# 2102

Type: GRF-1N Griffin
Tonnage: 55 Tons
Engine: 275 Core Tech
Weapons: Fusigon Particle Projector Cannon
           Delta Dart Long Range Missile
           Rack (10)

You've been monitor-
ing these woods for several days now,
with no sign of enemy activity. Sud-
denly you catch a glint of metal
across the glade. The familiar
hum of your PPC fills the
cockpit and a solid click
indicates your missiles are
ready. Range is to your
advantage but will
that be enough to
defeat this opponent?
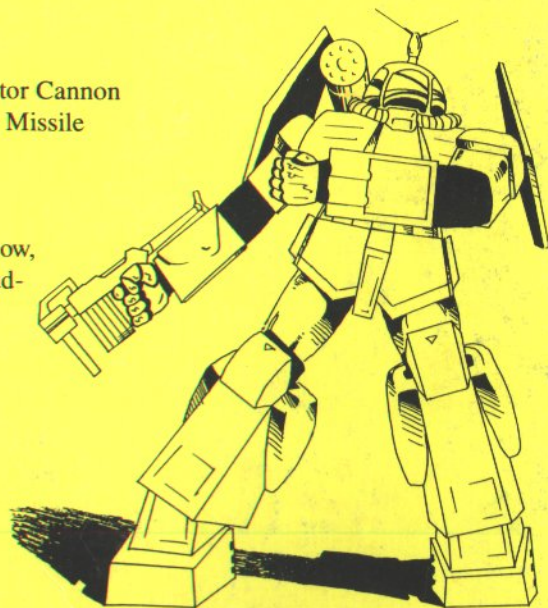
In the 31st Century warfare is common. But whatever world the battle is on, the battle-
field is dominated by one weapon: the BattleMech. Heavily armed and armored, these
vaguely humanoid fighting machines are virtually unstoppable—except by another
'Mech. The men and women who pilot them, the MechWarriors, are the elite of a mili-
tary society.

Now you can find out what it's like to pilot a 'Mech—from the inside! Each page of
these books gives you the view from the cockpit of your 'Mech as you face off against
another of these awesome machines. The controls are in your hands; the choices are
yours!

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NOTE:
**This book by itself is not a complete
game. You must have at least one
other book in the _BATTLETECH_®
series before you can start to play.**

0 46575 02102 6

BATTLETECH

SCIENCE FICTION COMBAT BOOK GAME
GRF-1N GRIFFIN

NOVA

System Designed by
Alfred Leonardi
Character Designed by
Karl Hiesterman
Illustrated by
Doug Shuler

This booklet represents one character, or 'Mech, in the *BattleTech*® series of science fiction combat games. Each 'Mech in this series can interact with every other; each has strengths and weaknesses which you will discover as you and your friends collect them.

The Booklet—Each page of the booklet has a View Screen (odd-number) and a Console (even number). The Console has three Displays showing your movement options, your opponent's movement restrictions, and any critical hits you might score upon your opponent. Results of your moves are shown in the View Screen.

The 'Mech Stat Card—On the front of the Stat Card is a list of maneuvers, and your 'Mech's stats. Next to the column listing the maneuvers are columns showing which Console to use when doing that maneuver, the heat it generates, and the damage you can do to your opponent. On the back of the Stat Card are the Multi-player and Campaign rules.

The Pilot Card—The Pilot Card has spaces to record your pilot's name, rank, experience, etc., as well as skill modifiers and the contents of his stockpile. On the back, is the continuation of the Campaign rules.

How to Play

Each player must have a booklet and a 'Mech Stat Card to play. You and your opponent both do the following steps simultaneously:

1) Exchange booklets with your opponent, but keep your own 'Mech Stat Card.

2) Open the booklet to View Screen 49. You now see your opponent at Long Range as shown by the Range/Action Display above the View Screen. Just beneath the View Screen is the Status Display with instructions for your opponent's next maneuver. Read the instructions to your opponent now (e.g., "Do only Long Range next turn.")

3) Use your Stat Card to choose your maneuver (obeying the instructions just given to you by your opponent in step 2, above) and turn to the Console number listed next to the maneuver. This will always be an even number.

4) Increase your Current Heat level by the amount shown next to the maneuver under "HEAT" on the Stat Card. Note: If your Heat level is equal to or greater than your 'Mech's Shutdown number, your 'Mech will overheat and shut down at the end of this turn.

5) If the maneuver you just chose uses ammunition, deduct the appropriate number from your Current Ammunition. When any weapon's Current Ammunition reaches zero, you may no longer use that weapon. (You may choose to ignore ammunition restrictions, if both players agree.)

6) Tell your opponent the number of the Console display you are now on. This will always be an even number.

7) On your Console Display, find the even number your opponent has just given you in step 6, above. Next to it is an odd number, sometimes with a letter after it. Remember the letter, if any, and turn to the odd-numbered View Screen listed next to it. This View Screen will show either your opponent's maneuver or the damage you have done to him. Note: It will not show if you have been hit. That will only show in the booklet your opponent is using.

Tell your opponent the View Screen you are now on.

If you choose to "Bail Out," announce it now.

8) If the word "SCORE" appears in the View Screen, you have hit your opponent. Add the number listed below "SCORE" to the damage modifier from your Stat Card for the maneuver you just did. If the result is greater than zero, you have damaged your opponent. Tell your opponent to subtract that amount of damage from his Current Armor Points.
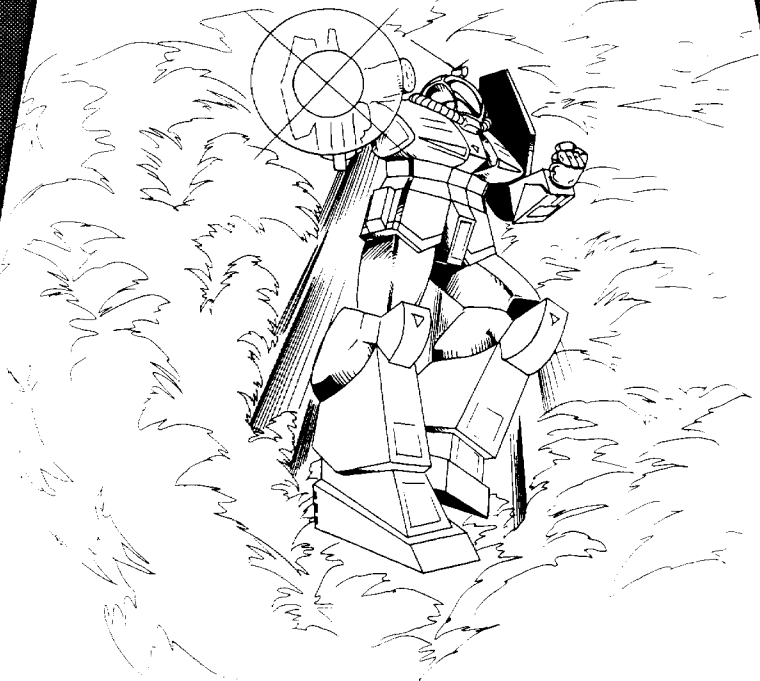
Tell opponent:
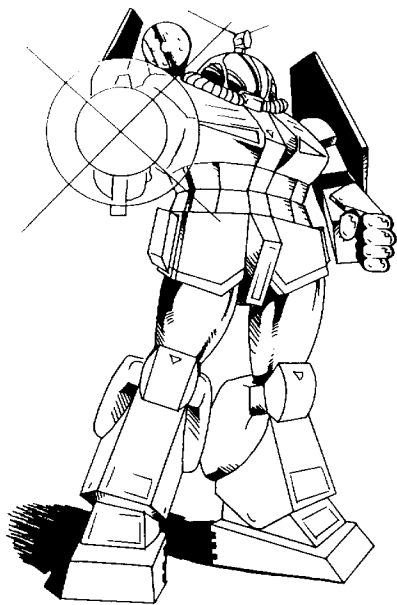"Do only Medium Range except Orange or Dodge next turn."

2—13K	6—41A	10—13H	14—9E	
4—00	8—9A	12—00	16—17	2

3

MEDIUM RANGE FIRING

Tell opponent:
"Do only Medium Range except Jump or Blue next turn."

