BATTLETECH

LAND-AIR BATTLEMECHS

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Version 1.04

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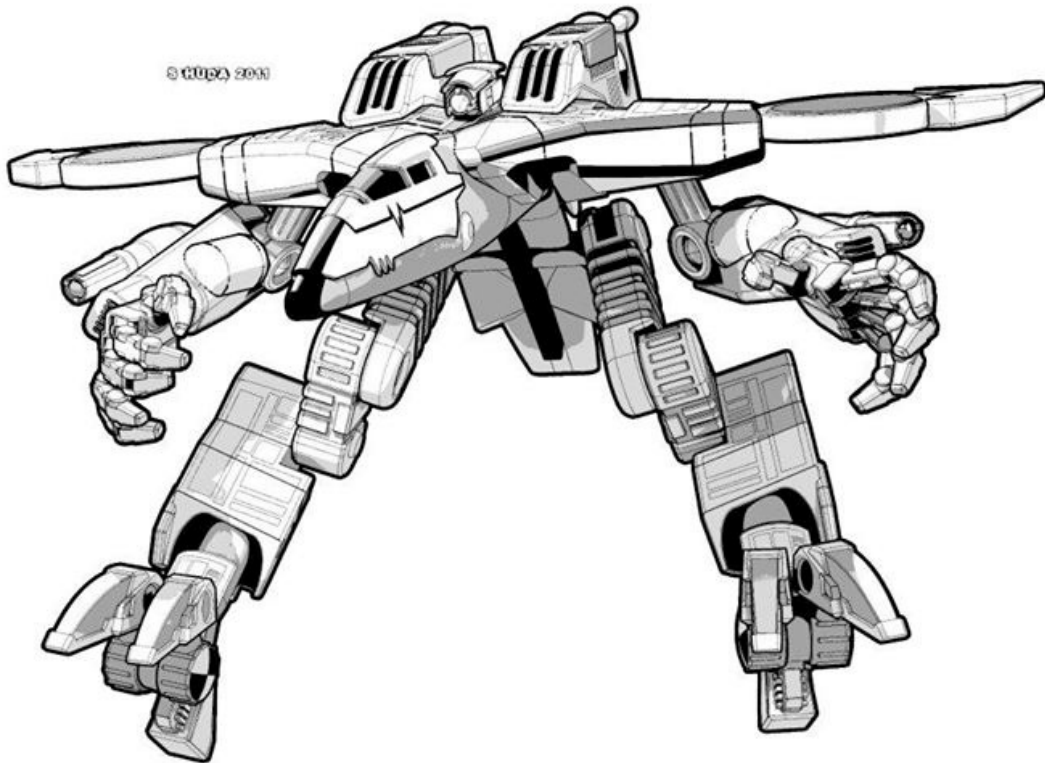Contributors: Members of the HeavyMetal forums

RULES REFERENCES
FASA's Tactical Handbook
Catalyst's Record Sheets 3085
Catalyst's Beta release of Interstellar Operations

