

BATTLETECH

ADVANCED 'MECH RE	CORD SHEET	
'MECH DATA	WARRIOR DATA	
Type: Movement Points: Tonnage: Walking: Tech Base: Running: Clan	Name: Gunnery Skill:	
Weapons & Equipment Inventory (hexes) Qty Type	Consciousness# 3 5 7 10 11 Dead	Left Arm Center Torso Left Leg Right Arm Leg Right Arm Leg Center Torso Rear ()
LRM Status: Standard Hot Loaded Cost: BV:	XL Commercial (C) Heat Sink Type: Single Compact	Left Right Torso Rear
CRITICAL HIT TABLE	Double Laser	INTERNAL STRUCTURE DIAGRAM Heat
Left Arm 1.0 Shoulder 2.0 Upper Arm Actuator 2.0 Upper Arm Actuator 3.0 Lower Arm Actuator 4.0 Hand Actuator 5.0 6.0 1.0 2.0 3.0 4-6 3.0 5.0 6.0 Left Torso 1.0 Gyro 2.0 Gengine 1.0 Gyro 2.0 Gengine 1.0 Gyro 2.0 Engine 4.0 Gyro 5.0 Gengine 4.0 Fingine		Left Torso []
1-3 3.0	1-3 4.0 5.0 6.0 1.0 2.0 4-6 3.0 4.0 5.0 6.0 Right Leg 1.0 Hip 2.0 Upper Leg Actuator 3.0 Lower Leg Actuator 4.0 Foot Actuator 4.0 Foot Actuator 5.0 Transfer	Heat Sinks: OOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOO

BATTLETECH

ADVANCED FOUR-LEGGED 'MECH RECORD SHEET	
MECH DATA WARRIOR DATA	
Type: Gunnery Skill: Piloting Skill:	Left 00000 000000 00000 Right Tarsa 00 000000 00000 Tarsa
Movement Points: Tonnage: Hits Taken 1 2 3 4 5 6 Walking: Tech Base: Running: Clan Sprinting: Inner Sphere Jumping: Mixed Hits Taken 1 2 3 4 5 6 Consciousness# Name:	Torso OOOOOOO OOOOOOOOOOOOOOOOOOOOOOOOO
Weapons & Equipment Inventory (hexes) Consciousness# 3 5 7 10 11 Dear	Center 00 00 00
Gty Type Loc Ht Dmg Min Sht Med Lng Standard Console Standard Torso Mounted Auto Eject:	
NOTES Armor Type: Internal Structure Type: Standard (S) Ferro Fibrous (FF) Endo-Steel (ES) Ferro-Lamellor (FL)	
Endo-Composite (EC) Light Ferro Fibrous (LF) Reinforced (R) Heavy Ferro Fibrous (HF) Composite (C) Stealth (ST) Industrial (I) Hardened (H) Gyro Type: Reactive (R)	Left Right Left Rear Leg Right Front Leg () Front Leg
Standard Laser Reflective (LR) Compact Heavy Industrial (HI) Heavy Duty Industrial (I)	Left 0000 0000 0000 Right
Cost: BV: Heat Sink Type: Single Compact	
CRITICAL HIT TABLE	Center Torso Rear () INTERNAL STRUCTURE DIAGRAM Scale
Left Front Leg 1.0 Life Support 2.0 Sensors 3.0 Cockpit 4.0 5.0 Sensors 6.0 Life Support 7.0 Life Support 7	Left
Left Torso 1.0 2.0 1-3 3.0 5.0 5.0 5.0 5.0 5.0 5.0 5.0 5.0 5.0 5	
1.0	()
Left Rear Leg Right Rear Leg	31 - 6 Movement Points 30 Shutdown, avoid 12+ 28 Ammo Exp. avoid on 10+ 46 Shutdown, avoid 20+ 47 Shutdown, avoid 20+ 48 AmMo Exp. avoid on 10+ 45 AMMO EXPLOSION 25 - 5 Movement Points 24 +4 Modifier to Fire 23 Ammo Exp. avoid on 6+ 43 -8 Movement Points 11
1.0 Hip 2.0 Upper Leg Actuator 3.0 Lower Leg Actuator 4.0 Foot Actuator 4.0 Foot Actuator	20 -4 Movement Points 19 Ammo Exp. avoid on 4+ 18 Shutdown, avoid on 6+ 17 +3 Modifier to Fire 15 -3 Movement Points 14 Shutdown, avoid 16+ 37 -7 Movement Points 37 -7 Movement Points 5*
5.0 Damage Transfer 5.0	- 10 -2 Movement Points 8 +1 Modifier to Fire 5 -1 Movement Points 35 Ammo Exp. avoid on 10+ 34 Shutdown, avoid 14+

