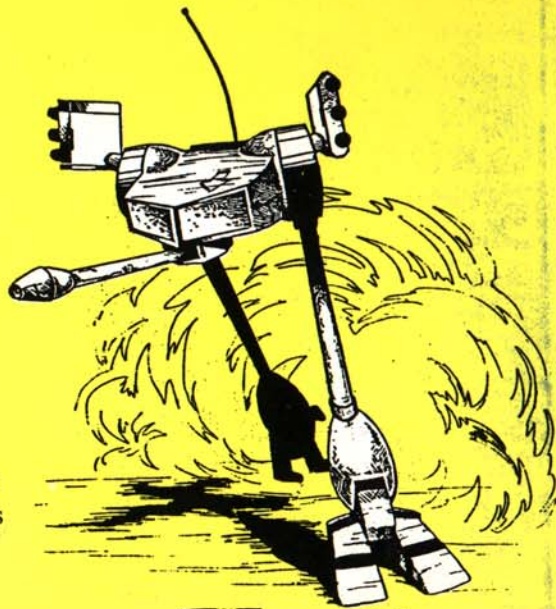


2105

Type: LCT-1S Locust
Tonnage: 20 Tons
Engine: 160 LTV
Weapons: Medium Martell
Laser
Two Federated
2-Shot SRM
Missile Systems



Approaching speeds of 130 kph, your 'Mech is one of the fastest machines on the battlefield today. Few opponents, however, suspect that your Locust has a bigger bite than most. Yours is the 1S variant, with machine guns stripped out and replaced by a pair of hefty SRM 2 packs. Your next opponent has a nasty surprise waiting for him . . .

In the 31st Century warfare is common. But whatever world the battle is on, the battlefield 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 military 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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Published by
Nova Game Designs, Inc.
P.O. Box 1178, Manchester, Conn. 06040

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.

NOVA 595

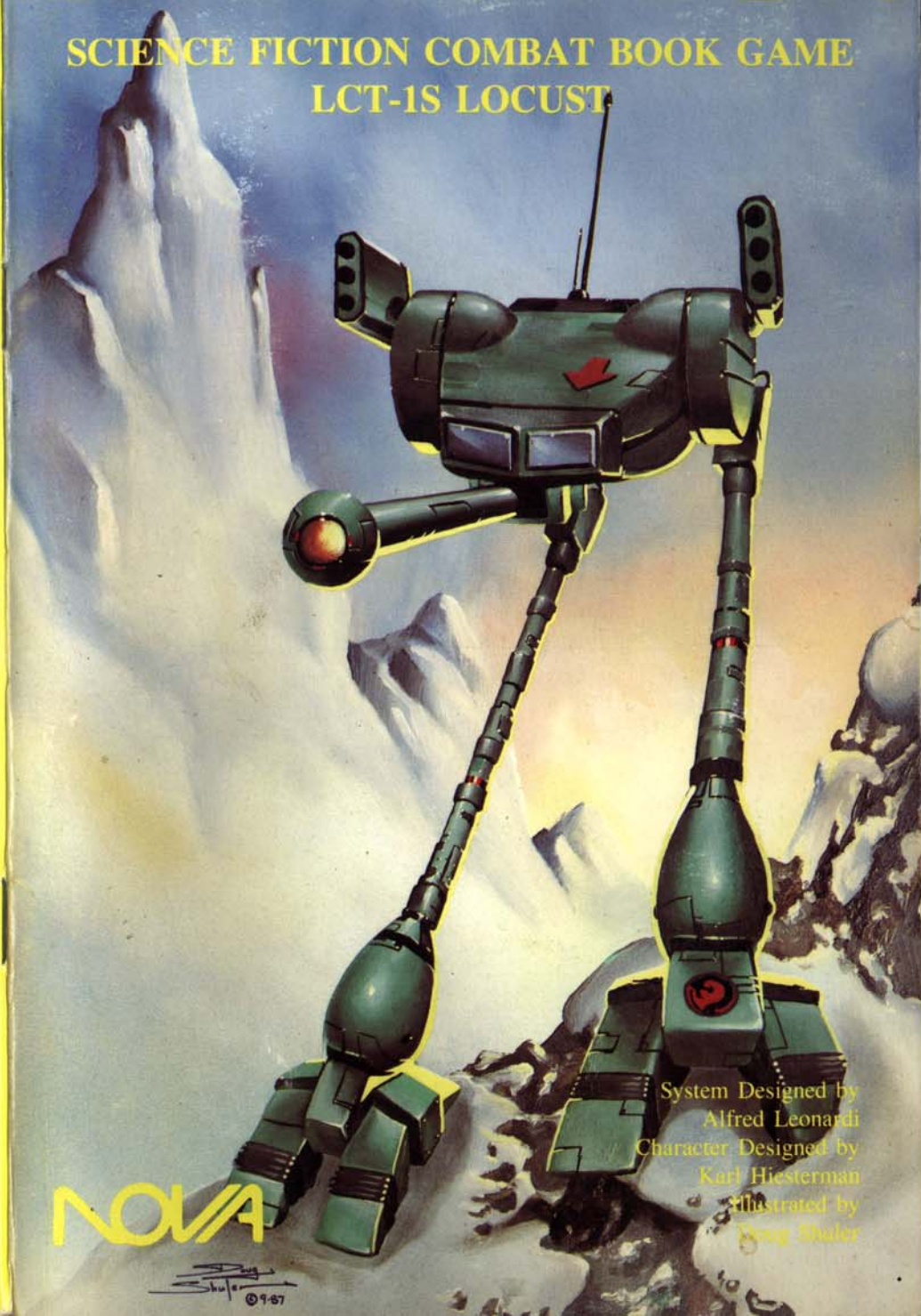
ISBN 0-917037-54-5



0 46575 02105 7

BATTLETECH®

SCIENCE FICTION COMBAT BOOK GAME
LCT-1S LOCUST



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

Shuler ©1987

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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.

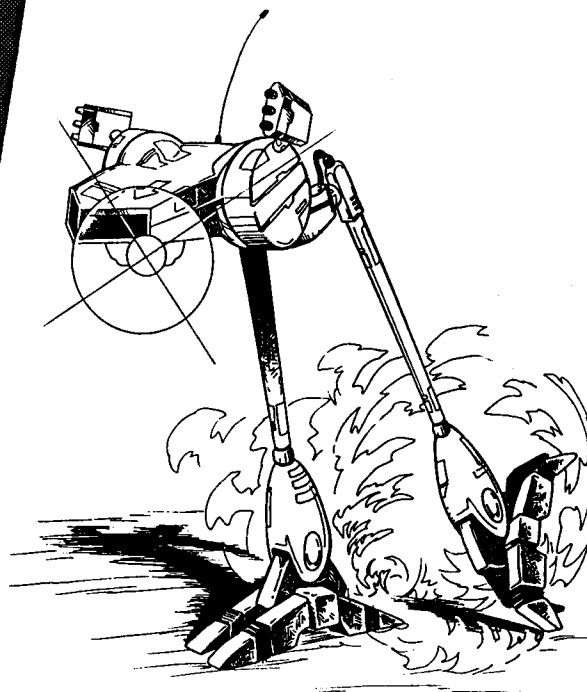
How to Play

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.

MEDIUM RANGE RUNNING & FIRING

1



Tell opponent:

"Do only Medium Range except Orange or Dodge and add +1 to any Red next turn."

2—13A
4—21

6—33E
8—9E

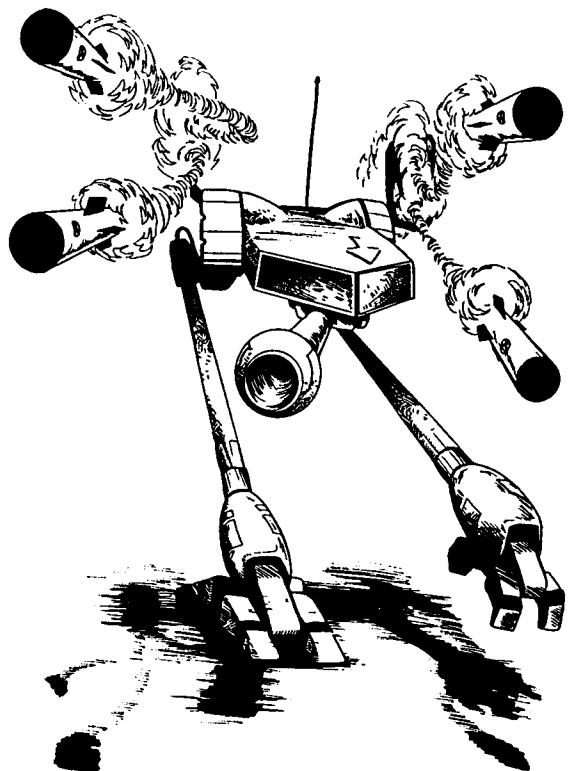
10—13C
12—21

14—9C
16—17

2

3

MEDIUM RANGE FIRING MISSILES



Tell opponent:

"Do only Medium Range except Dodge next turn."

