BATTLETECH
BEGINNER BOX

QUICK-START RULES

CATALYST
game labs

BATTLETECH™

It is the 31st century, and endless wars rage across human-occupied space. These epic clashes between star empires are won and lost by BattleMechs®, 30-foot-tall humanoid metal titans bristling with lasers, autocannon and other lethal weapons. Your elite force of MechWarriors® drives these juggernauts into battle, proudly holding your faction's flag high to expand the power and glory of your realm. Will you become a legend, or a forgotten casualty?

Only your skill and luck will determine your fate!

QUICK-START RULES

These quick-start rules will hurtle you onto the battlefields of the 31st century in minutes—simply read through the rules, then set up the game as shown in the *Scenarios* section (see p. 9).

SEQUENCE OF PLAY

A *BattleTech* game consists of a series of turns. During each turn, 'Mechs on the map may move and fire their weapons. Each turn consists of several smaller segments of time, called phases, which are performed in the following order:

Initiative Phase
Movement Phase
Weapon Attack Phase

INITIATIVE PHASE

One player from each side rolls 2D6 to determine their side's Initiative. The side with the higher result has won Initiative throughout the turn. Re-roll all ties.

MOVEMENT PHASE

The side that lost Initiative moves their 'Mech first. The side that won Initiative moves their 'Mech second. Each time a player must move a 'Mech, the "move" can be not to move at all.

WEAPON ATTACK PHASE

The side that lost Initiative declares any attacks the 'Mech will make, specifying which weapons will be fired and at which target(s).
The side that won Initiative then does the same.
Each time a player must declare an attack, the declaration can be not to fire any weapons.

RESOLVING WEAPONS FIRE

Players resolve weapons fire one 'Mech at a time. The order in which each 'Mech's shots are resolved is up to that 'Mech's controller. All weapon attacks by one 'Mech should be resolved before those of the next 'Mech.

DETERMINING DAMAGE

Players record damage as attacks are resolved, but this damage does not take effect until the end of this phase. This means a 'Mech may make its declared attacks even if that 'Mech or its weapons are destroyed during this phase.

END OF GAME

Players repeat the steps above until one side meets its victory conditions for the scenario. If a specific scenario is not being used, the side with the last surviving 'Mech(s) on the map wins. If the last 'Mechs from each side are destroyed simultaneously, the game is a draw.

MOVEMENT
(MOVEMENT PHASE)

During the Movement Phase of each turn, players must choose one movement mode for each 'Mech they control: standing still, walking, running or jumping.

MOVEMENT MODES

At the beginning of each 'Mech's movement, a player must select one (and only one) of the following movement modes.

STANDING STILL

If the player declares that a 'Mech will stand still, the 'Mech stays in the hex in which it started the turn. It can expend no MP during that turn and cannot move or change facing. Standing still provides no penalty to the 'Mech's own weapons fire, nor that of any other 'Mechs which attack it.

WALKING

If the player declares that a 'Mech will walk, it may expend a number of MP up to its Walking MP rating. A walking 'Mech suffers

MOVEMENT DICE

Movement dice help players remember which 'Mechs moved and in what way. While not required, it is highly recommended that players use this rule, and the remainder of these rules will assume that they are doing so. (These dice are not included in this box.)

Commonly, white dice are used to mark 'Mechs that walked, black dice for those that ran, and red dice for those that jumped. The number displayed on the die is the Target Number generated as a result of the move, with "6" traditionally indicating a modifier of 0 (didn't move). The move cannot be changed once a movement die is placed.

It's best to use dice of a different size and/ or color than those used for rolling attacks, to prevent confusion. After all weapon's fire is completed, remove all movement dice from the board.

a +1 Target Number modifier when making attacks. A walking 'Mech may also be harder to hit. These combat effects appear on the Attack Modifiers Table found on p. 7 and are further explained under *Firing Weapons*, p. 5.

RUNNING

A 'Mech can move farther in a turn when running than walking. However, a 'Mech cannot move backward while running.

If the player declares that a 'Mech will run, it may expend a number of MP up to its Running MP rating. A running 'Mech suffers a +2 Target Number modifier when making attacks, but its speed may make it harder to hit. These combat effects appear on the Attack Modifiers Table found on p. 7 and are further explained under *Firing Weapons*, p. 5.

JUMPING

A 'Mech which possesses Jumping MP may select this movement mode and expend up to that many MP. A jumping 'Mech suffers a +3 Target Number modifier when making attacks, but may be harder to hit. These combat effects appear on the Attack Modifiers Table found on p. 7 and are further explained under *Firing Weapons*, p. 9.

Jumping features numerous exceptions to the basic movement rules; see *Jumping Movement*, at right.

MOVEMENT BASICS

After being assigned a movement mode, a 'Mech then spends up to the Movement Points (MP) provided. A 'Mech need not spend all available MP, but no matter how few are spent, the 'Mech's movement mode does not change. MP unspent at the end of the phase are lost.

FACING

Every hex on the map has six sides, and every 'Mech must face one of those six hexsides: this is known as its facing. A 'Mech faces the way its feet are pointing.

Changing facing costs 1 MP per hexside. For example, in the Facing Change Diagram below, a 180-degree turn (three facings, from Hex A to Hex B) costs 3 MP.

MOVING BETWEEN HEXES

A 'Mech can move forward into the hex it is facing, or backward into the hex directly to its rear. It cannot move into any other hex without first changing its facing, as shown on the Movement Direction Diagram below.

Backward Movement: A 'Mech can only move backward with Walking MP. A walking 'Mech can move both forward and backward in the same turn.

JUMPING MOVEMENT

Jumping features numerous exceptions to the movement rules.

A jumping 'Mech can move 1 hex for each available Jumping MP regardless of terrain. A 'Mech may jump into the same hex it began the turn in for 1 MP.

