

CLASSIC BATTLETECH QUICK-START RULES



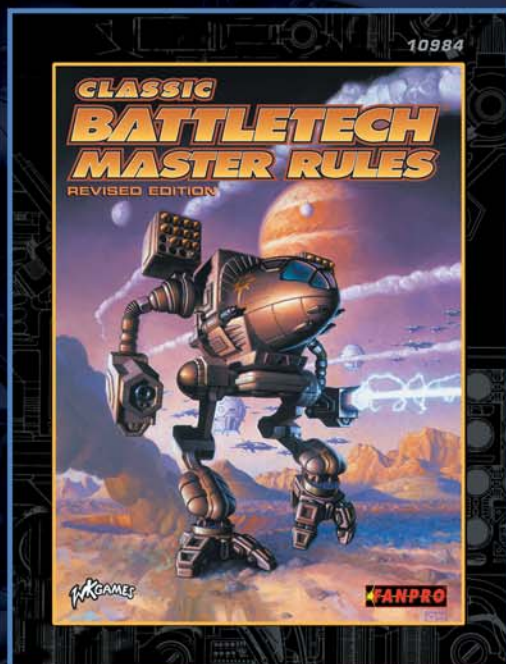
LEAP INTO THE ACTION!

CLASSIC BATTLETECH: A GAME OF ARMORED COMBAT

The introductory game in the *Classic BattleTech* line, the *Classic BattleTech* box set hurtles you onto the battlefields of the thirty-first century. This box contains everything needed to play, including:

- 48 full-color stand-up cardboard playing pieces representing 24 of the most common BattleMechs used in the Inner Sphere
- The *Classic BattleTech Universe*, a 48-page full-color book containing universe background and BattleMech technical data
- One 64-page rulebook
- One 24-page book of pre-generated BattleMech Record Sheets
- Two 22" X 27" full-color mapsheets
- Two six-sided dice
- One full-color poster-sized map of the Inner Sphere circa 3067

Stock Number: 10980 Price: \$34.99



CLASSIC BATTLETECH MASTER RULES, REVISED

The complete guide to combat in the 31st century, the *Classic BattleTech Master Rules, Revised* is the single-source rulebook for advanced BattleTech players. It includes all the rules needed to simulate exciting conflicts between BattleMechs, vehicles and infantry, as well as special rules for artillery, hostile environments, air and naval forces and much more. It also introduces players to the advanced weaponry and equipment of the Inner Sphere and Clans.

Also included are scenario-building rules and the Battle Value System for balancing forces, making this a must have rulebook for any fan.

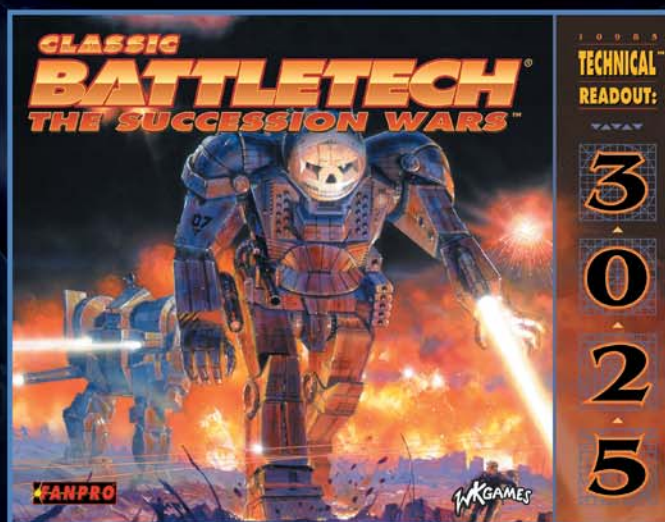
Stock Number: 10984 Price: \$24.99

CLASSIC BATTLETECH TECHNICAL READOUT: 3025

The ultimate guidebooks to the weaponry and war machines of the 31st century, *BattleTech Technical Readouts* provide descriptions of the BattleMechs, support vehicles, aerospace fighters and ships of the *BattleTech* universe. Each fully illustrated entry in these indispensable reference books contains complete BattleTech game statistics.

Classic BattleTech Technical Readout: 3025 is the first in the series and represents the 'Mechs and technology available in the era as found in the *Classic BattleTech* box set.

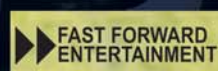
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To learn more about the exciting world of
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www.classicbattletech.com