4	2—45	6—25	10—41C	14—33B
	4—00	8— 5	12—00	16—11

5

CLOSE RANGE PUNCHING
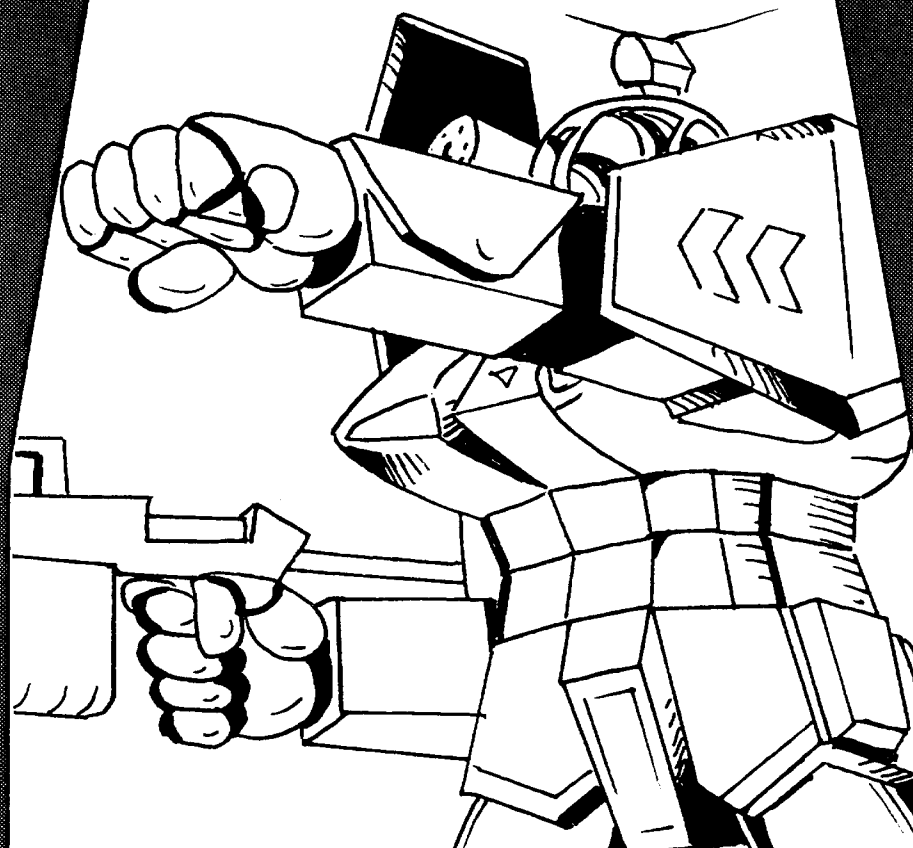
Tell opponent:
"Do only Close Range except Blue next turn."

2—45	6—25	10—13J	14—45	**6**
4—00	8—31	12—00	16—11	

MEDIUM RANGE DUCKING

Tell opponent:
"Do only Medium Range except Orange next turn."

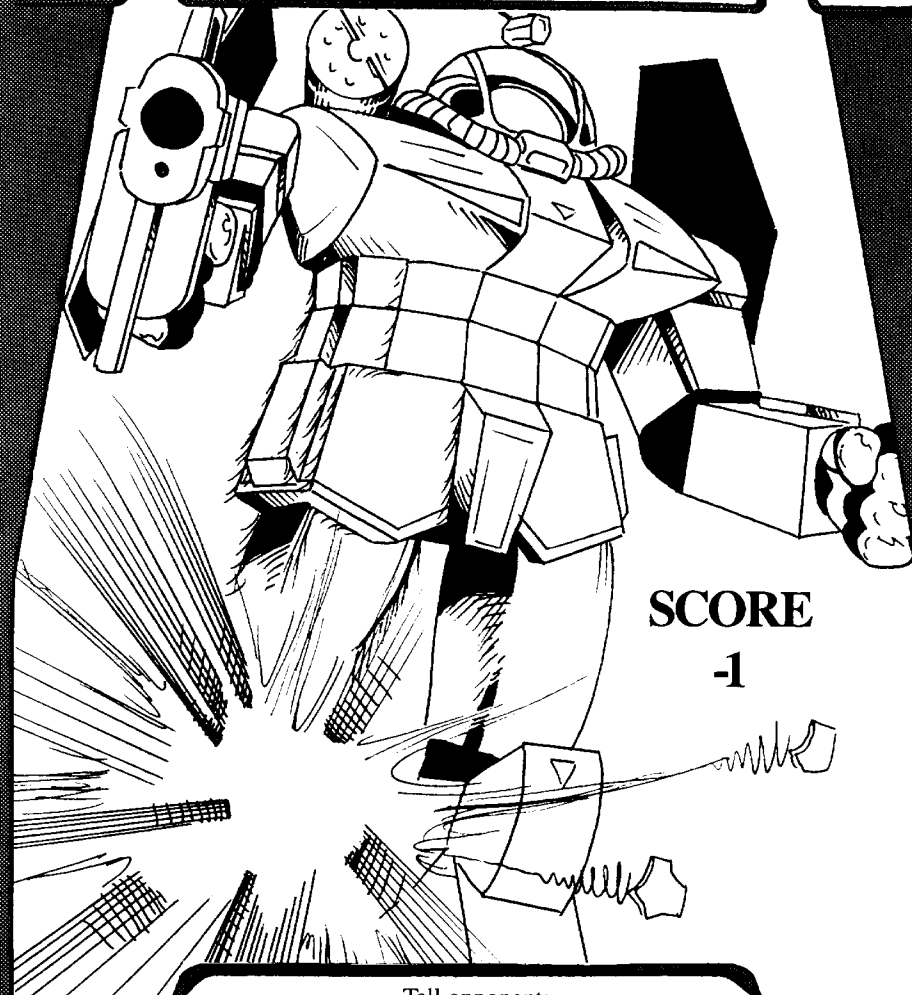|			
2—33A	6—17	10—21	14—33C
4—00	8— 5	12—00	16—15B

CLOSE RANGE LEG HIT

SCORE -1

Tell opponent:
"Do only Close Range except Orange or Blue next turn."

A[4]:	Heat Sinks: "+1 to all Heat."	D[6]/E[6]:	Left/Right Leg Actuators: "-1 to all Ducks."
B[4]/C[4]:	Left/Right Leg Actuators: "Do no Dodges."	F[2]/G[2]:	Left/Right Foot: "-1 to all Kicks."

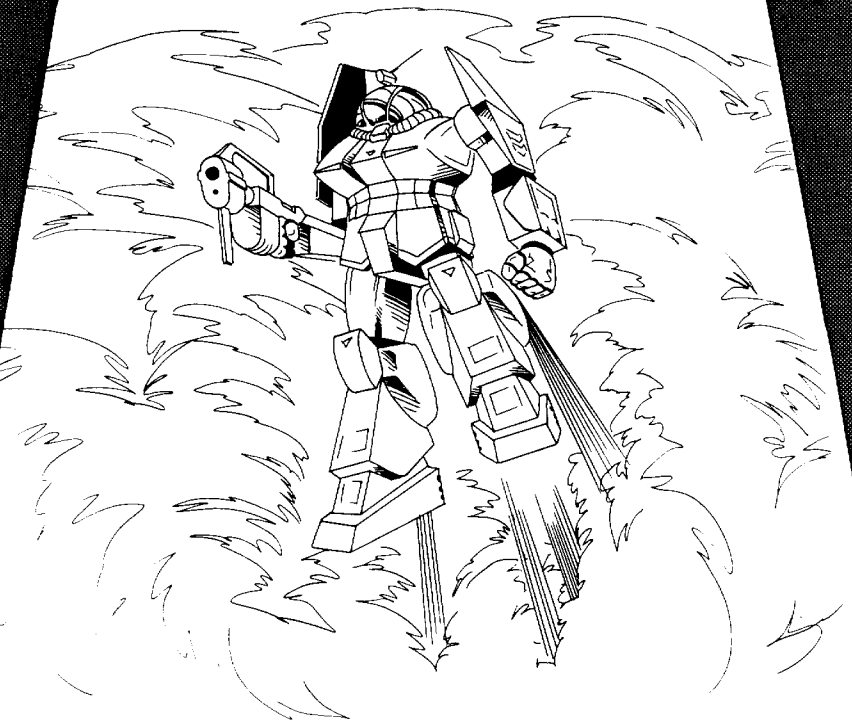|			
2—45	6—25	10—13B	14—45
4—00	8—13F	12—00	16—13D

MEDIUM RANGE
JUMPING UP

Tell opponent:
"Do only Medium Range except Orange or Dodge next turn."

