BATTLETECH

BATTLEFORCE

QUICK-START RULES

CATALYST game labs

THE GAME OF LIGHTNING-FAST COMBAT!

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BATTLETECH™
BATTLEFORCE™

A Word of Blake forces deploys, ready for battle.

It is the 31st century, a time of endless wars that rage across human-occupied space. As star empires clash, these epic wars are won and lost by BattleMechs®, 30-foot-tall humanoid metal titans bristling with lasers, autocannons and dozens of other lethal weapons; enough firepower to level entire city blocks. Your elite force of MechWarriors® drives these juggernauts into battle, proudly holding your faction's flag high, intent on expanding the power and glory of your realm. Will they become legends, or forgotten casualties? *Only your skill and luck will determine their fate!*

BATTLEFORCE QUICK-START RULES

BattleForce is the *BattleTech* game of lightning-fast combat. These rules ramp up standard-style game play to a fast-playing system that retains the feel of *BattleTech*. Players who are familiar with *BattleTech* will find it easy to adapt to *BattleForce*. New players will discover that *BattleForce* eases the learning curve of *BattleTech*, as it introduces similar mechanics in a simpler fashion.

TERMINOLOGY

In *BattleTech*, the term "unit" is used to refer to any mobile element that can be fielded in a game—BattleMechs, vehicles, infantry and so on. Each unit is moved as an individual playing piece during the game.

Units in *BattleForce* are known as "Elements" (see the record sheets on p. 13) and are represented in a more abstract manner than *BattleTech*, but retain their individuality. 'Mechs are still 'Mechs and they still tear up the battlefield, only in *BattleForce* the pace is accelerated like a DropShip at liftoff!

PLAYING PIECES

BattleForce Quick-Start Rules contains several playing pieces (see p. 15) that you can cut out and use, representing your BattleMechs. In *BattleForce*, as noted above, each BattleMech is known as an Element and each Element is combined into a Unit (this is either 4, 5 or 6 Elements to a Unit based upon the faction; see the record sheets on p. 13).

The playing pieces, then, represent a Unit (corresponding to the *BattleTech* "unit" as the individual piece you maneuver around the board) of multiple Elements. These playing pieces are used to show the position of each Unit on the mapsheet and keep track of its movement during the game. (The various example diagrams include the "warfare symbology" used on the playing pieces to represent various types of Units and factions. A complete description of these symbols and how they can be used beyond the *BattleForce* game can be found starting on page 336 of *Strategic Operations*.)

Miniatures: If a player owns any *BattleTech* miniatures—such as those from the *BattleTech Introductory Box Set*—they can easily be used in place of the playing pieces provided with this QSR, with each miniature representing a Unit. If using miniatures, ideally, the corresponding type of miniature should be used to represent each Unit in *BattleForce*; that is, a heavy 'Mech miniature to represent a heavy 'Mech Unit, and so on. However, players may use any type of miniature or counter to represent their Units so long as it is agreeable to all players and marked in some fashion so as to identify its facing.

QUICK-START RECORD SHEETS

Record sheets are used to keep track of the damage done to each 'Mech (Element) during combat. Record sheets also show the capabilities of each Element (and hence the Unit the Element is apart of), including its movement speed and weapons. We have included two special quick-start *BattleForce* record sheets for use with these rules, which include reference tables on the back for ease of use during game play (see p. 13).

DICE

Players will need two standard six-sided dice to play *BattleForce*. When the rules refer to rolling 1D6, this means roll a single die and observe the result. When the rules refer to rolling 2D6, this means roll both dice and add the results together.

For ease of reference once players have read the rules, we've included a dice icon next to any rule that requires a dice roll.

MAPSHEETS

In *BattleForce*, like *BattleTech*, games are played on 22-by-17 inch mapsheets divided into six-sided areas called hexes, which regulate movement and combat between various units. Mapsheets can be filled with woods, rivers, lakes, mountains and more. For ease of play, the mapsheet included in the quick-start rules only contains light and heavy woods terrain.

PLAYING THE GAME

A *BattleForce* game consists of a series of turns. During each turn, all Units on the map have an opportunity to move and fire their weapons. Each turn consists of several smaller segments of time, called phases. During each phase, players may take one type of action, such as movement or combat. The players execute the phases in a given order. Specific actions, movement, effects of damage and so on are fully explained in separate sections later in these rules.

Each turn includes the following phases, performed in the following order:

- Initiative
- Movement Phase
- Combat Phase
- End Phase

INITIATIVE PHASE

Each player rolls 2D6 and adds the results together to determine his or her Initiative; re-roll ties. The player with the higher result is the Initiative Winner. The other player is the Initiative Loser for this turn.

MOVEMENT PHASE

The player who lost Initiative completes all actions in this phase, followed by the player who won the Initiative.

The acting player moves all of his Units.

COMBAT PHASE

The player who lost Initiative completes all actions in this phase, followed by the player who won the Initiative.

The acting player declares targets for all of his Elements, and then resolves combat. Each surviving Element of each Unit may make one attack. Damage from these attacks is resolved as each Element finishes its attacks, but does not take effect until the End Phase; this means a destroyed Element will normally have a chance to return fire.

END PHASE

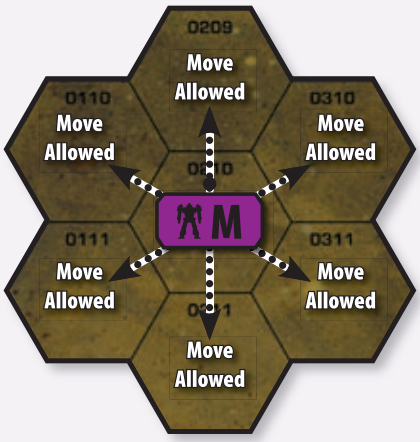
Both players may complete this phase simultaneously.

