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CLASSIC

BATTLETECH

QUICK-START RULES



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GAMES

FANPRO



It is the 31st century, a time of endless wars that rage across human-occupied space. As star empires clash, these epic wars are won and lost by BattleMechs®, 30-foot-tall humanoid metal titans bristling with lasers, autocannons and dozens of other lethal weapons; enough firepower to level entire city blocks. Your elite force of MechWarriors® drives these juggernauts into battle, proudly holding your faction's flag high, intent on expanding the power and glory of your realm. At their beck and call are the support units of armored vehicles and power armored infantry, wielded by a MechWarrior's skillful command to aid him in ultimate victory. Will they become legends, or forgotten casualties? Only your skill and luck will determine their fate!

QUICK-START RULES

We have specially designed these quick-start rules to hurtle you onto the battlefields of the 31st century in minutes, with everything you need to play—including a map and unit counters—provided. All you need is your imagination and two six-sided dice!

GREEN, VETERAN AND ELITE

These quick-start rules appear in three easily absorbed sections: *Green* (blue, the section you're reading right now), *Veteran* (yellow) and *Elite* (red). These sections provide an easy-to-understand progression from the basics to adding more units and rules to increase a player's enjoyment of the game. At the end of each section is a Training scenario that will have players immediately jumping into the fun of the *BattleTech* game system, implementing what the players have learned to that point in the quick-start rules.

Note: The *Green* section is an introduction to the 'Mech rules as presented in the *Classic BattleTech Introductory Rulebook*, while the *Veteran* and *Elite* sections are an introduction to the rules for additional units and concepts as presented in *Classic BattleTech Total Warfare*.

Green: For newcomers to *Classic BattleTech*, read through this section once (it won't take long), then play the Green Training scenario. Your first Training scenario will be a quick 'Mech vs. 'Mech game, but the basics described in the *Green* section of how to move, fire weapons and take damage apply across the board, with specific exceptions for vehicles and infantry noted in the *Veteran* and *Elite* sections, respectively.

Remember, you don't need to read any other section of these quick-start rules before you jump right into a game!

Veteran: Once you've gotten the basics of movement and combat down, and a 'Mech training scenario under your belt, the *Veteran* section introduces vehicles, as well as some advanced weapon rules. Once you've read this section—which builds on your existing knowledge from the *Green* section—you can jump into the *Veteran* Training scenario.

Elite: Now that you're familiar with the first two sections, the *Elite* section introduces infantry. The *Elite* Training Scenario unleashes the full combined-arms aspect of *Classic BattleTech*!

PLAYING PIECES

Classic BattleTech Quick-Start Rules contains several playing pieces you can cut out, representing your infantry, vehicles and BattleMechs. These playing pieces are used to show the position



of each unit on the mapsheet and keep track of its movement during the game.

RECORD SHEETS

The 'Mech, vehicle and infantry record sheets are used to keep track of the damage done to each unit during combat as well as display a unit's weapon and movement stats (see *Record Sheets*, p. 14).

MAPSHEETS

In *Classic BattleTech*, games are played on 22-by-17 inch mapsheets divided into six-sided areas called hexes, which regulate movement and combat between various units. 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 *Classic BattleTech* you will use two six-sided dice. 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.

TRAINING SCENARIOS

Classic BattleTech is a game for two or more players. For simplicity's sake, the Green Training scenario is just for two players, with each player controlling a single 'Mech. Each 'Mech, vehicle or infantry trooper is considered a *unit*. In the *Veteran* and *Elite* Training scenarios, if additional players are available, they should divide evenly between two teams, with each player taking charge of one unit. If additional players are not available, the *Veteran* and *Elite* Training scenarios are designed to help players go from controlling a single unit to the fun of controlling multiple units in a game.

In the various Training scenarios provided in these rules, your only goal is to destroy the other team. The last team with at least one surviving unit left on the board wins. As you become more familiar with these rules, you can begin to operate more than one unit at a time, come up with your own game objectives, or you can move on to the challenge and excitement of the complete 'Mech rules of the *Classic BattleTech Introductory Box Set*, or on to the complete rules (including vehicles, infantry and more) in the *Classic BattleTech Total Warfare* rulebook!

SEQUENCE OF PLAY

A *Classic BattleTech* game consists of a series of turns. During each turn, all units on the map have an opportunity to move and fire their weapons. Each turn consists of several smaller segments of time, called phases. During each phase, players may take one type of action, such as movement or combat. Remember that the word *unit* is used to denote any type of unit: 'Mech, vehicle or infantry.

Each turn includes the following phases, performed in the following order:

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

INITIATIVE PHASE

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 Initiative throughout the turn. Re-roll all ties.

MOVEMENT PHASE

The team that lost Initiative chooses one unit and moves it first.

The team that won Initiative then moves one unit.

Movement alternates between sides until all units have been moved. Each time a player must move a unit, he may designate movement for any unit that has not been destroyed, even if the move is to simply stand still.

WEAPON ATTACK PHASE

The team that lost Initiative chooses a unit to declare fire first. The controlling player must declare any attacks he plans to make using his unit's weapons, specifying which weapons he will fire and at what target(s).

The team that won Initiative then chooses a unit to declare fire. The player controlling the firing unit declares any attacks he plans to make using that unit's weapons, as described above.

The act of declaring attacks alternates between players until all fire has been declared. Each time a player must declare an attack, he may do so for any unit that has not been destroyed, even if the declaration is to make no attack.

Resolving Weapons Fire

Players resolve weapons fire one unit at a time. The order in which each unit's attacks are resolved is up to that unit's controlling player. All weapon attacks by one unit should be resolved before those of the next unit in order for the players to more easily track which weapons have fired.

Determining Damage

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

END PHASE

Players repeat all the steps given above until one team meets its victory conditions for the scenario. Under normal circumstances, the team with the last surviving unit(s) left on the map wins. If the last units from each team are destroyed simultaneously in the same turn, the game is a draw.

MOVEMENT

Classic BattleTech units change position and location on the mapsheet by performing any one of several movements. During the Movement Phase of each turn, players must choose a movement mode for each unit they intend to move in that turn. For 'Mechs, the choices are walking or running.

When it is a player's turn to move a unit, the player must announce its movement mode or that the unit is staying still. The player always chooses how a unit moves, within the limits set by the rules.

MOVEMENT BASICS

As shown on the Movement Cost Tables on p. 22, a unit must spend 1 movement point (MP) to enter a hex. The type of terrain within a hex adds more MP costs, as shown under the MP Cost Per Hex/Terrain Type column of the table. 'Mechs can also take one other movement action, a facing change, at the MP cost shown on the table.

The controlling player always starts with a base cost of 1 MP for a unit to enter a new hex. The player then consults the Movement Cost Table and adds any MP required, based on the type of hex being entered and/or the action being taken. Such additional modifiers are cumulative. For example, a unit entering a Clear hex only spends the base 1 MP for entering a new hex. However, a unit entering a heavy woods hex and making a one-hexside facing change spends 4 MP (the base 1 MP for entering a new hex, +2 MP for heavy woods and +1 MP for the facing change).

The forest and terrain areas on a *Classic BattleTech* mapsheet represent a mixture of terrain found on habitable worlds of the Inner Sphere. The symbols below designate each type of terrain as found on the mapsheet in these quick-start rules.

Clear

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

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



Light Woods

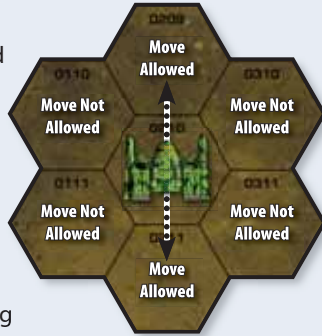
Light woods terrain is covered with sparse trees up to twelve meters tall. Most units cannot cross this terrain as easily as clear terrain. Unless the wood is relatively large (i.e., covers numerous hexes), units may have line of sight through light woods. (See *Intervening Terrain* p. 6, in *Combat*.)

Heavy Woods

Heavily wooded terrain is thickly covered with twelve-meter tall trees, making movement through these areas very difficult. Light woods often border heavy woods. It is difficult to see through heavy woods. (See *Intervening Terrain* p. 6, in *Combat*.)

MOVEMENT DIRECTION

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



• MOVEMENT DIRECTION DIAGRAM •

Backward Movement

During the course of its movement, a unit can move forward and backward (that is, it can make both moves within the same Movement Phase) and can change direction in any manner the player chooses, as long as the unit possesses the required number of MP. However, if a 'Mech declares at the beginning of its turn that it will use running movement (see *Running*, at right), it cannot move backward at any time during that turn.

FACING

Every hex on the map has six edges, called hexsides. In *Classic BattleTech*, every unit must face one of those six hexsides. A BattleMech is considered to be facing the way its feet are pointing; for ease of use, the counters provided with these quick-start rules have their front facing clearly marked with an arrow.

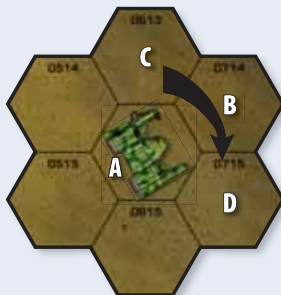
A unit's facing affects movement (see below) and combat (see *Combat*, at right), and can only be voluntarily changed during the Movement Phase.