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LAND-AIR BATTLEMECHS

Land-Air BattleMechs, also called Land AirMechs or LAMs, are a remnant of Star League technology rarely used on the modern battlefield. Jacks-of-all-trades and masters of none, in the middle of a battle, these fighting machines can change their configuration to that of a BattleMech, an AeroSpace Fighter, or a hybrid mode with some of the advantages of both. LAMs served as highly mobile recon and light strike units for the Star League Army, as well as special commando strike forces for the World of Blake, and continue those roles into modern times. But with the old Irece factory having been converted to build OmniMechs, and the World of Blake factories having had a rough time during the Jihad, spare parts are hard to come by though. That requires any pilot of this uncommon class of BattleMech to be very careful with their rides as heavily damaged LAMs are often stripped to keep their surviving brethren operational. Few LAM pilots will risk their LAMs in straight up combat against other BattleMechs, though LAMs are mobile enough to keep much heavier armed and armored BattleMechs busy at need. The need must be very great though.
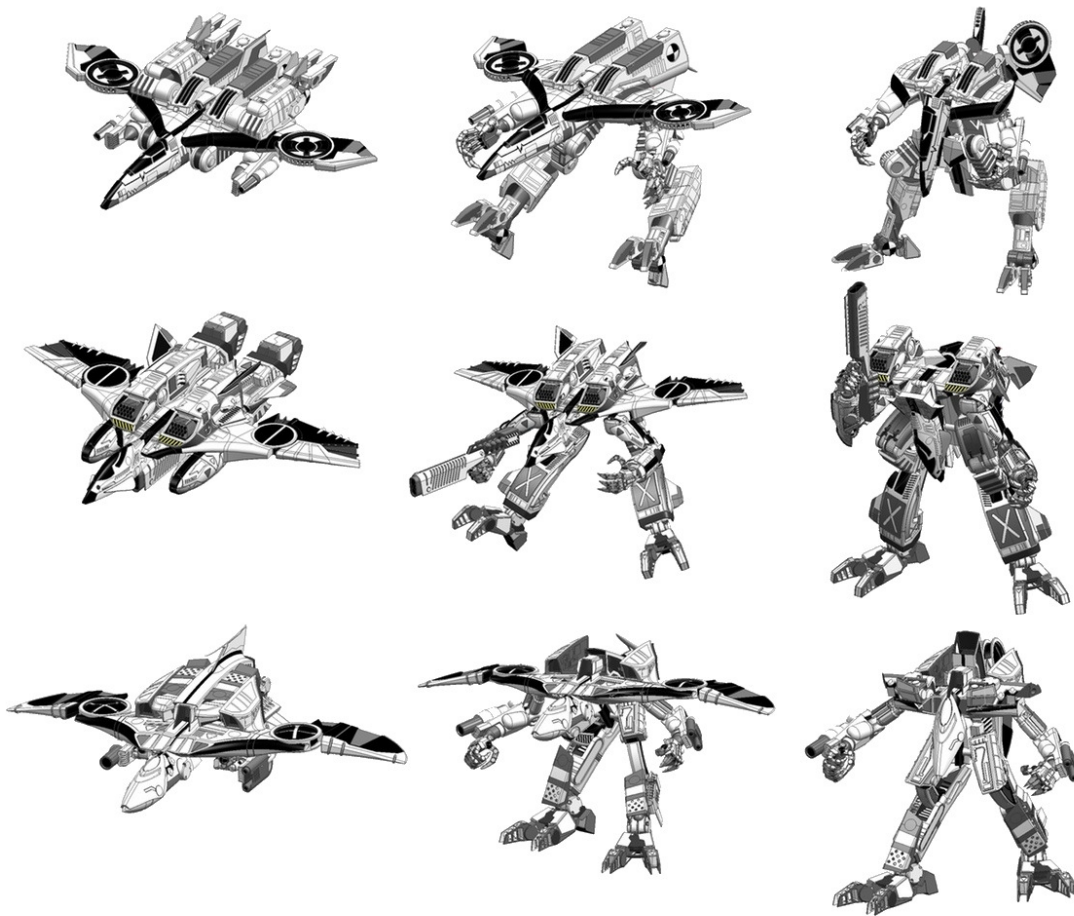
INTRODUCTION

The last complete game rules published for LAMs was in FASA's Tactical Handbook. These rules are based on that publication, with modifications to make them compatible with the rules and designs included in Record Sheets 3085. There are also come rules imported from the Beta release of Interstellar Operations that has not yet been published. The goal of these rules is to provide updated LAM rules that are fun and easy to play with and against.

GENERAL GAME RULES

LAM pilots need separate BattleMech and AeroSpace Gunnery and Piloting skills. They use BattleMech skills when in BattleMech mode and AeroSpace skills when in AeroSpace fighter mode. When in AirMech mode they use BattleMech skills on the ground and AeroSpace skills when in flight.

When the LAM's armor is damaged, in any mode, damage is marked off on the BattleMech record sheet. If the armor is penetrated, in any mode, damage passes to the internal structure. Because the side torsos become the bulk of a LAM's flight surfaces, if either side torso's internal structure is destroyed, the LAM can no longer fly in atmosphere in any mode, and will instantly crash if in flight. When the center torso's internal structure is destroyed, the LAM, in whatever mode it currently exists, is destroyed.

A LAM is given the benefits of having a Partial Wing in some modes.

BiModal LAMs are a prototype LAM that has only two modes. BattleMech and AeroSpace fighter.

CONVERSIONS

It takes one full BattleTech turn for a LAM to convert from one mode to another and it can transform in space, air, or on the ground. When using space-based turns of 1 minute, simply choose the final mode. In either case they may move and make attacks during this turn, but all attacks suffer from a +3 Attacker Movement Modifier. When in space-based turns, use the restrictions from the last transformation. Also, certain critical hits will prevent conversion. BiModal LAMs convert between BattleMech and AeroSpace Fighter mode in a single turn. Use the Movement Restriction of their source mode for that turn.

