

Three-Legged BattleMech Construction Rules

Version 0.2

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Version History:

Version 0.1 – 26/05/2001 – First Version

Version 0.2 – 27/05/2001 – Revised to explicitly say that a Tripod can Torso Twist.

Three-Legged BattleMech Construction Rules

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Introduction

These rules were inspired by the Hedgehog design published many years ago in the STARDATE magazine. While many of the unique features in that article have been discarded in the interest of simplicity and game balance, the contribution of that long-forgotten article cannot be overstated.

Thanks must also go the Dave Hill, who was kind enough to rush a copy of the STARDATE article to me after my own copy of the magazine mysteriously vanished as soon as I actually wanted it.

Three-Legged BattleMechs

Filling the middle ground between the familiar bipedal designs and the rarer quad designs, the three-legged, or tripod, 'Mech is an attempt to marry the advantages of both into a single chassis.

The lack of arms limits Tripods to carrying cargo in internal bays or in cargo nets. This also makes them vulnerable to Swarm attacks by infantry and Battle Armor.

Unless otherwise noted, use the rules for two-legged BattleMechs.

Construction

The tripod chassis, like the quad design, has no arms. In their place an additional leg is added to the design. All three legs have a higher number of internal structure points than those found on other 'Mechs, but the loss of the arms significantly reduces the room available to mount weapons and other equipment. Tripod 'Mechs have even fewer critical hit slots than even a Quad as a result.

INTERNAL STRUCTURE TABLE (TRIPOD)				
Total 'Mech Tonnage	Center Torso Boxes	L/R Torso Boxes	Each Leg Boxes	Maximum Armor
20	6	5	5	71
25	8	6	7	91
30	10	7	8	105
35	11	8	9	117
40	12	10	11	139
45	14	11	12	153
50	16	12	13	167
55	18	13	15	187
60	20	14	16	201
65	21	15	17	213
70	22	15	17	215
75	23	16	19	233
80	25	17	20	247
85	27	18	21	261
90	29	19	23	281
95	30	20	24	293
100	31	21	25	305

Movement

Tripods may perform the same lateral Shift movement as a Quad. The MP cost is also the same as that paid by Quads.

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Piloting Skill Rolls

Tripods are more stable than bipedal designs and receive a -1 modifier to all Piloting Skill rolls until one of the legs is destroyed.

A Piloting Skill roll is still required to stand up after the 'Mech has dropped to the ground or fallen, unlike a Quads.

Torso Twist/Turret Rotation

Unlike a Quad, a Tripod can Torso Twist like a standard BattleMech

Firing When Down

Normal modifiers apply to Tripods. They do not receive the advantages that Quads have for this operation, but must prop themselves up on one of their multiple legs. Should an unfortunate Tripod have all three legs blown away, then it is both immobile and incapable of firing.

Physical Attacks

Tripods may only make one physical attack per round by kicking with the central leg. Damage is applied on the full body hit location chart however, not the kicking table. If any of the three legs are destroyed the Tripod may not kick.

The Tripod can charge or perform death-from-above attacks in the normal manner, but may not push another unit.

Hit Location Table

Special sets of hit location tables are required for Tripods.

Leg Damage

Like a Quad, consider all critical hit damage to be cumulative. Each hip critical reduces the Tripod's Walking MP by half. Thus two destroyed hips cut the Tripod's Walking MP to a quarter of its normal rate, and the pilot must modify the Piloting Skill Target by +3 (+4 for two destroyed hips, but -1 for three intact legs).

A single destroyed leg immediately causes a Tripod to fall and negates all the movement and combat bonuses gained from being a Tripod. It loses the -1 Pilot Skill modifier and can no longer make lateral shifts.

After losing two legs, a Tripod functions with the same restrictions as a two-legged 'Mech that has lost one leg; it immediately falls; it has only one MP; Piloting Skill Rolls are modified by +5; and so on.

Loss of all three Hip Actuators or Legs will render the Tripod immobile. As such it should be treated as a stationary target (and with pity).

Damage transfers as normal, with Left and Right Leg damage transferring into the Left and Right Torsos respectively, and damage to the Center Leg transferring to the Center Torso.

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Charts and Tables

BATTLEMECH HIT LOCATION TABLE (TRIPOD)			
Die Roll (2D6)	Left Side	Front/Rear	Right Side
2*	Left Torso (critical)	Center Torso (critical)	Right Torso (critical)
3	Right Leg	Left Leg	Left Leg
4	Center Leg	Center Leg	Center Leg
5	Left Leg	Right Leg	Right Leg
6	Left Leg	Right Torso	Right Leg
7	Left Torso	Center Torso	Right Torso
8	Left Torso	Left Torso	Right Torso
9	Right Torso	Left Leg	Left Torso
10	Center Leg	Center Leg	Center Leg
11	Right Leg	Right Leg	Left Leg
12	Head	Head	Head

* A result of 2 may inflict a critical hit. Apply damage to the armor in that section in the normal manner, but the attacking player also rolls once on the Determining Critical Hits Table, p. 35 BMR

BATTLEMECH PUNCH LOCATION TABLE (TRIPOD)			
Die Roll (1D6)	Left Side	Front/Rear	Right Side
1	Left Torso	Left or Right Torso*	Right Torso
2	Left Torso	Left Torso	Right Torso
3	Center Torso	Center Torso	Center Torso
4	Center Torso	Center Torso	Center Torso
5	Left Torso	Right Torso	Right Torso
6	Head	Head	Head

* Roll 1D6; 1-3 Left Torso, 4-6 Right Torso.

BATTLEMECH KICK LOCATION TABLE (TRIPOD)			
Die Roll (1D6)	Left Side	Front/Rear	Right Side
1	Left Leg	Center Leg	Right Leg
2	Left Leg	Center Leg	Right Leg
3	Center Leg	Right Leg	Center Leg
4	Center Leg	Right Leg	Center Leg
5	Left Leg	Left Leg	Right Leg
6	Left Leg	Left Leg	Right Leg

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HDG-3S Hedgehog

Mass: 35 Tons
Chassis: Uticamax X
Power Plant: 285 Edasich Light
Cruising Speed: 86.4 kph
Maximum Speed: 129.6 kph
Jump Jets: Rawlings 54
 Jump Capacity: 240 meters
Armor: Durallex Medium
Armament:
 1 Divers Optics ER Medium Laser
Manufacturer: Utica Fabrication and Design
Communication System: Molinox HBD-2a9JJ MaxiPulse Array
Targeting and Tracking System: Molinox Tri-Plus with Active Probe

Tonnage:	35 Tons	35.0
Internal Structure	Endo-Steel	2
Engine	285 Light	12.0
Walking MPs:	8	
Running MPs:	12	
Jumping MPs:	8	
Heat Sinks:	10 [20]	0.0
Gyro:		3.0
Cockpit:		3.0
Armor Factor	104	6.5

	Internal Structure	Armor Value
Head	3	7
Center Torso	11	15/7
Rt/Lt. Torso	6	10/5
Rt/Lt/Ct. Leg	9	15

Weapons and Ammo – Hedgehog

Type	Loc.	Crit	
ER Medium Laser	H	1	1.0
Guardian ECM	RT	2	1.5
Beagle Active Probe	LT	2	1.5
2 Jump Jets	CT	2	1.0
2 Jump Jets	RL	2	1.0
2 Jump Jets	CL	2	1.0
2 Jump Jets	LL	2	1.0