FACING CHANGE

Changing a unit's facing costs 1 MP per hexside changed, regardless of the terrain type in the hex. For example, a 180-degree turn costs a unit 3 MP.



• FIGURE 1 •



• FIGURE 2 •

FACING CHANGE DIAGRAMS

In the Facing Change diagram at bottom left, a player wants to move his BattleMech from Hex A to Hex B. However, the BattleMech is currently facing Hex C, and so cannot legally move to Hex B. If the BattleMech changes its facing, as shown in Figure 2, it can legally move into Hex B. This facing change costs 1 MP.

If the player wanted to move the BattleMech into Hex D (without going 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 unit's movement, a player must select one of the following movement modes. A unit may not combine movement modes during a turn.

STANDING STILL

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

WALKING

If the player declares that a 'Mech will walk, the 'Mech may expend a number of MP up to its Walking MP rating. A walking 'Mech suffers a +1 modifier to its to-hit number when making attacks. As a moving target, a walking 'Mech may also be harder to hit. These combat effects appear on the Attack Modifier Table found on p. 21 and are further explained under *Firing Weapons*, p. 7.

RUNNING

A 'Mech can move further in a turn when running than it can walking. The player may spend up to the 'Mech's Running MP rating each turn. A running 'Mech suffers a +2 to-hit modifier when making attacks, but its speed may make it a more difficult target to hit. These combat effects appear on the Attack Modifier Table found on p. 21 and are further explained under *Firing Weapons*, p. 7.

No 'Mech can move backward while running.

STACKING

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

COMBAT

After all players complete the Movement Phase of a turn, units engage in combat. Units make weapon attacks using armaments such as missiles, lasers, autocannons and so on.

In *Classic BattleTech*, weapons inflict damage on the armor that protects every unit. When an attack or series of attacks destroys all of a location's Armor Points (the circles on the record sheet), any remaining damage affects the next location inward as shown on the Damage Transfer Diagram on the 'Mech quick-start record sheets.

For one unit to fire at another, the attacking unit must have a valid 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 range to the target, target and attacker movement, intervening terrain and other factors.

ATTACK DECLARATION

As described in *Sequence of Play* (see p. 4), all attacks are declared before any are resolved. Only attacks declared during weapon attack declaration are resolved in the Weapon Attack Phase. All declared attacks must be resolved, even if the intended target is destroyed before all attacks against it have been made (though an attack may be aborted if the Modified To-Hit Number is greater than 12; see *Modified To-Hit Number*, p. 7). Likewise, players may not make attacks they have not declared, even if the opportunity presents itself during play.

LINE OF SIGHT

In order to attack a target, a clear line of sight (LOS) must exist between the target and the attacker. A straight line running from the center of the attacking unit's hex to the center of the target unit's hex defines the LOS between two units. Any hexes through which this line passes lie along the LOS, even if the line barely crosses a given corner of a hex.

If the LOS passes exactly between two hexes, the player controlling the targeted unit decides which of the two hexes lie along the LOS. The chosen hexside is used for all attacks between those two units for the remainder of the turn.

The hexes containing the attacking and target units are not considered when determining LOS, and they never interfere with LOS.

Intervening Terrain

Terrain along the LOS between the attacker and the target that actually lies within the LOS (not including the hexes occupied by the attacker and target) is called intervening terrain. Intervening terrain has the following effects on LOS.

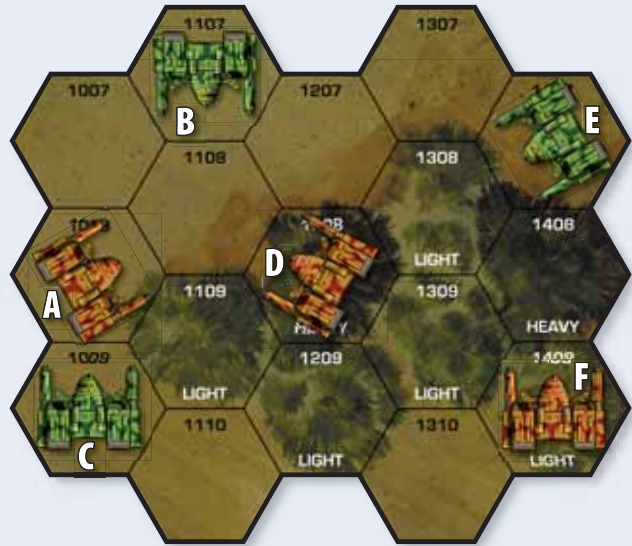
Light Woods: Three or more hexes of intervening light woods block LOS. One hex of intervening light woods combined with one or more hexes of intervening heavy woods also block LOS.

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 also block LOS.

Other Units: Intervening units have no effect on LOS or attacks.

The 'Mech in the LOS Diagram, at top right, on the Open Terrain #2 map illustrates some of the principles governing line of sight. The 'Mech in Hex A wants to make an attack this turn. Checking LOS for the 'Mech 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.



• LINE OF SIGHT DIAGRAM •

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

The LOS to the 'Mechs in hexes E and F are blocked because there is at least one hex of light and heavy woods 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 four targets, Hex C has three targets, Hex D has five targets, Hex E has three targets and Hex F has two targets.

WEAPON ATTACKS

During the Weapon Attack Phase, players use their units' armaments to attempt to inflict damage on targets. Players should not consider the list below a hard-and-fast set of rules for exactly how to resolve weapon attacks, but instead as a way to lay the framework, from which the specific rules in the rest of this section can easily build a full understanding of how to resolve combat in these quick-start rules.

The rough order of such actions is as follows:

- An attacking unit fires a weapon at an enemy target unit;
- If the weapon hits, it inflicts a certain amount of damage;
- The attacker rolls a hit location;
- The targeted player marks off in that location a number of armor circles equal to the amount of damage inflicted;
- If a location is destroyed and damage from the attacking weapon remains, that damage is transferred to the next location inward;
- This procedure repeats until all weapons fire is resolved.


Players fire each weapon on a unit individually, and can fire as many or as few of their unit's weapons at the target as they wish, within the restrictions described on the following pages. Unless otherwise stated, each weapon may be fired only once per turn. Each weapon only gets one to-hit roll 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 unit's record sheet.

Ammunition Expenditure

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

Weapons Inventory			To-Hit Modifier			
Qty	Type	Loc	Dmg	Sht	Med	Lng
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	Shots
Autocannon 10	10 



FIRING ARC

If an attacking unit has LOS to its intended target, the attacking player can then check the firing arc of his unit's weapons to see which weapons can hit the target, as shown on the Firing Arc diagram.

Note that the firing arc extends from the firing unit to the edge of the playing area. The maximum ranges for different weapons appear on each record sheet.



• FIRING ARC DIAGRAM •

FIRING WEAPONS

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

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 applicable modifiers for range, movement, terrain and other factors discussed in *To-Hit Modifiers*.

If the modified to-hit number is greater than 12, the shot automatically misses. If a player determines that his unit's declared attack will automatically miss, he can choose not to make the attack, thereby avoiding a waste of ammunition (if applicable). He may not switch his attack to another target.

If the modified to-hit number is 2 or less, the shot automatically hits.

TO-HIT MODIFIERS

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

Range Modifier

The farther away the target is from the firing unit, the more difficult it is to hit. The range to the target, which is the distance between the target and the attacking unit, determines the range modifier for an attack. To determine range, find the shortest path to the target and count the hexes between target and attacker, 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 (including the target's hex) is the range.

The ranges for each unit's weapons appear in the Weapons Inventory section of the appropriate record sheet. Find the distance to the target in the row for the appropriate weapon, and determine if the unit'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

A moving attacker must constantly adjust his aim to compensate for his movement, so an attacking unit's to-hit number is modified by its own movement using the values in the Attack Modifiers Table found on p. 21. The attacker movement modifier is based on the movement mode the attacking unit used in the turn, regardless of actual MP expended or distance moved.

Target Movement

A moving target is harder to hit, and so an attacking unit's to-hit number is modified by its target's movement using the values in the Attack Modifiers Table found on p. 21. The target movement modifiers are based on the hexes entered rather than the number of Movement Points spent. If the target moved backward and forward in the turn (regardless of facing changes), base the movement modifier on the number of hexes moved from the hex in which the unit last reversed its movement. For example, if the target moved backward three hexes and then forward two hexes, the target movement modifier would be based only on the final two hexes of movement, resulting in a Target Movement Modifier of 0.

The Target Movement diagram (at right) of units on the Open Terrain #1 map illustrates the to-hit modifiers 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 five hexes, as shown. The Hunchback had to run to get from Hex C to Hex D facing the Cicada. It spent a total of 5 MP but only traveled two hexes. Finally, the Enforcer remained standing in Hex E.