| 2—45 | 6—41B | 10— 9C | 14—45 |
| 4—00 | 8— 9B | 12—00 | 16—11 |

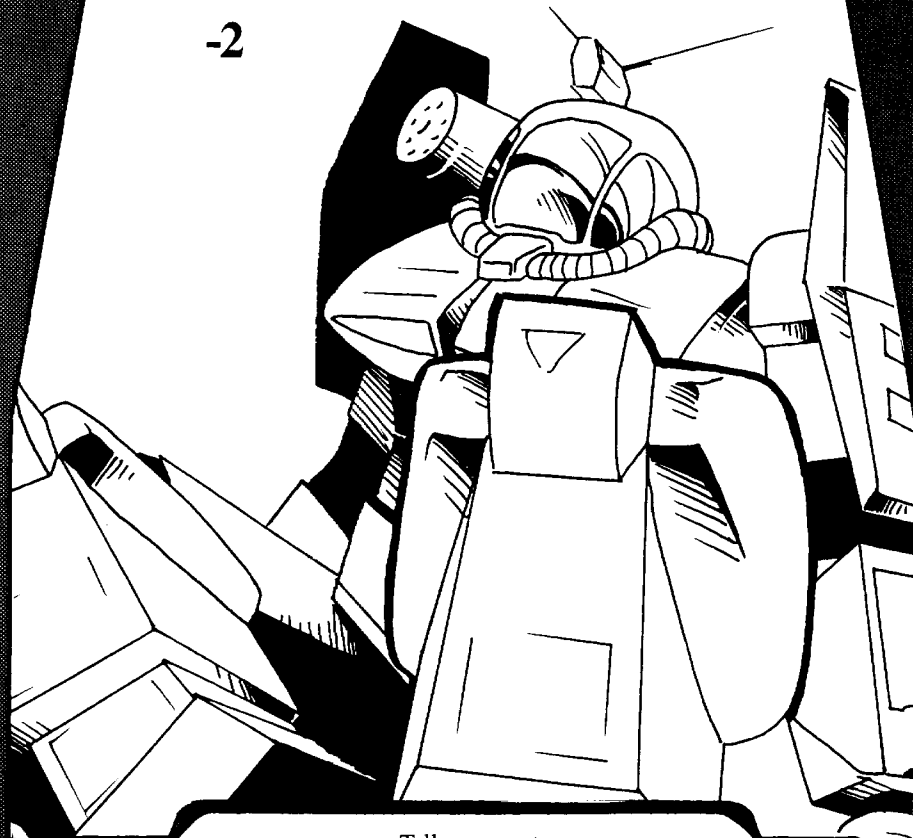## CLOSE RANGE
KNOCKED DOWN

SCORE
-2

Tell opponent:
"Do only Close Range Defense next turn."

A[1]/B[3]: Heat Sinks: "+1 to all Heat."	Above."
C[2]/D[5]: Gyro: "−1 to all Dodges."	I[2]/J[6]: Sensors: "−1 to all weapons."
E[3]/F[6]: Gyro: "−1 to all Ducks."	K[3]: Missile Ammo: "Take 2 pts of
G[2]/H[4]: Jump Jets: "Do no Death From	damage and do no Missiles."

| 2— 9G | 6—13I | 10—13B | 14—13E |
| 4—00 | 8— 9D | 12—00 | 16—11 |

15

MEDIUM RANGE CRITICAL HIT
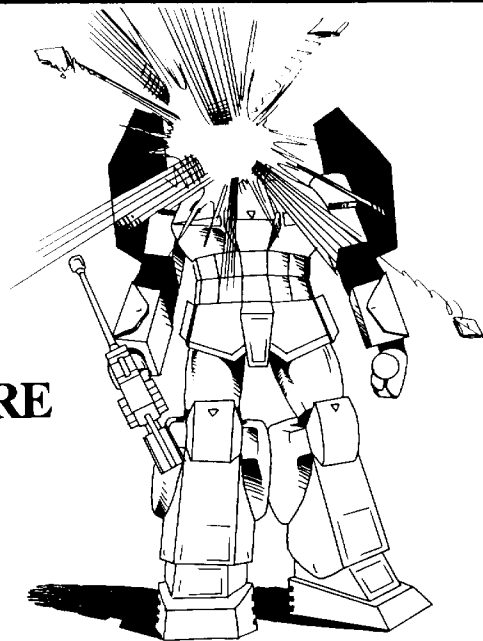
SCORE
1

Tell opponent:
"Do only Medium Range Green or Yellow next turn."

A[5]/B[7]: Sensors: "−1 to all weapons."	D[7]: Missiles: "Do no Missiles."
C[5]: Missiles: "−1 to all Missiles."	E[5]/F[7]: Cockpit: "Pilot killed."

16

2—31	6— 7	10—21	14—27A
4—00	8—11	12—00	16—11

17

CLOSE RANGE BEHIND YOU

Tell opponent:
"Do only Close Range and add +2 to any Score next turn."

18

18—00	26—35D	34—15D	42—47
20—35G	28—15A	36—29	44—35H
22— 1	30— 7	38— 1	46—37
24—21	32—35E	40—47	48—15F

CLOSE RANGE
DEATH FROM ABOVE
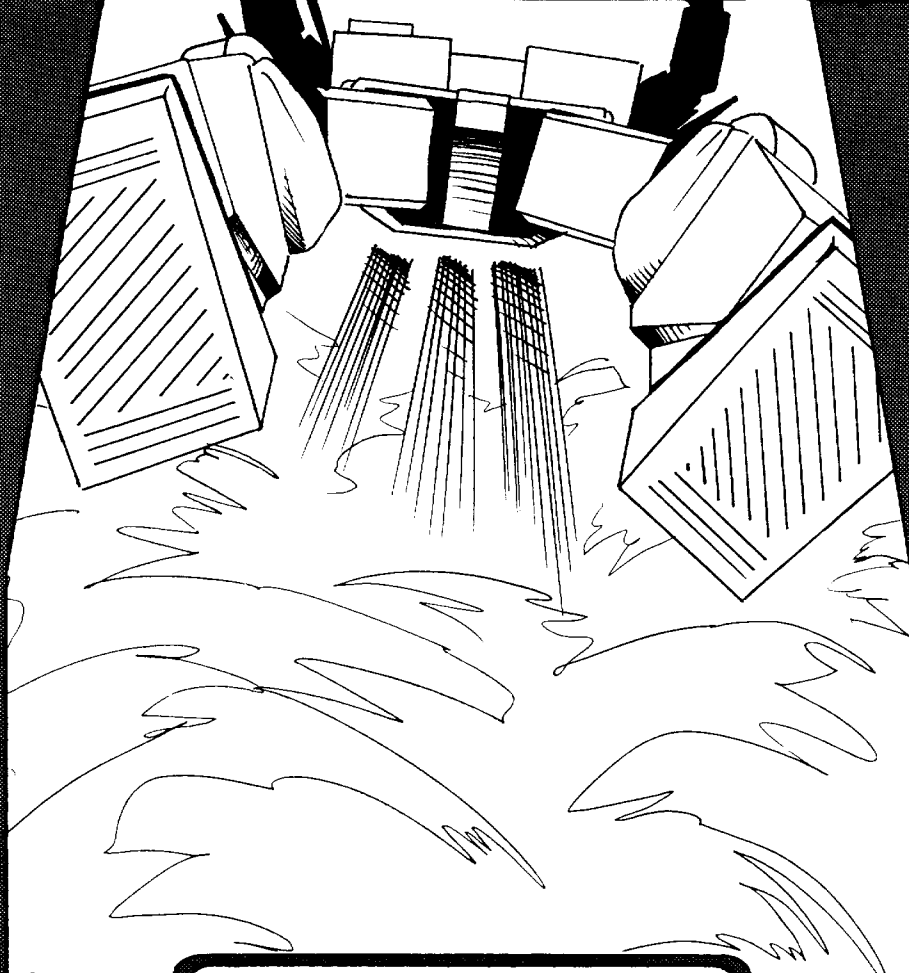
Tell opponent:
"Do only Close Range Defense next turn. If on a Score page take 3 points of damage."

