

# BATTLETECH™

## BATTLEFIELD TRACKING (FOR ALL EYES)

### 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)

### 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.

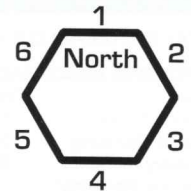
### NOTES

### 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.

