

CLASSIC

# BATTLETECH



# STRATEGIC OPERATIONS™

## BLANK RECORD SHEETS & TABLES







# CLASSIC BATTLETECH™

## SPACE STATION RECORD SHEET

Nose Damage Threshold (Total Armor) \_\_\_\_\_

### ARMOR DIAGRAM

Capital Scale



### SPACE STATION DATA

Type: \_\_\_\_\_

Name: \_\_\_\_\_ Tonnage: \_\_\_\_\_

Thrust: \_\_\_\_\_ Tech Base: \_\_\_\_\_

Station Keeping Only  Clan   
Inner Sphere

DropShip Capacity: \_\_\_\_\_

Fighters/Small Craft: \_\_\_\_/\_\_\_\_ Launch Rate: \_\_\_\_\_

### Weapons & Equipment Inventory

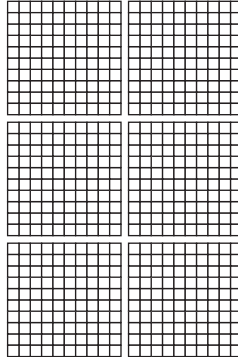
Capital Scale (1-12) (13-24) (25-40) (41-50)  
Standard Scale (1-6) (6-12) (13-20) (21-25)  
Bay Loc Ht SRV MRV LRV ERV

Inventory table with columns for weapons/equipment and rows for tracking.

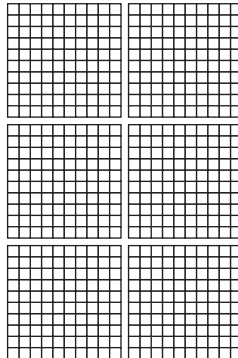
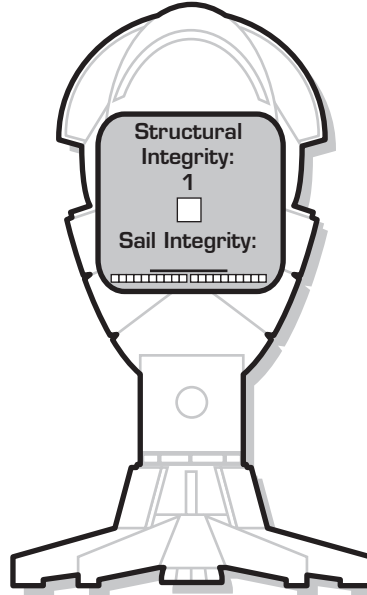
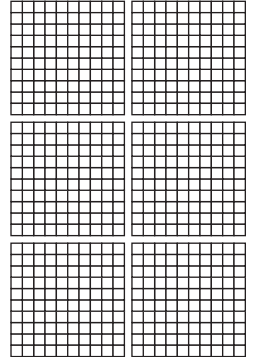
Ammo: \_\_\_\_\_

Cost: \_\_\_\_\_ BV: \_\_\_\_\_

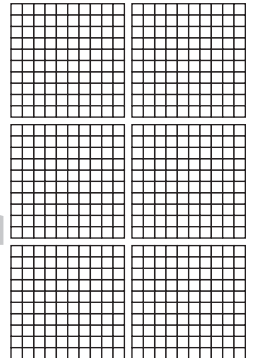
Fore-Left Damage Threshold (Total Armor) \_\_\_\_\_



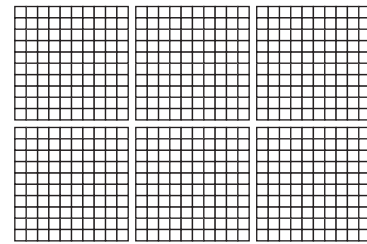
Fore-Right Damage Threshold (Total Armor) \_\_\_\_\_



Aft-Left Damage Threshold (Total Armor) \_\_\_\_\_



Aft-Right Damage Threshold (Total Armor) \_\_\_\_\_



Aft Damage Threshold (Total Armor) \_\_\_\_\_

### CREW DATA

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

Hits Taken	1	2	3	4	5	6
Modifier	+1	+2	+3	+4	+5	Inc.

Crew: \_\_\_\_\_ Marines: \_\_\_\_\_

Passengers: \_\_\_\_\_ Elementals: \_\_\_\_\_

Other: \_\_\_\_\_ Battle Armor: \_\_\_\_\_

Life Boats/Escape Pods: \_\_\_\_/\_\_\_\_

### CRITICAL DAMAGE

Avionics (+1) (+2) (+5) Life Support (+2)

CIC (+2) (+4) (D)

Sensors (+1) (+2) (+5)

Thrusters

Left (+1) (+2) (+3) (D)

Right (+1) (+2) (+3) (D)

### HEAT DATA

Heat Sinks: \_\_\_\_\_ Heat Generation Per Arc

Nose: \_\_\_\_\_ Aft: \_\_\_\_\_

Left: \_\_\_\_\_ Right: \_\_\_\_\_

Single  Fwd: \_\_\_\_\_ Fwd: \_\_\_\_\_

Double  Broadside: \_\_\_\_\_ Broadside: \_\_\_\_\_

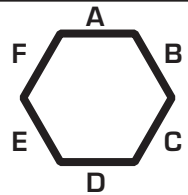
Aft: \_\_\_\_\_ Aft: \_\_\_\_\_

### NOTES

# CLASSIC BATTLETECH

## ADVANCED AEROSPACE MOVEMENT SHEET

Advanced Movement Compass



### VELOCITY RECORD

Unit: \_\_\_\_\_

Turn	#	Thrust	Facing	Velocity						Fuel
				A	B	C	D	E	F	
1				/	/	/	/	/	/	
2				/	/	/	/	/	/	
3				/	/	/	/	/	/	
4				/	/	/	/	/	/	
5				/	/	/	/	/	/	
6				/	/	/	/	/	/	
7				/	/	/	/	/	/	
8				/	/	/	/	/	/	
9				/	/	/	/	/	/	
10				/	/	/	/	/	/	
11				/	/	/	/	/	/	
12				/	/	/	/	/	/	
13				/	/	/	/	/	/	
14				/	/	/	/	/	/	
15				/	/	/	/	/	/	
16				/	/	/	/	/	/	
17				/	/	/	/	/	/	
18				/	/	/	/	/	/	
19				/	/	/	/	/	/	
20				/	/	/	/	/	/	

A vector is active if thrust is applied while the unit is facing that hexside. A vector is inactive if the unit spends no thrust to move through that hexside.

Each time a unit spends thrust, note down that number on the record sheet in the appropriate vector (the vector of the unit's facing). Next, determine the effect of spending thrust by consolidating the active vectors.

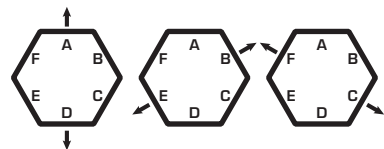
First, consolidate any active opposing vectors (see Opposing Vectors diagram) by subtracting the lowest thrust value from both vectors, reducing one vector to 0.

Next, consolidate the oblique vectors (see Oblique Vectors diagram). When any pair of oblique vectors is active, subtract the lowest of the two thrust values from both vectors (or from both if they are equal), reducing one (or both) oblique vectors to 0, and add the same value to the thrust value of the vector in between.

After consolidating all vectors, a unit should have no more than two active vectors.

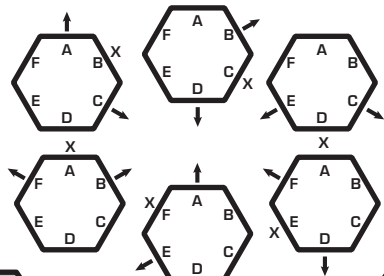
#### OPPOSING VECTORS

If both vectors marked with arrows are active, subtract an equal amount from both until only one of them is active.



#### OBLIQUE VECTORS

If both vector markers are active, subtract an equal amount from both and add that amount to vector X.



### VELOCITY RECORD

Unit: \_\_\_\_\_

Turn	#	Thrust	Facing	Velocity						Fuel
				A	B	C	D	E	F	
1				/	/	/	/	/	/	
2				/	/	/	/	/	/	
3				/	/	/	/	/	/	
4				/	/	/	/	/	/	
5				/	/	/	/	/	/	
6				/	/	/	/	/	/	
7				/	/	/	/	/	/	
8				/	/	/	/	/	/	
9				/	/	/	/	/	/	
10				/	/	/	/	/	/	
11				/	/	/	/	/	/	
12				/	/	/	/	/	/	
13				/	/	/	/	/	/	
14				/	/	/	/	/	/	
15				/	/	/	/	/	/	
16				/	/	/	/	/	/	
17				/	/	/	/	/	/	
18				/	/	/	/	/	/	
19				/	/	/	/	/	/	
20				/	/	/	/	/	/	

### VELOCITY RECORD

Unit: \_\_\_\_\_

Turn	#	Thrust	Facing	Velocity						Fuel
				A	B	C	D	E	F	
1				/	/	/	/	/	/	
2				/	/	/	/	/	/	
3				/	/	/	/	/	/	
4				/	/	/	/	/	/	
5				/	/	/	/	/	/	
6				/	/	/	/	/	/	
7				/	/	/	/	/	/	
8				/	/	/	/	/	/	
9				/	/	/	/	/	/	
10				/	/	/	/	/	/	
11				/	/	/	/	/	/	
12				/	/	/	/	/	/	
13				/	/	/	/	/	/	
14				/	/	/	/	/	/	
15				/	/	/	/	/	/	
16				/	/	/	/	/	/	
17				/	/	/	/	/	/	
18				/	/	/	/	/	/	
19				/	/	/	/	/	/	
20				/	/	/	/	/	/	

# CLASSIC BATTLETECH



## SQUADRON RECORD SHEET

**SQUADRON DATA** Name: \_\_\_\_\_ Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_ Safe Thrust: \_\_\_\_\_ Max Thrust: \_\_\_\_\_

Weapon Bay					Weapon Bay					Weapon Bay				
Loc.	Starting#/ Current#	AV Each	Heat Each / Current Total	Range Bracket	Loc.	Starting#/ Current#	AV Each	Heat Each / Current Total	Range Bracket	Loc.	Starting#/ Current#	AV Each	Heat Each / Current Total	Range Bracket

Tech Base: Inner Sphere  Clan  Total Heat Capacity (Current): ( \_\_\_\_\_ ) Total Fuel: \_\_\_\_\_ SI: \_\_\_\_\_

## FIGHTER DATA

**Ftr #1:** **Total Armor/Fatal Threshold (\_\_\_\_/\_\_\_\_)** **SI (\_\_\_\_)**

Engine     Gear (+5)

Avionics    Thrust

Sensors    Safe:

FCS    Max:  HS: (  ) Fuel:

Life Support   Pilot          G/P:

Weapons and Equipment	Loc	Ht	AV/Range	Weapons and Equipment	Loc	Ht	AV/Range

**Ftr #2:** **Total Armor/Fatal Threshold (\_\_\_\_/\_\_\_\_)** **SI (\_\_\_\_)**

Engine     Gear (+5)

Avionics    Thrust

Sensors    Safe:

FCS    Max:  HS: (  ) Fuel:

Life Support   Pilot          G/P:

Weapons and Equipment	Loc	Ht	AV/Range	Weapons and Equipment	Loc	Ht	AV/Range

**Ftr #3:** **Total Armor/Fatal Threshold (\_\_\_\_/\_\_\_\_)** **SI (\_\_\_\_)**

Engine     Gear (+5)

Avionics    Thrust

Sensors    Safe:

FCS    Max:  HS: (  ) Fuel:

Life Support   Pilot          G/P:

Weapons and Equipment	Loc	Ht	AV/Range	Weapons and Equipment	Loc	Ht	AV/Range

**Ftr #4:** **Total Armor/Fatal Threshold (\_\_\_\_/\_\_\_\_)** **SI (\_\_\_\_)**

Engine     Gear (+5)

Avionics    Thrust

Sensors    Safe:

FCS    Max:  HS: (  ) Fuel:

Life Support   Pilot          G/P:

Weapons and Equipment	Loc	Ht	AV/Range	Weapons and Equipment	Loc	Ht	AV/Range

**Ftr #5:** **Total Armor/Fatal Threshold (\_\_\_\_/\_\_\_\_)** **SI (\_\_\_\_)**

Engine     Gear (+5)

Avionics    Thrust

Sensors    Safe:

FCS    Max:  HS: (  ) Fuel:

Life Support   Pilot          G/P:

Weapons and Equipment	Loc	Ht	AV/Range	Weapons and Equipment	Loc	Ht	AV/Range

**Ftr #6:** **Total Armor/Fatal Threshold (\_\_\_\_/\_\_\_\_)** **SI (\_\_\_\_)**

Engine     Gear (+5)

Avionics    Thrust

Sensors    Safe:

FCS    Max:  HS: (  ) Fuel:

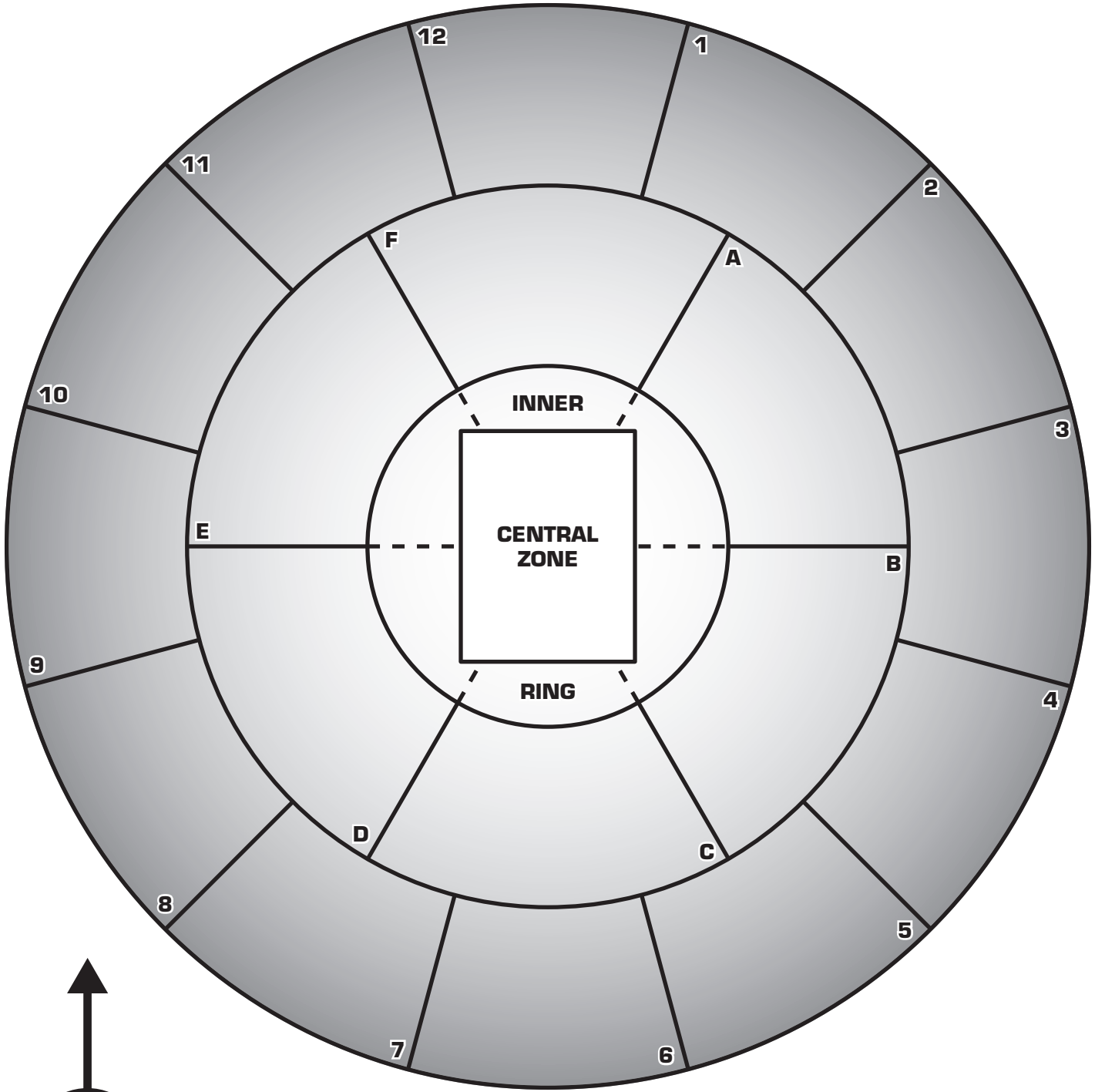
Life Support   Pilot          G/P:

Weapons and Equipment	Loc	Ht	AV/Range	Weapons and Equipment	Loc	Ht	AV/Range

## VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Thrust																				
Velocity																				
Effective Velocity																				
Altitude																				
Fuel																				





# CLASSIC BATTLETECH™

## HIGH SPEED CLOSING ENGAGEMENTS SHEET

### PLAYER \_\_\_\_\_

Engagement Speed: _____		Angle of Attack: _____				
Unit	Ship/Squadron/ Mines/Debris	Detection Phase	Capital Missile Phase		Meeting Engagement Phase	
		Maneuver	Maneuver	Target(s)	Maneuver	Target(s)
1						
2						
3						
4						
5						
6						
7						
8						
9						
10						

### CHARTS AND TABLES

#### SEQUENCE OF PLAY

- Detection and Initial Maneuver Phase
  - Determine Detection
  - Launch and Redeploy Units
  - Detection Maneuvering
- Capital Missile Phase
  - Capital Missile Maneuvers
  - Capital Missile Attacks
- Meeting Engagement Phase
  - Meeting Engagement Maneuvers
  - Meeting Engagement Weapons Fire
  - Mine/Debris/Collisions
  - Chaser Weapons Fire
- End Phase
  - Recover Detached Units

#### FIGHTER AND SMALL CRAFT DEPLOYMENT TABLE

1D6	% of Units Deployment*
1	15%
2	30%
3	45%
4	60%
5	75%
6	90%

\*In all cases, round down to the nearest whole fighter and small craft.

#### RANDOM ENGAGEMENT SPEED TABLE†

2D6 Roll	Speed Class
2	Fast
3	Medium
4	Medium
5	Slow
6	Slow
7	Slow
8	Slow
9	Slow
10	Medium
11	Medium
12	Fast

#### ANGLE OF ATTACK TABLE†

2D6 Roll	Angle of Attack (AoA)
2	Crossing
3	Crossing
4	Crossing
5	Head On
6	Head On
7	Head On
8	Head On
9	Head On
10	Head On
11	Crossing
12	Crossing

†Players may simply agree on an Engagement Speed and Angle of Attack in place of rolling on these tables.