A jumping 'Mech ignores terrain (and the presence of other 'Mechs) in hexes it jumps through. However, it cannot land in a hex containing another 'Mech. A jumping 'Mech also ignores facing: it can jump in any direction regardless of its initial facing, and chooses any facing desired upon landing.

TERRAIN

All hexes cost at least 1 MP to enter. However, terrain often raises this MP cost, as shown on the Movement Costs Table (see p. 4). For example, entering a Heavy Woods hex costs 3 MP: the base 1 MP for entering any hex (the distance traveled), and 2 MP more for the Heavy Woods (to navigate through the trees).

CLEAR

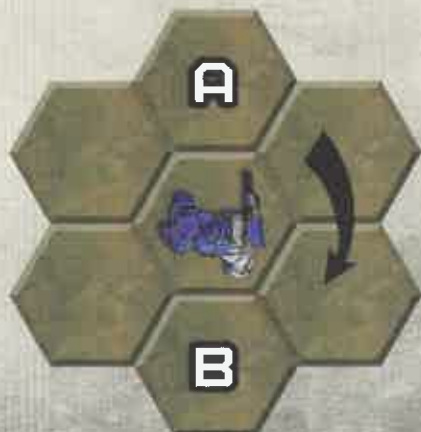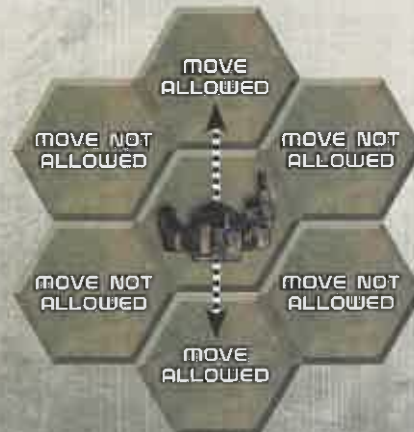Clear terrain represents fields, meadows and other grasslands. The ground is firm and may be gently rolling, but its level does not change significantly from one side of the hex to the other.

If a hex is not clearly marked as another terrain type, assume it is Clear.

MOVEMENT COSTS TABLE

Movement Action/Terrain Type	MP Cost Per Hex/ Terrain Cost
Cost to Enter Any Hex	1
Terrain Cost When Entering Any New Hex	
Clear	+0
Light Woods	+1
Heavy Woods	+2
Additional Movement Actions	
Facing Change	1/hexside

LIGHT WOODS

Light Woods hexes are covered with sparse trees. 'Mechs cannot cross the hex (hence the +1 MP cost) as easily as Clear terrain. Three intervening hexes of Light Woods will block LOS. (See *Intervening Terrain*, at right.)

HEAVY WOODS

Heavy Woods hexes are thickly covered in trees, making movement even more difficult (the +2 MP cost) than Light Woods. One Light Wood and one Heavy Wood hex intervening will block LOS. (See *Intervening Terrain*, at right.)

STACKING

A 'Mech may not move through a hex occupied by an enemy 'Mech, nor end its movement in a hex occupied by any another 'Mech.

COMBAT
(WEAPON ATTACK PHASE)

After all players complete the Movement Phase, their 'Mechs engage in combat.

For one 'Mech to fire at another, the attacking 'Mech must have a valid line of sight to the target, and the target must be within the range and firing arc of the weapons the attacking player wishes to use. The attacking player then calculates the Target Number needed to hit the enemy based on several factors: Gunnery Skill, attacker movement, target movement, other modifiers such as those for terrain, and range. (See the *G.A.T.O.R.* sidebar, p. 5.)

ATTACK DECLARATION

As described in *Sequence of Play* (see p. 2), all attacks are declared before any are resolved. However, an attack may be aborted if the modified Target Number is greater than 12; see *Rolling To Hit*, p. 7). Likewise, players may not make attacks they have not previously declared.

LINE OF SIGHT

In order to attack a target, a clear line of sight (LOS) must exist between the target and the attacker. A straight line running from the center of the attacking 'Mech's hex to the center of the target 'Mech's hex defines the LOS between two 'Mechs. Any hexes this line passes through lie along the LOS, even if the line barely crosses the corner of a hex.

If the LOS passes exactly between two hexes, the player controlling the targeted 'Mech decides which of the two hexes lie along the LOS. The chosen hex is used for LOS of all attacks between those two 'Mechs for the remainder of the turn.

The hexes containing the attacking and target 'Mechs are not considered when determining LOS.

INTERVENING TERRAIN

Terrain along the LOS between the attacker and the target is called intervening terrain. This does not include the hexes occupied by the attacker and target.

Woods: Three or more points of intervening woods block LOS. Light Woods are worth 1 point, and Heavy Woods are worth 2 points.

INTERVENING 'MECHS

Intervening 'Mechs have no effect on LOS or attacks.

As Line of Sight is so important to game play, the Line of Sight Diagram below includes numerous 'Mechs to best illustrate its governing principles. The 'Mech in Hex A wants to make an attack. Checking LOS for the 'Mech in Hex A to the other 'Mechs, we find the following conditions.

'Mech A has clear LOS (green lines) to the 'Mechs in hexes B and C, as there is no intervening terrain. LOS to the 'Mech in Hex D (yellow line) passes directly between a clear hex and a light woods hex. The target player chooses for the light woods to affect the LOS. This choice does not block LOS, however, because the heavy woods in the target hex are not intervening, and therefore do not block LOS.

The LOS to the 'Mechs in hexes E and F are blocked (red lines) because there is at least one hex of light and heavy woods intervening.

