

MECH BUSTERS



UNNOFICIAL TECHNICAL AND TACTICAL READOUT

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*"BattleMechs reign supreme on the battlefield, but
Combat Vehicles can hold their own in battle"
(from Classic Battletech - Total Warfare)*

INTRODUCTION AND GAME NOTES

Battletech is not only made of combats between the powerful and expensive BattleMechs. Combat vehicles and conventional infantry also have their place in the battlefield.

This readout is compilation of several designs of combat vehicles and conventional infantry. Intentionally, the introduction year is not provided giving flexibility to the players to use them as they wish. In general, they utilize introductory technology and can be used from the Succession Wars period onwards. Tactical recommendations on how to combine them for combat against other units and how to play them at tabletop is also provided in the text comments of each unit.

A brief history on an armored cavalry unit fully based on ICE-driven vehicles and conventional infantry during the Third Succession Wars is provided.

The BattleMech and other units design were built using the rules from *Classic Battletech – TechManual*. For a better use of this content the previous knowledge of rules containing in the *Classic Battletech - Total Warfare* is needed. A few units are based on optional rules from the *Battletech - Tactical Operations* rulebook.

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WHEELED VEHICLES

Greyhound

Mass: 20 tons

Movement Type: Wheeled

Power Plant: 100 ICE

Cruising Speed: 64.8 kph

Maximum Speed: 97.2 kph

Armor: Standard

Armament:

1 Medium Laser

1 Machine Gun

Tech Rating/Availability: E/X-E-D-D

Cost: 195,067 C-bills

Battle Value: 316

Equipment		Mass
Internal Structure		2
Engine	100 ICE	6
Cruising MP:	6	
Flanking MP:	9	
Heat Sinks:	3	3
Control Equipment:		1
Power Amplifier:		0.5
Turret:		0.5
Armor Factor:	80	5
	Internal Structure	Armor Value
Front	2	20
R/L Side	2/2	15/15
Rear	2	15
Turret	2	15

Weapons and Ammo	Location	Critical	Tonnage
Trailer Hitch	Rear	0	0
Medium Laser	Turret	1	1
Machine Gun	Turret	1	0.5
Half MG Ammo (100)	Body	1	0.5

Overview

The Greyhound is a light and inexpensive wheeled vehicle suited for long range missions. It shares many components with the well know and widely used Wheeled Heavy APC.

Capabilities

The decision for a Medium Laser in an ICE-driven vehicle is mainly due to requirement of long endurance missions demanding an ammo-free weapon capable of dealing armored and unarmored targets. One machine-gun is also provided as a useful anti-infantry weapon. The armor is reduced but enough for a vehicle not meant for intense engagements. Most of the times, the Greyhound retreat in the presence of anything but the lightest opposition unless in case of a substantial numeric superiority.

Deployment

Designed as a cheap recon asset for heavier and slower tracked units, the Greyhound became widespread utilized as escort car or light attack asset.

Variants

A turretless variant of the Greyhound, armed with 3 SRM 4 and two tons of ammo is often used in urban warfare. The rear armor value is reduced to 14.

Puma AFV MkII

Mass: 45 tons

Movement Type: Wheeled

Power Plant: 205 ICE

Cruising Speed: 54 kph

Maximum Speed: 86.4 kph

Armor: Standard

Armament: 1 AC/10

Tech Rating/Availability: E/X-D-D-D

Cost: 615,256 C-bills

Battle Value: 529

Equipment		Mass
Internal Structure		4.5
Engine	205 ICE	17
Cruising MP:	5	
Flanking MP:	8	
Heat Sinks:	0	0
Control Equipment:		2.5
Power Amplifier:		0
Turret:		1.5
Armor Factor:	104	6.5

	Internal Structure	Armor Value
Front	5	30
R/L Side	5/5	20/20
Rear	5	14
Turret	5	20

Weapons and Ammo	Location	Critical	Tonnage
Trailer Hitch	Rear	0	0
AC/10	Turret	7	12
AC/10 Ammo (10)	Body	1	1

Overview

The Puma AFV (Armored Fighting Vehicle) is a medium weight wheeled vehicle. Fast and well-armed, it poses a serious threat to any light BattleMech or vehicle.

Capabilities

Meant as a fast-response medium tank, it is armed with one Autocannon class 10. It is not heavily armored but can deal with most of light and medium BattleMechs in short duration engagements. The good maximum speed allows it to evade from heavier units.

Deployment

Mainly deployed in plain areas with sparse vegetation or urban environments, the Puma's crews are trained in hide-and-seek tactics and can effectively pursue small enemy units, like mercenaries or pirates.