4

2-45
4-41C

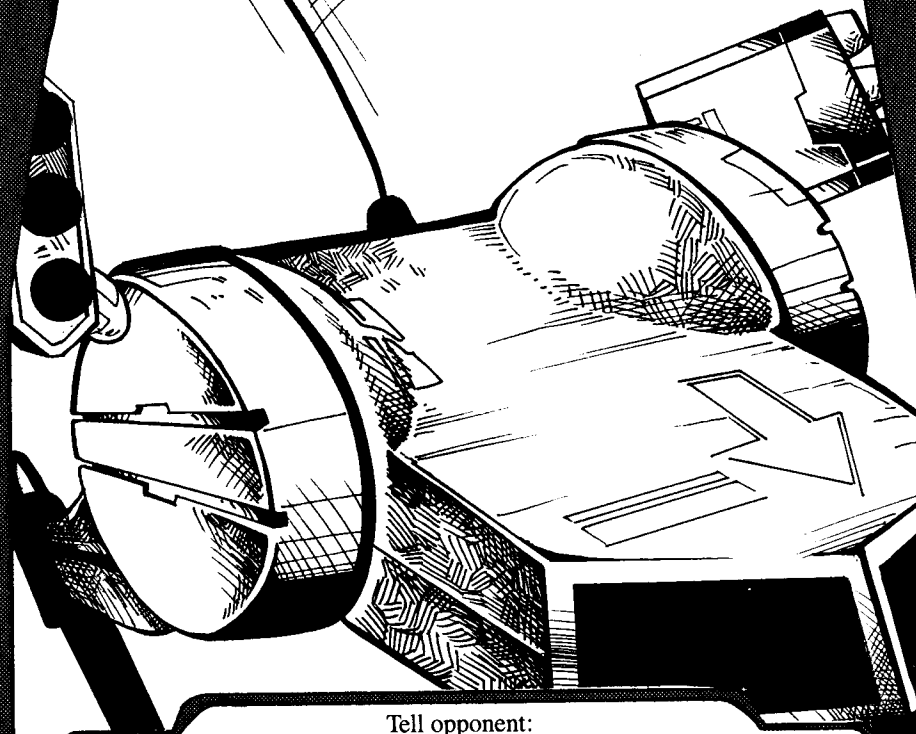
6-25
8- 5

10-41A
12-41B

14-33B
16-11

5

CLOSE RANGE SLAMMING



Tell opponent:

"Do only Close Range Defense next turn."

2-45
4-21

6-25
8-31

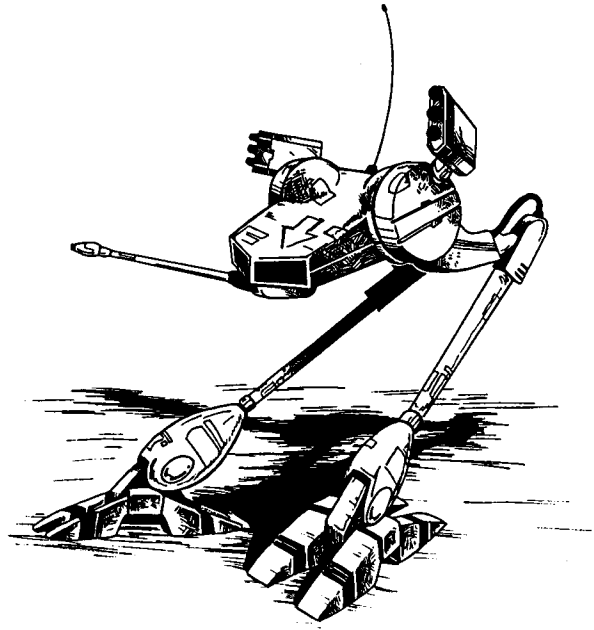
10-13E
12-21

14-45
16-11

6

7

MEDIUM RANGE DUCKING

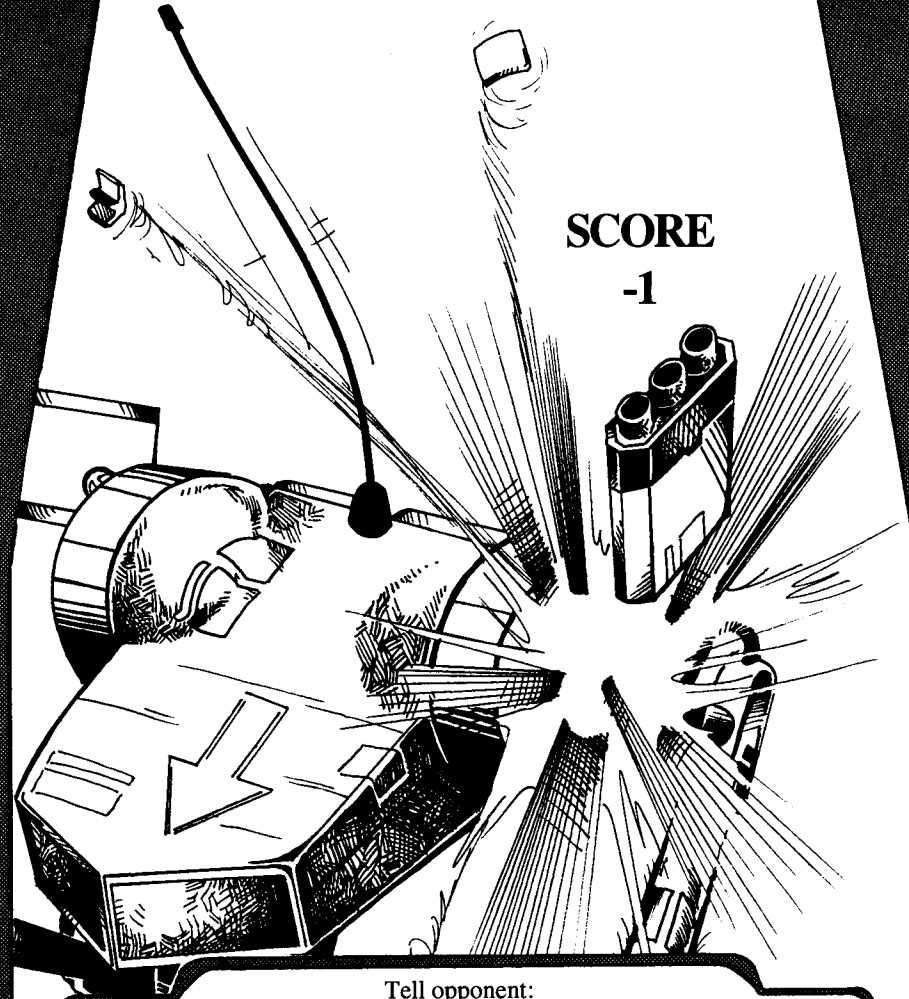


Tell opponent:

“Do only Medium Range except Orange and add +1 to any Blue next turn.”

CLOSE RANGE LEG HIT

9



SCORE
-1

Tell opponent:

“Do only Close Range except Orange or Blue next turn.”

A[2]/B[4]: Heat Sinks: “+1 to all Heat.”
C[2]/D[2]: Left/Right Leg Actuators: “Do no
Dodges.”

E[1]/F[1]: Left/Right Hip Joint: “-1 to all
Running.”
G[1]: Left Foot: “Do no Kicks.”

8

2-25
4-33F

6-17
8-5

10-5
12-33E

14-13A
16-15B

2-45
4-13D

6-25
8-13G

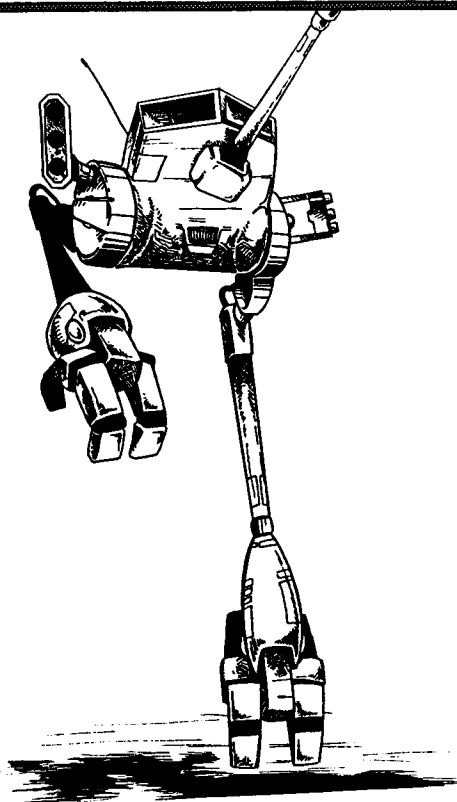
10-13C
12-13F

14-45
16-25

10

11

MEDIUM RANGE
JUMPING UP



Tell opponent:

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

12

2-45
4-9B

6-33C
8-9G

10-9D
12-9F

14-45
16-11

13

CLOSE RANGE
KNOCKED DOWN



SCORE

-2

Tell opponent:

"Do only Close Range Defense next turn."