# CLASSIC BATTLETECH BATTLEFORCE



## INNER SPHERE/PERIPHERY RECORD SHEET



Unit Name: _____		Weight Class: _____	
Element: _____	Destroyed <input type="checkbox"/>	Point Value: _____	
MV S (+0) M (+2) L (+4) E (+6) Wt. Skill OV	_____	Armor/Structure ○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○	Heat Scale: 1 2 3 S
_____	_____	Special Abilities: _____	
Element: _____	Destroyed <input type="checkbox"/>	Point Value: _____	
MV S (+0) M (+2) L (+4) E (+6) Wt. Skill OV	_____	Armor/Structure ○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○	Heat Scale: 1 2 3 S
_____	_____	Special Abilities: _____	
Element: _____	Destroyed <input type="checkbox"/>	Point Value: _____	
MV S (+0) M (+2) L (+4) E (+6) Wt. Skill OV	_____	Armor/Structure ○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○	Heat Scale: 1 2 3 S
_____	_____	Special Abilities: _____	
Element: _____	Destroyed <input type="checkbox"/>	Point Value: _____	
MV S (+0) M (+2) L (+4) E (+6) Wt. Skill OV	_____	Armor/Structure ○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○	Heat Scale: 1 2 3 S
_____	_____	Special Abilities: _____	
Notes: _____			

Unit Name: _____		Weight Class: _____	
Element: _____	Destroyed <input type="checkbox"/>	Point Value: _____	
MV S (+0) M (+2) L (+4) E (+6) Wt. Skill OV	_____	Armor/Structure ○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○	Heat Scale: 1 2 3 S
_____	_____	Special Abilities: _____	
Element: _____	Destroyed <input type="checkbox"/>	Point Value: _____	
MV S (+0) M (+2) L (+4) E (+6) Wt. Skill OV	_____	Armor/Structure ○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○	Heat Scale: 1 2 3 S
_____	_____	Special Abilities: _____	
Element: _____	Destroyed <input type="checkbox"/>	Point Value: _____	
MV S (+0) M (+2) L (+4) E (+6) Wt. Skill OV	_____	Armor/Structure ○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○	Heat Scale: 1 2 3 S
_____	_____	Special Abilities: _____	
Element: _____	Destroyed <input type="checkbox"/>	Point Value: _____	
MV S (+0) M (+2) L (+4) E (+6) Wt. Skill OV	_____	Armor/Structure ○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○	Heat Scale: 1 2 3 S
_____	_____	Special Abilities: _____	
Notes: _____			

Unit Name: _____		Weight Class: _____	
Element: _____	Destroyed <input type="checkbox"/>	Point Value: _____	
MV S (+0) M (+2) L (+4) E (+6) Wt. Skill OV	_____	Armor/Structure ○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○	Heat Scale: 1 2 3 S
_____	_____	Special Abilities: _____	
Element: _____	Destroyed <input type="checkbox"/>	Point Value: _____	
MV S (+0) M (+2) L (+4) E (+6) Wt. Skill OV	_____	Armor/Structure ○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○	Heat Scale: 1 2 3 S
_____	_____	Special Abilities: _____	
Element: _____	Destroyed <input type="checkbox"/>	Point Value: _____	
MV S (+0) M (+2) L (+4) E (+6) Wt. Skill OV	_____	Armor/Structure ○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○	Heat Scale: 1 2 3 S
_____	_____	Special Abilities: _____	
Notes: _____			

# CLASSIC BATTLETECH BATTLEFORCE



## COMSTAR RECORD SHEET



Unit Name: _____		Weight Class: _____	
Element: _____	Destroyed <input type="checkbox"/>	Point Value: _____	
MV S (+0) M (+2) L (+4) E (+6) Wt. Skill OV	_____	Armor/Structure ○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○	Heat Scale: 1 2 3 S
_____	_____	Special Abilities: _____	
Element: _____	Destroyed <input type="checkbox"/>	Point Value: _____	
MV S (+0) M (+2) L (+4) E (+6) Wt. Skill OV	_____	Armor/Structure ○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○	Heat Scale: 1 2 3 S
_____	_____	Special Abilities: _____	
Element: _____	Destroyed <input type="checkbox"/>	Point Value: _____	
MV S (+0) M (+2) L (+4) E (+6) Wt. Skill OV	_____	Armor/Structure ○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○	Heat Scale: 1 2 3 S
_____	_____	Special Abilities: _____	
Element: _____	Destroyed <input type="checkbox"/>	Point Value: _____	
MV S (+0) M (+2) L (+4) E (+6) Wt. Skill OV	_____	Armor/Structure ○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○	Heat Scale: 1 2 3 S
_____	_____	Special Abilities: _____	
Element: _____	Destroyed <input type="checkbox"/>	Point Value: _____	
MV S (+0) M (+2) L (+4) E (+6) Wt. Skill OV	_____	Armor/Structure ○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○	Heat Scale: 1 2 3 S
_____	_____	Special Abilities: _____	
Element: _____	Destroyed <input type="checkbox"/>	Point Value: _____	
MV S (+0) M (+2) L (+4) E (+6) Wt. Skill OV	_____	Armor/Structure ○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○	Heat Scale: 1 2 3 S
_____	_____	Special Abilities: _____	
Notes: _____			

Unit Name: _____		Weight Class: _____	
Element: _____	Destroyed <input type="checkbox"/>	Point Value: _____	
MV S (+0) M (+2) L (+4) E (+6) Wt. Skill OV	_____	Armor/Structure ○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○	Heat Scale: 1 2 3 S
_____	_____	Special Abilities: _____	
Element: _____	Destroyed <input type="checkbox"/>	Point Value: _____	
MV S (+0) M (+2) L (+4) E (+6) Wt. Skill OV	_____	Armor/Structure ○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○	Heat Scale: 1 2 3 S
_____	_____	Special Abilities: _____	
Element: _____	Destroyed <input type="checkbox"/>	Point Value: _____	
MV S (+0) M (+2) L (+4) E (+6) Wt. Skill OV	_____	Armor/Structure ○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○	Heat Scale: 1 2 3 S
_____	_____	Special Abilities: _____	
Element: _____	Destroyed <input type="checkbox"/>	Point Value: _____	
MV S (+0) M (+2) L (+4) E (+6) Wt. Skill OV	_____	Armor/Structure ○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○	Heat Scale: 1 2 3 S
_____	_____	Special Abilities: _____	
Element: _____	Destroyed <input type="checkbox"/>	Point Value: _____	
MV S (+0) M (+2) L (+4) E (+6) Wt. Skill OV	_____	Armor/Structure ○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○	Heat Scale: 1 2 3 S
_____	_____	Special Abilities: _____	
Notes: _____			

# CLASSIC BATTLETECH BATTLEFORCE



## CLAN RECORD SHEET



Unit Name: _____		Weight Class: _____	
Element: _____	Destroyed <input type="checkbox"/>	Point Value: _____	
MV S (+0) M (+2) L (+4) E (+6) Wt. Skill OV	_____	Armor/Structure ○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○	Heat Scale: ○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○ 1 2 3 S
Special Abilities: _____		_____	
Element: _____	Destroyed <input type="checkbox"/>	Point Value: _____	
MV S (+0) M (+2) L (+4) E (+6) Wt. Skill OV	_____	Armor/Structure ○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○	Heat Scale: ○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○ 1 2 3 S
Special Abilities: _____		_____	
Element: _____	Destroyed <input type="checkbox"/>	Point Value: _____	
MV S (+0) M (+2) L (+4) E (+6) Wt. Skill OV	_____	Armor/Structure ○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○	Heat Scale: ○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○ 1 2 3 S
Special Abilities: _____		_____	
Element: _____	Destroyed <input type="checkbox"/>	Point Value: _____	
MV S (+0) M (+2) L (+4) E (+6) Wt. Skill OV	_____	Armor/Structure ○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○	Heat Scale: ○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○ 1 2 3 S
Special Abilities: _____		_____	
Element: _____	Destroyed <input type="checkbox"/>	Point Value: _____	
MV S (+0) M (+2) L (+4) E (+6) Wt. Skill OV	_____	Armor/Structure ○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○	Heat Scale: ○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○ 1 2 3 S
Special Abilities: _____		_____	
Notes: _____			

Unit Name: _____		Weight Class: _____	
Element: _____	Destroyed <input type="checkbox"/>	Point Value: _____	
MV S (+0) M (+2) L (+4) E (+6) Wt. Skill OV	_____	Armor/Structure ○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○	Heat Scale: ○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○ 1 2 3 S
Special Abilities: _____		_____	
Element: _____	Destroyed <input type="checkbox"/>	Point Value: _____	
MV S (+0) M (+2) L (+4) E (+6) Wt. Skill OV	_____	Armor/Structure ○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○	Heat Scale: ○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○ 1 2 3 S
Special Abilities: _____		_____	
Element: _____	Destroyed <input type="checkbox"/>	Point Value: _____	
MV S (+0) M (+2) L (+4) E (+6) Wt. Skill OV	_____	Armor/Structure ○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○	Heat Scale: ○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○ 1 2 3 S
Special Abilities: _____		_____	
Element: _____	Destroyed <input type="checkbox"/>	Point Value: _____	
MV S (+0) M (+2) L (+4) E (+6) Wt. Skill OV	_____	Armor/Structure ○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○	Heat Scale: ○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○ 1 2 3 S
Special Abilities: _____		_____	
Notes: _____			

# CLASSIC BATTLETECH BATTLEFORCE



## AEROSPACE RECORD SHEET



Unit Name: \_\_\_\_\_ Weight Class: \_\_\_\_\_  
 Element: \_\_\_\_\_ Destroyed  Point Value: \_\_\_\_\_

TP S (+0) M (+2) L (+4) E (+6) Wt. Skill OV  
 \_\_\_\_\_

Armor/Structure: ○○○○○○○○○○○○○○○○○○○○○○○○○○○○○  
 ○○○○○○○○○○○○ Threshold: \_\_\_\_\_ Heat Scale: [1] [2] [3] [S]

Special Abilities: \_\_\_\_\_

Element: \_\_\_\_\_ Destroyed  Point Value: \_\_\_\_\_

TP S (+0) M (+2) L (+4) E (+6) Wt. Skill OV  
 \_\_\_\_\_

Armor/Structure: ○○○○○○○○○○○○○○○○○○○○○○○○○○○○○  
 ○○○○○○○○○○○○ Threshold: \_\_\_\_\_ Heat Scale: [1] [2] [3] [S]

Special Abilities: \_\_\_\_\_

Notes: \_\_\_\_\_

Unit Name: \_\_\_\_\_ Weight Class: \_\_\_\_\_  
 Element: \_\_\_\_\_ Destroyed  Point Value: \_\_\_\_\_

TP S (+0) M (+2) L (+4) E (+6) Wt. Skill OV  
 \_\_\_\_\_

Armor/Structure: ○○○○○○○○○○○○○○○○○○○○○○○○○○○○○  
 ○○○○○○○○○○○○ Threshold: \_\_\_\_\_ Heat Scale: [1] [2] [3] [S]

Special Abilities: \_\_\_\_\_

Element: \_\_\_\_\_ Destroyed  Point Value: \_\_\_\_\_

TP S (+0) M (+2) L (+4) E (+6) Wt. Skill OV  
 \_\_\_\_\_

Armor/Structure: ○○○○○○○○○○○○○○○○○○○○○○○○○○○○○  
 ○○○○○○○○○○○○ Threshold: \_\_\_\_\_ Heat Scale: [1] [2] [3] [S]

Special Abilities: \_\_\_\_\_

Notes: \_\_\_\_\_

Unit Name: \_\_\_\_\_ Weight Class: \_\_\_\_\_  
 Element: \_\_\_\_\_ Destroyed  Point Value: \_\_\_\_\_

TP S (+0) M (+2) L (+4) E (+6) Wt. Skill OV  
 \_\_\_\_\_

Armor/Structure: ○○○○○○○○○○○○○○○○○○○○○○○○○○○○○  
 ○○○○○○○○○○○○ Threshold: \_\_\_\_\_ Heat Scale: [1] [2] [3] [S]

Special Abilities: \_\_\_\_\_

Element: \_\_\_\_\_ Destroyed  Point Value: \_\_\_\_\_

TP S (+0) M (+2) L (+4) E (+6) Wt. Skill OV  
 \_\_\_\_\_

Armor/Structure: ○○○○○○○○○○○○○○○○○○○○○○○○○○○○○  
 ○○○○○○○○○○○○ Threshold: \_\_\_\_\_ Heat Scale: [1] [2] [3] [S]

Special Abilities: \_\_\_\_\_

Notes: \_\_\_\_\_

Unit Name: \_\_\_\_\_ Weight Class: \_\_\_\_\_  
 Element: \_\_\_\_\_ Destroyed  Point Value: \_\_\_\_\_

TP S (+0) M (+2) L (+4) E (+6) Wt. Skill OV  
 \_\_\_\_\_

Armor/Structure: ○○○○○○○○○○○○○○○○○○○○○○○○○○○○○  
 ○○○○○○○○○○○○ Threshold: \_\_\_\_\_ Heat Scale: [1] [2] [3] [S]

Special Abilities: \_\_\_\_\_

Element: \_\_\_\_\_ Destroyed  Point Value: \_\_\_\_\_

TP S (+0) M (+2) L (+4) E (+6) Wt. Skill OV  
 \_\_\_\_\_

Armor/Structure: ○○○○○○○○○○○○○○○○○○○○○○○○○○○○○  
 ○○○○○○○○○○○○ Threshold: \_\_\_\_\_ Heat Scale: [1] [2] [3] [S]

Special Abilities: \_\_\_\_\_

Notes: \_\_\_\_\_

Unit Name: \_\_\_\_\_ Weight Class: \_\_\_\_\_  
 Element: \_\_\_\_\_ Destroyed  Point Value: \_\_\_\_\_

TP S (+0) M (+2) L (+4) E (+6) Wt. Skill OV  
 \_\_\_\_\_

Armor/Structure: ○○○○○○○○○○○○○○○○○○○○○○○○○○○○○  
 ○○○○○○○○○○○○ Threshold: \_\_\_\_\_ Heat Scale: [1] [2] [3] [S]

Special Abilities: \_\_\_\_\_

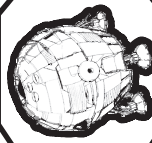
Element: \_\_\_\_\_ Destroyed  Point Value: \_\_\_\_\_

TP S (+0) M (+2) L (+4) E (+6) Wt. Skill OV  
 \_\_\_\_\_

Armor/Structure: ○○○○○○○○○○○○○○○○○○○○○○○○○○○○○  
 ○○○○○○○○○○○○ Threshold: \_\_\_\_\_ Heat Scale: [1] [2] [3] [S]

Special Abilities: \_\_\_\_\_

Notes: \_\_\_\_\_



Unit Name: \_\_\_\_\_ Size Class: \_\_\_\_\_ Point Value: \_\_\_\_\_

Element: \_\_\_\_\_ Destroyed  Notes: \_\_\_\_\_

Skill: \_\_\_\_\_  Standard S (+0) M (+2) L (+4) E (+6)  Sub-Capital S (+0) M (+2) L (+4) E (+6)  Capital Msl. S (+0) M (+2) L (+4) E (+6)

TP: \_\_\_\_\_

Fore: _____	Fore: _____	Fore: _____
Left: _____	Left: _____	Left: _____
Right: _____	Right: _____	Right: _____
Aft: _____	Aft: _____	Aft: _____

Special Abilities: \_\_\_\_\_

Armor/Structure Threshold: \_\_\_\_\_

Unit Name: \_\_\_\_\_ Size Class: \_\_\_\_\_ Point Value: \_\_\_\_\_

Element: \_\_\_\_\_ Destroyed  Notes: \_\_\_\_\_

Skill: \_\_\_\_\_  Standard S (+0) M (+2) L (+4) E (+6)  Sub-Capital S (+0) M (+2) L (+4) E (+6)  Capital Msl. S (+0) M (+2) L (+4) E (+6)

TP: \_\_\_\_\_

Fore: _____	Fore: _____	Fore: _____
Left: _____	Left: _____	Left: _____
Right: _____	Right: _____	Right: _____
Aft: _____	Aft: _____	Aft: _____

Special Abilities: \_\_\_\_\_

Armor/Structure Threshold: \_\_\_\_\_

Unit Name: \_\_\_\_\_ Size Class: \_\_\_\_\_ Point Value: \_\_\_\_\_

Element: \_\_\_\_\_ Destroyed  Notes: \_\_\_\_\_

Skill: \_\_\_\_\_  Standard S (+0) M (+2) L (+4) E (+6)  Sub-Capital S (+0) M (+2) L (+4) E (+6)  Capital Msl. S (+0) M (+2) L (+4) E (+6)

TP: \_\_\_\_\_

Fore: _____	Fore: _____	Fore: _____
Left: _____	Left: _____	Left: _____
Right: _____	Right: _____	Right: _____
Aft: _____	Aft: _____	Aft: _____

Special Abilities: \_\_\_\_\_

Armor/Structure Threshold: \_\_\_\_\_

Unit Name: \_\_\_\_\_ Size Class: \_\_\_\_\_ Point Value: \_\_\_\_\_

Element: \_\_\_\_\_ Destroyed  Notes: \_\_\_\_\_

Skill: \_\_\_\_\_  Standard S (+0) M (+2) L (+4) E (+6)  Sub-Capital S (+0) M (+2) L (+4) E (+6)  Capital Msl. S (+0) M (+2) L (+4) E (+6)

TP: \_\_\_\_\_

Fore: _____	Fore: _____	Fore: _____
Left: _____	Left: _____	Left: _____
Right: _____	Right: _____	Right: _____
Aft: _____	Aft: _____	Aft: _____

Special Abilities: \_\_\_\_\_

Armor/Structure Threshold: \_\_\_\_\_

Unit Name: \_\_\_\_\_ Size Class: \_\_\_\_\_ Point Value: \_\_\_\_\_

Element: \_\_\_\_\_ Destroyed  Notes: \_\_\_\_\_

Skill: \_\_\_\_\_  Standard S (+0) M (+2) L (+4) E (+6)  Sub-Capital S (+0) M (+2) L (+4) E (+6)  Capital Msl. S (+0) M (+2) L (+4) E (+6)

TP: \_\_\_\_\_

Fore: _____	Fore: _____	Fore: _____
Left: _____	Left: _____	Left: _____
Right: _____	Right: _____	Right: _____
Aft: _____	Aft: _____	Aft: _____