Puma IFV MkII

Mass: 45 tons

Movement Type: Wheeled

Power Plant: 205 ICE

Cruising Speed: 54 kph

Maximum Speed: 86.4 kph

Armor: Standard

Armament:

1 Medium Laser

1 LRM 5

1 SRM 4

Tech Rating/Availability: E/X-C-C-C

Cost: 611,581 C-bills

Battle Value: 554

Equipment		Mass
Internal Structure		4.5
Engine	205 ICE	17
Cruising MP:	5	
Flanking MP:	8	
Heat Sinks:	3	3
Control Equipment:		2.5
Power Amplifier:		0.5
Turret:		0.5
Armor Factor:	112	7

	Internal Structure	Armor Value
Front	5	32
R/L Side	5/5	20/20
Rear	5	20
Turret	5	20

Weapons and Ammo	Location	Critical	Tonnage
Trailer Hitch	Rear	0	0
Medium Laser	Turret	1	1
LRM 5	Turret	1	2
SRM 4	Turret	1	2
LRM 5 Ammo (24)	Body	1	1
SRM 4 Ammo (25)	Body	1	1
Infantry	Body	1	3

Overview

The Puma IFV (Infantry Fighting Vehicle) is a medium size wheeled infantry transport vehicle, well-armed and very versatile. It can perform various roles, like convoy escort, recon, scout and light attack.

Capabilities

The Puma IFV is a combination of the Puma AFV chassis and a Marder turret. One of the SRM4 was replaced by a LRM5 launcher adding a long-range weapon to cover all possible threats in combination with on Medium Laser and the remaining SRM4.

Deployment

The Puma IFV is often used as escort for fast convoys or to fight guerrilla armed forces. The infantry bay is too small for a jump platoon but can accommodate a full foot infantry platoon. The Puma IFV is usually deployed with its AFV version in case of presence of BattleMechs or better armed vehicles.

TRACKED VEHICLES

Light Missile Carrier (LMC) SRM/LRM

Mass: 20 tons

Movement Type: Tracked

Power Plant: 60 ICE

Cruising Speed: 32.4 kph

Maximum Speed: 54 kph

Armor: Standard

Armament: 4 SRM 4 or 4 LRM 5

Tech Rating/Availability: E/X-D-D-D

Cost: 444,600 C-bills (SRM) / 324,000 C-bills (LRM)

Battle Value: 362 (SRM) / 388 (LRM)

Equipment	Mass	
Internal Structure	2	
Engine	60 ICE	3
Cruising MP:	3	
Flanking MP:	5	
Heat Sinks:	0	0
Control Equipment:		1
Power Amplifier:		0
Armor Factor:	64	4
	Internal Structure	Armor Value
Front	2	30
R/L Side	2/2	12/12
Rear	2	10

FOR THE SRM VERSION:

Weapons and Ammo	Location	Critical	Tonnage
Trailer Hitch	Rear	0	0
4 SRM 4s	Front	4	8
SRM 4 Ammo (50)	Body	2	2

FOR THE LRM VERSION:

Weapons and Ammo	Location	Critical	Tonnage
Trailer Hitch	Rear	0	0
4 LRM 5s	Front	4	8
LRM 5 Ammo (48)	Body	2	2

Overview

Light Missile Carriers (LMCs) is a military version a of civilian tracked utility vehicle. The front cabin is armored with the small engine in the center of the chassis and a platform above where the missile launchers are installed. LRM or SRM mounts are the most common.

Capabilities

LMCs have good off-road mobility but are slow and often used by militia forces or garrison troops. They are considered more efficient than static turrets for point-defense and useful fire support units.

Variants

Many different versions were built, combining LRMs and SRMs or removing armament to allow for a small infantry bay

MARDER

Mass: 45 tons

Movement Type: Tracked

Power Plant: 180 ICE

Cruising Speed: 43.2 kph

Maximum Speed: 64.8 kph

Armor: Standard

Armament:

1 Medium Laser

1 Machine Gun

2 SRM 4

Tech Rating/Availability: E/X-C-C-C

Cost: 704,700 C-bills

Battle Value: 519

Equipment	Mass
Internal Structure	4.5
Engine	180 ICE 14
Cruising MP:	4
Flanking MP:	6
Heat Sinks:	3 3
Control Equipment:	2.5
Power Amplifier:	0.5
Turret:	0.5
Armor Factor:	112 7

	Internal Structure	Armor Value
Front	5	32
R/L Side	5/5	20/20
Rear	5	20
Turret	5	20

Weapons and Ammo	Location	Critical	Tonnage
Trailer Hitch	Rear	0	0
Machine Gun	Front	1	0.5
Medium Laser	Turret	1	1
2 SRM 4s	Turret	2	4
Half MG Ammo (100)	Body	1	0.5
SRM 4 Ammo (25)	Body	1	1
Infantry	Body	1	6



Overview

The Marder is a medium size IFV (Infantry Fighting Vehicle), combining infantry transport capacity with firepower and armored protection to actively participate in combat. Based on the Sultan Heavy Tank, the Marder has lighter armor and a much lighter turret. The engine was moved to the front, creating the necessary space to carry conventional infantry units.

Capabilities

The 6-ton infantry bay is able to carry one full motorized platoon or two foot platoons. The weapon arrangement favors close combat and is very efficient against enemy troops and combat vehicles with 1 Medium Laser and two SRM4 launchers. A front Machine Gun is added in most of the variants when not exchanged for extra SRM ammo. A third variant exchange one or two SRM launchers for LRM launchers.

Deployment

Marders are deployed in a proportion of one for every two Sultan Heavy Tank and are the main transport vehicle for motorized infantry troops. Marder crews receive additional training in urban environment.

