

DESIGN QUIRKS (OPTIONAL)

Classic *BattleTech* story and sourcebook fiction is filled with descriptions of various designs whose unique quirks affect their abilities—from the *Javelin* and its off-center of gravity that makes it prone to falling at high speeds, to the *Catapult* and its faulty jump jets that can break and increase its heat during battle, to the *Behemoth* DropShip that requires two docking collars and so on. There are also illustrations of 'Mechs that often fall far outside the norm, such as the *Stalker* that plainly doesn't have arms, or the *Jenner* that has obvious difficulty torso twisting and so on.

However, game design and balance cannot be dictated by fiction or illustrations. Therefore, while such fiction is fun and believable and the wide variety of illustrations provides a wonderful diversity, not seeing such unique quirks play out on the field of battle—particularly when real-world vehicles provide so many existing quirks—lessens the connection between the universe and the game board.

Design quirks are a set of optional rules that allow players to bring the individuality of illustrations and story and sourcebook fiction—not to mention the uniqueness that can result from an endless series of field patches by a resourceful tech—to the gaming table. This section provides a series of positive and negative quirks, each with a numerical value that determines the relative strength or weakness of a given quirk. As this section—like all sections in this book—is considered advanced rules, it is strongly recommended that if a player chooses a positive quirk for a design, he or she should give it negative quirks of equal or greater value as well. All players in a group should agree to the use of design quirks before play begins, and so each playing group can decide if negative quirks must balance positive quirks.

POSITIVE DESIGN QUIRKS

The following positive design quirks each contain a rule that enhances how the design performs during a game, whether during movement or combat, a heat-related advantage and so on. Some positive quirks are available only to certain types of units, as indicated on the Positive Quirk Table. When applying a quirk to weapons grouped into a bay, all weapons receive the quirk, but the cost is only paid once.

Accurate Weapon (Variable Points)

Being of exceptional design, a weapon or bay is more accurate than normal, and so all to-hit target numbers for that weapon or bay receive a -1 modifier. The cost is 1 point per 5 points (or fraction thereof) maximum damage the weapon or bay can inflict. More than one weapon or bay on a unit can receive this positive quirk, but the cost for each must be paid.

Anti-Aircraft Targeting (Variable Points)

The unit has an advanced targeting system that can accurately target flying units: VTOLs, WiGEs, conventional and aerospace fighters, Fixed-Wing Support Vehicles, DropShips and units performing a combat drop (see p. XX). All attacks against such units while airborne (not grounded) receive a -2

target number modifier. The cost is 1 point per 7 points (or fraction thereof) maximum damage that all the weapons mounted on the unit can inflict (excluding physical attack weapons). This bonus is only available when the unit itself is on the ground.

Atmospheric Flyer (3 Points)

This aerospace unit is exceptionally stable and maneuverable when operating in atmosphere. All control rolls receive a -1 target number modifier while in atmosphere.

Battle Computer (5 Points)

The unit is an advanced command unit equipped with a powerful tactical battle computer that allows for more effective command of a battle force. Each turn the unit is on the battlefield and the MechWarrior or crew is conscious, their battle force receives a +2 modifier to all Initiative rolls. This modifier is not cumulative with that of a Command BattleMech.

Combat Computer (3 Points)

The unit possesses an advanced combat computer like that installed in the *Stalker*. The computer can aid the MechWarrior or pilot in managing heat levels, and each turn the unit will generate four points of heat less than normal (but never less than zero).

Command BattleMech (2 Points)

Some BattleMechs, such as the *Atlas*, *BattleMaster*, *Black Knight*, *King Crab*, *Mongoose*, *Marauder* and *Wolverine*, are designed as command units. During each turn that one or more Command BattleMechs are present on the battlefield, a battle force receives a +1 modifier to all Initiative rolls. This modifier is not cumulative with a Battle Computer.

Cowl (4 Points)

The 'Mech has been outfitted with a protective cowl that provides an additional 3 points of head armor against all attacks except those that originate along the row of hexes directly in front of the cowed 'Mech.

