

CLASSIC

BATTLETECH



TACTICAL OPERATIONS BLANK RECORD SHEETS & TABLES



RECORD SHEET DESIGN BY DAVID L. MCCULLOCH

CLASSIC BATTLETECH™



ADVANCED CONVENTIONAL INFANTRY RECORD SHEET

CONVENTIONAL INFANTRY: PLATOON/POINT 1

Experience: _____
 Gunnery Skill: _____
 Anti-'Mech Skill: _____
 Max Weapon Damage* _____
 Notes: _____

Armor Type: _____ Divisor: _____

30	29	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
<p style="text-align: center;">RANGE IN HEXES (TO-HIT MODIFIER)</p> <p>Range 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21</p> <p>Range Modifier _____</p> <p>Field Gun Type: _____ Ammo: _____ Disposable Weapon: _____ Ammo: _____</p> <p>Disposable Weapon: _____ Ammo: _____ Disposable Weapon: _____ Ammo: _____</p>																													

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

Movement MP: _____ Type: _____

CONVENTIONAL INFANTRY: PLATOON/POINT 2

Experience: _____
 Gunnery Skill: _____
 Anti-'Mech Skill: _____
 Max Weapon Damage* _____
 Notes: _____

Armor Type: _____ Divisor: _____

30	29	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
<p style="text-align: center;">RANGE IN HEXES (TO-HIT MODIFIER)</p> <p>Range 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21</p> <p>Range Modifier _____</p> <p>Field Gun Type: _____ Ammo: _____ Disposable Weapon: _____ Ammo: _____</p> <p>Disposable Weapon: _____ Ammo: _____ Disposable Weapon: _____ Ammo: _____</p>																													

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

Movement MP: _____ Type: _____

BURST-FIRE WEAPON DAMAGE VS. CONVENTIONAL INFANTRY TABLE

'MECHS, PROTOMECHS AND VEHICLES

WEAPON	DAMAGE vs. CONVENTIONAL INFANTRY
AP Gauss Rifle	2D6
Light Machine Gun	1D6
Machine Gun	2D6
Heavy Machine Gun	3D6
Small/Micro Pulse Laser	2D6
Flamer	4D6

BATTLE ARMOR

WEAPON	DAMAGE vs. CONVENTIONAL INFANTRY
Light Machine Gun	1D6/2 (round up)
Machine Gun	1D6
Heavy Machine Gun	2D6
Flamer	3D6
Light Recoilless Rifle	1D6
Medium Recoilless Rifle	2D6
Heavy Recoilless Rifle	2D6
Light Mortar	1D6
Heavy Mortar	1D6
Automatic Grenade Launcher	1D6/2 (round up)
Heavy Grenade Launcher	1D6

MORALE TABLE

Experience Level	BattleMechs* Morale Target	Combat Vehicles† Morale Target	Infantry‡ Morale Target	Support Vehicles§ Morale Target
Green	4	6	9	10
Regular	2	4	6	7
Veteran	—§§	2	4	5
Elite	—§§	—§§	2	2

* Includes ProtoMechs and aerospace fighters.

† Includes military conventional fighters, Small Craft and DropShips.

‡ Includes military Support Vehicles.

§ Includes IndustrialMechs (unless piloted by a military MechWarrior, in which case treat as a Combat Vehicle) and all civilian aerospace units.

§§ See Infernos and Cruise Missile Attack (p. 211).

SPECIAL SOURCE MODIFIER (ALL)

Inferno	+1/+3*
Cruise Missile	+2

*The modifier to the left of the slash is for all non-infantry units, the modifier to the right of the slash for infantry.

ATTACK SOURCE MODIFIER (INFANTRY ONLY)

BattleMech in LOS	+1
Artillery	+2
Flamer or Fire	+3

OTHER MODIFIERS MODIFIER (INFANTRY ONLY)

Broken Morale	+1
Cumulative Modifiers	
Light or Medium Battle Armor Unit	-1
Heavy or Assault Battle Armor Unit	-2
Anti-Mech Skill of 5 or less	-1
Conventional Infantry with Armor (see p. 317)	-1
Unit in Building	-2

NON-INFANTRY WEAPON DAMAGE AGAINST INFANTRY TABLE

WEAPON TYPE*	NUMBER OF CONVENTIONAL TROOPERS HIT†
Direct Fire (Ballistic or Energy)	Damage Value / 10
Cluster (Ballistic)	Damage Value / 10 + 1
Pulse**	Damage Value / 10 + 2
Cluster (Missile)	Damage Value / 5
Area-Effect (AE)	Damage Value / .5
Burst-Fire	See Burst-Fire Weapons Table
Physical Attack††	Damage Value / 10
Heat-Effect Weapons	See Heat-Effect Weapons‡

* See Combat, p. 113 in Total Warfare, for weapon terminology.

** Except for Small and Micro Pulse Lasers, which are treated as Burst-Fire Weapons.

† This equals the number of conventional infantry troopers hit and eliminated, regardless of armor protection. Attacks by non-infantry weapons against mechanized infantry double the number of troopers eliminated; round all fractions up.

†† Unless the physical attack weapon has a stated anti-infantry value (like the Combine), treat any physical attack as a Damage Value/10.

‡ Each Heat-Effect Weapon has specific damage against conventional infantry, as noted on either the appropriate Weapon and Equipment Tables or in Other Combat Weapons and Equipment (see p. 129 in Total Warfare).

RECOVERING NERVE TABLE

NOTE: These modifiers only apply if a friendly unit/commander is within seventeen hexes of the unit attempting to recover its nerve.

COMMANDERS*

Sub-force Commander in LOS	-1
Force Commander in LOS	-2

INFANTRY ONLY

Friendly non-'Mech, non-infantry unit in LOS	-1
Friendly 'Mech in LOS	-2
Another Routed Infantry Unit in LOS	+1
Another Routed Non-Infantry Unit in LOS	+2
Routed Unit	+3

*Only applies if Commanders (see p. 191) are in use.

