CLASSIC BATTLETECH
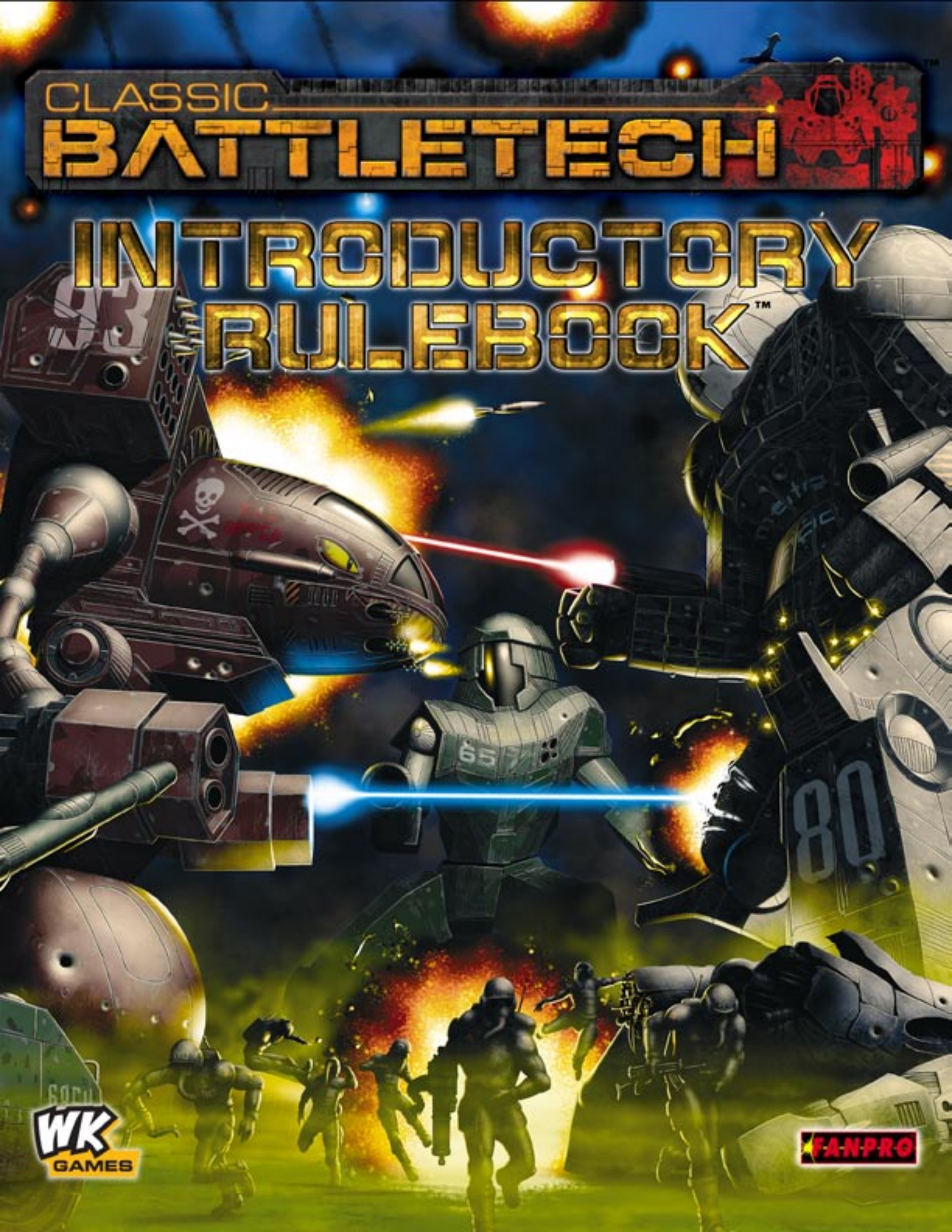
INTRODUCTORY RULEBOOK

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CLASSIC BATTLETECH RULEBOOK

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CREDITS

PRODUCTION STAFF

Art Direction
Randall N. Bills
Graphic Design & Layout
Jim Nelson
Layout Update
Adam Jury
Classic BattleTech Rulebook Cover Art
Franz Vohwinkel
Classic BattleTech Universe Cover Art
Franz Vohwinkel
B&W Illustrations
Mathew Plog
Color Illustrations
Franz Vohwnkel
Poster Map of the Inner Sphere
Øystein Tvedten

INTRODUCTION

Classic BattleTech (*CBT*) simulates combat between various military vehicles in the thirty-first century. The kings of the battlefield are the 30-foot-tall humanoid titans known as BattleMechs. However, a myriad other military units bring additional fun to any game, from Combat Vehicles to Support Vehicles, infantry to aerospace units and more.

While the full depth and enjoyment of *Classic BattleTech* can be experienced through a combined-arms use of 'Mechs, vehicles, infantry and so on, the following three-tiered system has been created to simply and easily transition players into everything *Classic BattleTech* has to offer.

The *Quick-Start Rules* introduce players to the basic concepts of the game through 'Mech vs. 'Mech combat; a sneak peak at similar quick-start rules for vehicles and infantry are also given. The *Classic BattleTech Introductory Rules*—found in this rulebook—then broaden and flesh out the rules for the game, staying with 'Mech vs. 'Mech combat for ease of understanding and enjoyment. All of that then leaves a player prepared to leap into *Classic BattleTech Total Warfare* and the complete rules for all aspects and units of standard *Classic BattleTech* play.

Classic BattleTech Quick-Start Rules

Players new to the *BattleTech* game system should download and read the *Classic BattleTech Quick-Start Rules* (see www.classicbattletech.com/leap). The *Quick-Start Rules* lay out the basic rules of the game and allows players to jump right in; for the fictional backdrop across which the *Classic BattleTech* game is played, players can download and read the *Classic BattleTech Universe* book (see www.classicbattletech.com/leap).

Once players have tackled the *Green* section of the *Quick-Start Rules*, they'll be primed to move on to these introductory rules. While players are free to experience the *Veteran* and *Elite* section of the *Quick-Start Rules* before moving to the introductory rules found in this rulebook, those sections introduce vehicles and infantry, whose full rules sets are found in *Classic BattleTech Total Warfare*.

Classic BattleTech Introductory Rules

The rules presented in the *Classic BattleTech Introductory Rulebook* are considered the introductory rules of *Classic BattleTech*. The introductory rules use the technology available in 3025, including all 'Mechs and weapons described in *Technical Readout: 3025*.

The *Classic BattleTech Introductory Rulebook* is divided into seven main sections. *Playing the Game* outlines the basic sequence of *BattleTech* play—the different phases of a game turn and the fundamental game mechanics. The *Movement* section describes the rules governing BattleMech movement. *Combat* contains the rules for resolving BattleMech weapons and physical attacks. *Scenarios* contains three *BattleTech* scenarios to test your skills and familiarize you with play, as well as demonstrating the variety of possible *BattleTech* missions. These scenarios can be played again and again or modified to create an endless array of different battles. *Playing BattleTech* provides an in-depth look at the tactics involved in becoming an expert player, once the basics have been learned. *Construction* provides instructions for custom-designing new 'Mechs from the ground up. Finally, the *Equipment* section provides descriptions for various weapons carried by BattleMechs.

Readers new to *BattleTech* should note that the game's fictional universe has progressed chronologically since it first appeared in 1985. Millions of words worth of background fiction has been published in game supplements, scenarios and sourcebooks—as well as in the numerous *BattleTech* novels, which represent some of the richest back-ground source material for the game.

Currently, *BattleTech* is set in the year 3071-72. Though the *Classic BattleTech Universe* book brings new players up to speed circa 3067, the rules are specifically kept at the year 3049, before a major technological innovation introduced many advanced weapons and equipment. As this is an introductory rules set, those more advanced rules and weaponry are not covered here.

Classic BattleTech Standard Rules

The rules presented in *Total Warfare* are considered the standard rules of *Classic BattleTech*; the rules expand on the introductory rules by adding various advanced technologies and additional rules for infantry, vehicles and so on, as described in the rest of the *Technical Readout* series beyond 3025. They represent all tournament appropriate rules: the "big" *Classic BattleTech* tournaments run directly by FanPro at the Origins International Games Expo®, any Gen Con Game Fair® and many other conventions all use the rules presented in *Total Warfare*.

Once players have familiarized themselves with the rules presented in the *Introductory Rulebook* and tackled several games, they can move on to the standard rules of the game as presented in *Total Warfare*.

Note that if players have not already done so, the *Veteran* and *Elite* section of the *Classic BattleTech Quick-Start Rules* lay out the basics of vehicle and infantry combat and are a prefect way to catch of glimpse of all that *Total Warfare* has to offer (see www.classicbattletech.com/leap).

COMPONENTS

Players will find a series of PDF downloads at www.classicbattletech.com/leap which provide additional material or act as game aids to the *Classic BattleTech Introductory Rulebook*.

Classic BattleTech Quick-Start Rules

As described in the introduction, the *Quick-Start Rules* are an easy way to leap into the action of the *Classic BattleTech* game system and lay the ground work for the rules provided in this rulebook.

The *Quick-Start Rules* also contain a map that players can continue to use as they begin playing with the rules in the *Introductory Rulebook*.

Classic BattleTech Universe

The perfect companion to the rulebook, the *Classic BattleTech Universe* book provides information on the fictional backdrop against which the exciting games of *Classic BattleTech* take place.

Classic BattleTech Introductory Record Sheets

Pre-generated record sheets covering the twenty-four 'Mechs detailed in the *Classic BattleTech Universe* book.

The *Classic BattleTech Introductory Record Sheets* also contains counters for each of those twenty-four 'Mechs, allowing players to print and cut-out ready-made playing pieces.

Additional Materials Needed to Play the Game

Players will need to provide two six-sided dice.

Additionally, while the map provided in the *Classic BattleTech Quick-Start Rules* can be used when playing games using the *Introductory Rulebook*, players will quickly find that one of the easiest ways to make an already played scenario fresh and new is to play it on a different map. *Map Set Compilation #1* (published by FanPro LLC), contains 24 maps, providing a wide selection of ready-made terrain for game play; note that the scenarios in the *Scenario* section are best played using the *Classic BattleTech* map, which is contained in *Classic BattleTech Map Set Compilation #1*.

BATTLEMECH PLAYING PIECES

BattleMechs—the most powerful ground-based war machines ever built—dominate the battlefields of the thirty-first century. These huge, humanoid vehicles stand ten to twelve meters tall and weigh as much as 100 tons. They are faster, more maneuverable, better armored and more heavily armed than any other combat unit. Equipped with particle projector cannons, lasers, rapid-fire autocannons and missiles, these behemoths pack enough firepower to flatten everything but another 'Mech.

As noted above, the *Classic BattleTech Introductory Record Sheets* contains ready-made playing pieces that represent twenty-four different BattleMech designs. These playing pieces are used to show the position of each 'Mech on the mapsheet and to keep track of its movement during the game. To assemble the playing pieces, cut them out along the dotted lines, including cutting the slots into the front and rear tabs. Once that's done, fold both tabs over and scissor the two slots together.

In place of these pieces, players can use *BattleTech* miniatures. Iron Wind Metals manufactures a complete line of miniatures designed for use with *BattleTech* mapsheets (see www.ironwindmetals.com). If playing pieces and miniatures are unavailable, player may use counters or any other item to represent each BattleMech. Nearly any appropriately sized item will do, as long as it contains a mark to indicate which way the BattleMech is facing at all times.

Terminology: In these rules, the term "unit" refers to any mobile element that can be fielded in a *Classic BattleTech* game. While this only applies to BattleMechs for these introductory rules (i.e. the word 'Mech and unit are interchangeable in these rules), the definition is introduced now to make an easier transition when other units (infantry, vehicles and so on) are added to the rules, either through the *Classic BattleTech Quick-Start Rules*, or *Classic BattleTech Total Warfare*.

RECORD SHEETS

BattleMech Record Sheets enable a player to easily monitor the operating status of his 'Mechs. Each sheet provides a summary of the armor and weapons capabilities of a particular machine, spaces to record any damage the 'Mech sustains during combat, and other useful information. Every record sheet contains five parts: an Armor Diagram section, 'Mech Data section, Warrior Data section, Critical Hit Table, and Heat Scale.

Armor Diagram

The Armor Diagram on the to right-hand side of the record sheet shows the arrangement of armor plating on the BattleMech. Each circle represents a point of armor. Circles in excess of a specific BattleMech's armor plating are filled in prior to play. As weapon hits destroy a 'Mech's armor, the player checks off the armor by filling in the affected circles.

The Internal Structure Diagram, directly below the Armor Diagram, shows the locations of the BattleMech's internal structures and is used to track damage to those locations. The Damage Transfer Diagram, which appears at the bottom of the Critical Hit Table, shows where damage will be taken or transferred when a part of the BattleMech already destroyed takes additional damage. (For a complete explanation of damage
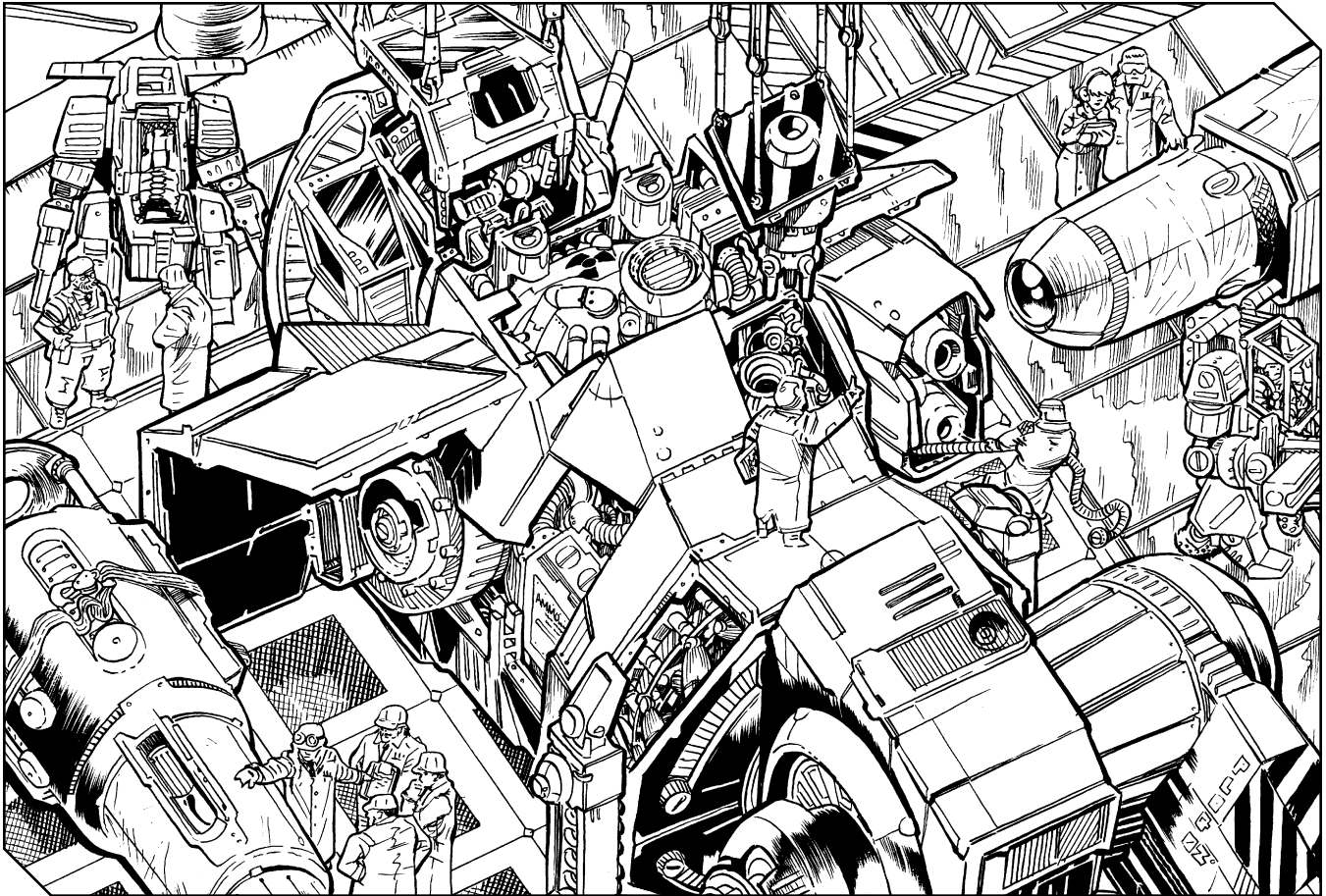
rules and directions for using the different armor diagrams, see the *Combat* section, beginning on p. 19).

For ease of reference during game play, next to the name of each location on both the armor diagram, as well as the internal structure diagram, a line is provided to fill in that section's starting Armor Value (or in the case of the internal structure, the starting internal structure value).

'Mech Data

Located in the upper left-hand corner, this section of the record sheet lists the BattleMech's most important statistics, including the BattleMech type, tonnage, movement, and weapons inventory.

Warrior Data

This section lists the name, skills and condition of the MechWarrior piloting the BattleMech.

Critical Hit Table

The Critical Hit Table shows the physical location of the BattleMech's critical equipment, weapons, and ammunition. Each part of the 'Mech's body, such as the Left Arm, Right Leg, or Center Torso, is referred to as a location. Each line in a location (there are six in the head and legs, twelve in other locations) is referred to as a critical slot, or simply slot. Each slot usually represents a particular weapon or other piece of equipment susceptible to destruction. Most equipment occupies so much space in the 'Mech that it requires multiple slots on the table.

Heat Data and Heat Scale

Located in the bottom right-hand corner, the Heat Data and Heat Scale help the player track each 'Mech's internal heat buildup, as well as indicate how many heat sinks a 'Mech mounts (circles underneath the numerical value in the

Heat Data section allow players to mark off heat sinks as they are damaged). As heat builds up, the player checks off the boxes in the Heat Scale from low to high (usually with a pencil, as heat will fluctuate up and won the Heat Scale all through a game). At certain levels of heat buildup (those heat levels with asterisks), corresponding information in the Heat Data describes the heat's effect on the 'Mech's operation. The blank space marked Heat Overflow at the top of the Heat Scale is used to record heat generated in excess of 30 points.

MAPSHEETS
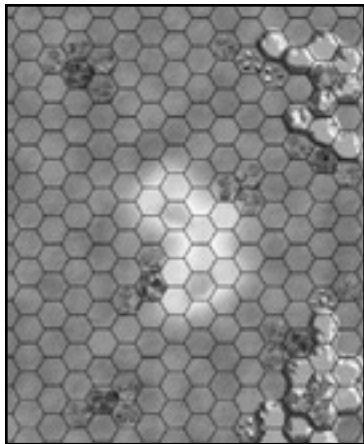
The 22-by-17 inch mapsheets used in *BattleTech* are divided into six-sided areas called hexes (short for hexagon). The players use these hexes to regulate movement and combat by moving units from hex to hex during a turn. Each hex on the mapsheet represents an area of ground 30 meters across (roughly 100 feet). The forests, rivers, hills and rough areas on a *BattleTech* mapsheet represent a typical mixture of the terrain found on the habitable worlds of the Inner Sphere. The following symbols represent each type of terrain as described, and the accompanying text gives an overview of the terrain's effects. Specific rules regarding the effect of terrain on movement and combat appear in the *Movement* and *Combat* sections.

Level

The level of a hex is the height to which it rises above the prevailing terrain. All terrain has a level; the level of a hex is independent of the type of terrain it contains, such as woods or water. Hexes with levels higher than 0 are also referred to as hills. If it is not marked on the map, assume a hex's level is 0.

This height is expressed in terms of levels. Level 1 is 6 meters high (waist-high to a BattleMech): a BattleMech standing behind a Level 1 hill may be partially hidden. Level 2 terrain is 12 meters high (the same height as a BattleMech): a BattleMech standing behind Level 2 terrain is completely hidden. Level 3 terrain is 18 meters high, and so on. The level of a hex is considered equal to the highest level present in it.

Sublevels: Hexes with levels lower than 0 are referred to as sinkholes. These hexes are marked in Sublevels that correspond to levels in reverse; a Sublevel 1 hex is 6 meters deep, while a Sublevel 2 hex is 12 meters deep and so on.

If any part of a hex contains a sublevel, the entire hex is considered to be the deepest sublevel marked in the hex. The exception to this rule is if there is also a level greater than 0 marked in the same hex, in which case the level of the hill takes precedence in the hex as described above.

Clear

Clear terrain represents fields, meadows and other grasslands. The ground is firm and may be gently rolling, but its level does not change significantly from one side of the hex to the other. If a hex is not clearly marked as containing another terrain type, assume it is Clear.
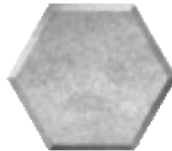
Light Woods

Light woods terrain is covered with sparse trees of up to 12 meters in height. BattleMechs cannot cross this terrain as easily as clear terrain. Unless the wood is relatively large, units may have line of sight through light woods. When Light Woods affect line of sight, they do so for 2 levels above the level of their hex. (See *Intervening Terrain* in *Combat*, p. 20).
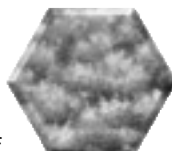
Heavy Woods

Heavily wooded terrain is covered thickly with 12-meter-tall trees, making movement through these areas very difficult. Light woods often border heavy woods. It is very difficult to see through heavy woods. As with Light Woods, Heavy Woods affect line of sight for 2 levels above the level of their hex. (See *Intervening Terrain* in *Combat*, p. 20).
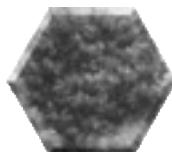
Rough

Rough terrain represents broken, rocky and jumbled ground. Though firm, the unevenness of this type of terrain makes it more difficult to cross than clear terrain. Commonly encountered near cliffs and bluffs, rough ground may also be formed as a result of the destruction of woods.
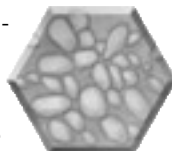
Water

Water terrain hexes are covered by streams, rivers, swamps, ponds or lakes. A Water hex is defined by depth levels (see *Levels*). Depth 0 water is very shallow, only ankle-deep on a BattleMech, and represents terrain such as streams, swamps or shallow ponds. Depth 1 water is 6 meters deep, or 1 level below ground level (about waist-high on a BattleMech). Depth 2 water is 12 meters deep, deep enough to just cover a BattleMech. Depth 3 water is 18 meters deep, and so on.
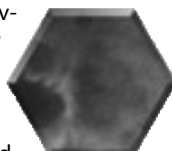
Water hexes effectively have two levels, the surface of the water and the bed (or floor) of the body of water they represent. The level of the surface is equal to the level of the hex. The level of the bed is equal to the level of the hex minus the depth of the water. For example, for a Depth 2 river in a Level 3 hex, the surface is at Level 3 while the riverbed is at Level 1.

Even when a shallow stream fills only part of a hex, that entire hex is considered a Water hex, as described in Sublevels.

DICE

BattleTech requires players to use two six-sided dice, preferably of two different colors. If the situation requires the player to roll one die, the rules indicate this in shorthand as 1D6. Unless otherwise noted, the abbreviation 2D6 means the player rolls both dice and adds the results together.

Components

PLAYING THE GAME

This section provides the sequence of play for *BattleTech* and presents the basic rules for playing MechWarriors in *BattleTech*.

To begin a game, the players lay out the *BattleTech* mapsheets on a table or the floor either in a way agreed upon by all players, or—if using a FanPro LLC or FASA scenario pack—according to the *Game Setup* of the scenario to be played.

Next, the players fill out record sheets for each of their BattleMechs involved in the battle. If desired, players can photocopy the appropriate record sheets provided in *CBT*. (The various *BattleTech Technical Readout* books contain a large selection of additional 'Mech designs, and the corresponding *BattleTech Record Sheets* contain completed record sheets for these designs.) If all players agree, BattleMechs may be created using the *Construction* rules, p. 55.

SEQUENCE OF PLAY

A *BattleTech* game consists of a series of turns. Each turn represents 10 seconds of game time. During each turn, all

BattleMechs on the map have an opportunity to move and fire their weapons. Each turn consists of several smaller segments of time, called phases. During each phase, players will take one specific type of action, such as movement or combat.

The players execute the phases of every turn in a specific order. Specific actions, movement, effects of damage, and so on are fully explained in separate sections later in this book. Each turn includes the following phases, performed in order:

Initiative Phase
Movement Phase
Weapon Attack Phase
Physical Attack Phase
Heat Phase
End Phase

INITIATIVE PHASE

1. One player from each side rolls 2D6 and adds the results together to determine his team's Initiative. The team with the higher result has the Initiative throughout the turn. Reroll a tied result.

MOVEMENT PHASE

2. The team that lost the Initiative chooses one BattleMech and moves it first. If this team has more units than the team that won the Initiative, it may need to move more than one BattleMech, as described in *Unequal Numbers of BattleMechs,* p. 11.

3. The team that won the Initiative moves one BattleMech. If this team has more BattleMechs than the team that lost the Initiative, it may need to move more than one BattleMech, as described in *Unequal Numbers of BattleMechs,* p. 11.

Movement alternates between sides until all BattleMechs have been moved. Each time a player is required to move a BattleMech, he may designate a movement for any BattleMech that has not been destroyed, even if the move is to simply stand (or lie) immobile.

WEAPON ATTACK PHASE

4. The team that lost the Initiative chooses a BattleMech to declare fire first. If this team has more BattleMechs than the team that won the Initiative, it may need to declare attacks for more than one BattleMech as described in *Unequal Numbers of BattleMechs,* p. 11. The player controlling that BattleMech declares whether that BattleMech will twist its torso and in which direction. He must declare any attacks he plans to make using his BattleMech's weapons, specifying which weapons he will fire and at what target(s).

5. The team that won the Initiative chooses a BattleMech to declare fire next. If this team has more BattleMechs than the team that lost the Initiative, it may be required to declare attacks for more than one BattleMech as described in *Unequal Numbers of BattleMechs,* p. 11. The player controlling that BattleMech declares any torso twist and attacks she plans to make using that BattleMech's weapons as described above.

The act of declaring attacks alternates between players until all fire has been declared. Each time a player is required to declare attacks for a BattleMech, he may declare an attack for any BattleMech that has not been destroyed, even if the declaration is not to make any attacks.

6. Weapons fire is resolved one BattleMech at a time. All weapons attacks by one BattleMech should be resolved before those of the next BattleMech in order for the players to more easily track which weapons have fired.

Note that all declared attacks must be made, even if the intended target is destroyed before all attacks against it have been resolved; all declared weapons fire must be resolved for the purpose of tracking ammunition and heat. In addition, all declared attacks must be made because the Weapon Attack Phase represents only a few seconds of time, during which the general confusion of battle makes it impossible to change targets or realize that the target is destroyed in time to choose not to fire.

7. Damage from weapons attacks takes effect. Players record damage as attacks are resolved, but this damage does not affect the BattleMech's ability to attack in this phase. This means a BattleMech may make its declared attacks even if the BattleMech or its weapons are destroyed. At the end of the phase, all damage takes effect immediately and players must make any Piloting Skill Rolls required according to the effects of weapons attacks. Note that damage taken by a BattleMech during the Weapon Attack Phase takes effect before the start of the same turn's Physical Attack Phase.

PHYSICAL ATTACK PHASE

8–11. Repeat Steps 4 through 7 for physical attacks, with all damage from these attacks taking effect before the Heat Phase. Note that torso twists are not made during Steps 8 or 9. Torso twists are made during Weapon Attack declaration, but the torso remains twisted in the same direction throughout the remainder of the turn, affecting physical attack firing arcs as well.

HEAT PHASE

12. Players adjust their BattleMechs' Heat Scale to reflect any heat built up or lost during the turn. Resolve any temporary or permanent damage caused by excessive internal heat at this time. See *Heat,* p. 38 for specific rules regarding this phase.

END PHASE

13. Players whose MechWarriors lost consciousness in a previous turn now roll 2D6 to see if the pilot regained consciousness during this turn.

14. Players execute any miscellaneous actions remaining in the turn, such as switching heat sinks on or off. The specific rules for such actions will state whether or not they take place during the End Phase. Torsos that have been twisted return to a forward-facing position at this time.

15. Repeat Steps 1 through 14 until one team meets its victory conditions. Under normal circumstances, the team with the

last surviving BattleMech left on the map wins the scenario. If the last BattleMechs from each team are destroyed simultaneously, the game is a draw. The players may set other victory conditions by mutual agreement before play begins or by using the *Victory Conditions* given for each scenario in the FanPro LLC or FASA scenario pack being played.

UNEQUAL NUMBERS OF BATTLEMECHS

The Movement Phase, Weapon Attack Phase and Physical Attack Phase require each player to alternate moving or declaring attacks with their BattleMechs. In a turn consisting of an equal number of BattleMechs on each side, each player simply takes a turn moving or declaring a single BattleMech's action, then the other player declares movement or an action for one BattleMech, and so on. If the number of BattleMechs on each side are not equal, however, this procedure must be altered.

If, prior to any pair of movement or attack declarations, one team has twice as many BattleMechs left to declare for as the other team, the team with twice as many BattleMechs declares for two BattleMechs rather than one. If one team has three times as many BattleMechs, it declares for three each time, and so on.

For example, at the beginning of the Movement Phase, Side A has 8 BattleMechs and Side B has 5 BattleMechs. Side A wins the Initiative. Before the first pair of movements, Side A does not have double or more the number of BattleMechs Side B has remaining to move, so Side B moves one BattleMech, then Side A moves one BattleMech. Now, Side A has 7 BattleMechs left to move while Side B has 4 BattleMechs left to move. Since Side A still does not have twice as many BattleMechs left to move, each side again moves one BattleMech. Before the third pair of movements, Side A has 6 BattleMechs left to move, twice as many as Side B has left to move. This means Side A must now move two BattleMechs for every one BattleMech Side B moves.

Here is a breakdown of how many BattleMechs each player would move in this example turn.

Move No.	Side B BattleMechs Left to Move	Side A BattleMechs Left to Move	Side B Moves	Side A Moves
1	5	8	1	1
2	4	7	1	1
3	3	6	1	2
4	2	4	1	2
5	1	2	1	2

MECHWARRIORS

The human soldiers who pilot BattleMechs are called MechWarriors. Their skills play an important role in keeping a BattleMech moving and fighting effectively in combat. A BattleMech will be knocked out of action if its MechWarrior is killed or seriously injured, even if the BattleMech suffers only minimal damage.

SKILLS

Though warriors actually have many different skills, for the purposes of the *BattleTech* game they use only two skills in combat, Piloting and Gunnery. Skills have a rating; the lower the skill rating the better the skill.

A MechWarrior's Piloting Skill represents his skill at controlling his machine's movements, including keeping his BattleMech from falling down as discussed in *Piloting Skill Rolls* (see *Movement,* p. 13). A MechWarrior's Gunnery Skill helps determine how easy or difficult it is for the pilot to make a successful shot using the BattleMech's weapons, as discussed in *Firing Weapons* (see *Combat,* p. 19).

Default Skill Ratings: MechWarriors of average skill have a Piloting Skill rating of 5 and a Gunnery Skill rating of 4.

Making Piloting Skill Rolls

When a BattleMech attempts a potentially dangerous maneuver, or when the pilot might lose control of the unit for some other reason, the pilot must make a Piloting Skill Roll (see *Piloting Skill Rolls,* p. 16 in *Movement*).

Additionally, a unit's base to-hit number for physical attacks is equal to its Piloting Skill rating (see *Physical Attacks,* p. 32).

Shutdown and Unconscious BattleMechs: A shutdown BattleMech or one with an unconscious pilot cannot make a Piloting Skill Roll, and so fails it automatically (see *Shutdown Effects*, p. 40).

Gunnery Skill Rating

A unit's base to-hit number is equal to its Gunnery Skill rating. When modified for range, terrain and other factors, this number becomes the modified to-hit number (see *Firing Weapons,* p. 22).

Varying Skill Ratings

Rather than giving their MechWarriors the standard Piloting and Gunnery Skill ratings, players can roll randomly at the beginning of the game to assign a Piloting and Gunnery Skill rating to every MechWarrior. This random generation usually produces an interesting mix of inexperienced and seasoned fighters. To use the Random MechWarrior Skills Table, the player rolls 1D6 to determine the MechWarrior's Piloting Skill rating and repeats the roll to determine his Gunnery Skill rating.

RANDOM MECHWARRIOR SKILLS TABLE

Die Roll (1D6)	Piloting Skill	Die Roll (1D6)	Gunnery Skill
1	6	1	4
2	6	2	4
3	5	3	4
4	5	4	4
5	4	5	3
6	4	6	3

SKILL IMPROVEMENT

Players may want to use the MechWarriors they create in future scenarios or in *BattleTech* campaign games—assuming, of course, that the MechWarrior survives the current battle. This is an optional rule that should only be used if all players agree and will all be keeping track of skill advancement for their forces.

In this case, players should keep track of Experience Points for each MechWarrior who survives a scenario. Each warrior who survives earns 1 Experience Point. In addition, each player must award a bonus Experience Point to one of the MechWarriors on the enemy team who survived the scenario (if there were any survivors), based on his opinion of which MechWarrior was the bravest, scored the most damage, or any other desired criteria.