Restrictions While Converting

Conversion Type	Movement Restriction
BattleMech to AirMech	½ normal BattleMech movement
AirMech to BattleMech	½ normal AirMech movement
AirMech to Fighter	Normal AirMech movement
Fighter to AirMech	Normal Fighter movement

Critical Hit Conversion Restrictions

Critical Hit	Conversion Disallowed
Gyro or Hip	To or From BattleMech
Shoulder or Upper Arm Actuator	To or From AeroSpace Fighter
Upper or Lower Leg Actuator	No Conversions allowed

BATTLEMECH MODE

While in BattleMech mode, a LAM is treated as a normal BattleMech with a Partial Wing for all combat and movement purposes. Partial Wing adds +2 Jump MP and provides an extra 3-heat dissipation per turn when in atmosphere.
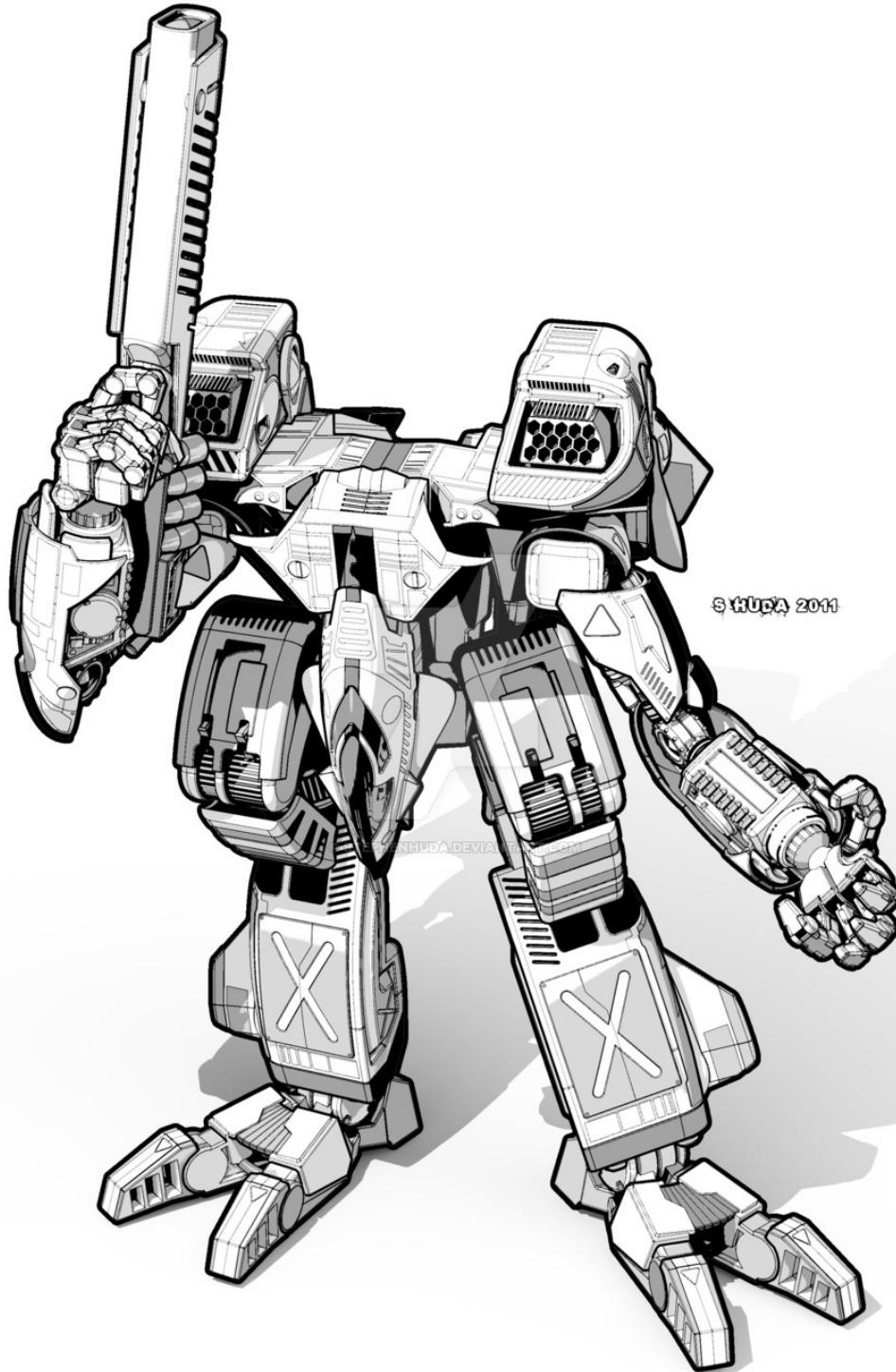
AIRMECH MODE

MOVEMENT

When in AirMech mode, there are two main modes of movement. Ground and flight.