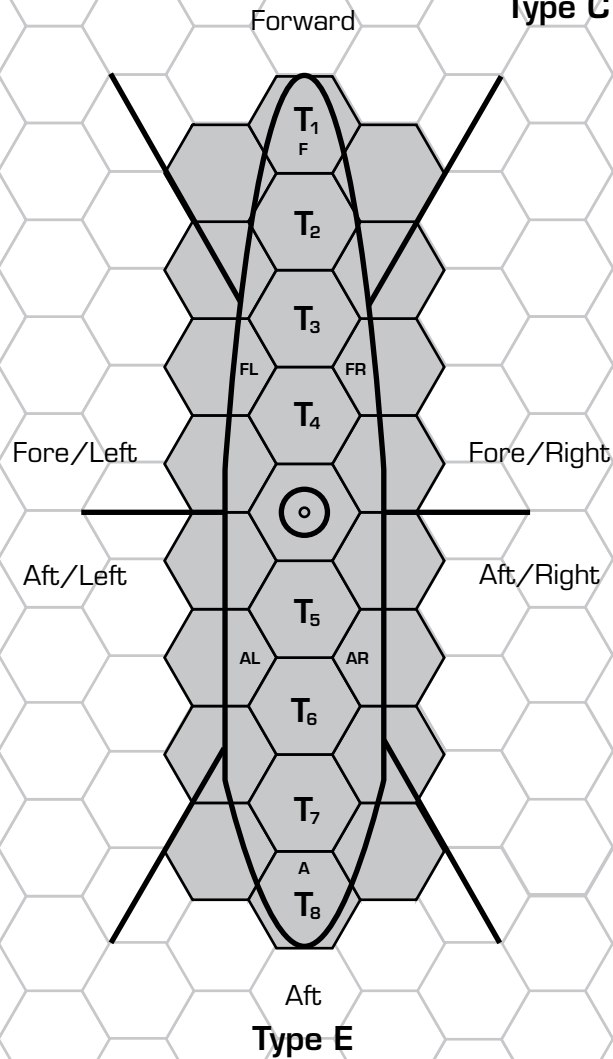
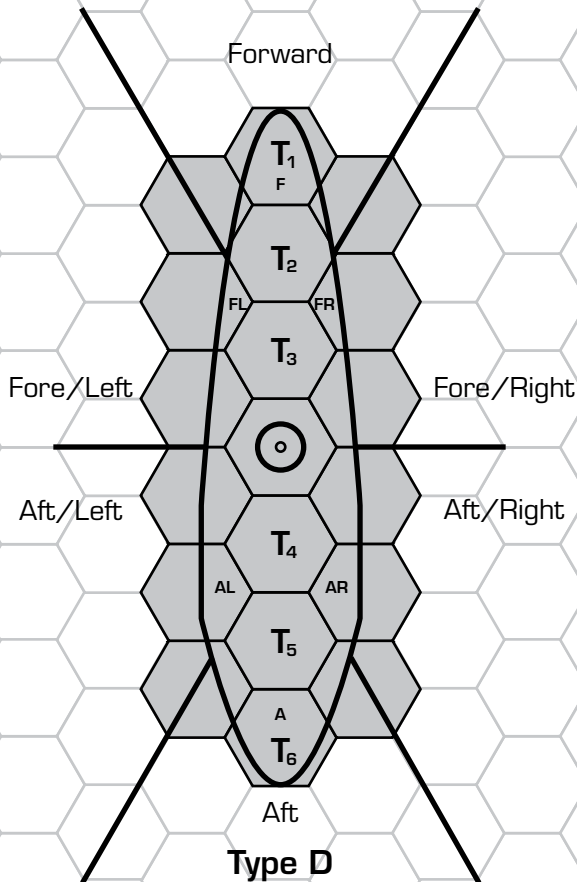
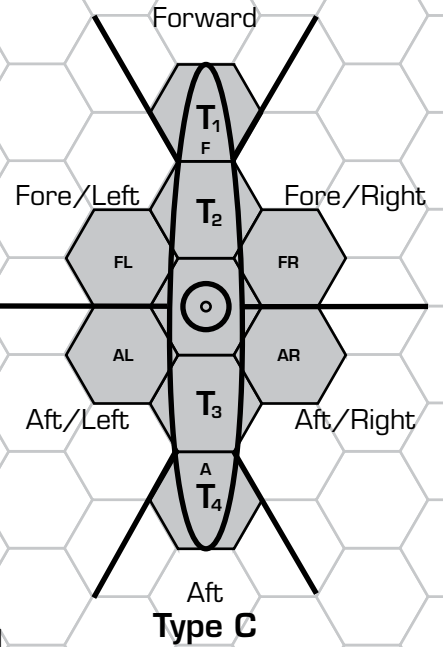
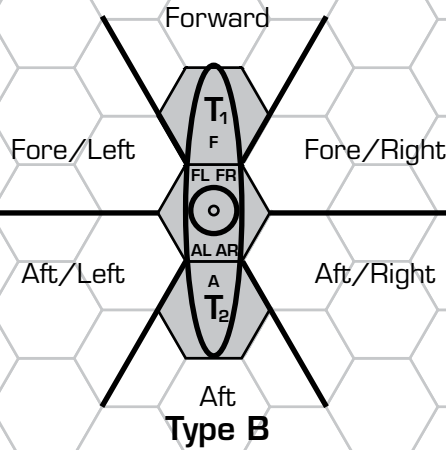
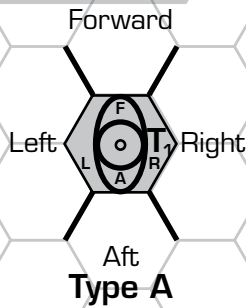


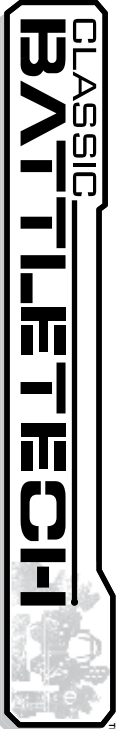
LEGEND

- Pivot Point
- T Turret
- F Forward Weapons
- L Left Weapons
- R Right Weapons
- FL Fore/Left Weapons
- FR Fore/Right Weapons
- AL Aft/Left Weapons
- AR Aft/Right Weapons
- A Aft Weapons

CLASSIC BATTLETECH™

LARGE NAVAL VESSEL TEMPLATES





LINE OF SIGHT CHART

Unit Heights:

Standing Mech: 2 levels
 Prone Mech: 1 level
 ProtoMechs, Vehicles and Infantry: 1 level
 Airborne Non-Aerospace Units: VTOLs and WJCE vehicles, or other units expending such MP (such as a battle armor unit expending VTOL MP), add their elevation +1 to the level of the underlying hex.
 Airborne Large Support Vehicles add their elevation +2.
 Submarines (non-template): A vessel on the surface rises 1 level above the level of the hex.
 Ground Based Mobile Structures: Add 2 levels for "undercarriage"

Support Unit Template A: 0 levels above surface / 1 level below surface
 Support Unit Template B: 1 levels above surface / 1 level below surface
 Support Unit Template C: 1 level above surface / 2 levels below surface
 Support Unit Template D: 2 levels above surface / 2 levels below surface
 Support Unit Template E: 3 levels above surface / 3 levels below surface
 Large Support Vehicles: 2 levels
 Grounded Fighters: 1 level
 Grounded small craft: 2 levels
 Grounded Aerodyne DropShip: 5 levels
 Grounded Spheroid DropShip: 10 levels



LEVELS OR ELEVATIONS	DISTANCE (In Hexes)														
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
11															
10															
9															
8															
7															
6															
5															
4															
3															
2															
1															
0															
-1															
-2															
-3															
-4															

LEVELS OR ELEVATIONS	DISTANCE (In Hexes)														
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
11															
10															
9															
8															
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-2															
-3															
-4															

SKILLED EVADING

PAGE 19

Piloting Skill	To-Hit Modifier for Evading
6 or greater	+0
4-5	+1
2-3	+2
0-1	+3

SHIELDING

PAGE 19

Unit Type	Modifier
Vehicle	+1
Mech, ProtoMech or Mechanized Infantry	+2
Large Vehicle**	+3

*See below.

**Combat or Support Vehicle. Rail and Large Naval Vessel Support Vehicles cannot use the Shielding movement mode.

TAKING DAMAGE WEIGHT CLASS PSR MODIFIERS

PAGE 23

Weight Class	Modifier
Light (Ultra-Light)	+1
Medium	+0
Heavy	-1
Assault	-2

PILOTING SKILL RATING MOF FALLING

PAGE 24

Piloting Skill Rating	Margin of Failure
6-7	0
2-5	1
0-1	2

TURN MODE

PAGE 25

MP Expended	Turn Mode
1-4	0
5-9	1
10-14	2
15-19	3
Every 5 above 19	+1
Light Vehicle	-1
Medium/Heavy Vehicles	+0
Assault Vehicle	+1
Mud, Sleet, Heavy Fog or Heavy Rainfall	+1*†
Ice, Heavy Snowfall	+2*‡

*Does not apply to Hover, VTOL or WiGE Vehicles.