The Cicada is firing two medium lasers at the Enforcer. The target is four 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. The Base To-Hit Number is 4, so the Modified To-Hit Number is 7 (4 (Base To-Hit) + 2 (Range) + 1 (Attacker Movement) + 0 (Target Movement) = 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 five hexes, creating a +2 Target Movement Modifier. The range to the target is two hexes, which is in short range for the AC/20. The Modified To-Hit Number for the Hunchback's AC/20 is 8 (4 (Base To-Hit Number) + 0 (Range) + 2 (Attacker Movement) + 2 (Target Movement) = 8).

The Enforcer is firing its large laser at the Hunchback. The range to the target is four hexes, which is short range for that weapon. The Enforcer did not move, and so no attacker movement modifier is applied. The Hunchback spent 5 Running MP, but only traveled two hexes, and so no target movement modifier applies. The Modified To-Hit Number for the large laser attack is 4 (4 (Base To-Hit) + 0 (Range) + 0 (Attacker Movement) + 0 (Target Movement) = 4).



• TARGET MOVEMENT DIAGRAM •

Terrain Modifiers

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

Light Woods: Add a +1 terrain modifier if the target occupies a light woods hex. In addition, modify the to-hit number by +1 per hex of light woods intervening between the attacker and the target. (The woods must be intervening as defined in *Line of Sight*, p. 6.)

Heavy Woods: Add a +2 terrain modifier if the target occupies a heavy woods hex. In addition, modify the to-hit number by +2 per hex of heavy woods intervening between the attacker and its target. (The woods must be intervening as defined in *Line of Sight*, p. 6.) If more than one heavy woods hex intervenes, the woods hexes block LOS.

Multiple Targets

A unit cannot declare weapon attacks against more than one target in the same turn.

TO-HIT ROLL

Once the player has determined all the modifiers for the attack, he makes a to-hit roll. For each weapon attack, the player rolls 2D6. If the result is equal to or greater than the modified to-hit number, the attack succeeds.

Players choose the order in which they resolve the to-hit rolls for all their unit's announced attacks.

HIT LOCATION

When an attack hits its target, the firing player must determine precisely where the attack struck.

Determining Hit Location

To determine the exact location of a hit, the player rolls 2D6 and consults the appropriate Hit Location Table found on each unit's record sheet.

DAMAGE

Each attack that hits the target does damage. Every weapon does a specific amount of damage, defined as Damage Value (or Damage Value grouping), which appears under the Weapons Inventory of each record sheet.

RECORDING DAMAGE

Follow the step-by-step procedure outlined in *Damage Resolution* on the following page to determine the effects of damage.

Torso Destruction

If a 'Mech's right or left torso has all of its Armor Points (circles) 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 'Mech is destroyed (see *Destroying a Unit*, at right).

Leg Destruction

If one or both of a 'Mech's legs is destroyed, it cannot move or make any facing changes for the rest of the game. It may fire weapons normally until it is completely destroyed, however (see *Destroying a Unit*, at right).

DAMAGE RESOLUTION

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

1. Does the location have armor?

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

No: Proceed to Step 2.

2. Is there damage remaining?

Yes: Damage transfers to the armor of the next location inward (see Damage Transfer Diagram on each 'Mech record sheet). 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 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 on each 'Mech record sheet. 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 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 Hunchback's left arm is hit by an attack from an AC/10 (Damage Value 10), a large laser (Damage Value 8), and small laser (Damage Value 3). Before this turn, the BattleMech still had its full Armor Value of 16 in that arm.

The AC/10 reduces the Armor Value by 10, so the player fills in ten circles. The laser hit does 8 points of damage, but since the Hunchback's remaining Armor Value in the left arm is 6, that leaves 2 points of damage that the hit location cannot absorb; the left arm is completely destroyed.

The remaining 2 points of damage from the large laser transfer to the armor of the next location inward, which is the left torso. The player fills in two circles on the left torso location, leaving 18 circles out of the original 20. The small laser hit reduces the left torso's Armor Value by 3, so three more circles are filled in, leaving 15 circles out of the original 20.

In a subsequent turn, if the AC/10 and large laser both strike the left torso, it will be destroyed, leaving 3 points of damage to transfer to the center torso.

DESTROYING A UNIT

A 'Mech is considered destroyed and out of the game if its head or center torso is destroyed.

Destroyed units are removed from the map at the end of the phase in which they were destroyed, and have no further effect on game play.

GREEN TRAINING SCENARIO

This training scenario recreates one of the many "greenhorn" simulator programs used to train burgeoning MechWarriors throughout the Inner Sphere.

GAME SET-UP

Lay out the map provided with these rules.

DEFENDER

The HBK-4G *Hunchback* in the *Record Sheets* section is the defender. Cut out the appropriate counter and record sheet for use in the game.

Deployment

The defending player sets up first, placing his unit anywhere within 3 hexes of the south edge (short end) of the mapsheet.

ATTACKER

The ENF-4R *Enforcer* in the *Record Sheet* section is the attacker. Cut out the appropriate counter and record sheet for use in the game.

Deployment

The attacking player may place his unit on any of the hexes along the north edge (short end) of the mapsheet.

VICTORY CONDITIONS

Victory belongs to the first side to destroy the enemy unit.

SPECIAL RULES

If a unit exits the map for any reason, that unit is considered destroyed; in this case, unless the opponent's unit is destroyed in the same turn, that means automatic victory for the opponent.

CLASSIC BATTLETECH INTRODUCTORY BOX SET

Once players have tackled the Green Training Scenario, they are more than welcome to move on to the *Veteran* and *Elite* sections of this rule set, which introduce the basics of vehicles and infantry. However, the *Green* section of the *Quick-Start Rules* are tailor-made to introduce players to the more complete rules of 'Mech play as detailed in the *Classic BattleTech Introductory Box Set*; for example, players may be reading these *Quick-Start Rules* from the box set itself. If players are interested in moving on to the fuller 'Mech rules for *Classic BattleTech*, they can either purchase the *Classic BattleTech Introductory Box Set*, or if that is not available, an introductory rulebook for *Classic BattleTech* can be downloaded for free at www.classicbattletech.com/leap.

BattleMechs reign supreme on the battlefield, but Combat Vehicles can hold their own in battle. The following *Veteran* section introduces rules for using Combat Vehicles in a *BattleTech* game. This section also contains rules for advanced weapons that have additional battlefield effects during a game.

COMBAT VEHICLES

Use the following rules for Combat Vehicles.

MOVEMENT

Combat Vehicles use the standard rules for movement, with the following clarifications and exceptions.

Movement Basics

Vehicles, like 'Mechs, can also take one other movement action—a facing change—at the MP cost shown on the Movement Cost Tables on p. 22.

Facing

A vehicle is considered to be facing in the direction of its front side. For ease of use, the counters provided with these quick-start rules have their front facing clearly marked with an arrow.

A unit's facing affects movement and combat, and can only be voluntarily changed during the Movement Phase.

Movement Modes

A vehicle uses all the same rules as a 'Mech for movement modes, with the only difference being terminology. Generally speaking, units with legs walk or run, while units without legs cruise or flank. Each unit's record sheet will indicate which type of movement it can make.

A vehicle uses cruising or flanking in place of walking or running, but beyond that all the same rules apply for movement modes as described in the *Green* section, p. 5.

Backward Movement

As with a running 'Mech, if a vehicle declares at the beginning of its turn that it will use Flanking movement, it cannot move backward at any time during that turn.

COMBAT

Combat Vehicles use the standard rules for combat, including the same firing arc as for a 'Mech.

DESTROYING A UNIT

A vehicle is considered destroyed and out of the game if any of its sections are destroyed.

ADVANCED WEAPONS

Many weapons in *BattleTech* follow a simple point-and-shoot principle, such as all the weapons mounted on the *Hunchback* and *Enforcer* 'Mechs used in the *Green Training* scenario. In other words, beyond range and Damage Value, the weapon itself does not provide any additional effects during the game. Many

other weapons, however, have additional effects to enhance the capabilities—and hence a player's enjoyment—of a given unit.

Once a player has determined the to-hit modifiers for terrain, target and attacker movement and so on, he or she then determines if the weapon also has additional special effects.

To fire a weapon at a target, the player should determine if the weapon in question has additional to-hit modifiers, or other special rules that might affect the way it is fired or interacts with the target, before making the final to-hit roll. Look on the unit's record sheet to verify what weapon is being fired and then consult the letter designation(s) after the numerical value in the Damage Value column. The type of weapon determines what additional effects the weapon may have beyond "point and fire."

Below is short list of abbreviations that apply to the units in these quick-start rules—specifically the *Hermes II*, *Cicada*, *Rommel Tank* (Gauss Variant) and *Saladin* (Ultra variant)—along with the description of the weapons' effects. Weapons may fall under multiple types, so make sure to verify the various effects of each weapon.

