

2104

Type: WHM-6R Warhammer

Tonnage: 70 Tons

Engine: 280 VOX

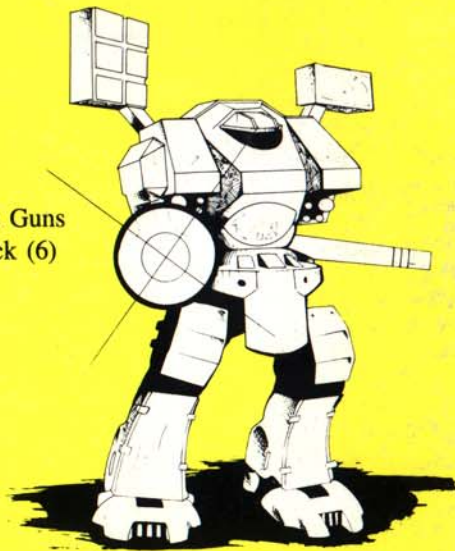
Weapons: Two Donal PPCs

Two Martell Medium Lasers

Two Magna Small Lasers

Two SperryBrowning Machine Guns

Holly Short Range Missile Pack (6)



Again, you're first out of the DropShip. Scanning across the burning desert, you can see no sign of the enemy. Can this landing really be unopposed? No! There, on the horizon! The unmistakable dust cloud of approaching 'Mechs. Powering up, you move out. Can your awesome firepower defeat these unknown foes?

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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NOVA 595

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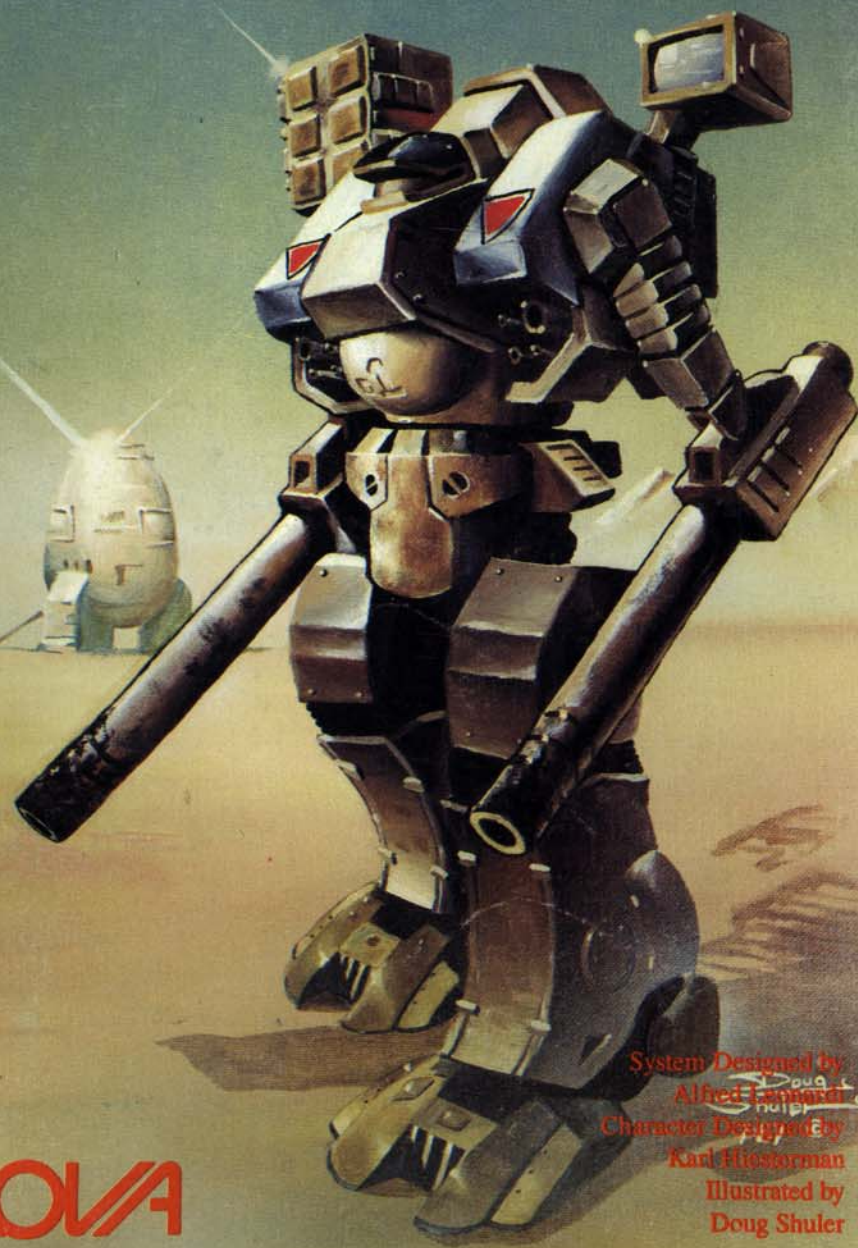


NOTE:

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.

BATTLETECH®

SCIENCE FICTION COMBAT BOOK GAME
WHM-6R WARHAMMER



System Designed by
Alfred L. Howard
Character Designed by
Karl Hiesterman
Illustrated by
Doug Shuler

NOVA

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.

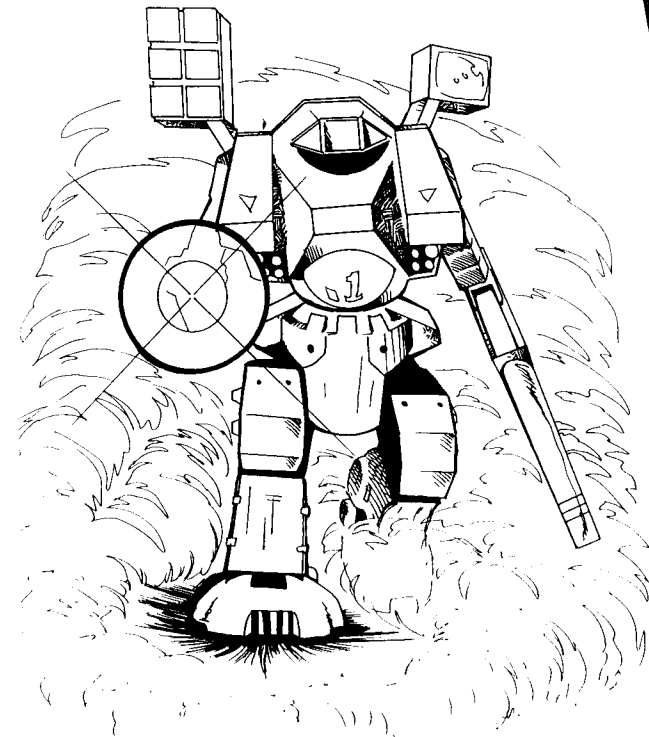
How to Play

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. Add +1 to any Red that Scores next turn."

2—13I

6—41B

10—13D

14— 9D

4—21

8—9H

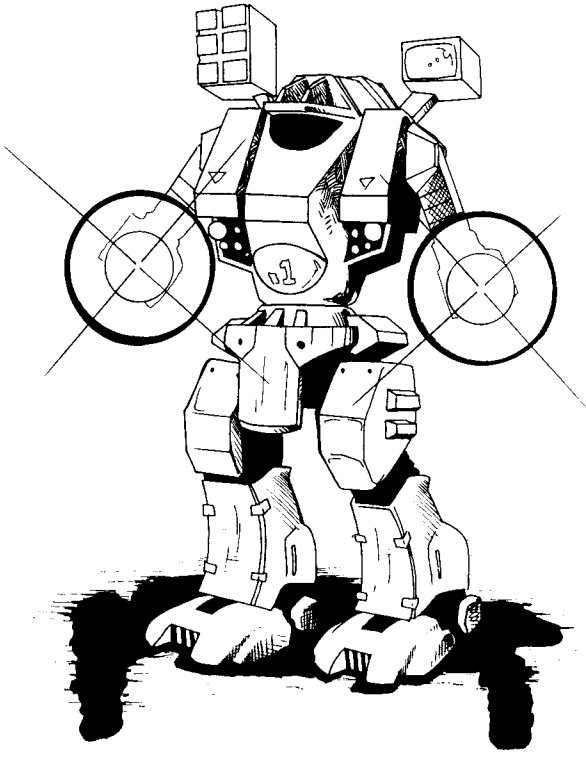
12—19

16—17

2

3

MEDIUM RANGE
FIRING DUAL PPC



Tell opponent:

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

4

2-45
4-41A

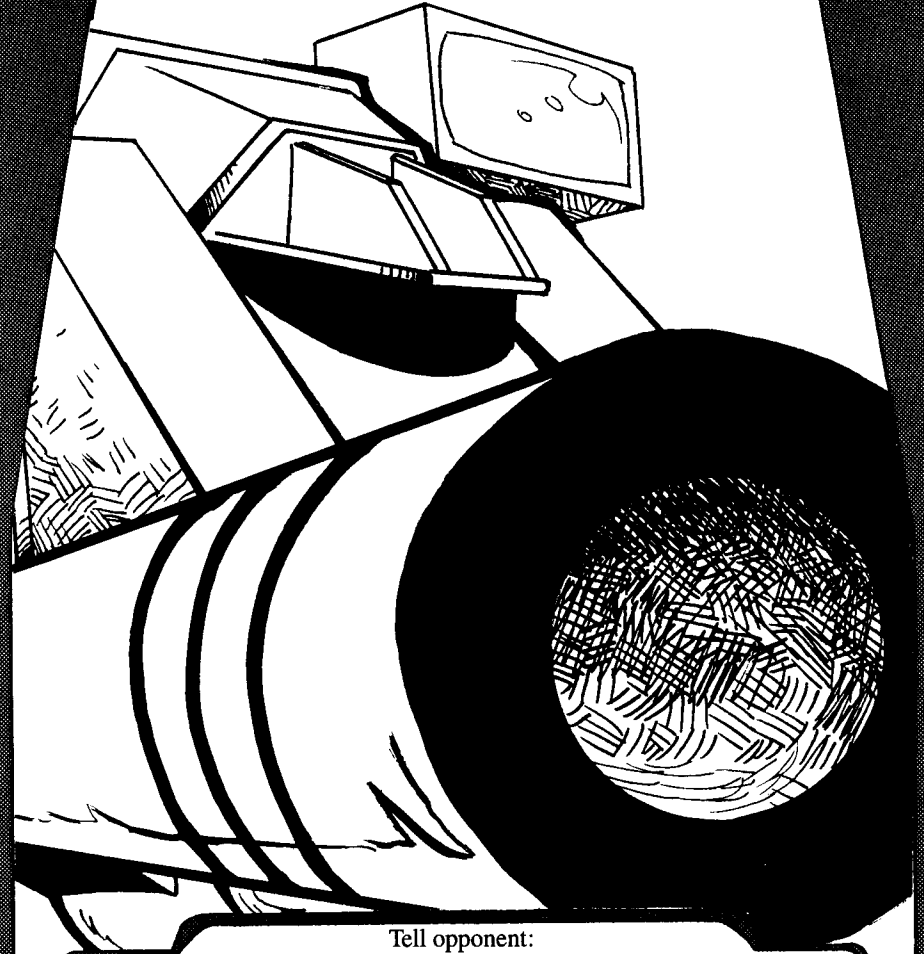
6-25
8- 5

10-41D
12-41B

14-33B
16-27E

5

CLOSE RANGE
PUNCHING



Tell opponent:

"Do only Close Range except Blue next turn."

6

2-45
4-21

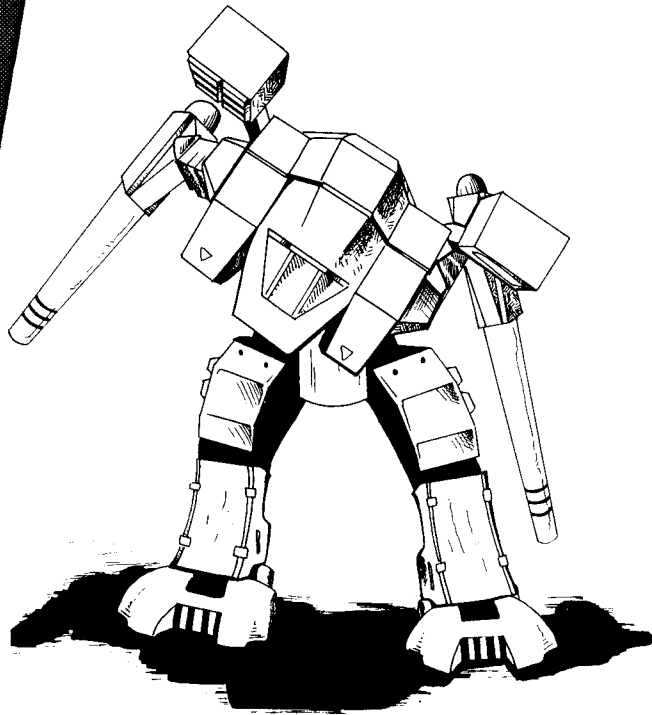
6-25
8-31

10-13J
12-19

14-45
16-11

7

MEDIUM RANGE DUCKING



Tell opponent:

“Do only Medium Range except Orange.”

8

2—33E
4—33A

6—17
8— 5

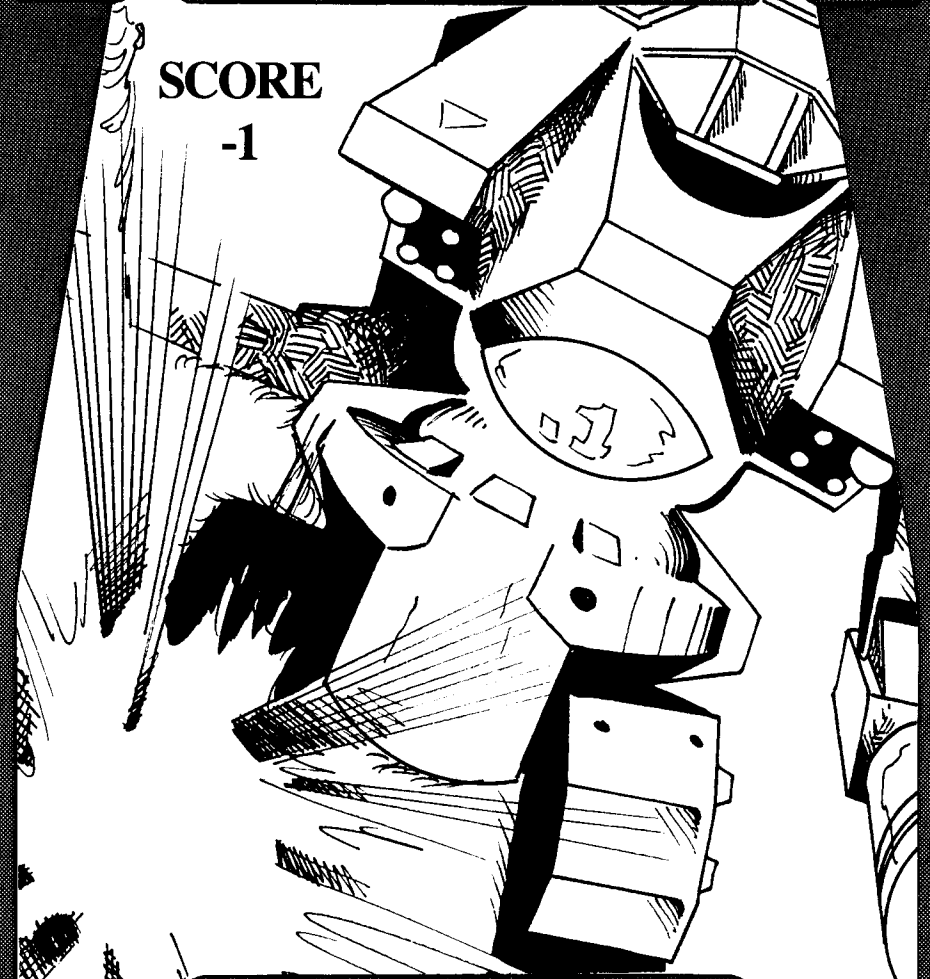
10— 5
12—33C

14—33D
16—15E

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 per turn.”

E[4]/F[4]: Left/Right Hip: “-1 to all Ducks.”

C[4]/D[4]: Left/Right Leg Actuators: “Do no Dodges.”

G[3]/H[3]: Left/Right Foot: “-1 to all Kicks.”

2—13H

6—25

10—13K

14—45

4—13F

8—13B

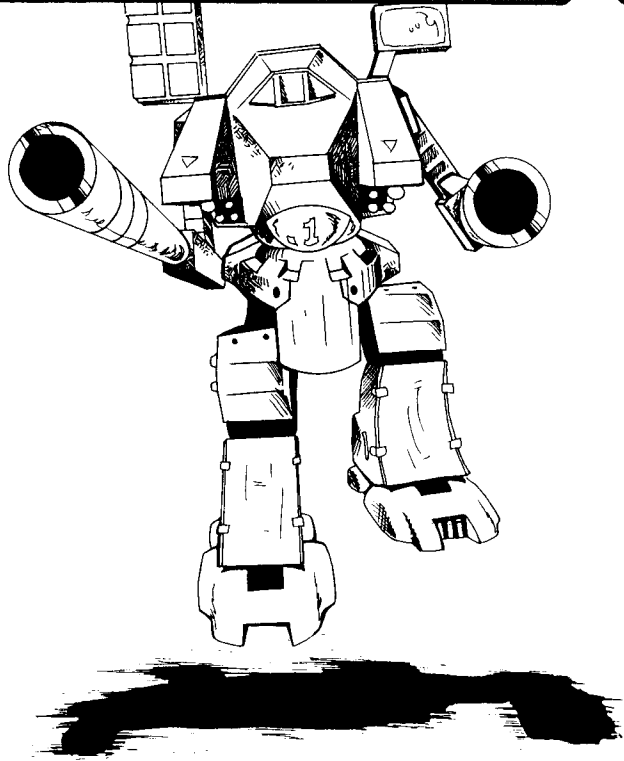
12—13E

16—13A

10

11

MEDIUM RANGE
JUMPING UP



Tell opponent:

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

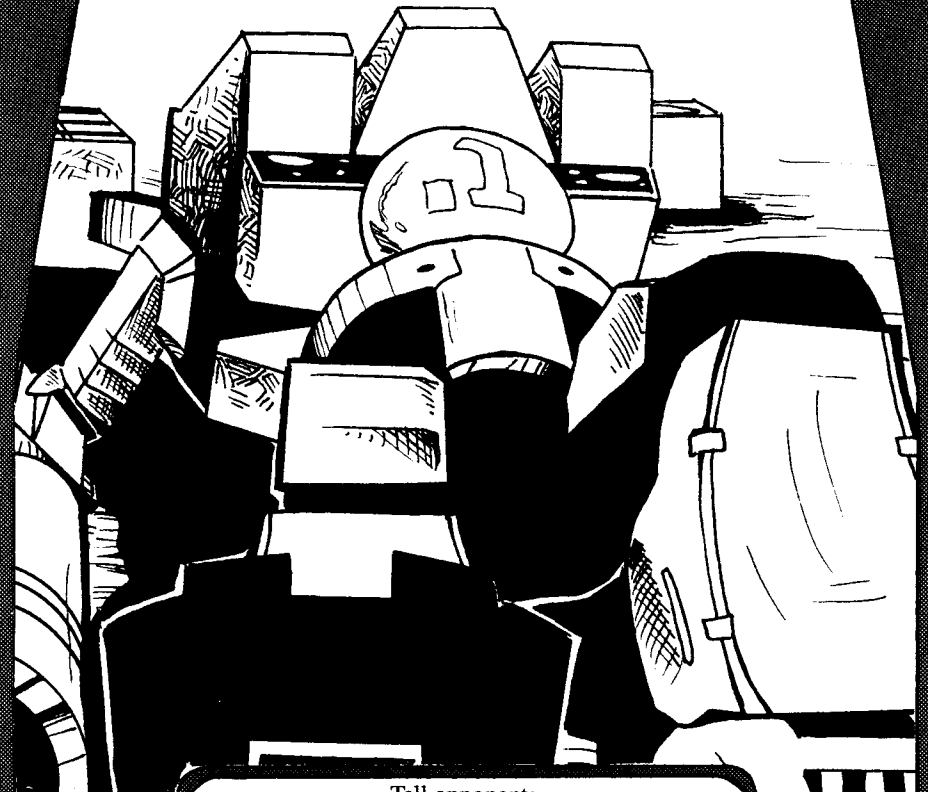
12 2-33B 6-41C 10-9G 14-45
4-9F 8-9A 12-9C 16-11

CLOSE RANGE
KNOCKED DOWN

13

SCORE

-2



Tell opponent:

"Do only Close Range Defense next turn."

A[2]/B[3]: Heat Sinks: "+1 to all Heat."
C[2]/D[5]: Gyro: "-1 to all Dodges."
E[4]/F[6]: Laser: "Do no Laser."

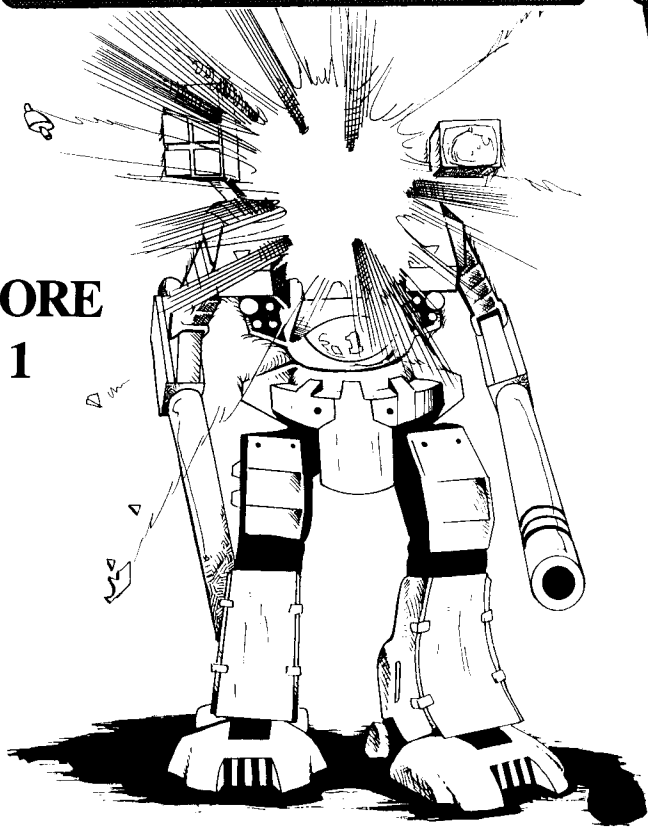
G[2]/H[4]: Laser: "-1 to all Laser."
I[2]/J[6]: Missile: "-1 to all Missiles."
K[3]: Missile Ammo: "Take 4 pts of damage and do no Missiles."

2-9E 6-13C 10-13G 14-13H
4-13D 8-9B 12-13B 16-11 14

15

MEDIUM RANGE
CRITICAL HIT

SCORE
1



Tell opponent:

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

A[3]/B[7]: Sensors: "-1 to all weapons."

C[4]: Missiles: "Do no Missiles at Close Range."

D[5]/E[6]: Cockpit: "Pilot killed."