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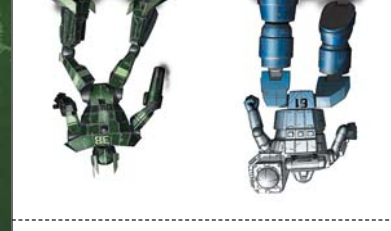
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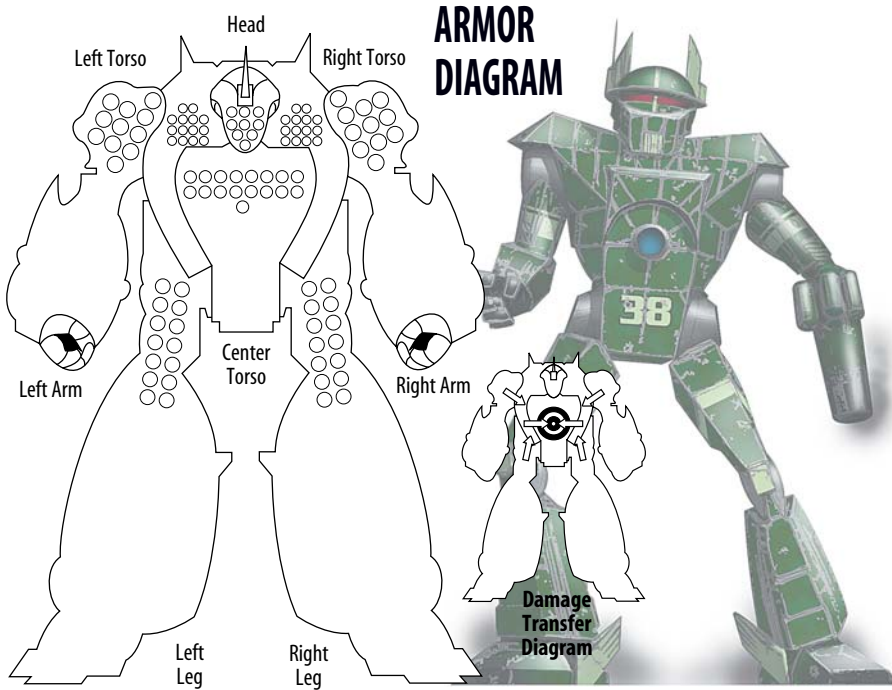


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BATTLETECH®

BATTLEMECH RECORD SHEET



Mech Data

Type: HER-25 Hermes II
 Tonnage: 40
 Movement Points:
 Walking: 6
 Running: 9

Weapons Inventory

Type	Location	Damage	Short	Med.	Long
1 Autocannon 5	RT	5	6	12	18
1 Medium Laser	RA	5	3	6	9
1 Flamer	LA	2	1	2	3

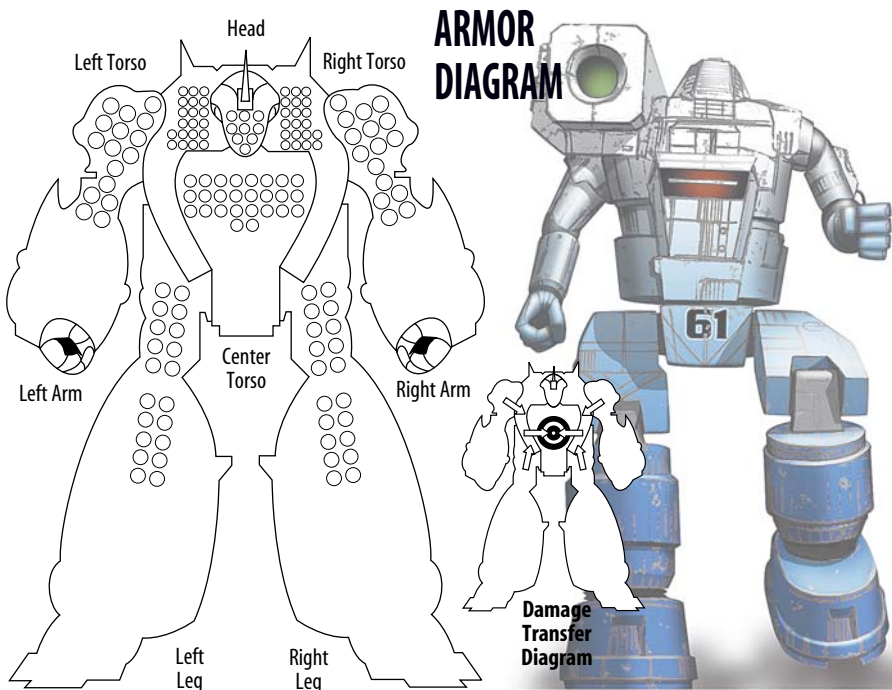
Ammo Type	Rounds
Autocannon 5	20

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BATTLETECH®

BATTLEMECH RECORD SHEET



Mech Data

Type: HBK-4G Hunchback
 Tonnage: 50
 Movement Points:
 Walking: 4
 Running: 6

Weapons Inventory

Type	Location	Damage	Short	Med.	Long
1 Autocannon 20	RT	20	3	6	9
1 Medium Laser	LA	5	3	6	9
1 Medium Laser	RA	5	3	6	9
1 Small Laser	H	3	1	2	3

Ammo Type	Rounds
Autocannon 20	10

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SEQUENCE OF PLAY

- | | |
|-------------------------|--------------------|
| 1.) Initiative Phase | 2.) Movement Phase |
| 3.) Weapon Attack Phase | 4.) End Phase |

MOVEMENT COST TABLE

Terrain Type/Activity	MP Cost Per Hex
Clear	1
Light Woods	2
Heavy Woods	3
Movement Actions	
Facing Change	1/hexside

BATTLEMECH HIT LOCATION TABLE

Die Roll (2D6)	Die Roll (2D6)
2 C. Torso	8 Left Torso
3 Right Arm	9 Left Leg
4 Right Arm	10 Left Arm
5 Right Leg	11 Left Arm
6 Right Torso	12 Head
7 C. Torso	

