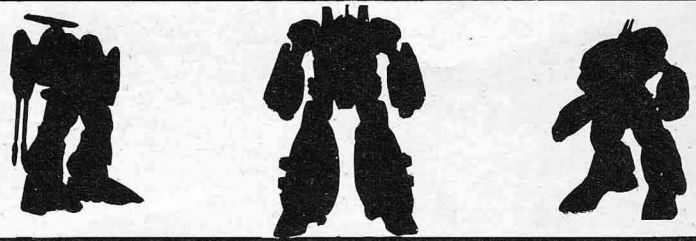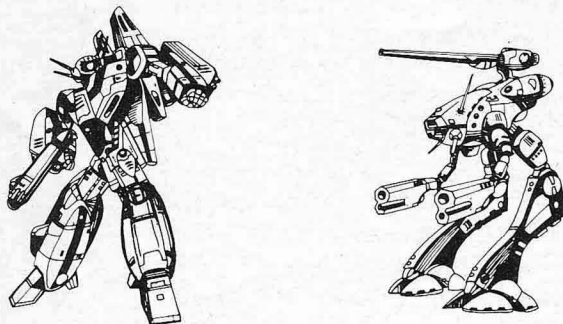# BASIC BATTLEDROIDS

This section of the rulebook contains the information needed to play **Basic Battledroids**, which puts you in command of a battledroid — a huge, heavily-armored, war machine. Using the basic game movement and combat rules, each player maneuvers one battledroid across the Terrain Mapsheet while trying to destroy the enemy droid and win the game.

GAME SETUP

## COMPONENTS NEEDED

BATTLEDROID FIGURES

This game includes two, 3-inch-high plastic models representing two of the several different kinds of battledroids. These models are placed on the map to show the position of each battledroid and its movement during the game. Although they are models of two specific battledroids, such as the *Shadowhawk* or the *Griffin*, they can be used to represent any battledroid listed in these rules. Expansion kits from FASA and Ral Partha include models representing many different battledroid classes, such as the *Wasp*, the *PhoenixHawk*, and the *Marauder*.

TERRAIN MAPSHEET

The two 22- by 17-inch Terrain Mapsheets used in this game are grids of 6-sided areas called hexes. These hexes are used to regulate movement and combat, with the battledroids moving from hex to hex. Hexboards help make movement more realistic because they provide SIX possible movement directions instead of the four offered by square grids.

The forests, rivers, hills, and rough areas on the Terrain Mapsheet represent a typical mixture of the terrain types found on the water-rich planets where battledroids combat one another. The table below shows the symbols used for each terrain type.

Rough

Water

Lt. Woods

Hvy. Woods

Level 2

Elevation
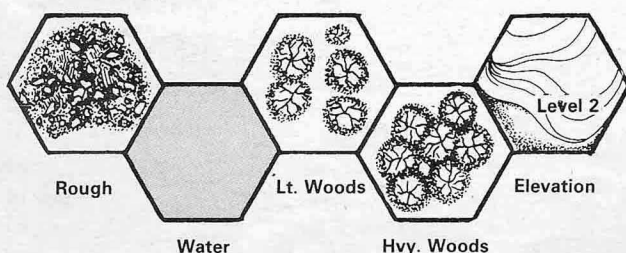
DICE

The game includes 2 standard, 6-sided dice. In the game, sometimes only one die will be rolled, and sometimes both will be. When both dice are rolled together, the numbers showing are added together. For example, if a *3* were rolled on one die and a *5* were rolled on the other, these numbers would be added together to give the final result, *8* in this case.

GAME SCALE

Each hex on the Terrain Mapsheet represents an area of ground 33 meters (roughly 100 feet) across, and each turn in the game represents 10 seconds of real time.

GAME SETUP

Assemble the two model battledroids included in the game. Follow the assembly instructions provided. Some gluing is necessary.

Create a scenario to play. The scenario should tell what battledroid types are being used and where they will start on the Terrain Mapsheet.

Set the two maps together on a table or on the floor to make a single larger map and place the battledroid models on it in the starting positions given by the scenario. If the scenario created did not specify starting locations, the battledroids should be placed on opposite sides of the map.
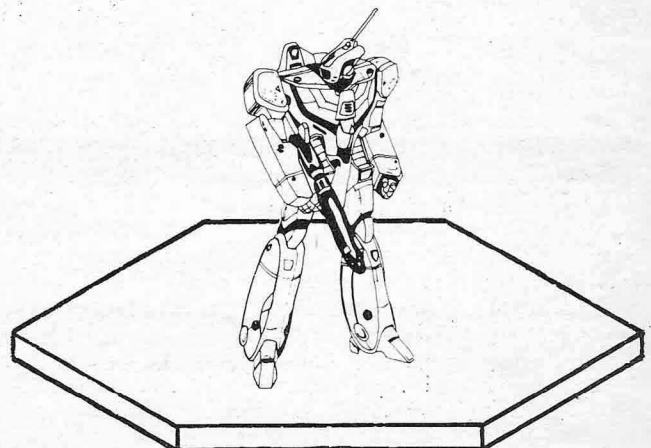
PLAYING THE GAME

DICE ROLLS IN BASIC GAME

In the basic game, the dice are always rolled together to determine the outcome of any combat and to find out which player has the initiative during each game turn. Whenever a dice roll is called for, the player rolls both dice and adds the numbers showing together.

SEQUENCE OF PLAY

Basic Battledroids is played in turns. During each game turn, the players must follow the sequence given below:

Initiative Phase
1. Each player rolls the dice. The player who rolls the highest number wins the initiative for this game turn. This allows him to move and declare his target *after* his opponent, which can help him decide what to do. If both players roll the same number, each rolls again.

Movement Phase
2. The player who *lost* the initiative moves his battledroid. Using the basic movement rules, he moves his battledroid across the Terrain Mapsheet from hex to hex.
3. The player who *won* the initiative moves his battledroid. He has an advantage because he can see where his opponent already moved.

Combat Phase
4. The player who *lost* the initiative declares any attacks that he plans to make.
5. The player who won the initiative declares any attacks that he plans to make. This may give him an advantage, if, for example, he has a limited number of missiles.
6. Combat occurs simultaneously, and any damage given by a successful attack does not take effect until after all comabt has been resolved. Who resolves his fire first does not matter, but all of one player's fire should be resolved before any of the second player's fire is resolved.

Continuing The Game
7. Repeat Steps 1 through 6 until only one player's droid is left.

Ending The Game
8. The game ends when only one battledroid is left, and the player with the only droid left is the winner. If both droids are destroyed at the same time, the game is a draw.

FACING

Every hex on the map has six edges, called *hexsides*. In **Basic Battledroids**, every battledroid must be oriented to face one of those six hexsides. In this game, the droid is considered to be facing the way its feet are pointing. A battledroid's facing affects both its movement and its combat, and it can only be changed during the Movement Phase.

Facing Diagram
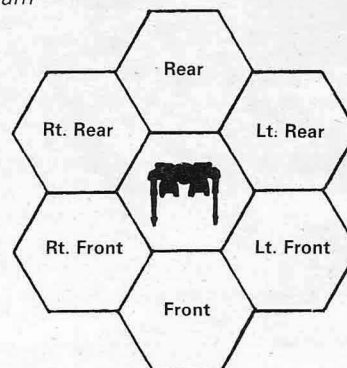
MOVEMENT

Battledroids change their position on the Terrain Mapsheet by using four different types of movement: standing still, walking, running, or jumping. During the Movement Phase of each game turn, each player must choose which *one* form of movement his battledroid will employ that turn. In the basic game, how his droid moves is always the player's choice.

MOVEMENT TYPES
Standing Still
The battle droid stays in the hex in which it started the turn. It does not move at all, even to change its facing.
Walking
While walking, a battledroid can move forward into a hex it is facing or backward into a hex directly to its rear. It cannot move into any other hex unless it changes its facing first. To do this, it turns one hexside at a time until the hex it wants to enter is directly to its front or rear. Then it may move on. The diagram shows the hexes into which a walking battledroid can move.

A droid can combine walking forward, walking backward, and changing directions in the same turn. It can walk on level ground over all terrain, or climb up or down as many as 2 elevation levels. All of these movements are possible forward, but a droid cannot change elevations while moving backward. A droid cannot climb up or down 3 elevation levels or more, either forward or backward.

Movement Diagram
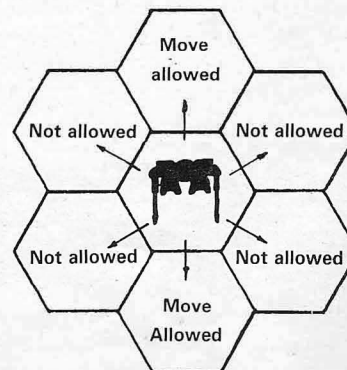
Running

When running, a droid can move farther in a turn than it can walking. It can only move forward, climb, or change its facing while running. It cannot move or climb backwards while running, and it cannot combine forward and backward movement while running. It cannot climb up or down more than 2 elevation levels while running.

Jumping

Not all battledroids can jump. Those that can, such as the *Wasp*, the *Stinger*, and the *PhoenixHawk* in this game, can move into *any* hex touching the hex they are in. The terrain type in the hex does not matter, nor does the droid's original facing. The droid will land facing whatever direction the player chooses.

MOVEMENT POINTS

Every battledroid has a number of movement points (MPs) that it can use during each Movement Phase. These MP allowances are listed in the **Battledroid Statistics** section at the end of the basic rules.

Battledroids spend MPs to move from hex to hex and to change their facing. Once it begins to move, a droid spends MP for every move it makes. It may continue to move as long as it has MP left. Exactly how these points are spent is up to the player, but once a droid has used all of its available MPs, or once its Movement Phase is over, it cannot move again until the next turn.

Battledroids are not required to spend all of the MPs available to them, but unused MPs cannot be accumulated. For example, a *Warhammer* that uses 2 of its 4 MPs during one turn can only spend up to 4 MPs in the next turn, and cannot save the 2 unused MPs from the previous turn.

MOVEMENT POINT COSTS

Facing Change

It costs the battledroid 1 MP for every hexside that it changes its facing by. A 180° spin would cost the droid 3 MPs.

Facing Change Diagram
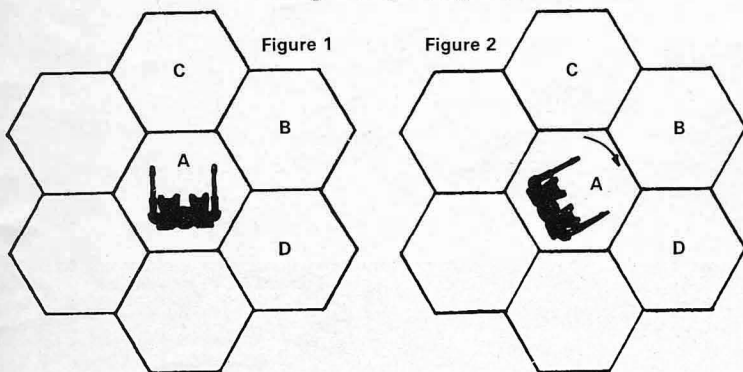
In the example shown in the diagram, a player wants to move his battledroid from Hex A into Hex B. The battledroid, however, is currently facing Hex C, and so it cannot legally move to Hex B. If, however, the player changes its facing, as shown in Figure 2, the droid can legally move into Hex B. This uses 1 MP because it was a 1-hexside facing change.

If the player wanted to move the droid into Hex D, this would cost 2 MPs. The droid would have to change facing as shown in the diagram, making a 2-hexside facing change.

Walking

It costs a minimum of 1 MP for a droid to walk one hex forward or backward. If the terrain is not clear and flat, however, this cost increases as shown in the table. A droid must have the total number of MPs required before it can move into a hex. If the terrain cost is greater than the number of MP a droid has left in a turn, it cannot move into the hex. The only exception is that a droid can *always* move forward 1 hex, no matter what the terrain cost, so long as that is the *only* move it makes in that game turn.

Terrain Effects On Movement	
Terrain Type	*Cost Per Hex*
Clear	1 MP
Rough	2 MP
Light Woods	2 MP
Heavy Woods	3 MP
Water	2 MP
Elevation Change	1 MP/Level

Movement Example
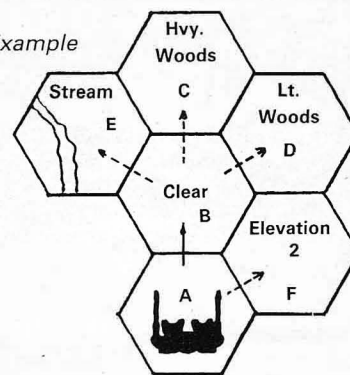
In the diagram, the battledroid in Hex A has 4 MPs available. It will cost all 4 of the droid's MPs to walk straight ahead into Hex B (1 MP) and then forward again into the heavy woods in Hex C (3 MP). It would cost all 4 MPs for the droid to move into Hex B (1 MP), then change its facing (1 MP) and move into the light woods in Hex D (2 MP). Similarly, it would cost the droid all 4 MPs to move into Hex E, first forward into Hex B (1 MP), then changing the facing (1 MP), and last crossing the stream (2 MP). Finally, if the player wanted to move his battledroid from Hex A directly to Hex F, he would first have to change its facing (1 MP) and then enter the clear terrain (1 MP) after climbing 2 elevation levels (2 MP).

Running

Running battledroids pay the same terrain cost as walking battledroids do, but they have more MPs to use. All droids get 1½ times as many MPs when they run as when they walk. Thus, a droid that has 4 MP available when it walks will have 6 MPs available when it runs *(4 x 1½ = 6)*. Fractions are rounded up, and a battledroid with 3 MPs while walking will have 5 MPs available when it runs. The **Battledroids Statistics** section tells how many MPs a droid has when it runs.
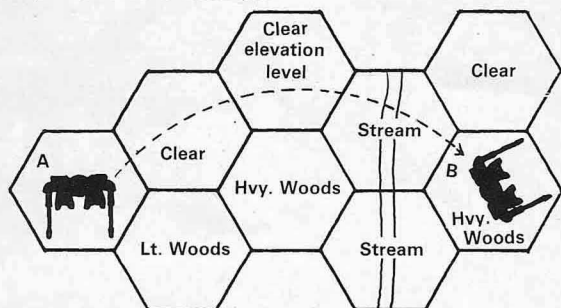
Jumping

When a battledroid jumps, it can move 1 hex in any direction for every MP it has available for jumping. It can jump into any hex, regardless of elevation level difference or terrain type.

Even battledroids that can jump have a limited number of MPs available for jumping. The **Battledroid Statistics** section tells how many are available for each droid type.

Jump Movement Example

The diagram shows a battledroid in Hex A with 4 MP available for jumping. It uses them to jump to Hex B, 4 hexes away. Since it is using jump movement, it spends only 1 point for every hex it moves, ignoring all terrain costs for the hexes it passes over and for the hex it lands in. After it lands, the player can face the droid in any direction he chooses, at no extra cost. Walking, the droid would have to spend 9 MP to do the same thing. He would have to change facing (1 MP), enter the clear hex and climb one elevation level (2 MP), change facing again (1 MP), cross the stream (2 MP), and enter the heavy woods (3 MP).

STACKING

In the basic game, only one battledroid at a time can occupy a hex. During the Movement Phase, a battledroid cannot move through hexes occupied by other droids.

COMBAT

In **Basic Battledroids**, the only type of combat allowed is weapon fire. For one droid to fire at another, it must have a clear sighting path to a target within range of its weapons, as discussed in the section on **Picking A Target**. Then, it must fire accurately enough to hit the target, described in **Firing Weapons**. If the shot is successful, the target droid's armor may protect it, as discussed in **Penetrating Armor**. Then, the effects of the shot must be determined, covered in **Battledroid Damage**

PICKING A TARGET

Three things help a player to pick a target for his droid's weapons. First, the target must be in a position that his weapons can hit. The droid's weapons will *not* bear on all hexes, but only on the hexes in the *firing arc* in front of the droid. Secondly, some hexes will be out of *range*, or too far away to hit.

Third, there may be things in the way, and the droid will not have a clear *line of sight* to its target. If another droid is within a droid's firing arc and range, and if there is a clear line of sight, then the droid may fire. If not, no weapon fire is possible.

Firing Arc

A battledroid's firing arc is determined by its facing. It spreads out from its front three hexsides, as shown in the diagram. Any enemy battledroid within this firing arc can be shot at, and droids outside the arc cannot be attacked.
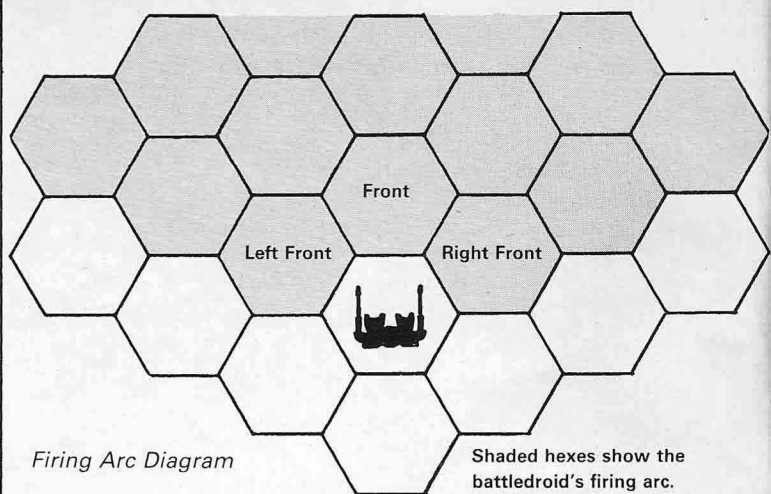
Firing Arc Diagram

Shaded hexes show the battledroid's firing arc.

Line of Sight

Before a battledroid can attack an opposing droid, a clear line of sight must exist between them. That is, the two battledroids must be able to see each other over or through any intervening terrain. The line of sight is checked by laying a straightedge (a ruler or a sheet of paper) from the center of the attacker's hex to the center of the target droid's hex. If the line doesn't cross any blocking terrain, there can be an attack. If, however, the line of sight is blocked, neither droid can fire at the other.

Woods and high ground are the only terrain types that can block a line of sight. The following paragraphs explain how this happens.

Heavy Woods: Battledroids can see *into* or *out of* heavy woods hexes, but they cannot see through them. If the line of sight crosses a heavy woods hex between the attacking droid and its target, the line of sight is blocked. Heavy woods in the hex occupied by the attacker or the target has no effect on determining line of sight, though it will make firing more difficult.

Light Woods: Battledroids can see through 1 or 2 hexes of light woods. If, however, there are 3 hexes of light woods between the attacker and its target, the line of sight is blocked. Light woods in the hex occupied by the attacker or the target has no effect on determining line of sight, though it will make firing more difficult.

Elevation Levels: If there is any hex that is higher than the hex occupied by the attacker or the target lies along the line of sight, the line of sight is blocked. If the attacker is shooting uphill, the line of sight will be blocked if the hex next to the attacker is as high as the hex occupied by the target. If the attacker is shooting downhill, the line of sight will be blocked if the target occupies a hex directly behind a hex as high as that occupied by the attacker; this reflects the dead ground that can be found just below the crest of any hill or ridge.

Line of Sight Diagram
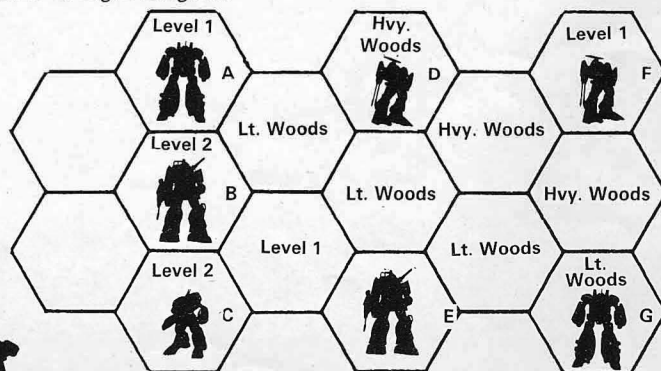
The diagram shows some of the principles governing line of sight in operation. A battledroid in Hex A can see battledroids in Hexes B,D, and E. It cannot see the droid in Hex F because the line of sight is blocked by heavy woods, and it cannot see the droid in Hex G because there are 3 light woods hexes between the two droids. It cannot see the droid in Hex C because Hex B causes Hex C to be dead ground.

The battledroid in Hex C cannot see the droid in Hex A because the hill crests too close to C. It does, however, have an unblocked line of sight to the droids in Hexes B,D,E, and G, but heavy woods hexes completely block any line of sight to or from the battledroid in Hex F.

Range

The weapons for each droid have a maximum range, or the number of hexes beyond which they cannot reach. This means that a droid with a maximum weapon range of 10 hexes cannot ever hit a droid 11 hexes away. In general, the greater the range, the more difficult it is to make a successful hit.

The range between the attacking battledroid and the target is important in combat. The range is found by counting the number of hexes from the firing battledroid to the target along the shortest possible path. The target droid's hex is counted, but not the attacking droid's hex. The range also will be used to determine the attacker's Base To-Hit Number and the target's Armor Value.

After the range has been counted, consult the table below to find if it was short, medium, or long.

Range Table	
Hexes	Range Name
1	Contact
2 – 3	Short
4 – 10	Medium
11 – 21	Long

FIRING WEAPONS

After a player has determined that a line of sight exists to a target within his droid's firing arc and range, he rolls dice to see if he hit the target. In general, the more difficult the target, because of distance (range), concealment by terrain, or movement, the more difficult a successful shot will be.

The first step is to determine the Base To-Hit Number of the droid's weaponry; this is the same for all droids, and depends on the range. Then, this number is increased if either droid is concealed by terrain and if either droid moved. This will give a Modified To-Hit Number. The attacker rolls the dice. If the number is equal to or greater than the Modified To- Hit Number, the shot hit.

Base To-Hit Number

First count the range between the attacking droid and its target, as detailed above. Next, find that range in the table below. Beside that range will be the Base To-Hit Number. Remember that this Base To-Hit Number will be modified by terrain and by movement. If the modifiers make the Modified To-Hit Number 13 or more, the attack is automatically a miss.

Base To-Hit Numbers	
Range	Base
Contact	4
Others	6

A Warhammer is firing at a Crusader at a range of 7 hexes, including the hex that the Crusader is in. From the Range Table, the attacking player determines that he is at Medium range, and from the Base To-Hit Number Table, he finds that his Base To-Hit Number is 6.
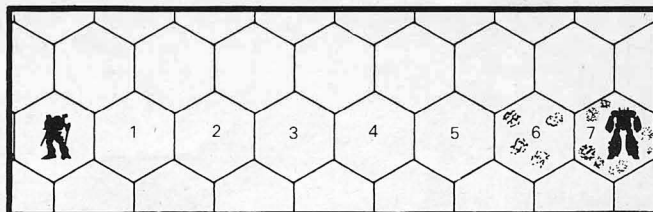
Movement Modifiers

The Base To-Hit Number will be modified by the movement of either or both battledroids. These modifiers can be found in the table below.

