# JK VARIANTS MOD - 1.5.1.0
# MODTEK

## :: WARNING ::

This version of the mod relies on using **ModTek 7.1**. Please read the warnings and instructions on the ModTek page very carefully before proceeding.

If you choose to do a full uninstall of this mod at a future date, prior to uninstalling, you should perform the following actions before removal:

- In Campaign mode:
  - Sell/scrap all 'Mechs (you can strip out any vanilla equipment first). You can either go into MechBay/Bay and scrap it outright, or send it to Storage, then sell it in the Store as below.
  - Open Store and click on the SELL tab. Then sell all partial 'Mech Salvage, Weapons, Ammo and Upgrades from this mod.
  - If your save was in mid battle where the Opponent had a ‘Mech/Vehicle from the mod, you need to finish that fight before you uninstall. Make sure your main save is onboard the DropShip.
- In Skirmish mode:
  - Delete all non-Stock copies of the variant models
  - Delete any of this mod's weapons from any non-Stock copies of base game 'Mechs.
  - Make sure to delete any ‘recently used’ lances that have these ‘Mechs
  - Check Skirmish Single Player and confirm the 15, 20, 25, Unlim last used lances don’t have any ‘Mechs from the Mod. If so, replace with another vanilla ‘Mech, then fight (you can just lose it, but you must fight for it to save).

If you have errors post uninstall, try reinstalling the mod, then look through your Campaign save / Skirmish non-Stock 'Mechs for the above. As always, you can reach out to me directly for assistance, but, keep in mind, if you have other mods in play, a save may not be recoverable back to Vanilla state.

## :: ADDITIONAL NOTES ::

The first time you play using ModTek, it generates the .modtek sub-folder. This can take a bit of extra time on the first load. Give it time. Subsequent games will load faster (unless you add/remove mods, requiring it to rebuild the database).

I **strongly recommend** that you create a –temp folder in your BATTLETECH/Mods/ directory and then move your current .modtek folder into it prior to installing this mod, to allow load order to filter in.

I also recommend moving the older JK_, Sab_JK, Z_Sab_JK, Z_JK folders into the –temp folder to be safe.

Please make sure the following folders are removed, as they have been consolidated or replaced with alternate names.

- **JK_VariantsCampaign_JumpJets** **(renamed to use a Z_JK header)**
- **JK_CoreFixes** **(replaced by cFixes)**
- **Sab_JK_Encounters** **(replaced by JK Rarity Mod)**
- **JK_Variants-OtherMods** **(replaced by JK_VariantsCAB)**

With all the extra chassis, things take a little longer to load the first time – especially Skirmish. Give the game a little extra time to catch up.

As the Campaign mode adds 75+ new 'Mech chassis, this increases salvage difficulty. However, as of BATTLETECH v1.3 you can now set the salvage variable directly from the campaign start and reduce the number of parts needed if you wish.

Alternatively, Morpheus has a great mod that I have used which allows variable chassis types to be merged together allowing for completion of a single chassis. This will make it far easier to get completed 'Mechs (even easier than the base game), so you may want to up the # of parts needed. The Mod can be found at: https://www.nexusmods.com/battletech/mods/93

**:: Discussion Threads / Bug Reports ::**

https://www.nexusmods.com/battletech/mods/18?tab=posts

https://forum.paradoxplaza.com/forum/index.php?threads/mod-jk_variants.1091277/

https://www.reddit.com/r/BattleTechMods/comments/8foysx/extra_variants_mod_star_systems_mod_and_minor/

## :: REQUIREMENTS ::

- BATTLETECH game is up to date with **current branch patch 1.5.1**
- ModTek is installed **current branch state 7.1 (should work with 7.0 or greater)**
  - https://github.com/BattletechModders/ModTek/releases
- **OPTIONAL :** Community Asset Bundle **this is required for the JK_VariantsCAB portion**
  - https://www.nexusmods.com/battletech/mods/393?tab=files

## :: RECOMMENDED FOR VANILLA ::

- cFixes – fixes Vanilla errors on various 'Mechs/Vehicles and is the evolution of the old JK_CoreFixes idea **current branch patch 1.5.1.x**
  - https://www.nexusmods.com/battletech/mods/26
- BattleTechPerformanceFix – massively improves load time, especially for all the added 'Mechs/Vehicles **current branch patch 1.5.0**
  - https://www.nexusmods.com/battletech/mods/321
- JK_Rarity – adds in Rarity/Year tables to give each faction more of a distinct factional feel **current verion 1.5.1.0**
  - https://www.nexusmods.com/battletech/mods/380

## :: FEATURES ::

This mod has six folders, and can be added piecemeal into your game, depending on which portion(s) you want to use. Below is the list, along with notes on what portions are active by default. Reminder: the Rarity/Encounters portion of the mod is now broken off as its own mod "JK_Rarity" with link above.

