BATTLETECH™

QUICK-START RULES™



CATALYST game labs™


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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!

FICTION

Fiction plays an important role in *BattleTech,* fleshing out and expanding the universe and its characters, bringing it to life. To launch players directly into the *BattleTech* universe, a complete short story is found on pages 4 and 5 of these quick-start rules. Following that complete story is the first part of a longer story; the second part can be found and read for free at www.battlecorps.com.

While the fiction leaps players into the fictional setting of the universe, they can easily skip to page 12 and immediately dive into learning how to play the game and then read the fiction at their leisure.

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 *BattleTech Introductory Rulebook*, while the Veteran and Elite sections are an introduction to the rules for additional units and concepts as presented in *BattleTech Total Warfare.*

Also note that the graphic icons within each diagram represent a generic 'Mech; players should not be confused by a specific 'Mech image used in an example, when its game stats do not mirror the example.

Green: For newcomers to *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 *BattleTech*!

PLAYING PIECES

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 units weapon and movement stats (see *Record Sheets*, p. 22).

MAPSHEETS

In *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 *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

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 *BattleTech Introductory Box Set*, or on to the complete rules (including vehicles, infantry and more) in the *BattleTech Total Warfare* rulebook!

Isolation's Weight

A BattleCorps Story by Randall N. Bills

JACOB'S MOUNTAIN
TORTINIA, KIAMBA
BENJAMIN MILITARY DISTRICT, DRACONIS COMBINE
15 APRIL 3067

Lieutenant Cameron Baird watched as the odious-black smoke trail dissipated on the stiff mountain winds. Burning debris rained down across several kilometers. It looked as if the sky was bleeding.

"Can you believe that?" His comm system pounced to life as James broke the silence. "Wow. Too much."

Wow? Watching a Clan *Broadsword*-class Drop-Ship falling through a cobalt sky had been sobering, true. Like a flaming thunderbolt tossed by Zeus's own hand. But Cameron read deeper. What the hell was a Ghost Bear force doing raiding Kiamba? What could be of interest to a lone DropShip on Jacob's Mountain? Surely they could care less about elements from MacLeod's Regiment of the Northwind Highlanders.

He shivered, though he knew the cockpit didn't hold a chill and would soon be anything but cold. He hated it here. Hated the snow and the isolation from anything living beyond the small force around him. Hell, he would've preferred Hecate's Swamp to this eternal cold. But not James. Wherever the action was.

Had Cameron ever been that young? That naïve? He hoped not.

"Yes, James. Wonderful." Did the boy hear the sarcasm? Probably not. The starch of his new cooling vest (handed to him, what, six months ago upon graduation from the NMA?) probably pushed up against his ears, making it hard for him to hear anything. Beyond his own voice, of course.

Cameron couldn't help but let a quirky smile spread his slim lips, a sparkle flashing in hazel eyes. He knew a certain lieutenant colonel who shepherded a younger, stupider Cameron through *his* first year after the Academy. Who almost throttled him on at least ten different occasions. At least.

Cameron reached forward and toggled from the topographical map that displayed across the secondary screen, to radar, as the ghost of Geoff McFadden's words seemed to rise up like holography, temporarily blotting out the forward view screen and the snowy terrain beyond.

When you're a leader, you lead And protect. One comes with the other. If you can't protect those under your command to the best of your ability, if you can't lead them to be leaders themselves—well, then you've no business wearing The Bars.

Always the capitalizations in his voice.

Geoff's words seemed to echo in the confines of the cockpit. The man had been the father he never knew; regardless of the weight, Cameron tried to carry the responsibilities he now held with the same dedication and honor his mentor did. How could he do anything less?

The radar began sweeping, pinpointing Caden's lance, Geoff's Old Guard lance and the lance on loan from the Third Proserpina Hussars. Twelve 'Mechs—several green warriors. What would they find over the hill? He checked his secondary monitor and radar screen once more, which showed a pair of *Tatsu* aerospace fighters whipping away at well over Mach two, vanishing over the mountain.

"Thanks for the fire, Hussars. Kind of cold up here." Lieutenant-colonel McFadden's voice broke over the commline.

Cameron smiled and checked the radar to see Geoff's lance the next ridgeline over, but more importantly, several hundred meters closer to the crash sight. He shook his head, feeling the comforting weight of his neurohelmet. "Going to get yourself in trouble, boss," he said, but softly enough not to activate his own mic. With that flight actually attached to the Hussars' Third battalion, and O'Riley's touchiness over having to do combat exercises—regardless of how few were involved—with *mere* mercenaries in this northern, frozen wasteland, Cameron just knew ol' Harrison would make his voice known. Later of course. Always later. And much worse than the original offense.

You'd think the Third Proserpina were a Sword of Light regiment for all their prickliness.

"No problem, Old Guard. Glad to bring a match to the barbecue. Just make sure what we tossed onto your grill is crispy black when you're done. *Hai*?" The unknown pilot's voice boomed laughter, lively and good natured. Cameron felt shock. No way could he be part of the Hussars.

"Okay Highlanders," Geoff's strong voice began, "they've downed some bad guys. Time for us to put them away. Move forward at best speed and engage at will," with the unspoken tag line *before the Hussars lance has all the fun*. A series of affirmatives echoed across the commline.

Of course Cameron would've loved to be taking command of this by himself, but with the Old Guard command lance on hand to help smooth the training issues between elements of MacLeod's Third Battalion and the Hussars' Third…well, he couldn't be happier to have the old man along for the ride.

Cameron reached over and pushed his own throttle forward a half, sending his *Wolverine* into a smart step forward—difficult



through the deep snow. One of these days he really did mean to send a surprise gift to the quartermaster who'd managed to acquire several of the new WVR-8K from the DCMS. He'd been in it less than a year, but knew already he never wanted to pilot another machine. He could've probably gotten one of the Clan machines taken off of Huntress due to his credentials at the Academy, but he felt confident nothing would've felt this good. This right.

"Okay, boys," he spoke up to his own lance, "you heard the boss. Bad guys over the ridge and we get to clean up the mess. Provided the fly boys left us any scraps."

The responding laughter felt good. Although he was serious. With the way the DropShip had come down, he wouldn't be surprised if they found nothing but a black smear against pristine white.

Ten minutes passed way too slowly. Manipulating pedals and joysticks to maneuver through the thick powder and heavy woods, he kept an eye on the radar, which showed almost a dozen green darts moving forward to the guesstimated position of the downed craft. With the high iron-content of the mountain, good readings of what they would face were simply not coming in. He knew the DropShip held a capacity to carry five Clan 'Mechs. But how many of them could possible have survived?

The Old Guard made contact first; the heavy boom of autocannon fire echoed across jagged rocks and lonely copses of trees as McFadden drew first blood with his *Hatchetman*. Cameron's own lance simply could not move quickly enough and McFadden wanted a taste of action before the Hussars. Typical.

"Okay boys. Let's show 'em young bloods can keep up with geriatrics."

He stomped down on his pedals and vented plasma lifted his fifty-five ton machine into the air, sublimated snow blasting around him in a send-off halo. He landed smoothly and launched again, just about cresting the ridge where the battle unfolded. Then remembered only Karli's *Starslayer* mounted jump jets. Ben's *Hollander* and James' *Wolfhound* didn't have the benefit and he couldn't leave them over the ridge.

Had to lead. Had to protect.

"Come on boys. I know the Academy gives you better pilot training than that. Let's get a move on, eh?" He tried to infuse as much good natured humor into his voice as he could, tried to hide his worry. Regardless of the strides to narrow the technology gap between the Clan and Inner Sphere, Clan 'Mechs still outclassed Inner Sphere pound for pound.

Geoff could pilot circles around almost anyone he knew, but depending on what lay over the ridge…Cameron's own lance could make all the difference.

Flashes of sapphire and ruby lit the sky over the ridge, along with the detonations of multiple heavy explosions. Cameron gripped joysticks in sweat slicked hands. Willed his lance to move faster.

