BATTLETECH™

TURN NUMBER

(1) (2) (3) (4) (5) (6)

OPTIONAL RULES CHECKLIST

❏ Movement Dice (p. 13)
Walk Color _____
Run Color _____
Jump Color_____
Sprint Color _____
❏ Sprinting (p. 14)
❏ Backward Level Changes (p. 15)
❏ Partially-Occupied Hexes (p. 16)
❏ Careful Stand (p. 19)

❏ One-Armed Prone Fire (p. 30)

❏ Wreckage (p. 49)

❏ 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)

❏ Targeting (Active Probe, p. 108)

WEATHER CONDITIONS

LIGHT (p. 62)
❏ Daylight (No additional Rules)

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

```
      1
 6  North  2
 5         3
      4
```

G.A.T.O.R.

G Gunnery Skill Rating of the attacker (the base Target Number for the attack). Then add:
A Attacker movement modifier
T 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.
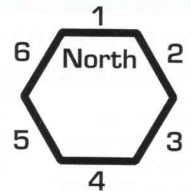
TERRAIN MODIFICATIONS (p. 61)

❏ 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.

NOTES

CATALYST game labs

OBJECTIVE

Assault/Hold the Line: Sector Mike Green, Villages of Graye and La Valette

BATTLEFIELD SUPPORT (p. 75)

TOTAL BATTLEFIELD SUPPORT POINTS: _____

OFFENSIVE AEROSPACE SUPPORT

Type	TN*	Dmg**	Cost/Each	Uses Remaining
☐ Light Strike	5	2	2	0000000000
☐ Light Bombing †	5	3 (AE)	3	0000000000
☐ Strafing	7	3	5	0000000000

DEFENSIVE AEROSPACE SUPPORT

ARTILLERY SUPPORT

Type	TN	Dmg**	Cost/Each	Uses Remaining
☐ Thumper	8	3/1†† (AE)	3	0000000000

Target Hex/Turn: _____ _____ _____ _____

_____ _____ _____ _____

Type	TN	Dmg**	Cost/Each	Uses Remaining
☐ Sniper	8	4/2 †† [AE]	4	0000000000

Target Hex/Turn: _____ _____ _____ _____

_____ _____ _____ _____

_____ _____ _____ _____

MINEFIELD SUPPORT

Type	TN*	Dmg**	Cost/Each	Total Minefields
☐ Light Density	9	2 (AE)	0.5	_____

Mined Hexes: _____

_____

_____

OBJECTIVES/OTHER LOCATIONS

Objective	Hex	Notes
A - Hamlet of La Valette		CF 10, CF 20 cottages
B - The high ground		Lv.2 overlooking beach
C- The Village of Graye		CF 10, CF 20, CF 100 Church

HIDDEN 'MECHS (P. 82)

'Mech	Hex	Facing	Miscellaneous
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

NOTES

*No modifiers are applied to this Target Number.   † Scatters if misses; see page 77.
**All Damage represents groupings of five points of damage.   See rules, page 78.
†† Affects multiple hexes; see page 77   See rules. page 79.