A[2]/B[3]: Heat Sinks: "+1 to all Heat."
C[2]/D[4]: Gyro: "-1 to all Dodges."
E[2]/F[3]: Gyro: "-1 to all Slams."

G[3]: Sensors: "-1 to all weapons."
H[3]: Missile Ammo: "Take 2 pts of damage and do no Missiles."

2-9E
4-13B

6-13F
8-9A

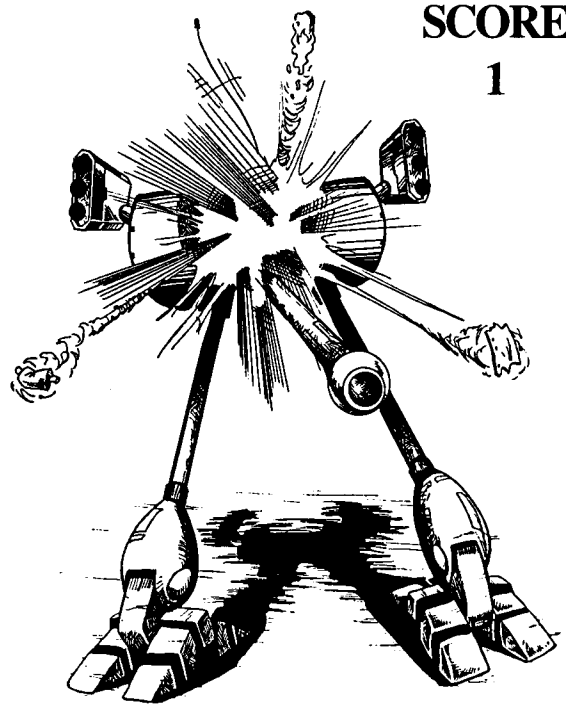
10-41D
12-13D

14-13G
16-11

14

15

MEDIUM RANGE
CRITICAL HIT



SCORE
1

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

A[3]/B[5]: Sensors: "-1 to all weapons."
C[5]: Life Support: "If Heat goes above
25, pilot killed."
D[5]/E[6]: Cockpit: "Pilot killed."

16

2-31
4-51

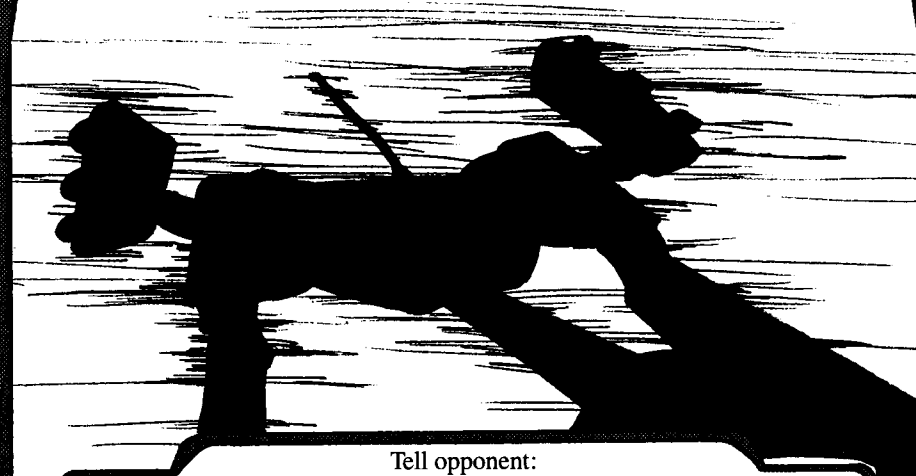
6-7
8-11

10-13E
12-51

14-27D
16-11

CLOSE RANGE
BEHIND YOU

17

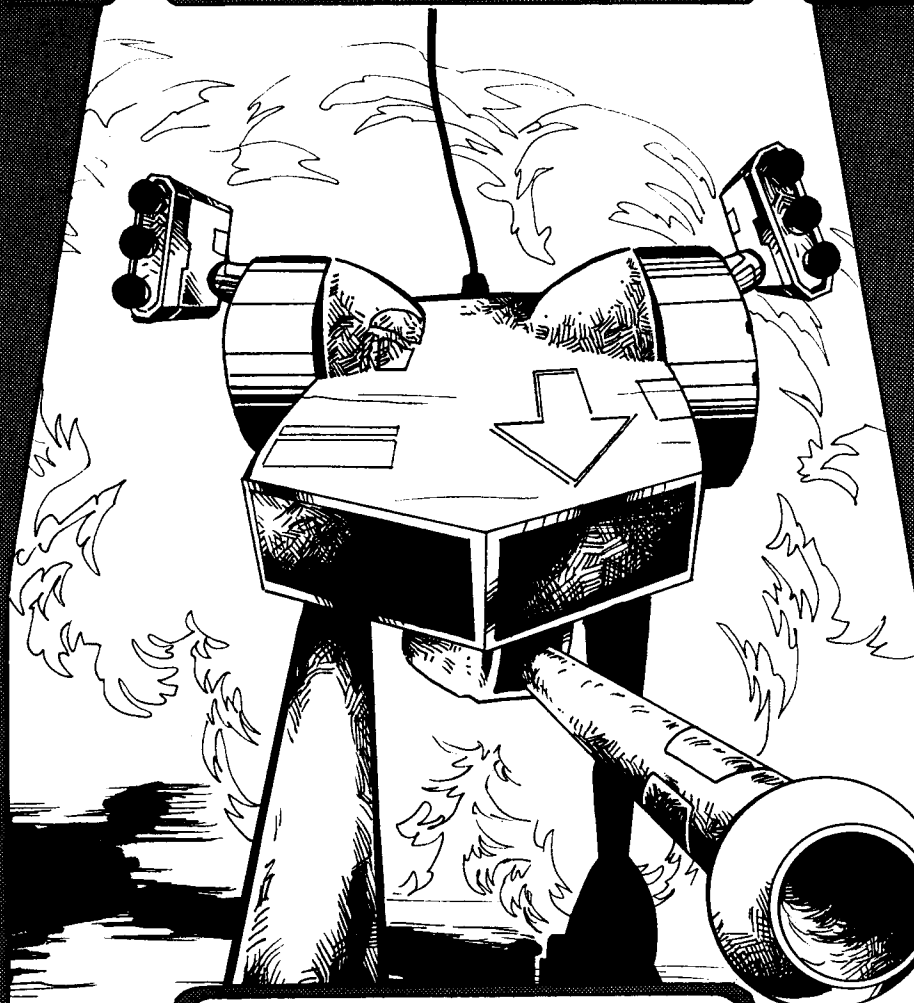


Tell opponent:
"Do only Close Range and add +2 to any Score next turn."

18-35C 26-35B 34-19 42-47
20-35A 28-35A 36-29 44-35D
22-1 30-7 38-57 46-7
24-25 32-35B 40-63 48-35D

18

19

CLOSE RANGE
CHARGING

Tell opponent:

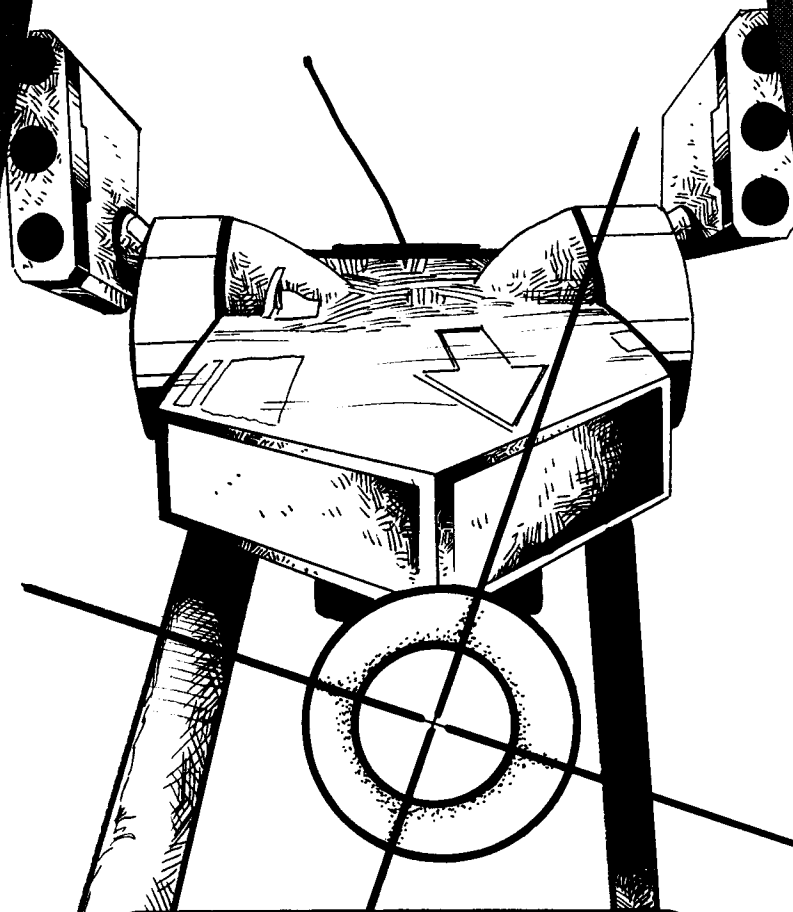
"Do only Close Range except Weapons and add +3 if you Scored this turn."