After each scenario, any MechWarrior may spend accumulated Experience Points on skill improvement. Improving Piloting Skill costs 4 points, while improving Gunnery Skill costs 8 points. Each improvement reduces the improved skill's rating by 1.

Classic BattleTech RPG (originally called *MechWarrior, 3rd Edition*), the roleplaying game for the *BattleTech* universe, offers a more comprehensive character creation system and skill advancement that can be used in place of these rules.

Maximum Skill Ratings: No skill rating can be improved beyond a rating of 0.

DAMAGING A MECHWARRIOR

Three types of damage to a BattleMech can also damage the MechWarrior inside: head hits, falling, and internal ammunition explosions. In addition, excessive heat buildup can result in damage to the MechWarrior if the BattleMech's life support system takes damage.

A MechWarrior can take 5 points of damage before dying from his injuries.

Head Hits

The MechWarrior takes 1 point of damage whenever the BattleMech's head is hit, even if the hit does not penetrate the 'Mech's armor.

Falling

If the BattleMech falls, the MechWarrior must make a Piloting Skill Roll. If he fails the roll, the pilot takes 1 point of damage.

Ammunition Explosions

An internal ammunition explosion causes 2 points of damage to the MechWarrior as a result of the electric shock he receives through his neurohelmet.

Excess Heat

When the life support systems have taken a critical hit, the MechWarrior suffers 1 point of damage every turn that the BattleMech's internal heat is 15 or higher on the Heat Scale at the end of the Heat Phase. Every turn that the heat is 26 or higher causes 2 points of damage to the MechWarrior.

CONSCIOUSNESS ROLLS

A MechWarrior can survive with up to 5 points of damage, but he may be knocked unconscious long before taking that much damage. Every time the MechWarrior takes a point of damage, the player must roll 2D6 at the end of that phase, before making any Piloting Skill rolls, and consult the MechWarrior Consciousness Table. This roll is made for every point of damage taken, so in the case of an ammunition explosion, the pilot will make two consecutive consciousness rolls.

If the die roll result is equal to or greater than the consciousness number, the MechWarrior remains conscious. If the result is less than the consciousness number, the MechWarrior is knocked unconscious. The BattleMech becomes an immobile target, unable to move, fire, or take any other action. No equipment (except heat sinks) on the 'Mech functions as long as the pilot is unconscious.

Immobile Target: A 'Mech with an unconscious pilot is an immobile target, and therefore may be targeted by aimed shots as described on page 28.

Piloting Rolls: Any Piloting Skill Rolls that the player must make for the BattleMech while the pilot is unconscious automatically fail.

Recovering Consciousness: During the End Phase of each turn following the turn in which the MechWarrior lost consciousness, the player rolls 2D6. If the result is equal to or greater than the consciousness number for the MechWarrior's current degree of damage, the MechWarrior regains consciousness. The player need not roll again to determine consciousness until the MechWarrior takes new damage. A MechWarrior who has taken 6 hits is dead and cannot regain consciousness.

In Turn 3, a Grasshopper *takes a hit to the head from an attack with a medium laser. Though the laser does not penetrate the head's protective armor, the* Grasshopper's *pilot takes 1 point of damage. He took 2 points of damage in previous attacks, and so now has a total of 3 points of damage. The player consults the MechWarrior Consciousness Table and rolls a 6, 1 point less than his pilot needed to remain conscious. The* Grasshopper *will not be able to move or fire during Turn 4. In the End Phase of Turn 4, the player rolls 2D6 again. If he rolls a 7 or higher, the MechWarrior regains consciousness, and his BattleMech will be able to move and fire normally during Turn 5.*

MECHWARRIOR CONSCIOUSNESS TABLE

Total Damage Point	Consciousness Number
1	3
2	5
3	7
4	10
5	11
6	Dead

MOVEMENT
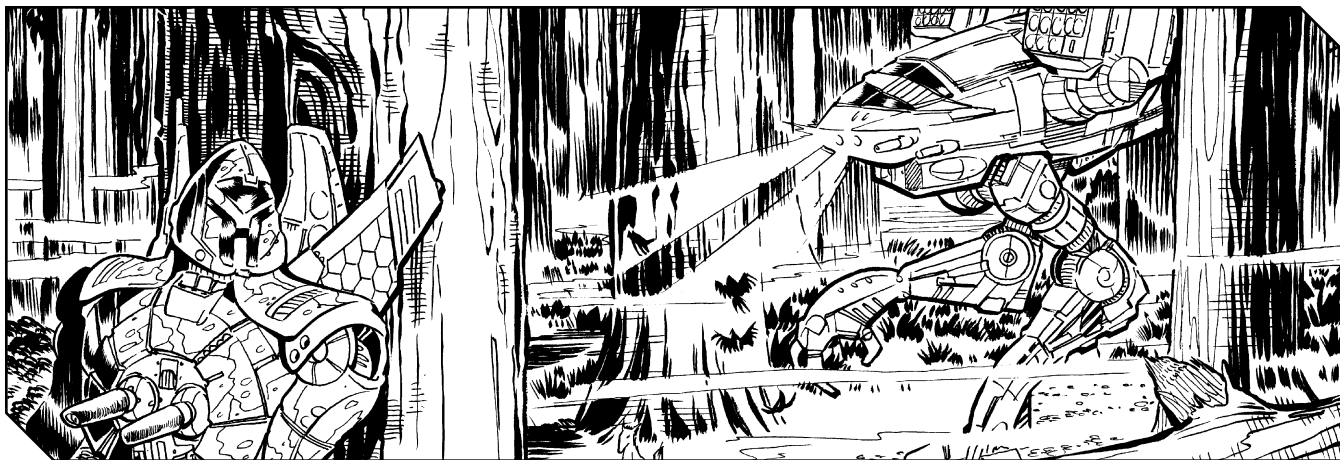
attleMechs change their position and location on the mapsheet by performing any one of several movements or movement actions. During the Movement Phase of each turn, each player must choose one mode of movement (walking, running, or jumping) that his BattleMech will use during that turn.

When it is his turn to move a BattleMech, the player must announce what movement mode he is using. Within the limits of the rules, the player always chooses how a BattleMech moves.

MOVEMENT BASICS

As shown at the top of the Movement Cost Table, p. 14, a BattleMech must spend 1 movement point (MP) to enter a hex. The type of terrain within a hex adds more MP costs, as shown under the MP Cost Per Hex/Terrain Cost column of the table. A unit can also take two other actions—facing change and standing up—at the MP cost shown on the table.

The controlling player always starts with a base cost of 1 MP for a BattleMech to enter a new hex. The player then consults the Movement Cost Table and adds up MP required, based on the type of hex being entered and/or the action being taken. Such additional modifiers are cumulative.

Water: Water hexes have a depth that functions in the same way as a level (see p. 8), but in reverse. BattleMechs entering Water hexes must pay the MP cost for entering water, plus the cost of entering the hex, plus the cost for the level change (if any).

Difficult or Prohibited Terrain: For some terrain, a player must make a successful Piloting Skill Roll (see p. 16) in order to remain standing once it enters that terrain. Also, a BattleMech may not enter certain types of terrain. These terrain types and movement restrictions appear on the Movement Cost Table.

Level Change

While moving forward, a BattleMech may change level or depth by only 1 or 2 levels per hex. (This rule does not apply to a jumping unit. See *Jumping,* p. 15). Level changes greater than these are considered prohibited terrain.
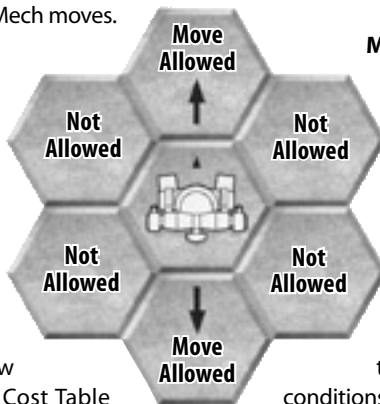
Minimum Movement

A BattleMech must possess sufficient MP to pay the cost of entering each new hex. A BattleMech can always move into the hex directly in front of it at the beginning of the Movement Phase, however, regardless of the terrain cost, provided it is the only expenditure of MP the BattleMech makes in that turn. This kind of move can only be made if the BattleMech has at least 1 MP to spend (i.e., is mobile) and the BattleMech is not prohibited from entering that terrain. A BattleMech that enters a hex under these conditions is considered to have used running movement.

A prone BattleMech with only 1 MP available can make a single attempt to stand using the Minimum Movement rule.

Prone BattleMech Movement

A BattleMech that is prone at the beginning of its movement may declare walking or running movement but may not jump. The 'Mech can use its MP to attempt to stand (see *Standing Up,* p. 16). Though a prone BattleMech cannot crawl into another hex, it may change its facing in the hex it occupies at the standard cost of 1 MP per hexside.

MOVEMENT COST TABLE

Movement Action/Terrain Type	MP Cost Per Hex/Terrain Cost
Cost to Enter Any Hex	1
Terrain Cost When Entering Any New Hex	
Clear	+0
Rough	+1
Light Woods	+1
Heavy Woods	+2
Water	
Depth 0	+0
Depth 1	+1[1]
Depth 2+	+3[1]
Level Change (up or down)	
1 level	+1
2 levels	+2
3+ levels	Prohibited[2]
Movement Actions	
Facing Change	1/hexside
Dropping to the Ground	1
Standing Up	2/attempt

[1] MP cost to move along the bottom of the water hex; level change MP cost not included; Piloting Skill Roll required to prevent falling

[2] BattleMechs may not change more than 2 levels in a single hex.

MOVEMENT DIRECTION

A BattleMech can move forward into the hex it is facing or backward into the hex directly to its rear. It cannot move into any other hex unless it first changes its facing (see *Facing,* below). The diagram below shows the two hexes that a BattleMech may enter without changing its facing.

Backward Movement

During the course of its movement, a BattleMech can move forward, backward and change direction in any manner the player chooses, as long as the BattleMech possesses the required number of Movement Points. A BattleMech may not, however, run backward.

Level Change: BattleMechs moving backward may not change levels.
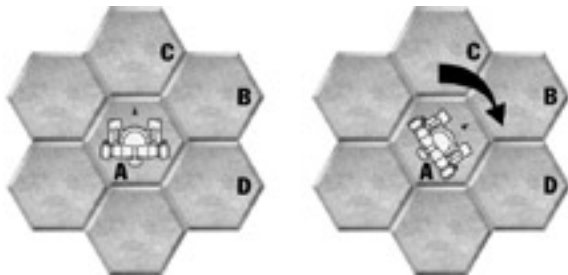
FACING

Every hex on the map has six edges, called hexsides. In *BattleTech*, every BattleMech must be oriented to face one of those six hexsides. A BattleMech is considered to be facing the way its feet are pointing. A BattleMech's facing affects both movement (see below) and combat (see *Combat,* p. 19), and can only be changed during the Movement Phase.

Violations: BattleMechs not clearly facing a hexside can be realigned to one of the two closest hexsides by the opposing player.

FACING CHANGE

Changing a BattleMech's facing costs 1 MP per hexside changed. For example, a 180-degree turn would cost a BattleMech 3 MP.

A player wants to move the BattleMech in the diagrams at left from Hex A to Hex B. The BattleMech is currently facing Hex C, however, and so cannot legally move to Hex B. If the BattleMech changes its facing, as shown in Figure 2, the BattleMech can now legally move into Hex B. This facing change costs 1 MP.

If the player wanted to move the BattleMech into Hex D (without moving backward), the BattleMech would have to make a two-hexside facing change, at a cost of 2 MP.
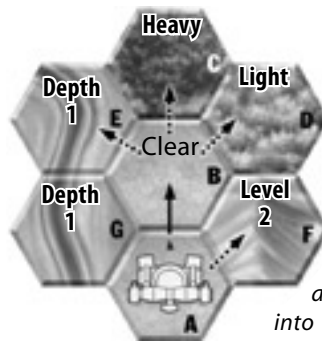
In the diagram to the left, the BattleMech in Hex A has 4 MP (walking) or 6 MP (running). The player declares that the BattleMech will walk this turn. It will cost all 4 of the BattleMech's available MP to walk straight ahead into Hex B (1 MP) and then forward again into the Heavy Woods in Hex C (3 MP). It would cost all 4 MP for the BattleMech to move into Hex B (1 MP), then change its facing (1 MP) and move into the Light Woods in Hex D (2 MP). The BattleMech's walking MP of 4 is not enough to get it to Hex E because it would have to move forward into Hex B (1 MP), then change its facing one hexside (1 MP), then enter the Depth 1 Water hex (2 MP), which would require an additional 1 MP for the level change (total 5 MP). Finally, if the player wanted to move his BattleMech from Hex A directly to Hex F, he would first have to change facing (1 MP), and then, after climbing 2 levels (2 MP), enter the open terrain (1 MP).

MOVEMENT MODES

At the beginning of each BattleMech's movement, a player must select one of the following movement modes for his BattleMech. A BattleMech may not combine movement modes during a turn.

STANDING STILL

If the player declares that the BattleMech will stand still, the BattleMech stays in the hex in which it started the turn. It may expend no MP during the turn. It does not move at all, not even to change facing. Standing still generates no heat, gives no penalty to weapons fire, and allows attackers to fire on the BattleMech without target movement penalties.

WALKING

If the player declares that the BattleMech will walk, the BattleMech may expend a number of MP up to its walking MP rating. A walking BattleMech suffers a small penalty to its to-hit number when firing weapons. As a moving target, a walking BattleMech may also be harder to hit. These combat effects appear on the appropriate To-Hit Modifier Tables in the *Combat* section, p. 19, and are explained there.

Heat: Walking creates 1 point of heat for BattleMechs.

RUNNING

A BattleMech can move further in a turn when running than it can walking. The player may spend up to the Running MP rating of the BattleMech each turn. A BattleMech that is running suffers penalties to its to-hit number when firing weapons, but its speed may make the BattleMech a more difficult target to hit. These effects are explained in the *Combat* section, p. 19.

Backward Movement: No BattleMech can move backward while running.

Water: No BattleMech can enter Water hexes of Depth 1 or deeper while running, though a running BattleMech may leave or change facing in a Water hex.

Heat: Running creates more heat for a BattleMech (2 Heat Points per turn) than walking does.

MP Reduction: Certain damage to a BattleMech may reduce its Walking MP rating. When such damage occurs, the BattleMech's running speed must be recalculated. A unit's Running MP rating is always equal to its Walking MP times 1.5, rounding up.

Critical Damage: After the end of its movement, a 'Mech that runs with damaged hip actuators or gyros must make a Piloting Skill Roll to avoid falling. (See *Piloting Skill Rolls,* p. 16).

JUMPING

Not all BattleMechs can jump. A jump-capable BattleMech will be listed as having Jumping MP. Jumping allows the most flexibility in movement, but generates a great deal of heat. Jumping also makes it harder to fire weapons accurately, but a jumping BattleMech makes a more difficult target than a running or walking BattleMech. These effects are explained in the *Combat* section, p. 19.

BattleMechs must be standing at the start of the turn in order to jump. When a BattleMech jumps, it can move 1 hex for every available Jump MP. It may jump in any direction, regardless of its original facing. The player chooses a target hex for the BattleMech to jump into, then the BattleMech travels to that hex along the shortest possible route. A BattleMech can jump over and into any hex, regardless of terrain type. If this path crosses a level higher than the sum of the BattleMech's Jump MP plus the level of the hex the jump started in, then the BattleMech cannot make the jump. If there is more than one possible path between the BattleMech and its goal hex, the player may declare which path his BattleMech takes.

Water: Jump jets cannot be fired while submerged in water, so a 'Mech standing in Depth 2 or deeper water cannot jump. If a 'Mech is standing in Depth 1 water, it may not fire jump jets located in its legs, but it may use any jets located in the torso, each one providing 1 Jumping MP. For example, a 'Mech with a Jumping MP of 5 that has one jump jet in each leg and each torso location may only use 3 MP when jumping out of Depth 1 water.

Critical Damage: BattleMechs that jump with destroyed hip or leg actuators or a damaged gyro must make a Piloting Skill Roll to avoid falling when they land. (See *Piloting Skill Rolls,* p. 16).

Heat: Jumping generates a great deal of heat, costing 1 Heat Point for every hex jumped with a minimum cost of 3 Heat Points. Even if a BattleMech only jumps 1 hex, it builds up 3 Heat Points for that jump.
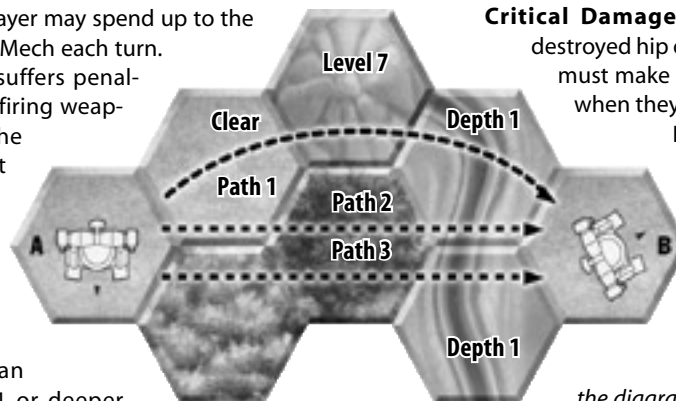
The BattleMech in Hex A of the diagram above has a Jumping MP of 6. The BattleMech jumps to Hex B, 4 hexes away. Because the BattleMech is using jump movement, it spends only 1 MP for every hex that it moves, ignoring all terrain costs for the hexes it passes over and for the hex in which it lands. As it lands, the player can face the BattleMech in any direction he chooses at no extra cost. To reach Hex B with the facing shown by walking or running, the BattleMech would have had to spend at least 13 MP.

The BattleMech could have jumped into Hex B by at least three paths, as indicated on the diagram. Path 1 cannot be chosen because a hill in the intervening terrain has a level of 7 and the 'Mech has a Jump MP rating of 6, but the player still could have chosen Path 2 or 3. If the level of Hex A was 1 or higher, then the 'Mech could have traveled to its destination along Path 1, because the unit's Jump MP (6) plus the level of the starting hex (1) would equal or exceed the level of the intervening hilly terrain.

MOVEMENT ACTIONS

BattleMechs may take several movement actions aside from simply moving forward and backward across terrain, as described below.

FACING CHANGE

Every hexside by which a BattleMech changes its facing costs 1 MP. See *Facing,* p. 14.

DROPPING TO THE GROUND

A player may choose to have his BattleMech drop to the ground during combat. Usually, he will do this at the end of movement to hide or make attacks against the BattleMech more difficult.

This action creates no additional heat, causes no falling damage, and costs 1 MP. The BattleMech drops with the same facing it had while standing and is automatically face down, as in an unintentional fall (see *Falling,* p. 18). The 'Mech is thereafter considered prone, and to regain its feet it must attempt to stand as described in *Standing Up*.

STANDING UP

The player may choose to have a BattleMech attempt to regain its feet after falling or dropping to the ground. Each attempt to stand costs 2 MP. A BattleMech may stand during the same turn that it fell, as long as it still has sufficient MP to make the attempt and was not jumping that turn. BattleMechs may only attempt to stand during the Movement Phase. A BattleMech may attempt to stand even if missing one leg or one or both arms.

If a BattleMech begins the Movement Phase prone, it must declare whether it will walk or run before it attempts to stand.

For a fallen BattleMech to stand up, the player must make a successful Piloting Skill Roll (see below). If the attempt is not successful, the BattleMech falls again, taking falling damage. The unit may make repeated attempts to stand as long as it has Movement Points available.

Once the BattleMech successfully stands, it may face in any direction (at no cost), regardless of its facing while on the ground, and may either walk or run using any remaining Movement Points.

Heat: Each attempt to stand creates 1 point of heat.

Minimum Movement: A prone BattleMech with only 1 MP available at the beginning of its turn may make one attempt to stand using the *Minimum Movement* exception noted in *Movement Basics,* p. 13.

STACKING

During the Movement Phase, a BattleMech may move through hexes occupied by other friendly BattleMechs, but it may not move through a hex occupied by an enemy BattleMech. It also may not end its movement in a hex occupied by another BattleMech.

It is important to note that while only one BattleMech can occupy a hex, it does not actually take up the entire hex. A 30-meter-wide hex offers plenty of room for a 12-meter-tall 'Mech to move around and avoid fire. Simply put, a BattleMech tactically controls the hex it occupies, but does not physically fill it.

ACCIDENTAL VIOLATION

If a BattleMech inadvertently violates the stacking rules, the result is a fall as described in the *Domino Effect* rule, p. 37. The most common situation in which this will occur is when a BattleMech moves into a hex with a friendly BattleMech that has terrain that requires a Piloting Skill Roll, and the player fails the roll. If the BattleMech that fell cannot manage to stand up and move out of the hex, a Domino Effect fall will result.

PILOTING SKILL ROLLS

Players must make Piloting Skill Rolls for their MechWarriors under a variety of treacherous circumstances, usually to avoid falling. All of the events that require a Piloting Skill Roll are listed on the Piloting Skill Roll Table on p. 17.

MAKING PILOTING SKILL ROLLS

The Piloting Skill Roll Table lists the events that require a player to make a Piloting Skill Roll for his BattleMech's MechWarrior. Each time one of these events occurs, the player adds the following modifiers to his MechWarrior's Piloting Skill: all indicated modifiers for the event plus additional modifiers from any other events taking place in the same phase, including those listed under Pre-existing Damage on the Piloting Skill Roll Table. The resulting number is the Modified Piloting Skill.

To make the Piloting Skill Roll, the player rolls 2D6. If the result is equal to or greater than the Modified Piloting Skill, the BattleMech avoids falling. If the result is less than the Modified Piloting Skill, the BattleMech falls.

Movement Phase: Piloting Skill Rolls required because of movement (entering water, trying to stand up, avoiding falling damage, and so on) must be made immediately following the action. Multiple rolls may be required during the BattleMech's movement for a turn. For example, if a BattleMech is moving through 3 hexes of Depth 1 water, the player must make a Piloting Skill Roll when the BattleMech enters each of the three Water hexes.

If the BattleMech falls during the Movement Phase and has at least 2 MP remaining, it may attempt to regain its feet that turn.

Weapon Attack Phase: All Piloting Skill Rolls required because of weapons attacks must be made at the end of the Weapon Attack Phase of the turn. Note that a BattleMech only makes one Piloting Skill Roll for taking 20+ Damage Points in a single phase, regardless of how many points of damage over 20 it takes. All weapons attacks are resolved before the players make any required Piloting Skill Rolls. BattleMechs that fall during the Weapon Attack Phase begin the turn's Physical Attack Phase in a prone position.

Physical Attack Phase: All Piloting Skill Rolls required because of physical attacks are made at the end of the Physical Attack Phase. Resolve all physical attacks before making any Piloting Skill Rolls.

PILOTING SKILL ROLL TABLE

BattleMech's Situation	Modifier
Damage to BattleMech	
BattleMech takes 20+ Damage Points in one phase	+1
BattleMech reactor shuts down	+3[1]
Leg/foot actuator destroyed	+1
Hip actuator destroyed	+2
Gyro hit	+3
Gyro destroyed	Automatic Fall[2]
Leg destroyed	Automatic Fall[3]
Physical Attacks on BattleMech	
BattleMech was kicked	0
BattleMech was pushed	0
BattleMech was successfully charged/death from above attack	+2
Unit's Actions	
BattleMech missed kick	0
BattleMech makes a successful charging attack	+2
BattleMech made death from above attack	+4[4]
BattleMech entering Depth 1 Water hex	−1
BattleMech entering Depth 2 Water hex	0
BattleMech entering Depth 3+ Water hex	+1
BattleMech attempting to stand	0
BattleMech jumping with damaged gyro or leg/foot/hip actuators	per Preexisting Damage, below
BattleMech jumping with destroyed leg	per Preexisting Damage, below
BattleMech running with damaged hip or gyro	per Preexisting Damage, below
Special Case	
MechWarrior trying to avoid damage when his BattleMech is falling	+1/level fallen[7]
Pre-existing Damage	
Per leg/foot actuator previously destroyed	+1
Per hip actuator previously destroyed	+2[5]
Gyro previously hit	+3
Leg previously destroyed	+5[6]

[1] Only during the turn that the reactor shuts down. If the MechWarrior must make a Piloting Skill Roll for a 'Mech with a shut-down reactor, the BattleMech automatically falls; in either case, if the 'Mech falls, the warrior automatically takes 1 point of damage.

[2] The modifier for a destroyed gyro is +6 when making a Piloting Skill Roll to avoid damaging the MechWarrior during an automatic fall.

[3] The modifier for a destroyed leg is +5 when making a Piloting Skill Roll to avoid damaging the MechWarrior during an automatic fall.

[4] Automatic fall if death from above attack is unsuccessful.

[5] Ignore all modifiers from previous critical hits on that leg.

[6] Do not add modifiers for other damaged actuators in the leg.

[7] For purposes of falling, a 'Mech only rises 1 level above the underlying terrain.

During the Weapon Attack Phase, a BattleMech whose MechWarrior has a Piloting Skill of 5 takes 40 points of damage and loses 2 leg actuators. The player makes one Piloting Skill Roll for taking 20 or more points of damage, and two more for losing 2 leg actuators. The modified Piloting Skill Target Number for each of the three rolls is 8 [5 (Piloting Skill) + 1 (20+ points of damage) + 1 (damaged leg actuator) +1 (damaged leg actuator)].

During the Physical Attack Phase, the same BattleMech is kicked in the leg by two other BattleMechs, in the process losing another actuator and taking 23 more points of damage. The player must make four more Piloting Skill Rolls: two for being kicked twice, one for losing a leg actuator, and one for the 23 points of damage. The modified Piloting Skill Target Number for each of the four rolls is 9 [5 (Piloting Skill) + 2 (existing actuator damage) + 1 (another damaged leg actuator) + 1 (20+ points of damage)].

FALLING

When a BattleMech falls, the machine will always suffer damage and its pilot may suffer damage as well. The amount of damage taken by the BattleMech depends on its weight and the distance it falls. Whether or not the MechWarrior suffers an injury depends on a Piloting Skill Roll.

Determining Location After a Fall

To determine the location of a BattleMech after a fall, the players must use their judgment and the following guidelines to create a reasonable outcome. Location after a fall should be determined by the action that created the fall.

In general, when a BattleMech falls while moving from one level to another, the BattleMech will fall into the lower of the two hexes. If the fall occurs during the Movement Phase on level ground, the BattleMech falls in the hex it was entering. If a fall occurs because of weapons fire, a physical attack, or any other reason related to combat, the BattleMech falls in the hex it currently occupies.

To find the number of levels the BattleMech fell, subtract the level of the hex into which the BattleMech fell from the level of the hex from which it fell.

Collisions: If a BattleMech falls into a hex occupied by another BattleMech, the second BattleMech might also take damage depending on how the BattleMech falls. If the BattleMech fell from a hex 2 or more levels above the landing hex, use the *Accidental Falls from Above* rules, p. 37. If the BattleMech fell from a hex only 1 or 0 levels higher, use the *Domino Effect* rules, p. 37.

Facing After a Fall

When a BattleMech falls, it takes damage and its facing may change. This facing change determines the BattleMech Hit Location Table used when assigning damage from the fall.

To determine the unit's facing after the fall and the area of the BattleMech that takes damage from the fall, roll 1D6 and consult the Facing After a Fall Table.

A fallen BattleMech lies prone and face down. BattleMechs that fall on their sides or back automatically roll over to lie on their fronts after taking damage.
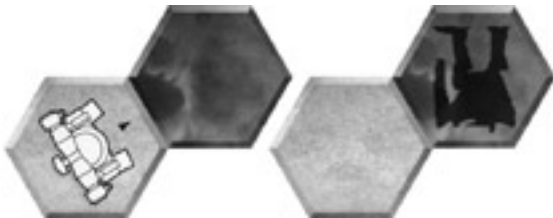
The BattleMech in the diagram was entering a Water hex and failed its Piloting Skill Roll. The player rolls 1D6 with a result of 3 and consults the Facing After a Fall Table. The BattleMech is now facing 2 hexsides to the right (clockwise) of its original facing and takes the damage from the fall on its right side (note that since the 'Mech fell in water, it only takes half the normal damage from falling, see below). It is now prone and face down in the Water hex.

FACING AFTER A FALL TABLE

Die Roll (1D6)	New Facing	Hit Location
1	Same Direction	Front
2	1 Hexside Right	Right Side
3	2 Hexsides Right	Right Side
4	Opposite Direction	Rear
5	2 Hexsides Left	Left Side
6	1 Hexside Left	Left Side

Falling Damage to a BattleMech

A BattleMech always takes damage from a fall equal to 1 point for every 10 tons that the BattleMech weighs (rounding up) times the number of levels plus 1 that the BattleMech fell. If it falls into a Water hex, treat the Water hex as a Level 0 hex and apply only half the resulting damage (rounding up).

Divide the damage into groupings of 5 points each: in other words, form as many 5-point groups as possible, assigning any remaining points to one smaller group, and determine a hit location for each group. For example, a BattleMech that suffers 33 points of falling damage takes six groups of 5-point hits and one 3-point hit. To determine the location of the damage, use the appropriate column of the BattleMech Hit Location Table, p. 28 in *Combat,* as specified by the Facing After a Fall Table.

If the fall occurs during the Movement Phase, resolve the damage as it happens.

A Grasshopper *in a Level 1 hex attempts to stand during the Movement Phase. The MechWarrior fails his Piloting Skill Roll, and the BattleMech falls again into the same hex. The BattleMech fell from a Level 1 to a Level 1 hex (the same one) and so fell 0 levels. The player rolls a 1 on the Facing After a Fall Table and finds that the BattleMech landed on its face. It takes the falling damage on its front. The* Grasshopper *suffers 7 points of damage (70 tons divided by 10 is 7; the number of levels fallen plus 1 equals 1; 7 x 1 = 7). These 7 points are divided into one group of 5 and one of 2. The player then uses the Front column of the BattleMech Hit Location Table to determine the location of the damage.*

Falling Damage to the MechWarrior

To determine if the pilot took damage when the BattleMech fell, the player makes a second Piloting Skill Roll after every fall. First, apply all standard modifiers to the target number, then add an additional +1 to the MechWarrior's Piloting Skill target number for every level fallen. If the die roll result is equal to or greater than this modified Piloting Skill target number, then the MechWarrior avoided taking any damage. If the die roll result is less, the MechWarrior takes 1 point of damage.

COMBAT
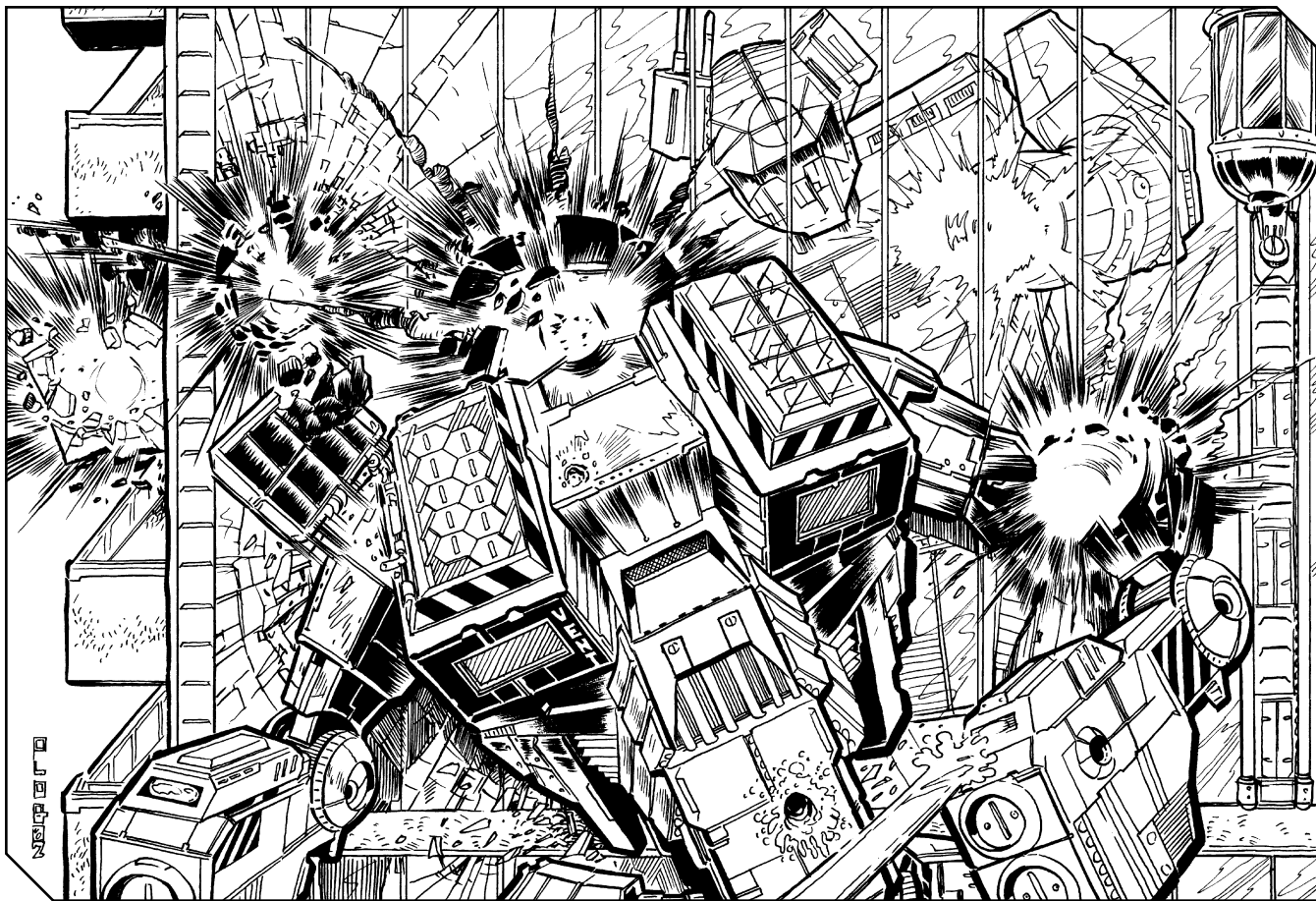
After the players complete the Movement Phase of the turn, BattleMechs engage in combat. BattleMechs use two forms of combat: weapon attacks and physical attacks. BattleMechs make weapon attacks using armaments such as missiles, lasers and autocannons. For physical attacks, the BattleMechs use their own massive weight to inflict damage on targets.