ATTACK MODIFIERS TABLE

All Weapons Attacks	Modifier
Attacker	
<i>Movement</i>	
Stationary	None
Walked	+1
Ran	+2
Terrain	
Light Woods	+1 per intervening hex; +1 if target in Light Woods
Heavy Woods	+2 per intervening hex; +2 if target in Heavy Woods
Target	
<i>Movement</i>	
Moved 0–2 hexes	0
Moved 3–4 hexes	+1
Moved 5–6 hexes	+2
Moved 7–9 hexes	+3
Moved 10+ hexes	+4
Weapon Attacks Only	
Range	
Short	None
Medium	+2
Long	+4

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Moved 0–2 hexes	0
Moved 3–4 hexes	+1
Moved 5–6 hexes	+2
Moved 7–9 hexes	+3
Moved 10+ hexes	+4
Weapon Attacks Only	
Range	
Short	None
Medium	+2
Long	+4

QUICK-START RULES

Strap yourself into the ultimate suit of armor—the BattleMech®. Thirty feet tall and weighing up to a 100 tons, this humanoid engine of destruction is a walking arsenal, with enough firepower to level a city block. The *Classic BattleTech*® game system takes you into the world of the 31st Century, where war has become a way of life as vast empires and tiny factions battle for control of humankind. In command of the most powerful machine on the battlefield, your MechWarrior® fights to take a planet or end an empire.

We have specially designed these quick-start rules to hurtle you onto the battlefields of the thirty-first century in just minutes, with everything you need to play—including a map and 'Mech counters—provided. All you need to provide is your imagination and two six-sided dice!

QUICK-START RULES

The following rules have been specifically created to help new players get into the action of *BattleTech* as quickly as possible. In order to make the game more enjoyable and easier to understand for beginning players, some rules have been simplified while others have been left out. Read through these rules once (it won't take long), then start by playing the Training scenario. After playing a few games of these quick-start rules you'll be ready to move onto the challenge and excitement of the complete rules in the *Classic BattleTech* box set!

BattleTech is a game for two or more players. For simplicity's sake, beginning players should divide themselves evenly between two teams, with each player taking charge of only one BattleMech. In your first few games, your only goal will be to destroy the other team. The last team with at least one functional BattleMech left on the board wins. As you become more familiar with these rules, you can begin to operate more than one BattleMech at one time and can even come up with your own game objectives.

PLAYING PIECES

Classic BattleTech Quick-Start Rules contains four stand-up BattleMech playing pieces that you can cut out and represent the BattleMechs you are playing. These playing pieces are used to show the position of each 'Mech on the mapsheet and keep track of its movement during the game.

RECORD SHEETS

The BattleMech record sheet is used to keep track of the damage done to a BattleMech during combat. It also shows the capabilities of the BattleMech, including its movement speeds

and weapons. We have included four special Quick-Start record sheets in these rules. On the back of each of these record sheets are the few important tables that you will refer to during game play.

MAPSHEETS

In *BattleTech*, games are played on 22-by-17 inch mapsheets that are divided into six-sided areas called hexes, which regulate movement and combat between 'Mechs. Mapsheets can be filled with woods, rivers, lakes, mountains, and more. For ease of play, the mapsheet included in the Quick Start rules only contains light and heavy woods terrain.

DICE

In *BattleTech* you will use two six-sided dice, preferably of two different colors. If the situation requires you to roll one die, the rules indicate this in shorthand as 1D6. Unless otherwise noted, the abbreviation 2D6 means that you should roll both dice and add the results together.

SEQUENCE OF PLAY

A *BattleTech* game consists of a series of turns. During each turn, all BattleMechs on the map have an opportunity to move and fire their weapons. Each turn consists of several smaller segments of time, called phases. During each phase you will take one specific type of action, such as movement or combat.

You will execute the phases of every turn in a specific order. Each turn includes the following phases, performed in the following order:

- Initiative Phase
- Movement Phase
- Weapon Attack Phase
- End Phase

INITIATIVE PHASE

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

MOVEMENT PHASE

2. The team that lost the Initiative chooses one BattleMech and moves it first.

3. The team that won the Initiative moves one BattleMech. Movement alternates between sides until all BattleMechs have been moved. Each time a player is required to move a

BattleMech, he may designate a movement for any BattleMech that has not been destroyed, even if the move is to simply stand immobile.

WEAPON ATTACK PHASE

4. The team that lost the Initiative chooses a BattleMech to declare fire first. He must declare any attacks he plans to make using his BattleMech's weapons, specifying which weapons he will fire and at what target.

5. The team that won the Initiative chooses a BattleMech to declare fire next. The player controlling that BattleMech declares any attacks he plans to make using that BattleMech's weapons as described above.

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

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

7. Damage from weapons attacks takes effect. Players record damage as attacks are resolved, but this damage does not affect the BattleMech's ability to attack in this phase. This means a BattleMech may make its declared attacks even if the BattleMech or its weapons are destroyed. At the end of the phase, all damage takes effect immediately.

END PHASE

8. Repeat Steps 1 through 7 until one side has destroyed all of the other side's BattleMechs—they win the scenario. If the last BattleMechs from each team are destroyed simultaneously, the game is a draw.