16

2-31
4-37

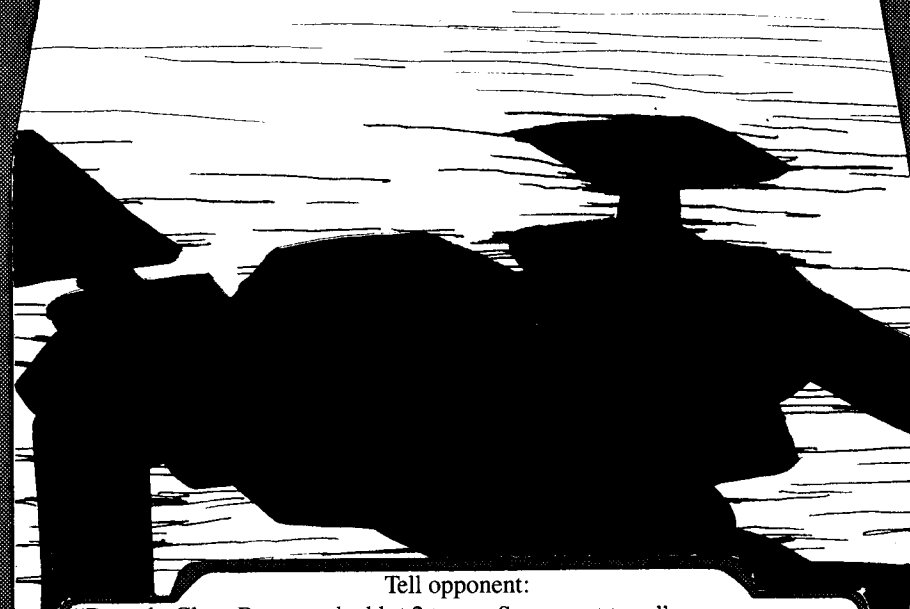
6-7
8-11

10-5
12-63

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
20-35D
22-35H
24-25

26-35G
28-35A
30-35F
32-35D

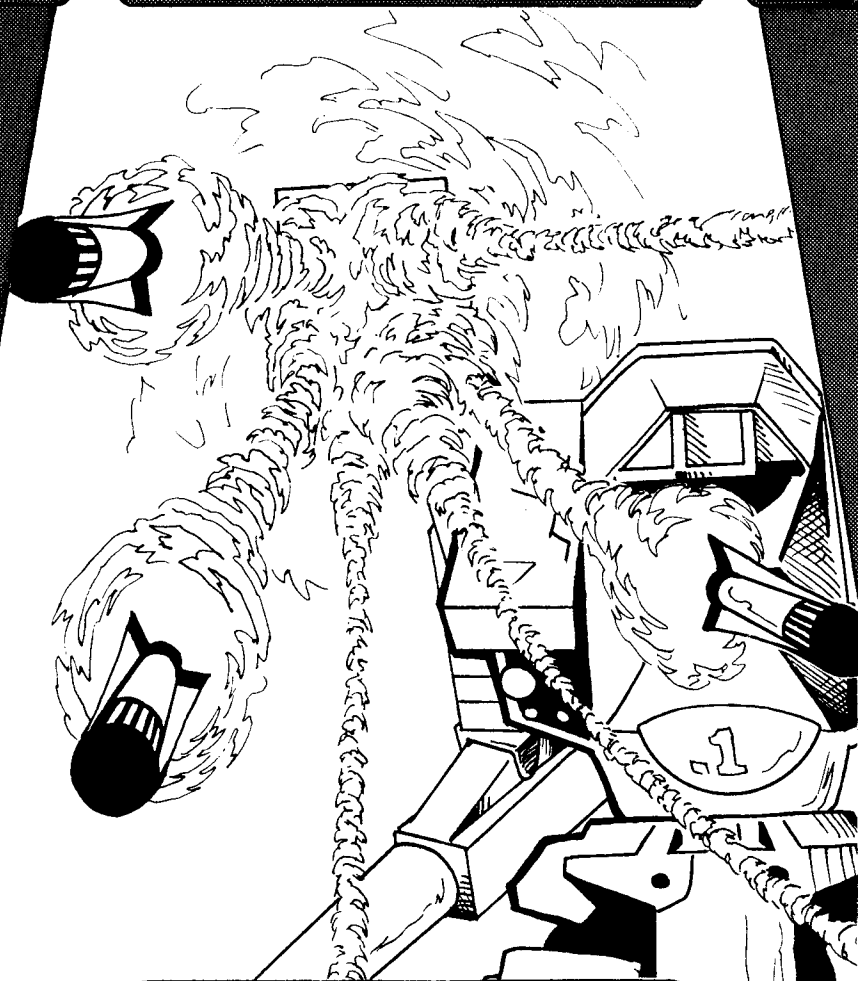
34-00
36-59B
38-1
40-35G

42-47
44-35B
46-7
48-35D

18

19

CLOSE RANGE FIRING MISSILES

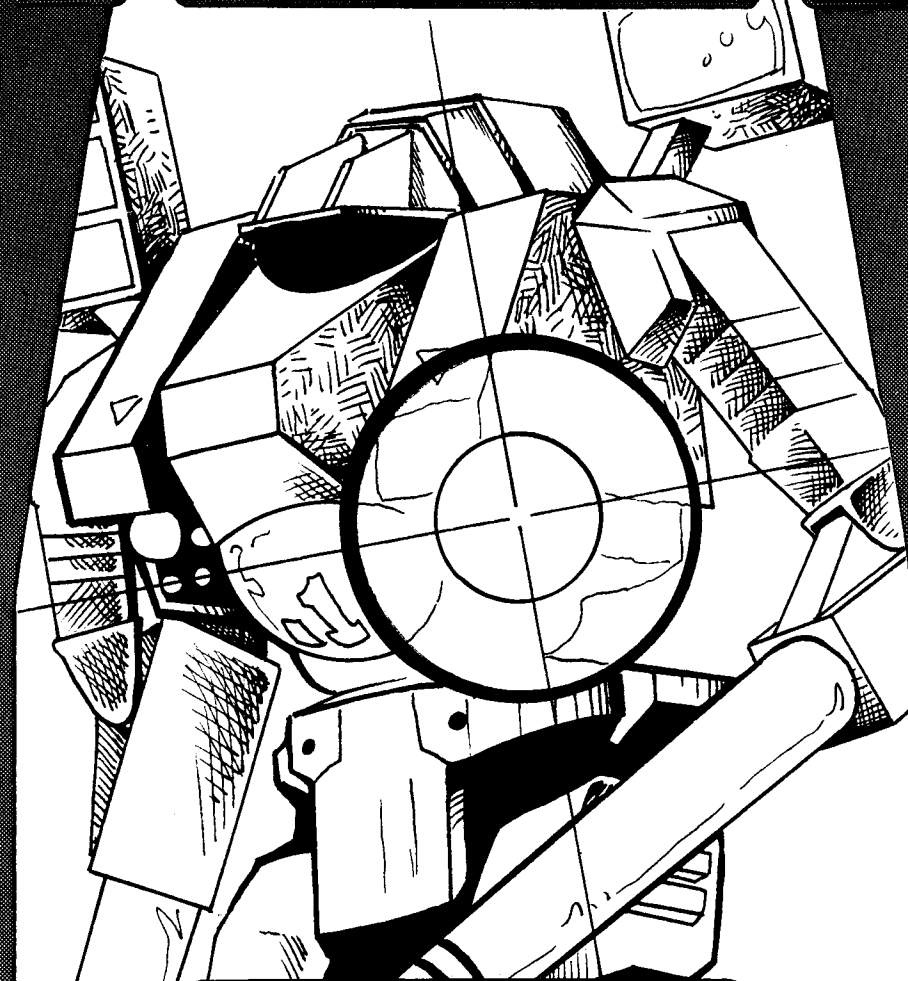


Tell opponent:

"Do only Close Range except Laser next turn."

CLOSE RANGE FIRING LASER

21



Tell opponent:

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

20

- | | | | |
|--------|--------|--------|--------|
| 18-23D | 26-23G | 34-00 | 42-47 |
| 20-23A | 28-23B | 36-59C | 44-23C |
| 22-35B | 30-15D | 38-35H | 46-61D |
| 24-25 | 32-23H | 40-47 | 48-11 |

22

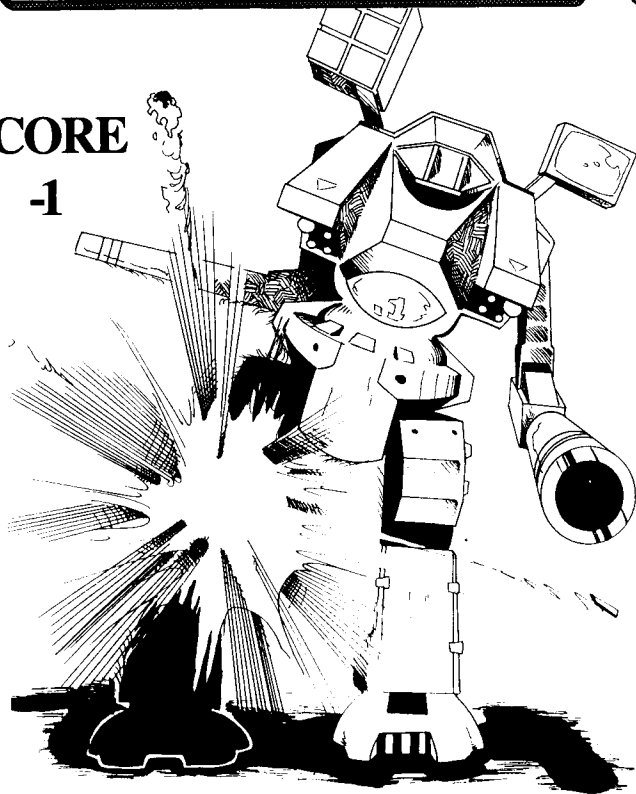
- | | | | |
|--------|--------|--------|--------|
| 18-35F | 26-35E | 34-00 | 42-47 |
| 20-35C | 28-55 | 36-59A | 44-35B |
| 22-15A | 30-7 | 38-61E | 46-7 |
| 24-25 | 32-35D | 40-47 | 48-27A |

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 per turn."

E[4]/F[4]: Left/Right Hip: "Do no cover and Laser."

C[5]/D[5]: Left/Right Leg Actuators: "Do no Run."

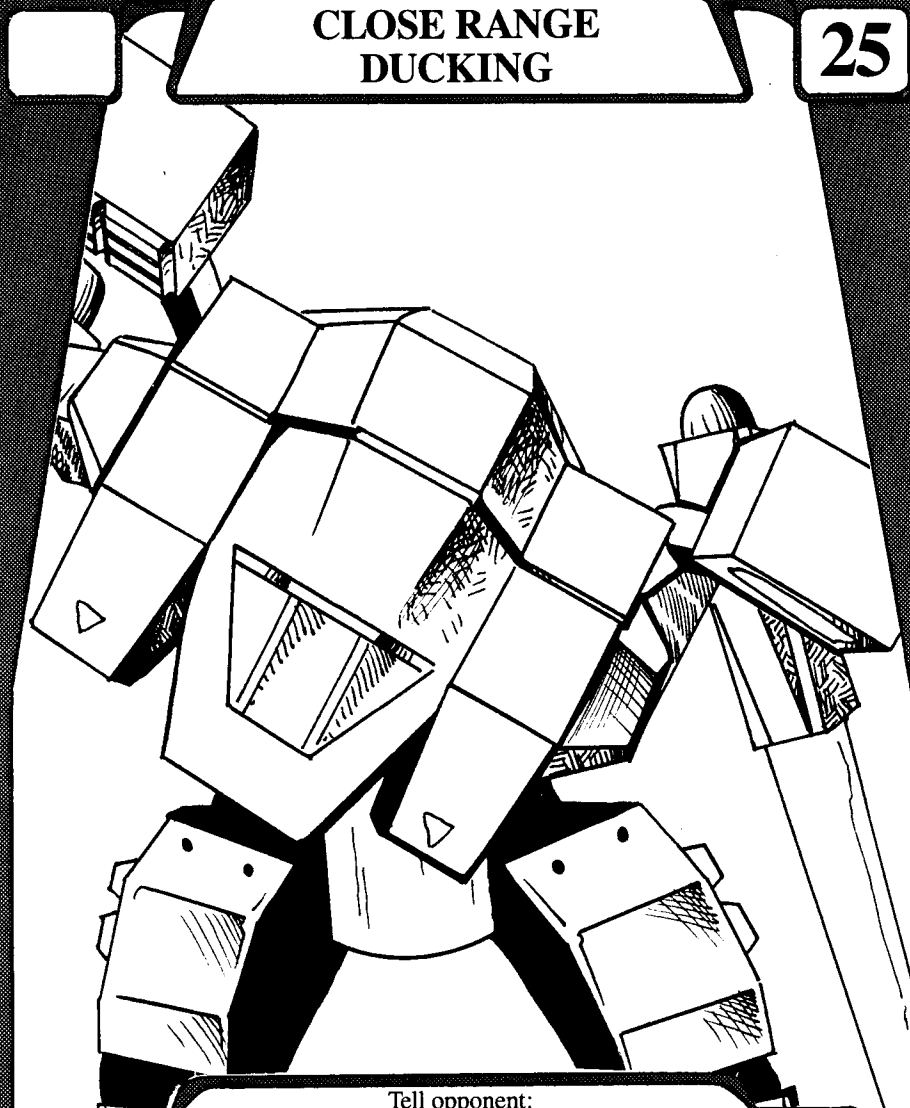
G[3]/H[3]: Left/Right Foot: "-1 to all Kicks."