In *BattleTech,* both weapon and physical attacks first inflict damage on the outer armor that protects every BattleMech. When an attack or series of attacks destroys all of a location's Armor Points, any remaining damage affects the internal structure of the BattleMech in that location. Every attack that damages a BattleMech's internal structure may result in a critical hit that can knock out a weapon or movement system, or even destroy the BattleMech completely.

ATTACK DECLARATION

As described in *Playing the Game* (p. 19), all attacks are declared before any are resolved. Only those weapon attacks that were declared during weapon attack declaration are resolved in the Weapon Attack Phase. Likewise, only those physical attacks declared during physical attack declaration are resolved in the Physical Attack Phase. All attacks that are declared must be resolved, even if the intended target is destroyed before all attacks against it have been made (though an attack may be aborted if the Modified To-Hit Number is greater than 12; see *Modified To-Hit Number,* p. 23). Likewise, attacks that were not declared cannot be made, even if the opportunity presents itself during the course of play.

TORSO TWIST

As part of each BattleMech's weapon attack declaration, the players can twist the torsos of their BattleMechs. This twist lasts for the remainder of the turn, affecting firing arcs for both the Weapon Attack and Physical Attack Phases. The torso returns to its forward position in the End Phase.

A BattleMech can twist its torso one hexside (60 degrees) to the left or right of the direction in which its feet are pointing. This new alignment modifies a BattleMech's upper body firing arc as described in *Firing Arcs,* p. 22**.** For movement and hit location purposes, however, the BattleMech is still considered to be facing in its pre-twist direction.

LINE OF SIGHT

In order to make an attack against a target, there must be a clear line of sight (LOS) between the attacker and the intended target. The LOS between two BattleMechs is defined by a straight line running from the center of the attacking BattleMech's hex to the center of the target BattleMech's hex. Any hexes that this line passes through are along the LOS, even if the line barely crosses a hex. If the LOS passes exactly between two hexes, it is up to the player of the targeted BattleMech to decide which of the two hexes the LOS passes through.

The hexes containing the attacking and target BattleMechs are not considered in determining LOS, and they never intervene or interfere with LOS in any way (however, see *Water Hexes,* p. 21 for an exception to this rule).

Adjacent BattleMechs: BattleMechs in adjacent hexes always have LOS to each other. However, if a BattleMech is underwater and a BattleMech in an adjacent hex is not, then LOS is blocked

LEVEL

A hex's level is marked on the map. Hexes with levels higher than 0 are also referred to as hills. Hexes with levels lower than 0 are also referred to as sinkholes. All affect LOS in the same way. Hexes whose levels cannot be determined should be assumed to be Level 0.

Woods: Woods rise 2 levels above the levels of the hex they are in. BattleMechs occupying Woods hexes are standing on the underlying terrain, not on top of the trees.

Water: Water hexes descend to a specific Depth level, but the surface of the water is equal to the height of the surrounding terrain. The Depth is the level of the bottom of the body of water, not its surface. This means that water intervenes for purposes of line of sight as if it is equal to the height of the surrounding terrain, while a BattleMech in the water stands on the bottom, at the Depth level of the hex.

BattleMechs: Standing BattleMechs rise 2 levels above the level of the hex they are in for purposes of LOS. Prone BattleMechs rise 1 level above the level of the hex they are in.

INTERVENING TERRAIN

Terrain along the LOS between the attacker and the target that is actually in the LOS (not including the hexes occupied by the attacker and target) is called *intervening* terrain. The terrain of the hexes along the LOS between the attacker and target may or may not intervene in LOS, depending on its level relative to the attacker and target. Likewise, features of the terrain in the hexes along the LOS between the attacker and target (water, woods, and so on) may or may not actually intervene in LOS, depending on their level relative to the attacker and target. Only features of the terrain that have levels, such as trees, can actually intervene in LOS. For example, rough terrain would not be intervening, though the hex containing the rough might be. Use the following guidelines to determine if terrain is intervening.

Terrain along the LOS between two BattleMechs is intervening if:

• The level of the terrain or feature is equal to or higher than the level of both units; or

• The terrain or feature is adjacent to the attacker and equal to or higher than the attacker's level; or

• The terrain or feature is adjacent to the target and equal to or higher than the target's level.

Effects of Intervening Terrain

Intervening terrain has the following effects on LOS.

Hills: Intervening levels (hills) block LOS.

Light Woods: Three or more hexes of intervening Light Woods block LOS. One hex of intervening Light Woods combined with one or more hexes of intervening Heavy Woods will also block LOS.

Heavy Woods: Two or more hexes of intervening Heavy Woods block LOS. One hex of intervening Heavy Woods combined with one or more hexes of intervening Light Woods will also block LOS.

Water: Intervening water blocks LOS unless both the attacker and target are completely submerged and no other terrain intervenes. See also *Water Hexes,* p. 21, and *Partial Cover,* p. 21.

BattleMechs: Intervening BattleMechs have no effect on LOS or attacks.
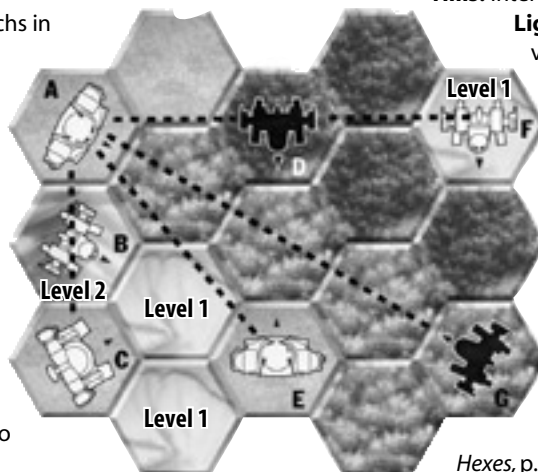
The diagram above illustrates some of the principles governing line of sight. The BattleMech in Hex A wants to make an attack this turn. It is standing in a Level 0 hex, therefore it is considered to be at Level 2 for purposes of LOS. Checking LOS for the BattleMech in Hex A to the other 'Mechs shown, we find the following conditions:

'Mech A has clear LOS to the 'Mech in Hex B, because the Level 2 hill in the hex occupied by the target does not apply when checking LOS. Line of sight to the 'Mech in Hex C is blocked by that same hill, however, because it is inter-

Level 1

Level 2

Level 1

Level 1

vening and equal to or higher than both the attacker and the target.

LOS to the 'Mech in Hex D passes directly between a Clear hex and a Light Woods hex. The target player chooses for the LOS to be affected by the light woods. This choice does not block LOS, however, because the heavy woods in the target hex are not intervening, and therefore have no effect on LOS.

LOS to the 'Mech in Hex E passes through a Level 1 hill and one hex of light woods, so it is not blocked.

The 'Mech in Hex F is standing on a Level 1 hill, making its total Level 3. None of the woods between the units in Hexes A and F are equal to or higher than both units. The light woods adjacent to Hex A are equal to or higher than the 'Mech in Hex A, so those woods are intervening. The heavy woods adjacent to Hex F are not equal to or higher than the 'Mech in Hex F, so those woods are not intervening. This means only one hex of Light Woods intervenes, so there is a clear LOS between the units.

The LOS to the 'Mech in Hex G is blocked because there are three Light Woods hexes intervening.

You can use the diagram to practice finding LOS with the other units. Try to determine how many targets each unit can see, and compare your results to the correct results that follow: Hex B has 6 targets, Hex C has 5 targets, Hex D has 5 targets, Hex E has 6 targets, Hex F has 6 targets, and Hex G has 4 targets.

PARTIAL COVER

Only a standing BattleMech can receive partial cover from terrain. To receive partial cover, a 'Mech must be adjacent to a hex one level higher than the level of the underlying hex it occupies, and that hex must lie between it and the attacking unit. For example, a 'Mech standing on Level 0 terrain is at Level 2 for determining LOS. An adjacent Level 1 hex lying between the attacker and the target would provide partial cover. The firing unit must also have an LOS level equal to or lower than the defending units's LOS level in order for the target to receive partial cover. In other words, an attacker firing downhill (regardless of how many hexes lie between attacker and target) negates its target's partial cover.

The intervening level can be a hill; a 'Mech does not receive partial cover from woods. Partial cover does not block LOS, but it adds a +1 modifier to the attacker's to-hit number. The attack is then resolved normally, but if the hit location roll indicates a leg, the attack strikes the cover instead (see *To-Hit Modifiers,* p. 23).

WATER HEXES

A Depth 1 Water hex provides partial cover for a standing BattleMech occupying that hex. Because the water surrounds the 'Mech, the partial cover applies even if the attacker is at a higher level than the target. Depth 2 or deeper water completely blocks LOS to and from the BattleMech standing in that hex, while LOS is blocked to a prone 'Mech in Depth 1 or deeper water.

The diagram at left illustrates some examples of partial cover. BattleMechs C and D have partial cover from BattleMech A because each is adjacent to a hex with is one level below its own LOS height, along the LOS from BattleMech A. BattleMech A has no LOS to 'Mech B because it is standing in Depth 1 water, making the Level 1 hill higher than its level.

No BattleMechs have partial cover from 'Mech B, though LOS is blocked to 'Mech A.

Only 'Mech B has partial cover from 'Mech D. Though there is a Level 2 hill adjacent to 'Mech C along the LOS, it doesn't provide partial cover because 'Mech D has a higher level than 'Mech C. Since 'Mech B is in water, it has partial cover against 'Mech D even though 'Mech D is uphill.

The 'Mechs in Hexes B and D have partial cover from the 'Mech in Hex C. Even though 'Mech B is lower than 'Mech C, the water still provides partial cover.
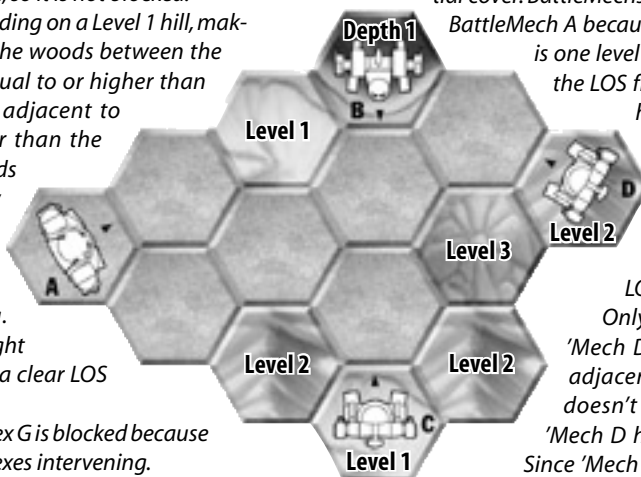
WEAPON ATTACKS

During the Weapon Attack Phase, players use their BattleMechs' armaments to attempt to inflict damage on targets. For one BattleMech to fire at another, the attacking BattleMech must have a clear line of sight to the target, and the target must be within the range and firing arc of the weapons the attacking player wishes to use. The attacking player then calculates the likelihood of a shot hitting the target based on the range to the target, movement of the target and attacker, intervening terrain, and other factors.

Players fire each weapon on a BattleMech individually, and can fire as many or as few of their BattleMech's weapons at the target as they wish, within the restrictions described below. Unless otherwise stated in the rules, each weapon may be fired only once per turn.

If the attack hits the target, the attacking player determines the damage location, and the target player records the result on the damaged BattleMech's record sheet.

Note that the rules for weapon attacks provide general rules for firing arcs, inflicting damage, and critical hits. These rules also apply to physical attacks (p. 32).

AMMUNITION EXPENDITURE

BattleMechs carry a limited amount of ammunition for missile launchers, machine guns, autocannons and other ballistic

Labels in diagram: Depth 1, Level 1, Level 3, Level 2, Level 2, Level 2, Level 1; hexes labeled A, B, C, D

and missile weapons. Weapons that require ammunition indicate the number of shots available for that weapon in the Ammo column of the Weapons and Equipment Table (p. 60). Note that a "shot" in this case represents a single use of the weapon, not a single missile or round of ammunition. For example, an LRM-20 with one ton of ammo has six shots, so the weapon can be fired six times, each shot launching twenty missiles. A machine gun with a ton of ammo can be fired 200 times. Every time one of these weapons is fired, a shot of ammo is expended.

The record sheet for each BattleMech indicates the available number of shots for each weapon in the actual critical slot(s) on the Critical Hit Table. The player should keep a tally of shots fired using the Critical Hit Table, making a hash mark (when the attack is declared) next to the appropriate ammo slot every time he fires the corresponding weapon. When the number of marks equals the amount of ammo carried in that slot, that bin is empty. If no other bins in the BattleMech carry that type of ammo, the weapon is out of ammunition and cannot be fired for the rest of the game. Each weapon can draw ammo from any ammo bin that carries the exact same type of ammunition. The ammo need not be carried in the same location as the weapon. For example, an LRM 15 in the left arm could use LRM 15 ammo carried in any location, but could not use LRM 5, 10, or 20 ammo.

FIRING ARCS

If an attacking BattleMech has LOS to its intended target, the attacking player can then check the firing arcs of his BattleMech's weapons to see which weapons can hit the target. There are four firing arcs: the forward arc, left side arc, right side arc, and rear arc. The following diagrams illustrate the boundaries for each arc. To determine the exact boundaries of the forward, left side and right side firing arcs, draw straight lines from the firing unit through Hexes A and B, as shown in the appropriate diagram. The firing arc includes the hexes between the two lines, as well as the hexes through which these lines pass.

(Note that the following firing arcs extend from the firing unit to the edge of the playing area. The maximum ranges for different weapons are described on the Weapons and Equipment Table, p. 60).

FORWARD ARC

Weapons mounted in the three forward torso locations, the legs, or the head of a BattleMech may fire only at targets in the forward arc. Arm-mounted weapons may fire into the forward arc plus the appropriate side arc.

Leg-Mounted Weapons: Leg-mounted weapons may not fire through a hex that provides the firing 'Mech with partial cover.

LEFT SIDE ARC

Weapons mounted in the left arm may fire at targets in the left side arc and forward arc.

RIGHT SIDE ARC

Weapons mounted in the right arm may fire at targets in the right side arc and forward arc.

REAR ARC

Weapons mounted in any of the three rear torso locations may only fire into the rear arc. Weapons may also be rear-mounted on the head and legs. All rear-mounted weapons are indicated by an (R) on a 'Mech's record sheet and may only fire at targets in the rear firing arc.

To determine the boundaries of a 'Mech's rear arc, draw a straight line starting in Hex A and passing through Hex B, and another line starting in Hex A and passing through Hex C on the Rear Arc Diagram. The rear firing arc includes the hexes between the two lines, as well as the hexes through which these lines pass.

Leg-Mounted Weapons: Leg-mounted weapons may not fire through a hex that provides the firing 'Mech with partial cover.
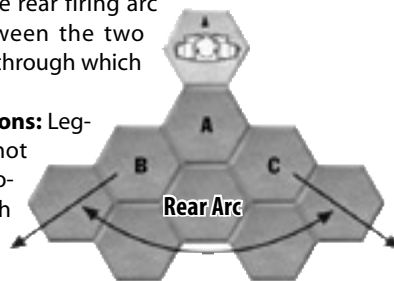
ROTATING THE FIRING ARCS

During weapon attack declaration, BattleMechs can rotate their torso one hexside to the left or right while keeping their feet pointed straight ahead. This means that a BattleMech can move in one direction while firing in another. A BattleMech's upper-body firing arcs are determined by the direction in which its torso is turned, not by the 'Mech's facing; leg-mounted weapon firing arcs, including kick attacks, are always aligned with the feet.

When the BattleMech's torso rotates, all upper-body firing arcs rotate with it as shown in the diagram on the next page.

Prone 'Mechs: Prone 'Mechs may not twist their torsos.

FIRING WEAPONS

After a player has determined that a target is within LOS and has determined the firing arc of his weapons, the BattleMech may make a weapon attack. The player counts the range in hexes to the target to determine the base to-hit number for the attack. For each weapon he will fire, the player determines if the shot is
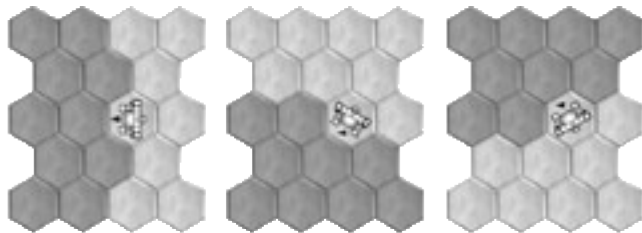
Torso Forward   **Torso Twisted Left**   **Torso Twisted Right**

more or less difficult than normal by factoring in terrain, movement and other conditions. These factors will add modifiers to the base to-hit number to create a modified to-hit number. The more difficult the shot is because of distance, concealment by terrain or movement, the higher the modified to-hit number. The player then rolls 2D6 to see if the attack hits the target. If the result is equal to or greater than the modified to-hit number, the attack hits its target. If the fired weapon requires ammunition, the player marks off one shot of ammunition.

Each weapon may be fired only once per turn.

BASE TO-HIT NUMBER

The base to-hit number for a weapon attack is equal to the firing BattleMech's Gunnery Skill Level.

MODIFIED TO-HIT NUMBER

The modified to-hit number equals the base to-hit number plus all modifiers for range, minimum range, movement, terrain, and other factors discussed in *To-Hit Modifiers,* below. If the modified to-hit number is greater than 12, the shot automatically misses. If a player determines that his BattleMech's declared attack will automatically miss, he can choose not to make the attack, thereby avoiding wasting the ammunition and building up heat. He may not switch his attack to another target.

TO-HIT MODIFIERS

The base to-hit number may be modified by a number of factors, including range, terrain, movement, multiple targets, heat, damage and prone and/or immobile targets. All modifiers are cumulative.

Range Modifier

The farther away the target is from the firing BattleMech, the more difficult it will be to hit. The range modifier for an attack is determined by the range to the target, which is the distance between the attacking BattleMech and its target. To determine range, find the shortest path to the target and count the hexes between the attacker and the target, starting with the hex adjacent to the attacker's hex along the line of sight and including the target's hex. This total number of hexes between attacker and target is the range.

The ranges for all available weapons appear on the Weapons and Equipment Table, p. 60. A weapon's maximum range is divided into three distances: short, medium and long. Find the distance to the target in the row for the appropriate weapon, and determine if the BattleMech's current range is short, medium, long or out of range. A shot at short range requires no to-hit modifier. A medium range shot has a +2 to-hit modifier, while a shot at long range has a +4 modifier.

Weapons cannot hit a target at a distance greater than the weapon's long range, but BattleMechs may fire at targets beyond long range just to get rid of ammunition.

Minimum Range Modifier

Some weapons, such as particle projector cannons, autocannons and long-range missiles (LRMs), are designed to be fired at long-range targets. When fired at close-range targets, they lose much of their effectiveness. The minimum effective range of each available weapon—the range at which the weapon becomes less effective than normal—appears on the Weapons and Equipment Table, p. 60.

Players can use the following formula to determine the minimum range modifier: [Min. Range] – [Target Range] + 1 = Minimum Range Modifier.

In the Minimum Range diagram below, a 'Mech mounts a particle projector canon (PPC), which has a minimum effective range of three hexes. If the 'Mech is firing the PPC at a target unit three hexes away, the modifier would be +1 (3 (minimum range) – 3 (target range) +1 = 1). If the target unit is only two hexes away, the modifier is +2 (3 (minimum range) – 2 (target range) +1 = 2). If the target is one hex away, the modifier is +3 (3 (minimum range) – 1 (target range) +1 = 3); these numbers assume a Gunnery Skill of 4.

If the 'Mech in the above example allows its target to move to within 2 hexes of its position, the player must modify the BattleMech's to-hit number because the target stands inside its weapon's minimum effective range. The Base To-Hit Number is 4 because the MechWarrior's Gunnery Skill Level is 4, and the Minimum Range Modifier is +2. This gives the attacking 'Mech a Modified To-Hit Number of 6, the same as if the target were at medium range.

Attacker Movement

A moving attacker must constantly adjust his aim to compensate for his movement, so an attacking BattleMech's to hit number is modified by its own movement using the values in the Attack Modifiers Table. The attacker movement modifier is based on the movement mode the attacking BattleMech used in the turn, regardless of the actual MP or distance moved.

Target Movement

A moving target is harder to hit, and so an attacking BattleMech's to-hit number is also modified by its target's movement using the values in the Attack Modifiers Table. The target movement modifiers are based on the hexes traversed rather than the number of Movement Points spent. If the target moved both backward and forward in the turn, base the movement modifier on the number of hexes moved from the hex in which the BattleMech last reversed its movement. For example, if the target moved backward 3 hexes and then forward 2 hexes, the target movement modifier would be based only on the final 2 hexes of movement, resulting in a Target Movement Modifier of 0. Note that if the target jumped in the current turn, the player must add a jump modifier in addition to the modifier for the number of hexes moved.
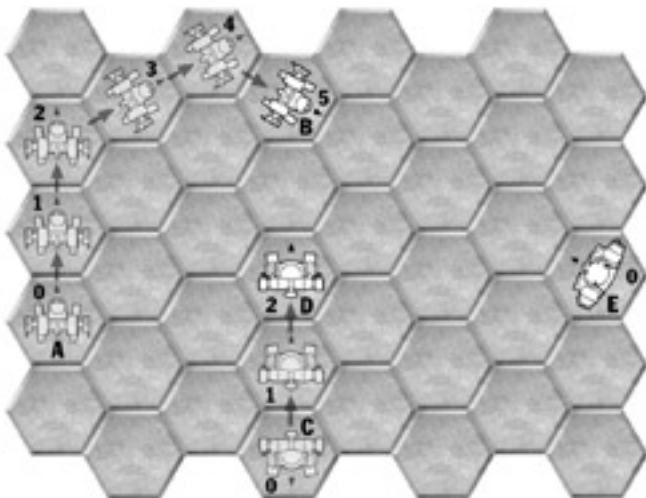
The diagram above illustrates the modifiers to the to-hit number that we have discussed so far. The Jenner *has used its Walking movement of 7 MP to move from Hex A to Hex B. Though it expended 7 MP in the move, it actually traveled 5 hexes as shown. The* JagerMech *had to use running movement to get from Hex C to Hex D facing the* Jenner. *It spent a total of 5 MP but only traveled 2 hexes. Finally, the* Atlas *did not move, and remained standing in Hex E. All of the 'Mechs have standard Gunnery Skills of 4.*

The Jenner *is firing four medium lasers at the* Atlas. *The target is 4 hexes away, which is in the medium range for the lasers, adding a Range Modifier of +2. The* Jenner *used Walking movement this turn, so the Attacker Movement Modifier is +1. The target did not move. The Base To-Hit Number is 4, so the Modified To-Hit Number is 7 (Base 4 + Range 2 + Attacker Movement 1 = 7).*

The JagerMech *is attacking the* Jenner *with its AC/5s. The* JagerMech *used Running movement this turn, so it must add an Attacker Movement Modifier of +2 to its to-hit number. The target traveled 5 hexes, so there is a Target Movement Modifier of +2. The range to the tar-*

get is 2 hexes, which is in short range for the AC/5s. The AC/5, however, has a minimum range of 3. This means an attack at a range of 3 would be modified by +1, while an attack made at 2 hexes range—such as this attack—is modified by +2. The Modified To-Hit Number for the JagerMech's AC/5s is 10 (Base 4 + Attacker Movement 2 + Target Movement 2 + Minimum Range 2 = 10).

The Atlas *is launching its LRMs at the* JagerMech. *The range to the target is 4 hexes, which is short range for that weapon, but the LRMs have a minimum range of 6. This means there is a Minimum Range Modifier of +3 applied to the attack. The* Atlas *did not move, so no attacker movement modifier is applied. The* JagerMech *spent 5 MP running, but only traveled 2 hexes, so there is also no target movement modifier applied. The Modified To-Hit Number for the LRM attack is 7 (Base 4 + Minimum Range 3 = 7).*

Terrain Modifiers

Terrain can affect the probability of a successful shot by forcing the attacker to account for intervening land features and partial cover. Specific terrain modifiers appear below.

Light Woods: Add a terrain modifier of +1 if the target occupies a Light Woods hex. Additionally, modify the to-hit number by +1 per hex of Light Woods intervening between the attacker and the target. (The woods must be intervening as defined in *Line of Sight,* p. 20. If the treetops lie below the LOS between the BattleMechs, do not apply this modifier.)

Heavy Woods: Add a terrain modifier of +2 if the target occupies a Heavy Woods hex. Additionally, modify the to-hit number by +2 per hex of Heavy Woods intervening between the attacker and its target. (The woods must be intervening as defined in *Line of Sight,* p. 20. If the treetops lie below the LOS between the BattleMechs, do not apply this modifier.) Note that if more than 1 Heavy Woods hex intervenes between the attacker and the target, LOS is blocked.

Water: Water of Depth 0 has no effect on the to-hit number. 'Mechs standing in Depth 1 water receive partial cover (see *Partial Cover*, p 21).

A BattleMech standing in a Depth 2 (or deeper) Water hex, or lying prone in a Depth 1 (or deeper) Water hex, cannot fire on or be fired on by other BattleMechs.

Partial Cover: Partial cover only applies to standing BattleMechs. Add a +1 terrain modifier to the to-hit number if the target 'Mech is partially concealsed (see *Line of Sight,* p. 20). When a 'Mech receives the partial cover modifier, resolve damage using the standard 'Mech Hit Location Table, but any hits against the target's legs strike the intervening terrain.

Multiple Targets Modifier

A player may declare that his BattleMech will engage more than one target in a turn and allocate different weapon systems to fire at different targets.

The player designates one of the targets as the primary target. If any of the declared targets are in the attacker's forward arc,

one of those targets must be the primary target. If the attacker is declaring attacks only against targets in the side and rear arcs, any target may be chosen as the primary target. The remaining targets are considered secondary targets, and the player must add a multiple targets modifier to the to-hit numbers for those attacks. Against secondary targets in the forward arc, the modifier is +1; against secondary targets in the side and rear arcs, the modifier is +2. This modifier is not cumulative—the modifier for the third and each subsequent target is still only +1 (or +2).

Physical Attacks: This multiple targets modifier does not apply to physical attacks in any way.

Heat and Damage Modifiers

The attacking BattleMech may be forced to modify its base to-hit number for current combat damage and heat buildup. Modifiers for these conditions are discussed in *BattleMech Critical Hits,* p. 30, and *Building Up Heat,* p. 39. The Heat Scale section of the record sheets summarizes the modifiers for the effects of heat buildup.

Lower Arm Actuator: Certain 'Mechs are designed without lower arm actuators in one or both arms. Such 'Mechs do not suffer the modifier to weapon attacks because they do not include that actuator, though the missing actuator still affects physical attacks.

Firing at Immobile Targets

If a BattleMech chooses to fire at an immobile target, such as a wooded hex or a BattleMech that is shut down or whose MechWarrior is unconscious, add a –4 modifier to the to-hit number. Note that this modifier does not apply to attacks against active BattleMechs that are simply remaining stationary, nor does it apply to prone BattleMechs or 'Mechs with destroyed gyros or two destroyed hip actuators. Such BattleMechs are still assumed to be moving within their hex and must be fired upon as for a normal target.

Aimed Shots: Attacks against immobile targets may be aimed at specific hit locations. For rules regarding this kind of attack, see p. 28**.**
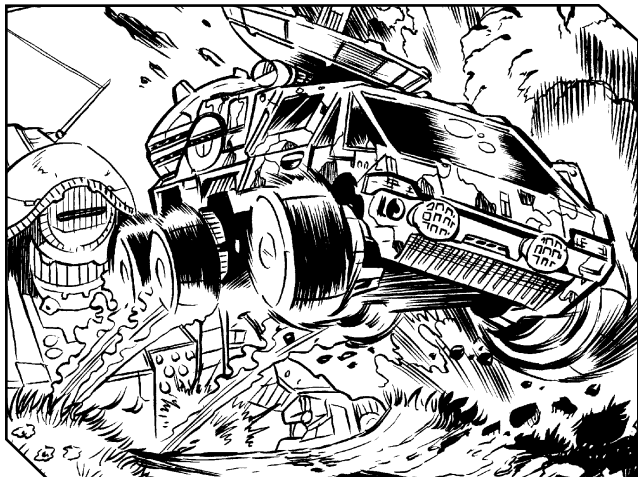
PRONE BATTLEMECHS

Prone BattleMechs may still make weapons attacks, and, because they are largely stationary, they often make better targets.

Firing When Down

A BattleMech that has fallen or dropped to the ground may fire some of its weapons as long as neither of its arms has been destroyed. The pilot uses one arm to support the BattleMech as it fires, so the weapons on that arm cannot fire. The pilot may fire all the weapons mounted on the other arm, and the BattleMech may fire any weapons mounted in its head or torso. A prone BattleMech may not fire its leg-mounted weapons. Add a +2 to-hit modifier for firing when down.

Attacking Prone Targets

A BattleMech that has fallen or is prone makes an easier target for an opponent in an adjacent hex and a more difficult target at longer ranges. Apply a –2 modifier to the to-hit number of any physical or weapon attack made against a prone BattleMech from an adjacent hex. Add a +1 to-hit modifier for all other attacks made against a prone 'Mech.

TO-HIT ROLL

For each attack, the player makes a to-hit roll by rolling 2D6. If the result is equal to or greater than the modified to-hit number, the attack succeeds.

Cluster Hits

The short-range and long-range missile launchers are considered cluster weapons, as the damage inflicted by a hit (a successful attack) depends on how many of the fired missiles actually reached the target.

To make a missile attack, the player calculates the modified to-hit number and makes the to-hit roll, just as for other weapons. On a successful attack, the player must also determine how many of the missiles hit the target by rolling 2D6 and consulting the Cluster Hits Table.

First, find the size of the weapon on the top row of the table. Cross-refer this number to the die-roll result in the left column. The result is the number of missiles that actually hit the target.

An Atlas *fires its 20-pack long-range missile launcher and hits its target. The attack is successful, and the attacking player must now determine how many of his 20 missiles actually hit the target. He rolls 2D6 with a result of 8. He finds that number in the left-hand column of the Cluster Hits Table, then reads across the row to the 20 weapon size column, which shows that 12 of his missiles reached their target.*

ATTACK MODIFIERS TABLE

All Attacks: Weapons and Physical	Modifier
Attacker	
Movement (Modifiers are cumulative)	
Stationary	None
Walked	+1
Ran	+2
Jumped	+3
Prone	+2
Terrain	
Light Woods	+1 per intervening hex; +1 if target in Light Woods
Heavy Woods	+2 per intervening hex; +2 if target in Heavy Woods
Water	
Depth 1	+1 (see *Partial Cover*, p. 21)
Depth 2	BattleMechs cannot fire into or out of Depth 2+ water
Partial Cover	+1 (see *Partial Cover*, p. 21)
Target	
Prone	–2 from adjacent hex; +1 from all others
Immobile	–4
Movement	
Moved 0–2 hexes	0
Moved 3–4 hexes	+1
Moved 5–6 hexes	+2
Moved 7–9 hexes	+3
Moved 10-17 hexes	+4
Moved 18-24 hexes	+5
Moved 25+ hexes	+6
Jumped	+1 additional
Weapon Attacks Only	
Attacker	
BattleMech Damage	
Sensor Hit	+2
Shoulder Hit	+4 for weapons in arm, disregard other damaged actuators in arm
Upper or Lower Arm Actuator (each)	+1 for weapons in arm
Heat	
0–7	None
8–12	+1
13–16	+2
17–23	+3
24+	+4
Range and Terrain	
Range	
Short	None
Medium	+2
Long	+4
Minimum Range	[Minimum] – [Target Range] +1 (see *Minimum Range Modifier,* p. 23)
Target	
Secondary target in forward arc	+1
Secondary target in side or rear arc	+2

Combat

ATTACK MODIFIERS TABLE (CONTINUED)

Physical Attacks Only
    Attacker
        BattleMech Damage

Shoulder Hit	No punching or physical weapon attack with arm; no clubbing attacks; +2 to pushing attack (each)
Upper or Lower Arm Actuator Hit (each)	+2 to punching and physical weapon attack with arm; half damage for punching attack with arm; +2 to clubbing attacks
Hand Actuator Hit	+1 to punching attack with arm; no clubbing attacks; no physical weapon attacks with arm
Hip Actuator Hit	No kicking attacks
Upper or Lower Leg Actuator Hit (each)	+2 and half damage to kicking attack with leg
Foot Actuator Hit	+1 to kicking attack with leg

    Other Modifiers

Charging attack	Modify for relative Piloting Skills (p. 34)
Death from Above attack	Modify for relative Piloting Skills (p. 35)

CLUSTER HITS TABLE

Die Roll (2D6)	Weapon Size									
	2	3	4	5	6	9	10	12	15	20
2	1	1	1	1	2	3	3	4	5	6
3	1	1	2	2	2	3	3	4	5	6
4	1	1	2	2	3	4	4	5	6	9
5	1	2	2	3	3	5	6	8	9	12
6	1	2	2	3	4	5	6	8	9	12
7	1	2	3	3	4	5	6	8	9	12
8	2	2	3	3	4	5	6	8	9	12
9	2	2	3	4	5	7	8	10	12	16
10	2	3	3	4	5	7	8	10	12	16
11	2	3	4	5	6	9	10	12	15	20
12	2	3	4	5	6	9	10	12	15	20

HIT LOCATION

When an attack hits its target, the firing player must determine precisely where the attack hit the target. Hit location is determined by the direction of the attack and the facing of the target.