MOVEMENT

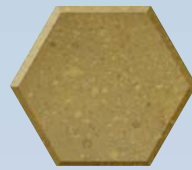
BattleMechs change their position and location on the mapsheet by performing any one of several movements or movement actions. During the Movement Phase of each turn, each player must choose one mode of movement (walking or running) that his BattleMech will use during that turn.

When it is your turn to move a BattleMech, you must announce what movement mode you are using. Within the limits of the rules, you will always choose how your BattleMech moves.

MOVEMENT BASICS

A BattleMech spends 1 Movement Point (MP) to move 1 hex. If the BattleMech is entering a hex containing anything other than Clear terrain, this cost usually increases as shown in the Movement Cost Table on the back of the BattleMech Quick-Start Record Sheets.

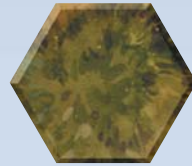
The forests and terrain areas on a *BattleTech* Mapsheet represent a mixture of terrain found on habitable worlds of the Inner Sphere. The symbols below designate each type of terrain.



CLEAR

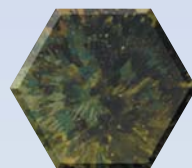
Clear terrain represents fields, meadows and other grasslands. The ground is firm and may be gently rolling, but its elevation does not change significantly from one side of the hex to the other.

If a hex is not clearly marked as containing another terrain type, assume it is clear.



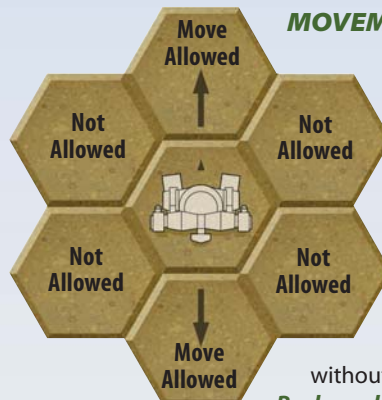
LIGHT WOODS

Light woods terrain is covered with sparse trees of up to 12 meters in height. BattleMechs cannot cross this terrain as easily as clear terrain. Unless the wood is relatively large, 'Mechs may have line of sight through light woods. (See *Intervening Terrain in Combat*).



HEAVY WOODS

Heavily wooded terrain is covered thickly with 12-meter-tall trees, making movement through these areas very difficult. It is very difficult to see through heavy woods. (See *Intervening Terrain in Combat*).



MOVEMENT DIRECTION

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

Backward Movement

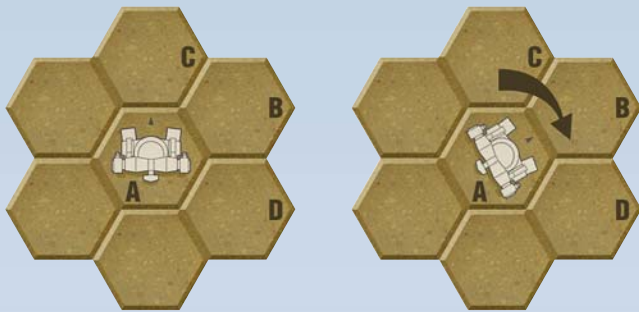
During the course of its movement, a BattleMech can move forward, backward and change direction in any manner the player chooses, as long as the BattleMech possesses the required number of Movement Points. A BattleMech may not run backward.

FACING

Every hex on the map has six edges, called hexsides. In *BattleTech*, every BattleMech must be oriented to face one of those six hexsides. A BattleMech is considered to be facing the direction its feet are pointing. A BattleMech's facing affects both movement (see below) and combat (see *Combat*, p. 7), and can only be changed during the Movement Phase.

FACING CHANGE

Changing a BattleMech's facing costs 1 MP per hexside changed. For example, a 180-degree turn (a change of three hexsides) would cost a BattleMech 3 MP.



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

If the player wanted to move the BattleMech into Hex D (without moving backward), the BattleMech would have to make a two-hexside facing change, at a cost of 2 MP.

MOVEMENT MODES

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

STANDING STILL

If you declare that the BattleMech will stand still, your BattleMech stays in the hex in which it started the turn. It may

expend no MP during the turn. It does not move at all, not even to change facing. Standing still gives no penalty to weapons fire,

and allows attackers to fire on the BattleMech without target movement penalties.

WALKING

If you declare that the BattleMech will walk, your BattleMech may expend a number of MP up to its walking MP rating. A walking BattleMech suffers a small penalty to its to-hit number when firing weapons. As a moving target, a walking BattleMech may also be harder to hit.

RUNNING

A BattleMech can move further in a turn when running than it can walking. You may spend up to the Running MP rating

of your BattleMech each turn. A BattleMech that is running suffers penalties to its to-hit number when firing weapons, but its speed may make the BattleMech a more difficult target to hit. A BattleMech can not move backward while running.

STACKING

During the Movement Phase, a BattleMech may move through hexes occupied by other friendly BattleMechs. A BattleMech may not, however, move through a hex occupied by an enemy BattleMech, nor may it end its movement in a hex occupied by another BattleMech.