Movement Modifiers Table		
Battledroid Attacker	Movement	Modifier
	Stationary	None
	Walked	+1
	Ran	+2
	Jumped	+3
Target		
	Moved 0 – 2 Hexes	None
	Moved 3 – 4 Hexes	+1
	Moved 5 – 6 Hexes	+2
	Moved 7 – 9 Hexes	+3
	Jumped (add to above)	+1

During the Movement Phase, the attacking Warhammer from the example above walked (+1 modifier) and the defending Crusader moved a total of 4 hexes (+2 modifier). As a result, a movement modifier of +3 is added to the Base To-Hit Number, making the Modified To-Hit Number a 9.

Terrain Modifiers

Terrain between the attacker and the target can make it harder to make a successful attack. The only types of terrain that have such an effect are heavy woods and light woods, and the effects they have are detailed in the paragraphs below.

Light Woods: For each hex of light woods between the attacker and the target, add a terrain modifier of +1 to the To-Hit Number. Add a +1 terrain modifier if the target occupies a hex of light woods.

Heavy Woods: If the target occupies a hex of heavy woods, add a +2 terrain modifier to the To-Hit Number.

In the previous example, the defending Crusader occupies a light woods hex, and so there will be a +1 terrain modifier to the To-Hit Number. There is a hex of light woods between the Warhammer and the Crusader, and so there is another terrain modifier of +1. This makes the total terrain modifier +2, which makes the Modified To-Hit Number a 11 (Base To-Hit Number of 6 + Movement Modifier of 3 + Terrain Modifier of 2 = 11). This means that the player commanding the attacking Warhammer must roll an 11 or 12 to hit the Crusader. Anything less will miss the target.

DETERMINING DAMAGE

If the attacker makes a successful shot, he must see if his shot will inflict damage on the defending battledroid. This depends on the damage that the attacking droid can do and the Armor Value of the target.

Damage Value

Every battledroid has a Damage Value for each of the four firing ranges – Contact, Short, Medium, and Long. These values are listed in the **Battledroid Statistics** section. Some droids have a Damage Value of 0 at certain ranges. Naturally, they cannot make attacks at those ranges, because their weapons are not effective there.

Armor Value

Battledroids are also rated for the amount of armor they carry. This is called the Armor Value, and it is given for each type of droid in the **Battledroid Statistics** section.

The armor in the rear of the battledroid is not as strong as that in the front, and so when attackes come from the rear, the target droid's Armor Value is modified. If the attack is being made against the target's rear hexside, subtract 2 from the Armor Value. If the attack is being made against the target's right rear hexside or left rear hexside, subtract 1 from the Armor Value. The diagram shows this.

Armor Value
Modifier Diagram
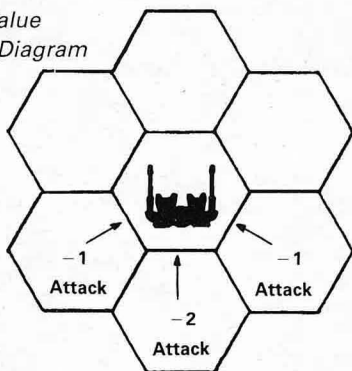
To determine which part of the defending droid's armor is hit by an attack, place a straightedge between the center of the attacking droid's hex and the center of the defender's hex. The side of the target hex crossed by the straightedge determines part of the armor hit in the attack. If the straight edge exactly crosses the joint between two hexsides, the defender chooses which hexside is crossed by the attacker's fire.

Damage Roll

The attacker's Damage Value is cross-indexed with the target's Armor Value on the table below. This will determine the Damage Number, the lowest number the attacking player can roll to inflict damage. Find the target droid's Armor Value along the top row of the Armor Penetration Table. Run a finger down this vertical column until it intersects the horizontal column corresponding to the attacker's Damage Value. The number showing at intersection is the Damage Number.

To determine if damage is given, the attacker rolls the dice a second time. If the Damage Roll is equal to or greater than the Damage Number, then the shot will penetrate the defender's armor and cause damage.

Armor Penetration Table

Damage Value	Target's Armor Value								
	5	6	7	8	9	10	11	12	13
3	8	8	9	9	10	10	10	11	11
4	7	8	8	9	9	10	10	10	11
5	7	7	8	8	9	9	10	10	10
6	6	7	7	8	8	9	9	10	10
7	6	6	7	7	8	8	9	9	10
8	5	6	6	7	7	8	8	9	9
9	5	5	6	6	7	7	8	8	9
10	4	5	5	6	6	7	7	8	8
11	4	4	5	5	6	6	7	7	8
12	3	4	4	5	5	6	6	7	7
13	3	3	4	4	5	5	6	6	7
14	3	3	3	4	4	5	5	6	6
15	3	3	3	3	4	4	5	5	6
16	3	3	3	3	3	4	4	5	5

DAMAGE EFFECTS

Whenever a target's armor is penetrated by an attack, the attacker makes a die roll. He consults the table below to find the damage effects from his shot. The damage is recorded by the player with the target droid.

Damage Effects Table

Dice Roll	Effect
2	Battledroid destroyed.
3	Battledroid destroyed.
4	Battledroid destroyed.
5	Weapons destroyed. Attacks at contact range only. If rolled again, reroll.
6	Battledroid cannot move or fire for 2 turns.
7	Battledroid cannot move or fire for 1 turn.
8	Battledroid cannot move or fire for 2 turns.
9	Battledroid's MP reduced to half (rounding down). If rolled again, droid is immobilized and cannot move or change its facing. If rolled again, reroll.
10	Battledroid destroyed.
11	Battledroid destroyed.
12	Battledroid destroyed.

Basic Game Statistics	Move	Jump	Armor	Contact	Short	Medium	Long
Stinger	6	6	5	3	6	5	–
Wasp	6	6	5	3	6	5	–
Shawdow Hawk	5	3	9	7	7	9	6
Phoenix Hawk	6	6	8	7	11	10	6
Griffin	5	6	8	7	7	9	9
Archer	4	–	11	8	7	15	12
Crusader	4	–	10	8	11	16	10
Warhammer	4	–	9	8	16	16	11
Rifleman	4	–	7	7	14	14	14
Marauder	4	–	10	9	16	16	12

This section of the rulebook contains the information needed to play **Advanced Battledroids**. These rules assume that the player has a working knowledge of **Basic Battledroids**, and only additions or changes to the basic rules are covered here. Rules that do not change are not duplicated.

In general, only one area of the rules will be altered — combat. Terrain effects on combat are different, several new combat modes are introduced, and damage effects are more detailed. In addition, the dice are sometimes used differently.

Two new concepts have been added. The first, structural integrity, affects movement. The second, heat, puts a limit on what a droid can do and adds a level of interest for the advanced gamer.

GAME SETUP

COMPONENTS

Advanced Battledroids uses all the components as the basic game. In addition, it uses a Record Sheet to keep track of damage and heat.

RECORD SHEET

The two diagrams of the battledroid on each Record Sheet are used by players in the advanced game to keep track of their droids' damage. The column of boxes is used to keep track of the droids' internal heat. Other areas of the sheet are used to keep track of critical hits in the expert game, but these areas are not used in **Advanced Battledroids**.

The Record Sheet has a block in which the player can record information about his droid, including its type, tonnage, and movement points. It also is used to record information about the onboard DroidWarrior's piloting and gunnery skills, and about the engine, gyro, and sensors, but this information is not used in **Advanced Battledroids**.

Armor Diagram

The larger of the two diagrams is the Armor Diagram. It shows the arrangement of the droid's armor. It is made up of boxes that the player can check off as armor is destroyed by weapons hits and physical attacks.

Internal Structure Diagram

The smaller of the two diagrams is the Internal Structure Diagram. It shows the division of the battledroid's internal structure. Like the boxes on the Armor Diagram, these boxes are used to keep track of battle damage to the droid's internal structure.

Heat Scale

The Heat Scale, a column of numbered boxes, is used to keep track of internal heat buildup in each droid. As heat builds up, these boxes are checked off from low to high. When enough heat has built up, the comments beside the boxes tell what effect the heat has on the droid.

Critical Hit Charts

The Critical Hit Charts are not used in **Advanced Battledroids**. In the expert game these charts are used to record hits on each important body segment, including the head, legs, arms, and torso.

GAME SETUP

The game setup for **Advanced Battledroids** is almost identical to that for the basic game, but before starting play, the players must fill out a Record Sheet for each droid in the game.

PREPARING THE RECORD SHEET

The information necessary to fill out the Record Sheet is different for each droid type. This is found in the section on **Battledroid Statistics**. In that section, the information for the *Stinger* looks like this:

Type: **Stinger**			Tons
Tonnage:			20
Internal Structure:			2
Engine: *GM 120*			4
Walking Movement Pts.:	6		
Running Movement Pts.:	9		
Jump Movement Pts.:	6		3
Total Heat Sinks: 10			0
Gyro:			2
Cockpit:			3
Armor Factor: 64			4

	Boxes	
Head	6	
Center Torso	F: 10	R: 4
Rt/Lt Torso	F: 7	R: 2
Rt/Lt Arm	6	
Rt/Lt Leg	7	

Weapons Ammo:

Type	Location	Critical Boxes	
Med. Laser	Rt. Arm	1	1
M.G.	Rt. Arm	1	.5
M.G.	Lt. Arm	1	.5
Ammo: 1000mg	Ct. Torso	1	1

Transfer the information about the droid's type, tonnage, and movement point allowances (walking, running, and jumping).

Then, use the Armor Values given in the statistics to black out the unused boxes in the Armor Diagram. For example, the *Stinger* has 10 armor in its center torso on the front, but only 4 armor there in the rear. Black out all but 10 boxes in the front center torso area and all but 4 boxes in the rear center torso area.

Use the values for the droid's internal structure to fill out the Internal Structure Diagram. On the *Stinger,* the value for the center torso is 6, and so all but 6 boxes should be blacked out in that area.

Finally, use the value for the total number of heat sinks the droid has to fill in the Total Heat Sinks Record. The *Stinger* has 10 heat sinks, and so all but 10 boxes are blacked out.

When this has been done, the Record Sheet should look something like this:

PLAYING THE GAME

SEQUENCE OF PLAY

Initiative Phase

1. Players roll both dice. The player with the higher roll has the initiative throughout the turn. If more than 2 are playing, the second highest roll has the initiative before the third highest, and so on.

Movement Phase

2. Player who lost the initiative moves.

3. Player with the next lowest initiative moves. Repeat this until all players have moved. The player who won the initiative moves last.

Attack Phase

Weapons Attacks

4. The player with the lowest initiative declares any attacks he plans to make using his battledroid's weaponry.

5. The player with the second lowest initiative declares his weapons attacks, and so on until all players have declared their weapons attacks. The player who won the initative declares his weapons attacks last.

6. Weapons attacks are resolved, one player at a time. The order does not matter, but all the weapon attacks by one player should be resolved before any other player's are resolved.

7. Damage from weapon attacks takes effect. Although damage is recorded as attacks are resolved, it does not affect the droid until after all weapons attacks have been resolved, when all damage takes effect at once.

Physical Attacks

8. Repeat Steps 4 through 7 for physical attacks. Note that physical attacks occur after weapons damage has taken effect. Record damage as physical attacks are resolved, but damage does not affect the droid until after *all* physical attacks are resolved.

Heat Phase

9. Players adjust their Heat Scales to reflect any heat built up or lost during the game turn. Any temporary or permanent damage caused by excessive internal heat goes into effect during this phase.

End Phase

10. Steps 1 through 9 are repeated until only one battledroid is left. The player with the last surviving droid is the winner. If last two droids are destroyed simultaneously, the game is a tie.

MOVEMENT

The movement rules for **Advanced Battledroids** are identical to those used in the basic game, with the addition of rules for structural integrity.

STRUCTURAL INTEGRITY

In order to run or jump, battledroids must have two functioning legs. If one of a battledroid's legs is destroyed in combat, it can only use walking movement. If both of a battledroid's legs are destroyed, it cannot move at all.

WEAPON COMBAT

The **Advanced Battledroids** combat rules are very different from those used in the basic game. Instead of being given abstract Damage Value ratings, advanced game battledroids carry an assortment of energy weapons, ballistic weapons, and missile launchers. Every weapon has its own short, medium, and long range, it own damage effects, and its own heat generation rating. In addition, the droid has limited ammunition available for its missile launchers and ballistic weapons. The characteristics of each weapon are listed in the **Weapons Statistics** section.

A change in the firing arc rules takes advantage of the droid's abilitiy to turn its torso left and right. This gives the droid two new firing arcs. The line of sight rules are the same, but the concealing effects of terrain have been expanded. The ranges of each weapon come into play, and the To-Hit Number is modified by the range.

Rules for missile fire and detailed hit location are provided, and the way that damage is recorded and its effects are applied is a complete change from the basic game.

In addition, rules are provided for physical attack, so that a droid can punch or kick its target. Weapons inflict damage on the outer armor covering every battledroid. When the armor has been destroyed in a particular location, any remaining damage affects the droid's internal structure.

PICKING A TARGET

Firing Arc

Each battledroid can rotate its torso one hexside to the left or right, while keeping its feet where they are. This means that the droid can move in one direction, but fire in another. It also means that the heavy armor on the front of a droid may be presented to face incoming fire. Unlike the basic game, a droid's firing arc depends on which way its torso is turned, and only partly on which way its feet are pointing.

The firing arc for a battledroid that has its torso facing forward is identical to the firing arc in the basic game. When the droid's torso rotates, the firing arc moves too, as shown in the diagram.
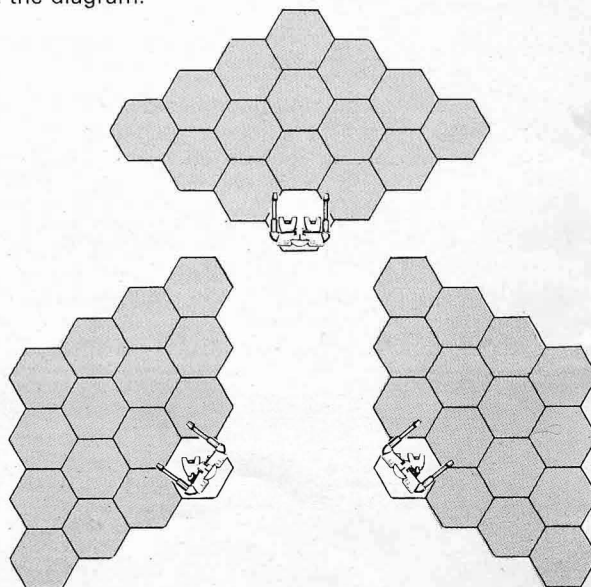
Line of Sight

In **Advanced Battledroids**, heavy woods and light woods do not block the line of sight entirely as they do in the basic game, although they modify the To-Hit Number.

Most of the effects of elevation on line of sight are identical to those listed in the basic game, with a significant exception. When both the attacking battledroid and its target are on the same elevation, a hex between them 1 elevation level higher provides no cover to the target unless the target is directly behind the higher hex. In this situation, the line of sight is not blocked as in the basic game, but instead provides partial cover for the target and modifies the To-Hit Number. Just as in the basic game, however, if a hex 2 elevation levels higher is between the droids, the line of sight is blocked.

Partial Cover Diagram

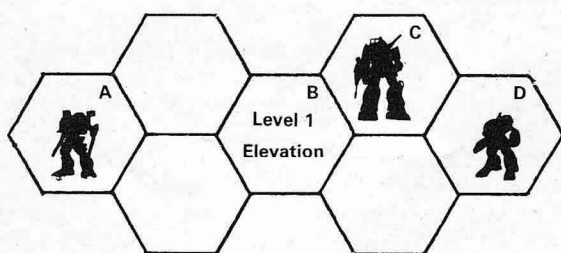*The drawing shows how partial cover works. If the Warhammer in Hex A fires at the Crusader in Hex C, the elevation of Hex B provides the Crusader with partial cover. Notice, however, that the Warhammer can see the PhoenixHawk in Hex D.*

Range

The ranges for all weapons are listed in the **Weapon Statistics** section. A weapon's maximum range is divided into thirds for its Short, Medium, and Long ranges.

Some weapons, like particle beam projector cannons, auto-cannons, and long-range missiles, are designed for targeting at longer ranges. When these are used at very-close-range targets, they lose considerable effectiveness. This Minimum range is listed in the **Weapon Statistics** section. The number given is the range at which the weapon becomes less effective than normal, and the minimum range modifier to the To-Hit Number will reflect this.

For example, the particle beam projector cannon is listed as having a Short range of 1 – 6 hexes, a Medium range of 7 – 12 hexes, and a Long range of 13 – 18 hexes. The Minimum range is 3 hexes.

FIRING WEAPONS

Base To-Hit Number

In **Advanced Battledroids**, the Base To-Hit Number is 4, no matter what the range. This represents the DroidWarrior's gunnery skill. Unlike the expert game, all DroidWarriors have the same gunnery skill, and so all Base To-Hit Numbers are 4.

Range Modifier

The To-Hit Number is modified for range, according to the table below.

Range Modifiers

Range	Modifier
Short	None
Medium	+ 2
Long	+ 4

For example, a Warhammer firing one of its particle beam projector cannons at a Crusader 7 hexes away would be firing at Medium range. The Base To-Hit Number of 4 is modified for the Medium range by +2. This makes the Modified To-Hit Number 6.

Minimum Range Modifier

The Minimum range given in the **Weapon Statistics** section is the hex at which the To-Hit Number is modified by +1. For every hex closer, the modifier is increased by 1, so that the Minimum Range Modifier for some weapons is greater at very close ranges than at maximum range.

A particle projector cannon has a Minimum range of 3 hexes. If it is being fired at a target 3 hexes away, it has a Minimum Range Modifier of +1. If however, it is fired at a target only 2 hexes away, the modifier is +2, and if the target is 1 hex away, the modifier is +3. This is shown in the diagram.
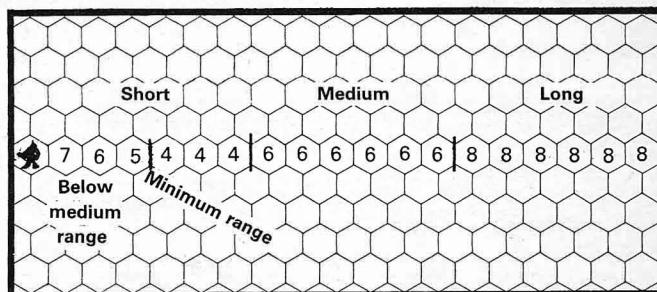
If the Warhammer in our previous example allows the Crusader to get only 2 hexes away, its To-Hit Number will be modified because the target is within its Minimum Range. The Base To-Hit Number is 4, the modifier for Short range is 0, and the Minimum Range Modifier is +2. This makes the Modified To-Hit Number a 6, the same as if the Crusader were at Medium Range!

Movement Modifiers

In **Advanced Battledroids**, the To-Hit Number is modified by the movement of the attacking battledroid and its target just as in the basic game.

Terrain Modifiers

Terrain effects on combat in **Advanced Battledroids** are different from those in the basic game. The effects of light woods are the same, but heavy woods no longer gives complete concealment. Water makes it harder or easier to hit, depending on which droid is in the water hex. Partial cover because of elevation also gives a Terrain Modifier. All of these cases are covered in the paragraphs below.

Light Woods: The Terrain Modifier is +1 per hex of light woods between the attacker and its target. There is an additional Terrain Modifier of +1 if the target occupies a light woods hex.

Heavy Woods: The Terrain Modifier is +2 per hex of heavy woods between the attacker and its target. There is an additional Terrain Modifier of +2 if the target occupies a heavy woods hex.

Water: There is a Terrain Modifier of +1 if the attacker is in a water hex, and of −1 if the target is in a water hex.

Partial Cover: There is a Terrain Modifier of +3 if a target is partially concealed by a hex 1 elevation level higher than either attacker or target, as discussed in the **Line Of Sight** section.

One hex of heavy woods (+2 modifier) and two hexes of light woods (+2 modifier) stand between the Warhammer and its target, which occupies a water hex (−1 modifier). This makes the Terrain Modifier +3 (2 + 2 − 1 = 3).

Modified To-Hit Number

The Modified To-Hit Number is the Base To-hit Number plus all modifiers for range, minimum range, movement, and concealment. If it is 13 or greater, the shot is an automatic miss.

In our example, the Warhammer fires its particle beam projector cannon at a Crusader 2 hexes away (+2 Minimum Range Modifier), with 2 hexes of heavy woods giving the Crusader cover (+4 Terrain Modifier). The Warhammer walked (+1 Movement Modifier), and the Crusader jumped (+1 Movement Modifier) 6 hexes (+2 Movement Modifier). This makes the Modified To-Hit Number 14 (4 + 2 + 4 + 1 + 1 + 2 = 14), which makes the shot an automatic miss.

To-Hit Roll

The To-Hit Roll is made with both dice, just as in the basic game. If the number rolled is equal to or greater than the Modified To-Hit Number, the shot is successful.

Missile Hits

When a missile launcher attack is successful, the damage depends on exactly how many of the missiles fired actually reached the target. During the Succession Wars, missile guidance technology for tactical combat is extremely primitive and not at all certain.

The Modified To-Hit Number is calculated and the To-Hit Roll made, just as with other weapons, but the combat procedure has one extra step. If a missile launcher attack hits its target, the attacking player must then roll the dice and consult the table below to find out how many missiles hit.

First, find the number of missiles fired on the top row of the table. Run a finger down this vertical column until it intersects the horizontal row corresponding to the die roll. The number showing at the intersection is the number of missiles that actually hit the target.

Missile Hit Table							
Dice Roll	Number of Missiles Fired						
	2	4	5	6	10	15	20
2	1	1	1	2	3	5	6
3	1	2	2	2	3	5	6
4	1	2	2	3	4	6	9
5	1	2	3	3	6	9	12
6	1	2	3	4	6	9	12
7	1	3	3	4	6	9	12
8	2	3	3	4	6	9	12
9	2	3	4	5	8	12	16
10	2	3	4	5	8	12	16
11	2	4	5	6	10	15	20
12	2	4	5	6	10	15	20

Our Warhammer fires its 6-pack short-range missile launcher and hits its target, the Crusader. The attack was successful, and so the attacking player must now determine how many of his 6 missiles actually hit the Crusader. He rolls an 8, and cross-references this roll along the left of the table with the 6 missiles he fires along the top to find 4 of his 6 missiles reach their target. If he'd rolled a 2, only 2 missiles would have hit the Crusader!

Ammunition

Missile launchers, machine guns, and auto cannons possess limited amounts of ammunition. The Record Sheet for each battledroid should indicate the number of times a given weapon can fire before it is out of ammunition. The player should keep a tally on the Record Sheet, making a check mark every time the weapon is fired. When the number of check marks equals the amount of ammo carried, the weapon is out of ammunition and cannot be fired for the rest of the game.

HIT LOCATION
Droid Side Hit

When an attack hits its target, it hits either the front, back, left, or right side of the target, and the attacking player must determine what part of the target his weapon or missiles hit. First, lay a straightedge from the center of the attacker's hex to the center of the target's hex. Find the hexside crossed by the straightedge on the accompanying diagram to find the side of the battledroid hit by the fire. If the straightedge exactly crosses the joint between two sides, the defender chooses which side is hit by the attack.
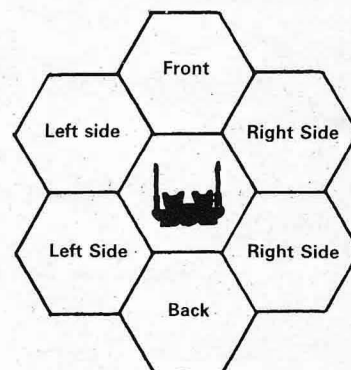
Determining Hit Location

To determine the exact location of the hit, the attacker should roll both dice and consult the appropriate column of the Hit Location Table. In this table there is one column for the right side, one column for the left side and one for the front or back. Some of the damage location results state that the hit is a critical hit; this is not used in this game, but is used in the expert game.