Attack Direction

When an attack hits a BattleMech, it hits from either the front, rear, left, or right side of the target.

Lay a straightedge from the center of the attacker's hex to the center of the target's hex. Compare the hexside crossed by the straightedge to the diagram on the left to find the side of the BattleMech hit by the fire. If the straightedge crosses exactly at the intersection of two sides, the target chooses which side is hit by the attack.

To determine which side of a BattleMech is hit, use the facing of a standing BattleMech's feet to determine its front side, regardless of torso twist. If the target BattleMech is prone, use the hexside toward which its head is pointing as its facing.

Determining Hit Location

To determine the exact location of a hit, the attacker rolls 2D6 and consults the appropriate column of the 'Mech Hit Location Table.

SRMs: The attacker rolls a separate hit location for each short-range missile (SRM) that hits.

LRMs: The attacker makes one hit location roll for every 5 long-range missiles (LRM) that hit the target. Group the missiles that hit into groups of 5; in other words, form as many 5-

'MECH HIT LOCATION TABLE

2D6 Roll	Left Side	Front/Rear	Right Side
2*	**L. Torso** (critical)	**C. Torso** (critical)	**R. Torso** (critical)
3	Left Leg	Right Arm	Right Leg
4	Left Arm	Right Arm	Right Arm
5	Left Arm	Right Leg	Right Arm
6	Left Leg	Right Torso	Right Leg
7	Left Torso	C. Torso	Right Torso
8	C. Torso	Left Torso	C. Torso
9	Right Torso	Left Leg	Left Torso
10	Right Arm	Left Arm	Left Arm
11	Right Leg	Left Arm	Left Leg
12	Head	Head	Head

* A result of 2 may inflict a critical hit. Apply damage to the armor in that section in the normal manner, but the attacking player also rolls once on the Determining Critical Hits Table, p. 30.

point groups as possible, assigning any remaining points to one smaller group, and determine a hit location for each group.

The Atlas *from the previous example hits its target with an LRM 20 and inflicts 12 points of damage. The straightedge shows that the attack strikes the target's left side. Because the attack is an LRM attack, the damage is divided into 5-point groups. In this case, the attack hits in two groups of 5 points of damage, plus one group of 2 points of damage. The attacking player rolls to determine hit location for each of the three groups, with results of 8, 4, and 11. Consulting the column for left-side hits, he finds that the 5-point groups of damage hit the target's center torso and left arm. The remaining 2-point group strikes the target's right leg.*

Aimed Shots

Players may make aimed shots against BattleMechs that are shut down or whose pilots are unconscious using any weapons other than missile launchers. When firing on an immobile BattleMech (see *Firing at Immobile Targets,* p. 25), the attacking player can make an aimed shot by naming a target location. Against any hit location except the head, the player makes the to-hit roll using the standard –4 to-hit modifier for firing at an immobile target. If the attack is successful, the player rolls again: on a result of 6, 7, or 8, his shot hits the designated location. For any other result, the player rolls normally on the BattleMech Hit Location Table. (This roll may still result in the attack striking the desired location.)

If the attacker is taking an aimed shot at the target BattleMech's head, modify the to-hit number by +3 rather than the normal –4. If the shot hits, the player rolls 2D6. On a result of 6, 7, or 8, the shot hits the head. For any other result, roll normally on the BattleMech Hit Location Table.

DAMAGE

Each attack that successfully hits the target does damage. Every weapon does a specific amount of damage, which appears on the Weapons and Equipment Table, p. 60.

Each missile type does the same amount of damage at any range, but the number of missiles that hit determines how much damage a missile attack inflicts. Long-range missiles have a Damage Value of 1, and short-range missiles have a Damage Value of 2 for each missile that hits its target.

RECORDING DAMAGE

Follow the step-by-step procedure outlined in *Damage Resolution* (see below) to determine the effects of damage.

Torso Destruction

If a BattleMech's right or left torso has all of its internal structure destroyed, the corresponding arm is blown off immediately and can sustain no further damage (see *BattleMech Critical Hit Effects,* p. 30). The corresponding leg is not damaged. If the center torso is destroyed, the entire BattleMech is destroyed (see *Destroying a BattleMech,* p. 32).

Leg Destruction

When a BattleMech loses one leg, either through a critical hit or the destruction of the leg's internal structure, the BattleMech automatically falls. An immediate Piloting Skill Roll with a +5 modifier is made (plus any modifiers for other damage; the +5 modifier for leg destruction replaces all pre-existing modifiers for damage to that leg), to avoid damaging the MechWarrior.

In subsequent turns, the BattleMech may attempt to stand on its remaining leg, but the pilot must add a +5 modifier to the Piloting Skill Roll plus any modifiers for other damage. If the BattleMech manages to stand, it has a Walking MP of 1 and cannot run. To take into account the missing leg, add +5 to any Piloting Skill Roll made thereafter. The BattleMech may still jump (minus the power of the jump jets on the missing leg), but the pilot must make a Piloting Skill Roll each time the 'Mech lands.

For purposes of attacker movement, such an attempt to stand is considered a run. If the 'Mech stays prone, it can still change its facing on hexside per turn; it is considered to have walked if it changes its facing.

DAMAGE RESOLUTION

To apply damage from an attack, take the amount of damage the attack inflicts and the hit location of the attack, and start at Step 1. Answer each question with yes or no, and follow the instructions.

1. Is there armor in the location?

Yes: Check off one armor circle on the Armor Diagram in the appropriate location for every point of damage taken, until all damage is applied or all armor in the location is destroyed. Go to Step 2.

No: Proceed to Step 3.

2. Is there damage remaining?

Yes: Go to Step 3 to allocate remaining damage.

No: Attack is finished.

3. Is there internal structure in the location?

Yes: Check off one internal structure circle on the Internal Structure Diagram in the appropriate location for every point of damage taken, until all damage is applied or all internal structure in location is destroyed. Go to Step 4.

No: Proceed to Step 6.

4. At the beginning of the current phase, were there any components in the location that could sustain a critical hit?

Yes: Roll once on the Determining Critical Hits Table. Apply the effects of any critical hits to the location. Excess critical hits that cannot be applied are not transferred. Go to Step 5.

No: Roll once on the Determining Critical Hits Table. Any critical hits are applied to the next location inward (see Damage Transfer Diagram). Go to Step 5.

5. Is there internal structure remaining in the location?

Yes: Attack is finished.

No: The location and all components contained in it are destroyed. The destruction of components in this fashion will not cause ammunition explosions, but otherwise all components in the location are affected as though they were critically hit. Go to Step 6.

6. Is there damage remaining?

Yes: Go to Step 7 to allocate remaining damage.
No: Attack is finished.

7. Was the damage resulting from an ammunition explosion?

Yes: The remaining damage transfers to the next location inward (see Damage Transfer Diagram), directly to the internal structure. Go to Step 3.

No: Damage transfers to the armor of the next location inward (see Damage Transfer Diagram). Go to Step 1.

TRANSFERRING DAMAGE

BattleMechs can survive the destruction of any body section except the head or center torso. If a section is destroyed and the same location takes another hit, or if excess damage remains from the shot that destroyed the location, that damage transfers to (affects) the outer armor of the next location inward. Excess ammunition explosion damage is transferred directly to the internal structure of the next location inward. This principle is illustrated on the Damage Transfer Diagram at left.

Damage to a missing arm or leg transfers to the torso on the same side (left leg or arm damage is transferred to the left torso, right arm or leg damage is transferred to the right torso). Additional damage to a destroyed side torso location transfers to the center torso. Damage from a destroyed head or center torso does not transfer.

Damage from the rear firing arc that hits a missing limb is transferred to the appropriate rear torso loca-

DAMAGE TRANSFER DIAGRAM
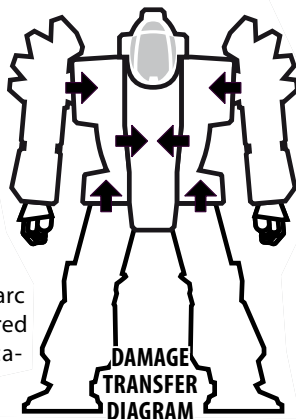
tion. For example, damage from the rear that hits a missing left leg would be transferred into the left rear torso.

A Grasshopper's *left arm is hit by an attack from a PPC (Damage Value 10), a large laser (Damage Value 8), and two 5-point groups of long-range missiles (Damage Value of 1 per missile hit or 5 points per group). Before this turn, the BattleMech still had its full Armor Value of 22 in that arm.*

The PPC hit reduces the Armor Value by 10, so 10 circles are filled in. The laser hit does 8 points of damage, and so 8 more circles are filled in, leaving 4 circles. The first group of missiles reduces the Armor Value by another 5 points, but since the Grasshopper's *remaining Armor Value is 4, that leaves 1 point of damage that the hit location cannot absorb.*

The remaining 1 point of damage from the first group of missiles transfers to the 'Mech's internal structure, and so 1 circle is filled in on the Internal Structure Diagram, leaving only 10 circles out of the original 11. The last group of missiles reduces the internal structure by another 5 points. Five more circles are filled in on the Internal Structure Diagram, leaving 5. If the Grasshopper's *left arm takes a hit from a weapon that inflicts 5 or more points of damage, it will be completely destroyed.*

CRITICAL DAMAGE

Every time the internal structure of a BattleMech takes damage, either from a weapon attack, a physical attack or an ammo explosion, an internal component may take critical damage.

To determine whether a BattleMech takes critical damage from an attack that damages the internal structure, the attacking player rolls 2D6 and consults the Determining Critical Hits Table. On a result of 8 or higher, the target BattleMech takes critical damage. The higher the result, the more serious the damage. If the BattleMech takes critical damage, the target player rolls 2D6 and consults the BattleMech's Critical Hit Table to determine the precise location of the damage, as described in *BattleMech Critical Hits,* p. 30.

Each successful attack that damages internal structure creates only one opportunity for the attacker to inflict a critical hit, regardless of the number of internal structure circles that a single weapon (or other attack) destroyed (see *Hit Location Critical Hits* for an exception). The attacking player rolls 2D6 only once for each potential critical hit.

The location of the damage determines the exact nature of the critical hit. Each part of a BattleMech's body can be affected by several types of critical hits. Further, every type of BattleMech can suffer different critical hits, depending on the array of weapons and other equipment it carries. The Critical Hit Table for each type of BattleMech appears on the record sheet for that type. A partially blank Critical Hit Table that can be customized for all BattleMechs is provided on all blank BattleMech Record Sheets.

Hit Location Critical Hits: Certain results on the hit location tables provide the chance for a critical hit, even if the internal structure was not damaged by the attack. These are resolved by rolling on the Determining Critical Hits Table just as for other

checks for critical hits. This chance is in addition to the normal roll for a critical hit provided by damaging the internal structure. For example, a hit location result of 2 against a BattleMech with no torso armor left would provide two rolls on the Determining Critical Hits Table. If the 'Mech had armor in the location hit, there would still be one chance for a critical hit.

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DETERMINING CRITICAL HITS TABLE

2D6 Roll	Effect
2–7	No Critical Hit
8–9	Roll 1 Critical Hit Location
10–11	Roll 2 Critical Hit Locations
12	Head/Limb Blown Off/Roll 3 Critical Hit Locations*

* Roll 3 critical hit locations if the attack strikes the torso.

</div>

BATTLEMECH CRITICAL HITS

When an attacker inflicts a critical hit on a target, the target player finds the damaged location on the Critical Hit Table on his BattleMech's record sheet, then rolls dice for each critical hit and marks off the damage inflicted on the Critical Hit Table.

Head or Leg Hits: If the critical hit is inflicted on the BattleMech's head or legs, roll 1D6, find the result on the Critical Hit Table and mark off the damaged location. If the critical location rolled cannot take a critical hit or has already been destroyed by a critical hit, roll the die again.

Torso or Arm Hits: If the critical hit strikes the torso or arms of the BattleMech, the player rolls both dice. The result of the first die tells which half of the Critical Hit Table for that location is affected, and the result of the second die identifies the location hit. The Critical Hit Table for these locations is divided into two sets of 6 critical slots, labeled 1–3 and 4–6.

The result of the first die identifies which set of slots takes the hit. On a result of 1, 2, or 3, the shot hits a location in the first set of critical slots. On a result of 4, 5, or 6, the attack hits a location in the second set of critical slots. The result of the second die roll identifies the critical slot that takes the hit.

A Grasshopper *takes a critical hit to the left arm. The defending player rolls the first die with a result of 3. This means the critical hit will affect a slot in the first half of the Critical Hit Table for the left arm (labeled 1–3). The player rolls the second die with a result of 2, inflicting a critical hit on the 'Mech's upper arm actuator.*

Each weapon and other piece of equipment fills at least one slot on the Critical Hit Table. If the player rolls damage for a slot for which there is no component; a slot that has already taken a critical hit, he rolls both dice again.

Note that some weapons take up multiple slots on the Critical Hit Table. A single critical hit disables any weapon or equipment except the engine, gyro, and sensors. (A heat sink critical hit, however, destroys only the specific heat sink that is hit.) If the player rolls damage for a slot for which there is no component or a slot that has already taken a critical hit, he rolls both dice again.

Transferring Criticals: If all of the possible slots in the damaged area took critical hits in previous phases, or if there were no items that could be affected by critical hits in the location in the first place, the critical hit transfers to the next location per the Damage Transfer Diagram. Critical hits to the center torso and head do not transfer.

BATTLEMECH CRITICAL HIT EFFECTS

Each type of critical hit affects a 'Mech's performance in a specific way, as described below. The critical hit locations are arranged alphabetically by item; the location of the item on the 'Mech (head, leg, torso, arm) is noted in parentheses.

Ammunition

If a critical hit destroys a slot carrying ammunition, the ammo there explodes. The MechWarrior automatically takes 2 Damage Points as a result of the feedback received through her neurohelmet. In addition, the BattleMech takes damage to its internal structure.

Calculate the total Damage Value of all ammo carried in the slot and apply that total to the Internal Structure Diagram (ammunition explosion damage starts the *Damage Resolution* process at Step 3, as described on page 28).

A critical hit to an ammo slot only explodes the ammo in that slot. It explodes with a force equal to the ammo's Damage Value times the shots remaining. Missile ammo explodes with a force equal to the number of missiles remaining times their Damage Value. For example, 1 full ton of machine gun ammo explodes with a force of 400 points of damage (2 x 200), while 1 full ton of SRM 2 ammo explodes with a force of 200 points of damage (2 x 2 x 50).

Arm Blown Off (Arm)

This critical hit occurs when the player rolls a result of 12 on the Determining Critical Hits Table and the location hit is an arm. The hit blows off the arm, and the weapons mounted in that arm are no longer available to the 'Mech. The arm may be picked up and used as a club per the rules for *Club Attacks,* p. 33.

Cockpit (Head)

A critical hit to the cockpit destroys that slot, kills the MechWarrior and puts the BattleMech out of commission for the game.

Engine (Torso)

BattleMech engines have 3 points of shielding. Each critical hit to an engine slot destroys 1 point of shielding. As points of shielding are destroyed, the amount of heat escaping from the BattleMech's fusion drive increases.

The first hit increases the 'Mech's heat buildup by 5 points per turn. The second hit results in 10 (total) points of added heat

buildup per turn, and the third critical hit to an engine slot shuts down the engine and puts the BattleMech out of commission for the rest of the game.

Foot Actuator (Leg)

This critical hit destroys the muscle (actuator) in the foot. For each foot actuator damaged, reduce the BattleMech's Walking MP by 1 and add a +1 modifier to any subsequent Piloting Skill Roll. A Piloting Skill Roll is required whenever the BattleMech jumps. Kick attacks made with the affected leg have a +1 to-hit modifier.

These effects are cumulative with other leg and foot actuator damage.

Gyro (Torso)

The gyroscope is a BattleMech's most sensitive piece of machinery. It keeps the BattleMech upright and able to move. The gyro can survive only 1 critical hit; the second destroys it.

After the first critical hit to the gyro, the player must make a Piloting Skill Roll every time the damaged BattleMech runs or jumps with a modifier of +3. Make this roll at the end of each such move.

When a BattleMech's gyro is destroyed (after a second critical hit), the 'Mech automatically falls and cannot stand up again. BattleMechs with a destroyed gyro may make weapons attacks per *Firing When Down,* p. 25, and may change their facing by one hexside per turn provided they have at least 1 MP available.

When a 'Mech's gyro is destroyed the 'Mech automatically falls and cannot stand up again; an immediate Piloting Skill Roll is made, with a +6 modifier, to avoid damaging the MechWarrior.

'Mechs with a destroyed gyro may may make weapon attacks per *Firing When Down,* p. 25, and may change facing by one hexside per turn provided they have at least 1 MP available. A 'Mech with a destroyed gyro is not considered immobile.

Hand Actuator (Arm)

A critical hit to the hand actuator destroys the muscles controlling the BattleMech's wrist and hand. Add a +1 to-hit modifier to all punches made with this arm. In addition, the 'Mech can no longer make clubbing attacks and hatchet attacks with this arm. This effect is cumulative with the effects of destroyed arm actuators.

Head Blown Off (Head)

A hit blows off a BattleMech's head when the player rolls a result of 12 on the Determining Critical Hits Table when the location hit is the head. This critical hit destroys the BattleMech's head location, kills the MechWarrior and puts the BattleMech out of commission for the rest of the game.

Heat Sink

One critical hit to a heat sink destroys the heat sink and reduces the BattleMech's ability to dissipate heat. For example, if a BattleMech is designed to dissipate 16 points of heat per turn and 3 of its heat sinks have been destroyed, it can now only dissipate 13 points of heat per turn.

Hip (Leg)

A hip critical hit freezes the affected leg in a straight position. The BattleMech's Walking MP is cut in half (round up). Add a +2 modifier to any Piloting Skill Rolls required, and make a Piloting Skill Roll every turn that the damaged BattleMech runs or jumps. The 'Mech cannot make kick attacks.

After a hip critical hit, ignore all modifiers from previous critical hits on that leg. Note that this means it is possible for a 'Mech's performance to actually improve after a hip critical hit if it had suffered previous critical damage to the same leg. Since the leg becomes locked in a straight position, it serves as a sort of crutch, making movement easier in some cases than moving on a number of free-flexing damaged actuators.

A critical hit to the second hip reduces the BattleMech's Movement Points to 0 and adds another +2 modifier to its Piloting Skill Roll target number.

Jump Jet (Leg/Torso)

When a jump jet exhaust port takes a critical hit, that jump jet can no longer deliver thrust. This decreases the distance the BattleMech can jump. For each exhaust port hit, reduce the BattleMech's Jumping MP by 1.

Leg Blown Off (Leg)

This critical hit occurs when the player rolls a result of 12 on the Determining Critical Hits Table when the location hit is a leg. When a BattleMech's leg is blown off, the 'Mech automatically falls and takes normal falling damage, though it might be able to stand up again. See *Leg Destruction,* p. 28. The leg may be picked up and used as a club per the rules for *Club Attacks,* p. 33.

Life Support (Head)

A BattleMech's life-support system protects its pilot from the machine's internal heat and keeps him alive on airless worlds and in hostile environments. In *BattleTech,* the life-support system's main function is to protect the pilot from the heat generated by the 'Mech's fusion reactor, movement and weapons systems.

Any critical hit knocks this system out permanently and leaves the pilot vulnerable to increased heat. The MechWarrior takes 1 point of damage every Heat Phase that the BattleMech's internal heat ranges from 15–25, and 2 points of damage for every turn that its internal heat is above 25 on the Heat Scale.

A life-support critical hit also eliminates the 'Mech's internal air supply. If the 'Mech is submerged (in Depth 2 or deeper water or prone in Depth 1 or deeper water) in the End Phase of any turn, the pilot will take 1 point of damage.

Lower Arm Actuator (Arm)

This critical hit destroys the actuator in the BattleMech's lower arm. Add a +1 modifier to the to-hit number for weapons firing from that arm and a +2 modifier for all clubbing attacks and any punches or hatchet attacks with this arm. Damage from punches with this arm is halved (round down).

These effects are cumulative with other arm and hand actuator damage.

Missing Actuators: Some BattleMechs are designed without one or both lower arm actuators. These 'Mechs do not suffer the weapon attack modifier for the missing actuators, though the modifiers for physical attacks still apply.

Lower Leg Actuator (Leg)

This critical hit destroys the muscle (actuator) in the lower leg. For each leg actuator damaged, reduce the BattleMech's Walking MP by 1 and add a +1 modifier to any subsequent Piloting Skill Roll. The player must make a Piloting Skill Roll whenever the BattleMech jumps. Kick attacks made with the affected leg have a +2 to-hit modifier and inflict half damage (round down).

These effects are cumulative with other leg and foot actuator damage.

Sensors (Head)

When a BattleMech takes a critical hit to the sensors, add a +2 modifier to the to-hit number every time the 'Mech fires its weapons. A second sensor hit makes it impossible for the BattleMech to fire any of its weapons. Critical hits to sensors do not affect physical attacks.

Shoulder (Arm)

A critical hit to this location freezes the shoulder joint. The 'Mech may not punch or make a hatchet attack with that arm. It may not make clubbing attacks, and adds a +2 modifier to pushing attack to-hit numbers for each damaged shoulder. Add a +4 modifier to the to-hit number for all weapon attacks made with weapons mounted on that arm. After a shoulder critical hit, ignore all other weapons fire modifiers from critical hits to that arm.

Upper Arm Actuator (Arm)

This critical hit destroys the actuator in the BattleMech's upper arm. Add a +1 modifier to the to-hit number for weapons firing from that arm and a +2 modifier for all clubbing attacks, as well as any punches or hatchet attacks with this arm. Damage from punches with this arm is halved (round down).

These effects are cumulative with other arm and hand actuator damage.

Upper Leg Actuator (Leg)

This critical hit destroys the muscle (actuator) in the upper leg. For each leg actuator damaged, reduce the BattleMech's Walking MP by 1 and add a +1 modifier to any subsequent Piloting Skill Roll. The player must make a Piloting Skill Roll whenever the BattleMech jumps. Kick attacks made with the affected leg have a +2 to-hit modifier and inflict half damage (round down).

These effects are cumulative with other leg and foot actuator damage.

Weapons and Equipment

Weapon systems are surprisingly delicate, and so a single critical hit disables a weapon or other internal component. Though some weapon systems occupy more than one slot on the Critical Hit Table, the first critical hit knocks out the weapon. Additional critical hits to a multislot weapon have no further effect, other than to make the equipment more difficult to repair. For example, a particle projector cannon fills 3 critical slots. The PPC is disabled, however, as soon as one of its three critical slots takes a hit.

DESTROYING A BATTLEMECH

Under the specific conditions described below, a BattleMech must be considered destroyed. Note that a "destroyed" BattleMech may not be actually physically destroyed. It simply is rendered tactically useless and is referred to as a "mission kill." Such BattleMechs are out of the game, but they may be repaired later if players are playing an extended campaign. Destroyed BattleMechs are removed from the map in the end of the phase in which they were destroyed, and have no further effect on game play.

BATTLEMECHS

A BattleMech is considered destroyed and out of the game if its MechWarrior dies or the BattleMech suffers 3 engine hits. Note that the destruction of the head, cockpit, or center torso has the same effects and renders a BattleMech destroyed.

MechWarrior Survival: The MechWarrior dies when the 'Mech's head, cockpit or center torso is destroyed by an ammunition explosion.

PHYSICAL ATTACKS

BattleMechs can make seven different types of physical attacks: punching, clubbing, pushing, kicking, charging, death from above or physical weapon attacks (this last attack requires that the 'Mech mounts a specific physical attack weapon; in these introductory rules, that is only a hatchet).

In order to make a physical attack, the unit must be adjacent to its target and the target must be within the attacking 'Mech's forward firing arc (see *Punch Attacks*, *Charge Attacks*, and *Death from Above Attacks* for exceptions).

The rules for physical attacks assume both the attacker and target are BattleMechs standing at the same level. Special rules regarding different levels and prone 'Mechs appear at the end of this section.

Multiple Physical Attacks: A BattleMech may only make a single type of physical attack in a single turn: charging, clubbing, death from above, kick, punch, push or physical weapon attack. Even if a 'Mech mounts two physical weapons, it can only make a single physical weapon attack. When making a single punch attack, a player can punch with one or two arms.

BASE TO-HIT NUMBER

The base to-hit number for a physical attack is equal to the attacking unit's Piloting Skill Rating (see Skills, p. 11).

MODIFIED TO-HIT NUMBER

The modified to-hit number equals the base to-hit number plus the modifier for the specific physical attack as noted on the Physical Attack Modifiers Table. All other standard modifiers for

PHYSICAL ATTACK MODIFIERS TABLE

Attack Type	Modifier
Charging	+0*
Clubbing	−1
Physical Weapon (Hatchet)	−1
Death From Above (DFA)	+0*†
Kicking	−2
Punching	+0
Pushing	−1

*Whenever one unit charges another, compare their Piloting Skill ratings and use the difference between the two skill ratings as a modifier to the to-hit number. If the target's skill rating is lower, add the modifier to the to-hit number. If the attacker's Piloting Skill rating is lower, subtract the modifier from the t-hit number

†All the normal attack modifiers apply, including the attacker's jumping movement, but the roll is not modified for terrain.

weapon attacks also apply, such as attacker movement modifier, target movement modifier, damage to actuators, terrain and so on, unless specifically stated otherwise by the rules for each attack type. The sole exceptions are heat and sensor modifiers, which never apply.

As with weapon attacks, if the modified to-hit number is greater than 12, the physical attack automatically misses. If a player determines that his unit's declared physical attack will automatically miss, he can choose not to make the attack, thereby avoiding the need to make a Piloting Skill Roll for a failed attack. If the modified to-hit number is 2 or less, the physical attack automatically hits.

'MECH PUNCH LOCATION TABLE

D6 Roll	Left Side	Front/Rear	Right Side
1	Left Torso	Left Arm	Right Torso
2	Left Torso	Left Torso	Right Torso
3	Center Torso	Center Torso	Center Torso
4	Left Arm	Right Torso	Right Arm
5	Left Arm	Right Arm	Right Arm
6	Head	Head	Head

PUNCH ATTACKS

In a single turn, a BattleMech may punch with one or both arms. It can either deliver a punch using its arm or fire the weapons on that arm, but it may not do both. Weapons mounted in the torso, legs or head may be fired in the same turn as a punch attack is made without affecting the punch.

All punch attacks must be made against targets in the attacking BattleMech's forward or side firing arcs. If the target is in the right or left arc, then only the right or left arm respectively may punch. If the target is in the forward arc, then both arms may be used in the punch attack.

A BattleMech cannot make a punch attack using a shoulder suffering from critical damage, and any arm actuator damage on the punching arm makes success more difficult and will reduce the damage inflicted.

See *Modified To-Hit Number*, p. 32, to determine the target number for a punch attack.

The punch from each arm has a Damage Value of 1 for every 10 tons (or fraction of 10 tons) that the attacker weighs. Reduce the damage by half for each arm actuator (upper or lower arm, not hand) damaged or not present, with these effects being cumulative. In other words, if both arm actuators are missing, reduce the damage to one-quarter of its original value (round fractions down).

Determine the hit location by rolling 1D6 and consulting the 'Mech Punch Location Table.

Multiple Targets: A 'Mech can make two punches at two different targets and ignores the secondary target modifier.

Missing Actuators: A BattleMech does not need hands (or hand actuators) to punch. Note, however, that BattleMechs not equipped with a hand on the punching arm must add the +1 modifier as for a hand actuator critical hit. Likewise, BattleMechs that do not come equipped with a lower arm actuator on the punching arm must add a +2 modifier to the to-hit number and they inflict only half damage (round down) with the punch.

A Grasshopper with Piloting Skill rating 5 and a damaged upper arm actuator punches a JagerMech standing in light woods on the right side with one fist. Because the Grasshopper has a damaged arm actuator, the player adds a to-hit modifier of +2 and reduces the normal damage by half (rounding down). Neither unit moved, and so the Modified To-Hit Number is a 8: 5 (Piloting Skill Rating) +0 (punching attack modifier) +2 (damaged upper arm actuator) +1 (light woods) = 8. The player rolls an 8 and hits the target. The Grasshopper weighs 70 tons, so its punch has a normal Damage Value of 7 (70 divided by 10), but this is reduced to 3 because of the damaged actuator.

The attacking player rolls a 3 on the 'Mech Punch Location Table, which means the attack hits the target's center torso.

CLUB ATTACKS

To attack another BattleMech with a club, all the BattleMech's shoulders and hand actuators must be undamaged, and no arm-mounted weapons can have been fired in that same turn, though weapons mounted in the torso, legs and head may be fired. The target must be in the forward firing arc.

See *Modified To-Hit Number*, p. 32, to determine the target number for a club attack.

A successful attack with a club does 1 point of damage for every 5 tons that the attacking BattleMech weighs. Roll normally on the 'Mech Hit Location Table.

Missing Actuators: A BattleMech must have hands (or hand actuators) to use a club. Likewise, BattleMechs that do not come equipped with lower arm actuators or whose lower or upper arm actuators are damaged must add a +2 modifier to the to-hit number for each missing/damaged actuator.

FINDING A CLUB

Whenever an attack blows off one of a BattleMech's legs or arms, the limb remains lying in the hex where the BattleMech took the damage. BattleMechs that later occupy that hex may pick up the arm or leg and use it as a giant club. A BattleMech may not fire weapons or make physical attacks during the turn that it picks up a club.

Other objects may also be used as clubs. If the BattleMech is in a wooded hex, it may uproot a tree and use it as a club. Uprooted trees may be used for only one successful club attack.

PHYSICAL WEAPON ATTACKS

Some BattleMechs come equipped with hatchets. Like other weapons, hatchets have weight and take up one or more slots on the Arm section of the Critical Hit Table. To use the hatchet, a BattleMech must have a functioning hand actuator and shoulder in the arm in which the hatchet is mounted.

See *Modified To-Hit Number*, p. 32, to determine the target number for a physical weapon attack (hatchet).

A 'Mech can either deliver a physical weapon attack using its arm or fire the weapons on that arm, but it may not do both.

Critical Hits: Like weapons, a critical hit to any slot for any physical weapon destroys the equipment, rendering it useless for the rest of the game.

PUSH ATTACKS

A BattleMech uses both arms to make a pushing attack against its target, which must be another BattleMech. The target 'Mech cannot execute a charge attack this turn.

A BattleMech may make no arm-mounted weapon attacks in the turn that it makes a pushing attack. All torso-, leg- and headmounted weapons may be fired normally. Pushing attacks can be made against a target in the hex directly in front of the attacker (based on the orientation of its feet, not its upper body as in the case of a torso twist).

See *Modified To-Hit Number*, p. 32, to determine the target number for a push attack.

A successful push attack does not damage the target. Instead, it moves the defending BattleMech into the adjacent hex in the direction that it is being pushed by the attacker. If the push is successful, the attacking BattleMech advances into the hex formerly occupied by its target (unlike a charge attack, this does not require the additional expenditure of MPs). At the same time, the defender must make a successful Piloting Skill Roll or fall. See also *BattleMech Displacement*, p. 37.

Multiple Pushes: Only one push attack may be declared against a single target per turn. If two 'Mechs are pushing each other, resolve both attempts and apply the net effect. If both attacks fail, nothing happens. If both attacks succeed, neither 'Mech moves, and both must make Piloting Skill Rolls or fall. If only one of the push attacks succeeds, resolve it as usual.

