

**PSYCKOSAMA'S
CONVERSION RULES:
PRIMITIVE (TECH LEVEL 'C')
CONVENTIONAL VEHICLES
AND FIGHTERS**

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Original canon BattleTech Primitive Combat Vehicles (Era Report: Age of War, XTRO: Primitives vol.1, XTRO: Primitives II, XTRO: Primitives III, XTRO: RetroTech)	Catalyst Games Labs et. al.
Revised 'Primitive Combat Vehicle' fan-rules (© PsyckoSama, 05-May-2011)	PsyckoSama
Conversion of canon units to said fan-rules (© PsyckoSama, 2011)	PsyckoSama
Compilation of converted fan-units into TRO .pdf (© Trace Coburn, 2014)	Trace Coburn

PRIMITIVE (TECH LEVEL C) COMBAT VEHICLES

Step 1: Design the Chassis

The following rule changes apply to Step 1 of Combat Vehicle design (designing the chassis).

Choose Technology Base

As with other Primitives, Primitive Combat Vehicles can only be built using Inner Sphere technology (see Primitive vs. Modern, *Jihad Secrets: The Blake Documents*, p.144, for exceptions covering “modern Primitive” designs).

They are incompatible with the more advanced technology and construction techniques, such as Omni-tech, exotic armor, advanced engines, and double heat sinks as the presence of such technology would make the unit cease to be “primitive”. More advanced weapons (and accessories) are an exception and may be used as normal.

Step 2: Install Engines and Control Systems

The following rule changes apply to Step 2 of Combat Vehicle (installing engines and control systems).

Install Engine

The Engine Rating of a Primitive Combat Vehicle is multiplied by 1.2 and the next available engine from the Master Engine Table is used.

Add Engines and Control Systems

Due to the greater bulk and lower technological sophistication of their systems, Primitive Combat Vehicles multiply their tonnage by 1.2, rounding up, when determining the tonnage of their internal structure. Also, because of more primitive life support, detection, and targeting electronics, Primitive Combat Vehicles add 1 ton to the mass of its control systems plus an addition half for every 20 tons of mass.

Add Lift/Dive Equipment or Rotors.

Due to their more rudimentary technology, Primitive Combat Vehicles multiply their mass by 1.2 when determining the weight of their Lift/Dive Equipment or Rotors.

Step 3: Add Armor

Armor for Primitive Combat Vehicles is purchased in half-ton lots and is mounted using the standard limits for Combat Vehicles (see *Tech Manual* p.105-106). They may mount Light, Medium, and Heavy Primitive Armor

Light Primitive armor is statistically identical to Commercial Armor (*Tech Manual*, p.72).

Medium Primitive Armor has the same number of points per ton as standard armor (16), but is only BAR7 and costs 5,000 C-bills per ton.

Heavy Primitive Armor is statistically identical to Industrial Armor (*Tech Manual*, p.72).

Step 4: Add Additional Heatsinks

Like modern Combat Vehicles, Primitives may only use single heat sinks and must have a number of heat sinks equal to the total energy weapons heat of the unit.

Step 5: Add Weapons, Ammunition and Other Equipment

Primitive Combat Vehicles may add all weapons in accordance with Primitive Combat Vehicle design (pp. 107-109, TM). However, unless the vehicle is being constructed as "Retro-Tech", such items should be limited to those with an introduction date of 2400 or earlier in order to maintain period authenticity. After that time, engineering had progressed to the point that Combat Vehicles could be constructed using the standard rules for Combat Vehicle construction.

Step 6: Complete Record Sheet.

Primitive Combat Vehicles use the standard Combat Vehicles record sheet. (*Tech Manual*, p. 109)

PRIMITIVE (TECH LEVEL C) CONVENTIONAL FIGHTERS

Step 1: Design the Chassis

The following rules changes apply to Step 1 of aerospace fighter design (designing the chassis).

Choose Technology Base

As with other Primitives, Primitive conventional fighters can only be built using Inner Sphere technology (see Primitive vs. Modern, *Jihad Secrets: The Blake Documents*, p.144, for exceptions covering “Modern Primitive” designs). They are incompatible with the more advanced technology and construction techniques, such as Omni-tech, exotic armor, advanced engines, and double heat sinks as the presence of such technology would make the unit cease to be the “primitive”. More advanced weapons (and accessories) are an exception and may be used as normal.

Step 2: Install Engines and Control Systems

The following rule changes apply to Step 2 of conventional fighter design (installing engines and control systems).

Install Engine

The Engine Rating of a Primitive conventional fighter is multiplied by 1.2 and the next available engine (rounded up) from the Master Engine Table is used.