20

18—00	26—23A	34—19	42—47
20—23G	28—23D	36—59C	44—23C
22—35E	30—15B	38—35G	46—37
24— 9F	32—23E	40—47	48—11

CLOSE RANGE
PUSHING
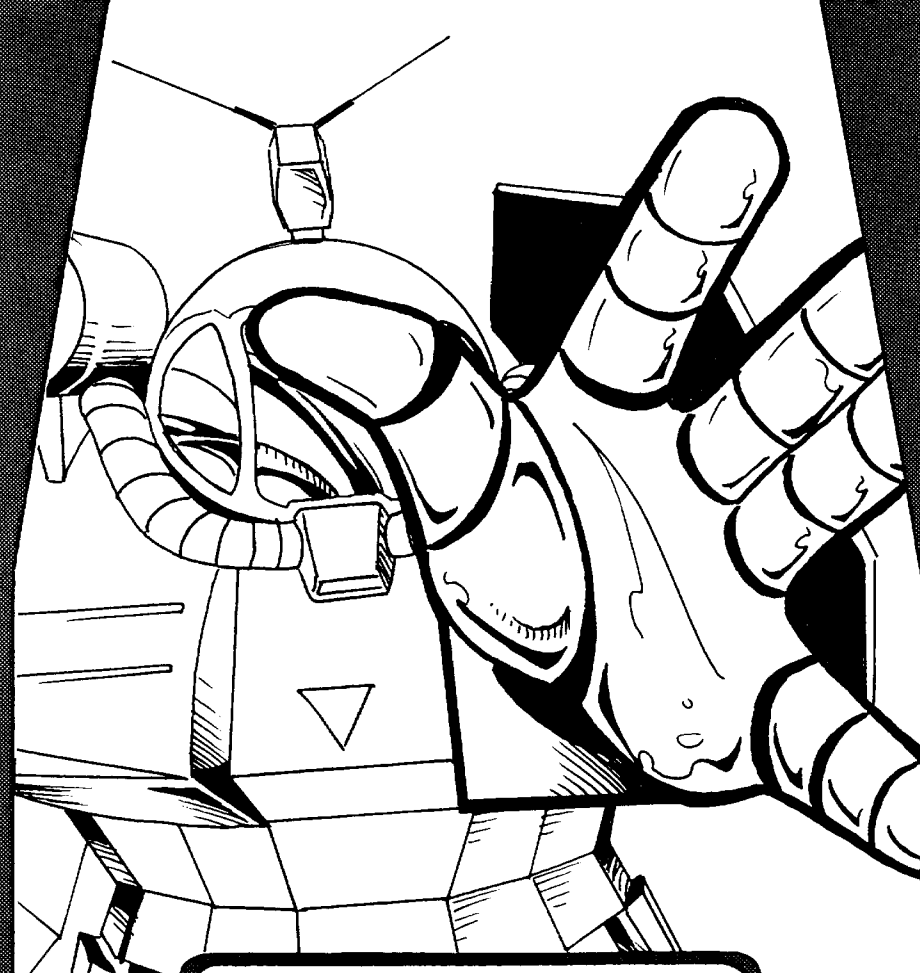
Tell opponent:
"Do only Close Range except Wild Swing or Duck next turn."

22

18—00	26—35J	34—13K	42—47
20—35E	28—55	36—59B	44—35D
22—15C	30— 7	38—61H	46—37
24—21	32—35G	40—47	48—27A

MEDIUM RANGE
LEG HIT

SCORE
-1

CLOSE RANGE
DUCKING

Tell opponent:
"Do only Medium Range except Orange or Blue next turn."

Tell opponent:
"Do only Close Range except Orange or Red. Add +2 to any Kick that Scores next turn."

A[4]:	Heat Sinks: "+1 to all Heat."
B[5]/C[5]:	Left/Right Leg Actuators: "−1 to all Ducks."
D[4]/E[4]:	Left/Right Foot: "−1 to all Kicks."
F[3]/G[3]:	Left/Right Foot: "Do no Charge."

18—00	26—21	34—13B	42—21
20—13G	28—13B	36—11	44—51
22— 1	30—13J	38— 1	46—13C
24—13H	32—63	40—21	48—21

18—00	26—23E	34—19	42—35C
20—23D	28—23A	36—59E	44—23F
22— 1	30—15A	38— 1	46—61F
24—21	32—23D	40—47	48—11

MEDIUM RANGE
KNOCKED DOWN

SCORE
-2
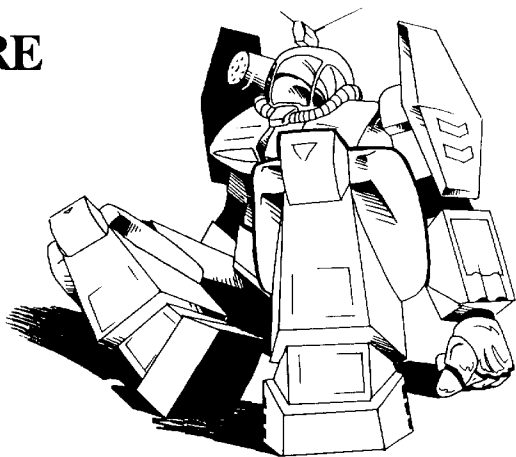
Tell opponent:
"Do only Medium Range Green or Yellow next turn."

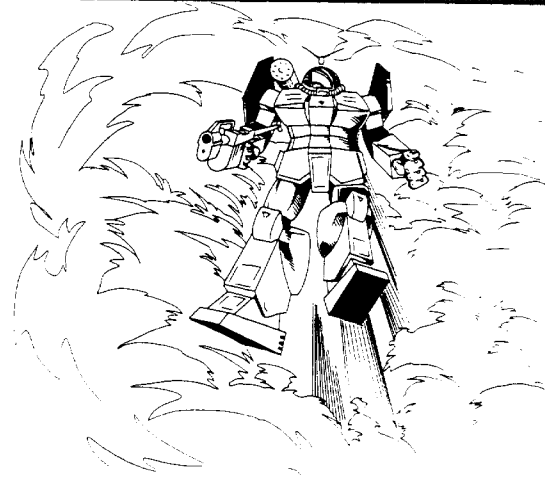|			
A[3]:	Heat Sinks: "+1 to all Heat."	E[6]:	Sensors: "-1 to all weapons."
B[5]:	Gyro: "-1 to all Dodges."	F[3]:	Missile Ammo: "Take 2 pts of
C[6]:	Gyro: "-1 to all Ducks."		damage and do no Missiles."
D[4]:	Jump Jets: "Do no Jump Up."		

18—00	26—63	34—19	42—47
20—51	28—55	36—29	44—51
22— 1	30— 7	38— 1	46—37
24—21	32—63	40—47	48—11

LONG RANGE
JUMPING BACK

Tell opponent:
"Do only Long Range except Orange next turn."

18—00	26—63	34—19	42—47
20—51	28—55	36—29	44—51
22— 1	30— 7	38— 1	46—37
24—45	32—63	40—47	48—11

CLOSE RANGE
TURNED AROUND
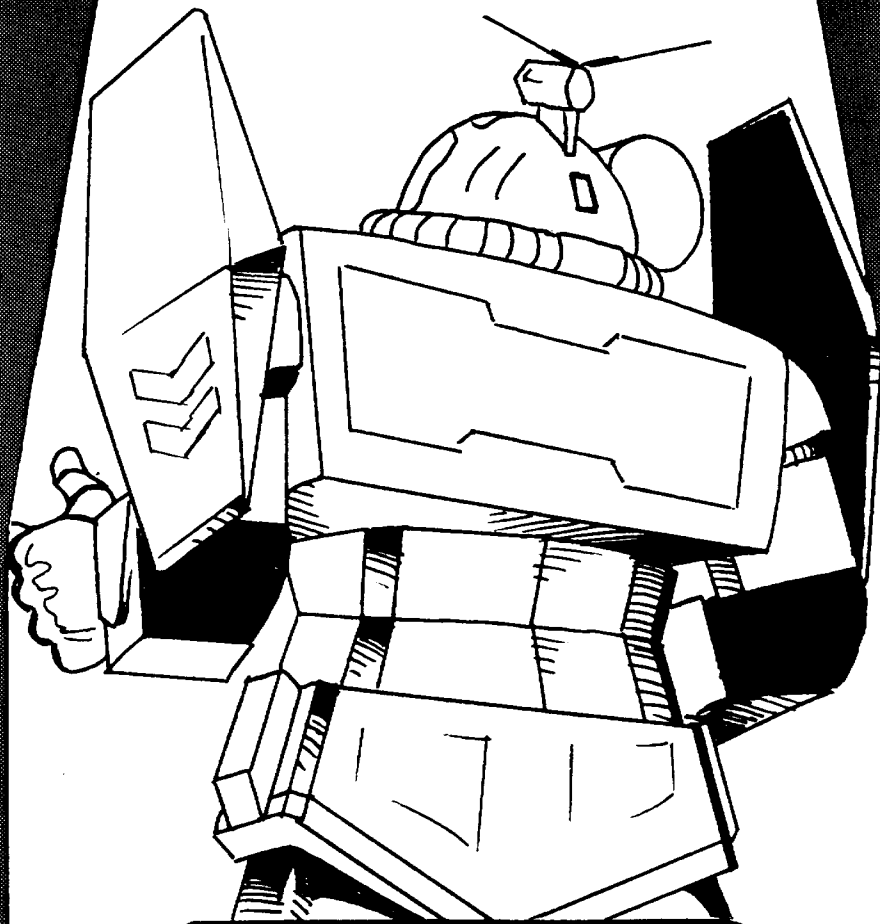
Tell opponent:
"Do only Close Range Green or Yellow next turn."