Prohibited Terrain: If the hex to which the target unit would be displaced is prohibited terrain (except into a hex more than two levels lower than the target's current hex, which would result in an automatic fall; see *BattleMech Displacement*, p. 37), neither the attacker nor the target move; all other effects occur, however, including any Piloting Skill Rolls to avoid falling.

Shoulder Actuators: Each damaged shoulder actuator adds +2 to the pushing 'Mech's target number.
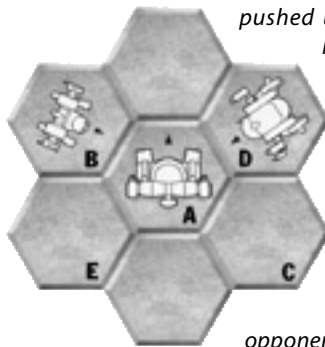
If the 'Mech in Hex A is successfully pushed by the BattleMech in Hex B, it moves into Hex C. If the 'Mech in Hex A is successfully pushed by a BattleMech in Hex D, it will be forced into Hex E. In both cases, the pilot of the target 'Mech must make a Piloting Skill Roll to remain standing, and its attacker will advance into Hex A. Note that the 'Mech in Hex A cannot push either of its opponents because neither of them lies directly in front of it.

'MECH KICK LOCATION TABLE

D6 Roll	Left Side	Front/Rear	Right Side
1–3	Left Leg	Right Leg	Right Leg
4–6	Left Leg	Left Leg	Right Leg

KICK ATTACKS

No weapons mounted on that leg can fire in the turn in which the 'Mech kicks. To make a kicking attack, both hips must be undamaged and the BattleMech's target must be in one of the three forward- arc hexes, based on the facing of the feet (not the upper body, as in the case of a torso twist).

See *Modified To-Hit Number*, p. 32, to determine the target number for a kick attack.

Kicks have a Damage Value of 1 point for every 5 tons of the attacking BattleMech's weight. For example, a 70-ton *Grasshopper*'s kick would inflict 14 Damage Points. Determine the location of the damage by rolling 1D6 and consulting the 'Mech Kick Location Table.

A BattleMech that has been successfully kicked (regardless of what location took the damage) must make a Piloting Skill Roll. If the attacking BattleMech misses its kick, it must make a Piloting Skill Roll.

Critical Damage: Reduce this damage by half for each upper and lower leg actuator damaged on the kicking leg, with these effects being cumulative. For example, if two leg actuators are missing, reduce the damage to one-quarter its original value, rounding fractions down.

CHARGE ATTACKS

In order for a BattleMech to charge, the target must be in the hex directly in front of the charging BattleMech (disregarding torso twists) at the beginning of the Physical Attack Phase. The charging BattleMech may not make any weapon attacks in the same turn.

Charging attacks must be declared during the Movement Phase, but like all other physical attacks, they are resolved during the Physical Attack Phase. This means that the charging BattleMech can only attack BattleMechs that have finished their movement. It also means a BattleMech that is charging cannot be the target of a charge or death from above attack, because its movement will not be finished until the end of the Physical Attack Phase.

The charging BattleMech must spend Movement Points to enter the target hex, whether or not the charge is successful. If a BattleMech does not have enough Movement Points left over from its Movement Phase to enter the target hex, it may not make a charging attack.

See *Modified To-Hit Number*, p. 32, to determine the target number for a charge attack.

If the attacking BattleMech takes damage during the Weapon Attack Phase that forces the warrior to make a Piloting Skill Roll, the player should roll as normal. A failed roll means the attack automatically misses. Resolve the fall normally at the end of the Weapon Attack Phase.

If the target takes damage during the Weapon Attack Phase that requires a Piloting Skill Roll and the rolls fails, resulting in a fall, the charge cannot be made.

MP Loss: A charging unit that loses MP due to damage can still make a charging attack that turn.

Multiple Attacks: A BattleMech may only be the target of one charging or death from above attack in a given turn.

Prohibited Terrain: If the target occupies prohibited terrain for the attacking 'Mech, the attacker cannot charge (meaning the player cannot declare a charge attack during the Movement Phase).

Unusual Targets: A BattleMech may be forced to accidentally charge a hill under certain circumstances.

DAMAGE

If the attack succeeds, both BattleMechs take damage from the collision. The defender takes 1 point of damage for every 10 tons that the charging BattleMech weighs, multiplied by the number of hexes moved by the attacker in the Movement Phase (note that this is hexes moved, not counting the hex containing the target, and not MP expended). The charging BattleMech takes 1 point of damage for every 10 tons the target weighs (round fractions up).

Divide the damage resulting from charging attacks into 5-point groupings. The attacking player rolls once on the appropriate Hit Location Table for each group.

Unusual Targets: If a charge attack is made against a target with no tonnage, such as a hill, the damage to the attacker is calculated using the attacker's tonnage rather than the target's.

A 65-ton JagerMech moves 5 hexes and declares a charging attack against another BattleMech. If the charging attack is successful, the target takes 33 points of damage (6.5 for the JagerMech's tonnage multiplied by 5 for the number of hexes it moved, rounded up).

LOCATION AFTER ATTACK

If the charging attack succeeds, the defending BattleMech is forced to move just as if it had been pushed, and the attacker advances into the defender's hex. (See *BattleMech Displacement*, p. 37). If the attacker misses the target, the attacking player places the attacking BattleMech in the hex to the right or left of its forward arc.

Prohibited Terrain: If the hex to which the target unit would be displaced is prohibited terrain (except into a hex more than two levels lower than the target's current hex, which would result in an automatic fall; see *BattleMech Displacement*, p. 37), neither the attacker nor the target move; all other effects occur, however, including any Piloting Skill Rolls to avoid falling.

FALLS

After any successful charging attack, both the attacking and defending BattleMechs must make Piloting Skill Rolls modified by +2, plus all other applicable modifiers, or fall in the hex they currently occupy.

DEATH FROM ABOVE ATTACKS

A desperate MechWarrior piloting a jump-capable 'Mech can literally leap onto his target, with the aim of bringing the full weight of his machine crashing down on the victim's head. This type of attack, known among MechWarriors as "death from above," is extremely difficult and always results in some damage to the attacker ('Mech legs were not designed to take this kind of stress). It is rarely attempted except as a last-ditch measure.

In order to execute a DFA, the attacker must have enough MP and be able to jump into the hex containing the target. The attacker then literally jumps into the hex containing the target, though it stops just short of that hex until the Physical Attack Phase (see *Weapon Attack Phase*, p. 10).

DFA attacks must be declared during the Movement Phase, but like all other physical attacks, they are resolved during the Physical Attack Phase. This means that the attacking BattleMech can only attack BattleMechs that have finished their movement. It also means a BattleMech that is making a DFA cannot be the target of a charge or DFA, since its movement will not be finished until the end of the Physical Attack Phase.

A BattleMech making a DFA cannot be the target of physical attacks, but may be the target of weapon attacks.

Multiple Attacks: A BattleMech may only be the target of one charging or DFA attack in a given turn.

Stacking: A BattleMech does not count as stacked in a hex while executing a death from above attack until it completes its attack. As soon as it lands, normal stacking limits apply (see *Stacking*, p. 16).

WEAPON ATTACK PHASE

The attacking BattleMech cannot make any weapon attacks during a turn in which it is executing a DFA.

During the Weapon Attack Phase, the attacking BattleMech is considered to be adjacent to the target hex along the path that the attacking BattleMech will travel during the jump, and

facing the target hex. If the path of the jump passes exactly between two hexes adjacent to the target, the attacker must choose which one he will occupy. For the purpose of determining LOS, the attacking BattleMech is considered to be in the air above the hex, standing one level higher than the target hex or the level of the hex the attacker is in, whichever is higher.

See *Modified To-Hit Number*, p. 32, to determine the target number for a death from above attack.

If the attack is successful, both BattleMechs take damage as determined below. If the attack misses, the jumping 'Mech crashes to the ground and takes damage (see *Falls*, below).

Falls: If the attacking BattleMech takes damage during the Weapon Attack Phase that forces the pilot to make a Piloting Skill Roll, the player should roll as normal. A failed roll means that the attack automatically misses. Resolve the attacker's fall and ending location per the rules below.

> *A Jenner is making a death from above attack from Hex A on an Atlas. The Jenner's path during the jump is as shown in the illustration on the previous page. During the Weapon Attack Phase, the Jenner is considered to be in Hex B, as though it were standing on a Level 2 hill (the target hex's level +1). The Atlas may fire against the Jenner's front side with any weapons that it can bring to bear at a Range of 1. Other BattleMechs on the map can check for LOS and fire as though the Jenner were in Hex B at Level 3.*
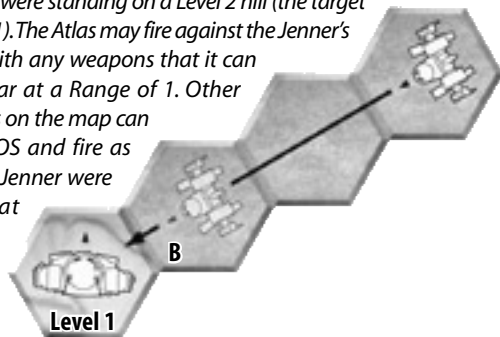
DAMAGE TO TARGET

To determine damage to the target from a death from above attack, divide the weight of the attacking BattleMech by 10 and multiply the result by 3, rounding up. For example, a *Jenner* with a weight of 35 tons inflicts 11 points of damage.

Dive the damage into 5-point groups. Determine the attack direction as though the attack had come from the attacking BattleMech's starting hex, then determine the hit location of each group of damage by rolling 1D6 and consulting the 'Mech Punch Location Table, p. 33.

DAMAGE TO ATTACKER

The attacker takes damage as if from a successful attack on its legs. To determine the amount of damage, divide the attacker's weight by 5. Divide the result into 5-point groups, then roll 1D6 for each group of damage and consult the Front column of the 'Mech Kick Location Table to find the location hit.

LOCATION AFTER ATTACK

At the end of a death from above attack, the attacker lands in the target's hex. If the DFA is successful, the target is pushed one hex in the direction opposite the attack. If the attack fails, the target chooses an adjacent hex and moves to it, even if immobile or prone. This motion might result in accidental falls from above or a domino effect; see *BattleMech Displacement*, p. 37.

If the target unit cannot be displaced into the appropriate hex (for example, if the terrain I prohibited), the hex chosen must be as close as possible to the original hexside through which the target 'Mech would have moved. For example, if the direction of the attack would have pushed the 'Mech through Hexside A, the controlling player then looks at Hexsides B or F to see if those hexes are passable, then at Hexsides C or E, then finally at Hexside D. If two equally distant hexes, such as B or F, are open, the appropriate player choose either one, as described above.

If all the surrounding hexes contain impassable terrain, the target 'Mech cannot be displaced. For example, the target 'Mech may be on Level 0 terrain surrounded by Level 3 or higher hills. In this case, if the attack succeeds, the target is destroyed. If the attack fails, the attacker is destroyed.

FALLS

A successful death from above attack may cause both BattleMechs to fall. Both MechWarriors must make Piloting Skill Rolls, the target adding a +2 modifier and the attacker adding a +4 modifier. If either BattleMech fails this roll, the unit takes damage as from a 0-level fall.

On an unsuccessful attack the attacker automatically falls, taking damage as though the 'Mech had fallen 2 levels onto its back side (see *Falling*, p. 18).

DIFFERENT LEVELS

The rules for punching, clubbing, kicking and charging attacks assume that the opposing BattleMechs are at the same level.

A BattleMech may make a physical attack against another BattleMech only if both 'Mechs are within 1 level of each other. The Different Levels Table shows which types of physical attacks can be made in various situations. Note that players must use different Hit Location Tables to determine the location of damage from punching, clubbing or kicking attacks against an opponent on various levels.

PRONE BATTLEMECHS

The following special rules apply to prone 'Mechs for physical attacks.

PHYSICAL ATTACKS AGAINST PRONE BATTLE MECHS

The only physical attacks that can be made against a prone BattleMech are kicks and death from above. BattleMechs cannot charge prone BattleMechs. Determine the location of successful attacks of these types using the appropriate column of the 'Mech Hit Location Table, p. 28. Note that damage from death from above attacks against prone 'Mechs is determined using the Rear column of the table, regardless of the attack direction.

Different Levels: A prone BattleMech that is 1 level higher than the attacking 'Mech can also be hit by punch and club attacks. These attacks also use the 'Mech Hit Location Table.

BATTLEMECH DISPLACEMENT

BattleMechs that are moved from their hexes as a result of their opponent's actions are said to be displaced. Displacement can result from charging, pushing and death from above

DIFFERENT LEVELS TABLE

Target is:	Allowed Physical Attack
Standing BattleMech 1 level higher	Charge, Punch (Kick table), Club (Kick table), Physical Weapon (Kick table)
Standing BattleMech 1 level lower	Charge, Kick (Punch table), Club (Punch table), Physical Weapon (Punch table)
Prone 'Mech 1 level higher	Punch, Club, Physical Weapon
Prone 'Mech 1 level lower	None

Note: A death from above attack can always be made if the BattleMech has the necessary Jumping MP.

DOMINO EFFECT

A domino effect results when a BattleMech is displaced by a charge, push, or death from above attack, or as a result of another domino effect or Accidental Falls from Above, into a hex containing another BattleMech when the level of the hex it is entering is 1 or 0 levels lower or higher than the hex from which it was displaced.

If a BattleMech accidentally falls 1 level or less, or is forced into a hex occupied by another BattleMech, the second BattleMech is normally forced out of the hex in the direction of the push. The second BattleMech can avoid this by moving out of the hex, as long as it is neither facing the first BattleMech nor facing directly away from it.

The pilots of both BattleMechs must make Piloting Skill Rolls to avoid falling. When the domino effect push originates from one of a BattleMech's four side hexes, however, the BattleMech can avoid the domino effect by moving 1 hex directly forward or back. In order to move out of the way, it must have sufficient MP remaining from the Movement Phase, be both mobile and standing and the player must make a successful Piloting Skill Roll for that BattleMech.

If the Piloting Skill Roll was not successful, the BattleMech would have fallen and missed this chance to step out of the way.

The domino effect continues as long as BattleMechs remain in hexes adjacent to one another in the direction of the effect and none of them manages to step out of the way.

attacks. It can also result from a so-called domino effect as a string of BattleMechs are displaced into one another.

A BattleMech cannot be displaced into a hex that is impassable to it (see Movement Cost Table, p. 14). This includes hexes at higher levels than the displaced unit can move upward in a single hex. Of course, BattleMechs can be displaced downward any number of levels, though this results in an accidental fall (see below).

If the rules call for a BattleMech to be displaced into an illegal hex, the displacement cannot occur. Unless the specific rules of the attack or action state otherwise, in these cases neither the target BattleMech nor the attacking BattleMech is moved. All other usual effects of the displacing action take place, including damage and any required Piloting Skill Rolls.

ACCIDENTAL FALLS FROM ABOVE

An accidental fall from above results when a BattleMech is displaced by a charge, push or death from above attack, or as a result of another accidental fall from above or the Domino Effect into a hex containing another BattleMech, and the level of the hex it is entering is 2 levels or more lower than the hex it was displaced from. If the level is 1 or 0 less or greater than the level of the hex it was displaced from, a domino effect occurs instead.

When a BattleMech accidentally falls 2 levels or more into a hex occupied by another BattleMech, make a to-hit roll with a Base To-Hit Number of 7, modified by target movement and terrain only.

A BattleMech may not intentionally fall from above.

Falling BattleMech Hits Target

If the to-hit roll is successful, treat the accidental fall as a successful death from above attack. Determine the amount of damage inflicted on the target BattleMech by dividing the weight of the falling BattleMech by 10. Divide the damage into 5-point groups, then roll 1D6 for each group of damage and consult the 'Mech Punch Location Table. Determine damage to the falling ("attacking") BattleMech as normal for a fall, with the BattleMech falling on its back.

Falling BattleMech Misses Target

If the to-hit roll is not successful, the falling BattleMech lands in an adjacent hex, as close to the hex that it fell from as possible, and takes the standard damage from falling. No other BattleMechs take damage. If there are multiple adjacent hexes equally close to the hex the BattleMech fell from, randomly determine which hex is entered.

The BattleMech in Hex A has fallen 1 level into Hex B. The BattleMech standing in Hex B will be forced into Hex C and must make a Piloting Skill Roll to avoid falling. The BattleMech in Hex C, however, can try to avoid the domino effect by moving.

First, the player must make a Piloting Skill Roll. If the roll fails, the 'Mech will fall into Hex D, and if another 'Mech occupied that hex, the domino effect would continue. If the roll is successful and the 'Mech has at least 1 MP left from the previous Movement Phase, it may move one hex directly backward into Hex E, ending the domino effect. If the BattleMech had 3 or more MP left, it could choose to move forward into the heavy woods hex.
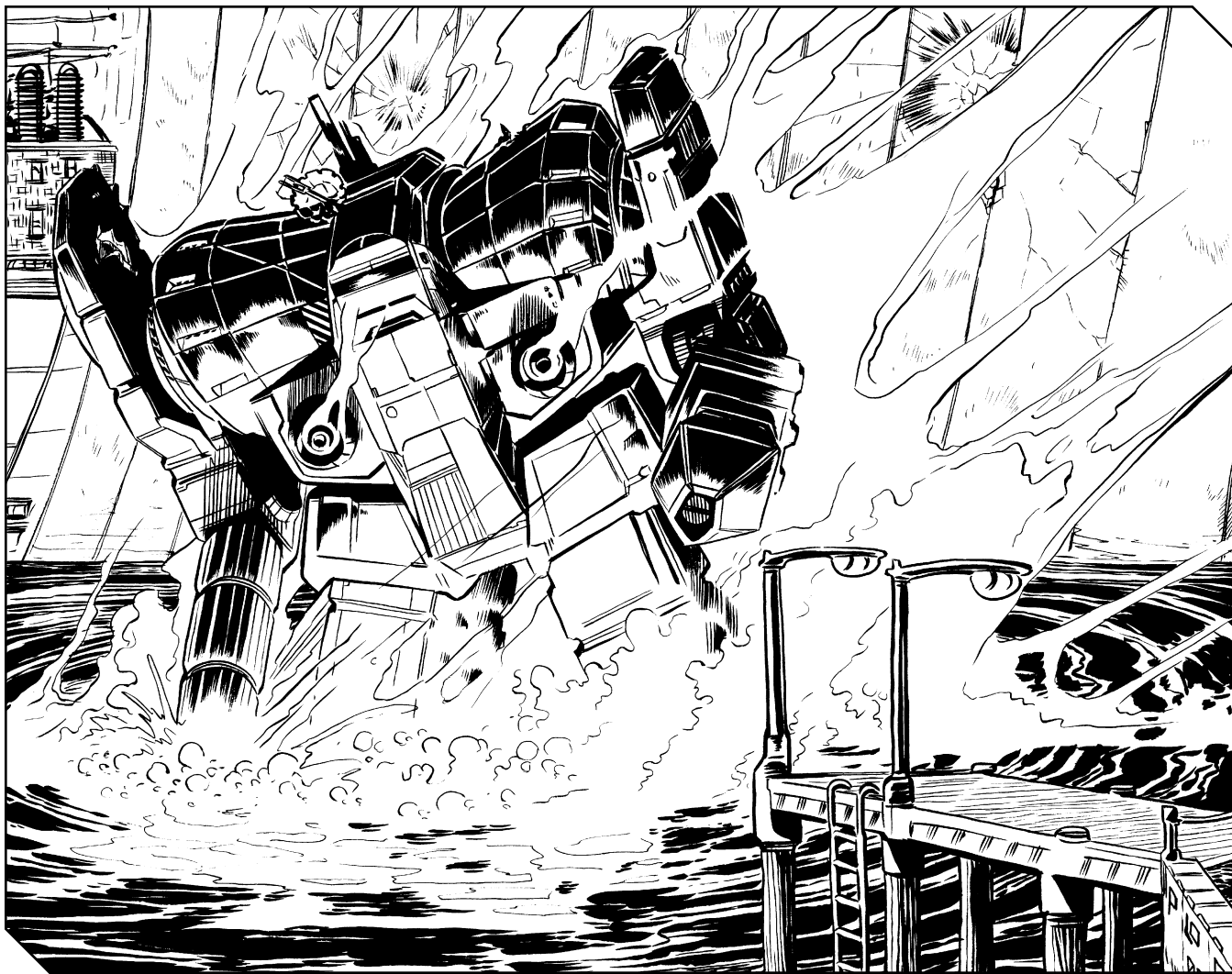
One of the most severe problems facing any BattleMech in combat is internal heat buildup. Though every BattleMech can dissipate heat through its heat sinks (devices designed to draw heat away from thermal systems) or by standing in water, the BattleMech builds up heat whenever it moves or fires its weapons.

Even when using both of those methods to cool its systems, a high rate of activity commonly produces more heat than a BattleMech can dissipate. It is possible for a BattleMech to overheat and continue to function, but a pilot who pushes his BattleMech past its limits eventually must pay the price. As a BattleMech's internal heat increases, it moves more slowly and its weapons fire becomes less accurate. If its internal heat reaches a certain level, the ammunition that it carries may explode. The BattleMech's fusion reactor may even shut down, causing the BattleMech to become inactive and immobile until the heat drops below a certain point.

HEAT POINT TABLE

Activity	Heat Points
Walking	+1 per turn
Running	+2 per turn
Jumping	+1 per hex (minimum of 3 per turn)
Attempting to Stand	+1 per attempt
Weapons Fire	Per Weapons and Equipment Table, p. 60
Heat Sink	−1 per operational heat sink
	−1 additional per heat sink under water (maximum 6 points)
First Engine Hit	+5 per turn
Second Engine Hit	+10 (total) per turn

HEAT POINTS

Players track the internal heat of a BattleMech by the number of Heat Points (HP) it builds up. The greater the number of Heat Points, the greater the 'Mech's internal heat. The player keeps track of his BattleMech's Heat Points using the column of boxes on the 'Mech record sheet labeled Heat Scale. The Heat Scale records heat levels from 0 to 30 Heat Points. The Heat Overflow box is used to track heat levels above 30. As the BattleMech's internal heat reaches various levels on the Heat Scale, the BattleMech will suffer the adverse effects listed for those levels.

BUILDING UP HEAT

Different activities build up heat at different rates. A good MechWarrior balances the tactical value of an activity against the heat it will add to his BattleMech. The Heat Point Table indicates the number of Heat Points generated by various activities and damage. It also shows the number of Heat Points that a BattleMech can dissipate through its heat sinks or by standing in a Water hex. Heat sinks dissipate 1 point of heat per turn.

Jumping: Note that jumping generates more heat than walking or running, even if the BattleMech moves only 1 hex. This is because firing the jump jets adds a minimum of 3 Heat Points. The Heat Point cost for jumping depends on the length of the jump. The farther the jump, the longer the jump jets are used and the more heat they generate. To determine the number of Heat Points generated by jumping, count the hexes moved. If the 'Mech jumps 3 or fewer hexes, the Heat Point cost is 3 points. If the number of hexes moved is 4 or more, the Heat Points generated equals the number of hexes jumped.

Water: Heat sinks dissipate twice as much heat when they are underwater in the Heat Phase. When a BattleMech is standing in Depth 1 water, only those heat sinks mounted in the legs are underwater. A 'Mech standing in Depth 2 or deeper water or prone in Depth 1 or deeper water is completely submerged, so all of its heat sinks are considered underwater. Regardless of

how many heat sinks are underwater, however, the 'Mech can shed no more than an additional 6 points of heat per turn by being underwater.

Shutting Off Heat Sinks: A MechWarrior may actually wish to build up heat in some situations. Building up heat is most easily accomplished by shutting off as many heat sinks as desired during the End Phase of any turn. Heat sinks shut off in such a way dissipate no heat in the following Heat Phase and may only be switched back on during a subsequent End Phase.

RECORDING HEAT BUILDUP

During the Heat Phase of every turn, each player adds up the Heat Points built up by his BattleMech. He subtracts the heat dissipated by his BattleMech's heat sinks and any additional dissipation if his BattleMech occupies a Water hex. The result may be positive or negative. Add this number to the current level of heat shown on the Heat Scale on the BattleMech's record sheet. If the number is negative, adjust the Heat Scale downward; if the result is positive, adjust the Heat Scale upward. The level of heat shown on the Heat Scale cannot drop below 0.

We suggest that players mark the Heat Scale with a pencil, because the heat will rise and fall many times during the game.

More than 30 Heat Points: It is possible for a 'Mech's heat level to rise above 30. Heat in excess of 30 has no additional effect on the 'Mech beyond the power plant shutdown at 30 points of heat. It does, however, increase the time it takes to restart the 'Mech, as the heat level must drop below 30 before the 'Mech's reactor can be started. Mark any heat generated beyond 30 in the Heat Overflow box on the record sheet. If there is no Heat Overflow box on the record sheet being used, simply write the extra heat at the top of the Heat Scale. When dissipating heat, the Heat Overflow must be dissipated before the Heat Scale can be reduced below 30.

EFFECTS OF HEAT

The effects of excessive heat cause the BattleMech to function less efficiently. It will move more slowly, fire less accurately and possibly shut down or even explode. Some of these effects are permanent, but others are negated when the 'Mech cools.

The BattleMech suffers the effects listed below after the heat level for the turn has been adjusted as described in *Recording Heat Buildup*.

MOVEMENT EFFECTS

At 5, 10, 15, 20 and 25 Heat Points, subtract the number indicated from the BattleMech's Walking MP. For example, at 5 Heat Points, subtract 1 from the BattleMech's Walking MP as long as the heat is at or above 5. Remember that Running MP are 1.5 times the current Walking MP; if the Walking MP are reduced, the BattleMech's Running MP must also be recalculated, rounding fractions up.

This effect is not cumulative with any previous heat-caused loss of Movement Points. When a BattleMech's heat buildup reaches 5 on the Heat Scale, its Walking MP are reduced by 1. When the buildup reaches 10 on the Heat Scale, its Walking MP are reduced by 2 total, not 2 more.

When the heat buildup is reduced below the point at which the effect occurs, the BattleMech regains 1 Walking MP, though previous losses remain in force. Thus, if the heat falls below 10 on the Heat Scale, the –2 MP effect is removed, but the –1 MP effect is still in force until the heat drops below 5.

Jumping: Note that a BattleMech's Jumping MP are not affected by the reduction in Walking MP due to heat buildup.

WEAPON ATTACK EFFECTS

At 8, 13, 17 and 24 Heat Points, add the number indicated to the BattleMech's base to-hit number for weapon attacks. For example, at 8 Heat Points, add 1 to all base to-hit numbers while the heat is at or above 8. Treat these effects like movement effects; they are not cumulative and may be negated by reducing the heat buildup.

SHUTDOWN EFFECTS

At 14, 18, 22, 26 and 30 Heat Points, a BattleMech attempts to shut down its fusion reactor automatically as a safety procedure. Until the MechWarrior restarts the reactor, the BattleMech is affected by shutdown as described in *Shutdown BattleMechs,* below.

This effect may be avoided if the MechWarrior is able to override the fusion reactor's safety shutdown procedure, as indicated by the Avoid number listed with the effect (shutdown cannot be avoided at 30+ Heat Points). The player rolls 2D6 once during the Heat Phase if the 'Mech's heat is at or above 14. If the result is equal to or greater than the highest Avoid number corresponding to his 'Mech's heat level, the pilot avoids shutdown for that turn. If heat accumulation reaches 2 or more trigger levels in one turn, roll 2D6 only once, against the highest Avoid number.

Shutdown BattleMechs

When a BattleMech shuts down, it can take no actions and all of its equipment ceases to function. (See also Piloting Skill Table, p. 17). It cannot make attacks or move, and cannot build up heat by its own actions. Even engine critical hits will not generate extra heat while the 'Mech is shut down. Outside influences such as fire and flamers, however, can create heat buildup.

A shutdown BattleMech's heat sinks will still work and so will continue to dissipate the excess heat. For every turn that the 'Mech is shut down, the heat level will drop as usual. The player may attempt to restart the reactor during each Heat Phase. To do this, the player rolls 2D6. If the result is equal to or greater than the highest current Avoid number, he can restart the reactor. A BattleMech may move and fire in the turn following the turn in which the reactor was restarted. When the heat drops below 14 on the Heat Scale, the reactor restarts automatically, even if the pilot is out of action.

Aimed Shots: A shutdown BattleMech may be targeted by aimed shots (p. 28).

AMMUNITION EFFECTS

If the heat level reaches or exceeds an Ammo Explosion threshold of 19, 23, or 28 Heat Points, the ammunition carried in the BattleMech might explode. The explosion may be avoided by pure luck, as indicated by the Avoid number. To see if the 'Mech avoids an explosion when the heat level reaches an Ammo Explosion threshold, the player rolls 2D6 once during the Heat Phase if the 'Mech's heat is at or above 19. If the result is equal to or greater than the highest Avoid number corresponding to his 'Mech's heat level, the pilot avoids an ammunition explosion for that turn. If heat accumulation reaches 2 or more trigger levels in one turn, roll 2D6 only once, against the highest Avoid number.

When a BattleMech's ammo explodes due to overheating, the ammunition critical slot with the most destructive ammo rack explodes first. An ammo rack is defined as the damage that one turn's worth of shots will do. Thus, a rack of machine gun ammo has a Damage Value of 2, an AC/10's Damage Value is 10, an LRM 15 has a Damage Value of 15, and an SRM 6 has a Damage Value of 12. When the 'Mech carries two racks with equivalent Damage Values, the BattleMech's pilot chooses which ammo explodes. All of the appropriate ammo type in a single critical hit slot explodes. If there is more than one critical hit slot with the appropriate ammo type, the one with the most shots remaining will explode. If there are two or more locations with an equal number of shots remaining, randomly determine the one that explodes.

Resolve the explosion following the rules in *BattleMech Critical Hit Effects,* p. 30.

MECHWARRIOR EFFECTS

If the life-support systems suffer a critical hit, the MechWarrior suffers 1 point of damage for every turn that the BattleMech's internal heat reaches 15 or more. For every turn that the heat rises or remains higher than 25, the MechWarrior suffers 2 points of damage.

A Jenner *begins a turn with a Heat Scale reading of 6. During the turn, it fires all four of its Medium Lasers and runs (generating a total of 14 Heat Points). The BattleMech only has 10 heat sinks. They dissipate 10 of the 14 Heat Points, leaving 4 to build up. During the Heat Phase, these 4 points are added to the 6 already on the Heat Scale, bringing the total to 10. In the next turn, the BattleMech must reduce its Walking MP by 2 and add +1 to its to-hit number for weapons attacks.*

If the BattleMech repeats these actions in the next turn, the player must add 4 more Heat Points to the Heat Scale, bringing the total to 14. The player must roll a 4 or higher on 2D6 to avoid having his BattleMech's fusion reactor shut down. Even if he avoids the shutdown, he must still reduce the Jenner's *Walking MP by 2, until its heat falls below 10 on the Heat Scale. At the same time, the 'Mech fires its weapons with a +2 to-hit modifier.*

Heat
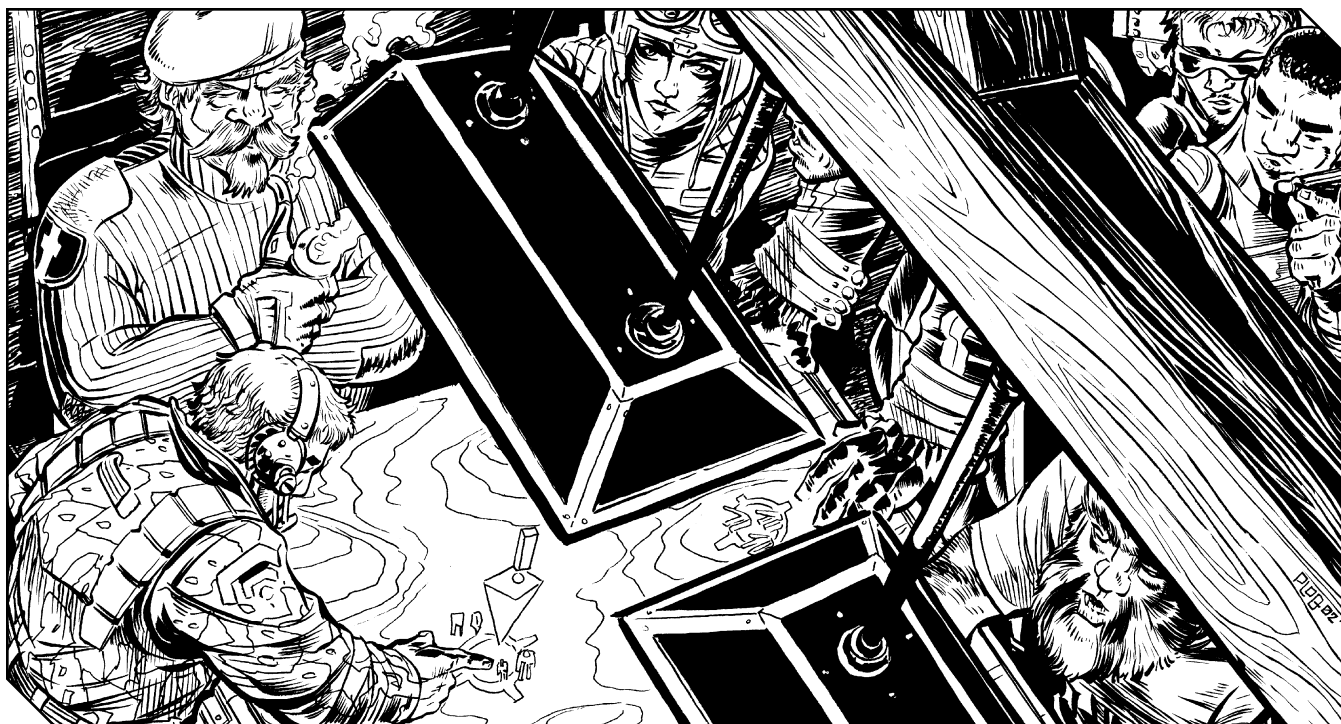
This section provides three ready-to-play game situations called scenarios. Each one describes the mapsheets used for the scenario, the forces each side or player uses and the victory conditions and any special rules for the scenario.

