

2103

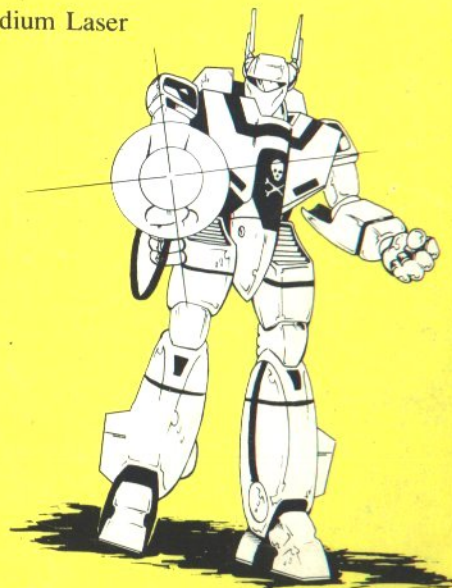
Type: WSP-1A Wasp

Tonnage: 20 Tons

Engine: 120 GM

Weapons: Diverse Optics Type 2 Medium Laser
Bical SRM Twin-Rack

The new-made ruins of the city have been unnaturally quiet during your patrol. You alternate between speed and caution, picking slowly through the rubble and then darting across the open spaces. Suddenly, the building beside you explodes from weapons fire. Laser ready, missiles loaded, you leap into the courtyard. Can your speed and agility outwit this unknown foe?



In the 31st Century warfare is common. But whatever world the battle is on, the battlefield is dominated by one weapon: the BattleMech. Heavily armed and armored, these vaguely humanoid fighting machines are virtually unstoppable—except by another 'Mech. The men and women who pilot them, the MechWarriors, are the elite of a military society.

Now you can find out what it's like to pilot a 'Mech—from the inside! Each page of these books gives you the view from the cockpit of your 'Mech as you face off against another of these awesome machines. The controls are in your hands; the choices are yours!

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Published by
Nova Game Designs, Inc.
P.O. Box 1178, Manchester, Conn. 06040

NOVA 595

ISBN 0-917037-52-9



NOTE:

This book by itself is not a complete game. You must have at least one other book in the **BATTLETECH®** series before you can start to play.

BATTLETECH®

SCIENCE FICTION COMBAT BOOK GAME WSP-1A WASP



NOVA

System Designed by
Alfred Leonardi
Character Designed by
Karl Hiesterman
Illustrated by
Doug Shuler

This booklet represents one character, or 'Mech, in the *BattleTech*® series of science fiction combat games. Each 'Mech in this series can interact with every other; each has strengths and weaknesses which you will discover as you and your friends collect them.

The Booklet—Each page of the booklet has a View Screen (odd-number) and a Console (even number). The Console has three Displays showing your movement options, your opponent's movement restrictions, and any critical hits you might score upon your opponent. Results of your moves are shown in the View Screen.

The 'Mech Stat Card—On the front of the Stat Card is a list of maneuvers, and your 'Mech's stats. Next to the column listing the maneuvers are columns showing which Console to use when doing that maneuver, the heat it generates, and the damage you can do to your opponent. On the back of the Stat Card are the Multi-player and Campaign rules.

The Pilot Card—The Pilot Card has spaces to record your pilot's name, rank, experience, etc., as well as skill modifiers and the contents of his stockpile. On the back, is the continuation of the Campaign rules.

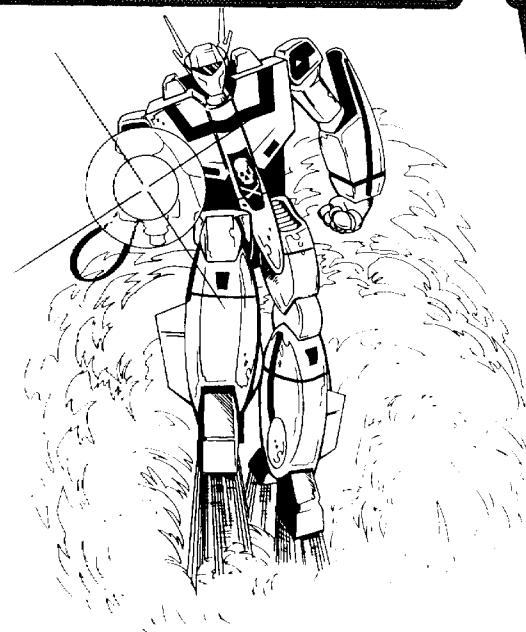
How to Play

Each player must have a booklet and a 'Mech Stat Card to play. You and your opponent both do the following steps simultaneously:

- 1) Exchange booklets with your opponent, but keep your own 'Mech Stat Card.
- 2) Open the booklet to View Screen 49. You now see your opponent at Long Range as shown by the Range/Action Display above the View Screen. Just beneath the View Screen is the Status Display with instructions for your opponent's next maneuver. Read the instructions to your opponent now (e.g., "Do only Long Range next turn.")
- 3) Use your Stat Card to choose your maneuver (obeying the instructions just given to you by your opponent in step 2, above) and turn to the Console number listed next to the maneuver. This will always be an even number.
- 4) Increase your Current Heat level by the amount shown next to the maneuver under "HEAT" on the Stat Card. Note: If your Heat level is equal to or greater than your 'Mech's Shutdown number, your 'Mech will overheat and shut down at the end of this turn.
- 5) If the maneuver you just chose uses ammunition, deduct the appropriate number from your Current Ammunition. When any weapon's Current Ammunition reaches zero, you may no longer use that weapon. (You may choose to ignore ammunition restrictions, if both players agree.)
- 6) Tell your opponent the number of the Console display you are now on. This will always be an even number.
- 7) On your Console Display, find the even number your opponent has just given you in step 6, above. Next to it is an odd number, sometimes with a letter after it. Remember the letter, if any, and turn to the odd-numbered View Screen listed next to it. This View Screen will show either your opponent's maneuver or the damage you have done to him. Note: It will not show if you have been hit. That will only show in the booklet your opponent is using. Tell your opponent the View Screen you are now on.
If you choose to "Bail Out," announce it now.
- 8) If the word "SCORE" appears in the View Screen, you have hit your opponent. Add the number listed below "SCORE" to the damage modifier from your Stat Card for the maneuver you just did. If the result is greater than zero, you have damaged your opponent. Tell your opponent to subtract that amount of damage from his Current Armor Points.

MEDIUM RANGE JUMPING & FIRING

1



Tell opponent:

"Do only Medium Range except Orange. Add +1 to any Red that Scores next turn."

2—13D

6—33C

10—13B

14—9D

4—21

8—9F

12— 3

16—17

2

3

CLOSE RANGE FIRING MISSILES



Tell opponent:

"Do only Close Range except Laser next turn."