†Does not apply to tracked vehicles

‡Only apply a +1 to tracked vehicles

FIRE/SMOKE RESOLUTION SEQUENCE

PAGE 46

- Follow these steps, in order, during every End Phase:
1. Drift existing smoke clouds
 2. Check for dissipation of existing smoke clouds
 3. Check for spread of existing fires
 4. Place new smoke clouds from existing fires (including any new fires started)
 5. Check for weather conditions extinguishing existing fires (including any new fires started)

Terrain	Modifiers*
Planted Fields	-1
Woods	+0
Jungle	+1
Deep Snow	+2
Buildings	
Hangar	
Light	-2
Medium	-1

Terrain	Modifiers*
Hangers (Cont.)	
Heavy	+0
Hardened	+1
Standard/Wall	
Light	0
Medium	+1
Heavy	+2
Hardened	+3

Terrain	Modifiers*
Fortress	
Medium	+2
Heavy	+3
Hardened	+4
Castles Brian	
Heavy	+5
Hardened	+6

FAILED MANEUVER

PAGE 26

2D6

Roll Effect

2-7 **Minor fishtail.** The attempted turn fails, and the MP are expended for the attempt. The vehicle can continue moving normally; it cannot attempt to make the turn in that hex, however, and must enter another hex before making another turn attempt.

8-9 **Moderate fishtail.** The vehicle immediately makes an additional 1-hexside facing change (at no MP cost) in the same direction as the controlling player originally intended. Ground vehicles roll once on the Motive System Damage Table (see p. 193, TW), with a -1 modifier.

10-11 **Serious fishtail.** The vehicle immediately makes an additional 1-hexside facing change (at no MP cost) in the same direction as the controlling player originally intended. Ground vehicles roll once on the Motive System Damage Table (see p. 193, TW). The vehicle's movement ends immediately.

12-13 **Skid.** The turn fails completely, ending the vehicle's movement. Apply Skidding rules (see *Ground Vehicles*, p. 62, TW).

14+ **Major Skid.** The driver loses control of the vehicle. Wheeled vehicles begin to flip over, taking damage to their side armor and turret(s) (see *Flipping Over*, p. 26). Tracked vehicles, VTOLs and hovercraft do not flip over; for them, treat this result as a normal skid (see *Ground Vehicles*, p. 62, TW). Naval vessels and hydrofoils capsize and sink, and are effectively destroyed.

Vehicle Type

Modifiers

Tracked, Naval	+0
Wheeled*, VTOL	+2
Hovercraft, WiGE, Hydrofoil	+4

Vehicle Weight Class

Modifiers

Light	+1
Medium	+0
Heavy	-1
Assault	-2

*Apply a -2 modifier if the wheeled vehicle occupies a paved hex when it failed the Driving Skill Roll.

SPREADING FIRES

PAGE 44

Situation	Success Number*
Crossing non-burning hex	+3
No Wind**	
Hex is downwind	9+
Hex is 60° from downwind	11+
Light and Moderate Gale	
Hex is downwind	7+
Hex is 60° from downwind	10+
Heavy Gale and Storm	
Hex is downwind	6+
Hex is 60° from downwind	9+

*All modifiers are cumulative

**For every 10 degrees above 30 degrees Celsius, apply a -1 modifier. For every 10 degrees below -30 degrees Celsius, apply a +1 modifier

†May not use small laser or ER small laser, or any kind of micro laser.

‡Includes missile infernos, inferno fuel ammo, inferno-IV artillery, inferno bombs, and incendiary grenades.

§May not use any type of Gauss rifle, SRM-2 or conventional SRM infantry.

¶Roll 1D6 to randomly determine the "down wind" direction each time.

§Except under the following conditions: in Vacuum and Trace Atmospheric Pressures and in Tornado F1-F3 and Tornado F4+, no fire is possible. For Castles Brian hexes, fire is not automatic; instead, divide the standard Heavy and Hardened modifiers in half (round down) and apply a +2 modifier when making the roll to start a fire.

STARTING FIRES

Weapon Type	Success Number*
Flamer	4+
Incendiary LRMs	5+
Direct-Fire Energy or Pulse Weapon†	7+
Missile or Direct-Fire Ballistic‡	9+
Plasma Weapon and Inferno††	Automatic§

ADVANCED DETERMINING CRITICAL HITS PAGE 74

Damage Value Grouping	Modifier
1-5	+0
6-10	+1
11-15	+2
16-20	+3
21+	+4

2D6 Roll	Effect
2-8	No Critical Hit
9-10	Roll 1 Critical Hit Location
11-12	Roll 2 Critical Hit Locations
13-14	Roll 3 Critical Hit Locations
15+	Head/Limb Blown Off; Roll 3 Critical Hit Locations*

*Only roll 3 critical hit locations if the attack strikes the torso

MISSILE WEAPONS CRITICAL DAMAGE PAGE 76

2D6* Roll	Effect
2-3	Minor damage; no effect
4-5	Moderate damage; attacks with weapon add +1 to-hit modifier
6-7	Damage to ranging system; shots at medium and long range suffer an additional +1 to-hit modifier (as well as at extreme and LOS range, if those rules are in use; see p. 85)
8-9	Ammo feed damage; weapons that can fire various types of ammo may no longer switch between them, must fire last ammo type used. To-Hit Roll result of 2 for attacks with weapon causes an ammo explosion in the ammo bin that fed that shot (the controlling player decides which ammo slot explodes; if there is an ammo bin with shots remaining, the player must select that slot, meaning he cannot select an ammo slot that is empty if another slot of the same ammo type is not empty).
10-11	Weapon severely damaged (mark off another critical slot on the weapon, the topmost slot available); cannot fire
12+	Weapon destroyed (mark off all critical slots on the weapon)

*Add number of critical slots damaged to this result

COCKPIT CRITICAL DAMAGE PAGE 76

2D6 Roll	Effect
2-5	Minor Wound; apply one hit against MechWarrior
6-7	Moderate Wound; apply two hits against MechWarrior
8-9	Severe Wound; apply three hits against MechWarrior
10-11	Critical Wound; apply four hits against MechWarrior
12+	MechWarrior Killed/Cockpit destroyed (mark off slot)

WEIGHT CLASS PHYSICAL ATTACK MODIFIERS

Weight Class	Modifier
Light (Ultra-Light)	-2
Medium	-1
Heavy/Assault	+0

MAXIMUM ADDITIONAL BATTLE ARMOR PAGE 97

'Mech Weight Class	Total Number of Battle Armor	'Mech Weight Class	Total Number of Battle Armor
Light	2	Heavy	4
Medium	3	Assault	6

DIRECT-FIRE ENERGY/PULSE WEAPONS CRITICAL DAMAGE PAGE 75

2D6* Roll	Effect
2-3	Minor damage; no effect
4-5	Moderate damage; attacks with weapon add +1 to-hit modifier
6-7	Focus misaligned; weapon inflicts -1 damage, additional +1 to-hit modifier applies to shots at medium and long range (as well as at extreme and LOS range, if those rules are in use; see p. 85).
8-9	Emitter damage; weapon generates +1 Heat Point. To-Hit Roll result of 2 for an attack with the weapon causes overload with effects identical to an ammo explosion, inflicting damage equal to the damage inflicted by the weapon; for Variable Damage weapons, use the Damage Value at short range.
10-11	Weapon severely damaged (mark off another critical slot on the weapon, the top most slot available); cannot fire
12+	Weapon destroyed (mark off all critical slots on the weapon)