When on the ground, an AirMech moves as a regular BattleMech. Its Walking rate is one-third of its BattleMech Walking rate (round up). Calculate its Running rate as normal. A grounded AirMech cannot jump.

When in flight, a LAM follows all VTOL movement rules. Cruise speed is twice the movement provided by the jump jets. There is no bonus for Partial Wing. Calculate Flank speed normally. It takes 2 movement points to launch, at which time the LAM will begin it's VTOL movement 1 elevation higher than the ground it started on. It also costs two movement points to land. The LAM must move into at least 6 hexes to stay aloft or be forced to land. Vertical elevation changes do not count towards this requirement. An AeroSpace Piloting skill roll with a –4 modifier is required to land safely. This modifier is not applied if being forced to land due to insufficient MP available to fly. Treat a failed landing roll as a standard 1 level fall.

COMBAT

When on the ground an AirMech fires and takes damage as a normal BattleMech, with all appropriate modifiers. AirMechs are 1 level tall and therefore do not benefit from partial cover. All outgoing physical attacks are delivered to the target's legs, or the upper body if one level above the opposing BattleMech. Incoming physical attacks are delivered to the full body chart.

When in flight, an AirMech generates a +3 Attacker Movement Modifier while cruising and +4 AMM while flanking. It also receives a –1 AMM for attacks against ground-attacking or low altitude fighters. An AirMech in flight can perform no physical attacks of any type. An AirMech in flight generates Target Movement Modifier per standard VTOL rules.

An AirMech cannot torso twist, but uses all other standard BattleMech firing arcs.

HEAT

A LAM is treated as having a Partial Wing for purposes of heat. It provides an extra 3-heat dissipation per turn when in atmosphere.

AirMechs generate heat like normal BattleMechs for walking, running, and when firing weapons. When in flight, AirMechs with standard jump jets generate 1 heat for each 3 MP used, rounding up. AirMechs with improved jump jets generate 1 heat for each 6 MP used, rounding up. In all cases, the minimum heat generated when in flight is 3 heat.

AEROSPACE FIGHTER MODE

MOVEMENT

A LAM fighter follows standard AeroSpace fighter rules when in space. Due to a specialization in atmospheric design, LAM fighters gain access to the AeroFighter movement tables when in the atmosphere. A LAM's Thrust rating is equal to its Jump MP without being modified per Partial Wing rules. Calculate OverThrust rating normally.

COMBAT

A LAM in AeroSpace Fighter mode fires weapons as if it were a Fighter. Use the following chart for individual firing arcs.

LAM FIGHTER FIRING ARCS TABLE

| BattleMech Location	Fighter Firing Arc
Head	Nose
Center Torso	Nose
Center Torso (Rear)	Aft
Left Torso	Left Wing
Left Torso (Rear)	Left Wing (Aft)
Right Torso	Right Wing
Right Torso (Rear)	Right Wing (Aft)
Left Arm	Left Wing
Right Arm	Right Wing
Left Leg	Aft
Right Leg	Aft

HEAT

A LAM in fighter mode generates and dissipates heat like a standard fighter. When in atmosphere, a LAM is treated as having a Partial Wing for purposes of heat. It provides an extra 3-heat dissipation per turn when in atmosphere.

DAMAGE

When in fighter mode, roll 2d6 as normal to locate the damage location for fighters. Roll another 1d6 on the following table to see which BattleMech location is hit under each fighter damage location. Mark that damage on the BattleMech record sheet.