18—00	26—61F	34—27D	42—47
20—61G	28—15E	36—29	44—61D
22— 1	30— 7	38— 1	46—37
24—23A	32—61D	40—35C	48—15B

CLOSE RANGE
TORSO HIT
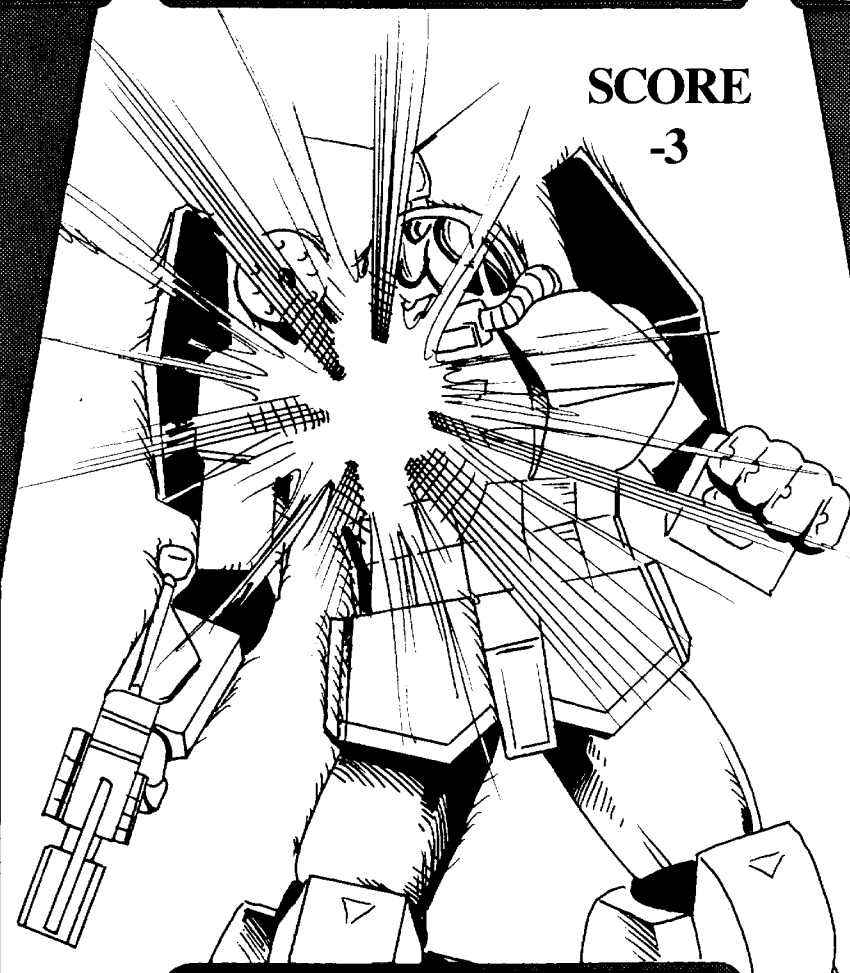
SCORE
-3

Tell opponent:
"Do only Close Range except Orange next turn."

A[1]:   Heat Sinks: " +1 to all Heat."
B[2]:   PPC: "Do no PPC."
C[3]:   Gyro: "Do no Dodges."

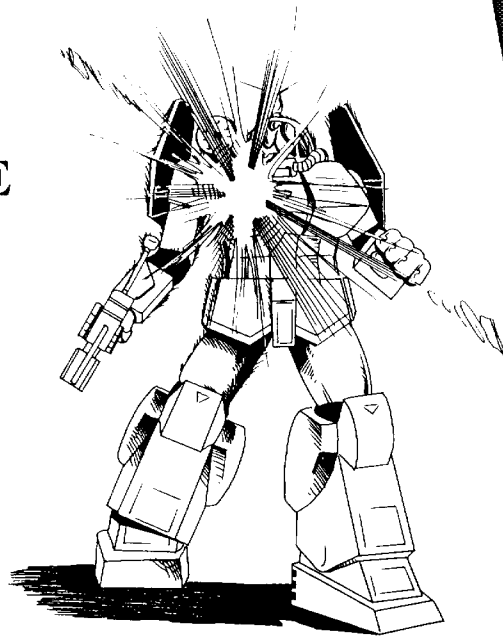|			
18—00	26—13H	34—13B	42—17
20—13J	28—13I	36—11	44—51
22— 1	30—13D	38— 1	46—13H
24—13F	32—63	40—17	48—45

MEDIUM RANGE
TORSO HIT

MEDIUM RANGE
FIRING FROM COVER

SCORE

-3

Tell opponent:
"Do only Medium Range except Orange next turn."
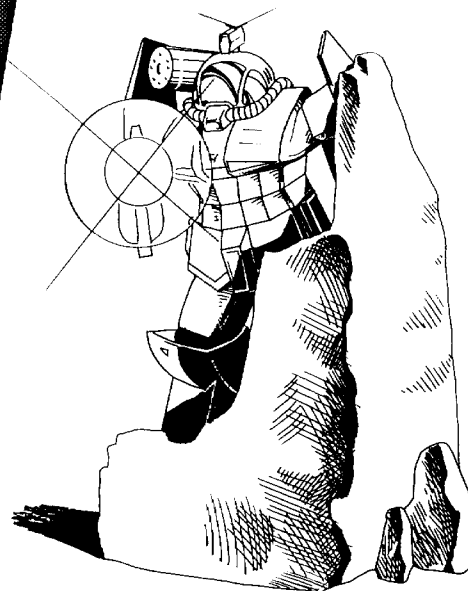
Tell opponent:
"Do only Medium Range except Jump, or Dodge next turn."

A[2]/B[7]: Engine: "+2 Heat per turn."	H[2]/I[7]: PPC: "Add +3 to Heat and do no PPC."
C[2]/D[3]: PPC: "-1 to all PPC shots."	
E[8]: Heat Sinks: "+1 to all Heat."	J[2]/K[7]: Missile Ammo: "Add +5 to Heat and do no Missiles."
F[1]/G[2]: Missiles: "-1 to all Missiles."	

36

18—00	26—43	34—27C	42—43
20—43	28—49	36—29	44—43
22—43	30—43	38—43	46—43
24—11	32—43	40—43	48—29

18—00	26—35E	34—13D	42—47
20—35H	28—55	36—43	44—35D
22—35I	30—27B	38—23A	46—61B
24—13B	32—35F	40—47	48—11

38

LONG RANGE
FIRING MISSILES
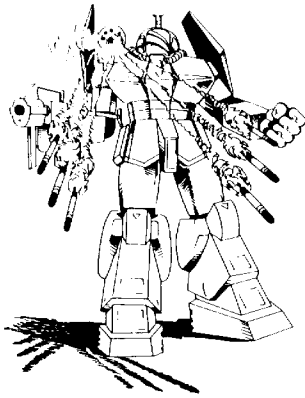
Tell opponent:
"Do only Long Range next turn."

18—00	26—35D	34—31	42—23F
20—35I	28—55	36—43	44—35F
22— 1	30—61C	38— 1	46—37
24—13A	32—35K	40—23A	48—11

CLOSE RANGE
ARM HIT

SCORE
-1
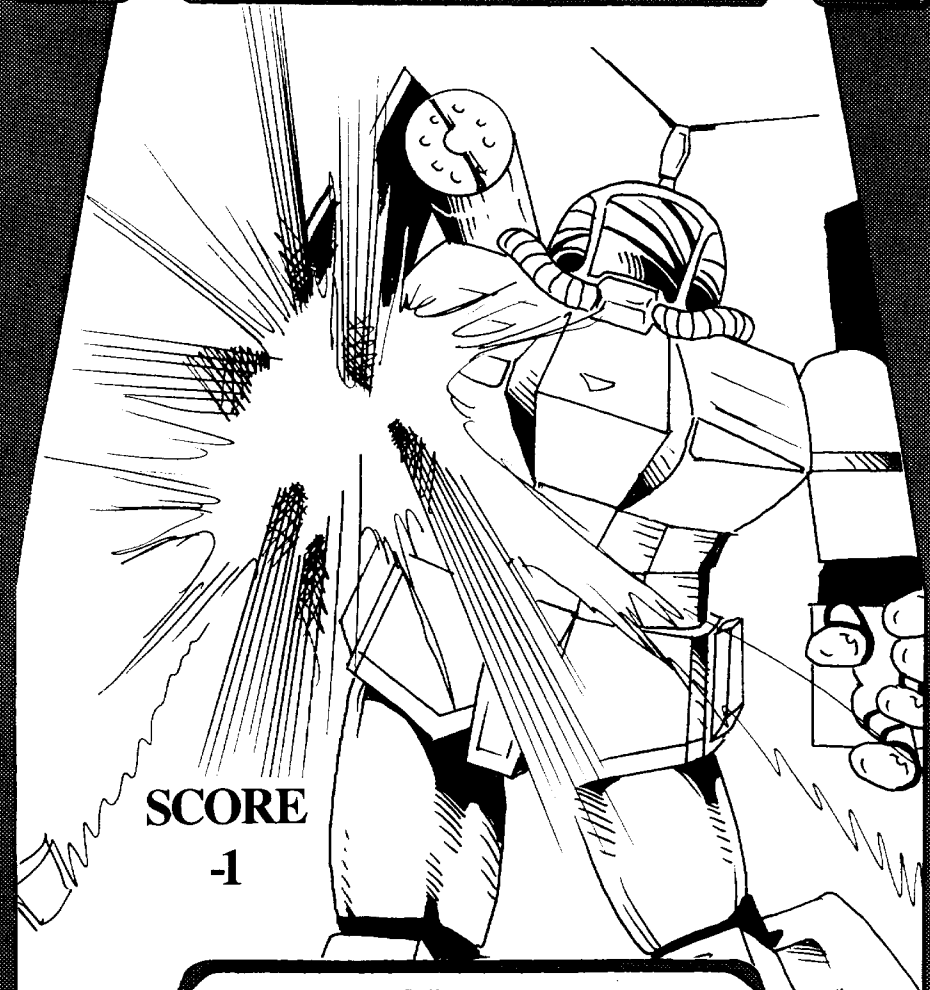
Tell opponent:
"Do only Close Range except Orange or Red next turn."