*Add number of critical slots damaged to this result

DIRECT-FIRE BALLISTIC AND ARTILLERY WEAPONS CRITICAL DAMAGE PAGE 76

2D6* Roll	Effect
2-3	Minor damage; no effect
4-5	Moderate damage; attacks with weapon add +1 to-hit modifier
6-7	Barrel damage; To-Hit Roll result of 2 for attack with weapon causes it to jam
8-9	Ammo feed damage; weapons that can fire various types of ammo may no longer switch between them, must fire last ammo type used. To-Hit Roll result of 2 for attack with weapon causes an ammo explosion in an ammo bin that feeds that shot (the controlling player decides which ammo slot explodes; if there is an ammo bin with shots remaining, the player must select that slot, meaning he cannot select an ammo slot that is empty if another slot of the same ammo type is not empty).
10-11	Weapon severely damaged (mark off another critical slot on the weapon, the topmost slot available); cannot fire
12+	Weapon destroyed (mark off all critical slots on the weapon)

*Add number of critical slots damaged to this result

EQUIPMENT CRITICAL DAMAGE PAGE 76

2D6* Roll	Effect
2-7	Minor damage; no effect
8-9	Moderate damage; player must roll 7+ before each use for damaged item to work
10-11	Severe damage; player must roll 10+ before each use for damaged item to work
12+	Item destroyed

*Add number of critical slots damaged to this result

SUPPRESSING FIRE PAGE 87

Weapon Type	Modifier
Direct Fire (Ballistic or Energy), Cluster (Ballistic), Pulse	+0
Cluster (Missile)	+1
Burst Fire Weapon: 1D6 or 2D6	+2
Burst fire Weapon: 3D6 or 4D6+	+3
Area-Effect	+4
Additional Weapons Beyond First	+1

WIND STRENGTH PAGE 47

1D6 Roll	Wind Strength*
1-2	No Wind
3	Light Gale**
4	Moderate Gale**
5	Strong Gale**
6	Storm**

*Tornado F1-F3 and Tornado F4+ Weather Conditions are not on this table, as smoke does not exist under such conditions.

**See *Weather Conditions* (p. 57) for additional game effects from such wind conditions.

ADVANCED FOUR-LEGGED/PRONE 'MECH HIT LOCATION

PAGE 77

2D6 Rolls	Left Side	Front	Rear	Right Side
2*	Left Torso [critical]	Center Torso [critical]	Center Torso (R) [critical]	Right Torso [critical]
3	Left Leg	Right Leg	Right Arm	Right Leg
4	Left Rear Leg/Left Arm	Right Rear Leg/Right Arm	Right Front Leg/Right Leg	Right Rear Leg/Right Arm
5	Left Front Leg/Left Arm	Right Front Leg/Right Arm	Right Rear Leg/Right Leg	Right Front Leg/Right Arm
6	Left Front Leg/Left Leg	Right Front Leg/Right Torso	Right Rear Leg/Right Torso (R)	Right Front Leg/Right Leg
7	Left Rear Leg/Left Torso	Center Torso	Center Torso (R)	Right Rear Leg/Right Torso
8	Center Torso	Left Torso	Left Torso (R)	Center Torso
9	Right Torso	Left Arm	Left Leg	Left Torso
10	Right Arm	Left Front Leg/Left Arm	Left Rear Leg/Left Leg	Left Arm
11	Right Front Leg/Right Leg	Left Front Leg/Left Leg	Left Rear Leg/Left Arm	Left Front Leg/Left Leg
12	Right Rear Leg/Head	Left Rear Leg/Head	Left Front Leg/Head	Left Rear Leg/Head

*A result of 2 may inflict a critical hit. Apply damage to the armor in that section in the normal manner, but the attacking player also rolls once on the Determining Critical Hits Table, p. 124, TW.

HEAT SINK COOLANT FAILURE MODIFIER

PAGE 105

Heat Level	Modifier
5-10	+0
11-15	+1
16-20	+2
21-25	+3
26-30	+4
31-35	+5
36-40	+6
41-45	+7
46-50	+8

PHYSICAL WEAPON ATTACKS ADDENDUM

PAGE 89

Weapon Type	To-Hit Modifier	Damage Value	To-Hit Location Table	Firing Arc**	Affected by TSM	To-Hit/Damage Value Affected by Actuator Damage
Chain Whip	-2	1/per 10 tons +1‡	Standard	Arm	No	Yes/No
Claws	+1	1/per 7 tons‡‡	Punch	Arm	Yes	Yes/Yes
Flail	+1	9	Standard	Arm	No	Yes/No
Lance	+1	1/per 5 tons††	Standard	Arm	Yes	Yes/Yes
Mace	+2	1/per 4 tons***	Standard*	Arm	Yes	Yes/Yes
Shields	†	†	Standard	Arm	No	Yes/No
Vibroblade						
Deactivated	-2	1/per 10 tons + 1‡	Standard*	Arm	Yes	Yes/Yes
Activated	-2	§	Standard*	Arm	No	Yes/No

*Roll normally on the 'Mech Hit Location Table. Alternatively, when the controlling player announces the physical weapon attack, he may also announce that he will use the Punch or Kick Hit Location Table to resolve damage if the attack succeeds, in which case apply a +4 modifier in addition to all the standard modifiers, including the standard to-hit modifier for the weapon (this modifier does not apply when attacking on the Punch/Kick Location Table due to attacks from different levels; see p. 150, TW).

**The target of the physical weapon attack can be in the 'Mech's forward arc or in the side arc corresponding to the arm in which the equipment is mounted.

***A successful attack does 1 point of damage for every 4 tons that the attacking 'Mech weighs (round up).

†See *Shield*, p. 290

††A successful attack does 1 point of damage for every 5 tons that the attacking 'Mech weighs and may damage the internal structure of the target.

‡A successful attack does 1 point of damage for every 10 tons that the attacking 'Mech weighs (round up), + 1.

‡‡A successful attack does 1 point of damage for every 7 tons that the attacking 'Mech weighs (round up).

§See *Vibroblade*, p. 292

ADVANCED 'MECH HIT LOCATION

PAGE 76

2D6 Rolls	Left Side	Front/Rear	Right Side
2*	Left Torso [critical]	Center Torso [critical]	Right Torso [critical]
3	Left Leg	Right Arm	Right Leg
4	Left Arm	Right Arm	Right Arm
5	Left Arm	Right Leg	Right Arm
6	Left Leg	Right Torso	Right Leg
7	Left Torso	Center Torso	Right Torso
8	Center Torso (R)	Left Torso	Center Torso (R)
9	Right Torso (R)	Left Leg	Left Torso (R)
10	Right Arm	Left Arm	Left Arm
11	Right Leg	Left Arm	Left Leg
12	Head	Head	Head

*A result of 2 may inflict a critical hit. Apply damage to the armor in that section in the normal manner, but the attacking player also rolls once on the Determining Critical Hits Table, p. 124, TW.

