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CITYTECH

THE BATTLETECH GAME OF URBAN COMBAT



FASA
CORPORATION

CITYTECH

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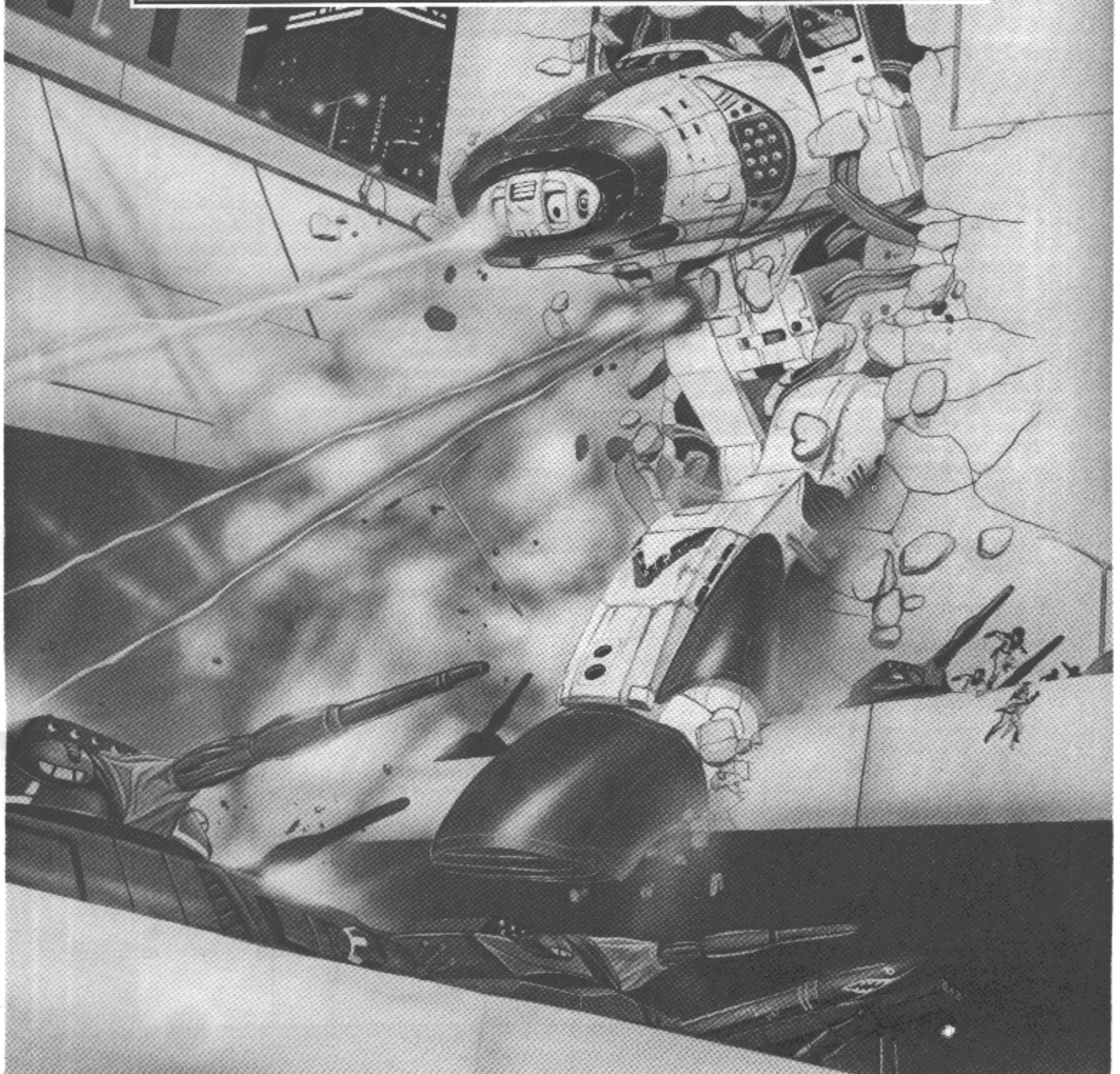
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INTRODUCTION

A Tale of Two Cities

"Shut up, you festering maggots! Shush!

"Yo! You bastard sons of dispossessed mothers! Put a lid on it! Its time for a toast."

Commander Stephen Burrows called his troops to as much semblance of order as could be expected in the middle of Maloof's Tavern, a favored gathering spot for House of Davion mercenaries.

The rowdiness at Burrows's table subsided a bit, and some customers at nearby tables listened, hoping to catch some news from the campaign against Kurita along the near border. Around them in the bar, other groups of MechWarriors gathered to swap stories from other battles, or to sing rowdy, irreverent war songs.

Burrows swayed just a bit as he lifted his glass to propose a toast.

"To Pike IV, now our planet."

The table erupted in cheers, joined by many of the other customers.

"And to taking it away from the Kurita scum."

"Yeah!"

" You said it!"

" Pound them to snail snot!"

"And to the soon-to-be-historic Battle for Weehawken, the most godforsaken hole of a city in the sphere."

"Oh yeah! Great!"

" Our new vacation spot!"

" And most of all -- to boldly going where no 'Mech was ever meant to go. Let's never fight in another city"

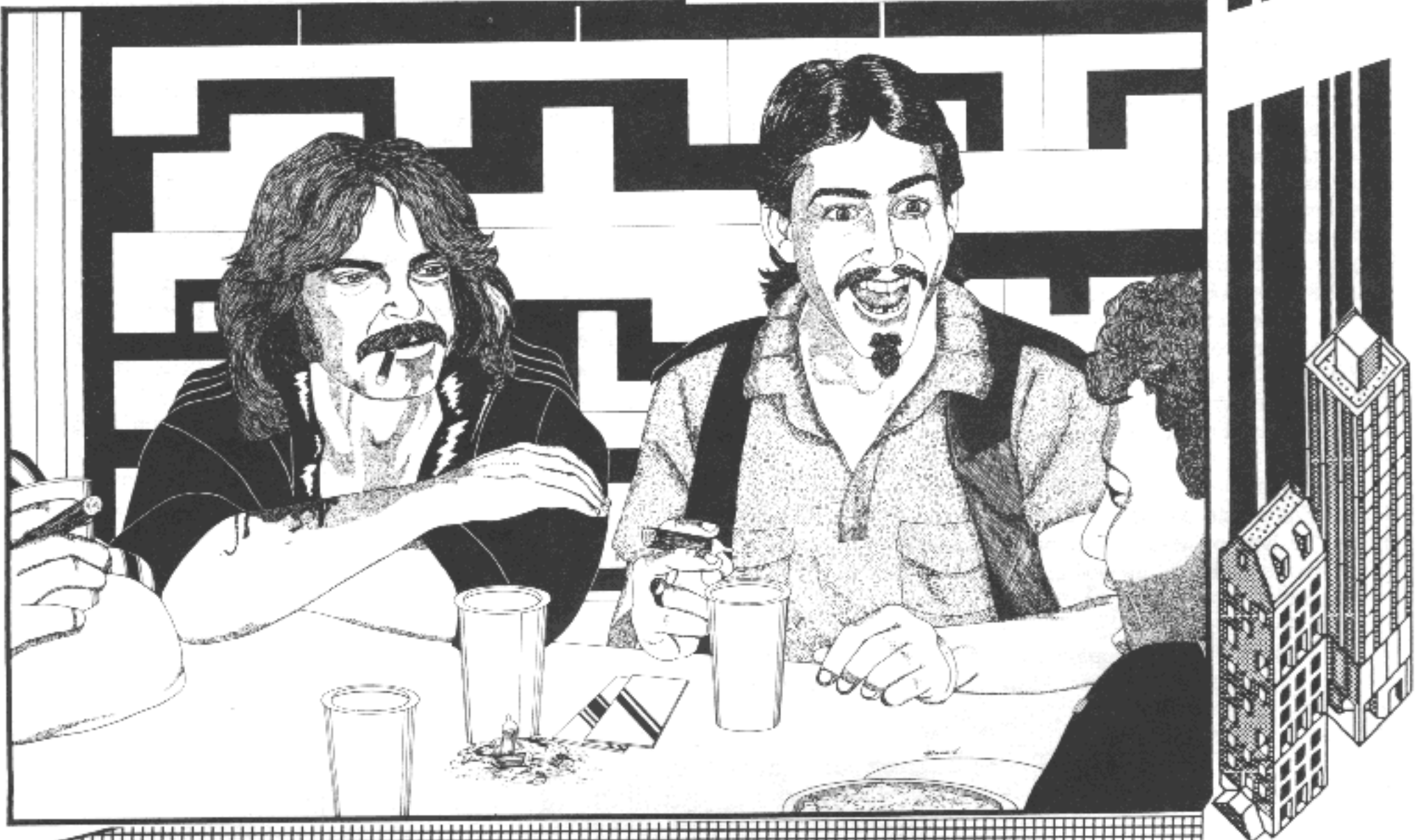
" You bet!"

" Amen!"

" Another round!"

CityTech simulates warfare in the 31st century. Complete rules cover the kings of the battlefield, and the other vehicles and infantry units that the less fortunate must sometimes field. Combat can range over any terrain, but special attention is paid to the special circumstances found when fighting in and around buildings.

CityTech contains all the rules needed to play Expert **BattleTech**. Additional rules covering the movement, combat, and construction of vehicles and infantry units are also included. Most important are the rules for the combat effects of buildings. These include damaging buildings, weapons fire to and from buildings, and entering and leaving buildings.





GAME SET-UP

COMPONENTS NEEDED

Following are the components needed to play **CityTech**.

COUNTERS

This game includes two 11" x 17" sheets of punch-out and fold-up counters. There are counters to represent the different 'Mechs, tanks, and infantry units most likely to be found fighting in a city or urban area. There are also counters representing buildings, to be placed on the **CityTech** Mapsheet.

BATTLEMECH RECORD SHEETS

The BattleMech Record Sheet shown in the diagram is used to keep track of the damage done to the individual 'Mechs during combat. The different sections of the Record Sheet are discussed below.

Armor Diagram

The large diagram at the top of the page is the Armor Diagram. It shows the arrangement of the armor plating on the 'Mech. As armor is destroyed by weapons hits, the boxes are checked off. Diagrams for armor located on the front and back of the 'Mech are included. Also included are the Internal Structure Diagram and the Damage Transfer Diagram.

The Internal Structure Diagram shows the divisions of the 'Mech's internal structure. Like the boxes on the Armor Diagram, these boxes are used to keep track of battle damage to the 'Mech's internal structure. The Damage Transfer Diagram shows where damage will be taken or transferred when a particular part of the 'Mech has been destroyed.

'Mech Data

Located in the upper right corner, this section of the Record Sheet lists all the 'Mech's important statistics. These include the type of 'Mech, its tonnage, movement allowances, and weapons inventory, as well as an ammunition record chart and heat sink check-off list.

Warrior Data

This small section appears just under the 'Mech Data section, and lists the name, skills, and condition of the MechWarrior piloting the 'Mech.

Critical Hit Table

The Critical Hit Table, located in the lower left half of the Record Sheet, shows the physical location of all of the 'Mech's

critical equipment, weapons, and ammunition. These tables determine the location of any critical hits, and show the effects of the complete destruction of any one part of the 'Mech.

Heat Scale

The Heat Scale, a column of numbered boxes, is used to keep track of the internal heat build-up in each 'Mech. As heat builds up, these boxes are checked off from low to high. When enough heat has built up, the comments beside the boxes tell what effect the heat has on the 'Mech's operation.

CITYTECH MAPSHEETS

The two 22-inch by 17-inch **CityTech** Mapsheets used in this game are grids of six-sided areas called hexes. These hexes are used to regulate movement and combat, with 'Mechs moving from hex to hex. Hex maps help make movement more realistic because they provide six possible movement directions instead of the four possible with square grids. Each hex on the mapsheet represents an area of ground 30 meters (roughly 100 feet) across, and each turn represents ten seconds of real time.

The forests, rivers, hills, buildings, and rough areas on the **CityTech** Mapsheet represent a typical mixture of the terrain found in the populated areas on the water-rich planets where 'Mechs combat one another. Shown below are the symbols used for each terrain type.

CLEAR, OPEN GROUND

These are typical fields, meadows, and other grasslands. The ground is firm and may be gently rolling, but its elevation does not change significantly from one side of the hex to the other.

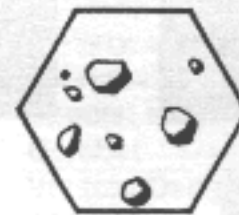
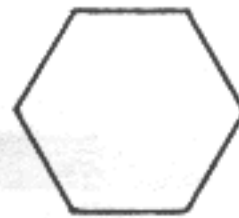
ROUGH GROUND

This is typical broken terrain, rocky and jumbled. Though it is firm, it is more difficult to cross than open ground. Generally encountered next to cliffs and bluffs, rough ground may be formed as a result of some types of combat damage.

CLIFFS AND BLUFFS

This terrain is significantly higher than normal open ground. The light lines show slopes, which are more difficult to cross than open ground because of the rolling changes in elevation.

There are three elevation levels. Level 1 is 6 meters high (waist-high to a 'Mech), so that a 'Mech standing behind it may be partially hidden. Level 2 is about the same height as a 'Mech, or about 12 meters tall. A 'Mech standing behind it is totally hidden. Level 3 is 18 meters tall, or one and one-half times the height of a 'Mech.



LIGHT WOODS

This is open or elevated terrain covered with sparse trees 12 meters in height. A 'Mech will have more trouble crossing this terrain than crossing open ground. Light Woods may be found on either low ground or at the top of bluffs or cliffs. Unless the wood is very large, it is possible to see through Light Woods.



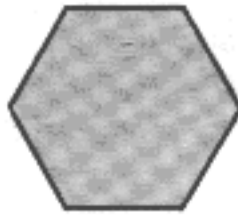
HEAVY WOODS

This is open or elevated terrain that is thickly covered with 12-meter-tall trees. Movement is very difficult through these areas. Heavy Woods may be on low ground or may be found at the top of bluffs or cliffs. Most of the time there will be Light Woods nearby. Heavy Woods are so dense that seeing through them is nearly impossible.



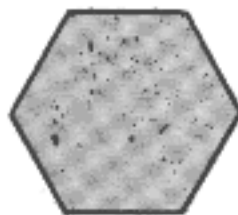
WATER

This is terrain covered by water, either in the form of streams, rivers, swamps, ponds, or lakes. There are four levels of water, depending on the depth. Depth 0 water is ankle-deep on a 'Mech, or very shallow. It is found in easily-crossed terrain such as streams, swamps, or shallow ponds. Depth 1 water is 6 meters deep, or waist-deep on a 'Mech. It is more difficult to cross than shallow water or open ground, and is found in rivers, ponds, and along lakeshores. Depth 2 water is chin-deep on a 'Mech, or almost 12 meters deep. It is much more difficult to cross than shallow water or open ground. Depth 3 water is over a 'Mech's head.



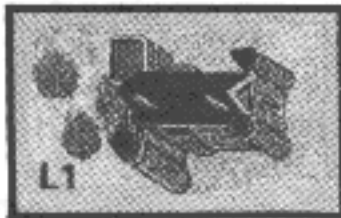
PAVEMENT

A paved hex is one whose surface is fairly smooth and very hard. This normally includes roads, sidewalks, and landing fields. The pavement may be asphalt, cement or even cobblestone. Running 'Mechs and vehicles moving at flank speed may skid on pavement.



LIGHT BUILDINGS

Light Buildings are generally small wooden structures such as residential homes, through which most 'Mechs can walk with little or no trouble. No 'Mech can land on or climb up any Light Building, as the structure is not strong enough to bear the 'Mech's weight.



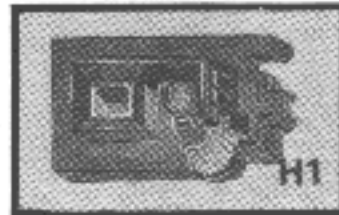
MEDIUM BUILDINGS

Constructed from stone and heavy wood, Medium Buildings are more substantial than Light Buildings and may be similar to light industrial structures. Because these buildings are constructed with heavier materials, they can take more damage before being reduced to rubble. 'Mechs of up to 40 tons can land on or climb up Medium Buildings. Medium Buildings can be of any height.



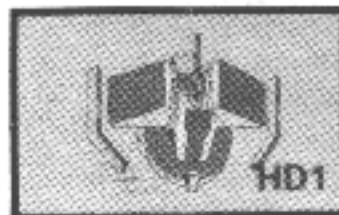
HEAVY BUILDINGS

Heavy Buildings are usually part of industrial complexes, and are constructed of reinforced concrete. They are built to bear very heavy weights. All but the heaviest 'Mechs can land on and climb upon Heavy Buildings.



HARDENED BUILDINGS

Hardened Buildings have been intentionally strengthened for combat. These structures can bear the most weight and take the most damage before being reduced to rubble.



RUBBLE

Rubble is what is left of buildings when 'Mechs are finished with them. Weapons fire, fire damage, and physical damage inflicted by 'Mechs can reduce any building to rubble. Rubble is more difficult to move through, and offers limited protection and cover from weapon fire.



DICE

The game includes two standard, six-sided dice, one red and one white. During the game, sometimes only one die is rolled, and sometimes both are, either one at a time or both together.

MAP SHEET LAYOUT

Lay out the CityTech Mapsheets on a table or on the floor in a way agreeable to all players. This includes placing on the mapsheets any number of buildings, of any height or type. Next, fill out BattleMech Record Sheets for each 'Mech involved in the battle. Statistics for the various types of 'Mechs can be found in this book, in the rulebook for basic BattleTech, or can be created using the BattleMech Design System found in **BattleTech**.

CITYTECH





PLAYING THE GAME

CityTech, like BattleTech, involves keeping track of four things, all important to the performance of the 'Mech. These are movement, heat, damage taken, and weapons fire. Following are the rules of play for each of these elements of the game.

SEQUENCE OF PLAY

CityTech is played in turns. During each game turn, the players follow this sequence:

INITIATIVE PHASE

1. One player from each side rolls both dice for his team's initiative. The team with the higher roll has the initiative throughout the turn.

MOVEMENT PHASE

2. The Team that lost the initiative chooses one 'Mech, and moves it first.

3. The team that won the initiative moves one 'Mech. Movement alternates until all 'Mechs have been moved. The team that won the initiative moves one of its 'Mechs last. Although movement should alternate, at times one side may have to move more than one 'Mech during its move, so that each side ends movement at roughly the same time. One side or the other should not be able to move a large number of pieces at one time because of numerical differences in the teams.

ATTACK PHASE: WEAPONS FIRE

4. The team that lost the initiative chooses a 'Mech that will declare fire first. The player controlling that 'Mech declares any attacks he plans to make using his BattleMech's weaponry.

5. The team that won the initiative chooses a 'Mech that will declare fire next. The player controlling that 'Mech declares his attacks. Declaring targets alternates until all fire has been declared. The team that won the initiative declares the last attack.

6. Weapons fire is resolved, one 'Mech at a time. As all combat is considered simultaneous, the order does not matter. Note that all the weapons attacks by one 'Mech should be resolved before those of any other 'Mech are resolved.

7. Damage from weapons attacks takes effect. Damage is recorded as attacks are resolved, but it does not affect the 'Mech until after ALL weapons attacks have been resolved. At that point, all damage takes effect immediately.

ATTACK PHASE: PHYSICAL ATTACKS

8. Repeat Steps 4 through 7 for all physical attacks, with all damage from these attacks taking effect before the next step.

HEAT PHASE

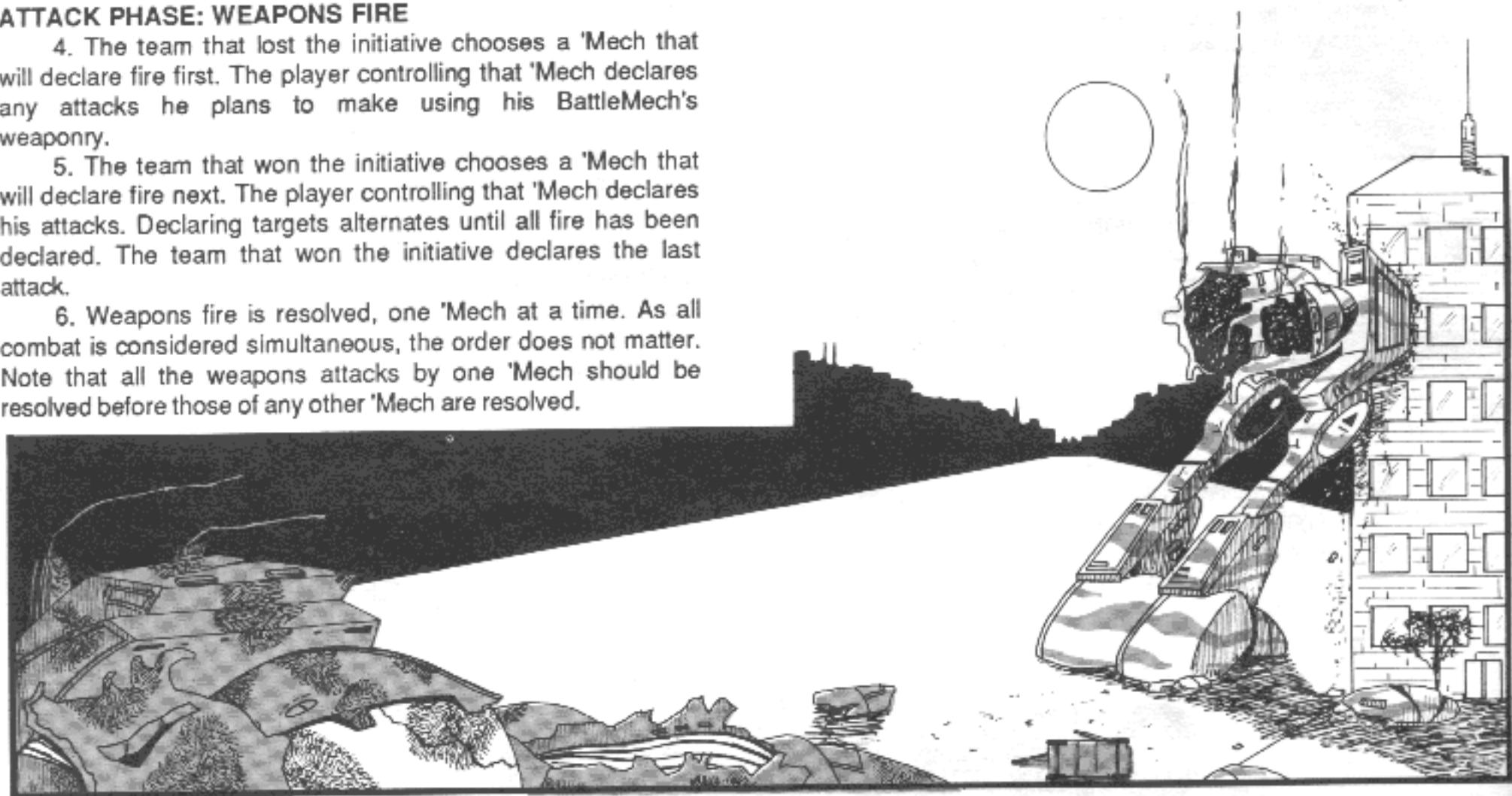
9. Players adjust their Heat Scales to reflect any heat built up or lost during the game turn. Any temporary or permanent damage caused by excessive internal heat goes into effect at this time.

END PHASE

10. Players whose MechWarriors are wounded now roll to see if consciousness is regained.

11. Players roll to see if any fires now on the mapsheet will spread to other hexes.

12. Steps 1 through 11 are repeated until only one team's BattleMechs are left. The team with the last surviving 'Mech is the winner. If the last 'Mechs from each team are destroyed simultaneously, the game is a tie.



MECHWARRIORS

The human soldiers who pilot BattleMechs are called MechWarriors. Their skills play an important role in keeping a 'Mech moving and in combat. A 'Mech will be knocked out of commission if its MechWarrior is killed or seriously injured, even though actual damage to the 'Mech may be light.

MECHWARRIOR SKILLS

Two skills are important to a MechWarrior in combat: *Piloting* and *Gunnery*. Average MechWarriors have a *Piloting* Skill Rating of 5 and a *Gunnery* Skill Rating of 4.

Piloting skill helps determine the outcome when a MechWarrior attempts to avoid falling, or to minimize damage when a BattleMech does fall down as discussed in the *Piloting* Skill Roll section of the **Movement** Rules. *Gunnery* skill helps determine how easy or difficult it is to make a successful shot with the 'Mech's weaponry as discussed in the Base To-Hit section of the **Combat** Rules.

Varying Skill Levels

As an optional rule, the players could roll randomly for the *Piloting* and *Gunnery* skill of every MechWarrior. At the beginning of the game, this will produce an interesting mixture of green and seasoned MechWarriors. Roll one die for the MechWarrior's *Piloting* and *Gunnery* skill.

Compare the roll to the table below.

MECHWARRIOR SKILLS TABLE		
Die Roll	<i>Piloting</i> Skill	<i>Gunnery</i> Skill
1	6	4
2	6	4
3	5	4
4	5	4
5	4	3
6	4	3

Skill Improvement

Players may want to keep any of the MechWarriors they have created for use in future games or in BattleTech campaign games, assuming, of course, that the warrior survives the current battle. If they want to do this, the players should keep track of the number of enemy 'Mechs killed by each surviving MechWarrior. For every four 'Mechs he kills, the MechWarrior can improve his *Gunnery* skill or his *Piloting* skill. For the skill chosen, the player can subtract 1 from the current skill level.

DAMAGING A MECHWARRIOR

There are four ways of damaging a MechWarrior: any head hits, from falling, from internal ammo explosions, and from heat build-up after life-support critical hits.

A MechWarrior can take 6 points of damage before dying, but it is very possible that he will be knocked unconscious long before taking that much damage. Every time the MechWarrior is damaged, the player must roll both dice and consult the table below to see if the MechWarrior remains conscious.

MECHWARRIOR CONSCIOUSNESS TABLE

Total Damage	Consciousness Number
1	3
2	5
3	7
4	10
5	11
6	Dead

If the roll is equal to or greater than the Consciousness Number, the MechWarrior remains conscious. If the roll is less than the Consciousness Number, the MechWarrior is knocked unconscious and the BattleMech cannot move or fire. During the End Phase of the turn after he lost consciousness, the MechWarrior rolls again. If this roll is successful, the MechWarrior has regained consciousness and does not have to roll again unless he is hit again.

Damage From Head Hits

The MechWarrior takes 1 point of damage whenever the BattleMech's head is hit, even if the hit does not penetrate its armor.

Damage From Falling

If his BattleMech falls down, the MechWarrior must roll both dice. If his roll is less than his *Piloting* skill, he will take 1 point of damage.

Damage from Ammo Explosion

An internal ammo explosion will cause 2 points of damage to the MechWarrior, due to the electric shock he receives through his neuro-impulse helmet.

Damage From Excess Heat

A life support systems critical hit will cause 1 point of damage to the MechWarrior for every turn that its internal heat is 15 or more on the Heat Scale. It will cause 2 points of damage for every turn that the 'Mech's heat is more than 25.

For example, on game turn 3, an Archer's head is hit by a medium laser. Although the laser does not penetrate the head's protective armor, the Archer's pilot takes 1 damage point. He had already taken 2 damage points and now has a total of 3 points worth of injuries. The player consults the MechWarrior Consciousness Table and rolls a 6, 1 point less than his pilot needed to remain conscious. The Archer will not be able to move or fire during game turn 4. In the End Phase of that game turn, the player rolls again. If he rolls a 7 or more, the MechWarrior regains consciousness, and his BattleMech will be able to move and fire during game turn 5.



CITYTECH



MOVEMENT

BattleMechs change their position on the mapsheet by using one of many types of movement or movement actions. During the Movement Phase of each game turn, each player must choose the one form of movement his 'Mech will employ that turn.

When it is his turn to move, he must announce what kind of movement he is making so that all the other players will know his intentions. How a 'Mech moves is always the player's choice.

Movement through difficult terrain will at times require a check to see if the MechWarrior really has the skill to successfully pilot the 'Mech through the terrain. Making this check is called the *Piloting Skill Roll*. If the MechWarrior is not successful, the 'Mech may fall. A fallen 'Mech may attempt to stand up.

MOVEMENT POSSIBILITIES

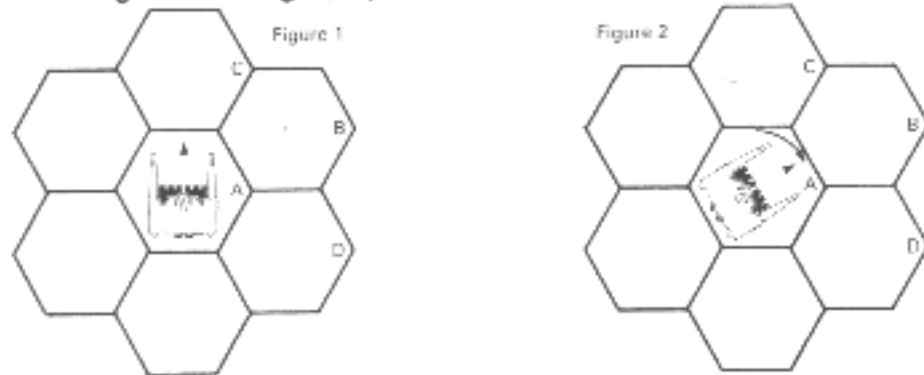
Following are the movement choices available to a BattleMech.

FACING

Every hex on the map has six edges, called hexsides. In *CityTech*, every 'Mech must be oriented to face one of those six hexsides. In this game, the 'Mech is considered to be facing the way its feet are pointing. A 'Mech's facing affects both its movement and its combat, and it can only be changed during the Movement Phase.