4

2-45
4-41B

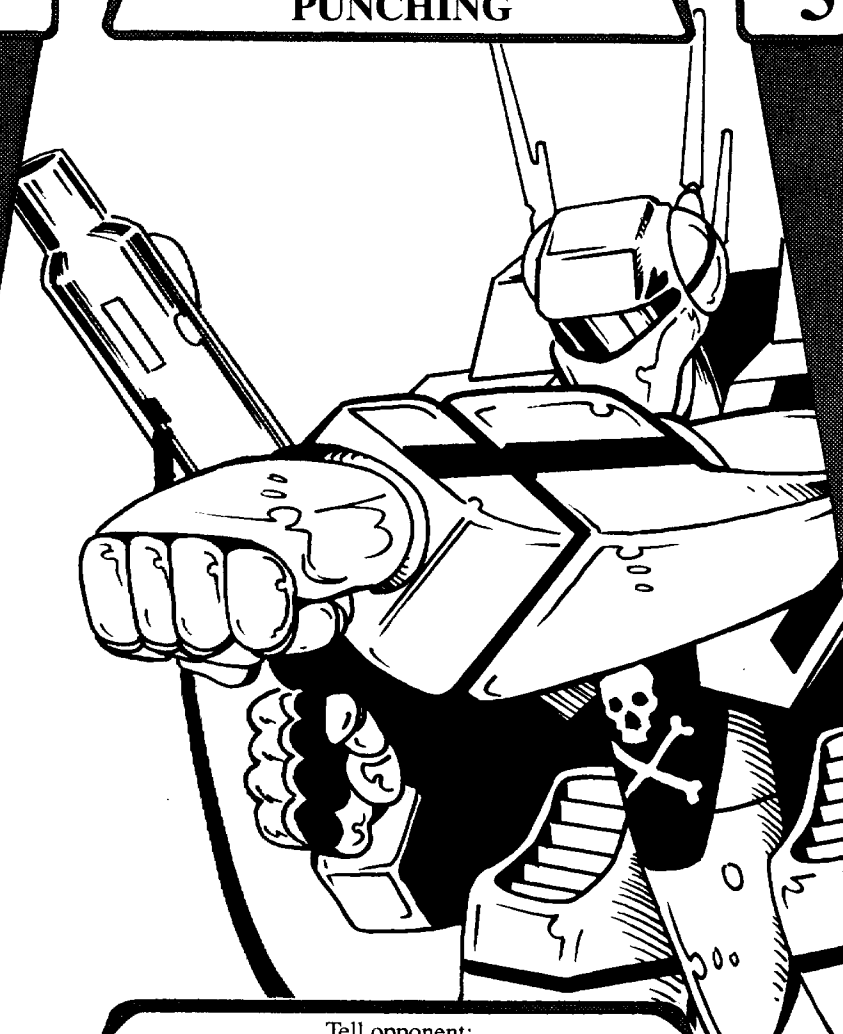
6-25
8- 5

10-41D
12-41A

14-33A
16-11

CLOSE RANGE PUNCHING

5



Tell opponent:

"Do only Close Range except Blue next turn."

2-45
4-21

6-25
8-31

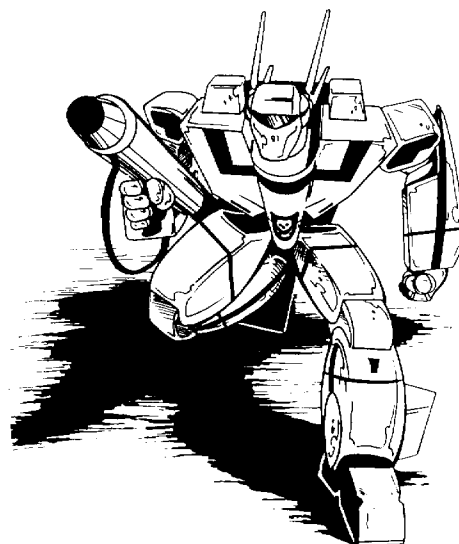
10-13A
12- 3

14-45
16-11

6

7

MEDIUM RANGE DUCKING



Tell opponent:

"Do only Medium Range except Orange. Add +1 to any Blue that Scores next turn."

8

2—25
4—33D

6—17
8— 5

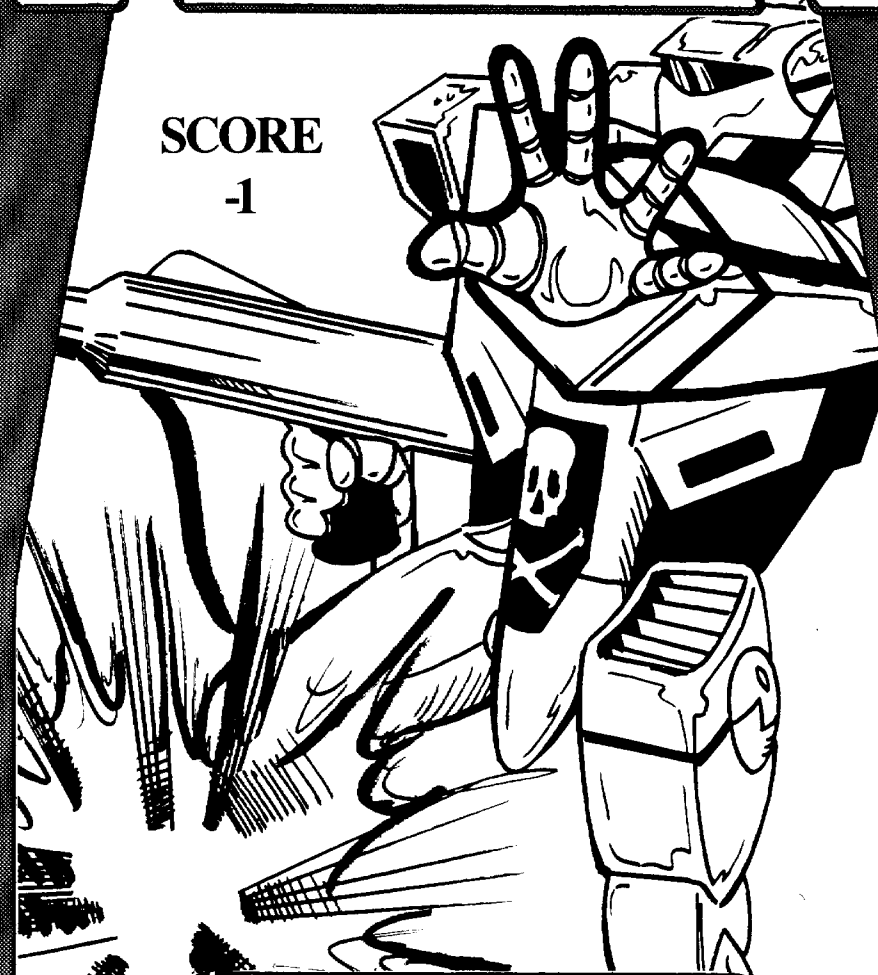
10—57
12—33B

14—33C
16—15E

CLOSE RANGE LEG HIT

9

SCORE
-1



Tell opponent:

"Do only Close Range except Orange or Blue next turn."

A[3]: Heat Sinks: "+1 to all Heat per turn."
B[3]/C[3]: Left/Right Leg Actuators: "Do no Dodges."

D[4]: Left Leg Jump Jets: "-1 to all Jumps."
E[2]/F[2]: Left/Right Hip: "Do no Trip."
G[3]: Right Leg: "-1 to all Missiles."

2—45
4—13G

6—25
8—13E

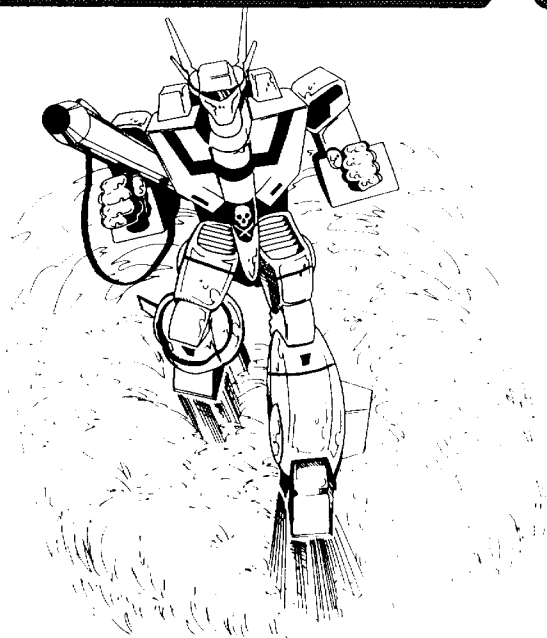
10—13B
12—13C

14—45
16—33D

10

11

MEDIUM RANGE JUMPING UP



Tell opponent:

"Do only Medium Range except Orange next turn."