THROWING DISTANCE

PAGE 92

Percentage of Throwing 'Mech's Weight*	Total Distance
10%	1 Hex
7.5%	2 Hexes
5%	3 Hexes
2.5%	6 Hexes
1% (or less)	9 Hexes

*If TSM is active, divide the weight of the thrown object/unit by 2 (rounding down) before consulting this table.

'MECH THROWING

PAGE 95

Unit Picking Up Is A:	Modifier	Unit Being Picked Up Is A:	Modifier
ProtoMech	+0	ProtoMech	+2
Light 'Mech	+0	'Mech	+0
Medium 'Mech:	+1		
Heavy 'Mech	+2		
Assault 'Mech:	+3		

PPC FEEDBACK

PAGE 103

Target Distance	Avoid Feedback On
1 hex	10+
2 hexes	6+
3 or more hexes	3+

OVERCHARGING PPC

PAGE 103

Weapon Type	Dice Rolled
Light PPC	1D6
PPC, ER PPC, Snub-nose	2D6
Heavy PPC	3D6

AVOID SHUTDOWN PILOT SKILL RATING MODIFIERS

PAGE 104

Pilot Skill Rating	Modifier	Pilot Skill Rating	Modifier
6-7	+1	2-3	-1
4-5	+0	0-1	-2

BUILDING CLASSIFICATION AND TYPE

Classification/Type	Construction Factor (CF)*	Max Armor (per hex)	Max Size (Hexes/Levels)	MP Cost Per Hex†	Piloting/Driving Skill Modifier	Damage Scaling: Damage to Building/Damage to Units‡
Cost to Enter Any Hex	1					
Tent	1–2	—	1/1	+0	—	x1/x0
Hangar		—				
Light	1–8		10/7	+0	+0†	x1/x0.5
Medium	9–16		14/10	+1	+0†	x1/x0.5
Heavy	17–45		18/13	+2	+1†	x1/x0.5
Hardened	46–75		20/14	+3	+3†	x1/x0.5
Standard§		—				
Light	1–15		6/5	+1	+0	x1/x1
Medium	16–40		8/8	+2	+1	x1/x1
Heavy	41–90		10/10	+3	+2	x1/x1
Fence	1	—	—/3	+1††	—	x1/x0
Wall		CF x 1				
Light	1–15		—/4	+1	+0	x1/x0.5
Medium	16–40		—/6	+2	+0	x1/x0.5
Heavy	41–90		—/8	+3	+1	x1/x0.5
Hardened	91–150		—/10	+4	+3	x1/x0.5
Bridge		—				
Light	1–15		—	NA‡‡	NA‡‡	x1/x1
Medium	16–40		—	NA‡‡	NA‡‡	x1/x1
Heavy	41–90		—	NA‡‡	NA‡‡	x1/x1
Hardened	91–150		—	NA‡‡	NA‡‡	x1/x1
Rail	151–650		—	NA‡‡	NA‡‡	x1/x1
Gun Emplacement		CF x 1				
Light	1–15		1/1	NA	NA	x0.5/x2
Medium	16–40		1/1	NA	NA	x0.5/x2
Heavy	41–90		1/1	NA	NA	x0.5/x2
Hardened	91–150		1/1	NA	NA	x0.5/x2
Fortress		CF x 1				
Medium	16–40		12/15	+3	+2	x0.5/x2
Heavy	41–90		15/20	+4	+3	x0.5/x2
Hardened	91–150		20/30	+5	+4	x0.5/x2
Castles Brian§§		CF x 2**				
Heavy	35–90		20/10	+4	+4	Capital/Capital**
Hardened	91–150		30/15	+5	+5	Capital/Capital**

*See pp. 166-167, *TW*. The listed CFs show the range applicable to each building type. If a scenario does not specify a building's CF, assume that all its hexes have the maximum CF possible for that building type and classification.

†Infantry (except mechanized infantry) pay only 1 MP to enter a building hex regardless of building type; ProtoMechs and mechanized infantry pay only 2 MP to enter any building hex except for tents and fences (which cost only 1 MP). Hangars apply MP and Piloting Skill modifiers only when entering from outside, unless other factors apply (see *Hangars*, p. 116).

‡Round all damage down; if the damage is reduced to 0 or less, no damage is applied.

§As detailed in *TW*, except there is no Hardened type.

††Only applies to conventional infantry using Ground MP.

‡‡Units move over bridges (never through them) as though traveling on a road.

§§Area-effect weapons do not double their damage against Castles Brian hexes.

**Castles Brian use capital-scale damage, as noted under *Scale* (see p. 238, *TW*). See *Scaled Damage* (p. 126) for more information.

ARTILLERY RANGES

Type	Maximum Range (in mapsheets)	Type	Maximum Range (in mapsheets)
Arrow IV Missile (IS)	8	Cruise Missile/50	50
Arrow IV Missile (Clan)	9	Cruise Missile/70	90
Thumper	21	Cruise Missile/90	120
Sniper	18	Cruise Missile/120	150
Long Tom	30		

INDIRECT ARTILLERY FLIGHT TIMES

Distance from Battlefield (in mapsheets)	Artillery† Flight Time (in turns)
Less than 1*	0
1–8	1
9–15	2
16–21	3
22–26	4
27–30	5
Cruise Missile‡ Flight Time (in turns)	
1 + (Number of mapsheets ÷ 5, round down)	

*See *Direct-Fire Artillery*, p. 185.

†Arrow IV, Thumper, Sniper and Long Tom

‡Cruise Missile/50, Cruise Missile/70, Cruise Missile/90 and Cruise Missile/120

ADVANCED BUILDING MOVEMENT

PAGE 120

Building Features	MP Cost/Hex*	Piloting Modifier**	Notes
Empty Hangar/Tunnel/Open-Space Hex	1	NA	Treat as Paved Terrain†
Hangar/Tunnel/Empty Cargo Hex	-1	-3	To a Minimum MP cost per hex of 1††
Non-Liquid Cargo Hex	+0	-2	
Liquid Cargo Hex	+1	+2	See <i>Liquid Fuel/Chemical Storage Tanks</i> (p. 134)
High Ceilings	+0	-1	Half all damage from movement (round down)‡
Low Ceilings	+1	+1	Double all damage from movement (round up)‡
Unspecified Equipment Hex‡‡	+0	+0	+1 to-hit modifier for weapon attacks (per hex)
Specified Equipment Hex‡‡	+1	+1	+2 to-hit modifier for weapon attacks (per hex)
Generator/Weapon Hex‡‡	+2	+2	+2 to-hit modifier for weapon attacks (per hex)
Heavy Metal Superstructure	+1	+2	Double damage to unit from failed Piloting Skill

*In addition to all other applicable MP costs for the building type (see *Building Classification and Type Table*, p. 115)

**In addition to all other applicable modifiers for the building type (see *Building Classification and Type Table*, p. 115)

†See *Open-Space Construction*, p. 138. Hangars and tunnels apply these rules only if they are as high as or taller than the moving unit, feature no equipment, and the unit is not moving through the building's outer walls (otherwise, apply the standard hangar MP and Piloting modifiers).

††Hangars and tunnels apply these costs and modifiers only if they are as high as or taller than the moving unit and feature interior equipment of any kind. (Do not apply normal hangar MP and Piloting costs if already inside.)

‡Applies to damage done both to the building and to the unit moving through it.

‡‡Do not count turreted or rooftop-based equipment.