Facing Change

It costs 1 MP for every hexside by which a 'Mech changes its facing. A 180-degree spin would cost the 'Mech 3 MP.



In the example shown in the diagram above, a player wants to move his 'Mech from Hex A into Hex B. The 'Mech, however, is currently facing Hex C, and so it cannot legally move to Hex B. If, however, the player changes its facing, as shown in Figure 2, the 'Mech can legally move into Hex B. This uses 1 MP because it was a one-hexside facing change.

If the player wanted to move the 'Mech into Hex D, the 'Mech would have to make a two-hexside facing change. This would cost 2 MP.

STANDING STILL

The BattleMech stays in the hex in which it started the turn.

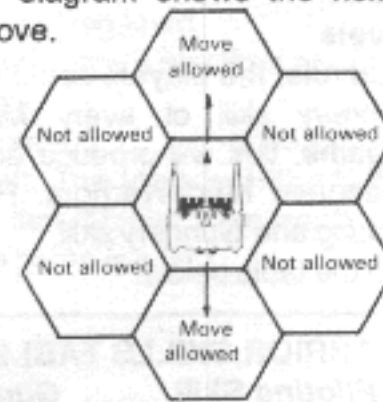
It does not move at all, not even to change its facing.

Standing still creates no heat. It gives no penalty to weapons fire, and is the standard unmodified target.

There is no movement cost for standing still.

WALKING

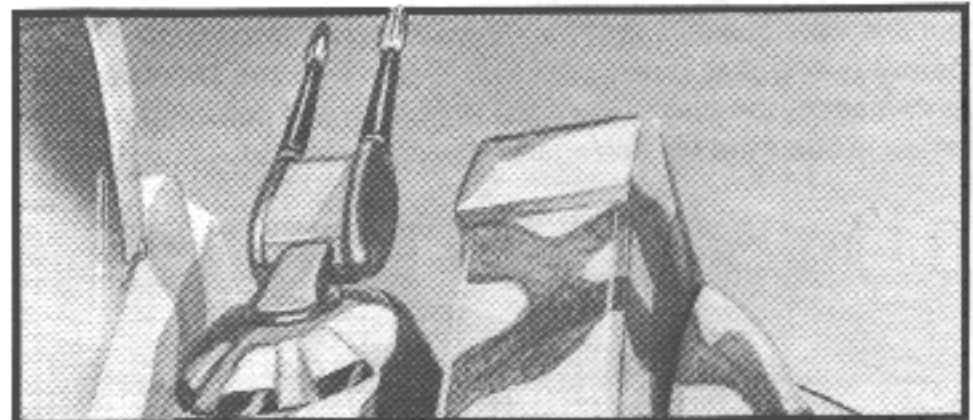
While walking, a 'Mech can move forward into a hex it is facing or move backward into a hex directly to its rear. It cannot move into any other hex unless it first changes its facing. To do this, it turns one hexside at a time until the hex it wants to enter is directly to its front or rear. Then, the 'Mech may move on. The diagram shows the hexes into which a walking 'Mech can move.

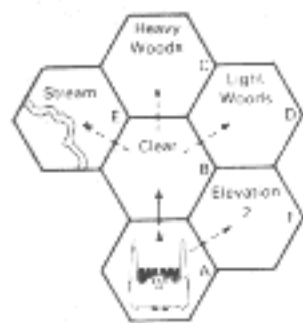


A 'Mech can combine walking forward, walking backward, and changing directions in the same turn. It can walk forward or backward on level ground over open terrain, into Light or Heavy Woods, and across streams, shallow ponds, and swamps. When moving forward, it may climb up or down as many as two elevation levels, either on a cliff or bluff, in a lake or pond, or on a building, but a 'Mech cannot change elevations or depths while moving backward. A 'Mech cannot climb up or down three elevation levels or more, either forward or backward, in a single move from one hex to another.

Walking creates 1 point of heat, which makes it harder for a walking 'Mech to fire all its weapons. A 'Mech that is walking has a small penalty for firing weapons. Also, as a moving target, it is less likely to be hit. These effects are shown on the appropriate To-Hit modification tables.

It costs a minimum of 1 MP for a 'Mech to walk one hex forward or backward. If the terrain is not clear and flat, however, this cost increases as shown in the Terrain Effects On Movement Chart on page 11. A 'Mech must have the total number of MP required before it can move into the hex. The only exception is that a 'Mech can always move forward one hex, no matter what the terrain cost, so long as that is the only move it makes in that game turn. This move would be considered a run for combat modifications.





In the diagram, the 'Mech in Hex A has 4 MP available. It will cost all 4 of the 'Mech's MP to walk straight ahead into Hex B (1 MP) and then forward again into the Heavy Woods in Hex C (3 MP) It would cost all 4 MP for the 'Mech to move into Hex B (1 MP), then change its facing (1 MP) and move into the Light Woods in Hex D (2 MP). Similarly, it would cost the 'Mech all 4 MP to move into Hex E, first forward into Hex B (1 MP), then changing the facing (1 MP), and then crossing the Depth 1 water (2 MP). Finally, if the player wanted to move his 'Mech from Hex A directly to Hex F, he would first have to change its facing (1 MP) and then enter the clear terrain (1 MP) after climbing two elevation levels (2 MP).

RUNNING

When running, a 'Mech can move farther in a turn than it can walking. It can only move forward, climb, or change its facing while running. It cannot move backward while running, and it cannot combine forward and backward movement while running. It cannot climb up or down more than two elevation levels, nor can it run through water of Depth 1 or deeper.

Running creates more heat than walking (2 heat points), which further reduces the number of weapons that may be fired. It also makes firing weapons harder than when walking, but it usually makes the 'Mech a more difficult target, too. These effects are shown on the appropriate tables.

Running 'Mechs pay the same terrain cost as do walking 'Mechs, but they have more MP's to use. All 'Mechs get 1.5 times as many MP when they run as when they walk. Thus, a 'Mech that has 4 MP available when it walks will have 6 MP available when it runs ($4 \times 1.5 = 6$). Fractions are rounded up, and a 'Mech with 3 MP while walking will have 5 MP available when it runs.

When running in a city, or on a paved surface, there is a chance that a 'Mech or vehicle can slip, fall, and lose control. A 'Mech that runs after a facing change must make a *Piloting Skill Roll* modified by the number of hexes moved. If the roll succeeds, then there is no effect. If the roll fails, the 'Mech will fall, suffering normal falling damage and a skid.

Skidding

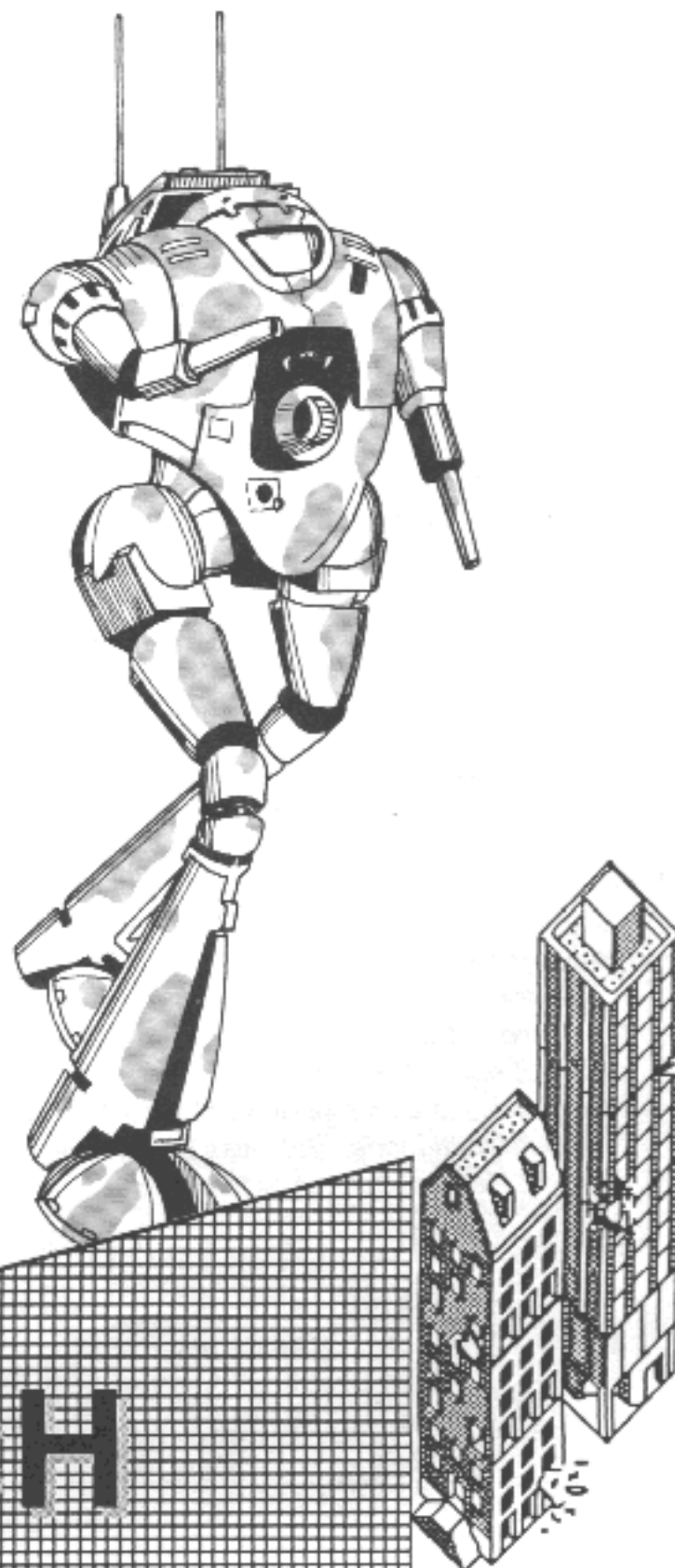
The 'Mech will skid for the number of hexes he has moved in the original direction of travel. If an obstacle is in the way, the normal charge rules take effect, with the distance the 'Mech moved before the skid being the number used for damage calculations. If the 'Mech skids into a building, charge damage is done to the building. If the 'Mech skids into an infantry platoon, that platoon receives damage equal to the 'Mech's tonnage divided by 5,

and the 'Mech continues its skid. This is one of the few times that damage is inflicted during the movement phase.

For every hex that the 'Mech skids, it will suffer additional damage equal to one-half the falling damage (rounded up). The Front Column of the Hit Location Table is used to determine the placement of this damage. Vehicles moving at Flank Speed suffer the same effects in a skid, except that no damage occurs unless the vehicle hits something. There is a +2 To-Hit modifier to all weapons fire and physical attacks attempted during a skid turn.

SKID PILOTING SKILL ROLL MODIFIERS	
Hexes moved	Skill Roll Modifier
0-2	-1
3-4	0
5-7	+1
8-10	+2
11+	+4

There is no *Piloting Skill Roll* required for a simple face change during a run. The roll need only be made when running after the facing change as illustrated in diagram A on page 10.



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JUMPING

Not all 'Mechs can jump. Those that can may move into any hex that is within its jump range. The terrain type in the hex does not matter, nor does the 'Mech's original facing. The 'Mech will land facing whatever direction the player chooses.

A 'Mech cannot jump farther than it can walk. Nor can a 'Mech jump higher, in levels, than it can jump. Jumping creates a lot of heat. It costs 1 heat point for every hex jumped, with a minimum cost of 3 heat points. That is, even if a 'Mech only jumped one hex, it would build up 3 heat points. Jumping also makes firing weapons much harder, and a jumping 'Mech is a more difficult target than a running 'Mech. These effects are shown on the appropriate table.

When a 'Mech jumps, it can move one hex in any direction for every MP it has available for jumping. It can jump into any hex, regardless of elevation level difference (within the 'Mech's elevation restriction) or terrain type. Even 'Mechs that can jump have a limited number of MP available for jumping.

Jumping, because it requires the firing up of the jump jets, may not be combined with any other movement type. The firing of the jump jets, lift-off, and landing take more of the turn than the actual movement, and this could not be simulated easily if the movement types were to be combined.

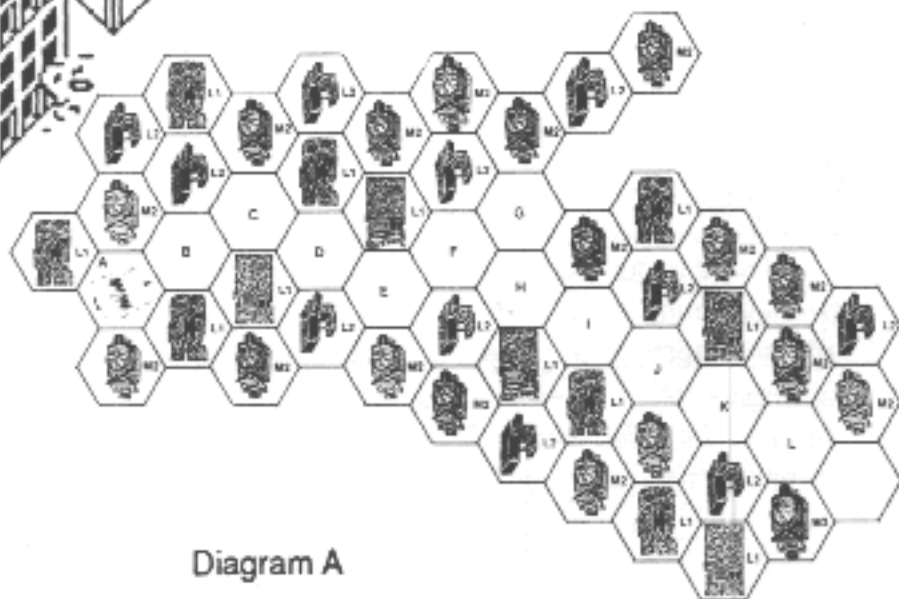
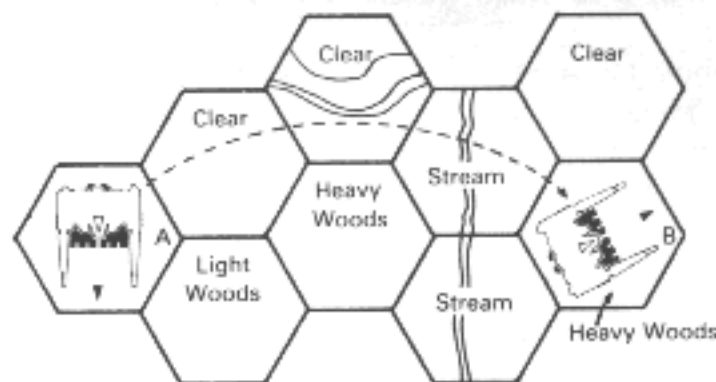


Diagram A

In this example, the Phoenix Hawk in Hex A wants to end its turn in Hex G. To do so requires 9 MP, a run for the 'Mech. The 'Mech runs to Hex C and makes a facing change to Hex D. No Piloting Skill Roll is required. When the 'Mech moves to Hex D, a Piloting Skill Roll is required because the 'Mech has run after making a facing change in a city. The 'Mech has moved three hexes, and so there is no skill roll modifier. The MechWarrior rolls a 10 and does not skid. The 'Mech continues to move on to Hex E, where it makes another facing change. To move to Hex F requires another Piloting Skill Roll, as the 'Mech is still running. This time the skill roll is modified by 1, as the 'Mech has moved five hexes. This time, the MechWarrior rolls a 5, a failure, and his 'Mech will skid down the F-L hexrow. If there are no obstructions, the skid will be five hexes long, as that was how many hexes the 'Mech had moved before falling. The Phoenix Hawk will suffer 5 points of falling damage (45 tons divided by 10 = 4.5, rounded up = 5) and 3 points of damage per hex of the skid (1/2 falling damage of 5 rounded up) for a total of 20 points of damage. Needless to say, the Phoenix Hawk should have jumped.

The diagram shows a 'Mech in Hex A with 4 MP available for jumping. It uses them to jump to Hex B, four hexes away. As it is using jump movement, it spends only 1 point for every hex it moves, ignoring all terrain costs for the hexes it passes over and for the hex in which it lands. After it lands, the player can face the 'Mech in any direction he chooses, at no extra cost. Walking, the 'Mech would have to spend 13 MP to do the same thing. He would have to change facing (2 MP), enter the clear hex (1 MP), enter the clear hex and climb one elevation level (2 MP), change facing again (1 MP), climb down one elevation level (1 MP), cross the stream (2 MP), enter the Heavy Woods (3 MP), and change facing (1 MP).



FALLING

BattleMechs can be knocked off their feet in combat, usually because of damage, or when they move through water and change depth. One of a MechWarrior's primary concerns is keeping his 'Mech on its feet, or, if it has been knocked down, trying to get up.

Falling creates no additional heat, but damage to the 'Mech or the MechWarrior inside may occur.



DROPPING TO THE GROUND

In combat, a MechWarrior may choose to drop to the ground. Usually, he will do this at the end of his movement to hide or to make attacks against him more difficult.

This action creates no additional heat and costs 1 MP.

STANDING UP

The Mechwarrior may choose to have a 'Mech regain its feet after falling or dropping to the ground. His success in doing so depends on his *Piloting* skill. The action creates 1 heat point.

Standing Up requires 2 MP, and requires a successful *Piloting* Skill Roll. If the attempt is not successful, another may be made, as long as there are Movement Points available. Once the 'Mech has successfully stood up, it may face in any direction, no matter which direction it fell.

TERRAIN EFFECTS ON MOVEMENT

Terrain Type	Cost Per Hex
Clear	1 MP
Light Woods	2 MP
Heavy Woods	3 MP
Water	
Depth 0	1 MP
Depth 1	2 MP *
Depth 2	4 MP *
Depth 3	4 MP *
Elevation Change	1 MP /level
Rough	2 MP
Rubble	2 MP *
Light Building	2 MP **
Medium Building	3 MP **
Heavy Building	4 MP **
Hardened Building	5 MP **
Facing Change	1 MP /hexside
Dropping to Ground	1 MP
Standing Up	2 MP

* *Piloting* Skill Roll required to prevent falling

** *Piloting* Skill Roll required to prevent damage from building

OCCUPYING HEXES

In *CityTech*, only one 'Mech at a time can occupy a hex. During the Movement Phase, a 'Mech cannot move through hexes occupied by other live 'Mechs. Armor and infantry, however, are allowed to have two units per hex. This can be in any combination, and one of the two units can be a 'Mech. The only way another unit can be in the same hex with a building is if that unit is inside or on top of the building.

PILOTING SKILL ROLLS

Whenever a MechWarrior attempts to move his 'Mech through exceptionally difficult terrain, or whenever his 'Mech receives 20 damage points or more in a single turn, or a *Piloting* Skill Roll must be made to determine if he has the skill to continue without falling. The following paragraphs describe how to make this roll, and when it is necessary.

Making *Piloting* Checks

The *Piloting* Skill Roll Table lists the events a MechWarrior might encounter that will require a *Piloting* Skill Roll. When one of these events occurs, the player adds the indicated modifiers to his MechWarrior's *Piloting* Skill Level of 5 to find the modified *Piloting* Skill Level. Then he rolls both dice.

The *Piloting* Skill Roll Table lists every event that will require a *Piloting* Skill Roll. When one of these events occurs, the player adds the indicated modifiers to his MechWarrior's *Piloting* Skill, and makes a *Piloting* Skill Roll.

PILOTING SKILL ROLL TABLE

BattleMechs's Situation	Modifier
<u>Physical Attacks on 'Mech</u>	
'Mech kicked	none
'Mech pushed	none
'Mech charged	+2
<u>Damage To 'Mech</u>	
'Mech takes 20 damage points in 1 turn	+1
'Mech reactor shut down	+3
Per leg/foot actuator destroyed	+1
Per hip critical hit (2 maximum)	+2
'Mech's gyro hit	+3
<u>'Mech's Actions</u>	
'Mech missed Kick	none
'Mech charging/Death from Above	+2
'Mech entering Depth 1 water	-1
'Mech entering Depth 2 water	none
'Mech entering Depth 3 water	+1
'Mech trying to get up	none
MechWarrior trying to avoid Falling	
Damage per level fallen	+1
'Mech entering rubble	none
'Mech entering/leaving Light Building	none
'Mech entering/leaving Medium Building	+1
'Mech entering/leaving Heavy Building	+2
'Mech entering/leaving Hardened Building	+5

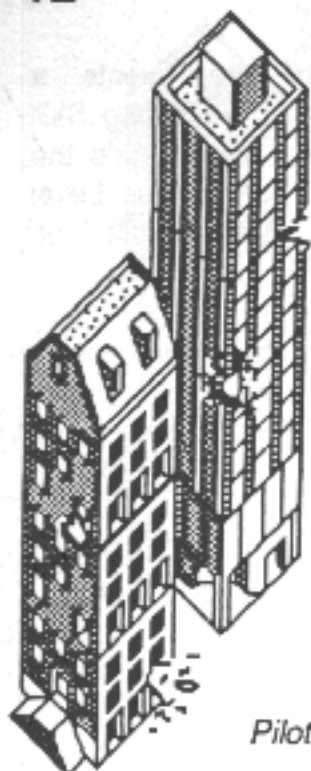
Piloting Skill Roll Results

If the roll is equal to or greater than the modified *Piloting* Skill Level, the action was successful. The 'Mech did not fall or it gets back to its feet. If, however, the roll is less than the modified *Piloting* Skill Level, the 'Mech falls down or cannot regain its feet.

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Piloting Skill.

FALLING

When a 'Mech falls down, it inflicts damage on itself and possibly on the MechWarrior inside. The amount of damage given to the 'Mech varies, depending on its weight and on how far it falls. Whether or not a MechWarrior is damaged depends on his Piloting Skill.

Determining Location After A Fall

To determine the location of the 'Mech after a fall, the players must use their judgement and the following guidelines to create a reasonable outcome. The location after a fall is largely determined by the action that created the fall.

In general, when a fall occurs because of terrain (movement in deep water, for example), the 'Mech will fall into the lower of the hexes. If a fall occurs because of weapons fire (20 damage points in a turn), the 'Mech will fall into the hex it occupies. If the location of this hex is not clear, determine it randomly. If a fall occurs because of some other reason, the 'Mech probably will have fallen into the same hex.

In **CityTech**, a 'Mech cannot fall into a hex containing another 'Mech. To determine in which hex the fallen 'Mech ends up, consult the **Facing After A Fall Table** and move the fallen 'Mech one hex in the indicated direction. When determining damage location, use the table indicated. If a 'Mech falls in a hex occupied by infantry or a vehicle, it will hit the ground and not the non-'Mech unit.

Determining Elevation Levels Fallen

To find the number of levels fallen, subtract the elevation level of the hex into which the 'Mech falls from the elevation level of the hex in which it began the current phase. If this number is negative (the 'Mech has fallen uphill), treat it as a 0.

Falling Damage to the 'Mech

The 'Mech will always take damage from a fall. To find the damage taken by a fallen 'Mech, determine the Damage Value of the 'Mech's weight; this is 1 damage point for every 10 tons (rounding up).

Then, determine how many elevation levels the 'Mech fell, and add 1 to this number. Multiply the two together to give the damage from the fall. If the 'Mech falls in a water hex, the damage is cut in half, rounding up.

Break the damage up into 5-point groups, and determine the hit location for each group. Mark off the damage as explained in **Recording Damage** on page 16.

For example, an Archer is trying to get to its feet during the

Movement Phase. The MechWarrior fails his Piloting Skill Roll and the 'Mech falls down again. The 'Mech is in a Level 0 hex, and it began the Movement Phase in the same hex. It suffers 7 damage points. (70 tons divided by 10 = 7; the number of levels fallen + 1 = 1; 7 x 1 = 7.)

In a second example, an Archer falls off a Level 2 hex into a Level 0 hex because of a push. The MechWarrior fails his Piloting Skill Roll and suffers 21 damage points. (7 points for its tonnage; the 2 levels it fell + 1 = 3; 7 x 3 = 21.)

Falling Damage to MechWarrior

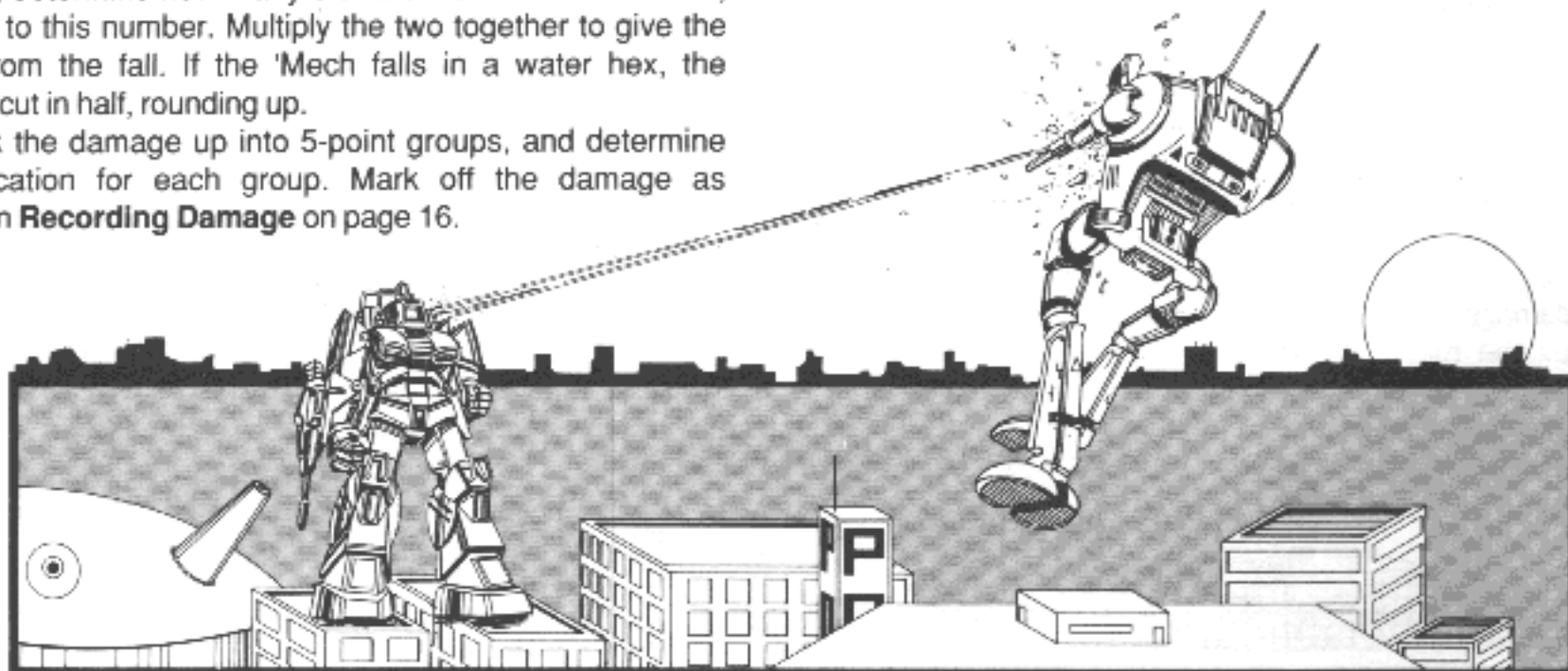
Whether or not a MechWarrior takes damage from a fall is determined after it is clear that the 'Mech has fallen. A second Piloting Skill Roll is made after every fall, using a modifier for the number of elevation levels fallen. If this roll is successful, the MechWarrior is not injured. If the roll is not successful, the MechWarrior takes 1 damage point.

Facing After A Fall

When a 'Mech falls, its facing may change. This is important because the direction of its fall determines which Hit Location Table is used to allocate damage.

To determine what the facing will be after the fall, roll one die and compare the result to the Facing After A Fall Table, which will show the new facing. When determining damage location, use the table indicated.

FACING AFTER A FALL		
Die Roll	New Facing	Damage Location
1	Same Direction (on face)	Front/Back Side
2	1 Hexside Right (on side)	Right Side
3	2 Hexsides Right (on side)	Right Side
4	Opposite Direction (on back)	Front/Back Side
5	2 Hexsides Left (on side)	Left Side
6	1 Hexside Left (on side)	Left Side



In **CityTech**, weapons and physical attacks inflict damage on the outer armor covering every 'Mech. When all the armor points in a location are gone, any remaining damage affects the internal structure of the 'Mech. Every attack that penetrates the armor of a 'Mech has a chance to be a critical hit.

Once a successful attack has been made, the damage location is determined and the damage is recorded.

PICKING A TARGET

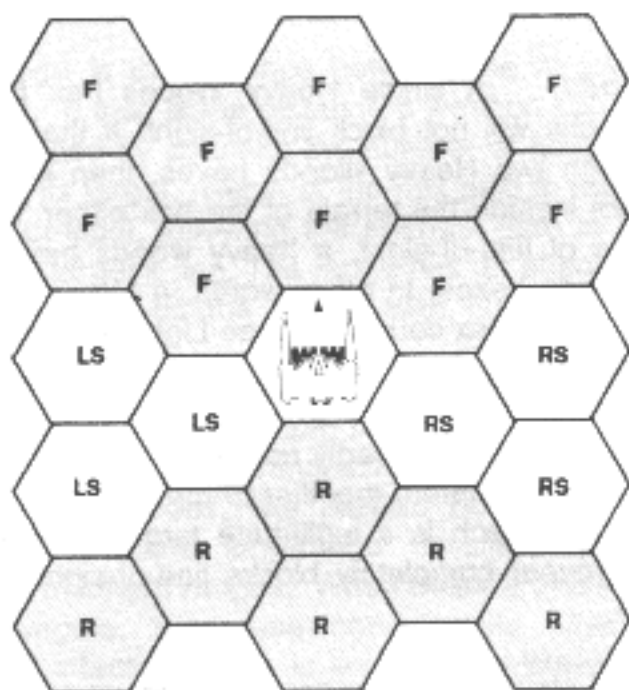
Choosing a target in **CityTech** is difficult, as there are many factors to consider.