In general, a separate roll should be made for every weapon that hits, including each short-range missile that hits. Long-range missile hits, however, are a special case, and the attacker should roll once for every 5 that hit the target. If the number of missiles that hit a defending droid can't be evenly divided into groups of 5, the attacker should make as many groups of 5 as he can, and roll once for those left over.

Hit Location Table		
Dice Left Side	Front/Back	Right Side
2 Left Torso (Critical)	Center Torso (Critical)	Right Torso (Critical)
3 Left Leg	Right Arm	Right Leg
4 Left Arm	Right Arm	Right Arm
5 Left Arm	Right Leg	Right Arm
6 Left Leg	Right Torso	Right Leg
7 Left Torso	Center Torso	Right Torso
8 Center Torso	Left Torso	Center Torso
9 Right Rotso	Left Leg	Left Torso
10 Right Arm	Left Arm	Left Arm
11 Right Leg	Left Arm	Left Leg
12 Head	Head	Head

The Warhammer) hits a Crusader by 1 particle projector cannon and 2 short-range missiles. The straightedge shows that the attack is being made against the target's left side. The attacking player rolls 3 times to determine hit location, once for the cannon and once for each short-range missile. His 3 die rolls are 8, 3, and 11, respectively. Consulting the column for left-side hits, he determines that his particle projector cannon hits the Crusader's center torso, one missile hits its left leg, and the last missile hits its right leg.

DETERMINING DAMAGE
Damage Value
Unlike the basic game, not all weapons give the same damage. The Damage Value for each weapon is given in the **Weapon Statistics** section.

Missiles do the same amount of damage for each missile at any range, but the number of missiles that hit determines how much damage a missile attack does. Long-range missiles have a Damage Value of 1 and short-range missiles a Damage Value of 2 for each missile in the group. Cross of 1 Armor box at the appropriate location on the battledroid's Record Sheet for every point of damage inflicted on that location. When all the available Armor Boxes at that location have been checked off, begin crossing off the available Internal Structure Boxes at that same location.

Armor Value
The Record Sheet shows the Armor Value of a battledroid in each location. This is the number of boxes left on the droid's Armor Diagram. For each hit in a location, this Armor Value will decrease. When no armor is left, the hit does damage to the droid's internal structure.

Recording Damage
Every time a location is hit, the player of the target droid finds the appropriate hit location shown in the Armor Diagram. He crosses off 1 Armor Value box at the appropriate location for every point of damage given (the Damage Value of the weapon). When all the Armor Value boxes at that location have been crossed off, the damage is transferred to the internal structure of the droid, and the appropriate number of boxes are crossed off on the Internal Structure Diagram.

Destroying A Droid
When all the boxes at a given location on the Internal Structure Diagram have been crossed off, that part of the droid's body has been shot off and all of its functions are lost. This means that any weapons and heat sinks in that location also are lost.

If the attacker rolls another hit on that location, the damage from his attack is transferred to the next logical part of the target. Damage to a missing arm or leg is transferred to

the torso on the same side (left leg damage transferred to left torso, etc.). Damage to a side torso goes to the center torso.

When the head or the center torso has been destroyed, the battledroid is destroyed.

A Warhammer's left arm is hit by a particle projector cannon (Damage Value 10), a large laser (Damage Value 8), and 2 groups of 5 long-range missiles (Damage Value 1 per missile, or total Damage Value 10). Up to this point, it had lost none of its Armor Value of 20 in that arm. The cannon hit reduces the Armor Value by 10, and so 10 boxes are crossed off. The laser hit knocks off an Armor Value of 8, and 8 more boxes are crossed off, leaving 2 boxes left. Then the first group of missiles reduces the Armor Value by another 5 points. The Warhammer's remaining armor has an Armor Value of 2 (2 boxes left), and so 3 points get through.

These 3 points reduce the Internal Structure Value, and so 3 boxes are crossed off the Internal Structure Diagram, leaving only 8 boxes from the original 11. The last group of missiles reduces the Internal Structure Value by another 5 points, and 5 more boxes are crossed off Internal Structure Diagram, leaving 3. The Warhammer's left arm is left with an Armor Value of 0 and an Internal Structure Value of only 3. If the droid's left arm takes hits with a Damage Value of 3 or more, it will have been completely shot off!

PHYSICAL ATTACKS

There are 4 different forms of physical attack: punching, kicking, pushing, or charging. Of these, only punching and kicking can be used in **Advanced Battledroids**; the others are discussed in the expert game rules.

In order to make a physical attack, the battledroid must be adjacent to its target (1 hex away), and the target droid must be within the attacker's firing arc. Each type of physical attack has a different Base To-Hit Number, which is modified by the movement of both the attacking droid and its target. The To-Hit Roll is made against the Modified To-Hit Number, just as with weapon fire. Damage location is determined by special tables, but it is recorded just as for weapon fire.

Punching
A battledroid can punch with either or both arms in a turn. It may not fire any weapons on that arm in the turn it punches. Its shoulder must be undamaged by critical hits in the expert game.

The Base To-Hit Number for a punch is 4, which is modified by movement, just as with weapon fire. A To-Hit Roll is made for each fist punching. The punch from each fist has a Damage Value of 1 for every 10 tons (or fraction of 10 tons) that the attacker weighs. Damage location is determined for each separate punch by rolling *ONE* die and consulting the table below.

Punch Hit Location Table		
Die Roll Left Side	Front/Back	Right Side
1 Left Torso	Left Arm	Right Torso
2 Left Torso	Left Torso	Right Torso
3 Center Torso	Center Torso	Center Torso
4 Left Arm	Right Torso	Right Arm
5 Left Arm	Right Arm	Right Arm
6 Head	Head	Head

For example, a Warhammer *punches a* Crusader *on the right side with one fist. The* Warhammer *weighs 70 tons, and so its punch has a Damage Value of 7 (70 divided by 10 = 7). The attacking player rolled a 3, which is the target's center torso. The player with the* Crusader *records the Damage Value of 7 by crossing 7 boxes off his Record Sheet on the Armor Diagram.*

Kicking

Only one of a battledroid's legs can kick per turn. No weapons mounted on that leg can fire in the turn it kicks. Both hips must be undamaged from critical hits in the expert game.

The Base To-Hit Number for a kick is 3, which is modified by movement, just as with weapons fire. Kicks have a Damage Value of 1 for every 5 tons that the attacking battledroid weighs. (A *Warhammer's* kick would inflict 14 damage points!) Damage location is determined by rolling *ONE* die and consulting the table below.

Die	Kick Hit Location Table		
Roll	Left Side	Front/Back Side	Right Side
1 – 3	Left Leg	Right Leg	Right Leg
4 – 6	Left Leg	Left Leg	Right Leg

BATTLEDROIDS AND HEAT

Internal heat build-up is one of the most severe problems facing any battledroid in combat. The droid builds up heat whenever it moves rapidly and whenever it fires its weapons. Every droid can get rid of heat through its heat sinks or by positioning itself in water.

Even so, a high rate of activity usually produces more heat than the droid can dissipate. As the battledroid's internal heat increases, its movement slows down and its weapons fire becomes less accurate. If its internal heat reaches a certain level, ammunition that the droid carries may explode. The droid's fusion reactor may even shut down, causing the droid to become inactive until the heat is reduced below a certain point.

HEAT POINTS

The internal heat of a battledroid is indicated by the number of heat points it has built up. The greater the number of heat points the greater the internal heat. The player keeps track of the heat points built up by his droid on the Record Sheet, in the string of boxes called the Heat Scale. The Heat Scale contained on every battledroid's Record Sheet runs from 1 to 30 heat points. The battledroid's internal heat cannot fall below 0 heat points or rise above 30. As its internal heat reaches certain points along the Heat Scale, the battledroid will suffer the adverse effects given on the scale.

Building Up Heat

Different activities build up heat at different rates. A good player will balance the tactical value of a certain activity against the heat it will add to his droid. The table below gives the number of heat points built up by various activities. It also shows the number of heat points that a battledroid can get rid of through its heat sinks and by occupying a water hex.

Heat Point Table	
Activity	*Heat Points*
Walking	0
Running	+ 1 per turn
Jumping	+ 1 per hex
Weapon Fire	Given on Weapons Chart
Heat Sinks	– 1 per sink operational
Occupying Water Hex	– 6 per turn
1st Engine Critical Hit	+ 5 per turn afterwards
2nd Engine Critical Hit	+ 10 per turn afterwards
Occupying Fire Hex	+ 5 per turn
Moving Through Fire Hex	+ 2 per hex

RECORDING HEAT BUILD-UP

During the Heat Phase near the end of every game turn, each player adds up the heat points built up by his battledroid. He subtracts the heat given off by his droid's heat sinks or if his droid occupies a water hex. Any heat points that remain are added to the Heat Scale on the battledroid's Record Sheet. If, however, the droid gave off more heat than it built up for the turn, the difference is subtracted from its Heat Scale. It is a good idea to use a pencil on the Heat Scale, because the heat will go up and down many times during the game.

EFFECTS OF HEAT

The effects of increased internal heat cause the battledroid to function less efficiently. It will move slower, fire less accurately, be in danger of exploding its ammunition, or even shut down. Some of these effects are permanent, and cannot be removed if the droid gets rid of the built-up heat, but some will be removed when the internal heat goes down. Some of the effects may be avoided. All of the effects are explained in the paragraphs below.

Movement Effects

Subtract the number given from the droid's movement point allowance. If the effect is *Move – 1*, subtract 1 from the droid's MP allowance as long as the heat is at or above this point on the Heat Scale.

This effect is not cumulative with any other movement lost due to heat build-up. When a battledroid's heat build-up reaches 5 on the Heat Scale, its MP allowance is reduced by 1. When the build-up hits 10 on the Heat Scale, its MP allowance is reduced by 2, *not* 1 + 2.

When the heat build-up is reduced below the point at which the effect occurs, the effect is removed. If the heat build-up on the Heat Scale is enough that a similar effect has already been passed, then even though the greater effect is removed, the lesser effect is still in force. Thus, if the heat drops below 10 on the Heat Scale, the *Move – 2* is removed, but the *Move – 1* effect is still in force until the heat drops below 5.

Weapons Attack Effects

Add the number given to the battledroid's Base To-Hit Number. If the effect is *Fire + 1*, add 1 to the Base To-Hit Number as long as the heat is at or above this point on the scale.

Treat this effect like the movement effect: it is not cumulative and it may be removed.

Shutdown

The battledroid shuts down its fusion reactor automatically as a safety procedure. Until the DroidWarrior restarts the reactor, the droid may not move or fire.

This effect may be removed temporarily if the heat begins to drop, but it will occur again if the heat continues to rise. Only when the heat has dropped below the point at which the effect occurred is the effect removed permanently. Thus, if the battledroid's heat has risen to 22, there is a chance for an explosion in *each and every* turn that the heat level remains above 22. An Avoid Roll must be made for every turn that the heat level stays above 22 or other levels where avoid rolls are indicated on the Heat Scale.

If the droid shuts down, it remains motionless and cannot build up any heat by its own actions. Its heat sinks will still work, however, and so it will get rid of the heat it has. Every turn it is motionless, the heat will drop, and the Droidwarrior has a chance to restart the reactor. He rolls two dice. If his roll is equal to or less than the Avoid number (which gets lower as the heat drops), he can restart the reactor. When the heat drops below 15 on the Heat Scale, the reactor will restart automatically.

In the expert game, a shut down droid can be a target for aimed shots.

Ammunition Explosion

For every turn after this point is reached, the most destructive ammo rack for a non-energy weapon explodes! To determine which ammo rack is destroyed, look at the Damage Value. A machine gun ammo rack has a Damage Value of 2, and an auto cannon's rack has a Damage Value of 5. A short-range missile pack has a Damage Value of 2 per missile left, and a long-range missile pack has a Damage Value of 1 per missile left.

Give damage from the explosion to the part of the droid's body where the weapon is located, but the damage automatically gets through to the droid's internal structure.

This effect may be avoided by pure luck, as indicated by the Avoid number. To see if it is avoided in a turn when the heat continues to build up, the player must roll two dice. If the dice roll is equal to or greater than the Avoid number (4+, 6+, etc.), there will be no explosion.

This effect may be removed temporarily if the heat begins to drop, but it will occur again if the heat continues to rise. Only when the heat has dropped below the point at which the effect occurred is the effect removed permanently.

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chance for an explosion in *each and every* turn that the heat level remains above 22. An Avoid Roll must be made for every turn that the heat level stays above 22 or other levels where avoid rolls are indicated on the Heat Scale.

A Warhammer starts a game turn with a 4 on its Heat Scale. During the turn, it fires both its particle projector cannons (generating 10 heat points apiece), runs (1 heat point). However, the droid still has all 16 of its heat sinks left. They dissipate 16 of the 21 heat points, leaving 5 remaining. During the Heat Phase, these 5 Heat points are added to the 4 already on the Heat Scale bringing the total to 9. In the next turn, the droid has 1 fewer MP and has a Base To-Hit Number 1 greater because of the heat built up.

If the droid does the same thing in the next turn, 5 more heat points will be added to the 9 already on the Heat Scale, bringing the total to 14. The player must roll a 4 or more on both dice to avoid having his droid's fusion reactor shut down. Even if he avoids the shutdown, the Warhammer's movement point allowance will be reduced by 2 until its heat drops below 10 on the Heat Scale, and its weapons will fire at a Base To-Hit Number of 6 (because of the +2 modifier) until the heat falls below 13.

Example of a filled out record sheet

Type: **CRD-3R Crusader**			*Tons*
Tonnage:			65
Internal Structure:			6.5
Engine: *Magna 260*			13.5
Walking Movement Pts.: 4			
Running Movement Pts.: 6			
Jump Movement Pts.: 0			0
Total Heat Sinks: 10			0
Gyro:			3
Cockpit:			3
Armor Factor: 184			11.5

	Boxes		
Head	6		
Center Torso	F: 30	R: 8	
Rt/Lt Torso	F: 24	R: 6	
Rt/Lt Arm	20		
Rt/Lt Leg	20		

Weapons/Ammo:

Type	Location	Critical Boxes	
L.R.M. 15-pack	Rt. Arm	3	7
L.R.M. 15-pack	Lt. Arm	3	7
Ammo: L.R.M. 8-packs	Rt. Torso	1	1
Ammo: L.R.M. 8-packs	Lt. Torso	1	1
S.R.M. 6-pack	Rt. Leg	2	3
S.R.M. 6-pack	Lt. Leg	2	3
Ammo: S.R.M. 15-packs	Ct. Torso	1	1
Med. Laser	Rt. Arm	1	1
Med. Laser	Lt. Arm	1	1
M.G.	Rt. Arm	1	.5
M.G.	Lt. Arm	1	.5
Ammo: 200 mg.	Ct. Torso	1	1

ARMOR DIAGRAM   **INTERNAL STRUCTURE**

Type: *CRUSADER*
Tonnage: *65*
Movement Points:
  Walking *4*
  Running *6*
  Jumping *0*

DROID WARRIOR
Name:
Pilot Skill:
Gunnery Skill:
DroidWarrior Hits:
③ ⑤ ⑦ ⑩ ⑪ Dead

Total Heat Sinks

Ammo:
AutoCannon Rounds —
M.G. Rounds *200*
S.R.M. # per pack *15*   # of packs *15*
L.R.M. # per pack *15*   # of packs *8/8*

fasa

BATTLEDROIDS™

CRITICAL HIT CHART

RIGHT ARM	HEAD	LEFT ARM
1. Shoulder	1. Life Support	1. Shoulder
2. Upper Arm	2. Sensors	2. Upper Arm
3. Lower Arm Actuator	3. Cockpit	3. Lower Arm Actuator
1 4. Hand Actuator	4.	1 4. Hand Actuator
5. *LRM*	5. Sensors	5. *LRM*
6. *LRM*	6. Life Support	6. *LRM*
1. *LRM*		1. *SRM*
2. *M Laser*		2. *M Laser*
2 3. *MG*		2 3. *MG*
4.		4.
5.		5.
6.		6.

CENTER TORSO
1. Engine
2. Engine
1 3. Engine
4. Gyro
5. Gyro
6. Gyro
1. Gyro
2. Engine
2 3. Engine
4. Engine
5. *SRM Ammo*
6. *MG Ammo*

RIGHT TORSO		LEFT TORSO
1. *LRM Ammo*		1. *LRM Ammo*
2. *Heat Sink*		2. *Heat Sink*
1 3. *Heat Sink*		1 3. *Heat Sink*
4. *Heat Sink*		4. *Heat Sink*
2 5. *Heat Sink*		2 5. *Heat Sink*
6. *Heat Sink*		6. *Heat Sink*
1.		1.
2.		2.
2 3.		2 3.
4.		4.
5.		5.
6.		6.

Engine □□□
Gyro □□
Sensors □□

RIGHT LEG	LEFT LEG
1. Hip	1. Hip
2. Upper Leg Actuator	2. Upper Leg Actuator
3. Lower Leg Actuator	3. Lower Leg Actuator
4. Foot Actuator	4. Foot Actuator
5. *SRM*	5. *SRM*
6. *SRM*	6. *SRM*

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HEAT SCALE

30	Shut down
29	
28	Ammo explosion; avoid on 8
27	
26	Shut down; avoid on 10
25	5 Move
24	4 Fire
23	Ammo explosion; avoid on 6
22	Shutdown; avoid on 8
21	
20	4 Move
19	Ammo explosion; avoid on 4
18	Shutdown; avoid on 6
17	3 Fire
16	
15	3 Move
14	Shutdown; avoid on 4
13	2 Fire
12	
11	
10	2 Move
9	
8	1 Firing
7	
6	
5	1 Move
4	
3	
2	
1	
0	

EXPERT BATTLEDROIDS

This section of the rulebook contains the information needed to play **Expert Battledroids**. These rules assume that the player has a working knowledge of the basic and advanced games.

New rules are provided here for the DroidWarriors who pilot the battledroids and fire their weapons. The movement rules have been expanded to include falling down or getting up. The weapons attack rules have been expanded to include critical hits, and the physical attack rules have been expanded to include pushing and charging.

Optional rules deal with the effects of weapons on terrain, including fires created by weapon attacks. They also allow players to pit conventional tanks, jeeps, and infantry against their battledroids, and they contain the information needed to design and build new classes of droids.

All the rules sections in **Expert Battledroids** should be considered optional, and the players should pick which ones they will use before starting the game.

GAME SETUP

Expert Battledroids uses the same 3-inch-high models, Terrain Mapsheets, Record Sheets, and dice used in the basic and advanced games. In addition, the game includes paper counters.

RECORD SHEET

The Record Sheet includes space for the player to record his battledroid's onboard DroidWarrior's pilot and gunnery skills. The rules for this are given in the **DroidWarriors** section.

The Critical Hit Charts on the Record Sheet detail the specific characteristics for each section of the battledroid's body. These should be filled out along with the other information before the game begins.

UNIT COUNTERS

Paper counters depicting tanks, jeeps, and infantry units are provided. Before a game in which these units will be used, the counters should be cut out and mounted on thick cardboard. The rules for using these counters are given in the **Optional Rules** section.
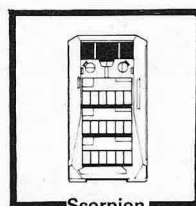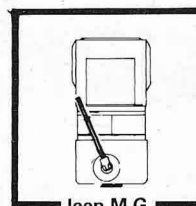
Scorpion — Jeep M.G. — Infantry

PLAYING THE GAME

SEQUENCE OF PLAY

Expert Battledroids uses the same sequence of play as **Advanced Battledroids**, with the exception of the Attack Phase and the End Phase, which have been expanded.

Attack Phase

Substitute the following step for Step 6 of the advanced game Sequence Of Play.

6. Weapon attacks are resolved, including critical hits. The order does not matter as all damage will take effect after all attacks have been resolved. All of the attacks from one droid should be resolved before any of another droid's are.

End Phase

Substitute these steps for Step 10 of the advanced game Sequence Of Play.

10. Players with wounded DroidWarriors roll to see if consciousness is regained.

11. Players roll to see if any fires now on the Terrain Mapsheet spread to other hexes.

12. Repeat Steps 1 through 11 until only one battledroid remains. The player with the last surviving battledroid is the winner. If the last two or more battledroids are destroyed in the same turn, the game is a tie.

DROIDWARRIORS

The human soldiers who pilot battledroids are called DroidWarriors. Their skills play an important role in keeping a droid moving and in combat. A battledroid will be knocked out of commission if its DroidWarrior is killed or seriously injured — even though its actual battle damage may be light.

DROIDWARRIOR SKILLS

Two skills are important to a DroidWarrior in combat — Piloting and Gunnery. In the advanced game, all DroidWarriors were assumed to have a Gunnery Skill of 4. Unless the optional rule of variable skill levels is being used, all DroidWarriors in **Expert Battledroids** have a Piloting Skill of 5 and a Gunnery Skill of 4. Gunnery Skill provides the Base To-Hit Number for weapons fire. Piloting skill provides the base number for dice rolls made when a battledroid stands up or when a DroidWarrior attempts to avoid damage when a battledroid falls down.

MOVEMENT

DROPPING TO THE GROUND

In combat, a DroidWarrior may voluntarily cause his droid to drop to the ground to hide, to make weapons attacks more difficult, or some other reason. This action costs 1 MP.

FALLING DOWN

Battledroids can be knocked off their feet by combat damage, by a physical collision, or when they enter or leave water. One of a DroidWarrior's primary concerns is keeping his battledroid on its feet, or, if it's been knocked down, trying to regain them. He uses his Piloting Skill to do this.

Piloting Skill Roll

The table lists every event that will require a Piloting Skill Roll. When one of these events occurs, the player adds the indicated modifiers to his DroidWarrior's Piloting Skill of 5 (unless the optional rule of variable skill is being used).

Then he rolls both dice. If his roll is equal to or greater than the modified Piloting Skill, his battledroid remains standing or gets back to its feet. If, however, the roll is less than the modified Piloting Skill, the droid falls down or cannot regain its feet.

Falling Or Standing Table	
Battledroid's Situation	Modifier
Attacks On Droid	
Droid Kicked	None
Droid Pushed	None
Droid Charged	+2
Damage To Droid	
Droid Takes 20 Damage	+1
Droid's Reactor Shut Down	+3
Per Leg Actuator Destroyed	+1
Per Hip Critical Hit (2 Maximum)	+2
Droid's Gyro Hit	+3
Droid's Actions	
Droid Missed Kick	None
Droid Charging	+2
Droid Entering Water Hex	−1
Droid Leaving Water Hex	−1
Droid Trying To Get Up	None
Per Level Fallen	+1
Droid Runs With Gyro Hit	None
Droid Jumps With Gyro Hit	None

Determining Elevation Levels Fallen

To find the number of levels fallen, subtract the elevation level of the hex in which the battledroid falls from the elevation level of the hex in which it began the current phase. If this number is negative (the droid has fallen uphill), treat it as a 0.