**JK_VariantsCampaign – Activated for Campaign and Skirmish by default**

- Adds 76 'Mech Variants to the Skirmish portion of the game, with the option to add to the Campaign
- Adds 56 Vehicle Variants, with the option to add into the Campaign
- Adds 9 New Weapons, with the option to add to the Campaign
    - Binary Laser Cannon, STOCK model
    - Binary Laser Cannon +, Defiance model
    - Large Laser -, Tronel model
    - Medium Laser -, Agra model
    - Machine Gun +, Blackwell model
    - Machine Gun +, Mydron model (from Dr. Banzai)
    - Machine Gun ++, M100 model (from Dr. Banzai)
    - Machine Gun +++, Voelkers model (from Dr. Banzai)
    - SRM2, OneShot model
- Adds 1 New Ammo Type, with the option to add to the Campaign Store
    - Machine Gun Half Load (100 shots, .5 ton, 1 crit space)
- Adds 1 New Heat Sink Type
    - DHS NAIS – this is for the BJ-3X, and allows the mixed Single/Double combo on that 'Mech.
- Adds 19 shop files –**NOTE**: As of 1.3.0 shops no longer function the same way. I am leaving the files here, just in case.
- Adds 4 New Upgrades
    - Proto_EWS – this is courtesy of Lady Alekto (RogueTech) and is used to represent the early EWS gear being developed in 3025 era for things like the Raven and Cataphract.
    - RemoteSensorDispenser – Grants a minor sensor bonus, hoping to integrate other effects in the future. More of a place holder at the moment.
    - TSM_Prototype_Bergan – A prototype version of the Triple Strength Myomer for the LCT-1L.
- Adds 1 New Cockpit Upgrade, with the option to add to the Campaign
    - Command Console. Provides multiple bonuses, such as Init +1, Resist Wounds +3, +25m Increased Sensor range, +3 Morale bonus, +1 bonus to Indirect Fire. This upgrade cannot be transferred from 'Mech to 'Mech.
    - NOTE – This item intentionally takes 2 crit slots, this is done to prevent it from being removed from one of these 4 'Mechs and being placed in a lighter chassis (in the Table Top game, the Command Console was restricted to Heavy/Assault class – this was the compromise that GenTask and I came up with to enforce the restriction – in the future, we hope that HBS extends its Min/Max Tonnage logic from the JumpJets to other components, which would allow this to be more flexible.)

**JK_VariantsCAB – Activated for Campaign by default but will not load if you do not have the Community Asset Bundle 2.2 or later**

- Adds 44 'Mech Variants to the game using models from the Community Asset Bundle.
    - Note – many of the original files were from the various Model creators (Bloody Doves, Colobos, Solahma Joe and GentlePayload) along with fixes applied by Haree78 & Justin Kase
- Adds 14 new 'Mech Variants that use these models not found elsewhere
    - **Lore Based:**ASN-SB, JVN-10A, LMN-1PT, MAD-3M-DC, RVN-4X, TP-1R, UM-R50, VL-BL, WHM-6L-DC, WHM-6R-DC, WLF-1B
    - **TRO 3028 Based:** JHR-X0, LDK-5C, NSR-10C
- Adds 61 new Vehicles and Variants that use the CAB models
    - Alacorn, Aresm Bandit, Behemoth, Heavy LRM Carrier, Challenger, Condor, Goblin, Hetzer, J-27, Longtom, MASH, Merkava, Morrigu, Packrat, Partisan, Po, Savannah Master, Vedette & Zhukov

- Adds 4 Upgrades
  - Proto_EWS – same as the one from Campaign, but stored here for independent use.
  - Actuator_LifterClamp – used for the Loader King.
  - Actuator_LiftHoist – used for the Loader King.
  - UM-R50_Profile – used for the Urbie R50 to apply quirks.
- Adds 2 New Ammo Types
  - Ammo_AmmunitionBox_Generic_LT – used for Longtom ammunition, it is basically AC/20 ammo.
  - FuelTank_Extended – used for the Loader King. This can be used on that 'Mech to fuel Flamers, but otherwise is used to 'fuel' the 'Mech. It will potentially explode if hit.
- Adds 2 new Contracts
  - Both utilize the MASH truck, one as a rescue mission, and the other as an attack. Be wary of the repercussions of attacking a medical convoy…

**JK_VariantsDLC – Activated by default**

- Applies files for DLC content 'Mechs to allow for fixes.
- Adds 1 'Mech Variant (Cyclops DC) based on DLC
- Adds 1 Upgrade, a combination Command Console and B2000 computer.