COMBAT

After you complete the Movement Phase of the turn, your BattleMechs may engage in combat. BattleMechs make weapon attacks using armaments such as missiles, lasers and autocannons.

In *BattleTech*, weapon attacks inflict damage on the armor that protects every BattleMech. When an attack or series of attacks destroys all of a location's Armor Points, any remaining damage affects the next location inward as shown on the Damage Transfer Diagram on the BattleMech Quick-Start Record Sheets.

ATTACK DECLARATION

As described in *Playing the Game*, all attacks are declared before any are resolved. Only those weapon attacks that you declared during the weapon attack declaration are resolved in the Weapon Attack Phase. All attacks that are declared must be resolved, even if the intended target is destroyed before all attacks against it have been made. Likewise, you cannot make attacks that were not declared. In other words, you must shoot at the BattleMech you declared an attack upon and you cannot switch targets once you have made an attack declaration.

LINE OF SIGHT

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

The hexes containing the attacking and target BattleMechs are not considered in determining LOS, and they never intervene or interfere with LOS in any way.

INTERVENING TERRAIN

Terrain along the LOS between the attacker and the target that is actually in the LOS (not including the hexes occupied by the attacker and target) is called *intervening* terrain.

Intervening terrain has the following effects on LOS.

Light Woods: Three or more hexes of intervening Light

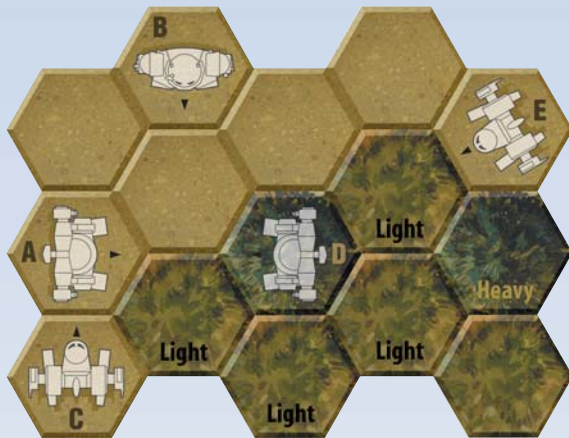
Mech Data

Type: **HBK-4G Hunchback**
 Tonnage: **50**
 Movement Points:
 Walking: **4**
 Running: **6**

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

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

BattleMechs: Intervening BattleMechs have no effect on LOS or attacks.



This diagram illustrates some of the principles governing line of sight. The BattleMech in Hex A wants to make an attack this turn. Checking LOS for the BattleMech in Hex A to the other 'Mechs shown, we find the following conditions:

'Mech A has clear LOS to the 'Mechs in hexes B and C, as there is no intervening terrain.

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

The LOS to both 'Mechs E and F are blocked because there are at least one Light and one Heavy Woods hexes intervening.

You can use the diagram to practice finding LOS with the other 'Mechs. Try to determine how many targets each 'Mech can see, and compare your results to the correct results that follow: Hex B has 4 targets, Hex C has 3 targets, Hex D has 4 targets and Hex E has 2 targets.

WEAPON ATTACKS

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

calculates the likelihood of a shot hitting the target based on the range to the target, movement of the target and attacker, intervening terrain, and other factors.

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

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

AMMUNITION EXPENDITURE

If the weapon fired uses ammunition, the player marks off one shot of ammunition in the 'Mech Data section of the record sheet, next to the appropriate type of ammunition. When a weapon is out of ammunition, it can no longer be fired.

Ammo Type	Rounds
Autocannon 5	20

FIRING ARCS

If an attacking BattleMech has LOS to its intended target, the attacking player can then check the firing arcs of his



BattleMech's weapons to see which weapons can hit the target. The following diagram illustrates the boundaries of a BattleMech's firing arc.

To determine the exact boundaries of the arc, draw straight lines from the firing unit through Hexes A and B, as shown in the appropriate diagram. The firing arc includes the hexes between the two lines, as well as the hexes through which these lines pass.

(Note that the following firing arc extends from the firing BattleMech to the edge of the playing area. The maximum ranges for different weapons are described in the Weapons Inventory of each record sheet.)

FIRING WEAPONS

After a player has determined that a target is within LOS and has determined the firing arc of his weapons, the BattleMech may make a weapon attack. The player counts the range in hexes to the target to determine the base to-hit number for the attack. For each weapon he will fire, the player determines if the shot is more or less difficult than normal by factoring in terrain, movement, and other conditions. These factors will add modifiers to the base to-hit number to create a modified to-



hit number. The more difficult the shot is because of distance, concealment by terrain or movement, the higher the modified to-hit number. The player then rolls 2D6 to see if the attack hits the target. If the result is equal to or greater than the modified to-hit number, the attack hits its target. If the fired weapon requires ammunition, the player marks off one shot of ammunition.

Each weapon may be fired only once per turn.

BASE TO-HIT NUMBER

The base to-hit number for a weapon attack is 4.

MODIFIED TO-HIT NUMBER

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

TO-HIT MODIFIERS

The base to-hit number may be modified by a number of factors, including range, terrain and movement. All modifiers are cumulative.

See the Attack Modifiers Table on the back of the BattleMech Quick-Start Record Sheets for a summary of the modifiers found below.