ADVANCED GROUND VEHICLE RECORD SHEET

Type:	
Movement Points: Cruising: Flank: Movement Type: Engine Type:	
Weapons & Equipment	Inventory (hexes)
Qty Type	Loc Dmg Min Sht Med Lng
_	
_	
_	
_	
Cost:	BV:

CREW DATA	$\overline{}$
Crew:	Dairein ar Chille
Gunnery Skill: Commander Hit (+1)	Driving Skill:
Modifier to all Skill rolls	Modifier to Driving Skill rolls

CRITICAL DAM	MAGE
Front Turret Locked	Engine Hit
Rear Turret Locked)
Sensor Hits	+1+2+3D
Motive System Hits	+1+2+3
Stabilizers	S
Front Left	Right
Rear	Rr. Turret

Nove	
NOTES	

ARMOR DIAGRAM

SAK:	Front Armor	
	\wedge \Box \wedge	
Lett Side Armor ()	Front Turret	Right Side Armor ()

GROUND COMBAT VEHICLE HIT LOCATION TABLE

		ATTACK DIRECTION	
2D6 Roll	FRONT	REAR	SIDE§
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front†	Rear†	Side†
4	Front†	Rear†	Side†
5	Right Side†	Left Side†	Front†
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side†	Rear†
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attackle player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see Combat, p. 192 in Total Warfare for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction. †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see Combat, p. 192 in Total Warfare for more information). Apply damage at the end of the phase in which the damage takes effect. Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2-5	No effect
6-7	Minor damage; +1 modifier to all Driving Skill Rolls
8–9	Moderate damage; –1 Cruising MP, +2 modifier to all Driving Skill Rolls
10–11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier: Vehicle Type Modifiers:
Hit from rear +1 Tracked, Naval +0
Hit from the sides +2 Wheeled +2
Hovercraft, Hydrofoil +3
WiGE +4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

TURRET
No Critical Hit
Stabilizer
Turret Jam
Weapon Malfunction
Turret Locks
Weapon Destroyed
Ammunition**

Turret Blown Off

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

		LOCATION HIT							
2D6 Roll	FRONT	SIDE	REAR						
2-5	No Critical Hit	No Critical Hit	No Critical Hit						
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction						
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit						
8	Stabilizer	Crew Stunned	Stabilizer						
9	Sensors	Stabilizer	Weapon Destroyed						
10	Commander Hit	Weapon Destroyed	Engine Hit						
11	Weapon Destroyed	Engine Hit	Ammunition **						
12	Crew Killed	Fuel Tank*	Fuel Tank*						

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

** If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.



ADVANCED V.T.O.L. RECORD SHEET 888 **VEHICLE DATA** CREW DATA Front Armor Type: Crew: Gunnery Skill: Driving Skill: Movement Points: Tonnage: Cruising: Tech Base: Co-Pilot Hit Pilot Hit Flank: Clan Modifier to Driving Rotor Modifier to all To-Hit rolls Ō Skill rolls Engine Type: Inner Sphere Armor 0 0) 0 Weapons & Equipment Inventory (hexes) CRITICAL DAMAGE 0 0 0 0 0 Loc Dmg Min Sht Med Lng 0 Flight Stabilizer* +3 Engine Hit \Box 00000 0 Turret Locked 0000 Right Side Armor Sensor Hits +1+2+3D Stabilizers eft Side Armor 0 Turret Front Left 00 Right *Move at Cruising speed only **NOTES** Rear Armor BV: Cost: VTOL ELEVATION TRACK