Crusader AC10

Mass: 45 tons

Movement Type: Tracked

Power Plant: 225 Fuel Cell

Cruising Speed: 54 kph

Maximum Speed: 86.4 kph

Armor: Standard

Armament: 1 AC/10; 1 Machine Gun

Tech Rating/Availability: E/E-F(F*)-D-D

Cost: 1,250,625 C-bills

Battle Value: 736

Overview

The Crusader is an attempt to recreate the 20th century concept of the Main Battle Tank (MBT) with a well-balanced combination of mobility, protection and firepower.

Capabilities

With 9,5tons of armor, 86km/h of maximum speed and armed with one Autocannon class 10, the Crusader is fast enough to perform armed recon missions and well-armed and protected for assault missions. Besides the autocannon, one Machine Gun is added to deal with infantry and other unarmored targets. Nevertheless, the high mobility in a 45ton tank is only achieved with the use of a fragile Fuel Cell engine, strategically placed in the rear compartment of the vehicle with large access doors that allow the substitution of the engine in less than 60min.

Deployment

The Crusader is used by elite armored cavalry units preferably in combination with missile carriers of some sort. A second variant armed with an LB-10X and one additional ton of flak ammo was later developed as a counter measure against fast combat vehicles, specially VTOLs

Equipment	Mass	
Internal Structure		4.5
Engine	225 Fuel Cell	12
Cruising MP:	5	
Flanking MP:	8	
Heat Sinks:	1	0
Control Equipment:		2.5
Power Amplifier:		0
Turret:		1.5
Armor Factor:	152	9.5

	Internal Structure	Armor Value	
Front	5		40
R/L Side	5/5		30/30
Rear	5		22
Turret	5		30

Weapons and Ammo	Location	Critical	Tonnage
Trailer Hitch	Rear	0	0
Machine Gun	Turret	1	0.5
AC/10	Turret	7	12
Half Machine Gun Ammo (100)	Body	1	0.5
AC/10 Ammo (20)	Body	2	2

SULTAN

Mass: 65 tons
Movement Type: Tracked
Power Plant: 195 ICE
Cruising Speed: 32.4 kph
Maximum Speed: 54 kph
Armor: Standard
Armament: 2 AC/10
Tech Rating/Availability: E/C-D-D-D
Cost: 1,380,638 C-bills
Battle Value: 791

Equipment	Mass	
Internal Structure		6.5
Engine	195 ICE	16
Cruising MP:	3	
Flanking MP:	5	
Heat Sinks:	0	0
Control Equipment:		3.5
Power Amplifier:		0
Turret:		2.5
Armor Factor:	152	9.5

	Internal Structure	Armor Value
Front	7	40
R/L Side	7/7	30/30
Rear	7	22
Turret	7	30

Weapons and Ammo	Location	Critical	Tonnage
Trailer Hitch	Rear	0	0
2 AC/10s	Turret	14	24
AC/10 Ammo (30)	Body	3	3



Overview

The Sultan is a low-cost heavy tank with excellent firepower and good armor protection. Compared to other heavy tanks like the Patton or the Manticore, it costs about one-half for a similar or better firepower, equivalent defense and slightly inferior speed and mobility.

Capabilities

Instead of a variety of multi-range weapons, the Sultan is armed only with two Autocannons class 10. They provide heavy firepower with long range and allow accurate shooting from beyond the short range of SRMs and other light weapons. The option for an ICE conventional engine sacrificed its speed, restricting its use to defensive or assault missions. It also depends on other units for longer range fire support and point-blank defense against infantry, however it proved to be a very effective tank against BattleMechs of any class.

Deployment

The Sultan were organized in dedicated lances of four tanks, operating in close formation for mutual support. These lances were often also followed by other combat vehicles, specially the Marder Infantry Fighting Vehicles and LRM-carrier VTOLs (Wildcats or Hellcats)

Variants

Few variants were created. Some users prefer to reduce one ton of AC/10 ammo and add a Machine Gun in the turret with 0.5ton of ammo.

KHALIFA

Mass: 100 tons

Movement Type: Tracked

Power Plant: 300 Fuel Cell

Cruising Speed: 32.4 kph

Maximum Speed: 54 kph

Armor: Standard

Armament: 3 AC/20

Tech Rating/Availability: E/X-E-D-D

Cost: 5,255,000 C-bills

Battle Value: 1,207

Equipment		Mass
Internal Structure		10
Engine	300 Fuel Cell	23
Cruising MP:	3	
Flanking MP:	5	
Heat Sinks:	1	0
Control Equipment:		5
Power Amplifier:		0
Turret:		4.5
Armor Factor:	152	9.5

	Internal Structure	Armor Value
Front	10	40
R/L Side	10/10	30/30
Rear	10	22
Turret	10	30

Weapons and Ammo	Location	Critical	Tonnage
3 AC/20s	Turret	30	42
AC/20 Ammo (30)	Body	6	6

Overview

One of the most deadly combat vehicles of its time, the Khalifa is an expensive assault tank able to deal with any BattleMech of its time.

Capabilities

Armed with three Autocannons class 20, well armored and with decent mobility for a 100ton tank, the Khalifa is a frightening view for any opposing BattleMech and probably its last view if catch in a short-range urban combat or ambush. Besides its lack of long-range weapons or anti-infantry weapons, its main weakness comes from the Fuel Cell Engine, an adaptation from a civilian power plant most used in Heavy IndustrialMechs and utility vehicles. Yet compact, this Fuel Cell engine is prone to malfunctions.