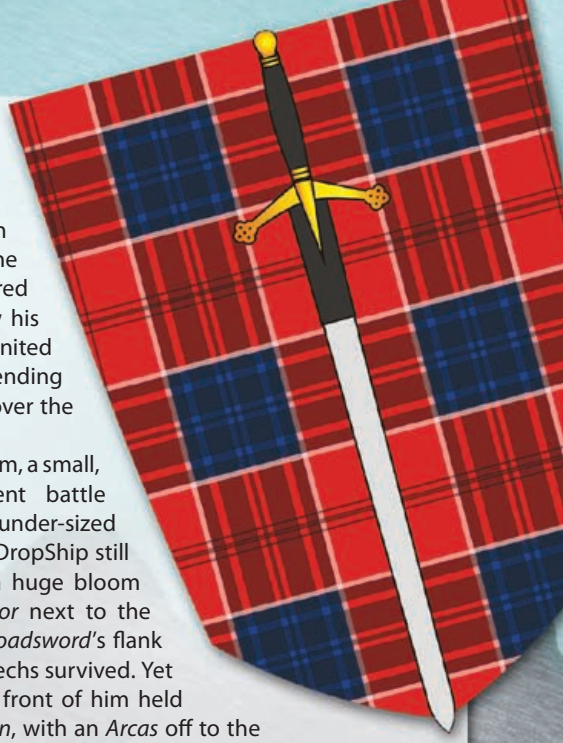
"They've got some serious life left in them," Geoff's voice startled him with its immediate urgency. "If we don't take down that *Mad Cat*, and I mean now, we're going to be in a world of hurt. Lance, target the *Mad Cat*. I'll deal with the *Rifleman*." The commline descended into a low babble once more.

A *Mad Cat*! Damn. A *Rifleman*? His mind swirled. What the hell. Did he mean a *Rifleman IIC*? Why would the Clans be fielding an Inner Sphere design?

He had to wait. A single 'Mech might not make the difference, but a lance would. Beside, he couldn't leave them. Had to lead.

He stared at his radar, demanding it provide more information. Suddenly he realized at least one of the Hussars had been able to move around their own ridge onto the plateau and appeared to have engaged as well; the tag read *Tai-i* Matsu. His assault *BattleMaster* would lend considerable weight to their side.

His own lance finally pulled even. "Okay boys, over the ridge and give 'em everything you got," he said. Cameron prepared his weapons to follow his own advice and ignited plasma once more, sending his *Wolverine* up and over the ridge…to hell.



Spread out before him, a small, but terrifyingly urgent battle unfolded on the under-sized plateau. The downed DropShip still burned, sending up a huge bloom of smoke; a fallen *Thor* next to the massive rent in the *Broadsword*'s flank told him not all the 'Mechs survived. Yet a thousand meters in front of him held a *Mad Cat* and *Rifleman*, with an *Arcas* off to the side, all weapons blazing and hammering the Highlander forces and the Proserpina *BattleMaster*.

He saw the Rasalhague logo inside a bear's head outline on the machine: First Rasalhague Bears. The *Rifleman* addition to a Clan force made sense now

As Cameron brought his own machine down to earth once more with a last gush of flame and stretch of myomer, he watched as fire lit underneath Geoff's *Hatchetman*. Time seemed to dial down until he could perceive individual autocannon shells and PPC beams hung suspended in mid-air. The *Hatchetman* flew forward, on a collision course with the *Rifleman*. The pilot simply squared its feet, lined up both rotary autocannons and let loose a barrage that practically obscured its outline. Twin, horrific streams of vomiting death slashed into the *Hatchetman*, eating and tearing away at armor like a bear savaging its meal, mortally wounding the metal giant.

"No!" Cameron managed to scream, as time swooped back to normal.

With an expertise few might have managed under such circumstances, Geoff kept the *Hatchetman* on course as limbs began to tear away under the murderous fire.

Like a metal rockslide, the *Hatchetman* crunched into the *Rifleman* with a sound that could be heard even above the din of battle. Both toppled down in a mangled heap of metal limbs.

Cameron would never be able to remember the next ten minutes. A haze—formed of tears and rage—seemed to blanket out his perception. One moment he watched his idol (his father) die and the next he stood over a fallen Ghost Bear machine, firing endless kilojoules of energy into the blasted scraps—all that remained of the *Mad Cat*.

As silence descended, shame replaced his rage. Geoff would be rolling over in his metal grave at such a loss of control. *He* had done what needed to be done. Had lead.

Had sacrificed himself to protect his command.

Though Cameron tried initially to do the same, he too easily fell off. Too easily besmirched the bars (The Bars) he wore. Too easily forgot his heritage.

He blinked away the tears and the last shreds of his incapacitating haze. His command needed him. They needed to mop up and find out what might be here that would tempt the Bears; the rest of the raiding force to deal with elsewhere.

He swallowed several times. Tried to set aside his shame for another day and opened up a general frequency commline.

Time to lead.



OF WAR AND PEACE AND CHERRY TREES

A BattleCorps Story
by Steven Mohan, Jr.

THE CASTLE OF UNHEARD SCREAMS
NEWPORT, RICHMOND
PESHT MILITARY DISTRICT
DRACONIS COMBINE
14 NOVEMBER 3062

When the beast came for Shintaro Yamada he was kneeling on the rough stone floor of his cell, his back to the small window, head bent and eyes closed.

The unusual part of this situation was not that Yamada was meditating.

Meditation was all Yamada had left and he allowed nothing to stop him, not the brutal beatings, not the hunger that gnawed at his guts, not even the bouts of despair and self-doubt that must come to all men.

No, the unusual part was the beast, whom Yamada had not seen for many years.

Yamada was a short, powerful man dressed in shabby, gray overalls tight enough to reveal muscles of steel. He'd once worn his hair in a warrior's topknot, but not any more. Since coming to the Castle of Unheard Screams, he'd shaved his skull clean.

He wasn't a warrior any more.

Prison, especially a prison as tough as the Castle, breaks most men. But for others it's a crucible that fires and hardens the spirit. Yamada was such a man. In fact, he'd grown so calm and certain during his years in the Castle that half his guards thought he *had* been broken.

The other half thought he was crazy.

And perhaps he was.

Beyond his window, which was a square fifty centimeters on a side, was the thing that Yamada loved most in the world: a cherry tree, its gnarled brown-black limbs heavy with pink blossoms. Yamada approved of cherry trees on general principle—they were one of the few Japanese symbols appropriated by House Kurita that still spoke to him—but that wasn't why he loved this one.

Shintaro Yamada loved *this* cherry tree because an incompetent gardener had planted it too close to the prison wall.

As it grew, the beautiful tree was crowded by the lifeless wall. Early in the tree's growth its branches had pushed against the wall but, of course, the stone would not yield. Later, the tree's trunk began to grow at an angle, like some trees will do when subjected to a constant wind. And so this majestic organism, though twisted by an instrument of evil, had found a way to be a cherry tree and not a wall.

That endeared it to Yamada.

Though he loved that tree and longed to see it, he did not go to the window.

Instead, he used the tree's presence as an exercise to strengthen his soul, for when evil tries to bend a good man to its purpose it will use that which he loves most to accomplish the task.

To his great sorrow, Yamada knew this to be true.

So he was kneeling on the hard floor without even a *tatami* mat to cushion his knees when he heard the jangle of keys and the heavy stone door scrape open.

Yamada did not raise his head. Did not open his eyes.

The part of him still adept at tactical analysis noted that it was not yet time for the mid-day meal. A beating, then? For the entire term of his imprisonment he had known nothing but these two alternatives. Inwardly he shrugged.

It did not matter.

Then a deep voice spoke. "It has been many years, eh, *Sho-sa?*"

The part of Yamada's mind still capable of analysis identified the voice as that of *Tai-sa* Hikotaro Maru of the ISF.

The beast.

It would take all his strength and skill to resist this man.

This beast.

"It has been six," Yamada said as calmly as he could manage. "And I am no longer a *Sho-sa.*"

"We took away your rank," said the beast. "We can give it back."

Yamada opened his eyes and looked up.

The beast looked just as Yamada remembered him. He was a timeless, changeless figure. An icon of unspeakable evil. Like

Yamada himself, the beast was on the short side of average. He had a round, pleasant face, and his black hair was tamed by a salaryman's conservative haircut. He wore a dapper gray suit and a scarlet tie. The tie was the one flaw in his appearance because it bordered on the memorable. Evil does not wish to be remembered. Evil is clever and tricky, and so it fashions its servants from the mundane, the everyday.

The common.

"What do you want?" asked Yamada.

"On the 18th of October the Alshain Avengers attacked the capital of the Ghost Bear Dominion."

Yamada's tactical mind suddenly saw what the beast was after, the whole thing laid out before him like some horrible banquet of death and dishonor.

Clan Ghost Bear would retaliate, of course. And with much of the front-line DCMS deployed along the Lyran border, the Ghost Bears would easily conquer the worlds along their own border.

Unless the DCMS could raise a reserve force capable of fighting a holding action until they could be reinforced by regular units. Of necessity, the reserve force would be made up of green officers pulled from the academies.

And led by a few carefully chosen veterans.

"I will not do it," said Yamada firmly.

"I think you will," said the beast.

"I am a criminal."

The beast shrugged. "This is war."

Yamada laughed bitterly. "*Hai,* and war is the great crime before which all other crimes kneel."

"I like you Yamada-*san*," said the beast. "You know I've always liked you."

"Yes," said Yamada without a trace of irony, "I know. But I swore long ago to serve only the cause of peace. To fight against war in all its many guises."