ADVANCED BUILDING CRITICAL HITS

PAGE 121

2D6 Roll	Effect
2-5	No Critical Hit
6	Weapon Malfunction
7	Gunners Stunned
8	Weapon Destroyed
9	Gunners Killed
10	Turret Jammed/Turret Locked*
11	Ammunition
12	Other

*When rolling these critical hit results, roll 1D6. On a result of 1-3, the effect to the left of the slash occurs; on a 4-6 result, the effect to the right of the slash occurs.

ARTILLERY ORDNANCE

PAGE 184

Ordnance Type	Damage Type	Weapon Type Damage Values (Radius)				
		Long Tom	Sniper	Thumper	Arrow IV	Cruise Missile
Air-Defense Arrow (ADA)*	F	—	—	—	20	—
Arrow IV Homing Missile*	AE	—	—	—	20	—
Arrow IV Non-Homing Missile*	AE, F	—	—	—	20/10 (R1)	—
Cluster*	AE, F	20/10 (R1)	15/5 (R1)	10/1 (R1)	20/10 (R1)	—
Copperhead*	AE	15 (R0)	10 (R0)	5 (R0)	—	—
Flechette*	AE, AI	*	*	*	—	—
High-Explosive (standard)	AE, F	25/15/5 (R2)	20/10 (R1)	15/5 (R1)	—	—
Minefield Rounds						
Thunder Active-IV*	AE	—	—	—	20 (R0)	—
Thunder FASCAM (Inner Sphere)*	AE	25 (R0)	20 (R0)	—	20 (R0)	—
Thunder FASCAM (Clan)*	AE	25 (R0)	20 (R0)	15 (R0)	30 (R0)	—
Thunder Vibrabomb-IV*	AE	—	—	—	20 (R0)	—
Non-Explosive Rounds**						
Illumination*	—	(Radius 3)	(Radius 2)	(Radius 1)	(Radius 4)	—
Inferno IV-Missiles*	AE, H, AI	—	—	—	(Radius 1)	—
Laser-Inhibiting Arrow Missile*	—	—	—	—	(Radius 0)	—
Smoke*	—	(Radius 1)	(Radius 1)	(Radius 1)	(Radius 1)	—
Cruise Missiles						
Cruise Missile/50	AE	—	—	—	—	50/25 (R1)
Cruise Missile/70	AE	—	—	—	—	70/45/20 (R2)
Cruise Missile/90	AE	—	—	—	—	90/65/40/15 (R3)
Cruise Missile/120	AE	—	—	—	—	120/95/70/45/20 (R4)

*See additional rules for the specific ordnance in the *Advanced Weapons and Equipment* section.

**The effect radius describes the area affected by a non-explosive shell. For example, an illumination round fired by a Long Tom has an effect radius of 3, so it affects the target hex, as well as any unit within 3 hexes of the target hex. Ordnance with an effect radius of 0 affects only the target hex.

MINEFIELD DENSITY

PAGE 208

Minefield Density*	Target Number
5- or 10-point	9+
15- or 20-point	8+
25- or 30-point	7+

*The EMP mine (see p. 365) cannot be weapon-delivered.

ARTILLERY MODIFIERS

PAGE 180

Condition	Modifier
For every 2 points of Gunnery Skill less than 4 possessed by the spotting unit*	-1
For every 2 points of Gunnery Skill greater than 4 possessed by the spotting unit*	+1
Adjusting fire: for each previous shot fired at the target hex by the artillery unit*	-1

*See *Artillery Spotters*, p. 181; Round any fractions down.

ADVANCED BATTLE ARMOR WEIGHTS

PAGE 187

Weight Class	Tons of Cargo Space Occupied	Battle Armor Units (total occupied cargo space)		
		4 troopers	5 troopers	6 troopers
PA(L)/Exoskeleton	.25 tons	1 ton	1.25 tons	1.5 tons
Light	.5 tons	2 tons	2.5 tons	3 tons
Medium	1 ton	4 tons	5 tons	6 tons
Heavy	1.5 tons	6 tons	7.5 tons	9 tons
Assault	2 tons	8 tons	10 tons	12 tons

EJECTION MODIFIERS

PAGE 197

Landing Terrain	Modifier
Clear	-2
Water	-1
Snow	-1
Deep Snow	-2
Rough	0
Rubble	0
Light Jungle/Woods/Ultra Rough	+2
Heavy Jungle/Woods/Ultra Rubble	+3
Ultra Jungle/Woods	+4
Per Level of Building	+1

Planetary Conditions	Modifier
Zero-G	+3
Low-G (more than .2 off Terran standard)	+2
High-G (more than .2 off Terran standard)	+3
Vacuum or Tainted Atmosphere*	+3
Trace or Very High Pressure Atmosphere	+2
Heavy Snow Fall/Ice Storm/Lightning Storm/Strong Gale/Torrential Downpour	+2
Blizzard/Storm/Tornado	+3

Situation	Modifier
BattleMech Prone	+5
Pilot Unconscious	+3
Per Point of Head Internal Structure Damage	+1
Automatic Ejection	+1

*Assumes the pilot is wearing a suit to protect against vacuum or a tainted atmosphere; the pilot is killed immediately if in vacuum with no protection (see p. 56 for rules governing a tainted atmosphere and no protection).

MORALE

PAGE 212

Experience Level	BattleMechs Morale Target	Combat Vehicles Morale Target	Infantry Morale Target	Support Vehicles Morale Target
Green	4	6	9	10
Regular	2	4	6	7
Veteran	—\$\$	2	4	5
Elite	—\$\$	—\$\$	2	2

*Includes ProtoMechs and aerospace fighters.

†Includes military conventional fighters, Small Craft, DropShips and WarShips.

‡Includes military Support Vehicles, JumpShips and Space Stations.

§Includes IndustrialMechs (unless piloted by a military MechWarrior, in which case treat as a Combat Vehicle) and all civilian aerospace units.

\$\$See *Infernos* and *Cruise Missile Attack* (see p. 211).

Special Source Modifier (All)	Target Modifier
Inferno	+1/+3*
Cruise Missile	+2

*The modifier to the left of the slash is for all non-infantry units, the modifier to the right of the slash for infantry.

Attack Source Modifier (Infantry Only)	Target Modifier
BattleMech in LOS	+1
Artillery	+2
Flamer or Fire	+3
Elite	—\$\$

Other Modifiers Modifier (Infantry Only)	Target Modifier
Broken Morale	+1
<i>Cumulative Modifiers</i>	
Light or Medium Battle Armor Unit	-1
Heavy or Assault Battle Armor Unit	-2
Anti-Mech Skill of 5 or less	-1
Conventional Infantry with Armor (see p. 317)	-1
Unit in Building	-2
Unit Dug In	-2

BATTLEFIELD WRECKAGE

PAGE 187

Tonnage: In all instances, a unit must be 40 tons or greater to modify terrain upon destruction.

Unit Type	Terrain Type
'Mech	Rough
ProtoMech/Infantry	—
Combat Vehicles	Rough
Medium Support Vehicles	Rough
Large Support Vehicles/ Super-Heavy Vehicles	Ultra Rough
Rail	Ultra Rough
Fighters/Small Craft	Rough
DropShips/Mobile Structure	Ultra Rubble

TRANSPORT BAYS STATUS

PAGE 218

1D6 Roll	Status	Turns To Activation**
1-2	Shutdown	4
3-4	Stand By/Empty	3
5	Stand By/Occupied	2
6	Operational*	1

*Conventional Infantry are always considered "operational."