Each player executes any miscellaneous actions remaining in the turn, such as removing eliminated Elements. The specific rules for such actions state whether or not they take place during the End Phase. For example, Elements that began a turn shut down from overheating restart in the End Phase, with their heat levels reduced to zero.

Players repeat all these steps until one side meets its victory conditions for the scenario.

MOVEMENT PHASE

The following section describes the rules governing ground movement.



• BATTLEFORCE MOVEMENT DIRECTION DIAGRAM •

MOVEMENT BASICS

Units in *BattleForce* change their position on the map by moving from one hex to another using Movement Points (MP). Each Element of each Unit has a base MP allowance listed on its record sheet (under the "MV" column; Movement Value). A Unit's MP always equals the lowest MP of any of its surviving Elements. Unlike *BattleTech*, Units in *BattleForce* do not have the choice of expending Walking or Running MP, they simply move. All Elements in a Unit move at the same time and to the same hex.

As shown at the top of the Movement Costs Table (at right), a Unit must spend 1 Movement Point (MP) to enter a hex. The type of terrain within a hex adds more MP costs, as shown under the MP Cost Per Hex/Terrain Type column of the table. Unlike *BattleTech*, a ground Unit cannot drop to the ground or stand up, but it may make any number of facing changes at no cost.

The controlling player always starts with a base cost of 1 MP for a Unit to enter a new hex. The player then consults the Movement Cost Table and adds any MP required, based on the type of hex being entered and/or the action being taken. Such additional modifiers are cumulative. For example, a Unit entering a clear hex only spends the base 1 MP for entering a new hex. However, a 'Mech Unit entering a heavy woods hex would spend 3 MP (1 base MP for entering a new hex, and another +2 for heavy woods).

A Unit need not expend all of its available MP when moving. In addition, in place of moving, a Unit may simply stand still.

Clear

Clear terrain represents fields, meadows and other grass lands. 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 containing another terrain type, assume it is clear.

Light Woods

Light woods terrain is covered with sparse trees up to twelve meters tall. Most Units cannot cross this terrain as easily as clear terrain. Any light woods between the attacker and target will block line of sight (see *Verifying Line of Sight*, p. 6).

Heavy Woods

Heavily wooded terrain is thickly covered with twelve meter tall trees, making movement through these areas very difficult. Any heavy woods between the attacker and target will block line of sight (see *Verifying Line of Sight*, p. 6).

ADDITIONAL MOVEMENT RULES

The following rules cover additional movement options.

Jumping

Jumping allows the most flexibility in movement. Any jump-capable Unit has (j) listed next to its MP rating. All surviving Elements in a Unit must be jump-capable in order for the Unit to use jumping movement. When a Unit jumps, it can move 1 hex for

MOVEMENT COSTS TABLE

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

every available Jumping MP. It may jump in any direction, regardless of its original facing. The player chooses a target hex for the Unit to jump into, and then the Unit travels to that hex along the shortest possible route, landing with any facing desired.

A Unit can jump over and into any hex, regardless of terrain type.

If more than one possible path exists between the Unit and its goal hex, the player may declare which path his Unit takes.

FACING

Every hex on the map has six edges, called hexsides. All Units must face one of those six hexsides. The facing of a Unit does not represent the literal facing of every one of its Elements, but rather its overall tactical deployment. The Unit's facing is the direction in which most of its Elements are facing during the turn, and where their attention is focused. In effect, it is the direction in which they are "looking."

'Mech Units are considered to be facing the way the feet of the miniature representing the Unit are pointing (or the arrow, if using a counter).

A Unit's facing affects combat (see *Combat Phase*, below), and can only be voluntarily changed during the Movement Phase.

Units not clearly facing a hexside at the end of the Movement Phase can be realigned to one of the two closest hexsides by the opposing player.

STACKING

During the Movement Phase, a unit may move through hexes occupied by other friendly Units. A Unit may not, however, move through a hex occupied by an enemy Unit, nor may it end its movement in a hex occupied by another Unit.

COMBAT PHASE

The following section describes the rules governing combat.

RESOLVING WEAPON ATTACKS

Each Element may make one attack per turn. The sequence for resolving weapon attacks is as follows:

1. Attack Declaration
2. Verify Line of Sight (LOS)
3. Verify Firing Arc
4. Determine Range
5. Determine To-Hit Number
6. Roll To Hit
7. Determine and Apply Damage
8. Roll For Critical Hits (If Applicable)

ATTACK DECLARATION

An attack declaration must include the attacking Element, its target, and how much the attacker will use its Overheat Value (if applicable; see *Overheating*, p. 9). All attacks must be declared before any attacks are resolved. Elements are free to attack any Element within range.

Generally, all declared attacks must be resolved, with two exceptions: First, if the modifiers make a declared attack impossible, it may be aborted; however, the Element may not choose a new target. Second, if the target Element is destroyed before all attacks against it are resolved, all remaining attacks against the target Element are assumed to have hit and need not be resolved.

VERIFY 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 Unit's hex to the center of the target Unit's hex defines the LOS between two Units. Any hexes through which this line passes lie along the LOS, even if the line barely crosses a given corner of a hex. If the LOS passes exactly between two hexes, the player controlling the targeted Unit decides which of the two hexes lie along the LOS. The chosen hexside is used for all attacks between those two Units for the remainder of the turn.