Deployment

Due to the excessive cost and unreliable engine, the Khalifa is used in small numbers mostly in defense of strategic locations. One single unit is a serious threat to any BattleMech if engaged at short range.

History

The first combat deployment of the Khalifa was a complete disaster as most of the units never reached the frontline due to mechanical failures. Later on, their weaknesses were better understood and the Khalifa became a very effective "mech buster".

HOVERCRAFTS

SCIMITAR AC10

Mass: 35 tons
Movement Type: Hover
Power Plant: 105 ICE
Cruising Speed: 86.4 kph
Maximum Speed: 129.6 kph
Armor: Standard
Armament: 1 AC/10
Introduction Year: 2950
Tech Rating/Availability: E/X-D-D-D
Cost: 756,075 C-bills
Battle Value: 500

Equipment	Mass	
Internal Structure		3.5
Engine	105 ICE	7
Cruising MP:	8	
Flanking MP:	12	
Heat Sinks:	0	0
Control Equipment:		2
Lift Equipment:		3.5
Power Amplifier:		0
Turret:		1.5
Armor Factor:	72	4.5

	Internal Structure	Armor Value	
Front	4	20	
R/L Side	4/4	12/12	
Rear	4	12	
Turret	4	16	

Weapons and Ammo	Location	Critical	Tonnage
AC/10	Turret	7	12
AC/10 Ammo (10)	Body	1	1

Overview

This variant of the well-known Scimitar hovercraft carries an AC/10 with one ton of ammo instead of the usual combination of a lighter AC/5 and SRMs in exchange for a small portion of armor protection.

Capabilities

The Autocannon class 10 provides a much higher damage value than an AC/5 with slightly reduced maximum range. Another advantage is the high precision at point-blank range, a major disadvantage of the AC/5.

Deployment

Hovercrafts are very effective in open terrain with plain areas and sparse vegetation or water areas. They are not recommended for narrow passages or urban deployments as they require space to make curves and turns. Under proper conditions, they perform fantastically in hit-and-run engagements.

TUAREG

Mass: 45 tons

Movement Type: Hover

Power Plant: 125 ICE

Cruising Speed: 86.4 kph

Maximum Speed: 129.6 kph

Armor: Standard

Armament: 1 AC/20

Tech Rating/Availability: E/X-E-D-D

Cost: 1,237,375 C-bills

Battle Value: 773

Equipment	Mass
Internal Structure	4.5
Engine	125 ICE 9
Cruising MP:	8
Flanking MP:	12
Heat Sinks:	0 0
Control Equipment:	2.5
Lift Equipment:	4.5
Power Amplifier:	0
Turret:	1.5
Armor Factor:	112 7
	Internal Structure
	Armor Value
Front	5 32
R/L Side	5/5 20/20
Rear	5 20
Turret	5 20
Weapons and Ammo	Location Critical Tonnage
AC/20	Turret 10 14
AC/20 Ammo (10)	Body 2 2

Overview

The Tuareg is a 45-ton hovercraft designed for short-range combats with an Autcannon class 20. Better armored than most of hovercrafts, the Tuareg is able to engage enemy units as a fast main battle tank.

Capabilities

The installation of the AC/20 in a turret adds weight but significantly increase its combat efficiency. Instead of engaging in dangerous short-range head-on attacks like other turretless hovercrafts, the Tuareg is able to accelerate and overtake the target, traverse its turret and fire against the target weaker rear armor.

Deployment

The high acquisition and maintenance costs prevented a larger scale use of this vehicle. However, it became very appreciated by small fast attack units of mercenaries and pirates

VTOLS

HIND Attack Helicopter

Mass: 15 tons
Movement Type: VTOL
Power Plant: 70 ICE
Cruising Speed: 118.8 kph
Maximum Speed: 183.6 kph
Armor: Standard
Armament: 2 LRM 5
Introduction Year: 2950
Tech Rating/Availability: E/X-E-D-D
Cost: 318,750 C-bills
Battle Value: 367

Equipment	Mass	
Internal Structure		1.5
Engine	70 ICE	4
Cruising MP:	11	
Flanking MP:	17	
Heat Sinks:	0	0
Control Equipment:		1
Lift Equipment:		1.5
Power Amplifier:		0
Armor Factor:	32	2

	Internal Structure	Armor Value
Front	2	15
R/L Side	2/2	5/5
Rear	2	5
Rotor	2	2

Weapons and Ammo	Location	Critical	Tonnage
2 LRM 5s	Front	2	4
LRM 5 Ammo (24)	Body	1	1

Overview

The Hind is light attack helicopter, fast and light armored, equipped with LRMs for long range attacks with minimum exposure.

Capabilities

Able to exceed 180km/h and armed with 2 LRM5s, the Hind is well suited for hit-and-run tactics against light armored targets. It is an extremely nimble target.

Deployment

Hinds are deployed in fast attack support lances. Lacking the firepower to deal anything by light BattleMechs and vehicles, they are mainly used in combination with other units with more firepower.