FIRING WEAPONS

The Combat Rules describe the assortment of energy weapons, ballistic weapons, and missile launchers available to a BattleMech. Every weapon has its own short, medium, and long range, its own damage effects, and its own heat generation rating. In addition, the 'Mech has limited ammunition available for its missile launchers and ballistic weapons. The characteristics of each weapon are listed in the Weapons Table.

FIRING ARCS

The firing arcs in **CityTech** take advantage of the special nature of arm-mounted weapons. There are four basic firing arcs: the front and rear arcs, and the right and left side arcs. The diagram shows all four of these arcs.

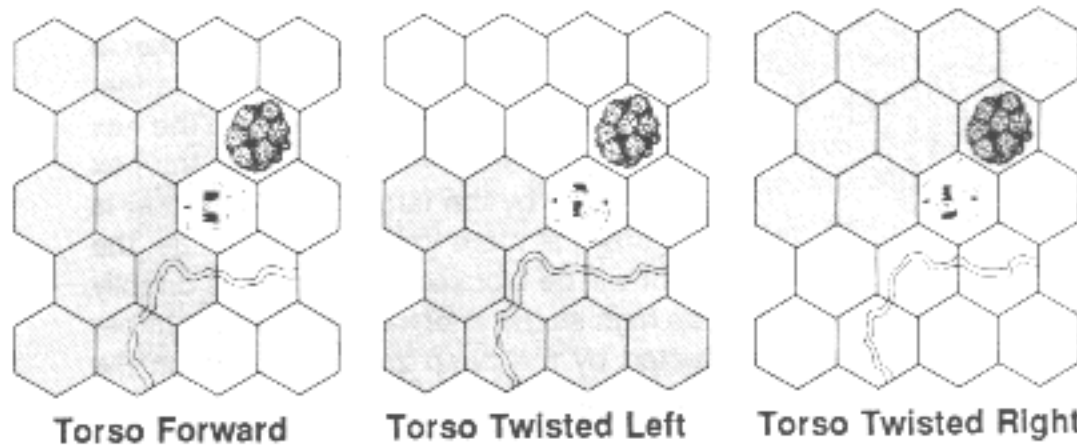


Weapons mounted on the forward torso and head may only fire into the forward arc. Weapons mounted on the right arm or held in the right hand can fire into the forward arc or into the right side arc (abbreviated RS). Weapons mounted on the rear torso may fire only into the rear arc. Weapons mounted on the left arm may fire into the forward arc and into the left side arc (abbreviated LS).

Rotating The Firing Arcs

Each BattleMech can rotate its torso one hexside to the left or right, while keeping its feet where they are. This means that the 'Mech can move in one direction, but fire in another. A 'Mech's firing arcs depend on which way its torso is turned, and only partly on which way its feet are pointing.

When the 'Mech's torso rotates, however, the forward firing arc moves, too. The accompanying diagram shows this.



LINE-OF-SIGHT

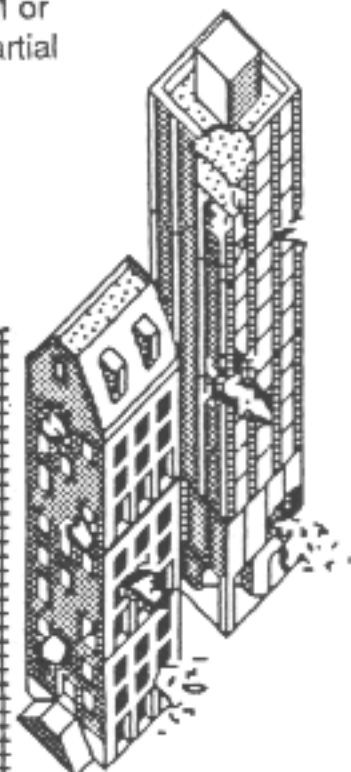
In **CityTech**, Heavy Woods and Light Woods do not block the line-of-sight entirely. It is possible to shoot into and through woods hexes, although they modify the To-Hit Number. Elevation differences affect line-of-sight more dramatically, as buildings that are high enough can block line-of-sight completely. In the elevation cases listed below, any building or hill of the correct height will have the stated effects.

Intervening Low Elevation

A Level 1 elevation between the attacker and its target usually has no effect on the line-of-sight. If the target is very close to the elevation in the hex right behind it, that elevation provides partial concealment. In this case, a shot is still possible at the partly-concealed target, but there is a modifier to the To-Hit Number and a restriction on which parts of the 'Mech may be hit.

Intervening High Elevation

A Level 2 elevation almost always blocks line-of-sight. The only time when this might not occur is when the attacker and the target are at widely differing elevations or are themselves both at Level 1 or higher. In this case, the ridge will provide partial concealment. A shot will still be possible, but there will be a modifier to the To-Hit Number and restrictions on what parts of the 'Mech may be hit.

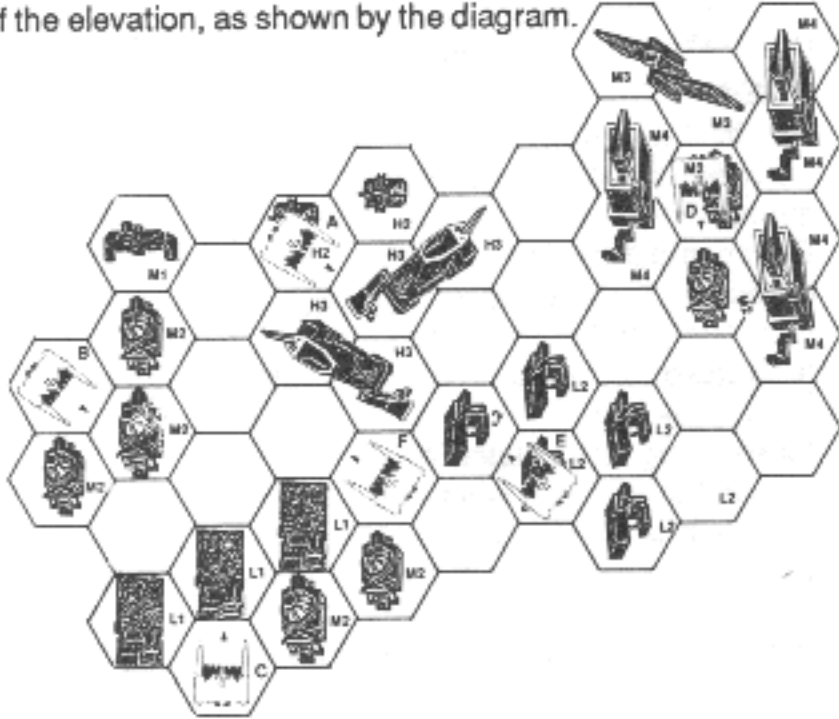


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Elevation Dead Zones

The dead zone behind or below the peak of an elevated area also may block line-of-sight. If the attacker is shooting up at more than one hex range, the line-of-sight will be blocked if the hex next to the attacker is as high as the hex occupied by the target. If the attacker is shooting down at more than one hex range, the line-of-sight will be blocked if the target is directly behind a hex as high as the attacker's hex. The number of hexes protected by the dead zone depends on the height of the elevation, as shown by the diagram.

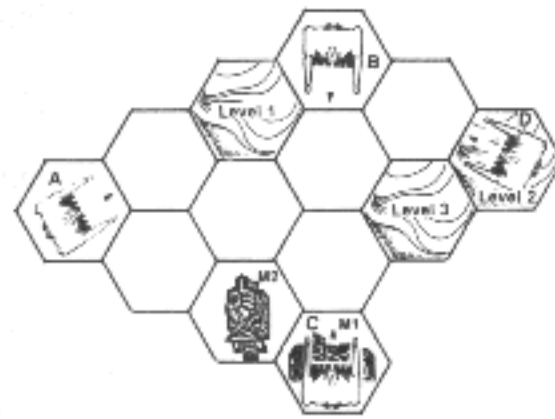


The 'Mech in Hex A can see and be seen by the 'Mechs in Hexes G and E. It cannot see the 'Mech in Hex F because the two Level 3 buildings create a dead zone. Hex D cannot be seen because the 'Mech there is behind two levels of elevation, which block sight completely. The same is true of Hex B. The 'Mech in Hex A also has partial cover, as it is in effect adjacent to a Level 1 elevation. The 'Mech in Hex B cannot see any other 'Mech, as it is surrounded by level 2 elevation hexes. The 'Mech in Hex C can only see the 'Mech in Hex A, as the Level 2 buildings block its line-of-sight in other directions.

Partial Cover: Partial Cover makes a 'Mech harder to hit, but any shot that does hit is likely

to hit more critical areas. To qualify for partial cover, a 'Mech must be adjacent to a Level 1 elevation that is between him and the unit that is shooting. This Level 1 elevation can be a hill, building, or combination. If the 'Mech is not on ground level, any elevation that is one greater than his level and meets the other requirements for partial cover is considered partial cover. Partial cover has no effect on line-of-sight, but provides a +3 To-Hit modifier. Any damage inflicted on a partially concealed target is determined on the Punch Damage location table

The 'Mechs in Hexes B, C, and D have partial cover from the 'Mech in Hex A, as each has one level of elevation between themselves and the firing 'Mech in Hex A.



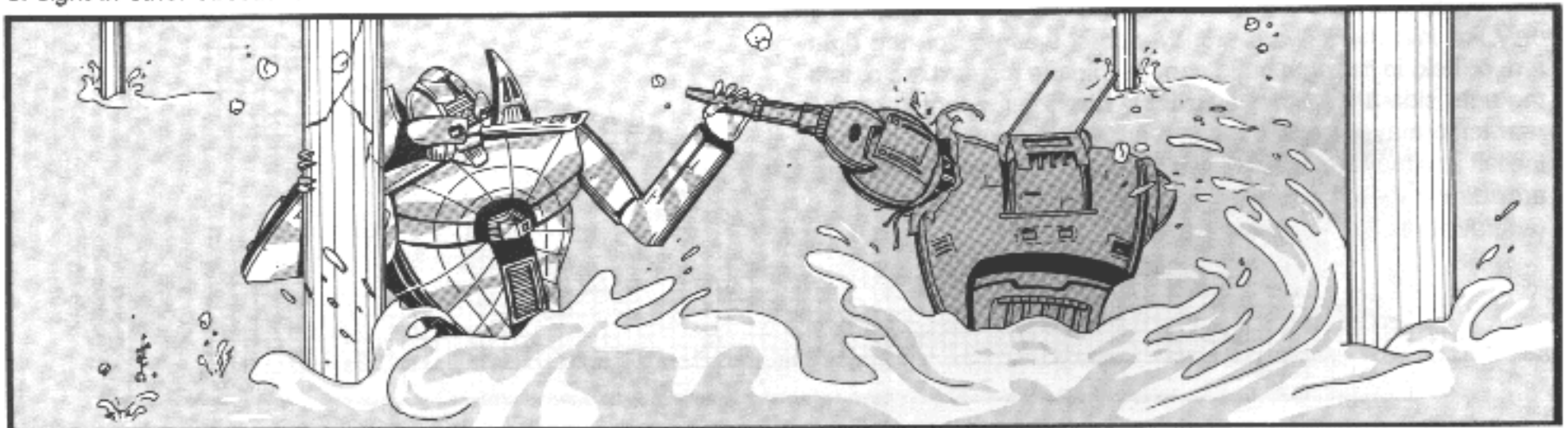
Light Woods: Light Woods hexes do not totally block line-of-sight unless there are three or more between 'Mechs. This does not include the terrain of hexes occupied by either 'Mech.

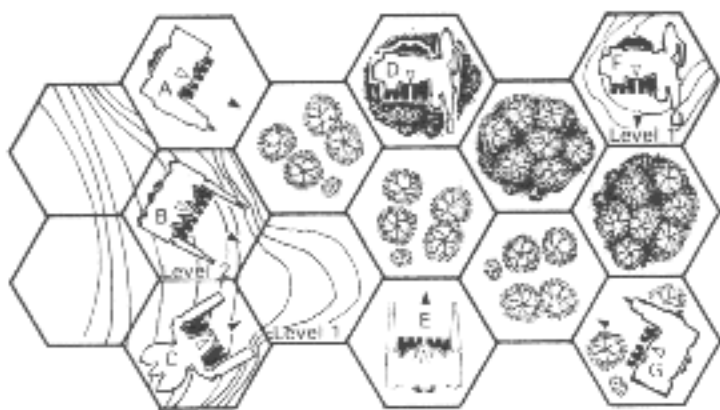
Heavy Woods: A single Heavy Woods hex in between opposing 'Mechs will not block line-of-sight. If the line-of-sight passes through two Heavy Woods hexes, then it is blocked. This does not include the terrain of the hex either 'Mech is in. For purposes of line-of-sight, a heavy woods hex counts as two Light Woods hexes. In other words, a Heavy Woods hex and a Light Woods hex count as Three Light Woods hexes and therefore block line-of-sight.

Water

A Depth 1 water hex partly conceals a 'Mech standing in it. There is a concealment modifier to the To-Hit Number, and only part of the 'Mech is a legitimate target. A water hex of Depth 2 or deeper completely blocks line-of-sight to a 'Mech standing in it.

All of the elevation cases described above are valid when 'Mechs are on levels differing by one or two elevation levels. The actual terrain does not matter. It can be made up of buildings, hills, or any combination of those.





The diagram shows some of the principles governing line-of-sight in operation. A 'Mech in Hex A can see 'Mechs in Hexes B, D, and E. It cannot see the 'Mech in Hex F because there is a Light Woods hex and a Heavy Woods hex in between. This will cause the 'Mech in Hex F to be blocked from all 'Mechs except D and G. The 'Mech in hex A cannot see the 'Mech in Hex G because there are three Light Woods hexes between the two 'Mechs, and it cannot see the 'Mech in Hex C because the elevation of Hex B causes Hex C to be Dead Ground.

The 'Mech in Hex C cannot see the 'Mech in Hex A because the hill crests too close to C. It does, however, have an unblocked line-of-sight to the 'Mechs in Hexes B, D, E, and G. The combination of Light and Heavy Woods hexes block line-of-sight to Hex F.

RANGE

Range is the distance between the attacking 'Mech and its target. It also is the distance a weapon can fire. The range is determined by counting the number of hexes from the firing 'Mech to its target. Begin at the hex next to the attacker along the line-of-sight, following the shortest path to the target, and count the target's hex. The range has an effect on how easy or difficult it is to hit the target, with distant targets generally being harder to hit.

The ranges for all weapons are listed in the Weapons Table. A weapon's maximum range is divided into thirds for its short, medium, and long ranges.

Some weapons, like particle beam projector cannons, auto-cannons, and long-range missiles, are designed for targeting at longer ranges. When these are used at very-close-range targets, they lose considerable effectiveness. This minimum effective range is listed in the Weapons Table. The number given is the range at which the weapon becomes less effective than normal, and the minimum range modifier to the To-Hit Number will reflect this.

MULTIPLE TARGETS

Not all of a 'Mech's front- and arm-mounted weapons may fire at the same time unless the target falls in the same field of view. Because the weapons that fire forward have such wide arcs, it is possible for one weapon's legitimate target to be out of the firing arc of another.

For a 'Mech to fire at more than one target, the multiple targets must fall in a 120-degree arc. On the mapsheet, this arc spreads outward

from any one of the front hexes and the hex on either side, so that it touches three of the hexsides of the hex where the 'Mech is standing. These three fields of view are shown in the diagram on page 13.

Because the torso can twist one hexside to either side of front, there are two more fields of view possible. They also are shown in the diagram on page 13.

All the front-torso-mounted or arm-mounted weapons may fire into the hexes in these fields of view.

TO-HIT MODIFIERS

After a player has determined that a target is within range of weapons that can bear on the target and that there is a clear line-of-sight to the target, firing can begin. He counts the range. For each weapon he will fire, he checks to see if the firing is more difficult than normal because of terrain, movement, or range, then rolling two dice to see if he hit the target. In general, the more difficult the target due to distance (range), concealment by terrain, or movement, the more difficult a successful shot will be.

The Base To-Hit Number of the 'Mech's weaponry is determined by the range. That means that the player must count the range and consult the Weapons Table for each weapon he intends to fire. This number is then increased if either 'Mech is concealed by terrain and if either 'Mech moved. This will give a Modified To-Hit Number. The attacker rolls the dice. If the number rolled is equal to or greater than the Modified To-Hit Number, the shot hit. If the modifiers make the Modified To-Hit Number 13 or more, the attack is automatically a miss.

BASE TO-HIT NUMBER

The Base To-Hit Number for all weapons depends on the range and the MechWarrior's *Gunnery Skill*. For every *Gunnery Skill* level above or below 4, the Base To-Hit Number is increased or decreased by 1. To find the Base To-Hit Number, first count the range between the attacking 'Mech and its target, using the shortest path and counting the target's hex but not the attacker's hex. Next, consult the Weapons Table for the weapon being fired. Find that range in the row of numbers for the weapon, and determine if the range is short, medium, long, or out of range. This Base To-Hit Number will be modified by terrain and movement.

BASE TO-HIT NUMBERS TABLE	
Range Group	Base To-Hit Number
Short	4
Medium	6
Long	8

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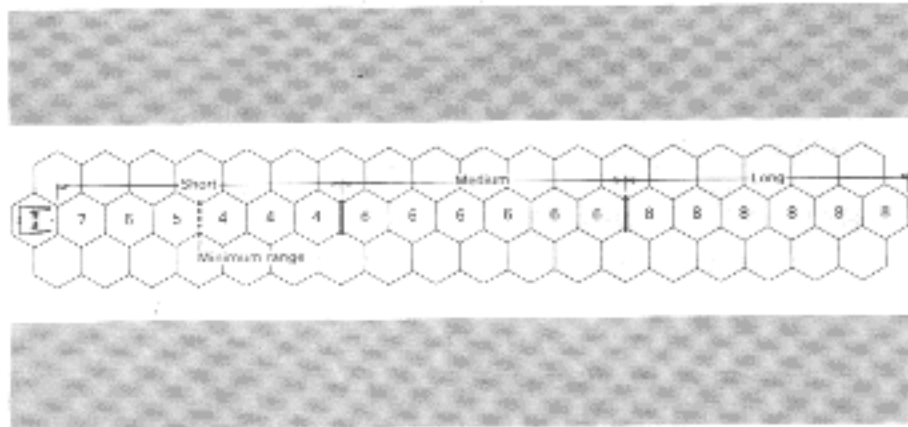
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MINIMUM RANGE MODIFIER

The minimum effective range given in the Weapons Table is the hex at which the To-Hit Number is modified by +1. For every hex closer, the modifier is increased by 1, so that the Minimum Range Modifier for some weapons is greater at very close ranges than at maximum range.

A particle projector cannon has a minimum effective range of three hexes. If a Warhammer is firing it at a Crusader three hexes away, it has a Minimum Range Modifier of +1. If however, it is fired at a target only two hexes away, the modifier is +2. If the target is one hex away, the modifier is +3. This is shown in the diagram.



If the Warhammer in our previous example allows its target to get only two hexes away, its To-Hit Number will be modified because the target is within its minimum effective range. The Base To-Hit Number is 4 because the target is at short range, and the Minimum Range Modifier is +2. This makes the Modified To-Hit Number a 6, the same as if the 'Mech were at medium range!

MOVEMENT MODIFIERS

In CityTech, the To-Hit Number is modified by the movement of the attacking BattleMech and its target. In addition, there are modifiers for 'Mechs firing from the prone position and attacks against prone 'Mechs. These modifiers are detailed in the section on Prone 'Mechs And Weapons Fire.

MOVEMENT MODIFIERS TABLE

BattleMech Attacker	Movement	Modifier
	Stationary	None
	Walked	+1
	Ran	+2
	Jumped	+3
Target	Moved 0-2 Hexes	None
	Moved 3-4 Hexes	+1
	Moved 5-6 Hexes	+2
	Moved 7-9 Hexes	+3
	Moved 10+ Hexes	+4
	Jumped	+1

During the Movement Phase, the attacking Warhammer from the previous example walked (+1 modifier), and the target moved a total of four hexes (+1 modifier). As a result, the movement modifier is +2. This is added to the Base To-Hit Number. This means that the Warhammer can fire his PPC at the Crusader, which is two hexes away, with a Modified To-Hit Number of 8.

TERRAIN MODIFIERS

MechWarriors are able to deal with the effects of terrain on combat. It is not impossible to shoot through Light and Heavy Woods, but successful shots become more difficult the more wood hexes are between the attacker and the target. Water makes a 'Mech harder or easier to hit, depending on which 'Mech is in the water hex. Partial cover because of elevation also gives a Terrain Modifier. Buildings cause all sorts of changes in the Combat Rules, which are covered in the Buildings chapter. All normal cases are covered in the following descriptions.

Light Woods

The Terrain Modifier is +1 per hex of Light Woods between the attacker and its target. There is an additional Terrain Modifier of +1 if the target occupies a Light Woods hex. As many as three Light Woods hexes may be fired through, as long as a valid To-Hit Number can be obtained.

Heavy Woods

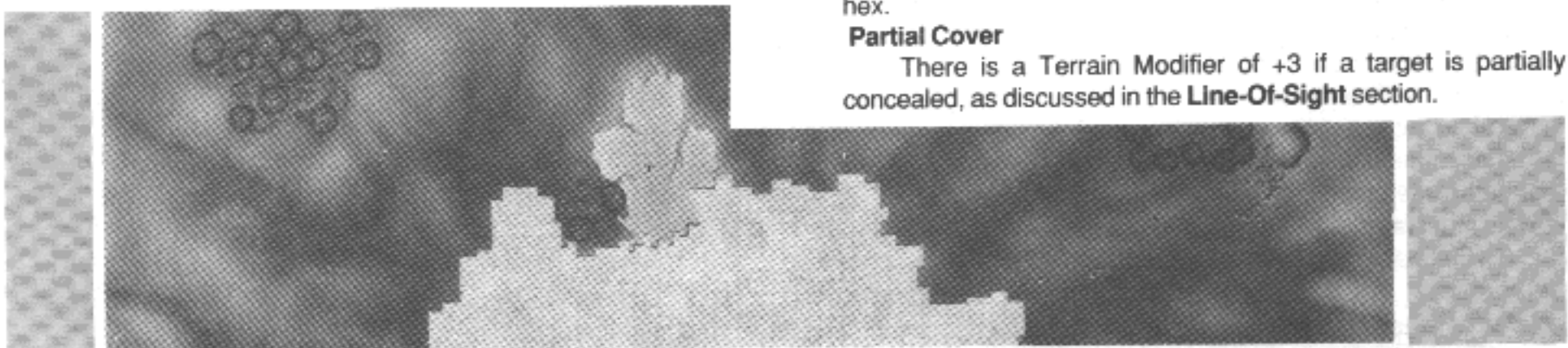
The Terrain Modifier is +2 for one hex of Heavy Woods between the attacker and its target. If there is more than one Heavy Woods hex between the attacker and its target, line-of-sight is blocked. There is an additional Terrain Modifier of +2 if the target occupies a Heavy Woods hex.

Water

There is a Terrain Modifier of +1 if the attacker is in a Water hex, and of -2 and partial cover if the target is in a Water hex.

Partial Cover

There is a Terrain Modifier of +3 if a target is partially concealed, as discussed in the Line-Of-Sight section.



TERRAIN MODIFIERS TO FIRE

Light woods	+1 per hex
Heavy woods	+2 per hex
Water	
Level 1:	+2 to Hit, use Punch Hit Location Table
Level 2:	Cannot fire into or out of hex
Partial Cover	+3 (Use Punch Damage Hit Location Table)
Firing when down	+2
Firing at prone targets	(-2 from adjacent hex, +1 from all others)
Firing at second target	+1

MODIFIED TO-HIT NUMBER

The Modified To-Hit Number is the Base To-Hit Number plus all modifiers for range, minimum range, movement, and concealment. If it is 13 or greater, the shot is an automatic miss.

In this example, the Warhammer fires its particle beam projector cannon at a Crusader two hexes away (+2 Minimum Range Modifier), with two hexes of Heavy Woods giving the Crusader cover (+4 Terrain Modifier). The Warhammer walked (+1 Movement Modifier), and the Crusader jumped (+1 Movement Modifier) six hexes (+2 Movement Modifier). This makes the Modified To-Hit Number 14 (4 + 2 + 4 + 1 + 1 + 2 = 14), which makes the shot an automatic miss.

TO-HIT ROLL

The To-Hit Roll is made with two dice. If the number rolled is equal to or greater than the Modified To-Hit Number, the shot is successful.

MISSILE HITS

When a missile launcher attack is successful, the damage depends on exactly how many of the fired missiles actually reached the target. During the Succession Wars, missile guidance technology for tactical combat is extremely primitive and not at all dependable.

The Modified To-Hit Number is calculated and the To-Hit Roll made, just as with other weapons, but the combat procedure has one extra step. If a missile launcher attack hits its target, the attacking player must then roll the dice and consult the table below to find out how many missiles hit.

First, find the number of missiles fired on the top row of the table. Run a finger down this vertical column until it intersects the horizontal row corresponding to the die roll. The number showing at the intersection is the number of missiles that actually hit the target.

MISSILE HIT TABLE

Dice Roll	Number of Missiles Fired						
	2	4	5	6	10	15	20
2	1	1	1	2	3	5	6
3	1	2	2	2	3	5	6
4	1	2	2	3	4	6	9
5	1	2	3	3	6	9	12
6	1	2	3	4	6	9	12
7	1	3	3	4	6	9	12
8	2	3	3	4	6	9	12
9	2	3	4	5	8	12	16
10	2	3	4	5	8	12	16
11	2	4	5	6	10	15	20
12	2	4	5	6	10	15	20

An Archer fires its 20-pack long-range missile launcher and hits its target. The attack was successful, and so the attacking player must now determine how many of his 20 missiles actually hit the target. He rolls an 8, and cross-references this roll along the left of the table with the 20 missiles he fires along the top to find 12 of his 20 missiles reach their target. If he had rolled a 2, only 6 missiles would have hit the target!

AMMUNITION

Missile launchers, machine guns, and auto cannons possess limited amounts of ammunition. The Record Sheet for each BattleMech should indicate the number of times a given weapon can fire before it is out of ammunition. The player should keep a tally on the Record Sheet, making a check mark every time the weapon is fired. When the number of check marks equals the amount of ammo carried, the weapon is out of ammunition and cannot be fired for the rest of the game.

PRONE 'MECHS AND WEAPONS FIRE

Prone 'Mechs may fire weapons, and they certainly make better targets. Following are the weapon attack rules for prone 'Mechs.

FIRING WHEN DOWN

A 'Mech that has fallen or that has dropped to the ground may fire its arm weapons, as long as both its arms are functioning. One arm will be used to support the 'Mech as it fires, and so its weapons on that arm cannot fire. The other arm will be able to fire all its mounted weapons, and the 'Mech can fire any other one weapon mounted elsewhere on its body. The To-Hit Modifier is +2.



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FIRING AT PRONE TARGETS

A 'Mech that has fallen is an easier target when at close range and more difficult at medium and longer ranges. Any attack made against a prone 'Mech from an adjacent hex, either with weapons fire or a physical attack, has a -2 To-Hit Modifier. All other attacks have a +1 To-Hit modifier.

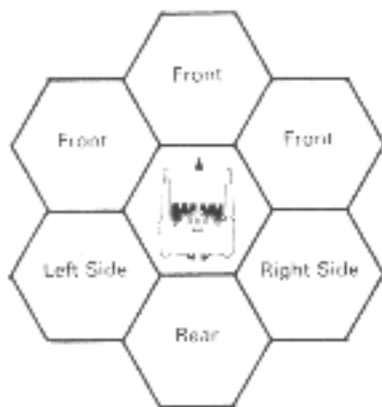
The only physical attack allowed against a prone 'Mech is a kick. Any damage from a successful kick is determined on the regular Hit Location Table, not the Kick Hit Location Table.

HIT LOCATION

BATTLEMECH SIDE HIT

When an attack hits its target, it hits either the front, back, left, or right side of the target, and the attacking player must determine what part of the target his weapon or missiles hit. First, lay a straightedge from the center of the attacker's hex to the center of the target's hex. Find the hexside crossed by the straightedge on the accompanying diagram to find the side of the BattleMech hit by the fire. If the straightedge exactly crosses the joint between two sides, the defender chooses which side is hit by the attack.

To determine which side of the 'Mech is hit, the facing of the 'Mech is based only on the position or facing of the feet. Any torso twists have no effect.



DETERMINING HIT LOCATION

To determine the exact location of the hit, the attacker should roll both dice and consult the appropriate column of the Hit Location Table for each weapon that hits and for each short-range missile that hits. Long-range missile hits, however, are a special case, and the attacker should roll once for every five that hit the target. If the number of missiles that hit a defending 'Mech cannot be evenly divided into groups of five, the attacker should make as many groups of five as he can, and roll once for those left over.

HIT LOCATION TABLE

Dice Roll	Left Side	Front/Back	Right Side
2	Lt. Torso (Critical)	Center Torso (Critical)	Rt. 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	Left Torso	Center Torso
9	Right Torso	Left Leg	Left Torso
10	Right Arm	Left Arm	Left Arm
11	Right Leg	Left Arm	Left Leg
12	Head	Head	Head

The Archer hits its target with its medium laser. The straightedge shows that the attack is being made against the target's left side. The attacking player rolls to determine hit location. His roll is an 8. Consulting the column for left-side hits, he determines that his medium laser hits the target's center torso.