**JK_VariantsSkirmish – Activated for Skirmish by default**

- Adds 10 'Mech Variants to the Skirmish portion of the game.
  - Note – these originate from the GT_Variants mod.

**JK_VariantsStarLeague – Activated for Skirmish by default**

- Adds 1 SL 'Mech and 1 SL Vehicle as a placeholder for future expansion of SLDF variants.
  - These are intended to be used for Flashpoints, Missions and Storyline for a mod campaign
  - They *could* be integrated into the game as random OpFor 'Mechs as well.

**Z_JK_VariantsCampaign_JumpJets – Deactivated by default**

- Adds Lore based modification restrictions to 'Mechs that should not be JumpJet capable. This impacts all 'Mechs in the game and includes updates for 320+ 'Mechs using their likely naming conventions and is designed to work with 3025 Extended and SLDF Royals.

## :: OTHER STUFF ::

- Follows ModTek standard of all the above folders being placed in a "Mods" folder within the BATTLETECH\ folder.
- Fluff on many of these variants (and more) can be found in the FREE fan 3028 TRO : https://drive.google.com/file/d/1Rhti_ROmgGQU3vxg-tVjrd_FlP0YoFyB/view?usp=sharing or see the Sarna Page on TRO: 3028 http://www.sarna.net/wiki/Technical_Readout_3028

## :: GAME ELEMENTS IMPACTED ::

In the default configuration, the mod allows for the main 76 'Mechs & 49 Vehicles to be used within Campaign mode, 1 'Mech for DLC within Campaign, 55 'Mechs from the CAB & 10 additional 'Mechs in Skirmish mode (with an option to allow them to be used in Campaign mode by the AI).

Vehicles: (**NOTE** – the models don't reflect the weapon changes, but the animations will show the correct sort of attack).

Please note - if you intend to uninstall the mod, please read the warning at the top and be sure to sell any equipment or 'Mechs that your merc company has PRIOR to uninstalling the mod.

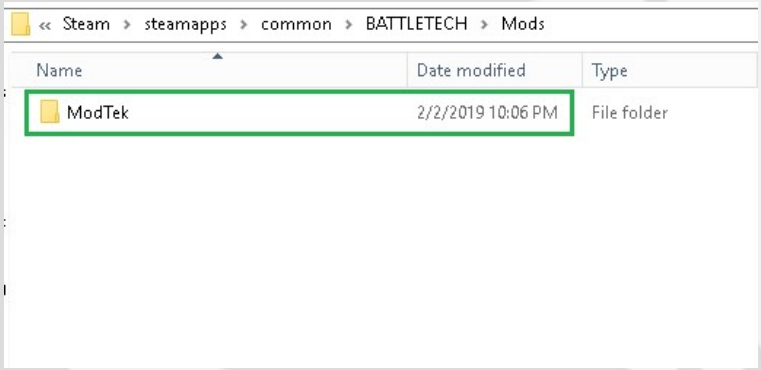
# :: INSTRUCTIONS ::

**Note** – these instructions are for Windows. BTML is no longer needed, as it is incorporated into ModTek. Also, ModTek is now in its own folder in the BATTLETECH/Mods folder. It will need to be injected (just like BTML was in the past)

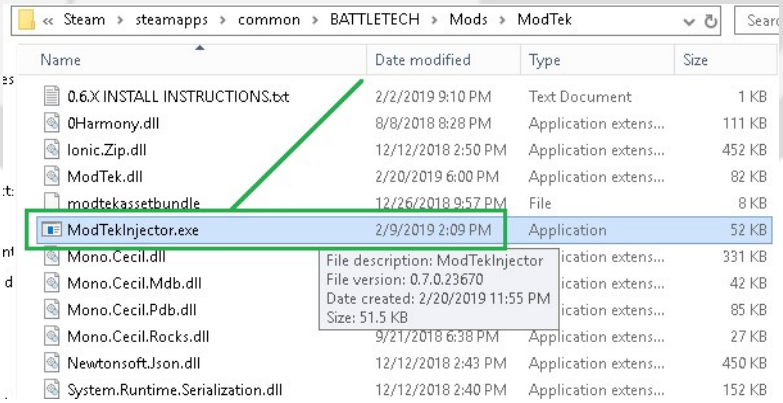
## ::: Installing ModTek :::

1 – Download ModTek zip file from https://github.com/BattletechModders/ModTek/releases - make sure it is a release version, rather than a pre-release or test. It should download a zip with 1 folder with 11 files in it. Doubleclick on the zip to open the compressed folder.

