

Using FUZION Characters in FASA's Battletech

- **What this is not**

This is not a conversion of the Mechwarrior RPG, or the complete Battletech system in to FUZION. Nor is this document going to provide conversions for weapons and equipment for use in any of these gaming systems. This is not a replacement for Mekton, either, or for the Lite version presented in the FUZION rules.

- **What this is**

This **IS** a means of converting a FUZION character for use in a Battletech game, using the Battletech rules. This can be particularly helpful for those players who wish to add an element of wargaming to their sessions, using huge, lumbering war machines that plod along the battlefield, instead of those pretty, agile Mecha derived from the variety of Anime settings. If you want these, play Mekton (which does it wonderfully well), Heavy Gear, Jovian Chronicles, or any other anime based game out there.

- **The Rules**

I assume that the average Battletech mech-warrior has a relevant Primary Characteristic (REF for Gunnery, and DEX for Piloting) of 4. Furthermore, this mech-warrior has a (FUZION) Piloting skill of 3 and a (FUZION) Gunnery skill of 4. This furnishes us with the basis of a Battletech mech-warrior classified as REGULAR (Battletech Piloting skill 5, Gunnery 4). Using the following algorithm we can calculate the conversion values (always round down). Where (x) is equal to the Battletech value:

$$\begin{aligned} (\text{FUZION Primary Characteristic} + \text{Skill}) / 2 &= (y) \\ (x) &= [8 - (y)] \end{aligned}$$

Using this formula, we can derive the values shown on the following chart:

FUZION Primary Char. + Skill	BATTLETECH Value
1	8
2	7
3	7
4	6
5	6
6	5
7	5

8	4
9	4
10	3
11	3
12	2
13	2
14	1

- **Limitations**

Battletech Rules indicate that no mech-warrior may have a skill value of less than 1, so this table is consistent with those rules. It also assumes a general cap value of 7 on FUZION Primary Characteristics and Skills. Of course, a GM may alter these as he/she sees fit. This algorithm should still be consistent, and useable, and is easily altered if the GM wishes to make a character more or less powerful (for example: Always round fractions up, to make characters a touch more powerful, or alter the algorithm to: $(x) = \lceil 9 - (y) \rceil$, etc.).

I am considering making similar rules to apply a FUZION consistent system for playing Battletech. That is, using direct FUZION values, and resolving all tasks using an AV+3D6+modifiers -vs- a Target Number or DV composite, to replace the Battletech mechanic. This also would not be a full game conversion.

- **Credits**

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