Special Abilities: \_\_\_\_\_

Armor/Structure Threshold: \_\_\_\_\_

Unit Name: \_\_\_\_\_ Size Class: \_\_\_\_\_ Point Value: \_\_\_\_\_

Element: \_\_\_\_\_ Destroyed  Notes: \_\_\_\_\_

Skill: \_\_\_\_\_  Standard S (+0) M (+2) L (+4) E (+6)  Sub-Capital S (+0) M (+2) L (+4) E (+6)  Capital Msl. S (+0) M (+2) L (+4) E (+6)

TP: \_\_\_\_\_

Fore: _____	Fore: _____	Fore: _____
Left: _____	Left: _____	Left: _____
Right: _____	Right: _____	Right: _____
Aft: _____	Aft: _____	Aft: _____

Special Abilities: \_\_\_\_\_

Armor/Structure Threshold: \_\_\_\_\_

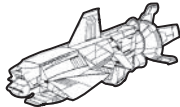
Unit Name: \_\_\_\_\_ Point Value: \_\_\_\_\_

Element: \_\_\_\_\_ Destroyed

Size Class: \_\_\_\_\_

TP: \_\_\_\_\_

Skill: \_\_\_\_\_



**CAPITAL WEAPONS**

Arc	S (+0)	M (+2)	L (+4)	E (+6)
Nose:	_____	_____	_____	_____
FL/FR:	_____	_____	_____	_____
LBS/RBS:	_____	_____	_____	_____
AL/AR:	_____	_____	_____	_____
Aft:	_____	_____	_____	_____

**CAPITAL MISSILE WEAPONS**

Arc	S (+0)	M (+2)	L (+4)	E (+6)
Nose:	_____	_____	_____	_____
FL/FR:	_____	_____	_____	_____
LBS/RBS:	_____	_____	_____	_____
AL/AR:	_____	_____	_____	_____
Aft:	_____	_____	_____	_____

**SUB-CAPITAL WEAPONS**

Arc	S (+0)	M (+2)	L (+4)	E (+6)
Nose:	_____	_____	_____	_____
FL/FR:	_____	_____	_____	_____
LBS/RBS:	_____	_____	_____	_____
AL/AR:	_____	_____	_____	_____
Aft:	_____	_____	_____	_____

**STANDARD WEAPONS**

Arc	S (+0)	M (+2)	L (+4)	E (+6)
Nose:	_____	_____	_____	_____
FL/FR:	_____	_____	_____	_____
LBS/RBS:	_____	_____	_____	_____
AL/AR:	_____	_____	_____	_____
Aft:	_____	_____	_____	_____

Armor: \_\_\_\_\_ Threshold: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Structure: \_\_\_\_\_

\_\_\_\_\_

Special Abilities: \_\_\_\_\_

Notes: \_\_\_\_\_


Unit Name: \_\_\_\_\_ Point Value: \_\_\_\_\_

Element: \_\_\_\_\_ Destroyed

Size Class: \_\_\_\_\_

TP: \_\_\_\_\_

Skill: \_\_\_\_\_



**CAPITAL WEAPONS**

Arc	S (+0)	M (+2)	L (+4)	E (+6)
Nose:	_____	_____	_____	_____
FL/FR:	_____	_____	_____	_____
LBS/RBS:	_____	_____	_____	_____
AL/AR:	_____	_____	_____	_____
Aft:	_____	_____	_____	_____

**CAPITAL MISSILE WEAPONS**

Arc	S (+0)	M (+2)	L (+4)	E (+6)
Nose:	_____	_____	_____	_____
FL/FR:	_____	_____	_____	_____
LBS/RBS:	_____	_____	_____	_____
AL/AR:	_____	_____	_____	_____
Aft:	_____	_____	_____	_____

**SUB-CAPITAL WEAPONS**

Arc	S (+0)	M (+2)	L (+4)	E (+6)
Nose:	_____	_____	_____	_____
FL/FR:	_____	_____	_____	_____
LBS/RBS:	_____	_____	_____	_____
AL/AR:	_____	_____	_____	_____
Aft:	_____	_____	_____	_____

**STANDARD WEAPONS**

Arc	S (+0)	M (+2)	L (+4)	E (+6)
Nose:	_____	_____	_____	_____
FL/FR:	_____	_____	_____	_____
LBS/RBS:	_____	_____	_____	_____
AL/AR:	_____	_____	_____	_____
Aft:	_____	_____	_____	_____

Armor: \_\_\_\_\_ Threshold: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Structure: \_\_\_\_\_

\_\_\_\_\_

Special Abilities: \_\_\_\_\_

Notes: \_\_\_\_\_

# CLASSIC BATTLETECH

## BATTLEFORCE



### JUMPSHIP, SPACE STATION, AND SATELLITE RECORD SHEET



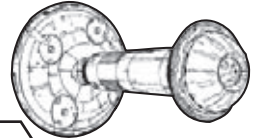
Unit Name: \_\_\_\_\_ Point Value: \_\_\_\_\_

Element: \_\_\_\_\_ Destroyed

Size Class: \_\_\_\_\_

TP: \_\_\_\_\_

Skill: \_\_\_\_\_



#### CAPITAL WEAPONS

Arc            S (+0)    M (+2)    L (+4)    E (+6)

Nose:            \_\_\_\_\_

FL/FR:            \_\_\_\_\_

AL/AR:            \_\_\_\_\_

Aft:            \_\_\_\_\_

#### CAPITAL MISSILE WEAPONS

Arc            S (+0)    M (+2)    L (+4)    E (+6)

Nose:            \_\_\_\_\_

FL/FR:            \_\_\_\_\_

AL/AR:            \_\_\_\_\_

Aft:            \_\_\_\_\_

#### SUB-CAPITAL WEAPONS

Arc            S (+0)    M (+2)    L (+4)    E (+6)

Nose:            \_\_\_\_\_

FL/FR:            \_\_\_\_\_

AL/AR:            \_\_\_\_\_

Aft:            \_\_\_\_\_

#### STANDARD WEAPONS

Arc            S (+0)    M (+2)    L (+4)    E (+6)

Nose:            \_\_\_\_\_

FL/FR:            \_\_\_\_\_

AL/AR:            \_\_\_\_\_

Aft:            \_\_\_\_\_

Armor: \_\_\_\_\_ Threshold: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Structure: \_\_\_\_\_

Special Abilities: \_\_\_\_\_

Notes: \_\_\_\_\_

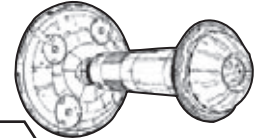
Unit Name: \_\_\_\_\_ Point Value: \_\_\_\_\_

Element: \_\_\_\_\_ Destroyed

Size Class: \_\_\_\_\_

TP: \_\_\_\_\_

Skill: \_\_\_\_\_



#### CAPITAL WEAPONS

Arc            S (+0)    M (+2)    L (+4)    E (+6)

Nose:            \_\_\_\_\_

FL/FR:            \_\_\_\_\_

AL/AR:            \_\_\_\_\_

Aft:            \_\_\_\_\_

#### CAPITAL MISSILE WEAPONS

Arc            S (+0)    M (+2)    L (+4)    E (+6)

Nose:            \_\_\_\_\_

FL/FR:            \_\_\_\_\_

AL/AR:            \_\_\_\_\_

Aft:            \_\_\_\_\_

#### SUB-CAPITAL WEAPONS

Arc            S (+0)    M (+2)    L (+4)    E (+6)

Nose:            \_\_\_\_\_

FL/FR:            \_\_\_\_\_

AL/AR:            \_\_\_\_\_

Aft:            \_\_\_\_\_

#### STANDARD WEAPONS

Arc            S (+0)    M (+2)    L (+4)    E (+6)

Nose:            \_\_\_\_\_

FL/FR:            \_\_\_\_\_

AL/AR:            \_\_\_\_\_

Aft:            \_\_\_\_\_

Armor: \_\_\_\_\_ Threshold: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

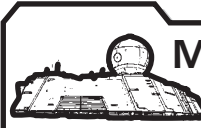
Structure: \_\_\_\_\_

Special Abilities: \_\_\_\_\_

Notes: \_\_\_\_\_







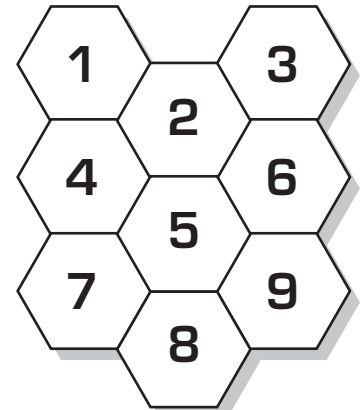
Unit Name: \_\_\_\_\_ Point Value: \_\_\_\_\_

MV: \_\_\_\_\_ Skill: \_\_\_\_\_ Destroyed

Special Abilities: \_\_\_\_\_

Notes: \_\_\_\_\_

### STRUCTURE MAP



#### HEX 1

Armor: (    )

Structure-T: (    -    )

	S (+0)	M (+2)	L (+4)	E (+6)
Capital:	_____	_____	_____	_____
Cap. Missile:	_____	_____	_____	_____
Sub Capital:	_____	_____	_____	_____
Standard:	_____	_____	_____	_____
Turret:	_____	_____	_____	_____

#### HEX 2

Armor: (    )

Structure-T: (    -    )

	S (+0)	M (+2)	L (+4)	E (+6)
Capital:	_____	_____	_____	_____
Cap. Missile:	_____	_____	_____	_____
Sub Capital:	_____	_____	_____	_____
Standard:	_____	_____	_____	_____
Turret:	_____	_____	_____	_____

#### HEX 3

Armor: (    )

Structure-T: (    -    )

	S (+0)	M (+2)	L (+4)	E (+6)
Capital:	_____	_____	_____	_____
Cap. Missile:	_____	_____	_____	_____
Sub Capital:	_____	_____	_____	_____
Standard:	_____	_____	_____	_____
Turret:	_____	_____	_____	_____

#### HEX 4

Armor: (    )

Structure-T: (    -    )

	S (+0)	M (+2)	L (+4)	E (+6)
Capital:	_____	_____	_____	_____
Cap. Missile:	_____	_____	_____	_____
Sub Capital:	_____	_____	_____	_____
Standard:	_____	_____	_____	_____
Turret:	_____	_____	_____	_____

#### HEX 5

Armor: (    )

Structure-T: (    -    )

	S (+0)	M (+2)	L (+4)	E (+6)
Capital:	_____	_____	_____	_____
Cap. Missile:	_____	_____	_____	_____
Sub Capital:	_____	_____	_____	_____
Standard:	_____	_____	_____	_____
Turret:	_____	_____	_____	_____

#### HEX 6

Armor: (    )

Structure-T: (    -    )

	S (+0)	M (+2)	L (+4)	E (+6)
Capital:	_____	_____	_____	_____
Cap. Missile:	_____	_____	_____	_____
Sub Capital:	_____	_____	_____	_____
Standard:	_____	_____	_____	_____
Turret:	_____	_____	_____	_____

#### HEX 7

Armor: (    )

Structure-T: (    -    )

	S (+0)	M (+2)	L (+4)	E (+6)
Capital:	_____	_____	_____	_____
Cap. Missile:	_____	_____	_____	_____
Sub Capital:	_____	_____	_____	_____
Standard:	_____	_____	_____	_____
Turret:	_____	_____	_____	_____

#### HEX 8

Armor: (    )

Structure-T: (    -    )

	S (+0)	M (+2)	L (+4)	E (+6)
Capital:	_____	_____	_____	_____
Cap. Missile:	_____	_____	_____	_____
Sub Capital:	_____	_____	_____	_____
Standard:	_____	_____	_____	_____
Turret:	_____	_____	_____	_____

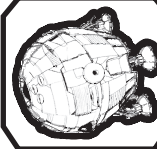
#### HEX 9

Armor: (    )

Structure-T: (    -    )

	S (+0)	M (+2)	L (+4)	E (+6)
Capital:	_____	_____	_____	_____
Cap. Missile:	_____	_____	_____	_____
Sub Capital:	_____	_____	_____	_____
Standard:	_____	_____	_____	_____
Turret:	_____	_____	_____	_____

# CLASSIC BATTLETECH BATTLEFORCE



## SQUADRON RECORD SHEET



Unit Name: \_\_\_\_\_ Point Value: \_\_\_\_\_

Skill: \_\_\_\_\_

### SQUADRON ATTACK VALUES

#### DROPSHIP/SMALL CRAFT STANDARD WEAPONS

Short (+0)	6	5	4	3	2	1
Nose	_____	_____	_____	_____	_____	_____
Wing	_____	_____	_____	_____	_____	_____
Side	_____	_____	_____	_____	_____	_____
Aft	_____	_____	_____	_____	_____	_____
<b>Medium (+2)</b>						
Nose	_____	_____	_____	_____	_____	_____
Wing	_____	_____	_____	_____	_____	_____
Side	_____	_____	_____	_____	_____	_____
Aft	_____	_____	_____	_____	_____	_____
<b>Long (+4)</b>						
Nose	_____	_____	_____	_____	_____	_____
Wing	_____	_____	_____	_____	_____	_____
Side	_____	_____	_____	_____	_____	_____
Aft	_____	_____	_____	_____	_____	_____
<b>Extreme (+6)</b>						
Nose	_____	_____	_____	_____	_____	_____
Wing	_____	_____	_____	_____	_____	_____
Side	_____	_____	_____	_____	_____	_____
Aft	_____	_____	_____	_____	_____	_____

#### DROPSHIP/SMALL CRAFT CAPITAL MISSILE WEAPONS

Short (+0)	6	5	4	3	2	1
Nose	_____	_____	_____	_____	_____	_____
Wing	_____	_____	_____	_____	_____	_____
Side	_____	_____	_____	_____	_____	_____
Aft	_____	_____	_____	_____	_____	_____
<b>Medium (+2)</b>						
Nose	_____	_____	_____	_____	_____	_____
Wing	_____	_____	_____	_____	_____	_____
Side	_____	_____	_____	_____	_____	_____
Aft	_____	_____	_____	_____	_____	_____
<b>Long (+4)</b>						
Nose	_____	_____	_____	_____	_____	_____
Wing	_____	_____	_____	_____	_____	_____
Side	_____	_____	_____	_____	_____	_____
Aft	_____	_____	_____	_____	_____	_____
<b>Extreme (+6)</b>						
Nose	_____	_____	_____	_____	_____	_____
Wing	_____	_____	_____	_____	_____	_____
Side	_____	_____	_____	_____	_____	_____
Aft	_____	_____	_____	_____	_____	_____

#### DROPSHIP/SMALL CRAFT SUB-CAPITAL WEAPONS

Short (+0)	6	5	4	3	2	1
Nose	_____	_____	_____	_____	_____	_____
Wing	_____	_____	_____	_____	_____	_____
Side	_____	_____	_____	_____	_____	_____
Aft	_____	_____	_____	_____	_____	_____
<b>Medium (+2)</b>						
Nose	_____	_____	_____	_____	_____	_____
Wing	_____	_____	_____	_____	_____	_____
Side	_____	_____	_____	_____	_____	_____
Aft	_____	_____	_____	_____	_____	_____
<b>Long (+4)</b>						
Nose	_____	_____	_____	_____	_____	_____
Wing	_____	_____	_____	_____	_____	_____
Side	_____	_____	_____	_____	_____	_____
Aft	_____	_____	_____	_____	_____	_____
<b>Extreme (+6)</b>						
Nose	_____	_____	_____	_____	_____	_____
Wing	_____	_____	_____	_____	_____	_____
Side	_____	_____	_____	_____	_____	_____
Aft	_____	_____	_____	_____	_____	_____

#### FIGHTER SQUADRON

Fighter	TP	Armor/Structure				
_____	_____	○○○○○○○○○○○○ ●●●●●●●●●●				
_____	_____	○○○○○○○○○○○○ ●●●●●●●●●●				
_____	_____	○○○○○○○○○○○○ ●●●●●●●●●●				
_____	_____	○○○○○○○○○○○○ ●●●●●●●●●●				
_____	_____	○○○○○○○○○○○○ ●●●●●●●●●●				
_____	_____	○○○○○○○○○○○○ ●●●●●●●●●●				
_____	_____	○○○○○○○○○○○○ ●●●●●●●●●●				
_____	_____	○○○○○○○○○○○○ ●●●●●●●●●●				
<b>Damage By Number Successful</b>						
Range	6	5	4	3	2	1
Short (+0)	_____	_____	_____	_____	_____	_____
Medium (+2)	_____	_____	_____	_____	_____	_____
Long (+4)	_____	_____	_____	_____	_____	_____
Extreme (+6)	_____	_____	_____	_____	_____	_____