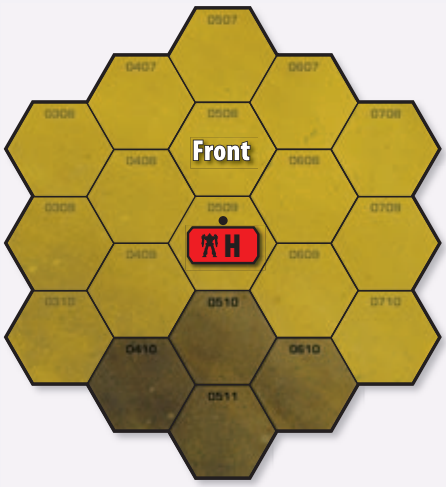
The hexes containing the attacking and target Units are not considered when determining LOS, and they never interfere with LOS.

INTERVENING TERRAIN

Terrain along the LOS between the attacker and the target that actually lies within the LOS (not including the hexes occupied by the attacker and target) is called intervening terrain. Intervening terrain has the following effects on LOS.

Light And Heavy Woods: Any woods hex, regardless of type, blocks LOS.

Other Units: Intervening Units have no effect on LOS or attacks.



• FIRING ARC DIAGRAM •

VERIFY FIRING ARC

Every Unit in *BattleForce* has a particular area into which it may fire its weapons. This is known as the firing arc (see Firing Arc Diagram, above). Firing arcs extend to the edge of the battlefield in the direction indicated by the diagram. If the target Unit is not within the attacker's firing arc, then the attack cannot be made.

DETERMINE RANGE

BattleForce uses fixed range brackets for all weapon types. To determine range, find the shortest path to the target and count the hexes between target and attacker, starting with the hex adjacent to the attacker's hex along the line of sight and including the target's hex. This total number of hexes between attacker and target

(including the target's hex) is the range.

Compare this number to the Range Table to determine range.

Each attack does a fixed amount of damage at each of the indicated *BattleForce* ranges (see the record sheets on p. 13). Elements have 3 ranges: Short (Sht), Medium (Med) and Long (Lng). Some Elements do not have the ability to do damage at every range. This is indicated by a dash or a zero on the record sheet for that range bracket. If the Element does not have the ability to do damage at a given range, it may not attack at that range.

RANGE TABLE

Distance	Range
0–1 hexes	Short
2–4 hexes	Medium
5–8 hexes	Long

DETERMINE TO-HIT NUMBER

Once a player has determined that his or her target is within LOS and within the attacking Unit's firing arc, he or she must determine the to-hit number. This is the number that the player's die roll must equal or exceed for a successful shot. Though LOS and range are determined from Unit to Unit, the to-hit number is calculated for each Element individually.

The Base To-Hit number for all attacks is 4. This number is then modified by range, target's available movement, terrain features, and other miscellaneous situations as shown on the To-Hit Modifiers Table (see p. 8). All modifiers are cumulative unless otherwise stated.

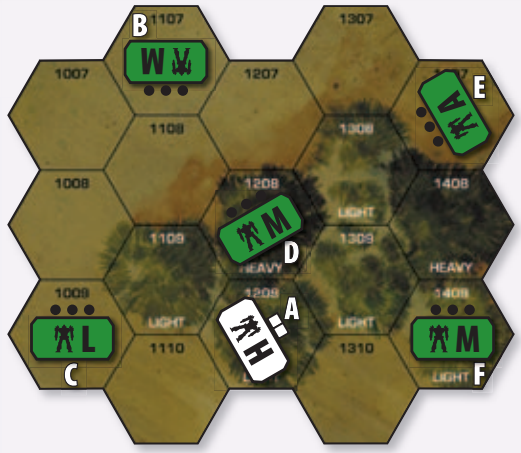
Shutdown Elements do not receive a target movement modifier.

In the To-Hit Roll Diagram (see above right), a Alice's Ghost Bear 'Mech Star is in the hex marked A on the Open Terrain #1 map, surrounded by five House Liao 'Mech lances. The 'Mech Element she is attacking with cannot see the Unit in Hex E as there are two light woods intervening. It can't see the Unit in Hex B as there is a heavy woods intervening. As the LOS between her 'Mech and the Unit in Hex C is exactly along a hexside, the Liao controlling player chooses to declare that the line will fall on the right side (the clear hex), which means it falls outside of Alice's 'Mech's Firing Arc and so an attack cannot be made. The controlling player of the Liao Unit in Hex F, however, decides to select the left side (clear hex 1310) for the shot, allowing attacks to occur in both directions. And of course, it can attack the Unit in Hex D. Alice starts with the Base To-Hit Number of 4 and applies the rest of the modifiers.

Here are her to-hit numbers:

The target 'Mech (Element) in Hex F is 2 hexes away at medium range, which adds a +2 modifier (as shown under the "Med" column of the 'Mech Element on the record sheet). They have 1 MP, giving them a target modifier of +0, and finally a +1 for the light woods. The Modified To-Hit Number is 7 [4 (Base To-Hit Number) + 2 (medium range) +1 (light woods) = 7].

The target 'Mech in Hex D is 1 hex away, at short range, which doesn't add a modifier (as shown under the "Sht" column of the 'Mech Element on the record sheet). It has an MP of 6(j), giving it a target modifier of +2. Next, Alice adds 1 because the target is jump capable, and another 2 because it is in heavy woods. The Modified To-Hit Number is 9 [4 (Base To-Hit number) + 0 (short range) + 2 (target movement) + 1 (jump) + 2 (target in heavy woods) = 9].



• TO-HIT ROLL DIAGRAM •

ROLL TO-HIT

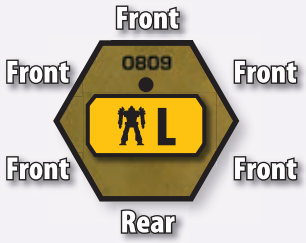
Roll 2D6 for each Element and compare the total to the Modified To-Hit Number identified in the previous step. If the dice roll equals or exceeds the Modified To-Hit Number, the attack is successful. Otherwise, the attack fails.