DETERMINING DAMAGE

DAMAGE VALUE

Every weapon gives the damage listed in the Weapons Table. Missiles do the same amount of damage for each missile at any range, but the number of missiles that hit determines how much damage a missile attack does. Long-range missiles have a Damage Value of 1 and Short-range missiles a Damage Value of 2 for each missile in the group.

RECORDING DAMAGE

Every time a location is hit, the player of the target 'Mech finds the appropriate hit location shown in the Armor Diagram, then crosses off one box on the Armor Diagram at the appropriate location for every point of damage given. When all the Armor Value boxes at that location have been crossed off, the damage is transferred to the internal structure of the 'Mech, and the appropriate number of boxes are crossed off on the Internal Structure Diagram.

DESTROYING A 'MECH

When all the armor protecting a part of a 'Mech is gone, that part will be damaged, possibly very badly, the next time it is hit. When a hit comes in on an unarmored location, cross off one box in the Internal Structure Diagram to show each point of damage taken. When all the Internal Structure boxes in a given location have been crossed off, that part of the 'Mech's body has been destroyed and all its functions are lost. This means that any weapons and heat sinks in that location also are lost.

A Warhammer's left arm is hit by a particle projector cannon (Damage Value 10), a large laser (Damage Value 8), and two groups of five long-range missiles (Damage Value 1 per missile, or total Damage Value 10). Up to this point, the 'Mech had lost none of its Armor Value of 20 in that arm. The cannon hit reduces the Armor Value by 10, and so ten boxes are crossed off. The laser hit knocks off an Armor Value of 8, and eight more boxes are crossed off, leaving two boxes. The first group of missiles then reduces the Armor Value by another 5 points. The Warhammer's remaining armor has an Armor Value of 2 (two boxes left), and so 3 points get through.

These 3 points reduce the Internal Structure Value, and so three boxes are crossed off the Internal Structure Diagram, leaving only 8 boxes from the original 11. The last group of missiles reduces the Internal Structure Value by another 5 points, and five more boxes are crossed off the Internal Structure Diagram, leaving three. The Warhammer's left arm now has an Armor Value of 0 and an Internal Structure Value of only 3. If the 'Mech's left arm takes hits with a Damage Value of 3 or more, it will have been completely destroyed and all the weapons mounted there lost.

A 'Mech is considered dead and out of the game if the MechWarrior pilot dies, the cockpit is destroyed, the center torso is destroyed, and if the 'Mech suffers three engine hits.

TRANSFERRING DAMAGE

Damage to a part of the 'Mech that has been destroyed is passed to the next logical part. Damage to a missing arm or leg is transferred to the torso on the same side (left leg damage transferred to left torso, etc.). Damage to a side torso goes to the center torso.

CRITICAL HITS

Every time the internal structure of a BattleMech is damaged, either by weapon attacks, by physical attacks, or by ammo pack explosions from excess heat, there is a chance for a critical hit. A critical hit does very serious damage to the BattleMech, causing it to fail in many different ways.

CRITICAL HIT EFFECTS TABLE

Die Roll	Effect
2-7	No Critical Hit
8-9	Roll 1 Critical Hit Location
10-11	Roll 2 Critical Hit Locations
12	Limb Blown Off or Roll 3 Critical Hit Locations

The exact nature of the critical hit is determined by the location of the damage, and each part of a 'Mech's body has a different set of possible critical hits. Furthermore, each different 'Mech type has different possible critical hits, depending on the array of weapons and other equipment it

carries. The Critical Hit Tables for each BattleMech type are given on the Record Sheet for that type. The general Critical Hit Table for all BattleMechs is given on the blank Detailed Record Sheet.

DETERMINING CRITICAL HITS

If an attacker damages a BattleMech's internal structure, the player then determines if he has made a critical hit. He rolls two dice, and if his roll is equal to or greater than 8, a critical hit has been scored. The higher the roll, the more serious the damage, as shown in the Critical Hit Effects Table. Note that the attacker rolls for a critical hit every time the internal structure of the target is damaged, not for every point of damage given.

When an attacker inflicts a critical hit, the defending player should consult the Critical Hit Table for the appropriate location on his Record Sheet. The defender then rolls dice for each critical hit location and consults the table to find out exactly what damage the critical hit inflicted.

HEAD OR LEG HITS

If the critical hit is inflicted on the 'Mech's head or legs, only one die is rolled, giving a number from 1 to 6. Find the appropriate number on the Critical Hit Table for the body part hit, and read the damage effect.

TORSO OR ARM HITS

If the critical hit is on the torso or arms of the 'Mech, both dice are rolled because there are more than six damage effects for each of these body parts. These effects are broken into two groups, numbered 11 - 16 and 21 - 26. The numbers showing on the dice are not simply added together. Instead, the number on one die tells in which group there is an effect, and the number on the other tells the exact effect.

The red die tells whether the result will be one of the 11 - 16 group or one of the 21 - 26 group. A 1, 2, or 3 on the red die means that the result will be in the 11 - 16 group; a 4, 5, or 6 on the red die means that the result will be in the 21 - 26 group. For example, if a 2 were rolled, the effect would be 11, 12, 13, 14, 15, or 16.

The white die will tell exactly which effect resulted. Tack on the number showing to the result from red die roll. This will create a number ranging from 11 - 16 or from 21 - 26. For example, if the red die tells that the effect is in the 21 - 26 group, and the white die roll was a 3, the effect is number 23.

If the number rolled does not have a critical hit result, roll the dice again.

CRITICAL HIT EFFECTS

This section describes what effect each type of critical hit gives.

HEAD CRITICAL HIT: LIFE SUPPORT

The BattleMech's life support system keeps its pilot, the MechWarrior, alive in the middle of its own high internal heat, on airless worlds, and in hostile



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atmospheres. In **CityTech**, the life support system's main function is protecting the pilot from the heat generated by its fusion reactor, movement, and weapons systems.

Any critical hit knocks this system out permanently, and the MechWarrior takes one point of damage every turn that the BattleMech's internal Heat Scale ranges from 15 - 25. The MechWarrior takes 2 points of damage for every turn that the Heat Scale is above 25.

HEAD CRITICAL HIT: COCKPIT

A critical hit to the cockpit destroys it, kills the MechWarrior, and puts the BattleMech out of commission for the game.

HEAD CRITICAL HIT: SENSORS

A critical hit to the BattleMech's sensors adds a +2 modifier to the To-Hit Number every time it shoots. A second sensors critical hit makes it impossible for the 'Mech to fire any of its weapons.

HEAD CRITICAL HIT: HEAD BLOWN OFF

This kills the MechWarrior and puts the BattleMech out of commission for the rest of the game. This occurs on a roll of 12 on the Critical Hit Effects Table.

LEG CRITICAL HIT: HIP

A hip critical hit freezes the affected leg in a straight position. The BattleMech's MP allowance is cut in half, rounding up. The 'Mech has a +2 modifier for a successful *Piloting Skill Roll*. A second critical hit to the same hip has no further effect, but a critical hit to the other leg immobilizes the 'Mech and adds another +2 modifier to its *Piloting Skill Roll*. The 'Mech must make a modified *Piloting Skill Roll* every turn that it runs.

LEG CRITICAL HIT: ACTUATOR

A critical hit destroys the muscle (actuator) in the upper leg, lower leg, or foot. The 'Mech's movement point allowance is reduced by 1, and it will add a modifier of +1 to any *Piloting Skill Roll*. A second hit to this actuator has no effect.

LEG CRITICAL HIT: LEG BLOWN OFF

When a 'Mech's leg is blown off, it can no longer stand upright. This occurs on a roll of 12 on the Critical Hit Effects Table.

CENTER TORSO CRITICAL HIT: ENGINE

BattleMech engines have 3 points of shielding. Each critical hit destroys 1 point of shielding. As shielding points are destroyed, the amount of heat escaping from the 'Mech's fusion drive increases.

The first hit increases its heat build-up by 5 points a turn. The second results in 10 points of added heat buildup, and the third destroys the engine, destroying the BattleMech. Record these hits by marking off the Engine boxes in the Critical Hit Table section on the Record Sheet.

CENTER TORSO CRITICAL HIT: GYRO

The BattleMech's gyro is one of the most sensitive pieces of onboard machinery. The gyro keeps the 'Mech upright and able to move. It can take only two critical hits.

After the first gyro hit, the 'Mech must make a *Piloting Skill Roll* every time it runs or jumps, and any *Piloting Skill Roll* it makes is modified by +3. The second gyro hit destroys it. If the 'Mech's gyro is destroyed, it cannot move and, if forced to make any *Piloting Skill Roll*, it will automatically fall down. Record these hits by marking off the Gyro boxes in the Critical Hit Table section on the Record Sheet.

LEFT/RIGHT TORSO CRITICAL HIT: SHOULDER

A critical hit freezes the shoulder joint. All attacks made from weapons mounted on the arm on that side have a +4 modifier to the To-Hit Number. After a shoulder hit, all other weapons fire modifiers from arm critical hits are ignored and the total To-Hit modifier for weapons and actions with the damaged area is +4.

ARM CRITICAL HIT: ARM ACTUATOR

A hit destroys the muscle in the 'Mech's upper or lower arm. This hit adds a modifier of +1 to the To-Hit Number for weapons firing from that arm.

These effects are cumulative. In other words, if both the upper and lower arm actuators are destroyed, the To-Hit Number for weapons fire would be modified by +2.

ARM CRITICAL HIT: HAND ACTUATOR

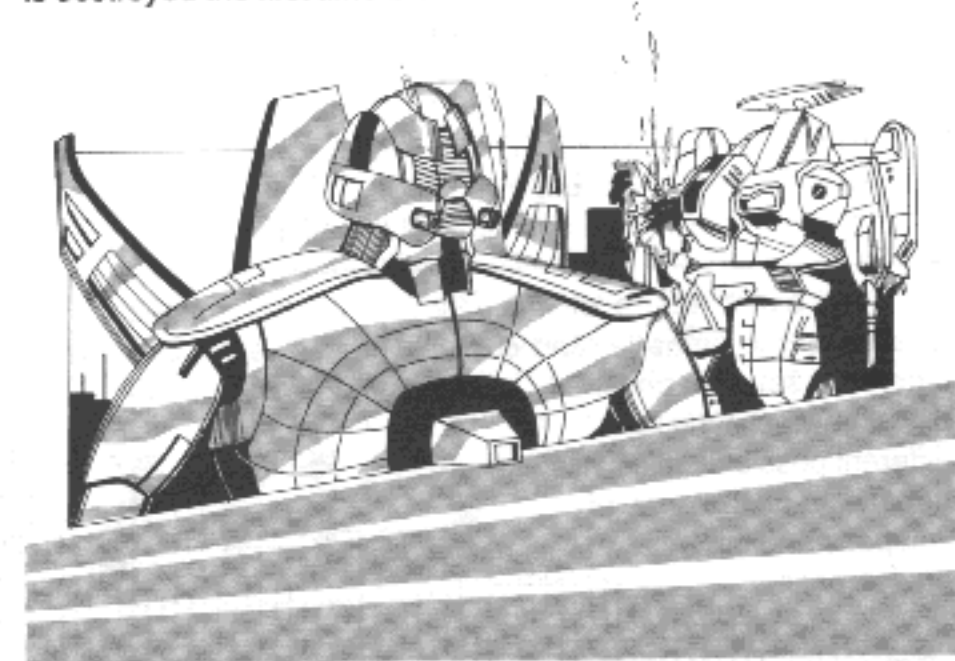
A critical hit destroys the muscles controlling the BattleMech's wrist and hand. The 'Mech cannot pick up anything, and cannot fire hand-held weapons.

ARM CRITICAL HIT: ARM BLOWN OFF

A critical hit blows off the arm, including all weapons. This occurs on a roll of 12 on the Critical Hit Effects Table.

WEAPONS CRITICAL HITS

Weapons systems are delicate, and so a critical hit will destroy a weapon. Each specific weapons system often occupies more than one space on the Critical Hit Table, but the weapon is destroyed the first time that it is hit. Additional critical hits to a specific weapon have no further effect. For example, a particle beam projector cannon mounted on a 'Mech's arm fills three critical hit spaces. However, the cannon is destroyed the first time it is hit.



JUMP JET EXHAUST PORT CRITICAL HIT

When a jump jet exhaust port takes a critical hit, it becomes impossible for the jump jet to deliver thrust through it. This means that the 'Mech can no longer jump as far as formerly. The jump jet is not damaged itself, for it is deeply protected from weapons fire to prevent the devastating explosion that would occur if it were hit. The control system senses the damage to the exhaust port, and shuts down the engine that uses it. For each exhaust port hit, reduce the number of jump movement points by 1.

HEAT SINK CRITICAL HIT

Every time a heat sink is hit, the BattleMech's ability to get rid of heat is reduced by 1 point. When all a BattleMech's heat sinks have been destroyed (either by critical hits or because the body parts on which they were located have been shot off), every additional heat sink critical hit will increase the 'Mech's heat buildup by 1 point every turn. In time, this will shut down the 'Mech and kill the MechWarrior unless the 'Mech occupies a water hex.

An undamaged Warhammer has 16 heat sinks and can get rid of 16 heat points per turn. Every heat sink critical hit decreases this number. After three critical hits, the Warhammer would be able to get rid of only 13 points of heat per turn. After all the 'Mech's heat sinks have been destroyed, it will not get rid of any heat. Furthermore, if the Warhammer takes three more heat sink critical hits, it will actually build up 3 points of heat every turn — without any activity and without any hope of ever getting rid of its ever-increasing heat, short of fusion plant shutdown or a nice long bath in a convenient pool of water.

AMMO CRITICAL HIT

If a critical hit destroys the ammo, it explodes. The MechWarrior will automatically take 2 damage points through his neuro-impulse helmet from the exploding electronic systems. The BattleMech takes damage to its internal structure.

When the ammo in a hit location explodes, all the ammo in that location explodes. If the player has not stated which ammo is located in which hit location, assume that the ammo that will do the most damage is the ammo hit. The damage value of all remaining ammo is totalled and applied to the Internal Structure Diagram.

Obviously, it is a good idea to spread the ammo around the 'Mech's torso, arms, and legs, so that a single ammo hit does not destroy all the 'Mech's ammunition and do devastating damage.

AIMED SHOTS

A shut-down 'Mech is subject to Aimed Shots by all weapons but missile launchers. When firing on a BattleMech that is shut down, the attacking player can choose any target area. If he hits, the player rolls again: on a 6, 7, or 8, his shot hits the desired location. If not, he rolls normally on the appropriate Hit Location Table.

Do not use this procedure if the attacker is aiming at the BattleMech's head. In that case, add 3 to the Base To-Hit number. If the shot hits, the player rolls two dice and hits the head on an 8 or more.

If he fails this die roll, he rolls normally on the Hit Location Table, ignoring all leg hits.

PHYSICAL ATTACKS

There are four different forms of physical attack: punching, kicking, pushing, or charging. In order to make a physical attack, the BattleMech must be adjacent to its target (one hex away), and the target 'Mech must be within a firing arc appropriate to the action. Each type of physical attack has a different Base To-Hit Number, which is modified by terrain, by the movement of both the attacking 'Mech and its target, and by the damage that the attacker has taken in its legs and arms. The To-Hit Roll is made against the Modified To-Hit Number, just as with weapons fire. Damage location is determined by special tables, but it is recorded just as for weapons fire.

PUNCHING

A BattleMech can either punch or fire its arm weapons in a turn. It may punch with either or both arms, but if it is going to do so, the MechWarrior may not fire any weapons from the arm or arms that will do the punching. Its shoulder must be undamaged by critical hits, and any arm actuator damaged makes success more difficult. All punch attacks must be made against targets in the 'Mech's forward arc or front side (including left and right) as long as the right arm does not punch targets in the left side front arc and vice versa.

The Base To-Hit Number for a punch is 4, which is modified by movement and terrain, just as with weapon fire; by +2 for each arm actuator destroyed; and by +1 if the hand actuator has been destroyed.

A To-Hit Roll is made for each fist punching. The punch from each fist has a Damage Value of 1 for every 10 tons (or fraction of 10 tons) that the attacker weighs. This damage is cut in half for each arm actuator damaged, with the effects being cumulative. Damage location is determined for each separate punch by rolling one die and consulting the table below.

Vehicles and Infantry may not be punched unless the 'Mech is prone or has fallen down.

Die Roll	Left Side	Front/Back	Right Side
1	Left Torso	Left Arm	Right Torso
2	Left Torso	Left Torso	Right Torso
3	Center Torso	Center Torso	Center Torso
4	Left Arm	Right Torso	Right Arm
5	Left Arm	Right Arm	Right Arm
6	Head	Head	Head



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For example, an Archer punches a Warhammer on the right side with one fist; it has a damaged upper arm actuator. This gives a To-Hit Modifier of +2, and cuts the normal damage in half. The Archer weighs 70 tons, and so its punch has a normal Damage Value of 7 (70 divided by 10 = 7), but this is reduced to 4 because of the damaged actuator. The attacking player rolled a 3, which is the target's center torso. The player with the Warhammer records the Damage Value of 4 by crossing four boxes off his Record Sheet on the Armor Diagram.

KICKING

Only one of a BattleMech's legs can kick per turn. No weapons mounted on that leg can fire in the turn it kicks. Both hips must be undamaged. The 'Mech's target must be in the forward or front hexes. The 'Mech may also stomp vehicles if the 'Mech and vehicle are in the same hex.

A forward kick into the hex in front of the 'Mech has a Base To-Hit Number of 3. The Base To-Hit Number must be modified by movement and terrain, just as with weapons fire. Kicks have a Damage Value of 1 for every 5 tons that the attacking BattleMech weighs (a Warhammer's kick would inflict 14 damage points!). For each leg actuator damaged, this Damage Value is cut in half, with the effects being cumulative. Damage location is determined by rolling one die and consulting the table below.

A 'Mech that has been kicked must make a *Piloting Skill* roll. A 'Mech that missed a kick must also make a *Piloting Skill* Roll. A kick is the only type of physical attack allowed against a prone or fallen 'Mech. All normal To-Hit modifiers are used, including the -2 modifier for attacks against prone 'Mechs from adjacent hexes. Damage location is determined using the normal Hit Location Table, not the Kick Hit Location Table. Vehicles and infantry may be kicked, but there is a +3 modifier for infantry, as infantrymen tend to scurry around when 'Mechs get too close. The side on which a vehicle takes kick damage is determined randomly.

KICK HIT LOCATION TABLE

Die Roll	Left Side	Front/Back	Right Side
1-3	Left Leg	Right Leg	Right Leg
4-6	Left Leg	Left Leg	Right Leg

PUSHING

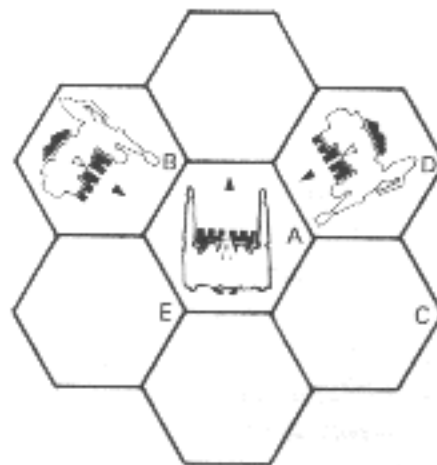
A 'Mech uses both arms to push its target. No arm-mounted weapons can be fired in the turn that a 'Mech makes a push attack.

The Base To-Hit Number for a push is 4. This is modified for movement, terrain, and by +2 for each shoulder actuator damaged. A successful push does not automatically do

damage to the target.

Instead, it moves the defending 'Mech into an adjacent hex in the direction it is being pushed by the attacker. At the same time, the defender must make a *Piloting Skill* Roll. If the push is successful, the attacking 'Mech advances into the hex formerly occupied by its target. Vehicles and Infantry may not be pushed.

In the drawing, if the Warhammer in Hex A is pushed from Hex B, it will be moved into Hex C. If, on the other hand, it is pushed by a 'Mech in Hex D, the Warhammer will be forced into Hex E. In both cases, the Warhammer will have to make a *Piloting Skill* Roll to remain standing, and its attacker will advance into Hex A.



CHARGING

In order for a 'Mech to charge, both its legs must be functioning. No other fire or physical attacks can be made by a charging 'Mech. The Base To-Hit Number for a charge is 5 plus any movement modifiers. If the charge hits, the defender is moved just as if it had been pushed, and the attacker advances into its hex. If the 'Mech misses the attack, it will end up in either the front-right or front-left hex of the target; the choice is the attackers. Vehicles and Infantry may not be charged.

Piloting Skill Modifier

Whenever one 'Mech charges another, compare the two MechWarriors' *Piloting* skills. Subtract the smaller skill level from the larger to find the *Piloting Skill* Modifier. If the defending MechWarrior's skill level is higher, add the modifier to the To-Hit Number for the attacker. If the attacker's *Piloting* skill is higher, subtract the modifier from the To-Hit Number.

Damage

Both 'Mechs take damage from the collision. The defender takes 1 point of damage for every 10 tons that the charging 'Mech weighs, and this damage is multiplied by the number of hexes moved by the attacker that turn. The charging 'Mech takes 1 point of damage for every 10 tons the target weighs. Round any fractions up.

Damage caused by charges is divided into as many groups of 5 damage points as possible. The attacking player then rolls once on the appropriate Hit Location Table for each group.

If a 'Mech charges a 'Mech that is in a building, the building absorbs damage as usual. Also the charging 'MechWarrior must make a *Piloting Skill* Roll with a +3 modifier in addition to the Building modifier to avoid taking damage from entering a building. The target 'Mech must also make the same roll if its displacement causes it to cross walls.

For example, an Archer moves four hexes and charges another 'Mech. If the charge hits, the defender will take 28 points of damage, - 7 for the Archer's tonnage multiplied by 4 for the number of hexes it moved.

Falls

After any successful charge, both the attacker and the defender must make *Piloting Skill Rolls* with +2 modifiers. If a fall occurs, any fire directed at the falling 'Mech must be modified for the movement and the prone 'Mech.

CLUBS

Whenever a 'Mech has one of its legs or arms blown off, the limb is left lying in the hex where the 'Mech took the damage. Any other 'Mech that occupies that hex at a later time can pick up the arm or leg and use it as a giant club.

In order to attack another 'Mech with this club, the 'Mech's shoulders and hand actuators must be in working order, and no arm-mounted weapons can have been fired in the turn. The club is used in a two-handed swing and has a Base To-Hit Number of 4. If any of the 'Mech's upper or lower arm actuators have been destroyed, use the punch modifiers listed. A 'Mech making an attack with a club does 1 point of damage for every 5 tons that the 'Mech weighs.

Some 'Mechs carry clubs into combat as the club can be a very potent weapon in the hands of a heavy 'Mech.

DEATH FROM ABOVE

BattleMechs can charge while jumping, a physical attack that is very damaging to both 'Mechs. In effect, the charging 'Mech crashes into the target 'Mech from three elevation levels above, using its feet and weight to inflict damage to the target's upper torso, arms, and head. In return, the charging 'Mech is certain to take damage to its legs, which were not designed for the enormous stresses from this attack. Finally, both 'Mechs are almost certain to fall.

This type of charge does potentially less damage than a regular charge, but the damage is concentrated on the upper part of the target 'Mech. The chance for a head hit is one in six, very high indeed!

BASE TO-HIT NUMBER

The Base To-Hit Number for this attack is 5, just as for a normal charge. This must be modified for movement, but not for terrain. If the hit is successful, damage is given to both 'Mechs as determined below. If the attack missed, the charging 'Mech crashes into the ground, as discussed below.

DAMAGE TO TARGET

The damage is determined by dividing the weight of the attacking 'Mech by 10 and multiplying by 3. This means that a Spider with a weight of 30 tons gives 9 points of damage, all to the upper part of the target!

This damage is given as though it were a series of 5-point punches. Split up the total damage into as many 5-point groups as possible. Determine the hexside hit as though the attack had been from the charging 'Mech's starting hex. Then determine the hit location of each 5-point group by rolling one die and consulting the Punch Hit Location Table for each group. Record damage as usual.

DAMAGE TO ATTACKER

The damage from a successful attack is determined as though the attacker had fallen one elevation level, and it is given only to the legs. To find the damage, divide the attacker's weight by 10, which will tell the total damage points it will get. Split this into 5-point groups, and roll damage location on the Kick Hit Location Table for each group.

FALLS

After a successful attack, both 'Mechs might fall. The MechWarriors must make *Piloting Skill Rolls*, with the target having a modifier of +2 and the attacker a modifier of +4.

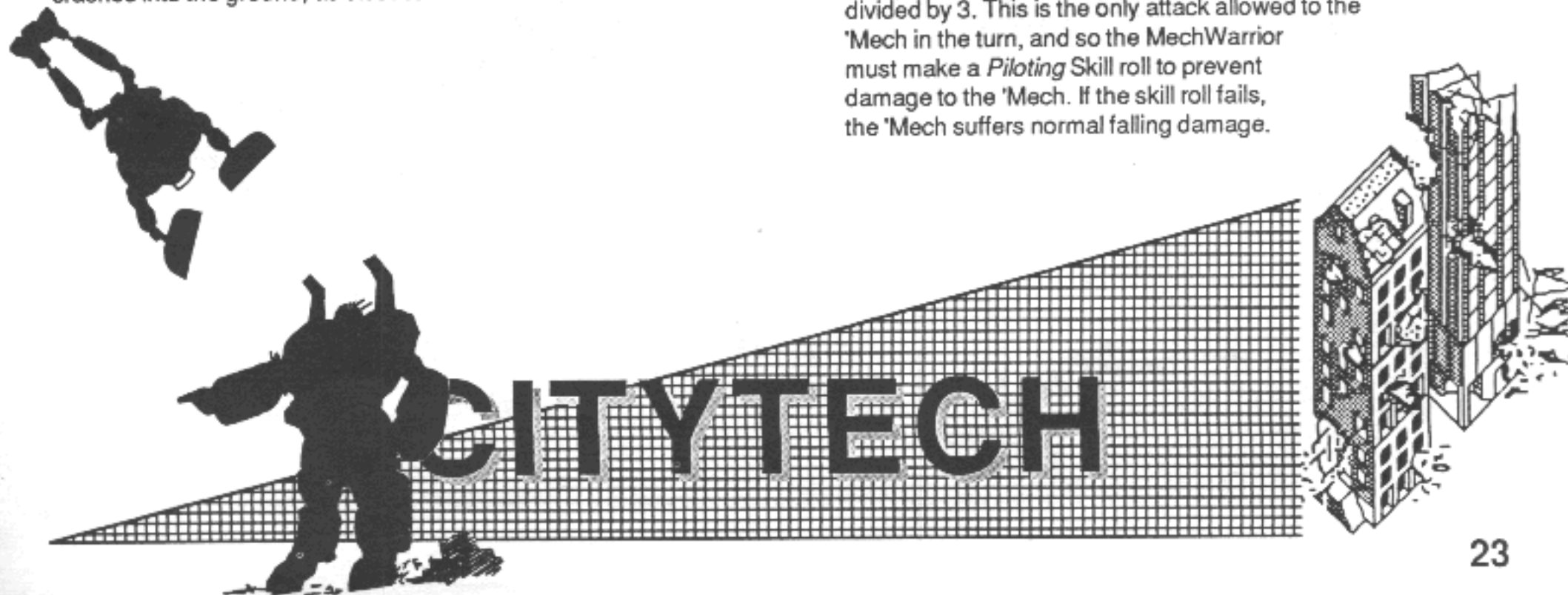
After an unsuccessful attack, the attacker automatically falls. Damage is determined as though it had fallen two elevation levels. Divide the weight by 10, multiply by 2, divide the total into 5-point groups, and determine hit location as though the 'Mech had landed on its back.

LOCATION AFTER ATTACK

If the Death from Above attack is successful, the target is pushed one hex in the direction opposite of the attack. The attacker lands in the target's original hex. If the attack fails, the target must move one hex (his choice) to avoid damage from the attacker. The attacker lands in the target's original hex.

PHYSICAL ATTACKS WHEN DOWN

These are impossible, except for punches against vehicles and punches and the Thrash Attack against infantry. When a downed 'Mech and an infantry unit are in the same hex, the 'Mech may execute a Thrash Attack. This consists of wildly waving the arms and legs in hopes of making contact with the unprotected infantry. The attack can only be made in open or clear terrain and is automatically successful. The damage inflicted to the infantry is equal to the 'Mech's tonnage divided by 3. This is the only attack allowed to the 'Mech in the turn, and so the MechWarrior must make a *Piloting Skill* roll to prevent damage to the 'Mech. If the skill roll fails, the 'Mech suffers normal falling damage.



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ACCIDENTAL FALLS FROM ABOVE

When a 'Mech falls from above into a hex occupied by another 'Mech, make a To-Hit Roll with a Base To-Hit Number of 7. When a 'Mech on the ground accidentally falls into the hex occupied by another, treat it as a Domino Effect, discussed below.

FALLING 'MECH HITS TARGET

If the To-Hit Roll is successful, treat the fall as a Death From Above attack. The 'Mech fallen on may be moved to an adjacent hex, just as in a pushing attack, and it takes damage to its upper body. The final location of the two 'Mechs should be determined by the rules for pushing attacks on page 22.

The amount of damage given to the target 'Mech is determined by dividing the weight of the falling 'Mech by 10. Break the damage into 5-point groups as above, and determine damage on the Punch Hit Location Table. Damage to the falling 'Mech is determined as usual for a fall, with the 'Mech falling onto its back.