Weapons Inventory					
Type	Location	Damage	Short	Med.	Long
1 Autocannon 10	RA	10	5	10	15
1 Large Laser	LA	8	6	10	15
1 Small Laser	LT	3	1	2	3

Range Modifier

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

The ranges for each 'Mech's weapons appear in the Weapons Inventory box on the 'Mech's record sheet. Ranges are expressed in numbers of hexes.

A weapon's maximum range is divided into three distances: short, medium and long. Find the distance to the target in the row for the appropriate weapon, and determine if the

BattleMech's current range is short, medium, long or out of range. A shot at short range requires no to-hit modifier. A medium range shot has a +2 to-hit modifier, while a shot at long range has a +4 modifier.

Weapons cannot hit a target at a distance greater than the weapon's long range.

Attacker Movement

The attacker movement modifier is based on the movement mode the attacking BattleMech used in the turn, regardless of the actual MP or distance moved.

Target Movement

The target movement modifiers are based on the hexes traversed rather than the number of Movement Points spent. If the target moved both backward and forward in the turn, base the movement modifier on the number of hexes moved from the hex in which the 'Mech last reversed its movement. For example, if the target moved backward 3 hexes and then forward 2 hexes, the target movement modifier would be based only on the final 2 hexes of movement, resulting in a Target Movement Modifier of 0.



Terrain Modifiers

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

Light Woods: Add a terrain modifier of +1 if the target occupies a Light Woods hex. Additionally, modify the to-hit number by +1 per hex of Light Woods intervening between the attacker and the target. (The woods must be intervening as defined in *Line of Sight*.)

Heavy Woods: Add a terrain modifier of +2 if the target occupies a Heavy Woods hex. Additionally, modify the to-hit number by +2 per hex of Heavy Woods intervening between the attacker and its target. (The woods must be intervening as defined in *Line of Sight*.) Note that if more than 1 Heavy Woods

hex intervenes between the attacker and the target, LOS is blocked.

The diagram on the previous page illustrates the modifiers to the to-hit numbers that we have discussed so far. The Cicada has used its Walking movement of 8 MP to move from Hex A to Hex B. Though it expended 7 MP in the move, it actually traveled 5 hexes as shown. The Hunchback had to use running movement to get from Hex C to Hex D facing the Cicada. It spent a total of 5 MP but only traveled 2 hexes. Finally, the Hermes II did not move, and remained standing in Hex E. All of the 'Mechs have standard Gunnery Skills of 4.

The Cicada is firing two medium lasers at the Hermes II. The target is 5 hexes away, which is in the medium range for the lasers, adding a Range Modifier of +2. The Cicada used Walking movement this turn, so the Attacker Movement Modifier is +1. The target did not move, so there is no target movement modifier applied. The Base To-Hit Number is 4, so the Modified To-Hit Number is 7 (Base 4 + Range 2 + Attacker Movement 1 = 7).

The Hunchback is attacking the Cicada with its AC/20. The Hunchback used Running movement this turn, so it must add an Attacker Movement Modifier of +2 to its to-hit number. The target traveled 5 hexes, so there is a Target Movement Modifier of +2. The range to the target is 2 hexes, which is in short range for the AC/20. The Base To-Hit Number is 4, so the Modified To-Hit Number for the Hunchback's AC/20 is 8 (Base 4 + Attacker Movement 2 + Target Movement 2 = 8).

The Hermes II could attack the Cicada. As the Cicada is five hexes away; though the Hermes II's AC/5 would be in short range, that would put its medium laser in the medium range. Therefore, the Hermes II attacks the Hunchback with its AC/5 and medium laser. The Hermes II did not move, so no attacker movement modifier is applied. The Hunchback spent 5 MP running, but only traveled 2 hexes, so there is also no target movement modifier applied. The Base To-Hit Number is 4, so the Modified To-Hit Number for both the AC/5 and medium laser is 4 (no additional modifiers were applied).

Multiple Targets

A 'Mech cannot declare weapon attacks against more than one target in the same turn in this basic version of the game.

TO-HIT ROLL

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

HIT LOCATION

When a weapon attack hits its target, the firing player must determine precisely where the attack hit the target.

To determine the exact location of a hit, the attacker rolls 2D6 and consults the BattleMech Hit Location Table found on the back of each BattleMech Quick-Start Record Sheet.

DAMAGE

Each attack that successfully hits the target does damage to the target. Every weapon does a specific amount of damage, which appears on the Weapons Inventory of each record sheet.

Weapons Inventory					
Type	Location	Damage	Short	Med.	Long
1 Autocannon 10	RA	10	5	10	15
1 Large Laser	LA	8	6	10	15
1 Small Laser	LT	3	1	2	3

RECORDING DAMAGE

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

Torso Destruction

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

Leg Destruction

If one or both of the BattleMech's legs is destroyed, it cannot move or make any facing changes for the rest of the game. It may fire weapons normally.

Weapon Destruction

If the location containing a weapon is destroyed, that weapon is destroyed and cannot be used for the rest of the game.

DAMAGE RESOLUTION

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

1. Is there armor in the location?

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

No: Proceed to Step 3.

2. Is there damage remaining?

Yes: Go to Step 3 to allocate remaining damage.

