MORE 'MECHS FOR THE BATTLEFIELD...

You've grasped the tactics involved with the additional units and weapons from *Total Warfare* to defeat your opponents. Now you own *Technical Readout: 3075* and want to deploy some of those 'Mechs, battle armor and vehicles on your gaming table. Grab your dice and start rolling, because these sheets are for you!

Record Sheets: 3075 contains forty pre-printed 'Mech record sheets that will have players firing autocannons, missiles and PPCs at each other in no time. More than forty battle armor, vehicle and aerospace fighter sheets bring the excitement of combined-arms game play to any table top. Two ready-to-play scenarios focus on the highlights of this volume, while an extensive Rules Addendum section provides a sneak peak of all the advanced rules options provided in *Tactical Operations* and *Strategic Operations*. Finally, the Quick-Start Manei Domini rules introduce the Word of Blake super soldiers of the current Inner Sphere-shaking Jihad storyline for easy use on your gaming table.

Record Sheets: 3075 is a stand-alone book, but *Technical Readout: 3075* is recommended for use.

FOR USE WITH

BATTLETECH™

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RECORD SHEETS: 3075

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INTRODUCTION

Welcome to *Record Sheets: 3075*! As a companion volume to *Total Warfare*, players will have moved beyond the introductory products for *BattleTech* when purchasing this book. Nevertheless this product is still designed to be quick and easy to use and will have you tossing dice in no time.

To use this product players will need to have *Total Warfare*.

HOW TO USE THIS BOOK

Having graduated from the *Introductory Box Set* and perhaps having picked up *Technical Readout: 3075*, you might be wondering why you need this book. While a blank 'Mech record sheet is included in the *Introductory Box Set* for players who wish to design their own 'Mechs, the Technical Readout and Record Sheets series of products opens a wide door to cool, fun designs that can bring additional tactics and enjoyment to any gaming table.

Record Sheets: 3075 widens the options available to players, and does so with an eye toward ease of use that is the hallmark of all *BattleTech* products. Players have only to photocopy any design they wish to play and can immediately start marching across the battlefield.

Rules Addendum and Scenarios

A complete *Rules Addendum* follows this introduction before the start of the record sheets. It includes ready-to-play scenarios as well as a host of more advanced movement and combat options. Also included are quick-start rules to play the Manei Domini, the fanatical Word of Blake cyber-soldiers featured in the scenarios.

Why Doesn't This Book Match Technical Readout: 3075?

Players will quickly note that not all the units found in *Technical Readout: 3075* appear in *Record Sheets: 3075*. For example, even with *Total Warfare* at hand, players do not have rules to play some of the units, such as the WarShips and JumpShips (those rules are covered in *Strategic Operations*). This creates an easy-to-use product, where every sheet is 100 percent usable by any player (the one exception are artillery weapons, where a player must own *Tactical Operation* to use).

Players who want pre-printed record sheets for units in *Technical Readout: 3075* that do not appear in this record sheet book (or for any variants mentioned in the Technical Readout) can purchase the *Record Sheet: 3075* PDF—as well as many other *BattleTech* products—at www.battlecorps.com/catalog.

RULES ADDENDUM

The following rules are a small selection of advanced rules that build on those from *Total Warfare*.

ADVANCED MOVEMENT AND COMBAT OPTIONS

The following advanced movement and combat options are just a slice of all that *Tactical Operations*—The Advanced Planetary Conquest Rules book—has to offer, providing additional tactics to spice up any type of scenario.

MOVEMENT MODES

This section includes rules for new movement modes, as well a new movement capability: hurried movement.

As per standard rules, only a single type of movement mode (noted in parenthesis below) can be chosen in a turn.

Sprinting (Movement Mode)

To use sprinting movement, a 'Mech must have two working hip actuators. A 'Mech's Sprinting MP is twice its current Walking/Cruising MP. Sprinting generates 3 Heat Points per turn. Because keeping a 'Mech safely moving at such high speeds requires a MechWarrior's total concentration, a 'Mech that sprints during the Movement Phase of a turn may not make any attacks during the remainder of the turn. Additionally, the 'Mech may not spot for indirect LRM fire or take any other action that would normally require it to sacrifice an attack. A Sprinting unit may not move backward or enter Water hexes of Depth 1 or deeper.

Finally, any Piloting Skill Roll made for a Sprinting unit suffers an additional +2 modifier.

A MechWarrior in a Sprinting unit has little spare attention to devote to avoiding enemy attacks, so any attack against a Sprinting unit receives a –1 to-hit modifier. However, the standard target-movement modifier applies.