You can use the diagram to practice finding LOS with the other 'Mechs. Try to determine how many targets each 'Mech can see, and compare your results to the correct results that follow: Hex B has four targets, Hex C has three targets, Hex D has five targets, Hex E has three targets and Hex F has two targets.
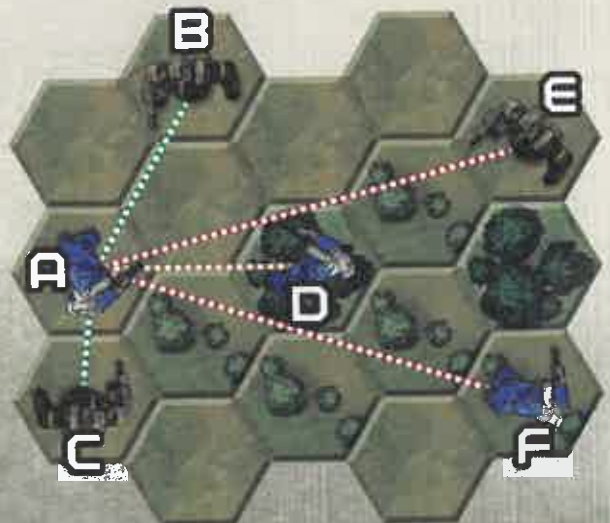
WEAPON ATTACKS

During the Weapon Attack Phase, players use their 'Mechs' armaments to attempt to inflict damage

The rough order of such actions is as follows:

- An attacking 'Mech fires a weapon at an enemy target 'Mech;
- If the weapon hits, it inflicts a certain amount of damage;
- The attacker rolls a hit location;
- The targeted player marks off in that location a number of armor circles equal to the amount of damage inflicted;
- If a location is destroyed and damage from the attacking weapon remains, that damage is transferred to the next location inward;
- This procedure repeats until all weapons fire is resolved.

Players fire each weapon on a 'Mech individually. Each weapon may be fired only once per turn, and only gets one to-hit roll per turn.

AMMUNITION EXPENDITURE

If a weapon uses ammunition—noted on the record sheet under "Ammo Type"—the player marks off one shot of ammunition in the 'Mech Data section of

1	Large Laser	RA	8
2	Medium Laser	RA	5
Ammo Type		**Shots**	
LRM 5		24	~~IIII~~I

the appropriate record sheet when they announce an attack with that weapon. When a weapon is out of ammunition, it can no longer be fired.

FIRING ARC

If an attacking 'Mech has LOS to its intended target, the attacking player then checks the firing arc of his 'Mech's weapons to see which weapons can hit the target, as shown on the Firing Arc diagram, below. Note that the firing arc extends from the firing 'Mech to the edge of the playing area.

The maximum ranges for each 'Mech's weapons appear on its record sheet.

FIRING WEAPONS

Players use their 'Mechs' armament to attempt to inflict damage on targets. Each weapon is always fired individually.

FRONT ARC

● FIRING ARC DIAGRAM ●

MAKING THE ATTACK

When making an attack, use the G.A.T.O.R. sidebar, below, to create a final Target Number. Then roll 2D6 to see if the attack hits the target. If the result is equal to or greater than the modified Target Number, the attack hits.

If the modified Target Number is greater than 12, the shot automatically misses; rolling a 12 does not result in an automatic hit. If a player determines that their 'Mech's declared attack will automatically miss, they can choose not to make the attack, though another target may not be chosen in its place.

If the modified Target Number is 2 or less, the shot automatically hits.

Resolution Order: The attacker chooses the order in which they make attack rolls for all of their 'Mechs' declared attacks; the order can change from turn to turn.

BASE TARGET NUMBER (GUNNERY SKILL)

GATOR

The base Target Number for a weapon attack is the pilot's Gunnery Skill. For these Quick-Start Rules, unless specifically stated otherwise, that base Target Number is 4 (it is already printed on each record sheet).

MECHWARRIOR DATA

Gunnery Skill: 4

TARGET NUMBER MODIFIERS

The base Target Number may be modified by several factors, including movement, terrain (woods) and range. All modifiers are cumulative.

ATTACKER MOVEMENT MODIFIER

GATOR

The attacker's Target Number is modified by their own movement using the values in the Attack Modifiers Table (see p. 7). The attacker's movement modifier is based on the movement mode

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G.A.T.O.R.

The attack process is not complicated—it's simply a matter of rolling 2D6 and trying to equal or exceed your modified Target Number. However, it's the modified part—juggling all those numbers—that can be tricky.

After you understand the *Target Number Modifiers* section starting above, you'll find that "GATOR" is a helpful mnemonic that reminds you what needs to be taken into account:

G Gunnery Skill Rating of the attacker (the base Target Number for the attack). Then add:

A Attacker movement modifier [the color of the Movement Die on your 'Mech]

T Target movement modifier [the number of the Movement die on the target 'Mech]

O Other modifiers (for this box, just Terrain modifiers)

R Range modifiers

Start with your Gunnery Skill Rating, then add all other applicable modifiers, and the result is your modified Target Number to meet or exceed on the die roll. In the *Target Number Modifiers* section (as well as the Attack Modifiers Table), modifiers are listed in GATOR order, beginning with the attacker movement modifier.

employed during the turn (Walking, Running, or Jumping), not the actual MP they expended or distance they moved (the color of the Movement Die on your 'Mech, *not* the number).

TARGET MOVEMENT MODIFIER

GATOR

A moving target is harder to hit, and so an attacker's Target Number is modified by its target's movement using the values in the Attack Modifiers Table (see p. 7). The target movement modifier is based on the number of hexes traversed by the target this turn, not the amount of MP it spent (the number on the Movement Die on your 'Mech, *not* the color).

If the target moved both backward and forward in the turn, base the modifier on the number of hexes moved from the hex in which the 'Mech last reversed its movement. For example, if the target moved backward three hexes and then forward two hexes, the target movement modifier would be based only on the final two hexes of movement, resulting in a modifier of 0 (the Movement Die would show a 6).

If the target jumped this turn, the attacker applies a +1 modifier to their Target Number, in addition to the modifier for the number of hexes the target moved.

TERRAIN MODIFIERS

GATOR

Terrain can reduce the probability of a successful shot by forcing the attacker to account for intervening land features. Remember that three or more points of intervening woods block LOS—Light Woods are worth 1 point, and Heavy Woods are worth 2 points.