- C: Cluster.** Cluster weapons roll on the Cluster Hits Table to determine damage, with each type of weapon dividing its damage into different Damage Value groupings. The groupings are then assigned separate hit locations (see *Cluster Hits*, p. 11).
- P: Pulse Weapon.** Apply a -2 to-hit modifier to all weapon attacks.
- R: Rapid-Fire (Multi-Firing) Weapon.** Rapid-fire weapons use the following rules:
 - Rapid-fire weapons may fire more than one shot in a single Weapon Attack Phase. The number after "R" in the Damage column of the appropriate record sheets indicates the total number of rapid-fire shots that can be made; for example, an R2 weapon may fire one or two shots in a single turn.
 - When using the rapid-fire option, the weapon consumes ammo equal to the shots fired, times the single-shot ammo cost.
 - Each time a rapid-fire weapon fires more than a single shot in a single turn, the weapon may jam, making it useless for the rest of the game; the shots are still fired, however. When firing two shots, if the to-hit roll result is a 2, the weapon is useless for the rest of the game.
 - Rapid-fire weapons deliver damage as cluster weapons, resolved using the appropriate column of the Cluster Hits Table (see *Cluster Hits*, p. 11). Each Damage Value grouping is based on the single-shot damage of the rapid-fire weapon (abbreviated as "Sht" under the Damage Value column on the appropriate record sheet).
 - A rapid-fire weapon is only a cluster weapon, and so the attacker rolls on the Cluster Hits Table when making an attack that fires more than a single shot; on the appropriate record sheet this is annotated as R/C.
- V: Variable Damage.** Damage declines over range, assigned in order of short to long (for example, V10/8/5 = 10 damage points at short range, 8 at medium, 5 at long).

- **AI: Anti-Infantry.** Anti-infantry weapons deliver special damage to conventional infantry in place of standard damage (see the *Damage to Conventional Infantry*, p. 13).
 - This weapon type only applies when using infantry and so is only used in the Elite Training scenario; it is noted here simply to avoid confusion, as the weapon type annotation appears on 'Mech record sheets used at this stage.

Cluster Hits

If a weapon includes a "C" in its Type column on a unit's record sheet, it is a cluster weapon. In these quick-start rules, the only cluster weapon is the Ultra ACs if they are rapid-fired, meaning two shots are fired in a single turn.

On a successful attack by a rapid-fire weapon that fires two shots, the player rolls 2D6 and compares the result to the Cluster Hits Table on p. 21. The result is the actual number of individual shots that hit the target: one or two. Having determined the number of shots, the player rolls a separate hit location for each shot: one roll if only one shot struck the target, or two hit location rolls if both shots struck the target (provided the target has different locations).

VETERAN TRAINING SCENARIO

This training scenario recreates one of the many "veteran" simulator programs used to train more advanced MechWarrior officers throughout the Inner Sphere.

GAME SET-UP

Lay out the map provided with these rules.

DEFENDER

The HER-55A *Hermes II* and Saladin Assault Hover Tank in the *Record Sheets* section are the defenders. Cut out the appropriate counters and record sheets for use in the game.

Deployment

The defending player(s) set up first, placing their units anywhere within 3 hexes of the south edge (short end) of the mapsheet.

ATTACKER

The CDA-3MA *Cicada* and Rommel Tank in the *Record Sheets* section are the attackers. Cut out the appropriate counters and record sheets for use in the game.

Deployment

The attacking player(s) may place their units on any of the hexes along the north edge (short end) of the map.

VICTORY CONDITIONS

Victory belongs to the first side to destroy all the enemy units.

SPECIAL RULES

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



Though many stellar empires regularly include infantry as part of integrated 'Mech and vehicle forces, the strength of infantry reveals itself most in defensive operations. The following *Elite* section introduces the rules for using infantry in a game of *BattleTech*.

Terminology: *BattleTech* uses two different types of infantry, conventional and battle armor. Conventional infantry represents a myriad of infantry types, with different means of transportation—foot, motorized, jump and so on—different weapons and so forth. Battle armor infantry troops wear powered suits of armor equipped with various weapons, making them much more lethal.

MOVEMENT

Infantry units use the standard rules for movement, with the following clarifications and exceptions.

MOVEMENT MODES

Infantry do not have movement modes.

FACING

Infantry units have no facing.

MOVEMENT DIRECTION

Because infantry units have no facing, they may enter any of the six hexes surrounding the hex they occupy.

STACKING

If the enemy unit located in a hex is infantry, a 'Mech can enter that hex; if the enemy unit is any other unit type ('Mech or vehicle), then a 'Mech cannot enter the hex per standard rules. A 'Mech can end its movement in the same hex as an infantry unit.

COMBAT

Infantry units use the standard rules for combat, with the following clarifications and exceptions.

FIRING ARC

Infantry do not have firing arc restrictions.

FIRING WEAPONS

Infantry are the only units that may make an attack against a unit in the same hex, in which case the range is considered 1.

Attacker Movement

Attacker movement modifiers do not apply to infantry units when they attack.

Attacks Against Battle Armor

When any type of infantry attacks a battle armor unit, the attack targets the unit as a whole, though individual troopers take the damage. A single member of a battle armor unit cannot be the target of an attack; the trooper damaged by a successful attack is determined randomly. Use all standard modifiers. In addition,

as shown on the Attack Modifiers Table on p. 21, all non-infantry units must modify their to-hit numbers by +1 for attacks against battle armor units to account for the spread-out formation and tactics of battle-armored infantry.

Battle Armor Attacks

When the controlling player of an attacking battle armor unit announces a weapon attack, all troopers in that unit fire the same weapon at the same target.

Players should use all range and line of sight restrictions, modifiers and so on. All weapon attacks against units in the same hex as the battle armor unit are considered to be at Range 1.

When a battle armor unit attacks, roll 2D6 and consult the appropriate column of the Cluster Hits Table on p. 21, based on the number of troopers in the unit, to determine how many troopers scored a hit. A single-trooper unit always hits on a successful to-hit roll. Each trooper whose fire hits the target inflicts normal damage for the weapon.

Determine a hit location separately for each hit. If the target is a conventional infantry platoon, its controlling player simply applies the damage.

Conventional Infantry Attacks

While conventional infantry use the same range modifiers as 'Mechs and vehicles, unlike non-infantry units, infantry can attack another unit in the same hex. The Conventional Infantry Range Modifier Table on each conventional infantry record sheet shows the to-hit modifiers for each platoon type at 0 range; for convenience, the table also lists the range to-hit modifiers out to their maximum range in hexes.

The amount of damage that a standard infantry platoon can inflict is based on its current number of troopers and the type of weapons with which it is armed, as shown on the Maximum Weapon Damage Per Number of Troopers table on each conventional infantry record sheet. After making a successful attack, the controlling player cross-references the current number of active troopers in the unit to the appropriate column of the Maximum Weapon Damage Per Number of Troopers Table on each conventional infantry record sheet to determine the actual damage dealt to the target. Finally, the controlling player divides the damage into as many 2-point Damage Value groupings as possible and rolls that number of separate hit locations. If a single damage point remains, roll that separate hit location by itself. If the target is a conventional infantry platoon, the attacking player simply applies the damage.

HIT LOCATION

Infantry units do not have hit locations.

RECORDING DAMAGE

Hits against infantry (battle armor and conventional) use the following rules for recording damage.

Damage to Battle Armor

On a successful attack against a battle armor unit, roll 1D6 for each Damage Value grouping to determine which battle-armored troopers are hit. Each grouping strikes a different, randomly determined trooper. Re-roll if the unit does not have that number of troopers or if the result indicates a trooper destroyed in the current or a previous phase. Any excess damage from a single damage grouping is wasted.

Armor Value: Each trooper in a battle armor unit has a damage capacity consisting of the unit's Armor Value +1 (representing the soldier inside; on a battle armor record sheet, this is represented by a shaded armor circle). A battle-armored trooper is destroyed only after taking damage equal to its full damage capacity. Even if all of a trooper's "armor" has been destroyed, leaving only the +1 representing the soldier, that trooper still operates at full capacity.

Damage to Conventional Infantry

Unlike other units, conventional infantry are spread across a hex, with each man finding maximum protection using the terrain. This means that damage from a single weapon does not magically transfer from one trooper to the next; that is, the infantry unit does not simply take damage equal to the weapon's Damage Value. Instead, the damage from a single weapon to a conventional infantry unit depends on the type and size of the weapon fired.

Once a non-conventional infantry unit has made a successful attack against a conventional infantry unit, consult the Number of Conventional Troopers Hit column on the Non-Infantry Weapon Damage Against Infantry Table (p. 22) and compare it to the type and damage value of each weapon that successfully strikes the target to determine how many troops have been eliminated. Use the maximum damage potential for cluster weapons, instead of rolling on the Cluster Hits Table for damage.

Burst-Fire Weapons: When a conventional infantry platoon takes a hit from any burst-fire weapon (noted as an AI—Anti-Infantry—weapon on the record sheet), the attacking player rolls for damage based on the type of weapon used. See the Burst-Fire Weapon Damage Vs. Conventional Infantry Table (p. 22). Add the die roll result for each hit to create a running total. This total represents the damage inflicted on the unit.

As damage is taken, mark off the boxes indicating troopers on the platoon's record sheet, left to right, one for each damage point inflicted.

Clear Terrain: Conventional infantry hit while in clear terrain suffer twice the normal damage. This includes damage received from infantry and burst-fire weapons, as well as other non-conventional infantry-mounted weapons.

Damage from Other Infantry Units: Damage done by one infantry unit to another always equals the standard damage inflicted. As damage is taken, mark off the boxes indicating troopers on the platoon's record sheet, left to right, one for each damage point inflicted.