20

18-23D	26-23A	34-19	42-47
20-23A	28-23G	36-59B	44-23G
22-35D	30-15C	38-35A	46-15C
24-25	32-23G	40-63	48-11

CLOSE RANGE
FIRING LASER

21



Tell opponent:

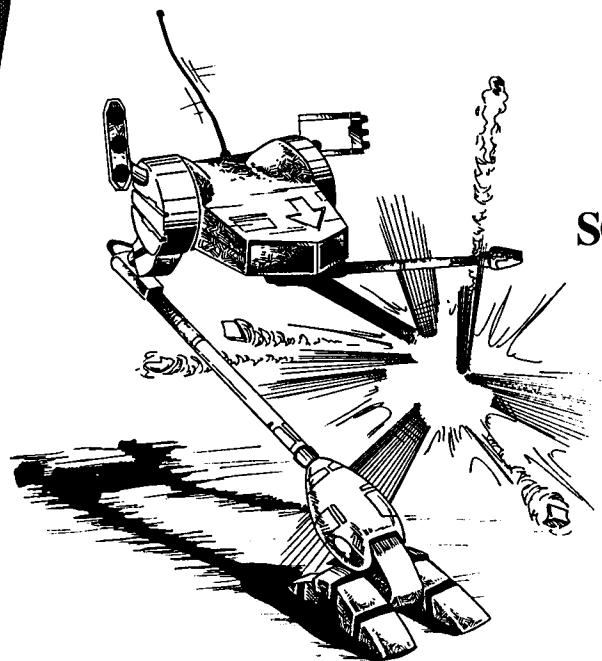
"Do only Close Range except Punch or Push next turn."

22

18-35A	26-35E	34-13B	42-47
20-35C	28-55	36-59G	44-35B
22-15A	30-7	38-61A	46-7
24-25	32-35E	40-63	48-27A

23

MEDIUM RANGE LEG HIT



SCORE
-1

Tell opponent:

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

A[2]/B[4]: Heat Sinks: "+1 to all Heat."

C[2]/D[2]: Left/Right Leg Actuators: "-1 to all Dodges."

E[2]/F[2]: Left/Right Hip Joint: "Do no Cover and Laser."

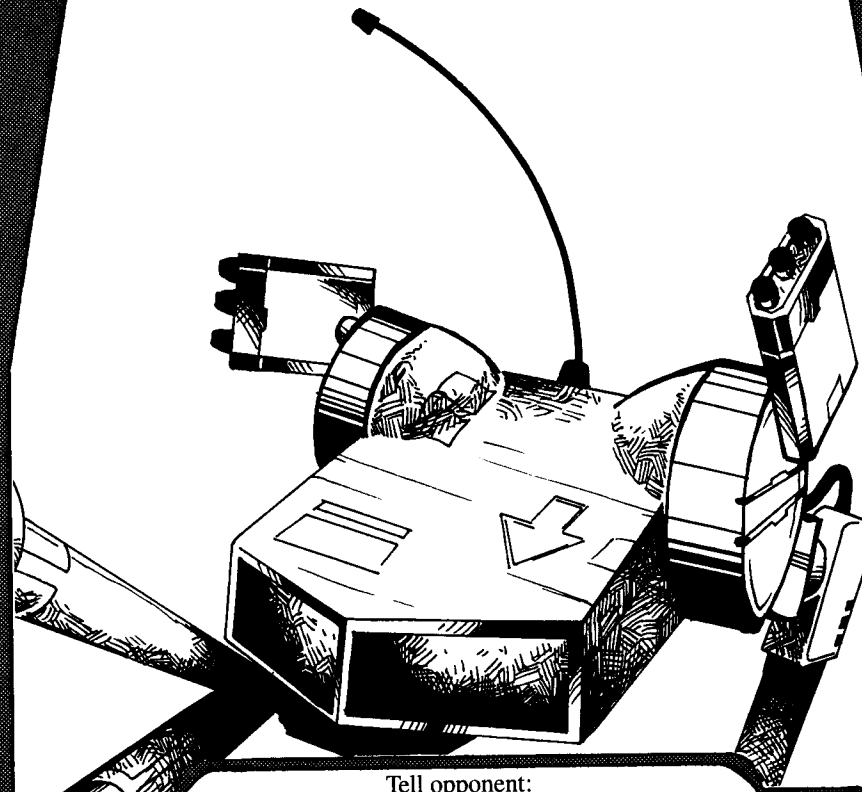
G[1]: Right Foot: "-1 to all Charge."

24

18-25	26- 5	34-13F	42-21
20-21	28-25	36-11	44-51
22-21	30-13D	38-21	46-13D
24-13C	32- 3	40-21	48-25

CLOSE RANGE DUCKING

25



Tell opponent:

"Do only Close Range except Orange or Red. Add +2 to any Blue that Scores next turn."

18-23C	26-23E	34-19	42-47
20-23C	28-23F	36-59D	44-23B
22- 1	30-27A	38-57	46-35B
24-25	32-23B	40-35D	48-11

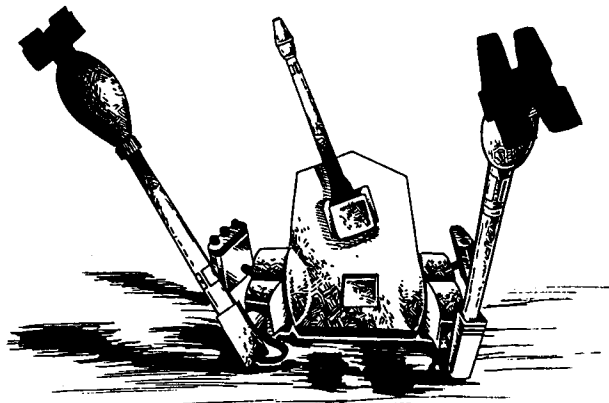
26

27

MEDIUM RANGE
KNOCKED DOWN

SCORE

-2



Tell opponent:

"Do only Medium Range Green or Yellow next turn."

A[2]/B[3]: Heat Sinks: "+1 to all Heat."

C[2]/D[4]: Gyro: "-1 to all Dodges."

E[2]/F[3]: Gyro: "Do no Running."

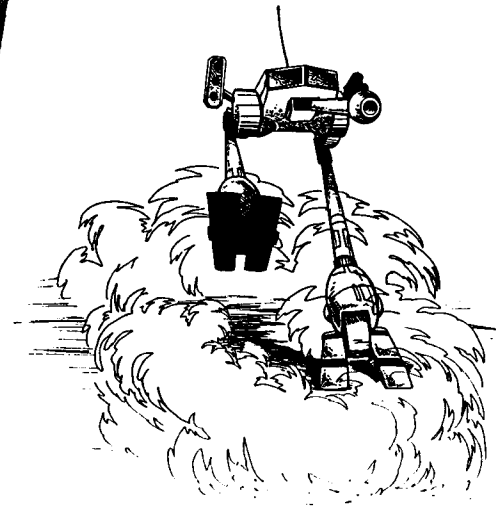
G[3]: Sensors: "-1 to all weapons."

