

## BattleTech to Wardogs Conversion Guide

The following conversion is based on establishing a core of common Equipment that represents BattleTech mechs, and then customizing each design for armor and weaponry. Armor ratings are based on simple formulas (listed below), but since Wardogs armor represents protection from punch-through and critical hits, while BattleTech armor is more ablative in nature, another solution was needed to represent the overall bulk of BattleTech armor. My eventual solution was to use "Energy Shields", which negate 1-3 hits per turn, as a way to represent the protection against interior damage that BattleTech armor gives, while using normal Armor Points to represent how hard it would be to punch through to the criticals in a concentrated series of hits. This paired system gives an Armor Points range of 2-6 and an Energy Shields range of 1-3. The weapon damage ratings were matched against the Armor Points range, in an attempt to scale the relative likelihood of armor penetration. This resulted in a d4 rating for medium lasers, AC5's, and missile clusters, a d6 rating for Large Lasers, and a d8 rating for PPC's. It will be noted that the d4 weapons will have a hard time punching through AP5, as they will need to get to close range and roll a 4, and that they cannot harm AP6 at all. Since these weapons do relatively little damage to those mechs who rate AP5-6 (large Heavies and Assaults), I felt that this was an acceptable trade-off, especially as the alternative was to upgrade them to d6, which both seemed over-powered and would have required an upgrading of the other weapon damage ratings. However, once these heavily armored mechs are "worn down" by heavier weapons, the larger number of small weapons will come into their own and represent a serious threat. It should be noted that in order to qualify for AP6 a mech would have to have 50+ CT armor, which for 3025 era mechs means only seven of the heaviest designs (Battlemaster, Highlander, Banshee, Imp, Marauder II, Atlas, and King Crab). If you want to avoid AP6 altogether, then I recommend rating those mechs as AP5 and assigning them a bonus level of Shields (even in excess of the normal maximum of 3).

### Basic Design Settings

Size = Tons / 10, rounded down

Tech Level = Fusion

Armor Points = Center Torso armor / 10, rounded up, +1 (ranging from 2-6)

*Note: "Energy Shield" Level = average of all armor except Head and Rear / 10, round normally (L1 - L3)*

Movement Points = Running Speed

### Standard Equipment

Ejection System: 1 EM, 1 HP, +2 Defensive

Superior Gyroscope: 2 EM, +3 Stability

Thermal Dampers L4: 30% EM, -67% Thermal

Energy Shields L1 – L3: 3 EM per level, +4 Defensive per level, +1 Thermal per level (L1 +2 Thermal)

Right Arm: 1 EM, +1 Offensive

Left Arm: 1 EM, +1 Offensive

Legs: 1 EM, +1 Offensive, +1 Stability

Jump Jets (if applicable): 10% EM's, +4 Offensive, +1 Thermal (2/3 Running speed, i.e. Walking speed)

<u>Weapon</u>	<u>Type</u>	<u>Rng</u>	<u>RoF</u>	<u>Dmg</u>	<u>Modifications</u>
MG	Kinetic	1	1	d4-2	Reduced Damage x2, Extra Ammo x4
AC2	Kinetic	4	1	d4-2	Reduced Damage x2, Inverted Range Mod's, Extra Ammo x3
AC5	Kinetic	4	1	d4	Inverted Range Mod's, Extra Ammo
AC10	Kinetic	3	1	d8	
AC20	Kinetic	2	2	d8	Armour Piercing, Heavy Explosive
Small Laser	Energy	1	½	d4-2	Reduced Damage x2, Slow Firing x3
Medium Laser	Energy	2	1	d4	Slow Firing x2
Large Laser	Energy	3	1	d6	Slow Firing
PPC	Energy	4	1	d8	Inverted Range Mod's
SRM2	Kinetic	2	1	d4-2	Reduced Damage x2, Extra Ammo x4
SRM4	Kinetic	2	1	d4	Extra Ammo
SRM6	Kinetic	2	2	d4	
LRM5	Kinetic	4	1	d4-2	Inverted Range Mod's, Extra Ammo
LRM10	Kinetic	4	1	d4	Inverted Range Mod's
LRM15	Kinetic	4	2	d4	Inverted Range Mod's
LRM20	Kinetic	4	3	d4	Inverted Range Mod's

### Alternate Weapon Lock System

If you want more of the BattleTech feel to combat, roll Lock for each weapon system rather than once per unit. This will give a more uneven result that may feel more like the typical BattleTech swings of luck, but will definitely slow down game-play.

### Alternate Critical Hit Table

2	Cockpit Destroyed
3	Arm Destroyed
4	Weapon Destroyed
5	Arm Damaged
6	Weapon Damaged
7	(Internal Structure: No critical hit.)
8	Equipment Damaged
9	Leg Damaged
10	Equipment Destroyed
11	Leg Destroyed
12	Power Plant Destroyed

Arm Damaged	-2 to hit in melee, arm mounted weapons must re-roll to hit.
Weapon Damaged	must re-roll to hit.
Equipment Damaged	off-line next turn, subsequent turns roll 1d6: 1 = off-line for that turn.
1 <sup>st</sup> Leg Damaged	MP's reduced to $\frac{1}{2}$ (round down, min. 1), loss of +1 Stability bonus.
2 <sup>nd</sup> Leg Damaged	MP's reduced to $\frac{1}{4}$ (round down, min. 1), -2 Stability penalty.

### Partial Equipment Damage and Destruction

In order to better mimic the gradual destruction of unit capabilities in Battletech, I have listed the Thermal Dampers and Energy Shields by individual Levels in the Equipment section. This has two effects: firstly, it makes these systems (thermal control and basic armor protection) the most likely targets of weapons damage, which fits the BattleTech model, and secondly, it allows for partial degradation of these systems. For instance, a hit on one Level of Thermal Dampers (always Level 4) would only effect 25% of overall Dampening, while a hit on one Level of Energy Shields would only reduce protection by one level. Wherever there are extra effects not evenly divisible by the levels of Dampeners or Shields, I have placed the extra effects with the first level.

### Note: Vehicle Armor

*AP = frontal armor / 10, rounded up to nearest integer as mechs, but no additional +1*

*Shield Level = all armor except turret (4 locations) / 80 (i.e. factored at half value of mech armor)*

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