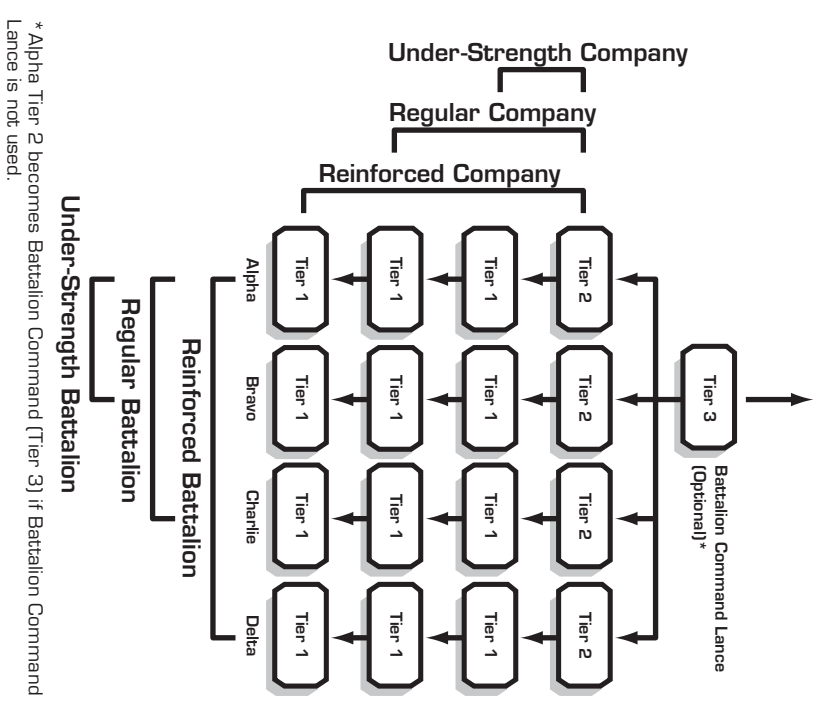
# CLASSIC BATTLETECH

## BATTLEFORCE

### CHAIN OF COMMAND DIAGRAMS

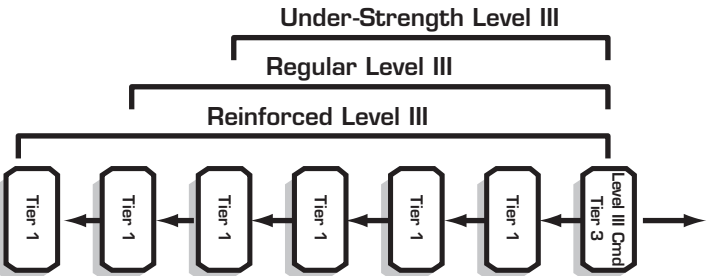
Inner Sphere/Periphery Battalion

Formation Name: \_\_\_\_\_  
 Superior Formation: \_\_\_\_\_



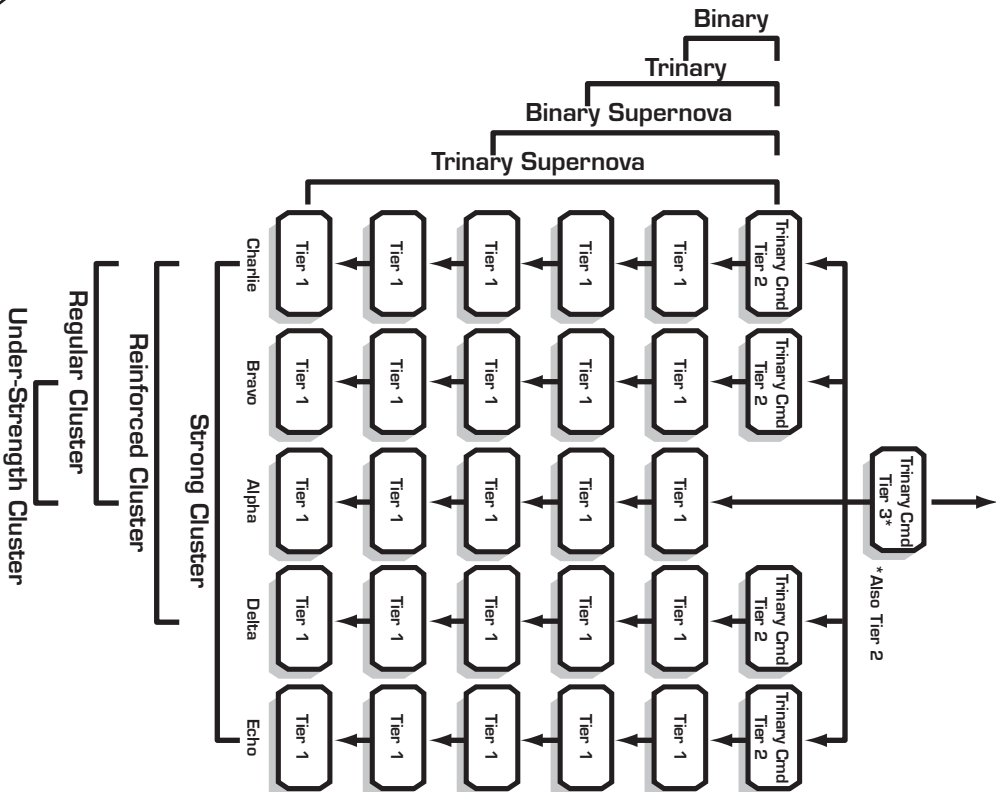
### Level III

Formation Name: \_\_\_\_\_  
 Superior Formation: \_\_\_\_\_



### Clan Cluster

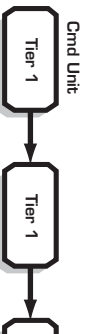
Formation Name: \_\_\_\_\_  
 Superior Formation: \_\_\_\_\_



### Transport and Support



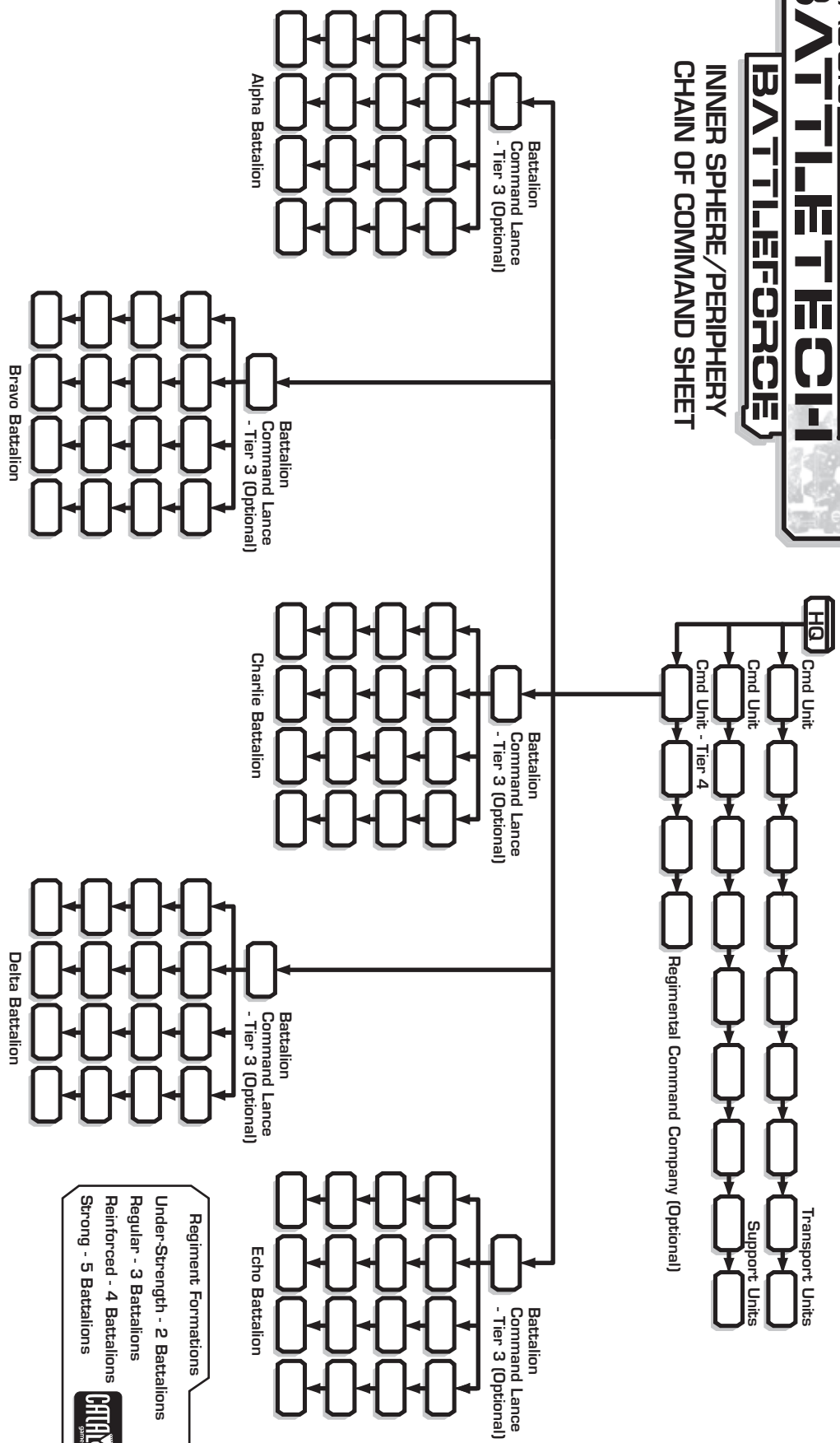
### Support Units




# CLASSIC BATTLETECH

## BATTLEFORCE

### INNER SPHERE/PERIPHERY CHAIN OF COMMAND SHEET



**Regiment Formations**  
 Under-Strength - 2 Battalions  
 Regular - 3 Battalions  
 Reinforced - 4 Battalions  
 Strong - 5 Battalions



**Alpha Command List**

1	6
2	7
3	8
4	9
5	10

**Bravo Command List**

1	6
2	7
3	8
4	9
5	10

**Charlie Command List**

1	6
2	7
3	8
4	9
5	10

**Delta Command List**

1	6
2	7
3	8
4	9
5	10

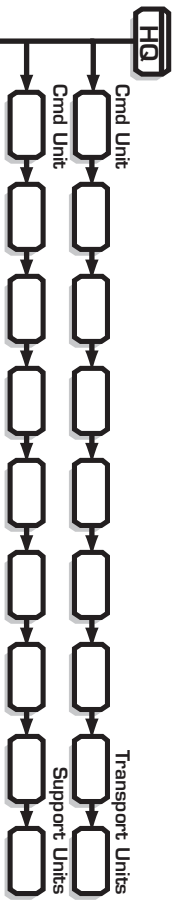
**Echo Command List**

1	6
2	7
3	8
4	9
5	10

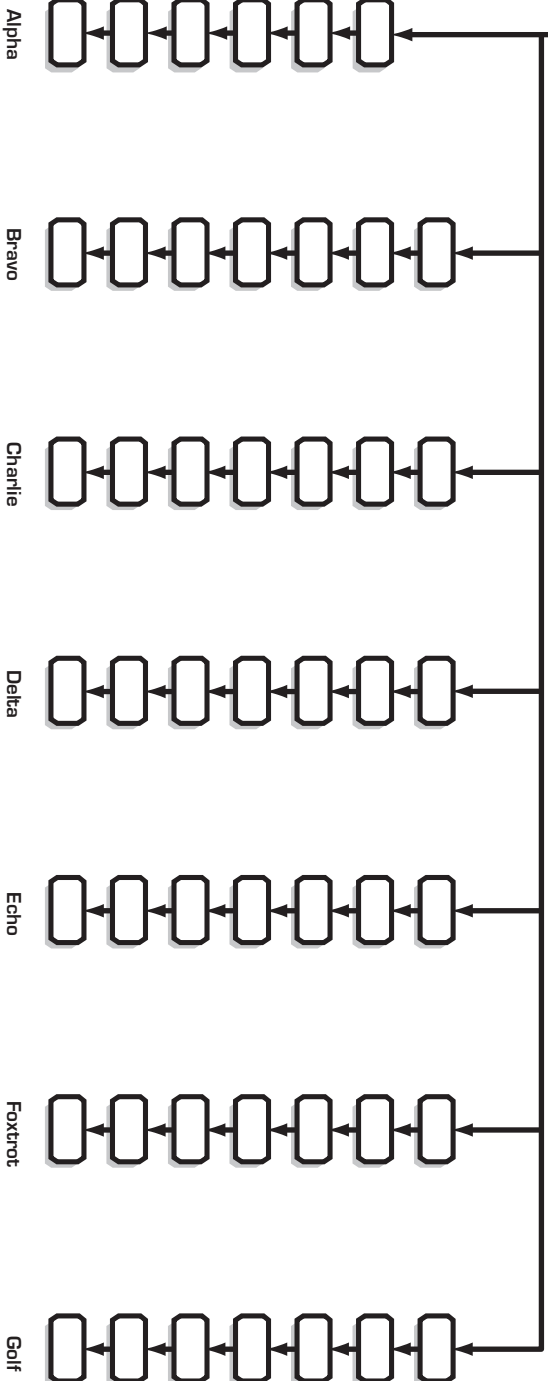
# CLASSIC BATTLETECH

## BATTLEFORGE

### COMSTAR / WORD OF BLAKE CHAIN OF COMMAND SHEET



Level IV Command - Tier 4



Level IV Formations

- Under-Strength - 5 Level Ills
- Regular - 6 Level Ills
- Reinforced - 7 Level Ills

Golf Command List

1	6
2	7
3	8
4	9
5	10

Foxtrot Command List

1	6
2	7
3	8
4	9
5	10

Alpha Command List

1	6
2	7
3	8
4	9
5	10

Bravo Command List

1	6
2	7
3	8
4	9
5	10

Charlie Command List

1	6
2	7
3	8
4	9
5	10

Delta Command List

1	6
2	7
3	8
4	9
5	10

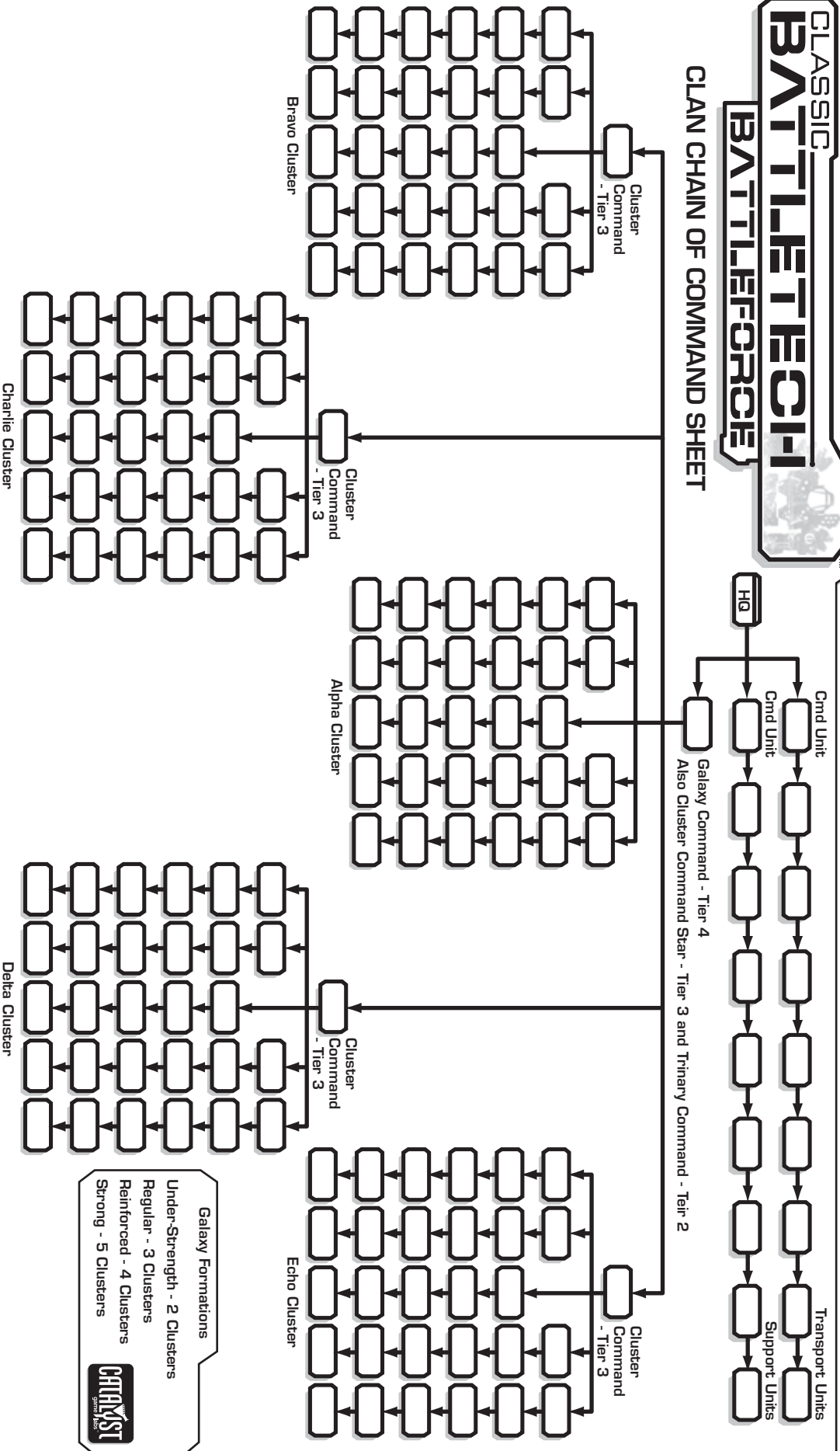
Echo Command List

1	6
2	7
3	8
4	9
5	10

# CLASSIC BATTLETECH

## BATTLEFORGE

### CLAN CHAIN OF COMMAND SHEET



Galaxy Formations  
 Under-Strength - 2 Clusters  
 Regular - 3 Clusters  
 Reinforced - 4 Clusters  
 Strong - 5 Clusters