DETERMINE AND APPLY DAMAGE

When an attack is successful, its damage is applied immediately, but the damage does not take effect until the End Phase. Before damage can be applied, the attack direction and amount of damage must be determined.

Attack Direction

Elements use the Attack Direction Diagram (at right) to determine whether an attack hits from the front or rear.



• ATTACK DIRECTION DIAGRAM •

To determine whether the attack hits front or rear, lay a straightedge from the center of the attacker's hex to the center of the target's hex. Compare the hexside crossed by the straightedge to the Attack Direction Diagram (at right) to find the side of the Unit hit by the attack. If the straightedge crosses at the intersection of two hexsides, the target chooses which side is hit by the attack.

As shown in the Attack Direction Diagram, there is only one hexside from which an attack will strike a target in the rear.

• ATTACK DIRECTION DIAGRAM •

In the Attack Direction Example Diagram, above, Lara's Clan Ghost Bear 'Mech Unit in Hex A of the Open Terrain #1 map is getting pounded by a number of House Kurita 'Mech Units. The Units in hexes B and C will both strike her Unit from the front (if their attacks are successful). The 'Mech Unit in Hex D will strike her Unit from the rear (and do an extra point of damage) if its attack succeeds.

Amount of Damage

The base amount of damage dealt from a successful attack is the Element's Damage Value at a given range as displayed under each range column (Sht, Med and Lng) of the Element's portion of the record sheet. Any attack striking a target in the rear does 1 additional point of damage.

All Elements in *BattleForce* only have one armor facing against which damage is applied. The distinction between a shot striking front or rear is only made to determine the total amount of damage applied.

Elements that track heat may inflict additional damage on their targets by overheating; however, the decision to do so must be made when the attack is declared (see *Overheating*, p. 9).

APPLYING DAMAGE

To apply damage from an attack, begin with the amount of damage the attack inflicts and start at Step 1. Answer each question yes or no, and follow the instructions.

Destruction: If at any time an Element is destroyed, cross off the box next to the Element's name on the record sheet.

1. Does the Element have armor remaining?

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

No: Proceed to Step 3.

TO-HIT MODIFIERS TABLE

Range	Modifier
Short	+0
Medium	+2
Long	+4
Target Movement	**Modifier[1]**
0–2	+0
3–4	+1
5–6	+2
7–9	+3
10–17	+4
18+	+5
Terrain	**Modifiers[2]**
Light Woods	+1
Heavy Woods	+2
Miscellaneous	**Modifiers**
Attacker Modifiers	
Fire Control Hit	+2[3]
Overheated	+ Heat Level [1–3]
Target Element Type Modifiers	
Jump Capable	+1
Target Modifier	
Is Shutdown/Immobile	–4[4]

[1]Modifier is based upon available MP modified by heat level and critical hits if applicable. MP expended are irrelevant.
[2]Applies when target occupies a hex with the indicated terrain type.
[3]May apply multiple times.
[4]Shutdown Elements do not get a target movement modifier.

2. Is there damage remaining?

Yes: Go to Step 3 to allocate remaining damage.

No: Go to Step 6.

3. Does the Element have structure remaining?

Yes: Check off one structure circle (shaded circles below un-shaded armor circles) for every point of damage taken, until all damage is applied or all structure is destroyed. Go to Step 4.

No: Proceed to Step 4.

4. Is there damage remaining?

Yes: The Element is destroyed.

No: Go to Step 5.

5. Does the Element have structure remaining?

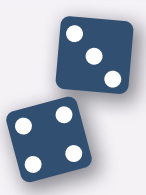
Yes: Roll once on the Determining Critical Hits Table, below. Go to Step 6.

No: The Element is destroyed.

Kevin's damaged Vulture C *has been hit by shots from a BNC-8S* Banshee *and a AWS-9M* Awesome. *After checking the attack direction, Kevin sees that all the shots will strike his* Vulture *on the front. The* Banshee *is attacking from medium range and will do 3 points of damage. Kevin marks off 3 armor circles, leaving 1 armor and 3 structure circles for his* Vulture. *The* Awesome *is attacking from long range and also does 3 points of damage. Kevin marks off the last point of armor on the* Vulture *and 2 points of structure (shaded circles), leaving it with 1 point.*

Kevin informs his opponent that she has a chance for a Critical Hit. She rolls 2D6, getting a 9, and consults the Critical Hit Table. It's a Fire Control Hit, which means all further shots from the Vulture *will suffer a +2 to-hit modifier.*

ROLL FOR CRITICAL HITS



Any time a hit damages structure (shaded circles), a Critical Hit may occur. To determine whether an Element takes a Critical Hit, as well as the type of hit taken, roll 2D6 and consult the Determining Critical Hits Table.

Mark clearly any Critical Hits against an Element on the record sheet. The effects of Critical Hits are permanent.

If the given Critical Hit effect does not apply to the Unit type in question (for example, a weapon hit on an Element that has all its Damage Values reduced to zero), or a critical hit that can only be hit once per Element is hit a second time, apply 1 additional point of damage instead; do not roll for an additional Critical Hit as a result of this damage.

CRITICAL HIT EFFECTS

The nature and effect of each critical hit is described below:

Ammo Hit

The Element is destroyed unless it has CASE or ENE. If the Element has CASE (see p. 10) it takes 1 point of damage (roll for critical hits normally if this damages structure). If the element has the Energy (ENE) special ability (see p. 10) ignore this hit. No extra damage is applied.

Engine Hit

The Element's power system has been damaged. The engine hit adds 1 heat point to all weapons fire, and so the affected Element overheats by 1 (without doing overheat damage; see *Overheating*, at right) every time it fires weapons. The second engine hit destroys the Element.