12

2—45
4—9E

6—41C
8— 9A

10— 9C
12— 9G

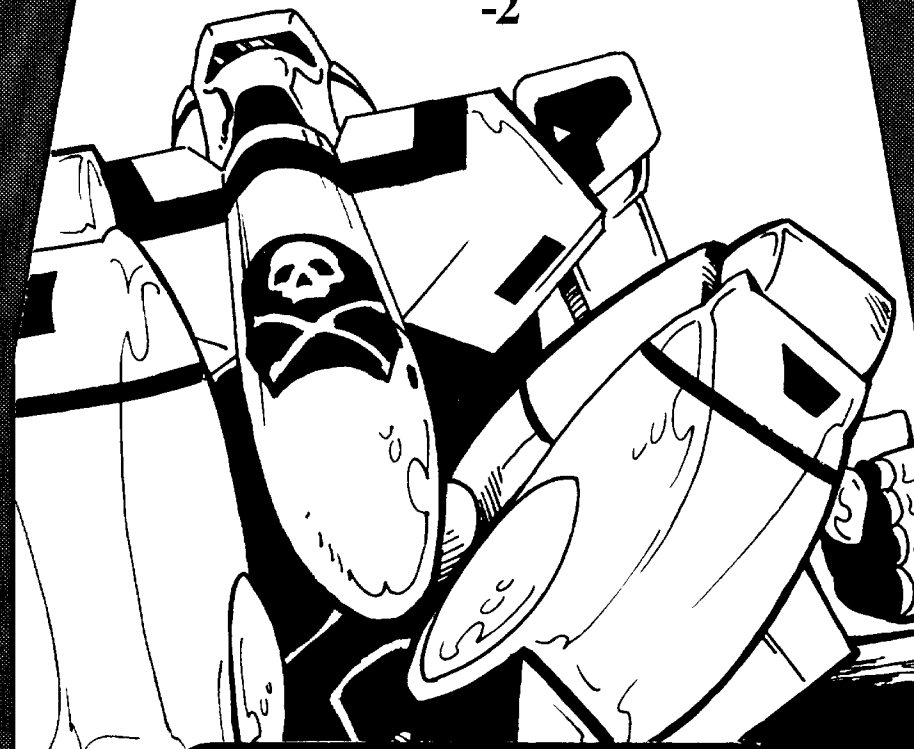
14—45
16—11

CLOSE RANGE KNOCKED DOWN

13

SCORE

-2



Tell opponent:

"Do only Close Range Defense next turn."

A[2]/B[4]: Heat Sinks: "+1 to all Heat per turn."

C[2]/D[4]: Gyro: "-1 to all Dodges."

E[2]/F[3]: Gyro: "-1 to all Ducks."

G[3]

H[3]:

Sensors: "-1 to all weapons."

Missile Ammo: "Take 3 pts of damage and do no Missiles."

2— 9A
4—13H

6—13G
8— 9B

10—13F
12—13D

14—13B
16—11

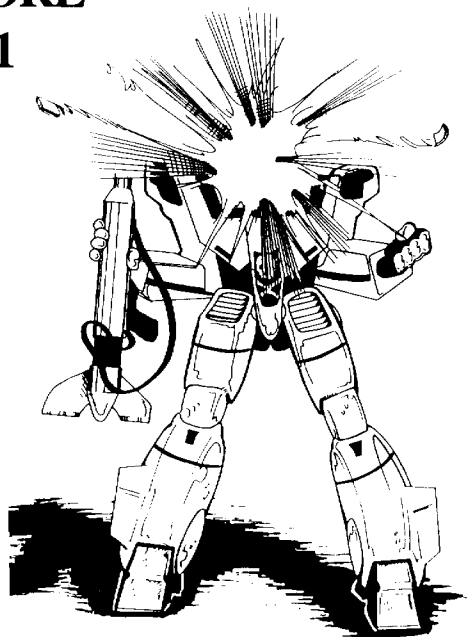
14

15

MEDIUM RANGE CRITICAL HIT

SCORE

1



Tell opponent:

"Do only Medium Range Green or Yellow next turn."

A[3]/B[7]: Sensors: "-1 to all weapons."

C[5]: Life Support: Pilot killed if Heat goes over 25."

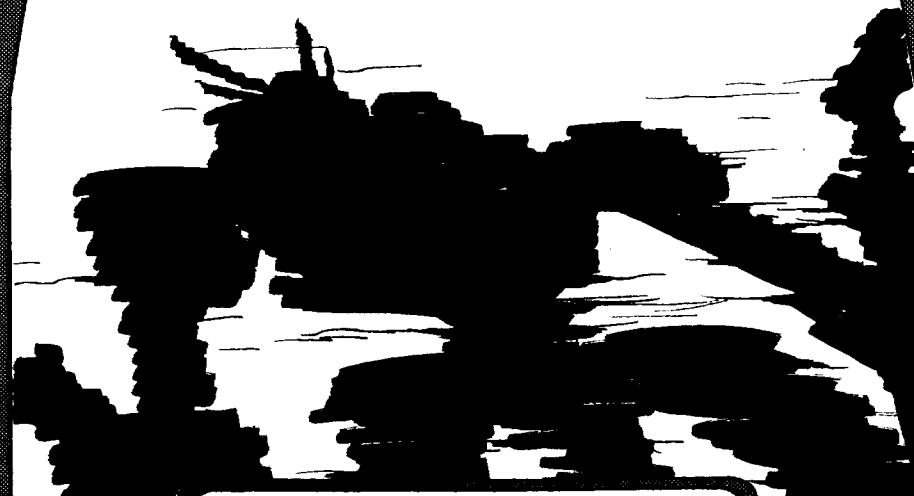
D[5]/E[6]: Cockpit: "Pilot killed."

16

2—31
4—516—7
8—1110—57
12—6314—27E
16—11

CLOSE RANGE BEHIND YOU

17



Tell opponent:

"Do only Close Range and add +2 to any Score next turn. If you did 'Get Behind,' then go to p. 31."

18—39
20—35H
22—1
24—2526—35B
28—35C
30—7
32—35I34—11
36—29
38—7
40—4742—47
44—35D
46—37
48—35E

18

19

CLOSE RANGE DEATH FROM ABOVE



Tell opponent:

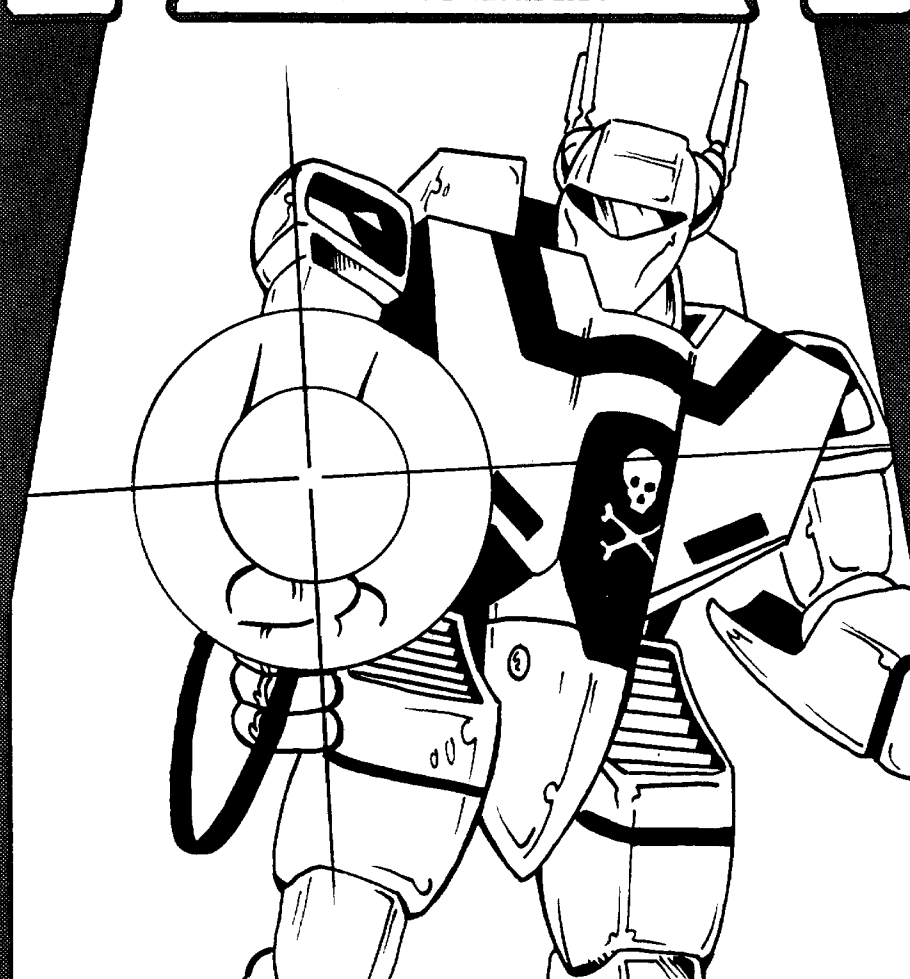
"Do only Close Range Defense next turn. If on a Score page take 2 points of damage."