2 – Navigate to the \\BATTLETECH\Mods folder and drag the ModTek folder into it (if the Mods folder doesn't already exist, create it and make sure the M is in CAPS).




3 – Navigate into the \\BATTLETECH\Mods\ModTek folder and double-click to inject. I pop-up window should appear asking to confirm.



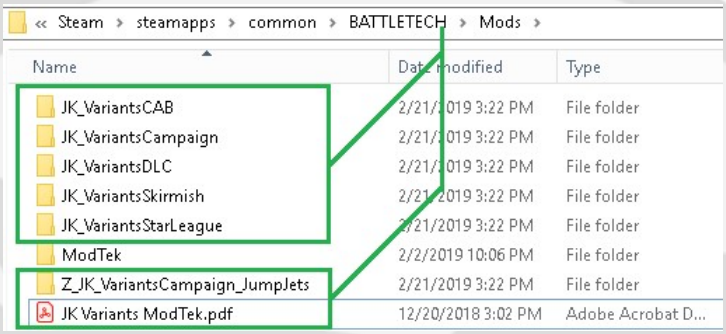

That is it – you are done!

## ::: Adding the JK Variants folders :::

This will setup the default configuration for the Mod – adding the JK_VariantsCampaign and JK_VariantsCAB folders to both the Skirmish and Campaign portions of the game, while the JK_VariantsSkirmish & JK_VariantsStarLeague folders will only be added to the Skirmish portion of the game, JK_VariantsDLC & Z_ JK_VariantsCampaign_JumpJets and are added to the folder but are disabled by default.

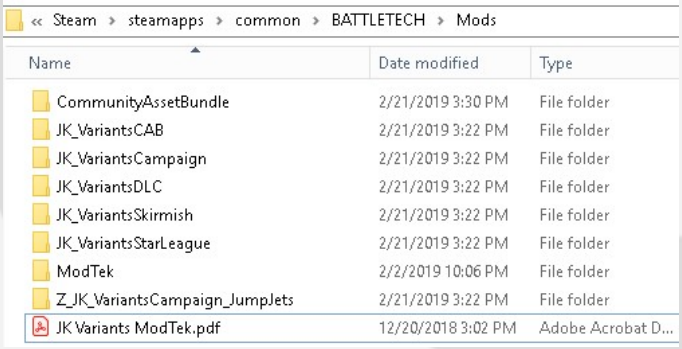
1 - Navigate to the \\BATTLETECH\Mods\ folder.

2- Unzip the JK_Variants-BTML_ModMek-1.4.0.4.zip file and place all 6 subfolders (JK_VariantsCampaign, JK_VariantsCAB, JK_VariantsSkirmish, JK_VariantsStarLeague, Z_ JK_VariantsCampaign_JumpJets & JK_VariantsDLC) into the \\BATTLETECH\Mods\ folder, so it looks like below:




If you want the basic version that is it – you are done! Go start your game and play. No, really, this is a good time to test and make sure the basics are loading. You can always quit after checking things appear in Skirmish or after a fight or two, then come back to make changes and turn on the options!

Please Note: If you want the JK_VariantsCAB 'Mechs to appear in game, you will need to download and install the CommunityAssetBundle (https://www.nexusmods.com/battletech/mods/393?tab=files). The game will still load just fine without this, but none of the 55 'Mechs in this folder will load into the game until the CAB is installed. This is a LARGE download, so be prepared. Once installed, your folder should look something like the below:




**::: Deciding which folders are used in Campaign Mode or Skirmish only :::**

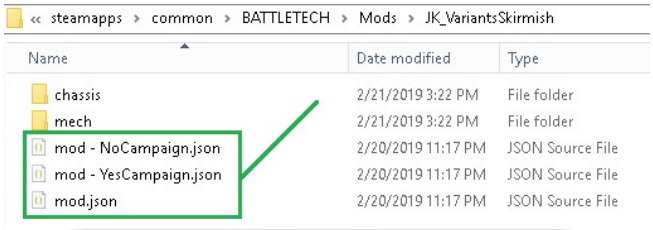
After performing the above steps, you can pick and choose which folders are applied to Campaign/Skirmish or just Skirmish mode – as long as you are using ModTek 6.1 or higher.

By default, the JK_VariantsCampaign folders is set to automatically add itself to the DB, which allows it to appear in the Campaign. While JK_VariantsSkirmish & JK_VariantsStarLeague are set to only be added to Skirmish.