DETERMINING CRITICAL HITS TABLE

2D6 Roll	'Mech
2	Ammo Explosion
3	Engine Hit
4	Fire Control Hit
5	No Critical Hit
6	Weapon Hit
7	MP Hit
8	Weapon Hit
9	No Critical Hit
10	Fire Control Hit
11	Engine Hit
12	Head Blown Off

Fire Control Hit

Some mechanism for controlling shots has been damaged. This could represent anything from an arm actuator to sensors. Each hit adds a cumulative to-hit modifier of +2 for all subsequent shots by the damaged Element.

Head Blown Off

The Element is eliminated from the game.

MP Hit

Something related to the Element's ability to move has been damaged. The affected Element loses 50 percent of its current MP, rounding normally with a minimum of 1 point lost. An Element reduced to zero MP cannot move.

Weapon Hit

This hit represents the destruction of a number of weapons on the affected Unit. All Damage Values are reduced by 1 (to a minimum of zero).

OVERHEATING

Many 'Mechs have an Overheat Value shown on the record sheet. This number reflects the fact that these Elements have more weapons than they can fire safely. A warrior piloting such a machine can push his Element beyond its safety limits and inflict extra damage. However, the heat build-up caused by such high-power activity slows the Element down and causes its shots to become erratic until it has a chance to cool off.

Using Overheat Value

An attacking player must announce his or her intention to overheat an Element (and the degree to which the Element will overheat) at the time of that Element's attack declaration.

The Overheat Value is the amount of extra damage that can be added to the weapons attack when it overheats. The controlling player can decide exactly how much to overheat, from a minimum of 1 to a maximum of the Element's listed Overheat Value. This amount is added to the Damage Value for that Element at all range brackets for which it has a damage value.

Maximum Overheat

An Element cannot overheat more than the heat scale will allow (see *Heat*, p. 10).

RYOKEN B

Stat	Value
MP	6
Damage (S/M/L)	5/5/—
Overheat	3
Weight Class	2
Armor/Structure	6/3
Point Value	23
Specials	—

A Ryoken B *has the following stats in* BattleForce.

It has an overheat value of 3, and so can overheat by up to 3 points. This means it can inflict up to 8 points of damage at Short or Medium range, but still no damage at long range because it has no damage value for that range bracket.

If it overheats once at this maximum value, its heat level rises to 3. In the next turn, it can only overheat by 1 additional level, because only one space is left on the heat scale (shut-down). It cannot overheat by 2 or 3 until it cools down.

END PHASE

The following section describes the rules for the End Phase.

DAMAGE

Unless overridden by a special ability, all damage inflicted during the Combat Phase takes effect during the End Phase. Any Critical Hits inflicted against an Element take effect, and all destroyed Elements are removed from play at this time.

HEAT

The boxed numbers and the letter "S" to the right of the Overheat Value on the record sheet represent the Element's heat scale. When an Element overheats, the amount by which it overheats is added to the Element's heat level, which is then marked on the heat scale.

An Element's current heat level is subtracted from that Element's MP and added to its attack target numbers. Mark on the heat scale in pencil, as the Element's heat will rise and fall during game play. The heat level does not actually change until the End Phase of the turn in which the attack is resolved. The attack modifier for overheating in one turn will not apply until the following turn.

SHUTDOWN

The maximum heat level of 4 appears on the heat scale as an S, which represents shutdown. An Element reaching this level on the heat scale is shut down, and cannot attack or expend MP.

Attacks against a shutdown Element apply a –4 to-hit modifier and ignore the bonus for jump capability (if applicable). Shutdown Elements do not receive a target movement modifier.

Units containing a shutdown Element cannot move; however, the other Elements' MP ratings are unaffected, and so they are no easier to hit in combat.

COOLING DOWN

Each time an Element overheats, its heat level increases. If the Element makes an attack but chooses not to overheat, the heat level remains the same; it decreases only if the Element makes no weapon's attack in a turn. In that case, the Element's heat level drops to 0 at the end of the End Phase.

This rule does not apply to shutdown Elements. In the End Phase, the heat level of any Elements that began the turn shutdown falls to 0. They start up again and can move and attack normally.

> *Caleb's* Mad Cat Prime *uses its full Overheat Value of 2. Its heat level rises to 2 in the End Phase of the current turn. Caleb marks the 2 box on the heat scale. Caleb's* Mad Cat *will remain at a heat level of 2 until it forgoes a weapon attack. As long as the* Mad Cat *remains at this heat level, it will have 2 fewer MP to expend, and add a to-hit modifier of +2 to all its shots.*
>
> *If Caleb uses the* Mad Cat*'s full Overheat Value in the following turn, it will automatically shut down in the End Phase of that turn.*

SPECIAL ABILITIES

Special Abilities are additional features provided by equipment or Element type that modifies how an Element is used in *BattleForce*. Only a small sampling of special abilities is provided in these Quick-Start Rules. This allows players to get a glimpse of how special abilities bring cool options to the table, without bogging down a player's first scenario with too many additional rules.

The following special abilities are found on some Elements in the Green Training Scenario.

CASE (CASE)

An Element with this ability takes only 1 point of damage on an Ammo critical hit (see *Ammo Hit*, p. 9).

ENERGY (ENE)

An Element with this ability ignores Ammo critical hits (see *Ammo Hit*, p. 9).

GREEN TRAINING SCENARIO

This training scenario recreates one of the battles of the Jihad as Clan Ghost Bear meets the Word of Blake on the House Kurita (Draconis Combine) world of Pesht in 3074.

GAME SET-UP

Lay out the map provided with these rules. (As the record sheets can be used again either to replay this scenario or to play the Veteran Training Scenario, players are encouraged to use pencils.)