Add Control/Crew Systems

Due to the greater bulk and lower technological sophistication of their systems, Primitive aerospace fighters add 1 ton to the mass of its control systems plus an addition half for every 20 tons of mass; their cockpits functional identically to those of more advanced designs.

Step 3: Add Armor

Armor for Primitive conventional fighters is purchased in half-ton lots and is mounted using the standard limits for conventional fighters (see pp. 190-191, TM). They may mount Light, Medium, and Heavy Primitive Armor.

Light Primitive armor is statistically identical to Commercial Armor (*Tech Manual*, p.72).

Medium Primitive Armor has the same number of points per ton as standard armor (16), but is only BAR7 and costs 5,000 C-bills per ton.

Heavy Primitive Armor is statistically identical to Industrial Armor (*Tech Manual*, p.72).

Step 4: Add Additional Heatsinks

Like modern conventional fighters, Primitives may only use single heat sinks and must have a number of heat sinks equal to the total energy weapons heat of the unit.

Step 5: Add Weapons, Ammunition and Other Equipment

Primitive conventional fighters may add all weapons in accordance with conventional fighter design (*Tech Manual*, p. 194-195). However, unless the fighter is being constructed as “Retro-Tech”, such items should be limited to those with an introduction date of 2400 or earlier in order to maintain period authenticity. After that time, engineering had progressed to the point that conventional fighters could be constructed using the standard rules for conventional fighter construction.

Step 6: Complete Record Sheet.

Primitive conventional fighters use the standard conventional fighter record sheet. (*Tech Manual*, p. 198-199).

PRIMITIVE COMBAT VEHICLES ERA DIGEST: AGE OF WAR

 Type/Model: Marsden I Main Battle Tank
 Tech: Inner Sphere / Primitive
 Config: Tracked

Mass: 60 tons
 Power Plant: Arctutus Engines CM Elite
 Cruise Speed: 32.4 km/h
 Maximum Speed: 54.0 km/h
 Armor Type: AA Battleplate

Armament:
 1 Arcturan Arms Longarm Series Autocannon
 1 Alpha Wave SRM 6 Launcher
 2 General A70 Model Machine Guns
 Manufacturer: Arcturus Arms
 Location: Arcturus
 Communications System: Arc-Signal 100
 Targeting & Tracking System:
 Scorpion Series AFC System

 Equipment: Mass
 Int. Struct.: 30 pts Primitive 7.50
 Engine: 220 I.C.E. 20.00
 Cruise MP: 3
 Flank MP: 5
 Heat Sinks: 0 Single .00
 Cockpit & Controls: 5.50
 Crew: 6 Members .00
 Turret Equipment: 1.00

 Armor Factor: 136 pts M. Primitive (BAR7) 8.50

	Internal Structure	Armor Value
Front:	6	30
Left / Right Sides:	6	26/26
Rear:	6	26
Turret:	6	28

Weapons/Equipment	Heat	Ammo	Items	Mass

1 Autocannon/5 (Turret)	0	40	2	9.00
1 SRM 6 (Front)	0	45	2	7.00
2 Machine Guns (Turret)	0	100	3	1.50

TOTALS:	0		3	60.00

Conversion Notes: 5t lighter to bring it in line with the Marsden II and a bit more ammo.

```

-----
Type/Model:   Estevez Main Battle Tank
Tech:         Inner Sphere / Primitive
Config:       Tracked

Mass:         80 tons
Power Plant:  NM/750 Combat Diesel
Cruise Speed: 32.4 km/h
Maximum Speed: 54.0 km/h
Armor Type:   Nova-IV Hyper-Composite
              with Diamond Flex

Armament:
  1 Avalon Slugger Heavy Rifle
  2 PC-50 Machine Guns
  2 Vehicular Grenade Launchers
Manufacturer: Novais Motors
Location:     New Avalon
Communications System: Valiant Echo Mk.II
Targeting & Tracking System:
              Thermoscan Optics FCS
-----

```

```

-----
Equipment:                               Mass
Int. Struct.: 40 pts Primitive            10.00
Engine:       290 I.C.E.                  35.00
  Cruise MP:  3
  Flank MP:   5
Heat Sinks:   0 Single                    .00
Cockpit & Controls:                        7.00
Crew: 6 Members                             .00
Turret Equipment:                          1.00
-----

```

```

-----
Armor Factor: 168 pts M. Primitive (BAR7) 10.50
-----

```

	Internal Structure	Armor Value
Front:	8	36
Left / Right Sides:	8	32/32
Rear:	8	32
Turret:	8	36

Weapons/Equipment	Heat	Ammo	Items	Mass
1 Heavy Rifle (Turret)	0	36	2	14.00
2 Machine Guns (Turret)	0	100	3	1.50
1 VGL (Left)	0		1	.50
1 VGL (Right)	0		1	.50
TOTALS:				80.00

Conversion Notes: Slightly inferior but more armor, a bit less ammo, superior fire control.