"The cause of peace." The beast sighed. "See where it has brought you?" He indicated the cell with a sweep of his hand. "You, a hero of the Clan Invasion."

"You put me here," said Yamada.

"You left me no choice, Yamada-*san*. Surely you can see that. You had become a symbol of the peace movement. It's one thing for scruffy radicals to march for peace, but when a man of your stature speaks out, well… it undermines House Kurita's legitimacy. We couldn't have that."

"*Iie*," said Yamada dully. "We couldn't have that."

The beast squatted down so he was eye-to-eye with Yamada. "You must tell me, Yamada-*san*. Why did you choose this path? Whatever else passes between us, I, I must know." Real doubt clouded the beast's features.

It was a masterful performance.

Yamada did not have an answer, at least not one that a man like the beast would understand. "The Fourth Succession War," he said wearily. "The War of 3039. The Clan Invasion. Our meddling in FedCom internal affairs. And now this war with the Ghost Bears. It never ends, *Tai-sa*. How many young warriors must die before it finally ends?"

The beast studied him for a long moment, no doubt considering which argument would sway him. "No one loves war, *Sho-sa*. I, myself, tire of the—"

"You know nothing of *war*," said Yamada savagely. "Torturing desperate prisoners in dark rooms is *not* war. *War* is the sharp odor of fused electronics, the smell of cinders and ash, the reek of blood. It's the thunder of eighty mil slugs ripping through your armor. It's seeing a young *Hojuhei* lying dead…" Yamada's voice broke. He hated himself for showing weakness before the beast. He swallowed and continued, "…lying dead on the field of battle, his body entombed in twisted and scorched metal. *That* is war, *Tai-sa*. Something *you* know nothing about."

"I see now," said the beast. "So we should not fight the Clans. We should allow them to roll through the Combine. Raise our children in sibkos. Genetically engineer our people. Teach us to worship at the altar of war."

"No one needs to teach House Kurita to worship at the altar of war," Yamada shot back.

The beast smiled. "Come now, Yamada-*san*."

"I will not fight for the Coordinator," said Yamada firmly.

"I ask you not to fight *for* something, but *against* something."

"*Iie*."

"I ask you to fight against *war*," said the beast, "for surely that's what the Clans are, war incarnate. And did you not just tell me that you have pledged to fight against war in all its guises?"

And so the beast tried to bend Yamada to his will using that which he loved most.

Then, in a flash of insight, Yamada saw how he might turn this trap against the beast, like the cherry tree suborning the wall's will. He found the beast's eyes with his own.

Hai.

The beast did not even grant him the dignity of speaking that single, small word before a broad smile stretched across his common face.

DCMS COMMAND CENTER, NEWPORT, RICHMOND
PESHT MILITARY DISTRICT
DRACONIS COMBINE
16 NOVEMBER 3062

The very first place Yamada went after he was released from prison was the planet's command center. The warden brought him a working uniform with the insignia of a *Sho-sa* on the collar. Yamada slipped into the hated uniform and then the beast drove him to the command center.

He left one prison and entered another.

The command center was a white-washed stucco box. Nondescript. Practical. His shiny new boots clicked on the drab, gray tile as he followed the beast to the main briefing room. The two men slipped in unannounced and took positions against the back wall.

Yamada had known what he would find at this briefing, but it still shocked him. None of the officers clustered around the holotable looked old enough to have graduated from the academy, though they all wore a *Chu-i*'s rank.

Children.

The Coordinator was sending children to die.

And for what?

There was no way they would hold this world against Clan Ghost Bear. Not this world. Or the next. Or even the next.

The briefing officer entered the room and the young cadets came to attention.

"At ease," she called out. "My name is *Tai-i* Deborah Cahill of the Richmond Reserves. *Tai-sa* Schmidtt of the Second An Ting Legion has given us the honor of defending the city while his forces attack the enemy's DropShips."

She was a young woman, too young for this kind of work, not yet twenty-eight, surely. She was short, even for a woman, standing no taller than one meter sixty, with the kind of athletic build that resulted from working out in a gym. She wore her honey blond hair just off the collar. Her eyes were a clear, soft green. Her face was unmarked by scars.

So this was the woman the Coordinator sent to preside over the death of children.

"I won't lie to you," she said to the assembled officers. "We have drawn a difficult, dangerous duty. We have only the few 'Mechs left to us when our regular forces withdrew. We are to hold this world for the Combine against Clan Ghost Bear until we are reinforced by a front-line DCMS unit."

There was silence in the room as the youngsters digested that bit of news.

After a moment Cahill nodded to herself and said, "This is how we're going to do it."

The lights dimmed and a hologram appeared, a map of the capital city. Newport stood on the banks of the New James River nestled within a great evergreen forest. The New James was a wide, powerful river, 600 meters across at its widest point and deep enough to accommodate ocean-going shipping.

"The key to Richmond," said Cahill, "is Newport. The capital is home to the HPG, the principal spaceport, and a quarter of the world's population. If we can hold Newport we can hold Richmond."

Heads nodded around the table.

They so wanted to believe.

"The forest provides a natural defense, making it hard to move in 'Mechs and armor. Only three arterials cut through the forest." She pointed to a trio of gray, ferrocrete ribbons that intersected the city from the south, the east, and the northwest. "Since the Ghost Bear DropShips landed on the Derrington Plateau we expect them to move in from the south. We will guard this access with two companies of 'Mechs. We will leave another company under the command of Jensen at the northwest access and a lance under the command of Domoto at the east access."

More nods. She sounded so *certain.*

"Are there any questions?"

Of course there were none. They were too young to know they even *could* ask questions.

"Then good fortune to you and your units. May your bravery serve the Combine."

She was answered by a shouted chorus of "*Hai*!"

The lights came up and the young officers filed out of the room, leaving Cahill alone with Yamada and the beast.

She looked at Yamada and her green eyes narrowed. "So this is Shintaro Yamada. The traitor."

"That is for the ISF to determine," said the beast tightly, "not you."

For a moment Cahill's gaze flickered back to the beast and her lips pressed into a thin line. But even this rash young officer was wise enough not to speak against the ISF.

Not on a matter of loyalty.

She turned back to Yamada. "What do you think of my plan, *Sho-sa* Yamada?" She placed an exaggerated emphasis on his rank, mocking him.

And suddenly Yamada found he was furious, furious at this woman who was too stupid to see that she had just sent a roomful of children out to die. "I find your plan to be pedestrian and obvious. As will the Ghost Bear commander unless he is a fool."

Cahill's mouth popped open as if it were spring-loaded. "How dare you—"

"Fortunately, I will only need a lance of 'Mechs to fix it."

Cahill blinked. "*A lance.* I have only four companies to defend the entire—"

"Your assumption that the principal attack will come from the south is stupid and wrong."

She glanced angrily back at the beast.

He just shrugged.

Cahill's jaw set. "So you're saying they will ambush us along one of the other roads."

"Ambush us?" Yamada slowly shook his head. "*Iie.* Look. They think of us as barbarians. As an army of rabble. They will not expect us to answer a *batchall*, but they will still seek to follow *zellbrigen*. That is their weakness. They must be who they are."

Cahill shook her head; she *still* didn't understand. No wonder the beast had demanded his help.

Yamada pointed to a bridge that crossed the river in a long, graceful arc. "The east access crosses the New James here. That's why you assigned only a single lance to this road, isn't it? Because you've set spoilsport charges on the bridge."

The beast looked from Yamada to Cahill.

"*Hai*," said Cahill. "If we take heavy pressure in the east, we'll retreat across the bridge and blow it. Without it they can't get their support trucks across. A combined arms force will become a mere gaggle of 'Mechs."

"So of course they'll focus on one of the other two routes," said Yamada.

Cahill folded her arms across her chest. "I assume the Ghost Bear Star Colonel can read a map."

"Oh, you can be sure of that, *Tai-i*," said Yamada.

"What will they do?" asked the beast, clearly fascinated.

"The principal thrust will be against the bridge. They will match *Tai-i* Cahill's 'Mechs one for one. *Zellbrigen.* But—" He held up a single finger. "Honor is not the same thing as stupidity. They will hit hard and fast. The 'Mechs will be piloted by their best warriors. And since they'll need to hold the bridge as well as capture it, they'll bring infantry, too."

"Elementals," Cahill whispered.

"They'll cut through your little cadets like a laser through flesh," said Yamada.

She swallowed. "I'll blow the bridge now."

The beast offered her an arctic smile. "Why would you do that, when you know what they're going to do?"

Cahill looked at Yamada. "How can we possibly beat them?"

Yamada favored her with a wolf's smile. "They are expecting barbarians. So. Let's give them what they're expecting."

The beast threw his head back and laughed.

