BATTLEFIELD TRACKING (FOR ALL EYES)

TURN NUMBER

OPTIONAL RULES CHECKLIST

- ☐ Terrain Modifications (p. 61)
- ☐ Fire and Smoke (p. 63)
- ☐ Underwater Combat (p. 64)
- ☐ Simplified Buildings (p. 66)
- ☐ Battlefield Support (p. 75)
- ☐ Ejection (p. 81)
- ☐ Forced Withdrawal (p. 81)
- ☐ Hidden 'Mechs (p. 82)
- ☐ One-Armed Prone Fire (p. 30)

☐ Backward Level Changes (p. 15) ☐ Partially-Occupied Hexes (p. 16)

☐ Careful Stand (p. 19)

☐ Movement Dice (p. 13)

Walk Color .

Sprint Color

☐ Sprinting (p. 14)

Run Color Jump Color.

- ☐ Wreckage (p. 49)
- ☐ Targeting (Active Probe, p. 108)

G.A.T.O.R.

- Gunnery Skill Rating of the attacker (the base Target Number for the attack). Then add:
- Attacker movement modifier
- Target movement modifier
- O Other modifiers (potentially a big category, but typically only includes woods, partial cover, and heat)
- R Range modifiers

FORCED WITHDRAWAL (p. 81)

Any 'Mech that suffers crippling damage must withdraw from the map. Crippling damage is defined as one or more of the following:

- Four or more points of damage to the MechWarrior
- The destruction of all sensor critical slots
- · One gyro and one engine critical hit
- Two engine critical hits
- A side torso location is destroyed
- Internal structure damage in either three or more limbs or two or more torso locations (torso internal structure damage does not count towards crippling damage if that location still has front armor)
- The loss of all weapons. This is triggered if a 'Mech loses all weapons (either through damage or ammunition depletion) with a range greater than five hexes and if it can no longer cause more than 5 points of combined weapons damage. This does not apply if the 'Mech did not start with the ability to do 5 or more damage, or the ability to do damage at a range greater than five hexes; in this case the 'Mech can never trigger this condition.

A 'Mech making a forced withdrawal must move toward its home map edge. However, a Mech need not spend Running MP; it can also move backward if its controller wishes. Also, if equipped with MASC, a supercharger, or some other system that increases speed at the risk of damage, a 'Mech need not engage that system when forced to withdraw.

Withdrawing 'Mechs may still attack an enemy 'Mech that closes within range of a weapon or physical attack.

NOTES

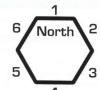
WEATHER CONDITIONS

LIGHT (p. 62)

☐ Daylight (No additional Rules)

Wind Direction

Indicate which direction is North (1) on map (p. 63)



TERRAIN MODIFICATIONS (p. 61)

☐ Swamp Hexes

FIRE AND SMOKE (pp. 63-64)

Fire Hexes

Smoke Hexes

BATTLEFIELD SUPPORT (p. 75)

BATTLEFIELD SUPPORT POINTS*:

□ Other

Number of Maps*.

Support Types:

- ☐ Offensive Aerospace Support
- ☐ Artillery Support
- ☐ Minefield Support
- For every two maps beyond the first four, add 50% to the BSPs provided.

OBJECTIVE

Assault/Hold the Line: Sector Nan Red, Town of St. Aubin

BATTLEFIEL	.D SUP	PORT (p. 75				
TOTAL BATTLEFIELD SUPPORT POINTS:						
OFFENSIVE AEROS Type □ Light Strike □ Light Bombing †	TN* 5	SUPPORT Dmg** 2 3 (AE)	Cost/Each 2 3	Uses Remaining 0000000000 0000000000		
☐ Strafing	7	3	5	000000000		
DEFENSIVE AEROS	PACES	SUPPORT				
ARTILLERY SUPPO Type □ Thumper Target Hex/Turn:	TN 8	Dmg** 3/1 ^{††} (AE)	Cost/Each 3	Uses Remaining		
Type □ Sniper Target Hex/Turn:	TN 8	Dmg** 4/2 ^{††} [AE]	Cost/Each 4	Uses Remaining		
MINEFIELD SUPPO Type Light Density Mined Hexes:	RT TN* 9	Dmg** 2 (AE)	Cost/Each 0.5	Total Minefields		
*No modifiers are applie **All Damage represents †† Affeds multiple hexes	groupings	of five points of d	amage. See rul	s if misses; see page 77. es, page 78. uies. page 79.		

OBJECTIVES/OT	ATIONS		
Objective A - Western Road, D	Hex 7B	Notes	
B - St.Aubin Town Center		CF 10, CF 20 House	s & Shops
C- Eastern Road, D7			

HIDDEN 'M			
'Mech	Hex	Facing	Miscellaneous
			·

NOTES