PRIMITIVE COMBAT VEHICLES

XTRO PRIMITIVES VOLUME 1

```

-----
Type/Model:   Primitive APC (Wheeled)
Tech:         Inner Sphere / Primitive
Config:       Wheeled

Mass:         10 tons
Power Plant:  40 ICE
Cruise Speed: 54.0 km/h
Maximum Speed: 86.4 km/h
Armor Type:   Medium Primitive
Armament:
  2 Machine-guns
Manufacturer: Various
  Location:   Various
Communications System: (Unknown)
Targeting & Tracking System: (Unknown)
-----

```

```

-----
Equipment:                                     Mass
Int. Struct.:  5 pts Primitive                 1.50
Engine:        35 I.C.E.                       3.00
  Cruise MP:   5
  Flank MP:    8
Heat Sinks:    0 Single                        .00
Cockpit & Controls: 1.50
Crew: 1 Member .00
Turret Equipment: 0.50
-----

```

```

-----
Armor Factor: 24 pts M. Primitive (BAR7) 1.50
-----

```

	Internal Structure	Armor Value
Front:	1	9
Left / Right Sides:	1	8/ 8
Rear:	1	6
Turret:	1	9

Weapons/Equipment	Heat	Ammo	Items	Mass
2 Machine-guns (Turret)	0	200	2	2.00
Infantry bay Capacity (Body)			1	1.00

TOTALS:	0		3	10.00

Conversion Notes: a bit faster and a bit more ammo than the one in the XTRO, but otherwise identical.

```

-----
Type/Model:   Primitive APC (Tracked)
Tech:         Inner Sphere / Primitive
Config:       Tracked

Mass:         10 tons
Power Plant:  40 ICE
Cruise Speed: 75.6 km/h
Maximum Speed: 118.8 km/h
Armor Type:   Medium Primitive
Armament:
  1 Machine-gun
Manufacturer: Various
  Location:   Various
Communications System: (Unknown)
Targeting & Tracking System: (Unknown)
-----

```

```

-----
Equipment:                                     Mass
Int. Struct.: 5 pts Primitive                 1.50
Engine:       50 I.C.E.                       3.00
  Cruise MP:  4
  Flank MP:   6
Heat Sinks:   0 Single                        .00
Cockpit & Controls: 1.50
Crew: 1 Member .00
Turret Equipment: 0.50
-----

```

```

-----
Armor Factor: 24 pts M. Primitive (BAR7)      1.50
-----

```

	Internal Structure	Armor Value
Front:	1	9
Left / Right Sides:	1	8/ 8
Rear:	1	6
Turret:	1	9

Weapons/Equipment	Heat	Ammo	Items	Mass
1 Machine-gun (Turret)	0	100	2	1.00
Infantry bay Capacity (Body)			1	1.00
TOTALS:	0		3	10.00

Conversion Notes: 1 less MG and 1 less 1/2 ton of ammo.

```

-----
Type/Model:   Primitive APC (Hover)
Tech:         Inner Sphere / Primitive
Config:       Wheeled

Mass:         10 tons
Power Plant:  40 ICE
Cruise Speed: 75.6 km/h
Maximum Speed: 118.8 km/h
Armor Type:   Medium Primitive
Armament:
  1 Machine-gun
Manufacturer: Various
  Location:   Various
Communications System: (Unknown)
Targeting & Tracking System: (Unknown)
-----

```

```

-----
Equipment:                                     Mass
Int. Struct.: 5 pts Primitive                 1.50
Engine:       35 I.C.E.                       2.00
  Cruise MP:  7
  Flank MP:   11
Heat Sinks:   0 Single                       .00
Cockpit & Controls: 1.50
Crew: 1 Member .00
Lift Equipment: 1.50
Turret Equipment: 0.50
-----

```

```

-----
Armor Factor: 24 pts M. Primitive (BAR7)      1.50
-----

```

	Internal Structure	Armor Value
Front:	1	9
Left / Right Sides:	1	8/ 8
Rear:	1	6
Turret:	1	9

Weapons/Equipment	Heat	Ammo	Items	Mass
1 Machine-gun (Turret)	0	100	2	1.00
Infantry bay Capacity (Body)			1	1.00