DESTROYING A UNIT

Conventional infantry platoons are considered destroyed when all squares in the unit row have been marked off. Battle armor units are destroyed when all circles in each unit member's row have been marked off.



ELITE TRAINING SCENARIO

This training scenario recreates one of the many advanced simulator programs used to train MechWarriors on the verge of graduation throughout the Inner Sphere.

GAME SET-UP

Lay out the map provided with these rules.

DEFENDER

The HER-55A *Hermes II*, Rommel (Gauss Variant), one Infiltrator Mk II battle armor squad and one Machine Gun (Motorized) Platoon conventional infantry in the *Record Sheets* section are the defenders. Cut out the appropriate counters and record sheets for use in the game.

Deployment

The defending players set up first, placing their units anywhere within 3 hexes of the south edge (short end) of the mapsheet.

ATTACKER

The CDA-3MA *Cicada*, Saladin (Ultra Variant), one Infiltrator Mk II battle armor squad and one Rifle, Energy (Motorized) Platoon conventional infantry in the *Record Sheets* section are the attackers. Cut out the appropriate counters and record sheets for use in the game.

Deployment

The attacking players may place their units on any of the hexes along the north edge (short end) of the map.

VICTORY CONDITIONS

The first side to destroy all the enemy units is the winner.

SPECIAL RULES

If a unit exits the map for any reason, that unit is considered destroyed.

FILTERING SCENARIOS

Now that players have tackled the full quick-start rules, they are free to mix and match forces. For example, players can deploy just two 'Mechs on a side, or two 'Mechs with one vehicle, or the whole nine yards with all the forces provided in these rules (including the additional infantry record sheets not used in the Elite Training scenario).

Regardless of how players choose their forces, in order to make the games as balanced and fun as possible, players should maintain the same number of units of different types in a game. For example, if one side deploys one 'Mech, one vehicle and one infantry unit, the other side should deploy the same.

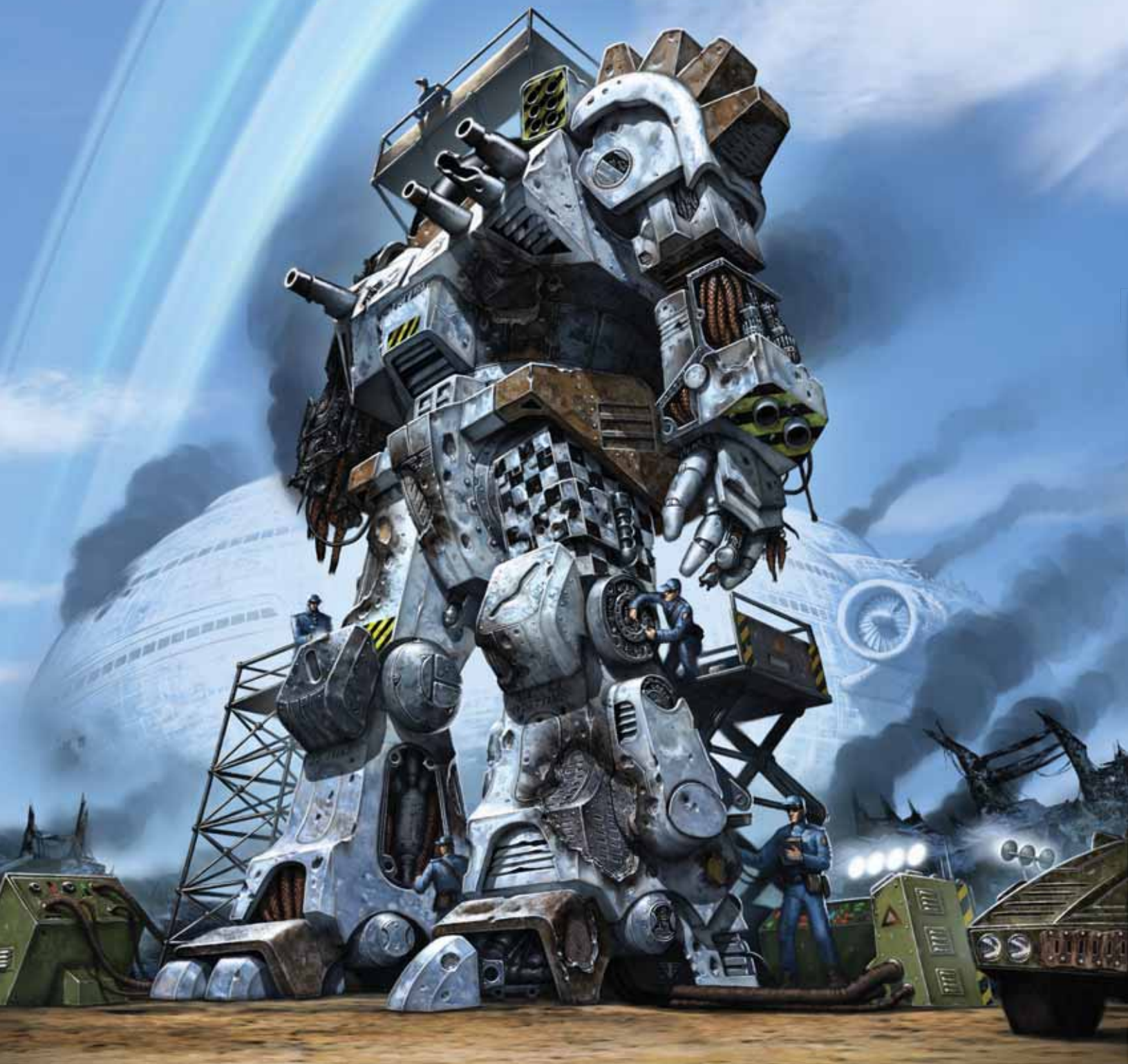
RECORD SHEETS

The 'Mech, vehicle and infantry record sheets are used to keep track of the damage done to each unit during combat. Record sheets also show the capabilities of each unit, including its movement speeds and weapons. We have included special quick-start record sheets in these rules, complete with hit location tables where appropriate for ease of reference.

Players can visit www.classicbattletech.com to download additional quick-start version record sheets (along with appropriate cut-outs) to play additional 'Mechs with these quick-start rules.

On pages 21 and 22 are a few other important tables, to which you can refer during game play; the top and bottom of each page are identical, allowing each player to have an identical set of tables for reference..

Just as these rules introduce players to the fun of the *Classic BattleTech* rules as presented in *Total Warfare*, players can also find vast enjoyment in creating their own unique designs of 'Mechs, vehicles, infantry and so on, using the various construction rules presented in *Classic BattleTech TechManual*.



CLASSIC BATTLETECH

BATTLEMECH RECORD SHEET

MECH DATA

Type: ENF-4R Enforcer

Movement Points: Tonnage: 50
 Walking: 4 Base To-Hit: 4
 Running: 6

Weapons Inventory			To-Hit Modifier			
Qty	Type	Loc	Dmg	Sht	Med	Lng
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	Shots
Autocannon 10	10

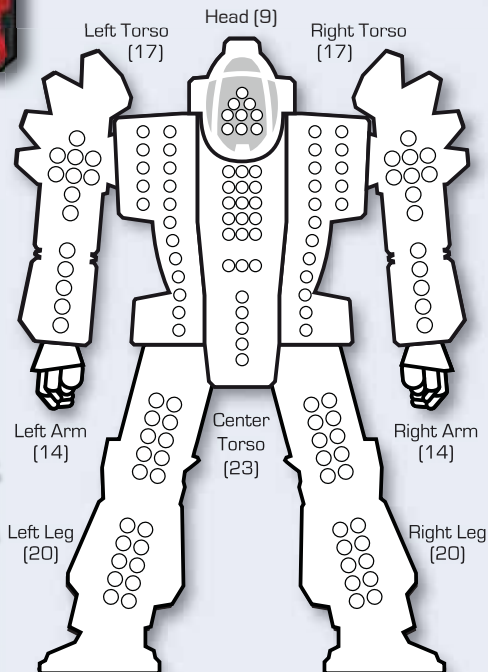
MECH HIT LOCATIONS

2D6	Location	2D6	Location
2	Center 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	Center Torso		



Damage Transfer Diagram

ARMOR DIAGRAM



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CLASSIC BATTLETECH

BATTLEMECH RECORD SHEET

MECH DATA

Type: HBC-4G Hunchback

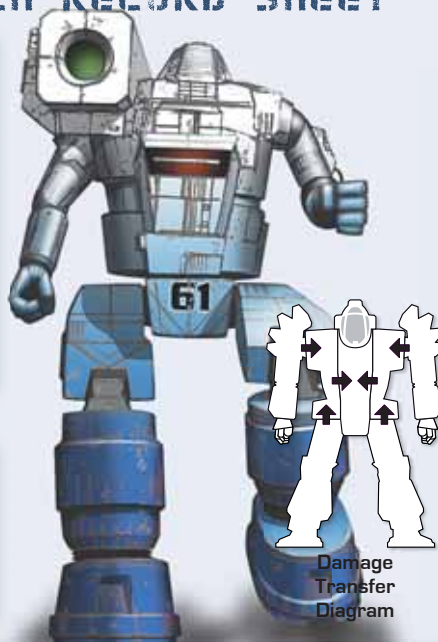
Movement Points: Tonnage: 50
 Walking: 4 Base To-Hit: 4
 Running: 6