Light Woods: Add a +1 modifier to an attack's Target Number if the target is in a Light Woods hex. Apply a further +1 modifier per hex of Light Woods intervening between the attacker and target (see *Intervening Terrain*, p. 4).

Heavy Woods: Add a +2 modifier to an attack's Target Number if the target is in a Heavy Woods hex. Apply a further +2 modifier per hex of Heavy Woods intervening between the attacker and target (see *Intervening Terrain*, p. 4).

In other words, you cannot add more than a +2 modifier for intervening terrain, or else LOS is blocked.

			Range Modifiers		
			+0	+2	+4
Weapons Inventory					
Qty	Type	Loc	Dmg	Sht	Med	Lng
1	LRM 5	LT	1/Msl	7	14	21
1	Large Laser	RA	8	5	10	15

RANGE MODIFIER

GATOR

The farther away a target is, the harder it is to hit. Taking the shortest path, count the number of hexes between the attacker and the target, including the target's hex. The total is the range to the target.

Each weapon's range is divided into range brackets: short, medium, and long. For example, as shown above, a Long Range Missile (LRM) launcher has a range of 21 hexes. Its short range bracket is "7," meaning that any attack made with LRMs against targets 1-7 hexes away is in the LRM's short range.

The range bracket a target is in determines the range modifier for an attack with that weapon against that target.

The Rolling To Hit Diagram, below, illustrates how to determine a modified Target Number.

The Wolverine has used its Running movement of 8 MP to move from Hex A to Hex B. Though it expended 8 MP in the move, it actually travelled five hexes, and so the player places a black Movement Die with a "2" showing. The Griffin had to walk to get from Hex C to Hex D, placing the Wolverine in its Firing Arc. It spent a total of 5 MP but only travelled two hexes, and so a white Movement Die is placed next to the Griffin with a "6" showing.

The WVR-6R Wolverine is firing a medium laser and SRM 6 at the Griffin (they both have the same range, so even though they're different weapons, the player can figure the numbers simultaneously). The player remembers the **GATOR** principle as he begins to add up his numbers. The Base Target Number is the Griffin MechWarrior's Gunnery Skill of 4 (**G**ATOR). The Wolverine used Running movement this turn, so the Attacker Movement Modifier is +2; the black Movement Die (G**A**TOR). While the target moved, it was not enough to receive a modifier, so there is no Target Movement Modifier; a "6," meaning 0, on the white Movement Die (GA**T**OR). There is a light woods along the LOS between the Wolverine and Griffin, which adds a +1 Terrain Modifier (GAT**O**R). The target is four hexes away, which is in the medium range for the medium laser and SRM 6, adding a Range Modifier of +2 (GATO**R**). The result is a modified Target Number of 9 [4 (Gunnery Skill) + 2 (Attacker Movement) +0 (Target Movement) +1 (Terrain Modifier) + 2 (Range Modifier) = 9].

The GRF-1N Griffin is attacking back with its PPC. The Griffin's MechWarrior's Gunnery Skill is 3 (this player is using a MechWarrior Card). The Griffin used Walking movement this turn, so it must add an Attacker Movement Modifier of +1; the white Movement Die. The target travelled five hexes, creating a +2 Target Movement Modifier. There is a Light Woods in between the attacker and target along the LOS, and the target is in Light Woods, creating a +2 Terrain Modifier. The range to the target is four hexes, which is in short range for the PPC. For that attack, the modified Target Number is 8 [3 (Gunnery Skill) +1 (Attacker Movement) + 2 (Target Movement) +2 (Terrain Modifier) + 0 (Range) = 8].
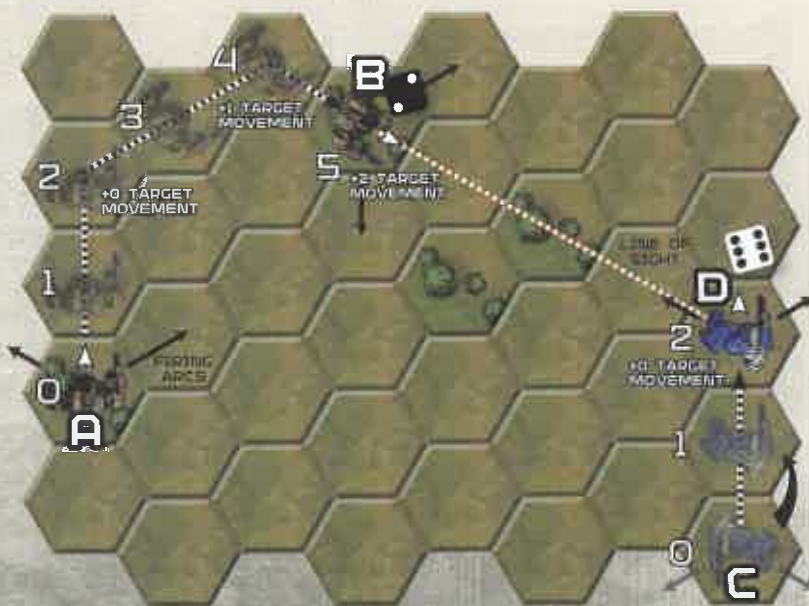
• ROLLING TO HIT DIAGRAM •

ATTACK MODIFIERS TABLE

All Attacks	Modifier
Gunnery Skill (GATOR)	Base Target Number
Attacker Movement Modifier (GATOR)	
Movement (modifiers are cumulative)	
Stationary [White Movement Die, number 6 showing]	None
Walked [White Movement Die]	+1
Ran [Black Movement Die]	+2
Jumped [Red Movement Die]	+3
Target Movement Modifier (GATOR)	
Movement (modifiers are cumulative)	
Moved 0–2 hexes	0
Moved 3–4 hexes	+1
Moved 5–6 hexes	+2
Moved 7–9 hexes	+3
Moved 10+	+4
Terrain Modifiers (GATOR)	
Terrain (Modifiers are cumulative)	
Light Woods	+1 per intervening hex; +1 if target in light woods
Heavy Woods	+2 per intervening hex; +2 if target in heavy woods
Range Modifier (GATOR)	
Short	None
Medium	+2
Long	+4