LAM FIGHTER HIT LOCATION TABLE

Die Roll	Nose	Aft	Side	Above/Below
2	Center Torso	Center Torso§	Head	Right Torso
3	Right Torso	Right Torso§	Arm‡	Arm†
4	Right Arm	Right Torso§	Center Torso	Arm†
5	Right Arm	Right Arm	Center Torso	Leg†
6	Right Torso	Right Leg	Torso‡	Right Torso
7	Center Torso*	Leg†*	Arm‡	Center Torso
8	Left Torso	Left Leg	Torso‡	Left Torso
9	Left Arm	Left Arm	Leg‡*	Leg†
10	Left Arm	Left Torso§	Leg‡	Arm†
11	Left torso	Left Torso§	Arm‡	Arm†
12	Center Torso	Center Torso§	Leg‡	Left Torso
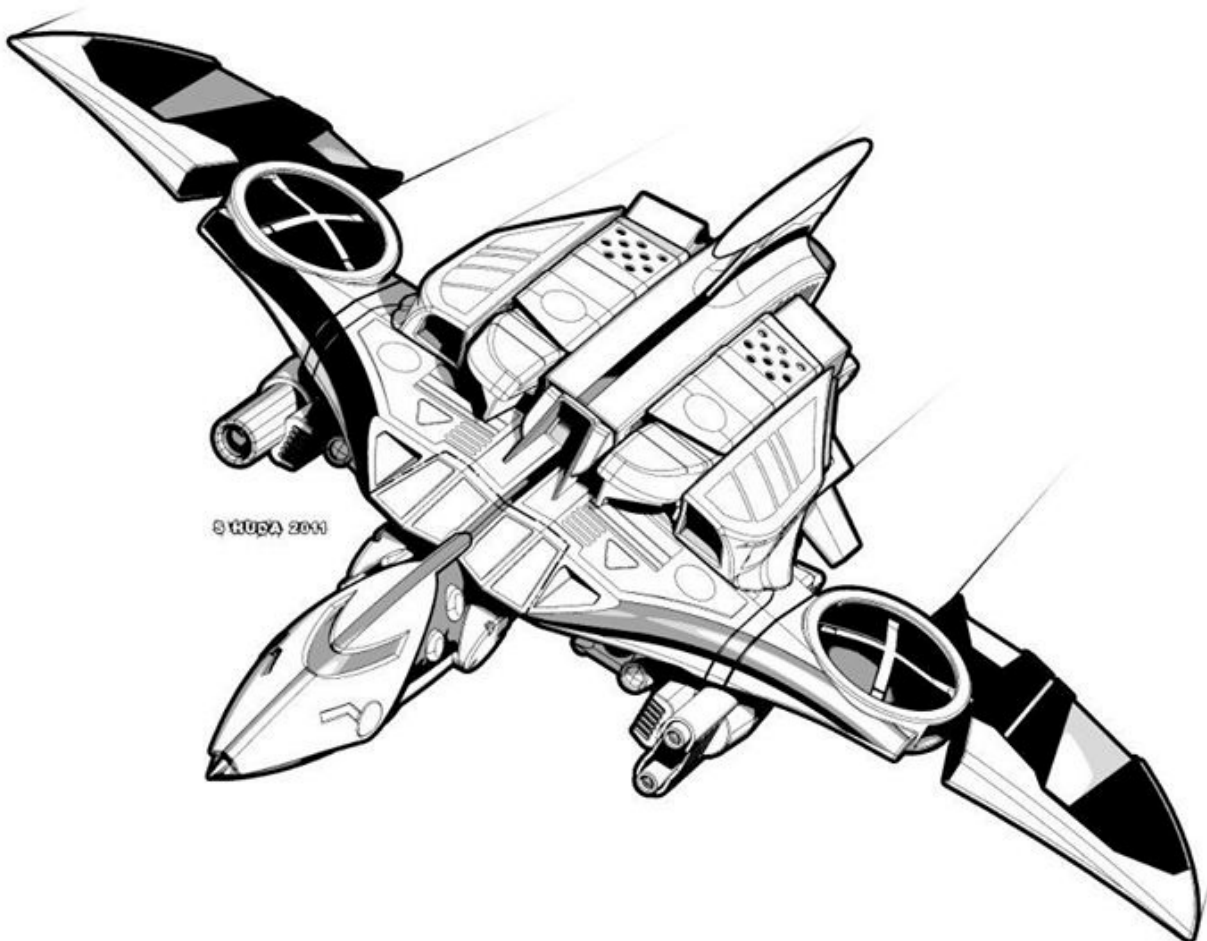
EXTERNAL STORES AND INTERNAL BOMB BAYS

LAMs in AeroSpace fighter mode can mount external stores like bombs and fuel tanks per standard AeroSpace rules. They may carry one external store for every five tons of mass, but each increment of 5 external stores (or part thereof) carried reduces the available thrust by 1. In addition, they are loaded onto the LAM while in AeroSpace mode and must be used or jettisoned before the LAM attempts to leave AeroSpace mode. Safety systems will not allow the transformation with external stores attached.