24

| | | | |
|--------|--------|-------|--------|
| 18-25 | 26-25 | 34-00 | 42-21 |
| 20-21 | 28-25 | 36-11 | 44-51 |
| 22-21 | 30-13C | 38-21 | 46-13B |
| 24-13K | 32-63 | 40-21 | 48-25 |

CLOSE RANGE
DUCKING

25



Tell opponent:

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

| | | | |
|--------|--------|--------|--------|
| 18-23H | 26-23E | 34-00 | 42-35C |
| 20-23F | 28-23F | 36-59D | 44-23B |
| 22-1 | 30-15C | 38-1 | 46-61A |
| 24-25 | 32-23G | 40-35F | 48-11 |

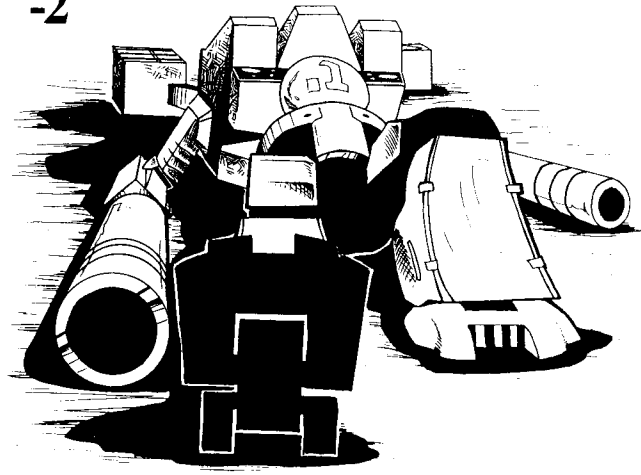
26

27

MEDIUM RANGE
KNOCKED DOWN

SCORE

-2



Tell opponent:

“Do only Medium Range Green or Yellow next turn.”

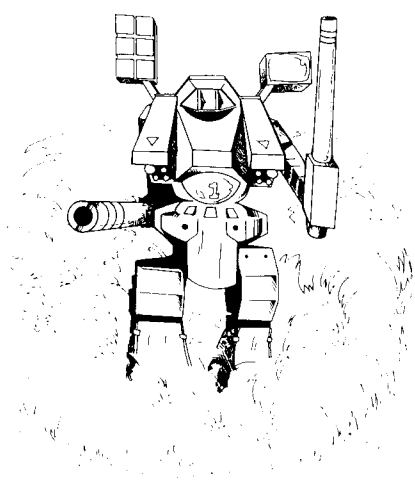
- A[3]: Heat Sinks: “+1 to all Heat per turn.”
- B[5]: Gyro: “-1 to all Dodges.”
- C[6]: Laser: “Do no Laser.”
- D[4]: Laser: “-1 to all Laser.”
- E[4]: Missile: “-1 to all Missiles.”
- F[4]: Missile Ammo: “Add +5 to Heat and do no Missiles.”

28

| | | | |
|-------|-------|-------|-------|
| 18—3 | 26—63 | 34—00 | 42—47 |
| 20—51 | 28—55 | 36—29 | 44—51 |
| 22—1 | 30—7 | 38—1 | 46—37 |
| 24—25 | 32—63 | 40—47 | 48—11 |

29

LONG RANGE
RUNNING BACK



Tell opponent:

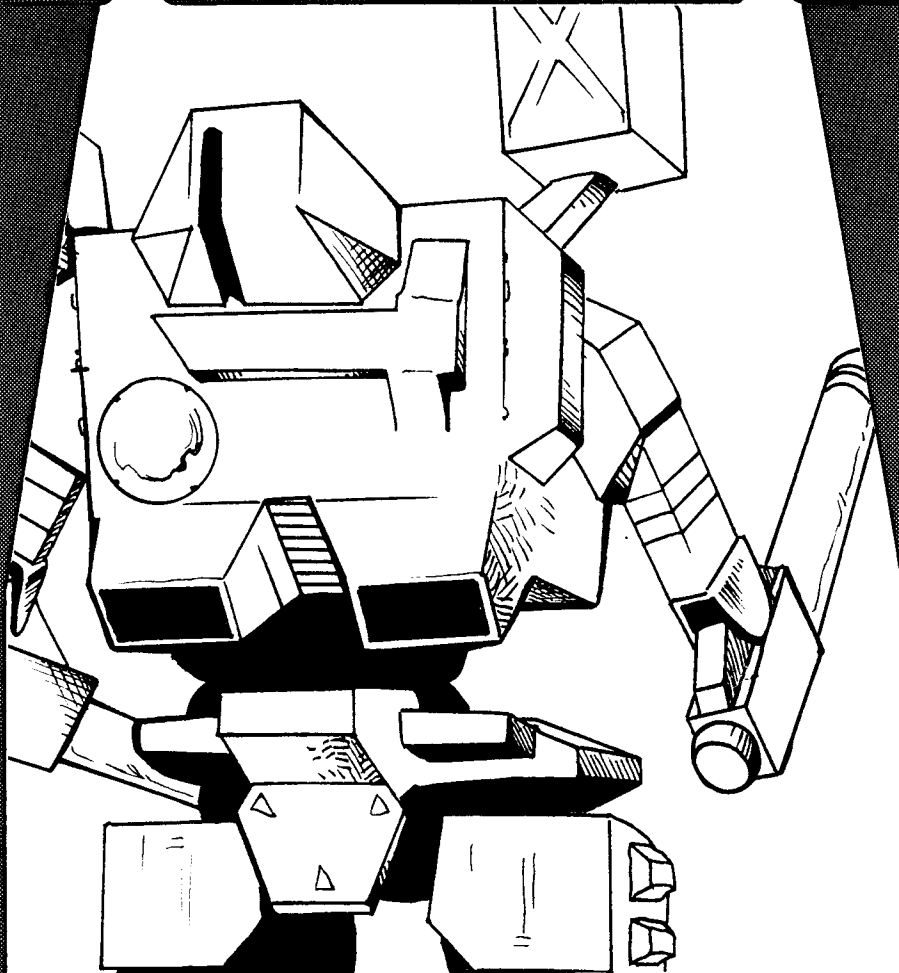
“Do only Long Range except Orange next turn.”

| | | | |
|-------|-------|-------|-------|
| 18—3 | 26—63 | 34—00 | 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 |

30

31

CLOSE RANGE
TURNED AROUND



Tell opponent:

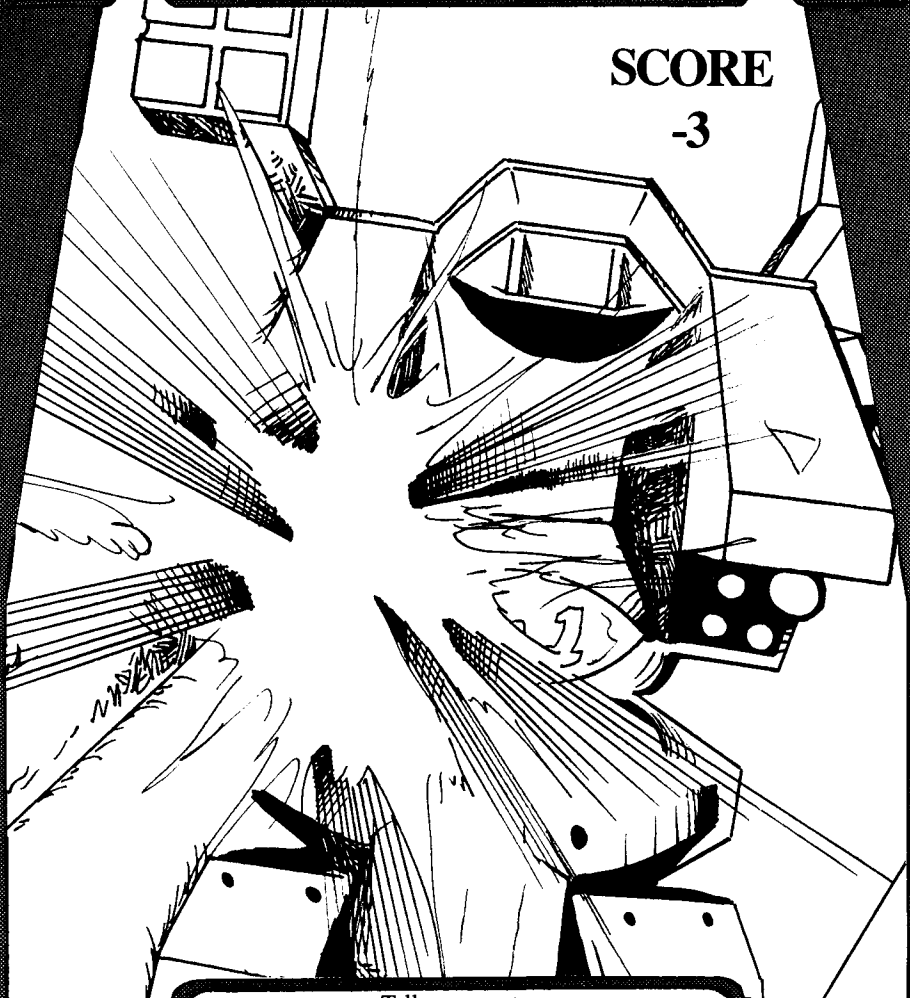
"Do only Close Range Green next turn."

32

- 18-61E 26-61F 34-00 42-35F
- 20-61B 28-15E 36-59B 44-61D
- 22- 1 30- 7 38- 1 46-37
- 24-23E 32-61G 40-35B 48-15B

33

CLOSE RANGE
TORSO HIT



SCORE

-3

Tell opponent:

"Do only Close Range except Orange next turn."

A[2]/B[3]: Heat Sinks: "+1 to all Heat per turn."
C[4]: Missiles: "-1 to all Missiles."

D[5]: Missiles: "Do no Missiles."
E[3]: Machine Gun Ammo: "Take 2 pts. of damage; -1 to all Lasers."