New players should begin with the *Quick-Start Rules*. After playing with those rules a few times, the players can then move onto the following scenarios using the complete rules in this book. Each one is longer and more complex than the previous scenario, so play them in the order they appear.

The three scenarios in this section illustrate the variety of missions you can play using the *BattleTech* game system. After you have played them, creating your own scenarios should be easy. To help you get started, each scenario includes ideas for modifying it to create new scenarios.

Terrain: The following scenarios assumes that players have access to two copies of the standard Classic BattleTech Map, which can be found in *Classic BattleTech Map Set Compilation #1*. However, almost any mapsheets from *Map Set Compilation #1* (or any other *Classic BattleTech* mapsheets) can be used in place of the standard *Classic BattleTech* mapsheets shown in each scenario.

SCENARIO 1: FINAL EXAM

"Button up, lock down and stand by."

After three months of daily exercises, the initialization procedure has become second nature, almost tedious—until today, that is.

"We have drop clearance. Deploy at my mark."

This time the pressure is really on: two students enter the electronic arena as lance commanders, each leading a group of three junior students into simulated battle. And only one of those lance commanders will be going to the military academy battle school.

"Three, two, one, GO!"

As the virtual reality of the simulator comes into view, the 'Mechs open fire….

SITUATION

When an Inner Sphere training officer feels that his students are ready, he tests their combat and leadership skills with a "final exam." Before starting their simulated battle, he sits down with both students and gravely tells them that the military academy can only accept one cadet. The loser will simply have to abandon his dreams of becoming a MechWarrior.

In fact, the training officer is making this all up, but the deception—which is a standard practice in the Inner Sphere—usually creates the kind of fierce competition MechWarriors will face on the battlefield.

This scenario re-creates the typical "final exam" experienced by nearly all student MechWarriors in the Inner Sphere. The scenario also simulates the lance-on-lance engagements that comprise most BattleMech warfare.
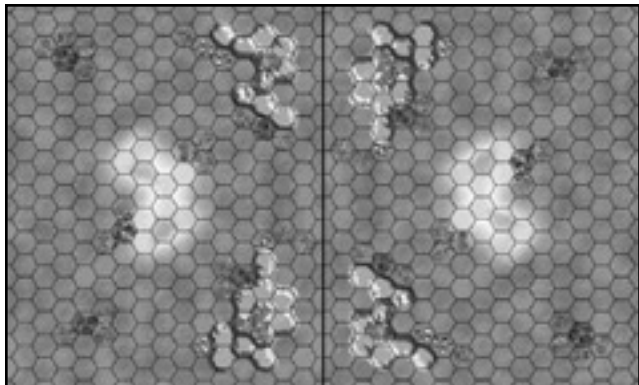
GAME SET-UP

Lay out the *BattleTech* mapsheets as shown above. In the remaining scenario rules, the playing area formed by the mapsheets is called simply the map.

DEFENDER

The training officer has chosen mixed lances of light and medium 'Mechs for the trial and has supplied the defending lance commander with a heavy *Catapult*.

Lance Commander Horace (*Piloting* 5, *Gunnery* 4),
 CPLT-C1 *Catapult*
Cadet Winston (*Piloting* 5, *Gunnery* 4), SDR-5V *Spider*
Cadet Johansson (*Piloting* 5, *Gunnery* 4),
 COM-2D *Commando*
Cadet Rodriguez (*Piloting* 5, *Gunnery* 4), TBT-5N *Trebuchet*

DEPLOYMENT

The defender chooses one BattleMech and places it on any hex along the west edge of the map. The players alternate placing their 'Mechs until all eight 'Mechs are on the map. Play then begins with the Initiative Phase of the first turn.

ATTACKER

To keep the test fair, the training officer has given both sides an identical selection of BattleMechs.

Lance Commander Pushkin (*Piloting* 5, *Gunnery* 4),
 CPLT-C1 *Catapult*
Cadet Shotugama (*Piloting* 5, *Gunnery* 4), SDR-5V *Spider*
Cadet Armstrong (*Piloting* 5, *Gunnery* 4),
 COM-2D *Commando*
Cadet Keenan (*Piloting* 5, *Gunnery* 4), TBT-5N *Trebuchet*

DEPLOYMENT

See the defender's *Deployment*, above.

VICTORY CONDITIONS

The winner is the player or team that cripples or destroys all of the other player's or team's BattleMechs first.

SPECIAL RULES

For the purposes of this scenario, a 'Mech is considered crippled under the following conditions: one or both legs are destroyed, all of its weapons are destroyed, its gyro is destroyed or it has taken two engine critical hits.

If a 'Mech exits the map for any reason, it is considered destroyed and may not re-enter the scenario.

VARIATIONS

This scenario can be replayed with any number of variations. Modifying the terrain or the forces on each side are two of many possible ways to mix it up.

Force Selection

The simplest way to modify the scenario is by altering the roster of 'Mechs each side uses. Here is one suggested alternate arrangement for the attacker's and defender's forces:

Attacker: DRG-1N *Dragon*, ENF-4R *Enforcer*, HER-2S *Hermes II*, JR7-D *Jenner*

Defender: CLNT-2-3T *Clint*, HBK-4G *Hunchback*, PNT-9R *Panther*, QKD-4G *Quickdraw*

Players can also determine their forces by setting a tonnage limit for each side and then select any BattleMechs they want. For example, both sides might agree on a 200-ton limit for their 'Mech lances. After the teams select their 'Mechs, the match up might look like this:

ATTACKER FORCES		*DEFENDER FORCES*	
BattleMech	**Tonnage**	**BattleMech**	**Tonnage**
Zeus	80	Atlas	100
Dervish	55	Panther	35
Assassin	40	Jenner	35
Commando	25	Spider	30
Total Tonnage = 200		**Total Tonnage = 200**	

This method may not always produce an evenly matched battle, but it is a quick and easy way to choose forces that are roughly balanced—and it gives the players more control over their forces.

Terrain

The terrain in this scenario can be varied by setting up the mapsheets differently. For example, turning the mapsheets so they are facing opposite directions will create a significantly different battlefield. Or players can place the mapsheets so that their narrow sides touch, rather than their wide sides. See the following two scenarios for examples of such layouts.

Scenarios

SCENARIO 2: TRIAL BY FIRE

"Assault lance, report—what is your status?"

"There is no assault lance! They ambushed us as we came out of the pass. Get me out of here!"

The lone MechWarrior struggled to calm his frazzled nerves during the long seconds that passed before his commlink crackled with his commander's response.

"Main force unable to reach your present position. Redezvous at Drop Zone Beta."

The order was a death sentence. Beta was across enemy lines.

Back at the academy, the MechWarrior had wanted nothing more than to get into the action. Now he was in the action, all right. His father's 'Mech was ruined and his lancemates were dead. The young MechWarrior felt panic closing in but forced it out of his mind, resolving that he would not become another casualty.

"Yes sir! On my way…"

SITUATION

Just as a war is a series of battles, so most battles are a series of engagements. In one such engagement, a lance of novice MechWarriors is ambushed and nearly wiped out, leaving one inexperienced pilot alone with his damaged 'Mech. The only way back to his unit is across enemy lines. If he can get to the rendezvous point in time, the lone warrior can join up with the rest of his unit and withdraw for repairs. If not, he will probably be captured by the enemy.
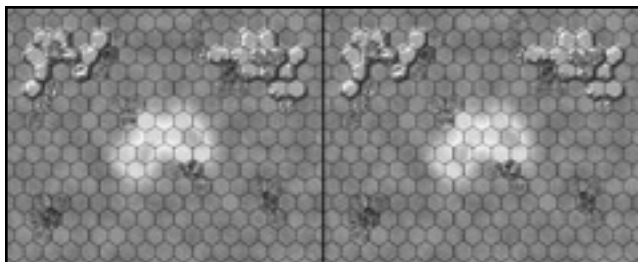
GAME-SET-UP

Lay out the *BattleTech* maps as shown.

DEFENDER

The defender is a lone MechWarrior in a damaged *Zeus*. To represent damage suffered in an earlier battle, the defending player rolls hit locations on the Front side column for four attacks against the *Zeus*, each one inflicting 5 points of damage. These attacks are resolved before play begins. For these attacks, reroll any head hits and do not roll for critical hits, even if the 'Mech's internal structure is damage.

MechWarrior Thompson (*Piloting* 5, *Gunnery* 4),
   ZEU-6S *Zeus*

Deployment

After the attacker's 'Mechs are deployed, the defender may place his 'Mech anywhere with in three hexes of the west edge of the map, with any facing desired.

ATTACKER

Three 'Mechs stand between the wounded *Zeus* and its rendezvous point. Fortunately for the defender, they are piloted by rookie MechWarriors even greener than him.

Sergeant Hoffmann (*Piloting* 5, *Gunnery* 5),
   JM6-S *JagerMech*
MechWarrior Adjani (*Piloting* 6, *Gunnery* 5), CDA-2A *Cicada*
MechWarrior Lucas (*Piloting* 6, *Gunnery* 5),
   COM-2D *Commando*

Deployment

The attacker sets up first. He can place his 'Mechs on any Clear Level 0 hexes within six hexes of the east edge of the map, with any facing desired.

VICTORY CONDITIONS

The game ends in victory for the defender if the *Zeus* can move off the east edge of the map or destroy all of the attacking 'Mechs. If the *Zeus* is destroyed, the game ends in victory for the attacker.

SPECIAL RULES

The attackers are unprepared for the arrival of the *Zeus* in their area. To simulate their surprise, the defender automatically wins the Initiative in the first turn.

The defending 'Mech may safely exit the map at the east edge only. If it leaves the map at any other edge, the attacker wins the scenario.

Any attacking 'Mech that exits the map is considered destroyed.

VARIATIONS

Playing the scenario as a chase is a simple way to vary it. All the rules stay the same, but the attackers do not deploy on the map. Instead, the defender places his 'Mech on the map first, then receives one turn of movement. The attackers enter the map during the Movement Phase of the second turn. Each attacking 'Mech enters the map from the west edge and starts its movement off the board, so the first full hex the 'Mech enters counts as its first hex of movement.

SCENARIO 3: DIVIDE AND CONQUER

Explosions shook the ground as the battle raged to a fever pitch. The two companies tore into one another with all of the fire-power they could muster, vaporizing armor and fusing the components beneath.

Slowly but surely the attackers drove a wedge into the defending force, driving it apart. The attacking force destroyed half of the defending 'Mech force, but lost two-thirds of its own 'Mechs in the process.

Unwilling to surrender and with no reinforcements within range, both commanders grimly ordered their remaining 'Mechs to hold their ground.

SITUATION

The attackers have managed to divide the defending force. This development gives the attackers a definite advantage, because they can concentrate their fire on one group of defenders before the remaining defenders come within range.
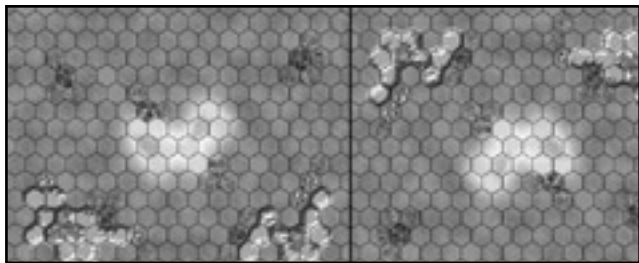
GAME SET-UP

Lay out the *BattleTech* mapsheets as shown.

DEFENDER

The defending force consists of two weakened lances of three 'Mechs each.

Command Lance

Lieutenant Blake (*Piloting* 4, *Gunnery* 3), AWS-8Q *Awesome*
Sergeant Petersen (*Piloting* 5, *Gunnery* 3),
    GHR-5H *Grasshopper*
MechWarrior Lee (*Piloting* 5, *Gunnery* 4), ENF-4R *Enforcer*

Recon Lance

Sergeant Alvarez (*Piloting* 4, *Gunnery* 4), CLNT-2-3T *Clint*
MechWarrior Theissen (*Piloting* 5, *Gunnery* 4),
    CDA-2A *Cicada*
MechWarrior Jones (*Piloting* 5, *Gunnery* 4), SDR-5V *Spider*

DEPLOYMENT

The defender sets up first. The 'Mechs of the command lance can be placed along the map's west edge in any hexes that lie within 6 hexes of the map's north edge. The 'Mechs of the recon lance can be placed along the map's east edge in any hexes that lie within 6 hexes of the map's south edge.

ATTACKER

The attacking force consists of a single lance pieced together from the remnants of Seymore's Company.

Captain Seymore (*Piloting* 4, *Gunnery* 3), AS7-D *Atlas*
Lieutenant Marks (*Piloting* 4, *Gunnery* 4), DRG-1N *Dragon*
MechWarrior Kanazawa (*Piloting* 5, *Gunnery* 4),
    DV-6M *Dervish*
MechWarrior O'Rourke (*Piloting* 5, *Gunnery* 4),
    JR7-D *Jenner*

DEPLOYMENT

The attacker sets up after all the defending 'Mechs are set up. He can attack the defender's lances in any order he likes. If he wants to attack the recon lance first, he can set up his 'Mechs in the northeast corner of the east mapsheet, in the row of hexes numbered 1510 through 1517. If he wants to attack the command lance first, he can place his 'Mechs in the southwest corner of the west mapsheet, in the row of hexes numbered 1510 through 1517.

VICTORY CONDITIONS

The winner is the team that cripples or destroys all of the opposing team's BattleMechs first.

SPECIAL RULES

For the purposes of this scenario, a 'Mech is considered crippled under any of the following conditions: one or both legs are destroyed, all of its weapons are destroyed, its gyro is destroyed, or it has taken two engine critical hits.

If a 'Mech exits the map for any reason, it is considered destroyed and may not re-enter the scenario.

To reflect the defenders' disrupted command structure, the defending team must subtract 2 from all of its Initiative rolls.

VARIATIONS

For a smaller (and shorter) game, remove the *Grasshopper*, *Cicada* and *Dragon* and follow all other rules.

If three players want to try the scenario, two players can share command of the defending side. In this case, each defending player controls one of the defender lances. The two players take turns rolling Initiative for their side. If at any time the two players cannot agree on which 'Mech to move or declare fire with, both roll 2D6. The player with the higher result decides the defending side's action for the remainder of that phase.

For a more challenging (and longer) game, play the scenario under nighttime conditions. In this case, all weapon attack to-hit numbers receive an addition +2 modifier. (Adding night-time conditions is a simple way to vary almost any *BattleTech* scenario.) Alternatively, players can introduce fog conditions. Fog conditions can be simulated simply by increasing the to-hit modifiers for certain ranged attacks. Short-range and physical attacks receive no special modifiers (fog does not affect such close-range attacks), but any medium-range attack receives a +3 modifier instead of the standard +2. Any long-range attack receives a +6 modifier instead of the standard +4.

PLAYING BATTLETECH

You can have plenty of fun playing *BattleTech* by the seat of your pants, moving each BattleMech in turn and giving little thought to your next move or your opponent's strategy. As with most games, however, playing is fun—but winning is even more fun! Learning how *BattleTech* works and how to use your forces to best effect will make you a better player and will ultimately make your game more enjoyable.

The best way to learn is by doing. In order to eventually become a better player, you begin by playing plenty of *BattleTech*. That's how the author of this section learned what he is about to tell you, and playing *BattleTech* is certainly more fun than *reading* about playing *BattleTech*! The following hints and tips, however, should give you an edge over your opponent: think of it as a shortcut on the way to a more gratifying game.

BattleTech Tactics describes the games in terms that take you beyond the rules and the numbers, showing you how to really *play* the game. This section will help you learn how to use your 'Mechs to your advantage and offer insight into what your opponent might do with his 'Mechs.

Once a player starts to use the more advanced units (such as vehicles and infantry), weapons, equipment and special case rules found in the *Total Warfare*, it is important to note that all of these tactics are still applicable to game play and will insure that as your 'Mech advances in technology, your skill and expertise at playing will advance along with it.

BATTLETECH TACTICS

Knowing the basics of *BattleTech* tactics will help you avoid the mistakes most often made by new players. The following information answers questions you might not even know to ask, such as, "Why shouldn't I leave my *Spider* standing in the open?" and "What is the most effective distance from the enemy for me to position my *Awesome*?" This section suggests answers to these and other thorny questions.

Organized into sections that correspond to the phases of a *BattleTech* turn, this tactical advice will show you how to crush your foes in each stage of the game.

INITIATIVE

Unfortunately, you have to work with the Initiative you roll; nothing really changes that result. But knowing the potential effects of winning or losing the Initiative and how to take advantage of either situation is vital to playing and winning *BattleTech*.

Losing the Initiative

If you lose the Initiative, don't despair! You may not be able to turn it to your advantage, but if you play your cards right, you don't have to lose any ground.

Unless your forces outnumber or out-mass your opponent's forces, the best tactic to use when you lose the Initiative is to "go on the defensive." This tactic works especially well if you are fielding light, fast BattleMechs. Because you may move your 'Mechs before you have the opportunity to learn what your opponent plans to do, you should move your 'Mechs away from enemy 'Mechs and seek cover in heavy woods or "dead zones" behind hills or other terrain features whenever possible.

The order in which you move your 'Mechs provides another opportunity to exercise strategy. In general, delay moving your fastest 'Mechs as long as possible; the more you know about your opponent's strategy, the more likely it is that you will be able to put your fast 'Mechs to good use. At first, move those 'Mechs with the fewest movement options, including slow-moving 'Mechs and 'Mechs that have fallen down (they rarely do more than simply stand up). 'Mechs positioned far from the enemy also represent a good choice for an early move, because your opponent is unlikely to try to outflank such distant targets. In addition, declare the movement for any 'Mechs you intend to have stand still at this time, because standing still counts as a "move" and forces your opponent to move again without learning much of anything about your strategy. Even 'Mechs that are immobile due to pilot unconsciousness, the loss of both legs, and so on, can be declared stationary to expend a "move."

When choosing where to move, take into account the movement capability off those 'Mechs your opponent has yet to move. If his or her remaining 'Mechs are faster than yours and can outflank you regardless of how far you move, find a nice wooded hex for your unit to occupy and try to keep a Clear terrain hex at your back. After all, if you're going to let the enemy get behind you, at least deny him the luxury of tree cover.

For more movement tactics, see *Movement* below.

Winning the Initiative

It is always better to win the Initiative than to lose it, but you must know how to take advantage of winning the Initiative.

Winning the Initiative gives you the opportunity to "go on the offensive." You move your 'Mechs after your opponent and will always move at least one of your 'Mechs last during the Initiative Phase. This gives you an edge, because you can watch your opponent's movement and then respond, rather than being forced to guess at what he or she might do. This is your chance to strike.

You should always plan an overall strategy for your attack, but don't hesitate to change your planned movement to respond effectively to your opponent's moves. In general, move your fastest 'Mechs last, using your knowledge of the enemy's position to attack his or her 'Mechs' most vulnerable sides.

MOVEMENT

The heart of the *BattleTech* game is effective maneuvering. Games often are won or lost on the strength of the competent, well-thought-out movement of each 'Mech. Movement is intimately connected to both attacking your enemies and defending your own 'Mechs. Successfully balanced, these factors leads to winning movement strategy.

By moving defensively, you make it as difficult as possible for enemy 'Mechs to attack you successfully. In this case, you should move your 'Mechs as far as you can and end your movement in the best available cover. When moving to accomplish offensive goals, you must consider the best way to maneuver your BattleMechs into firing position against your opponent's 'Mechs, making sure your weapons are in range and the enemy appears in the appropriate firing arcs.

The following information outlines the effects of various types of movement in *BattleTech*. Suggestions for both offensive and defensive tactics appear under each topic.

TARGET MOVEMENT MODIFIERS

Moved 0–2 hexes	0
Moved 3–4 hexes	+1
Moved 5–6 hexes	+2
Moved 7–9 hexes	+3
Moved 10-17 hexes	+4
Moved 18-24 hexes	+5
Moved 25+ hexes	+6
Jumped	+1

Target Movement

The main thing to keep in mind when moving your 'Mech defensively is that the further a 'Mech moves during the turn, the higher its target movement modifier. This makes shots against your 'Mech more difficult, resulting in a longer life span. For example, light 'Mechs often carry minimal arms and armament. These 'Mechs rarely survive a stand-up fight, but if they keep moving they are hard to hit. In game terms, a *Spider* is lightly armored, but if it jumps 7 or 8 hexes every turn, the opponent must add a +4 modifier to every attack, making his or her shots considerably more difficult.

The following target movement modifiers show that each modifier represents a range of movement. For example, movement of both 3 and 4 hexes gives your 'Mech a +1 Target Movement Modifier. If you move 4 hexes, you receive the same modifier as for moving 3. If you move your 'Mech 3, 5, 7, or 10 or more hexes, you receive the highest modifier possible with the least amount of movement necessary (which may be important when it is your turn to attack).

As a rule of thumb, never move 2 hexes when you can move 3. Never move your 'Mech 4 hexes when 5 will put the 'Mech in a similar position. Whenever possible, move your 'Mech to get the highest target movement modifier possible. It can literally save your 'Mech!

Terrain

You will always benefit from using the terrain to your advantage, though some types of terrain are more advantageous than others in certain circumstances.

Particularly if you are playing a light or jump-capable 'Mech, keep your 'Mech in woods whenever possible. Standing in a Woods hex is an easy way to make your opponent's shots more difficult. If you intend to attack your opponent during the turn, position your BattleMech so that it is standing in woods but does not have to shoot through woods (remember, you don't add a modifier to your attacks for the woods your 'Mech occupies). If you don't intend to attack, then the more woods between you and your opponent, the better!

Also don't forget to use hills and water terrain for partial cover. While a +1 to-hit modifier may not appear that significant, it can be, especially when a good portion of any successful hits might strike cover and do no damage. Of course moving through water carries its own risks, such as taking longer to cross the same number of non-water hexes, not to mention all the dangerous Piloting Skill Rolls. But if you've got a 'Mech with heat sinks in the legs, such as the *Awesome* and *Zeus*, the extra heat dissipation just might be worth while.

Though it does not really qualify as terrain, the edge of the map may offer a tactical advantage. In most scenarios, 'Mechs may not move through or enter the half-hexes along the edge of the map. If you position your 'Mech in one of the full hexes on the edge of the map with its back turned to the map edge, this means your opponent cannot shoot at your back. Because most scenarios, however, also count as "destroyed" any 'Mech that leaves the map, even accidentally, this defensive tactic poses certain risks. A 'Mech standing at the edge of the map can be moved off the map if another 'Mech successfully pushes or charges it, and any death-from-above attack against that unit will also push it off the map. Players must balance this risk against the benefit of covering their 'Mech's back.

Dropping to the Ground

'Mechs rarely go prone because it is difficult to fire weapons lying down and the player must make a Piloting Skill Roll to stand the 'Mech back up again. In some situations, however, this maneuver will surprise your opponent and completely protect your 'Mech from damage.

Moving your 'Mech behind a Level 1 Hill and then dropping it prone takes your 'Mech out of line of sight and makes it invulnerable to attack (unless the enemy can circle around the hill). A 'Mech that drops prone in Depth 1 Water also will be invisible as though it were standing in Depth 2 Water. In both these cases, you effectively hide your BattleMech in situations that normally would give your enemy several good shots at you, robbing him of the opportunity.

Facing

Carefully consider the final facing of a 'Mech when moving. If you plan to attack, you must make sure the 'Mech ends its movement in a facing that allows it to fire on its target. Remember that you can torso twist to change the firing arcs of some weapons.

Defensively, you can use your facing choice to protect a 'Mech that has suffered significant damage to one side but not the other. By facing so that most enemy attacks will hit the undamaged side of the 'Mech, you decrease the chance of suffering hits to the damaged side. For example, if your 'Mech has suffered more damage to the left arm, torso, and leg, try to face your 'Mech so attacks will roll on the right side column of the hit location table. Attacking 'Mechs should also keep this principle in mind. Try to move your 'Mechs so that they can launch attacks at the more damaged side of their targets.

A 'Mech's facing at the end of the turn also affects its movement in the next turn. Try to think a turn ahead and set up each 'Mech for its next move when possible. For example, if you think you will want a 'Mech to run very quickly toward the enemy in the next turn, don't face the 'Mech toward rough terrain or woods. That would require facing changes or moving through difficult terrain during the turn, which will slow its advance.

Attacker Movement

In Target Movement, we advised you to move your 'Mechs as far as possible to achieve the maximum possible target movement modifier. If you plan to attack during the turn, however, you also need to consider the effect of your 'Mech's movement on its to-hit number. The movement mode you use each turn—Standing Still, Walking, Running, or Jumping—determines the attacker movement modifier. Simply put, the faster you move, the harder it will be to hit your target.

This consideration makes it important for you to decide whether you will be on the offensive or defensive during the turn when choosing your 'Mech's movement mode. You must also consider your 'Mech's position on the map relative to your opponent, as well as the range and firing arcs of your weapons.

If you are simply concerned with keeping your 'Mech alive, which is often the case if it is damaged or if it is a light 'Mech and you lost the Initiative, don't worry about moving quickly. Jump your 'Mech if possible; the 'Mech's heat factor is not important if you are not attacking, and jumping adds an additional modifier to your opponent's to-hit number.

If you plan to attack during the turn, movement is a whole different story. Basically, never jump when a run will do, and never run when you can get by with a walk. If you think your 'Mech can survive it, just stand still.

When on the attack, only jump your 'Mech if doing so will allow you to position the 'Mech at your opponent's back. The hefty +3 modifier to your attack to-hit number for jumping will make your shots difficult, so they better count!

Running movement is preferable to jumping, as it only imposes a +2 modifier. Use running movement to gain a good firing position, such as a Woods hex or Partial Cover. In the right situations, running can also allow you to circle around behind your opponent.

If you have to move and fire, your best option is to walk, as walking movement adds only a +1 modifier to your attack to-hit number. Unless your 'Mech is very fast, however, walking won't get you very far. Try to cross at least 3 hexes during your move so that your 'Mech receives the +1 Target Movement Modifier to your opponent's shots.

To give your 'Mech the best chance of successfully attacking a target, allow the 'Mech to stand still. But keep in mind that this strategy works only if the 'Mech has good cover or is far away from its targets; otherwise, a standing 'Mech may become a sitting duck for return fire. The tactic of standing and shooting works particularly well for slow 'Mechs equipped with long-range weapons, such as the *Awesome*—and if you can position such a 'Mech on a hill, preferably in a nice clump of woods, the 'Mech can comfortably snipe at enemy 'Mechs from its vantage point with nothing to fear from opposing 'Mechs whose weapons cannot reach it.

The guiding principle of attacker movement is, if you want to attack and you don't *need* to move, don't move.

Weapon Range

Offensive maneuvering is based on the range and firing arcs of your 'Mech's weapons. Ideally, you want the enemy at short range and within the firing arc of all your weapons. This is not always possible, but by considering your 'Mechs weapons when you move, as well as your opponent's weapons, you can be in the best available position to attack.

In addition to short, medium and long range, remember that some weapons have a minimum range. By firing such weapons too close to your target, you run the risk of missing the target completely. In real-world terms, a minimum range might allow a missile time to arm or provide the proper distance to focus a laser. In game terms, taking a shot inside a weapon's minimum range adds a substantial target modifier.

Weapons & Equipment Inventory					(hexes)			
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 15	RA	5	1/Msl	6	7	14	21
1	LRM 15	LA	5	1/Msl	6	7	14	21
2	Medium Laser	CT	3	5	—	3	6	9
1	Medium Laser	LT	3	5	—	3	6	9
1	Medium Laser	RT	3	5	—	3	6	9

For example, say you have a *Trebuchet*, which mounts three medium lasers and two LRM-15 racks. Your most potent weapons are your LRMs, which also have the considerable range of 21 hexes. But you are already fairly close to your opponent and want to inflict as much damage as possible. In this case, you also need to bring your lasers to bear. But how?

First, look at your weapon ranges. Short range for your long-range missiles is 1–7 hexes. For the medium lasers, it is only 1–3 hexes. So it looks like the best option is a range of 3 hexes, where both weapons are at short range. But then you see that your LRMs also have a minimum range of 6, which means they get less accurate up close, starting at 6 hexes. At a range of 3 hexes, the LRMs will add +4 to the to-hit number to account for minimum range, the same modifier as if they were firing at a long-range target!

The best option is to find a compromise between the two weapons. The best range for LRMs is always 7 (what is known as the "optimum range"), because this is within short range but beyond minimum range. Firing at this range, however, will place your medium lasers at long range; using the lasers at long range wastes their potential, because together they can inflict as much damage (on average) as your missiles. To make the best use of both weapons, attack at a range of 6 hexes. This is medium range for your lasers (+2 to hit), and only just inside the minimum range of your LRMs (+1 to hit). This range offers you the best chance of hitting with all of your weapons.

Another factor to keep in mind when choosing where to move is the range of your opponent's weapons. If your 'Mech has a range advantage against your opponents 'Mech, be sure to use that advantage. For example, if you have a *Panther* and your opponent is playing a *Hunchback*, your most effective option is to stay out of range of his AC/20 while firing your PPC, which has twice the range of the autocannon. In this case, keep your *Panther* 10 to 12 hexes away from the *Hunchback*. You will be firing from medium range, while his weapons will be unable to reach our 'Mech.

If your opponent has the range advantage over your 'Mech, you can protect your 'Mech by moving in close, a particularly effective tactic if his weapons are limited by minimum ranges.

A *Cicada* can do well against a monster like the *Awesome*, for example, by moving adjacent to it. The *Awesome*'s PPCs will suffer a +3 to-hit modifier for attacking within the weapon's minimum range, while your 'Mech's attacks are unmodified. In this case, however, you should try to stay behind the *Awesome* so that it can't punch and kick you; physical attacks have no minimum range!
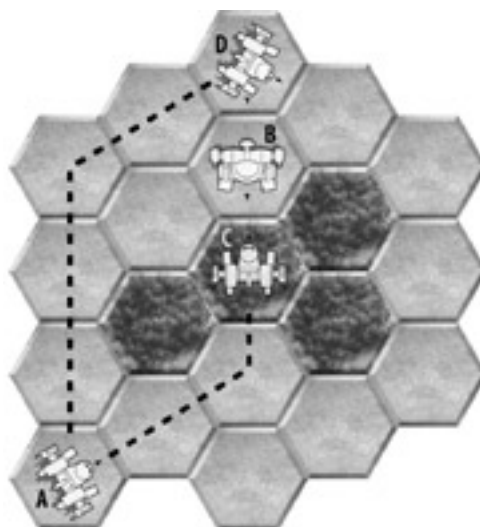
The following example and illustration shows how to use movement tactics in a game.

Your 'Mech is a *Trebuchet*. At this point in the game you are out of ammo for your LRMs, so your only weapons are 3 medium lasers. Your 'Mech is in Hex A, and has a Walking MP 5 and Running MP 8. Your opponent lost the Initiative and moved his 'Mech into Hex B (not a very good move, as you will see).

How should you respond? That depends on your opponent's 'Mech and how aggressively you want to play.

If your opponent is in a damaged or relatively weak 'Mech, you might choose to Walk and move 2 hexes forward, turn left, and enter the Heavy Woods in Hex C. This will place you face-to-face with your opponent. Walking movement gives you a +1 attacker movement modifier. You are standing in Heavy Woods (+2 terrain modifier) and you crossed 3 hexes (+1 target movement modifier) for a total modifier of +3 to your opponent's attacks.

If your opponent is in a heavy or undamaged 'Mech, you should take the opportunity to shoot at his back. You can put your 'Mech into position for this attack by running. Turn left, then move 3 hexes. Turn right, and move 2 more hexes into Hex D. If you want to attack by kicking, use your final movement point to turn 1 hex side to the right. This movement puts you directly behind his 'Mech, where most of his weapons will be unable to fire on your unit. You can fire your weapons at pointblank range and

make physical attacks on his back armor as well. In addition, because you crossed 5 hexes, your opponent must add a +2 modifier to his attacks.

