

CYTEFIRE

QUICKSTART ADD-ON (for BattleTech) — Mech Combat

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CYTEFIRE – Quickstart Add-On

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Part I — What you need

Prerequisites

- › 1. Play BattleTech as usual.

If you are new to BattleTech, you can start with the official Quick-Start Rules here:

[Official BattleTech Quick-Start Rules](#)

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- › 2. Additionally, apply the following rules:
 - › - General changes (page 4)
 - › - Pilot Injuries (page 5)
 - › - FerroCyte-Cores (page 5)
 - › - Mech & Pilot Traits (page 7)
 - › - Push - Up mechanics (page 7)
 - › - Collateral Damage (page 9)
- › 3. Use the scenario from the Scenario Pack.

Part II — General Rules

2.1 General changes

Dice system for pilot injuries

Overrides BT Total Warfare

Use the new table on the Record Sheets, use only 1D6, instead of 2D6.

Consciousness table

Injury	Target number	Target (Kortech-Cores)	Chance standard	Chance Kortech
1	2+	3+	5/6 ≈ 83 %	4/6 ≈ 67 %
2	3+	4+	4/6 ≈ 67 %	3/6 = 50 %
3	4+	5+	3/6 = 50 %	2/6 ≈ 33 %
4	5+	6+	2/6 ≈ 33 %	1/6 ≈ 17 %
5	6+	—	1/6 ≈ 17 %	0 % (Tod)
6	—	—	0 % (Tod)	0 % (Tod)

Melee

Overrides BT Total Warfare

In CyteFire: Piloting comparison on EVERY melee attack (punch, kick, charge, DFA). Compare unmodified piloting skills.

Modifier = Attacker Piloting – Target Piloting

Positive (attacker worse) → penalty · Negative (attacker better) → bonus · Equal → no modifier

Aimed Shots

Overrides BT Total Warfare

Possible against every mobile and immobile target. Head always excluded.

2.2 FerroCyte-Cores and pilots

Basics

Each mech is powered by a FerroCyte core. Energy drawn from living matter—and a consciousness that grows alongside its pilot.

Identification in Combat

Each core type has its own distinct technical signature. Mech sensors read it upon contact.

Rule

The player openly declares each mech's core type as soon as the mech is moved for the first time.

Destruction of a Core

Core hits are caused by critical hits to the center torso and by heat scale thresholds. All sources feed into the same track. When all points are marked off, the core is destroyed.

Chain Reaction

When a core is destroyed (it has taken as many or more hits than it has crits), the microorganisms lose control over energy extraction from the mineral. The shielding is gone; internal pressure and heat can no longer be vented or regulated. This can lead to a core explosion.

The explosion's damage extends 3 hexes in all directions. Every unit, every structure - anything that can take damage - automatically suffers it. The damage is calculated as the mech's tonnage divided by 5 and is applied in clusters of 5.

Explosion Roll (2D6)

≤ 9: No explosion — mech shuts down silently.

› 9: Chain reaction — core explodes. (Probability ≈ 16.7%)

Pilot - Damage

2 injury points from the explosion. Count as regular injury points.

Evaluation - Value

Event	Points
Engagement concluded (any outcome)	+1
True Kill*	+1
Core ability activated AND bonus successfully triggered	+1

No points for penalties

Only successfully triggered bonuses count.

*Kill-Definition

- › Physical destruction — mech completely destroyed.
- › Total combat incapacity — all weapons AND all movement options destroyed.
- › Total cockpit loss — cockpit destroyed or pilot dead.

Note

A mech that leaves the field for tactical reasons but would still be combat-capable does not count as a kill.

Stage-progression

Stage	Eval-Points (cum.)	Effect	Activation threshold
1	Start value	—	4+
2	10	Piloting or Gunnery -1, or Tech +1	4+
3	25	Piloting or Gunnery -1, or Tech +1	3+
4	45	Piloting or Gunnery -1, or Tech +1	3+
5	70	Piloting or Gunnery -1, or Tech +1	2+
6	100	Piloting or Gunnery -1, or Tech +1	2+
	Every 40 points	Piloting or Gunnery -1, or Tech +1: Piloting/Gunnery max. 0, Tech max. 7	2+

Activating Core-Abilities

Core abilities are listed on the respective record sheets.

step	event
1	The player may choose to use it at any time. Note: a rolled result cannot be revised.
2	1D6 ≥ activation threshold → success: proceed. Failure: ability expended, no point.
3	Bonus roll: 1D6 ≥ threshold → bonus triggered. On success: +1 evaluation point.
4	Penalty roll: 1D6 ≥ 4 → penalty activated (Damocles principle).

Das Damocles-Principle

The penalty waits for its condition. Upon the next occurrence: $1D6 \geq 4 \rightarrow$ triggered · $1D6 < 4 \rightarrow$ expires. Where no additional roll is required to trigger it is specified in the table.

2.3 Pilot Traits

Traits are extremely rare

Not every pilot has a trait. Traits must be acquired or rolled for.

Traits are listed on the respective record sheets.

2.4 Mech Traits

Traits are mechanical characteristics of the machines

Not every mech has a trait. Traits are fundamental properties of the mech and represent unintended “flaws” in its design. Some are positive, others negative.

Traits are listed on the respective record sheets.