MAIN COMMERCIAL ARTERIAL
OUTSKIRTS OF NEWPORT, RICHMOND
PESHT MILITARY DISTRICT
DRACONIS COMBINE
17 NOVEMBER 3062

Star Colonel Christer Hall, commanding officer of the Fifth Bear Regulars of Xi Galaxy, stepped his massive *Kodiak 2* out onto the highway, leading his modified Star of BattleMechs away from the field of wheat they had just trampled through.

The *Kodiak* was a garrison 'Mech that sported a squat, powerful body. Its flat head, snout, and triangular ears gave it a distinctly ursine look. And it did not just *look* mean.

It carried an immense Ultra-20 autocannon in its right shoulder and a pair of Streak SRM-6 launchers in its left. Mounted in the center of its chest just below its reactor was an extended-range large laser. And the *Kodiak*'s designers had given it medium lasers mounted on each hand, just over the knuckles. The great bear even possessed a trio of titanium "claws" on each hand, the perfect last-ditch weapon for a 'Mech caught in a desperate close-quarters battle.

The *Kodiak 2* was also equipped with powerful jump jets that gave it more mobility than its cousin.

Hall's 'Mech was a heavy-duty monster designed to smash an enemy or stand its ground and take a pounding. Which, if Hall had been the kind of man who was inclined to introspection, was exactly how he would have described himself.

If he were very lucky and very good he might take Newport today and with it Richmond. And then he would take the Howling Bears on to the next Combine world.

Hall had sent one of his assault trinaries and a supernova to give the DCMS the overwhelming attack it undoubtedly expected along the southern route into the city. He had split his other trinary, leaving Alpha and Bravo Assault Stars behind to defend his DropShips and sending Charlie to attack the northwest road. But all of these moves were feints.

The real action would be along the lightly-defended eastern route.

He had pulled together a strike package out of his Supernova Trinary Command. They would hit the forces defending the bridge hard and fast. A grim smile touched Hall's lips. The DCMS would never know what had happened.

Hall walked forward a quarter of a klick until the plains gave way to an evergreen forest. He brought his garrison 'Mech to a halt and the three other war machines in his Star stopped with him. The tremor of the 'Mechs' footfalls slowly died away, swallowed by the silence of the dark forest.

On Hall's maps this route into the city was marked as the "Main Commercial Arterial": four lanes of reinforced ferrocrete designed to accommodate heavy trucks carrying grain from the east and AgMechs going the other way. Hall did not worry about the highway's ability to support his 100-ton *Kodiak.*

He did worry about an ambush.

No traffic moved on the highway. It was deserted.

There was nothing to see but the road itself and the trees. Giant pines, cedars, and firs crowded together like soldiers eager for battle. Sentinels ten, twelve, even fifteen meters tall.

Tall enough to hide a 'Mech.

He glanced down at his radar repeater. Waves of static washed across the screen, making it hard to read. The world's defenders had hidden small ECM emitters in the woods, making it hard to discern the tactical picture whenever they passed one by.

Hall knew he would meet the city's defenders on this road, but he did not for a second believe they would step forward and challenge him like true warriors. There would be surprises and trickery and deceit. Any doubt he had about *that* had disappeared when he heard of the cowardly attack on Alshain.

"They are expecting us," said MechWarrior Ivan over the common frequency. Ivan piloted the *Viper* that stood in front of Hall's *Kodiak*. Behind Hall was MechWarrior Dag in a *Nova* and Star Commander Birgit in her *Mad Dog.* All stood perfectly still, more like monuments than war machines.

"Of course they are expecting us, MechWarrior," snapped Hall. "Try to keep the comms channel clear for important observations."

"Aff, Star Colonel," said Ivan meekly.

Hall switched his comms suite to HF for long-range comms. "Epsilon, this is Alpha. You are in position, *quiaff?"*

"Alpha, Epsilon." Hall recognized Star Commander Annika's confident voice even over the imperfect synch of the encrypted link. "Aff, Star Colonel."

"Excellent, Star Commander. We will join you shortly. Out."

A grim smile twisted Hall's lips. Perhaps the soldiers of the Inner Sphere believed the concept of *zellbrigen* limited his Clan's ability to fight. Well, they would soon find they were not the only ones who could be clever.

Hall keyed the 'Mech-only channel. "Elementals are in position. Move out."

He pushed his *Kodiak* into a lope. The highway shook and the trees trembled with each stride. Hall hoped the road would hold together under the pounding of his 'Mech's run. It would do little good to capture the bridge if his assault force tore apart the highway.

The three other 'Mechs which, paced by the swift *Viper* soon passed by the *Kodiak*. If an enemy 'Mech waited in ambush, the *Viper* would make a tempting target. But its speed would give Ivan a better than even chance of surviving a surprise attack. Once Hall caught up to the sniper the battle would be over.

Hall deeply disliked using such tactics. *Concentrating fire*. He gritted his teeth. But he liked losing even less. And if the DCMS 'Mechs showed themselves, he promised himself he would engage them in honorable battle in accordance with the dictates of *zellbrigen.*

"I have sighted the enemy, Star Colonel," Ivan called out. Hall could hear his excitement even over the link. "I turned the corner and there they—"

"Delta, this is Beta," cut in Star Commander Birgit. "What is your position?"

"Grid Square One Four," answered Ivan. "At the opening."

Hall knew instantly where he was. For most of its run the highway paralleled the river, but a decade before an engineering project had straightened an oxbow, leaving an opening in the forest nearly 800 meters in diameter.

"Are they hiding in the woods, *quiaff?"* asked Dag, the *Nova* pilot.

"Neg," answered Ivan. "They are lined up as if waiting for us, a *Sunder,* a *Black Hawk,* and a *Bishamon."*

Hall frowned. Inner Sphere lances normally fielded *four* 'Mechs. Where was the fourth? "Delta, Alpha. You have sighted *three* enemy 'Mechs, *quineg?"*

"Aff, Star Colonel," answered Ivan. "Three enemy 'Mechs."

Hall chewed on that for a moment as his 'Mech plodded toward the *Viper*'s position.

He liked the potential match-ups. The *Sunder* was a worthy opponent for his *Kodiak,* the *Black Hawk* a heavier version of the *Nova,* and the *Mad Dog* could be paired against the spider-like *Bishamon*. But if there were a fourth DCMS 'Mech out there somewhere an ambush was still a possibility.

Unless the local commander had deemed the bridge not worth defending with more than three 'Mechs.

In either case, there was nothing he could do about it now.

"Hold, MechWarrior Ivan," ordered Hall. "Unless they break the rules of *zellbrigen* we will engage them singly. I will take the *Sunder.* Star Commander, you will engage the *Bishamon.* MechWarrior Dag, you will take the *Black Hawk.* All units fall back and follow my lead. Epsilon, your status?"

"My special detail is holding for your order, Star Colonel," was Star Commander Annika's crisp reply.

"Very good. It will come soon, Star Commander. Stand ready."

The timing was delicate. He wanted the DCMS forces focused on his 'Mechs when Annika's Elementals slipped in *beneath* the suspension bridge to cut the spoilsport charges that had to be there. That meant she could not go until his 'Mechs were fully engaged.

His *Kodiak* lumbered past the rest of the Star. Dag and Birgit brought their 'Mechs up to speed to follow.

"Star Colonel?" Ivan said.

"Hold here," said Hall. He spared a glance at the dark forest surrounding them. "And see if you can flush out that fourth 'Mech."

Hall came to a bend in the road that traveled to the right. A thick growth of trees obscured his view into the opening beyond. The forest was thinner to the left and the ground worse. Out of the corner of his eye Hall could see the shallow depression that had once been the river's course and beyond that the deep blue of the river itself.

He selected an open comm channel and said, "I am Star Colonel Christer Hall, a bloodnamed warrior of Clan Ghost Bear and commanding officer of Xi Galaxy's Fifth Bear Regulars. I hereby

invoke the ritual of *zellbrigen* and challenge the pilot of the *Sunder* to a duel of warriors. In this solemn matter, let none interfere!"

His radio crackled and a voice said, "This is *Chu-i* Domoto. Bring it on, Clan scum."

Hall allowed himself a smile. "You have much to learn about insults, my friend. As well as war. Fortunately you are about to gain instruction from an expert in both."

He peeked around a stand of Douglass firs and found the Combine 'Mechs right where Ivan reported they would be. The ninety-ton *Sunder* was a blocky beast. Its cockpit was located under a missile rack, making it look a little like a metal box with limbs. It was not particularly fast, but Hall had no illusions about its ability to fight. The *Sunder* was heavily armed and armored and this one sported a rearing Kurita dragon the color of blood on its left shoulder.

All this he saw in a fraction of a second.