Falling Damage

When a droid falls down, it inflicts damage on itself and possibly on the DroidWarrior inside. The amount of damage given to the battledroid varies, depending on the battledroid's weight and on how far it falls. Whether or not a DroidWarrior is damaged depends on his Piloting Skill.

To find the damage taken by a falling droid, determine the Damage Value of the droid's weight; this is 1 damage point for every 10 tons. Then, determine how many elevation levels the battledroid fell; add 1 to this number. Multiply the two together to give the damage from the fall. If the droid falls in a water hex, the damage is cut in half, rounding up.

Treat this as if it were caused by long-range missile fire. Break the damage up into 5-point groups, and determine the hit location as usual for each group. Remove the Damage Value from the Armor Value, crossing off the appropriate number of boxes in each location on the Armor Diagram. If damage penetrates to the droid's internal structure, it can cause a critical hit.

For example, a Warhammer *is trying to get back to its feet during the Movement Phase. It fails the Piloting Skill Roll and falls down again. The droid is in a Level 0 hex and it began the Movement Phase in the same hex. It suffers 7 damage points. (70 tons divided by 10 = 7; the number of levels fallen + 1 = 1; 7 x 1 = 7.)*

In a second example, a Warhammer *is pushed off a Level 2 hex into a Level 0 hex during the Attack Phase. It fails its Piloting Skill Roll and suffers 21 damage points in the fall! (7 points for its tonnage; the 2 levels it fell + 1 = 3; 7 x 3 = 21.)*

Facing After Falling

When a battledroid falls, its facing may change. This is important because the direction of its fall determines which Hit Location Table is used to allocate damage.

To determine what the facing will be after the fall, roll *ONE* die and compare the result to the table, which will show the new facing. When determining damage location, use the table indicated.

Facing After A Fall		
Die Roll	New Facing	Damage Location Table
1	Same Direction (on face)	Front/Back Side
2	1 Hexside Right (on side)	Right Side
3	2 Hexsides Right (on side)	Right Side
4	Opposite Direction (on back)	Front/Back Side
5	2 Hexsides Left (on side)	Left Side
6	1 Hexside Left (on side)	Left Side

STANDING UP

Droids that have fallen down cannot move until they stand back up. Trying to stand up costs 2 MPs, and requires a successful Piloting Skill Roll. If the battledroid fails its first attempt to stand up, it can try again as long as it has movement points remaining.

WEAPONS ATTACKS

In the expert game, weapons inflict damage on the outer armor covering every battledroid, just as in the advanced game, and when all the armor points in a location are gone, any remaining damage affects the droid's internal structure. Every attack that penetrates the internal structure of a droid has a chance to be a critical hit.

In the expert game, attack success is determined as usual, with some modification to the rules for Base To-Hit Numbers and Movement Modifiers. Once a successful attack has been made, the damage location is determined as usual, and the damage is recorded as in the advanced game. Then, for each hit that penetrates the armor and damages the internal structure, there is a chance for a critical hit, as discussed below.

Damage may be given to the DroidWarrior, either through critical hits or through falling damage. This is also discussed.

Lastly, shots may be aimed at shut-down, stationary battledroids, with a chance of hitting exactly where the shot is aimed.

DETERMINING WEAPON HITS
Base To-Hit Number

In the expert game, the Base To-Hit Number is equal to the DroidWarrior's Gunnery Skill of 4 (unless the optional variable skill rule is being used) plus any modifiers for heat build-up.

Movement Modifiers

In addition to the movement modifiers from the basic game rules, there are two additional movement modifiers, applied when either the attacker or the target is lying down.

Attacker Down: In order for the attacker to fire while it is lying down, both of the droid's arms must be functional. One arm must be used to support the droid, and any weapons on that arm cannot be fired. The droid then can fire *one* weapon mounted elsewhere on its body. The Movement Modifier will be +2.

Target Down: A prone target has a Movement Modifier of −2.

Type: STG-3R Stinger

		Tons
Tonnage:		20
Internal Structure:		2
Engine: GM 120		4
Walking Movement Pts.:	6	
Running Movement Pts.:	9	
Jump Movement Pts.:	6	3
Total Heat Sinks: 10		0
Gyro:		2
Cockpit:		3
Armor Factor: 64		4

	Boxes
Head	9
Center Torso	F: 10 R: 4
Rt/Lt Torso	F: 7 R: 2
Rt/Lt Arm	6
Rt/Lt Leg	8

Weapons/Ammo:

Type	Location	Critical Boxes	
Med. Laser	Rt. Arm	1	1
M.G.	Rt. Arm	1	.5
M.G.	Lt. Arm	1	.5
Ammo: 200 mg.	Ct. Torso	1	1

Type: GRF-1N Griffin

		Tons
Tonnage:		55
Internal Structure:		5.5
Engine: Coretek 275		15.5
Walking Movement Pts.:	5	
Running Movement Pts.:	8	
Jump Movement Pts.:	6	3
Total Heat Sinks: 12		2
Gyro:		3
Cockpit:		3
Armor Factor: 144		9

	Boxes
Head	8
Center Torso	F: 20 R: 6
Rt/Lt Torso	F: 20 R: 6
Rt/Lt Arm	13
Rt/Lt Leg	16

Weapons/Ammo:

Type	Location	Critical Boxes	
P.P.C.	Rt. Arm	3	7
L.R.M.10-pack	Rt. Torso	2	5
Ammo: 24-pk.	Rt. Torso	2	2
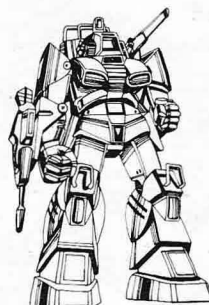
Type: ARC-2R Archer

		Tons
Tonnage:		70
Internal Structure:		7
Engine: VOX 280		16
Walking Movement Pts.:	4	
Running Movement Pts.:	6	
Jump Movement Pts.:	0	0
Total Heat Sinks: 10		0
Gyro:		3
Cockpit:		3
Armor Factor: 208		13

	Boxes
Head	9
Center Torso	F: 35 R: 10
Rt/Lt Torso	F: 30 R: 7
Rt/Lt Arm	15
Rt/Lt Leg	25

Weapons/Ammo:

Type	Location	Critical Boxes	
L.R.M. 20-pack	Rt. Torso	5	10
L.R.M. 20-pack	Lt. Torso	5	10
Ammo: 12-pk	Rt. Torso	2	2
Ammo: 12-pk	Lt. Torso	2	2
Med. Laser	Rt. Arm	1	1
Med. Laser	Lt. Arm	1	1
Med. Laser	Ct. Torso*	1	1
Med. Laser	Ct. Torso*	1	1

* facing rear

Type: SHD-2H Shadow Hawk

		Tons
Tonnage:		55
Internal Structure:		5.5
Engine: Coretek 275		15.5
Walking Movement Pts.:	5	
Running Movement Pts.:	8	
Jump Movement Pts.:	3	1.5
Total Heat Sinks: 12		2
Gyro:		3
Cockpit:		3
Armor Factor: 152		9.5

	Boxes
Head	9
Center Torso	F: 23 R: 8
Rt/Lt Torso	F: 18 R: 6
Rt/Lt Arm	16
Rt/Lt Leg	16

Weapons/Ammo:

Type	Location	Critical Boxes	
AutoCannon	Lt. Torso	4	8
Ammo: 20 rds	Lt. Torso	1	1
L.R.M. 5-pack	Rt. Torso	1	2
Ammo: 24-pks	Lt. Torso	1	1
Med. Laser	Rt. Arm	1	1
S.R.M. 2-pack	Head	1	1
Ammo: SRM 50 packs	Lt. Torso	1	1
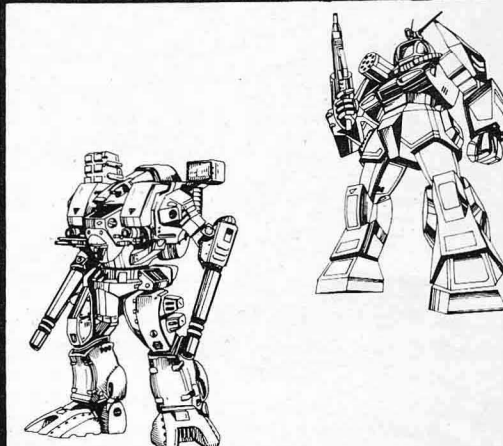
Type: WHM-6R Warhammer

		Tons
Tonnage:		70
Internal Structure:		7
Engine: VOX 280		16
Walking Movement Pts.:	4	
Running Movement Pts.:	6	
Jump Movement Pts.:	0	0
Total Heat Sinks: 18		8
Gyro:		3
Cockpit:		3
Armor Factor: 160		10

	Boxes
Head	9
Center Torso	F: 22 R: 9
Rt/Lt Torso	F: 17 R: 8
Rt/Lt Arm	20
Rt/Lt Leg	15

Weapons/Ammo:

Type	Location	Critical Boxes	
P.P.C.	Lt. Arm	3	7
P.P.C.	Rt. Arm	3	7
S.R.M. 6-pack	Rt. Torso	2	3
Ammo:15 6-pks	Rt. Torso	1	1
Med. Laser	Rt. Torso	1	1
Med. Laser	Lt. Torso	1	1
Sm. Laser	Rt. Torso	1	.5
Sm. Laser	Lt. Torso	1	.5
M.G.	Rt. Torso	1	.5
M.G.	Lt. Torso	1	.5
Ammo: 200 mg.	Ct. Torso	1	1

BATTLEDROIDS ™

To Hit Base = Gunnery Skill (4)

Range Modifiers

Range	Modifier
Short	None
Medium	+2
Long	+4

Movement Modifiers Table

	Movement	Modifier
Battledroid Attacker	Stationary	None
	Walked	+1
	Ran	+2
	Jumped	+3
Target	Moved 0 – 2 Hexes	None
	Moved 3 – 4 Hexes	+1
	Moved 5 – 6 Hexes	+2
	Moved 7 – 9 Hexes	+3
	Jumped (add to above)	+1

Missile Hit Table

	Number of Missiles Fired						
Dice Roll	2	4	5	6	10	15	20
2	1	1	1	2	3	5	6
3	1	2	2	2	3	5	6
4	1	2	2	3	4	6	9
5	1	2	3	3	6	9	12
6	1	2	3	4	6	9	12
7	1	3	3	4	6	9	12
8	2	3	3	4	6	9	12
9	2	3	4	5	8	12	16
10	2	3	4	5	8	12	16
11	2	4	4	6	10	15	20
12	2	4	5	6	10	15	20

Heat Point Table

Activity	Heat Points
Walking	0
Running	+1 per turn
Jumping	+1 per hex
Weapon Fire	Given on Weapons Chart
Heat Sinks	– 1 per sink operational
Occupying Water Hex	– 6 per turn
1st Engine Critical Hit	+5 per turn afterwards
2nd Engine Critical Hit	+10 per turn afterwards
Occupying Fire Hex	+5 per turn
Moving Through Fire Hex	+2 per hex

ADVANCED and EXPERT GAME TABLES

Terrain Effects On Movement

Terrain Type	Cost Per Hex
Clear	1 MP
Rough	2 MP
Light Woods	2 MP
Heavy Woods	3 MP
Water	2 MP
Elevation Change	1 MP/Level

Falling Or Standing Table

Battledroid's Situation	Modifier
Attacks On Droid	
Droid Kicked	None
Droid Pushed	None
Droid Charged	+2
Damage To Droid	
Droid Takes 20 Damage	+1
Droid's Reactor Shut Down	+3
Per Leg Actuator Destroyed	+1
Per Hip Critical Hit (2 Maximum)	+2
Droid's Gyro Hit	+3
Droid's Actions	
Droid Missed Kick	None
Droid Charging	+2
Droid Entering Water Hex	– 1
Droid Leaving Water Hex	– 1
Droid Trying To Get Up	None
Per Level Fallen	+1
Droid Runs With Gyro Hit	None
Droid Jumps With Gyro Hit	None

DAMAGE LOCATION TABLES

Ranged Weapons

Left	Front/Back	Right
2 Lt. Torso-Critical	2 C Torso-Critical	2 Rt. Torso-Critical
3 Left Leg	3 Right Arm	3 Right Leg
4 Left Arm	4 Right Arm	4 Right Arm
5 Right Arm	5 Right Arm	5 Right Arm
6 Left Leg	6 Left Leg	6 Left Leg
7 Left Torso	7 Center Torso	7 Right Torso
8 Center Torso	8 Left Torso	8 Center Torso
9 Right Torso	9 Left Leg	9 Left Torso
10 Left Arm	10 Left Arm	10 Left Arm
11 Left Leg	11 Left Arm	11 Left Leg
12 Head	12 Head	12 Head

Punching

Left	Front/Back	Right
1 Left Arm	1 Left Torso	1 Right Torso
2 Left Torso	2 Left Torso	2 Right Torso
3 Center Torso	3 Center Torso	3 Center Torso
4 Right Torso	4 Right Arm	4 Right Torso
5 Right Arm	5 Right Arm	5 Right Arm
6 Head	6 Head	6 Head

Kicking

Left	Front/Back	Right
Left Leg	1-3 Right Leg	Right Leg
	4-6 Left Leg	

For L.R.M. or Physical Damage, roll in groups of five.
For S.R.M., roll individually.

WEAPONS TABLE

Weapon Type	Heat	Minimum	Short	Med.	Long	Damage	Tonnage	Critical Spaces	Ammo Shots Per Ton
Small Laser	1		1	2	3	3	.5	1	
Medium Laser	3		1-3	4-6	7-9	5	1	1	
Large Laser	8		1-5	6-10	11-15	8	5	2	
Particle Projection Canon	10	3	1-6	7-12	13-18	10	7	3	
Long Range Missiles									
5 Rack	6	6	1-7	8-14	15-21	☆	2	1	24
10 Rack	2	6	1-7	8-14	15-21	☆	5	2	12
15 Rack	4	6	1-7	8-14	15-21	☆	7	3	8
20 Rack	6	6	1-7	8-14	15-21	☆	10	5	6
Short Range Missiles									
2 Rack	0		1-3	4-6	7-9	★	1	1	50
4 Rack	1		1-3	4-6	7-9	★	2	1	25
6 Rack	2		1-3	4-6	7-9	★	3	2	15
Auto Cannon	1	3	1-6	7-12	13-18	5	8	4	20
Machine Gun	0		1	2	3	2	.5	1	200
Flamer	3		1	2	3	2	1	1	

☆ = 1 pt. per missile that hit, see chart
★ = 2 pts. per missile that hit, see chart

BATTLEDROIDS™

DROID WARRIOR

Type: _____
Tonnage: _____
Movement Points:
- Walking _____
- Running _____
- Jumping _____

Name: _____
Pilot Skill: _____
Gunnery Skill: _____

DroidWarrior Hits: ③ ⑤ ⑦ ⑩ ⑪ Dead

Total Heat Sinks _____

ARMOR DIAGRAM
Head · Left Arm · Left Torso · Center Torso · Right Torso · Right Arm · Left Leg · Right Leg · Rear Armor

INTERNAL STRUCTURE DIAGRAM
Head · Left Arm · Left Torso · Center Torso · Right Torso · Right Arm · Left Leg · Right Leg

HEAT SCALE

#	Effect
30	Shut down
29	
28	Ammo explosion; avoid on 8+
27	
26	Shut down; avoid on 10+
25	-5 Move
24	4 Fire
23	Ammo explosion; avoid on 6+
22	Shutdown; avoid on 8+
21	
20	-4 Move
19	Ammo explosion; avoid on 4+
18	Shutdown; avoid on 6+
17	-3 Fire
16	
15	-3 Move
14	Shutdown; avoid on 4+
13	-2 Fire
12	
11	
10	-2 Move
9	
8	-1 Firing
7	
6	
5	-1 Move
4	
3	
2	
1	
0	

CRITICAL HIT CHART

LEFT ARM
1. Shoulder
2. Upper Arm
3. Lower Arm Actuator
4. Hand Actuator
5.
6.

RIGHT ARM
1. Shoulder
2. Upper Arm
3. Lower Arm Actuator
4. Hand Actuator
5.
6.

HEAD
1. Life Support
2. Sensors
3. Cockpit
4.
5. Sensors
6. Life Support

LEFT TORSO
1.
2.
3.
4.
5.
6.

RIGHT TORSO
1.
2.
3.
4.
5.
6.

CENTER TORSO
1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro
1. Gyro
2. Engine
3. Engine
4. Engine
5.
6.

LEFT LEG
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5.
6.

RIGHT LEG
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5.
6.

Engine ☐☐
Gyro ☐☐
Sensors ☐

Ammo:
AutoCannon Rounds _____
M.G. Rounds _____
S.R.M. _____ # per pack _____ # of packs
L.R.M. _____ # per pack _____ # of packs

ARMOR DIAGRAM

Type:
Tonnage:
Movement Points:
 Walking
 Running
 Jumping

DROID WARRIOR

Name:
Pilot Skill:
Gunnery Skill:
DroidWarrior Hits: ③ ⑤ ⑦ ⑩ ⑪ Dead

INTERNAL STRUCTURE DIAGRAM

Head
Left Torso
Left Arm Rear Armor
Left Arm
Right Torso Rear Armor
Right Arm
Rear Armor
Center Torso
Right Torso
Right Arm
Right Leg
Left Leg
Left Torso
Center Torso
Head

Total Heat Sinks

HEAT SCALE

30	Shut down
29	
28	Ammo explosion; avoid on 8+
27	
26	Shut down; avoid on 10+
25	—5 Move
24	4 Fire
23	Ammo explosion; avoid on 6+
22	Shutdown; avoid on 8+
21	
20	—4 Move
19	Ammo explosion; avoid on 4+
18	Shutdown; avoid on 6+
17	—3 Fire
16	
15	—3 Move
14	Shutdown; avoid on 4+
13	—2 Fire
12	
11	
10	—2 Move
9	
8	—1 Firing
7	
6	
5	—1 Move
4	
3	
2	
1	
0	

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Ammo:
 AutoCannon Rounds _____
 M.G. Rounds _____
 S.R.M. _____ # per pack _____ # of packs
 L.R.M. _____ # per pack _____ # of packs

CRITICAL HIT CHART

RIGHT ARM
1. Shoulder
2. Upper Arm
3. Lower Arm Actuator
1 4. Hand Actuator
5.
6.
1.
2.
2 4.
5.
6.

LEFT ARM
1. Shoulder
2. Upper Arm
3. Lower Arm Actuator
1 4. Hand Actuator
5.
6.
1.
2.
2 3. 4.
5.
6.

HEAD
1. Life Support
2. Sensors
3. Cockpit
4.
5. Sensors
6. Life Support

CENTER TORSO
1. Engine
2. Engine
3. Engine
1 4. Gyro
5. Gyro
6. Gyro
1. Gyro
2. Engine
2 4. Engine
5.
6.

RIGHT TORSO
1.
2.
1 3.
4.
5.
6.
1.
2.
2 4.
5.
6.

LEFT TORSO
1.
2.
1 4.
5.
6.
1.
2.
2 4.
5.
6.

RIGHT LEG
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5.
6.

LEFT LEG
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5.
6.

Engine ☐☐☐
Gyro ☐☐
Sensors ☐☐

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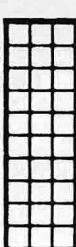Permission granted to photocopy this form for personal use only.

ARMOR DIAGRAM

Type:
Tonnage:
Movement Points:
 Walking
 Running
 Jumping

DROID WARRIOR

Name:
Pilot Skill:
Gunnery Skill:
DroidWarrior Hits: ③ ⑤ ⑦ ⑩ ⑪ Dead

INTERNAL STRUCTURE

Head
Left Torso
Left Arm Rear Armor
Left Arm
Right Torso Rear Armor
Right Arm
Rear Armor
Center Torso
Right Torso
Right Arm
Right Leg
Left Leg
Left Torso
Center Torso
Head

Total Heat Sinks

HEAT SCALE

30	Shut down
29	
28	Ammo explosion; avoid on 8+
27	
26	Shut down; avoid on 10+
25	—5 Move
24	4 Fire
23	Ammo explosion; avoid on 6+
22	Shutdown; avoid on 8+
21	
20	—4 Move
19	Ammo explosion; avoid on 4+
18	Shutdown; avoid on 6+
17	—3 Fire
16	
15	—3 Move
14	Shutdown; avoid on 4+
13	—2 Fire
12	
11	
10	—2 Move
9	
8	—1 Firing
7	
6	
5	—1 Move
4	
3	
2	
1	
0	

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Ammo:
 AutoCannon Rounds _____
 M.G. Rounds _____
 S.R.M. _____ # per pack _____ # of packs
 L.R.M. _____ # per pack _____ # of packs

CRITICAL HIT CHART

LEFT ARM
1. Shoulder
2. Upper Arm
3. Lower Arm Actuator
1 4. Hand Actuator
5.
6.
1.
2.
2 3. 4.
5.
6.

RIGHT ARM
1. Shoulder
2. Upper Arm
3. Lower Arm Actuator
1 4. Hand Actuator
5.
6.
1.
2.
2 4.
5.
6.

HEAD
1. Life Support
2. Sensors
3. Cockpit
4.
5. Sensors
6. Life Support

CENTER TORSO
1. Engine
2. Engine
3. Engine
1 4. Gyro
5. Gyro
6. Gyro
1. Gyro
2. Engine
2 4. Engine
5.
6.

LEFT TORSO
1.
2.
1 3.
4.
5.
6.
1.
2.
2 4.
5.
6.

RIGHT TORSO
1.
2.
1 3.
4.
5.
6.
1.
2.
2 4.
5.
6.

LEFT LEG
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5.
6.

RIGHT LEG
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5.
6.

Engine ☐☐☐
Gyro ☐☐
Sensors ☐☐

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Record Sheet (Top)

Type: _____
Tonnage: _____
Movement Points:
Walking _____
Running _____
Jumping _____

DROID WARRIOR

Name: _____
Pilot Skill: _____
Gunnery Skill: _____

DroidWarrior Hits: ③ ⑤ ⑦ ⑩ ⑪ Dead

Total Heat Sinks

ARMOR DIAGRAM

Head
Left Torso — Rear Armor
Left Arm
Right Torso — Rear Armor
Center Torso — Rear Armor
Right Arm
Left Leg
Right Leg

INTERNAL STRUCTURE DIAGRAM

Left Arm
Left Torso
Head
Center Torso
Right Torso
Right Arm
Left Leg
Right Leg

Ammo:
AutoCannon Rounds _____
M.G. Rounds _____
S.R.M. ___ # per pack ___ # of packs
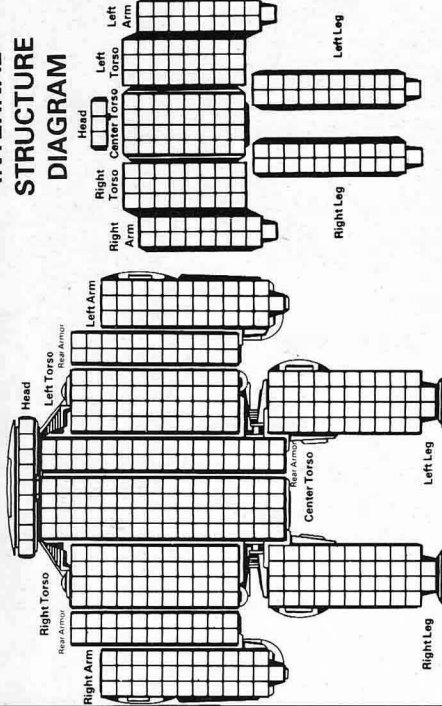L.R.M. ___ # per pack ___ # of packs

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HEAT SCALE

30	Shut down
29	
28	Ammo explosion; avoid on 8+
27	
26	Shut down; avoid on 10+
25	
24	−5 Move
	−4 Fire
23	Ammo explosion; avoid on 6+
22	Shutdown; avoid on 8+
21	
20	−4 Move
19	Ammo explosion; avoid on 4+
18	Shutdown; avoid on 6+
17	−3 Fire
16	
15	−3 Move
14	Shutdown; avoid on 4+
13	−2 Fire
12	
11	
10	−2 Move
9	
8	−1 Firing
7	
6	
5	−1 Move
4	
3	
2	
1	
0	

CRITICAL HIT CHART

LEFT ARM
1. Shoulder
2. Upper Arm
3. Lower Arm Actuator
1 4. Hand Actuator
5.
6.
1.
2.
2 3. 4.
5.
6.