CLUSTER HITS TABLE

Roll (2D6)	Weapon Size				
	2	5	6	10	15
2	1	1	2	3	5
3	1	2	2	3	5
4	1	2	3	4	6
5	1	3	3	6	9
6	1	3	4	6	9
7	1	3	4	6	9
8	2	3	4	6	9
9	2	4	5	8	12
10	2	4	5	8	12
11	2	5	6	10	15
12	2	5	6	10	15

A short-range shot does not modify the attack's Target Number. A medium-range shot adds a +2 Target Number modifier, while a long-range shot adds a +4 modifier. (As shown, these modifiers are listed above the range bracket columns on the record sheets.) Weapons cannot hit a target beyond their long range.

For these quick-start rules, this is the only factor that changes between weapons; if you figure your GATOR for one weapon, then simply change the Range Modifier, as needed, for any other weapon, instead of having to refigure the whole process.

ROLLING TO HIT

Once the player has determined the modified Target Number for each weapon their 'Mech is firing, they make a roll to see if the attack is successful. For each weapon attack, the player rolls 2D6. If the result is equal to or greater than the modified Target Number, the attack succeeds.

Players may choose the order in which each weapon attack is rolled, and the order in which damage from each successful attack is resolved.

HIT LOCATION

When an attack hits its target, the firing player must determine precisely where the attack struck.

DETERMINING HIT LOCATION

To determine the location of a hit, the player rolls 2D6 and consults the Hit Location Table found on each 'Mech's record sheet sheet (it's also found on page 12).

Missile Attacks: After each hit by a missile weapon, a roll is made on the Cluster Hits Table above, to determine the number of projectiles that actually hit the target.

- **SRM:** On the record sheet, the Damage column lists it as "2/Msl", meaning two points of damage per missile. The attacker rolls a separate hit location for each short-range missile (SRM) that hits.
- **LRM:** On the record sheet, the Damage column lists it as "1/Msl", meaning one point of damage per missile. The attacker makes one hit location roll for every 5 long-range missiles (LRMs) that hit the target. Group the missiles that hit into lots of 5; in other words, after rolling on the Cluster Hits Table, above, form as many 5-point Damage Value groupings as possible, assigning any remaining points to one smaller lot, and determine a hit location for each lot.

DAMAGE

Each attack that hits the target does damage. Every weapon does a specific amount of damage, shown as the Damage Value (or Damage Value grouping) in the Weapons Inventory of each record sheet.

RECORDING DAMAGE

Damage checks off armor circles in a location (the number in parenthesis next to a location's name is its total armor). Follow the step-by-step procedure outlined in *Damage Resolution* (see p. 8) to determine the effects of damage.

DAMAGE RESOLUTION

To apply damage from an attack, begin with the amount of damage inflicted and the hit location, and start at Step 1. Answer both questions yes or no, and follow the instructions.

1. DOES THE LOCATION HAVE ARMOR?

Yes: Check off one armor circle on the Armor Diagram in the appropriate location for every point of damage taken, until all damage is applied or all armor in the location is destroyed. Go to Step 2.

No: Proceed to Step 2.

2. IS THERE DAMAGE REMAINING?

Yes: Damage transfers to the armor of the next location inward (see the Damage Transfer arrows on the Armor Diagram on each 'Mech record sheet). Go to Step 1 to allocate remaining damage.

No: Attack is finished.

TORSO DESTRUCTION

If a 'Mech's right or left torso has all of its Armor Points (circles) destroyed, the corresponding arm is blown off immediately and can sustain no further damage. The corresponding leg is not damaged. If the center torso is destroyed, the entire 'Mech is destroyed (see *Destroying a 'Mech*, below).

LEG DESTRUCTION

If one or both of a 'Mech's legs is destroyed, it cannot move nor make any facing changes for the rest of the game. It may fire weapons normally until it is completely destroyed, however (see *Destroying a 'Mech*, below).

TRANSFERRING DAMAGE

BattleMechs can survive the destruction of any body location except the head or center torso. If any other locations besides the center torso or head take further hits after being destroyed, or if excess damage remains from the shot that destroyed the location, that damage transfers to the armor of the next location inward.

This principle is illustrated with the Damage Transfer arrows on the Armor Diagram on each 'Mech record sheet. Damage to a missing arm or leg transfers to the torso on the same side; left leg or arm damage is transferred to the left torso, and right arm or leg damage to the right torso. Additional damage to a destroyed side torso location transfers to the center torso.

DESTROYING A 'MECH

A 'Mech is destroyed if its head or center torso is destroyed. Destroyed 'Mechs are removed from the map at the end of the phase in which they were destroyed, and have no further effect on game play.

BATTLEMECH VARIANTS

Each BattleMech is considered a unique chassis, but each chassis may have several variants developed over the centuries of war, boasting alternate weapons, equipment, or armor placement. For example, the *Wolverine* and *Griffin* both weigh 55 tons and are similar in speed, but are each a unique chassis with several variants.

There are two *Griffin* record sheets in this box, each a different variant: the GRN-1N and the GRN-1S (shown on the **Type** row, in the **'Mech Data** box, as shown below). When looking at the Scenario rules, you'll note these designations are used when determining forces. However, the illustration does not change from one record sheet to the next. It always represents the primary chassis as depicted in a *Technical Readout* sourcebook. When selecting record sheets, start with the name/illustration, and then quickly review the code designation to ensure you've selected the right variant!

Tech Base: Each record sheet included in this *Beginner Box* notes an "Inner Sphere" Tech Base. Tech Bases are not used with the rules in this box, but will come into play in more advanced products, such as the *BattleMech Manual*. They are included here to help familiarize players with all the details of a record sheet.