20

18—39	26—23E	34—19	42—47
20—23B	28—23A	36—59H	44—23H
22—35B	30—15D	38—35D	46—15C
24—25	32—23D	40—47	48—11

CLOSE RANGE FIRING LASER

21



Tell opponent:

"Do only Close Range except Punch or Push next turn."

22

18—35B	26—35E	34—13D	42—47
20—35I	28—55	36—59B	44—35C
22—15B	30— 7	38—35J	46—37
24—25	32—35F	40—47	48—27D

23

MEDIUM RANGE LEG HIT

SCORE
-1



Tell opponent:

"Do only Medium Range except Orange or Blue next turn."

A[2]/B[4]: Heat Sinks: "+1 to all Heat per turn."

C[4]: Right Leg Jump Jets: "-1 to all Jumps."

D[4]/E[4]: Left/Right Hip: "Do no Cover and Laser."

F[3]/G[3]: Left/Right Foot: "-1 to all Kicks."
H[3] Left Leg: "Do no Missiles."

24

18-25	26-25	34-19	42-21
20-21	28-25	36-11	44-51
22-21	30-13G	38-13B	46-13D
24-13F	32-63	40-21	48-25

CLOSE RANGE DUCKING

25



Tell opponent:

"Do only Close Range except Orange or Red. Add +2 to any Blue that Scores next turn."

18-39	26-23F	34-19	42-47
20-23C	28-23G	36-59D	44-23C
22-1	30-27H	38-35H	46-35D
24-25	32-23B	40-35B	48-11

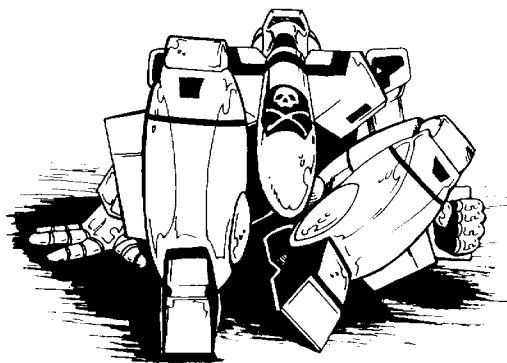
26

27

MEDIUM RANGE KNOCKED DOWN

SCORE

-2



Tell opponent:

"Do only Medium Range Green or Yellow next turn."

A[2]/B[3]: Heat Sinks: "+1 to all Heat per turn."

C[2]/D[4]: Gyro: "-1 to all Dodges."

E[2]/F[3]: Gyro: "-1 to all Ducks."

G[3]: Sensors: "-1 to all weapons."

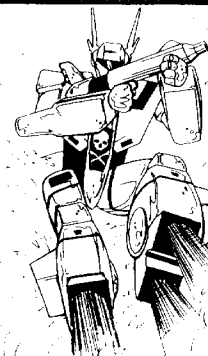
H[4]: Missile Ammo: "Add 4 pts of Heat and do no Missiles."

28

18—7	26—63	34—19	42—47
20—51	28—55	36—29	44—51
22—1	30—7	38—17	46—37
24—25	32—63	40—47	48—11

LONG RANGE JUMPING BACK

29



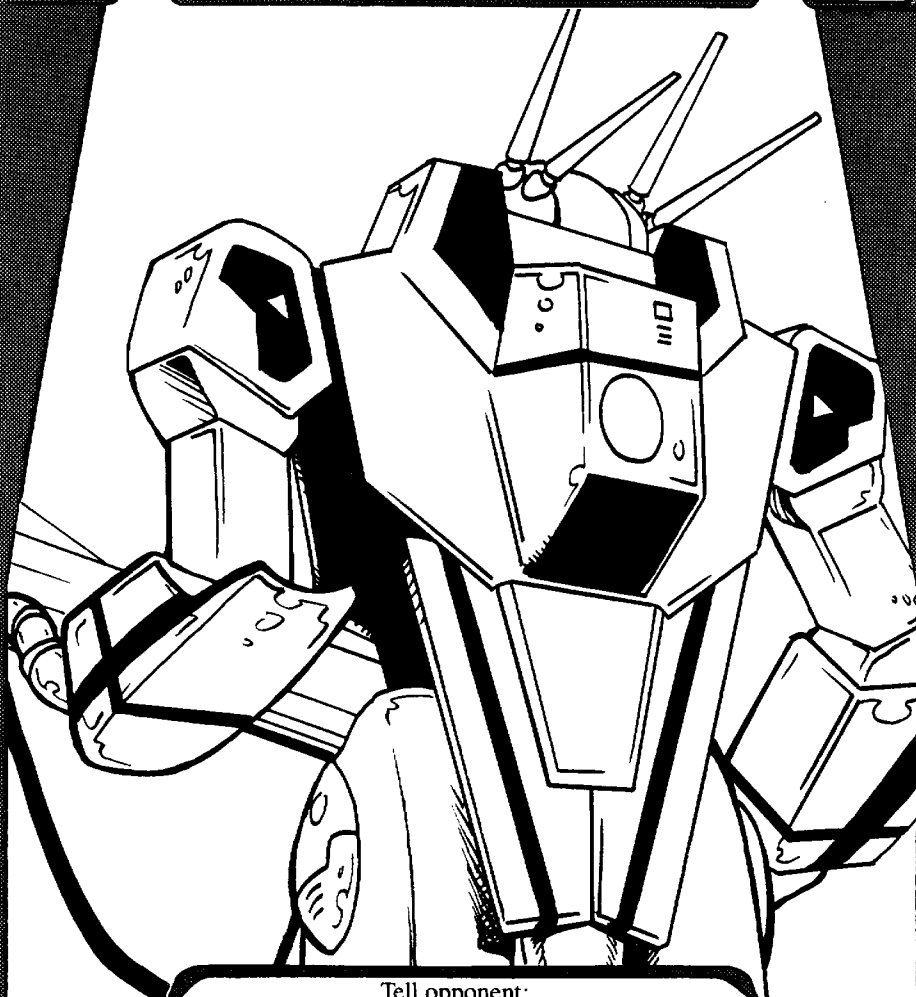
Tell opponent:

"Do only Long Range next turn."

18—39	26—63	34—19	42—47
20—51	28—55	36—29	44—51
22—1	30—7	38—17	46—51
24—45	32—63	40—47	48—11

30

31

CLOSE RANGE
TURNED AROUND

Tell opponent:

"Do only Close Range Defense next turn."