HEAD
1. Life Support
2. Sensors
3. Cockpit
4.
5. Sensors
6. Life Support

LEFT TORSO
1.
2.
1 3. 4.
5.
6.
1.
2.
2 3. 4.
5.
6.

RIGHT ARM
1. Shoulder
2. Upper Arm
3. Lower Arm Actuator
1 4. Hand Actuator
5.
6.
1.
2.
2 3. 4.
5.
6.

CENTER TORSO
1. Engine
2. Engine
3. Engine
1 4. Gyro
5. Gyro
6. Gyro
1. Engine
2 2. Engine
3. 4. Engine
5.
6.

RIGHT TORSO
1.
2.
1 3. 4.
5.
6.
1.
2.
2 3. 4.
5.
6.

LEFT LEG
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5.
6.

RIGHT LEG
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5.
6.

Engine ☐☐☐
Gyro ☐☐
Sensors ☐☐

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Record Sheet (Bottom)

Type: _____
Tonnage: _____
Movement Points:
Walking _____
Running _____
Jumping _____

DROID WARRIOR

Name: _____
Pilot Skill: _____
Gunnery Skill: _____

DroidWarrior Hits: ③ ⑤ ⑦ ⑩ ⑪ Dead

Total Heat Sinks

ARMOR DIAGRAM

Head
Left Torso — Rear Armor
Left Arm
Right Torso — Rear Armor
Center Torso — Rear Armor
Right Arm
Left Leg
Right Leg

INTERNAL STRUCTURE

Left Arm
Left Torso
Head
Center Torso
Right Torso
Right Arm
Left Leg
Right Leg

Ammo:
AutoCannon Rounds _____
M.G. Rounds _____
S.R.M. ___ # per pack ___ # of packs
L.R.M. ___ # per pack ___ # of packs

BATTLEDROIDS ™

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HEAT SCALE

30	Shut down
29	
28	Ammo explosion; avoid on 8+
27	
26	Shut down; avoid on 10+
25	
24	−5 Move
	−4 Fire
23	Ammo explosion; avoid on 6+
22	Shutdown; avoid on 8+
21	
20	−4 Move
19	Ammo explosion; avoid on 4+
18	Shutdown; avoid on 6+
17	−3 Fire
16	
15	−3 Move
14	Shutdown; avoid on 4+
13	−2 Fire
12	
11	
10	−2 Move
9	
8	−1 Firing
7	
6	
5	−1 Move
4	
3	
2	
1	
0	

CRITICAL HIT CHART

LEFT ARM
1. Shoulder
2. Upper Arm
3. Lower Arm Actuator
1 4. Hand Actuator
5.
6.
1.
2.
2 3. 4.
5.
6.

HEAD
1. Life Support
2. Sensors
3. Cockpit
4.
5. Sensors
6. Life Support

LEFT TORSO
1.
2.
1 3. 4.
5.
6.
1.
2.
2 3. 4.
5.
6.

RIGHT ARM
1. Shoulder
2. Upper Arm
3. Lower Arm Actuator
1 4. Hand Actuator
5.
6.
1.
2.
2 3. 4.
5.
6.

CENTER TORSO
1. Engine
2. Engine
3. Engine
1 4. Gyro
5. Gyro
6. Gyro
1. Engine
2 2. Engine
3. 4. Engine
5.
6.

RIGHT TORSO
1.
2.
1 3. 4.
5.
6.
1.
2.
2 3. 4.
5.
6.

LEFT LEG
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5.
6.

RIGHT LEG
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5.
6.

Engine ☐☐☐
Gyro ☐☐
Sensors ☐☐

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Record Sheet (top)

Type: ___
Tonnage: ___
Movement Points:
Walking ___
Running ___
Jumping ___

DROID WARRIOR

Name: ___
Pilot Skill: ___
Gunnery Skill: ___
DroidWarrior Hits: ③ ⑤ ⑦ ⑩ ⑪ Dead

Total Heat Sinks

ARMOR DIAGRAM

Head
Left Torso — Rear Armor
Left Arm
Center Torso — Rear Armor
Right Torso — Rear Armor
Right Arm
Left Leg
Right Leg

INTERNAL STRUCTURE DIAGRAM

Head
Left Torso
Center Torso
Right Torso
Left Arm
Right Arm
Left Leg
Right Leg

Ammo:
AutoCannon Rounds ___
M.G. Rounds ___
S.R.M. # per pack ___ # of packs ___
L.R.M. # per pack ___ # of packs ___

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BATTLEDROIDS™

HEAT SCALE

30	Shutdown
29	
28	Ammo explosion; avoid on 8 +
27	
26	Shutdown; avoid on 10 +
25	— 5 Move
24	4 Fire
23	Ammo explosion; avoid on 6 +
22	Shutdown; avoid on 8 +
21	
20	— 4 Move
19	Ammo explosion; avoid on 4 +
18	Shutdown; avoid on 6
17	— 3 Fire
16	
15	3 Move
14	Shutdown; avoid on 4 +
13	— 2 Fire
12	
11	
10	— 2 Move
9	
8	— 1 Firing
7	
6	
5	— 1 Move
4	
3	
2	
1	
0	

CRITICAL HIT CHART

RIGHT ARM
1. Shoulder
2. Upper Arm
3. Lower Arm Actuator
4. Hand Actuator
5.
6.

HEAD
1. Life Support
2. Sensors
3. Cockpit
4.
5. Sensors
6. Life Support

LEFT ARM
1. Shoulder
2. Upper Arm
3. Lower Arm Actuator
4. Hand Actuator
5.
6.

CENTER TORSO
1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro
1. Gyro
2. Engine
3. Engine
4. Engine
5.
6.

RIGHT TORSO
1.
2.
3.
4.
5.
6.

LEFT TORSO
1.
2.
3.
4.
5.
6.

RIGHT LEG
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5.
6.

LEFT LEG
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
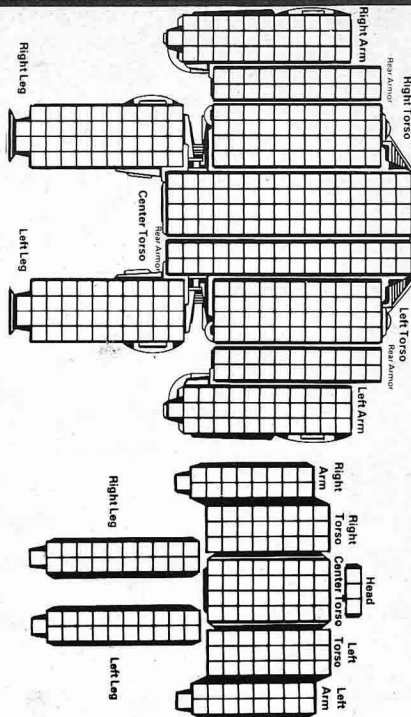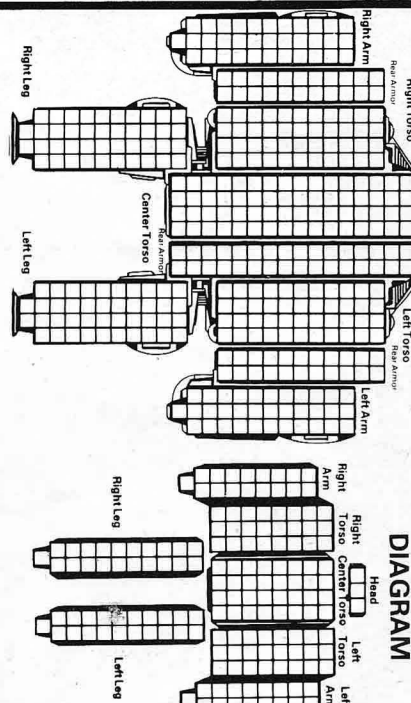4. Foot Actuator
5.
6.

Engine ☐ ☐ ☐
Gyro ☐ ☐
Sensors ☐

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ARMOR DIAGRAM

Right Arm
Right Torso
Rear Armor
Head
Center Torso
Left Torso
Rear Armor
Left Arm
Right Leg
Left Leg

INTERNAL STRUCTURE DIAGRAM

Right Arm
Right Torso
Head
Center Torso
Left Torso
Left Arm
Right Leg
Left Leg

Type:
Tonnage:
Movement Points:
  Walking
  Running
  Jumping

Name:
Pilot Skill:
Gunnery Skill:
DroidWarrior Hits: ③ ⑤ ⑦ ⑩ ⑪ Dead

DROID WARRIOR

HEAT SCALE

Total Heat Sinks

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CRITICAL HIT CHART

Ammo:
AutoCannon Rounds _____
M.G. Rounds _____ # per pack
S.R.M. _____ # per pack _____ # of packs
L.R.M. _____ # per pack _____ # of packs

RIGHT ARM
1. Shoulder
2. Upper Arm
3. Lower Arm Actuator
4. Hand Actuator
5.
6.

RIGHT TORSO
1.
2.
3.
4.
5.
6.

CENTER TORSO
1. Life Support
2. Sensors
3. Cockpit
4.
5. Sensors
6. Life Support

1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro

1. Engine
2. Engine
3. Engine

LEFT ARM
1. Shoulder
2. Upper Arm
3. Lower Arm Actuator
4. Hand Actuator
5.
6.

LEFT TORSO
1.
2.
3.
4.
5.
6.

HEAD
1. Life Support
2. Sensors
3. Cockpit
4.
5. Sensors
6. Life Support

Engine ☐☐☐
Gyro ☐☐
Sensors ☐☐

RIGHT LEG
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5.
6.

LEFT LEG
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5.
6.

30	Shutdown
29	Shutdown
28	Ammo explosion; avoid on 8+
27	
26	Shutdown; avoid on 10+
25	–5Move
24	–4Fire
23	Ammo explosion; avoid on 6+
22	Shutdown; avoid on 8+
21	
20	–4Move
19	Ammo explosion; avoid on 4+
18	Shutdown; avoid on 6+
17	–3Fire
16	
15	–3Move
14	Shutdown; avoid on 4+
13	–2Fire
12	
11	
10	–2Move
9	
8	–1Firing
7	
6	
5	–1Move
4	
3	
2	
1	
0	

ARMOR DIAGRAM

Right Arm
Right Torso
Rear Armor
Head
Center Torso
Left Torso
Rear Armor
Left Arm
Right Leg
Left Leg

INTERNAL STRUCTURE DIAGRAM

Right Arm
Right Torso
Head
Center Torso
Left Torso
Left Arm
Right Leg
Left Leg

Type:
Tonnage:
Movement Points:
  Walking
  Running
  Jumping

Name:
Pilot Skill:
Gunnery Skill:
DroidWarrior Hits: ③ ⑤ ⑦ ⑩ ⑪ Dead

DROID WARRIOR

HEAT SCALE

Total Heat Sinks

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CRITICAL HIT CHART

Ammo:
AutoCannon Rounds _____
M.G. Rounds _____ # per pack
S.R.M. _____ # per pack _____ # of packs
L.R.M. _____ # per pack _____ # of packs

RIGHT ARM
1. Shoulder
2. Upper Arm
3. Lower Arm Actuator
4. Hand Actuator
5.
6.

RIGHT TORSO
1.
2.
3.
4.
5.
6.

CENTER TORSO
1. Life Support
2. Sensors
3. Cockpit
4.
5. Sensors
6. Life Support

1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro

1. Engine
2. Engine
3. Engine

LEFT ARM
1. Shoulder
2. Upper Arm
3. Lower Arm Actuator
4. Hand Actuator
5.
6.

LEFT TORSO
1.
2.
3.
4.
5.
6.

HEAD
1. Life Support
2. Sensors
3. Cockpit
4.
5. Sensors
6. Life Support

Engine ☐☐☐
Gyro ☐☐
Sensors ☐☐

RIGHT LEG
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5.
6.

LEFT LEG
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5.
6.

30	Shutdown
29	
28	Ammo explosion; avoid on 8+
27	
26	Shutdown; avoid on 10+
25	–5Move
24	–4Fire
23	Ammo explosion; avoid on 6+
22	Shutdown; avoid on 8+
21	
20	–4Move
19	Ammo explosion; avoid on 4+
18	Shutdown; avoid on 6+
17	–3Fire
16	
15	–3Move
14	Shutdown; avoid on 4+
13	–2Fire
12	
11	
10	–2Move
9	
8	–1Firing
7	
6	
5	–1Move
4	
3	
2	
1	
0	

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ARMOR DIAGRAM

Right Arm
Right Torso
Rear Armor
Head
Center Torso
Left Torso
Rear Armor
Left Arm
Right Leg
Left Leg

INTERNAL STRUCTURE

Right Arm
Right Torso
Center Torso
Head
Left Torso
Left Arm
Right Leg
Left Leg

Type:
Tonnage:
Movement Points:
  Walking
  Running
  Jumping

Name: DROID WARRIOR
Pilot Skill:
Gunnery Skill:
DroidWarrior Hits: ③ ⑤ ⑦ ⑩ ⑪ Dead

Total Heat Sinks

CRITICAL HIT CHART

Ammo:
AutoCannon Rounds ____
M.G. Rounds ____ # of packs
S.R.M. ____ # per pack
L.R.M. ____ # per pack ____ # of packs

RIGHT ARM
1. Shoulder
2. Upper Arm
3. Lower Arm Actuator
4. Hand Actuator
5.
6.

RIGHT TORSO
1.
2.
3.
4.
5.
6.

HEAD
1. Life Support
2. Sensors
3. Cockpit
4.
5. Sensors
6. Life Support

CENTER TORSO
1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro
1. Gyro
2. Engine
3. Engine
4. Engine
5.
6.

Engine ☐ ☐ ☐
Gyro ☐ ☐
Sensors ☐ ☐

LEFT ARM
1. Shoulder
2. Upper Arm
3. Lower Arm Actuator
4. Hand Actuator
5.
6.

LEFT TORSO
1.
2.
3.
4.
5.
6.

RIGHT LEG
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5.
6.

LEFT LEG
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5.
6.

HEAT SCALE

30	Shutdown
29	
28	Ammo explosion; avoid on 8+
27	
26	Shutdown; avoid on 10+
25	−5Move
24	−4Fire
23	Ammo explosion; avoid on 6+
22	Shutdown; avoid on 8+
21	
20	−4Move
19	Ammo explosion; avoid on 4+
18	Shutdown; avoid on 6+
17	−3Fire
16	
15	−3Move
14	Shutdown; avoid on 4+
13	−2Fire
12	
11	
10	−2Move
9	
8	−1Firing
7	
6	
5	−1Move
4	
3	
2	
1	
0	

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ARMOR DIAGRAM

INTERNAL STRUCTURE

Type: _____
Tonnage: _____

Movement Points:
Walking _____
Running _____
Jumping _____

Name: _____ DROID WARRIOR
Pilot Skill: _____
Gunnery Skill: _____

DroidWarrior Hits: ③ ⑤ ⑦ ⑩ ⑪ Dead

Total Heat Sinks

BATTLEDROIDS™

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Ammo:
AutoCannon Rounds ____ # of packs
M.G. Rounds ____ # of packs
S.R.M. ____ # per pack ____ # of packs
L.R.M. ____ # per pack ____ # of packs

CRITICAL HIT CHART

RIGHT ARM
1. Shoulder
2. Upper Arm
3. Lower Arm Actuator
4. Hand Actuator
5.
6.

RIGHT TORSO
1.
2.
3.
4.
5.
6.

HEAD
1. Life Support
2. Sensors
3. Cockpit
4.
5. Sensors
6. Life Support

CENTER TORSO
1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro
1. Gyro
2. Gyro
3. Engine
4. Engine
5. Engine
6.

Engine ▢▢▢
Gyro ▢▢
Sensors ▢▢

LEFT ARM
1. Shoulder
2. Upper Arm
3. Lower Arm Actuator
4. Hand Actuator
5.
6.

LEFT TORSO
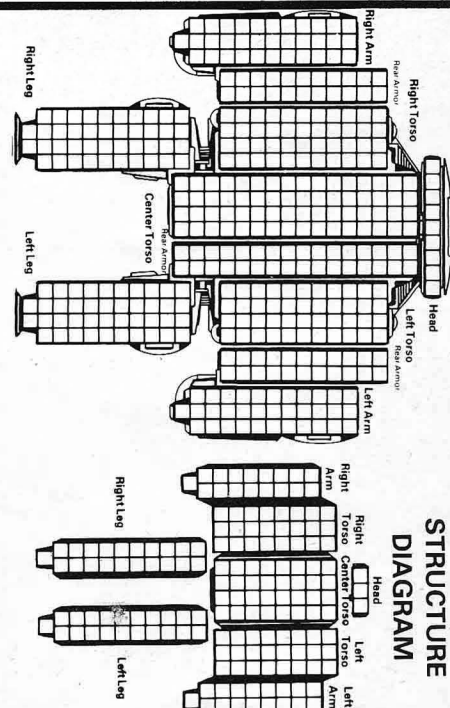1.
2.
3.
4.
5.
6.

RIGHT LEG
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5.
6.

LEFT LEG
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5.
6.

HEAT SCALE

30	Shutdown
29	
28	Ammo explosion; avoid on 8+
27	
26	Shutdown; avoid on 10+
25	−5Move
24	−4Fire
23	Ammo explosion; avoid on 6+
22	Shutdown; avoid on 8+
21	
20	−4Move
19	Ammo explosion; avoid on 4+
18	Shutdown; avoid on 6+
17	−3Fire
16	
15	−3Move
14	Shutdown; avoid on 4+
13	−2Fire
12	
11	
10	−2Move
9	
8	−1Firing
7	
6	−1Move
5	
4	
3	
2	
1	
0	

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## ARMOR DIAGRAM

INTERNAL STRUCTURE DIAGRAM

Type: _____
Tonnage: _____

Movement Points:
Walking _____
Running _____
Jumping _____

Name: _____ DROID WARRIOR
Pilot Skill: _____
Gunnery Skill: _____

DroidWarrior Hits: ③ ⑤ ⑦ ⑩ ⑪ Dead

Total Heat Sinks

BATTLEDROIDS™

fasa

Ammo:
AutoCannon Rounds ____ # of packs
M.G. Rounds ____ # of packs
S.R.M. ____ # per pack ____ # of packs
L.R.M. ____ # per pack ____ # of packs

CRITICAL HIT CHART

RIGHT ARM
1. Shoulder
2. Upper Arm
3. Lower Arm Actuator
4. Hand Actuator
5.
6.

RIGHT TORSO
1.
2.
3.
4.
5.
6.

HEAD
1. Life Support
2. Sensors
3. Cockpit
4.
5. Sensors
6. Life Support

CENTER TORSO
1. Engine
2. Engine
3. Engine
4. Gyro
5. Gyro
6. Gyro
1. Gyro
2. Gyro
3. Engine
4. Engine
5. Engine
6.

Engine ▢▢▢
Gyro ▢▢
Sensors ▢▢

LEFT ARM
1. Shoulder
2. Upper Arm
3. Lower Arm Actuator
4. Hand Actuator
5.
6.

LEFT TORSO
1.
2.
3.
4.
5.
6.

RIGHT LEG
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5.
6.

LEFT LEG
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5.
6.