Alpha Command List

1	6
2	7
3	8
4	9
5	10

Bravo Command List

1	6
2	7
3	8
4	9
5	10

Charlie Command List

1	6
2	7
3	8
4	9
5	10

Delta Command List

1	6
2	7
3	8
4	9
5	10

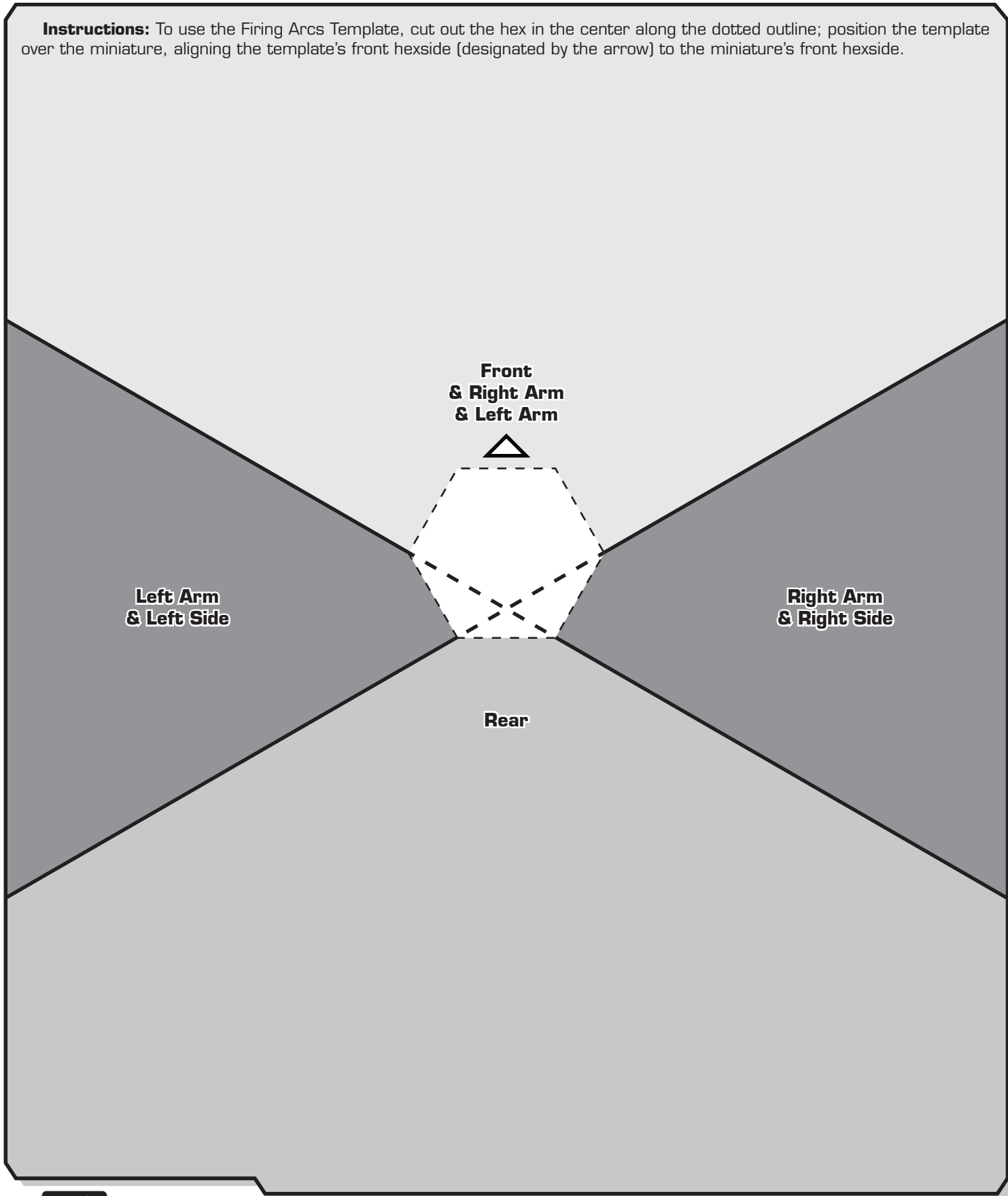
Echo Command List

1	6
2	7
3	8
4	9
5	10

CLASSIC  
**BATTLEFIELD**  
BATTLEFORCE COUNTERS

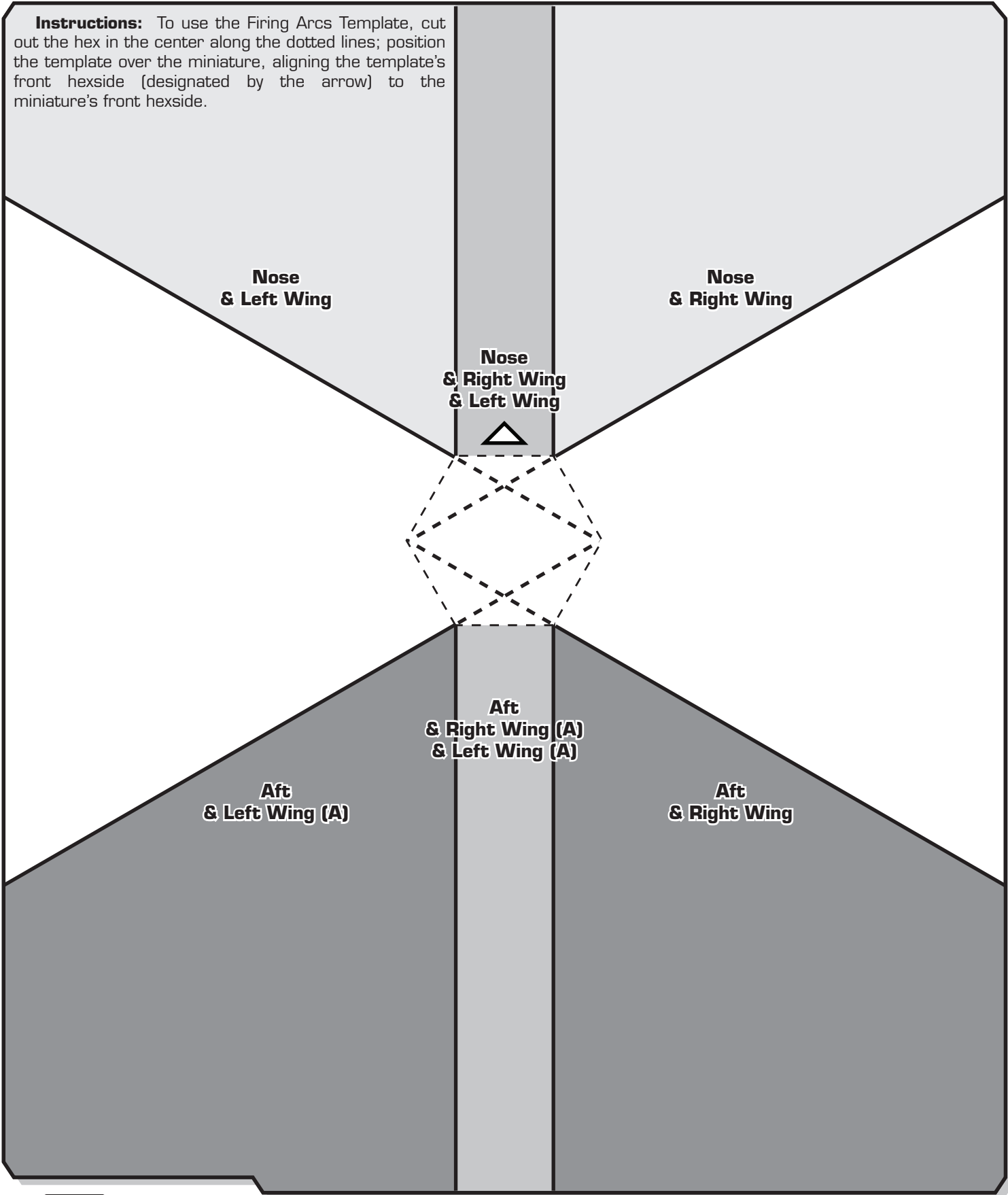


**Instructions:** To use the Firing Arcs Template, cut out the hex in the center along the dotted outline; position the template over the miniature, aligning the template's front hexside (designated by the arrow) to the miniature's front hexside.



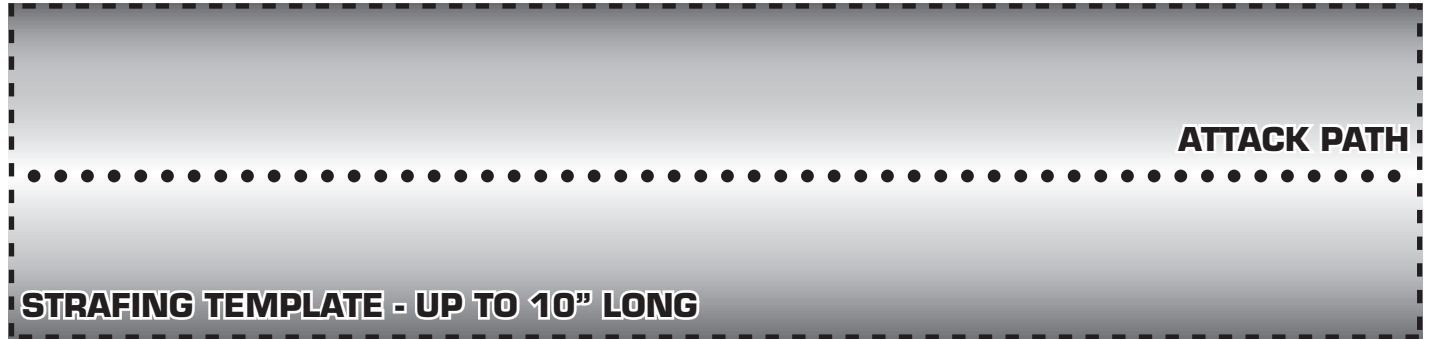
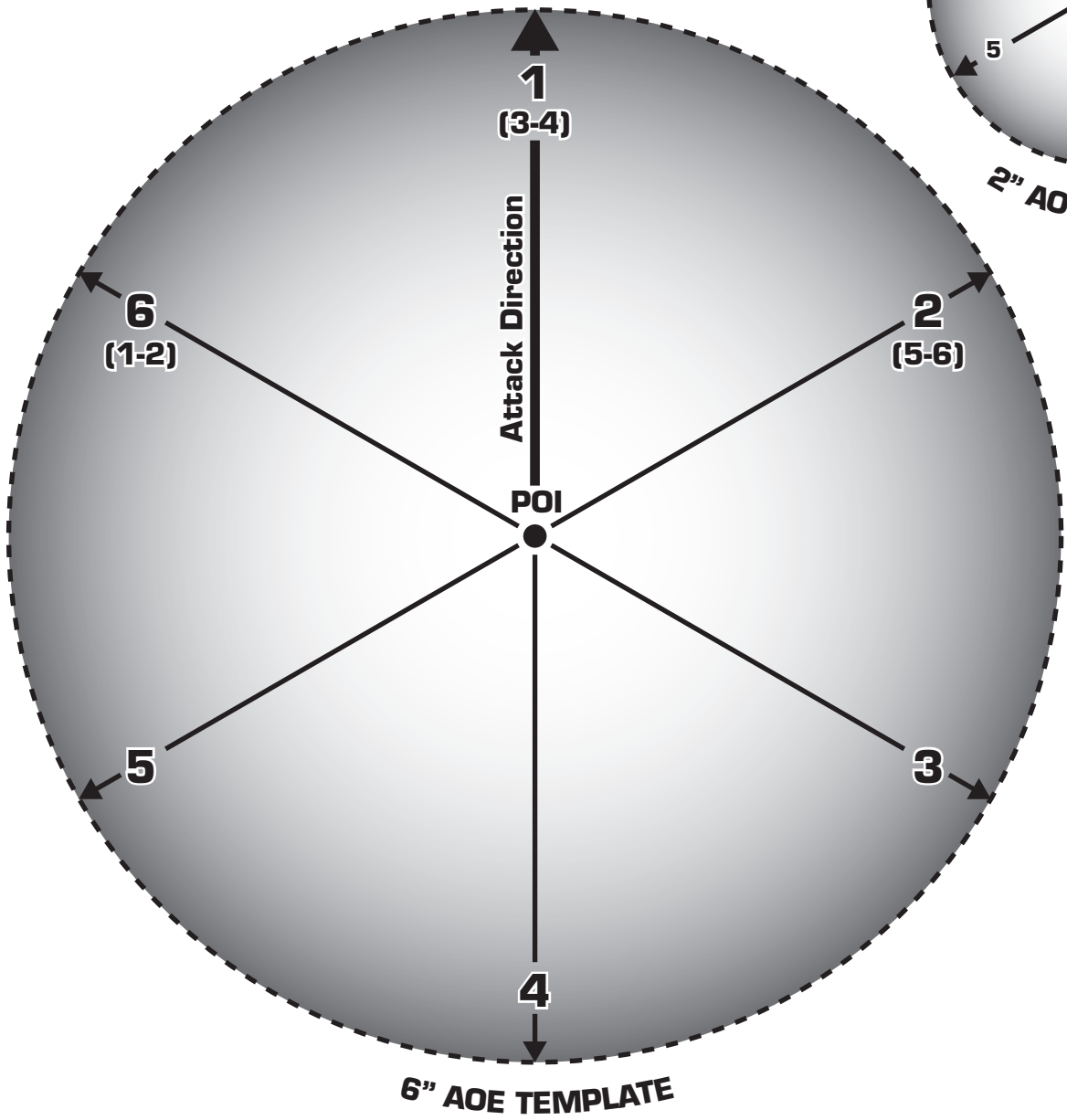
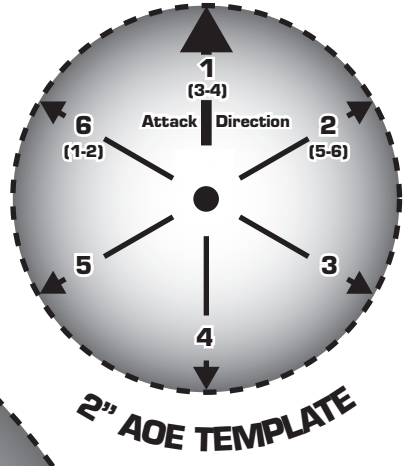


**Instructions:** To use the Firing Arcs Template, cut out the hex in the center along the dotted lines; position the template over the miniature, aligning the template's front hexside (designated by the arrow) to the miniature's front hexside.



CLASSIC  
**BATTLETECH**  
 MINIATURES RULES

AREA OF EFFECT TEMPLATES





**UNIT** \_\_\_\_\_

Type: \_\_\_\_\_ Maintenance Time: \_\_\_\_\_ Tech Level: \_\_\_\_\_ Overall Quality Rating: \_\_\_\_\_

**UNIT DAMAGE AND DEFECTS**

Component	Tech Level	Quality Rating	Time	Notes

**Notes:** \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_



## CONVERSION OF GROUND UNITS TO FIGHTERS TABLE

### BattleMechs/ProtoMechs

**Thrust Rating:** Jumping MP ÷ 3 (round down)

**Fuel:** Jumping MP x 2

**Offensive Systems:** Use the weapon Damage Values as presented on pages 303-305 of *TW* and pp. 404-417 of *TO*. Note that these weapons have significantly reduced ranges in aerospace engagements (see Aerospace Weapon Range Table, p. 235, *TW*). Standard ground unit arcs apply. Melee weapons may not be used, with certain exceptions (see *Zero-G Ground Unit Combat*, p. 119).

**Armor:** A 'Mech's armor remains in the standard locations

### Battle Armor (BA squads/Points are treated as single units.)

**Thrust Rating:** Jumping MP ÷ 3 (round down)

**Fuel:** Jumping MP x 6 + any fuel tanks

**Offensive Systems:** Use the weapon Damage Values as presented on pages 303-305 of *TW* and pp. 404-417 of *TO*, allocating all to a hypothetical Nose arc.

**Armor:** Total the Armor Points (excluding the 00 box for the soldier) for all the troopers in the battle armor formation. If a unit is not equipped with Space Operations Adaptations (see p. 269, *TM*), divide this total by 2.

### Conventional Infantry (Marines)

**Thrust Rating:** Jump Rating ÷ 3 (round down)

**Fuel:** Jump Rating x 2

**Offensive Systems:** Per weapons load-out

**Armor:** Conventional infantry troops normally do not mount armor (each point of damage normally eliminates a single trooper); even when they do wear armor, it is treated differently (see *Infantry Armor*, p. 317, *TO*).

## SEARCH AND RESCUE MODIFIERS TABLE

Situation	Modifier
<i>General</i>	
Enemy in control of the battlefield	+2
<i>Ground</i>	
SAR force includes VTOL or WIGE	-1
SAR force has Improved Sensors	-1
SAR force has Active Probe	-2
<i>Space</i>	
Not in planetary orbit	+2
SAR force includes Small Craft*	-1
SAR force includes DropShip*	-2
SAR force includes WarShip*	-3

\*Use largest modifier only

## RECOMMENDED FIGHTER SQUADRON FORMATION TABLE

Affiliation	Force Size (Fighters per Squadron)
Clan Star (All)	10 (Split 5/5 or 6/4 in two squadrons)
<i>Inner Sphere</i>	
Generic/Mercenary	6
Capellan Confederation	6
Draconis Combine	6
Federated Suns	6
Free Rasalhague Republic	4
Lyran Alliance	6
ComStar/Word of Blake	6
Periphery (General)*	6
Marian Hegemony	10 (Split 5/5 or 6/4 in two squadrons)
Taurian Concordat	4
Calderon Protectorate	4
<i>Additional Formations</i>	
Clan Aerospace Point	2
Inner Sphere Flight	2
Capellan Flight	3

\*Includes Circinus Federation, Magistracy of Canopus, Niops Association, Outworlds Alliance, Nueva Castile, Hanseatic League and pirates

## HULL LANDING MODIFIERS TABLE

Situation	Modifier
No fuel remaining	+2
Relative velocity	See <i>Landing on the Hull</i> , see p. 25
Target is Out of Control	+3
<i>'Mechs</i>	
BattleMech armor facing destroyed	+1 facing
Has Hatchet/Sword	-1
Has Claws or Talons	-1
Has Claws and Talons	-2
<i>Battle Armor</i>	
Space Operations Adaptations	-1
Has Claws and/or Magnets	-1
Has Heavy Battle Claw	-1
No manipulators	+1

## FAILED HULL LANDING TABLE

Margin of Failure	Effect*
1	Hard landing. Unit takes 1D6 x Base Landing Damage.
2	Hard landing. Unit takes 2D6 x Base Landing Damage.
3	Collision. Unit bounces off the hull, taking 2D6 x Base Landing Damage, and fails to land.
4	Collision. Unit bounces off the hull, taking 2D6 x Base Landing Damage, and fails to land.
5	Collision. Unit bounces off the hull, taking 3D6 x Base Landing Damage, and fails to land.
6+	Unit misses target craft. May not make any other movement this turn.

\*All damage is standard-scale. In all cases, the target takes a quarter of the damage applied to the landing unit (round down).

## CARGO TRANSPORT TABLE

### Results in Tons/Minute<sup>1</sup>

Method <sup>2</sup>	Base Modifier
Human	0.2
Animal (Creature Size) <sup>3</sup>	
Large	1
Very Large	1.5
Exoskeleton (including BA)	
ProtoMech	Mass/15
Vehicle	Mass/60
'Mech <sup>4</sup>	Mass/30
Lifter Type	Modifiers
Cargo Manipulator <sup>5</sup>	1.2
Lift Hoist	1.2
Zero-G Gear <sup>6</sup>	1.75
Light Cargo Platform	2
Heavy Cargo Platform	4
Cargo Type	Modifiers
Containerized <sup>7</sup>	5
Liquid	5
Null-G Pack	2.5
Planetary Conditions <sup>8</sup>	Modifiers
Zero-G <sup>9</sup>	0.2
Vacuum <sup>10</sup>	0.75
Tainted Atmosphere	0.8
Trace or Very High Pressure Atmosphere	0.9
Extreme Temperatures <sup>11</sup>	0.8
Heavy Snowfall/Ice Storm/ Lightning Storm/Strong Gale/ Torrential Downpour	0.75
Blizzard/Storm/Tornado	0.5
Moonless Night/Solar Flare <sup>12</sup>	0.75
Pitch Black <sup>12</sup>	0.5

<sup>1</sup>This assumes the cargo is in loose, palletized format that must be "broken" from the holds ("break bulk cargo").

<sup>2</sup>If loading or unloading to a unit, the number of methods (whether all the same or different) cannot be greater than the number of doors the unit mounts.

<sup>3</sup>See *Beast-Mounted Infantry*, p. 295, *TO*.

<sup>4</sup>'Mech must have two working hand actuators; if a 'Mech only has one working hand actuator, modifier is mass/50. A 'Mech cannot move cargo if it does not have any working hand actuators.

<sup>5</sup>Cargo lifter manipulators (see p. 229, *TW*).

<sup>6</sup>Only in zero-G and vacuum.

<sup>7</sup>Cargo is in standard cargo containers (see p. 239, *TM*).

<sup>8</sup>If outside of a sealed structure/building/unit.

<sup>9</sup>Assumes a standard Terran gravity. If using different gravities (see *High/Low Gravity*, p. 55, *TO*), above 0.2G, divide the cargo moved by the square root of the gravity in Gs.