TOTALS:	0		3	10.00

Conversion Notes: A couple points more armor.

```

-----
Type/Model:   Stoat Scout Car
Tech:         Inner Sphere / Primitive
Config:       Wheeled

Mass:         10 tons
Power Plant:  55 VOX Fusion
Cruise Speed: 54.0 km/h
Maximum Speed: 86.4 km/h
Armor Type:   Medium Primitive
Armament:
  1 Machine-gun
Manufacturer: (Unknown)
Location:     (Unknown)
Communications System: (Unknown)
Targeting & Tracking System: (Unknown)
-----

```

```

-----
Equipment:                                     Mass
Int. Struct.:  5 pts Primitive                 1.50
Engine:        55 Fusion                       1.50
  Cruise MP:   5
  Flank MP:    8
Heat Sinks:    0 Single                       .00
Cockpit & Controls: 1.50
Crew: 1 Member .00
Turret Equipment: 0.50
-----

```

```

-----
Armor Factor: 40 pts M. Primitive (BAR7)      2.50
-----

```

	Internal Structure	Armor Value
Front:	1	9
Left / Right Sides:	1	8 / 8
Rear:	1	6
Turret:	1	9

Weapons/Equipment	Heat	Ammo	Items	Mass
1 Machine-gun (Turret)	0	100	2	1.00
Communications Equipment (Body)			1	1.00

TOTALS:	0		9	10.00

Conversion Notes: 5t lighter.

```

-----
Type/Model:   Sand Devil Hovercraft
Tech:         Inner Sphere / Primitive
Config:       Hovercraft

Mass:         50 tons
Power Plant:  200 ICE
Cruise Speed: 86.4 km/h
Maximum Speed: 129.6 km/h
Armor Type:   Light Primitive
Armament:
  2 Medium Lasers
  2 Small Lasers
Manufacturer: Cairo Enterprises
Location:     Arkab
Communications System: (Unknown)
Targeting & Tracking System: (Unknown)
-----

```

```

-----
Equipment:
Int. Struct.: 25 pts Primitive      Mass
Engine:       200 I.C.E.           6.00
  Cruise MP:  8                    17.00
  Flank MP:   12
Power Amplifiers: 0.50
Heat Sinks:      8 Single          8.00
Cockpit & Controls: 4.50
Crew: 4 Members .00
Lift Equipment:  6.00
Turret Equipment: .50
-----

```

```

-----
Armor Factor: 60 pts L. Primitive (BAR5) 2.50
-----

```

	Internal Structure	Armor Value
Front:	5	14
Left / Right Sides:	5	12/12
Rear:	5	10
Turret:	5	12

Weapons/Equipment	Heat	Ammo	Items	Mass
2 Medium Lasers (Turret)	6		2	2.00
2 Small Lasers (Turret)	2		2	1.00
1 SRM-2 (Front)	0	50	2	2.00

TOTALS:	0		9	50.00

Conversion Notes: 6 points of Armor. Had 2 tons, so I added an SRM2 to give it a little hint of the Sabaku Kaze.

```

-----
Type/Model:   Merkava Mk.VI Heavy Tank
Tech:         Inner Sphere / Primitive
Config:       Tracked

Mass:         75 tons
Power Plant:  270 ICE
Cruise Speed: 32.4 km/h
Maximum Speed: 54.0 km/h
Armor Type:   Medium Primitive
Armament:
  1 Autocannon-5
  1 LRM-10
  1 SRM-4
  2 Machine-guns
Manufacturer: Leopard Armor
Location:     Terra
Communications System: (Unknown)
Targeting & Tracking System: (Unknown)
-----

Equipment:
Int. Struct.: 40 pts Primitive      Mass 9.00
Engine:       270 I.C.E.           Mass 29.00
  Cruise MP:  3
  Flank MP:   5
Heat Sinks:   0 Single              .00
Cockpit & Controls:                6.50
Crew: 5 Members                      .00
Turret Equipment:                    2.00

```

```

-----
Armor Factor: 144 pts M. Primitive (BAR7) 9.00

Internal Structure  Armor Value
Front:              8      30
Left / Right Sides: 8     30/30
Rear:               8      24
Turret:            8      30

Weapons/Equipment  Heat Ammo  Items  Mass
-----
1 Autocannon-5 (Turret) 0   20    2     9.00
1 LRM-10 (Turret)      0   12    2     6.00
1 SRM-4 (Turret)       0   25    2     3.00
1 Machine-gun (Turret) 0  100    2     1.00
1 Machine-gun (Front)  0     1    1     0.50
-----
TOTALS:                0     9    9    75.00

```

Conversion Notes: Much more armor, which mind you, puts its protection in line with other Age of War era MBTs, so it all works out.