Hall jerked his left arm up and fired two emerald beams of light at the Combine OmniMech. He just had time to see his lasers miss low, scoring armor on the *Sunder*'s right thigh, before he ducked back behind his makeshift cover.

A second later a bolt of lightning from the particle projector cannon in the *Sunder*'s right arm incinerated Hall's cover and set the brush ablaze. The trees had deflected most of the force of the blast, but a quick glance at his wireframe schematic showed a few patches of yellow mixed among the green.

Hall loosed a flight of Streak missiles and stepped his *Kodiak* back behind another stand of trees.

The *Sunder* answered with another bolt of PPC energy that set fire to more trees. Hall backed his 'Mech up one more time.

As he moved, he saw the *Bishamon* skittering towards the river. It was a logical move. The design would give it an advantage on the uneven ground. Not that that small advantage would save him when he faced a warrior of Clan Ghost Bear.

"Birgit, the *Bishamon* is moving off to the left. You can cut him off if you move through the forest."

"Aff, Star Colonel," answered Birgit. She sprayed the forest on their left with fire from her arm-mounted lasers, felling trees and burning away brush. Clearing a path.

It was a dangerous maneuver. If Birgit lost her footing she would go down hard. And if the *Bishamon* closed with her, its natural stability advantage would be even greater in the woods. But if she made it to the treeline unopposed, the forest would give her some cover as she attacked. He did not dare order her to run through the opening for an attack the *Bishamon*'s flank.

That would expose her to all the punishment the *Sunder* could dish out.

Hall ducked left and let loose another volley of laser-fire, then he ducked back. The lasers and SRM's had not done much to slow down the *Sunder,* but he could not bring his large laser or autocannon to bear without exposing himself to return fire.

The huge Combine 'Mech answered with more PPC fire.

A sheet of orange flame consumed the trees before him. They had quite a cheerful little blaze going. Hall could hear the dull roar of rushing air and the crackle and pop of wood split by sudden angry heat. Sweat stung his eyes. Maybe that was the *Sunder*'s plan.

Burn him out.

Hall swallowed hard. It would take more than a little heat to scare away the commander of the Howling Bears.

The growing forest fire was playing hell with his thermal sensors, but it would impact the enemy the same way. He was happy to let the woods burn. It meant there was no DCMS 'Mech hidden in the forest to his right.

He dodged around the burning forest and traded ineffectual fire with the *Sunder.*

He and his partner were performing an intricate waltz. Time to shake things loose a little.

"Time to get you in the fight, Dag. I am going to step forward and engage the *Sunder.* You dart in and take the *Black Hawk, quiaff*?"

"Aff, Star Colonel," said Dag enthusiastically.

Hall switched to another channel. "Annika, go thirty seconds from now. Mark."

"Aff, Star Colonel."

Hall drew a deep breath and stepped past the growing blaze. He let loose with the Ultra-20 Autocannon mounted just below his right shoulder, another flight of Streak missiles from his left, and a sizzling ruby beam from the torso-mounted laser.

His cockpit temp inched up another couple degrees, but the *Sunder* staggered back under Hall's sudden assault.

Out of the corner of his eye, Hall saw Dag's *Nova* charge the *Black Hawk*. That split second was precisely as much time as he had to think about his subordinates, because the *Sunder*'s pilot regained his balance and stepped forward. The blocky 'Mech raised its arms and let loose with a twin-PPC blast from its right arm and the autocannon in its left.

Just as Hall tapped his jump jets.

His *Kodiak* hopped to the right. The bolt of PPC energy just missed, but he felt the autocannon find its mark, slashing across his torso.

Hall loosed another volley of Streaks. They flashed in and impacted the *Sunder*'s chest. For a second a wreath of smoke obscured the other 'Mech's view. Hall used that time to turn and hit his jump jets. A volley of laser fire just missed him low.

His comms unit crackled in mid-jump. "Star Colonel, this is Star Commander Annika. We have cut the wires and secured the bridge."

"Already?" answered Hall.

"Aff, Star Colonel. We met no opposition."

No opposition. Could the defenders of this world be *that* incompetent? What was going on?

Hall tapped his jump jets again to slow his fall and took the landing in a crouch. He still felt the shock in his body and heard the crunch of shattered ferrocrete.

He half-turned and stumbled forward as a volley of Streak missiles caught him in the back. On his wireframe schematic his right shoulder armor flashed from green to yellow.

Hall managed to maintain his balance and turn. He could not get a lock—both thermal and electronic sensors were out—so he took his aim with the Ultra-20 in his right shoulder and walked it toward his opponent.

The *Sunder* pilot managed to avoid the barrage of shells by quickly stepping his 'Mech to the right, but it gave Hall time to dodge around a stand of burning trees. Ordinarily a copse of pine, burning or otherwise, would be poor cover but with sensors down the *Sunder* could not get a lock. Since he did not know where Hall was, the Combine pilot dared not close and risk the *Kodiak* getting off a kill shot. So the *Sunder* was reduced to taking random shots at the burning forest.

Hall used the momentary respite to assess the tactical situation. His Elementals held the bridge, so once he dispatched the Inner Sphere 'Mechs he would control a route into Newport.

Dag had chased the *Black Hawk* part way down the highway, getting them out of the clearing and shielding both 'Mechs from the firepower of the two giants. Hidden behind the right spur of the forest, Hall could not see how that battle was going.

To his left, Birgit was fencing with the *Bishamon* on the uneven ground near the river. She seemed to be using her forest cover to good advantage, but she was moving with a noticeable limp in her left leg. Must have damaged a knee joint.

Hall dodged around burning forest and fired his left hand lasers.

He was playing a lethal game of hide-and-go-seek with the *Sunder.*

Time to finish him off.

He hit his jump jets and leapt over the burning patch of forest.

He cut out his left jet a moment sooner, allowing the right jet to turn him in mid-air. For an instant he was outlined against the blue sky, vulnerable to attack. The *Sunder* raised his right arm and lightning sizzled the air.

But missed Hall.

And then he came down. Hard.

Less than fifty meters from the *Sunder*'s left side.

Hall covered the distance in five or six quick strides. He grabbed the *Sunder*'s left arm and pushed it up and out.

The *Sunder* pilot triggered his massive autocannon. The arm shook and vibrated with the discharge of hundreds of rounds. The stream of autocannon fire passed harmlessly to the left of the *Kodiak*'s bear-like head. Hall held on for his life.

He leaned forward to slash the *Sunder*'s back. The titanium claws on his right hand ripped through armor, shredding it to tatters.

The *Sunder* pilot pivoted around his trapped arm, bringing the other arm to bear.

Hall let go and stepped in back of the turning *Sunder.*

Only a second—

Hall raised both hands and poured eight beams of emerald fire into the *Sunder*'s back, quickly melting through what was left of the armor and the reactor shielding below.

Then he jumped.

A half-second before the *Sunder* pilot ejected.

Hall brought his *Kodiak* down in time to see the *Sunder* go up in his rear monitor. One second he was looking at a proud 'Mech of the Draconis Combine Mustered Soldiery and the next the war machine was consumed by the golden fire of an angry sun. Hall pushed his 'Mech into a run, knowing he was still too close.

Armor telltales on his back blinked from green to red as he caught shrapnel raining down from the shattered *Sunder.* He stumbled but managed to keep his feet.

He glanced at his wireframe schematic. His back armor was gone and the armor shielding his own reactor in the front was seriously depleted. In addition, he felt a stiffness in his left arm, no doubt damage from the death grip he had held on the *Sunder*'s arm.

But he was still standing.

Which meant the bridge, the city, and ultimately, the planet, would soon be his.

Then, out of the corner of his eye, he saw Birgit's *Mad Dog* go down.

Ruby light flashed and the *Mad Dog*'s left leg crumpled. Birgit's 'Mech toppled over, crashing against the ground with an impact that Hall felt in his bones.

"Star Commander."

Nothing.

"*Star Commander.*"

No answer.

How had Birgit, a Star Commander of Clan Ghost Bear, been defeated so quickly? The *Bishamon* pilot must indeed be a great warrior. If he survived the next encounter Hall would take him as *isorla*. Hall's *Kodiak* was banged up, but even with his battle damage he ought to be able to dispatch the spider-like 'Mech easily enough.

He turned to face the *Bishamon* and selected an open channel. "I am Star Colonel Christer Hall of Clan Ghost Bear. I hereby invoke the ritual of *zellbrigen* and challenge the pilot of the *Bishamon* to a duel of warriors—"

His radio crackled with static and then a voice said, "Don't you think you'd better ask me first?"

Hall saw something moving in his peripheral vision and glanced to his left.

Rising out of the river was an *Atlas,* water cascading off its boxy form, its grinning death's head painted flat white, its gleaming silver body picking up the orange glow of the inferno raging all around them. This was not a 'Mech.

It was an angel from Hell.