32

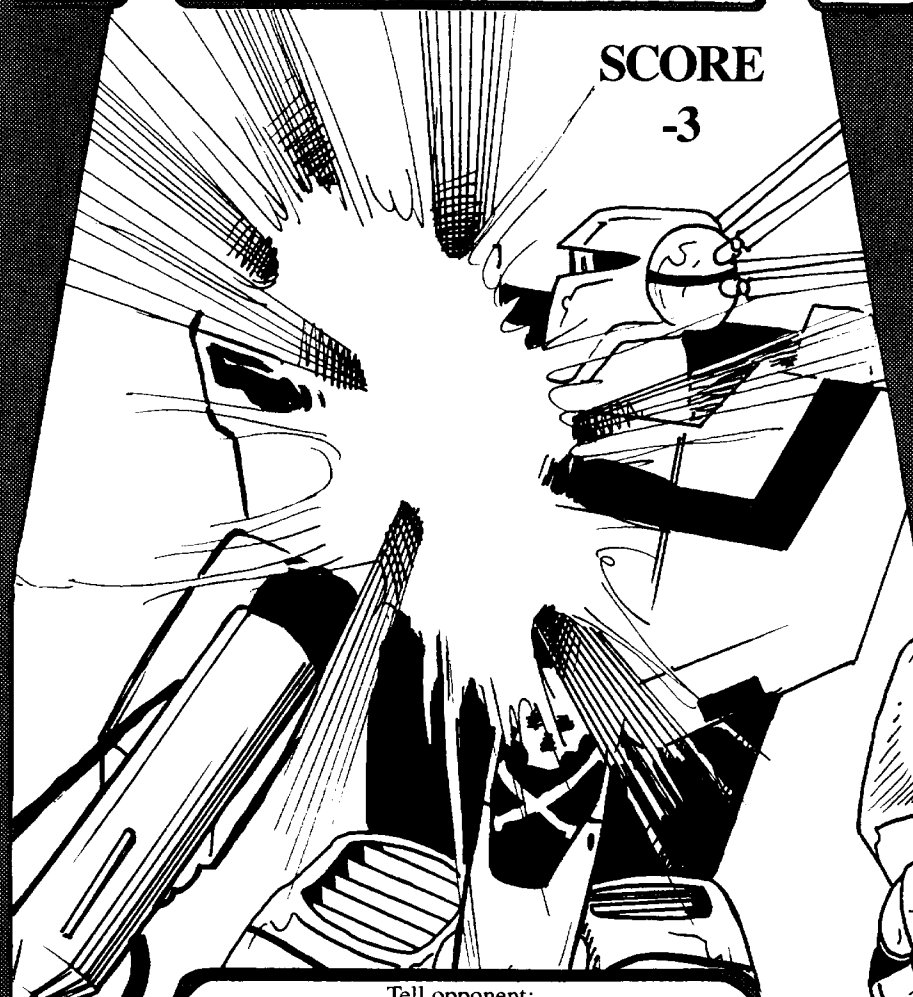
18—39	26—61A	34—27H	42—35D
20—61B	28—15B	36—29	44—61E
22—1	30—7	38—17	46—37
24—23E	32—61D	40—47	48—27F

CLOSE RANGE
TORSO HIT

33

SCORE

-3



Tell opponent:

"Do only Close Range except Orange next turn."

A[2]/B[4]: Heat Sinks: "+1 to all Heat per turn."

D[4]: Missile Ammo: "Take 3 pts of damage and do no Missiles."

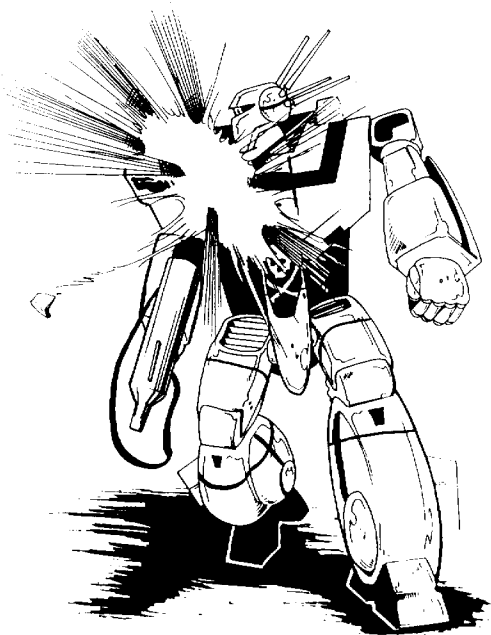
C[5]: Engine: "+2 Heat per turn."

18—7	26—13B	34—13F	42—17
20—13C	28—13H	36—11	44—51
22—21	30—13G	38—31	46—25
24—13D	32—63	40—17	48—45

34

35

MEDIUM RANGE TORSO HIT



SCORE
-3

Tell opponent:

"Do only Medium Range except Orange next turn."

A[3]/B[6]: Heat Sinks: "+1 to all Heat per turn."

C[4]/D[7]: Engine: "+2 to all Heat per turn."

E[4]/F[7]: Missile Ammo: "Add 3 pts of Heat and do no Missiles."

G[3]/H[6]: Missiles: "-1 to all Missiles"

I[5]: Gyro: "When on Knocked Down page, do restrictions for an extra turn."

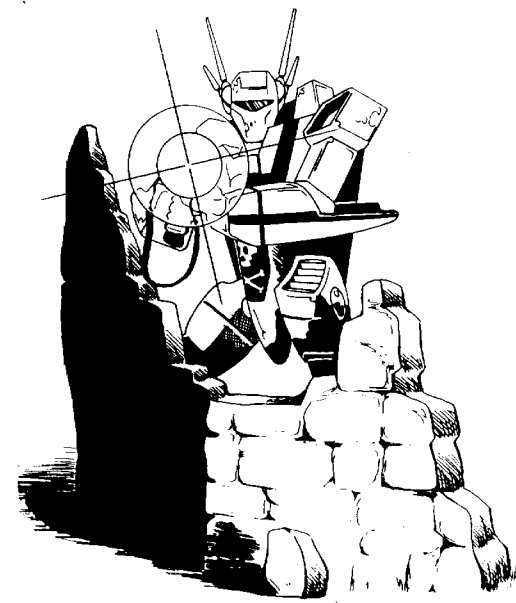
J[5]: Gyro: "-1 to all Ducks and Dodges."

36

18-43	26-43	34-27A	42-43
20-43	28-49	36-29	44-43
22-43	30-43	38-43	46-43
24-11	32-43	40-43	48-29

MEDIUM RANGE FIRING FROM COVER

37



Tell opponent:

"Do only Medium Range except Jump, or Dodge next turn."

18-35I	26-35G	34-13E	42-47
20-35F	28-55	36-43	44-35H
22-35D	30-7	38-35B	46-37
24-13F	32-35J	40-47	48-11

38

39

CLOSE RANGE
TRIPPING

Tell opponent:

"Turn to p. 13, do an "A" Critical, and do only Close Range except Blue next turn."

40

18—35B	26—35B	34—31	42—23D
20—35C	28—55	36—43	44—35I
22—1	30—61D	38—17	46—37
24—33D	32—35F	40—23B	48—11

CLOSE RANGE
ARM HIT

41

SCORE

-1



Tell opponent:

"Do only Close Range except Orange or Red next turn."

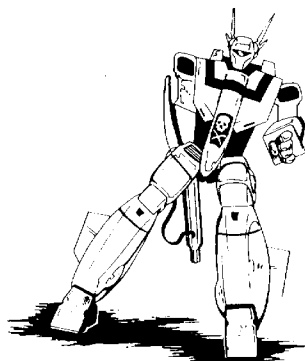
A[3]: Laser: "-1 to all Lasers."
 B[3]: Left Hand: "-1 to all Punch."
 C[4]: Laser: "Do no Laser."
 D[3]: Left Arm: "Do no Punch."