DEFENDER

The defender consists of the Level II Units "Divine Fire" and "Peaceful Cleansing" of the Word of Blake's Twenty-ninth Division. Cut out Medium and Assault Word of Blake Unit playing pieces (white) and use the Word of Blake Quick-Start Record Sheet (cut the record sheet in half).

Deployment

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

ATTACKER

The defenders consist of the Alpha Trinary Recon Star and Alpha Trinary Fire Support Star of Clan Ghost Bear's Fiftieth Striker Cluster. Cut out the Light and Heavy Clan Ghost Bear Unit playing pieces (light blue) and use the Clan Quick-Start Record Sheet (cut the record sheet in half). (Note that for "in universe" flavor, each Element name includes the Clan name for the 'Mech, following by the Inner Sphere name in parenthesis, if it's different.)

Deployment

The attacking player may place his Units 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 Units (all Elements).

SPECIAL RULES

If a Unit exits the map for any reason, that Unit is considered destroyed.

BATTLEFORCE: STANDARD AND ADVANCED RULES (STRATEGIC OPERATIONS)

While players can re-play the Green Training Scenario several times if they wish, once they've gotten even one quick-start game under their belt they're ready to move on to the Veteran Training Scenario (below), or they can move on to the complete *BattleForce* game system by purchasing *BattleTech Strategic Operations*.

VETERAN TRAINING SCENARIO

The Veteran Training Scenario uses the same rules as the Green Training Scenario, but with the following modifications and changes that bring additional tactics and fun to the gaming table!

COUNTERS

In addition to playing pieces, the Veteran Training Scenario uses two different types of counters—Objective and Headquarters—which are placed on the map. Each counter is pictured and described below.

Headquarters Counter

The Headquarters counter is placed on the playing area to represent a Force's tactical nerve center. The opposing player's Headquarters is an offensive objective for each player (see *Headquarters*, p. 12).

Cut out the Headquarters counters on p. 15 so they can be used in a scenario as described under Setting Up.

Objective Counters

Objective counters represent any tangible, physical asset. The exact nature of an objective is limited only by the players' imaginations. In a standard game, a total of four objective counters are placed on the map, two for each player (see below).

Cut out the Objetive counters on p. 15 so they can be used in a scenario as described under Setting Up.

SETTING UP

Both players roll 2D6. For the duration of setup, the player with the higher result is the Initiative Winner, and the player with the lower result is the Initiative Loser.

The Initiative Winner chooses his home map edge—the edge of the map where his Units will enter. The opposite edge becomes the Initiative Loser's home map edge.

Next, players place objective counters in their opponent's Deployment Zone. The Deployment Zone is the first five hexes of the map, starting at the home map edge. Players will have two objective counters, one that they place and one that their opponent places. Beginning with the Initiative Loser, each player places one of his objective counters. Then, beginning with the Initiative Winner, each player places one of his opponent's objective counters.

Finally, beginning with the Initiative Loser, players place their Headquarters counter anywhere in their Deployment Zone.

Starting Positions

Generally, Units begin play off the board and enter the battlefield on the first turn. However, should players agree, Units may begin play deployed on the battlefield. In this case, both players roll 2D6. The player with the higher result may choose whether to set up first or second. The player who sets up first places one his Units on the map—in his Deployment Zone—and then the player who sets up second places one of his Units on the map. Continue alternating placement until all Units have been placed.

Units may start play with any facing desired, but may not occupy half-hexes.

Headquarters and Objective Counters: For the Veteran Training Scenario, a player's Units can never occupy a hex containing his own Headquarters or Objective Counters.

VICTORY CONDITIONS

There are three ways to win the Veteran Scenario:

1. Destroy all of the opposing player's Forces
2. Capture all of the opposing player's objectives and Headquarters
3. Score more victory points than your opponent

Destruction

The team with the last surviving Element(s) left on the map wins. If the last Elements from each team are destroyed simultaneously, or if the last Elements from each team cannot move and have no ability to damage one another, the game is a draw.

Victory Points

Each Element on the record sheets is assigned a Point Value. Victory points are accrued (or lost) as shown on the Victory Points Table (see p. 12). The player with the most points at the end of the game wins.

The following Objectives and Headquarters sections, along with the Victory Points Table, explain the mechanics of how victory points are scored, regardless of scenario type or forces used. For ease of use, however, the Veteran Training Scenario Victory Points Table (see p. 12) provides pre-generated victory points.

Objectives

Battles are always fought for something. As discussed in Setting Up, above, players have two objectives in their opponent's Deployment Zone and two objectives in their own Deployment Zone. The objectives represent some tangible asset to be captured, destroyed or defended: important VIPs, fuel or ammunition, a building, a disabled Unit and so on. The exact nature of the objective is limited only by the players' imaginations. Objectives do not move or attack, and do not count against stacking limits in a hex (see *Stacking*, p. 6).

To occupy an objective, an opposing Unit must move into the hex containing the objective. If the opposing Unit is the only Unit in the hex for two consecutive End Phases, the objective is captured and removed from the field during the second End Phase.

The victory Point Value for offensive objectives is based on the Point Value of the defending Force. To determine the value of each objective, multiply the Point Value of the defending Force by 0.66 and divide the resulting number by the total number of objectives, then round normally.

Headquarters

Each player's Headquarters is also a special objective for the opposing player. Headquarters are not subject to the placement restrictions for regular objectives, that is, they may be placed anywhere in the deployment zone.

The victory Point Value for Headquarters is based on the Point Value of the opposing Force. To determine the value of Headquarters, multiply the Point Value of the opposing Force by 0.33, then round normally.

Brian and Tom want to calculate the victory Point Values for their objectives and Headquarters. Brian used 492 points for his Force, and Tom used 487 for his.