With a flash of insight Hall suddenly understood: who had truly felled Birgit's *Mad Dog,* the real reason for the jamming, and how the forest fire had masked the thermal signature of the *Atlas* hiding in the river.

Hall just had time to credit the evil vision, when the monster let loose with its hip-mounted Gauss rifle. The 125-kilo projectile slammed into his left side and he staggered backwards…

And almost went over.

"*Ambush*!" Hall shouted over the 'Mech circuit. "*It is an ambush*!"

He had barely regained his balance when the *Atlas* stepped forward and blasted him with its two large lasers, vaporizing great slabs of chest armor. The temperature in the cockpit spiked and alarm klaxons blared. The *Atlas* had gotten part of his reactor shielding.

He would not survive another hit like that.

He let loose with his shoulder autocannon, but the *Atlas* charged right through the hail of gunfire as if it was not there. Suddenly Hall knew this was it, the end to all his magnificent ambitions, the end to everything.

The *Atlas* raised its arms for the kill shot…

Then jerked its head to the left as a flight of short range missiles impacted its chest.

The Atlas turned to face Ivan's *Viper*, which had raced into the clearing.

"You took my opponent, Star Colonel," said MechWarrior Ivan cheerfully over the 'Mech channel, peppering the *Atlas* with emerald needles of light from his pulse lasers.

No wonder the *stravags* had left the bridge undefended. Why worry about infantry when you can crush your opponent's BattleMechs? Hall had been lured into the perfect trap. He keyed the strike force comms circuit. "This is Star Colonel Hall. All forces, withdraw. I say again, *all forces, withdraw.*"

As Hall watched, the *Atlas* turned and aimed its Gauss rifle at Ivan's *Viper.*

"*Hit your jump jets, Ivan*!" Hall shouted.

But Ivan did not flee.

And the Gauss slug smashed into his cockpit.

For a fraction of a second, before Hall hit his own jump jets and pushed his *Kodiak* into a series of great, bounding leaps, he saw the *Atlas* standing there like an avatar of death, limned by the yellow-orange light of the fire. Instead of the Kurita dragon Hall expected, the 'Mech sported a different insignia on its left shoulder.

A twisted tree, its dark limbs heavy with pink blossoms.

Concluded on www.BattleCorps.com…



SEQUENCE OF PLAY

A *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

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. 30, 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 *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

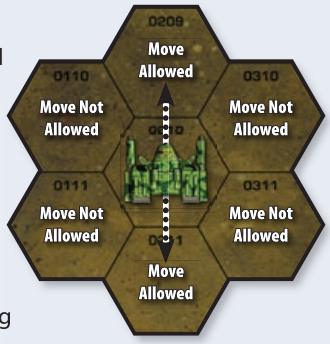
Light woods terrain is covered with sparse trees up to twelve meters tall. Most units cannot cross this terrain as easily as clear terrain. Unless the wood is relatively large (i.e., covers numerous hexes), units may have line of sight through light woods. (See *Intervening Terrain* p. 14, in *Combat*.)

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. 14, 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.

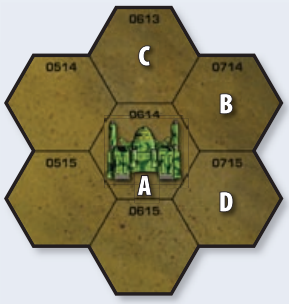
FACING

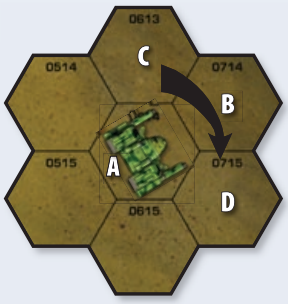
Every hex on the map has six edges, called hexsides. In *BattleTech*, every unit must face one of those six hexsides. A BattleMech is considered to be facing the way its feet are pointing; for ease of use, the counters provided with these quick-start rules have their front facing clearly marked with 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. 29 and are further explained under *Firing Weapons*, p. 15.

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. 29 and are further explained under *Firing Weapons*, p. 15.

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 *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. 12), 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. 15). 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.

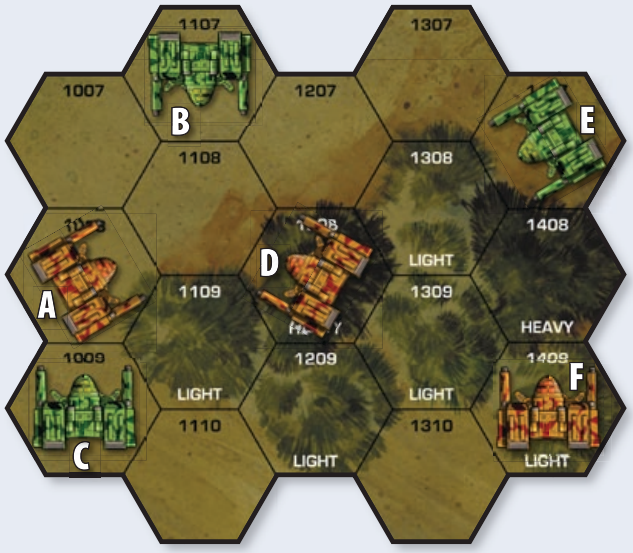
Light Woods: Three or more hexes of intervening light woods block LOS. One hex of intervening light woods combined with one or more hexes of intervening heavy woods also block LOS.

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:

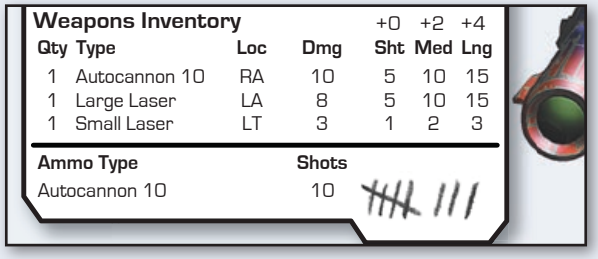
- An attacking unit fires a weapon at an enemy target unit;
- If the weapon hits, it inflicts a certain amount of damage;
- The attacker rolls a hit location;
- The targeted player marks off in that location a number of armor circles equal to the amount of damage inflicted;
- If a location is destroyed 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				+0	+2	+4
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. 29. 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. 29. 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. 14.)

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. 14.) 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.

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 *BattleTech Introductory Box Set*. If players are interested in moving on to the fuller 'Mech rules for *BattleTech*, they can purchase the *BattleTech Introductory Box Set* at their local game store.

Note: The *Quick-Start Rules* found in the box set are identical to these rules, but differ in presentation.

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. 30.

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. 13.

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. 19).
- **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. 19). 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. 29).
  - 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. 29. 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-5SA *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. 29, 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. 29, 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. 30) 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. 30). 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-5SA *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.

ALTERING 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.

On pages 29 and 30 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 *BattleTech* rules as presented in both the *BattleTech Introductory Box Set* and *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 *BattleTech TechManual*.



BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: ENF-4R Enforcer

Movement Points:
Walking: 4
Running: 6

Tonnage: 50

Base To-Hit: 4

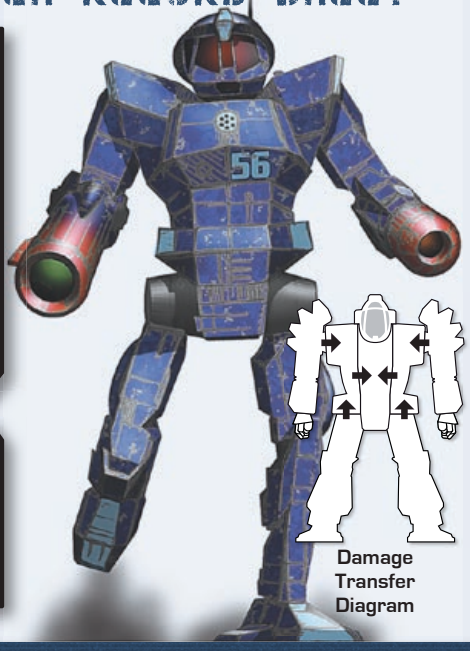
Weapons Inventory

Qty	Type	Loc	Dmg	To-Hit Modifier +0 Sht	+2 Med	+4 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

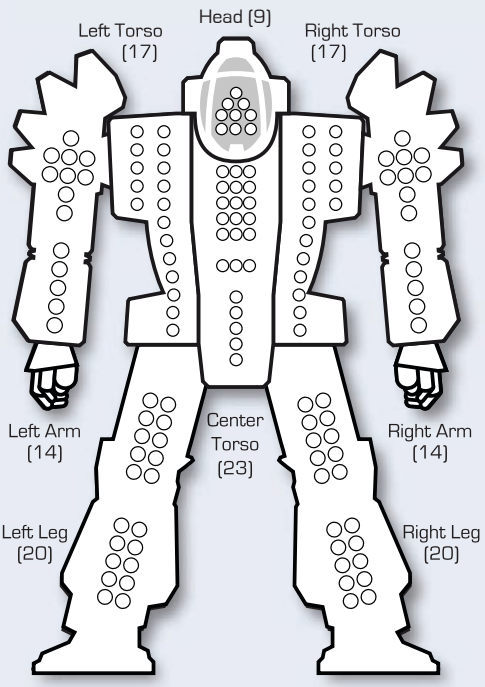
'MECH HIT LOCATIONS

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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Cut along dotted line