Torso Twist

When moving your BattleMechs, remember that they can perform torso twists; the extra hex side in either direction provides a great deal of flexibility in their firing arcs. For example, a 'Mech carrying a weapon mounted in an arm can twist its torso and fire at an enemy 'Mech directly behind it.

It is especially important to remember the advantage of torso twists when moving your 'Mechs defensively. When facing a 'Mech with a powerful arm-mounted weapon in one arm and no weapon in the other arm (such as the *Awesome* and *Panther*), you can actually position your 'Mech so that your opponent cannot hit your unit! The diagram at left shows this "magic hex"—remember it well.

XL If opponent has weapon in left arm, move to this hex

XR If opponent has weapon in right arm, move to this hex
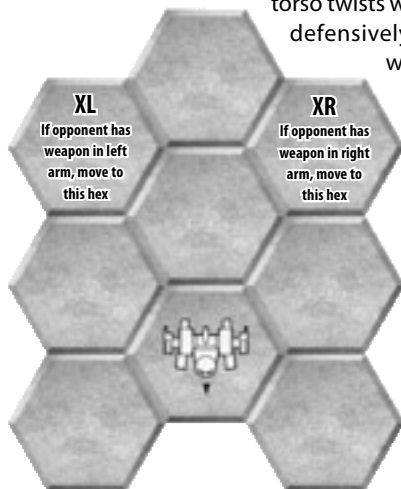
WEAPON ATTACKS

Generally, it's best to always fire every weapon that has a chance of hitting the target, because one can never predict which weapon will mean the difference between victory and defeat. players should also, however, consider overheating problems and a 'Mech's ammunition supplies when making weapon attacks.

Heat

The main limit on a BattleMech's overall firepower is heat. Nearly everything a 'Mech does generates heat, and weapons fire is certainly no exception. When choosing which and how many weapons to fire, heat is usually the deciding factor.

A few 'Mech designs, such as the *Cicada*, can fire all their weapons and move at full speed in the same turn and never even think about overheating. These 'Mechs are rare however, and usually lack much of a punch. Most BattleMechs, such as the *Enforcer*, suffer moderate heat problems if they fire all of their weapons at once. It's fairly easy to manage the heat level on these units, however, because you will rarely need to fire the 'Mech's full weapons array simultaneously. With 'Mechs like these, go ahead and overheat whenever you feel confident of a successful attack. On more difficult shots, simply hold off firing at least one weapon that requires ammunition. You'll avoid overheating and conserve ammo at the same time.

Then there are 'Mechs with real heat problems, such as the *Dervish* and the *Catapult*. Fortunately, these 'Mechs usually carry two distinct types of weapons, short range and long range.

Rather than firing all your weapons every time you attack and hoping to hit something, only fire those weapons that have a good chance of hitting. At long range, fire your LRMs and skip the short-range stuff. When the target is up close, fire only the medium lasers.

Finally, take a look at the Heat Scale in the lower right corner of the record sheet. Note that there are no adverse effects for a heat level of 1–4 points. This means you can exceed a 'Mech's heat sink capacity by 4 points before it has any effect on your 'Mech at all. This is important. A classic example of using the lower limit of the Heat Scale effectively is the *Awesome*, which is armed with 3 PPCs and 28 heat sinks. Firing all three PPCs generates 30 Heat Points. Assuming the 'Mech stands still, this brings the *Awesome*'s heat level to 2. This means that the *Awesome* can fire all three PPCs for two consecutive phases before the player must consider the effects of heat. In the third turn, if it fires only two PPCs the heat will drop back down to 0, even if the 'Mech runs. Using this knowledge, an *Awesome* pilot can maintain a steady barrage of 3-3-2 shots without any loss of performance due to overheating.

Ammunition

Most 'Mechs carry an ample supply of ammunition for an average BattleTech game (two teams of four 'Mechs each, battling on two mapsheets). If your weapons carry less than ten shots, however, or if the game is played with significantly larger forces, you will have to conserve your ammunition.

The easiest way to conserve ammunition is to choose not to take shots with a to-hit number of 11 or 12. In general, if the to-hit number is 10, you must decide if the chance to score a hit is worth the ammunition you waste if the shot misses. Unless the target is heavily armored and the shot is unlikely to cause critical damage, it's usually worth it.

As a secondary consideration, players may want to reduce their ammo loads to decrease the potential damage of ammo explosions. Some weapons, most notably machine guns and SRM-2s, carry large supplies of ammunition per critical space, which can inflict substantial damage if hit. If you feel inclined to reduce the risk of explosion at the expense of battlefield endurance and your opponent agrees, you can carry a "light load," reducing the total amount of ammunition carried for any of your weapons. Write any such changes clearly on your record sheet so your opponent also knows exactly how much ammo you are carrying. Keep in mind that you can't reverse your decision halfway through the scenario: once you hit the field, you've got only the ammunition indicated on your record sheet.

Concentrated Fire

A 'Mech can take many hits before being destroyed, so concentrate your attacks on a single target whenever possible. By taking an entire 'Mech out of action more quickly, you deny your opponent the use of that 'Mech. If you spread your attacks across many targets, you may inflict damage on them all but you're unlikely to destroy any of them. Even damaged 'Mechs can continue to fire back, but a destroyed 'Mech is no longer a threat.

Therefore, concentrating fire against a single target is usually preferable even when easier targets present themselves.

PHYSICAL ATTACKS

Don't overlook the chance to inflict a few extra points of damage by making physical attacks. The main risk in making physical attacks is that you must be adjacent to your target to execute kicks, punches and other such attacks, which usually puts you at risk for physical attacks in return. Also, if you and/or your opponent decides to make a weapons attack at such close range, all the weapons are likely to hit—a potentially deadly situation.

Punching

Punching attacks have numerous advantages. First, a punch is the only type of physical attack that does not cause damage to the attacking 'Mech. But, perhaps more importantly, you roll the attack's hit location on the Punch Hit Location Table, which offers a 1 in 6 chance to hit the target's head. That means a punch is six times more likely to hit a 'Mech's head than a regular weapons shot!

Because you cannot make a punching attack with an arm that fired a weapon during the current turn, you must decide to punch before you declare your weapon attacks. A 'Mech can punch once with each arm in a single turn.

When adjacent to other 'Mechs, large BattleMechs should almost always punch rather than firing arm-mounted weapons. For example, the *Atlas* carries a medium laser in each arm that does 5 points of damage at a cost of 3 Heat Points. A punch, however, will do 10 points of damage, costs no heat, and the player rolls on the Punch Hit Location Table. Before slugging away however, keep in mind that a missing or damaged arm actuators adds a +1 to-hit modifier to punching attacks (see p. 33).

Clubbing

'Mechs rarely use clubs to attack opponents, because players rarely fight scenarios in which suitable clubs are available. Other 'Mech's limbs make good clubs, for example, but few attacks result in a limb being blown off. 'Mechs can uproot trees to use as clubs, but must spend a full turn doing so. Finally, a 'Mech must use two hands to wield a club. Obviously this attack offers few advantages over a punch attack.

Physical Weapons (Hatchets)

Though none of the 'Mechs in the *Classic BattleTech Universe* book come equipped with hatches, some BattleMechs do. These massive weapons function just like a club, except a 'Mech can wield them with one hand.

Pushing

The best situation for using a pushing attack is against a 'Mech standing at the top of a hill or on the edge of the map. Though some players would recommend a charging attack under these circumstances, a push can be just as effective and causes no damage to the attacking 'Mech.

Most scenarios call for the "destruction" of any 'Mechs that leave the map, either intentionally or accidentally. If an enemy Mech is standing at the edge of the map, a push off the map can "kill" the 'Mech for game purposes, causing no damage to your 'Mech,.

A successful push attack may also cause the target BattleMech to fall; this is a particularly effective attack if the target 'Mech falls down a hill. Especially for a heavy 'Mech, a fall down a hill can be more damaging than two punch attacks. It's true—the bigger they are, the harder they fall.

Kicking

Successful kick attacks can cause a lot of damage, often effectively crippling a 'Mech. Kick attacks offer a good choice for additional attacks in a turn. (A 'Mech cannot kick with a leg that fired a weapon in that turn, but few BattleMechs have leg-mounted weapons so this is not much of a restriction.) As an added bonus, a 'Mech that is kicked must make a successful Piloting Skill Roll or fall down.

On the down side, if you miss a kick, you must make a successful Piloting Skill Roll or your 'Mech falls. This is a good reason for not making a kick attack if the attack requires a high to-hit number. If your MechWarrior has a poor Piloting Skill or the 'Mech has suffered damage that affects Piloting Skill Rolls, you may prefer to make a punch attack rather than a kick attack.

Charging

A charging attack can be tremendously damaging to an opponent, especially when the attacking 'Mech possesses a combination of speed and weight. Fast, heavy 'Mechs such as *Dragon*s and *Quickdraw*s make good charging attacks, as do *Cicada*s (more speed than weight) and *Banshee*s (more tonnage than speed). A charging 'Mech cannot make any weapon attacks in the turn it charges, however, and so the player must weigh this disadvantage against the potential damage the charging attack might inflict.

In general, charging attacks have a low probability of success and cause damage to the charging 'Mech. Only if your 'Mech is damaged or has lost its ranged weapons should you consider a charging attack, and then only if their is a good, clear path between your 'Mech and the target.

Death From Above (DFA)

This attack is very difficult to pull off and could cause your 'Mech serious damage. That being said, death from above is one of the most dramatic, enjoyable moves you can execute in *BattleTech*, and nearly always earns the appreciation of your opponent and onlookers. It is considered good form to yell out "Death From Above!" when attempting this bold maneuver. You might even get a round of applause!

In practice, you should only make a death-from-above attack as a last resort. Use it primarily when your jump-capable 'Mech is severely damaged or in danger of being destroyed soon anyway. This attack allows you to go out with a bang instead of a whimper.

BATTLETECH FORCES

Not every 'Mech is appropriate for every type of scenario, so match the machine to the mission when choosing BattleMechs. This section will help you do that by providing a feel for the strengths and weakness of the various units available in *BattleTech*. This information is particularly helpful when you get to choose the 'Mechs you will use for a scenario, but it also can help you make the best use of your forces when you are assigned a particular mix of 'Mechs, all of which are not necessarily ideal for the task at hand. The best commanders make the most of what they have and expertly fit square pegs into round holes.

For the sake of discussion, we have divided the 'Mechs available in *BattleTech* into seven broad categories: scouts, strikers, skirmishers, brawlers, missile boats, snipers and juggernauts. The 'Mechs assigned to each category are deployed in a similar fashion by virtue of their movement capabilities and weapons complements. Each category description provides a discussion of the characteristics of 'Mechs included in that category and their use in game play, followed by brief comments on each specific 'Mech. If players purchase any of the various technical readouts that include many other BattleMech designs, they only need to compare each design's relative characteristics to those found here to find in which category they belong.

The House name that appears in parentheses after each 'Mech description indicates the Successor State that most commonly uses the 'Mech.

SCOUTS

These extremely fast 'Mechs rush ahead of the main force, using speed to achieve their objectives and avoid the enemy. These types of 'Mechs are most useful in campaign settings where intelligence-gathering is important, but they also can be useful in standard scenarios. Use them when you need to reach an objective quickly, such as "capture the flag" games, or when you expect the opposition to field very fast 'Mechs.

Though protected only by light armor, scouts are not defenseless. Moving at their maximum speed makes scouts virtually invulnerable because their opponents must overcome an impressive target movement modifier to make a successful weapons attack against them. Those scouts that can jump should do so as often as is practical. Head for the heaviest woods available and use them for cover, or move into a dead zone behind a hill. It's more important to protect a scout from attack than to get in a strike with its meager weaponry. Hold your fire until you have the opportunity to strike an opponent in the back, where even a relatively weak attack can penetrate thin rear armor and score critical hits.

Scouts work best when teamed up with medium and heavy 'Mechs that can provide covering fire and present more threatening targets for the opponent to attack; a fast-moving *Spider* is likely to be ignored in favor of a stationary *Catapult*. Ideally, this match-up buys the scout the time it needs to move into position for attacks on the enemy's rear.

SDR-5V Spider

The *Spider* is the fastest 'Mech available in the *Classic BattleTech* game—in fact, speed is its only real asset. With little armor and only two medium lasers, it is not designed for heavy combat. The Spider should jump at least 7 hexes each turn, into woods whenever possible. (Marik)

ASN-21 Assassin

Though it is better armed than the *Spider*, the *Assassin* still lacks enough weaponry to be considered a useful strike 'Mech. In fact, the *Assassin*'s main weakness is a lack of firepower, as well as flimsy leg armor. To counter these weaknesses, keep the *Assassin* moving and take partial cover whenever possible to protect the fragile legs. Try to "stab" your opponent in the back in keeping with the 'Mech's namesake. (Davion)

CDA-2A Cicada

Unlike most other scout 'Mechs, the *Cicada* cannot jump. It is best used in open terrain where it can use its considerable running speed to circle behind likely targets. The *Cicada* will not overheat even if it constantly runs and fires. Its sturdy structure allows it to hold up well for a scout 'Mech, and it can easily afford to lose both arms to enemy attacks with no loss of effectiveness. Rather than hiding in woods, this 'Mech should continually move at high speed. (Marik)

CLNT-2-3T Clint

The *Clint*'s autocannon gives it an impressive attack range for a 'Mech of its size and speed. To take advantage of this asset, keep the *Clint* moving away from the enemy, using its mobility to stay out of range of the opponent's short-range weapons. Snipe away with the autocannon until that weapon runs out of ammo, then close in to attack with the lasers or flee the battlefield. (Liao)

STRIKERS

Not as fast as scouts, these 'Mechs sacrifice some speed for a heavier complement of close-range weapons. They dash in, stand toe-to-toe with the enemy, then unload a massive barrage of weapons fire. Commanders often send an entire lance of strikers into the midst of the enemy, ordering them to concentrate fire on a single enemy 'Mech and thus eliminating a medium or heavy 'Mech in a few turns. Players should be prepared to sacrifice these 'Mechs to enemy fire in exchange for a significant damage against enemy 'Mechs. Use bold tactics when deploying strikers; bold strategies get the best results.

Deploy strikers with heavier 'Mechs that can provide long-range covering fire, but make sure these 'Mechs can keep up with the striker 'Mechs—both types of 'Mechs need to stick together to distract the enemy. Any of the 'Mechs in the skirmishers group would serve this purpose. To survive long enough to close with their opponents, strikers need to keep moving, staying in woods or behind partial cover whenever possible until they reach medium or short range to the target. Then let 'em have it!

COM-2D Commando

Though it lacks the speed of some other light 'Mechs, the *Commando* wields the firepower of 'Mechs twice its size. It gains this advantage at a cost; it mounts only short-range weapons and a limited supply of ammunition. In addition, its light armor protection means it cannot stand up to much punishment. If employed properly, however, the *Commando* can be a very effective quick-strike 'Mech. (Steiner)

JR7-D Jenner

The Jenner has excellent firepower for a light 'Mech. This, coupled with its tremendous speed, make the *Jenner* a good 'Mech for blitzkrieg missions. *Jenner*s are perhaps used best in groups, where they can deliver massed laser fire against an unsuspecting enemy, then quickly flee the front lines before the enemy rips their light armor to shreds. This 'Mech can overheat if it fires and jumps, so try to use running movement during the turn of attack. (Kurita)

SKIRMISHERS

Skirmishers are versatile 'Mechs with the mobility, armor and firepower to take the fight to the enemy and inflict serious damage. Unlike most other types of 'Mechs described here, skirmishers can be used in a variety of ways depending on the situation at hand and the terrain.

Commanders commonly use these 'Mechs in tandem with lighter or slower 'Mechs to provide mobile fire support. The skirmishers harass the enemy forces while the special-use 'Mechs maneuver into position. Skirmishers often draw heavy recon duty, probing deep into enemy territory where lighter 'Mechs would fall to enemy attacks before they could return to friendly lines with intelligence on the enemy positions. For scenarios involving breaking through enemy-held positions, skirmishers offer many advantages.

Skirmishers should not be sent on missions of direct assault. Their firepower, while respectable, is not sufficient to take out heavy or assault 'Mechs quickly. To succeed in a direct assault, skirmishers need support from snipers and/or missile boats. Combined, such 'Mechs can take out heavy opposition with no problem.

HER-2S Hermes II

A fast 'Mech with good armor protection, the *Hermes II* lacks substantial firepower, making it best used against targets lighter than itself. Because the *Hermes II* has the speed to keep up with light 'Mechs and carries far more armor than most light 'Mechs, it can survive long enough to destroy them in running battles. When faced with strong opposition, use its speed to keep the *Hermes II* at medium to long range and fire the autocannon. Don't give in to the temptation to close with heavy 'Mechs; you won't last long against them. (Marik)

GHR-5H Grasshopper

One of the best all-around BattleMechs in the *Classic BattleTech Universe Book*, the *Grasshopper* fights well in any combat situation. Enemies often underestimate the threat it poses because it lacks powerful weapons such as PPCs or heavy autocannon. Because the 'Mech actually carries significant firepower and the heat sinks to use it, you can use the 'Mech's perceived failings to your advantage. The *Grasshopper* rarely faces heat or ammunition problems, allowing you to risk difficult shots. Try to target weaker enemy 'Mechs by jumping into range and firing. (Liao, Davion)

BRAWLERS

These 'Mechs lack the mobility of skirmishers but make up for their lesser speed with longer range weapons and/or heavier armor. These 'Mechs often form the backbone of an assault force or act as mobile escorts for the painfully slow juggernauts that often comprise the main punch of an assault.

Although these 'Mechs cannot fight effective running battles, they are well suited to a variety of other tasks. They shine in defensive battles or in attacks against stationary targets, and can use their slight advantage in maneuverability to take out enemy assault 'Mechs. Two or three of these 'Mechs should be able to outflank and eliminate any one slow enemy 'Mech. Use them to flush snipers and missile boats from their positions.

ENF-4R Enforcer

The *Enforcer* is a solid all-around BattleMech. Its two main weapons share the same range profile, allowing it to make concentrated, effective attacks on the enemy. The *Enforcer*'s jump jets make it fairly mobile, allowing it to close in and use its weapons effectively. If need be, such mobility can also be used to keep faster 'Mechs from easily out-flanking it or to quickly get behind slower 'Mechs. (Davion)

DRG-1N Dragon

The excellent mobility and armor of the heavy *Dragon* come at the cost of significant weaponry—most medium 'Mechs can out-gun the *Dragon*. Against slow, heavy juggernauts such as the *Hunchback* and *Cyclops*, use the *Dragon*'s superior movement to keep out of range of the enemy's larger weapons. Against lighter 'Mechs, move the *Dragon* in to make effective physical attacks. A full-speed charge attack from a *Dragon* can destroy a light 'Mech in one fell swoop. (Kurita)

MISSILE BOATS

The class of BattleMechs known as "missile boats" are armed primarily with long-range missiles. This allows them to stay safely far away from enemy forces and rain down devastating fire with little risk of being attacked themselves. To make the most of these 'Mechs, accompanying forces must move forward and prevent the enemy from closing in, a task usually accomplished by skirmishers or strike lances. Move each of your missile boats into a "nest;" a good firing position far from the enemy position (about one mapsheet away). Ideally this spot should have woods for cover and at least one level of height to provide line of sight to most of the 'Mechs on the board. Hex 1303 on the *BattleTech* map is popular for this purpose, especially if the

enemy is in the direction of Hex 1403; the attacking 'Mech gains partial cover from the hill.

WTH-1 Whitworth

Colloquially known as the "Worthless," the much-maligned *Whitworth* can be quite effective if used properly. The main reason for the 'Mech's bad reputation is its lack of focus. Armed with a pair of LRM launchers and three medium lasers, the *Whitworth* carries two distinct groups of weapons. Only ten heat sinks means it can't fire all of its weapons at once anyway. To best take advantage of this 'Mech capabilities, use the 'Mech's jump capability to move it into a good firing "nest." Don't worry about firing in the turn you move, because your 'Mech will overheat and the shot will probably miss. From your position, concentrate on firing your LRM's at distant targets. If any enemies close within the LRM's minimum range, the *Whitworth*'s armor, good for a 'Mech its size, allows it to switch to the medium lasers rather than fleeing. (Davion, Kurita)

TBT-5N Trebuchet

The *Trebuchet* can be characterized as a heavier version of the *Whitworth*, though it lacks the lighter unit's jump capability. Because the *Trebuchet*'s missile racks are larger, it is a better barrage 'Mech. Without jump jets, though, it takes a little longer to move into firing position. The *Trebuchet* also suffers from a insufficient supply of ammunition. If it runs out of missiles during battle, it can close with the enemy and use its medium lasers to stay in the fight, in much the same way as brawler 'Mechs. (Marik)

DV-6M Dervish

In some ways, the *Dervish* is more like a skirmisher than a missile boat, but two factors place it in this category. Its maneuverability allows it to move quickly into firing position, and its severe overheating problems prevent it from using all of its weapons in the way a good skirmisher must. To use this 'Mech effectively, try to keep the *Dervish* away from the enemy and functioning as a lightweight missile boat until its LRM ammo is spent. At that point, bring it in to brawl with the enemy as short range. Ample supplies of SRM ammo allow the *Dervish* to slug it out as long as it can survive. (Davion)

CPLT-C1 Catapult

The heavy *Catapult* exemplifies the missile boat 'Mech, with jump capability to move into a good position and a potent pair of missile racks. The *Catapult*'s main advantage over other missile boats is its fifteen heat sinks, which allow the 'Mech to fire most of its weapons and jump without risking overheating. The *Catapult*'s limited supply of ammo means it will ultimately have to close with the enemy, but its heavy armor and four medium lasers make it a good close-range fighter as well. (Liao)

SNIPERS

Though slow-moving, these 'Mechs carry powerful, long-range weaponry. Because they don't have to close with the enemy to fight effectively, however, their lack of speed represents only a minor weakness. Most sniper 'Mechs set up a "sniper nest" on the battlefield, in much the same way as missile boats take up and maintain a strategic position. Unlike missile boats, however, snipers are armed with direct-fire weaponry and cannot attack from hiding. To compensate for this necessity, choose a sniper nest far from the enemy force that provides cover in the form of woods and/or Partial Cover. As the enemy advances on your position, attack while staying stationary. As additional protection, assign striker or brawler 'Mechs to keep fast enemy 'Mechs away from the snipers

PNT-9R Panther

The *Panther* is truly fearsome for such a small BattleMech. Its Lord's Light PPC can deal serious damage from a distance, and the 'Mech carries sufficient heat sinks to maintain a steady barrage of fire while on the move. Heavy armor and jump capability round out this eminently useful 'Mech's capabilities. In fact, the only drawback to the *Panther*'s all-around performance is its slow movement rate. The *Panther* is best suited to fights in confined terrain, such as forests and cities. In open terrain, the *Panther* should keep its distance, using its range advantage to the fullest. Because the *Panther* is slow, faster 'Mechs should provide short-range covering fire. (Kurita)

VND-1R Vindicator

The Capellan Confederation loves this 'Mech for good reason. An excellent balance of firepower, armor and heat sinks make the *Vindicator* one of the best medium BattleMechs around. Unlike many 'Mechs its size, the *Vindicator* can use jumping movement and keep up a sustained barrage. To counteract the inherent inaccuracy of firing while jumping, place an Experienced MechWarrior in the *Vindicator*. If piloted by a Regular MechWarrior, this 'Mech is better off standing still like other snipers, because it will have a much better chance of hitting its target. (Liao)

JM6-S JagerMech

The *JagerMech* is under-gunned for a heavy 'Mech and has paper-thin armor, especially in the back. Its weapons inflict relatively minor damage but do posses exceptional range. Combined with a slow movement rate, this 'Mech is suited only for sniper duty well behind the main line of combat. Find a good sniper nest for the *JagerMech* and leave it there; ample heat sinks and a healthy supply of ammo allow the *JagerMech* to fire continuously. Position a few friendly 'Mechs in the area to prevent enemies from closing with the *JagerMech*, because it is essentially helpless up close. (Davion, Liao)

ZEU-6S Zeus

The *Zeus* represents a poor compromise between speed, firepower and armor. Much like the smaller *Dragon*, the *Zeus*'s large engine leaves little room for armaments. Keep it far from the enemy and use its array of long-range weapons to full effect. The *Zeus* cannot overheat, allowing for longer sustained fire than 'Mechs such as the *Awesome* or *Banshee*, even when on the move. (Steiner)

AWS-8Q Awesome

The *Awesome* truly deserves its name. It is slow moving, to be sure, but the massed firepower of its three PPCs more than makes up for any lack of speed. At the beginning of a scenario, maneuver the *Awesome* into shooting position on a hill or other appropriate "sniper nest." Then let it stand still and pound at the opposition with its three massive weapons. It has enough heat sinks to fire all its weapons continuously for several turns without overheating. The most common tactic for this 'Mech is to fire all three PPCs for two turns, bringing the *Awesome*'s heat scale to 4, then fire only two to cool down. In this way, the pilot achieves maximum firepower without any loss of mobility. (Marik)

BNC-3E Banshee

A massive engine and thick armor plating leave little room for weaponry on this unpopular assault 'Mech. When using a *Banshee* as part of your force, you must capitalize on its strengths or it will end up being a 95-ton paperweight. Against a slow-moving enemy, use the *Banshee* as a standard sniper, gunning at long range while your opponents advance. If the enemies are fast, they will probably close in quickly to negate your range advantage. In this situation, use the *Banshee* in the role for which it was originally intended: an ultra-heavy close-assault vehicle. If you face an enemy 'Mech 5 or 6 hexes away across clear terrain, forget about firing weapons; go for the charge attack! A *Banshee* running at full speed can seriously damage or even destroy an opposing 'Mech with a single charge attack. (Davion, Steiner)

JUGGERNAUTS

Juggernauts are slow-moving 'Mechs with excellent short-range firepower. Lacking long-range weapons or speed, juggernauts must rely on brute force to maneuver their way to within attack distance of the enemy. These 'Mechs are usually very well armored so that they can withstand heavy fire as they slowly advance toward the enemy. In theory, this armor is sufficient to allow them to get in a few successful shots—which is all they need to take out their opponents. Team up juggernauts with skirmishers or strikers as escorts, assigning the smaller 'Mechs to flank the enemy 'Mechs and threaten them with attacks against their backs, essentially shepherding them toward your juggernauts!

The three juggernauts shown below all carry the massive AC/20. The most damaging weapon in the *Classic BattleTech Introductory Rulebook*, the AC/20 inflicts 20 points of damage to a single location when it hits. This is enough to penetrate the armor of most 'Mechs and can even destroy a light 'Mech with a single attack! Because this powerful weapon has a range of only 9 hexes, most enemies will take great pains to position themselves exactly 10 hexes away from a 'Mech carrying this auto-cannon. To counter this, use the juggernauts against opponents armed with weapons of similar range profile, such as medium lasers or SRMs. These opponents will have to close to within range of your AC/20 if they want to attack.

HBK-4G Hunchback

The *Hunchback* can deliver devastating short-range fire-power with its autocannon, provided it can get close enough to the target. Its back-up weapons are also short-range, and so the *Hunchback* needs to get in close to have any effect at all. For this reason, it is best used in defensive situations where the opponent has no choice but to come to you or at least try to move past you. Try to anticipate when the enemy 'Mech will be in range of your cannon and plan to remain stationary or walk (if necessary) that turn so that your shot will be as accurate as possible. The *Hunchback* doesn't have much ammo to spare and usually gets only a few chances at a good shot. Make each one count! (Marik)

CP-10-Z Cyclops

Unlike most BattleMechs its size, the *Cyclops* gives up armor protection in favor of speed and firepower. Unfortunately the *Cyclops* carries mainly short-range weaponry, so it must advance close to the enemy, exposing itself to fire, to attack. To help keep the *Cyclops* alive, keep it moving. Try to move at least 3 hexes per turn so your opponent has a to-hit modifier against you. Like the *Hunchback*, the *Cyclops* is best suited to defensive missions where the enemy forces come to you. It can fire away with its LRMs until the targets are within 9 hexes and then let loose with its short-range weapons. With an ample 20 rounds for its AC/20, the *Cyclops* should attack with that weapon if even the smallest chance exists of the shot hitting its target. You should never pass up the opportunity to inflict so much damage. (Davion)

AS7-D Atlas

Don't tell your opponent, but the *Atlas* isn't as scary as it looks. This massive 'Mech is painfully slow and carries an arsenal of exclusively short-range firepower, with the exception of a single LRM-20 rack. In the right situation, however, the *Atlas* can be a devastating weapon. Like all juggernauts, it is at home in a defensive role. In any other situation, run as fast as you can toward the enemy. Don't worry about taking cover; that will just slow you down. The *Atlas* has more armor than any other 'Mech in the game and can easily withstand whatever your opponent throws at it. Try to move adjacent to an enemy 'Mech whenever possible and make a punch attack instead of using medium lasers; a punch inflicts twice as much damage and generates no heat! (Kurita)

CONSTRUCTION

The following system makes it possible for players to construct unique BattleMechs using any legal mix of speed, armor and weapons they desire. These designs can then be pitted against other custom and standard machines on the battlefield.

In order to design a BattleMech, a player will need a piece of scratch paper, a pen, the Weapons and Equipment Table, and a blank BattleMech Record Sheet.

During construction, you must keep track of two primary factors: tonnage and critical space. Each 'Mech has a limited amount of each available, so these factors will govern how much and what kind of equipment you can mount in your 'Mech.

Tonnage

BattleMechs weigh between 20 and 100 tons (increasing in increments of 5 tons). Within these limits, the player may choose any tonnage. Record the BattleMech tonnage at the top of the sheet of scratch paper. The total weight of the BattleMech's engine, weapons, armor and other components may not exceed or fall short of this amount. As you add components to the 'Mech, keep a running total of the tonnage remaining for your 'Mech.

Critical Space

Each record sheet provides a Critical Hit Table describing every part of the BattleMech's body. Certain sections of this table are already filled in, because certain components and equipment must be located in specific body locations. As he chooses the 'Mech's various design elements, the player assigns the BattleMech's additional heat sinks, jump jets and weapons to different parts of its body and places them in a slot for that location on the Critical Hit Table.

Remember that certain items take up more than one critical slot on the table. These items should be specially noted on the tables, because a critical hit to any one of these slots destroys the entire component or piece of equipment, and further hits to other slots assigned to the same item have no further effect (see sample record sheet, p. 6).

The Critical Space Table summarizes the number of open critical slots (critical slots not automatically assigned to specific equipment in every 'Mech, such as the engine, gyro, life support

and sensors) in each location. You can refer to these numbers as you design your 'Mech to make sure you do not exceed the space limitations of each location.

Arm Actuators: To open up more slots, a player may choose to remove actuators from his design's arms. Hand actuators may be removed in this fashion, and lower arm actuators can be removed if the hand is also removed from that arm. BattleMechs lacking these actuators suffer penalties when making certain physical attacks, as explained in *Combat,* p. 19.

DESIGN THE CHASSIS

This stage creates the 'Mech's basic framework, or chassis. To start the construction process, the player must determine the tonnage of the 'Mech. This will, in turn, determine the internal structure's mass. Finally, every 'Mech must have a cockpit, which is also added at this stage.

CRITICAL SPACE TABLE

Location	Open Critical Slots
Head	1
Center Torso	2
Right Torso	12
Left Torso	12
Right Arm	8*
Left Arm	8*
Right Leg	2
Left Leg	2

* Additional space can be made in the arms by removing actuators. Each arm can have as many as 10 open critical slots.

Choose Tonnage

BattleMechs weigh between 20 and 100 tons (measured in 5-ton increments). Within these limits, the player may choose any tonnage. Record the BattleMech tonnage at the top of the sheet of scratch paper. The total weight of the BattleMech's engine, weapons, armor and other components may not exceed or fall short of this amount.

Bryan is designing a BattleMech. He decides it will be a heavy fire-support 'Mech with good armor. He also has a name in mind: the Catapult. *Heavy BattleMechs weigh between 60 and 75 tons. Bryan chooses to make his* Catapult *a 65-ton 'Mech.*

Allocate Tonnage for Internal Structure

The internal structure takes up 10 percent of a BattleMech's total weight. The Internal Structure Table shows the number of tons of internal structure required by every BattleMech of a given weight, and the number and allocation of the BattleMech's internal structure circles. The head's internal structure is not listed on the table, because all BattleMech heads take up 3 internal structure circles.

Mark out any excess circles on the Internal Structure Diagram of the record sheet to indicate the number of circles that make up each hit location.

INTERNAL STRUCTURE TABLE

Total 'Mech Tonnage Factor	Tons of Internal Structure	Center Torso Circles	L/R Torso Circles	Each Arm Circles	Each Leg Circles	Maximum Armor
20	2.0	6	5	3	4	69
25	2.5	8	6	4	6	89
30	3.0	10	7	5	7	105
35	3.5	11	8	6	8	119
40	4.0	12	10	6	10	137
45	4.5	14	11	7	11	153
50	5.0	16	12	8	12	169
55	5.5	18	13	9	13	185
60	6.0	20	14	10	14	201
65	6.5	21	15	10	15	211
70	7.0	22	15	11	15	217
75	7.5	23	16	12	16	231
80	8.0	25	17	13	17	247
85	8.5	27	18	14	18	263
90	9.0	29	19	15	19	279
95	9.5	30	20	16	20	293
100	10.0	31	21	17	21	307

The Internal Structure Table shows that a 65-ton 'Mech has 6.5 tons of internal structure. Bryan has 58.5 tons left (65 – 6.5 = 58.5).