VTOL COMBAT VEHICLE HIT LOCATION TABLE

		ATTACK DIRECTION	
2D6 Roll	FRONT	REAR	SIDE
2*	Front (critical)	Rear (critical)	Side (critical)
3	Rotors†	Rotors†	Rotors†
4	Turret‡	Turret‡	Turret‡
5	Right Side	Left Side	Front
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side	Right Side	Rear
10	Rotors†	Rotors†	Rotors†
11	Rotors†	Rotors†	Rotors†
12*	Rotors (critical)†	Rotors (critical)†	Rotors (critical)†

A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the VTOL. For each such attack, apply damage normally to the armor in that section. The attacking player then immediately rolls once on the VTOL Combat Vehicle

†Damage Value / 10 (round up); see *Rotor Hits*, p. 197, *Total Warfare*. Additionally, damage to rotors slows down the VTOL. Each hit reduces the VTOL's Cruising MP by 1, meaning that the controlling player must also recalculate Flank MP; multiply the new Cruising MP by 1.5 and round up. As with all damage, such movement penalties do not apply until the end of the phase in which the damage occurred.

‡ If the VTOL has no turret, a turret strike hits Rotors†

Turn	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Elevation															\bigcup
															_
Turn	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30)
Elevation															

ARMOR DIAGRAM

Turret Armor

PHYSICAL ATTACKS AGAINST VTOL VEHICLES TABLE

DIFFERENCE IN LEVELS -1 or lower

n 1-2 3

TYPES OF PHYSICAL ATTACK ALLOWED None

All except Punch All except Kick Club and Physical Weapons only

VTOL COMBAT VEHICLE CRITICAL HITS TABLE

			LOCATION HIT		
2D6 Roll	FRONT	SIDE	REAR	ROTORS	TURRET
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Co-Pilot Hit	Weapon Malfunction	Cargo/Infantry Hit	Rotor Damage	Stabilizer
7	Weapon Malfunction	Cargo/Infantry Hit	Weapon Malfunction	Rotor Damage	Turret Jam
8	Stabilizer	Stabilizer	Stabilizer	Rotor Damage	Weapon Malfunction
9	Sensors	Weapon Destroyed	Weapon Destroyed	Flight Stabilizer Hit	Turret Lock
10	Pilot Hit	Engine Hit	Sensors	Flight Stabilizer Hit	Weapon Destroyed
11	Weapon Destroyed	Ammunition **	Engine Hit	Rotors Destroyed	Ammunition **
12	Crew Killed	Fuel Tank*	Fuel Tank*	Rotors Destroyed	Turret Blown Off

*Only if the VTOL has an ICE engine. For VTOLs with fusion engines, treat this result as Engine Hit. * If the VTOL carries no ammunition, treat this result as Weapon Destroyed.

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BAR:	000 0000 00000 00000 000000 0000000	Left Front Armor (1) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2	Left Rear Armar () 0000000000000000000000000000000000	
SA WARRY S. T. STY SALEDSHAME SAFE W		L DAMAGE 1230 14230 150 Turret 2 Locked 150 ted 150 teres 150 teres	Turret 4 Armor []	Turret 8 Armor
	CREW Crew: Gunnery Ski	CRITICA Engine Hit Sensor Hits Turret 1 Loc Turret 3 Loc Turret 5 Loc Turret 7 Loc Stabilizers Front Rear Turret 3	Turret 3 Armor	Turret 7 Armor
TILE GE NAVAL VESS	Tonnage: Template: Tech Base: Clan		BV:	Turret 6 Armor
	VEHICLE DATA Type: Movement Points: Cruising: Flank: Movement Type:	Engine Type:	Cost: Turret 1 Armor [] 00000000000000000000000000000000	Turret 5 Armor