If the LAM is equipped with Internal Bomb Bays, all external stores must be used or jettisoned before firing internally stored weapons. Only internal fuel or TAG systems can be used if external stores are still attached. If jettisoning unexpended external stores, the action must be announced in the end phase of the turn. Overthrust is not allowed during the following turn as the stores are jettisoned. The process is completed in the following end phase. In space-based one-minute turns, it is considered an instantaneous action, but Qverthrust is still not allowed for that turn.

LAMs may be built with Internal Bomb Bays in the side torso locations. Since these are built inside the LAM, they remain intact throughout all conversions to all modes, and do not hinder any conversions. They also do not affect MP or Thrust ratings in any mode. When in BattleMech mode, only TAG and rocket launchers are usable. Jettisoning the bays follows standard rules for dumping ammo. When in LAM mode, they may be used or jettisoned per normal VTOL rules. When in Fighter mode, they may be used or jettisoned per normal AeroSpace Fighter rules.

LAM INTERNAL BOMB BAY ORDNANCE TABLE

Bomb Type	Description
Air-to-Air Arrow	20-point air-to-air missile (see p. 357, TO)
Anti-Ship Missile	30-point anti-ship missile (see p. 358, TO)
Anti-ship EW Missile	Capital-scale electronic-warfare missile (see p. 358, TO)
Arrow IV Missile	20-point air-to-ground missile, homing or unguided (see pp. 358-359, TO)
Cluster	5-point-per-hex air-to-ground cluster bomb (see pp. 249-250, TW)
Fuel	Provides 40 additional fuel points
High Explosive	10-point standard air-to-ground bomb (see pp. 249-250, TW)
Inferno	Incendiary air-to-ground bomb, generates 10 heat or damage (see p. 359, TO)
Laser Guided	10-point TAG-guidable air-to-ground bomb (see pp. 249-250, TW)
Light Air-to-Air Missile	6-point air-to-air missile (see p. 359, TO)
Rocket Launcher	Provides single-shot Rocket Launcher 10 to unit for air-to-air or air-to-ground use
TAG	Provides TAG weapon to unit (see p. 250, TW)
Thunder	Delivers 20-point standard minefield to target area (see p. 360, TO)
Thunder Active	Delivers 20-point active minefield to target area (see p. 360, TO)
Thunder Vibrabomb	Delivers 20-point vibrabomb minefield to target area (see p. 360, TO)
Torpedo	10-point air-to-water bomb (see p. 360, TO)

CRITICAL HITS

LAM CRITICAL HIT TABLE

Critical Hit	BattleMech	AirMech	Fighter
Avionics			
First hit	-1 Jump MP††† +1 Heat per turn†††	+1 Piloting Modifier +1 Heat per turn†††	+1 Piloting Modifier +1 Heat per turn†††
Second hit	-2 Jump MP††† +2 Heat per turn†††	+2 Piloting Modifier +2 Heat per turn†††	+2 Piloting Modifier +2 Heat per turn†††
Third hit	-2 Jump MP††† +3 Heat per turn†††	+5 Piloting Modifier +3 Heat per turn†††	+5 Piloting Modifier +3 Heat per turn†††
Cockpit	Pilot Killed	Pilot Killed	Pilot Killed
Engine			
First hit	+5 Heat per turn –2 Jump MP	+5 Heat per turn –2 VTOL Cruise MP	+2 Heat per turn –2 Safe Thrust
Second hit	+10 Heat per turn –4 Jump MP	+10 Heat per turn –4 VTOL Cruise MP	+4 Heat per turn –4 Safe Thrust
Third hit††	Engine Destroyed	Engine Destroyed	Engine Destroyed
Landing Gear			
First hit	No Effect	No Effect	+1 Piloting to Land
Second hit	No Effect	No Effect	+2 Piloting to Land
Third hit	No Effect	No Effect	+5 Piloting to Land
Gyro			
First hit	+3 Piloting Modifier	+3 Piloting Modifier	+3 Piloting Modifier
Second hit	Gyro Destroyed‡	Gyro Destroyed‡	+6 Piloting Modifier
Sensors			
First hit	+2 To-Hit	+2 To-Hit	+2 To-Hit
Second hit	Weapon attacks impossible, regardless of current Movement mode		
Arm Actuators			
Shoulder	+4 To-Hit†	+4 To-Hit†	+4 To-Hit†
Upper Arm	+1 To-Hit†	+1 To-Hit†	+1 To-Hit†
Lower Arm	+1 To-Hit†	+1 To-Hit†	+1 To-Hit†
Hand	+1 to Punch	+1 to Punch	No Effect
Leg Actuators			
Hip	Half Walk MP +2 Piloting Modifier	+2 Piloting to Land	No Effect
Upper Leg	–1 Walk MP +1 Piloting Modifier	+1 Piloting to Land	No Effect
Lower Leg	–1 Walk MP +1 Piloting Modifier	+1 Piloting to Land	No Effect
Foot	–1 Walk MP +1 Piloting Modifier	+1 Piloting to Land	No Effect
Other Equipment	Per normal rules	Per normal rules	Per normal rules