PRIMITIVE CONVENTIONAL FIGHTERS

XTRO PRIMITIVES VOLUME 1

```

-----
Class/Model/Name: Hurricane Conventional Fighter
Tech: Inner Sphere / Primitive
Vessel Type: Conventional Fighter

Mass: 25 tons
Power Plant: 150 Turbine
Safe Thrust: 6
Maximum Thrust: 9
Armor Type: Light Primitive
Armament:
  3 Machine-guns
  1 Primitive RL-15
Manufacturer: Martinson Armaments
Location: Terra
-----
Equipment: Mass
Powerplant: 180 Turbine 14.00
  Safe Thrust: 6
  Maximum Thrust: 9
Structural Integrity: 6
Heat Sinks: 0 Single 0.00
Fuel: 3.00
Cockpit, Avionics & Attitude Thrusters: 4.00

```

```

-----
Armor Factor: L. Primitive (BAR5) 25pts 1.50

Armor
Value
Nose: 9
Left / Right Wings: 6/ 6
Aft: 4

Weapons and Equipment Heat Mass
-----
2 Machine-guns (Nose) - 1.00
  MG ammo (200) 1.00
1 Primitive RL-15 - 1.00
-----
TOTALS: Heat: - 25.00
Tons Left: .00

```

Conversion Notes: It trades some armor for an extra machine gun in the nose and a half-ton of ammo due to conventional fighter armor limits. A suggested modification to make it... well... *combat effective* would be to trade the second MG, extra ammo, and the Rocket Launcher for an SRM2 and a ton of ammo. Or trade all the weapons for an LRM5.

PRIMITIVE COMBAT VEHICLES

XTRO PRIMITIVES VOLUME 2

```

-----
Type/Model:   Strike Falcon VTOL
Tech:         Inner Sphere / Primitive
Config:       V.T.O.L.

Mass:         30 tons
Power Plant:  85 ICE
Cruise Speed: 75.6 km/h
Maximum Speed: 118.8 km/h
Armor Type:   Light Primitive
Armament:
  3 Machine-guns
  2 SRM-4s
Manufacturer: Grand Union Battle Works
Location:     Tikonov
Communications System: (Unknown)
Targeting & Tracking System: (Unknown)
  
```

```

-----
Equipment:
Int. Struct.: 15 pts Primitive      Mass 4.00
Engine:       85 I.C.E.            Mass 5.00
  Cruise MP:  7
  Flank MP:   11
Heat Sinks:   0 Single              .00
Cockpit & Controls:                 3.00
Crew: 2 Members                       .00
Rotor Equipment: Main/Tail Rotors    4.00
  
```

```

-----
Armor Factor: 32 pts M. Primitive (BAR7) 2.00
  
```

	Internal Structure	Armor Value
Front:	3	10
Left / Right Sides:	3	8/ 8
Rear:	3	4
Rotor:	3	2

Weapons/Equipment	Heat	Ammo	Items	Mass

1 Machine-gun (Front)	0	100	2	1.00
1 Machine-gun (Left)	0		1	0.50
1 Machine-gun (Right)	0		1	0.50
2 SRM-4s (Front)	0	25	3	5.00
Infantry bay (Body)			1	5.00

TOTALS:	0		4	60.00

Conversion Notes: 1 less ton of infantry.

```

-----
Type/Model:   Randolph Support Vehicle
Tech:         Inner Sphere / Primitive
Config:       Tracked Vehicle

Mass:         35 tons
Power Plant:  170 ICE
Cruise Speed: 43.2 km/h
Maximum Speed: 64.8 km/h
Armor Type:   Light Primitive
Armament:
  3 Machine-guns
Manufacturer: Various
  Location:   Various
Communications System: (Unknown)
Targeting & Tracking System: (Unknown)
-----

```

```

-----
Type/Model:   Randolph Support Vehicle
Mass:         35 tons

Equipment:
Int. Struct.: 16 pts Primitive      Mass 4.50
Engine:       170 I.C.E.           Mass 12.00
  Cruise MP:  4
  Flank MP:   6
Heat Sinks:   0 Single             .00
Cockpit & Controls:                3.50
Crew: 3 Members                     .00
-----

```

```

-----
Armor Factor: 60 pts L. Primitive (BAR5) 2.50
-----

```

	Internal Structure	Armor Value
Front:	4	16
Left / Right Sides:	4	15/15
Rear:	4	14

Weapons/Equipment	Heat	Ammo	Items	Mass
1 Machine-gun (Front)	0	200	2	1.50
1 Machine-gun (Left)	0		1	0.50
1 Machine-gun (Right)	0		1	0.50
1 Trailer Hitch (Rear)			1	0.00
Cargo Bay Capacity (Body)			1	12.00
TOTALS:				60.00