SUPER-HEAVY VEHICLE RECORD SHEET

VEHICLE DATA	
Туре:	
Movement Points: Cruising: Flank: Movement Type: Engine Type:	
Weapons & Equipment	Inventory (hexes)
Qty Type	Loc Dmg Min Sht Med Lng
_	
_	
Cost:	BV:

CREW DATA) —
Crew:	
Gunnery Skill:	Driving Skill: _

Commander Hit +1 Driver
Modifier to all Skill rolls Modifier
Skill rolls

Driver Hit
Modifier to Driving
Skill rolls

BAR:

CRITICAL DAMAGE

Stabilizers
Front Left Right
Rear Ft. Turret Rr. Turret

NOTES

Rear Left Side Armor [Front Left Side Armor []

Rear Armor

ARMOR DIAGRAM

Front Armor

Front

Turret Armor

Rear Turret Armor () GAMES

SUPER-HEAVY VEHICLE HIT LOCATION TABLE

		ATTACK D	IRECTION	
2D6 Roll	FRONT	REAR	FRONT SIDE	REAR SIDE
2*	Front (critical)	Rear (critical)	Side (critical)§	Side (critical)§
3	Right Side†	Left Side†	Front†	Rear†
4	Front†	Rear†	Side†	Side†
5	Front†	Rear†	Side	Side
6	Front	Rear	Side	Side
7	Front	Rear	Side	Side
8	Front	Rear	Side (critical)*	Side (critical)*
9	Front†	Rear†	Side†	Side†
10	Turret	Turret	Turret	Turret
11	Turret	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)	Turret (critical)

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 194 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction. The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at right (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect. Sif the attack hits the front right or left side, all Front side results strike the front armor, while Rear Side results strike the rear right or rear left side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2-5	No effect
6–7	Minor damage; +1 modifier to all Driving Skill Rolls
8–9	Moderate damage; –1 Cruising MP, +2 modifier to all Driving Skill Rolls
10–11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.
Attack Direction	Modifier: Vehicle Type Modifiers:

Hit from rear +1 Tracked, Naval +0
Hit from the sides +2 Wheeled +2
Hovercraft, Hydrofoil +3
WiGE +4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and nolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

SUPER-HEAVY VEHICLE CRITICAL HITS TABLE

LOCATION HIT

2D6 Roll	FRONT	SIDE	REAR	TURRET
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition **	Ammunition **
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

^{*}If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

**If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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CONVENTIONAL INF	A	711	3Y	P	AI	O	<u>JN</u>	/P			D'	Arr	mor	г Тур	pe:	_	_	_	_		_		_	_	_	_	_	Div	viso	r:	
Experience:	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	11	0 9	E	8	7	6	5	4	3	2	1,
Gunnery Skill:	•	•	•	*		•	*	•			•	*	•	•	· 🐑	*		· 🕏	· 🕏	· 🕏	بر م	4	21		ĝ.	ě.	. Č	ě.	· 🐇	r 🐇	۴ 🖣
Anti-'Mech Skill:	\mathcal{M}	A	\mathcal{N}	А	М	N	\mathcal{N}	N	A	N	N	N	N	\mathcal{N}	Л	N	Λ	N	N	, N	<u>. []</u>	<u>i</u> }'	<u>i</u> j	Λ	\mathcal{N}	М	A	М	N	, N	<u>.</u>]'
Max Weapon Damage*	1 '	1	'		'	'	1 '	'	1	'	'	'	'	1 '	1 '	1 '	1	'						J	1 '		'				
Notes:		ange ange N		fier	0	1	2		3	4	5	6	RAI		IN HE			0-HIT				14	15	5 ·	16	17	18	3 19	9 ;	20 2	21
	Fiel	eld Gu	un Typ	pe: _	_	_	_			_	_		Amm	_	 		•	 sable \				_	_		_	_	_		Amm	_	_
*Damage is always applied in 2-point	Dis	sposa	ıble V	Veap	on:	_	_	_	=	_	_	′	Amm	o: <u> </u>		Dir	spos	sable \	Wear	pon:	=	_	=	_	_	_	_	_	. Amm	no: _	_
Damage Value groupings	_	_	_	_			_	_	_	_	_	<u>,</u> ,	Mo	vem	nent	: Mr	₽:_			Ту	pe	: <u> </u>									
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Gunnery Skill:	Ž.	Ě	Ž.	Ž.	*	*	*	Ž	*	ġ.	*	*	*	*	*	*	Č.	· 🛊	· 🕏	· 🛊	۴ م	49	21		Š.	ě,	ě,	Ž.	· 🕏	•	, Ť
Anti-'Mech Skill:	\mathcal{H}	A	\mathcal{N}	М	М	N	М	М	\mathcal{N}	N.	N	М	N.	\mathcal{H}	Ж	А	N	N	. N	R	<u>.]'</u>	<u>i }'</u>	Ψ	Λ	\mathcal{N}	\mathcal{H}	A	\mathcal{N}	N	N	<u>.</u>]?
Max Weapon Damage*	1 '	1 '	'	'	'	'	1 '	'	1	'	1	'	1	1 '	1 '	1 '	1	'						J	1 '		'				
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*Damage is always applied in 2-point Damage Value groupings	1			. –	on:	<u> </u>	<u> </u>	<u> </u>	<u> </u>	_ =	<u> </u>		Amm	no:	_ 	Dis	isposa				_	=	_	=	=	=	_	=	Amr	mo:	=
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'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 106 Heavy Machine Gun 2D6 3D6 Flamer Light Recoilless Rifle 1D6 Medium Recoilless Rifle 206 Heavy Recoilless Rifle 2D6 1D6 Light Mortar Heavy Mortar 1D6 1D6/2 (round up) Automatic Grenade Launcher Heavy Grenade Launcher 1D6