- 18- 3 26-13I 34-00 42-17
- 20-13G 28-13D 36-11 44-51
- 22-21 30-13H 38-21 46-13F
- 24-13J 32-63 40-17 48-13A

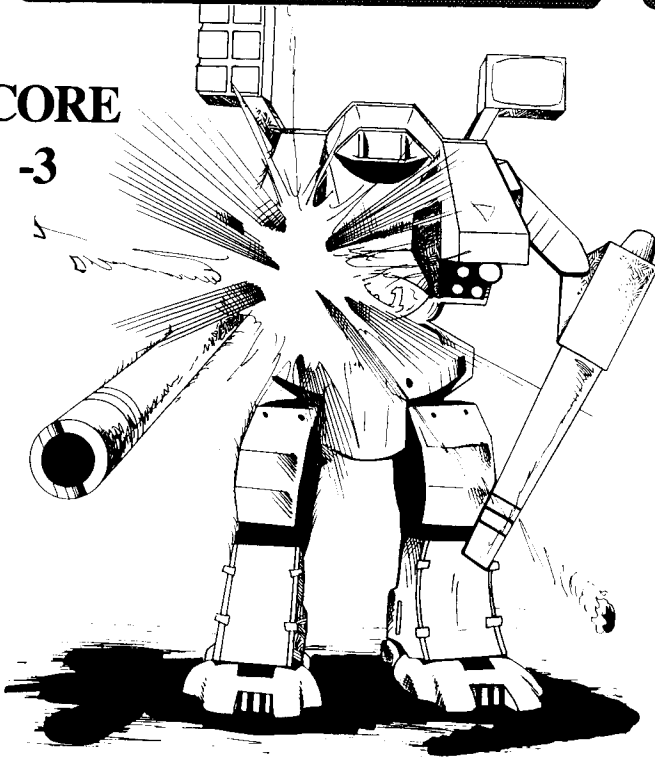
34

35

MEDIUM RANGE
TORSO HIT

SCORE

-3



Tell opponent:

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

A[3]/B[7]: Engine: "+2 Heat per turn."

C[2]/D[4]: Missile: "-1 to all Missiles."

E[2]/F[4]: Laser: "Do no Laser."

G[7]: Missile Ammo: "Add +4 to Heat

and do no Missiles."

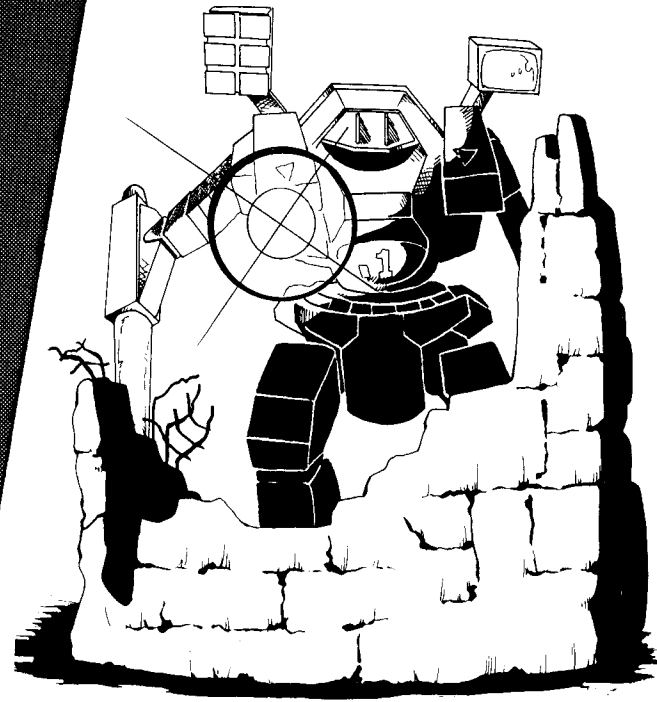
H[8]: Gyro: "When on 'Knocked Down' page, do restrictions for an extra turn."

36

| | | | |
|-------|-------|-------|-------|
| 18-57 | 26-43 | 34-00 | 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 |

MEDIUM RANGE
FIRING FROM COVER

37



Tell opponent:

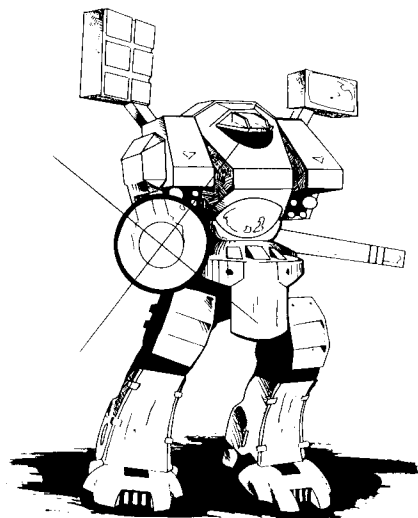
"Do only Medium Range except Orange, Run or Dodge next turn."

| | | | |
|--------|--------|--------|--------|
| 18-35D | 26-35E | 34-00 | 42-47 |
| 20-35H | 28-55 | 36-59D | 44-35G |
| 22-35A | 30-15B | 38-23B | 46-37 |
| 24-13B | 32-35B | 40-47 | 48-11 |

38

39

LONG RANGE FIRING PPC



Tell opponent:

"Do only Long Range except Orange next turn."

CLOSE RANGE ARM HIT

41



SCORE

-1

Tell opponent:

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

40

| | | | |
|--------|--------|--------|--------|
| 18-35H | 26-35G | 34-00 | 42-23A |
| 20-35D | 28-55 | 36-43 | 44-35B |
| 22-1 | 30-61G | 38-1 | 46-35H |
| 24-13J | 32-35F | 40-23D | 48-11 |

A[5]: Right Shoulder: "-1 to all PPC and Dual PPC."

B[4]: Left Arm: "-1 to all Punch and Push."

C[5]: PPC: "Do no Dual PPC. Second result equals do no PPC."

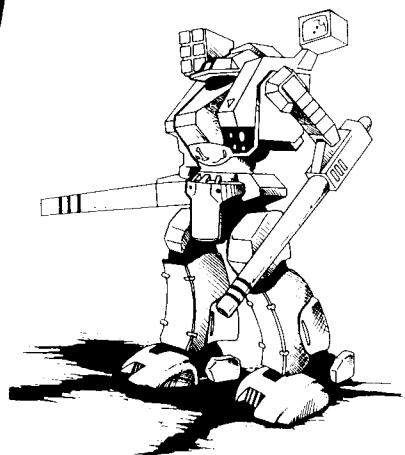
D[4]: Right Arm: "Do no Punch."

| | | | |
|--------|--------|--------|--------|
| 18-35H | 26-35G | 34-00 | 42-61C |
| 20-35B | 28-55 | 36-59D | 44-35D |
| 22-61H | 30-27F | 38-35F | 46-7 |
| 24-25 | 32-35D | 40-61H | 48-27C |

42

43

LONG RANGE
SIDESTEPPING



Tell opponent:

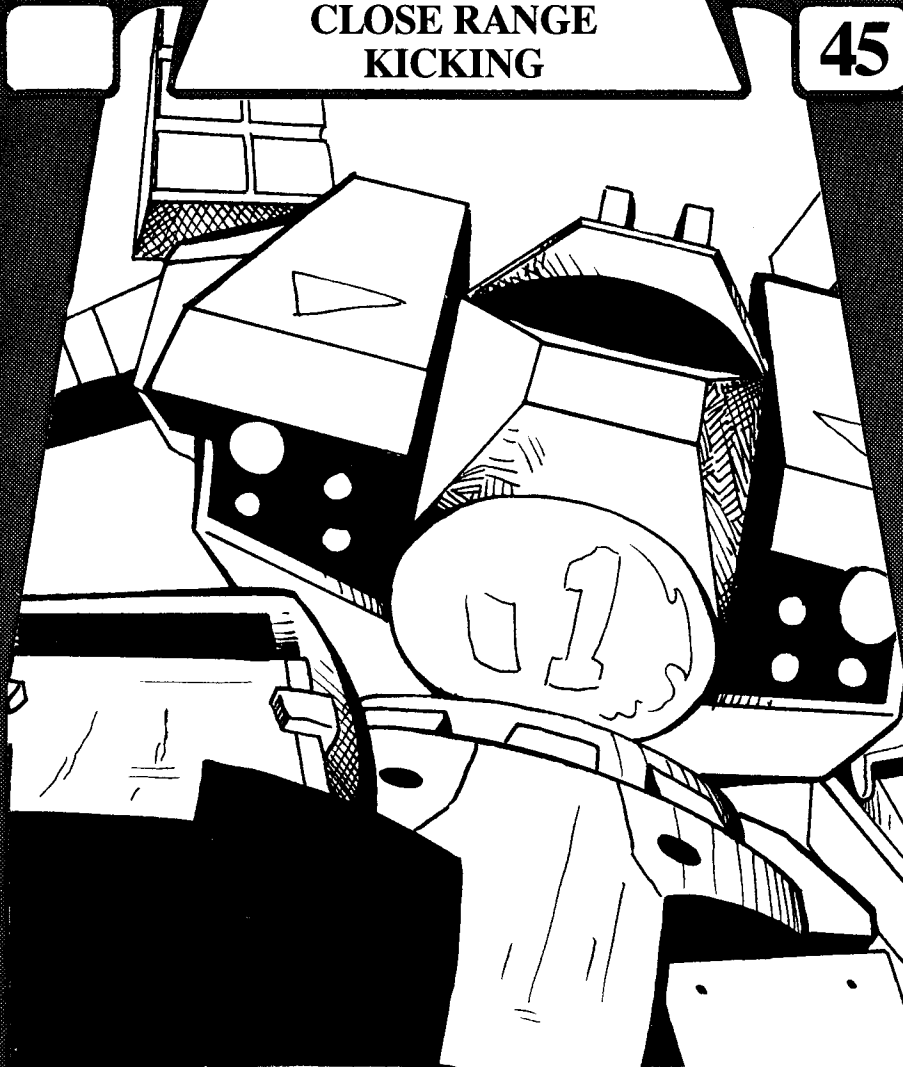
"Do only Long Range except Yellow next turn."