To change these settings, look in each folder and you should see 3 json files:

- mod – NoCampaign.json : This turns this folder **OFF** from being added to the Campaign.
- mod – YesCampaing.json : This turns this folder **ON** from being added to the Campaign.

- mod.json : This is the **ACTIVE** file that tells ModTek what to do.




1. Start by deleting the mod.json file.
2. Then make a copy of the “Yes” or “No” file, depending on what you want to do.
3. Rename that copy to mod.json

You will need to do this for each one you want to change.

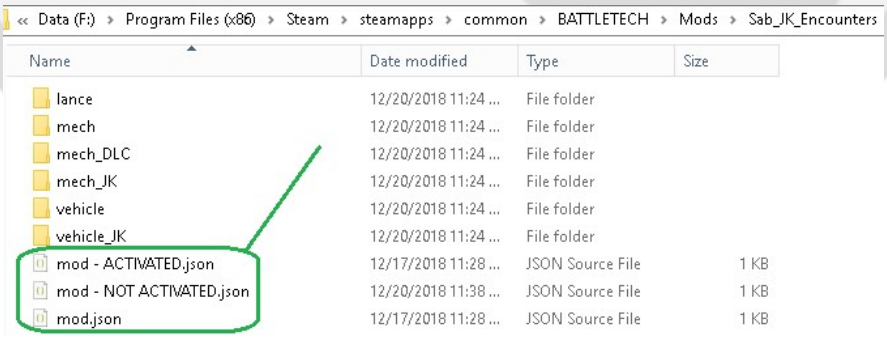
**::: Deciding which folders are Activated / Not Activated:::**

The JK_VariantsCAB is set as activated while the JK_VariantsDLC & Z_JK_VariantsCampaign_JumpJets folders are set as Not Active.

- For JK_ VariantsCAB, this mod requires the CommunityAssetBundle and adds in 3025 era ‘Mechs for the various models found in that mod. These include:
  - Annihilator, Archer, Assassin, Champion, Charger, Flea, Javelin, Marauder, Marauder II, Nightstar, Phoenix Hawk, Raven, Rifleman, Vulcan, Warhammer, Wolfhound
  - Jayhawker – based on the Bushwacker
  - Linesman – based on the Mauler
  - Loader King – based on the Roughneck
  - Trooper – based on the Flea
  - UrbanMech R50 – an armless variant of the Vanilla UrbanMech
- For JK_VariantsDLC the new ‘Mech will be added to the DB, while files are created for the other DLC.
- For the Z_JK_VariantsCampaign_JumpJets modifies thet Max JumpJet value. However, you still need to leave it as an active Mod if you want it to overwrite the stats. This folder has 300+ ‘Mech Chassis files in it, and will apply the Lore JumpJet settings on all the Chassis included.

In each folder you should see at least 3 json files (other than DLC) – much like the Campaign files above:

- mod – ACTIVATED.json : This turns this folder **ON** activating it in the game.
- mod – NOT ACTIVATED.json : This turns this folder **OFF** deactivating it in the game.
- mod.json : This is the **ACTIVE** file that tells ModTek what to do.




1. Start by deleting the mod.json file.
2. Then make a copy of the “Activated” or “Not Activated” file, depending on what you want to do.
3. Rename the copy to mod.json

You will need to do this for each one you want to change.

If you would like to manually toggle the files, please see the below.

**::: Toggling a Folder on/off :::**

In all of the JK_Variants folders, there is a Mod.json file. If you open that file and search for:

```
"Enabled": true,
```

You can change the **true** to **false**. This will disable that mod folder.

## :: RECOMMENDED MODS ::

- The King (or Queen as the case may be) of mods, RogueTech. This is a complete mod of the game, adding tons of new components, 'Mechs and gameplay options. It also implements a lot of custom coding to add even MORE options. They have even graciously added the variants from this mod to theirs, so you don't have to do any extra work!

https://www.nexusmods.com/battletech/mods/79

- Or maybe a 3025 Era Specific mod with dozens of new 'Mechs and already has JK Variants integrated?

https://www.nexusmods.com/battletech/mods/387

- Want a new Flashpoint to try out full of challenges and GLORY?

https://www.nexusmods.com/battletech/mods/401

- Of course, I will plug my own mods as well – including:

- JK_SUCKos – which fixes all the Star System Coordinates to be in line with the Sarna stats
  - https://www.nexusmods.com/battletech/mods/24
- JK_Rarity – This applies Rarity levels by Faction and Year Appearance dates. This helps make the deluge of new 'Mechs in this mod a little less of an avalanche.
  - https://www.nexusmods.com/battletech/mods/380
- Give them Kell! – A minor adjustment to the Kell Hounds FlashPoint, which gives you a Morgan Kell in his proper Archer BattleMech and stats befitting a legend!
  - https://www.nexusmods.com/battletech/mods/370

## :: FIXED/ADDED ::

- 1.01 - Replaced missing Atlas-RS Center Torso details.