HEAT SCALE

30	Shutdown
29	
28	Ammo explosion; avoid on 8+
27	
26	Shutdown; avoid on 10+
25	−5Move
24	4Fire
23	Ammo explosion; avoid on 6+
22	Shutdown; avoid on 8+
21	
20	−4Move
19	Ammo explosion; avoid on 4+
18	Shutdown; avoid on 6+
17	−3Fire
16	
15	3Move
14	Shutdown; avoid on 4+
13	−2Fire
12	
11	
10	−2Move
9	
8	−1Firing
7	
6	−1Move
5	
4	
3	
2	
1	
0	

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Type: **PXH-1K Phoenix Hawk**

	Tons
Tonnage:	45
Internal Structure:	4.5
Engine: *GM 270*	14.5
Walking Movement Pts.: 6	
Running Movement Pts.: 9	
Jump Movement Pts.: 6	3
Total Heat Sinks: 10	0
Gyro:	3
Cockpit:	3
Armor Factor: 128	8

	Boxes	
Head	6	
Center Torso	F: 25	R: 5
Rt/Lt Torso	F: 18	R: 3
Rt/Lt Arm	10	
Rt/Lt Leg	15	

Weapons/Ammo:

Type	Location	Critical Boxes	
Lg. Laser	Rt. Arm	2	5
Med. Laser	Rt. Arm	1	1
Med. Laser	Lt. Arm	1	1
MG	Rt. Arm	1	.5
MG	Lt. Arm	1	.5
Ammo: 200 mg.	Ct. Torso	1	1
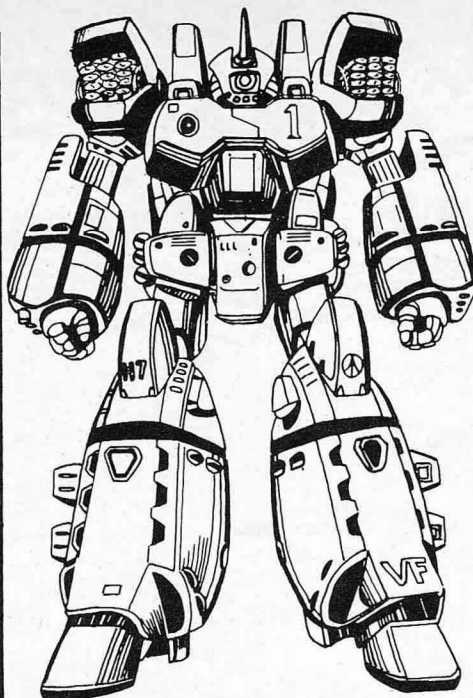
Type: **WSP-1A Wasp**

	Tons
Tonnage:	20
Internal Structure:	2
Engine: *GM 120*	4
Walking Movement Pts.: 6	
Running Movement Pts.: 9	
Jump Movement Pts.: 6	3
Total Heat Sinks: 10	0
Gyro:	2
Cockpit:	3
Armor Factor: 64	4

	Boxes	
Head	6	
Center Torso	F: 10	R: 4
Rt/Lt Torso	F: 7	R: 2
Rt/Lt Arm	6	
Rt/Lt Leg	7	

Weapons/Ammo:

Type	Location	Critical Boxes	
Med. Laser	Rt. Arm	1	1
S.R.M. 2-pack	Lt. Leg	1	1
Ammo: 50-pk	Ct. Torso	1	1

Type: **CRD-3R Crusader**

	Tons
Tonnage:	65
Internal Structure:	6.5
Engine: *Magna 260*	13.5
Walking Movement Pts.: 4	
Running Movement Pts.: 6	
Jump Movement Pts.: 0	0
Total Heat Sinks: 10	0
Gyro:	3
Cockpit:	3
Armor Factor: 184	11.5

	Boxes	
Head	6	
Center Torso	F: 30	R: 8
Rt/Lt Torso	F: 24	R: 6
Rt/Lt Arm	20	
Rt/Lt Leg	20	

Weapons/Ammo:

Type	Location	Critical Boxes	
L.R.M. 15-pack	Rt. Arm	3	7
L.R.M. 15-pack	Lt. Arm	3	7
Ammo: L.R.M. 8-packs	Rt. Torso	1	1
Ammo: L.R.M. 8-packs	Lt. Torso	1	1
S.R.M. 6-pack	Rt. Leg	2	3
S.R.M. 6-pack	Lt. Leg	2	3
Ammo: S.R.M. 15-packs	Ct. Torso	1	1
Med. Laser	Rt. Arm	1	1
Med. Laser	Lt. Arm	1	1
M.G.	Rt. Arm	1	.5
M.G.	Lt. Arm	1	.5
Ammo: 200 mg.	Ct. Torso	1	1

Type: **MAD-3R Marauder**

	Tons
Tonnage:	75
Internal Structure:	7.5
Engine: *Vlar 300*	19
Walking Movement Pts.: 4	
Running Movement Pts.: 6	
Jump Movement Pts.: 0	0
Total Heat Sinks: 16	6
Gyro:	3
Cockpit:	3
Armor Factor: 184	11.5

	Boxes	
Head	9	
Center Torso	F: 35	R: 16
Rt/Lt Torso	F: 16	R: 8
Rt/Lt Arm	22	
Rt/Lt Leg	16	

Weapons/Ammo:

Type	Location	Critical Boxes	
P.P.C.	Rt. Arm	3	7
P.P.C.	Lt. Arm	3	7
Med. Laser	Rt. Arm	1	1
Med. Laser	Lt. Arm	1	1
AutoCannon	Rt. Torso	4	8
Ammo: 20 rds	Lt. Torso	1	1

Type: **RFL-3N Rifleman**

	Tons
Tonnage:	60
Internal Structure:	6
Engine: *VOX 260*	13.5
Walking Movement Pts.: 4	
Running Movement Pts.: 6	
Jump Movement Pts.: 0	0
Total Heat Sinks: 10	0
Gyro:	3
Cockpit:	3
Armor Factor: 120	7.5

	Boxes	
Head	6	
Center Torso	F: 22	R: 4
Rt/Lt Torso	F: 15	R: 2
Rt/Lt Arm	15	
Rt/Lt Leg	12	

Weapons/Ammo:

Type	Location	Critical Boxes	
Lg. Laser	Rt. Arm	2	5
Lg. Laser	Lt. Arm	2	5
Auto Cannon	Rt. Arm	4	8
Auto Cannon	Lt. Arm	4	8
Ammo: 20 rds	Ct. Torso	1	1

CRITICAL HITS

Every time the internal structure of a battledroid is damaged, either by weapon attacks, by physical attacks, or by ammo pack explosions from excess heat, there is a chance for a critical hit. A critical hit does very serious damage to the battledroid, causing it to fail in many different ways.

The exact nature of the critical hit is determined by the location of the damage, and each part of a droid's body has a different set of possible critical hits. Furthermore, each different droid type has different possible critical hits, depending on the array of weapons and other equipment it carries. The general Critical Hit Tables for all battledroids are given on the Record Sheet; the additions to the tables for each specific battledroid type are given in the section on **Battledroid Statistics**.

Determining Critical Hits

If an attacker damages a battledroid's internal structure, he then determines if he has made a critical hit. He rolls two dice, and if his roll is equal to or greater than 7, a critical hit has been scored. Note that the attacker rolls for a critical hit every time that the internal structure of the target is damaged, not for every point of damage given.

USING CRITICAL HIT TABLES

When an attacker inflicts a critical hit, the defending player should find the Critical Hit Table for the appropriate location on his Record Sheet. The defender then rolls ONE die and consults the table to find out exactly what damage the critical hit inflicted.

Head Or Leg Hits

If the critical hit is inflicted on the droid's head or legs, the die is rolled once, generating a number from 1 to 6. Find the appropriate number on the Critical Hit Table for the body part hit, and read the damage effect.

Torso Or Arm Hits

If the critical hit is on its torso or arms, the die cannot be rolled only once because there are more than 6 damage effects for each of these body parts. These effects are broken into 2 groups, numbered 11 – 16 and 21 – 26. The die is rolled twice, but the numbers showing are not simply added together. Instead, the first roll tells which group the effect is in, and the second roll tells the exact effect.

The first roll tells whether the result will be one of the 11 – 16 group or one of the 21 – 26 group. A 1, 2, or 3 on the first roll means that the result will be in the 11 – 16 group; a 4, 5, or 6 on the first roll means that the result will be in the 21 – 26 group. For example, if a 2 were rolled, the effect would be 11, 12, 13, 14, 15, or 16.

The second roll will tell exactly which effect resulted. Roll the second die and add the number showing to the result from the first die roll. This will create a number ranging from 11 – 16 or from 21 – 26. For example, if the first number tells that the effect is in the 21 – 26 group, and the second roll was a 3, the effect is number 23.

If the number rolled does not have a critical hit result, roll the dice again.

CRITICAL HIT EFFECTS

The following paragraphs tell what effect each type of critical hit has.

Head Critical Hit: Life Support

The battledroid's life support system keeps its pilot, the DroidWarrior, alive in the middle of its own high internal heat, on airless worlds, and in hostile atmospheres. In **Expert Battledroids**, the life support system's main function is protecting the pilot from the heat generated by its fusion reactor, movement, and weapons systems.

Any critical hit knocks this system out permanently, and the DroidWarrior will take one point of damage every turn that the battledroid's internal Heat Scale ranges from 15 —

25. The DroidWarrior takes 2 points of damage for every turn that the Heat Scale is above 25.

Head Critical Hit: Cockpit

A critical hit to the cockpit destroys it, kills the DroidWarrior, and puts the battledroid out of commission for the game.

Head Critical Hit: Sensors

A critical hit to the battledroid's sensors adds a + 2 modifier to the To-Hit Number every time it shoots. A second sensors critical hit makes it impossible for the droid to fire any of its weapons.

Leg Critical Hit: Hip

A hip critical hit freezes the affected leg in a straight position. The battledroid's MP allowance is cut in half, rounding up. The droid can no longer kick its opponent, and its modifier for a successful Piloting Skill Roll is + 2. A second critical hit to the same hip has no further effect, but a critical hit to the other leg immobilizes the droid and adds another + 2 modifier to its Piloting Skill Roll.

Leg Critical Hit: Upper Leg Actuator

A critical hit destroys the droid's upper leg muscle (actuator). The droid's movement point allowance is reduced by 1, and it will have a modifier of + 1 to any Piloting Skill Roll. In addition, any damage the battledroid inflicts by kicking is cut in half; the droid now inflicts 1 damage point for every 10 tons it weighs. A second hit to this actuator has no effect.

Leg Critical Hit: Lower Leg Actuator

The effects of a critical hit on the lower leg muscle are identical to those suffered when the upper leg actuator is destroyed. If both the upper and lower leg actuators are destroyed, a kick will only inflict 1 point of damage for every 20 tons that the droid weighs, rounding up.

Leg Critical Hit: Foot Actuator

A critical hit destroys the droid's foot control mechanism, and gives a +1 modifier for any Piloting Skill Rolls.

Center Torso Critical Hit: Engine

Battledroid engines have 3 points of shielding. Each critical hit destroys 1 point of shielding. As shielding points are destroyed, the amount of heat escaping from the droid's fusion drive increases.

The first hit increases its heat build-up by 5 points a turn. The second results in 10 points of added heat buildup, and the third destroys the engine, destroying the battledroid. Record these hits by marking off the Engine boxes in the general information section on the Record Sheet.

Center Torso Critical Hit: Gyro

The battledroid's gyro is one of the most sensitive pieces of onboard machinery. The gyro keeps the droid upright and able to move. It can take only 2 critical hits.

After the first gyro hit, the droid must make a Piloting Skill Roll every time it runs or jumps, and any Piloting Skill Roll it makes is modified by + 3. The second gyro hit destroys it. If the droid's gyro is destroyed, it cannot move and, if forced to make any Piloting Skill Roll, it will automatically fall down. Record these hits by marking off the Gyro boxes in the general information section on the Record Sheet.

Arm Critical Hit: Shoulder

A critical hit freezes the shoulder joint. The affected arm cannot be used to punch an opponent. This critical hit adds a modifier of +2 to the To-Hit Number for all push attacks. All attacks made from weapons mounted on that arm have a +4 modifier to the To-Hit Number. If the shoulder is hit, all other weapon fire modifiers from arm critical hits are ignored.

Arm Critical Hit: Upper Arm Actuator

A hit destroys the battledroid's upper arm muscle. This critical hit adds a modifier of +2 to the To-Hit Number for

punching attacks; in addition, the droid's punches inflict only half damage – 1 point for every 20 tons that the droid weighs, rounding up. This critical hit adds a modifier of +1 to the To-Hit Number of push attacks and of weapons firing from that arm.

Arm Critical Hit: Lower Arm Actuator

A critical hit destroys the battledroid's lower arm muscle. The effects are identical to those suffered when the upper arm actuator is destroyed.

These effects are cumulative. In other words, if both the upper and lower arm actuators are destroyed, punching attacks are made with a +4 modifier to the To-Hit Number, and they inflict only 1 point of damage for every 40 tons that the battledroid weighs, rounding up. Furthermore, the To-Hit Number for push attacks and weapons fire would be modified by +2.

Arm Critical Hit: Hand Actuator

A critical hit destroys the muscles controlling the battledroid's wrist and hand. The droid cannot pick up anything, and cannot fire hand-held weapons. This critical hit adds a modifier of +1 to the To-Hit Number for all punching attacks.

Weapons Critical Hit

Weapons systems are delicate and a critical hit will destroy a weapon. Each specific weapons system often occupies more than one space on a Critical Hit Table, but the weapon is destroyed the first time that it is hit. Additional critical hits to a specific weapon have no further effect. For example, a particle beam projector cannon mounted on a droid's arm fills 3 critical hit spaces. However, the cannon is destroyed the first time it is hit.

Heat Sink Critical Hit

Every time a heat sink is hit, the battledroid's ability to dissipate heat is reduced by 1 point. When all a battledroid's heat sinks have been destroyed – either by critical hits or because the body parts they were located on have been shot off – every additional heat sink critical hit will increase the droid's heat generation by 1 point every turn.

An undamaged Warhammer *has 18 heat sinks and can dissipate 18 points of heat per turn. Every heat sink critical hit decreases its ability to dissipate heat. After 3 critical hits, the* Warhammer *would be able to dissipate only 15 points of heat per turn. If all its heat sinks have been destroyed, it will not get rid of any heat. Furthermore, if the* Warhammer *takes 3 more heat sink criticals, the battledroid will actually build up 3 points of heat every turn – without any activity and without any hope of ever dissipating its ever-increasing heat!*

DAMAGING A DROIDWARRIOR

DroidWarriors can be injured in four ways: from all head hits, from falling, from internal ammo explosions, and from heat build-up after life support systems critical hits.

A DroidWarrior can take 6 points of damage before dying, but it is very possible that he will be knocked unconscious long before taking that much damage. Every time the DroidWarrior is damaged, the player must roll both dice and consult the table below to see if the DroidWarrior remains conscious.

If the roll is equal to or greater than the Consciousness Number, the DroidWarrior remains conscious. If the roll is less than the Consciousness Number, the Droidwarrior is knocked unconscious and the battledroid cannot move or fire. During the End Phase of the turn *AFTER* he lost consciousness, the DroidWarrior rolls again. If he makes the roll, the DroidWarrior has regained consciousness and does not have to roll again unless he is hit again.

DroidWarrior Damage	
Total Damage	Consciousness Number
1	3
2	5
3	7
4	10
5	11
6	Dead

Damage From Head Hits

The DroidWarrior takes 1 point of damage whenever the battledroid's head is hit, even if the hit doesn't penetrate its armor.

Damage From Falling

If his battledroid falls down, the DroidWarrior must roll both dice. If his roll is less than his Piloting skill, he will take 1 point of damage.

Damage From Ammo Explosion

An internal ammo explosion will cause 2 points of damage to the DroidWarrior.

Damage From Excess Heat

A life support systems critical hit will cause 1 point of damage to the DroidWarrior for every turn that its internal heat is 15 or more on the Heat Scale. It will cause 2 points of damage for every turn that its heat is more than 25.

For example, on game turn 3, a Warhammer's *head is hit by a medium laser. Although the laser doesn't penetrate the head's protective armor, the* Warhammer's *pilot takes 1 damage point. He had already taken 2 damage points and now has a total of 3 points worth of injuries. The player consults the DroidWarrior Damage Table and rolls a 6, 1 point less than his pilot needed to remain conscious. The* Warhammer *will not be able to move or fire during game turn 4. In the End Phase of that game turn, the player rolls again. If he rolls a 7 or more, the DroidWarrior regains consciousness and his battledroid will be able to move and fire during game turn 5.*

AIMED SHOTS

A shut down droid is subject to Aimed Shots by all weapons but missile launchers. When firing on a battledroid that is shut down, the attacking player can choose any target area. If he hits, the player rolls again; on a 6,7, or 8 his shot hits the desired location. If not, he rolls normally on the appropriate Hit Location Table.

Do not use this procedure if the attacker is aiming at the battledroid's head. In that case, add 3 to the Base To-Hit number. If the shot hits, the player rolls two dice and hits the head on an 8 or more. If he fails this die roll, he rolls normally on the Punch Location Table.

PYSICAL ATTACKS

PUSHING ATTACKS

A battledroid uses both arms to push its target, and both its shoulders must be in working order. No arm-mounted weapons can be fired in the turn that a droid makes a push attack. The Base To-Hit Number for a push is 4 + any movement modifiers. A successful push does not automatically do damage to the target. Instead, it moves the defending droid into an adjacent hex in the direction it is being pushed by the attacker. At the same time, the defender must make a Piloting Skill Roll. If the push is successful, the attacking battledroid advances into the hex formerly occupied by its target.
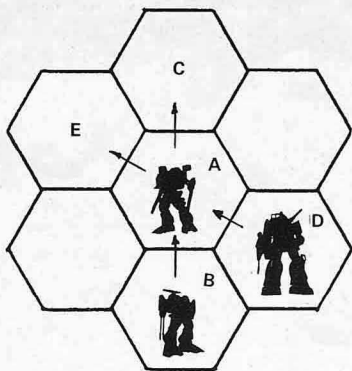
In the drawing, if the Warhammer in Hex A is pushed from Hex B, it will be moved into Hex C. If, on the other hand, it is pushed by a battledroid in Hex D, the Warhammer will be forced into Hex E. In both cases, the Warhammer will have to make a Piloting Skill Roll, and its attacker will advance into Hex A.

CHARGING ATTACKS

In order for a battledroid to charge, both its legs must be functioning. No other fire or physical attacks can be made by a charging droid. The Base To-Hit Number for a charge is 5 + any movement modifiers. If the charge hits, the defender is moved just as if it had been pushed and the attacker advances into its hex.

Piloting Skill Modifier

Whenever one battledroid charges another, compare the two DroidWarriors' Piloting skills. Subtract the smaller skill level from the larger to find the Piloting Skill Modifier. If the defending DroidWarrior's skill level is higher, *add* the modifier to the To-Hit Number for the attacker. If the attacker's Piloting skill is higher, subtract the modifier from the To-Hit Number.

Damage

Both battledroids take damage from the collision. The defender takes 1 point of damage for every 10 tons that the charging battledroid weighs, and this damage is multiplied by the number of hexes moved by the attacker that turn. The charging battledroid takes 1 point of damage for every 10 tons the target weighs. Round any fractions up.

Like long-range missiles, damage caused by charges is divided into as many groups of 5 damage points as possible. The attacking player then rolls once on the appropriate Hit Location Table for each group.

Falls

After any successful charge, both the attacker and the defender must make Piloting Skill Rolls with +2 modifiers.

For example, a Warhammer moves 4 hexes and charges another battledroid. If the charge hits, the defender will take 28 points of damage – 7 for the Warhammer's tonnage multiplied by 4 for the number of hexes it moved.

THE DOMINO EFFECT

If a battledroid is pushed into a hex occupied by another, the second battledroid is forced out of the hex in the same direction. It must also make a Piloting Skill Roll to avoid falling down. This domino effect will continue as long as there are battledroids adjacent to one another in the direction of the push.

When a domino-effect push is directed against a battledroid's side, however, the droid can avoid the push, by moving 1 hex directly forward or back. The player rolls both dice. If the roll is equal to or greater than his DroidWarrior's Piloting skill, he has avoided the push. This breaks the domino effect chain, and battledroids in hexes farther down the chain are not displaced and do not have to make Piloting Skill Rolls.

HEAT EFFECTS

The expert game adds 3 heat effects to those given in the advanced game rules. These were included on the table given there.

WEAPONS TABLE

Weapon Type	Heat	Ranges				Damage	Tonnage	Critical Spaces	Ammo Shots Per Ton
		Minimum	Short	Med.	Long				
Small Laser	1		1	2	3	3	.5	1	
Medium Laser	3		1-3	4-6	7-9	5	1	1	
Large Laser	8		1-5	6-10	11-15	8	5	2	
Particle Projection Canon	10	3	1-6	7-12	13-18	10	7	3	
Long Range Missiles									
5 Rack	1	6	1-7	8-14	15-21	☆	2	1	24
10 Rack	2	6	1-7	8-14	15-21	☆	5	2	12
15 Rack	4	6	1-7	8-14	15-21	☆	7	3	8
20 Rack	6	6	1-7	8-14	15-21	☆	10	5	6
Short Range Missiles									
2 Rack	0		1-3	4-6	7-9	★	1	1	50
4 Rack	1		1-3	4-6	7-9	★	2	1	25
6 Rack	2		1-3	4-6	7-9	★	3	2	15
Auto Cannon	1	3	1-6	7-12	13-18	5	8	4	20
Machine Gun	0		1	2	3	2	.5	1	200
Flamer	3		1	2	3	2	1	1	

☆ = 1 pt. per missile that hit, see chart
★ = 2 pts. per missile that hit, see chart

OPTIONAL RULES

CLEARING WOODS

Woods hexes can be cleared by heavy weapons fire, although it may be set afire by accident. Woods can be reduced from heavy to light, or cleared of trees altogether, though the fallen trees make the hex rough terrain for movement purposes. Although the droids have awesome firepower, they do not have enough to alter a rough hex or a clear hex. Small lasers, machine guns, auto cannons, and 1- and 2-pack short-range missiles cannot be used to clear woods.

When a player wants his battledroid to clear a woods hex, he announces its target during the Attack Phase and then attacks the hex. The To-Hit Number is modified by the range only. If the attack is a success, the woods hex is converted.

Terrain Conversion Chart	
Former Terrain	*New Terrain*
Clear	Clear
Rough	Rough
Heavy Woods	Light Woods
Light Woods	Rough

FIRES

ACCIDENTAL FIRES
While Clearing Woods
If a battledroid attempts to clear a woods hex, he may start the woods on fire accidently. To see if this occurs, the player must roll both dice. If the roll is less than 6, the woods has accidently been set alight.

After Missed Shots
If a weapons attack against a battledroid misses, and the weapon can be used to start fires or convert terrain, the player making the attack must roll again to see whether or not his droid has accidently set a fire or changed the terrain in the target's hex. Attacks made by weapons that cannot set fires or convert terrain do not have to checked. If the die roll is a 2 or 3, the hex is set on fire; if the roll is an 11 or 12, the woods is cleared. Any other result has no effect.

INTENTIONAL FIRES
Many of the weapons carried by battledroids can be used to start fires in woods hexes. These fires can spread from hex to hex and they produce heat in battledroids that move through them or stay in them. Different types of weapons start fires differently.

Flamers
Fire at the woods hex, modifying the Base To-Hit Number for the range. If the flamer hits, the woods hex is automatically set on fire.

Energy Weapons
Fire at the woods hex, modifying the Base To-Hit Number by −4 and for the range. If the energy weapon hits, roll two dice; if the roll is equal to or greater than 7, the woods hex is set on fire.

Missile Launchers
Fire at the woods hex, modifying the Base To-Hit Number by −4 and for the range. If the missiles hit, roll two dice; if the roll is equal to or greater than 9, the missiles set the hex on fire. 1- or 2-pack short-range missile launchers cannot set woods on fire.

Ballistic Weapons
Machine guns and auto cannons cannot be used to set fires.

SPREADING FIRES
If fires are started on the mapsheet, they will spread from hex to hex in the direction of the wind. Fires can spread into woods and clear hexes, but they cannot spread into rough or water hexes.

Determining Wind Direction
At the beginning of the game, declare one side of each hex to be Direction 1, numbering the remaining hexsides 2 through 6 clockwise. Roll one die. The wind will blow in the direction shown on the die for the entire game.

Determining Spreading
During the End Phase of every game turn, the players check to see if any of the fires currently on the map spread to new hexes. Roll two dice for each hex directly downwind of and adjacent to a fire hex. If the roll is equal to or greater than a 7, the fire will spread into that hex. Also roll two dice for each of the two hexes on either side of that hex. If the roll is equal to or greater than a 9, the fire will spread into that hex as well.
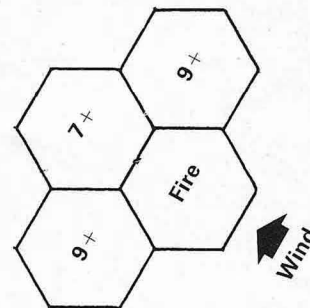
CLUBS

Whenever a battledroid has one of its legs or arms blown off, the limb is left lying in the hex where the droid took the damage. Any other battledroid that occupies that hex at a later time can pick up the arm or leg and use it as a giant club.

In order to attack another droid with this club, the battledroid's shoulders and hand acutators must be in working order, and no weapons can have been fired in the turn. The club is used in a two-handed swing and has a Base To-Hit Number of 4. If any of the droid's upper or lower arm actuators have been destroyed, use the punch modifiers listed under the appropriate Critical Hit Result. A battledroid making an attack with a club does 1 point of damage for every 5 tons that it weighs, rounding up.

At the beginning of the game, the players should roll for the Piloting and Gunnery skill of every DroidWarrior.

DETERMINING SKILLS

Roll one die for the DroidWarrior's Piloting skill and Gunnery skill. Compare the roll to the table below.