No: Attack is finished.

3. Is there damage remaining?

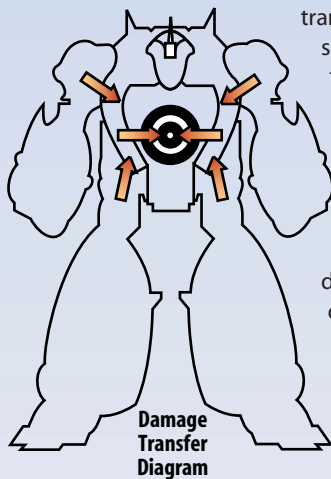
Yes: Damage transfers to the armor of the next location inward (see Damage Transfer Diagram). Go to Step 1 to allocate remaining damage.

No: Attack is finished.

TRANSFERRING DAMAGE

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

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



A Hermes II's left arm is hit by an attack from an Autocannon 10 (Damage Value 10), a large laser (Damage Value 8), and two medium lasers (Damage Value of 5 each). Before this turn, the BattleMech still had its full Armor Value of 11 in that arm.

The Autocannon hit reduces the Armor Value by 10, so 10 boxes are filled in. The laser hit does 8 points of damage, but since the Hermes II's remaining Armor Value in the left arm is 1, that leaves 7 points of damage that the hit location cannot absorb; the left arm is completely destroyed.

The remaining 7 points of damage from the large laser transfers to the armor of the next location inward, which would be the left torso and so 7 boxes are filled in on left torso location, leaving only 7 boxes out of the original 14. The next laser hit reduces the left torso Armor Value by 5, so 5 boxes are filled in. The final laser hit does 5 points of damage, but since the Hermes II's remaining Armor Value in the left torso is 2, that leaves 3 points of damage that the hit location cannot absorb; the left torso is completely destroyed.

The remaining 3 points of damage from the medium laser transfers to the armor of the next location inward, which would be the center torso and so 3 boxes are filled in on the center torso location, leaving 14 boxes out of the original 17. If the Hermes II's center torso takes



a hit that inflicts 14 or more points of damage, it will be completely destroyed, which will also completely destroy the Hermes II.

DESTROYING A BATTLEMECH

If a BattleMech's head or center torso is destroyed, the 'Mech is considered destroyed and is out of the game.

TRAINING SCENARIO

The training scenario re-creates one of the many simulator programs used to train MechWarriors throughout the Inner Sphere.

GAME SET-UP

Lay out the map provided with these rules.

DEFENDER

The *Cicada* and *Hunchback* are the defenders. Cut out their stand-up counters and record sheets for use in the game.

Deployment

The defenders set up first, placing their 'Mechs anywhere within 3 hexes of the south edge (short-end) of the mapsheet.

ATTACKER

The *Hermes II* and an *Enforcer* are the attackers. Cut out their stand-up counters and record sheets for use in the game.

Deployment

The attacker's 'Mechs may be placed on any of the hexes along the north edge (short-end) of the map.

VICTORY CONDITIONS

Victory belongs to the first side to destroy both enemy BattleMechs.

SPECIAL RULES

If a BattleMech exits the map for any reason, that 'Mech is considered to be destroyed.

SEQUENCE OF PLAY

- | | |
|-------------------------|--------------------|
| 1.) Initiative Phase | 2.) Movement Phase |
| 3.) Weapon Attack Phase | 4.) End Phase |

MOVEMENT COST TABLE

Terrain Type/Activity	MP Cost Per Hex
Clear	1
Light Woods	2
Heavy Woods	3
Movement Actions	
Facing Change	1/hexside

BATTLEMECH HIT LOCATION TABLE

Die Roll (2D6)	Die Roll (2D6)
2 C. Torso	8 Left Torso
3 Right Arm	9 Left Leg
4 Right Arm	10 Left Arm
5 Right Leg	11 Left Arm
6 Right Torso	12 Head
7 C. Torso	

ATTACK MODIFIERS TABLE

All Weapons Attacks	Modifier
Attacker	
<i>Movement</i>	
Stationary	None
Walked	+1
Ran	+2
Terrain	
Light Woods	+1 per intervening hex; +1 if target in Light Woods
Heavy Woods	+2 per intervening hex; +2 if target in Heavy Woods
Target	
<i>Movement</i>	
Moved 0–2 hexes	0
Moved 3–4 hexes	+1
Moved 5–6 hexes	+2
Moved 7–9 hexes	+3
Moved 10+ hexes	+4
Weapon Attacks Only	
Range	
Short	None
Medium	+2
Long	+4

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SEQUENCE OF PLAY

- | | |
|-------------------------|--------------------|
| 1.) Initiative Phase | 2.) Movement Phase |
| 3.) Weapon Attack Phase | 4.) End Phase |

MOVEMENT COST TABLE

Terrain Type/Activity	MP Cost Per Hex
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Facing Change	1/hexside