18—35D	26—35J	34—31	42—61E
20—35A	28—55	36—59C	44—35B
22—35F	30—7	38—17	46—37
24—25	32—35H	40—61F	48—27C

42

43

LONG RANGE SIDESTEPPING



Tell opponent:

"Do only Long Range next turn."

44

18—39	26—61B	34—27G	42—47
20—61D	28—15B	36—29	44—61B
22—35G	30— 7	38—17	46—27B
24—23G	32—61C	40—47	48—15A

CLOSE RANGE KICKING

45



Tell opponent:

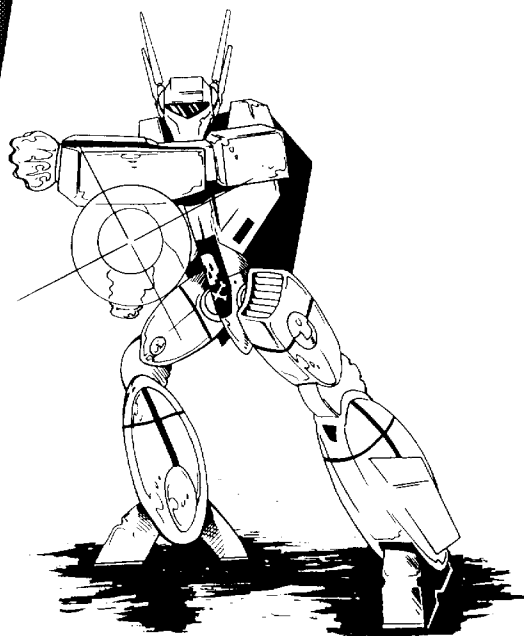
"Do only Close Range except Blue or Yellow next turn."

18—35J	26—35D	34—19	42—47
20—35H	28—23F	36—59G	44—35B
22— 1	30—35F	38—35E	46—37
24—45	32—35A	40—47	48—11

46

47

MEDIUM RANGE DODGING & FIRING



Tell opponent:

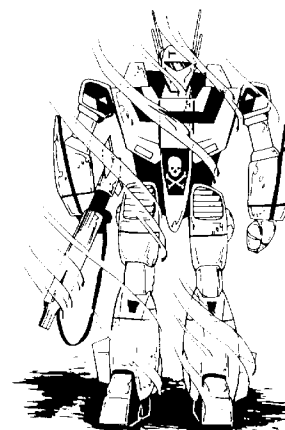
"Do only Medium Range except Jump next turn."

48

18—7	26—63	34—13A	42—47
20—51	28—55	36—29	44—51
22—1	30—7	38—17	46—37
24—25	32—63	40—47	48—11

LONG RANGE COOLING DOWN

49



Tell opponent:

"Do only Long Range next turn."

50—00

54—00

58—43

62—59E

52—47

56—00

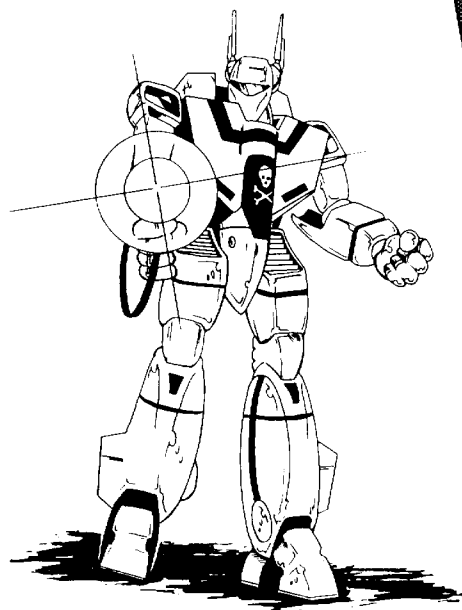
60—59F

64—11

50

51

MEDIUM RANGE FIRING LASER



Tell opponent:

"Do only Medium Range except Missile, Red, or Jump next turn."

52

50—00
52—33B

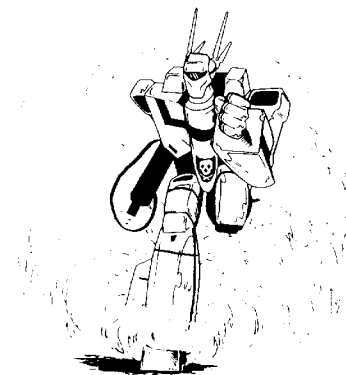
54—00
56—00

58— 7
60—29

62—27F
64—33A

LONG RANGE CHARGING

53



Tell opponent:

"Do only Long Range except Green or Yellow next turn."

50—00
52—35H

54—00
56—00

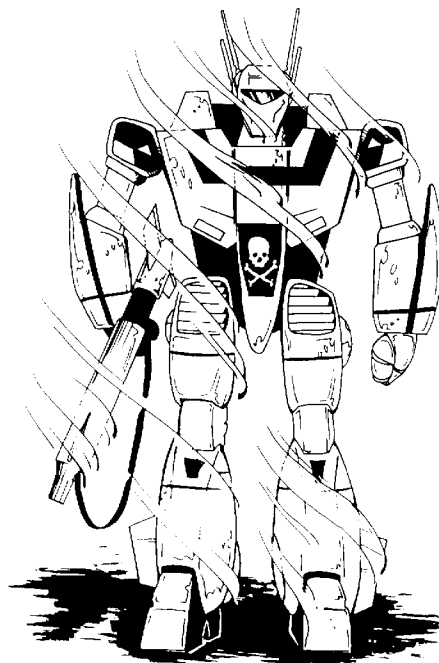
58—59F
60—29

62—59A
64—11

54

55

MEDIUM RANGE COOLING DOWN

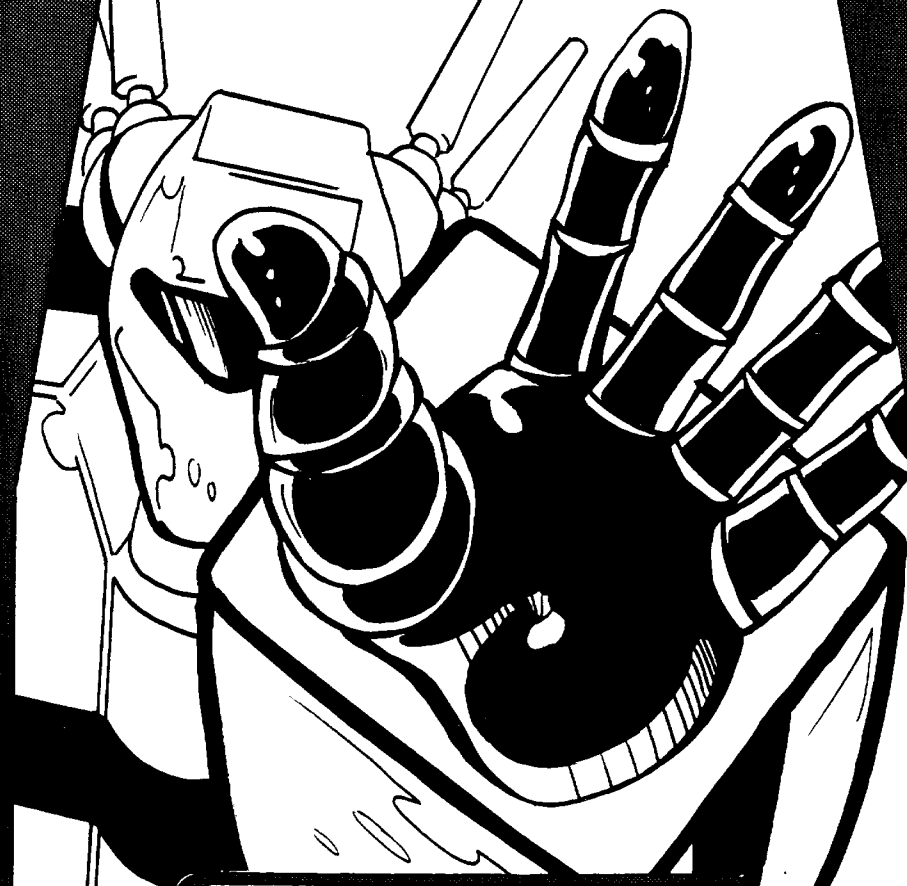


Tell opponent:

"Do only Medium Range next turn."