'MECH DATA

Type: Griffin GRF-1S
Movement Points:
Walking: 5
Running: 8

'MECH DATA

Type: Griffin GRF-1N
Movement Points:
Walking: 5
Running: 8

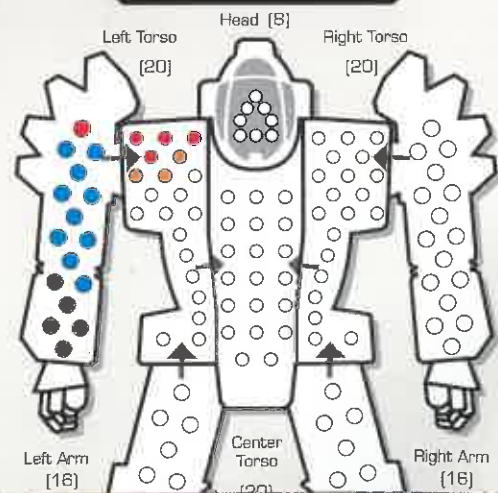*Karli declared an attack from her GRF-1N Griffin at her opponent's Wolverine. The Griffin hits with its PPC (10 Damage Value) and eight missiles from its LRM-10 (grouped into one 5-point Damage Value grouping and one 3-point Damage Value grouping). All of the rolls go to the Wolverine's left arm, which is good for Karli because there was already 5 points of damage there from a previous turn, meaning the arm only has 11 armor before this current attack.*

The PPC reduces the Armor Value by 10, so the player fills in ten circles. The first LRM Damage Value grouping does 5 points of damage, but since the Wolverine's remaining Armor Value in the left arm is 1, that leaves 4 points of damage that the hit location cannot absorb; the left arm is completely destroyed.

The remaining 4 points of damage from the first LRM Damage Value grouping transfer, per the Damage Transfer arrow, to the armor of the next location inward, which is the left torso. The player fills in four circles on the left torso location. Then the final 3-point Damage Value grouping automatically transfers, so three more circles are filled in, leaving 13 of the original 20.

In a subsequent turn, if the Griffin's PPC and at least three LRMs strike the left torso (or left arm), it will be destroyed, leaving any damage from other weapons that may have hit the left arm or left torso to transfer to the center torso.

DAMAGE TAKEN

● Damage from Previous Turn
● PPC (10 points)
● LRM grouping 1 (5 points)
● LRM grouping 2 (3 points)

DAMAGE TRANSFER →

ARMOR DIAGRAM

Head [8]
Left Torso [20]
Right Torso [20]
Left Arm [16]
Center Torso [20]
Right Arm [16]

SCENARIOS

This training scenario recreates one of the many "greenhorn" simulator programs used to train burgeoning MechWarriors throughout the Inner Sphere.

Both Players Roll 2D6: the winner is the attacker and places their 'Mech on the mapsheet after the loser has placed their 'Mech.

GAME SET-UP

Lay out the Desert #1 mapsheet as shown.

DEFENDER

Select the GRF-1N *Griffin* from the record sheets; use the illustration on the record sheet to select the correct miniature.

DEPLOYMENT

The defending player sets up first, placing their 'Mech anywhere within 3 hexes of the south edge (short end) of the mapsheet.

ATTACKER

Select the WVR-6R *Wolverine* from the record sheets; use the illustration on the record sheet to select the correct miniature.

DEPLOYMENT

The attacking player may place their 'Mech on any of the hexes along the north edge (short end) of the mapsheet.

VICTORY CONDITIONS

Victory belongs to the first side to destroy the enemy 'Mech.

If a 'Mech exits the map for any reason, it is considered destroyed. In this instance, unless the opponent's 'Mech is destroyed in the same turn, the opponent will automatically win.

Now play your first game!

VARIATIONS

You've now got your first game under your belt and you're ready to tackle more. *BattleTech* is wonderfully flexible in allowing players to quickly mix and match maps, 'Mechs, and other elements for endless games. Use the following ideas for additional variations on the scenario above, then feel free to try and build your own.

MECHWARRIOR CARDS

These cards bring notable MechWarriors from the fiction to life (see *Beyond the Quick-Start Rules*, p. 11). After you have one scenario under your belt, review the MechWarrior Cards and consider adding them to your game. Use the following rules when doing so:
- Only one BattleMech per side can have an attached MechWarrior Card.
- Both MechWarrior Cards should have the same Special Pilot Abilities cost.

Force Balance: As noted above, both MechWarrior Cards should have the same Special Pilot Abilities cost, so both players will need to agree on that cost prior to the game. If you cannot agree, roll a D6. This is the maximum Special Pilot Abilities cost allowed for that game.

Gunnery Skills: All MechWarrior Cards include Gunnery Skills. If the listed skill is lower than 4, use the value listed on the card during game play.

Piloting Skills: These ratings allow players to use these cards once they've moved on to the *BattleTech: A Game of Armored Combat* box set. They have no effect in the Quick-Start Rules.

MAPS

The Grassland #1 map offers slightly different terrain to alter your tactics.