History

Developed as a light fire support for the second-line armored units, it became the preferred armed reconnaissance vehicle of some Houses. Lately, it was extensively copied and employed by small mercenary units and Periphery States.

HIP Transport Helicopter

Mass: 15 tons
Movement Type: VTOL
Power Plant: 70 ICE
Cruising Speed: 118.8 kph
Maximum Speed: 183.6 kph
Armor: Standard
Armament: none
Introduction Year: 2950
Tech Rating/Availability: E/X-E-D-D
Cost: 198,750 C-bills
Battle Value: 161

Overview

The Hip is a fast transport helicopter based on the Hind attack helicopter, with additional armor and 4tons of troop space, specially adapted to embark and disembark jump troops while flying above the ground.

Equipment	Mass
Internal Structure	1.5
Engine	70 ICE 4
Cruising MP:	11
Flanking MP:	17
Heat Sinks:	0 0
Control Equipment:	1
Lift Equipment:	1.5
Power Amplifier:	0
Armor Factor:	48 3

	Internal Structure	Armor Value
Front	2	16
R/L Side	2/2	10/10
Rear	2	10
Rotor	2	2

Weapons and Ammo Location Critical Tonnage

Infantry	Body	1	4
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Jump Platoon (Rifle)

Tech Base: Inner Sphere (Standard)
Tech Rating/Availability: D/D-D-D-D
Transport Weight: 4
Equipment:
 Primary Weapon: 21 Auto-Rifle (Modern, Generic)
 Secondary Weapon: None
 Armor: Generic Infantry Kit
Battle Value: 85
Introduction Year: 2025
Cost: 1,211,494.493 C-bills
Platoon Type (Specialty): Jump (None)
 Ground MP: 1
 Jump MP: 3
Platoon Size (Squad/Platoon): 21 (7/3)
Armor Divisor: 1
To-Hit Modifier (Range in Hexes):
 -2 (0 Hexes), +0 (1 Hexes), +2 (2 Hexes), +4 (3 Hexes)
Maximum Weapon Damage (# of Troopers):
 11 (21), 10 (20-19), 9 (18-17), 8 (16-15), 7 (14-13), 6 (12-11), 5 (10-9), 4 (8-7), 3 (6-5), 2 (4-3), 1 (2-1)

Notes: Typical Jump troop platoon transported in Hips. Small fractions of a platoon (squads) can be used for special infiltration missions, like sabotage and rescue.

Acting from a transport VTOL, these jump troops can disembark from high altitude directly to the landing zone (elevated terrain, forest, top of constructions, etc). Same way, these troops can embark again in the VTOL hovering above.

WILDCAT AC10

Mass: 25 tons
Movement Type: VTOL
Power Plant: 35 ICE
Cruising Speed: 75.6 kph
Maximum Speed: 118.8 kph
Armor: Standard
Armament: 1 AC/10
Introduction Year: 2950
Tech Rating/Availability: E/X-D-D-D
Cost: 725,236 C-bills
Battle Value: 436

Equipment	Mass		
Internal Structure	2.5		
Engine	35 ICE 2		
Cruising MP:	7		
Flanking MP:	11		
Heat Sinks:	0 0		
Control Equipment:	1.5		
Lift Equipment:	2.5		
Power Amplifier:	0		
Armor Factor:	56 3.5		
	Internal Structure	Armor Value	
Front	3	24	
R/L Side	3/3	10/10	
Rear	3	10	
Rotor	3	2	
Weapons and Ammo	Location	Critical	Tonnage
AC/10	Front	7	12
AC/10 Ammo (10)	Body	1	1

Overview

Wildcat is an affordable 25ton helicopter armed with a reliable and effective Autocannon class 10.

Capabilities

Despite the heavy weight of an AC/10, the Wildcat can reach a considerable speed and hunt most to the light and medium BattleMechs, except for the fastest. It can deliver enough damage in a single hit to hip-off arms and legs of light BattleMechs or pierce the rear armor of almost any BattleMech. It is also a hard-to-hit target if stays out of the short range of SRMs and medium lasers. The conventional turbine is cost saving measure in a time that fusion engines are barely need by BattleMechs.

Deployment

Wildcats were designed as light-BattleMechs hunters, but proved useful against enemy BattleMechs of any size if properly used. High fuel consumption and limited range are a major restraint for a wider use of this unit.

History

Before the Wildcat introduction, VTOLs were considered nothing more than recon units, lacking firepower to deal with BattleMech lances or armored formations. The Wildcat introduction had a major impact in this mentality, leading to a more aggressive and intensive use of VTOLs in the battlefield.

Variants

One LRM version with 5 LRM 5s and two tons of ammo was created to act as a long-range support fire unit. The natural evolution of the Wildcat is the 30ton Hellcat armed with an AC/20.