DroidWarrior Skills Table		
Die Roll	Piloting Skill	Gunnery Skill
1	6	4
2	6	4
3	5	4
4	5	4
5	4	3
6	4	3

SKILL IMPROVEMENT

Players may want to keep any of the DroidWarriors they've created for use in future games or in **Battledroid** campaign games, assuming, of course, that the warrior survives the current battle. If they want to do this, the players shoud keep track of the number of enemy battledroids killed by each surviving DroidWarrior. For every 4 droids that he kills, the DroidWarrior can improve either his Gunnery skill or his Piloting skill. For the skill chosen, the player can subtract 1 from the current skill level.

INFANTRY UNITS

TANKS

During the Succession Wars, many planets are forced to rely on primitive, armored fighting vehicles, called tanks, for protection against battledroid raids or invasions. Tanks move and fight like battledroids, but they operate under certain restrictions.

Stacking

In **Expert Battledroids,** 2 tanks or 1 tank and 1 battledroid can occupy the same hex.

Movement

Tanks have a movement point allowance of 4 during turns that they do not fire, but they can only use 3 MPs if they intend to fire. Tanks cannot enter heavy woods or lake hexes (hexes completely covered by water). Tanks cannot move through or occupy fire hexes or move up or down more than 1 elevation level in a single hex. Tanks use the battledroid facing rules, and they pay 1 MP for every hexside they change their facing.

Combat

Weapon attacks against tanks or by are judged in the same way as other weapon attacks. The paragraphs below give the rule changes necessary.

Damage Location: When tanks are fired at by battledroids or other vehicles, the table below is used to locate any damage.

Tank Hit Locations		
Die Roll	Front/Back	Side
2 – 3	Tracks	Tracks
4	Armor	Tracks
5 – 9	Armor	Armor
10 – 12	Turret	Turret

Armor: Every tank has 20 points of front armor, 10 points of armor on each side, 8 points of back armor, and 5 points of turret armor.

Damage Effects: Any damage to a tank's tracks makes it impossible for the tank to move. When all of the armor points on any part of the tank are gone, the tank is destroyed. If the tank is killed by a shot to its back armor, it explodes and may start a fire. Roll two dice; if the roll is equal to or greater than a 9, a fire is started in the hex.

Tank Weapons

Three tank types are widely used in the Successor States. Tanks have a slightly smaller firing arc than do battledroids. The diagram shows this arc.
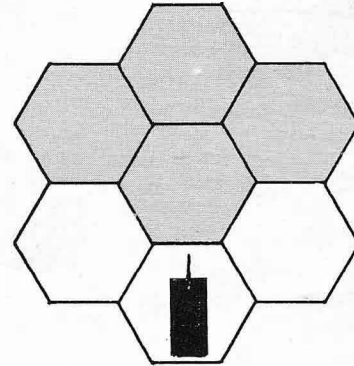
Each carries the same amount of body armor, but they are equipped with very different weapons. The three tank models are described in the paragraphs below.

SCR-8N Scorpion: This type has no turret. It carries three 6-pack, short-range missile launchers in front, with 15 shots per launcher.

HNT-3R Hunter: This tank has no turret. It carries one 20-pack, long- range missile launcher in front, with ammunition for 18 shots.

VDE-3T Vedette: This tank has a turret carrying one auto cannon and one machine gun. It carries enough ammunition for 40 shots with the auto cannon and 200 shots for the machine gun. It can fire in any direction.

JEEPS

Fast, lightly-armed jeeps are also used by many planetary defense forces during the Succession Wars. The rules for movement and combat are the same as those for battledroids except where noted below.

Stacking

No more than 2 jeeps, 1 jeep and 1 tank, or 1 jeep and 1 battledroid can occupy the same hex.

Movement

Jeeps have a movement point allowance of 6 if they do not fire. If they intend to fire, they can expend only 5 MPs. Jeeps cannot move through heavy woods or lake hexes, and they cannot move up or down more than 1 elevation level per hex. In addition, jeeps cannot move through or occupy fire hexes. The battledroid facing rules apply to jeeps.

Combat

Units firing on jeeps must add 1 to their To-Hit Numbers, in addition to any range, terrain, or movement modifiers. Jeeps can withstand 5 points of damage. Any hit that does more than 5 damage points kills a jeep, and the damage spreads to other jeeps in the same hex.

Weapons

The jeeps used in the Successor States carry either a 2-pack short- range missile launcher or a machine gun; these weapons can fire in any direction. The jeep carries enough ammunition for 5 missile launcher shots or for 10 machine gun shots.

INFANTRY

Some worlds are even forced to throw foot soldiers against battledroids. Needless to say, few foot soldiers survive the experience — but there's always that slim chance that they can take something with them. The units used in **Expert Battledroids** represent 9-man infantry squads.

Stacking

Up to 10 infantry units can occupy the same hex. Vehicles and battledroids in the hex do not affect infantry stacking.

Movement

Infantry units can move 1 hex per turn. They ignore all terrain costs, but they cannot move through lake or fire hexes. Infantry units ignore all facing rules.

Combat

Vehicles and battledroids firing at infantry units add 2 to their To-Hit Numbers, in addition to any range, terrain, or movement modifiers. It only takes 1 point of damage to kill an infantry unit, and extra damage points affect any other infantry units in the same hex. In addition, setting a hex on fire kills any infantry units in the hex.

Weapons

Infantry units carry either a 2-pack short-range missile launcher or 1 machine gun, which can fire in any direction. They carry enough ammo for 12 shots with the missile launcher or for 25 machine gun shots.

RAMMING

Tanks and jeeps can ram battledroids or one another. Treat the attack like a battledroid charge. Damage from a tank ram is 3 x number of hexes moved, and damage from a jeep attack is 1 x the number of hexes moved. These vehicles take 1 damage point for every 10 tons the rammed object weighs.

BATTLEDROID DESIGN

The following system makes it possible for players to construct their own battledroids with their chosen mix of speed, armor, and weaponry. Then, they can pit their designs against each other on the battlefield.

In order to design a battledroid, the player will need a piece of scratch paper, a pen or pencil, the Weapons Chart, and an unused Record Sheet. The procedure is as follows:
1. Choose the tonnage.
2. Determine the engine rating.
3. Add control components.
4. Allocate tonnage for internal structure.
5. Determine jump capability.
6. Add extra heat sinks.
7. Add armor.
8. Add weapons and ammunition.
9. Complete the Critical Hit Charts.
10. Allocate Armor Values.
11. Complete the Record Sheet.

CHOOSE THE TONNAGE

Battledroids weigh between 5 and 100 tons (in increments of 5 tons). Choose any tonnage desired. Record the droid's tonnage at the top of the sheet of scratch paper. The total weight of the battledroid's engine, weapons, armor, and other components may not exceed this figure.

For example, a player wants to design a medium-sized droid, the Merlin. He assigns the droid a total weight of 60 tons.

DETERMINE ENGINE RATING

A battledroid's engine rating is determined by its weight and desired speed. Multiply the droid's tonnage by the walking movement point allowance you want it to have. The resulting number is its engine rating.

Tonnage x MP allowance = Engine Rating

The table below lists the tonnage requirements for 10-ton- to 400-ton- rated engines. On the sheet of scratch paper, subtract the weight of the engine itself from the total tonnage of your battledroid. The remaining tonnage will be available for other components and systems.

Engine Table

Rating	Name	Tonnage	Rating	Name	Tonnage
10	Omni	.5	210	GM	9
15	GM	.5	215	CoreTek	9.5
20	Pitban	.5	220	DAV	10
25	Omni	.5	225	VOX	10
30	Nissan	1	230	Leenex	10.5
35	VOX	1	235	GM	11
40	GM	1	240	Pitban	11.5
45	GM	1	245	Magna	12
50	DAV	1.5	250	Magna	12.5
55	VOX	1.5	255	Strand	13
60	Leenex	1.5	260	Magna	13.5
65	Nissan	2	265	Vlar	14
70	Omni	2	270	GM	14.5
75	GM	2	275	CoreTek	15.5
80	VOX	2.5	280	VOX	16
85	DAV	2.5	285	Pitban	16.5
90	DAV	3	290	Omni	17.5
95	Nissan	3	295	GM	18
100	Hermes	3	300	Vlar	19
105	DAV	3.5	305	GM	19.5
110	GM	3.5	310	Magna	20.5
115	GM	4	315	GM	21.5
120	GM	4	320	Pitban	22.5
125	Nissan	4	325	VOX	23.5
130	Vlar	4.5	330	VOX	24.5
135	Magna	4.5	335	Leenex	25.5
140	Hermes	5	340	VOX	27
145	Leenex	5	345	Vlar	28.5
150	Omni	5.5	350	Magna	29.5
155	Nissan	5.5	355	LTV	31.5
160	LTV	6	360	Hermes	33
165	VOX	6	365	Hermes	34.5
170	DAV	6.5	370	Magna	36.5
175	Omni	7	375	GM	38.5
180	GM	7	380	GM	41
185	GM	7.5	385	LTV	43.5
190	DAV	7.5	390	Magna	46
195	Nisson	8	395	Hermes	49
200	Nissan	8.5	400	LTV	52.5
205	Vlar	8.5			

The player gives his 60-ton Merlin a movement point allowance of 4. As a result, the battledroid needs a 240-ton-rated engine (60 tons x 4 MPs = 240-ton-rating). Looking at the Engine Table, the player finds that 240-ton- rated Pitban engine weighs 11.5 tons. He subtracts this number from the Merlin's 60 tons available. This leaves 48.5 tons for armor, weapons, controls, and other components.

ADD CONTROL COMPONENTS

Every battledroid must have a cockpit containing the DroidWarrior's control station, life support system, and electronic sensors. All droid cockpits weigh 3 tons, regardless of the battledroid's overall tonnage. Subtract 3 tons from the droid's remaining tonnage.

In addition to its cockpit, every battledroid must be equipped with a powerful gyroscope to keep it upright and able to move. The exact size of a battledroid's gyroscope depends on its engine rating. Divide the droid's engine rating by 100 and round up. The resulting number is the weight of its gyroscope. Subtract this figure from the tonnnage remaining.

The Merlin's cockpit weighs 3 tons, leaving 45.5 tons available. Its 240-ton-rated Pitaban engine requires a 3-ton gyroscope (240/100 = 2.4, rounded up to 3.). The droid has 42.5 tons left for its internal structure, jump jets, extra heat sinks, armor, and weaponry.

ALLOCATE TONNAGE FOR INTERNAL STRUCTURE

Of every droid's total tonnage, 10% is taken up by its internal structure. The table shows the number of tons needed by every droid of a given weight. It also shows the number and allocation of the battledroid's Internal Structure Boxes. Every battledroid has 3 Internal Structure boxes in the head location.

Use the Internal Structure Diagram on the Record Sheet to record the number of boxes in each hit location, simply blocking out any unneeded boxes.

Internal Structure Table

Total Tonnage	Tons Required	Center Torso	Left/Right Torso	Left/Right Arms	Left/Right Legs
5	.5	3	2	1	1
10	1	4	3	1	2
15	1.5	5	4	2	3
20	2	6	5	3	4
25	2.5	8	6	4	6
30	3	10	7	5	7
35	3.5	11	8	6	8
40	4	12	10	6	10
45	4.5	14	11	7	11
50	5	16	12	8	12
55	5.5	18	13	9	13
60	6	20	14	10	15
65	6.5	21	15	10	14
70	7	22	15	11	15
75	7.5	23	16	12	16
80	8	25	17	13	17
85	8.5	27	18	14	18
90	9	29	19	15	19
95	9.5	30	20	16	20
100	10	31	21	17	21

The Merlin weighs a total of 60 tons. The Internal Structure Table shows that the droid's internal structure takes up 6 tons, leaving 36.5 tons available. The table also shows that the internal structure of the Merlin's center torso has 20 boxes, both the right and left torso have 14 boxes, the arms have 10 boxes apiece, and the legs have 14 boxes.

INTERNAL STRUCTURE DIAGRAM

Head

Right Arm | Right Torso | Center Torso | Left Torso | Left Arm

Right Leg | Left Leg
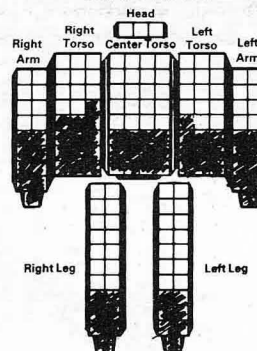
Type: MERLIN
Tonnage: 60
Movement Points:
Walking 4
Running 6
Jumping 4

DROID WARRIOR
Name: _____
Pilot Skill: _____
Gunnery Skill: _____
DroidWarrior Hits:
③ ⑤ ⑦ ⑩ ⑪ Dead

Total Heat Sinks

DETERMINE JUMP CAPABILITY

Battledroids may be equipped with jump jets in their feet or backs to allow jump movement. Jump jets weigh .5 tons for every jump movement point the droid has. Subtract the total weight of the battledroid's jump jets from the remaining tonnage.

The player gives the Merlin a jump movement point allowance of 4, requiring 2.0 tons for jump jets. (4 MPs x .5 tons/MP = 2 tons.) The battledroid has 34.5 tons left.

ADD EXTRA HEAT SINKS

Heat sinks are used to dissipate heat produced by rapid movement and by weapons fire. Every battledroid's engine includes 10 heat sinks more than it needs to get rid of the heat generated by the engine itself. Therefore, every undamaged battledroid can automatically dissipate 10 points of heat per turn. Most droids, however, will need the ability to get rid of more heat. Extra heat sinks can be acquired at the cost of 1 ton per heat sink.

The player decides that he wants the Merlin to be able to dissipate up to 18 points of heat per turn. The Merlin automatically gets 10 heat sinks with its 240-ton-rated Pitaban engine, and so the player must get another 8 heat sinks. These weigh a total of 8 tons. The battledroid now has 26.5 tons remaining.

ADD ARMOR

Armor helps protect the battledroid's internal structure and critical components. An Armor Value of 16 weighs 1 ton. Determine the total number of armor points that the battledroid will carry. These points will be allocated among the droid's hit location areas at a later stage in the design process. Armor can only be added in .5- or 1-ton units.

The player decides to allocate 12 tons of the Merlin's remaining tonnage to armor. As a result, the battledroid carries an Armor Value of 192 (12 tons x 16 point/ton = 192). The Merlin has 14.5 tons of space left for its weapons and extra ammunition.

ADD WEAPONS AND AMMUNITION

Every weapon placed on a battledroid weighs a certain amount, as listed on the Weapons Chart. Select the weapons that the newly-designed battledroid will carry. At least 1 ton must be used for each missile launcher's or ballistic weapon's ammunition. This will provide a varying number of shots, depending of the launcher or weapon. The droid's weapons are placed in specific hit location areas in the next design step.

The Merlin carries a particle projector cannon (7 tons), 2 medium lasers (1 ton apiece), 1 flamer (1 ton), a machine gun (.5 tons), and 1 5-pack, long-range-missile launcher (2 tons). In addition, 1 ton is set aside for 24 missile reloads and 1 ton is reserved for machine gun ammunition (100 shots). After its weapons are added, the Merlin has 0 tons remaining for extra equipment.

COMPLETE THE CRITICAL HIT CHARTS

The Record Sheet contains Critical Hit Tables for every part of the droid's body. These hit tables are already partially filled in. All locate the battledroid's heat sinks and weapons to different parts of his body and place them on the Critical Hit Table for that location.

The number of blank spaces remaining on the table for a given location acts as a limit on the number of weapons and heat sinks that may be placed there. Heat sinks occupy space on the table each. Many weapons take up more than one space, as shown on the Weapons Chart. For example, the center torso has 2 spaces left empty on the Critical Hit Table, but a particle projector cannon takes up 3 spaces. Therefore, the particle projector cannon cannot be placed in the battledroid's central torso. Do not worry about using up every space left open on the Critical Hit Tables. Simply space the weapons and heat sinks where you want them, and ignore any empty spaces when rolling for critical hits.

The Merlin's particle projector cannon is placed on its right torso, one of its medium lasers occupies its right arm and the other its left. The Merlin's 5-pack, long-range-missile launcher goes to its right torso, while the droid's machine gun and flamer occupy the left torso. The battledroid's 18 heat sinks are divided among all 8 hit locations on its body.

ALLOCATE ARMOR

Divide the total Armor Value carried by the battledroid among the 11 different locations shown on the Record Sheet's Armor Diagram. The exact Armor Value used to protect a given area is left to your discretion, but the Armor Value may not be more than twice the number of internal structure boxes at that location. For example, if a battledroid has 10 boxes in its left arm, no more than an Armor Value of 20 can be placed on that arm. The only exception is that all battledroids can have an Armor Value of up to 9 on their heads.

It is important to notice that the center, left, anrd right torso areas are divided into sections for front armor and rear armor. The armor allocated to a front section cannot be allocated again to the rear and vice versa.

Use the Armor Diagram on the Record Sheet to indicate the Armor Value carried on each part of the droid's body. To use the schematic, simply block out any unneeded boxes in much the same way that you filled out the Internal Structure Diagram.

The Merlin carries a total of 192 armor points. The player divides these points as follows: Head — 0, Arms — 28 points apiece; Left Torso Front — 19; Left Torso Rear — 9; Center Torso Front — 26; Center Torso Reart — 13; Right Torso Front and Rear — identical to Left Torso Front and Rear; and Legs — 24 points apiece.

ARMOR DIAGRAM

Ammo:
AutoCannon Rounds _____
M.O. Rounds _____
S.R.M. # per pack _____ # of packs _____
L.R.M. # per pack _____ # of packs _____

COMPLETE RECORD SHEET

Fill out the record sheet by recording the battledroid's tonnage and movement point allowances.

BATTLEDROID WARFARE

During this age, entire campaigns are fought over the control of single worlds. After two centuries of near-continuous conflict, the Successor States don't have the logistical base needed to mount large-scale offensives. Instead, wars are fought for limited military objectives, including water-rich and mineral-rich planets, manufacturing centers, and spare-parts depots.

Battles are not fought in or around factories or spare-parts depots. They are too rare and too valuable to risk destroying. For the same reason, the armies of the Successor States no longer use weapons of mass destruction. The first two Succession Wars so thoroughly gutted the inner Sphere that no one can afford to risk the industrial, mineral, and water resources that remain. During the 31st century, spare-parts depots and manufacturing plants are fought over; they are not shot at.

Oddly enough, water is one of the most valuable resources in the Human Sphere. Usable water is comparatively scarce on most colony worlds, and the Succession Wars have destroyed the technological base needed to maintain water-purification plants built by the old Star League. As a result, planets with ample water are worth fighting for. The Bandit Kings are not strong enough to take water-rich planets away from the Successor Warlords, so they specialize in water poaching. While poaching, a Bandit King's modified Dropships try to land undetected on a water-rich world, scoop up large volumes of water, and escape off-world without a fight. The raiding party's battledroid force usually waits in orbit, ready to cover the escape of its water-laden Dropships.

An invasion launched by one of the Successor Houses follows a very different course, and usually requires the use of at least one full-strength battledroid regiment. After 200 years of constant warfare, a distinct tactical pattern has emerged, and most campaigns against water-rich planets, industrial centers, or spare-parts depots follow a fairly predictable pattern.

If the invasion has been carefully planned, it usually succeeds. However, the attacking regiment is often hurt so badly in the fighting that it can be dislodged easily by a determined counterattack. As a result, wars between two Successor States tend to see-saw back and forth, without any decisive victories or defeats. After years of fighting, the victorious House may find itself with only 2 or 3 new planets to show for all its efforts, and it usually loses them in the next war, after its enemy has had time to repair damaged battledroids and recruit new troops. The people of the Successor States have lived and died with stalemates for more than 200 years.

CAMPAIGN TIMETABLE

D — 14 Days
The regimental assault force breaks out of Kearny-Fuchida hyperspace. Because the Kearny-Fuchida faster-than-light drive cannot function inside a star system's gravity well, the regiment's Dropships appear more than 640 million kilometers away from the planet they intend to attack. Even at full sub-light speed, the assault force will take nearly two weeks to reach its target.

D — 2 Days
The regiment arrives in orbit around the invasion target. Theaerospace fighters carried on-board its Dropships are launched. Once in space, they are ordered to engage any enemy fighters in orbit. They must destroy or drive off these enemy fighters before the battledroids can land.

D — 1 Day
After the orbital battle is over, the invasion force's surviving aerospace fighters may be ordered to attack ground-based radar stations and missile batteries near the intended drop point for the regiment's battledroids. These installations are usually present only on heavily- defended worlds, and most commanders prefer not to risk their fighters in atmospheric combat.

D-Day (Drop-Day)
The Dropships move to low orbit and launch the regiment's battledroids into space. Using their reaction jets, the battledroids enter the planet's atmosphere and land on the surface. The invasion commander usually chooses a drop point that is several hundred kilometers away from the enemy battledroid garrison. This gives him time to organize his force and repair any minor damage sustained while landing.

D + 1 Day
The battledroid regiment begins advancing against enemy positions. Some light battledroid units are detached to make lightning-quick raids against the planetary garrison's supply points, repair facilities, and surviving aerospace fighter bases. The rest of the regiment advances behind a screen of light and medium battledroids.

D + 2 Days and more
The main invasion force makes contact with defending planetary garrison. Usually, the defending battledroids will have occupied positions in and around water sources — lakes, streams, and shallow rivers. Whichever side controls the water has a marked tactical advantage, and most of the fighting will take place around those positions. The garrison will have to hold out for at least 6 weeks before it can expect to receive any reinforcements. If they are badly outnumbered, the defenders may split up into small units (usually lances) and operate as a guerilla force — harassing the invaders, but refusing to engage in pitched battles while waiting for reinforcements.

SKIRMISH ON MESA 7

While on a scouting mission to the recently rediscovered planet of Mesa 7, two lances of the house of Davion discover the presence of Wolf's Dragoons. Scouting reports show that the Dragoons have been on Mesa 7 for some time.

Davion Objective: eliminate Dragoon presence on Mesa 7 and secure planet for the house of Davion.

Dragoon Objective: eliminate all enemy forces to keep Mesa 7 base secert.

Forces.

DAVION	DRAGOONS
Gray's Hvy. Lance	Peterson's Hvy. Lance
1 Wasp	1 Wasp
1 Stinger	1 Shadow Hawk
1 Griffin	1 Griffin
1 Warhammer	1 Marauder
Johnson's Lance	Conventional Forces
2 Stingers	3 Vedettes
1 Phoenix Hawk	2 Hunters
1 Crusader	2 Scorpions
	4 M.G. Jeeps

REDJAK RYAN, CHIEFTAN OF BUTTE HOLD

Redjack Ryan first appeared in the Successor States as the leader of one of Hendrik of Oberon's mercenary units. While working for Janos Marik, Ryan and his men got out of hand and burned many of the towns on Fianna, an agricultural world owned by the House of Marik. Before Janos and Hendrik could assemble a force to track doen the renegades, Redjack Ryan and his rag-tag mob fled the Successor States and established themselves on Butte Hold, an isolated, water-poor planet just outside the Lyran Commonwealth. In the past few years, Ryan's raiding parties have hit both the Lyran Commonwealth and the Draconis Combine. If Takashi Kurita and Katrina Steiner were not at war with one another, it seems likely that a joint expeditionary force would long-since have smashed the pirates at Butte Hold.