NON-INFANTRY WEAPON DAMAGE AGAINST INFANTRY TABLE

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

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)

+1/+3* Inferno Cruise Missile

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

ATTACK SOURCE MODIFIER (INFANTRY ONLY)

BattleMech in LOS

+2 Artillery

+3 Flamer or Fire

OTHER MODIFIERS MODIFIER (INFANTRY ONLY)

Broken Morale

Cumulative Modifiers Light or Medium Battle Armor Unit -1

Heavy or Assault Battle Armor Unit

Anti-'Mech Skill of 5 or less

Conventional Infantry with Armor (see p. 317)

Unit in Building

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

-2 Force Commander in LOS

INFANTRY ONLY

Friendly non-'Mech, non-infantry unit in LOS -2 Friendly 'Mech in LOS Another Routed Infantry Unit in LOS

Another Routed Non-Infantry Unit in LOS Routed Unit. *Only applies if Commanders (see p. 191) are in use.





Standard Scale

BAR:____

SATELLITE RECORD SHEET

SATELLITE DATA	Nose Damage Threshold (Total Armor)
Type:	()
Type: Thrust: Station Keeping Only Tech Base: Clan Inner Sphere Weapons & Equipment Inventory Standard Scale Qty Type Loc. Ht SRV MRV LRV ERV	() 0000000000 000000000 0000000000 000000
	COCCOCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCC
	GAMES (Total Armor)
Ammo:	CREW DATA Gunnery Skill: Piloting Skill: Hits Taken 1 2 3 4 5 6 Modifier +1 +2 +3 +4 +5 Incp. Crew: Marines: Passengers: Elementals: CRITICAL DAMAGE Avionics +1 +2 +5 CIC +2 +4 D Sensors +1 +2 +5 Life
Cost: BV:	Other: Battle Armor: Support +2
NOTES	Thrusters Left
	Double Left: Right:



MOBILE STRUCTURE TEMPLATE

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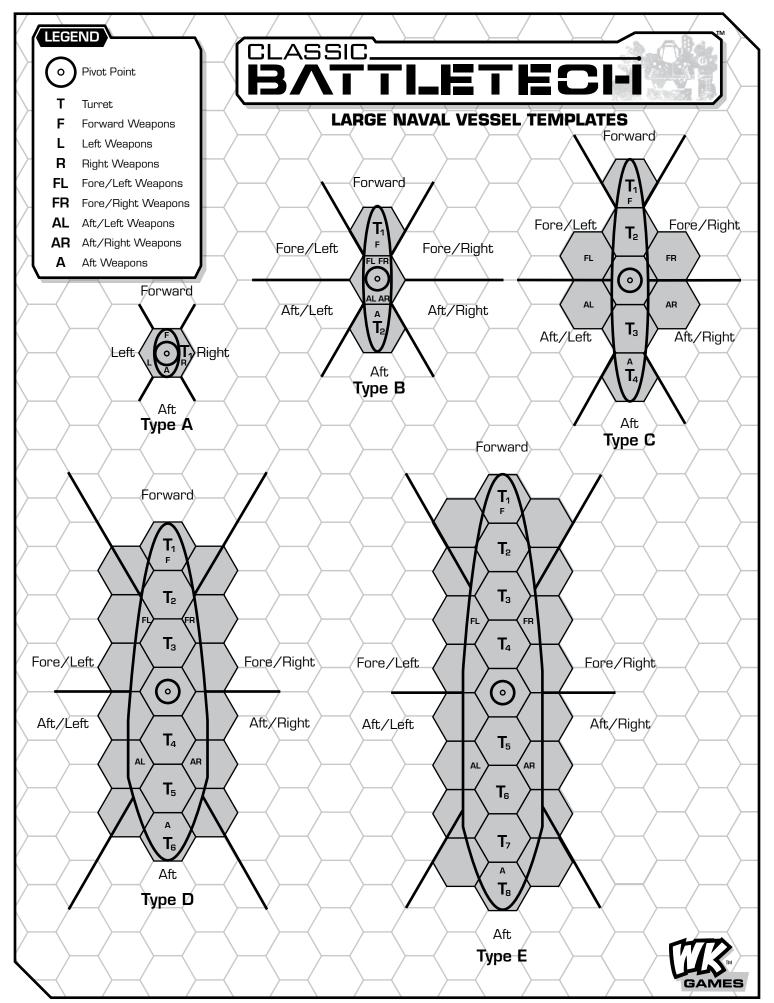


STRUCTURE MAP STRUCTURE RECORD SHEET STRUCTURE DATA Description: Levels: MP: Tech Base: Movement Type: Clan Powerplant Type:_ Inner Sphere 0106 Weapons & Equipment Inventory (hexes) Level: 0107 0307 Qty Type Hex/Loc Dmg Min Sht Med Lng 0106 Level: 0106 Level: 0107 BV: Cost: CF & ARMOR CF Armor Hex Armor Level: Level: **CREW DATA** Level: 0107

. 0407

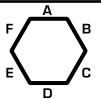
Crew:

Gunnery Skill:





Unit Facing Compass



SIMULTANEOUS MOVEMENT RECORD SHEET

MOVEMENT RECOR	Turn	#	Side:				
Unit ID	Starting Hex	Starting Facing	Movement	Ending Hex	Ending Facing	Torso Facing	# Hexes Moved

Movement Key:-

 $\mathbf{F} \mathbf{x} = \text{Move forward } x \text{ number of hexes}$

R x = Turn right (*x* hex facing, no number means 1 hexside)

 $\mathbf{L} \mathbf{x} = \text{Turn left } (x \text{ hex facing, no number means 1 hexside})$

 $\mathbf{J} = \mathsf{Jump}$

SU = Stand Up

SL = Sidestep left (four-legged or jumping 'Mechs only)

SR = Sidestep right (four-legged or jumping 'Mechs only)

 $\mathbf{B} \mathbf{x} = \text{Move backward } x \text{ number of hexes}$

TL x = Turn left (free movement for a jumping 'Mech)

TR x = Turn right (free movement for a jumping 'Mech)

L \mathbf{x} = Landing x number of hexes (airborne aerospace units) T \mathbf{x} = Take-off x number of hexes (grounded aerospace units)

 $\mathbf{U} \mathbf{x} = \mathbf{U} \mathbf{p} \mathbf{x}$ number of level/elevations/depths