A[6]:   Left Hand: "Do no Punch."
B[4]:   Left Arm: "-1 to all Punch and
          Push."
C[5]:   Right Hand: "Do no PPC."

18—00	26—35E	34—31	42—61F
20—35B	28—55	36—59C	44—35I
22—35G	30— 7	38—35F	46—61H
24—21	32—35I	40—61G	48—27F

LONG RANGE SIDESTEPPING
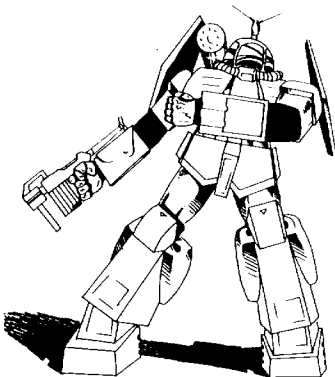
Tell opponent:
"Do only Long Range next turn."

CLOSE RANGE KICKING
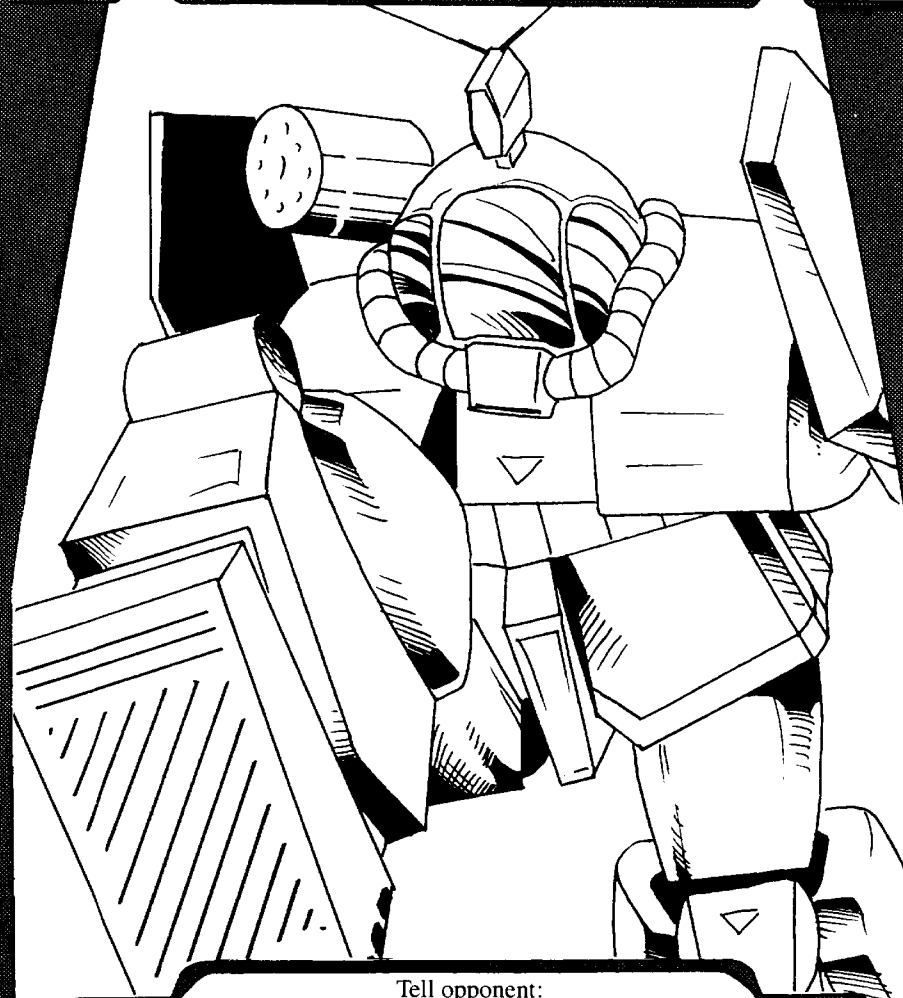
Tell opponent:
"Do only Close Range except Blue or Yellow next turn."

18—00	26—61B	34—27A	42—47
20—61F	28—15F	36—29	44—61A
22—23B	30— 7	38—23A	46—37
24—23E	32—61E	40—47	48—15D

18—00	26—35G	34—19	42—47
20—35D	28—23G	36—59C	44—35A
22— 1	30—35K	38— 1	46—37
24—45	32—35E	40—47	48—11

MEDIUM RANGE
DODGING & FIRING
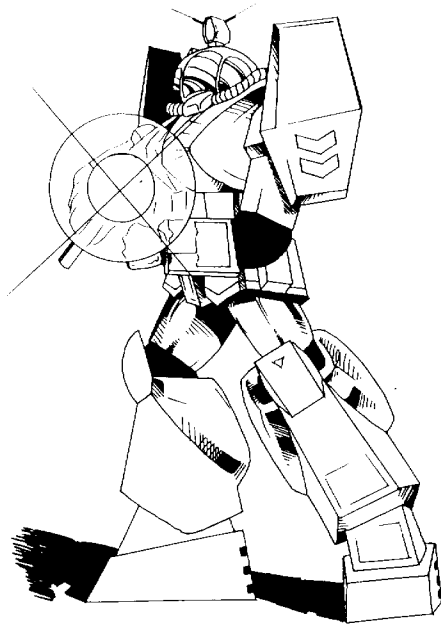
Tell opponent:
"Do only Medium Range except Jump next turn."

LONG RANGE
COOLING DOWN

Tell opponent:
"Do only Long Range next turn."

48

18—00	26—63	34—13F	42—47
20—51	28—55	36—29	44—51
22— 1	30— 7	38— 1	46—37
24—21	32—63	40—47	48—11
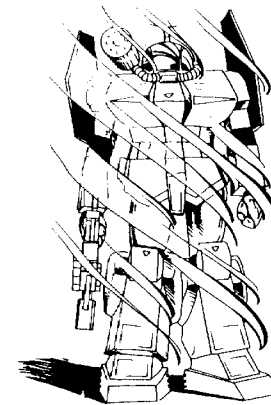
50—59G	54—59E	58—43	62—59F
52—47	56—59I	60—59C	64—11

50

51

MEDIUM RANGE
FIRING PPC
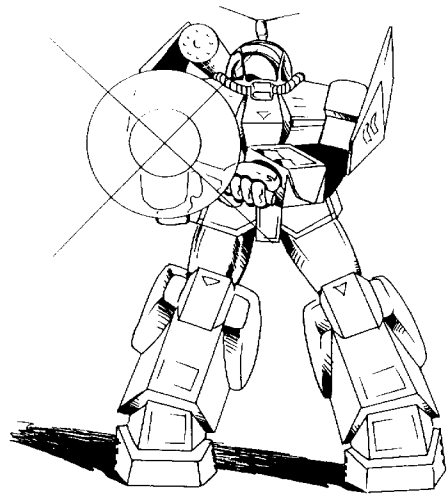
Tell opponent:
"Do only Medium Range except Missile, Red, or Jump next turn."

52

50—63	54—63	58— 7	62—27E
52—13J	56— 3	60—29	64—13B

53

LONG RANGE
CHARGING
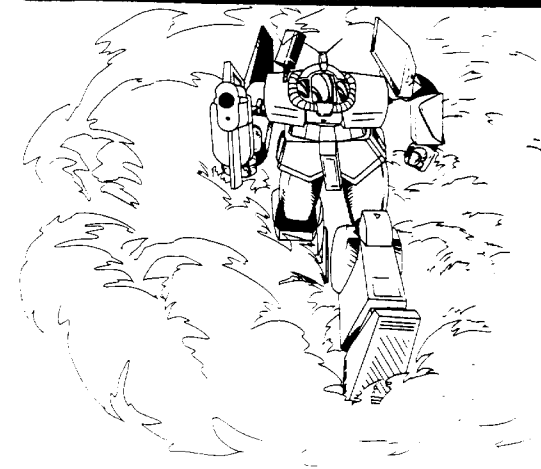
Tell opponent:
"Do only Long Range except Green or Yellow next turn."