CLOSE RANGE PUSHING

57



Tell opponent:

"Do only Close Range except Weapons or Duck next turn."

56

50—00
52—47

54—00
56—00

58—43
60—29

62—59B
64—11

50—00
52—47

54—00
56—00

58—43
60—29

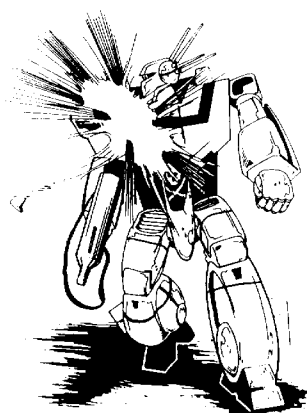
62—49
64—11

58

59

LONG RANGE TORSO HIT

SCORE
-3



Tell opponent:

"Do only Long Range Green or Yellow next turn."

A[3]/B[5]: Engine: "+2 Heat per turn."

C[3]/D[4]: Gyro: "-1 to all Jumps."

E[2]/F[4]: Heat Sinks: "+1 to all Heat per turn."

G[2]:

Missile Ammo: "Add 2 pts of Heat and do no Missiles."

H[4]:

Gyro: "Do no Dodges."

60

50—00
52—53

54—00
56—00

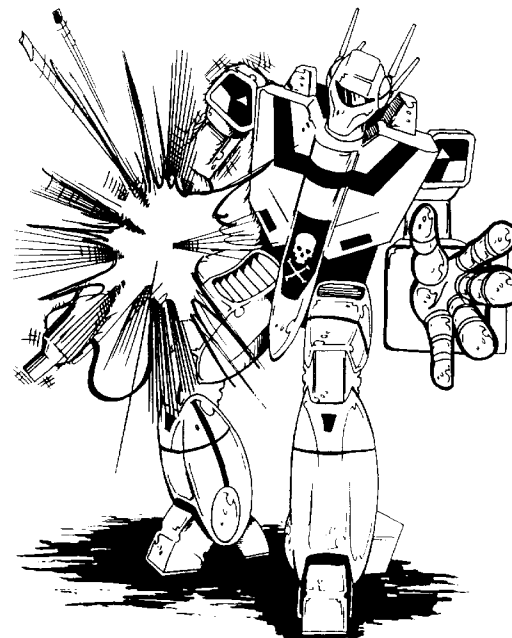
58—43
60—29

62—49
64—29

MEDIUM RANGE ARM HIT

61

SCORE
-1



Tell opponent:

"Do only Medium Range except Orange or Red next turn."

A[2]/B[3]: Laser: "-1 to all Laser."

C[3]/D[3]: Left Hand: "-1 to all Punch."

E[4]: Laser: "+1 Heat to all Laser."

F[3]: Left Arm: "Do no Punch."

50—00
52—47

54—00
56—00

58—43
60—29

62—49
64—11

62

MEDIUM RANGE FIRING MISSILES



Tell opponent:

"Do only Medium Range except Dodge next turn."

50—00	54—00	58—47	62—55
52—13B	56—00	60—29	64—13H

9) If you damaged your opponent in step 8, above, you may have caused a Critical Hit, (see below). If you did cause a Critical Hit, read the critical damage listed to your opponent. Note: The Critical Damage Display is normally blank. It contains data only when your opponent has been hit.

10) If your opponent's Current Armor Point total is now zero or less, his 'Mech is now inoperative and you have won. Otherwise, read your opponent the instructions on the Status Display just beneath the View Screen and repeat steps 3 through 10.

HEAT—Virtually every move you make with your 'Mech generates heat. Your 'Mech starts the game with a Current Heat level of 0. Every time you choose a maneuver, you must record the change in your Current Heat level caused by that maneuver. There are certain moves on the Stat Card with negative Heat numbers. These moves *subtract* heat from your Current Heat level and can be used to cool down your 'Mech. At the end of any turn in which your Current Heat is equal to or greater than your Shutdown Number, your 'Mech automatically shuts down. You may only do the moves "Cool Off" or "Duck" until your Heat level is 15 or less. Your Heat level may never go below zero.

For every turn your Heat level equals or exceeds 28, you must lose one Ammunition Point (your choice) and take 2 points of armor damage as your ammo starts to explode. This does not apply if you are totally out of ammunition.

AMMUNITION—Certain weapons require ammunition to use and are marked on the Stat Card. The initial ammunition supply for each weapon is also marked on the Stat Card. Every time you fire a weapon which requires ammunition you must mark off one Ammunition Point on the Stat Card. A weapon with zero ammunition points may not be used. Ammunition Points may never go below zero. Your 'Mech always starts the game with a full ammunition load. Exception: See Campaign Rules. Both players may choose to ignore ammunition restrictions if they agree beforehand.

CRITICAL HITS—Some Console results have letters after them (i.e., -13B, -27K, etc.) This letter is the potential Critical Hit for that maneuver result. Whenever you end up on a View Screen showing your opponent being hit, include the following substeps in step 9):

9a) Look on the Critical Damage Display for the letter of the maneuver you just did. Next to the letter will be a number in brackets (i.e., [4]).

9b) If the modified damage you did to your opponent in step 8), above, is equal to or greater than the number in brackets, you have caused a Critical Hit.

9c) Read the phrase telling exactly what the Critical Hit is to your opponent. The effects of a Critical Hit take place immediately and stay in effect for the entire game. Multiple Critical Hits to the same location are cumulative. I.e., two hits to your laser, each causing "-1 to all Laser attacks," means you now fire your laser at -2 to any Scores.

Often similar Critical Hits are grouped together. For example:

A[2]/B[4] "Add +1 to all Heat costs."

This means: If your letter is "A" and you did at least 2 points of damage, after modifiers, to your opponent—or—if your letter is "B" and you did at least 4 points of modified damage, then you have caused him the Critical Hit: "Add +1 to all Heat costs." Note: If your letter was "B" but your modified damage was only 3 or less, you did not cause a Critical Hit.

MUTUAL DESTRUCTION—A 'Mech which overheats but still has Armor Points beats a 'Mech with no Armor Points. If both 'Mechs go below zero Armor Points on the same turn, no one wins.

ESCAPE—You may break off combat and escape if you can maneuver to page 29 (Long Range, Jumping Back) from any long range page. Simply announce, "Escaping" and the game is over. Your opponent receives credit for ½ victory if you successfully escape.

(continued on back of Stat Card)

(continued from inside back cover)

Multi-Player Rules

For multi-player combats, arrange two sides. Players on the side with the fewer members each pick one opponent. Then, the extra players on the larger side each join any battle they choose. Note: It is permissible for more than one extra player to join a battle, i.e., three against one, four against one, etc. Play normally including the following rules:

- 1) If you are fighting more than one opponent you may find yourself at different ranges with each. Select a single opponent to attack and choose a maneuver from the appropriate range.
- 2) Each maneuver on the Stat Card has Conversion numbers in addition to the Console numbers listed next to it. To resolve the results of your opponents' actions at other ranges, read them the Conversion numbers at the far right of your Stat Card for the appropriate maneuver and ranges. Turn to the Console page for these numbers and resolve each of the combats.
- 3) If you have Scored against more than one opponent, you may divide your damage modifier among those opponents in any manner you wish. Note: You can *not* apply the full modifier to each of your opponents. (You may apply it to any one opponent if you choose.)
- 4) If you defeat your opponent(s) and there are still battles going on, you may choose to join one. If you join against one opponent, play continues as a normal multi-player battle. If you join against two or more opponents, you must choose any one opponent who must then leave his attack for a one-on-one against you.
- 5) If you receive conflicting instructions from your opponents, do only the most restricting instruction.
- 6) Use only the Heat from the original move you chose, not from either of the conversion maneuvers.

