hex side, +3 to hit for shots across it and +1 shooting from it. Non-hexside shots do not get any mod.)
- Advanced Support Vehicles (TO, Pg.148) (Use with discretion.)