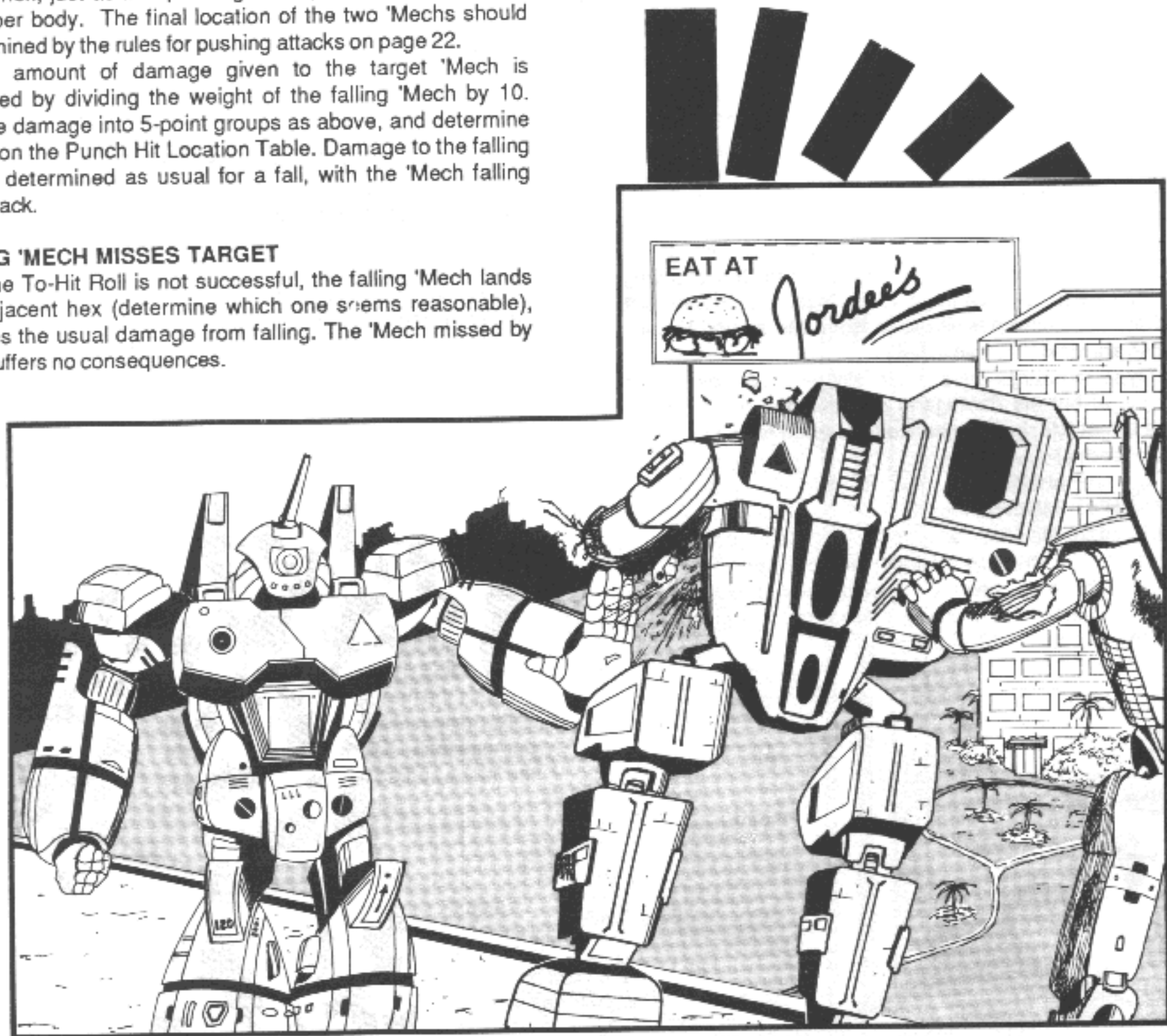
FALLING 'MECH MISSES TARGET

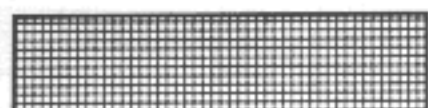
If the To-Hit Roll is not successful, the falling 'Mech lands in an adjacent hex (determine which one seems reasonable), and takes the usual damage from falling. The 'Mech missed by the fall suffers no consequences.

THE DOMINO EFFECT

If a 'Mech accidentally falls into or is pushed into a hex occupied by another, the second 'Mech is forced out of the hex in the same direction. It must also make a *Piloting Skill Roll* to avoid falling down. This domino effect will continue as long as there are 'Mechs adjacent to one another in the direction of the push.

When a domino-effect push is directed against a 'Mech's side, however, the 'Mech can avoid the push by moving one hex directly forward or back. The player rolls both dice. If the roll is equal to or greater than his MechWarrior's *Piloting skill*, he has avoided the push. This breaks the domino effect chain, and 'Mechs in hexes farther down the chain are not displaced and do not have to make *Piloting Skill Rolls*.





BATTLEMECHS AND HEAT

Internal heat build-up is one of the most severe problems facing any BattleMech in combat. The 'Mech builds up heat whenever it moves and whenever it fires its weapons. Every 'Mech can get rid of heat through its heat sinks or by positioning itself in water.

Even so, a high rate of activity usually produces more heat than the 'Mech can dissipate. It is possible for a 'Mech to overheat and to continue to function. Nevertheless, there is a price to pay. As a 'Mech's internal heat increases, its movement slows down and its weapons fire becomes less accurate. If its internal heat reaches too high a level, ammunition that the 'Mech carries may explode. The 'Mech's fusion reactor may even shut down, causing the 'Mech to become inactive until the heat is reduced below a certain point.

HEAT POINTS

The internal heat of a BattleMech is indicated by the number of heat points it has built up. The greater the number of heat points, the greater the internal heat. The player keeps track of the heat points built up by his 'Mech on the Detailed Record Sheet, in the string of boxes called the Heat Scale. The Heat Scale runs from 1 to 30 heat points. The BattleMech's internal heat cannot fall below 0 heat points or rise above 30. As its internal heat reaches various levels on the Heat Scale, the BattleMech will suffer the corresponding adverse effects listed on the scale.

BUILDING UP HEAT

Different activities build up heat at different rates. A good MechWarrior will balance the tactical value of a certain activity against the heat it will add to his 'Mech. The Heat Point Table gives the number of heat points built up by various activities and damage. It also shows the number of heat points that a 'Mech can get rid of through its heat sinks and by occupying a water hex.

HEAT POINT TABLE	
Activity	Heat Points
Walking	+1 per turn
Running	+2 per turn
Jumping	+1 per hex (minimum of 3 per turn)
Trying to Stand Up	+1 per attempt
Weapon Fire	As per Weapon Table
Heat Sinks	-1 per operational sink -1 additional per heat sink under water (6 maximum)
1st Engine Critical Hit	+5 per turn
2nd Engine Critical Hit	+10 per turn
Fire	
Walking through	+2 per hex
Standing in	+5 per turn

Note that jumping uses more heat than walking or running, even if the 'Mech is only moved one hex, because the jump jets add a minimum of 3 points when they are fired up. The heat cost for jumping depends on the length of the jump. The farther the jump, the longer the jump jets are used, and the more heat they create. To find out the number of heat points used in a jump, count the hexes moved. If this is three or fewer, the heat point cost will be 3 points. If it is four or greater it will be the number of hexes jumped.

RECORDING HEAT BUILD-UP

During the Heat Phase near the end of every game turn, each player adds up the heat points built up by his BattleMech. He subtracts the heat given off by his 'Mech's heat sinks or if his 'Mech occupies a water hex, any additional dissipation. Any heat points that remain are added to the Heat Scale on the BattleMech's Record Sheet. If, however, the 'Mech gave off more heat than it built up for the turn, the difference is subtracted from its Heat Scale. It is a good idea to use a pencil on the Heat Scale, because the heat will go up and down many times during the game.

EFFECTS OF HEAT

The effects of increased internal heat cause the BattleMech to function less efficiently. It will move more slowly, fire less accurately, be in danger of exploding its ammunition, or even of shutting down. Some of these effects are permanent and cannot be removed if the 'Mech gets rid of the built-up heat, but some will be removed when the internal heat goes down. Some of the effects may be avoided. All of the effects are explained below.

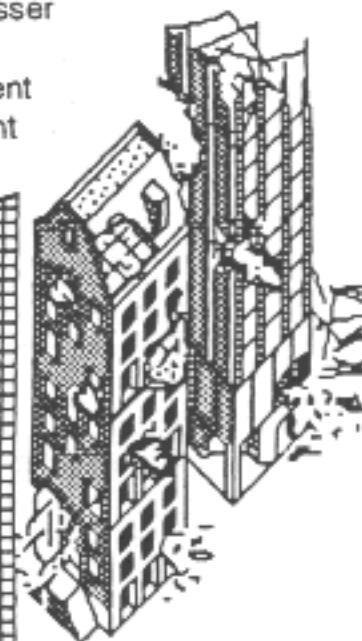
MOVEMENT EFFECTS

Subtract the number given from the 'Mech's movement point allowance. If the effect is Move -1, subtract 1 from the 'Mech's MP allowance as long as the heat is at or above this point on the Heat Scale.

This effect is not cumulative with any other movement lost due to heat build-up. When a BattleMech's heat build-up reaches 5 on the Heat Scale, its MP allowance is reduced by 1. When the build-up hits 10 on the Heat Scale, its MP allowance is reduced by 2, not 1 + 2.

When the heat build-up is reduced below the point at which the effect occurs, the effect is removed. If the heat build-up on the Heat Scale is high enough that a similar effect has already been passed, then even though the greater effect is removed, the lesser effect is still in force. Thus, if the heat drops below 10 on the Heat Scale, the -2 movement point effect is removed, but the -1 movement point effect is still in force until the heat drops below 5.

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A Warhammer starts a game turn with a 4 on its Heat Scale.

During the turn, it fires both its particle projector cannons (generating 10 heat points apiece), and walks (1 heat point). However, the 'Mech still has all 16 of its heat sinks left. They dissipate 16 of the 21 heat points, leaving 5 remaining. During the Heat Phase, these 5 heat points are added to the 4 already on the Heat Scale, bringing the total to 9. In the next turn, the 'Mech has 1 fewer MP and has a Base To-Hit Number 1 greater because of the heat built up.

If the 'Mech does the same thing in the next turn, 5 more heat points will be added to the 9 already on the Heat Scale, bringing the total to 14. The player must roll a 4 or more on both dice to avoid having his 'Mech's fusion reactor shut down. Even if he avoids the shutdown, the Warhammer's movement point allowance will be reduced by 2 until its heat drops below 10 on the Heat Scale, and its Weapons will fire at a Base To-Hit Number of 6 (because of the +2 modifier) until the heat falls below 13.

WEAPONS ATTACK EFFECTS

Add the number given to the BattleMech's Base To-Hit Number. If the effect is Fire +1, add 1 to the Base To-Hit Number, as long as the heat is at or above this point on the scale.

Treat this effect like the movement effect: it is not cumulative and it may be removed.

SHUTDOWN

The BattleMech shuts down its fusion reactor automatically as a safety procedure. Until the MechWarrior restarts the reactor, the 'Mech may not move or fire.

This effect may be avoided if the MechWarrior is able to override the fusion reactor's safety shutdown procedure, as indicated by the Avoid Number listed with the effect. The player rolls two dice. If the roll is equal to or greater than the Avoid Number (+4, +6, etc.), the effect is avoided until the heat rises again. If the heat rises again, the roll must be made again.

If the 'Mech shuts down, it remains motionless and cannot build up any heat by its own actions. Its heat sinks will still work, however, and so it will get rid of the heat it has. Every turn it is motionless, the heat will drop, and the MechWarrior has a chance to restart the reactor. He rolls two dice. If his roll is equal to or less than the Avoid Number (which gets lower as the heat drops), he can restart the reactor. When the heat drops below 15 on the Heat Scale, the reactor will restart automatically.

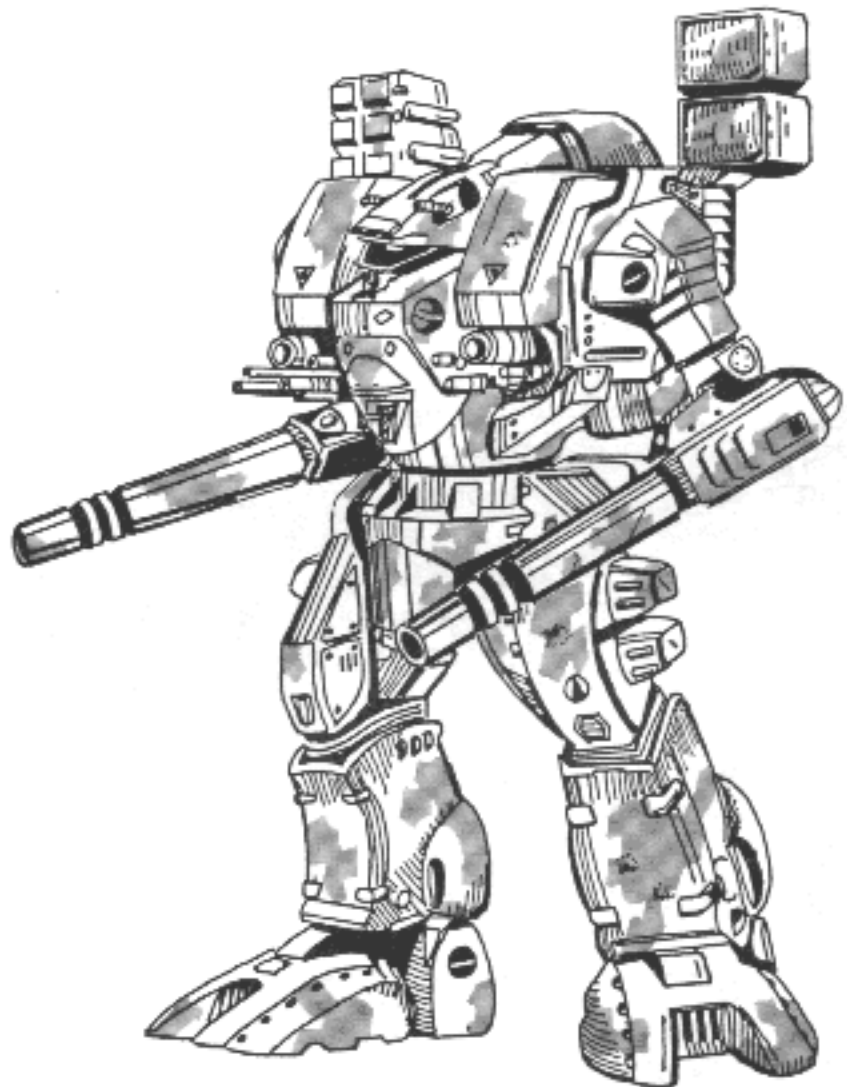
A shutdown 'Mech can be a target for aimed shots.

AMMUNITION EXPLOSION

For every turn after the Ammo Explosion threshold is reached (19, 23, and 28 heat points) and the heat continues to build up, the most destructive ammo rack for a non-energy weapon explodes! To determine which ammo rack is destroyed, look at the Damage Value. A machine gun ammo rack has a Damage Value of 2, and an autocannon's rack has a Damage Value of 5. A short-range missile pack has a Damage Value of 2 per remaining missile left, and a long-range missile pack has a Damage Value of 1 per remaining missile. Give damage as though the ammo had taken a critical hit.

This effect may be avoided by pure luck, as indicated by the Avoid Number. To see if it is avoided in a turn when the heat continues to build up, the player must roll two dice. If the dice roll is equal to or greater than the Avoid Number (4+, 6+, etc.), there will be no explosion.

This effect may be removed temporarily. If the MechWarrior reduces the heat the next turn, the ammunition is safe as long as the heat continues to be reduced. When the heat drops below 19 and stays there, the MechWarrior may breathe easily. If, however, the heat stays the same or continues to rise, there is another chance for an ammunition explosion, and there will be a chance for an explosion every turn that the heat continues to rise. Clearly, it is bad for the 'Mech to allow its heat to rise to 19 on the Heat Scale!



CITIES AND BUILDINGS

BattleMechs evolved out of the need for a highly-mobile weapons platform that could be dropped from space, perform extended operations with a minimum of supplies, and still be able to carry enough firepower to win the planned objective. The current design can perform all of these missions easily, especially when moving through open terrain.

However, just as cities and urban areas caused problems for ancient armored vehicles, cities cause problems for 'Mechs. Long, narrow streets with buildings blocking line-of-sight and providing enemy hiding places and limited protection from weapons fire necessitate changes in tactics and operations. Even infantry have a chance to do real damage to 'Mechs before getting creamed themselves.

BUILDINGS

There are four types of buildings in CityTech: light, medium, heavy, and hardened. They are rated according to their differences in construction to show the damage they can withstand, the protection they afford, and the weight they can bear. Buildings are described by two numbers: the Construction Factor (CF) and Elevation.

Elevation is treated exactly as in the regular rules, with each level of a building equal to six meters in height.

The Construction Factor is used to determine how the physical structure of the building affects the play of the game. The CF is the number of points of damage the building can take before being reduced to rubble. It is also the number of tons a building can support without collapsing.

No matter what the building's current Construction Factor, its type never changes. A damaged heavy building with a CF of 15 is still a Heavy Building.

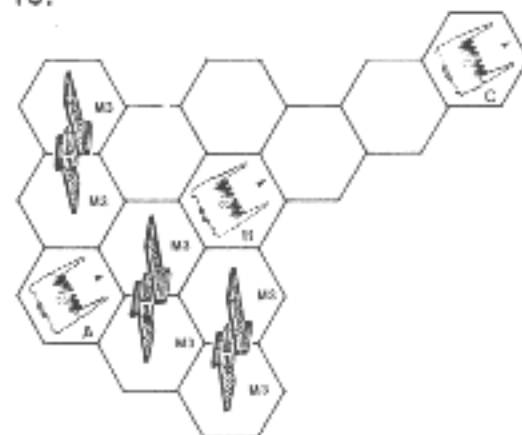
Type	Starting CF	BUILDINGS		
		MP	Piloting Skill Modifier	Fire Starting Modifier
Light	15	2	0	0
Medium	40	3	+1	+1
Heavy	90	4	+2	+2
Hardened	120	5	+5	+3

MOVEMENT

'Mechs can move into or onto buildings. If the CF of a building is equal to or greater than the tonnage of the 'Mech, that 'Mech can climb up or jump to the top of the building. If the CF is less than the 'Mech's tonnage, the 'Mech will fall, taking falling damage according to how high he was.

Every time a 'Mech moves into a building, i.e., crosses through a wall, the MechWarrior must make a *Piloting Skill Roll* modified by the Target section of the Movement Modifiers Table and by the type of building. If the *Piloting Skill Roll* is successful, the 'Mech will take no damage. If the roll fails, the 'Mech will take damage on the front/backside, in the amount of the building's current Construction divided by 10.

A *Piloting Skill Roll* must also be made when leaving a building and when moving from hex to hex inside larger buildings. Whenever a 'Mech or vehicle moves through a building wall, the building will suffer damage equal to the unit tonnage divided by 10.

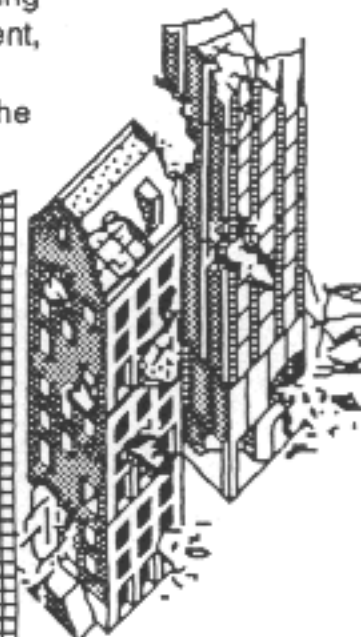


In this example, a 70-ton Archer wants to move through a medium building to fire at units on the other side. The Archer runs one hex to get adjacent to the building, and then spends 3 MP to enter the hex containing the building. As one wall is crossed, a *Piloting Skill Roll* must be made. Because this is a medium building, there is a +1 skill roll modifier. Further, because the Archer only moved two hexes, there is no movement modifier, as shown by the Movement Modifiers Table. The Archer rolled a 10 and passed the roll. The 'Mech suffers no damage, but the building suffers 7 points (the Archer's 70 tons divided by 10). The Archer must make a second *Piloting Skill Roll* in order to leave the building hex. The modifiers are the same. This time a 3 is rolled, less than the 6 needed to pass through the wall with no damage. The Archer suffers 3 points of damage to its front (the current CF, 33 divided by 10, rounded down), and the building suffers a further 7 points of damage, reducing the current CF to 26. The Archer can now move out of the building and spend its remaining 2 MP.

Buildings count as one unit toward stacking. The only way any unit can be in the same hex as a building is to be in it or on top of it.

COMBAT

For every point of damage that a building takes as a result of combat, fire, or movement, the building loses one construction factor. When the CF of a building is reduced to 0, the hex becomes rubble. There is a -4 To-Hit modifier when firing directly at a building. Shots aimed at buildings from adjacent



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hexes always hit, as do all physical attacks. All missiles in a missile attack from an adjacent hex will hit.

When firing at a vehicle or 'Mech that is inside a building, there is no modification of the To-Hit number, but the damage done to the target is affected. An amount of damage equal to the current Construction Factor divided by 10 is taken by the building before any damage actually hits the 'Mech or vehicle. This damage is deducted for each separate attacker. If five 'Mechs were going to shoot the same target in a building, each would have to deduct the damage absorbed by the building. The current CF is the CF before any damage is done to the building. Only after all weapons fire is complete is the CF corrected.

For example, a Marauder and a Rifleman have hit a Hunchback which is inside a Heavy Building with a current CF of 82. The first Rifleman's damage to the Hunchback is reduced by 8 because of the protection of the building. The Marauder's damage to the Hunchback is also reduced by 8. The building's new CF will be 66 (82-8-8=66).

If enough damage is done to the building in one turn to cause it to collapse, any unit inside will suffer some damage. This damage is equal to the current CF (the CF at the beginning of the current phase) divided by 10, multiplied by the number of levels in the building.

Infantry suffer three times this number. If a unit was on an upper floor, the unit suffers the normal falling damage, according to the number of levels fallen. If the unit was on a middle floor, it will suffer falling damage based on the unit's current elevation level and damage from the collapsing building, based on how many levels were above the unit.

It is possible for 'Mechs to be in the same hex if they are on different levels of the same building. In this case, normal To-Hit procedures are followed with the following additions. The difference in levels is the range. If the building occupies more than one hex, these hexes are also counted when figuring range. Finally, an extra +3 To-Hit modifier is added because of the fact that the target 'Mech might not be visible. There are no minimum range modifiers used in this case. If a shot hits the enemy 'Mech, the following Special Hit Location Tables are used. They are very similar to the Punch Hit and Kick Hit Location Tables. Remember that both 'Mechs get the protection of the building.

SPECIAL HIT LOCATION TABLES

Shot from Above

Die Roll	Hit Location
1	Left Arm
2	Left Torso
3	Center Torso
4	Right Torso
5	Right Arm
6	Head

Shot from Below

Die Roll	Hit Location
1	Left Leg
2	Left Leg
3	Left Torso
4	Right Torso
5	Right Leg
6	Right Leg

DAMAGE

All missed shots do damage to the building.

Buildings are represented on the map by full-color counters. On one side is a full-color picture of the building, labeled according to the type and number-coded for elevation. When a building suffers damage, simply subtract the damage from the current CF and write the resulting number in pencil on the counter. When the cumulative damage exceeds the CF, flip the counter over to the rubble side. The hex is now rubble for the rest of the game.

Buildings are placed on the CityTech Mapsheet in any fashion determined by the players. The layout can range from a simple, orderly plan with straight streets to a confused arrangement with no real streets but with randomly-sized spaces between buildings.



VEHICLES

BattleMechs reign supreme on the battlefield, but armored vehicles have their own place in combat. Although usually not able to pack as much punch as a 'Mech, they are cheaper to build and have an almost even fighting chance in situations where a 'Mech's capabilities are limited. Cities and urban areas are one such setting.

There are three types of vehicles: tracked, wheeled, and hovercraft. Each has its own advantages and disadvantages, as described in the following rules.

VEHICLE RECORD SHEETS

The Vehicle Record Sheet shown in the diagram is used to keep track of the damage done to individual vehicles during combat. The different sections of the Record Sheet are discussed below. The form appears on page 33.

Armor Diagram

The large diagram on the right side of the page is the Armor Diagram. It shows the arrangement of the armor plating and internal structure on the vehicle. As armor is destroyed by weapons hits, the player checks off boxes. When all the boxes in one area are gone, damage is marked off against the internal structure. The shaded areas of the Armor Diagram show the locations of the vehicle's internal structure.

Vehicle Data

Located on the left side of the Record Sheet, this section lists all the vehicle's important statistics. These include the type of vehicle, its tonnage, movement allowances, weapon inventory, and other components. The vehicle's *Driving* and *Gunnery* skills are also shown here.

The rules of play for BattleMechs apply also to vehicles, with the following exceptions.

DRIVERS AND GUNNERS

Vehicles are driven rather than piloted. The *Driving* skill acts the same as a MechWarrior's *Piloting* Skill except that fewer skill rolls are required because vehicles are not as versatile as 'Mechs.

The *Gunnery* skill for vehicles is used exactly the same as with MechWarriors. It serves as the base To-Hit Number for weapon combat.

Damage to vehicle personnel is all or nothing. They are either operating at full capacity or they are not. It is not necessary to keep track of the number of hits they take because any damage that could hurt the crew, kills the vehicle.

MOVEMENT

Vehicles change their position on the mapsheet by using one of many types of movement or movement actions. The different types of movement available to a vehicle cannot be mixed in one game turn. Following are the types of actions a vehicle may make:

Movement Actions

Stand Still	MP costs same as for 'Mechs
Change Facing	MP costs same as for 'Mechs
Cruise	Cruising speed = 'Mech's walking speed
Move at Flank Speed	Flank speed = 'Mech's running speed (1.5 times walking speed)

SPECIAL MOVEMENT RULES

Vehicles are limited in the types of terrain they can cross. See the Vehicle Tables in the **Construction** section of this chapter.

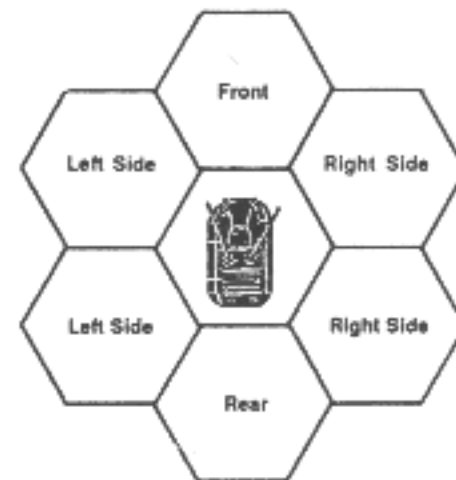
Vehicles can change elevation levels at a cost of 2 MP per level. A vehicle may only change one level per hex traveled. Level changes are not possible in buildings.

A single vehicle may share the same hex with one other playing piece, e.g., a 'Mech, an infantry unit, or another vehicle.

A vehicle reacts to movement by turning its turret, if it has one. The turret can be moved to face any hexside.

COMBAT

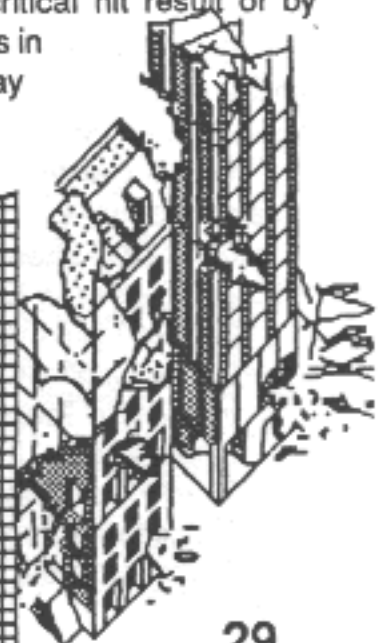
Vehicles fire weapons just as a 'Mech does. All of the rules for firing arcs, multiple targets, and To-Hit modifiers are identical. Vehicles may not fire at targets in the same hex, except if inside a building and the target is the building. Damage is different when vehicle hit location is considered. The following diagram depicts the front, side, and rear damage locations.



Once a vehicle has been hit, the Vehicle Hit Location Table is used to determine just what was hit. Other results may apply as noted on the table.

A vehicle can be destroyed by a critical hit result or by eliminating all of the internal structure boxes in one location. Damage is taken the same way as with a 'Mech, with damage points first being marked off against armor and then internal structure.

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VEHICLE HIT LOCATION TABLE

Die Roll	Front/Back	Side
2	Armor pierced (roll critical)	Armor Pierced (roll critical)
3	Armor plus Track/Axle/Lift Fan Destroyed	Armor plus Track/Axle/Lift Fan Destroyed
4	Armor plus Drive wheel/Wheel/Air Skirt (-1 MP)	Armor plus Track/Axle/Lift Fan Destroyed
5	Armor plus Air Skirt Hit (-1 MP)	Armor plus Drive Wheel/Wheel /Air Skirt Destroyed (-1 MP)
6	Armor	Armor
7	Armor	Armor
8	Armor	Armor
9	Armor	Armor plus Air Skirt Hit (-1 MP)
10	Turret Armor	Turret Armor
11	Turret Armor plus Turret Locks	Turret Armor plus Turret Locks
12	Turret Armor (roll critical)	Armor pierced (roll critical)

Notes:

Track/Axle/Lift Fan Destroyed = no movement for rest of game.

