

BATTLETECH[®]

TACTICAL HANDBOOK

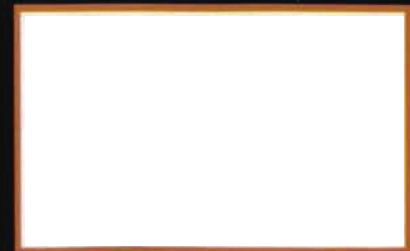
Thirty-one hours ago your lance commander ordered you into this position. Twenty-eight hours ago you finished draping the thermal camo tarps over your 'Mech. And for the past 27 hours you've been sitting in your cockpit, systems on minimum power, waiting in the dark—waiting for the Clans.

Suddenly your thermal sensors detect multiple 'Mechs moving 100 meters directly ahead. Your fingers fly over the weapons controls, disengaging PPC cold inhibitors, hot-loading LRMs . . . green board. A single pull of the trigger sends fiery missile plumes and white-hot plasma streaking through the air, and the night erupts in a lethal inferno . . .

The **BattleTech Tactical Handbook** is an advanced-rules supplement for the **BattleTech** game universe. The **Handbook** provides advanced rules and equipment that enable players to add new depth and intensity to their games. Guidelines for creating long-term campaigns and double-blind games, formulas for calculating the combat values of all **BattleTech** combat units, detailed descriptions of advanced weapon systems and more make the **BattleTech Tactical Handbook** a necessity for the serious **BattleTech** player.



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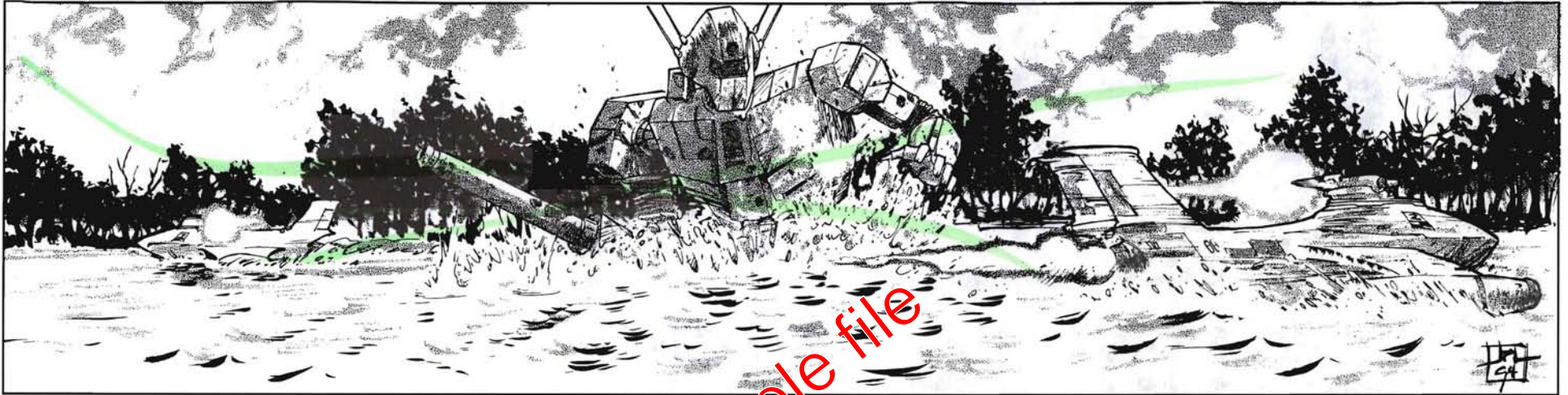
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Dedicated to the memory of Jack Kirby, creator of heroes, villains, and universes. Thanks, Jack. You gave us the dreams and inspiration to illustrate them—The FASA Art Staff

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INTRODUCTION



The **BattleTech Tactical Handbook** is a **BattleTech** supplement designed to allow players to create and play advanced tactical situations. The book includes new rules and equipment for advanced **BattleTech** play, including systems for running double-blind games and creating extended **BattleTech** campaigns, as well as new equipment and optional rules for **MechWarrior** games.

Players should be thoroughly familiar with the rules provided in the **BattleTech Compendium** and **Mechwarrior, Second Edition**, sourcebooks before attempting to use the new rules provided in the **Tactical Handbook**.

HOW TO USE THIS BOOK

Hereafter, all **BattleTech** play will be designated as Level One, Level Two, or Level Three **BattleTech**. Level One **BattleTech** is the basic level of play described in the **BattleTech, Third Edition** boxed set and uses the technology available in 3025—all 'Mechs,

vehicles, and weapons described in **Technical Readouts 3025** and **3026**. Level Two **BattleTech** denotes the level of play used in all tournaments and Mechforce-level competition. Level Two **BattleTech** includes all the Level One rules, as well as the optional rules in the **BattleTech Compendium** and the **CityTech, Second Edition** boxed set. Level Two **BattleTech** uses the technology available in 3055—the 'Mechs, vehicles, equipment and other technology described in **Technical Readouts 2750, 3050, 3055**, and all previous tech readouts.

Level Three **BattleTech** play may include any of the optional rules presented in the **Tactical Handbook**, as well as the experimental technology presented in the **MechWarrior** adventure **Unbound**. Level Three rules are optional rules that advanced players may use as they see fit.

The **BattleTech Tactical Handbook** is divided into two main sections. The first section, **New Rules**, provides three new optional systems—**Double-Blind Rules**, **Operational Game**, and **Combat Values**—that may be used in any level of **BattleTech** play. **Double-**

Blind Rules offers guidelines for running double-blind games, in which players must rely on their unit's sensors to detect and target the enemy. **Operational Game** provides a mapless system for creating extended **BattleTech** campaigns. **Combat Values** presents a system for measuring the combat capabilities of combat forces and individual **BattleTech** units. The **New Rules** section also contains **Level Three Rules**, which presents optional rules for advanced players.

The **Level Three Rules** section offers three particularly important optional rules: a new sequence of play, an alternate system for determining line of sight, and the rules for land-air 'Mechs. The rules for LAMs currently appear in the **BattleTech Compendium**, making them Level Two rules and legal for tournament play; however, their inclusion as Level Three rules in the **Tactical Handbook** now makes LAMs illegal for tournament play.

The second main section, **New Equipment**, describes new weapons and equipment for **BattleMech** and **MechWarrior** units to use in Level Three **BattleTech** and **MechWarrior** play.

NEW RULES