HELLCAT AC20

Mass: 30 tons

Movement Type: VTOL

Power Plant: 70 ICE

Cruising Speed: 75.6 kph

Maximum Speed: 118.8 kph

Armor: Standard

Armament: 1 AC/20

Introduction Year: 2950

Tech Rating/Availability: E/X-E-D-D

Cost: 1,090,000 C-bills

Battle Value: 549

Equipment		Mass
Internal Structure		3
Engine	70 ICE	4
Cruising MP:	7	
Flanking MP:	11	
Heat Sinks:	0	0
Control Equipment:		1.5
Lift Equipment:		3
Power Amplifier:		0
Armor Factor:	56	3.5

	Internal Structure	Armor Value
Front	3	24
R/L Side	3/3	10/10
Rear	3	10
Rotor	3	2

Weapons and Ammo	Location	Critical	Tonnage
AC/20	Front	10	14
AC/20 Ammo (5)	Body	1	1

Overview

The Hellcat AC/20 gunship is a heavy punch 30ton helicopter build around a powerful AC/20. Fast and light armored, relatively inexpensive, it is a very efficient BattleMech-hunter.

Capabilities

The Hellcat AC/20 is armed with the most powerful weapon in the Inner Sphere, the Autocannon class 20, able to delivery massive damage at short distance. Fast enough to outmaneuver all but the fastest BattleMechs, a Hellcat moves around a target and fire against the rear arc whenever possible. While fast and hard to hit at maximum speed, the Hellcat is weak armored and can easily be destroyed by rotor hits. Unexperienced crews had short carriers by exposing themselves in frontal attacks against heavy or assaults BattleMechs. The ammunition carried is also limited to 5 shots, which restricts its use to short engagements.

Deployment

Hellcats AC/20 were deployed in air cavalry lances in combination with its LRM version. Unable to sustain prolonged combats due to the limited ammunition carried, it is mainly used in flanking defensive or offensive maneuvers or fast reinforcement in critical moments.

HELLCAT LRM

Mass: 30 tons

Movement Type: VTOL

Power Plant: 70 ICE

Cruising Speed: 75.6 kph

Maximum Speed: 118.8 kph

Armor: Standard

Armament: 6 LRM 5

Introduction Year: 2950

Tech Rating/Availability: E/X-C-C-C

Cost: 1,010,000 C-bills

Battle Value: 704

Equipment	Mass		
Internal Structure		3	
Engine	70 ICE	4	
Cruising MP:	7		
Flanking MP:	11		
Heat Sinks:	0	0	
Control Equipment:		1.5	
Lift Equipment:		3	
Power Amplifier:		0	
Armor Factor:	56	3.5	
	Internal Structure	Armor Value	
Front	3	24	
R/L Side	3/3	10/10	
Rear	3	10	
Rotor	3	2	
Weapons and Ammo	Location	Critical	Tonnage
6 LRM 5s	Front	6	12
LRM 5 Ammo (72)	Body	3	3

Overview

The Hellcat LRM is 30ton helicopter fully armed with LRMs and specialized in long range fire support.

Capabilities

The VTOL ability to fly over terrain grants it an unblocked line of sight most of the times. This is a major advantage for the best utilization of Long-Range Missiles (LRMs). The Hellcat is also a high-speed vehicle able to quickly reposition itself at the best range to the target. Besides the weak armor and fragile rotors, it is a hard-to-hit target at longer distances. Armed with 6 LRM5, it has a good hitting chance even against the most elusive targets and it is particularly efficient against combat vehicles.

Deployment

Developed after the Hellcat AC/20 version, it was meant to support this first one at a 1-to-1 rate in air cavalry units. Later it became quite appreciated and utilized as a fast LRM carrier by several other units.

HELLCAT Transport

Mass: 30 tons

Movement Type: VTOL

Power Plant: 70 ICE

Cruising Speed: 75.6 kph

Maximum Speed: 118.8 kph

Armor: Standard

Armament: 2 SRM 2

Introduction Year: 2950

Tech Rating/Availability: E/X-D-D-D

Cost: 537,000 C-bills

Battle Value: 276

Equipment	Mass		
Internal Structure		3	
Engine	70 ICE	4	
Cruising MP:	7		
Flanking MP:	11		
Heat Sinks:	0	0	
Control Equipment:		1.5	
Lift Equipment:		3	
Power Amplifier:		0	
Armor Factor:	56	3.5	
	Internal Structure	Armor Value	
Front	3	24	
R/L Side	3/3	10/10	
Rear	3	10	
Rotor	3	2	
Weapons and Ammo	Location Critical Tonnage		
2 SRM 2s	Front	2	2
SRM 2 Ammo (50)	Body	1	1
Infantry	Body	1	12

Overview

The Hellcat Transport is a variant of the Hellcat attach helicopter.

Capabilities

With a much larger fuselage and the elimination of all weapons, except for 2 SRM2 launchers, 12 tons of infantry can be carried: 2 motorized platoons, 3 jump platoons or one foot company (4 platoons). The SRM launchers are often served with Inferno ammo, very effective against enemy infantry and Clan Battlearmor.

Deployment

The Hellcat transport is deployed in dedicated transport lances. It was specially developed to carry Motorized Infantry with Field Guns. The civilian variant with only 0.5 ton of commercial armor and no weapons is also used as a utility transport with 18ton cargo capacity.

History

This is most common Hellcat version being used in military and civil applications. Many were smuggled to Periphery States that re-armed them with the most different weapons and armor combinations.