As Brian will be trying to occupy or capture the objectives and Headquarters that Tom is defending, the value of those items is based on Tom's Force. Brian multiplies the value of Tom's Force (487) by 0.66, giving him a result of 321.42. He divides this result by the number of objectives (2) and rounds normally for a final value of 161. Each offensive objective will be worth 161 points to Brian if he captures it and 40 points if he occupies it.

To determine the value of Tom's Headquarters, Brian multiplies the value of Tom's Force (487) by 0.33, giving him 160.71, which he rounds to 161. If Brian can capture Tom's Headquarters, he will gain 161 victory points. If he occupies it, he'll earn 81 victory points.

Tom follows the same process to determine the value of the objectives he is attempting to capture or occupy. He multiplies the value of Brian's Force (492) by 0.66. This produces a result of 324.72. Tom then divides this by the number of objectives (2) for a value of 162.36, which he rounds to 162. This makes each objective worth 162 points if Tom captures it and 40.59 points (rounded up to 41) if he occupies it. For Brian's Headquarters, Tom multiplies the value of Brian's Force (492) by 0.33 for a result of 162.36 (which he rounds to 162). Capturing the Headquarters will give Tom 162 points, while occupying it nets him 41 points.

VICTORY POINTS TABLE

Event Points	Awarded
Enemy Element Destroyed	Double Element's Point Value
Friendly Element Destroyed	Subtract the Element's Point Value
Objective Occupied*	Objective Point Value x 0.25 (round normally)
Objective Captured **	Objective Point Value
Headquarters Occupied*	HQ Point Value x 0.50 (round normally)
Headquarters Captured**	HQ Point Value

*Points are not awarded for occupying the same objective or Headquarters multiple times.
**Points are not awarded for occupying an objective or Headquarters if it is captured

BATTLEFORCE: STANDARD AND ADVANCED RULES (STRATEGIC OPERATIONS)

While players can re-play the Veteran Training Scenario several times if they wish, once they've gotten even one quick-start game under their belt they're ready to move on to the complete *BattleForce* game system by purchasing *BattleTech Strategic Operations*.

VETERAN TRAINING SCENARIO VICTORY POINTS TABLE

UNIT POINTS – DIVINE FIRE: 70 POINTS **PEACEFUL CLEANSING:** 104 POINTS **ALPHA RECON:** 67 POINTS **ALPHA FIRE:** 103 POINTS

Objective and Headquarters Point Values*	
Using Divine Fire	
Objective Occupied	6
Objective Captured	23
Headquarters Occupied	12
Headquarters Captured	23
Using Peaceful Cleansing	
Objective Occupied	9
Objective Captured	34
Headquarters Occupied	17
Headquarters Captured	34

Objective and Headquarters Point Values*	
Using Both Divine Fire And Peaceful Cleansing	
Objective Occupied	14
Objective Captured	57
Headquarters Occupied	29
Headquarters Captured	57
Using Alpha Trinary Recon Star	
Objective Occupied	6
Objective Captured	22
Headquarters Occupied	11
Headquarters Captured	22

Objective and Headquarters Point Values*	
Using Alpha Trinary Fire Support Star	
Objective Occupied	8
Objective Captured	34
Headquarters Occupied	17
Headquarters Captured	34
Using Both Alpha Trinary Recon And Fire Support Stars	
Objective Occupied	14
Objective Captured	56
Headquarters Occupied	28
Headquarters Captured	56

*These are the points the opposing force gains for the listed action. i.e. if the Word of Blake capture an objective while the Ghost Bears are using both Stars, that objective is worth 56 points to the Bears.

BATTLETECH
BATTLEFORCE

WOB QUICK START RECORD SHEET

CATALYST game labs

Unit Name: Level II "Divine Fire" **Weight Class:** Med (2)
Point Value: 70

Element	MV	Sht(+0)	Med(+2)	Lng(+4)	Wt	Base To-Hit	OV	Armor/Structure	Spc. Ablty:	Points:	Heat Scale: 1 2 3 S
Malak Infernus	7	2	2	0	1	4	—	○○○	ENE	10	○○
Malak Luminos	7	3	3	1	1	4	—	○○○	ENE	11	○○
Cicada 3P	7	3	3	1	2	4	1	○○○○		11	○○
Cicada 3F	8j	2	2	1	2	4	—	○○○○		13	○○
Clint 6S	7	3	3	2	2	4	—	○○○○		13	○○
Hermes 4M	11	3	3	0	1	4	—	○○○○		12	○

Notes: Unit MV: 7

Unit Name: Level II "Peaceful Cleansing" **Weight Class:** Aslt.(4)
Point Value: 104

Element	MV	Sht(+0)	Med(+2)	Lng(+4)	Wt	Base To-Hit	OV	Armor/Structure	Spc. Ablty:	Points:	Heat Scale: 1 2 3 S
Deva Invictus	4	3	3	3	3	4	—	○○○○○○○	CASE	16	○○○○
Deva Infernus	4	4	4	2	3	4	—	○○○○○○○	ENE	17	○○○○
Grigori Dominus	4j	3	3	1	3	4	1	○○○○○○	CASE	15	○○○
Awesome 9M	4	4	4	3	4	4	1	○○○○○○○○		18	○○○○
Zeus 10WB	4	4	4	3	4	4	2	○○○○○○○○	ENE	15	○○○○
Banshee 8S	4	3	3	1	4	4	2	○○○○○○○○○○	CASE	23	○○○○