2.5 Push-Up — performance drug & addiction

Overview

Push-Up (PU) is a performance-enhancing drug with high addictive potential. Pilots may voluntarily take it before an engagement to temporarily improve their combat stats, at the cost of increasing dependency.

Only before combat

Push-Up is taken or declined once at the beginning. No use during the engagement.

Basic principle

The PU level can change by a maximum of 1 point per engagement.

PU - level

PU - level	Target number	Chance	Result
1	2+	5/6 ≈ 83 %	Almost no risk — this is where it begins
2	3+	4/6 ≈ 67 %	Noticeable, but manageable
3	4+	3/6 = 50 %	Turning point
4	5+	2/6 ≈ 33 %	Withdrawal becomes dangerous
5	6+	1/6 ≈ 17 %	Only luck
6	kein Wurf	0 %	Forced withdrawal

First use

throw 1D6 → Result = starting value of PU - level

Option A — Push-Up taken (PU-level 0–5)

Immediately roll 1D6:

Result	Effect
Result ≥ target number	Push-Up takes effect: Piloting –1, Gunnery –1. PU level unchanged.
Result < target number	Push-Up fails: no bonus. PU level +1.
PU-level reaches 6	Coma: combat-incapacitated. Withdrawal required: pilot and mech are out of the game for this engagement; afterward (PU set to 5).

Option B — Push-Up not taken (if PU-Level > 0)

No dice roll necessary: Piloting +1, Gunnery +1 (withdrawal). PU-level –1.

PU-level 0

No roll required. The pilot is free from any negative effects of Push-Up.

PU-level 6

No roll possible. The pilot must choose Option B. Withdrawal at PU 6 results in significant combat impairment.

Head hit & Push-Up

In addition to the consciousness table, a roll on the Push-Up table is always required whenever a consciousness check is triggered by a head hit. This is the drug's price that must always be paid: 1D6 vs. PU target number. Roll < target number → unconsciousness (same in-game effect as normal unconsciousness).

Note

Damage to the pilot or head hits do not increase the Push-Up level.

2.6 COLLATERAL DAMAGE

Basics

Civilian Zones represent populated areas, civilian infrastructure, protected facilities, refugee groups, or other non-combatants.

Note

A Civilian Zone affects all hexes within its marked area. Use common sense to identify each specific hex in the border areas.

Collateral Damage Check

A Collateral Damage Check is performed when:

- the line of fire of a missed attack crosses a Civilian Zone
- the intended target is located inside a Civilian Zone but the attack missed

Civilian Risk Level

Each Civilian Zone is assigned a Risk Level by the scenario. Roll 2D6:

Risk Level	Trigger
LOW	No check required
MEDIUM	10+
HIGH	8+
CRITICAL	6+

Collateral Damage Value

If a check is successful, the generated Collateral Damage is immediately applied.

- Energy and Ballistic weapons generate CD equal to their damage value.
- Missile weapons generate CD equal to the actual cluster damage inflicted.
- Special weapons use their normal damage value unless otherwise stated.

Protected Assets

Convoys, civilian vehicles, fuel depots, hospitals, communication facilities and other protected assets may also suffer physical damage from Collateral Damage. Protected Assets have a scenario-defined CD Check.

Protected Assets have a Structure Point (SP) value defined by the scenario.

When affected by Collateral Damage, they suffer damage equal to the generated CD value.

Protected Assets may also be attacked deliberately.

Resolve the attack using the normal BattleTech rules instead of the Collateral Damage procedure.

Part III — Reference tables

1D6-System — all CyteFire-Rolls

Mechanic	Target Number	System
Consciousness (Living Core)	Damage + 1	1D6 ≥ Target number (1 = always failure)
Consciousness (Kortech)	Damage+ 2	1D6 ≥ Target number (1 = always failure)
Push-Up	PU-Level + 1	1D6 ≥ Target number
CyteCore Aktivierung	Stage 1–2: 4+ / 3–4: 3+ / 5–6: 2+	1D6 ≥ Threshold
CyteCore Malus	always 4+	1D6 ≥ 4
Core Role	1D6 = 6 → Solarna / 5 → GreyDig	else Kortech
Core-Explosion	2D6 > 9	Chain Reaction

Heat - Core-damage

Threshold heat level	Effect	Avoid
20	Core hit	2D6 ≥ 4
28	Core hit	2D6 ≥ 6
30	Core hit	Automatic

Stage advancement & activation thresholds

Stage	Eval-Points	Enhancements	Core Bonus Activation on
1	Starting value	—	4+
2	10	Piloting or Gunnery –1	4+
3	25	Piloting or Gunnery –1	3+
4	45	Piloting or Gunnery –1	3+
5	70	Piloting or Gunnery –1	2+
6	100	Piloting or Gunnery –1	2+

Part IV — Glossary and open questions

If a rule is unclear:

1. Follow the scenario.
2. Choose the simplest interpretation.
3. Resolve in favor of game flow.
4. Clarify after the game.

When in doubt, the Game Master has the final ruling.

Glossary

Explanation of frequently used expressions:

- **Operational** = at least one movement mode AND at least one weapon functional.
- **Destroyed Mech**: Center Torso destroyed, pilot dead, or core explosion. The unit is permanently removed from play.

Have fun

and thank you for reading and playing.