INFANTRY

Field Gun AC5 (rifle) Motorized infantry

Overview

Equipped with light unarmored vehicles and towing autocannons, the Field Gun Motorized Infantry units are quite mobile and well-armed units

Capabilities

One single squad of eight men is able to operate one Autocannon class 5 with another squad in reserve. Occasionally two units are merged to form a full platoon with two AC/5s but the most usual is to operate in two-squad team with a single weapon. The total weight of this combination has 12ton and can be transported by some combat vehicles, like the Hellcat Transport.

Deployment

Normally deployed as part of a in-deep defense, they are placed in strategic positions for better use of the good range of the AC/5. Enemies that get too close need to deal with the 16-men rifle armament.

Tech Base: Inner Sphere (Standard)

Tech Rating/Availability: C/X-X-D-D

Transport Weight: 12

Equipment:

Primary Weapon: 16 Auto-Rifle (Modern, Generic)

Secondary Weapon: None

Battle Value: 101

Cost: 587,446.722 C-bills

Notes: 1 AC/5 with 20 rounds of ammo. Requires 8 soldiers to operate.

Platoon Type (Specialty): Motorized (None)

Ground MP: 3

Platoon Size (Squad/Platoon): 16 (8/2)

Armor Divisor: 1

To-Hit Modifier (Range in Hexes):

-2 (0 Hexes), +0 (1 Hexes), +2 (2 Hexes), +4 (3 Hexes)

Maximum Weapon Damage (# of Troopers):

8 (16-15), 7 (14-13), 6 (12-11), 5 (10-9), 4 (8-7), 3 (6-5), 2 (4-3), 1 (2-1)



For Field Guns rules refer to *Battletech - Tactical Operations*, page 311.

For Hidden Units refer to *Battletech - Total Warfare*, page 259

Field Gun AC20 (rifle) Motorized Infantry

Overview

Equipped with light unarmored vehicles and towing autocannons, the Field Gun Motorized Infantry units are quite mobile and well-armed units

Capabilities

A massive Autocannon class 20 requires no less than a 14 crew to be operated. Two other squads of 7 men each remains in reserve. Specialized in urban and jungle warfare, they are capable to quickly hide inside building or vegetation, surprising their targets with point-blank deadly shots. Few mechs and combat vehicles are properly armed to deal with conventional infantry except at short ranges, which exposes them to AC/20 or rifle fire.

Deployment

The very low maintenance costs favor their use as garrison troops in urban or jungle areas.

Tech Base: Inner Sphere (Standard)

Tech Rating/Availability: C/X-E-D-D

Transport Weight: 20.5

Equipment:

Primary Weapon: 28 Auto-Rifle (Modern, Generic)

Secondary Weapon: None

Battle Value: 215

Cost: 1,111,406.763 C-bills

Notes: 1 AC/20 with 5 rounds of ammo. Requires 14 soldiers to operate.

Platoon Type (Specialty): Motorized (None)

Ground MP: 3

Platoon Size (Squad/Platoon): 28 (7/4)

Armor Divisor: 1

To-Hit Modifier (Range in Hexes):

-2 (0 Hexes), +0 (1 Hexes), +2 (2 Hexes), +4 (3 Hexes)

Maximum Weapon Damage (# of Troopers):

15 (28), 14 (27-26), 13 (25-24), 12 (23-22), 11 (21-20), 10 (19-18), 9 (17-16), 8 (15-14), 7 (13), 6 (12-11), 5 (10-9), 4 (8-7), 3 (6-5), 2 (4-3), 1 (2-1)

Urban Warfare Militia

Motorized Infantry Platoons armed with an AC/20 are often deployed in Company size units to defend densely populated cities, in combination with other foot infantry units and many different combat vehicles.

COMBAT UNITS

MECH-DESTROYER BATTALIONS

The Mech-Destroyer Battalions were created around 2885 by House Marik (Free World League) in the middle of the Third Succession War and the first combats involving them taken place one year after.

Disturbed by internal conflicts, House Marik had to often send small BattleMech forces to "pacify" revolting planets or fight small mercenary units. However, the threat of other Succession States was the major priority for the first line units, leaving these tasks to second line mechs and various types of combat vehicles and infantry. Lack of training, poor tactics and high operating costs lead to shameful defeats, risking the stability of House Marik.

For this reason, a specialized force was created and named Mech-Destroyer Battalions. With a very defensive nature, the mech destroyer concept envisioned the battalions acting as independent units that would respond to enemy BattleMech attacks.

Besides the "Battalion" name, the Mech-Destroyer units were organized in a multi-level organization, starting from a single lance of four vehicles, up to a full Division with more than 300 vehicles and supported by infantry units and auxiliary vehicles.

Men and Machines

Lack of time and resources determined the main characteristics of these units:

1. They should use only conventional combat vehicles and infantry. Instead of scarce fusion engines, all vehicles use Internal Combustible Engines (ICE) and the most basic equipment and weapons. Recruiting soldiers across the planets was not a problem and extensive foot infantry platoons could be attached to the combat units.
2. To train a mechwarrior is a long and expensive process, allowing one single person to pilot a multi-million C-Bill warmachine. On the other hand, combat vehicles are managed by a small crew (2 to 5, most of the time) that divide their functions and can be trained quickly and simultaneously.
3. A mechwarrior is supposed to take his own decisions and promptly adapt to tactical changes during combat. A Mech-Destroyer unit is based on a rigid command structure and their crews are expected to act, not to think!
4. High standardization is required to reduce operation and maintenance costs. So, each lance is equipped with few models instead of the typical diversity of a mech lance.
5. Whenever possible, the vehicle crews and troops are recruited locally and quickly trained in VR simulators. Small quantities of vehicles and other equipment is left in the various planets to keep the contingents trained and ready for combat as soon as more equipment can be produced locally or brought.