● **DESERT #1 MAP LAYOUT** ●
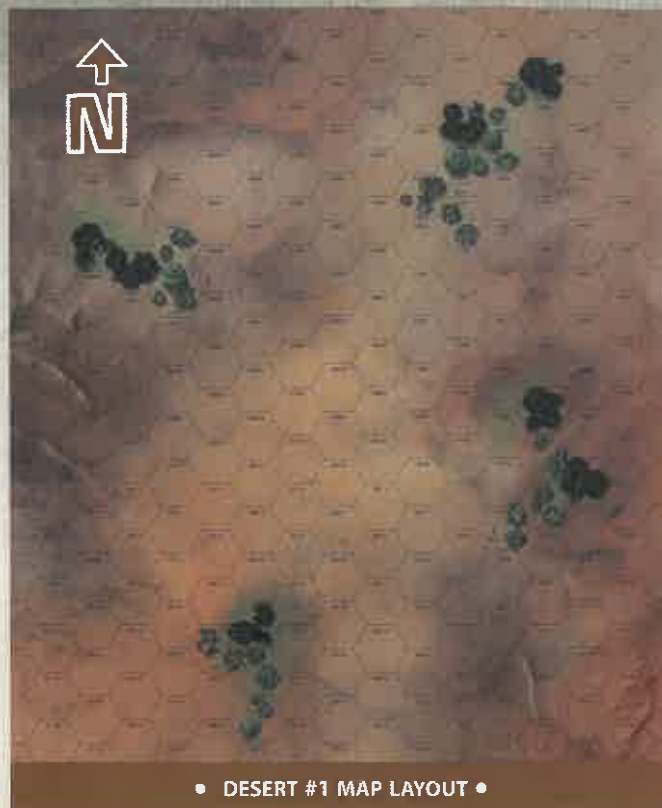
2 SIGTRYGG POULSEN 3

Gunnery Rating   **Piloting Rating**

Rank: *Tai-i*
Affiliation: House Kurita
Unit: The Red Duke's Personal Guard
BattleMech: *Griffin*   Background

Tai-i Poulsen might have attained the rank of *tai-sa* and command of a battalion in the Rasalhague Regulars by now. However, his fanatical loyalty to Duke Hassid Ricol ensures his contentment as a company commander in the Red Duke's personal guard. Never mind the prestige and added benefits—the personal guard sees much more frequent combat than any Regulars regiment. And Poulsen lives for warfare, the bloodier the   Special Abilities

Special Pilot Abilities (Cost: 4)
- **Sandblaster (LRM):** When rolling on Cluster Hits Table for successful LRM attack, add the following modifiers to the roll: +4 for short range, +3 for medium range, +2 for long or extreme range.
- **Weapon Specialist (PPC):** Apply a -2 To-Hit Modifier when attacking with a PPC.   Flavor Quote

"Ol' Sig Poulsen? Even the Red Duke is terribly respectful. Poulsen's killed too many men in duels over the slightest insult to his—and the Red Duke's—honor to treat him lightly."

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● **MECHWARRIOR CARD** ●

TERRAIN

The punch-out sheet includes several terrain pieces to modify either mapsheet. If players cannot mutually agree on a way to add the terrain, use the following rules before deploying any 'Mechs:

- Both players must add the same number of terrain pieces.
- Randomly determine who will start, then rotate back and forth placing only one terrain piece at a time.
- Terrain cannot be within two hexes of the edge of the mapsheet, and there must always be three hexes between each terrain piece.

PLAYING WITH MULTIPLE 'MECHS

When there are multiple 'Mechs on a side, use the following modifications to the standard rules:

Movement Phase (p. 2): The side that lost Initiative chooses a 'Mech and moves it first. The side that won Initiative then moves a 'Mech. Movement alternates between sides until all 'Mechs have been moved. Each time a player must move a 'Mech, they may designate movement for any 'Mech that has not been destroyed, even if the "move" is to simply do nothing.

Stacking (p. 4): During the Movement Phase, a 'Mech may move through hexes occupied by other friendly 'Mechs.

Weapon Attack Phase (p. 4): The side that lost Initiative chooses a 'Mech and declares any attacks it will make, specifying which weapons will be fired and at which target(s).

The side that won Initiative then does the same.

The act of declaring attacks alternates between sides until all fire has been declared. Each time a player must declare an attack, they may do so for any 'Mech that has not been destroyed, even if the declaration is to do nothing.

Finally, all declared attacks must be resolved, even if the intended target is destroyed before all attacks against it have been resolved.

Multiple Targets: A 'Mech cannot declare weapon attacks against more than one target in the same turn.

ADDITIONAL BATTLEMECHS

While it's easiest to learn the game through the 1-on-1 matchup presented above, *BattleTech* is best played with multiple 'Mechs on each side. For your next game, expand each side with the following 'Mechs (use the illustrations on the record sheets to find the appropriate cardboard punch-out playing pieces):

Defender: GRF-1N *Griffin* and GRF-1S *Griffin*.

Attacker: WVR-6R *Wolverine* and WVR-6M *Wolverine*.

After that, move up to a full "lance"—a deployment of four BattleMechs—on each side:

Defender: GRF-1N *Griffin*, GRF-1S *Griffin*, TDR-5S *Thunderbolt*, and LCT-1V *Locust*.

Attacker: WVR-6R *Wolverine*, WVR-6M *Wolverine*, TDR-5SE *Thunderbolt*, and LCT-1E *Locust*.

Force Balance: While you can mix and match those forces between the attacker and defender, each player should have the same number of 'Mechs and the same total tonnage (the tonnage of every BattleMech is listed on their record sheets).

Playing With Multiple 'Mechs: There are slight rules modifications when using more than one 'Mech on a side (see *Playing With Multiple 'Mechs*, at left).

ALTERNATE VICTORY CONDITIONS

The simplest and easiest win condition is "destroy the opposing force." More complex objectives will transform your play style and enjoyment of the game.

In this alternate scenario, "Breakthrough," the attacker has been left behind enemy lines and must break through to safety by escaping across the map and exiting its south edge.

Use the same set-up as the Training Scenario, with the following modifications:

Defender: GRF-1N *Griffin*, GRF-1N *Griffin*, TDR-5S *Thunderbolt*, and LCT-1V *Locust*.

Attacker: WVR-6R *Wolverine* and TDR-5SE *Thunderbolt*.

Armor Damage: Roll 2D6 twice on the Hit Location Table for the attacker's *Wolverine* and twice again for the attacker's *Thunderbolt*. Apply five points of damage to each rolled location, so that each BattleMech has 10 points of damage. Re-roll any hits to either 'Mech's head.