Weapons Inventory			To-Hit Modifier			
Qty	Type	Loc	Dmg	Sht	Med	Lng
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	Shots
Autocannon 20	10

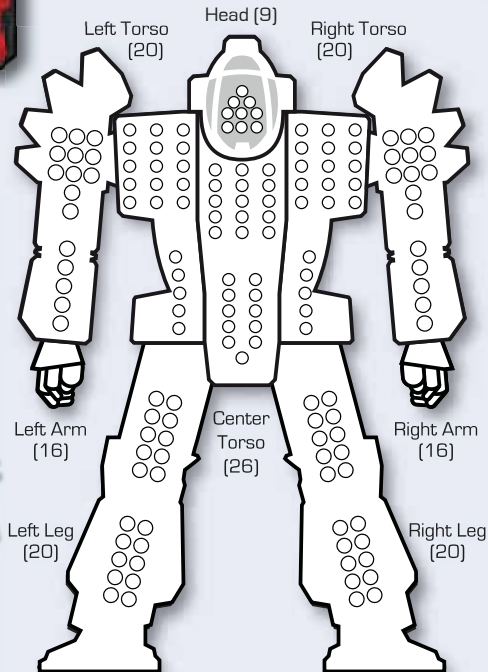
MECH HIT LOCATIONS

2D6	Location	2D6	Location
2	Center 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	Center Torso		



Damage Transfer Diagram

ARMOR DIAGRAM



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CLASSIC BATTLETECH

BATTLEMECH RECORD SHEET

'MECH DATA

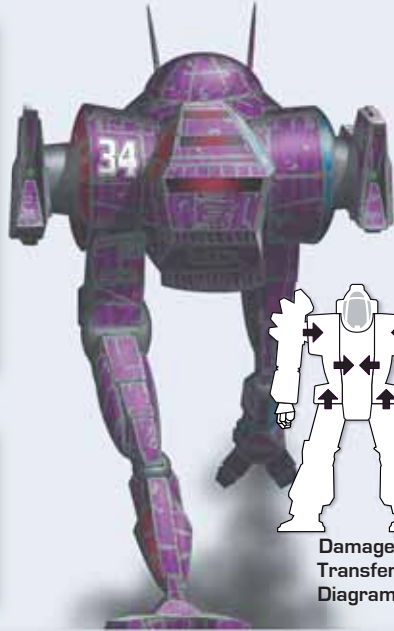
Type: Cicada CDA-3MA

Movement Points: Tonnage: 40
 Walking: 8 Base To-Hit: 4
 Running: 12

Weapons Inventory				To-Hit Modifier		
Qty	Type	Loc	Dmg	Sht	Med	Lng
1	Medium Laser	RA	5	3	6	9
1	Medium Laser	LA	5	3	6	9
1	Snub-Nose PPC	RT	10/8/5 (V)	9	13	15
1	Small Pulse Laser	CT	3 (P, AI)	1	2	3

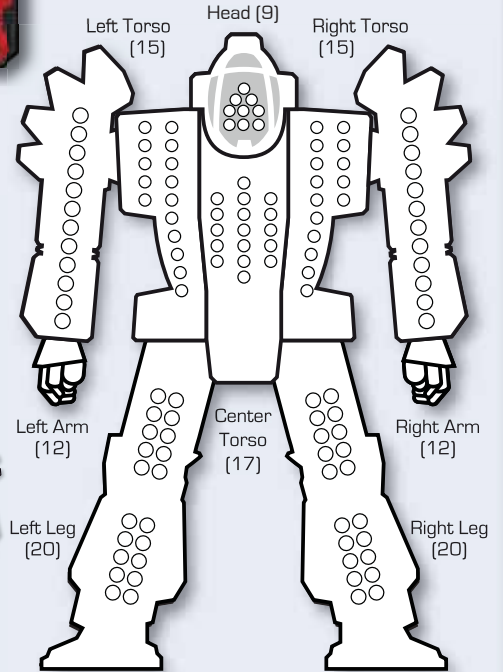
'MECH HIT LOCATIONS

2D6	Location	2D6	Location
2	Center 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	Center Torso		



Damage Transfer Diagram

ARMOR DIAGRAM



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CLASSIC BATTLETECH

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Hermes II HER-5SA

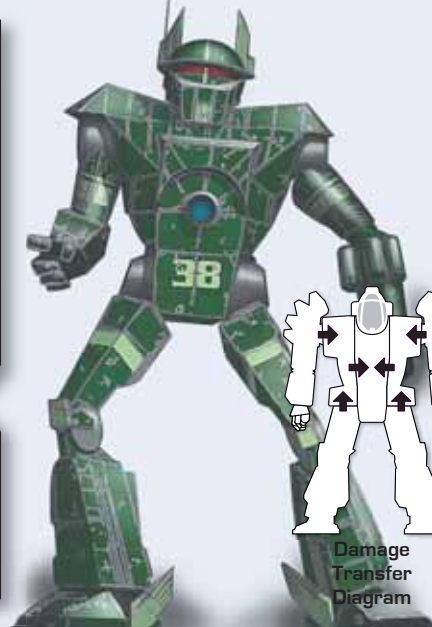
Movement Points: Tonnage: 40
 Walking: 6 Base To-Hit: 4
 Running: 9

Weapons Inventory				To-Hit Modifier		
Qty	Type	Loc	Dmg	Sht	Med	Lng
1	Large Pulse Laser	RA	9 (P)	3	7	10
1	Flamer	LA	2 (AI)	1	2	3
1	Ultra AC/5	RT	5/Sht, R2 (R/C)	6	13	20

Ammo Type	Shots
Ultra AC/5	20

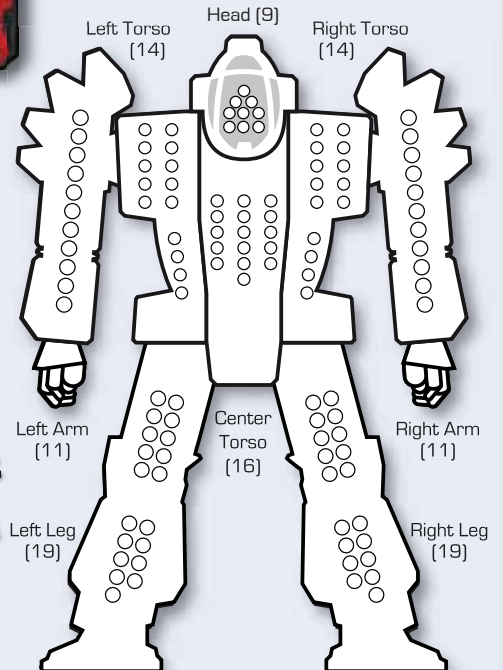
'MECH HIT LOCATIONS

2D6	Location	2D6	Location
2	Center 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	Center Torso		



Damage Transfer Diagram

ARMOR DIAGRAM



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CLASSIC BATTLETECH™

COMBAT VEHICLE RECORD SHEET

VEHICLE DATA

Type: Rommel Tank
Movement Points: **Tonnage:** 65
Crusing: 4 **Base To-Hit:** 4
Flanking: 6

Weapons Inventory		To-Hit Modifier		
Qty	Type	Loc	Dmg	Sht Med Lng
1	Autocannon/20	T	20	3 6 9
1	Small Laser	F	3	1 2 3

Ammo Type	Shots
Autocannon/20	20

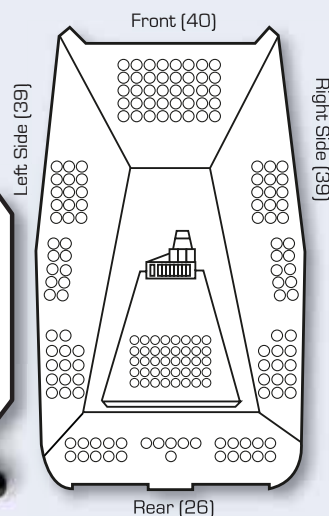
COMBAT VEHICLE HIT LOCATIONS

2D6	Location	2D6	Location	2D6	Location
2	Rear	6	Front	10	Turret
3	Front†	7	Front	11	Turret
4	Front†	8	Front	12	Rear
5	Right Side†	9	Left Side†		

†Every time an attack strikes this location (regardless of the attack's Damage Value), subtract 1 from the target unit's Cruising MP (refigure the Flank MP by multiplying Cruising MP by 1.5 and rounding up). All modifiers are cumulative and are applied during the End Phase of a turn. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game.