44

| | | | |
|--------|--------|--------|--------|
| 18-61E | 26-61H | 34-00 | 42-47 |
| 20-61C | 28-15C | 36-59E | 44-61A |
| 22-23C | 30- 7 | 38-23G | 46-37 |
| 24-23H | 32-61F | 40-47 | 48-15B |

CLOSE RANGE
KICKING

45



Tell opponent:

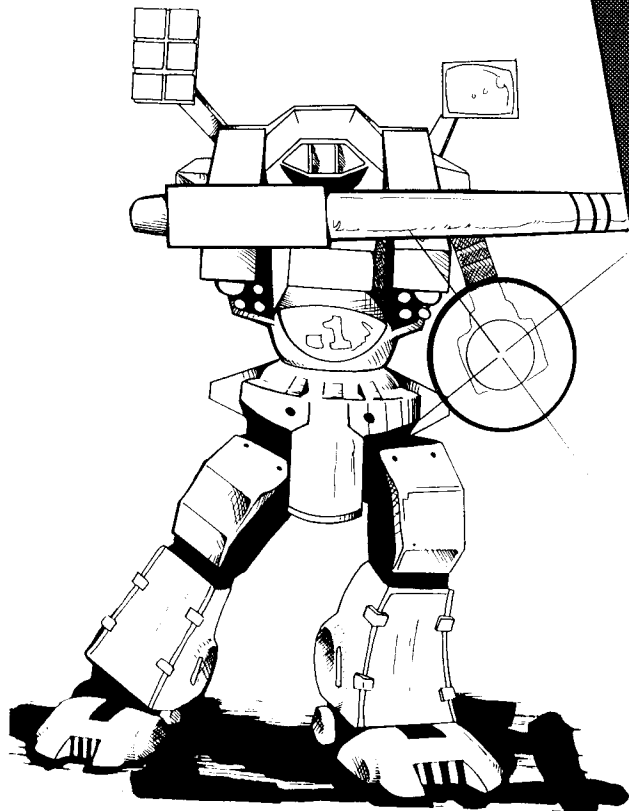
"Do only Close Range except Blue or Yellow next turn."

| | | | |
|--------|--------|--------|--------|
| 18-35A | 26-35G | 34-00 | 42-47 |
| 20-35F | 28-23B | 36-59F | 44-35B |
| 22- 1 | 30-35D | 38-35D | 46-37 |
| 24-45 | 32-35F | 40-47 | 48-11 |

46

47

MEDIUM RANGE DODGING & FIRING



Tell opponent:

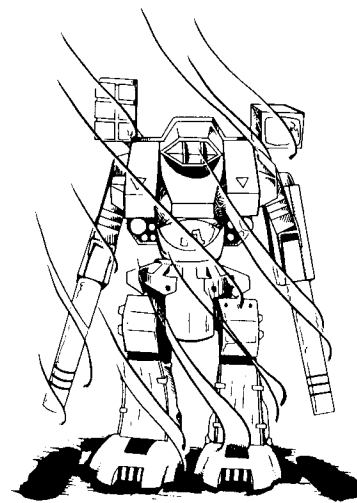
“Do only Medium Range except Missile or Run next turn.”

48

| | | | |
|-------|-------|-------|-------|
| 18— 3 | 26—63 | 34—00 | 42—47 |
| 20—51 | 28—55 | 36—29 | 44—51 |
| 22— 1 | 30— 7 | 38— 1 | 46— 7 |
| 24—25 | 32—63 | 40—47 | 48—11 |

LONG RANGE COOLING DOWN

49



Tell opponent:

“Do only Long Range next turn.”

50—59F
52—35G

54—59D
56—59E

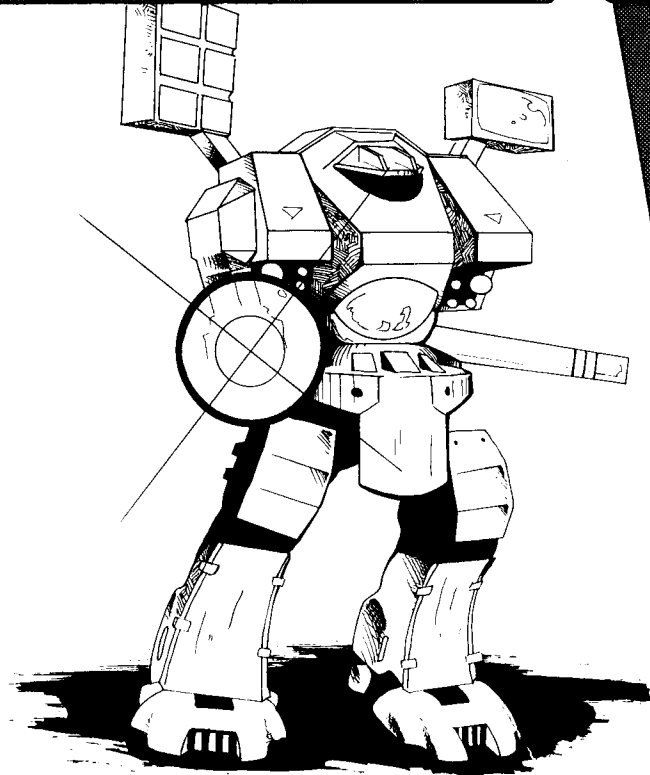
58—59D
60—59F

62—59C
64—11

50

51

MEDIUM RANGE
FIRING PPC

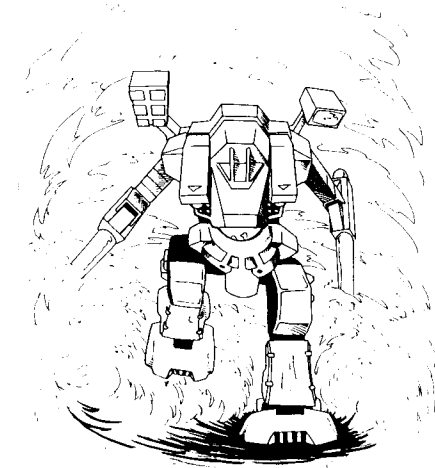


Tell opponent:

"Do only Medium Range except Missile or Run next turn."

LONG RANGE
CHARGING

53



Tell opponent:

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

52

50-51 54-51 58- 7 62-27A
52-13J 56- 3 60-59D 64-13B

50-59G
52-35C

54-59B
56-59H

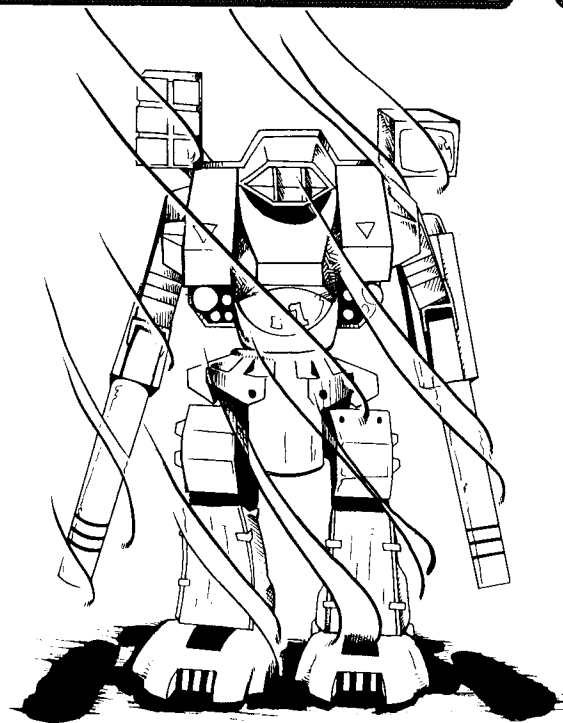
58-43
60-59D

62-59B
64-35E

54

55

MEDIUM RANGE
COOLING DOWN



Tell opponent:

“Do only Medium Range next turn.”

56

50—59G
52—47

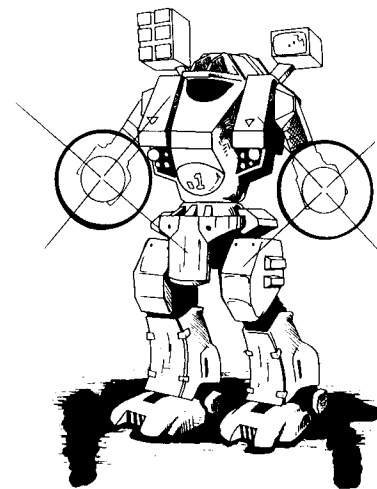
54—59H
56—59B

58—43
60—29

62—59A
64—35H

57

LONG RANGE
FIRING DUAL PPC



Tell opponent:

“Do only Long Range except Orange or Yellow next turn.”