LAM CRITICAL HIT TABLE NOTES

LAMs do not suffer threshold criticals as Fighters or suffer from atmospheric decompression due to taking damage while in space or other toxic environments.
†Affects weapons in that arm only
††The third engine hit destroys the engine and the LAM shuts down, which may result in a no-thrust landing attempt (see TW, p. 86).
†††Only applies when in atmosphere as the Partial Wing only gives benefits in atmosphere.
‡In BattleMech and AirMech Modes, the LAM will automatically fall and may not stand

CRITICAL HIT CONVERSION RESTRICTIONS

Critical Hit	Conversion Disallowed
Gyro or Hip	BattleMech to AirMech or AirMech to BattleMech
Shoulder or Upper Arm Actuator	AirMech to Fighter or Fighter to AirMech
Upper or Lower Leg Actuator	No Conversions allowed

LAM INTERNAL BOMB BAY CRITICAL HIT TABLE

Bomb Type	Critical Hit Effect
Air-to-Air Arrow	Explodes for 20 points of damage
Anti-Ship Missile	Explodes for 30 points of damage
Anti-ship EW Missile	Explodes for 5 points of damage
Arrow IV Missile	Explodes for 20 points of damage
Cluster	Explodes for 5 points of damage
Fuel	Explodes on 2D6 roll 10+; 1 point of damage per point of fuel remaining
High Explosive	Explodes for 10 points of damage
Inferno	LAM adds 10 heat points in the current turn
Laser Guided	Explodes for 10 points of damage
Light Air-to-Air Missile	Explodes for 6 points of damage
Rocket Launcher	Explodes for 10 points of damage
TAG	Destroys TAG
Thunder	Explodes for 20 points of damage
Thunder Active	Explodes for 20 points of damage
Thunder Vibrabomb	Explodes for 20 points of damage
Torpedo	Explodes for 10 points of damage

LAM CONSTRUCTION RULES

LAMs are constructed using the standard BattleMech construction rules with some modifications.

A LAM cannot currently be designed that is heavier than 55 tons. There are rumors of larger designs built in the past, but present technologies have been unable to design a stable LAM heavier than 55 tons.

LAMs are highly specialized BattleMechs that rely on very tight balance controls to keep them in flight. OmniMech technology is therefore incompatible with LAM technology, as no known computer can balance the shifting loads of OmniTechnology with the rigid requirements of balancing a LAM in flight.

A standard LAM must devote 10 percent of the LAM's total weight (rounding up to the nearest half-ton) to the conversion equipment. A Bimodal LAM must devote 15 percent of the unit's total mass. The conversion equipment is represented by three Avionics crits (1 Head, 1 Left Torso, 1 Right Torso) and three Landing Gear crits (1 Center Torso, 1 Left Torso, and 1 Right Torso).

The conversion equipment comes with 160 points of fuel.