Docking Arms (1 Point)

The unit is equipped with docking arms to assist DropShips and Small Craft attempting to mate with a docking collar. Piloting rolls for assisted docking attempts receive a -1 target number modifier.

Easy to Maintain (1 Point)

Some units, such as the *Thorn*, are easier to maintain and repair. All repair or replacement rolls made for a unit with this quirk receive a -1 target number modifier.

Easy to Pilot (2 Points)

Training units such as the *Chameleon* and *Crockett* are designed to be easier for a rookie MechWarrior or pilot to operate.

A MechWarrior or pilot with a Piloting Skill of more than 3 will receive a -1 target number modifier for Piloting Skill rolls that they have to make as a result of damage or underlying terrain. More skilled MechWarriors receive no benefit.



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POSITIVE QUIRK TABLE

Type	Cost	'Mech*	Vehicle†	Battle Armor	Fighter/Small Craft‡	DropShip	JumpShip/WarShip/Space Station
Accurate Weapon	Variable	Yes	Yes	Yes	Yes	Yes	Yes
Anti-Aircraft Targeting	Variable	Yes	Yes	No	No	No	No
Atmospheric Flyer	3	No	No	No	Yes	Yes	No
Battle Computer	5	Yes	Yes	No	No	No	No
Combat Computer	3	Yes	No	No	Yes	No	No
Command BattleMech	2	Yes	No	No	No	No	No
Cowl	4	Yes	No	No	No	No	No
Docking Arms	1	No	No	No	No	No	Yes
Easy to Maintain	1	Yes	Yes	Yes	Yes	Yes	Yes
Easy to Pilot	2	Yes	No	Yes	Yes	Yes	Yes
Extended Torso Twist	3	Yes	No	No	No	No	No
Fast Reload	1	Yes	Yes	Yes	Yes	No	No
Hyper-Extending Actuators	1	Yes	No	No	No	No	No
Improved Cooling Jacket	1	Yes	No	No	Yes	Yes	Yes
Improved Communications	2	Yes	Yes	Yes	Yes	Yes	Yes
Improved Life Support	1	Yes	No	Yes	No	No	No
Improved Sensors	3	Yes	Yes	No	No	No	No
Improved Targeting, Short	3	Yes	Yes	No	Yes	Yes	Yes
Improved Targeting, Medium	4	Yes	Yes	No	Yes	Yes	Yes
Improved Targeting, Long	5	Yes	Yes	No	Yes	Yes	Yes
Internal Bomb Bay	3	No	No	No	Yes	Yes	No
Modular Weapons	1	Yes	Yes	Yes	Yes	Yes	No
Multi-Trac	2	Yes	No	No	No	No	No
Narrow/Low Profile	3	Yes	Yes	No	No	No	No
Protected Actuators	1	Yes	No	No	No	No	No
Reinforced Legs	1	Yes	No	No	No	No	No
Searchlight	1	Yes	Yes	No	No	No	No
Stable	2	Yes	No	No	No	No	No
Variable Range Targeting	Variable	Yes	No	No	No	No	No

*Includes IndustrialMech, BattleMech or OmniMech

†Includes Combat Vehicle, Support Vehicle

‡Includes Fixed-Wing Support Vehicle

§Includes Satellite

Extended Torso Twist (3 Points)

Unlike most 'Mechs, one with this quirk can turn its torso much further. When torso twisting, the 'Mech can change its facing by one or two hexsides.

Fast Reload (1 Point)

BattleMechs like the *Hatchetman* and *Enforcer* use large removable ammunition magazines that allow them to reload much faster than normal. Units with this quirk can reload in half the normal time.

Hyper-Extending Actuators (1 Point)

The arm actuators of a 'Mech with this quirk can bend much further than normal. Even if it has lower arm and/or hand actuators, it can still tip arms to re-orient all arm-mounted weapons into its rear arc.

Improved Cooling Jacket (1 Point)

One weapon's design incorporates a highly effective cooling jacket. When fired, this weapon generates 1 point less heat (never less than 1 point). More than one weapon or bay can have this positive quirk, but the cost for each must be paid.