- 1.01 - Updated Wolverine 6M.  Moved Medium Laser from Left Arm to Right Arm to match TRO description rather than the stat sheet.

- 1.01 - Removed space in chassisdef_dragon_DRG-1C.json file name (between 1C and .json) and in the reference files.

- 1.02 - Fixed missing comma in Vindicator VND-1AA mechdef, fixed incorrect MoveDef reference in the Vindicator VND-1AA chassisdef

- 1.02 - ADDED Firestarter FS9-A & Commando COM-2D

- 1.02 - Fixed all vehicle files and made them viable in game.

- 1.02a - Fixed an issue with the Griffin 2N having accidentally been released with the main mod.  Now it is part of the StarLeague sub-folder so it doesn't appear as an OpFor.

- 1.02a - Fixed issue with Spider and Commando variants having only 30 max head armor instead of 45.

- 1.03 - SHD-2K: Removed rogue ML in the RA and fixed chassis to match.

- 1.03 - TBT-5J: Removed extra JJ and fixed RT/LT Armor to be 75.

- 1.03 - UM-R60L: Fixed armor error in head

- 1.03 - PNT-8Z: Removed extra Heat Sink

- 1.03 - Moved Victor VTR-9A1 to JK_WeaponAmmo folder (due to using half load MG)

- 1.03 - Locust LCT-3V to JK_WeaponAmmo folder (due to using half load MG)

- 1.03 - Moved Vindicator VND-1X to JK_WeaponAmmo folder (due to using half load MG)

- 1.03 - Fixed issue with Binary Lasers when defining it as a new Weapon Sub Class (caused an error if you didn't edit the MDD.db)

- 1.03a - ADDED Panther PNT-9ALAG, Urbanmech UR-60C & Enforcer ENF-3R

- 1.03a - Slight adjustment to Movement profiles (no change to speeds, just animations)

- 1.03a - Adjusted Turret armor on Striker LRM & Striker SRM to be 110 instead of 120

- 1.03a - ADDED additional Shops json files to have 'Mech salvage appear throughout the game.

- 1.03a - Adjust damage value of Binary Lasers to 61 - to allow for head caps.

- 1.03a - Adjust chassis initial weight for CTF-4X

- 1.03a - Adjusts max Jump Jets on both Zeus chasisdef files to be 4 (instead of 3)

- 1.03a - Adjusts max CT armor for all Trebuchet variants

- 1.03a - Fixed Atlas AS7-RS - had 1 extra Heat Sink

- 1.03a - Adjusted Stalker STK-4P melee & DFA damages to be appropriate to its lower 75 ton weight.

- 1.03a - Added leftover armor on underweight 'Mechs to their Rear CT/RT/LT locations.  This impacts the Cataphract CTF-4X, Dragon DRC-1C, Firestarter FD9-M, Highlander HGN-733C and Panther PNT-8Z

- 1.03a - Integrated portions of GT Variants mod (including Command Consoles)

- 1.03a – ADDED Zeus ZEU-6S-DC to GT Command Console ‘Mechs

- 1.03a – ADDED (3) APC Wheeled variants (LRM, ML & SRM)

- 1.04 - Fixed ammo location error on Locust LCT-3V (moved to RT instead of CT)

- 1.04 - ADDED Urbanmech UM-R60X to JK WeaponAmmo ‘Mechs

- 1.04 - Fixed an error in the vehicledef_APC_Wheeled_SRM file that caused a hang

- 1.04 - Removed extraneous commas from Bulldog AC2, Schrek AC, Schrek MG, Mobile HQ LL, Demolisher MG & Devastator chassis defs

- 1.04 - Removed extra comma from WVR-6M

- 1.04 - Fixed all GT Variant Chassis/Mech jsons by removing excess spacing and commas. Also removed referenced to 4th SSW - as it hasn't happened yet.

- 1.04a - ADDED in J Edgar Hover Tank and Variants

- 1.04a - ADDED in Vargr & Sleipnir Variants (based on APC Wheeled variants)

- 1.04a - ADDED in Heavy Wheeled APCs and Variants (20 ton APCs)

- 1.04a - Sleipnir adjusted to be viable according to Table Top rules - minor stat changes for Sleipnir that applies the excess armor points

- 1.04a - Vargr adjusted to be viable according to TT rules - speed reduced from 6/9 to 5/8 and access armor applied

- 1.04a - Fixed spelling error in Locust 1E description.