28

18-39	26- 3	34-19	42-47
20-51	28-55	36-29	44-51
22- 1	30- 7	38-57	46- 7
24-25	32- 3	40-63	48-11

LONG RANGE
RUNNING BACK

29



Tell opponent:

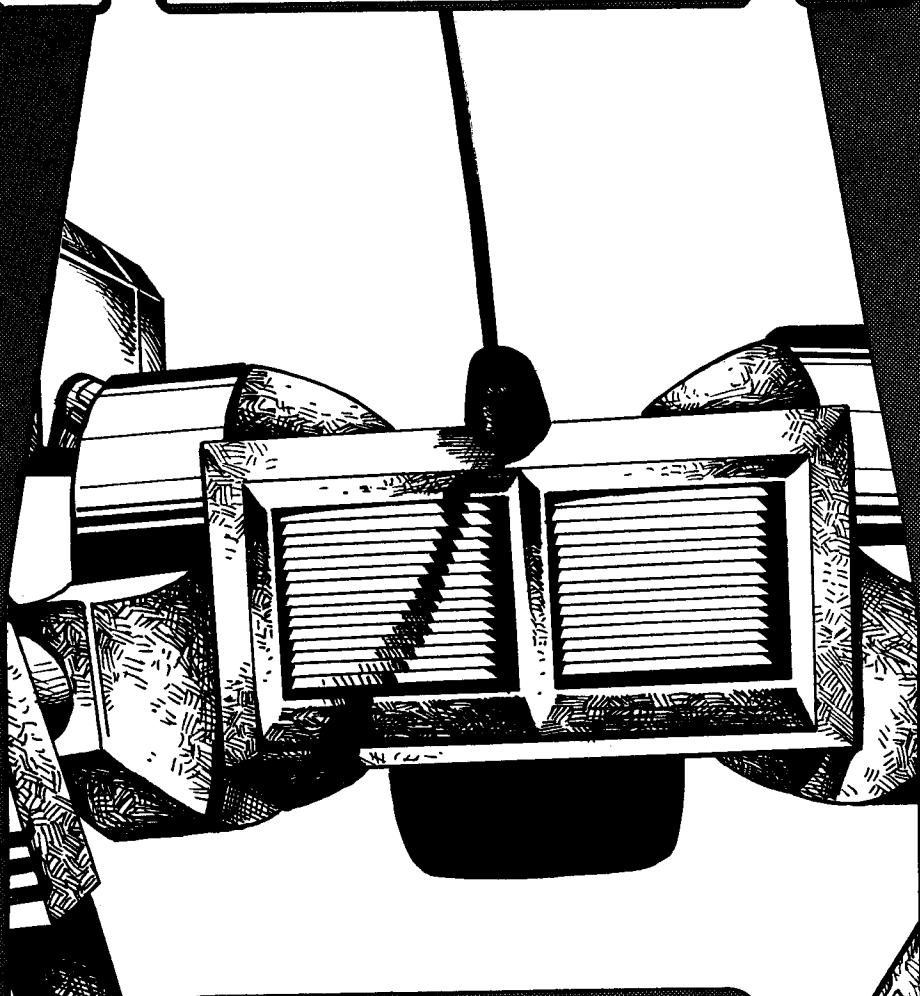
"Do only Long Range except Orange next turn."

18-39	26- 3	34-19	42-47
20-51	28-55	36-29	44-51
22- 1	30- 7	38-57	46-51
24-45	32- 3	40-63	48-11

30

31

CLOSE RANGE
TURNED AROUND



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

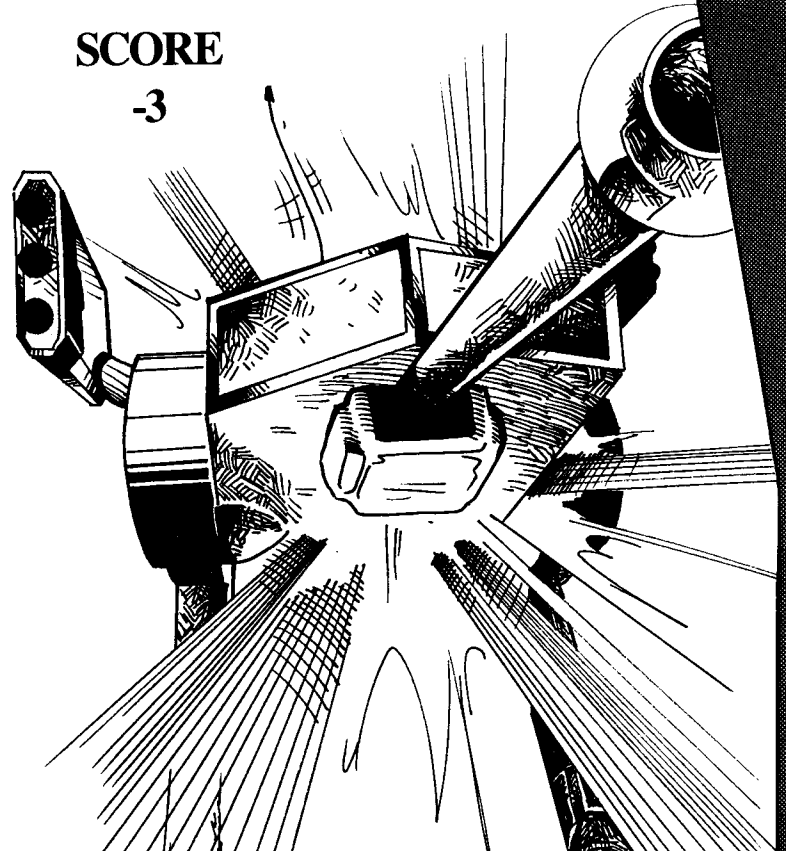
32

18-39	26-61D	34-27B	42-35E
20-61A	28-15E	36-29	44-61C
22-1	30-7	38-57	46-37
24-23F	32-61C	40-63	48-27F

CLOSE RANGE
TORSO HIT

33

SCORE
-3



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

A[2]/B[3]: Heat Sinks: "+1 to all Heat."
 C[4]: Engine: "+2 Heat per turn."
 D[2]/E[3]: Missile Ammo: "Take 3 pts. of
 damage and do no Missiles."

F[3]: Laser: "-1 to all Laser."

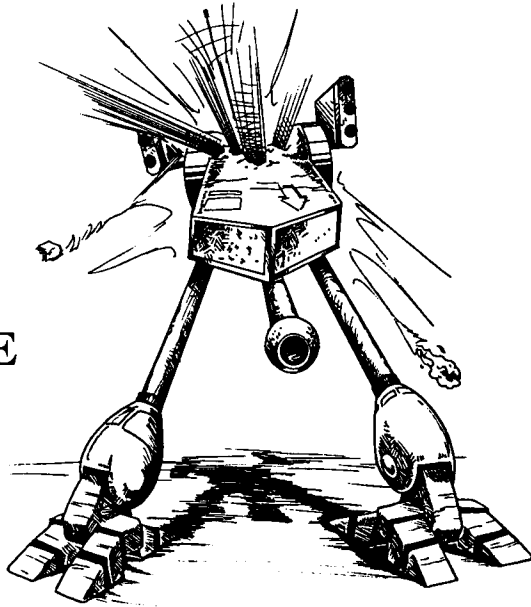
18-13H	26-13D	34-13F	42-17
20-13A	28-13H	36-11	44-51
22-21	30-13E	38-21	46-13B
24-13A	32-3	40-17	48-45

34

35

MEDIUM RANGE
TORSO HIT

SCORE
-3



Tell opponent:

“Do only Medium Range except Orange next turn.”

A[3]/B[4]: Engine: “+2 Heat per turn.”

C[2]: Laser: “Do no Laser.”

D[3]: Laser: “-1 to all Laser.”

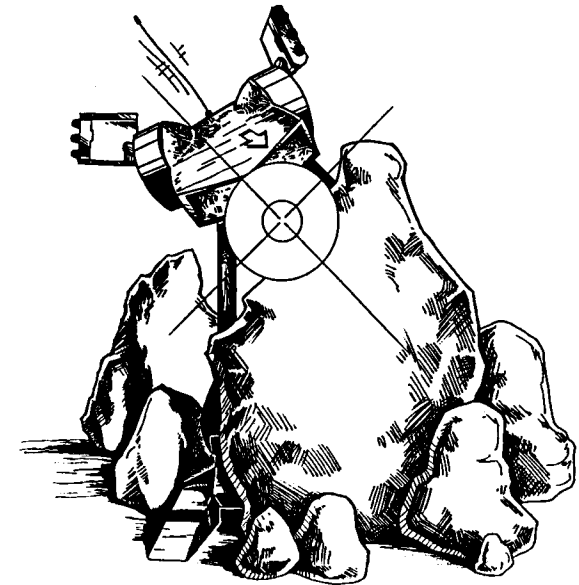
E[4]: Gyro: “When Knocked Down, do the restrictions for two turns.”