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: HBK-4G Hunchback

Movement Points:
Walking: 4
Running: 6

Tonnage: 50

Base To-Hit: 4

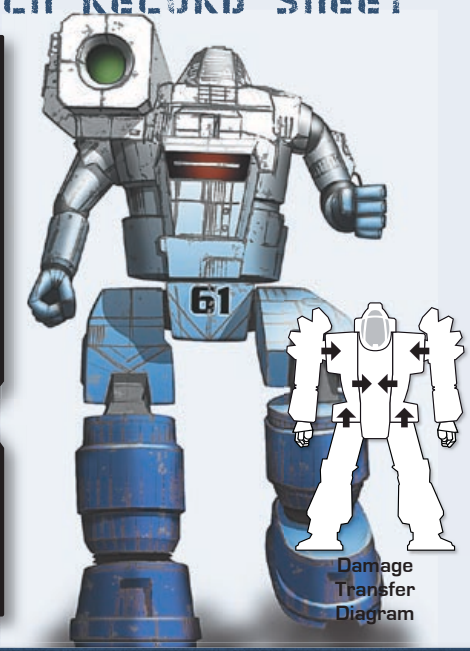
Weapons Inventory

Qty	Type	Loc	Dmg	To-Hit Modifier +0 Sht	+2 Med	+4 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

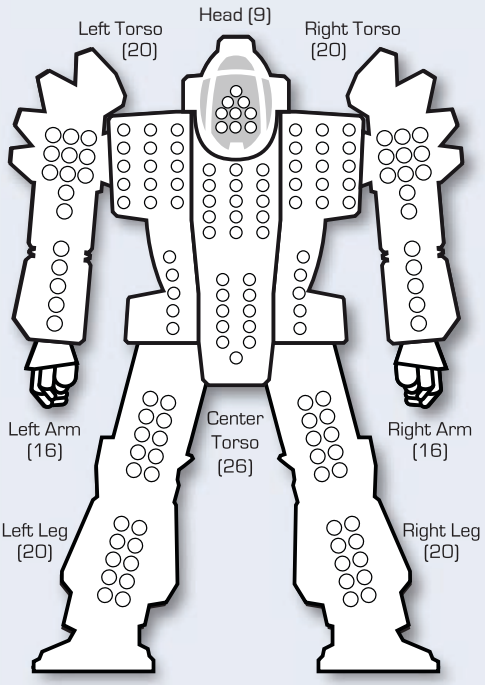
'MECH HIT LOCATIONS

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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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Cicada CDA-3MA

Movement Points:
Walking: 8
Running: 12

Tonnage: 40

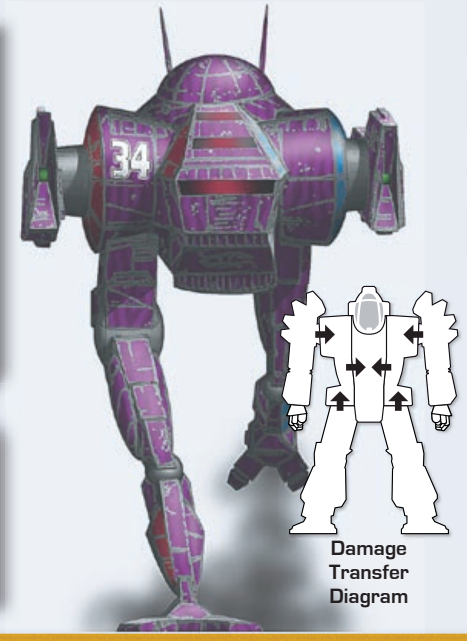
Base To-Hit: 4

Weapons Inventory

Qty	Type	Loc	Dmg	To-Hit Modifier +0 Sht	+2 Med	+4 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

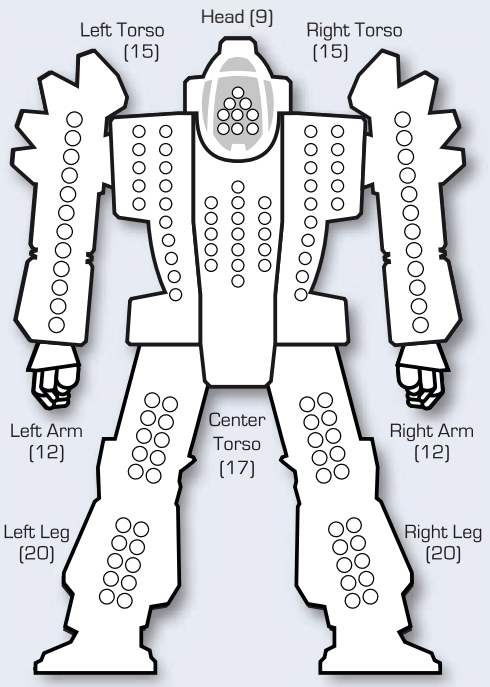
'MECH HIT LOCATIONS

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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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Hermes II HER-5SA

Movement Points
Walking: 6
Running: 9

Tonnage: 40

Base To-Hit: 4

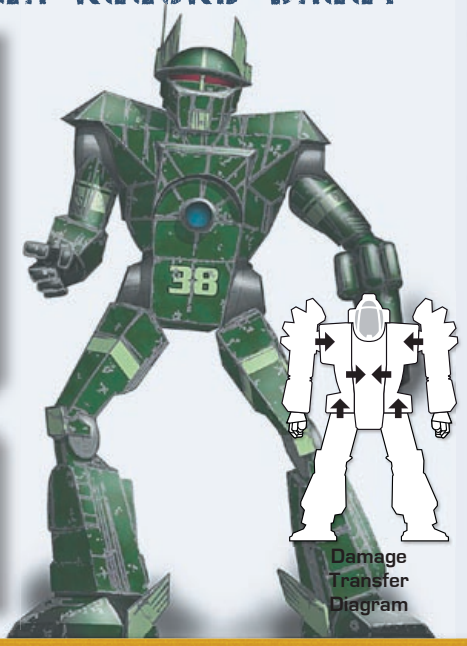
Weapons Inventory

Qty	Type	Loc	Dmg	To-Hit Modifier +0 Sht	+2 Med	+4 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

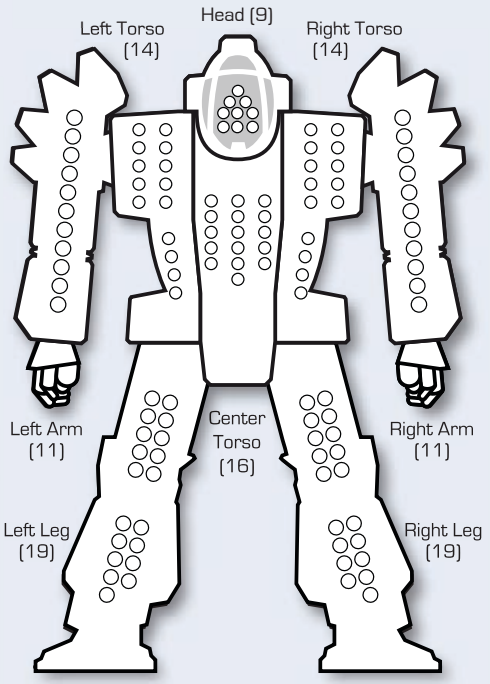
'MECH HIT LOCATIONS

2D6	Location	2D6	Location
2	Center Torso	8	Left Torso
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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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BATTLETECH™

COMBAT VEHICLE RECORD SHEET

VEHICLE DATA

Type: Rommel Tank

Movement Points:
Cruising: 4
Flanking: 6

Tonnage: 65

Base To-Hit: 4

Weapons Inventory

Qty	Type	Loc	Dmg	To-Hit Modifier +0 Sht	+2 Med	+4 Lng
1	Autocannon/20	T	20	3	6	9
1	Small Laser	F	3	1	2	3