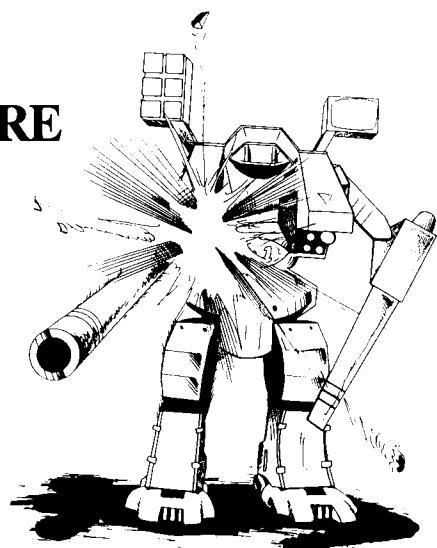
50—39
52—27B

54—39
56—57

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."

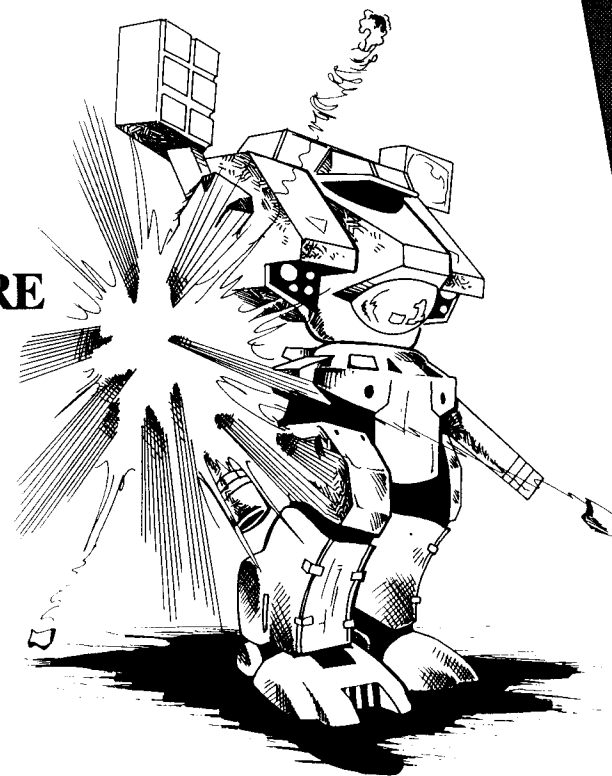
A[3]/B[7]: Engine: "+2 Heat per turn."

C[2]/D[4]: Missile: "-1 to all Missiles."

E[3]/F[5]: Heat Sinks: "+1 to all Heat per turn."

G[5]: Missile Ammo: "Take 4 pts. of damage and do no Missiles."

H[8]: Gyro: "Do no Dodges."

6050—39
52—5354—39
56—5758—43
60—2962—49
64—29**MEDIUM RANGE
ARM HIT****61****SCORE****-1**

Tell opponent:

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

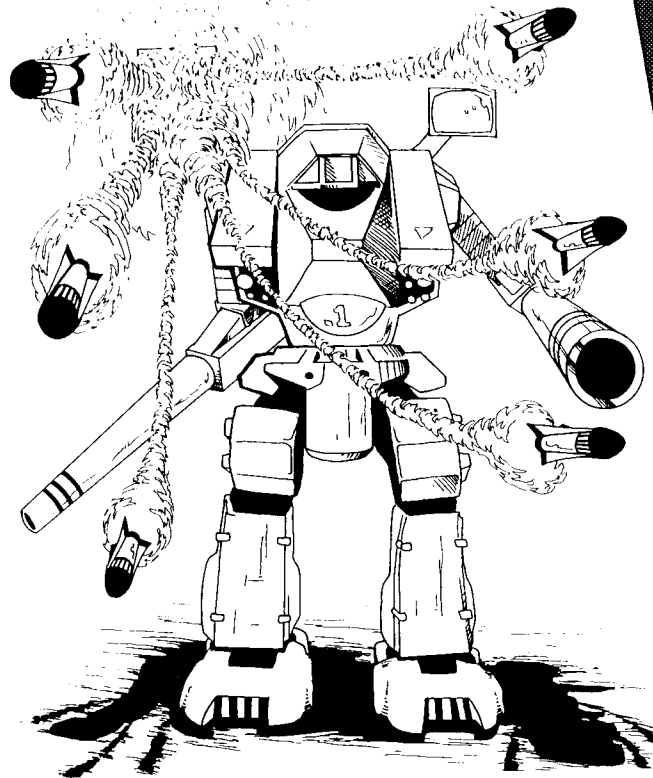
A[5]/B[5]: Left/Right Shoulder: "-1 to all PPC and Dual PPC."

C[4]/D[4]: Left/Right Arm: "-1 to all Punch and Push."

E[5]: PPC: "Do no Dual PPC. Second result equals do no PPC."

F[4]/G[4]: Left/Right Arm: "Do no Push."
H[5]: PPC: "+1 Heat to all PPC shots."50—39
52—4754—39
56—5758—43
60—2962—49
64—11**62**

MEDIUM RANGE FIRING MISSILES



Tell opponent:

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

50—51

54—51

58—47

62—55

52—13E

56— 3

60—59B

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.

System Designed by: Alfred Leonardi

Developed by: Dennis Greci, Karl Hiesterman and James Rosinus

Character Designed by: Karl Hiesterman

Illustrations by: Doug Shuler

Rules and Editing: Dennis Greci, James Rosinus

Playtesters: Jim Atwood, Josh Blacksten, Chris Eccleston, J. J. Fenstermaker, Kris James, Jim Kasprzak, Marian McKenzie, Bruce Perry, August Reinig, Doug Shuler, Walter Smith, Gary Stagliano, Bryan Starry, Mike Vitale, Ann Wingert

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 War Hammer — WHM-6R

| ARMOR POINTS | START SHUTDOWN NUMBER | CURRENT SHUTDOWN NUMBER | SPEED | START AMMUNITION | CURRENT AMMUNITION |
|--------------|-----------------------|-------------------------|-------|------------------|--------------------|
| 42 | 30 | | 5 | MISSILE: 6 | MISSILE: |

| | | RANGE | CATEGORY | MANEUVER | PG | MOD | HEAT | MRX | LRX |
|-------------|-------------|-----------|------------|----------|----|-----|------|-----|-----|
| COST 140 | CLOSE RANGE | | PHYSICAL | PUNCH | 8 | 7 | 2 | 24 | 58 |
| | | | | PUSH | 10 | 7 | 2 | 24 | 64 |
| | | | | KICK | 14 | 8 | 2 | 48 | 58 |
| | | WEAPONS | LASER | 4 | 5 | 3 | 46 | 58 | |
| | | | MISSILE | 12 | 4 | 2 | 26 | 58 | |
| | | | WILD SWING | 2 | 5 | 3 | 24 | 58 | |
| | DEFENSE | JUMP AWAY | 16 | 7 | 3 | 36 | 60 | | |
| | | DUCK | 6 | 7 | -3 | 30 | 62 | | |

| | | RANGE | CATEGORY | MANEUVER | PG | MOD | HEAT | CRX | LRX |
|--------------|---------|-------|----------|------------------|----|-----|------|-----|-----|
| MEDIUM RANGE | PPC | | | PPC HIGH | 44 | 10 | 8 | 8 | 50 |
| | | | | PPC LOW | 20 | 10 | 8 | 8 | 54 |
| | MISSILE | | | MISSILE HIGH (A) | 32 | 6 | 4 | 12 | 58 |
| | | | | MISSILE LOW (A) | 26 | 6 | 4 | 12 | 58 |
| | SPECIAL | | | DUAL PPC | 18 | 20 | 16 | 10 | 56 |
| | RUN | | | RUN & PPC HIGH | 22 | 10 | 10 | 16 | 64 |
| | | | | RUN & PPC LOW | 38 | 10 | 10 | 16 | 64 |
| | SPECIAL | | | COVER & LASER | 46 | 5 | 3 | 4 | 58 |
| | | | | COOL OFF | 28 | 7 | -7 | 6 | 62 |
| | DODGE | | | DODGE & PPC HIGH | 42 | 10 | 9 | 6 | 58 |
| | | | | DODGE & PPC LOW | 40 | 10 | 9 | 6 | 58 |
| | DEFENSE | | | DUCK | 30 | 7 | -2 | 6 | 58 |
| | | | | JUMP UP | 48 | 7 | 4 | 16 | 60 |
| | | | | RUN FORWARD | 24 | 7 | 3 | 2 | 64 |
| | | | | RUN BACK | 36 | 7 | 3 | 16 | 60 |

| | | RANGE | CATEGORY | MANEUVER | PG | MOD | HEAT | CRX | MRX |
|------------|----------|-------|----------|--------------|----|-----|------|-----|-----|
| LONG RANGE | WEAPONS | | | DUAL PPC | 56 | 20 | 16 | 10 | 18 |
| | | | | PPC HIGH | 50 | 10 | 8 | 8 | 44 |
| | | | | PPC LOW | 54 | 10 | 8 | 8 | 20 |
| | MOVEMENT | | | CHARGE | 52 | 9 | 4 | 8 | 24 |
| | | | | SIDESTEP | 58 | 7 | 2 | 6 | 30 |
| | | | | JUMP FORWARD | 64 | 7 | 4 | 2 | 24 |
| | | | | JUMP BACK | 60 | 7 | 4 | 16 | 36 |
| | SPECIAL | | | COOL OFF | 62 | 7 | -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.