Conversion Notes: 1 more ton of cargo.

```

-----
Type/Model:   Primitive Carrier (AC)
Tech:         Inner Sphere / Primitive
Config:       Tracked Vehicle

Mass:         60 tons
Power Plant:  220 ICE
Cruise Speed: 32.4 km/h
Maximum Speed: 54.0 km/h
Armor Type:   Light Primitive
Armament:
  4 AC/2s
Manufacturer: Various
  Location:   Various
Communications System: (Unknown)
Targeting & Tracking System: (Unknown)
-----

```

```

-----
Equipment:                                     Mass
Int. Struct.: 24 pts Primitive                 7.50
Engine:       220 I.C.E.                       20.00
  Cruise MP:  3
  Flank MP:   5
Heat Sinks:   0 Single                          .00
Cockpit & Controls: 5.50
Crew: 4 Members .00
-----

```

```

-----
Armor Factor: 24 pts L. Primitive (BAR5)      1.00
-----

```

	Internal Structure	Armor Value
Front:	6	6
Left / Right Sides:	6	6/ 6
Rear:	6	6

Weapons/Equipment	Heat	Ammo	Items	Mass
4 AC/2s	0	90	5	26.00
TOTALS:	0		4	60.00

Conversion Notes: 5t heavier to bring it in line with modern carriers, BAR5 armor.

```

-----
Type/Model: Primitive Carrier (LRM)
Tech: Inner Sphere / Primitive
Config: Tracked Vehicle

Mass: 60 tons
Power Plant: 220 ICE
Cruise Speed: 32.4 km/h
Maximum Speed: 54.0 km/h
Armor Type: Light Primitive
Armament:
  3 LRM-15s
Manufacturer: Various
  Location: Various
Communications System: (Unknown)
Targeting & Tracking System: (Unknown)
-----

```

```

Equipment:
Int. Struct.: 24 pts Primitive      Mass      7.50
Engine: 220 I.C.E.                  Mass      20.00
  Cruise MP: 3
  Flank MP: 5
Heat Sinks: 0 Single                Mass      .00
Cockpit & Controls:                  Mass      5.50
Crew: 4 Members                      Mass      .00

```

```

-----
Armor Factor: 24 pts L. Primitive (BAR5) 1.00

Internal Structure  Armor Value
Front: 6 6
Left / Right Sides: 6 6/ 6
Rear: 6 6

Weapons/Equipment  Heat  Ammo  Items  Mass
-----
3 LRM-15s          0    40    4      26.00
-----
TOTALS:           0      4      4      60.00
-----

```

Conversion Notes: 5t heavier to bring it in line with modern carriers, BAR5 armor.

```

-----
Type/Model: Primitive Carrier (SRM)
Tech: Inner Sphere / Primitive
Config: Tracked Vehicle

Mass: 60 tons
Power Plant: 220 ICE
Cruise Speed: 32.4 km/h
Maximum Speed: 54.0 km/h
Armor Type: Light Primitive
Armament:
  9 SRM-4s
Manufacturer: Various
  Location: Various
Communications System: (Unknown)
Targeting & Tracking System: (Unknown)
-----

```

```

-----
Equipment: Mass
Int. Struct.: 24 pts Primitive 7.50
Engine: 220 I.C.E. 20.00
  Cruise MP: 3
  Flank MP: 5
Heat Sinks: 0 Single .00
Cockpit & Controls: 5.50
Crew: 4 Members .00
-----

```

```

-----
Armor Factor: 24 pts L. Primitive (BAR5) 1.00
-----

```

	Internal Structure	Armor Value
Front:	6	6
Left / Right Sides:	6	6/ 6
Rear:	6	6

Weapons/Equipment	Heat	Ammo	Items	Mass
9 SRM-4s	0	200	10	26.00
TOTALS:	0		7	60.00

Conversion Notes: 5t heavier to bring it in line with modern carriers, BAR5 armor.