Add Cockpit

Every BattleMech must have a cockpit, which contains the MechWarrior's control station, life-support system and electronic sensors. All BattleMech cockpits weigh 3 tons, regardless of the BattleMech's overall tonnage. Subtract 3 tons from the BattleMech's remaining tonnage.

Every 'Mech must have a cockpit, and the Catapult *is no exception. Bryan has 55.5 tons left (58.5 – 3 = 55.5).*

ADD OTHER EQUIPMENT

After the 'Mech's framework is designed, the player must choose and add the remaining elements of the BattleMech. These elements include the engine, gyroscope, armor, jump jets and weapons and other equipment.

These additional elements need not be added in any particular order, because the design process often involves a bit of give-and-take as the 'Mech nears completion. For example, you may not know how many heat sinks you want to add until after you have chosen the 'Mech's weapons. Likewise, some players always assign armor first (usually applying the maximum amount the BattleMech can carry), while others wait to see how much tonnage is left after adding weapons.

Determine Engine Rating

Each BattleMech carries one fusion plant to power its movement and other systems. The relative output of this power plant is measured by its engine rating. A BattleMech's engine rating is determined by the 'Mech's weight and desired speed. Multiply the BattleMech's tonnage by the desired Walking MP. The result is the 'Mech's engine rating. Note that the 'Mech's Running MP can also be calculated at this time by multiplying the Walking MP by 1.5 and rounding up.

Tonnage x Desired Walking MP = Engine Rating
Walking MP x 1.5 = Running MP

The Fusion Engine Table, p. 57, lists the tonnage taken up by engines of various ratings.

Because the Catapult *is intended to fight at long-range, high speed is not a concern. Bryan decides to give the 'Mech a Walking MP rating of 4. This means the* Catapult *has an engine rating of 260 (4 x 65 = 260). Looking at the Fusion Engine Table, a 260-rated engine weighs 13.5 tons. Subtracting the weight of the engine leaves Bryan with 42 tons (55.5 – 13.5 = 42). The Running MP of the* Catapult *is 6 (4 x 1.5 = 6).*

FUSION ENGINE TABLE

Engine Rating	Engine Manufacturer	Engine Tonnage	Engine Rating	Engine Manufacturer	Engine Tonnage
10	Omni	0.5	210	GM	9.0
15	GM	0.5	215	Core Tek	9.5
20	Pitban	0.5	220	DAV	10.0
25	Omni	0.5	225	VOX	10.0
30	Nissan	1.0	230	Leenex	10.5
35	VOX	1.0	235	GM	11.0
40	GM	1.0	240	Pitban	11.5
45	GM	1.0	245	Magna	12.0
50	DAV	1.5	250	Magna	12.5
55	VOX	1.5	255	Strand	13.0
60	Leenex	1.5	260	Magna	13.5
65	Nissan	2.0	265	Vlar	14.0
70	Omni	2.0	270	GM	14.5
75	GM	2.0	275	Core Tek	15.5
80	VOX	2.5	280	VOX	16.0
85	DAV	2.5	285	Pitban	16.5
90	DAV	3.0	290	Omni	17.5
95	Nissan	3.0	295	GM	18.0
100	Hermes	3.0	300	Vlar	19.0
105	DAV	3.5	305	GM	19.5
110	GM	3.5	310	Magna	20.5
115	GM	4.0	315	GM	21.5
120	GM	4.0	320	Pitban	22.5
125	Vlar	4.0	325	VOX	23.5
130	Magna	4.5	330	VOX	24.5
135	Hermes	4.5	335	Leenex	25.5
140	Leenex	5.0	340	VOX	27.0
145	Omni	5.0	345	Vlar	28.5
150	GM	5.5	350	Magna	29.5
155	GM	5.5	355	LTV	31.5
160	LTV	6.0	360	Hermes	33.0
165	VOX	6.0	365	Hermes	34.5
170	DAV	6.0	370	Magna	36.5
175	Omni	7.0	375	GM	38.5
180	GM	7.0	380	GM	41.0
185	GM	7.5	385	LTV	43.5
190	DAV	7.5	390	Magna	46.0
195	Nissan	8.0	395	Hermes	49.0
200	Nissan	8.5	400	LTV	52.5
205	Vlar	8.5			

Add Gyroscope

Every BattleMech must be equipped with a powerful gyroscope to keep it upright and able to move. The exact size of a BattleMech's gyroscope depends on its engine rating. Divide the BattleMech's engine rating by 100 (rounding up). The resulting number is the weight of the gyroscope in tons. Subtract this figure from the tonnage remaining.

The Catapult's *engine rating of 260 means that it needs a 3-ton gyroscope (260 ÷ 100 = 2.6, rounded up to 3). This leaves Bryan with 39 tons (42 – 3 = 39).*

Mech Tonnage	Jump Jet Weight
20–55	.5 tons/Jump MP
60–85	1 ton/Jump MP
90–100	2 tons/Jump MP

Determine Jump Capability

BattleMechs may be equipped with jump jets in their legs and/or backs to allow jump movement. The weight of the jump jets depends on the weight of the BattleMech and the Jumping MP desired, as shown in the Jump Jet Weight Table.

Each jump jet gives the BattleMech one Jumping Movement Point, so that a BattleMech with four jump jets would have a Jumping MP of 4. A BattleMech cannot be constructed with Jumping MP greater than its Walking MP.

Criticals: Assign one critical slot in either a leg or torso location to each jump jet's exhaust port.

Though it is designed for long-range support, because of its slow speed, Bryan decides to give it jump jets. Looking at the Jump Jet Weight Table, Bryan sees that each Jump MP will cost him a ton. He decides to give his 'Mech the maximum Jumping MP of 4, at a cost of 4 tons. This leaves him with 35 tons (39 – 4 = 35). Each jump jet exhaust port requires a critical slot. Bryan places two in the right and left torsos, leaving 10 critical slots open in those locations.

Add Heat Sinks

Heat sinks dissipate heat produced by movement, weapons fire and other actions. Every BattleMech comes equipped with 10 heat sinks as part of the design that do not take up tonnage (but they may take up critical slots, see *Criticals,* below). Most BattleMechs, however, need more than 10 heat sinks to get rid of excess heat efficiently. Extra heat sinks can be acquired at the cost of 1 ton per heat sink.

Criticals: A number of heat sinks equal to the engine rating divided by 25 (round down) are assumed to be an integral part of the engine. These heat sinks are only destroyed if the engine is totally destroyed, and so cannot take critical hits. For example, if the player adds 5 heat sinks (for a total of 15) to a BattleMech carrying an engine rated at 210, 8 of these sinks (210 ÷ 25 = 8.4, rounded down to 8) are considered integral to the engine and do not have to be assigned to critical slots. The other 7 [10 (original equipment) + 5 (extra) – 8 (unallocated)] must be assigned to critical slots. Each heat sink fills one critical slot. Note that this allocation of critical slots applies only to those heat sinks that are not integral to the engine.

The Catapult *is intended to have some heavy weaponry, so it will need more than the standard ten heat sinks, but Bryan does not want to spend too much*

tonnage at this point; there must be enough tonnage left for all the weapons he wants to add. As such, he figures adding five additional heat sinks should be sufficient, at a cost of 5 tons. Subtracting the weight of the heat sinks leaves Bryan with 30 tons (35 – 5 = 35).

Next Bryan figures out the number of heat sinks that must be assigned to critical slots. The engine rating divided by 25 rounded down equals 10 (260 ÷ 25 = 10.4). With 15 heat sinks total, he will need to assign 5 of them to critical slots (15 – 10 = 5). He places one heat sink in the open slot in the head and two heat sinks in each leg location. This fills all open critical slots in the head and legs.

Add Armor

Armor helps protect the BattleMech's internal structure and critical components. For each ton of armor selected, the BattleMech has 16 Armor Points.

Determine the total tonnage of armor the BattleMech will carry. Armor must be added in 1/2- or 1-ton increments. Multiply the tonnage of armor chosen by 16 to find the 'Mech's total Armor Points.

Divide the total Armor Points carried by the BattleMech among the eleven different locations shown on the Armor Diagram. The player chooses the exact number of Armor Points used to protect a given area, but the number of Armor Points in a single location may not exceed twice the number of Internal Structure circles in that location. For example, if a BattleMech has 10 Internal Structure circles in its left arm, then the left arm can carry no more than 20 Armor Points. The only exception to this rule is that all BattleMechs may carry up to 9 Armor Points on their heads.

Note that the center, left and right torso locations mount both front and rear armor. The armor allocated to the front of a torso location cannot be used to protect the rear of that location, and vice versa. The total armor allocated to the front and rear of a torso location cannot be greater than twice the number of the location's Internal Structure circles.

Use the Armor Diagram on the record sheet to indicate the number of Armor Points protecting each part of the BattleMech's body. Mark out any excess circles in the same way as for the Internal Structure Diagram.

Maximum Armor: For ease of reference, the maximum total Armor Factor for each tonnage of 'Mech is shown on the Internal Structure Table (p. 56). Note that it is always permissible for a 'Mech to have the maximum possible armor, even if this requires leaving a few points of armor unallocated. For example, a 50-ton 'Mech can have a maximum armor factor of 169. In order to get this much standard armor, a 'Mech must have 11 tons of armor (11 x 16 = 176). The extra 7 points of armor that cannot be assigned are simply lost.

Bryan knows he wants to mount a lot of weaponry on his 'Mech and so he does not assign the maximum amount of armor. Instead, he makes sure that every location will be well protected. He assigns 10 tons of armor to

the Catapult, *giving it a total Armor Factor of 160 (10 x 16 = 160). This leaves him with 20 tons for weapons and equipment (30 – 10 = 20).*

Now Bryan must assign the armor to the eleven locations on the Catapult. *Each arm is assigned 13 points of armor, while each leg is assigned 18 points of armor. The head gets the maximum 9 points of armor, and each side torso gets 27. Bryan puts 19 on the front and 8 on the rear. Finally, Bryan puts 35 points of armor on the center torso, placing 11 in the rear and 24 on the front. Checking his math, he confirms that he has assigned all 160 Armor Points (13 + 13 + 18 + 18 + 9 + 27 + 27 + 35 = 160). As a final check, he multiplies each section's internal structure by 2 to make sure he has not exceeded a section's maximum armor capacity; he has not.*

Add Weapons, Ammunition and Other Equipment

Every weapon or piece of equipment placed on a BattleMech weighs a certain amount, as shown in the Tons column of the Weapons and Equipment Table. Select the weapons and equipment that the new BattleMech will carry.

Ammunition: Add at least 1 ton (1/2 ton for machine guns) of ammunition for each class of missile launcher or ballistic weapon. By class, we mean each distinct type of launcher as well as the number of missiles in the salvo. For example, a 'Mech with an SRM-4, SRM-6, LRM-5 and LRM-20 would have to have at least 4 tons of ammunition, one for each launcher. On the other hand, a 'Mech with four SRM-2 launchers would only require 1 ton of ammo, because all four launchers are the same class, and therefore can draw ammo from the same bin. This required ammunition provides a varying number of shots, depending on the launcher or weapon. (Note that one-shot weapons can have no additional ammo).

Criticals: The number of open critical slots remaining on the Critical Hits Table in a given location limits the number of weapons and other equipment that may be placed in that location. Many weapons take up more than one critical slot, as shown on the Weapons and Equipment Table. For example, the center torso has only 2 slots left open on its Critical Hit Table, but a PPC takes up 3 spaces. Therefore, the player cannot place a PPC in a BattleMech's center torso.

The critical slots for an AC/20 weapon can be split between two adjacent locations. For all other weapons and equipment, all critical slots must be in a single location unless the description of the item specifically states otherwise.

The location chosen for a weapon will govern its firing arc. Weapons split between two locations have the firing arc of the most restrictive location. For example, an AC/20 split between the right arm and the right torso would fire as a right torso weapon into the forward firing arc only. Weapons can be rear-mounted in the head, torso, or legs, in which case the weapon should be marked with an (R) on the record sheet.

Each ton of ammunition occupies 1 critical slot, but that slot need not be in the same location as the weapon that uses the ammo. Note that though machine gun ammo can be acquired in half-ton lots, a critical slot can accommodate a full ton of MG ammo.

Bryan decides to start with the large weapons and work his way down. For the long-range support that he is looking for, he gives the Catapult *twin LRM-15 launchers (7 tons each for a total of 14 tons) with 1 ton of ammunition for each launcher. He mounts each launcher in the right and left arms respectively, after deciding to remove the Hand and Lower Arm Actuators in each location; an ammo slot goes to each of the right and left torsos.*

After choosing the main weapons for the Catapult, *Bryan sees that he has 4 tons left (20 – 7 – 7 – 1 – 1 = 4). He chooses 4 medium lasers (1 ton each). He places two medium lasers in the center torso (which fills it) and than one medium laser in the right and left torsos respectively.*

The CPLT-C1 Catapult *is complete!*
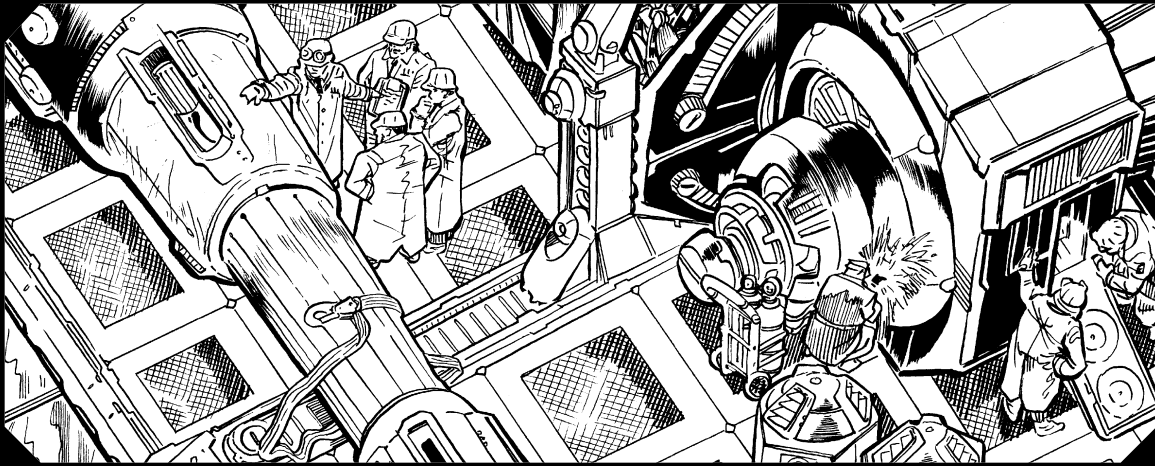
WEAPONS AND EQUIPMENT TABLE

Type	Heat	Damage	Minimum Range	Short Range	Medium Range	Long Range	Tons	Critical Slots	Ammo Per Ton
Energy Weapons									
Flamer	3	2	—	1	2	3	1	1	—
Large Laser	8	8	—	1–5	6–10	11–15	5	2	—
Medium Laser	3	5	—	1–3	4–6	7–9	1	1	—
Small Laser	1	13	—	1	2	3	0.5	1	—
PPC	10	10	3	1–6	7–12	13–18	7	3	—
Ballistic Weapons									
Autocannon/2	1	2	4	1–8	9–16	17–24	6	1	45
Autocannon/5	1	5	3	1–6	7–12	13–18	8	4	20
Autocannon/10	3	10	—	1–5	6–10	11–15	12	7	10
Autocannon/20	7	20	—	1–3	4–6	7–9	14	10	5
Flamer (Vehicle)	3	2	—	1	2	3	0.5	1	20
Machine Gun	0	2	—	1	2	3	0.5	1	200
Missile Weapons									
LRM 5	2	1/Msl	6	1–7	8–14	15–21	2	1	24
LRM 10	4	1/Msl	6	1–7	8–14	15–21	5	2	12
LRM 15	5	1/Msl	6	1–7	8–14	15–21	7	3	8
LRM 20	6	1/Msl	6	1–7	8–14	15–21	10	5	6
SRM 2	2	2/Msl	—	1–3	4–6	7–9	1	1	50
SRM 4	3	2/Msl	—	1–3	4–6	7–9	2	1	25
SRM 6	4	2/Msl	—	1–3	4–6	7–9	3	2	15
Other Equipment									
Hatchet	0	*	—	—	—	—	**	**	—
Heat Sink	–1	—	—	—	—	—	1	1	—

* 'Mech Tonnage ÷ 5
** 'Mech Tonnage ÷ 15

Construction

EQUIPMENT

This section describes and provides rules for the most common weapons and equipment used by Inner Sphere forces. Although recovered Star League weapons and equipment along with the advanced weaponry of the Clans are becoming much more common, they are more advanced and so are not included in this introductory rules set. Game rules for additional weapons and equipment can be found in *Classic BattleTech Total Warfare,* while the construction rules for that same equipment can be found in *Classic BattleTech TechManual*. The statistics for heat produced, Damage Value, range, and tonnage of each weapon and piece of equipment in this section appear in the Weapons and Equipment Table in *Construction*, p. 60.

AUTOCANNON

An autocannon is a rapid-firing, auto-loading weapon that fires high-speed streams of high-explosive, armor-piercing shells. Light autocannon range in caliber from 30 to 90mm, and heavy autocannon may be 80 to 120mm or larger.

FLAMERS

The typical flame thrower carried by 'Mechs taps into the heat generated by the fusion reactor to create a powerful but short-ranged burst of fire. These weapons are rarely mounted on 'Mechs due to their poor heat-to-damage ratio, but they can be useful incendiary weapons.

Under normal circumstances, a flamer does not cause heat damage to a target. If all players agree, however, they may choose (each time the 'Mech fires) to add 2 to the target BattleMech's Heat Scale for that turn as a result of the flamer attack, rather than doing 2 points of damage.

Vehicle Flamer

The so-called vehicle flamer uses ammunition supplied by fuel in tanks rather than tapping into the fusion reactor. As such, it is considered a ballistic rather than energy weapon. Despite the weapon's name, BattleMechs may also mount this type of flamer, but they must accommodate the heat generated by firing the weapon using heat sinks in the usual way.

HATCHET

Some BattleMechs come equipped with hatchets. Like other weapons, hatchets account for part of a BattleMech's weight and take up one or more locations on the Arm section of the Critical Hit Table. To use the hatchet, a BattleMech must have a functioning hand actuator in the arm in which the hatchet is mounted.

A BattleMech uses a hatchet to make physical attacks per the standard club attack rules, but it can make this attack with only one arm, rather than the two needed to swing a club. Though a BattleMech may mount two hatchets, one in each arm, it can only make one hatchet attack per turn. Weapons mounted on the arm not carrying the attacking hatchet may be fired in the turn's Weapon Attack Phase. Hatchets weigh 1 ton for each 15 tons, or fraction thereof, of the BattleMech's total weight. Hatchets take up 1 critical slot for each ton that they weigh.

HEAT SINKS

Heat sinks are devices designed to protect an engine and other components from heat buildup by shedding a certain amount of engine- and weapons-generated heat. Heat sinks dissipate 1 point of heat per turn.

LASER

Laser is an acronym for "Light Amplification by Stimulated Emission of Radiation." When used as a weapon, a laser damages its target by concentrating extreme heat on a small area. BattleMech lasers are designated as small, medium and large.

MACHINE GUN

Though rarely carried by BattleMechs, the high rate of fire produced by machine guns makes them excellent anti-infantry weapons.
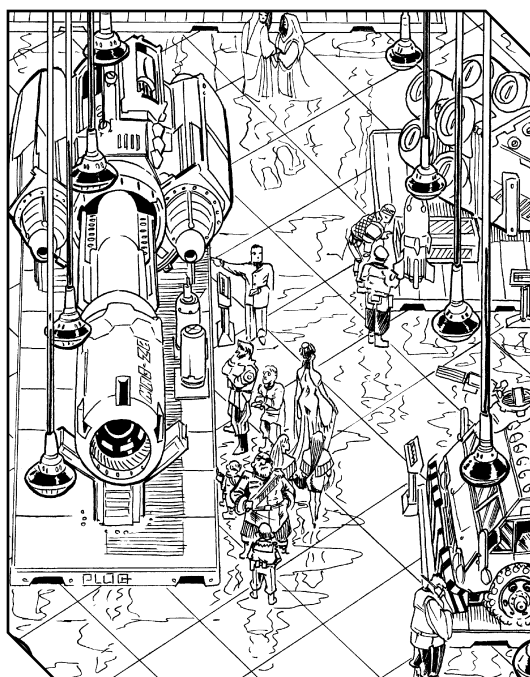
MISSILE LAUNCHERS

Missile launchers are devices used to deliver self-propelled and self-guided munitions to inflict damage on a target.

Long-Range Missiles (LRM)

Long-range missile racks fire indirect salvos of high-explosive missiles at distant targets. Because of the way they are fired, LRMs suffer penalties when trying to hit targets near the firing 'Mech.

Short-Range Missiles (SRM)

SRMs are direct-trajectory missiles with high-explosive or armor-piercing explosive warheads. They are accurate only at ranges of less than 300 meters but are more powerful than LRMs.

Single-Shot Missile Launchers

BattleMechs sometimes carry a single-shot version of a standard missile launcher. Such a system is designated by "OS" (one-shot) following the missile nomenclature, such as LRM-20 (OS). Any type of missile weapon can be single-shot, including all SRMs and LRMs.

The player does not purchase any ammunition for this launcher because it can be fired only once during the game. All other performance characteristics are the same as for multi-shot launchers of the same type.

Single-shot launchers weigh half a ton more than the standard missile launcher of the same type.

PARTICLE PROJECTOR CANNON (PPC)

A PPC consists of a magnetic accelerator firing high-energy proton or ion bolts that cause damage through both impact and high temperature. PPCs are among the most effective weapons available to BattleMechs.

CLASSIC BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: _____

Movement Points: **Tonnage:** _____

Walking: _____

Running: _____

Jumping: _____

Weapons & Equipment Inventory   (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
—	_____							
—	_____							
—	_____							
—	_____							
—	_____							
—	_____							
—	_____							
—	_____							
—	_____							
—	_____							
—	_____							
—	_____							
—	_____							
—	_____							

WARRIOR DATA

Name: _____

Gunnery Skill: _____   **Piloting Skill:** _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

ARMOR DIAGRAM

Head (__)

Left Torso (__)   Right Torso (__)

Left Arm (__)   Center Torso (__)   Right Arm (__)

Left Leg (__)   Center Torso Rear (__)   Right Leg (__)

Left Torso Rear (__)   Right Torso Rear (__)

CRITICAL HIT TABLE

Left Arm

1-3
1. **Shoulder**
2. **Upper Arm Actuator**
3. Lower Arm Actuator
4. Hand Actuator
5. _____
6. _____

4-6
1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

Head

1. **Life Support**
2. **Sensors**
3. **Cockpit**
4. _____
5. **Sensors**
6. **Life Support**

Center Torso

1-3
1. **Engine**
2. **Engine**
3. **Engine**
4. **Gyro**
5. **Gyro**
6. **Gyro**

4-6
1. **Gyro**
2. **Engine**
3. **Engine**
4. **Engine**
5. _____
6. _____

Right Arm

1-3
1. **Shoulder**
2. **Upper Arm Actuator**
3. Lower Arm Actuator
4. Hand Actuator
5. _____
6. _____

4-6
1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

Left Torso

1-3
1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

4-6
1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

Right Torso

1-3
1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

4-6
1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○

Left Leg

1. **Hip**
2. **Upper Leg Actuator**
3. **Lower Leg Actuator**
4. **Foot Actuator**
5. _____
6. _____

Right Leg

1. **Hip**
2. **Upper Leg Actuator**
3. **Lower Leg Actuator**
4. **Foot Actuator**
5. _____
6. _____

WK GAMES

Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Head

Left Torso (__)   Right Torso (__)

Left Arm (__)   Center Torso (__)   Right Arm (__)

Left Leg (__)   Right Leg (__)

HEAT DATA

Heat Level*	Effects
30	Shutdown
28	Ammo Exp. avoid on 8+
26	Shutdown, avoid on 10+
25	–5 Movement Points
24	+4 Modifier to Fire
23	Ammo Exp. avoid on 6+
22	Shutdown, avoid on 8+
20	–4 Movement Points
19	Ammo Exp. avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
15	–3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
10	–2 Movement Points
8	+1 Modifier to Fire
5	–1 Movement Points

Heat Sinks: _____

Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

ATTACK MODIFIERS TABLE (PAGE 26)

All Attacks: Weapons and Physical	Modifier
Attacker	
Movement (Modifiers are cumulative)	
Stationary	None
Walked	+1
Ran	+2
Jumped	+3
Prone	+2
Terrain	
Light Woods	+1 per intervening hex; +1 if target in Light Woods
Heavy Woods	+2 per intervening hex; +2 if target in Heavy Woods
Water	
Depth 1	+1 (see *Partial Cover*, p. 21)
Depth 2	'Mechs cannot fire into or out of Depth 2+ water
Partial Cover	+1 (see *Partial Cover*, p. 21)
Target	
Prone	–2 from adjacent hex; +1 from all others
Immobile	–4
Movement	
Moved 0–2 hexes	0
Moved 3–4 hexes	+1
Moved 5–6 hexes	+2
Moved 7–9 hexes	+3
Moved 10–17 hexes	+4
Moved 18–24 hexes	+5
Moved 25+ hexes	+6
Jumped	+1 additional

Weapon Attacks Only	Modifier
Attacker	
BattleMech Damage	
Sensor Hit	+2
Shoulder Hit	+4 for weapons in arm, disregard other damaged actuators in arm
Upper or Lower Arm Actuator (each)	+1 for weapons in arm
Heat	
0–7	None
8–12	+1
13–16	+2
17–23	+3
24+	+4
Range and Terrain	
Range	
Short	None
Medium	+2
Long	+4
Minimum Range	[Minimum] – [Target Range] +1 (see *Minimum Range Modifier,* p. 23)
Target	
Secondary target in forward arc	+1
Secondary target in side or rear arc	+2

CLUSTER HITS TABLE (PAGE 27)

Die Roll (2D6)	Weapon Size									
	2	**3**	**4**	**5**	**6**	**9**	**10**	**12**	**15**	**20**
2	1	1	1	1	2	3	3	4	5	6
3	1	1	2	2	2	3	3	4	5	6
4	1	1	2	2	3	4	4	5	6	9
5	1	2	2	3	3	5	6	8	9	12
6	1	2	2	3	4	5	6	8	9	12
7	1	2	3	3	4	5	6	8	9	12
8	2	2	3	3	4	5	6	8	9	12
9	2	2	3	4	5	7	8	10	12	16
10	2	3	3	4	5	7	8	10	12	16
11	2	3	4	5	6	9	10	12	15	20
12	2	3	4	5	6	9	10	12	15	20

DETERMINING CRITICAL HITS TABLE (PAGE 30)

2D6 Roll	Effect
2–7	No Critical Hit
8–9	Roll 1 Critical Hit Location
10–11	Roll 2 Critical Hit Locations
12	Head/Limb Blown Off/Roll 3 Critical Hit Locations*

* Roll 3 critical hit locations if the attack strikes the torso.

HEAT POINT TABLE (PAGE 39)

Activity	Heat Points
Walking	+1 per turn
Running	+2 per turn
Jumping	+1 per hex (minimum of 3 per turn)
Attempting to Stand	+1 per attempt
Weapons Fire	Per Weapons and Equipment Table, p. 60
Heat Sink	–1 per operational heat sink
	–1 additional per heat sink under water (maximum 6 points)
First Engine Hit	+5 per turn
Second Engine Hit	+10 (total) per turn

PILOTING SKILL ROLL TABLE (PAGE 17)

BattleMech's Situation	Modifier
Damage to BattleMech	
BattleMech takes 20+ Damage Points in one phase	+1
BattleMech reactor shuts down	+3[1]
Leg/foot actuator destroyed	+1
Hip actuator destroyed	+2
Gyro hit	+3
Gyro destroyed	Automatic Fall[2]
Leg destroyed	Automatic Fall[3]
Physical Attacks on BattleMech	
BattleMech was kicked	0
BattleMech was pushed	0
BattleMech was successfully charged/death from above attack	+2
Unit's Actions	
BattleMech missed kick	0
BattleMech makes a successful charging attack	+2
BattleMech made death from above attack	+4[4]
BattleMech entering Depth 1 Water hex	–1
BattleMech entering Depth 2 Water hex	0
BattleMech entering Depth 3+ Water hex	+1
BattleMech attempting to stand	0
BattleMech jumping with damaged gyro or leg/foot/hip actuators	per Preexisting Damage, below
BattleMech jumping with destroyed leg	per Preexisting Damage, below
BattleMech running with damaged hip or gyro	per Preexisting Damage, below
Special Case	
MechWarrior trying to avoid damage when his BattleMech is falling	+1/level fallen[7]
Pre-existing Damage	
Per leg/foot actuator previously destroyed	+1
Per hip actuator previously destroyed	+2[5]
Gyro previously hit	+3
Leg previously destroyed	+5[6]

[1] Only during the turn that the reactor shuts down. If the MechWarrior must make a Piloting Skill Roll for a 'Mech with a shut-down reactor, the BattleMech automatically falls; in either case, if the 'Mech falls, the warrior automatically takes 1 point of damage.
[2] The modifier for a destroyed gyro is +6 when making a Piloting Skill Roll to avoid damaging the MechWarrior during an automatic fall.
[3] The modifier for a destroyed leg is +5 when making a Piloting Skill Roll to avoid damaging the MechWarrior during an automatic fall.
[4] Automatic fall if death from above attack is unsuccessful.
[5] Ignore all modifiers from previous critical hits on that leg.
[6] Do not add modifiers for other damaged actuators in the leg.
[7] For purposes of falling, a 'Mech only rises 1 level above the underlying terrain.

MOVEMENT COST TABLE (PAGE 14)

Movement Action/Terrain Type	MP Cost Per Hex/Terrain Cost	Movement Action/Terrain Type	MP Cost Per Hex/Terrain Cost
Cost to Enter Any Hex	1	Level Change (up or down)	
Terrain Cost When Entering Any New Hex		1 level	+1
Clear	+0	2 levels	+2
Rough	+1	3+ levels	Prohibited[2]
Light Woods	+1	Movement Actions	
Heavy Woods	+2	Facing Change	1/hexside
Water		Dropping to the Ground	1
Depth 0	+0	Standing Up	2/attempt
Depth 1	+1[1]		
Depth 2+	+3[1]		

[1] MP cost to move along the bottom of the water hex; level change MP cost not included; Piloting Skill Roll required to prevent falling
[2] BattleMechs may not change more than 2 levels in a single hex.

'MECH HIT LOCATION TABLE (PAGE 28)

2D6 Roll	Left Side	Front/Rear	Right Side
2*	L. Torso (critical)	C. Torso (critical)	R. Torso (critical)
3	Left Leg	Right Arm	Right Leg
4	Left Arm	Right Arm	Right Arm
5	Left Arm	Right Leg	Right Arm
6	Left Leg	Right Torso	Right Leg
7	Left Torso	C. Torso	Right Torso
8	C. Torso	Left Torso	C. Torso
9	Right Torso	Left Leg	Left Torso
10	Right Arm	Left Arm	Left Arm
11	Right Leg	Left Arm	Left Leg
12	Head	Head	Head

* A result of 2 may inflict a critical hit. Apply damage to the armor in that section in the normal manner, but the attacking player also rolls once on the Determining Critical Hits Table, p. 30.

'MECH PUNCH LOCATION TABLE (PAGE 33)

D6 Roll	Left Side	Front/Rear	Right Side
1	Left Torso	Left Arm	Right Torso
2	Left Torso	Left Torso	Right Torso
3	Center Torso	Center Torso	Center Torso
4	Left Arm	Right Torso	Right Arm
5	Left Arm	Right Arm	Right Arm
6	Head	Head	Head

PHYSICAL ATTACK MODIFIERS TABLE (PAGE 33)

Attack Type	Modifier
Charging	+0*
Clubbing	–1
Physical Weapon (Hatchet)	–1
Death From Above (DFA)	+0*†
Kicking	–2
Punching	+0
Pushing	–1

*Whenever one unit charges another, compare their Piloting Skill ratings and use the difference between the two skill ratings as a modifier to the to-hit number. If the target's skill rating is lower, add the modifier to the to-hit number. If the attacker's Piloting Skill rating is lower, subtract the modifier from the t-hit number
†All the normal attack modifiers apply, including the attacker's jumping movement, but the roll is not modified for terrain.

'MECH KICK LOCATION TABLE (PAGE 34)

D6 Roll	Left Side	Front/Rear	Right Side
1–3	Left Leg	Right Leg	Right Leg
4–6	Left Leg	Left Leg	Right Leg