Turret Locks = Turret locks in current position and cannot be moved for the rest of the game.

If there is no turret, then all turret hits become normal armor hits.

VEHICLE CRITICAL HIT TABLE

Die Roll	Result
1	Crew Stunned (no actions for two turns)
2	Main Weapon Jams (no fire from largest system for one turn)
3	Engine Hit (no movement for rest of game)
4	Crew Killed (vehicle out of game)
5	Fuel Tank Hit (vehicle explodes)
6	Ammo/Plant Hit (vehicle explodes)

VEHICLE DESIGN

The following system makes it possible for players to construct their own vehicles using any mix of speed, armor, and weaponry they desire. Then, they can pit their designs against others on the battlefield.

In order to design a vehicle, the player will need a piece of scratch paper, a pen, the Weapons Chart, and an unused Vehicle Record Sheet. The procedure is as follows:

1. Choose the Tonnage
2. Determine the Engine Rating
3. Add Control Components
4. Allocate Tonnage for Internal Structure
5. Add Armor
6. Add Weapons and Ammunition.
7. Allocate Armor Values
8. Complete the Record Sheet

VEHICLE TABLE

Tracked			
Maximum Tonnage		100	
Suspension Factor		0	
Terrain Restrictions		No Heavy Woods or Water hexes	
Wheeled			
Maximum Tonnage		80	
Suspension Factor		20	
Terrain Restrictions		No Rough, Rubble, Light Woods, Heavy Woods, or Water hexes	
Hover Craft			
Maximum Tonnage		50	
Suspension Factor (SF)			
	<u>Tons</u>	<u>SF</u>	
	01-10	40	
	11-20	85	
	21-30	130	
	31-40	175	
	41-50	235	
Terrain Restrictions		No Light Woods or Heavy Woods	
Lift Equipment		1 ton for every 10 tons of craft	
Minimum Engine Weight		20% of total Vehicle Weight	

ENGINE TABLE

Rating	Fusion Tonnage	IC Tonnage
10	.5	1
15	.5	1
20	.5	1
25	.5	1
30	1.0	2
35	1.0	2
40	1.0	2
45	1.0	2
50	1.5	3
55	1.5	3
60	1.5	3
65	2.0	4
70	2.0	4
75	2.0	4
80	2.5	5
85	2.5	5
90	3.0	6
95	3.0	6
100	3.0	6
105	3.5	7
110	3.5	7
115	4.0	8
120	4.0	8
125	4.0	8
130	4.5	9
135	4.5	9
140	5.0	10
145	5.0	10
150	5.5	11
155	5.5	11
160	6.0	12
165	6.0	12
170	6.0	12
175	7.0	14
180	7.0	14
185	7.5	15
190	7.5	15
195	8.0	16
200	8.5	17
205	8.5	17
210	9.0	18
215	9.5	19
220	10.0	20
225	10.0	20
230	10.5	21
235	11.0	22
240	11.5	23
245	12.0	24
250	12.5	25
255	13.0	26
260	13.5	27
265	14.0	28
270	14.5	29
275	15.5	31
280	16.0	32
285	16.5	33
290	17.5	35
295	18.0	36
300	19.0	38
305	19.5	39
310	20.5	41
315	21.5	43
320	22.5	45
325	23.5	47
330	24.5	49
335	25.5	51
340	27.0	54
345	28.5	57
350	29.5	59
355	31.5	63
360	33.0	66
365	34.5	69
370	36.5	73
375	38.5	77
380	41.0	82
385	43.5	87
390	46.0	92
395	49.0	98
400	52.5	105

CHOOSE THE TONNAGE

Vehicle weight is limited by type, according to the above tables. Within these limits, choose any tonnage desired. Record the vehicle's tonnage at the top of the sheet of scratch paper. The total weight of the vehicle's engine, weapons, armor, and other components may not exceed this figure.

For example, a player wants to design a heavy hovercraft, the Falcon. He assigns the vehicle a total weight of 50 tons, the maximum tonnage for a hovercraft.

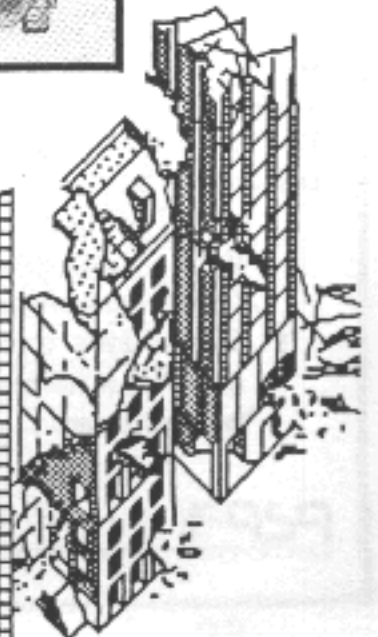
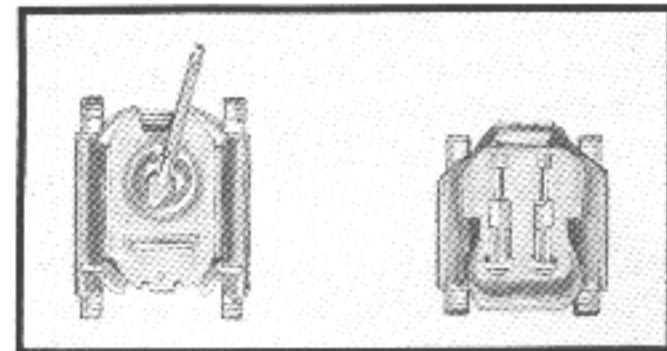
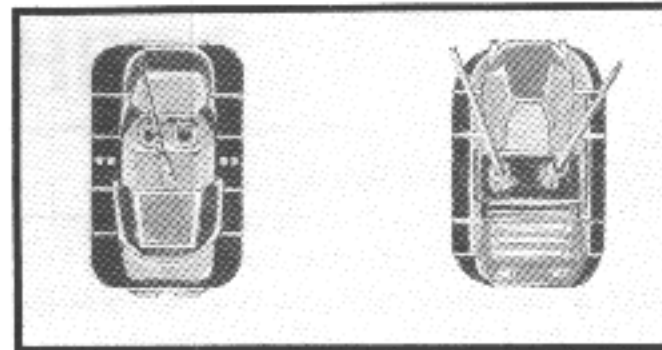
DETERMINE THE ENGINE RATING

A vehicle's engine rating is determined by its weight, desired speed, and suspension factor. Multiply the vehicle's tonnage by its cruising movement point allowance, and then subtract the suspension factor from this total. The resulting number is its Engine Rating.

$(\text{Tonnage} \times \text{Movement Point allowance}) - \text{Suspension Factor} = \text{Engine Rating}$

[NOTE: The minimum engine size for a hovercraft is 20% of the final vehicle tonnage.]

Vehicles (and 'Mechs, for that matter) have a choice of whether they will use a fusion or internal combustion engine. Internal combustion engines weigh twice as much as an identically-rated fusion engine but they are cheaper and much more available. Also, vehicles with fusion engines must add extra shielding and transmission equipment. The weight of this equipment is equal to one-half the weight of the fusion plant itself. The following tables list the tonnage requirements for both fusion and internal combustion type engines rated 10 to 400.



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ADD WEAPONS AND AMMUNITION

Every weapon placed on a vehicle weighs a certain amount, as listed on the Weapons Chart. Select the weapons that the newly-designed vehicle will carry. At least one ton must be used for each missile launcher's or ballistic weapon's ammunition. This will provide a varying number of shots, depending on the launcher or weapon.

Energy Weapons may require extra equipment, depending on the type of engine system installed. The number of heat sinks should be equal to the number of heat points that their energy weapons could generate in one turn. Remember that all fusion plants have ten heat sinks built into them. Internal Combustion engine vehicles also require power amplifiers at the rate of one ton of amplifiers for every ten tons of energy weapons. Heat sinks weigh one ton apiece, as with 'Mechs.

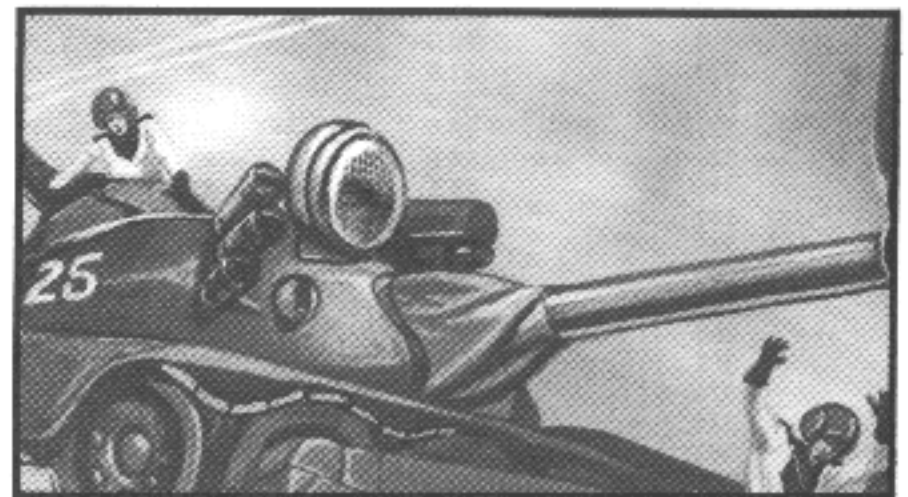
Most vehicles will want to mount their weapons in turrets. This allows such weapons to have a 360-degree field of fire. Any number of weapons can be mounted in one turret. The cost is one ton of turret for every ten tons of weapons mounted. If a weapon is not mounted in a turret, it will have a fixed field of fire in the direction it is mounted on the vehicle. This arc of fire is 120 degrees wide.

The Falcon will carry 1 medium laser (1 ton) and two 6-rack short range missile launchers (3 tons apiece) in a turret (1 ton). The laser will require a power amplifier (1 ton) and 3 heat sinks (1 ton per heat sink). The Falcon will also carry 1 ton of missile ammunition, enough for 15 shots. All of this equipment weighs 13 tons, and fills out the Falcon completely.

ALLOCATE ARMOR

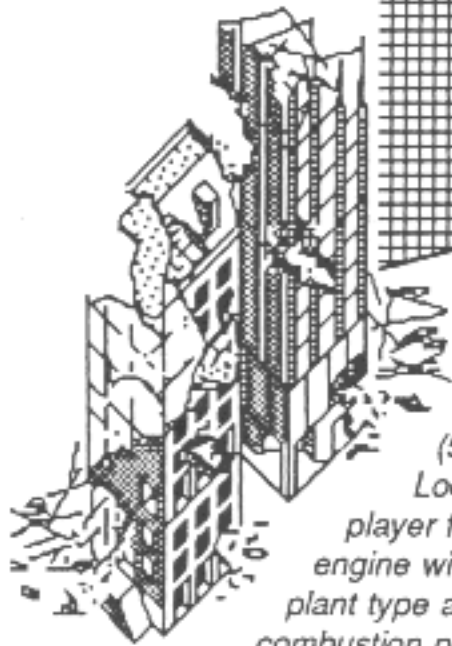
Divide the total Armor Value carried by the vehicle among the four or five different locations shown on the Vehicle Record Sheet Armor Diagram. The exact Armor Value used to protect a given area is left to the player's discretion.

The Falcon carries a total of 88 armor points. The player divides these points as follows: Front - 24; Sides - 16 apiece; Back - 16; and Turret - 16.



COMPLETE RECORD SHEET

Fill out the remaining pieces of information shown on the Vehicle Record Sheet.



The player gives his 50-ton Falcon hovercraft a Movement Point allowance of 9. As a result, the vehicle needs a 215-ton-rated engine ($50 \text{ tons} \times 9$) - $235 = 215$. Looking at the Engine Table, the player finds that a 215-ton-rated engine will weigh 9.5 tons if a fusion-plant type and 19 tons if an internal-combustion plant type. The player chooses the internal combustion plant, and now has 31 tons left for the rest of the vehicle's components.

ADD CONTROL COMPONENTS

Every vehicle must have the instruments and controls necessary to control the vehicle in combat. These components take up five percent of the vehicle's total tonnage.

Hovercraft must install the additional components needed to actually lift the craft. This Lift Equipment weighs one ton for every 10 tons of craft.

The Falcon's control components weigh in at 2.5 tons ($50 \times .05$) and the hovercraft's lift equipment weighs 5 tons ($50 \text{ tons divided by } 10$). This leaves 23.5 tons for remaining equipment.

INTERNAL STRUCTURE

Ten percent of every vehicle's total tonnage is taken up by its internal structure. This includes the chassis and framing that hold everything in place. Each of the five damage locations (four, if no turret is installed) receives one internal structure box for every 10 tons of the vehicle's tonnage, rounded up.

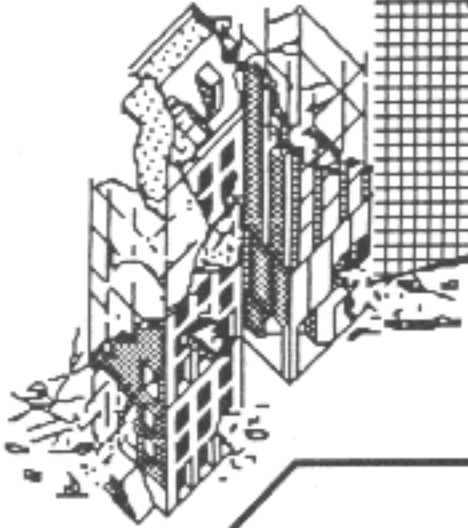
The Falcon weighs 50 tons. Therefore, its internal structure will weigh 5 tons ($50 \text{ tons} \times .1$). 18.5 tons remain, and 5 boxes in each damage location.

ADD ARMOR

Armor helps protect the vehicle's internal structure. An armor value of 16 weighs one ton, the same as on a 'Mech. Determine the total number of armor points the vehicle will carry. These points will be allocated among the vehicle's hit location areas at a later stage in the design process. Armor can only be added in one-half ton or one-ton units.

The player decides to allocate 5.5 tons of the Falcon's remaining tonnage to armor. As a result, the vehicle carries an Armor Value of 80 ($5.5 \text{ tons} \times 16 \text{ points/ton} = 88$). The Falcon now has 13.5 tons of space left for its weapons, ammunition, and heat sinks.

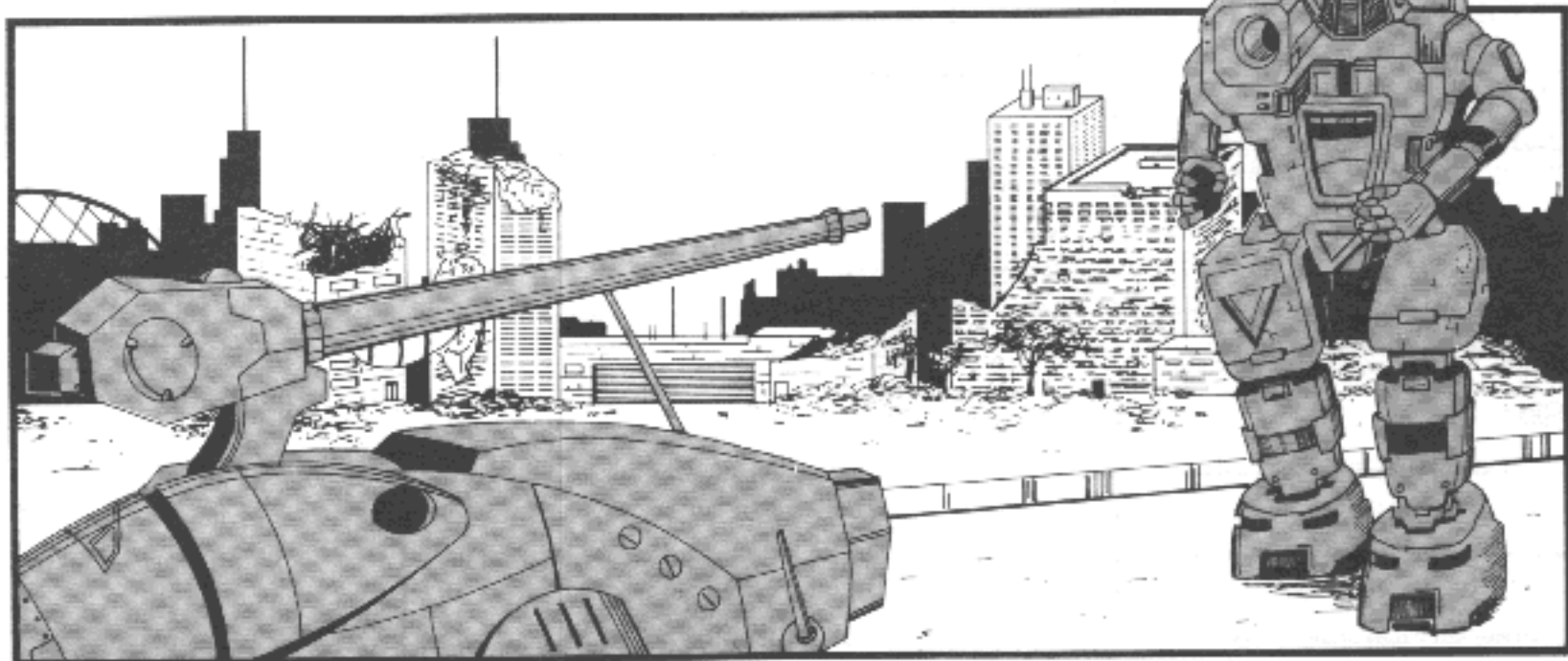
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WEAPONS TABLE

Type	Heat	Damage	Minimum	Short	Medium	Long	Tons	Shots/Ton	Critical Hit Locations
Small Laser	1	3	-	1	2	3	.5		1
Medium Laser	3	5	-	1-3	4-6	7-9	1		1
Large Laser	8	8	-	1-5	6-10	11-15	5		2
Particle Cannon	10	10	3	1-6	7-12	13-18	7		3
Auto Cannon/2	1	2	4	1-8	9-16	17-24	6	45	1
Auto Cannon/5	1	5	3	1-6	7-12	13-18	8	20	4
Auto Cannon/10	3	10		1-5	6-10	11-15	12	10	7
Auto Cannon/20	7	20		1-3	4-6	7-9	14	5	10
Machine Gun	0	2		1	2	3	.5	200	1
Flamer	3	2		1	2	3	1		1
Long Range Missiles									
5-pack	2	*	6	1-7	8-14	15-21	2	24	1
10-pack	4	*	6	1-7	8-14	15-21	5	12	2
15-pack	5	*	6	1-7	8-14	15-21	7	8	2
20-pack	6	*	6	1-7	8-14	15-21	10	6	5
Short Range Missiles									
2-pack	2	*		1-3	4-6	7-9	1	50	1
4-pack	3	*		1-3	4-6	7-9	2	25	1
6-pack	4	*		1-3	4-6	7-9	3	15	2

- * LRM missiles do 1 point of damage per missile that hits
- * SRM missiles do 2 points of damage per missile that hits



INFANTRY

While 'Mechs and vehicles are expensive and supplies are limited, there is almost no limit to the number of men who, willingly or unwillingly, are thrown into battle. Infantry units do not usually last very long when on the field with 'Mechs, but they can sometimes inflict just enough damage to turn the tide of battle.

There are three types of infantry unit: foot, mechanized, and jump. Foot and mechanized units are 28-man platoons. Jump units are 21-man platoons. Following are the rules that apply to infantry.

MOVEMENT

Infantry units have no facing and can move in any direction unless blocked by terrain. Infantry must pay the same movement point costs as other units. Infantry may not move into Level 1 or deeper water, and may only climb 1 elevation level per hex.

In cities, it costs infantry only 1 MP to enter or leave buildings. Infantry units may also climb up interior stairs of buildings to reach different elevation levels. The cost is 1 MP per elevation level. An infantry platoon counts as one unit for stacking purposes.

COMBAT

Infantry fire and To-Hit procedures are the same as for 'Mechs and vehicles. The only difference is that infantry units have 360-degree arcs of fire, and the range of their weapons is severely limited. Following is a table of infantry weapons and their To-Hit numbers by range.

TO-HIT NUMBERS OF INFANTRY WEAPONS

Weapon Type	Range in Hexes						
	0	1	2	3	4	5	6
Rifle	2	4	6	-	-	-	-
Machine Gun	2	4	6	8	-	-	-
Flamer	3	4	6	-	-	-	-
Portable Laser	2	4	6	8	-	-	-
SRM Missiles	3	4	4	6	6	8	8

Infantry damage to targets is allocated to the target in 5 point groups, similar to the way 'Mech charge damage is figured.

Infantry units use all the same movement and terrain modifiers as 'Mechs and vehicles when calculating the To-Hit number.

Infantry units take damage in the normal manner except when they are in the open, i.e., not in a hex that gives a terrain To-Hit modification. In that case, all damage done to the unit is doubled.

Because Buildings block line-of-sight, no direct fire at infantry inside a building is allowed. Because infantry are not armored, damage done to buildings is passed on to the infantry units inside to varying degrees. The table below shows the amount:

Building Type	Damage Suffered By Infantry Unit
Light	3/4 of shot damage is passed on to unit
Medium	1/2 of shot damage is passed on to unit
Heavy	1/4 of shot damage is passed on to unit
Hardened	None of the shot damage is passed on to unit

This table is used only when damage is intentionally done to the building, either from shot damage, a physical attack against the building, or from a 'Mech walking into or out of a building with infantry in it. No unit can fire directly at an infantry unit that is in a building. In such case, all shots must be made against the building.

If a 'Mech is adjacent to an infantry unit that is in a building, all attacks, weapons fire, and physical attacks must be directed against the building. If the 'Mech is in the same hex as an infantry unit and in a building, that 'Mech may attack that infantry unit. The 'Mech may fire at the building in the same hex or the 'Mech may make a direct physical attack against the infantry in the building.

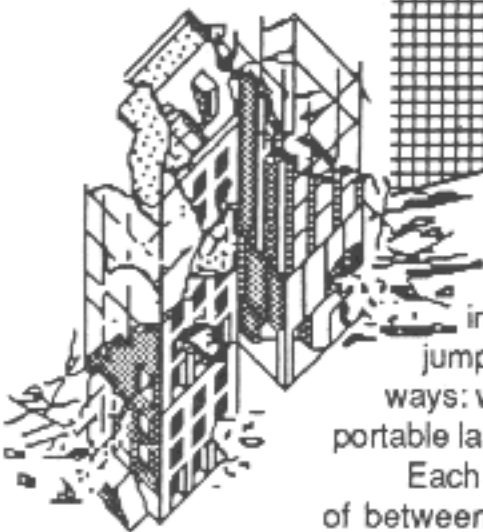
Infantry may fire at units in the same hex. All damage done in such an attack is considered to hit the front side of the target.



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INFANTRY UNIT FORMATION

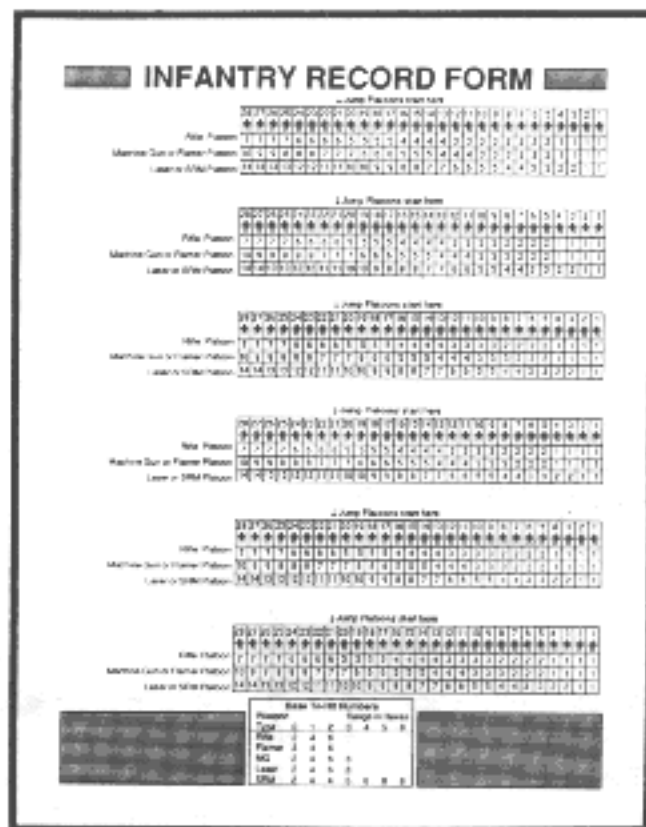
There are three different types of infantry unit: foot, mechanized, and jump. Each can be armed in one of five ways: with rifles, machineguns, flamers, portable lasers, or short-range missiles.

Each infantry unit represents a platoon of between 21 and 28 men. The table below shows the different types of units, how far they can move, the number of men in each, the maximum amount of damage an undamaged platoon can do, and the relative cost of each unit. This value can be used as the unit's theoretical tonnage when balancing scenarios.

RECORDING DAMAGE

The Infantry Platoon Record Sheet consists of 6 blocks showing the manpower and firepower of each of six platoons. Also included is the firing chart for infantry units. During game set-up, a block is devoted to each platoon. The rows of the block not in use are marked off. As damage is taken, the columns are marked off, one for each damage point suffered.

INFANTRY UNITS TABLE				
Type	MP	Men	Maximum Damage	Cost/Tonnage
Foot Infantry				
Rifles	1	28	7	7
Machineguns	1	28	10	10
Flamers	1	28	10	10
Portable Laser	1	28	14	14
SRMs	1	28	14	14
Mechanized Infantry				
Rifles	3	28	7	21
Machineguns	3	28	10	30
Flamers	3	28	10	30
Portable Lasers	2	28	14	28
SRMs	2	28	14	28
Jump Infantry				
Rifles	4	21	6	30
Machineguns	3	21	7	28
Flamers	3	21	7	28
Portable Lasers	2	21	11	33
SRMs	2	21	11	33



The following table shows the reduction in unit firepower as damage is taken:

↓ Jump Platoons start here

	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
Rifle Platoon	7	7	7	7	6	6	6	6	5	5	5	5	4	4	4	4	3	3	3	3	2	2	2	2	1	1	1	1
Machine Gun or Flamer Platoon	10	9	9	8	8	8	7	7	7	6	6	6	5	5	5	4	4	4	3	3	3	2	2	2	1	1	1	1
Laser or SRM Platoon	14	14	13	13	12	12	11	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1

OPTIONAL RULES

FIRES

CLEARING WOODS

Woods hexes can be cleared by heavy weapons fire, although they may be set afire by accident. Woods can be reduced from heavy to light, or cleared of trees altogether, though the fallen trees make the hex rough terrain for movement purposes. Although the 'Mechs have awesome firepower, they do not have enough to alter a rough hex or a clear hex. Small lasers, machine guns, auto cannons, and 1 and 2-pack short-range missiles cannot be used to clear woods.

When a player wants his 'Mech to clear a woods hex, he announces its target during the Attack Phase and then attacks the hex. The To-Hit Number is modified by the range only. If the attack is a success, the woods hex is converted.

Terrain Conversion Chart	
Former Terrain	New Terrain
Clear	Clear
Rough	Rough
Heavy Woods	Light Woods
Light Woods	Rough

CAUSES

Accidental Fires

If a 'Mech attempts to clear a woods hex, he may accidentally start the woods on fire. To see if this occurs, the player must roll both dice. If the roll is less than 6, the woods has accidentally been set alight.

After Missed Shots

If a weapons attack against a 'Mech misses and that weapon can be used to start fires, the player making the attack must roll again to see whether or not his 'Mech has accidentally set a fire or changed the terrain in the target's hex. Attacks made by weapons that cannot set fires or convert terrain do not have to be checked. If the die roll is a 2 or 3, the hex is set on fire. If the roll is an 11 or 12, the woods is cleared. Any other result has no effect.

Intentional Fires

Many of the weapons carried by 'Mechs can be used to start fires in woods hexes. These fires can spread from hex to hex, and they produce heat in 'Mechs that move through them or stay in them. Different types of weapons start fires differently.

Flamers

Fire at the woods hex, modifying the Base To-Hit Number for the range. If the flamer hits, the woods hex is automatically set on fire.

Energy Weapons

Fire at the woods hex, modifying the Base To-Hit Number by -4 and for the range. If the energy weapon hits, roll two dice. If the roll is equal to or greater than 7, the woods hex is set on fire.

Missile Launchers

Fire at the woods hex, modifying the Base To-Hit Number by -4 and for the range. If the missiles hit, roll two dice. If the roll is equal to or greater than 9, the missiles set the hex on fire. One- or two-pack short-range missile launchers cannot set woods on fire.

Ballistic Weapons

Machine guns and auto cannons cannot be used to set fires.

SPREADING FIRES

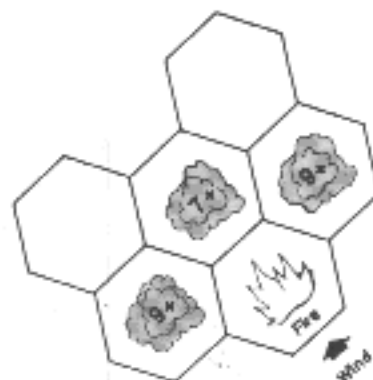
If fires are started on the Mapsheet, they will spread from hex to hex in the direction of the wind. Fires can spread into woods and clear hexes, but they cannot spread into rough or water hexes.

Determining Wind Direction

At the beginning of the game, declare one side of each hex to be Direction 1, numbering the remaining hexsides 2 through 6 clockwise. Roll one die. The wind will blow in the direction shown on the die for the entire game.