**This is in ground turns; if using space turns, all units are considered "activated" after a single space turn, regardless of the units' status or the availability of technicians (though the lack of a technician still applies the +2 modifier to the Piloting Skill Roll to determine if a shut-down unit activated properly [see *Bay Personnel*, p. 202]).

FATIGUE

PAGE 198

Piloting Skill Rating	Turn When Modifier Starts
6-7	Starting on Turn 10
4-5	Starting on Turn 14
2-3	Starting on Turn 17
0-1	Starting on Turn 20

RECOVERING NERVE

PAGE 213

NOTE: These modifiers only apply if a friendly unit/commander is within seventeen hexes of the unit attempting to recover its nerve.

Commanders*	Target Modifier
Sub-force Commander in LOS	-1
Force Commander in LOS	-2

Infantry Only	Target Modifier
Friendly non-'Mech, non-infantry unit in LOS	-1
Friendly 'Mech in LOS	-2
Another Routed Infantry Unit in LOS	+1
Another Routed Non-Infantry Unit in LOS	+2
Routed Unit	+3

*Only applies if Commanders (see p. 191) are in use.

MOVEMENT MODES

<input type="checkbox"/>	Standing Still	18
<input type="checkbox"/>	Sprinting	18
<input type="checkbox"/>	Evading	18
<input type="checkbox"/>	Skilled Evading	18
<input type="checkbox"/>	Shielding	19
<input type="checkbox"/>	Physical Defense	20
<input type="checkbox"/>	Crawling	20
<input type="checkbox"/>	Hurried Movement	20
<input type="checkbox"/>	Hull Down	21
<input type="checkbox"/>	Backward Movement	22
<input type="checkbox"/>	Climbing	22
<input type="checkbox"/>	Leaping	22
<input type="checkbox"/>	Dangle and Drop	22
<input type="checkbox"/>	Stacking	22

SKIDDING

<input type="checkbox"/>	Skidding	23
--------------------------	----------	----

PILOTING SKILL ROLLS

<input type="checkbox"/>	Fumbles	23
<input type="checkbox"/>	Taking Damage	23
<input type="checkbox"/>	Weight Class Physical Attack	23
<input type="checkbox"/>	Leg Damage	24
<input type="checkbox"/>	Falling	24
<input type="checkbox"/>	Attempting to Stand	24
<input type="checkbox"/>	Careful Stand	24

VEHICLES

<input type="checkbox"/>	Lance Movement	24
<input type="checkbox"/>	Speed	24
<input type="checkbox"/>	Turn Modes	25
<input type="checkbox"/>	Advanced Maneuvers	25
<input type="checkbox"/>	Flipping Over	26

INFANTRY

<input type="checkbox"/>	Squad Deployment	27
<input type="checkbox"/>	Movement on Pavement	27
<input type="checkbox"/>	Fast Movement	27
<input type="checkbox"/>	Climbing	27

PLANETARY CONDITIONS

<input type="checkbox"/>	Gravel Piles	30
<input type="checkbox"/>	Half Levels	31
<input type="checkbox"/>	Heavy Industrial Zone	31
<input type="checkbox"/>	Jungle	31
<input type="checkbox"/>	Level 1 Foliage	36
<input type="checkbox"/>	Magma	36
<input type="checkbox"/>	Magma Eruptions	37
<input type="checkbox"/>	Planted Fields	38
<input type="checkbox"/>	Ultra Rough	39
<input type="checkbox"/>	Ultra Rubble	39
<input type="checkbox"/>	Sand	39
<input type="checkbox"/>	Sheer Cliffs	39
<input type="checkbox"/>	Tundra	40
<input type="checkbox"/>	Ultra Heavy Woods	40
<input type="checkbox"/>	Black Ice	40
<input type="checkbox"/>	Bug Storm	40
<input type="checkbox"/>	Deep Snow	41
<input type="checkbox"/>	Extreme Depths	42
<input type="checkbox"/>	Fire	43
<input type="checkbox"/>	Smoke	47
<input type="checkbox"/>	Geyser	48
<input type="checkbox"/>	Hazardous Liquid Pools	49
<input type="checkbox"/>	Erupting Liquids	49
<input type="checkbox"/>	Ice	50
<input type="checkbox"/>	Mud	50
<input type="checkbox"/>	Rapids	50
<input type="checkbox"/>	Rails	51
Roads		
<input type="checkbox"/>	Dirt Roads	51
<input type="checkbox"/>	Gravel Roads	51
<input type="checkbox"/>	Swamp	51
<input type="checkbox"/>	Thin Snow	52
<input type="checkbox"/>	Torrent	52
<input type="checkbox"/>	Water Flow	52
Atmospheric Pressure (Density)		
<input type="checkbox"/>	Vacuum	54
<input type="checkbox"/>	Trace Atmosphere	54
<input type="checkbox"/>	Thin Atmosphere	54
<input type="checkbox"/>	High Atmosphere	54
<input type="checkbox"/>	Very High Atmosphere	57
<input type="checkbox"/>	Earthquake	55
<input type="checkbox"/>	EMI	55
<input type="checkbox"/>	High/Low Gravity	55
()	
<input type="checkbox"/>	Meteor Showers	56
Tainted/Toxic Atmosphere		
<input type="checkbox"/>	Caustic	57
<input type="checkbox"/>	Radiological/Poisonous	57
<input type="checkbox"/>	Flammable	57
<input type="checkbox"/>	Searchlights	57
<input type="checkbox"/>	Shifting Winds	57

PLANETARY CONDITIONS Cont.

Fog		
<input type="checkbox"/>	Light Fog	57
<input type="checkbox"/>	Heavy Fog	57
Hail		
<input type="checkbox"/>	Light Hail	57
<input type="checkbox"/>	Heavy Hail	57
Light		
<input type="checkbox"/>	Dusk/Dawn	58
<input type="checkbox"/>	Full Moon Night/Glare	58
<input type="checkbox"/>	Moonless Night/Solar Flare	58
<input type="checkbox"/>	Pitch Black	58
Rain		
<input type="checkbox"/>	Light Rainfall	59
<input type="checkbox"/>	Moderate Rainfall	59
<input type="checkbox"/>	Lightning Storm	59
<input type="checkbox"/>	Heavy Rainfall	59
<input type="checkbox"/>	Gusting Rain	59
<input type="checkbox"/>	Torrential Downpour	59
Snow		
<input type="checkbox"/>	Light Snowfall	60
<input type="checkbox"/>	Moderate Snowfall	60
<input type="checkbox"/>	Sleet	60
<input type="checkbox"/>	Snow Flurries	60
<input type="checkbox"/>	Heavy Snowfall	60
<input type="checkbox"/>	Ice Storm	60
<input type="checkbox"/>	Blizzard	60
Wind		
<input type="checkbox"/>	Light Gale	61
<input type="checkbox"/>	Moderate Gale	61
<input type="checkbox"/>	Strong Gale	61
<input type="checkbox"/>	Storm	61
<input type="checkbox"/>	Tornado F1 - F3	61
<input type="checkbox"/>	Tornado F4+	61
<input type="checkbox"/>	Blowing Sand	62
<input type="checkbox"/>	Extreme Temps	62
()	
<input type="checkbox"/>	Bog Down Rules	62
<input type="checkbox"/>	Careful Movement	63