<sup>10</sup>Must have a sealed suit/vehicle/'Mech/and so on (see *Vacuum*, p. 54, *TO*).

<sup>11</sup>If higher than 50 degrees C, or less than -30 degrees C.

<sup>12</sup>If no lights/cover available.

## MORALE RATINGS TABLE

Morale Rating	Combat Modifiers	Non-Combat Modifiers	Desertion Check Target Number	Mutiny Check Target Number
1 (Unbreakable)	+1	+2	0	0
2 (Very High)	+1	+1	0	0
3 (High)	+0	+1	0	0
4 (Normal)	+0	+0	2	0
5 (Low)	+0	-1	5	4
6 (Very Low)	-1	-1	5	4
7 (Broken)	-2	-2	8	7

Situational Modifiers	Modifiers
<i>Force Quality*</i>	
Green	-1
Regular	+0
Veteran	+1
Elite	+2
<i>Force Allegiance</i>	
Clan	+1
House/Periphery	+0
Mercenary	-1
<i>Force Type</i>	
'Mech	+1
ProtoMech	+1
Vehicle	+0
Infantry	-1
Battle Armor	+0
Fighter	+1
Medical Personnel (see p. 169)	+1

Situational Modifiers	Modifiers
Technical Personnel (see p. 168)	-1
Other Non-Combat Staff	-2
Small Craft	-1
DropShip (Military)	+0
DropShip (Civilian)	-1
JumpShip (Military)	-1
JumpShip (Civilian)	-2
WarShip	+2
Space Station	-2
<i>Force Loyalty‡</i>	
Fanatical	+1
Reliable	+0
Questionable	-1
<i>Other</i>	
Force has Military Police	+1
Force has suffered desertion§	+1
Force has suffered mutineers§	+3

\*See *Force Quality*, p. 38. †Including crew of Support Vehicles ‡See *Force Loyalty*, p. 39.

§The time frame for these two modifiers is based on the Force Quality, with the following values representing a number of Morale/Fatigue Cycles: Elite = 1; Veterans = 2; Regular = 3; Green = 4. For example, for an Elite force, these modifiers are only applied if the force suffered a desertion/mutineer in the previous Morale/Fatigue Cycles; if it suffered a desertion/mutineer two Morale/Fatigue Cycles in the past, the modifiers do not apply. A Green force, however, must have four Morale/Fatigue Cycles pass without a desertion/mutineer for these modifiers to no longer apply for a new Morale/Fatigue Cycle.

## COMBAT ORDERS TABLE

PAGE 48

## Combat Orders

**Fight:** A Unit with this order is actively seeking to engage the enemy and may be considered the aggressor in a scenario (see *Determining Attacker and Defender* below). If more than one Unit receives the Fight order, the player should specify whether the Units are working together as a combined Force (in which case they are treated as a single Unit when determining their opposition) or as distinct forces.

**Scout:** A Unit given the Scout order will seek to make contact with the enemy Force to determine its strength and position, but will attempt to avoid a pitched battle.

**Defend:** A Unit with this order is combat ready but not actively seeking battle or enemy forces.

## Non-Combat Orders

**Move:** A Unit with this order may make a strategic move (if maps are being used to determine location) at twice its normal movement rate, but is not ready to fight.

**Repair:** A Unit with this order may repair constituent Elements according to the standard repair and salvage rules (see p. 166) as the time allocated to the Strategic Turn allows. Such Units may not move or fight.

**Rest:** If the Fatigue rules (see p. 41) are being used, the Unit will reduce its Fatigue Points by 1 providing it is not attacked during the current turn.

**Supply:** A Unit with this order may spend unused BV to purchase equipment (weapons, armor and so on) for repairing or customizing units (see *Obtaining Replacement Parts*, p. 178).

## FATIGUE RATINGS TABLE

PAGE 41

Fatigue Points	Combat Modifiers	Non-Combat Modifiers	Morale Check
0	+0	+1	None
1-4	+0	+0	None
5-8	-1	+0	Yes
9-12	-2	-1	Yes
13-16	-3	-2	Yes
17+	-4	-3	Yes

Situational Modifiers	Modifiers
<i>Force Quality*</i>	
Green	-0
Regular	+0
Veteran	+1
Elite	+2
<i>Misc.</i>	
Force is Clan	+2

\* See *Force Quality*, p. 38

## FORCE QUALITY TABLE

PAGE 38

Average Piloting/ Gunnery Skill Rating	Force Quality
7-6	Green
5-4	Regular
3-2	Veteran
1-0	Elite

AEROSPACE SAR PILOT  
AND RESCUE TABLE

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Situation	Modifier
Rescuing aerospace unit expends thrust	+ Thrust Points spent
Rescuing aerospace unit is the target of attacks	+1
Ejected pilot has maneuvering pack	-1
Rescuing aerospace unit is Small Craft	-1
Rescuing aerospace unit is DropShip	+1
Rescuing aerospace unit is WarShip	+2

## GENERIC FORCE LOYALTY TABLE

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Equipment Rating	Force Loyalty
A	Fanatical
B	Fanatical/Reliable
C	Reliable
D	Reliable/Questionable
F	Questionable
<b>Clan</b>	
Front Line = A Rating	
Second Line = B Rating	
Garrison/Solahma = D Rating	

### DOCKING MODIFIERS TABLE

Condition	Modifier
Unit has critical damage to thruster	+1/box
Docking conducted during combat*	+2
Docking unit is JumpShip	+4
Docking unit is WarShip	+3
Docking unit is DropShip over 20,000 tons	+2
Docking unit is DropShip under 5,000 tons	-1
Per 15 minutes added to docking time	-1
Per 5 minutes subtracted from docking time	+1
Sensor damage**	+1/box
Avionics damage**	+1/box
Towing Adaptor on docking unit	-2
Target unit is Out of Control	+5***
Docking collar damaged	Double docking time

\*This modifier applies to any docking attempts made within 10 hexes of units firing or being fired upon during the docking procedure.

\*\*On either the docking unit or the target.

\*\*\* Impossible unless docking unit has Naval Tug Adaptor (see p. 334, 70)

### DOCKING DAMAGE TABLE

Margin of Failure	Effect
0	Docking successful
1	Docking successful. Both docking collars take 1 box of damage.
2	Docking unsuccessful. The craft miss each other, but the pilot can attempt another docking after 10 turns
3	Docking unsuccessful. Both docking collars suffer damage; cross off 1 box. The pilot can attempt another docking after a delay of 10 turns.
4+	Docking unsuccessful. Apply standard-scale damage equal to (MoF - 3) x 10 to the location of both units where the docking collars chosen for the docking attempt are located. The pilot can attempt another docking after 10 turns.

### FAILED PREFLIGHT CHECK LIST TABLE

2D6 Die	Effect*
2-5	No Effect
6-7	+1 modifier to all Control Rolls
8-9	+2 modifier to all Control Rolls, +1 modifier to all Weapon Attack Rolls
10-11	Randomly determine a column and location on the appropriate aerospace Hit Location Table, and apply that critical damage.
12	Randomly determine a column and location twice on the appropriate aerospace unit Hit Location Table, and apply both critical damages.

\*If an effect occurs, cargo is damaged as well (if there is cargo; Transport Bays are considered cargo in this instance). Roll 1D6, adding the final die roll result from the roll on the Failed Preflight Check List Table to determine the number of tons damaged; use the Cargo rules on page 239 of Total Warfare to determine the final outcome of that damage.

### RANDOM MOVEMENT (ADVANCED VECTORS)

1D6	Effect
1	Turn 2 hexsides left
2	Turn 1 hexside left
3	Increase vector corresponding to current facing by 1
4	Increase vector corresponding to current facing by 2
5	Turn 1 hexside right
6	Turn 2 hexsides right

### SUBORBITAL AND ORBITAL FLIGHT TIMES TABLE

Distance in Kilometers	Flight Time
1,500	15 minutes
2,000	18 minutes
2,500	20 minutes
5,000	30 minutes
10,000	50 minutes
20,000	90 minutes
30,000	120 minutes
40,000	140 minutes

### ATMOSPHERIC FLIGHT TIMES TABLE

Distance in Kilometers	Flight Times (by Altitude)*	
	Ground Row	Atmospheric Row 1
500	18.9 minutes	14.3 minutes
1,000	32.8 minutes	23.5 minutes
2,000	60.6 minutes	42.0 minutes
5,000	2.4 hours	1.6 hours
10,000	4.7 hours	3.2 hours
20,000	9.3 hours	6.3 hours
30,000	14 hours	9.3 hours
40,000	18.6 hours	12.4 hours

\*Takeoff and Landing are a military profile of 5 minutes.

### HYPERSPACE NAVIGATION TABLE

Situation	Modifier
Calculations made without navigation computer*	+2
Aerospace unit is moving predictably	+1
Aerospace unit is moving out-of-control	+3
Destination is nadir or zenith point	+0
Destination is non-standard point*	+4
Destination is transient point**	+4
Origin point is at nadir or zenith	0
Origin is non-standard (Lagrange) point	+2
Origin is transient point	+2

\*Non-standard points cannot be calculated if a navigation computer is unavailable.

\*\*Transient points require detailed charts of the destination system.

### SIZE CLASS DAMAGE TABLE (ALL DAMAGE IN CAPITAL SCALE)

Unit Tonnage	Damage*
Zero to 500 tons	8 + 1D6
501 to 5,000 tons	14 + 2D6
5,001 to 10,000 tons	18 + 3D6
10,001 to 20,000 tons	24 + 4D6
20,001 to 35,000 tons	30 + 5D6

\*Add 1D6 damage if the unit is conducting a vertical landing.

### ATMOSPHERIC CONDITIONS

Atmospheric Pressure	Modifier
Vacuum	No Damage
Trace	Multiply Damage by .5
Thin	Multiply Damage by .75
Standard	No Modifier
High	No Modifier
Very High	Multiply Damage by 1.25
Water Take Off	Multiply Damage by 1.25

### JUMPSHIP/WARSHIP/SPACE STATION HIT LOCATION TABLE

2D6 Roll	Nose	Aft	Side
2	Nose/Life Support	Aft/Fuel	Nose/Avionics
3	Nose/Control	Aft/Avionics	Front Side/Sensors
4	Fore-Right/Weapon	Aft-Right/Weapon	Front Side/Front Side Weapon
5	Fore-Right/Thruster	Aft-Right/Thruster	Front Side/Docking Collar
6	Nose/CIC	Aft/Engine	Front Side/K-F Drive
7	Nose/Weapon	Aft/Weapon	Aft-Side/Broadside Weapon
8	Nose/Sensors	Aft/Engine	Aft-Side/Grav Deck
9	Fore-Left/Thruster	Aft-Left/Thruster	Aft-Side/Door
10	Fore-Left/Weapon	Aft-Left/Weapon	Aft-Side/Aft-Side Weapon
11	Nose/Crew	Aft/Control	Aft/Cargo
12	Nose/K-F Drive	Aft/K-F Drive	Aft/Engine

### JUMP CALCULATION TABLE

Target is zenith or nadir
With computer: (2D6 - MoS) x 10 minutes
Without computer: (2D6 - MoS) hours
Target is non-standard jump point
With computer: (2D6 - MoS) x 30 minutes
Without computer: Impossible
Other
Unit is moving: Base time x 1.1

## CAPITAL WEAPONS DETAILED RANGES TABLE

Type	Heat	Short Range	Medium Range	Long Range	Extreme Range
<i>Direct-Fire Ballistic Weapons</i>					
Light Mass Driver	30/60	1-10	11-20	21-30	31-40
Medium Mass Driver	60/100	1-9	10-18	19-27	28-36
Heavy Mass Driver	90/140	1-8	9-16	17-24	25-32
NAC/10	30	1-11	12-22	23-33	34-44
NAC/20	60	1-11	12-21	22-31	32-42
NAC/25	85	1-10	11-20	21-30	31-40
NAC/30	100	1-9	10-18	19-27	28-36
NAC/35	120	1-7	8-14	15-21	22-28
NAC/40	135	1-6	7-12	13-18	19-24
Light N-Gauss	9	1-14	15-28	29-40	41-56
Medium N-Gauss	15	1-13	14-26	27-39	40-52
Heavy N-Gauss	18	1-12	13-24	25-36	37-48
Light SC-Cannon	12	1-7	8-14	15-21	22-28
Medium SC-Cannon	30	1-6	7-12	13-18	19-24
Heavy SC-Cannon	42	1-5	6-10	11-15	16-20
<i>Direct-Fire Energy Weapons</i>					
NL35	52	1-11	12-22	23-33	34-44
NL45	70	1-12	13-24	25-36	47-48
NL55	85	1-13	14-26	27-39	40-52
Light NPPC	105	1-11	12-22	23-33	34-44
Medium NPPC	135	1-12	13-24	25-36	37-48
Heavy NPPC	225	1-13	14-26	27-36	40-52
SCL1	24	1-9	10-18	19-27	28-36
SCL2	28	1-8	9-14	15-19	20-24
SCL3	32	1-7	8-13	14-18	19-22
<i>Missile Weapons</i>					
Killer Whale	20	1-12	13-24	25-36	37-48
White Shark	15	1-12	13-24	25-36	37-48
Barracuda†	10	1-20	21-30	31-40	41-50
AR10*	*	*	*	*	*
<i>Sub-Capital</i>					
Manta Ray	21	1-3	4-5	6-7	8-9
Swordfish	15	1-3	4-6	7-9	10-12
Stingray	12	1-6	7-12	13-18	19-24
Piranha	9	1-9	10-18	19-27	28-36
<i>Tele-Operated‡</i>					
Kraken-T	50	N/A	N/A	N/A	N/A
Killer Whale-T	20	N/A	N/A	N/A	N/A
White Shark-T	15	N/A	N/A	N/A	N/A
Barracuda-T	10	N/A	N/A	N/A	N/A
<i>Equipment</i>					
Screen Launcher	10	1-3	4-6	7-9	10-12

\*Per missile type †If using weapon-specific ranges, Barracuda missiles do not gain a to-hit bonus. ‡Tele-operated missile (see p. 251, TW)

## BRACKETING FIRE MODE TABLE

Weapon Bay Damage Value Reduction*	To-Hit Modifier	Minimum Number of Weapons in Firing Bay
80%	-1	2
60%	-2	3
40%	-3	4

\*Round all fractions down

## OVER-PENETRATION WEAPONS FIRE

1D6 Roll	Result
1-3	All units apply standard damage
4	JumpShips and Space Stations apply over-penetration rules*
5	JumpShips, Space Stations and DropShips apply over-penetration rules*
6	WarShips with an SI 30 or less and any JumpShips, Space Stations or DropShips apply over-penetration rules*

\*All other units apply standard damage.

## RAMMING ATTACKS TABLE (EXPANDED)

Base To-Hit Number: 6 + (target Piloting Skill – attacker Piloting Skill)

Modifiers	
<i>Attacker existing damage:</i>	
Sensor damage	+1
Avionics damage	+1 per box
<i>Target is (in space):</i>	
Fighter or Small Craft	+4*
DropShip	+2
JumpShip	+0
WarShip	+1
Space Station	-1
Satellite	-2
Cannot spend thrust	-2
Evading	Variable**
<i>Target is (in atmosphere):</i>	
Grounded DropShip hex	-2††
Building hex	-2††
Grounded fighter or Small Craft	+4††
Ground Unit‡	+4
Large Support Vehicle	+2
Large Naval Vesses Support Vehicle	Variable‡‡
Small or Medium Airships§	-1
Large Airships§	-2
Mobile Structures	Variable§§
Airborne Air Mobile Structure	+0
Infantry	Not Possible§§§
<i>Attacker is:</i>	
Fighter or Small Craft	-2
DropShip	-1
WarShip	+1
In atmosphere	+2

\*Fighter squadrons may not make (or be the target of) ramming attacks

\*\*See p. 77, TW.

†If the attack misses, make a Control Roll with +4 modifier, -1 per level above 1 (Max of 0). If the Control Roll fails, the attacker crashes into the ground in the hex behind the target. (Control Roll does not apply if the target was airborne.)

††Target's Piloting Skill Rating is considered equal to attacker.

‡Includes 'Mechs, ProtoMechs, Combat Vehicles, Support Vehicles.

‡‡Apply the following modifier based upon template size: Type A = +1; Type B = +0 Type C = -1, Type D = -2; Type E = -3.

§Grounded or airborne.

§§Start with a +0 modifier, then apply a cumulative -2 modifier for every 10 hexes of size, or fractions thereof, above 10; i.e. a 31 hex Mobile Structure would apply a -6 modifier.

§§§Hexes containing infantry can be targeted; apply the standard -4 to-hit modifier and treat as a standard crash (see *Avoiding or Taking Damage*, p. 82, TW) for effects on infantry in the hex.

## ADVANCED INITIATIVE TABLE

Initiative = Controll Roll MoS/MoF + Class Modifier

Class	Modifiers
Fighter	+3*
Small Craft	+0
DropShip	+0
Support Vehicle (aircraft)	-1
WarShip	-3
Airship	-4
JumpShip	-5
Space Station	-5
Ground Unit in Zero-G Ops	-6
Satellite	-7

\*Including squadrons

**Dropping Troops:** Even when using Advanced Initiative, dropping troops (see p. 22) always move after all other aerospace units have moved (including ground units in zero-g operations). The exception are ejected pilots/lifeboats/escape pods (see p. 26), which always move last after all other aerospace units have moved, including dropping troops.

## MOVEMENT COSTS TABLE

Movement Action/Terrain Type	MP Cost Per Hex	Prohibited Elements
<b>Cost to Enter Any Hex</b>	1	
<b>Terrain Cost When Entering Any New Hex</b>		
Clear	+0 <sup>5</sup>	Naval vessel
Paved/Bridge	+0	Naval vessel
Road	+0 <sup>3</sup>	Naval vessel
Rough	+1	Wheeled, Naval vessel
Light Woods	+1 <sup>7</sup>	Wheeled <sup>13</sup> , hover, VTOL <sup>9</sup> WiGE <sup>9</sup> , Naval vessel
Heavy Woods	+2 <sup>8</sup>	Vehicles <sup>9</sup> , Naval vessel
<b>Water</b>		
Depth 0	+0	Naval vessel
Depth 1	+1 <sup>8*</sup>	Infantry <sup>11</sup> , vehicles <sup>4,6</sup>
Depth 2+	+3 <sup>1*</sup>	Infantry <sup>11</sup> , vehicles <sup>4,6</sup> , IndustrialMechs
<b>Level Change (up or down)</b>		
1 level	+1 (Mechs, VTOLs, submarines, ProtoMechs)	—
	+2 (infantry, ground vehicles)	
2 levels	+2 (Mechs, VTOLs, submarines)	Infantry, ground vehicles WiGE <sup>10</sup> , ProtoMechs
3+ levels	+1/level (VTOLs, submarines)	Mechs, ProtoMechs, infantry, ground vehicles, WiGE <sup>10</sup>
Rubble	+1	Wheeled, Naval vessel
Light building	+1 <sup>2</sup>	VTOL, WiGE, Naval vessel
Medium building	+2 <sup>2</sup>	VTOL, WiGE, Naval vessel
Heavy building	+3 <sup>2</sup>	VTOL, WiGE, Naval vessel
Hardened building	+4 <sup>2</sup>	VTOL, WiGE, Naval vessel
<b>Additional Movement Actions</b>		
Facing change	Free <sup>12</sup>	

<sup>1</sup>MP cost to move along the bottom of the water hex <sup>2</sup>Infantry pays only 1 MP to enter any building hex. <sup>3</sup>If traveling along road; otherwise cost of underlying terrain. <sup>4</sup>Hovercraft may enter all water hexes along the surface.