ARMOR DIAGRAM



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CLASSIC BATTLETECH™

COMBAT VEHICLE RECORD SHEET

VEHICLE DATA

Type: Saladin Assault Hover Tank
Movement Points: **Tonnage:** 35
Crusing: 8 **Base To-Hit:** 4
Flanking: 12

Weapons Inventory		To-Hit Modifier		
Qty	Type	Loc	Dmg	Sht Med Lng
1	Autocannon/20	F	20	3 6 9

Ammo Type	Shots
Autocannon/20	15

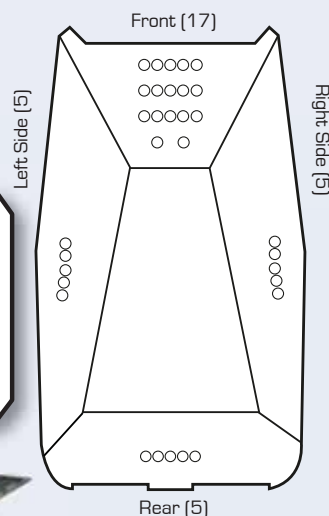
COMBAT VEHICLE HIT LOCATIONS

2D6	Location	2D6	Location	2D6	Location
2	Rear	6	Front	10	Turret
3	Front†	7	Front	11	Turret
4	Front†	8	Front	12	Rear
5	Right Side†	9	Left Side†		

†Every time an attack strikes this location (regardless of the attack's Damage Value), subtract 1 from the target unit's Cruising MP (refigure the Flank MP by multiplying Cruising MP by 1.5 and rounding up). All modifiers are cumulative and are applied during the End Phase of a turn. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game.



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CLASSIC BATTLETECH™

COMBAT VEHICLE RECORD SHEET

VEHICLE DATA

Type: Rommel Tank (Guass Variant)

Movement Points: Tonnage: 65
 Cruising: 4 Base To-Hit: 4
 Flanking: 6

Weapons Inventory		To-Hit Modifier				
Qty	Type	Loc	Dmg	Sht	Med	Lng
1	Gauss Rifle	T	15	7	15	22
2	Medium Laser	T	5	3	6	9
2	Machine Gun	T	2 (Al)	1	2	3
2	Machine Gun	F	2 (Al)	1	2	3
1	Machine Gun	R	2 (Al)	1	2	3

Ammo Type	Shots
Gauss Rifle	16
Machine Gun	100

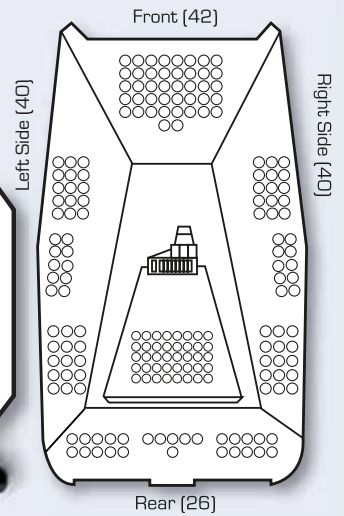
COMBAT VEHICLE HIT LOCATIONS

2D6	Location	2D6	Location	2D6	Location
2	Rear	6	Front	10	Turret
3	Front†	7	Front	11	Turret
4	Front†	8	Front	12	Rear
5	Right Side†	9	Left Side†		

†Every time an attack strikes this location (regardless of the attack's Damage Value), subtract 1 from the target unit's Cruising MP (refigure the Flank MP by multiplying Cruising MP by 1.5 and rounding up). All modifiers are cumulative and are applied during the End Phase of a turn. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game.



ARMOR DIAGRAM



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CLASSIC BATTLETECH™

COMBAT VEHICLE RECORD SHEET

VEHICLE DATA

Type: Saladin (Ultra Variant)

Movement Points: Tonnage: 35
 Cruising: 8 Base To-Hit: 4
 Flanking: 12

Weapons Inventory		To-Hit Modifier				
Qty	Type	Loc	Dmg	Sht	Med	Lng
1	Ultra AC/20	F	20/Sht, R2 (R/C)	3	7	10

Ammo Type	Shots
Ultra AC/20	10

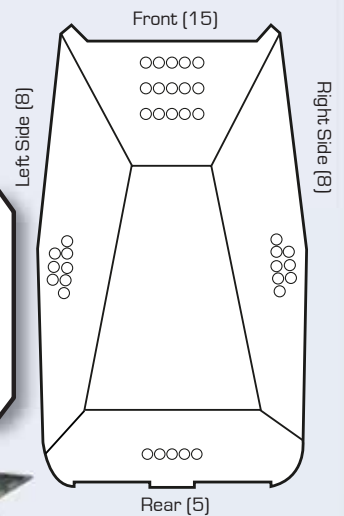
COMBAT VEHICLE HIT LOCATIONS

2D6	Location	2D6	Location	2D6	Location
2	Rear	6	Front	10	Turret
3	Front†	7	Front	11	Turret
4	Front†	8	Front	12	Rear
5	Right Side†	9	Left Side†		

†Every time an attack strikes this location (regardless of the attack's Damage Value), subtract 1 from the target unit's Cruising MP (refigure the Flank MP by multiplying Cruising MP by 1.5 and rounding up). All modifiers are cumulative and are applied during the End Phase of a turn. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game.



ARMOR DIAGRAM



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CLASSIC BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR DATA

Type: Infiltrator Mk II
 Movement Points: 3 Base To-Hit: 4

Weapons Inventory		To-Hit Modifier		
Qty	Type	Dmg	Sht	Med Lng
1	Magshot Gauss Rifle	2	3	6 9

1 ○○○○○○○○ 3 ○○○○○○○○
 2 ○○○○○○○○ 4 ○○○○○○○○



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CLASSIC BATTLETECH™

CONVENTIONAL INFANTRY RECORD SHEET

CONVENTIONAL INFANTRY DATA

Type: Rifle, Energy (Motorized) Platoon
 Movement Points: 3 Base To-Hit: 4

Weapon Type	Range in Hexes (To-Hit Modifier)									
	0	1	2	3	4	5	6	7	8	9
Rifle, Energy	-2	0	0	+2	+2	+4	+4	-	-	-

Maximum Weapon Damage* per Number of Troopers

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

*Damage is always applied in 2-point Damage Value groupings.

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



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CLASSIC BATTLETECH™

BATTLE ARMOR RECORD SHEET

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Type: Infiltrator Mk II
 Movement Points: 3 Base To-Hit: 4

Weapons Inventory		To-Hit Modifier		
Qty	Type	Dmg	Sht	Med Lng
1	Magshot Gauss Rifle	2	3	6 9

1 ○○○○○○○○ 3 ○○○○○○○○
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CLASSIC BATTLETECH™

CONVENTIONAL INFANTRY RECORD SHEET

CONVENTIONAL INFANTRY DATA

Type: Machine Gun (Motorized) Platoon
 Movement Points: 3 Base To-Hit: 4

Weapon Type	Range in Hexes (To-Hit Modifier)									
	0	1	2	3	4	5	6	7	8	9
Machine Gun	-2	0	+2	+4	-	-	-	-	-	-

Maximum Weapon Damage* per Number of Troopers

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

*Damage is always applied in 2-point Damage Value groupings.

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



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CLASSIC BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR DATA

Type: Infiltrator Mk II

Movement Points: 3

Base To-Hit: 4

Weapons Inventory		To-Hit Modifier		
Qty	Type	Dmg	Sht	Med Lng
1	Magshot Gauss Rifle	2	3	6 9

1 ○○○○○○ 3 ○○○○○○

2 ○○○○○○ 4 ○○○○○○



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CLASSIC BATTLETECH™

CONVENTIONAL INFANTRY RECORD SHEET

CONVENTIONAL INFANTRY DATA

Type: Rifle, Energy (Motorized) Platoon

Movement Points: 3

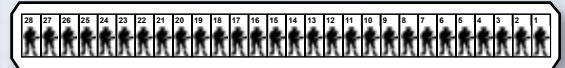
Base To-Hit: 4

Weapon Type	Range in Hexes (To-Hit Modifier)									
	0	1	2	3	4	5	6	7	8 9	
Rifle, Energy	-2	0	0	+2	+2	+4	+4	-	-	-

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8	8	7	7	6	6	6	5	5	4	4	4	4	3	3	3	3	2	2	1	1	1	1	1	1	1	1	0

* Damage is always applied in 2-point Damage Value groupings.