Determining Spreading

During the End Phase of every game turn, the players check to see if any of the fires currently on the map spread to new hexes. Roll two dice for each hex directly downwind of and adjacent to a fire hex. If the roll is equal to or greater than a 7, the fire will spread into that hex. Also roll two dice for each of the two hexes on either side of that hex. If the roll is equal to or greater than a 9, the fire will spread into that hex as well.



Fire spreads to these hexes on rolls shown



Fire



Smoke

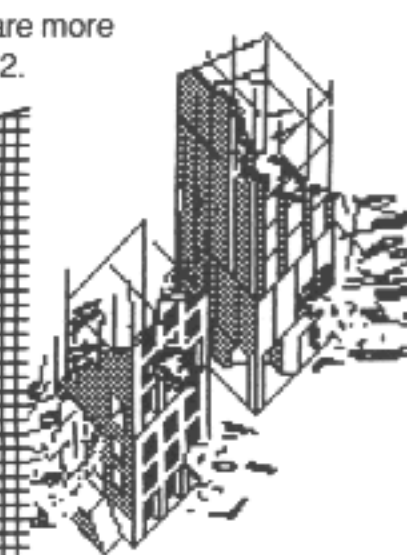
EFFECTS OF FIRE ON 'MECHS

A 'Mech that ends his turn in a fire hex will take an additional 5 heat points due to the fire. A 'Mech who moves out of a fire hex will take 2 heat points immediately.

Smoke

A fire spreads smoke for three hexes downwind of the fire hex. All attacks from or into smoke hexes are more difficult to make, with a To-Hit Modifier of +2.

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LIMITED INTELLIGENCE

Allow each side to secretly hide a limited number of units in the city before the scenario starts. These units will remain hidden until they fire or move. Advanced players may also allow these hidden units to move secretly if no other 'Mech is in sight.

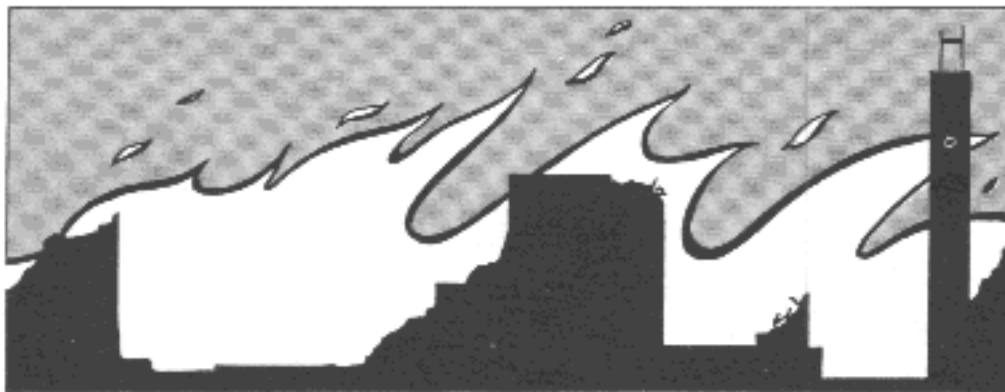


FIRES IN THE CITY

Fire in the city is an extremely nasty event. Luckily it is a little more difficult to start them. When a building takes aimed weapons fire, there is a chance of it burning. Roll two dice and consult the following tables.

STARTING FIRES	
Weapon Type	Die Roll Starting Fire
Flamer	4+
Energy Weapons	7+
Missiles	9+
Modifiers to Fire Roll	
Light Building	0
Medium Building	+1
Heavy Building	+2
Hardened Building	+3
Spreading Fires in the City	
Hex Downwind	7+
Hex to Right or Left	9+
Crossing Street	+3 per hex of street

Buildings take a long time to burn. For each turn that a building is on fire, it loses 2 CF points. If a 'Mech moves through a hex that is on fire, it does damage and takes damage as normal. However, its heat increases by 2 points as in a normal fire hex. If the 'Mech ends its movement in a fire hex, its heat will increase by 5 points. If the building in which a 'Mech is located is set on fire during the Combat Phase and the 'Mech moves out of the hex during the next Movement Phase, the 'Mech will take 2 heat points in the turn he moves and none in the turn that the fire was started.



HIDDEN MOVEMENT

Cities are very confining places, where it is easy to lose sight of enemy units as they turn corners or jump over buildings. Players may wish to simulate these conditions. The easiest and best way is to have a third player serve as gamemaster to judge who can actually see whom. Use two identical mapsheets, one for each player. Players move their own units normally, and the gamemaster tells each player secretly which enemy units have been sighted during each turn. That way, 'Mechs can follow each other without being seen, damaged 'Mechs can try to leave the battle scene, 'Mechs can hide in buildings and try for point-blank shots, and many other new battle tactics. It is most enjoyable in games like this when the audience can see how close enemy 'Mechs come to each other without the 'Mechs being aware of it.

Advanced players may wish to devise other systems to simulate hidden movement. Dummy counters and movement plotting are just two of the ways it can be done.

Point-Blank Shots From Hidden Units

If a 'Mech runs or walks past a hidden unit, that unit may fire a point blank shot. This can only be done if the unit was placed in a building as part of the initial game set-up and has not moved or fired since. Any or all of the unit's weapons can fire, and the range must be 1 hex. The Base To-Hit Number is not modified for movement, terrain, or range, and it should be 4 for all shots. No physical attacks are allowed. Any damage takes effect immediately, during the movement phase. The results of this damage might affect actions for the rest of the turn. A unit making a point blank shot may perform no other action during that turn.

BASEMENTS

Most buildings have basements. This could cause quite a problem if a heavy 'Mech walked through a light building and crashed through the floor. Depending on the circumstances, the resulting damage could be quite severe. On the other hand, a 'Mech might be able to use a basement to gain the advantages of partial cover. The Effects of Basements Table can be used to determine the various effects connected with basements.

Any vehicle that falls through a basement is trapped there for the rest of the game. It may only fire at targets in adjacent hexes, unless the target is elevated. If the target is elevated, the range increases one hex for each level of elevation. In other words, a target two hexes away must be at least in a Level 1 hex. Three hexes away, at least elevation level 2. Similarly, the vehicle cannot be shot at except for units that it can hit. The vehicle does take normal falling damage when it falls into a basement. The normal Vehicle Damage Location Table is used.

EFFECTS OF BASEMENTS

Die Roll	Effect
2	Double Basement - The 'Mech has fallen 2 levels of elevation with all damage going to the legs.
3	Basement - The 'Mech has fallen 1 level with all damage going to the legs
4	Basement - The 'Mech has fallen 1 level with damage allocated normally
5	No Basement
6	No Basement
7	No Basement
8	No Basement
9	Small Basement - Will protect infantry from damage, but will trap them if the building is destroyed while they are there. There is no effect for 'Mechs. Vehicles will fall in and not be able to get out.
10	Basement - The 'Mech has fallen 1 level, with damage allocated normally
11	Basement - The 'Mech has fallen 1 level, but head first. Use the Punch Hit Location Table for location.
12	Double Basement - The 'Mech has fallen 2 levels, head-first. Use the Punch Hit Damage Table for damage location.

[NOTE: These effects occur only if the 'Mechs tonnage is greater than the current CF of the building.]

LANDING FIELDS

Paved landing fields make it a lot easier for the drop ships to land and take off. Drop ships and their plasma drive weigh so much that they often dig huge craters when landing in open terrain. Taking off out of a crater is a complicated and often dangerous job. That is why almost all civilized planets have landing fields. Usually the first thing built on a planet, landing fields are always the first thing attacked. Dropped 'Mechs and aerospace fighters make capturing the landing field their first priority, so that afterwards, other DropShips can let their 'Mechs out on the landing fields.

The landing field consists of a very large expanse of reinforced concrete with gun positions, control tower, and Aerospace fighter hangars; all are hardened structures. The troops barracks and the vehicle garages are heavy buildings. If there are hangars for the drop ships, they are light buildings.

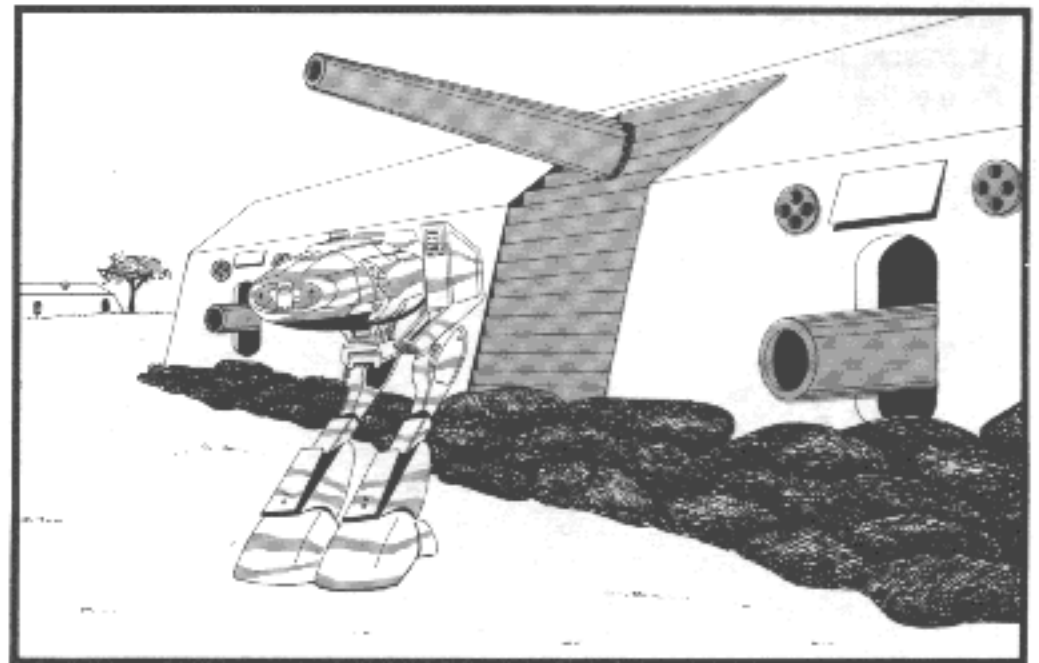
GUN EMPLACEMENTS

Any type of gun can be housed in a gun emplacement. To construct these emplacements, first choose the type of building: light, medium, heavy, or hardened. It costs more to build a hardened structure than a light one, so only very important emplacements will have hardened structures. Then decide if the weapon will rotate on a turret, or be in a fixed location. The disadvantage to the turret is that it can be hit and jam in one position, and a turret has an armor rating, rather than a building rating.

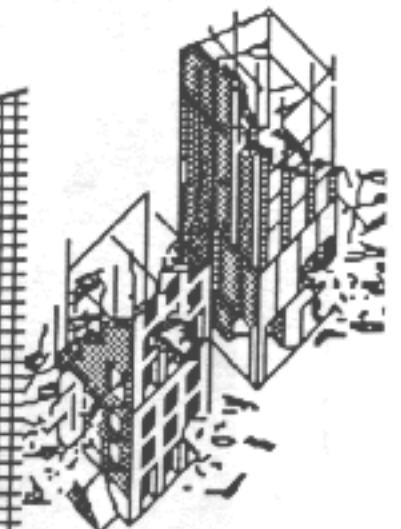
Next, choose the type of weapon to be mounted. For a missile or projectile weapon, decide how many rounds of ammo are available for it. For an energy weapon, decide on an energy source. Fusion reactors are so rare and costly that they will almost never be found in gun emplacements; most use gas engines with power amplifiers. The same cost factors that affect the use of building materials apply even more for weapons. Bigger weapons cost more, and energy weapons are rare, so build and use gun emplacements realistically.

GUN EMPLACEMENT DAMAGE TABLE

2	Critical Hit: Weapon Destroyed
3	Turret Track Hit (or normal damage)
4	Building takes Damage
5	Building takes Damage
6	Building takes Damage
7	Building takes Damage
8	Building takes Damage
9	Building takes Damage
10	Building takes Damage
11	Turret Track Hit (or normal damage)
12	Crew Killed, Weapon left intact.



CITYTECH



LIFE IN THE BIG CITY

Mercenary 'Mech Warriors take their relaxation as seriously as their fighting. Scattered throughout space are many worlds almost exclusively reserved for MechWarrior R&R. Mercs in the employ of one house stick together (swearing to a different house cuts you off from former friends), but almost all mercenaries recognize rest worlds as non-combat zones. If his appearance was an honest mistake, a mercenary from the wrong house would usually be given the chance to leave with his life.

Maloo's Tavern, on Rahway II, is the favored hang-out for 'Mech pilots on that Davion planet. It is large, uninterestingly decorated, and usually noisy and crowded. On any given night, one can find MechWarriors drinking, singing barracks songs, and swapping war stories.

The warriors from Burrow's Crashing Thunder Regiment dominated the revelry that night, celebrating their crushing victory over Kurita troops at Weehawken, on Travis V. Other troops were pleased to hear about the triumph, and turned their own thoughts to the dubious delights of city fighting.

Generally, only MechWarriors are welcome in Maloo's. Technicians or infantry or support personnel spend their time elsewhere, so when a warrior invites one to drink at Maloo's, it is a mark of high respect.

Frank Krieger and Abby Farber stood out in their repair clothes, but otherwise blended easily with the crowd at Burrow's table. Unlike most top Techs, they had no desire to become MechWarriors. They simply enjoyed tinkering and honing their skills, and were known as possibly the best technicians around. They got along well with the Warriors, holding them in no awe.

Oddly, one of the Warriors from their company was leaning against the bar, glaring at the two mechanics. Lt. Razowski jammed his chair into the crowd and indicated the man at the bar.

"Keep an eye on Williams. Don't let him near Krieger or Farber."

"What's the deal?"

"He's still sore over what Krieger and Farber did on Torwind. You hear about it? Over near New Lodi, our lance ran into a few 'Mechs from Horner's Battalion. We finally knocked them out, but still had the pants knocked off us. Kilmer, Williams, and I didn't have enough intact armor among us to cover a bed, and no way did we have enough usable spare to go around.

"You know a city is an ideal place for finding at least a variety of goods for makeshift spare parts, if nothing else. A good Tech can find a wealth of wires, small motors, and building materials that'll hold a 'Mech together long enough to move it out. Anything is better than standing around with your actuators hanging out in the breeze. Yeah, anything...no matter what Williams says.

Now, Krieger and Farber are two of the best Techs in the sphere, and two of the best scroungers. They got some facing off a wrecked building to cover us. That stuff works, but it needs outer covering, so it was like Christmas to go into a factory and find some truck trailers. It must have been a meat packing plant, because the trucks were allpainted with product logos. Now, I agree with Williams that there must have been enough plain metal to go around, but if the kids wanted to have some fun, who am I to argue? Hot mechanics are a rare gift, so cut them some slack.

"We left them alone because there weren't enough tools for everyone. And besides, Williams is totally inept at repairs, but don't quote me. When we got back, Krieger was gone. Farber was there, laughing, and asked how we liked the new design.

"Down my *Wolverine's* arms, it read 'SpamSpamSpam SpamSpamSpamSpamSpam'. Kilmer's *Warhammer* looked OK until you walked around it, and the whole rear torso, in big yellow letters, screamed 'LARD'.

"We were both laughing, but Williams took one look, grabbed Farber's wrench and chased her until we grabbed him. Up and down both his 'Mech's legs and on its right torso, like a badge it read 'Processed Chicken'."



The merriment was drawing tired stares from a handful of exhausted, sorry-looking members of Kushnir's Battalion of the 42nd Armored Lightning Regiment, sitting dispiritedly at a dark side table. Word was out that they had taken heavy losses on Pike IV. His large frame slumped in his chair, MechWarrior Russell stared into a glass and talked to an inattentive cohort.

"It's a sad comment on urban living when you see a *Battle Master* mug a *Phoenix Hawk* in a blind alley.

"John Judd was just a country boy, and I don't think he ever fought in a city before. It's hard to realize there are so many places you shouldn't go.

"We were being pretty badly stomped at Paramus. Pasquesi's Battalion was everywhere, chasing us all over the map, and tearing us up real bad. We were having no luck breaking through the main street, and so Chen moved our lance down what seemed a quiet side street, hoping to go around Pasquesi. Unfortunately, some of Pasquesi's men had the same idea, and at the next corner, we met up with three ominous looking guys. In the first wave, I almost had my front melted off me. Chen took a nasty shot in the hip that froze him up, and Crane had his arm blown off. Judd, who was a little behind us, turned and ran.

"I don't know if he forgot his jump jets were out, if he thought he was going down a street, or if he thought he could break through, but he ran down an alley that ended in a huge building, with big buildings on both sides. Judd was trapped like a skunk in a basket.



"The *Battle Master* was after him like a shot, or as much like a shot as a *Battle Master* can move. He grabbed Crane's arm, and we all knew what was coming next, but couldn't do anything about it.

"I moved down the street toward the alley, and got there in time to watch the *Battle Master* raise the severed arm and bring it crashing down right on the head of Judd's *Mech*. There was a huge cloud of debris, and then the sight of a headless *Phoenix Hawk*. I was trying to shoot at the *Battle Master*, but it was more like throwing pebbles. After a few seconds I realized that there was no sign of John, and that the *Battle Master* was going to push me aside if I didn't move. Just then, I got the order to retreat. I hate to say it, but I was glad to be getting out of there, win or lose.

"Chen lost his *Mech*, but he got out of there himself to fight another day. Crane, of course, lost the arm off his *Mech*, and mine sustained some nasty engine damage. There were a lot of losses in our entire battalion, but I just keep thinking of John in his *Phoenix Hawk*, just before the blow fell."

He raised his glass. "To John Judd—a damn fine *MechWarrior*—and just a country boy."

Two men at one end of the bar were trying to balance full glasses on their heads, and laughing every time they spilled. At Burrows's table a young-looking Warrior watched them. The veteran next to him snorted, "Plague".

"What?"

"Locusts — you know, plague of Locusts. *Locust* pilots are the weirdest. Ask any *MechWarrior*—even a *Locust* pilot. They're proud of their reputation.

"A lot of it is probably because they're not taken seriously. The first time you see one of those gooney-bird things in battle, you're not exactly over-awed. But they move like crazy, and they're still *Mechs*. If you're not in a *Mech* yourself, a *Locust* is plenty scary.

"There's this *Locust* in Fink's Lance. The pilot's Kim Howard, tall, gawky guy, who looks kind of like a *Locust*. He loves nothing more than "stomping rats", you know, infantry. For a *Locust* pilot, it's probably the best chance to feel big.

"I saw Howard do it the hard way in New Mendham, though. He was scooting that little ostrich all over the streets like it was nothing, just asking for trouble. Sure enough, the road makes a turn, he doesn't quite make it, and goes skidding, just as an Infantry unit is coming out of this house to take a swipe at him. So the *Locust* goes barreling through this infantry unit, and sends them rolling around like oranges, then the *Mech* smashes feet first into a house, and the whole thing caves in on it.

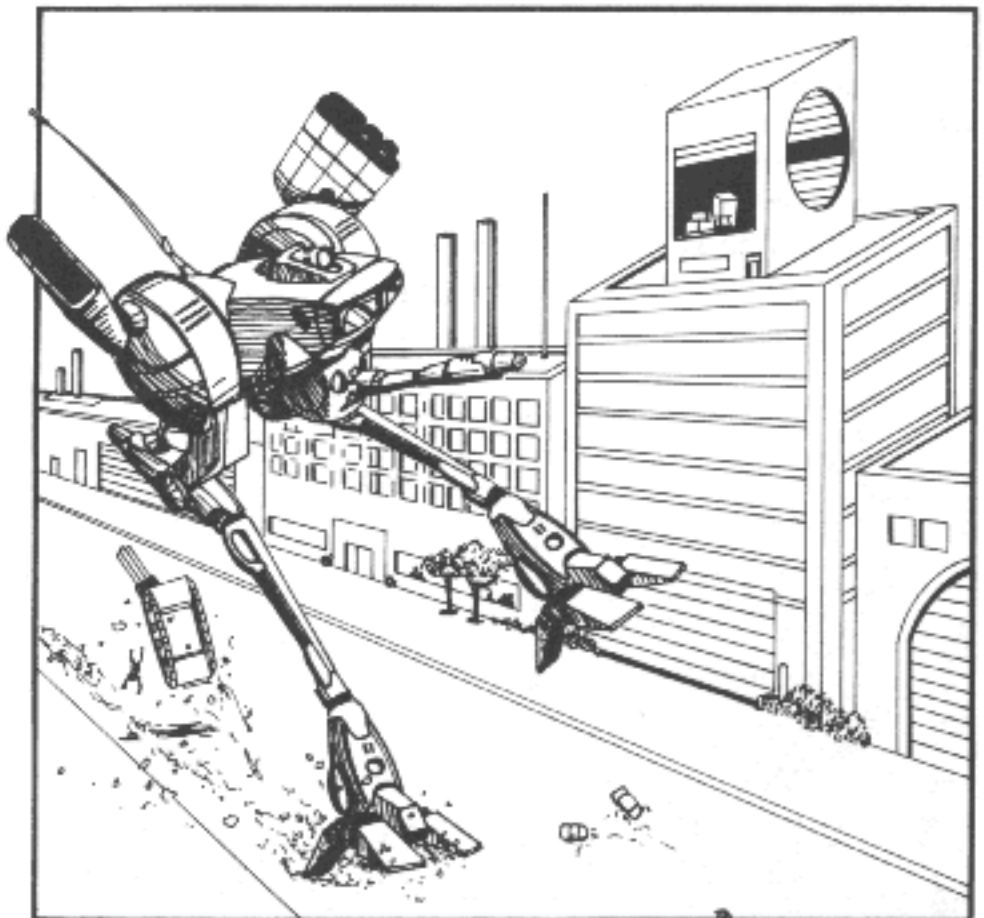
"Now, I don't know if Howard hit his head, or panicked, or was just trying to be funny. But his *Mech* is lying on the ground, for crying out loud, and what does he do but eject out the top. He goes flying back through what was left of the infantry and I don't think anyone who saw it will ever get over it. One of the infantry guys swears Howard was yelling 'Whoopwhoopwhoop' as he went by, but it was probably just the wind."

"So Howard didn't die a hero's death."

"The sonofabitch didn't die. He must've landed on his head. He's getting a new arm and leg, and if anyone wants to pull his *Mech* out of the rubble, we can have a crazy, bionic *Locust* pilot to contend with."

"No, thanks. And the moral of the story is: don't run in the city."

"No, the moral of the story is: *Locust* pilots are the weirdest."



Neil Armstrong Edlemann was known as the old-timer's old timer. He had worked his way to battalion commander, and everyone expected that some day he would take command of D'Anna's Regiment. Edlemann never got that final promotion, though. Some said his attitude was all wrong for command, because he didn't really like fighting. Others said that was the best attitude for a commander.

Edlemann felt he was getting too old for the fight, and was turning his *Thunderbolt* over to his niece Kate. They sat together in Maloof's, and he spun war story after story, cautionary tales.

"Nothing worse than some stupid kid, just got his first chance in a 'Mech, wanting to show everyone how much he knows.

"I don't know what we did to deserve Scott Markwell in our unit, but it takes someone high ranking to do something like that, and I wish I knew whose butt I'd burned.

"All I know is that when Murray bought it, the kid appeared as a replacement. He was somebody's cousin, or nephew, or some damn thing, and I was supposed to be his nursemaid through his first battles.

"I have to admit the kid was pretty good. 'Showed a lot of potential', is what you would probably write on his report. But attitude! 'I can't wait to crunch a big guy' that kind of thing. Gung-ho is better than asleep, but it's still dangerous.

"There wasn't a lot of time to get acquainted before we were leaving for Parsippany, and I figured it would be easier to deal with the kid after he'd eaten some laser and was a little less impressed with the whole idea of battle. I just wanted him to quiet down a little—I didn't want him silenced.

"No one really wanted to go to Parsippany, except maybe Markwell. It's just a jerkwater, or jerkwaterless burg on a pointless planet, but Halpern's regiment was using the area near it as a base, and so we had to take it out. It's like that sometimes.

"It looked to be a nasty fight. Our company was to draw Halpern's troops into the city to reduce their advantage, and the rest of our people would follow up behind. Markwell understood we were in a bad position, but just felt it was a chance for more glory in victory. He was right, but he forgot about the chance for stupidity in defeat.

"They jumped on us right away when we landed, and it was all I could do to take care of myself and keep a general idea of where everyone was. It's hard to keep track of men in a city. So I couldn't keep any special eye on Markwell. I just kept getting flashes every now and then of a *Rifleman* running around shooting off anything he could. It's obvious you can't fire more than one large laser at a time, but this kid was going crazy. He did do some real damage to the other side, but he was asking to go out in a blaze of glory. I got on the commline

and said, 'Take it easy ace. Aren't you overheating?' He said everything was goosey-gassey, but I was having serious doubts.

"Sure enough, I couldn't raise him on the commine after that. Through the smoke, I finally caught a glimpse of the *Rifleman*, just in time to see its torso blow in an ammo explosion. Markwell should have been knocked out or dead by that point, but it turned out that he ran out the leg when he shut down, gasping for air. The idiot was lucky enough to make it into a building that wasn't wrecked in the shooting, and somehow managed to hook up with a friendly infantry unit. He got back with us, but it was almost not worth coming back. His 'Mech had been taken for what parts were left, and whoever had sent him in the first place could not be happy to have him back 'Mechless.

"I don't know what happened to Markwell. He could have been a good warrior after learning that lesson, but sometimes it's too late. So, take an old man's advice. Don't wait til you're on the field to learn to hold back."

"I'd like to propose another toast—to the city rat, the only fighter worth a damn in a city—the infantryman."

"Infantry!" slurred a voice from another table. "What's that against a 'Mech?"

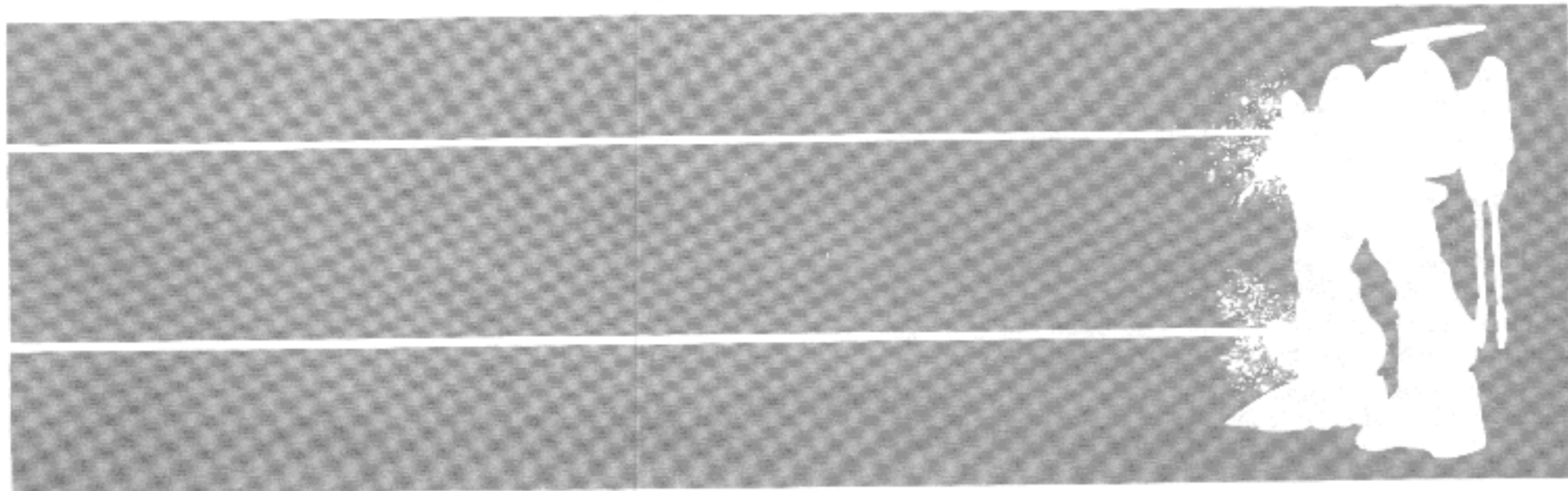
"Infantry can clean a 'Mech's chronometer, a fate not to be wished on any MechWarrior, although it might be appropriate for some smug slugs. I knew a guy, Tony Barnes, kind of a hot shot jerk. You know the type — 'Nothing on two metal legs can stop me'. He may have been right, because what stopped him was something on 56 flesh and bone legs—Finnegan's infantry.

"The way I heard it, from Jones, the Medium Lance Commander, Barnes walked his *Rifleman* into the upper part of a four-story residential building at the battle of Graiset. Little did he know the infantry had been there for a while, had seen him coming, and were just waiting for him in the back of the building. So he was trying to chew his way through the building when out of all these rooms came a bunch of Laser Infantry, swarming all around him like gnats. He started flailing around, shooting wildly. It knocked some of them out, but there were a lot left. Enough to eventually wear him out.

"As he knocked away at the building, the remaining forces were able to keep moving back into the small space left, and keep firing. He was banged up really badly and was not going to last much longer anyway, when he took a hit in the sensors.