PRIMITIVE CONVENTIONAL FIGHTERS XTR0 PRIMITIVES VOLUME 2

 Class/Model/Name: Mosquito Light Fighter
 Tech: Inner Sphere / Primitive
 Vessel Type: Conventional Fighter

Mass: 20 tons
 Power Plant: 140 Fusion
 Safe Thrust: 6
 Maximum Thrust: 9
 Armor Type: L. Primitive

Armament:

1 LRM-5
 2 Machine-guns

Manufacturer: Aerotech Industries
 Location: Andurien

 Equipment: Mass
 Powerplant: 140 Fusion 5.00
 Safe Thrust: 6
 Maximum Thrust: 9
 Structural Integrity: 6
 Heat Sinks: 0 Single 0.00
 Fuel: 3.00
 Cockpit, Avionics & Attitude Thrusters: 3.50

 Armor Factor: L. Primitive (BAR5) 20pts 1.50

Armor
Value

Nose: 7
 Left / Right Wings: 5/ 5
 Aft: 3

Weapons and Equipment

Heat Mass

 1 LRM-5 (Nose) - 2.00
 LRM-5 ammo (24) 1.00
 1 Machine-gun (LW) - 0.50
 1 Machine-gun (LW) - 0.50
 MG ammo (100) 0.50
 1 cockpit - 1.50

 TOTALS: Heat: - 20.00
 Tons Left: .00

Conversion Notes: Except for the armor, which had to be lowered due to max armor rules on conventionals... *perfect*.

PRIMITIVE COMBAT VEHICLES

XTRO PRIMITIVES VOLUME 3

```

-----
Type/Model:   Carter MERV
Tech:         Inner Sphere / Primitive
Config:       Wheeled Vehicle

Mass:         25 tons
Power Plant:  100 ICE
Cruise Speed: 43.2 km/h
Maximum Speed: 64.8 km/h
Armor Type:   Medium Primitive
Armament:
  None
Manufacturer: Dortmein Wagons, Ltd.
  Location:   Arcturus
Communications System: (Unknown)
Targeting & Tracking System: (Unknown)
-----

```

```

-----
Equipment:                                     Mass
Int. Struct.: 12 pts Primitive                 3.00
Engine:       130 I.C.E.                       8.00
  Cruise MP:  4
  Flank MP:   6
Heat Sinks:   0 Single                         .00
Cockpit & Controls: 3.00
Crew: 6 Members                               .00
-----

```

```

-----
Armor Factor: 40 pts M. Primitive (BAR7)      2.50
-----

```

	Internal Structure	Armor Value
Front:	3	10
Left / Right Sides:	3	10/10
Rear:	3	10

Weapons/Equipment	Heat	Ammo	Items	Mass

Cargo (Body)	0	-	1	2.00
2 MASH Theatres	0	-	2	4.50
4 Paramedic Equipment	0	-	4	1.00

TOTALS:	0		7	25.00

Conversion Notes: 12 points less armor.

```

-----
Type/Model:   Korvin Tank KVR-2
Tech:         Inner Sphere / Primitive
Config:       Tracked Vehicle

Mass:         50 tons
Power Plant:  240 Pitban Fusion
Cruise Speed: 43.2 km/h
Maximum Speed: 64.8 km/h
Armor Type:   ProtecTech Medium Primitive
Armament:
  1 Wu Heavy Laser
  1 Browning Large Caliber Machine-Gun
  1 Longbow LRM5
Manufacturer: Wu Industries
Location:     Capricorn III
Communications System: WuChat 1.3
Targeting & Tracking System: WuSight 7.9
-----

```

```

-----
Equipment:
Int. Struct.: 25 pts Primitive      Mass
Engine:       240 Fusion            11.50
  Cruise MP:  4
  Flank MP:   6
Heat Sinks:   10 Single             .00
Cockpit & Controls: 4.50
Crew: 4 Members .00
Turret Equipment: 1.00
-----

```

```

-----
Armor Factor: 120 pts M. Primitive (BAR7) 4.50

Internal  Armor
Structure Value
Front:    5      30
Left / Right Sides: 5    26/26
Rear:     5      17
Turret:   5      21

Weapons/Equipment  Heat  Ammo  Items  Mass
-----
1 Large Laser (Turret)  8    -    1      5.00
2 Machine-Guns (Front) -  200  3      2.00
1 Machine-Gun (Rear)   -    -    1      0.50
1 LRM10 (Turret)       -   10    2      6.00
-----
TOTALS:                0      4      50.00
Items & Tons Left:      11      .00
-----

```

Note: This one was a bit of a bear to convert over due to the sheer **size** of the 300 SFE needed to give it a full 5/8 movement profile. Out of all the vehicles it is furthest from the TRO and the ultimate proof that while these rules are pretty good, they ain't perfect. Stated as it is in the TRO, the tank would be a full **6 tons** over the limit. As the other option was to strip it of most of its armor and weapons, I chose to bring its sets to be more in line with the advanced version. Compared to the other tanks of the era it is pretty powerful, but I guess in the land of ICE vehicles with BAR7 armor, the fast fusion tank with the 8 Damage Laser cannon is king!