A 'Mech equipped with MASC may engage either or both systems and sprint during the same turn. Engaging one gives a 'Mech MP equal to its current Walking MP multiplied by 2.5. However, any unit that tries to sprint and use MASC must make a successful Piloting Skill Roll (with the +2 additional modifier for Sprinting) to avoid falling; the roll is made at the end of the 'Mech's movement.

Evading (Movement mode)

Evading enables a unit to avoid enemy attacks.

A unit's Evading MP equals its Running/Flanking MP, and any attack against an Evading unit suffers a +1 to-hit modifier, in addition to its normal movement modifier and any other applicable modifiers. An Evading unit generates 2 Heat Points per turn, in addition to the standard 2 Heat Points for running, and may not make any attack during the turn it used Evading movement.

To use Evading movement, a 'Mech must have two working hip actuators. Also, a prone 'Mech receives no benefit from Evading movement, even if it started the Movement Phase using Evading movement. For example, if an Evading 'Mech fails a Piloting Skill Roll during the Movement Phase of a turn, it does not receive the +1 to-hit modifier during the Weapon Attack and Physical Attack phases of that turn.

A 'Mech may not engage MASC when using the evading movement mode.

Shielding (Movement Mode)

A shielding unit uses movement to put itself in harm's way to protect another target (another unit, a building, a hex and so on) from attacks.

A shielding unit may only expend its current Walking/Cruising MP, but it is considered to have run/flanked for purposes of the attacker movement modifier during the turn in which it is shielding (it can make all standard weapon and physical attacks during that turn). After its movement is finished, it must designate an adjacent hex to receive its protection (that hex can be its own hex, provided the stacking rules allow such movement; i.e. it is shielding a unit in its own hex). During the Weapon Attack Phase of the turn when the unit used the Shielding movement mode, all attacks against the designated hex (whether against the hex itself, or against units or a building in the hex, and so on) that pass through the hex occupied by the shielding unit add a modifier based on the Shielding Table.

These modifiers are cumulative, so that two shielding vehicles in a hex would provide a +2 modifier, a shielding vehicle and a 'Mech would provide a +3 modifier and two shielding ProtoMechs would provide a +4 modifier. The shielding unit must equal the height of the unit or building it is protecting. For example, a Small- or Medium-sized vehicle can only protect a unit of Level 1 height (or the first level of a building); it cannot protect a 'Mech, as the 'Mech is Level 2 height (though a Large Vehicle, which is considered 2 levels high, can shield a 'Mech; see Unit Heights Table, p. 99, *TW*). A Level 1 vehicle or a ProtoMech can only shield a 'Mech if the 'Mech is prone. A 'Mech can shield any other unit, but can only shield the first 2 levels of a building.

SHIELDING TABLE

Unit Type	Modifier
Vehicle	+1
'Mech, ProtoMech or Mechanized Infantry*	+2
Large Vehicle**	+3

*See below.
**Combat or Support Vehicle.

If an attack against a shielded target misses, compare the Margin of Failure against the modifier of any unit shielding, as shown on the Shielding Table. If the MoF is equal to or less than that modifier, the attack automatically strikes the shielding unit; determine direction of attack and location for applying damage normally. If two units equally apply, randomly determine which unit is struck. If the MoF is greater than the modifier of any of the shielding units, then the attack misses completely. For example, a 'Mech and a vehicle are shielding another vehicle, resulting in a final modified To-Hit Number of 9 to strike the vehicle they are shielding (a total applied modifier of +3). The die roll result is an 8, giving an MoF of 1. Because that is equal to or less than the modifiers on the Shielding Table for both the 'Mech (a +2 modifier) and the shielding vehicle (a +1 modifier), the controlling player of the attacking unit randomly determines whether the shielding 'Mech or the shielding vehicle is automatically struck by the attack that missed its intended target. If the MoF was 2, only the 'Mech could potentially be struck by the missed shot.

Infantry: Mechanized infantry is the only infantry type that can use the Shielding movement mode; apply a +2 modifier to all weapon attacks made by a mechanized infantry unit in the turn it is shielding.

ProtoMechs: If a shielding ProtoMech is struck by an attack intended for the target it was shielding, use the Special Proto-Mech Hit Location Table (see p. 184, *TW*).