50—39	54—59C	58—59D	62—59A
52—35J	56—57	60—29	64—35I

54

MEDIUM RANGE
COOLING DOWN

55

Tell opponent:
"Do only Medium Range next turn."

56

50—59C	54—59B	58—43	62—59A
52—47	56—59H	60—29	64—11

LONG RANGE
FIRING PPC

57
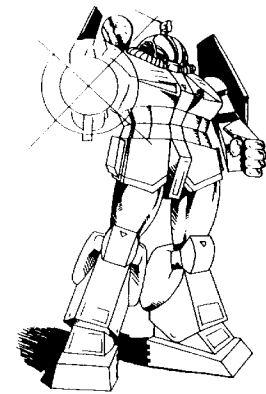
Tell opponent:
"Do only Long Range except Yellow next turn."

50—39	54—39	58—43	62—49
52—27A	56—57	60—29	64—11

58

LONG RANGE
TORSO HIT

SCORE
-3

MEDIUM RANGE
ARM HIT

SCORE
-1
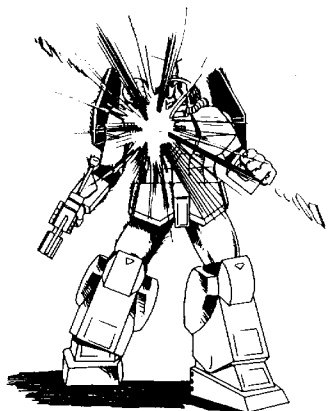
Tell opponent:
"Do only Long Range Green or Yellow next turn."

A[7]:	Engine: "+2 Heat per turn."	D[1]/E[5]: Missiles: "-1 to all Missiles."
B[4]:	PPC: "-1 to all PPC shots."	F[2]/G[5]: PPC: "Do no PPC."
C[4]:	Heat Sinks: "+1 to all Heat."	H[1]/I[5]: Missiles: "Do no Missiles."
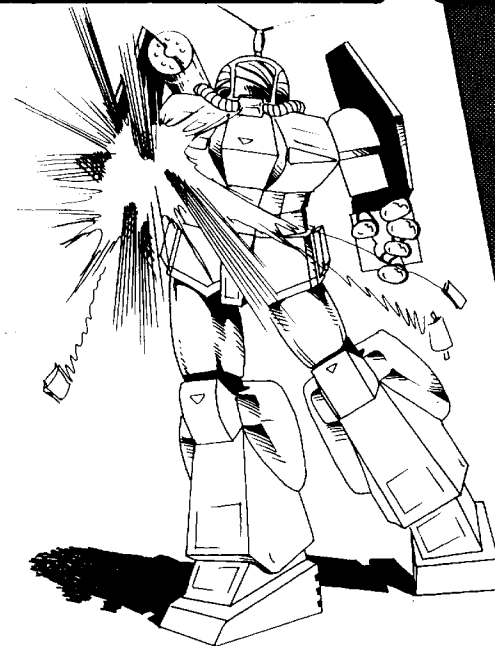
Tell opponent:
"Do only Medium Range except Orange or Red next turn."

A[4]/B[6]:	Right Arm: "-1 to all PPC."	G[5]: Right Hand: "Do no PPC."
C[4]/D[7]:	Left Hand: "Do no Punch."	H[6]: Both Arms: "Do no Push."
E[3]/F[5]:	Left Arm: "-1 to all Punch and Push."	

60

| 50—39 | 54—39 | 58—43 | 62—49 |
| 52—53 | 56—57 | 60—29 | 64—29 |

| 50—39 | 54—39 | 58—43 | 62—49 |
| 52—47 | 56—57 | 60—29 | 64—11 |

62

MEDIUM RANGE FIRING MISSILE

Tell opponent:
"Do only Medium Range except PPC or Dodge next turn."

| 50—63 | 54—63 | 58—47 | 62—55 |
| 52—13D | 56— 3 | 60—29 | 64—13B |

9) If you damaged your opponent in step 8, above, you may have caused a Critical Hit, (see below). If you did cause a Critical Hit, read the critical damage listed to your opponent. Note: The Critical Damage Display is normally blank. It contains data only when your opponent has been hit.

10) If your opponent's Current Armor Point total is now zero or less, his 'Mech is now inoperative and you have won. Otherwise, read your opponent the instructions on the Status Display just beneath the View Screen and repeat steps 3 through 10.

HEAT—Virtually every move you make with your 'Mech generates heat. Your 'Mech starts the game with a Current Heat level of 0. Every time you cho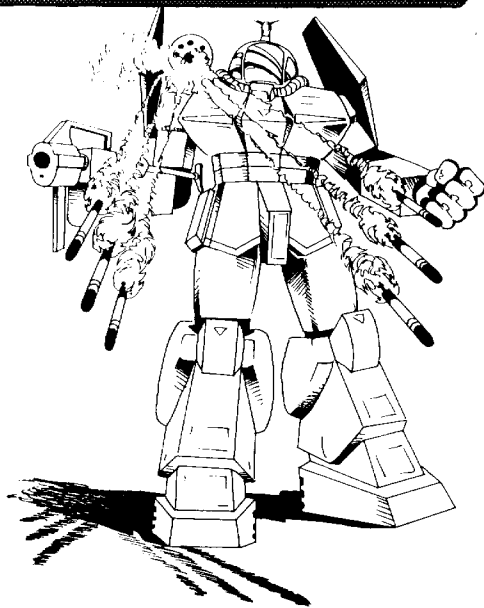ose a maneuver, you must record the change in your Current Heat level caused by that maneuver. There are certain moves on the Stat Card with negative Heat numbers. These moves *subtract* heat from your Current Heat level and can be used to cool down your 'Mech. At the end of any turn in which your Current Heat is equal to or greater than your Shutdown Number, your 'Mech automatically shuts down. You may only do the moves "Cool Off" or "Duck" until your Heat level is 15 or less. Your Heat level may never go below zero.

For every turn your Heat level equals or exceeds 28, you must lose one Ammunition Point (your choice) and take 2 points of armor damage as your ammo starts to explode. This does not apply if you are totally out of ammunition.

AMMUNITION—Certain weapons require ammunition to use and are marked on the Stat Card. The initial ammunition supply for each weapon is also marked on the Stat Card. Every time you fire a weapon which requires ammunition you must mark off one Ammunition Point on the Stat Card. A weapon with zero ammunition points may not be used. Ammunition Points may never go below zero. Your 'Mech always starts the game with a full ammunition load. Exception: See Campaign Rules. Both players may choose to ignore ammunition restrictions if they agree beforehand.

CRITICAL HITS—Some Console results have letters after them (i.e., -13B, -27K, etc.) This letter is the potential Critical Hit for that maneuver result. Whenever you end up on a View Screen showing your opponent being hit, include the following substeps in step 9):

9a) Look on the Critical Damage Display for the letter of the maneuver you just did. Next to the letter will be a number in brackets (i.e., [4].)

9b) If the modified damage you did to your opponent in step 8), above, is equal to or greater than the number in brackets, you have caused a Critical Hit.

9c) Read the phrase telling exactly what the Critical Hit is to your opponent. The effects of a Critical Hit take place immediately and stay in effect for the entire game. Multiple Critical Hits to the same location are cumulative. I.e., two hits to your laser, each causing "−1 to all Laser attacks," means you now fire your laser at −2 to any Scores.

Often similar Critical Hits are grouped together. For example:

A[2]/B[4] "Add +1 to all Heat costs."

This means: If your letter is "A" and you did at least 2 points of damage, after modifiers, to your opponent—or—if your letter is "B" and you did at least 4 points of modified damage, then you have caused him the Critical Hit: "Add +1 to all Heat costs." Note: If your letter was "B" but your modified damage was only 3 or less, you did not cause a Critical Hit.

MUTUAL DESTRUCTION—A 'Mech which overheats but still has Armor Points beats a 'Mech with no Armor Points. If both 'Mechs go below zero Armor Points on the same turn, no one wins.

ESCAPE—You may break off combat and escape if you can maneuver to page 29 (Long Range, Jumping Back) from any long range page. Simply announce, "Escaping" and the game is over. Your opponent receives credit for ½ victory if you successfully escape.