 $\mathbf{D} \mathbf{x} = \mathbf{Down} \mathbf{x}$ number of level/elevations/depths

0 = Opportunity fire (see p. 86)





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 WiGE vehicles, or
other units expending such MIP (such as a battle armor unit expending
VTOL MIP), 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 surfaces rises1 level above the level of the hex. Ground Based Mobile Structures: Add 2 levels for "undercarriage"

Support Unit Template A: O 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 Support Unit Template E: 3 levels above surface/3 levels below surface

Large Support Vehicles: 2 levels Grounded Fighter: 1 level Grounded small craft: 2 levels Grounded Aerodyne DropShip: 5 levels Grounded Spheroid DropShip: 10 levels



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2D6 Roll

14+

Hex is 60° from downwind

SKILLED EVADING			
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 Vehi	

movement mode.

TAKING DAM	AGE WEIGHT	PAGE 23			
CLASS PSR MODIFIERS					
Weight Class	Modifier				
Light (Ultra-Light)	+1				
Medium	+0				
Heavy	-1				
Assault	-2				

PILOTING SKILL RAT	ING MOF FALLING	PAGE 24
Piloting Skill Rating	Margin of Failure	
6–7	0	
2–5	1	
0–1	2	

TURN MODE	PAGE
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*‡

DUCK IN		Terrain
FIRE/SMOKE PAGE 46	П	Planted Fields
RESOLUTION SEQUENCE	П	Woods
	П	Jungle
ollow these steps, in order, during every End Phase:	П	Deep Snow

these steps, in order, during every End Phase: Drift existing smoke clouds

- Check for dissipation of existing smoke clouds
- Check for spread of existing fires

†Does not apply to tracked vehicles ‡Only apply a +1 to tracked vehicles

- 4. Place new smoke clouds from existing fires (including any new fires started)
- Check for weather conditions extinguishing existing fires (including any new fires started)

Effect

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, 2-7 however, and must enter another hex before making another turn attempt.

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. 8_9 Ground vehicles roll once on the Motive System Damage Table (see p. 193, TW), with a -1 modifier.

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 10-11 vehicles roll once on the Motive System Damage Table (see p. 193, TW). The vehicle's movement ends immediately.

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

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

Situation	Success Number*	*All modifiers are cumulative **For every 10 degrees above 3 fier. For every 10 degrees +1 modifier
Crossing non-burning hex	+3	†May not use small laser or E
No Wind ^{‡‡}		laser.
Hex is downwind	9+	**Includes missile infernos, infe inferno bombs, and incenc
Hex is 60° from downwind	11+	*May not use any type of Gaus
Light and Moderate Gale		infantry.
Hex is downwind	7+	#Roll 1D6 to randomly determ time.
Hex is 60° from downwind	10+	[§] Except under the following
Heavy Gale and Storm		Atmospheric Pressures and no fire is possible. For Cast
Hex is downwind	6+	instead, divide the standa

9+

30 degrees Celsius, apply a -1 modibelow –30 degrees Celsius, apply a

PAGE 44

ER small laser, or any kind of micro

ferno fuel ammo, inferno-IV artillery, ndiary grenades.

uss rifle, SRM-2 or conventional SRM

mine the "down wind" direction each

g conditions: in Vacuum and Trace nd in Tornado F1-F3 and Tornado F4+, tles 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 ^{††}	Automatic⁵

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

Modifiers*

+0

+1

+2

-2

-1

Buildings

Hangar

Light

Medium

ADVANCED DETERMINING CRITICAL HITS

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

ПΛ	CE	71	3

	MISSIEL WEAT ONS CHITICAL DAMAGE
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

РΔ	GΕ	7

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)

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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
Light	2
Medium	3