COMBAT GENERAL RULES

<input type="checkbox"/>	Advanced Determining Critical Hits	74
<input type="checkbox"/>	Expanded Critical Damage	75
<input type="checkbox"/>	Fumbles	75
<input type="checkbox"/>	Floating Critical	77
<input type="checkbox"/>	Advanced Hit Location	77
<input type="checkbox"/>	Engine Explosions	77
<input type="checkbox"/>	Ammo Explosion	78
<input type="checkbox"/>	Self Destruct	78
<input type="checkbox"/>	Called Shots	78



CLASSIC BATTLETECH™

TACTICAL OPERATIONS CHECKLIST (PAGE 2)

WEAPON ATTACKS

<input type="checkbox"/>	Line of Sight/Dead Zones	79
<input type="checkbox"/>	Glancing/Direct Blows	80
<input type="checkbox"/>	Missed Shots	81
<input type="checkbox"/>	Altered Energy Weapon Damage	83
<input type="checkbox"/>	Woods Cover	84
<input type="checkbox"/>	Cluster Hit Penalties	84
<input type="checkbox"/>	Attack vs Large Infantry Formations	84
<input type="checkbox"/>	Bracing	84
<input type="checkbox"/>	Careful Aim	78
<input type="checkbox"/>	Extreme Range	84
<input type="checkbox"/>	LOS Range	85
<input type="checkbox"/>	Firing When Down	85
<input type="checkbox"/>	Linking Weapons	85
<input type="checkbox"/>	Opportunity Fire	86
<input type="checkbox"/>	Expanded Flip Arms	87
<input type="checkbox"/>	Suppressing Fire	87
<input type="checkbox"/>	Expanded Partial Cover	87
<input type="checkbox"/>	Taking Cover	87

PHYSICAL COMBAT

<input type="checkbox"/>	Weight Class Physical Attack Modifiers	88
<input type="checkbox"/>	Blocking an Attack	88
<input type="checkbox"/>	Turn Modes	90
<input type="checkbox"/>	Grabbing	91
<input type="checkbox"/>	Grappling	91
<input type="checkbox"/>	Jump Jet Attack	91
<input type="checkbox"/>	Tripping	92
<input type="checkbox"/>	Charging Terrain/Falling	91
<input type="checkbox"/>	Death from Above	91
<input type="checkbox"/>	Intentional Falls from Above	91

PICKING UP AND THROWING OBJECTS

<input type="checkbox"/>	Picking up and Throwing	92
--------------------------	-------------------------	----

OTHER COMBAT WEAPONS AND EQUIPMENT

<input type="checkbox"/>	Active Probes	99
<input type="checkbox"/>	Hidden Units	99
<input type="checkbox"/>	Targeting	99
<input type="checkbox"/>	Concealing Info	99
<input type="checkbox"/>	Minefields	99
<input type="checkbox"/>	Enhanced Missile Defense	99
<input type="checkbox"/>	Anti-Missile as a Weapon	100
<input type="checkbox"/>	Rapid Fire AC	100
<input type="checkbox"/>	Multiple Targets	100
<input type="checkbox"/>	ECCM	100
<input type="checkbox"/>	Energy Weapons	102

OTHER COMBAT WEAPONS AND EQUIPMENT Cont.

<input type="checkbox"/>	Gauss Weapons	102
<input type="checkbox"/>	Machine Guns	102
<input type="checkbox"/>	Rapid Fire Machine Guns	102
<input type="checkbox"/>	Hot-Load Missiles	102
<input type="checkbox"/>	Disengage PPC Inhibitor	103
<input type="checkbox"/>	Overcharge PPC	103
<input type="checkbox"/>	Retractable Blade	104

HEAT

<input type="checkbox"/>	Avoid Shutdown	104
<input type="checkbox"/>	Reroute Coolant	104
<input type="checkbox"/>	Coolant Failure	104
<input type="checkbox"/>	Coolant Systems	104

VEHICLES

<input type="checkbox"/>	Ground Vehicle Critical Change	107
<input type="checkbox"/>	Motive System Damage Table Change	107
<input type="checkbox"/>	VTOL Strafing/Bombing	107

INFANTRY

<input type="checkbox"/>	Digging In	108
<input type="checkbox"/>	Hitting the Deck	108
<input type="checkbox"/>	Convention Infantry Squad Deployment	108
<input type="checkbox"/>	Using Non-Infantry as Cover	108
<input type="checkbox"/>	Battle Armor Infantry Criticals	109

WEAPON RESOLUTION DICE

<input type="checkbox"/>	Resolution Dice	108
--------------------------	-----------------	-----

ADVANCED BUILDINGS

<input type="checkbox"/>	Tents	116
<input type="checkbox"/>	Hangers	116
<input type="checkbox"/>	Walls	116
<input type="checkbox"/>	Fences	116
<input type="checkbox"/>	Bridges	116
<input type="checkbox"/>	Gun Emplacement	117
<input type="checkbox"/>	Fortresses	117
<input type="checkbox"/>	Castle Brian	117
<input type="checkbox"/>	Climbing Buildings	118
<input type="checkbox"/>	Advanced Building Movement	120
<input type="checkbox"/>	Advanced Building Critical Dmg.	120
<input type="checkbox"/>	Armored Buildings	121
<input type="checkbox"/>	Attacking Buildings from Within	121

ADVANCED BUILDINGS Cont.

<input type="checkbox"/>	Construction Factor	121
<input type="checkbox"/>	Building Collapse	123
<input type="checkbox"/>	Scaled Damage	126
<input type="checkbox"/>	Automated Weapons	133
<input type="checkbox"/>	Liquid Fuel/Chemicals	134
<input type="checkbox"/>	Environmental Sealing	136
<input type="checkbox"/>	Heavy Metal Superstructure	137
<input type="checkbox"/>	Hi/Low Ceilings	137
<input type="checkbox"/>	Large Doors	138
<input type="checkbox"/>	Industrial Elevators	139
<input type="checkbox"/>	Subsurface Structures	140
<input type="checkbox"/>	Castle Brian Complexes	141

ADVANCED SUPPORT VEHICLES

<input type="checkbox"/>	Satellites	148
<input type="checkbox"/>	Rail	149
<input type="checkbox"/>	Large Naval Units	155
<input type="checkbox"/>	Large Airship	164
<input type="checkbox"/>	Mobile Structures	165

GENERAL RULES

<input type="checkbox"/>	Artillery Scatter	178
<input type="checkbox"/>	Artillery	179
<input type="checkbox"/>	Alt. Battle Armor Weight	187
<input type="checkbox"/>	Boarding Actions	188
<input type="checkbox"/>	Command Level Comms	191
<input type="checkbox"/>	Ejection and Abandoning Units	197
<input type="checkbox"/>	Fatigue	198
<input type="checkbox"/>	Castle Improved Positions	198
<input type="checkbox"/>	Infantry vs. Infantry	199
<input type="checkbox"/>	Minefields	207
<input type="checkbox"/>	Morale	211
<input type="checkbox"/>	Rearming Under Fire	213
<input type="checkbox"/>	Simultaneous Movement	215
<input type="checkbox"/>	Taking Control	216
<input type="checkbox"/>	Transport Bays	217
<input type="checkbox"/>	Vehicle Crews	218
<input type="checkbox"/>	Zip Lines	219
<input type="checkbox"/>	Concealing Information	219
<input type="checkbox"/>	Double Blind Rules	220