<sup>5</sup>If a wheeled Support Vehicle lacks the Off-Road Vehicle Chassis and Controls Modification, then movement costs 1 additional MP per hex.

<sup>6</sup>Wheeled or tracked Support Vehicles with the Amphibious Chassis and Controls Modification can move through any water hex on the surface at a cost of 2 MP. <sup>7</sup>Infantry pays only 1 MP to enter any Light Woods hex.

<sup>8</sup>Infantry pays only 2 MP to enter any Heavy Woods hex. <sup>9</sup>VTOL and WiGE vehicles can enter a woods hex provided their elevation is higher than the level of the woods in the hex.

<sup>10</sup>This only applies to WiGE Units entering a hex whose level is higher than the Unit's current hex; see *Wing-In-Ground-Effect*, p. 218, for rules governing entering hexes whose level is lower than the Unit's current hex.

<sup>11</sup>Infantry can enter a water hex of Depth 1 or deeper if they are noted as having UMU MP. <sup>12</sup>Airborne aerospace Elements must pay for facing changes (see *Facing and Heading*, p. 221).

<sup>13</sup>Wheeled Elements with the Bicycle or Monocycle movement modes may enter light woods as if they were a tracked Element. \* Plus cost to change levels if applicable

## VEHICLE MOVEMENT MODE TABLE

Movement Mode	BR Movement Code
Hover	h
Naval	n
Submersible	s
Tracked	t
VTOL	v
Wheeled	w (b/m)**†
WiGE	g

\*\*Vehicles and mechanized conventional infantry

†Bicycle or Monocycle Chassis and Controls modification

## CHARGE DAMAGE TABLE

Element Weight	Multiply MP by
Light	.25
Medium	.50
Heavy	.75
Assault	1

## RANGE TABLE

STANDARD RANGES	
Distance	Range
0-1 hexes	Short
2-4 hexes	Medium
5-8 hexes	Long

UNDERWATER RANGES	
Distance	Range
0 hexes	Short
1-2 hexes	Medium
3-4 hexes	Long

AIR-TO-AIR RANGES	
Distance	Range
0-32 hexes	Short
33-64 hexes	Medium
65-107 hexes	Long
108-133 hexes	Extreme

SPACE RANGES (STANDARD WEAPONS)	
Distance	Range
0-2 hexes	Short
3-4 hexes	Medium
5-6 hexes	Long
7-8 hexes	Extreme

SPACE RANGES (CAPITAL WEAPONS)	
Distance	Range
0-4 hexes	Short
5-8 hexes	Medium
9-13 hexes	Long
14-17 hexes	Extreme

## INFANTRY MOVEMENT MODE TABLE

Movement Mode	BF Movement Code	Move As
Foot	f	Ground Element
Jump	j	Ground Element with Jumping ability
<i>Mechanized</i>		
Hover	h	Hover Element
Tracked	t	Tracked Element
Wheeled	w	Wheeled Element
Motorized	m	Ground Element

## ATMOSPHERIC FACING CHANGES TABLE

Velocity	Powered Turn	Conventional Fighter	Aerospace Fighter*	Aerodyne DropShip/Small Craft†
1	1	3	3	3
2	1	4	5	5
3	1	5	7	8
4	1	7	9	11
5	1	8	11	13
6	1	9	13	16
7	1	11	15	19
8	2	12	17	21
9	2	13	19	27
10	2	15	21	27
11	2	16	23	29
12	3	17	25	32

\*Small and Medium Fixed-Wing Support Elements use this column. Large Fixed-Wing Support Elements use the Aerodyne DropShip/Small Craft column. †Includes Airship Support Elements.

## UNIT HEIGHT TABLE

Type	Height*
'Mechs	2 levels
ProtoMechs, Vehicles, Infantry and Fighters	1 level
Submarines	1 depth
Large Support Vehicles and Small Craft	2 levels
Aerodyne DropShips	5 levels
Spheroid DropShips	10 levels

\*A Unit's height levels (or elevations, if airborne) must be included in the level of the underlying hex when determining a Unit's total height; the height of aerospace Units for LOS purposes is irrelevant while airborne.

## SPACE FACING CHANGE TABLE

Current Velocity	Thrust Point Cost
0-2	1
3-5	2
6-7	3
8-9	4
10	5
11	6
12+	+1 per point of velocity



## DETERMINING CRITICAL HITS TABLE

2D6 Roll	'Mech*	ProtoMech	Vehicle	Aerospace†	DropShip‡
2	Ammo Hit	Weapon Hit	Ammo Hit	Fuel Hit	KF Boom Hit
3	Engine Hit	Weapon Hit	Crew Stunned	Fire Control Hit	Docking Collar Hit
4	Fire Control Hit	Fire Control Hit	FCS Hit	Engine Hit	No Critical Hit
5	No Critical Hit	MP Hit	FCS Hit	Weapon Hit	Fire Control Hit
6	Weapon Hit	No Critical Hit	No Critical Hit	No Critical Hit	Weapon Hit
7	MP Hit	MP Hit	No Critical Hit	No Critical Hit	Thruster Hit
8	Weapon Hit	No Critical Hit	No Critical Hit	No Critical Hit	Weapon Hit
9	No Critical Hit	MP Hit	Weapon Hit	Weapon Hit	Door Hit
10	Fire Control Hit	Proto Destroyed	Weapon Hit	Engine Hit	No Critical Hit
11	Engine Hit	Weapon Hit	Crew Killed	Fire Control hit	Engine Hit
12	Head Blown Off	Weapon Hit	Engine Hit	Crew Killed	Crew Hit

\*Roll 2D6 twice for IndustrialMechs. Apply both Critical Hits. †Includes Fixed-Wing Support Elements, Airships and Conventional Fighters ‡Includes Small Craft

## TO-HIT MODIFIERS TABLE

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RANGE MODIFIERS	
Range	Modifier
Short	+0
Medium	+2
Long	+4
Extreme	+6 <sup>4</sup>

TARGET MOVEMENT MODIFIER <sup>1</sup>	
Target's Available MP	Modifier
0-2	+0
3-4	+1
5-6	+2
7-9	+3
10-17	+4
18+	+5

TERRAIN MODIFIERS <sup>2</sup>	
Terrain	Modifier
Depth 1 Water	+1 <sup>3</sup>
Light Woods	+1
Heavy Woods	+2

PHYSICAL ATTACKS MODIFIER	
Physical Attack Type	Modifier
Charge	+2
Death From Above	+3
Melee Physical Attack	+1
Standard Physical Attack	+0
Target is Grounded DropShip	-2

<sup>1</sup>Modifier is based upon available MP modified by heat level and critical hits if applicable. MP expended are irrelevant. Does not apply to aerospace Elements.

<sup>2</sup>Applies when target occupies a hex with the indicated terrain type.

<sup>3</sup>Does not apply if attacker is submerged.

<sup>4</sup>Only aerospace Elements use Extreme range in the standard rules.

<sup>5</sup>May apply multiple times. Does not apply to physical attacks

<sup>6</sup>Applies for ground-to-air attacks against airborne aerospace, VTOL and WIG targets only.

<sup>7</sup>Disregard if the IndustrialMech has the Advanced Fire Control special ability (see p. 345).

<sup>8</sup>If Support Element has basic fire control, replace with +1 modifier. If Support Element has advanced fire control, replace with +0 modifier.

<sup>9</sup>If the spotter is also making an attack, apply this modifier to the spotter's attack, and the indirect attack (see *Indirect Fire Attacks*, p. 225).

<sup>10</sup>Applies to all aerospace Elements that are airborne or in space. Apply an angle of attack modifier as follows: Attacks against the Nose(+1), Sides (+2), or Aft (+0).

MISCELLANEOUS MODIFIERS	
Attacker	Modifier
Attacking Indirectly	+1 <sup>4</sup>
Fire Control Hit	+2 <sup>5</sup>
Flak Special Ability (see p. 349)	-2 <sup>6</sup>
IndustrialMech	+1 <sup>7</sup>
Attacking Multiple Targets	+1 <sup>13</sup>
Support Element	+2 <sup>8</sup>
Is Grounded Aerospace Element	+2 <sup>14</sup>
Striking	+2
Strafing	+4
Altitude Bombing	+3
Dive Bombing	+2
Spotting for Indirect Fire	+1 <sup>9</sup>
Overheated	+Heat Level [1-3]

TARGET TYPE MODIFIER	
Target Element Type	Modifier
Airborne Element	+1/+2/+0 <sup>10</sup>
Battle Armor	+1
Jump Capable	+1
Large Support Element	-1
ProtoMech	+1
Grounded Small Craft	-1 <sup>16</sup>
Grounded Aerospace Element	*1 <sup>5</sup>

TARGET MODIFIER	
Target	Modifier
Has Stealth Armor	Varies <sup>11</sup>
Is Shutdown/Immobile	-4 <sup>12</sup>

<sup>11</sup>Battle armor targets: Add +1 at short and medium ranges. Add +2 at long range. All others: +0 at short range, +1 at medium range and +2 at long range.

<sup>12</sup>Includes bridges, buildings, grounded DropShips, hexes and woods. Shutdown Elements do not get a target movement modifier. Grounded DropShips do not get an angle of attack modifier.

<sup>13</sup>Applies to all attacks after the first. DropShips ignore this modifier.

<sup>14</sup>Aerospace Elements that are not DropShips add a +2 to-hit modifier when on the ground.

<sup>15</sup>Grounded aerospace fighters, conventional fighters, size class 1 & 2 fixed-wing support elements, and size class 1 & 2 airships do not get an angle of attack modifier, but instead get a target movement modifier as if they had a MV equal to 1/2 their TP (rounded down).

<sup>16</sup>Grounded Small Craft do not get an angle of attack modifier.

## DETERMINING MOTIVE SYSTEMS DAMAGE

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CHANCE FOR MOTIVE SYSTEM DAMAGE	
1D6 Roll	Result
1-4	No Effect
5-6	Roll for Motive Systems Effect (below)

EFFECT OF MOTIVE SYSTEMS DAMAGE	
2D6 Roll	Result
2-7	No Effect
8-9	-1 MV; The Element's MV is reduced by 1 for the remainder of the game
10-11	-1/2 MV; Multiply the Element's MV by 0.5 and round down
12	The Element is immobilized

MODIFIERS*	
Tracked/Naval	+0
Wheeled	+2
Hit from the rear	+1
Hovercraft/Hydrofoil	+3
VTOL/WIGE	+4

\*Applies to Effects of Motive Systems Damage only. All modifiers are cumulative.

## ELEMENT HEIGHT TABLE

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Type	Height*
'Mechs	2 levels
ProtoMechs, Vehicles, Infantry and Fighters	1 level
Large Support Vehicles and Small Craft	2 levels
Very Large Support Elements	3 levels
Super Large Support Elements	4 levels
Aerodyne DropShips	5 levels
Spheroid DropShips	10 levels
Mobile Structures	Varies**

\*A Unit's height levels (or elevations, if airborne) must be included in the level of the underlying hex when determining a Unit's total height; the height of aerospace Units for LOS purposes is irrelevant while airborne.

\*\*Refer to the Mobile Structure's *Total Warfare* statistics for its height.

## AEROSPACE MOVEMENT TABLE

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Movement Mode	BR Movement Code
Aerodyne	a
Airship	i
Spheroid	p

## BATTLEFIELD INTELLIGENCE TABLE

Battlefield Intelligence Rating	
Points	Item
2	Each ground Element with the Recon special ability
1	Each non-DropShip aerospace Unit
2	Each non-DropShip aerospace Unit with the Recon special ability
2	Each DropShip
5	Each Satellite Element with the Recon special ability
1	Each point of MHQ special ability

## STANDARD COMMAND POINTS TABLE

Typical Formation	Points Available Without HQ	Points Available With HQ
Inner Sphere/Periphery Company	4	11
Inner Sphere/Periphery Battalion	15	22
Inner Sphere/Periphery Regiment	51	58
Clan Trinary	4	11
Clan Cluster	13	20
Clan Galaxy	40	47
ComStar/WoB Level II	1	8
ComStar/WoB Level III	8	15
ComStar/WoB Level IV	49	56

## ARTILLERY RANGE AND DAMAGE TABLE

Artillery Type	Range in BF Maps	Range in BF Hexes	BF Damage
Arrow IV (IS)	3	45	3(2)
Arrow IV (Clan)	3	51	3(2)
Thumper	7	119	3
Sniper	6	102	3
Long Tom	10	170	5/1
Cruise Missile/50	17	283	8
Cruise Missile/70	30	510	11/2
Cruise Missile/90	40	680	16/6
Cruise Missile/120	50	850	22/14
Thumper Cannon	—	5	1
Sniper Cannon	—	4	1
Long Tom Cannon	—	6	3

## ARTILLERY FLIGHT TIME TABLE

### CRUISE MISSILES

Range	Resolve the Attack in ... turns
In <i>BattleForce</i> mapsheets	1 + (range in mapsheets/1.67) rounded down
In <i>BattleForce</i> hexes	1 + (range in hexes/28.34) rounded down

### ALL OTHERS

BF Maps	BF Hexes	Resolve the Attack
1	1-17	Immediately
2-3	18-45	1 turn later
4-5	46-85	2 turns later
6-7	86-119	3 turns later
8-9	120-147	4 turns later
10	148-170	5 turns later

## SPECIAL MANEUVERS TABLE

Maneuver	Min/Max Velocity	TP Cost	Effect
Loop	Min 4	3	The Element spends its first 4 points of Velocity in the loop, though the actual velocity remains unchanged. It ends in the same hex where it started the move, then spends the remainder of its Velocity normally.
Immelmann	Min 3	3	The Element gains one altitude and ends the maneuver facing any hexside. Velocity drops by 2. The remainder is spent normally.
Split-S	Any	2	The Element loses one altitude and ends the maneuver facing any hexside. Velocity increases by 1.
Hammerhead	Any	Velocity +3	The Element remains in its starting hex, but changes facing 180 degrees.
Barrel roll	Min 2	1	The Element rolls 360 degrees, ending with the same facing. Velocity drops by 1.
Sideslip	Any	1	Instead of moving into the hex directly ahead, the Element moves 1 hex to the front-left or front-right without changing facing.
VIFF	Any*	Velocity +2	Successfully using this Vector in Forward Flight maneuver, a VSTOL Element halts its forward momentum and gains one altitude.

\*VSTOL Unit only

## ARTILLERY MODIFIERS TABLE

Situation	Modifier
Each successive shot at the same target hex*	-1
Friendly Element acting as spotter	-1
Spotter has LPRB, PRB or BH	-2
Spotter has Recon†	-1

\*Applies only if a spotter has LOS to the target hex in the turn in which the attack is resolved.  
†Do not apply this modifier if the spotter has LPRB, PRB or BH.

## ADVANCED ESPIONAGE

Action	Modifier
Reveal a Command	-0
Reveal a Request	-0
Eliminate a Command	-4
Eliminate a Request	-3
Reveal a Command Unit	-2
Reveal Tier of Command	-4
Change a Command	-6
Initiate Forced Withdrawal	-4

## CREW CASUALTIES TABLE

Percentage of Crew Casualties	Crew Hits
5-25	1
26-50	2
51-75	3
76+	4

## INITIATIVE MODIFIERS TABLE

Special Ability	Modifier
MHQ3	+1
MHQ3 + 4 or More Elements with Recon	+2
MHQ7	+2
MHQ7 + 4 or More Elements with Recon	+4

Battlefield Modifier	Modifier
Objective Occupied	+1*
Objective Captured	+2*
Opponent's Tier Four Command Unit Destroyed	+2*
Opponent's Tier Three Command Unit Destroyed	+1*

Leadership Modifiers	Modifier
Field Commander	+Tier†

Force Status Modifiers	Penalty
≥ 50% of Forces Broken	-1
≥ 50% of Forces Routed	-2
≥ 50% of Forces Destroyed	-3
Force Has No Elements With Recon	-1
Headquarters Occupied	-2‡
Headquarters Captured	-4‡

\*Applies to the following turn only.  
†Unit must have at least one functional Element. Points are awarded for the highest tier of command only.  
‡Applies to the Headquarters Counter only, not Mobile Headquarters (MHQ).