Notes: Unit MV: 4

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BATTLETECH
BATTLEFORCE

CLAN QUICK START RECORD SHEET

CATALYST game labs

Unit Name: Alpha Trinary Recon Star **Weight Class:** Light (1)
Point Value: 67

Element	MV	Sht(+0)	Med(+2)	Lng(+4)	Wt	Base To-Hit	OV	Armor/Structure	Spc. Ablty:	Points:	Heat Scale: 1 2 3 S
Ocelot	6j	3	3	0	1	4	—	○○○○	ENE	14	○○
Kit Fox (Uller) S	6j	3	3	2	1	4	—	○○○	CASE	14	○○
Kit Fox (Uller) E	6j	3	3	2	1	4	—	○○○	CASE	13	○○
Mist Lynx (Koshi) E	7/4j	3	3	1	1	4	—	○○	CASE	10	○
Viper (Dragonfly) E	8j	3	3	1	2	4	—	○○○○	CASE	16	○○

Notes: Unit MV: 6/4j

Unit Name: Alpha Trinary Fire Support Star **Weight Class:** Hvy. (3)
Point Value: 103

Element	MV	Sht(+0)	Med(+2)	Lng(+4)	Wt	Base To-Hit	OV	Armor/Structure	Spc. Ablty:	Points:	Heat Scale: 1 2 3 S
Mad Dog (Vulture) F	5	6	6	3	3	4	—	○○○○○		14	○○○
Timber Wolf (Mad Cat) E	5	5	5	4	3	4	—	○○○○○○○	CASE	24	○○○○
Gargoyle (Man O' War) D	5	6	6	3	4	4	—	○○○○○○○	ENE	25	○○○○
Mad Dog (Vulture) C	5	6	6	3	3	4	—	○○○○○	CASE	19	○○○
Stormcrow (Ryoken) E	6	6	6	2	2	4	1	○○○○○○	CASE	21	○○○

Notes: Unit MV: 5

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TO-HIT MODIFIERS TABLE

Range	Modifier
Short	+0
Medium	+2
Long	+4
Target Movement	**Modifier[1]**
0–2	+0
3–4	+1
5–6	+2
7–9	+3
10–17	+4
18+	+5
Terrain	**Modifiers[2]**
Light Woods	+1
Heavy Woods	+2
Miscellaneous	**Modifiers**
Attacker Modifiers	
Fire Control Hit	+2[3]
Overheated	+ Heat Level [1–3]
Target Element Type Modifiers	
Jump Capable	+1
Target Modifier	
Is Shutdown/Immobile	–4[4]

[1]Modifier is based upon available MP modified by heat level and critical hits if applicable. MP expended are irrelevant.
[2]Applies when target occupies a hex with the indicated terrain type.
[3]May apply multiple times.
[4]Shutdown Elements do not get a target movement modifier.

MOVEMENT COSTS TABLE

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

TURN SEQUENCE

INITIATIVE PHASE
GROUND MOVEMENT PHASE
COMBAT PHASE
END PHASE

RANGE TABLE

Distance	Range
0–1 hexes	Short
2–4 hexes	Medium
5–8 hexes	Long

DETERMINING CRITICAL HITS TABLE

2D6 Roll	'Mech
2	Ammo Explosion
3	Engine Hit
4	Fire Control Hit
5	No Critical Hit
6	Weapon Hit
7	MP Hit
8	Weapon Hit
9	No Critical Hit
10	Fire Control Hit
11	Engine Hit
12	Head Blown Off

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TO-HIT MODIFIERS TABLE
MOVEMENT COSTS TABLE
TURN SEQUENCE
RANGE TABLE
DETERMINING CRITICAL HITS TABLE

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UNIT COUNTERS

REAR	FRONT
ALPHA TRINARY FIRE SUPPORT STAR	ALPHA TRINARY FIRE SUPPORT STAR
ALPHA TRINARY RECON STAR	ALPHA TRINARY RECON STAR
LEVEL II "DIVINE FIRE"	LEVEL II "DIVINE FIRE"
LEVEL II "PEACEFUL CLEANSING"	LEVEL II "PEACEFUL CLEANSING"

HQ/OBJECTIVE COUNTERS

BATTLEFORCE!

LIGHTNING-FAST BATTLETECH PLAY!

Strategic Operations **brings *BattleForce* to player's gaming tables—the game of lightning-fast combat. Complete rules for *BattleTech* play covering four rulebooks are abstracted for quick and easy play, but still retain all the flavor of metal titans clashing across worlds!**

Strategic Operations **also contains the Miniatures Rules section: a complete conversion rules of *Total Warfare*—the core game play rulebook—for hex-less, table-top miniatures play. The section also includes the Quick-Strike Rules, which meld the lightning-fast play of *BattleForce* with the hex-less play of the Miniatures Rules for quick table-top 3D terrain play with all the *BattleTech* flavor!**

Finally, *Strategic Operations* includes a host of advanced rules for extended campaigns of standard *BattleTech* play, such as extensive salvage and repair rules, linked scenarios and more. Complete rules for movement, combat and construction of JumpShips, WarShips and Space Stations are also covered.

BattleForce features:

- Presented in three sections—Standard, Advanced and Conversion (construction rules)—for ease of learning and use.
- While retaining individual flavor, 'Mechs, vehicles, infantry and aerospace units are abstracted allowing for the control of a dozen units on a single record sheet.
- Moving multiple units at once, with each unit providing a single attack, significantly speeds up movement and combat.
- Numerous special abilities provide a host of unique flavor for all the combat units available in the universe.
- The Advanced Rules contain a complete Command Phase that brings the ability of skilled field commanders to push their men to new heights in any scenario: abstract or detailed rules allows players to decide what level of "realism" they bring to the table, simulating both commanders, the chain of command and the inevitable fog of war.
- While designed for lightning-fast play, ***BattleForce*** is perfect for large-scale unit play, with entire regiments of hundreds of units clashing for control of a world, while aerospace fighters, DropShips and even kilometer-long WarShips vie for control of the entire system.

If you've always wanted to dive into the *BattleTech* universe, the *BattleForce* rules system in *Strategic Operations* is the perfect springboard into a universe of combat and adventure!

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