Note: The format for multi-player battles is always one vs. any number of opponents. A 2 vs. 2 battle is not possible but must break into two 1 vs. 1 battles. Only after you win can you join your partner in a two-on-one against the remaining opponent.

Campaign Rules

PILOT IMPROVEMENT—You may improve your character's skill with Experience. Experience is figured by enemy tonnage destroyed.

Each time you defeat an opponent, add the tonnage of the enemy 'Mech to your Experience total. (New pilots start with 0 Experience.) For every 250 tons of enemy 'Mechs you defeat, you may increase the damage modifier for any one category shown on the Pilot Card. Each category is defined on the Stat Card by a Roman numeral.

This increase affects all the moves on the Stat Card in the category you choose and stays with your pilot, not with the 'Mech. The pilot retains any increases when moving to a new 'Mech.

Increases in one category may not be used in any other category. I.e., a +1 modifier in the PPC category has no effect on the Laser or Missile categories, and if the pilot moves to a 'Mech without a PPC, the bonus can not be used (although he retains it in case he ever goes back to a 'Mech with a PPC.) Note: Some categories cover more than one range.

A pilot with +5 or better in a category may choose to ignore the first Critical Hit which affects that category.

'MECH DETERIORATION—Each time you start a new game with the same 'Mech, subtract one from the 'Mech's Shutdown number. After ten games, you may acquire a new 'Mech with a full Shutdown limit at a cost in Experience Points equal to the cost printed on the front of the 'Mech's Stat Card. For each game thereafter that you choose not to take the new 'Mech but continue to use the old one, the cost of the new 'Mech drops by 10 Experience Points.

Note: Ammo still starts to explode at 28 Heat Points. If the Shutdown number is less than 28, ammo will never explode.

(continued on back of Pilot Card)

(continued from back of Stat Card)

'MECH REPAIR—After any battle the surviving 'Mech may salvage parts from defeated 'Mechs and either use them to repair their own damage, or stockpile them for future use. Parts are identified on the Critical Damage Display as they are hit.

Salvage: After any game you win, you may salvage usable parts of your opponent(s) 'Mech(s). Armor and Heat Sinks are automatically repaired after each game and so are not salvageable. Other parts are not salvageable if they have suffered any three Critical Hits or one Critical Hit which states "Do no _____." Note: a part which has suffered damage may still be usable by its original owner (with heavy negative modifiers) although it is not salvageable by anyone else.

Repair: You may replace any part on your 'Mech with the *identical* salvaged part from any other 'Mech. If the salvaged part has been damaged (by taking one Critical Hit, for instance) you must retain any negative modifiers for that damaged part.

Stockpiles: Keep salvaged parts which are not used to repair your 'Mech in the Stockpile box of your Pilot Card. This is your stockpile and you may use parts from it to repair your 'Mech just like any other salvaged parts. You may trade, give or share any parts in your stockpile with any other player. Damaged parts of your own 'Mech which qualify under the salvage rules, above, may be stockpiled.

AMMUNITION—At the end of each game a 'Mech may reload ammunition, however, only at the end of every third game do you receive a full reload. At the end of all other games you receive a half-reload (round fractions down) for each weapon type. Unused ammunition does not count against amounts received in reloading although the 'Mech may never carry more than its initial full load of ammo. Excess ammunition may be stockpiled.

BAILING OUT—Your pilot may eject from his 'Mech during step 7) of any turn in the game. Simply announce, "Bailing out!" The game ends immediately, your opponent wins, but your pilot automatically survives (although without a 'Mech.)

If your pilot does not eject in step 7), he may be killed in step 8) or 9) as follows: If the 'Mech's armor is reduced in step 8) to -5 or worse, or if the Critical Hit in step 9) is "Pilot Killed," the pilot automatically dies. You must start a new pilot in a new 'Mech next game with no modifications to any of his skills.

A pilot who bails out starts the next game with all his personal skill modifiers and Experience. He receives a replacement 'Mech of the same tonnage with -3 to all its maneuvers. He may upgrade the 'Mech by spending 50 Experience points for each 1 point modifier increase per category, or by using parts from his stockpile.

NOTE: When you do a move which changes the range between you and your opponent, you may not see the result you expected to see. This is because some maneuvers exist only at certain ranges. The results you get will be the closest comparable in terms of restrictions, damage, etc.

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PILOT CARD

NAME _____ RANK _____ UNIT _____

EXPERIENCE TO DATE _____

MODIFIERS

TYPE	CATEGORY	TOTAL
AUTOCANNON	I	_____
FLAMER	II	_____
LASER	III	_____
MACHINE GUN (MG)	IV	_____
MISSILES	V	_____
PARTICLE PROJECTOR CANNON (PPC)	VI	_____
PHYSICAL	VII	_____
PILOTING	VIII	_____

STOCKPILE

BATTLETECH STAT CARD WASP-WSP-1A

ARMOR POINTS	START SHUTDOWN NUMBER	CURRENT SHUTDOWN NUMBER	SPEED	START AMMUNITION	CURRENT AMMUNITION
24	30		6	MISSILE: 8	MISSILE:

COST
40

RANGE	CATEGORY	MANEUVER	PG	MOD	HEAT	MRX	LRX
CLOSE RANGE	PHYSICAL	PUNCH	8	2	1	24	58
		PUSH	10	2	1	24	64
		KICK	14	3	1	48	58
	WEAPONS	LASER HIGH	4	5	3	44	58
		MISSILE LOW (A)	12	3	1	26	58
	DEFENSE	WILD SWING	2	2	2	30	58
		JUMP AWAY	16	2	2	36	60
		DUCK	6	2	-2	30	58

RANGE	CATEGORY	MANEUVER	PG	MOD	HEAT	CRX	LRX
MEDIUM RANGE	LASER	LASER HIGH	44	5	3	4	58
		LASER LOW	20	5	3	4	58
	MISSILE	MISSILE HIGH (A)	32	3	1	12	58
		MISSILE LOW (A)	26	6	3	12	58
	JUMP	TRIP	18	5	2	14	58
		DEATH FROM ABOVE	34	5	6	10	64
		JUMP & LASER HIGH	22	5	4	16	64
		GET BEHIND	38	2	3	16	64
	SPECIAL	COVER & LASER	46	5	3	12	58
		COOL OFF	28	2	-6	6	62
	DODGE	DODGE & LASER HIGH	42	5	3	6	58
		DODGE & LASER LOW	40	5	3	6	58
	DEFENSE	DUCK	30	2	1	6	58
		JUMP UP	48	2	2	16	60
		JUMP FORWARD	24	2	2	2	64
		JUMP BACK	36	2	2	16	60

RANGE	CATEGORY	MANEUVER	PG	MOD	HEAT	CRX	MRX
LONG RANGE	MOVEMENT	CHARGE	52	5	2	8	24
		SIDESTEP	58	2	1	6	30
		JUMP FORWARD	64	2	2	2	24
		JUMP BACK	60	2	2	16	36
	SPECIAL	COOL OFF	62	2	-6	6	28

PG = CONSOLE (PAGE) YOU TURN TO.
MOD = SCORE MODIFIER. COMBINE WITH PRINTED SCORE.
HEAT = HEAT GENERATED BY THAT MANEUVER.

CRX = CLOSE RANGE CONVERSION NUMBER.
MRX = MEDIUM RANGE CONVERSION NUMBER.
LRX = LONG RANGE CONVERSION NUMBER.
(A) = REQUIRES AMMUNITION.