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1 ○○○○○○ 3 ○○○○○○

2 ○○○○○○ 4 ○○○○○○



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CLASSIC BATTLETECH™

CONVENTIONAL INFANTRY RECORD SHEET

CONVENTIONAL INFANTRY DATA

Type: Machine Gun (Motorized) Platoon

Movement Points: 3

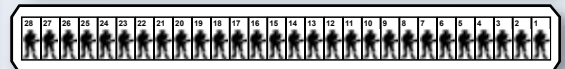
Base To-Hit: 4

Weapon Type	Range in Hexes (To-Hit Modifier)								
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ATTACK MODIFIERS TABLE (ALL UNITS)

All Weapon Attacks	Modifier	All Weapon Attacks	Modifier
Attacker		Target	
<i>Movement (all modifiers are cumulative)*</i>		<i>Movement</i>	
Stationary	None	Moved 0–2 hexes	0
Walked	+1	Moved 3–4 hexes	+1
Ran	+2	Moved 5–6 hexes	+2
<i>Terrain</i>		Moved 7–9 hexes	+3
Light Woods	+1 per intervening hex; +1 if target in Light Woods	Moved 10–17 hexes	+4
Heavy Woods	+2 per intervening hex; +2 if target in Heavy Woods	Moved 18–24 hexes	+5
Range		Moved 25+ hexes	+6
Short	None	<i>Battle armor infantry unit</i>	
Medium	+2	(only applies to non-infantry attackers)	
Long	+4		+1

*Does not apply to infantry

CLUSTER HITS TABLE

Die Roll (2D6)	2	3	4
2	1	1	2
3	1	1	2
4	1	1	2
5	1	2	2
6	1	2	2
7	1	2	3
8	2	2	3
9	2	2	3
10	2	3	3
11	2	3	4
12	2	3	4

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6	1	2	2
7	1	2	3
8	2	2	3
9	2	2	3
10	2	3	3
11	2	3	4
12	2	3	4

'MECH AND VEHICLE MOVEMENT COST TABLE

Movement Action/Terrain Type	MP Cost Per Hex/Terrain Cost
Cost to Enter Any Hex	1
<i>Terrain Cost When Entering New Hex</i>	
Clear	+0
Light Woods	+1
Heavy Woods	+2
<i>Movement Action</i>	
Facing Change	1/hexside

Note: Hover and Wheeled Vehicles cannot enter light woods hexes; no vehicles can enter heavy woods hexes.

INFANTRY MOVEMENT COST TABLE

Movement Action/Terrain Type	MP Cost Per Hex/Terrain Cost
Cost to Enter Any Hex (regardless of terrain)	1
<i>Movement Action</i>	
Facing Change: Infantry have no facing	

NON-INFANTRY WEAPON DAMAGE AGAINST INFANTRY TABLE

Weapon Type	Number of Conventional Troops Hit†
Direct Fire [DB/DE] (Ballistic or Energy)	Damage Value/10
Cluster [C] (Ballistic)	Damage Value/10 + 1
Pulse* [P]	Damage Value/10 + 2
Anti-Infantry [AI]	See Burst-Fire Weapons Table

*Except Small Pulse Laser, which is treated as a Burst-Fire Weapon.
†Round all fractions up.

BURST-FIRE WEAPON DAMAGE VS. CONVENTIONAL INFANTRY TABLE

Weapon	Damage Vs. Conventional Infantry
Small Pulse Laser	2D6
Machine Gun	2D6
Flamer	4D6

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'MECH AND VEHICLE MOVEMENT COST TABLE

Movement Action/Terrain Type	MP Cost Per Hex/Terrain Cost
Cost to Enter Any Hex	1
<i>Terrain Cost When Entering New Hex</i>	
Clear	+0
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<i>Movement Action</i>	
Facing Change	1/hexside

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Movement Action/Terrain Type	MP Cost Per Hex/Terrain Cost
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<i>Movement Action</i>	
Facing Change: Infantry have no facing	

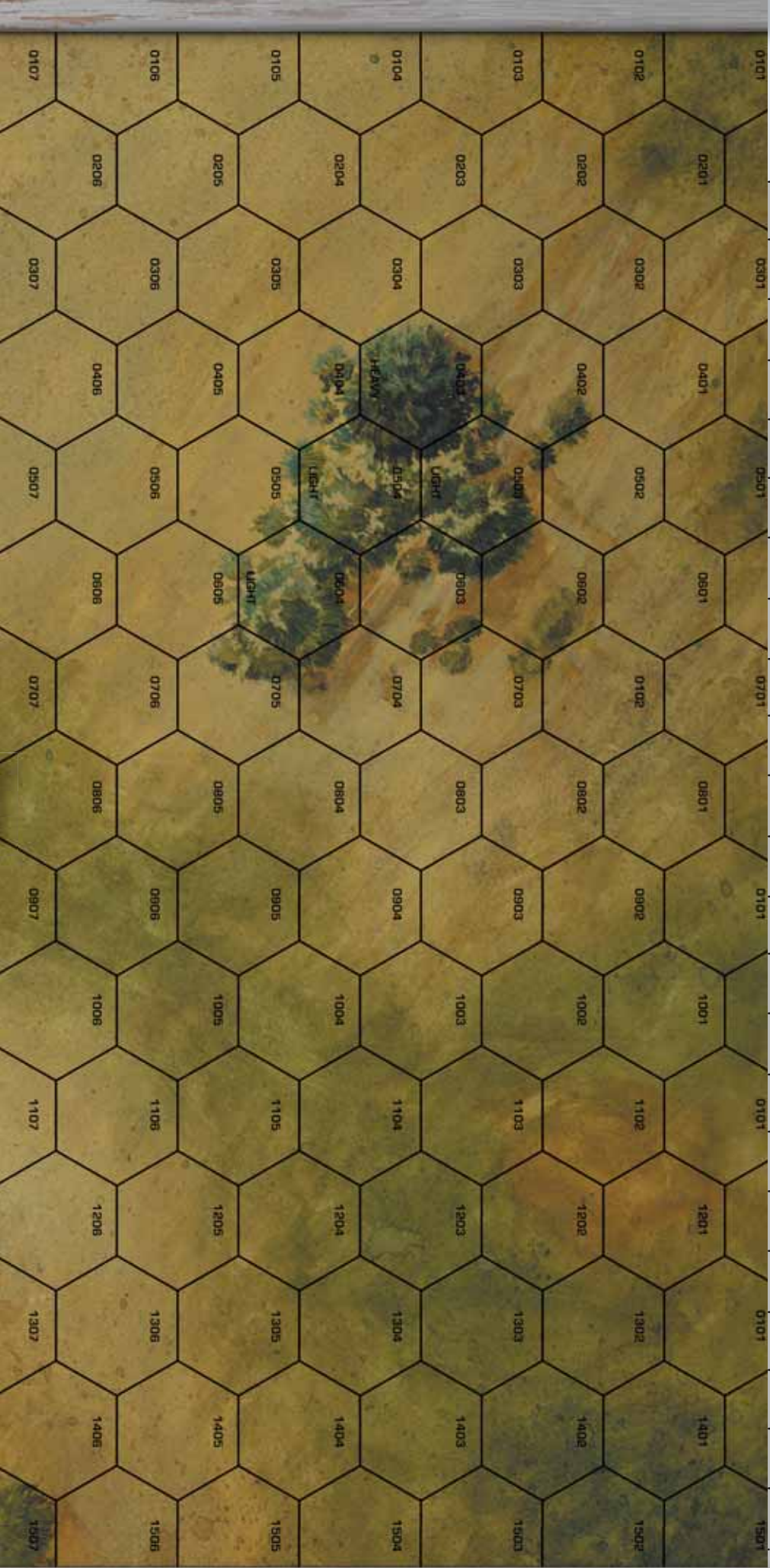
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Anti-Infantry [AI]	See Burst-Fire Weapons Table

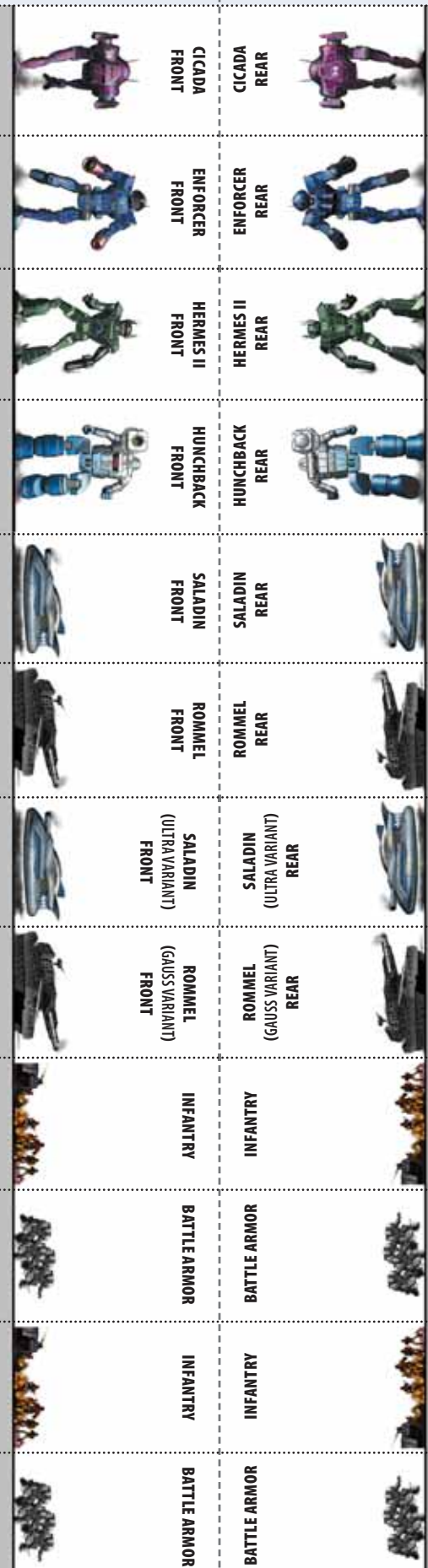
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Weapon	Damage Vs. Conventional Infantry
Small Pulse Laser	2D6
Machine Gun	2D6
Flamer	4D6



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