Ammo Type	Shots
Autocannon/20	20

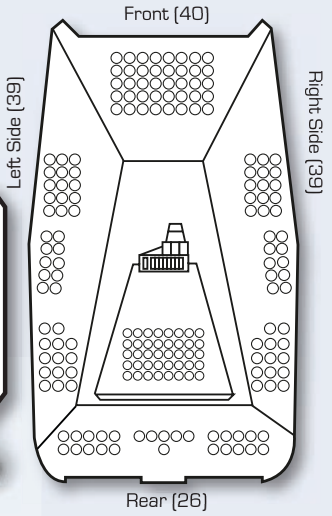
COMBAT VEHICLE HIT LOCATIONS

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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BATTLETECH™

COMBAT VEHICLE RECORD SHEET

VEHICLE DATA

Type: Saladin Assault Hover Tank

Movement Points:
Cruising: 8
Flanking: 12

Tonnage: 35

Base To-Hit: 4

Weapons Inventory

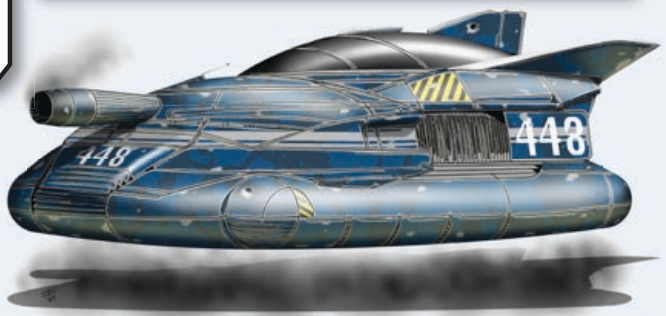
Qty	Type	Loc	Dmg	To-Hit Modifier +0 Sht	+2 Med	+4 Lng
1	Autocannon/20	F	20	3	6	9

Ammo Type	Shots
Autocannon/20	15

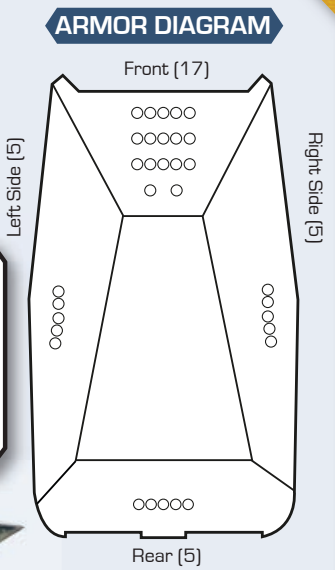
COMBAT VEHICLE HIT LOCATIONS

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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BATTLETECH™

COMBAT VEHICLE RECORD SHEET

VEHICLE DATA

Type: Rommel Tank (Gauss Variant)

Movement Points:
Cruising: 4
Flanking: 6

Tonnage: 65

Base To-Hit: 4

Weapons Inventory

Qty	Type	Loc	Dmg	To-Hit Modifier +0 Sht	+2 Med	+4 Lng
1	Gauss Rifle	T	15	7	15	22
2	Medium Laser	T	5	3	6	9
2	Machine Gun	T	2 (AI)	1	2	3
2	Machine Gun	F	2 (AI)	1	2	3
1	Machine Gun	R	2 (AI)	1	2	3

Ammo Type	Shots
Gauss Rifle	16
Machine Gun	100

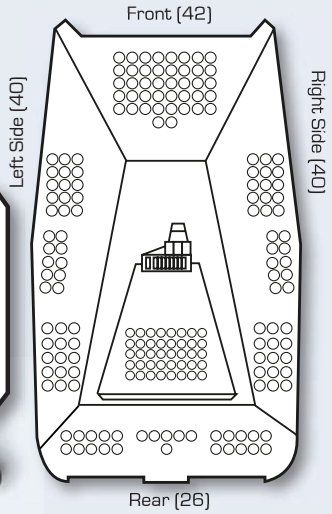
COMBAT VEHICLE HIT LOCATIONS

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.



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BATTLETECH™

COMBAT VEHICLE RECORD SHEET

VEHICLE DATA

Type: Saladin (Ultra Variant)

Movement Points:
Cruising: 8
Flanking: 12

Tonnage: 35

Base To-Hit: 4

Weapons Inventory

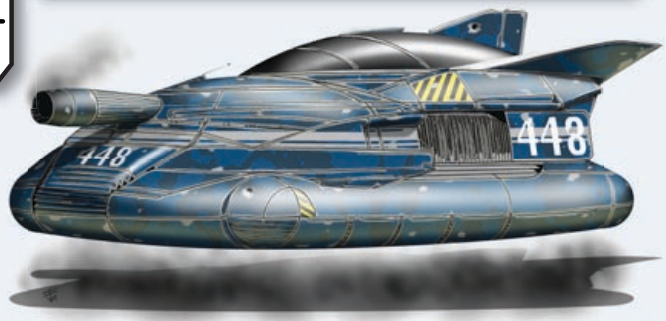
Qty	Type	Loc	Dmg	To-Hit Modifier +0 Sht	+2 Med	+4 Lng
1	Ultra AC/20	F	20/Sht, R2 (R/C)	3	7	10

Ammo Type	Shots
Ultra AC/20	10

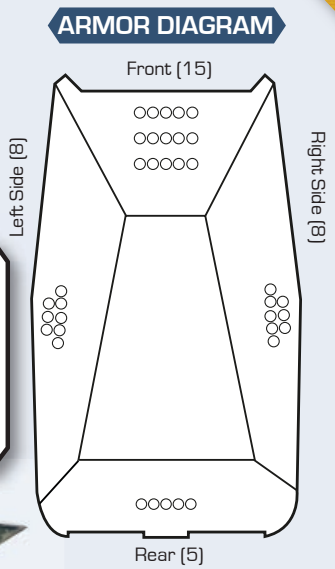
COMBAT VEHICLE HIT LOCATIONS

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.



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BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR DATA

Type: Infiltrator Mk II

Movement Points: 3 **Base To-Hit:** 4

Weapons Inventory			To-Hit Modifier +0	+2	+4
Qty	Type	Dmg	Sht	Med	Lng
1	Magshot Gauss Rifle	2	3	6	9

1 ○○○○○○○ 3 ○○○○○○○

2 ○○○○○○○ 4 ○○○○○○○



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

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





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BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR DATA

Type: Infiltrator Mk II

Movement Points: 3 **Base To-Hit:** 4

Weapons Inventory			To-Hit Modifier +0	+2	+4
Qty	Type	Dmg	Sht	Med	Lng
1	Magshot Gauss Rifle	2	3	6	9

1 ○○○○○○○ 3 ○○○○○○○

2 ○○○○○○○ 4 ○○○○○○○



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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	12	11	11	10	10	9	8	8	7	7	6	6	5	4	4	3	3	2	2	1	1

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





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BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR DATA

Type: Infiltrator Mk II

Movement Points: 3 **Base To-Hit:** 4

Weapons Inventory			To-Hit Modifier		
			+0	+2	+4
Qty	Type	Dmg	Sht	Med	Lng
1	Magshot Gauss Rifle	2	3	6	9

1 ○○○○○○○ 3 ○○○○○○○

2 ○○○○○○○ 4 ○○○○○○○



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

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





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BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR DATA

Type: Infiltrator Mk II

Movement Points: 3 **Base To-Hit:** 4

Weapons Inventory			To-Hit Modifier		
			+0	+2	+4
Qty	Type	Dmg	Sht	Med	Lng
1	Magshot Gauss Rifle	2	3	6	9

1 ○○○○○○○ 3 ○○○○○○○

2 ○○○○○○○ 4 ○○○○○○○



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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	12	11	11	10	10	9	8	8	7	7	6	6	5	4	4	3	3	2	2	1	1

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





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ATTACK MODIFIERS TABLE (ALL UNITS)

All Weapon Attacks	Modifier
Attacker	
*Movement (all modifiers are cumulative)**	
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
Range	
Short	None
Medium	+2
Long	+4

*Does not apply to infantry

All Weapon Attacks	Modifier
Target	
Movement	
Moved 0–2 hexes	0
Moved 3–4 hexes	+1
Moved 5–6 hexes	+2
Moved 7–9 hexes	+3
Moved 10–17 hexes	+4
Moved 18–24 hexes	+5
Moved 25+ hexes	+6
Battle armor infantry unit	
(only applies to non-infantry attackers)	+1

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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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
Terrain Cost When Entering New Hex	
Clear	+0
Light Woods	+1
Heavy Woods	+2
Movement Action	
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
Movement Action	
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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CICADA REAR



ENFORCER REAR



HERMES II REAR



HUNCHBACK REAR



SALADIN REAR



ROMMEL REAR



SALADIN (ULTRA VARIANT) REAR



ROMMEL (GAUSS VARIANT) REAR



INFANTRY



BATTLE ARMOR



INFANTRY



BATTLE ARMOR

CICADA FRONT



ENFORCER FRONT



HERMES II FRONT



HUNCHBACK FRONT



SALADIN FRONT



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INFANTRY



BATTLE ARMOR



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