VTOL Vehicles: A grounded VTOL Vehicle cannot use the Shielding movement mode. However, an airborne VTOL Vehicle—provided its bottom elevation is at the same level as the underlying terrain of the hex it is shielding and the underlying hex it is shielding is not of a greater height than the VTOL Vehicle—can use the Shielding movement mode.

Air-to-Ground Attacks: Shielding cannot be used against any type of air-to-ground attacks.

Area-Effect Weapons: A shielding unit has no effect on the damage applied by an area-effect weapon, though the shielding modifier is still applied for the attempt to target a hex, such as from artillery.

Targeting a Shielded Hex: A unit attempting to target a hex with an attack must still apply the shielding modifier. For example attempting to lay a weapon-delivered minefield.

Hurried Movement

In standard rules, the movement costs for various terrain (woods, levels and so on), even when running and/or sprinting, reflect a "studied" movement in order to avoid a fall. In some terrain, such as water, rubble and so on, the potential for a fall exists regardless of such studied movement.

In advanced rules, a 'Mech can engage in hurried movement, trading speed for a chance at falling that would not exist under standard rules. Whenever a unit enters a hex that requires an expenditure of movement beyond the 1 MP to enter, the player may choose to ignore one, some or all of those additional MP (the 1 MP for entering a hex can never be ignored). If any 1 MP is ignored, the controlling player makes an automatic standard Piloting Skill Roll with an additional +2 modifier upon entering

the hex to avoid falling. Each additional MP ignored applies a cumulative +2 modifier, though only a single Piloting Skill Roll per hex is made. Finally, apply the modifiers from the Weight Class Modifiers Table (see above) to the Piloting Skill Roll, as appropriate for the 'Mech's weight class. If the Piloting Skill Roll fails, the 'Mech falls in the hex it entered, taking standard falling damage; even if the 'Mech just changed levels downward, those levels are not taken into consideration for determining levels fallen. It can continue to move, however, provided it has sufficient MP to stand, move out of the hex and so on.

Hurried movement can be used in multiple hexes in a turn, with the controlling player choosing to ignore various MP requirements in a given hex, making appropriate Piloting Skill Rolls as noted above immediately upon entering each hex.

A player may never ignore the movement cost for changing a level upward, nor any terrain costs that automatically cause a Piloting Skill Roll, such as buildings, water, rubble and so on.

Vehicles: Vehicles can also use hurried movement. If a vehicle fails its Driving Skill Roll, automatically roll once on the Motive System Damage Table.

Terrain Piloting Skill Roll Modifiers: If a 'Mech using hurried movement enters terrain that applies a modifier to any Piloting Skill Rolls, those modifiers must be added to the hurried movement PSR. If a 'Mech enters terrain using hurried movement that automatically requires a Piloting Skill Roll, the player must make two Piloting Skill Rolls (one for the terrain and one for the hurried movement), applying all appropriate modifiers to both PSRs.

Water: Hurried movement cannot be used in a water hex to avoid the penalties for moving in water.

> *In the Movement Basics Diagram (see p. 51, TW), the 'Mech in Hex A cannot enter Hex D, as it has a Walking MP of 5 and would require 7 MP to enter Hex D. However, using hurried movement, the controlling player of the 'Mech could choose to ignore the 2 MP requirement to enter the heavy woods in the hex, applying a +4 modifier (+2 for each 1 MP ignored) to an immediate Piloting Skill Roll upon entering Hex D; the controlling player could not ignore the MP required for entering the hex or for changing 1 level upward.*
>
> *If the unit was a medium or light 'Mech, it would apply a −1 or −2 modifier respectively to that Piloting Skill Roll, respectively, from the Weight Class Modifiers Table. If the Piloting Skill Roll fails, the 'Mech falls in Hex D.*

ADVANCED FIRING
The following rules explain special firing stances and modes.

Careful Aim

Instead of firing its weapons, a unit can spend the Weapon Attack Phase of a turn taking careful aim on a single target within its line of sight. While taking careful aim, the unit may make neither weapon nor physical attacks, nor may it expend MP.

For every consecutive Weapon Attack Phase the unit spends taking careful aim, apply a −1 to-hit modifier to any

weapon attacks against the chosen target (to a maximum of –3). Once the unit attacks, it uses up this bonus. If the aiming unit moves, switches targets or fails a Piloting Skill Roll, or if the target moves out of LOS before any weapon attacks are made, careful aim is interrupted and any accumulated bonus is lost.

Pulse/Rapid-Fire/LB-X/HAG: Pulse, Rapid-Fire (when firing more than one shot), LB-X (when firing cluster rounds) and Hyper-Assault Gauss rifle weapons cannot make use of careful aim.