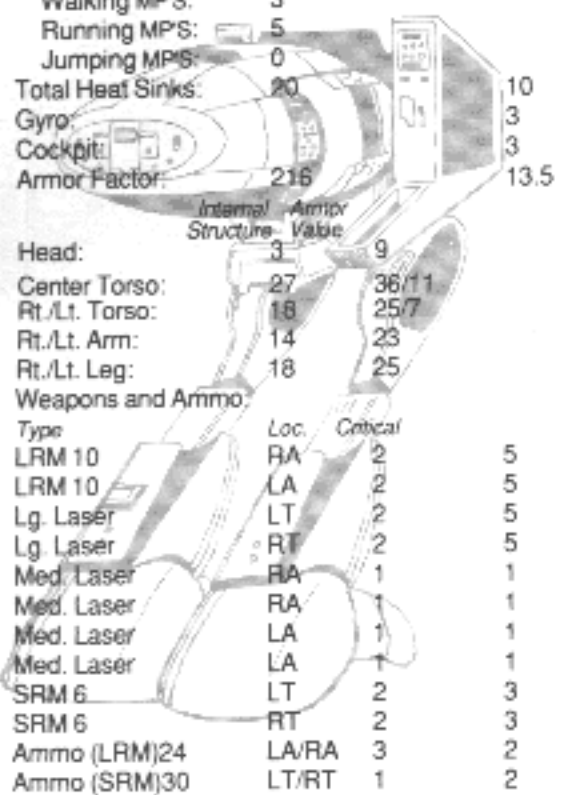
"At that point, he ejected and managed to get through the hole in the roof. What was left of his 'Mech went to spare parts for the opposing gang.

"No one knows for sure where Barnes is now. He is among the most disgraced of the dispossessed — a man who lost his 'Mech to foot soldiers. There is a nasty rumor that he's had to join an infantry unit himself."



Type: STK-3F Stalker Tons

Tonnage: 85 Ton 85
 Internal Structure: 8.5
 Engine: 255 Strand 13.0
 Walking MP'S: 3
 Running MP'S: 5
 Jumping MP'S: 0
 Total Heat Sinks: 20 10
 Gyro: 3
 Cockpit: 3
 Armor Factor: 216 13.5



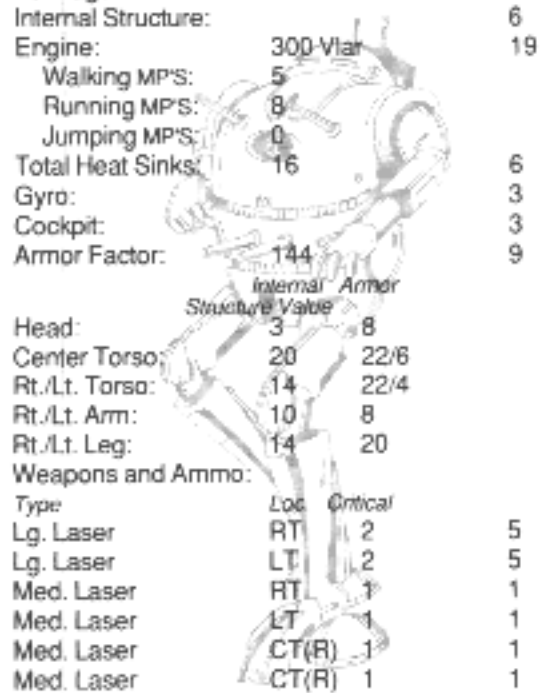
Internal Structure	Armor Value
Head:	3 9
Center Torso:	27 36/11
Rt./Lt. Torso:	18 25/7
Rt./Lt. Arm:	14 23
Rt./Lt. Leg:	18 25

Weapons and Ammo:

Type	Loc	Critical	
LRM 10	RA	2	5
LRM 10	LA	2	5
Lg. Laser	LT	2	5
Lg. Laser	RT	2	5
Med. Laser	RA	1	1
Med. Laser	LA	1	1
Med. Laser	LA	1	1
Med. Laser	LA	1	1
SRM 6	LT	2	3
SRM 6	RT	2	3
Ammo (LRM)24	LA/RA	3	2
Ammo (SRM)30	LT/RT	1	2

Type: OTL-4D Ostsol Tons

Tonnage: 60 Ton 60
 Internal Structure: 6
 Engine: 300 Vlar 19
 Walking MP'S: 5
 Running MP'S: 8
 Jumping MP'S: 0
 Total Heat Sinks: 16 6
 Gyro: 3
 Cockpit: 3
 Armor Factor: 144 9



Internal Structure	Armor Value
Head:	3 8
Center Torso:	20 22/6
Rt./Lt. Torso:	14 22/4
Rt./Lt. Arm:	10 8
Rt./Lt. Leg:	14 20

Weapons and Ammo:

Type	Loc	Critical	
Lg. Laser	RT	2	5
Lg. Laser	LT	2	5
Med. Laser	RT	1	1
Med. Laser	LT	1	1
Med. Laser	CT(R)	1	1
Med. Laser	CT(R)	1	1

Type: Condor Tons

Movement Type: Hover
 Tonnage: 50
 Cruise Speed: 8
 Flank Speed: 12
 Engine: 12
 Rating: 165
 Type: I.C.E.
 Control: 2.5
 Lift Equipment: 5
 Power Amplifier: 1
 Heat Sinks: 9 9
 Internal Structure: 5
 Turret: 1
 Armor: 8.5

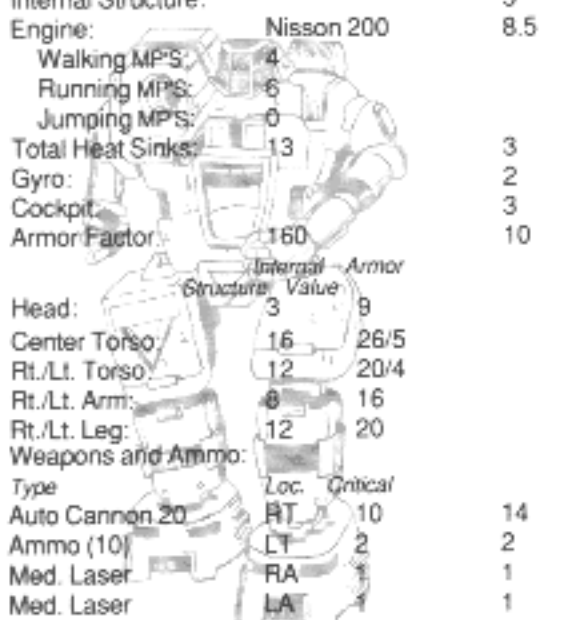
Loc	Points
Front	40
Lt./Rt. Side	25/25
Back	21
Turret	25

Weapons and Ammo:

Med. Laser	1
Med. Laser	1
Med. Laser	1
Flamer (Forward)	1
Flamer (Aft)	1
Machine Gun	.5
Ammo MG (100)	.5

Type: HBK-4G Hunchback Tons

Tonnage: 50 Ton 50
 Internal Structure: 5
 Engine: Nissan 200 8.5
 Walking MP'S: 4
 Running MP'S: 6
 Jumping MP'S: 0
 Total Heat Sinks: 13 3
 Gyro: 2
 Cockpit: 3
 Armor Factor: 160 10



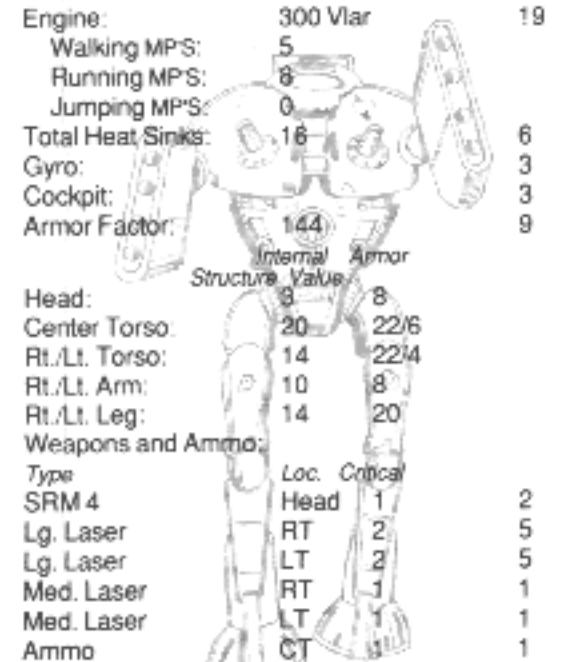
Internal Structure	Armor Value
Head:	3 9
Center Torso:	16 26/5
Rt./Lt. Torso:	12 20/4
Rt./Lt. Arm:	8 16
Rt./Lt. Leg:	12 20

Weapons and Ammo:

Type	Loc	Critical	
Auto Cannon 20	RT	10	14
Ammo (10)	LT	2	2
Med. Laser	RA	1	1
Med. Laser	LA	1	1

Type: OSR-2C Ostroc Tons

Tonnage: 60 Ton 60
 Internal Structure: 6
 Engine: 300 Vlar 19
 Walking MP'S: 5
 Running MP'S: 8
 Jumping MP'S: 0
 Total Heat Sinks: 16 6
 Gyro: 3
 Cockpit: 3
 Armor Factor: 144 9



Internal Structure	Armor Value
Head:	3 8
Center Torso:	20 22/6
Rt./Lt. Torso:	14 22/4
Rt./Lt. Arm:	10 8
Rt./Lt. Leg:	14 20

Weapons and Ammo:

Type	Loc	Critical	
SRM 4	Head	1	2
Lg. Laser	RT	2	5
Lg. Laser	LT	2	5
Med. Laser	RT	1	1
Med. Laser	LT	1	1
Ammo	CT	1	1

Type: J. Edgar Tons

Movement Type: Hover
 Tonnage: 25
 Cruise Speed: 11
 Flank Speed: 17
 Engine: 7.5
 Rating: 145
 Type: Fusion
 Control: 1.25
 Lift Equipment: 2.5
 Power Amplifier: 0
 Heat Sinks: 10 0
 Internal Structure: 2.5
 Turret: 1
 Armor: 88 5.5

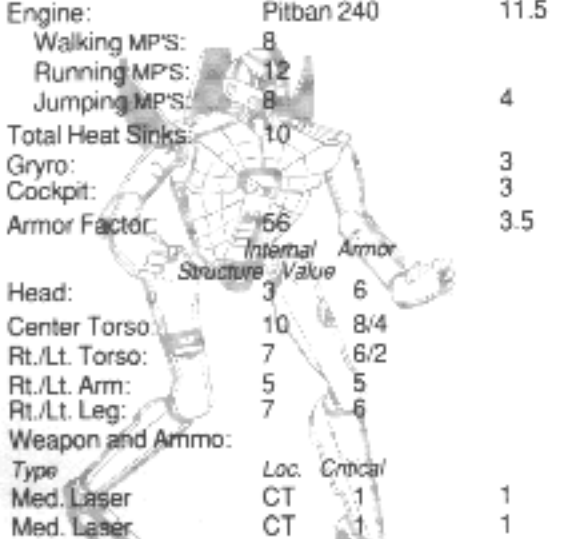
Loc	Points
Front	26
Lt./Rt. Side	15/15
Back	12
Turret	20

Weapons and Ammo:

SRM 2	1
SRM 2	1
Ammo (35)	1
Med. Laser	1

Type: SDR-5V Spider Tons

Tonnage: 30 Ton 30
 Internal Structure: 3
 Engine: Pitban 240 11.5
 Walking MP'S: 8
 Running MP'S: 12
 Jumping MP'S: 8
 Total Heat Sinks: 10 4
 Gyro: 3
 Cockpit: 3
 Armor Factor: 56 3.5



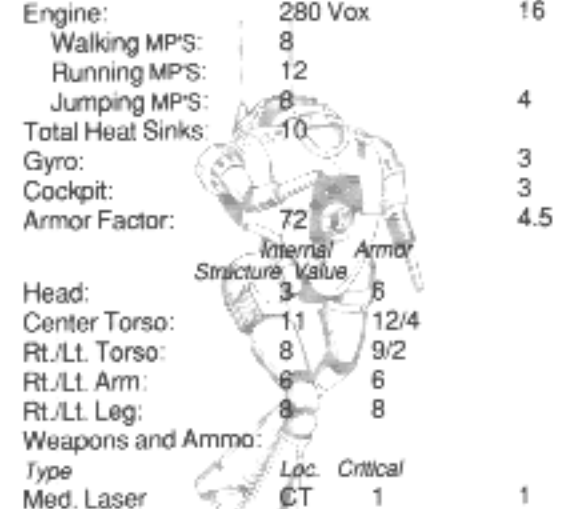
Internal Structure	Armor Value
Head:	3 6
Center Torso:	10 8/4
Rt./Lt. Torso:	7 6/2
Rt./Lt. Arm:	5 5
Rt./Lt. Leg:	7 6

Weapon and Ammo:

Type	Loc	Critical	
Med. Laser	CT	1	1
Med. Laser	CT	1	1

Type: OTT-7J Ostcrot Tons

Tonnage: 35 Ton 35
 Internal Structure: 3.5
 Engine: 280 Vox 16
 Walking MP'S: 8
 Running MP'S: 12
 Jumping MP'S: 8
 Total Heat Sinks: 10 4
 Gyro: 3
 Cockpit: 3
 Armor Factor: 72 4.5



Internal Structure	Armor Value
Head:	3 8
Center Torso:	11 12/4
Rt./Lt. Torso:	8 9/2
Rt./Lt. Arm:	6 6
Rt./Lt. Leg:	8 8

Weapons and Ammo:

Type	Loc	Critical	
Med. Laser	CT	1	1

Type: Hunter Tons

Movement Type: Tracked
 Tonnage: 35
 Cruise Speed: 5
 Flank Speed: 8
 Engine: 7
 Rating: 175
 Type: Fusion
 Control: 1.75
 Lift Equipment: 0
 Power Amplifier: 0
 Heat Sinks: 10
 Internal Structure: 3.5
 Turret: 0
 Armor: 120 7.5

Loc	Points
Front	40
Lt./Rt. Side	30/30
Back	20

Weapons and Ammo:

LRM 20	10
Flamer	1
Ammo (24)	4

VEHICLES

Type: ARC-2R Archer Tons

Tonnage: 70 Tons 70
 Internal Structure: 7.0
 Engine: 280 VOX 16
 Walking MPS: 4
 Running MPS: 6
 Jumping MPS: 0
 Total Heat Sinks: 10
 Gyro: 3
 Cockpit: 3
 Armor Factor: 208 13

	Internal Structure	Armor Value
Head:	3	9
Center Torso:	22	33/10
Rt./Lt. Torso:	15	24/6
Rt./Lt. Arm:	11	23
Rt./Lt. Leg:	15	25

Weapons and Ammo:

Type	Loc	Critical	Tons
LRM 20	RT	5	10
LRM 20	LT	5	10
Ammo (LRM) 12	RT	2	2
Ammo (LRM) 12	LT	2	2
Med. Laser	RA	1	1
Med. Laser	LA	1	1
Med. Laser	CT (R)	1	1
Med. Laser	CT (R)	1	1

Type: SHD-2H Shadow Hawk Tons

Tonnage: 55 Tons 55
 Internal Structure: 5.5
 Engine: 275 Core Tek 15.5
 Walking MPS: 5
 Running MPS: 8
 Jumping MPS: 3
 Total Heat Sinks: 12
 Gyro: 3
 Cockpit: 3
 Armor Factor: 152 9.5

	Internal Structure	Armor Value
Head:	3	9
Center Torso:	18	23/8
Rt./Lt. Torso:	13	18/6
Rt./Lt. Arm:	9	16
Rt./Lt. Leg:	13	16

Weapons and Ammo:

Type	Loc	Critical	Tons
Auto Cannon	LT	4	8
Ammo (AC) 20	LT	1	1
LRM 5	RT	1	2
Ammo (LRM) 24	RT	1	1
SRM 2	H	1	1
Ammo (SRM) 50	CT	1	1
Med. Laser	RA	1	1

Type: MAD-3R Marauder Tons

Tonnage: 75 tons 75
 Internal Structure: 7.5
 Engine: 300 Viar 19.0
 Walking MPS: 4
 Running MPS: 6
 Jumping MPS: 0
 Total Heat Sinks: 16
 Gyro: 6
 Cockpit: 3
 Armor Factor: 184 11.5

	Internal Structure	Armor Value
Head:	3	9
Center Torso:	23	35/10
Rt./Lt. Torso:	16	17/8
Rt./Lt. Arm:	12	22
Rt./Lt. Leg:	16	18

Weapons and Ammo:

Type	Loc	Critical	Tons
PPC	RA	3	7
PPC	LA	3	7
Med. Laser	RA	1	1
Med. Laser	LA	1	1
Auto Cannon	RT	4	8
Ammo (AC) 20	LT	1	1

Type: RFL-3N Rifleman Tons

Tonnage: 60 Tons 60
 Internal Structure: 6
 Engine: 240 Pitban 11.5
 Walking MPS: 4
 Running MPS: 6
 Jumping MPS: 0
 Total Heat Sinks: 10
 Gyro: 3
 Cockpit: 3
 Armor Factor: 120 7.5

	Internal Structure	Armor Value
Head:	3	6
Center Torso:	20	22/4
Rt./Lt. Torso:	14	15/2
Rt./Lt. Arm:	10	15/6
Rt./Lt. Leg:	15	12

Weapons and Ammo:

Type	Loc	Critical	Tons
Lg. Laser	RA	2	5
Lg. Laser	LA	2	5
Auto Cannon	RA	4	8
Auto Cannon	LA	4	8
Ammo (AC) 20	CT	1	1
Med. Laser	RT	1	1
Med. Laser	LT	1	1

Type: CRD-3R Crusader Tons

Tonnage: 65 Tons 65
 Internal Structure: 6.5
 Engine: 260 Magna 13.5
 Walking MPS: 4
 Running MPS: 6
 Jumping MPS: 0
 Total Heat Sinks: 10
 Gyro: 3
 Cockpit: 3
 Armor Factor: 192 12

	Internal Structure	Armor Value
Head:	3	9
Center Torso:	21	33/8
Rt./Lt. Torso:	15	24/6
Rt./Lt. Arm:	10	20
Rt./Lt. Leg:	14	21

Weapons and Ammo:

Type	Loc	Critical	Tons
LRM 15	RA	3	7
LRM 15	LA	3	7
Ammo (LRM) 8	RT	1	1
Ammo (LRM) 8	LT	1	1
SRM 6	RL	2	3
SRM 6	LL	2	3
Ammo (SRM) 15	CT	1	1
Ammo (MG) 200	CT	1	1
Med. Laser	RA	1	1
Med. Laser	LA	1	1
Machine Gun	RA	1	.5
Machine Gun	LA	1	.5

Type: WHM-6R Warhammer Tons

Tonnage: 70 Tons 70
 Internal Structure: 7.0
 Engine: 280 Vox 16
 Walking MPS: 4
 Running MPS: 6
 Jumping MPS: 0
 Total Heat Sinks: 18
 Gyro: 8
 Cockpit: 3
 Armor Factor: 160 10

	Internal Structure	Armor Value
Head:	3	9
Center Torso:	22	22/9
Rt./Lt. Torso:	15	17/8
Rt./Lt. Arm:	11	20
Rt./Lt. Leg:	15	15

Weapons and Ammo:

Type	Loc	Critical	Tons
PPC	RA	3	7
PPC	LA	3	7
SRM 6 Pack	RT	2	3
Ammo (SRM) 15	RT	1	1
Med Laser	RT	1	1
Med. Laser	LT	1	1
Small Laser	RT	1	.5
Small Laser	LT	1	.5
Machine Gun	RT	1	.5
Machine Gun	LT	1	.5
Ammo (MG) 200	CT	1	1

Type: Vedette Tons

Movement Type: Tracked
 Tonnage: 50
 Cruise Speed: 5
 Flank Speed: 8
 Engine: 25
 Rating: 250
 Type: I.C.E.
 Control: 2.5
 Lift Equipment: 0
 Power Amplifier: 0
 Heat Sinks: 0
 Internal Structure: 5
 Turret: 1
 Armor: 6

Loc	Points
Front	30
Lt./Rt. Side	20/20
Back	14
Turret	22

Weapons and Ammo:

Auto Cannon 5	8
Machine Gun	.5
Ammo (AC) 20	1
Ammo (MG) 200	1

Type: Demolisher Tons

Movement Type: Tracked
 Tonnage: 80
 Cruise Speed: 3
 Flank Speed: 5
 Engine: 23
 Rating: 240
 Type: I.C.E.
 Control: 4
 Lift Equipment: 0
 Power Amplifier: 0
 Heat Sinks: 0
 Internal Structure: 8
 Turret: 3
 Armor: 10

Loc	Points
Front	40
Lt./Rt. Side	30/30
Back	20
Turret	40

Weapons and Ammo:

Auto Cannon 20	14
Auto Cannon 20	14
Ammo 10	2
Ammo 10	2

Type: Wheeled Scout Tons

Movement Type: Wheeled
 Tonnage: 20
 Cruise Speed: 7
 Flank Speed: 11
 Engine: 8
 Rating: 120
 Type: I.C.E.
 Control: 1
 Lift Equipment: 0
 Power Amplifier: 1
 Heat Sinks: 3
 Internal Structure: 2
 Turret: 0
 Armor: 4

Loc	Points
Front	22
Lt./Rt. Side	15/15
Back	12

Weapons and Ammo:

Med. Laser	1
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VEHICLES

FASA
CORPORATION

BASE TO-HIT NUMBERS TABLE	
Range Group	Base To-Hit Number
Short	4
Medium	6
Long	8

TERRAIN MODIFIERS TO FIRE	
Light woods	+1 per hex
Heavy woods	+2 per hex
Water	
Level 1:	+2 to Hit, use Punch Hit Location Table
Level 2:	Cannot fire into or out of hex
Partial Cover	+3 (Use Punch Damage Hit Location Table)
Firing when down	+2
Firing at prone targets	(-2 from adjacent hex, +1 from all others)
Firing at second target	+1

MOVEMENT MODIFIERS TO FIRE TABLE		
BattleMech Attacker	Movement	Modifier
	Stationary	None
	Walked	+1
	Ran	+2
	Jumped	+3
Target		
	Moved 0-2 Hexes	None
	Moved 3-4 Hexes	+1
	Moved 5-6 Hexes	+2
	Moved 7-9 Hexes	+3
	Moved 10+ Hexes	+4
	Jumped	+1

MISSILE HIT TABLE							
Dice Roll	Number of Missiles Fired						
	2	4	5	6	10	15	20
2	1	1	1	2	3	5	6
3	1	2	2	2	3	5	6
4	1	2	2	3	4	6	9
5	1	2	3	3	6	9	12
6	1	2	3	4	6	9	12
7	1	3	3	4	6	9	12
8	2	3	3	4	6	9	12
9	2	3	4	5	8	12	16
10	2	3	4	5	8	12	16
11	2	4	5	6	10	15	20
12	2	4	5	6	10	15	20

HIT LOCATION TABLE			
Dice Roll	Left Side	Front/Back	Right Side
2	Lt. Torso (Critical)	Center Torso (Critical)	Rt. 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	Left Torso	Center Torso
9	Right Torso	Left Leg	Left Torso
10	Right Arm	Left Arm	Left Arm
11	Right Leg	Left Arm	Left Leg
12	Head	Head	Head

PUNCH HIT LOCATION TABLE			
Die Roll	Left Side	Front/Back	Right Side
1	Left Torso	Left Arm	Right Torso
2	Left Torso	Left Torso	Right Torso
3	Center Torso	Center Torso	Center Torso
4	Left Arm	Right Torso	Right Arm
5	Left Arm	Right Arm	Right Arm
6	Head	Head	Head

KICK HIT LOCATION TABLE			
Die Roll	Left Side	Front/Back	Right Side
1-3	Left Leg	Right Leg	Right Leg
4-6	Left Leg	Left Leg	Right Leg

Critical Hit Effects Table	
Dice Roll	Effect
2-7	No Critical Hit
8-9	Roll 1 Critical Hit Location
10-11	Roll 2 Critical Hit Locations
12	Limb Blown Off or Roll 3 Critical Hit Locations

WEAPONS TABLE								
Type	Heat	Damage	Minimum	4	6	8	Tons	Shots/Ton
Small Laser	1	3	-	1	2	3	.5	
Medium Laser	3	5	-	1-3	4-6	7-9	1	
Large Laser	8	8	-	1-5	6-10	11-15	5	
Particle Cannon	10	10	3	1-6	7-12	13-18	7	
Auto Cannon/2	1	2	4	1-8	9-16	17-24	6	45
Auto Cannon/5	1	5	3	1-6	7-12	13-18	8	20
Auto Cannon/10	3	10		1-5	6-10	11-15	12	10
Auto Cannon/20	7	20		1-3	4-6	7-9	14	5
Machine Gun	0	2		1	2	3	.5	200
Flamer	3	2		1	2	3	1	
Long Range Missiles								
5-pack	2	*	6	1-7	8-14	15-21	2	24
10-pack	4	*	6	1-7	8-14	15-21	5	12
15-pack	5	*	6	1-7	8-14	15-21	7	8
20-pack	6	*	6	1-7	8-14	15-21	10	6
Short Range Missiles								
2-pack	2	*	1-3		4-6	7-9	1	50
4-pack	3	*	1-3		4-6	7-9	2	25
6-pack	4	*	1-3		4-6	7-9	3	15

* LRM missiles do 1 point of damage per missile that hits
* SRM missiles do 2 points of damage per missile that hits

Building Type	Damage Suffered By Infantry Unit
Light	3/4 of shot damage is passed on to unit
Medium	1/2 of shot damage is passed on to unit
Heavy	1/4 of shot damage is passed on to unit
Hardened	None of the shot damage is passed on to unit

TO-HIT NUMBERS OF INFANTRY WEAPONS							
Weapon Type	Range in Hexes						
	0	1	2	3	4	5	6
Rifle	2	4	6	-	-	-	-
Machine Gun	2	4	6	8	-	-	-
Flamer	3	4	6	-	-	-	-
Portable Laser	2	4	6	8	-	-	-
SRM Missiles	3	4	4	6	6	8	8

PILOTING SKILL ROLL TABLE	
BattleMech's Situation	Modifier
Physical Attacks on Mech	
Mech kicked	none
Mech pushed	none
Mech charged	+2
Damage To Mech	
Mech takes 20 damage points in 1 turn	+1
Mech reactor shut down	+3
Per leg/foot actuator destroyed	+1
Per hip critical hit (2 maximum)	+2
Mech's gyro hit	+3
Mech's Actions	
Mech missed Kick	none
Mech charging/Death from Above	+2
Mech entering Depth 1 water	-1
Mech entering Depth 2 water	none
Mech entering Depth 3 water	+1
Mech trying to get up	none
MechWarrior trying to avoid Falling	
Damage per level fallen	+1
Mech entering rubble	none
Mech entering/leaving Light Building	none
Mech entering/leaving Medium Building	+1
Mech entering/leaving Heavy Building	+2
Mech entering/leaving Hardened Building	+5

Location	Critical Hit Effects
HEAD	Life Support: 1 point of damage to MechWarrior per turn heat is 15-24; 2 points of damage to MechWarrior per turn heat is 25+; MechWarrior is dead, Mech is out of game
HEAD	Cockpit: 1st hit: +2 to fire; 2nd hit: No fire
HEAD	Sensors: 1st hit: +5 heat per turn; 2nd hit: +10 heat per turn
CENTER/TORSO	3rd hit: Engine Destroyed, Mech out of game
CENTER/TORSO	Gyro: 1st hit: all Piloting skill rolls +3; 2nd hit: Gyro Destroyed, Mech out of game
ARM	+4 to hit with ranged weapons / +2 # pushing; +1 to hit; Cannot fire handheld weapons
ARM	Shoulder: All Arm Actuators
ARM	Hand: 1st hit: -1 to hit; 2nd hit: No movement; +2 to all Piloting Skill Rolls per hip critical; -1 to and +1 to all Piloting Skill Rolls
LEG	Hip: All Leg Actuators
LEG	Weapon: Weapon destroyed; -1 Jump up per critical hit; -1 Heat Bleed off per critical hit; MechWarrior takes 2 hits
LEG	Jump Jet: -1 Heat Bleed off per critical hit; MechWarrior takes 2 hits
LEG	Heat Sink: MechWarrior takes 2 hits
LEG	Ammo: Ammo explodes doing damage to Internal Structure, and MechWarrior takes 2 hits.

BUILDINGS				
Type	Starting CF	MP	Piloting Skill Modifier	Fire Starting Modifier
Light	15	2	0	0
Medium	40	3	+1	+1
Heavy	90	4	+2	+2
Hardened	120	5	+5	+3

FACING AFTER A FALL		
Die Roll	New Facing	Damage Location
1	Same Direction (on face)	Front/Back Side
2	1 Hexside Right (on side)	Right Side
3	2 Hexsides Right (on side)	Right Side
4	Opposite Direction (on back)	Front/Back Side
5	2 Hexsides Left (on side)	Left Side
6	1 Hexside Left (on side)	Left Side

HEAT POINT TABLE	
Activity	Heat Points
Walking	+1 per turn
Running	+2 per turn
Jumping	+1 per hex (minimum of 3 per turn)
Trying to Stand Up	+1 per attempt
Weapon Fire	As per Weapon Chart
Heat Sinks	-1 per operational sink; -1 additional per heat sink under water (6 maximum)
1st Engine Critical Hit	+5 per turn
2nd Engine Critical Hit	+10 per turn
Fire	
Walking through	+2 per hex
Standing in	+5 per turn

TERRAIN EFFECTS ON MOVEMENT	
Terrain Type	Cost Per Hex
Clear	1 MP
Light Woods	2 MP
Heavy Woods	3 MP
Water	
Depth 0	1 MP
Depth 1	2 MP*
Depth 2	4 MP*
Depth 3	4 MP*
Elevation Change	1 MP/level
Rough	2 MP
Rubble	2 MP*
Light Building	2 MP**
Medium Building	3 MP**
Heavy Building	4 MP**
Hardened Building	5 MP**
Facing Change	1 MP/hexside
Dropping to Ground	1 MP
Standing Up	2 MP

* Piloting Skill Roll required to prevent falling
** Piloting Skill Roll required to prevent damage from building