36

18-53	26-43	34-27G	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

37

MEDIUM RANGE
FIRING FROM COVER



Tell opponent:

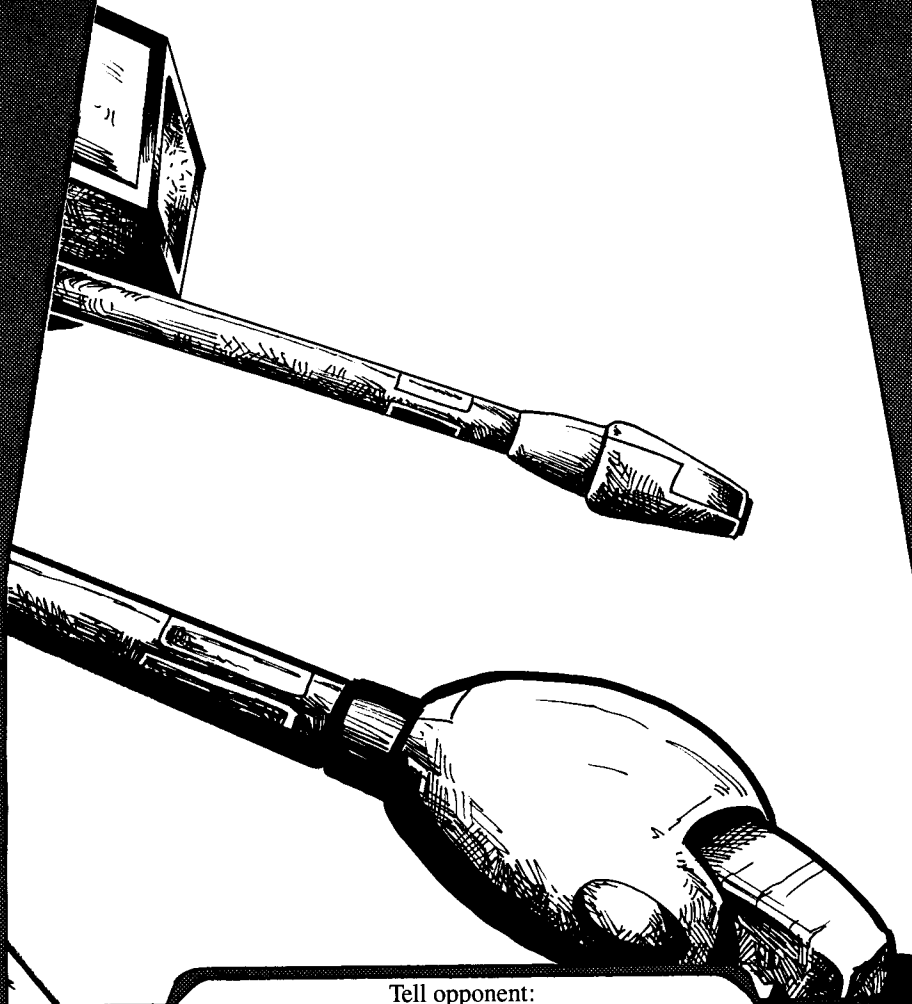
“Do only Medium Range except Orange, Dodge or Run next turn.”

18-35B	26-35C	34-13G	42-47
20-35A	28-55	36-43	44-35B
22-35D	30-27D	38-23E	46-37
24-13F	32-35D	40-63	48-11

38

39

CLOSE RANGE
TRIPPING



Tell opponent:

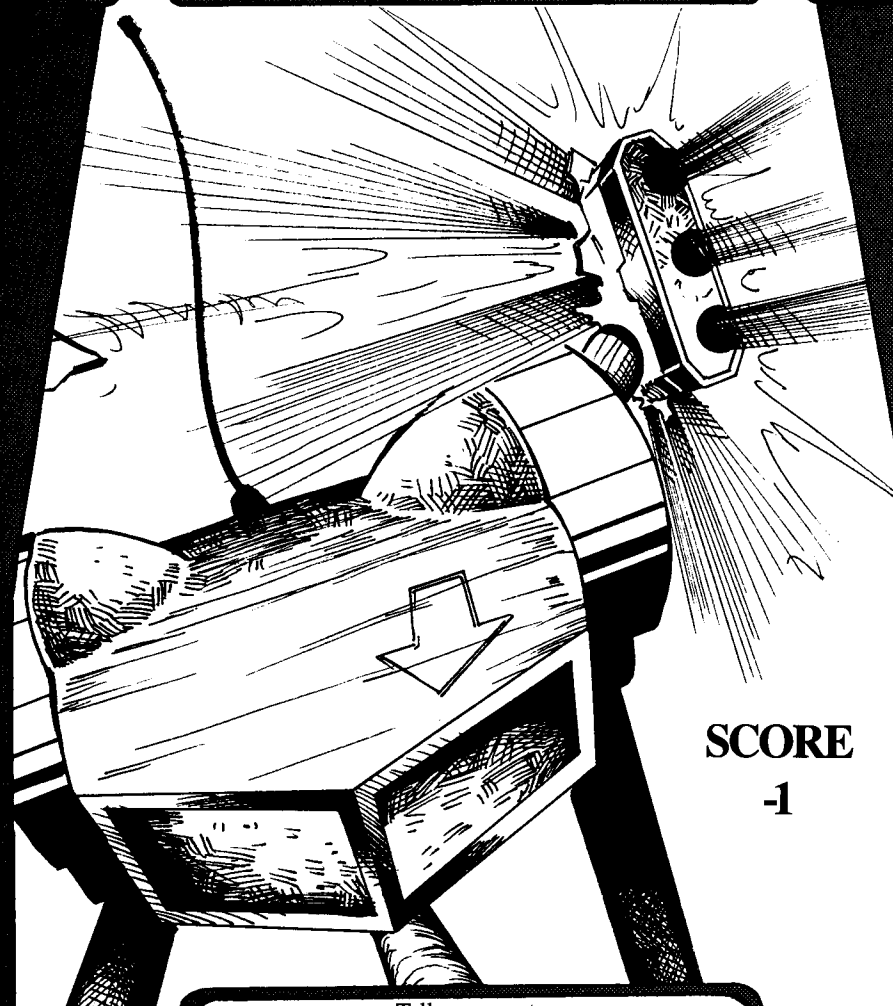
"Go to p. 13 and do only Close Range except Orange next turn."

40

18-35B	26-35E	34-31	42-23A
20-35C	28-55	36-43	44-35E
22- 1	30-61D	38-57	46-37
24-13D	32-35C	40-23D	48-11

CLOSE RANGE
ARM HIT

41



SCORE
-1

Tell opponent:

"Do only Close Range except Orange or Red next turn."

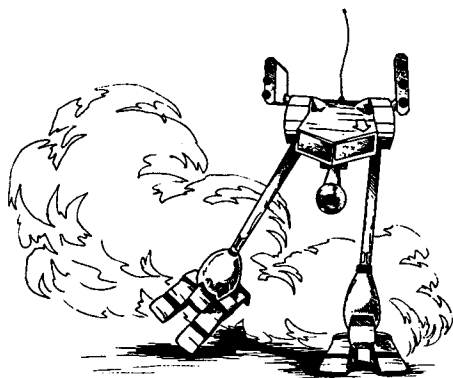
A[2]: Missiles: "-1 to all Missiles."
 B[2]: Missiles: "-2 to all Missiles."
 C[3]/D[3]: Left/Right Hip Joint: "Do no Running."

18-35E	26-35B	34-31	42-61C
20-35D	28-55	36-59F	44-35B
22-35C	30- 7	38-35A	46- 7
24-25	32-35B	40-61B	48-27D

42

43

LONG RANGE
SIDESTEPPING



Tell opponent:

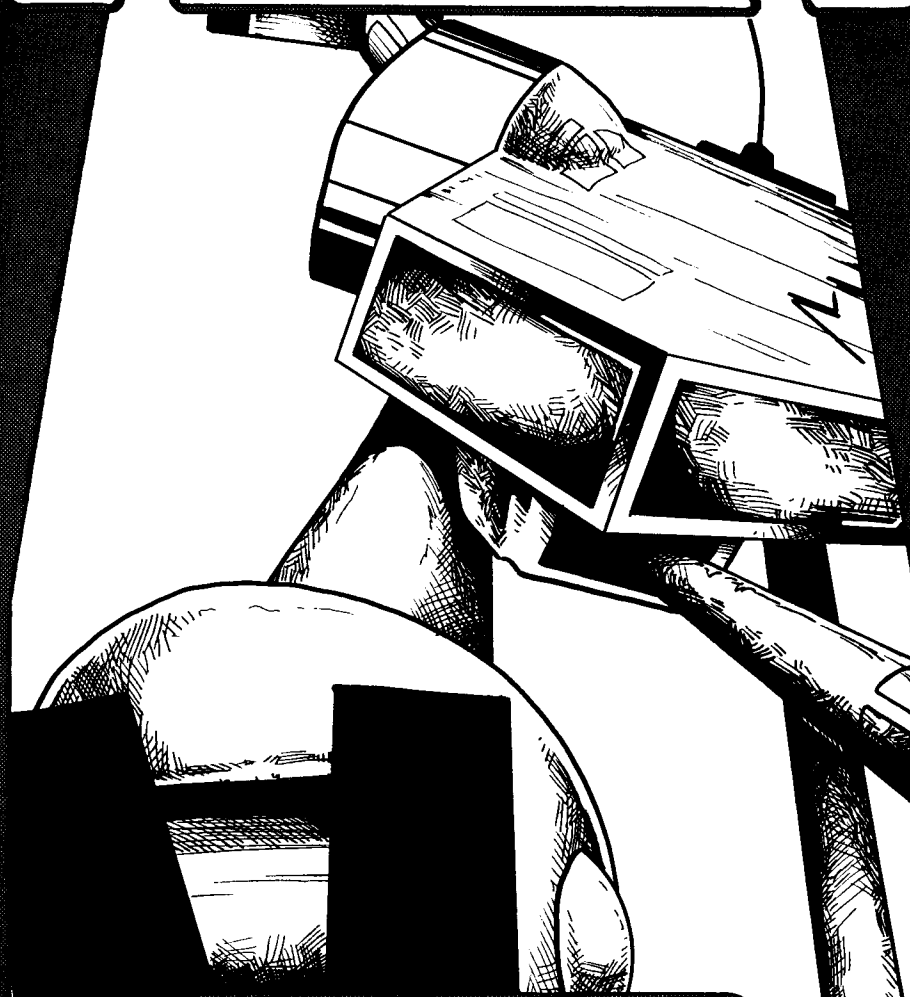
“Do only Long Range next turn.”