Fuel can be added 1 ton at a time. Each ton of fuel gives 80 points of fuel and takes up one critical slot.
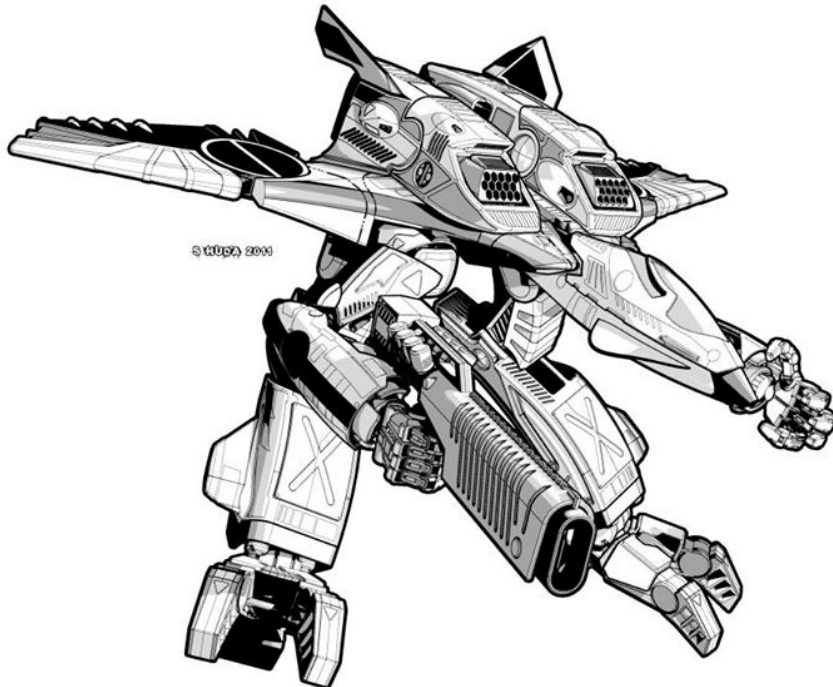
LAMs can be designed with up to 20 Internal LAM Bomb Bays, 10 in each side torso. As they are internal, they do not affect the unit's movement.
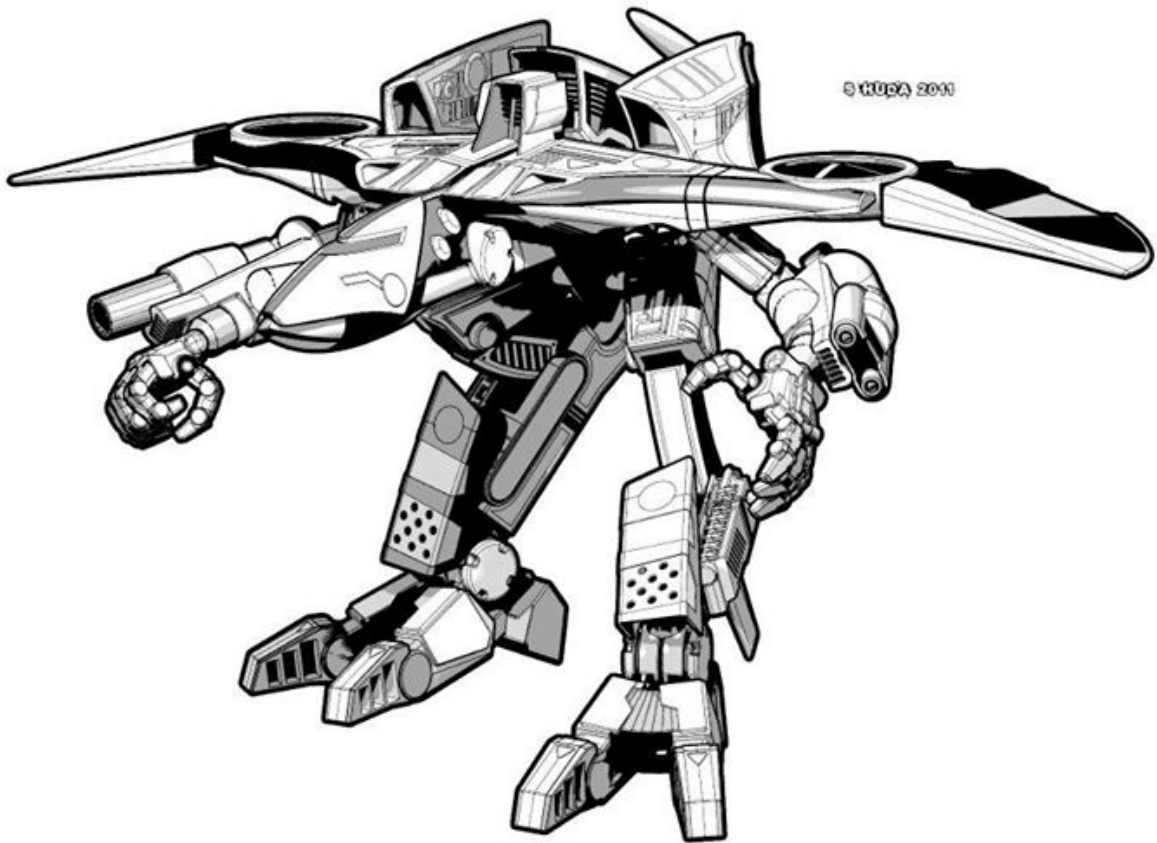
All LAMs must be designed with a minimum Jump MP of 3.

A LAM's SI is equal to the number of center torso internal structure points, or its standard Thrust rating in AeroSpace fighter mode, whichever is greater.

LAMs cost 1.75 times the standard BattleMech cost.

The BV of a LAM is calculated with a movement modifier equal to three times its BattleMech Jumping range.

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