Multi-Player Rules

For multi-player combats, arrange two sides. Players on the side with the fewer members each pick one opponent. Then, the extra players on the larger side each join any battle they choose. Note: It is permissible for more than one extra player to join a battle, i.e., three against one, four against one, etc. Play normally including the following rules:

1) If you are fighting more than one opponent you may find yourself at different ranges with each. Select a single opponent to attack and choose a maneuver from the appropriate range.

2) Each maneuver on the Stat Card has Conversion numbers in addition to the Console numbers listed next to it. To resolve the results of your opponents' actions at other ranges, read them the Conversion numbers at the far right of your Stat Card for the appropriate maneuver and ranges. Turn to the Console page for these numbers and resolve each of the combats.

3) If you have Scored against more than one opponent, you may divide your damage modifier among those opponents in any manner you wish. Note: You can *not apply the full* modifier to *each* of your opponents. (You may apply it to any one opponent if you choose.)

4) If you defeat your opponent(s) and there are still battles going on, you may choose to join one. If you join against one opponent, play continues as a normal multi-player battle. If you join against two or more opponents, you must choose any one opponent who must then leave his attack for a one-on-one against you.

5) If you receive conflicting instructions from your opponents, do only the most restricting instruction.

6) Use only the Heat from the original move you chose, not from either of the conversion maneuvers.

Note: The format for multi-player battles is always one vs. any number of opponents. A 2 vs. 2 battle is not possible but must break into two 1 vs. 1 battles. Only after you win can you join your partner in a two-on-two against the remaining opponent.

Campaign Rules

PILOT IMPROVEMENT—You may improve your character's skill with Experience. Experience is figured by enemy tonnage destroyed.

Each time you defeat an opponent, add the tonnage of the enemy 'Mech to your Experience total. (New pilots start with 0 Experience.) For every 250 tons of enemy 'Mechs you defeat, you may increase the damage modifier for any one category shown on the Pilot Card. Each category is defined on the Stat Card by a Roman numeral.

This increase affects all the moves on the Stat Card in the category you choose and stays with your pilot, not with the 'Mech. The pilot retains any increases when moving to a new 'Mech.

Increases in one category may not be used in any other category. I.e., a +1 modifier in the PPC category has no effect on the Laser or Missile categories, and if the pilot moves to a 'Mech without a PPC, the bonus can not be used (although he retains it in case he ever goes back to a 'Mech with a PPC.) Note: Some categories cover more than one range.

A pilot with +5 or better in a category may choose to ignore the first Critical Hit which affects that category.

'MECH DETERIORATION—Each time you start a new game with the same 'Mech, subtract one from the 'Mech's Shutdown number. After ten games, you may acquire a new 'Mech with a full Shutdown limit at a cost in Experience Points equal to the cost printed on the front of the 'Mech's Stat Card. For each game thereafter that you choose not to take the new 'Mech but continue to use the old one, the cost of the new 'Mech drops by 10 Experience Points.

Note: Ammo still starts to explode at 28 Heat Points. If the Shutdown number is less than 28, ammo will never explode.

'MECH REPAIR—After any battle the surviving 'Mech may salvage parts from defeated 'Mechs and either use them to repair their own damage, or stockpile them for future use. Parts are identified on the Critical Damage Display as they are hit.

Salvage: After any game you win, you may salvage usable parts of your opponent(s') 'Mech(s). Armor and Heat Sinks are automatically repaired after each game and so are not salvageable. Other parts are not salvageable if they have suffered any three Critical Hits or one Critical Hit which states "Do no _____ ." Note: a part which has suffered damage may still be usable by its original owner (with heavy negative modifiers) although it is not salvageable by anyone else.

Repair: You may replace any part on your 'Mech with the *identical* salvaged part from any other 'Mech. If the salvaged part has been damaged (by taking one Critical Hit, for instance) you must retain any negative modifiers for that damaged part.

Stockpiles: Keep salvaged parts which are not used to repair your 'Mech in the Stockpile box of your Pilot Card. This is your stockpile and you may use parts from it to repair your 'Mech just like any other salvaged parts. You may trade, give or share any parts in your stockpile with any other player. Damaged parts of your own 'Mech which qualify under the salvage rules, above, may be stockpiled.

AMMUNITION—At the end of each game a 'Mech may reload ammunition, however, only at the end of every third game do you receive a full reload. At the end of all other games you receive a half-reload (round fractions down) for each weapon type. Unused ammunition does not count against amounts received in reloading although the 'Mech may never carry more than its initial full load of ammo. Excess ammunition may be stockpiled.

BAILING OUT—Your pilot may eject from his 'Mech during step 7) of any turn in the game. Simply announce, "Bailing out!" The game ends immediately, your opponent wins, but your pilot automatically survives (although without a 'Mech.)

If your pilot does not eject in step 7), he may be killed in step 8) or 9) as follows: If the 'Mech's armor is reduced in step 8) to −5 or worse, or if the Critical Hit in step 9) is "Pilot Killed," the pilot automatically dies. You must start a new pilot in a new 'Mech next game with no modifications to any of his skills.

A pilot who bails out starts the next game with all his personal skill modifiers and Experience. He receives a replacement 'Mech of the same tonnage with −3 to all its maneuvers. He may upgrade the 'Mech by spending 50 Experience points for each 1 point modifier increase per category, or by using parts from his stockpile.

NOTE: When you do a move which changes the range between you and your opponent, you may not see the result you expected to see. This is because some maneuvers exist only at certain ranges. The results you get will be the closest comparable in terms of restrictions, damage, etc.

PILOT CARD

NAME _____ RANK _____ UNIT _____

EXPERIENCE TO DATE _____

MODIFIERS

TYPE		CATEGORY	TOTAL
AUTOCANNON		I	_____
FLAMER		II	_____
LASER		III	_____
MACHINE GUN (MG)		IV	_____
MISSILES		V	_____
PARTICLE PROJECTOR CANNON (PPC)		VI	_____
PHYSICAL		VII	_____
PILOTING		VIII	_____

STOCKPILE

BATTLETECH
STAT CARD
Griffin — GRF-1N

ARMOR POINTS	START SHUTDOWN NUMBER	CURRENT SHUTDOWN NUMBER	SPEED	START AMMUNITION	CURRENT AMMUNITION
36	30		5	MISSILE: 6 AUTOCANNON: 4	MISSILE: AUTOCANNON:

COST 110

RANGE	CATEGORY	MANEUVER	PG	MOD	HEAT	MRX	LRX
	PHYSICAL VII	PUNCH	8	5	2	24	58
		PUSH	10	5	2	24	64
CLOSE RANGE		KICK	14	6	2	48	58
	DEFENSE VIII	WILD SWING	2	4	3	30	58
		JUMP AWAY	16	5	4	36	60
		DUCK	6	5	−2	30	58

RANGE	CATEGORY	MANEUVER	PG	MOD	HEAT	CRX	LRX
	PPC VI	PPC HIGH	44	10	8	8	62
		PPC LOW	20	10	8	8	62
	MISSILE V	MISSILE HIGH (A)	32	8	4	6	50
		MISSILE LOW (A)	26	8	4	6	54
	JUMP VIII	DEATH FROM ABOVE	34	7	6	10	64
		JUMP & PPC HIGH	22	10	10	16	64
		JUMP & PPC LOW	38	10	10	16	64
MEDIUM RANGE	SPECIAL VIII	COVER & PPC	46	10	8	12	58
		COOL OFF	28	5	−7	6	62
	DODGE VI	DODGE & PPC HIGH	42	10	9	6	58
		DODGE & PPC LOW	40	10	9	6	58
		DUCK	30	5	−2	6	58
	DEFENSE VIII	JUMP UP	48	5	4	16	60
		JUMP FORWARD	24	5	4	2	64
		JUMP BACK	36	5	4	16	60

RANGE	CATEGORY	MANEUVER	PG	MOD	HEAT	CRX	MRX
	WEAPONS V & VI	PPC	56	10	8	6	44
		MISSILE HIGH (A)	50	8	4	6	32
LONG RANGE		MISSILE LOW (A)	54	8	4	6	26
	MOVEMENT VIII	CHARGE	52	7	3	8	24
		SIDESTEP	58	5	2	6	30
		JUMP FORWARD	64	5	4	2	24
		JUMP BACK	60	5	4	16	36
	SPECIAL VIII	COOL OFF	62	5	−7	6	28

PG = CONSOLE (PAGE) YOU TURN TO.
MOD = SCORE MODIFIER. COMBINE WITH PRINTED SCORE.
HEAT = HEAT GENERATED BY THAT MANEUVER.
CRX = CLOSE RANGE CONVERSION NUMBER.
MRX = MEDIUM RANGE CONVERSION NUMBER.
LRX = LONG RANGE CONVERSION NUMBER.
(A) = REQUIRES AMMUNITION.