PRIMITIVE CONVENTIONAL FIGHTERS

XTRO PRIMITIVES VOLUME 3

```

-----
Class/Model/Name: Vendetta Medium Fighter
Tech: Inner Sphere / Primitive
Vessel Type: Conventional Fighter

Mass: 50 tons
Power Plant: 240 Fusion
Safe Thrust: 5
Maximum Thrust: 8
Armor Type: Standard
Armament:
    1 Large Laser
    1 Small Laser
    2 Medium Laser
Manufacturer: European Aerospace Consortium
Location: Terra
    
```

```

-----
Equipment: Mass
Powerplant: 240 Fusion 11.50
    Safe Thrust: 5
    Maximum Thrust: 8
Structural Integrity: 5
Heat Sinks: 18 Single 8.00
Fuel: 5.00
Cockpit, Avionics & Attitude Thrusters: 7.00
    
```

```

-----
Armor Factor: 50 pts M. Primitive (BAR7) 3.50
    
```

```

Armor
Value
Nose: 14
Left / Right Wings: 13/13
Aft: 10
    
```

```

-----
Weapons and Equipment Heat Mass
-----
1 Large Laser (Nose) 8 5.00
4 Small Laser (Nose) 4 2.00
1 Medium Laser (LW) 3 1.00
1 Medium Laser (RW) 3 1.00
-----
TOTALS: Heat: 15 50.00
Tons Left: .00
    
```

Conversion Notes: Well, this one took some work. First it had to be dropped in mass by 10 tons to be legal. Second, it had to lose a lot of mass due to the mass of the 300 Fusion engine. Then armor had to be removed, again, to make it legal. That left me with almost 5 tons to burn on something... so put it into small lasers. Not perfect but sometimes you do what you must.

PRIMITIVE COMBAT VEHICLES XTRO RETROTECH

```

-----
Type/Model:   HW1 Hwacha
Tech:         Inner Sphere / Primitive
Config:       Tracked Vehicle

Mass:         50 tons
Power Plant:  155 Fuel Cell
Cruise Speed: 32.4 km/h
Maximum Speed: 54.0 km/h
Armor Type:   Medium Primitive
Armament:
  3 MRM20s
Manufacturer: Hellespont 'Mech Works
Location:     Betelgeuse
Communications System: (Unknown)
Targeting & Tracking System: (Unknown)
-----

```

```

-----
Equipment:                               Mass
Int. Struct.: 25 pts Primitive            6.00
Engine:       160 Fuel Cell              7.50
  Cruise MP:   3
  Flank MP:    5
Heat Sinks:   0 Single                   .00
Cockpit & Controls:                       4.50
Crew: 6 Members                             .00
Turret Equipment:                          2.50
-----

```

```

-----
Armor Factor: 136 pts M. Primitive (BAR7) 4.50
-----

```

	Internal Structure	Armor Value
Front:	5	15
Left / Right Sides:	5	15/15
Rear:	5	12
Turret:	5	15

Weapons/Equipment	Heat	Ammo	Items	Mass
3 MRM20s (Turret)	0	48	4	26.00
TOTALS:	0		4	50.00
Items & Tons Left:			11	.00

Conversion Notes: Just a half ton more armor and 2t less ammo.

```

-----
Type/Model:   Nike
Tech:         Inner Sphere / Primitive
Config:       Tracked Vehicle

Mass:         90 tons
Power Plant:  325 Fuel Cell
Cruise Speed: 32.4 km/h
Maximum Speed: 54.0 km/h
Armor Type:   Medium Primitive
Armament:
  2 LB 5-X ACs
  2 Light AC/2s
Manufacturer: New Samarkand Metals of Xinyang
Location:     Xinyang
Communications System: (Unknown)
Targeting & Tracking System: (Unknown)
-----

```

```

-----
Equipment:                               Mass
Int. Struct.: 45 pts Primitive            11.00
Engine:       325 Fuel Cell               28.50
  Cruise MP:  3
  Flank MP:   5
Heat Sinks:   0 Single                    .00
Cockpit & Controls: 7.50
Crew: 6 Members .00
Turret Equipment: 2.50
-----

```

```

-----
Armor Factor: 136 pts M. Primitive (BAR7) 8.50
-----

```

	Internal Structure	Armor Value
Front:	9	34
Left / Right Sides:	9	24/24
Rear:	9	20
Turret:	9	34

Weapons/Equipment	Heat	Ammo	Items	Mass
2 LB 5-X ACs (Turret)	0	100	3	21.00
2 Light AC/2s (Turret)	0	135	3	11.00
TOTALS:	0		6	90.00
Items & Tons Left:			17	.00

Conversion Notes: Just a half ton more armor and 2t less ammo.