- 1.04a - Fixed maximum rear armor values on all chassis to be equal to the internal structure value of that location.

- 1.04a - Fixed internal structure values on all Wheeled APC Turrets

- 1.04b - Fixed missing +25m view capabilities on the Command Console

- 1.04b - Fixed error in the JK_VariantsSkirmish folder for ModTek mod-YesCampaign.json file.

- 1.04b - Changed mechdef_banshee_BNC-3S.json, moved the (2) Right Torso Heat Sinks to the Left Torso to avoid the issue of over filling the torso slots.

- 1.1.0 - Fixed BattleMaster BLR-1D Right/Left torso to remove Missile and Energy hardpoints, then added 2 extra Energy Hardpoints to the Right Arm.

- 1.1.0 - Adjusted all Medium 'Mech Chassis to have 130 Stability

- 1.1.0 - Adjusted all Heavy 'Mech Chassis to have 160 Stability

- 1.1.0 - Adjusted all Assault 'Mech Chassis to have 200 Stability

- 1.1.0 - Adjusted Binary Laser Cannon heat to 36 (to match the double the new Large Laser heat)

- 1.1.0 - Adjusted Binary Laser Cannon + heat to 33 (to adjust for the -3 heat jacket bonus)

- 1.1.0 - Adjusted Tronel Large Laser heat to 27 (to match 1.5 x the new Large Laser heat)

- 1.1.0 - Adjusted Agra Medium Laser heat to 12 (to match the new Medium Laser heat)

NOTE: The next section of 1.1.0 updates are all in the JK_CoreFixes folder.

- 1.1.0 - mechdef & chassisdef Black Knight BL-6-KNT has text adjusted to show it as the era appropriate BL-7-KNT.

- 1.1.0 - mechdef & chassisdef Black Knight BL-6b-KNT has text adjusted to denote the modern variant is the BL-7-KNT.

- 1.1.0 - mechdef & chassisdef Commando COM-1B has text adjusted to fix typo of "IB" intead of "1B"

- 1.1.0 - chassisdef Commando COM-1B - Adjusted max head armor to 45.

- 1.1.0 - chassisdef Commando COM-2D - Adjusted max head armor to 45.

- 1.1.0 - mechdef & chassisdef Griffin GRF-4N has text adjusted to show it as the era appropriate GRF-2N

- 1.1.0 - chassisdef Thunderbolt TDR-5S has text adjusted to correct typo - now says "armed and heavily armored" instead of "armored and heavily armored"

- 1.1.0 - mechdef Highlander HGN-732b, 733 & 733P - Adjusted armor to match TRO. Moved additional point to rear Center torso.

- 1.1.0 - mechdef Highlander HGN-733P - fixed loadout (HS & JJ in arms instead of Torso and Head)

- 1.1.0 - chassisdef Zeus ZEU-6S - fixed max Jump Jets to be 4 (instead of 3)

- 1.1.0 - chassisdef Trebuchet TBT-5N - fixed max CT armor to be 160 (instead of 120)

- 1.1.0 - chassisdef Atlas AS7-D - moved AC/20 ammunition up from the legs into the RT.

- 1.1.0 - chassisdef Spider SDR-5V - Adjusted max head armor to 45.

- 1.1.0 - APC_Vagr - Stats imply it is a Heavy Vehicle, and internals imply it is 65 tons. So tonnage has been adjusted. Though this is still an invalid Table Top build.

- 1.1.0 - APC_Wheeled - Armor and Internals on Turret appear to be in error (they match the APC_Sleipner) and they have been adjusted to the Technical Readout Values.

- 1.1.0 - Bulldog - Missing Machine Gun, so it has been added to vehicledef file. Also added missing comma to vehiclechassisdef.

- 1.1.0 - Demolisher - Added missing 4th ton of AC/20 ammo

- 1.1.0 - Scorpion - Machine is in Turret and should be in Front. Adjusted

- 1.1.0 - Striker - Adjusted Turret armor to be 110 instead of 120

- 1.1.0 - vehiclechassisdef files with extra commas - Schrek, SLDFDroneHeavy, SLDFDroneMedium, TargetVehicle2

- 1.1.0 - vehicledef files with extra commas - AmmoTransport, Mobile HQ, Mobile HQ Armored

- 1.1.0 - SRM6_2-Holly : Appears to have a type giving it -5 accuracy, instead of -2.

- 1.1.0 - LRM5_2-Delta, LRM10_2-Delta & LRM15_2-Delta all have the incorrect Instability values. Based on the +2, it should be a 4 (as it is on the LRM20_2-Delta) instead of 5.