Motive Damage: Damage to the *Wolverine* has also reduced its available Movement Points to Walking MP 4; Running MP 6; Jumping MP 4.

Victory Condition: The scenario ends when all defenders are destroyed, or when both attackers are destroyed or have retreated off the south edge of the mapsheet. Use the following table to determine victory:

BREAKTHROUGH VICTORY POINTS TABLE

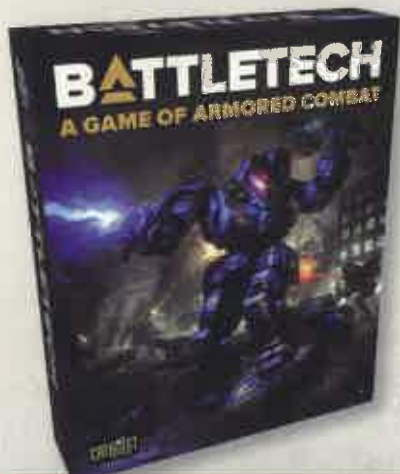| Attacker	Defender
2 points for each attacking 'Mech that safely exits the south edge of the mapsheet	3 points for each attacking 'Mech destroyed
1 point for each defending 'Mech destroyed	

BEYOND THE QUICK-START RULES

These rules offer just a taste of the action of the *BattleTech* tabletop miniatures game—there are many more additions that will unlock hours of tactics, strategy and enjoyment. Here are a few of the highlights awaiting you:

- **Piloting Skills:** A BattleMech requires a fine hand at the controls. Piloting Skill Ratings are used in a variety of actions, like punching and kicking! It's also used to determine if a BattleMech falls after taking damage or under other circumstances, damaging itself and potentially the MechWarrior as well!

- **Critical Hits:** Under each 'Mech's armored hide is a network of fragile parts essential to its survival. These are shown on the complete Critical Hits Table, where weapon strikes which penetrate your armor may tear away at your 'Mech's critical components.

- **Heat:** Heat build-up is a BattleMech's greatest limiting factor. Though a 'Mech dissipates heat through its heat sinks, a high rate of activity can produce more heat than they can handle. A warrior who pushes their 'Mech past its limits eventually must pay the price, from reduced capabilities to a complete shutdown!

- **Additional Terrain:** Other mapsheets include additional terrain, from water to hills of various levels, and of course buildings! Learning to use terrain to your advantage is crucial.

- **Firing Arcs and Attack Direction:** The quick-start rules detail only a single firing arc, and all damage is applied in the same manner. Yet there are multiple arcs, as well as attack directions and rear armor! A savvy MechWarrior uses these arcs to maximize their shots against the weakest parts of the defender, while protecting their own weaknesses.

- **More Weapons And Equipment:** There's many more weapons and equipment to field, each with their own tactics, and construction rules that will allow you to make your own BattleMechs! Additionally, as hinted at by the "Tech Base: Inner Sphere" designation found on the record sheets, those additional weapons, equipment and rules cover advancements from the height of the Star League, to the depths of lostech in the Succession Wars, and beyond. A myriad of great options for your game table…if you can dream it, there's a rule for that!

- **Much More!:** Once you're ready, dive into *A Game of Armored Combat* to take your gaming to the next level!

- **The Universe Awaits:** While the *BattleTech* game is exciting, its setting has captured players' imaginations for decades. *Technical Readout: Succession Wars* brings your BattleMechs to life within that universe. If you enjoyed the *Golden Rule* novella, the next short story in that arc is found in *A Game of Armored Combat*. You can also immerse yourself in the slew of *BattleTech* e-pub novels available at www.store.catalysgamelabs.com.

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SEQUENCE OF PLAY

Initiative Phase
Movement Phase
Weapon Attack Phase

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 [the color of the Movement Die on your 'Mech]
- **T** Target movement modifier [the number of the Movement die on the target 'Mech]
- **O** Other modifiers (for this box, just Terrain)
- **R** Range modifiers

ATTACK MODIFIERS TABLE

All Attacks	Modifier
Gunnery Skill (GATOR)	Base Target Number
Attacker Movement Modifier (GATOR)	
Movement (modifiers are cumulative)	
Stationary [White Movement Die, number 6 showing]	0
Walked [White Movement Die]	+1
Ran [Black Movement Die]	+2
Jumped [Red Movement Die]	+3
Target Movement Modifier (GATOR)	
Movement (modifiers are cumulative)	
Moved 0–2 hexes	0
Moved 3–4 hexes	+1
Moved 5–6 hexes	+2
Moved 7–9 hexes	+3
Moved 10+	+4
Terrain Modifiers (GATOR)	
Terrain (modifiers are cumulative)	
Light Woods	+1 per intervening hex; +1 if target in light woods
Heavy Woods	+2 per intervening hex; +2 if target in heavy woods
Range Modifier (GATOR)	
Short	None
Medium	+2
Long	+4

MOVEMENT COSTS TABLE

Movement Action/Terrain Type	MP Cost Per Hex/Terrain Cost
Cost to Enter Any Hex	1
Terrain Cost When Entering Any New Hex	
Clear	+0
Light Woods	+1
Heavy Woods	+2
Additional Movement Actions	
Facing Change	1/hexside

HIT LOCATION TABLE

Roll (2D6)	Location
2	Center Torso
3	Right Arm
4	Right Arm
5	Right Leg
6	Right Torso
7	Center Torso
8	Left Torso
9	Left Leg
10	Left Arm
11	Left Arm
12	Head

CLUSTER HITS TABLE

Roll (2D6)	Weapon Size				
	2	5	6	10	15
2	1	1	2	3	5
3	1	2	2	3	5
4	1	2	3	4	6
5	1	3	3	6	9
6	1	3	4	6	9
7	1	3	4	6	9
8	2	3	4	6	9
9	2	4	5	8	12
10	2	4	5	8	12
11	2	5	6	10	15
12	2	5	6	10	15