Targeting Computers: Targeting computers apply their standard modifier when used in conjunction with careful aim.

Linking Weapons

Before the game begins, and also during the End Phase of any turn, a player may designate certain weapons to be linked on his units (this can be any non-infantry unit). Any or all weapons on a single unit can be linked, but they must be able to fire into the same firing arcs. A unit may also have more than one linked group of weapons. For example, a ALB-3U *Albatross* may link the large pulse laser and two medium lasers in its right arm into "link 1", the SRM 6, LRM 15 and ER Large Laser in the torsos into a "link 2" and finally, since only the LB 10-X AC is the only weapon mounted in the left arm, it is in its own "link 3." Additionally, provided the rules above are adhered to, a weapon can be a part of multiple links. Linked weapons must be clearly indicated on a unit's record sheet.

Linked weapons must always be fired at the same target, though all linked weapons in a given group need not fire every time (for example if a target is out of range of some weapons in a link, those shorter-ranged weapons need not be fired at the target, but they cannot be fired at any other target). The controlling player makes only one to-hit roll for the entire group of linked weapons. The to-hit number for the group is determined according to the worst range and other modifiers in the group. For example if a large pulse laser and a medium laser were in a link together and the target was in range of the medium laser, then the to-hit modifier would be determined based upon the medium laser (i.e. its shorter range, no pulse modifier would be applied and so on). If the roll fails, all the linked weapons miss. If it succeeds, all the linked weapons hit. Hit location is determined normally for each individual weapon in the linked group.

Opportunity Fire

Instead of attacking during the Weapon Attack Phase of a turn, a unit may elect to watch for enemy units to come closer or into line of sight and then launch an attack immediately. Such attacks are called opportunity fire. Players should note that opportunity fire can make the game much more complicated because it allows attacks to be made outside the normal sequence of play. Players should carefully consider the impact of this optional rule before incorporating it into their game.

During any Weapon Attack Phase, in place of making a weapon attack, a controlling player may announce the unit is in "Over-watch" mode. From that point on, the unit's player watches for a chance to strike, and the unit may not move or make any attacks until the controlling player announces that he is taking opportunity fire.

At any time during the Movement Phase of any subsequent turn, a player controlling any unit previously said to be in Over-watch mode can announce opportunity fire. A player can even announce opportunity fire in the middle of a target's movement, allowing him to attack a unit dashing from one area of cover to another. Opportunity fire may only be used against targets in the front firing arc, and the attacking unit cannot torso twist or rotate its turret.

Opportunity fire is resolved immediately in the same Movement Phase. If two or more units wish to use opportunity fire at the same time, resolve the attacks in the order in which they were announced. If the players cannot agree on which attack was announced first, roll a die to determine which player starts. On a result of 1–3, Player A goes first; on a result of 4–6, Player B goes first.

Opportunity fire works like other types of attack, except that all such attacks include an additional +2 to-hit modifier to reflect the speed at which the shot must be made. The target movement modifier is based on the movement of the target up to the point at which it is attacked. Once a unit announces opportunity fire, it may attack with any and all of its weapons, but must make all attacks immediately; any damage, and Piloting Skill Rolls required due to damage, are resolved immediately. The unit may not move or make any weapon attacks for the remainder of the turn, though the unit may make physical attacks. A unit in over-watch that makes any attacks using opportunity fire cannot be declared to be in "Over-watch" mode again until the following turn's Weapon Attack Phase.

A unit may also make physical attacks as opportunity fire. The controlling player must choose one type of attack or the other, and in either case the unit ceases watching after the attack is made.

Damage from opportunity fire takes effect immediately. If the attack forces the target's player to make a Piloting Skill Roll, he must do so immediately following the attack. Once the attack is over, the target finishes its movement (if possible) and the Movement Phase continues normally; if the 'Mech fell due to a failed Piloting Skill Roll due to damage, provided it still had MPs available, it could attempt to stand and continue moving.

Instead of announcing opportunity fire, a watching unit may move during the Movement Phase (unless its controlling player declares that it is still watching). A 'Mech that moves is no longer in Over-watch mode for opportunity fire.

Jumping 'Mechs: A 'Mech that is jumping that is the target of opportunity fire that fails a Piloting Skill Roll caused by that fire falls into the hex it occupied when the attack was made. Resolve any falling damage, displacement and so on that might occur due to such an un-intended fall. The jumping 'Mech's movement is over.