44

18-39	26-61B	34-27C	42-47
20-61D	28-15D	36-29	44-61B
22-35C	30- 7	38-35B	46-37
24-23E	32-61E	40-63	48-15B

CLOSE RANGE
KICKING

45



Tell opponent:

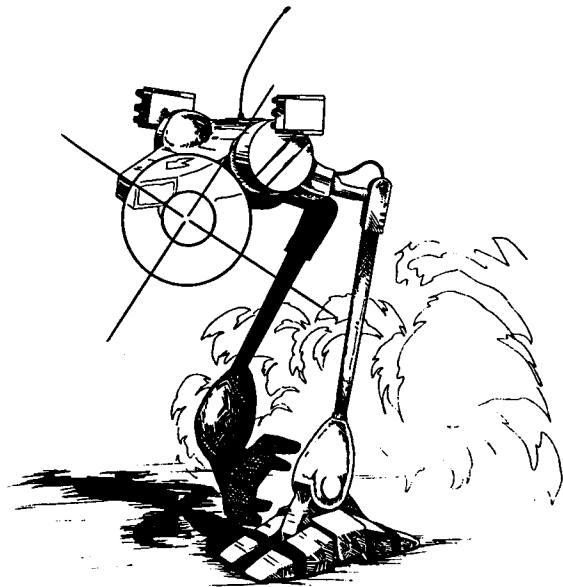
“Do only Close Range except Blue or Yellow next turn.”

46

18-39	26-35D	34-19	42-47
20-35B	28-23G	36-59E	44-35E
22- 1	30-35A	38-57	46-37
24-45	32-35C	40-63	48-11

47

MEDIUM RANGE
DODGING & FIRING



Tell opponent:

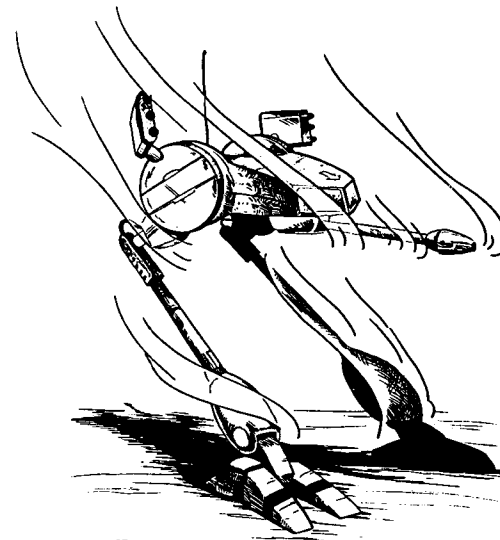
“Do only Medium Range except Run next turn.”

48

18-27E	26- 3	34-19	42-47
20-51	28-55	36-29	44-51
22- 1	30- 7	38-57	46- 7
24-25	32- 3	40-63	48-11

49

LONG RANGE
COOLING DOWN



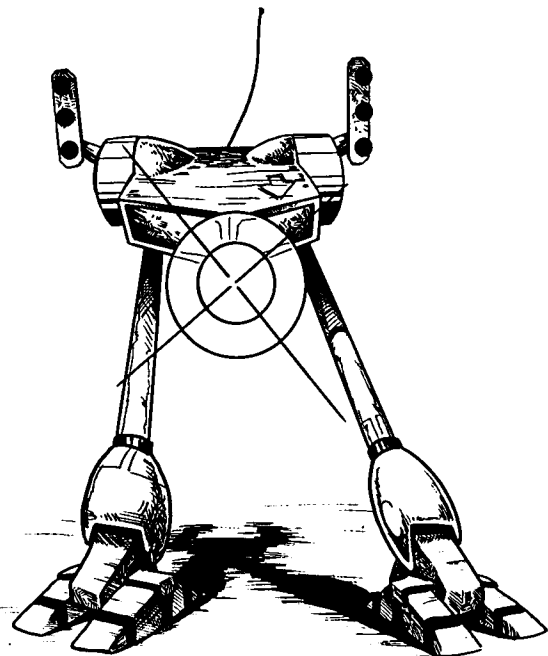
Tell opponent:

“Do only Long Range next turn.”

50-00	54-00	58-43	62-59A	50
52-47	56-00	60-59F	64-11	

51

MEDIUM RANGE
FIRING LASER



Tell opponent:

“Do only Medium Range except Run next turn.”

52

50-00
52-33D

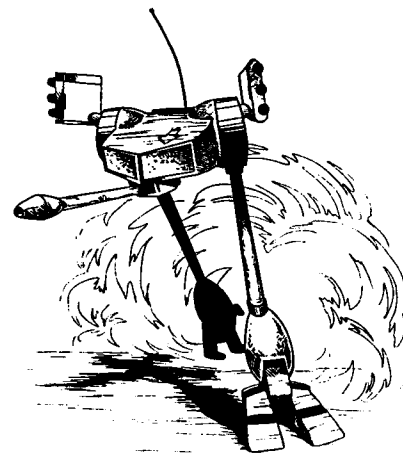
54-00
56-00

58- 7
60-29

62-27B
64-33B

LONG RANGE
CHARGING

53



Tell opponent:

“Do only Long Range except Sidestep or Jump Back next turn.”

50-00
52-35E

54-00
56-00

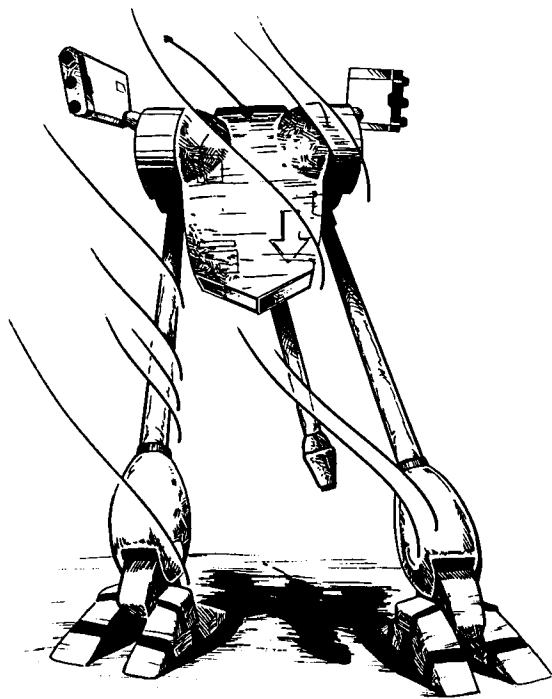
58-43
60-29

62-59C
64-11

54

55

MEDIUM RANGE
COOLING DOWN



Tell opponent:

“Do only Medium Range next turn.”

56

50—00
52—47

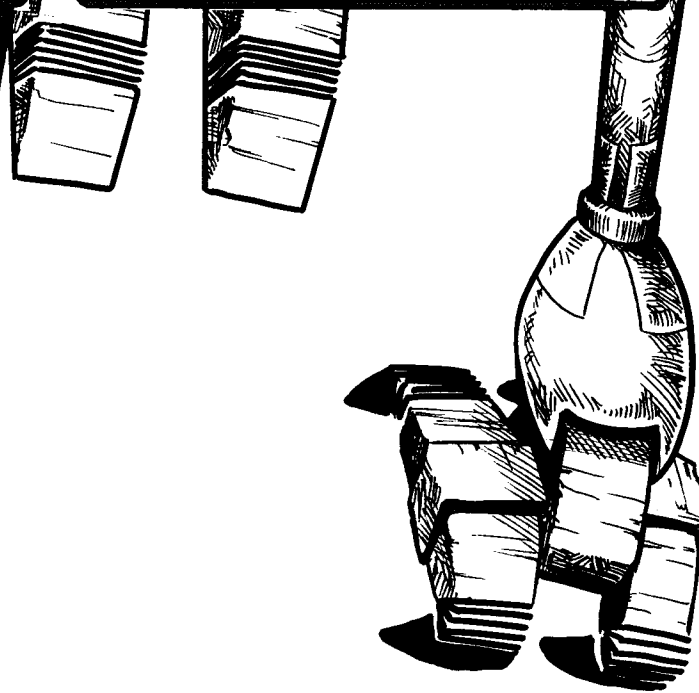
54—00
56—00

58—59D
60—29

62—59E
64—11

CLOSE RANGE
LEAPING OVER

57



Tell opponent:

“Go to p. 31 and do only Close Range except Orange or Blue next turn.”