'Mech Weight Class	Total Number of Battle Armor	
Heavy	4	
Assault	6	

DIRECT-FIRE ENERGY/PULSE WEAPONS CRITICAL DAMAGE

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

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DIRECT-FIRE BALLISTIC AND ARTILLERY WEAPONS CRITICAL DAMAGE

Effect Minor damage; no effect
Minor damage; no effect
Moderate damage; attacks with weapon add +1 to-hit modifier
Barrel damage; To-Hit Roll result of 2 for attack with weapon causes it to jam
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).
Weapon severely damaged (mark off another critical slot on the weapon, the topmost slot available); cannot fire
Weapon destroyed (mark off all critical slots on the weapon)

*Add number of critical slots damaged to this result

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

EQUIPMENT CRITICAL DAMAGE

*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 COMBA

ADVANCED COMBAT

ADVANCED FOUR-LEGGED/PRONE 'MECH HIT LOCATION					
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	

FAILURE MODIFIER			
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		

+8

PAGE 76

46-50

*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.

DHVSICAL	WEADON	ATTACKS	ADDENDUM
PHISICAL	WEAPUN	ALIACKS	ADDENDOM

THISICAL WEAT ON ATTACKS ADDENDOM						
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.

†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.

 $\pm A$ 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

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ADVANCED MECH HIT LOCATION				
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.

PAGE 92 Percentage of Throwing 'Mech's Weight* 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 PA			
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		

PAGE 103 PPC FEEDBACK Target Distance Avoid Feedback On 1 hex 10+ 2 hexes 6+ 3 or more hexes 3+

	PAGE 10				
OVERCHARGING PPC					
Weapon Type	Dice Rolled				
Light PPC	1D6				
PPC, ER PPC, Snub-nose	2D6				
Heavy PPC	3D6				

AVOID SHUTDOWN PILOT SKILL RATING MODIFIERS				
N PILUI 3	KILL KATING MU	DIFIEKS		
Modifier	Pilot Skill Rating	Modifier		
+1	2–3	-1		
+0	0–1	-2		
	Modifier +1	Modifier Pilot Skill Rating +1 2-3		

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

	Construction	May Armor	Max Size	MD Cost	Diloting/Driving	Damaga Cealings
Classification/Type	Factor (CF)*	Max Armor (per hex)	(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		<u>/8</u>	+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

†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.

	ARTILLE
Туре	Maximum Range (in mapsheets)
Arrow IV Missile (IS)	8
Arrow IV Missile (Clan)	9
Thumper	21
Sniper	18
Long Tom	30

RY	RANGES	PAGE 181
	Туре	Maximum Range (in mapsheets)
	Cruise Missile/50	50
	Cruise Missile/70	90
	Cruise Missile/90	120
	Cruise Missile/120	150

INDIRECT AR	MES PAGE 181	
Distance from Battlefield (in mapsheets)	Artillery† Flight Time (in turns)	
Less than 1*	0	
1–8	1	
9–15	2	*See Direct-Fire Artillery,
16–21	3	p. 185.
22–26	4	†Arrow IV, Thumper,
27-30	5	Sniper and Long Tom ‡Cruise Missile/50, Cruise
Cruise Missile‡ Flight	Missile/70,	
1 + (Number of mapsheet	Cruise Missile/90 and Cruise Missile/120	

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ADVANCED BUILDINGS

		Piloting	
Building Features	MP Cost/Hex*	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 Liquid Fuel/Chemical Storage Tanks (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)

†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

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

			Weapo	n Type Damage	Values (Radius))
Ordnance Type	Damage Type	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

 $^{{\}bf *See}\ additional\ rules\ for\ the\ specific\ ordnance\ in\ the\ {\it Advanced\ Weapons\ and\ Equipment}\ section.$

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-deliver	ed.
---	-----

ARTILLERY MODIFIERS	PAGE 18
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

ADVANCED GENERAL RULES

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

^{**}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.

ADVANCED GENERAL RULES

ADVANCED BATTLE ARMOR WEIGHTS

PAGE 187

		Battle Armor Units (total occupied cargo space)		
Weight Class	Tons of Cargo Space Occupied	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.

Target Modifier
+1
+2
+3
—§§

Other Modifiers Modifier (Infantry Only)	Target Modifier
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
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.



PLANETARY CONDITIONS

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