## HIGH ALTITUDE MAP ATMOSPHERIC VELOCITY TABLE

Altitude	Maximum Velocity
Ground Hex	2
Row 1	3
Row 2	6
Row 3	9
Row 4	12
Interface	15

## CONVENTIONAL MINEFIELD TABLE

Density	Target Number
5	5+
4	6+
3	7+
2	8+
1	9+

## ADVANCED COMBAT MODIFIERS TABLE

### RANGE MODIFIERS

Range	Modifier
Short	+0
Medium	+2
Long	+4
Extreme	+6

### TARGET MOVEMENT MODIFIER<sup>1</sup>

Target's Available MP	Modifier
0-2	+0
3-4	+1
5-6	+2
7-9	+3
10-17	+4
18+	+5

### TERRAIN MODIFIERS<sup>2</sup>

Terrain	Modifier
Depth 1 Water	+1 <sup>3</sup>
Heavy Industrial Zone	+1
Jungle, Light	+1
Jungle, Heavy	+2
Jungle, Ultra-Heavy	+3
Woods, Light	+1
Woods, Heavy	+2
Woods, Ultra-Heavy	+3

### ENVIRONMENTAL MODIFIERS

Type	Modifier
Blizzard	+2
Blowing Sand	+2
Dusk/Dawn	+1
Space/Atmosphere Interface	+2 <sup>23</sup>
Fog	+1
Geyser	+2
Moonless Night	+3 <sup>15</sup>
Night	+2 <sup>15</sup>
Pitch Black	+4 <sup>15</sup>
Rainfall, Torrential	+2
Rainfall, Light, Moderate, Heavy	+1
Smoke, Light	+1
Smoke, Heavy	+2
Snowfall, Sleet	+1 <sup>26</sup>
Winds, Storm	+2
Winds, Strong Gale	+1

### PHYSICAL ATTACKS MODIFIERS

Type	Modifier
Charge	+2
Death From Above	+3
Melee Physical Attack	+1
Standard Physical Attack	+0

### MISCELLANEOUS MODIFIERS

Attacker	Modifier
Capital Weapon vs. Small Target	+5 <sup>28</sup>
Surface-to-Surface Fire (Capital Artillery Attack)	+9
Sub-Capital Weapon vs. Small Target	+3 <sup>28</sup>
Evasive Maneuvers (Aerospace)	+2 <sup>18</sup>
Fire Control Hit	+2 <sup>5</sup>
Flak Special Ability	-2 <sup>6</sup>
Firing Through Atmosphere	+2 <sup>16</sup>
In Freefall	+2 <sup>17</sup>
Direct-Fire Artillery	+4
Indirect-Fire Artillery	+7
IndustrialMech	+1 <sup>7</sup>
Drone	+1
Ground Element in Zero-G	+4
Landed This Turn	+3 <sup>27</sup>
Landing on the Hull (Enemy)	+5
Landing on the Hull (Friendly)	+3
Making Anti-Mech attack	+4
Overheated	+Heat Level [1-4]
Spotting for Indirect Fire	+1 <sup>9</sup>
Support Element	+2 <sup>8</sup>
Has LPRB, PRB or BH	-1 <sup>25</sup>
Affected by EMP Mine	+2
Is Grounded DropShip	-2

### ATTACK TYPE MODIFIERS

Type	Modifier
Altitude Bombing	+3
Artillery (Direct-Fire)	+4 <sup>22</sup>
Artillery (Indirect-Fire)	+7 <sup>29</sup>
Artillery (Homing)	Special <sup>19</sup>
Attacking Indirectly	+1 <sup>4</sup>
Dive Bombing (including VTOLS)	+2
Grappling	+0
Strafing (including VTOLS)	+2
Striking	+2
TAG	+0

### TARGET TYPE MODIFIERS

Target Element Type	Modifier
Aerospace Element	+1/+2/+0 <sup>10</sup>
Airborne VTOL or WIGE	+1
Battle Armor	+1
Grounded DropShip	-4 <sup>11</sup>
Jump Capable	+1
Dropping from High Altitude	+4
ProtoMech	+1
Grounded Small Craft	-1 <sup>30</sup>
Grounded Aerospace Element	* <sup>31</sup>
Large Support Element	-1
Very Large Support Element	-2
Super Large Support Element	-3
Mobile Structure	-4

### TARGET MODIFIERS

Target	Modifier
<i>Evading (Ground)</i>	
Wet Behind the Ears	+1
Really Green	+1
Green	+1
Regular	+2
Veteran	+3
Elite	+3
Heroic	+4
Legendary	+4
<i>Evasive Maneuvers (Aerospace)</i>	
Fighter	+3
Fighter Squadron	+2
Small Craft	+3
DropShip	+2
DropShip Squadron	+1
WarShip	+1
Has Point Defense Special Ability	+1 <sup>14</sup>
Has Mimetic Armor	Varies <sup>24</sup>
Has Stealth Armor	Varies <sup>12</sup>
Fighter or Fighter Squadron	+5/+3 <sup>20</sup>
Landing on Hull	+2 <sup>21</sup>
Shutdown/Immobile	-4 <sup>13</sup>

<sup>1</sup>Modifier is based on available MP modified by heat level and critical hits if applicable. MP expended are irrelevant. Does not apply to aerospace Elements.

<sup>2</sup>Applies when target occupies a hex with the indicated terrain type.

<sup>3</sup>Does not apply if attacker is submerged.

<sup>4</sup>If the spotting Element makes a weapon attack in the same turn as it spots, apply this modifier to the indirect attack(s) as well.

<sup>5</sup>May apply multiple times. Does not apply to physical attacks.

<sup>6</sup>Applies for ground-to-air attacks against airborne aerospace, VTOL and WIGE targets only.

<sup>7</sup>Disregard if the IndustrialMech has the Advanced Fire Control (AFC) special ability (see p. 345).

<sup>8</sup>If Support Element has basic fire control, replace with +1 modifier. If Support Element has advanced fire control, replace with +0 modifier.

<sup>9</sup>Not cumulative with the modifier for attacking indirectly.

<sup>10</sup>Applies to all aerospace Elements that are airborne or in space. Apply an angle of attack modifier as follows: Attacks against the Nose(+1), Sides (+2), or Aft (+0).

<sup>11</sup>Also considered immobile, but do not apply an additional -4 for this. Apply an additional -2 for physical attacks.

<sup>12</sup>Battle armor targets: Add +1 at short and medium ranges. Add +2 at long range. All others: +0 at short range, +1 at medium range and +2 at long range.

<sup>13</sup>Includes buildings, grounded DropShips, hexes and woods. Shutdown Elements do not get a target movement modifier. Grounded DropShips do not get an angle of attack modifier.

<sup>14</sup>+1 per Point Defense System to a maximum of +4 against capital missiles only.

<sup>15</sup>For Elements without the Searchlight (SRCH) special ability (see p. 352). Also applies if the attacker or target are in Depth 10 water or deeper.

<sup>16</sup>Per hex, thus an orbit-to-surface attack adds +8. Sub-Capital weapons add an additional +2 (once, not per hex).

<sup>17</sup>Include the +3 modifier for jumping in addition to this modifier.

<sup>18</sup>Only DropShips and WarShips may make attacks when engaged in evasive maneuvers.

<sup>19</sup>Hits on a 2D6 roll of 4+ if TAG roll is successful.

<sup>20</sup>Applies when attacker is using capital-scale/sub-capital scale weapons.

<sup>21</sup>Target gets half (round down) of its normal MV for its target movement modifier. Roll 1D6 for every attack. On a result of 1, the attack strikes the Hull Element instead.

<sup>22</sup>Do not include modifiers for terrain, target movement or immobile targets on this type of attack.

<sup>23</sup>Applies to all shots into, out of or through the space/atmosphere interface, except for orbit-to-surface attack.

<sup>24</sup>See Mimetic Armor System (MAS) special ability, p. 350.

<sup>25</sup>Only applies if the target is within the probe's range.

<sup>26</sup>Automatically imposes the environmental condition Cold.

<sup>27</sup>Applies only to Elements landing on the battlefield using the Dropping Troops rules (see p. 313).

<sup>28</sup>Applies to a capital weapon attack (+5) or sub-capital weapon attack (+3) against aerospace fighters, aerospace fighter squadrons, Small Craft or Satellites.

<sup>29</sup>Do not apply any other modifiers from this table, but do apply modifiers from the Artillery Modifiers Table, p. 286.

<sup>30</sup>Grounded Small Craft do not get an angle of attack modifier.

<sup>31</sup>Grounded aerospace fighters, conventional fighters, size class 1 & 2 fixed-wing support elements, and size class 1 & 2 airships do not get an angle of attack modifier, but instead get a target movement modifier as if they had a MV equal to 1/2 their TP (rounded down).

## COMMAND SUMMARY TABLE

PAGE 310

Command Name	PH	PV	MP	Attacks	Effects
Alpha Strike!	C	2	—	—	Add +1 to the Overheat Value of entire Unit
Ambush	C	3	—	—	Interrupt opponent's movement phase and attack
Bait and Switch	C	2	-2	-1	Attacks against Unit suffer +1 to-hit modifier
Bingo Fuel	M	3	—	—	Opposing aerospace Unit leaves play
Bravo Zulu	C	3	—	+2	Add +2 to the Overheat Value for entire Unit
Careful Aim	C	2	None	-1	Unit may not jump, but gains -1 to-hit modifier
Carpe Diem	E	3	—	—	Force gets a +2 initiative modifier next turn
Charlie Foxtrot	C	1	—	—	Element does +1 damage in physical attacks
Command Disruption	A	4	—	—	Interrupts all opposing commands
Dead to Rights	C	2	—	-3	One Element gets -3 to-hit modifier
Defector	A	4	—	—	Opposing Unit changes sides
Double-Time March	M	1	+1	+1	1 additional MP, with a +1 to-hit modifier
Evasive Action	M	2	—	None	All attacks against Unit at +2 to-hit modifier
Fall Back!	M	2	+2	+2	All subordinate Units may not move closer to enemy
Final Glory	C	2	—	—	Eliminates one opposing Element; Unit is easier to hit
Hello, HQ?	A	3	None	—	Target Unit can't move, Elements at 1/2 move for to-hit
Hold the Line	C	2	None	-1	Unit gets a -1 to-hit modifier and make Morale check
Jam Transmission	A	2	—	—	Cancel opposing Unit's command
Jury-Rig	A	1	—	—	Target Element suffers 1 point of damage
Luck of the Fox	A	3	—	—	Unit may re-roll any one roll, or Force opponent to re-roll
No Joy	C	2	—	—	Opposing Unit cannot attack
Rally to the Flag	E	1	—	—	Unit automatically makes Morale check
Retreat	M	2	Double	None	All subordinate Units move double
Sacrifice	C	2	—	—	One Element makes special charge attack
Social General	C	3	—	Varies	Unit is easier to hit in exchange for attack bonus
Stand and Shoot	C	4	None	-2	Unit can't move, but gets a -2 to-hit modifier

## ALTERNATE MUNITIONS TABLE

PAGE 310

Weapon	To-Hit Modifier	Damage Modifier
<i>Autocannon</i>		
Armor-Piercing	+1	+0
Flak	-2	+0
Flechette Ammo	+0	+0
Precision Ammo	±	+0
Tracer Ammo	§	+0
<i>I-Narc</i>		
ECM	+0	+0
Explosive	+0	+0
Haywire	+0	+0
<i>Short Range Missiles</i>		
Heat Seeking (HS)	-2*	+0
Infernos	+0	††
Magnetic Pulse (MP)	+0	+0
Mine Clearance	+0	+0
Smoke	+0	+0
Tandem Charge (TC)	+0	+0
<i>Long Range Missiles</i>		
Follow the Leader (FTL)	+2	+1
Heat Seeking (HS)	-2*	+0
Magnetic Pulse (MP)	+0	+0
Mine Clearance	+0	+0
Semi-Guided	†	+0
Smoke	+0	+0
Swarm/I-Swarm	+0	+0
Thunder	+0	+0

\*Target must be at 2 or higher on the heat scale  
 †If the target is successfully hit by a TAG attack in the current turn, all attacks using Semi-Guided munitions ignore the target's movement modifier.  
 ‡Reduce target movement modifier by 2 to a minimum of zero.  
 §Eliminate any dusk/dawn to-hit modifiers and reduce night modifiers by 1  
 ††Convert SRM damage to Heat damage, to a max of HT2. Damage in excess of 2 points is lost.

## MORALE TABLE

PAGE 296

Unit Experience	BattleMechs*	Combat Vehicles†	Infantry**	Support Vehicles‡
Really Green	5	7	10	11
Green	3	5	8	9
Regular	1	3	5	6
Veteran	—	1	3	4
Elite	—	—	1	1
Legendary	—	—	—	—
Heroic	—	—	—	—

Element Experience	BattleMechs*	Combat Vehicles†	Infantry**	Support Vehicles‡
Really Green	6	8	11	12
Green	4	6	9	10
Regular	2	4	6	7
Veteran	—	2	4	5
Elite	—	—	2	2
Legendary	—	—	—	—
Heroic	—	—	—	—

Infantry Only††	Modifiers	Units Only	Modifiers	Situation	Modifiers
'Mech Attack	+1	Broken Morale	+1	Inferno Attack	+1/+3§
Artillery Attack	+2			Cruise Missile	+2
Broken Morale	+1			Orbit-to-Surface Attack	+4
In Building Hex	-2				
Battle Armor	-2				

\*Includes OmniMechs, aerospace fighters and ProtoMechs.  
 \*\*Includes battle armor.  
 †Includes conventional fighters, Small Craft, DropShips and WarShips.  
 ††Apply each modifier only once.  
 ‡Includes Military Support Vehicles, JumpShips and Space Stations.  
 §All other Element types / infantry Elements

## RECOVERING NERVE TABLE

PAGE 296

All Elements/Unit Situation	Modifier
Element with the Leader special ability within 6 hexes	-Tier of Command

Infantry Only	
Situation	Modifier
Friendly non-'Mech, non-infantry Unit within LOS	-1
Friendly 'Mech in LOS	-2
Routed infantry Element/Unit within LOS	+1
Routed non-infantry Element/Unit within LOS	+2

## VEHICLE BAY TYPE TABLE

PAGE 325

Bay Type	Abbreviation	Vehicle Weight Classes Allowed
Medium	M	1 and 2
Heavy	H	1, 2, 3, 4 and Support or Transport Vehicles up to 100 tons in mass
Super-Heavy	S	1, 2, 3, 4 and any Support or Transport Vehicle up to 200 tons in mass

## ELEMENT HEIGHT TABLE

PAGE 282

Type	Height*
'Mechs	2 levels
ProtoMechs, Vehicles, Infantry and Fighters	1 level
Large Support Vehicles and Small Craft	2 levels
Very Large Support Elements	3 levels
Super Large Support Elements	4 levels
Aerodyne DropShips	5 levels
Spheroid DropShips	10 levels
Mobile Structures	Varies**

\*A Unit's height levels (or elevations, if airborne) must be included in the level of the underlying hex when determining a Unit's total height; the height of aerospace Units for LOS purposes is irrelevant while airborne.  
 \*\*Refer to the Mobile Structure's *Total Warfare* statistics for its height.

## EXPANDED CRITICAL HITS TABLE

2D6 Roll	'Mech*	ProtoMech	Vehicle††	Aerospace†	DropShips‡	JumpShips**
2	Ammo Hit	Weapon Hit	Ammo Hit	Fuel Hit	KF Boom Hit	Door Hit
3	Engine Hit	Weapon Hit	Crew Stunned	FCS Hit	Collar Hit	Dock Hit
4	FCS Hit	FCS Hit	FCS Hit	Engine Hit	No Critical Hit	FCS Hit
5	No Critical Hit	MP Hit	FCS Hit	Weapon Hit	FCS Hit	No Critical Hit
6	Weapon Hit	No Critical Hit	No Critical Hit	No Critical Hit	Weapon Hit	Weapon Hit
7	MP Hit	MP Hit	No Critical Hit	No Critical Hit	Thruster Hit	Weapon Hit
8	Weapon Hit	No Critical Hit	No Critical Hit	No Critical Hit	Weapon Hit	Thruster Hit
9	No Critical Hit	MP Hit	Weapon Hit	Weapon Hit	Door Hit	No Critical Hit
10	FCS Hit	Proto Destroyed	Weapon Hit	Engine Hit	No Critical Hit	K-F Drive Hit
11	Engine Hit	Weapon Hit	Crew Killed	FCS Hit	Engine Hit	Engine Hit
12	Head Blown Off	Weapon Hit	Engine Hit	Crew Killed	Crew Hit	Crew Hit

\*Roll 2D6 twice for IndustrialMechs. Apply both critical hits. \*\*Includes Warships, Satellites and Space Stations. †Includes Fixed-Wing Support Elements, Airships and conventional fighters. †† Includes non-aerospace Large, Very Large and Super Large Support Elements, and Mobile Structures. ‡Includes Satellites and Small Craft.

## FIRE STARTING TABLE

Water	Clear*	Paved†	Rough‡	Jungle	Woods	Building	Industrial	Magma
—	11/11	—	12/12	7/10	6/9	9/10	4/6	4/6

## MODIFIERS

Environmental Condition††	Modifier
Deep Snow	+3
Geyser	+3
Ice	+4
Mud	+5
Rapids	N/A§
Swamp	+5
Blizzard	+2
Rainfall, Torrential	+2
Rainfall, Light, Moderate, Heavy	+1
Snowfall, Sleet	+2
Winds, Moderate	+1
Winds, Storm	+2
Winds, Strong Gale	+4
Tornado	No Fire§§

Weapon Type	Modifier
Indirect Fire	+1
Heat‡‡	-2
Inferno	Automatic§

Fire Spreading	Modifier
Directly Downwind	+1
Obliquely Downwind	+3
Crossing Non-Flammable Hex	+3 (per hex)

\*Includes Tundra. Fires in these hexes burn for 1D6 turns and then go out.

†Includes Road, Bridge, Rail, and Sand. These hexes are non-flammable.

‡‡All modifiers are cumulative.

‡Includes Rubble

§§Attacks with the Heat special ability may set intentional fires to clear and rough hexes on a result of 9 or 10, respectively.

§§§Accidental fires may be started on a 10 and 11 respectively.

§§§Infernos automatically start fires, except in rapids. Fires may only burn on the surface of a water hex.

§§§§Infernos burn out after 1 turn.

## BUILDINGS TABLE

Building Type	Additional MP Per Hex*	Construction Factor (CF)	Damage Absorbed (Infantry)	Damage Absorbed (Non-Infantry)
Light	+1	5	2	1
Medium	+2	12	4	2
Heavy	+3	27	6	3
Hardened	+4	36	8	4

\*Infantry (including battle armor) and ProtoMechs only pay 1 MP to enter building hexes, regardless of the building type.

## COLLAPSE DAMAGE TABLE

Building Type	Damage*
Light	1
Medium	2
Heavy	3
Hardened	4

\*Per 4 full levels of building.

## DETERMINING PREVAILING WIND TABLE

1D6 Roll	Wind Type	Wind Force
1-2	None	0
3	Light Gale	1
4	Moderate Gale	2
5	Strong Gale	3
6	Storm	4

## TERRAIN FACTOR AND CONVERSION

Terrain Factor	New Terrain
Clear/Rough: 200	Sub-Level 1
Deep Snow: 9	Light Snow
Dirt Road: 6	Rough*
Gravel Piles: 30	Rough
Gravel Road: 15	Rough*
Ice: 12	†
Jungle, Heavy: 32	Light Jungle
Jungle, Light: 20	Rough
Jungle, Ultra-Heavy: 45	Heavy Jungle
Light Snow: 5	Mud
Magma Crust: 9	Magma Liquid
Paved Hex: 60	Rough
Paved Road: 45	Rough*
Planted Fields: 9	Rough
Sand: 30	Sand Sub-Level 1
Sheer Cliffs: 15	‡
Tundra: 21	Rough
Woods, Heavy: 27	Light Woods
Woods, Light: 15	Rough
Woods, Ultra-Heavy: 40	Heavy Woods

\*These hexes still count as road hexes, though Elements must pay 1 additional MP per hex traveled.

†If the underlying terrain is water, the hex becomes a water hex; otherwise, ice is removed from the hex and the underlying terrain remains unchanged.

‡The feature is removed from the hex.