BATTLEMECH HIT LOCATION TABLE

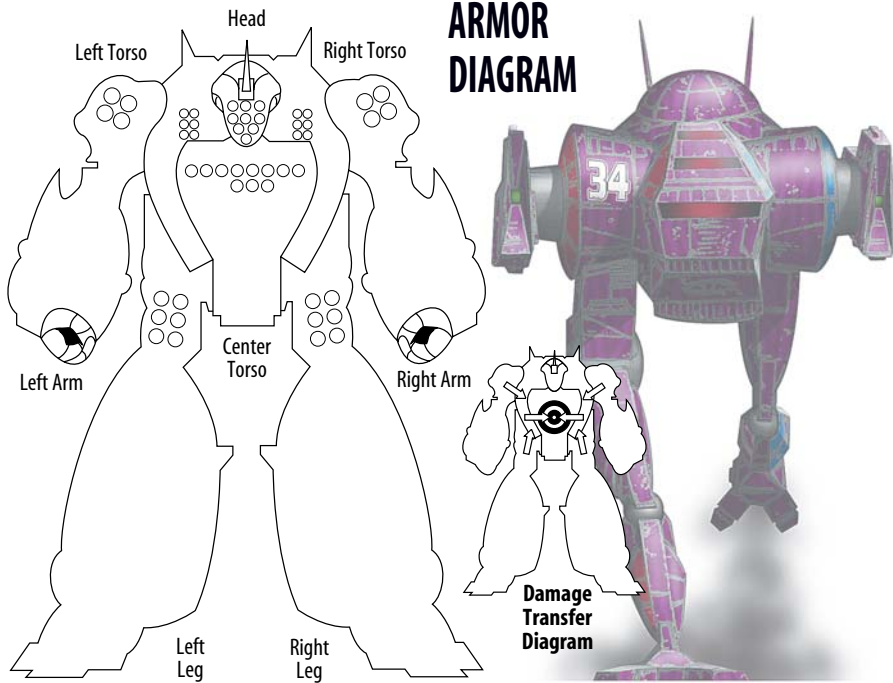
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Light Woods	+1 per intervening hex; +1 if target in Light Woods
Heavy Woods	+2 per intervening hex; +2 if target in Heavy Woods
Target	
<i>Movement</i>	
Moved 0–2 hexes	0
Moved 3–4 hexes	+1
Moved 5–6 hexes	+2
Moved 7–9 hexes	+3
Moved 10+ hexes	+4
Weapon Attacks Only	
Range	
Short	None
Medium	+2
Long	+4

BATTLETECH®

BATTLEMECH RECORD SHEET



ARMOR DIAGRAM

Mech Data

Type: CDA-2A Cicada
 Tonnage: 40
 Movement Points:
 Walking: 8
 Running: 12

Weapons Inventory

Type	Location	Damage	Short	Med.	Long
1 Medium Laser	RT	5	3	6	9
1 Medium Laser	LT	5	3	6	9
1 Small Laser	CT	3	1	2	3

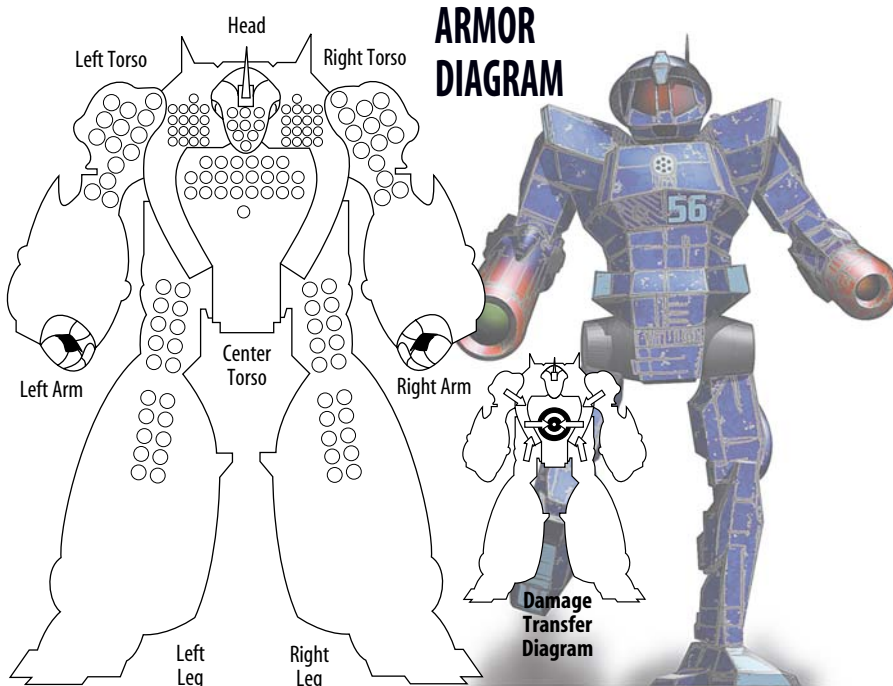
Ammo Type	Rounds

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BATTLEMECH RECORD SHEET



ARMOR DIAGRAM

Mech Data

Type: ENF-4R Enforcer
 Tonnage: 50
 Movement Points:
 Walking: 4
 Running: 6

Weapons Inventory

Type	Location	Damage	Short	Med.	Long
1 Autocannon 10	RA	10	5	10	15
1 Large Laser	LA	8	5	10	15
1 Small Laser	LT	3	1	2	3

Ammo Type	Rounds
Autocannon 10	10

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