- 1.3.0 - chassisdef_atlas_AS7-D-DC - adjusted CenterTorso MaxRearArmor and InternalStructure to be 155 instead of 160.

- 1.3.0 - chassisdef_atlas_AS7-RS - adjusted CenterTorso MaxRearArmor and InternalStructure to be 155 instead of 160.

- 1.3.0 - mechdef_atlas_AS7-D-DC - adjusted CenterTorso CurrentInternalStructure to be 155 instead of 160.

- 1.3.0 - mechdef_atlas_AS7-RS - adjusted CenterTorso CurrentInternalStructure to be 155 instead of 160.

- 1.3.0 - chassisdef_atlas_AS7-D_Danielle - adjusted CenterTorso MaxRearArmor and InternalStructure to be 155 instead of 160.

- 1.3.0 - chassisdef_atlas_AS7-WGS_Samsonov - adjusted CenterTorso MaxRearArmor and InternalStructure to be 155 instead of 160.

- 1.3.0 - mechdef_atlas_AS7-D_Danielle - adjusted CenterTorso CurrentInternalStructure to be 155 instead of 160.

- 1.3.0 - mechdef_atlas_AS7-WGS_Samsonov - adjusted CenterTorso CurrentInternalStructure to be 155 instead of 160.

- 1.3.0 – Added in Commando CMD-J, based off the Mech Commander series.

- 1.3.2 – Added in Cyclops CP-10-Z-DC variant

- 1.3.2 – Added Daimyo HQ (Kurita Mobile HQ variant)

- 1.3.2 – Added Swiftwind Speed and Cargo variants

- 1.3.2 – Added Sab_JK_Variants folder to allow for faction specific lances

- 1.3.2 – Added cFixes and BattletechPerformanceFix mods in

-1.4.0 – Added in mechDefs for the various 3025 era CommunityAssetBundle models

-1.4.0 – Added in Lore based ‘Mechs to CAB: Assassin ASN-SB, Javelin JVN-10A, Raven RVN-4X, Trooper TP-1R, UrbanMech UM-R50, Vulcan VT-BL

- 1.4.0 – Added in Command Console Variants to CAB: Marauder MAD-3M-DC, Warhammer WHM-6L-DC, Warhammer WHM-6R-DC

- 1.4.0 – Added in TRO 3028 ‘Mechs to CAB: Linesman LMN-1PT, Loader King LDK-5C, Nightstar NSR-10C

- 1.4.0.4 – Added in Lore based ‘Mechs to Variants Campagin : Atlas AS7-A, Atlas AS7-LL, Vindicator VND-1SIC, Blackjack BJ-3X, Cataphract CTF-0X, Cataphract CTF-4X, Grasshopper GHR-4R, Locust LCT-1L, Thunderbolt TDR-5D, Zeus ZEU-6A, Wolverine WVR-6D

- 1.4.0.4 – Added in Mobile HQ Variants & Skulker Variants

- 1.4.0.4 – Fixed multiple minor errors

- 1.4.0.4 – Removed Encounters portion into its own mod

- 1.5.0.1 – Added 3 new ‘Mechs ANH-1E, LGB-7Q, LGB-0W

- 1.5.0.1 – Added 59 Vehicles (with era appropriate variants) : Alacorn, Aresm Bandit, Behemoth, Heavy LRM Carrier, Challenger, Condor, Goblin, Hetzer, J-27, Longtom, MASH, Merkava, Morrigu, Packrat, Partisan, Po, Savannah Master, Vedette & Zhukov

- 1.5.0.1 – Redirected LRM Carrier to use the new model (which looks more like the Lore model)

- 1.5.0.1 – Redirected the Devastator to use the new Demolisher model (to make it look a little different)

## :: KNOWN ISSUES ::

- Hunchback variants (Swaybacks) have some visual hard point issues
- Banshee S should not have a left hand.

## :: CREDITS ::

♦ Justin Kase (aka Justin Kase Too)

♦ GenTask (thank you for the original Command Console idea, and GT Hero 'Mechs)

♦ ModTek/BTML team – Mpstark, CptMooreB and janxious (thank you for a great tool to help make life easier for the players)

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♦ Dialcaliper – for the StarLeague Expansion

♦ Haree78 – for the inspiration to move this mod to the next level in so many ways (for 3025 Extended)

♦ HBS & Paradox – for such an awesome game and making it Modder friendly – special shout outs to HBS Eck and HBS pnkElephant for all their efforts to make Modder's lives easier !!!

♦ Fasa and Catalyst Game Labs – for all the source material

♦Sarna – for all the work y'all do there to make life easier for us players