50—00
52—47

54—00
56—00

58—43
60—29

62—49
64—11

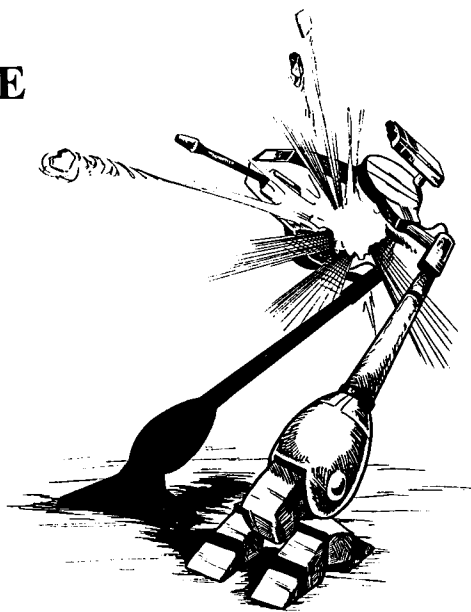
58

59

LONG RANGE
TORSO HIT

SCORE

-3



Tell opponent:

"Do only Long Range Green or Yellow next turn."

A[2]/B[4]: Engine: "+2 Heat per turn."

C[2]/D[3]: Heat Sinks: "+1 to all Heat."

E[3]: Laser: "+1 Heat to all Laser."

F[3]: Laser: "-1 to all Laser."

60

50—00
52—53

54—00
56—00

58—43
60—29

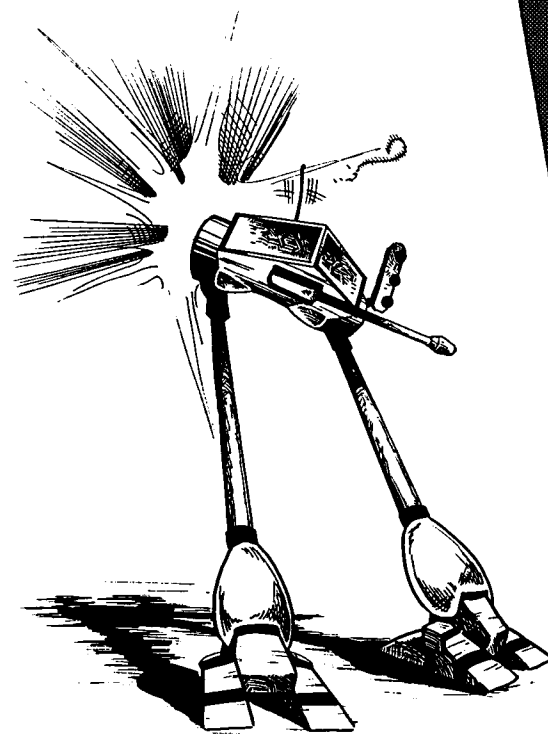
62—49
64—29

MEDIUM RANGE
ARM HIT

61

SCORE

-1



Tell opponent:

"Do only Medium Range except Orange or Red next turn."

A[1]/B[3]: Missiles: "-1 to all Missiles."

C[4]: Missiles: "-2 to all Missiles."

D[3]/E[3]: Left/Right Hip Joint: "Do no Running."

50—00
52—19

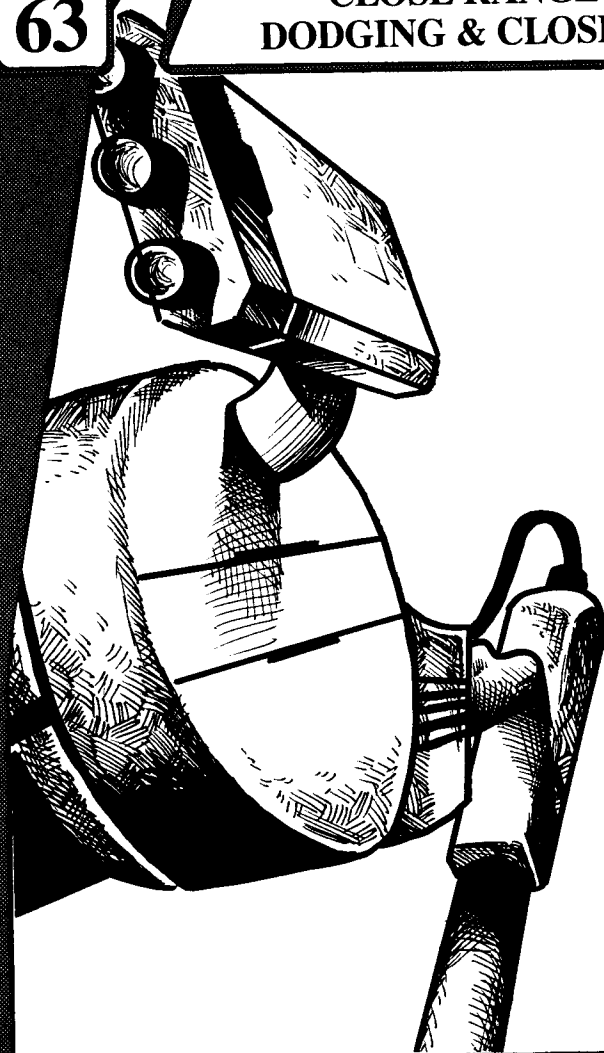
54—00
56—00

58—43
60—29

62—49
64—11

62

CLOSE RANGE DODGING & CLOSING



Tell opponent:

"Go to p. 25 and do only Close Range except Blue or Green next turn."

50—00
52—13F

54—00
56—00

58—47
60—29

62—55
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 choose 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.

(continued on back of Stat Card)

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-one 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.

(continued on back of Pilot Card)

'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.

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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

LOCUST—LCT-1S STAT CARD

ARMOR POINTS	START SHUTDOWN NUMBER	CURRENT SHUTDOWN NUMBER	SPEED	START AMMUNITION	CURRENT AMMUNITION
24	30		8	MISSILE: 4	MISSILE:

RANGE	CATEGORY	MANEUVER	PG	MOD	HEAT	MRX	LRX	
CLOSE RANGE		SLAM	8	3	1	24	64	
		PHYSICAL VII	PUSH	10	2	1	24	64
		KICK	14	4	1	48	58	
	WEAPONS III	LASER HIGH	4	5	3	44	62	
		LASER LOW	12	5	3	20	62	
		WILD SWING	2	3	2	24	64	
	DEFENSE VIII	RUN AWAY	16	2	3	36	60	
		DUCK	6	2	-2	30	58	

COST
40

RANGE	CATEGORY	MANEUVER	PG	MOD	HEAT	CRX	LRX
MEDIUM RANGE	LASER III	LASER HIGH	44	5	3	4	62
		LASER LOW	20	5	3	12	62
	MISSILE V	MISSILE HIGH (A)	32	6	2	6	58
		MISSILE LOW (A)	26	6	2	6	58
	SPECIAL VIII	TRIP	18	5	2	14	58
		CHARGE	34	5	3	10	64
		COVER AND LASER	46	5	3	12	58
		COOL OFF	28	2	-7	6	62
	RUN VIII	RUN AND LASER HIGH	22	5	4	16	64
		LEAP OVER	38	2	4	8	64
	DODGE III	DODGE AND LASER HIGH	42	5	3	6	58
		DODGE AND CLOSE	40	2	3	2	64
	DEFENSE VIII	DUCK	30	2	-2	6	58
		JUMP UP	48	2	3	16	60
		RUN FORWARD	24	2	3	2	64
		RUN BACK	36	2	3	16	60

RANGE	CATEGORY	MANEUVER	PG	MOD	HEAT	CRX	MRX
LONG RANGE	WEAPONS						
	MOVEMENT VIII	CHARGE	52	5	3	8	24
		SIDESTEP	58	2	1	6	30
		JUMP FORWARD	64	2	3	2	24
		JUMP BACK	60	2	3	16	36
SPECIAL VIII	COOL OFF	62	2	-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