



WSB

*A Word of Blake Wraith takes a killing hit as supporting battle armor and vehicles run for cover.*

As described under *Classic BattleTech Rules* in the *Introduction* (see p. 9), a three-tiered system exists for easily transitioning players from when they first pick up the box set into the full-scale of what the *BattleTech* game system has to offer. If you are reading this section, then most likely you've already read and played the first two tiers of that system, which introduce you to 'Mech combat: the *Quick-Start Rules*, as found in the *Classic BattleTech Quick-Start Rules*, and the *Introductory Rules*, as presented in earlier sections of this rulebook.

Once players have tackled both tiers—and hopefully have already played a few of the scenarios from the *Scenarios* section (see p. 60)—and have a good understanding of 'Mech combat, they can dive into the following section. This *Vehicle and Infantry QSR* section, as the name implies, provides a sneak preview of combat vehicles, some advanced weapons and infantry.

**Note:** These rules are presented in the same quick-start format as that encountered by the players as they first read the *Classic BattleTech Quick-Start Rules*; all page and rules references refer to those rules and *not* the *Introductory Rules* found in this rulebook.

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## COMBAT VEHICLES

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BattleMechs reign supreme on the battlefield, but Combat Vehicles can hold their own in battle. The following section introduces rules for using Combat Vehicles in a *BattleTech* game. This section also contains rules for advanced weapons that have additional battlefield effects during a game.

Use the following rules for Combat Vehicles.

### MOVEMENT

Combat Vehicles use the standard rules for movement, with the following clarifications and exceptions.

#### Movement Basics

Vehicles, like 'Mechs, can also take one other movement action—a facing change—at the MP cost shown on the Movement Cost Tables on p. 6 of the record sheet booklet.

#### Facing

A vehicle is considered to be facing in the direction of its front side. A unit's facing affects movement and combat, and can only be voluntarily changed during the Movement Phase.

#### Movement Modes

A vehicle uses all the same rules as a 'Mech for movement modes, with the only difference being terminology. Generally speaking, units with legs walk or run, while units without legs cruise or flank. Each unit's record sheet will indicate which type of movement it can make.

A vehicle uses cruising or flanking in place of walking or running, but beyond that all the same rules apply for movement modes as described on p. 6 of the *Classic BattleTech Quick-Start Rules*.

#### Backward Movement

As with a running 'Mech, if a vehicle declares at the beginning of its turn that it will use Flanking movement, it cannot move backward at any time during that turn.

## COMBAT

Combat Vehicles use the standard rules for combat, including the same firing arc as for a 'Mech.

## DESTROYING A UNIT

A vehicle is considered destroyed and out of the game if any of its sections are destroyed.

# ADVANCED WEAPONS

Many weapons in *BattleTech* follow a simple point-and-shoot principle, such as all the weapons mounted on the *Hunchback* and *Enforcer* 'Mechs used in the Green Training scenario of the *Classic BattleTech Quick-Start Rules*, or the 24 pre-generated record sheets for the Introductory Rules presented earlier in this book. In other words, beyond range and Damage Value, the weapon itself does not provide any additional effects during the game. Many other weapons, however, have additional effects to enhance the capabilities—and hence a player's enjoyment—of a given unit.

Once a player has determined the to-hit modifiers for terrain, target and attacker movement and so on, he or she then determines if the weapon also has additional special effects.

To fire a weapon at a target, the player should determine if the weapon in question has additional to-hit modifiers, or other special rules that might affect the way it is fired or interacts with the target, before making the final to-hit roll. Look on the unit's record sheet to verify what weapon is being fired and then consult the letter designation(s) after the numerical

value in the Damage Value column. The type of weapon determines what additional effects the weapon may have beyond "point and fire." (Note that the 24 pre-generated record sheets in the record sheet booklet are part of the Introductory Rules presented in this rulebook and so do not include the Standard Rules Damage Value terminology.)

Below is a short list of abbreviations that apply to the units (and their respective quick-start record sheets) featured in the Veteran and Elite Training scenarios—specifically the HER-55A *Hermes II*, CDA-3MA *Cicada*, Rommel Tank (Gauss Variant) and Saladin (Ultra variant)—along with the description of the weapons' effects. Weapons may fall under multiple types, so make sure to verify the various effects of each weapon.

- **C: Cluster.** Cluster weapons roll on the Cluster Hits Table to determine damage, with each type of weapon dividing its damage into different Damage Value groupings. The groupings are then assigned separate hit locations (see *Cluster Hits*, p. 76).
- **P: Pulse Weapon.** Apply a -2 to-hit modifier to all weapon attacks.
- **R: Rapid-Fire (Multi-Firing) Weapon.** Rapid-fire weapons use the following rules:
  - Rapid-fire weapons may fire more than one shot in a single Weapon Attack Phase. The number after "R" in the Damage column of the appropriate record sheets indicates the total number of rapid-fire shots that can be made; for example, an R2 weapon may fire one or two shots in a single turn.
  - When using the rapid-fire option, the weapon consumes ammo equal to the shots fired, times the single-shot ammo cost.



A Twenty-sixth Lyran Guards force surround a Clan Steel Viper Battle Cobra.

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