Organization and Equipment

Instead of naming the units as Recon, Assault, Medium, etc. the combat units are of only three different types:

- **LIGHT:** fully equipped with light VTOLs, they favor high speed and mobility over firepower and armored protection.

Due to limited firepower and reduced crews, Light Companies are organized in 4 lances of 4 VTOLs each:

- 3 Attack Lances of *Hinds* (12 units)
- 1 Transport Lance of *Hips* (4 units)
- 1 Infantry company of 4 Jump Platoons, attached to the Transport Lance

These units are not supposed to hold the ground but to execute fast attack actions and special missions (infiltration, rescue, etc). Armed Recon, Scout and attack missions against weakly armed enemies are under the most common tasks. Eventually, these units are also assigned to perform long-range fire support in combination with heavier units.

- **MEDIUM:** fully based on light and medium weight wheeled vehicles these units have good mobility, medium firepower and light armored protection.

The standard company is equipped with 3 lances:

- 1 Scout Lance of Greyhound (4 units)
- 1 Shock Lance of Puma AFV (4 units)
- 1 Transport and Attack Lance of Puma IFV (4 units)
- 1 Infantry company of 4 Foot Platoons, attached to the Transport Lance

These are the most versatile units of the Mech-Destroyer Battalions, able to perform from Recon to Assault. They are also the most economic to build and operate. Best employed in fluid actions are often assigned to escort and hunter-killer missions, against mechs and/or combat vehicles and infantry.

- **HEAVY:** equipped with tracked vehicles, they favor firepower and armored protection in exchange for reduced mobility.

The standard company is equipped with 3 lances:

- 2 Shock Lances of Sultan (8 units)
- 1 Transport and Attack Lance of Marder IFV (4 units)
- 1 Infantry company of 4 Motorized Platoons, attached to the Transport Lance. This units are known for their high mobility and firepower and are the best trained infantry in a Mech-Destroyer Battalion.

The Heavy Companies are the backbone of the Mech-Destroyer Battalions and are assigned to the main defensive or assault missions. One company is considered able to deal with any Heavy BattleMech Lance.

A typical Mech-Destroyer Battalion consisted of:

- Two Heavy Companies
- One Medium Company.
- One Light Company.
- One Command Company with transport, repair and command vehicles.

One or more Heavy Companies can be replaced by Medium Companies depending on the enemy strengths.

The two Heavy Company are used as the main resource against enemy BattleMechs and other combat units but depend on the Light Company VTOLs for armed recon and long-range fire support. The Medium Company is very versatile, performs various missions and is normally assigned to protect the elements of the Command Company.

BLITZKRIEG AIR CAVALRY

The *Blitzkrieg* (Lightning War) Air Cavalry units were created to take full advantage of the VTOL capabilities against other units, specially BattleMechs.

Also called *Luftpanzers* (flying tanks), these are relatively large helicopters armed with heavy weapons. Armor is on the lower side and the main defense is their high speed and mobility.

Initially just acting as small support unit to other combat vehicles, these VTOLs proved so efficient that were later assigned to VTOL-only large units with exclusive combat tactics. By not utilizing other vehicles than VTOLs, the Blitzkrieg units are not affected by terrain and are not hold behind because of other slower vehicles. Larger formations also count with infantry support, transported in specialized VTOLs.

The standard lance utilizes 2 Hellcat AC/20 and 2 Hellcat LRM. The first one is used in short range attacks, normally surrounding the targets and firing against the rear arcs. The LRM units keep moving fast and firing whenever possible at optimum short range of the LRMs. The LRM version is also responsible for laying minefields in defensive missions and smoke rounds are also used to provide cover while other units approach their targets.

Second line formations utilize the smaller and cheaper Wildcat VTOL in a similar fashion. The Wildcat AC/10 is very liked by their crews in comparison to the Hellcat AC20 as long it can fire at longer ranges exposing much less the unit to enemy fire. VTOLs are particularly vulnerable to weapons that score many hits, like missile clusters and LB-X cannons. However, the Hellcat AC20 has enough firepower to achieve a single shot destruction of most Light BattleMechs and also penetrate the rear armor protection of any size BattleMech and became the commander's preferred choice.

Larger formations (companies, battalions, divisions) keep the same balance between AC and LRM units. When the deployment requires, a few recon units (Hinds, most usually) are added. In the same manner, one lance of Hellcat Transports can be added also. Jump Troops are more commonly used but also Motorized Infantry with AC/5 Field Guns can be transported.

The basic *Blitzkrieg* Air Cavalry Battalion consisted of:

- Three Attack Companies with 6 Hellcat AC/20s and 6 Hellcat LRMs per company, which totals for 36 combat vehicles.
- One Armed Recon detachment with 2 Hinds

Command and support units are not organic to *Blitzkrieg* units, that are normally attached to a home base or another combat unit.