BATTLEDROID REGIMENTAL ORGANIZATION

During the Succession Wars, battledroid armies are organized into regiments. Regiments are combined arms outfits containing heavy, light, and medium battledroids, aerospace fighters, and transport Dropships. Occasionally, several battledroid regiments are combined to form a division, but only for very rare, large operations against heavily defended worlds.

The basic structure of a battledroid regiment is triangular. That is, it is made up of smaller units in multiples of three. After several hundred years of battledroid warfare and tactical experimentation, a standard regimental organization has evolved. In practice, few regiments are well-equipped enough to conform exactly to this standard organization, but all units in the Successor States are modeled on it.

A model battledroid regiment is broken into the following smaller units: lance, company, battalion, regiment.

LANCE

The smallest battledroid unit is called a lance. It is the equivalent of a 20th-century tank platoon and contains 4 battledroids: two light, one medium, and one heavy droid. A full-strength lance should have 4 droid pilots and 4 droid technicians. Lances are labeled with their commander's name. As an example, a battledroid lance commanded by Lieutenant Gray is called "Gray's Lance."

Roughly one third of all lances contain 2 aerospace fighters in addition to their battledroids. These variants are called "air lances." Full-strength air lances have a 4 droid pilots, 2 fighter pilots, and 6 technicians.

COMPANY

Two regular lances and an air lance form a company. Companies are commanded by captains or senior lieutenants. Like lances, they are called by their commander's name. In all, companies contain 12 battledroids, 2 aerospace fighters.

BATTALION

Three companies make up a battalion. Battalions are commanded by majors or by senior captains. Full-strength units are called by their commander's name. Full-strength units contain 36 droids, 6 fighters.

REGIMENT

Three battalions plus a Dropship transport section form a battledroid regiment. Every regiment is commanded by a colonel and contains 108 droids, 18 fighters. Regiments are known by either a traditional title or by their colonel's name, such as "The 15th Crucis Hussars" or "Yamashita's Regiment," for example. The transport section contains enough Dropships to carry the entire regiment in one lift.

THE 21ST CENTAURI LANCERS

The lancers are commanded by Colonel Thaddeus Kusaka. Although once a Regular Army regiment, the Lancers went over to the House of Liao shortly before the start of the First Succession war. They served the Capellan Confederation for over 60 years, until a dispute over pay prompted them to mutiny. Their colonel remained loyal to the House of Liao, but a group of his officers deposed him and elected Shiro Kusaka as their new leader. Thaddeus Kusaka is Shiro's direct descendant. The Lancers have acted as free mercenaries in the 150 years since their mutiny. The heavy battledroid regiment is now in the employ of the House of Marik.

LINDON'S COMPANY

Lindon's Company is a battalion-sized force of light and medium battledroids commanded by Captain Owen Lindon. They are the survivors of another mercenary outfit, Reilly's Armored Cavalry Regiment. Ten years ago, while under contract to the House of Kurita, Reilly and his men were sent on a deep penetration raid against Driscoll's World. Although they were promised support, their reinforcements never showed up. Instead, Takashi Kurita used Reilly's raid as a diversion while his own battledroids occupied a planet closer to the frontier. Outnumbered by more than 3 to 1, the mercenaries were cut to pieces. Lindon and a few survivors managed to retreat off-world. They fled to the Federated Suns and hired on with the House of Davion.

THE BANDIT KINGS

The petty warlords, bandits, and pirates who rule many of the worlds surrounding the Successor States are commonly called the "Bandit Kings of the Periphery." Most bandit kings rule only a single world and command only a small force of ratletrap battledroids. Some are more powerful, governing loose coalitions made up of other bandit kings and planetary overlords. Nevertheless, the Bandit Kings are a constant threat and challenge to the five Successor Houses. Their water poaching and spare parts raids force the warlords to maintain large numbers of garrison troops along the periphery, and punitive expeditions from the Successor States are a common occurrence along the frontier.

HELMAR VALASEK, BANDIT KING OF SANTANDER V

Valasek was once a captain in one of Hanse Davion's battledroid regiments. After being accused of piracy, theft, and insubordination, he and his entire company fled the Federated Suns, though not before carrying out a murderous raid on the regimental commander's family estate. Unable to sell their services to any of the other Houses, Valasek and his men eventually settled on Santander V, under the command of Tiberion Tominaga. After little more than a year, Valasek mutinied against Tiberion and killed him in a duel. He is now the undisputed master of the bone-dry world of Santander V. Valasek is impartial in his piracy, launching water and parts raids against worlds owned by both Hanse Davion and Takashi Kurita.

HENDRIK III, KING OF OBERON IV

Hendrik is the lineal descendant of Colonel Hendrik Grimm, the first of the Bandit Kings. The Grimm family has ruled Operon VI for more than 170 years. In recent decades, the family's power has grown rapidly, and Hendrik III now leads a coalition of 12 other bandit kings. With several water-rich planets within his domain, Hendrik does not have to raid Successor State territory. Instead, he prefers to sell the services of his troops to the highest bidder. Although he is temporarily allied with the House of Kurita, Katrina Steiner's agents have been seen visiting Hendrik's palace.

In the years since the First Succession War, the House of Kurita has lost territory along its border with the Federated Suns, but it has been able to capture a number of strategic star systems from the House of Steiner. Recently, however, 'Hanse Davion and Katrina Steiner have begun coordinating their offensives against the Combine. In response, Takashi Kurita has formed an alliance with Janos Marik and Maximilian Liao.

Takashi was named Coordinator of the Draconis Combine more than 20 years ago, after his father was killed by one of his own household guards. Rumors that Takashi was responsible for the murder were stamped out in a series of brutal purges. His position is now secure, and the remaining nobles of the Combine appear loyal.

THE HOUSE OF STEINER

Ruler: Katrina Steiner, Archon of the Lyran Commonwealth and Duchess of Tharkad

Despite a number of humiliating defeats in the Succession Wars, the House of Steiner remains powerful beacuse of its control over several of the old League's most important worlds, including the battledroid manufacturing plants on Hesperus II. Although the factories themselves were thoroughly gutted during the First War, several maintenance facilities and storage depots remained intact. Naturally, the Hesperus system has been the target of countless offensives by all four other Houses.

Katrina Steiner distinguished herself while commanding a battledroid regiment during the 10th battle of Hesperus, and, after the abdication of her uncle Alessandro, she was elected Archon of the Commonwealth. While maintaining the claim to the title of First Lord, Katrina has urged a reconciliation of the Successor Houses. Her proposals have been rejected out of hand by the Houses of Liao, Marik, and Kurita. She has survived at least four assassination attempts, two of which are known to have been orchestrated by memebers of her own family. He daughter Melissa has been chosen as Archon-Designate.

THE HOUSE OF LIAO

Ruler: Maximilian Liao, Chancellor of the Capellan Confederation and Duke of Sian

Maximilian Liao is the leader of the weakest of the five Successor Houses. Two centuries of war and near-constant defeat have stripped the Confederation of half its territory and many of its most valuable star systems. Liao believes that his battledroid regiments are not capable of fighting a prolonged, offensive war against any of the other Houses, and especially not against Hanse Davion's troops. However, Liao is convinced that he holds the balance of power among the other Successor States, and that he can emerge from the chaos of a general war as the First Lord of a new Star league. As a result, he has joined Kurita and Marik in an alliance directed primarily against the House of Davion.

In addition, his agents have been busy trying to persuade Michael Hasek-Davion, the Duke of New Syrtis, to betray his liege lord. Liao is believed to have offered to recognize Michael as the legitimate Prince of the Federated Suns, in exchange for his support against loyal Davion garrisons along the frontier.

THE HOUSE OF MARIK

Ruler: Janos Marik, Captain-General of the Free Worlds League and Duke of Atreus

The House of Marik rules a territory troubled by frequent civil war and disorder. Since Janos Marik assumed power as Captain-General, two of his brothers and several military commanders have rebelled against his authority.

They have all been crushed, but only after costly and time-consuming campaigns. As a result, Marik has had little opportunity to lead his troops in battle against the other houses.

Recently, emissaries from Takashi Kurita have convinced him that the House of Davion is responsible for the civil strife within his realm. Consequently, the Captain-General has joined Kurita and Liao in an uneasy coalition.

In truth, however, Janos Marik is himself to blame for much of the disorder in the Free Worlds League. Although it is obviously impossible, he has tried to administer all of his far-flung territories from the court on Atreus. Naturally, this has alienated many of the powerful Dukes throughout his territory. They resent his attempts to usurp their power, and many of them trust him less than they do the other four Successor Warlords.

THE MERCENARY COMPANIES

Although the five Successor Houses can each field large numbers of regular troops, they also rely heavily on independent mercenary outfits. They vary widely in size and quality, but not in motivation. These mercenary units will fight for whichever Successor State offers them the highest pay.

Many were once regiments in the Star League's Regular Army, whereas others have been formed out of wandering soldiers from beyond the Periphery or by deserters from the armies of the Successor States. Some of the most famous, or infamous, mercenary units are described in the paragraphs below.

HANSEN'S ROUGHRIDERS

The Roughriders are commanded by Colonel Gerhardt Hansen, once a regimental commander in the service of the Free Worlds. He rebelled against Janos Marik and was forced into exile after the battle of Ilion V. Most of his old regiment followed him, and Hansen used them to form the core of this mercenary unit. The Roughriders prefer close combat, and many of the regiment's companines are composed entirely of heavy battledroids. The Roughriders are famed for their attack on New Olympia, a heavily-garrisoned world owned by the House of Marik. In 3 weeks of almost continuous combat, they annihilated two enemy regiments before being forced to retreat off- planet. They are now in the service of the House of Steiner.

THE ERIDANI LIGHT HORSE

Once part of the Star League's Regular Army, this regiment refused to follow General Kerensky into self-imposed exile at the beginning of the Succession Wars. Instead, its officers and men renounced their allegiance to the League and offered their services as mercenaries to the House of Kurita. Since that time, the regiment has worked for several different masters. The Eridani Light Horse was organized as a raiding and reconnaisance force, and most of its battledroids are either light or medium. Only one of its battalions contains any heavy droids. The Light Horse regiment is now based in the Federated Suns, under long-term contract to the House of Davion.

WOLF'S DRAGOONS

This regiment is commanded by Colonel Jaime Wolf. It first appeared in the Successor States nearly 20 years ago. Since that time, the Dragoons have fought under the banners of all five Houses. The regiment's battledroids are very well equipped, and it is rumored that Colonel Wolf's dragoons have a well-stocked base somewhere outside the Successor States. The regiment is renowned for its gallant and determined assault on Hesperus II. Although the Dragoons were defeated, Katrina Steiner chose to hire them herself. The regiment is now in the pay of the House of Kurita.

rate of fire. Reprogramming is usually carried out while the battledroid force is enroute aboard its Dropships and takes roughly two weeks.

Battledroids are always adjusted for the expected external temperature. As a result, sudden increases in outside temperature can have a devastating impact on a droid's ability to get rid of waste heat. A whole series of tactics have been developed around this characteristic. For example, commanders love setting forests on fire while enemy battledroids are advancing through them. The superheated air roaring around the droids will either overload their cooling systems or drastically reduce their efficiency.

On the other hand, battledroid pilots like to fight in shallow lakes and rivers. The running water helps keep the droid's internal temperature in check, allowing a higher rate of activity. With everything else equal, the side that can shelter in water has a marked advantage in any battle. Ironically, most campaigns during the Succession Wars are fought over control of water-rich worlds, and most battles on those worlds revolve around the tactical control of water sources.

SOLDIERS OF THE SUCCESSION WARS

THE DROIDWARRIOR FAMILIES

The soldiers of the Succession Wars are professionals, members of a hereditary warrior class. After two centuries of war, the worlds of the Inner Sphere can no longer build new battledroids, and those that are left are patchwork machines handed down from one generation to the next. The military families form a small, powerful elite in the Successor States, and they guard their position with jealous vigor.

Their children are raised from birth to be DroidWarriors. From the time they are old enough to talk, the skills they need are hammered into them: electronics, mechanical engineering, tactics, and strategy. The high manual dexterity and hand-eye coordination required are developed by drill, and by constant practice on electronic simulators. Those who don't measure up are shunted aside, to serve the family as droid technicians, estate managers, or household guards. The best are taught to pilot both battledroids and aerospace fighters. They are kept in readiness for the day they will succeed their elders on the battlefield.

Over the centuries, the DroidWarrior families have gathered more and more power. By the beginning of the 31st century, most own large estates, supported by large numbers of servants. Colonels and captains are correspondingly richer, and regimental commanders often own estates worked by thousands of civilians. Many have been made nobles by the Successor Warlords. In return for their privileges and wealth, the DroidWarrior families guarantee protection to their tenants, swear allegiance to their officers, and owe fealty to one of the five Successor Warlords. Mercenary families give their loyalty only to their regimental officers.

THE DISPOSSESSED

Despite their wealth and power, a DroidWarrior family's position is always precarious. It rests solely on their battledroids, and these war machines must be risked time and again in combat. Disaster on a distant battlefield can strip away a family's lands and prestige in a single instant. Those whose droids are lost fall into the ranks of the Dispossessed. The Dispossessed regard themselves as members of the warrior class, but they are scorned by warriors with battledroids, and hated by the ordinary folk they once governed. They have no place in society.

Every child of the Dispossessed is raised with one, over-riding ambition — to regain full status as a DroidWarrior by capturing a battledroid. Many of them offer their services as technicians to one of the DroidWarrior families, hoping that years of hard labor will be rewarded with a captured droid. Others volunteer as infantry, taking desperate chances while looking for the lucky shot that will "kill" a battledroid without wrecking it. Some wander through the Sphere as adventurers and treasure-seekers, always looking for hidden caches of League weaponry and other high-tech equipment.

The Successor Warlords prefer to recruit their spies and scouts from among the Dispossessed. They are perfectly suited to those roles. The Dispossessed are desperate, ambitious, and willing to do almost anything in order to regain their place among the elite.

THE WARLORDS

Each of the five Successor States is ruled by a family descended from one of the original Council Lords of the old Star League. All five royal Houses claim the title of First Lord, and all have been at each other's throats since the beginning of the Succession Wars. Their battleground is the sphere of star systems once occupied by the seven member-states of the old League. The Successor Warlords have long-since abandoned the vast Territorial States once ruled by the League's First Lord and High Council.

THE HOUSE OF DAVION

Ruler: Hanse Davion, called "The Fox," Prince Of The Federated Suns, Duke Of New Avalon, and Victor at Halstead Station.

The House of Davion has become the most powerful of all the Successor Houses, though nearly defeated by Minoru Kurita in the First Succession War, the Davion armies rallied and drove Kurita's forces back across the border. In the two centuries since, skillfully conducted military campaigns and subtle diplomacy have enabled the House of Davion to double the number of star systems under its control.

Hanse became the Lord of Davion after his older brother's death in the battle of Mallory's World. At 42, he is the youngest of the five Successor Warlords. Enemies and friends alike call him The Fox, and his reputation for carefully-crafted intrigue is well-deserved. It is believed that his agents have been responsible for several of the rebellions that have plagued the House of Marik in recent years.

Hanse Davion's position is threatened by the ambitions of his brother- in-law, Michael Hasek-Davion, the Duke Of New Syrtis. The Duke commands a large number of troops, and he has grown increasingly restive under the authority of the young Prince. There are rumors that he has concluded a treasonable pact with Maximilian Liao, ruler of the Capellan Confederation.

The House of Davion is now loosely allied with the House of Steiner against a coalition formed by the Houses of Kurita, Liao, and Marik. It is believed that Hanse plans to marry Melissa, Katrina Steiner's daughter and chosen successor.

THE HOUSE OF KURITA

Ruler: Takashi Kurita, Coordinator of the Draconis Combine, Duke Of Luthien, and Unifier Of Worlds

More than two centuries ago, Minoru Kurita was the first of the five surviving members of the High Council to declare himself First Lord of the League. He was assassinated on Kentares IV during an offensive against the House of Davion, and his son Jinjiro, ordered his troops to "bathe accursed Kentares in blood." Fifty million people were butchered, and the infamous Kentares Massacre has made the Kurita name both feared and despised in all the Successor States.

ELECTRONICS

Computers

In addition to their sophisticated movement control systems, battledroids need computers to help handle a wide variety of sensor information and weapons systems. In most droids, these secondary systems are comparatively simple data processors constructed with currently available technology. Some battledroids, however, still possess advanced systems built long ago by League technicians. Droids with these ultra-sophisticated computers have considerable advantages in combat.

DroidWarrior Pilots

Battledroid movement is controlled by a human pilot, a DroidWarrior. DroidWarriors wear neural-impulse helmets connected to sophisticated computers. The helmet channels sensory information from the battledroid directly to the pilot; converting raw data on posture, movement, balance, and speed into neural impulses for the human brain. At the same time, the helmet and its linked computer translate impulses from the DroidWarrior's brain into movement and combat commands for the droid. In a sense, while wearing the helmet, the DroidWarrior controls the droid as if it were his or her own body. Like the fusion power plants, neural-impulse helmets and drive-control computers cannot be manufactured by the Successor States and must be salvaged from other, wrecked battledroids or from old League spare parts depots.

POWER PLANT

Battledroids require a lot of power for movement and combat, and a fusion power plant provides enormous amounts of electricity from ordinary water. The fusion reaction used does not release neutrons, so the power plant can be run indefinitely without becoming radioactive. However, this reaction requires a temperature that current technology cannot reach. As a result, destroyed power plants can only be replaced by reactors salvaged from other, wrecked battledroids or from old League stockpiles.

The fusion plant produces electricity by magnetohydrodynamics (MHD). Plasma from the fusion reaction is channeled by magnetic fields into a loop. This plasma is conductive, and the loop functions as a generator coil, producing both electricity and waste heat. Every battledroid has radiators to help get rid of that waste heat.

Heat retention is always a serious problem for battle droids since high internal temperatures can disrupt the magnetic containment fields around their reactors. If a power plant's magnetic "jar" is disrupted, fusion reactions that do release neutrons could occur, causing serious radiation damage to both the battledroid's internal systems and to its crew. Combat damage that causes an abrupt shutoff of the reactor's containment fields will not cause an explosion. It will, however, wreck the reactor.

MOVEMENT

Depending on their size and weight, battledroids can reach walking or running speeds ranging from 40 to 100 kilometers per hour in open terrain. Dense forests, swamps, and steep slopes will slow them down, but very few terrain features can stop them. In addition, many droids can jump over obstacles by superheating air with their fusion reactors and jetting it out through their feet; on vacuum worlds, jump-capable droids carry a small quantity of mercury to use as reaction mass for their jets. Finally, all battledroids can move underwater while crossing rivers or small lakes.

All battledroids can make assault landings from low orbit. Special reaction jets contained in their feet allow them to soft-land from altitudes of up to 320 kilometers. During reentry, break-away ablative shields protect a battledroid's vulnerable sensors and weapons.

Sensors

Battledroids rely on a number of different sensors for information, including: radar infra-red (IR) and light-intensifier optics, and laser range-finding systems. The compact electronics technology needed to build fire-and-forget weapons no longer exists, except for very simple IR homing missiles. During the Succession Wars, combat is strictly a line-of-sight affair.

WEAPONS

Battledroids usually carry particle beam weapons or lasers as their main armament. Energy weapons are preferred because they can be powered almost indefinitely by the on-board fusion reactor. In addition, many carry launching racks for short- or long-range, non-nuclear missiles. Some droids are also equipped with rapid-fire autocannons or machine guns for use against infantry, aircraft, and other battledroids.

LIFE SUPPORT SYSTEM

A sealed-environment crew compartment complete with chemical atmosphere regenerators, food, water, and other supplies can sustain the droid's pilot and a single passenger for up to a week. Both positions in the crew compartment are equipped with ejection seats. If a battledroid takes catastrophic damage, its pilot and any passenger can blow open the back of its head and eject and out.

REPAIR

Well-equipped battledroids carry stocks of certain spare parts, replacement myomers, armor patches, and extra sensor arrays. A DroidWarrior can use these spares to repair minor combat damage in the field. After two centuries of war, however, few droids can be considered well-equipped. In fact, most carry only a few square yards of spare armor plating, and some even lack the small hand tools needed for on-the-spot repair work.

TEMPERATURE CONTROL

Battledroids engaged in combat generate a lot of waste heat in a very short period of time. Their power plants, movement, and energy weapons all produce heat that must be eliminated. Droids can be seriously damaged, and even crippled by high internal temperatures. High temperatures can disrupt the fusion reactor's magnetic containment shields and release hard radiation, killing the crew and crippling its onboard computers. In addition, the droid's electronics and computer systems are temperature-sensitive. High heat can damage them, slowing the droid's movement and reducing the accuracy of its weapons.

Battledroids control their internal temperatures by giving off waste heat and by strictly regulating the rate at which they move and fire. All droids are equipped with radiators to help dissipate heat. The heat pouring out of these radiators gives battledroids an enormous IR (infrared) signature.

On temperate or cold worlds, conduction and convection also help get rid of waste heat. However, both these physical processes work against a battledroid operating in desert or jungle environments where the temperatures outside are higher than its internal temperature. In order to survive in these environments, droids must drastically slow the rate at which they build up waste heat.

Heat build-up can be controlled by reprogramming a droid's movement control computer and its secondary systems. These computers are usually set to prevent the battledroid from exceeding a certain rate of activity and the resulting level of heat build-up. When a droid is sent to a high-temperature world, its activity rate setting is lowered. The droid will move more slowly and fire less often than it would on a temperate planet. When it's sent to fight in an arctic climate, the setting is raised, allowing faster movement and a higher

A DARK AGE: THE SUCCESSION WARS

"Some say the roots of this nightmare lie far in the past. Some say they lie within the soul of Man himself..."

Tamar Chandresekar, A Time Of Troubles

A Dark Age has engulfed the Human Sphere, the result of more than two centuries of bitter and endless war. Where once a united Star League ruled, five splintered Successor States now struggle for dominion. In their wars, each House seeks mastery over the others, but none can conquer unaided, and none can be trusted as an ally. Thus, campaign succeeds campaign and battle follows battle — all without lasting victory or defeat. Men die and worlds are smashed, but the wars go ever on. Along the periphery, thousands of planets have fallen into chaos, savagery, and barbarism. They are ruled by men who own nothing more than thieves and brigands.

With each passing decade, we fall further into darkness. Science is forgotten and learning mocked. Once-proud universities are either empty or smoking rubble, and things that were child's play for our ancestors are impossible for us. More than two centuries have passed since a newly-built starship last roamed the Sphere. Even the instruments of war grow more primitive, though no less deadly. Our huge war machines, the battledroids, can no longer be built, and the Successor Warlords must strip their wrecked machines to find needed spare parts. We have become nothing more than carrion birds feeding on the wreck of our own civilization.

WEAPONS OF THE SUCCESSION WARS

The battlefields of the Succession Wars are dominated by the most powerful war machines ever built, the battledroids. They were developed by Terran scientists and engineers more than 500 years ago, during the Age Of War. These huge, man-shaped vehicles are faster, more mobile, better armored, and more heavily armed than any 20th-century tank. Equipped with charged particle beams, lasers, rapid-fire autocannons, and missiles, they pack enough fire-power to flatten anything but another battledroid. A small fusion reactor provides virtually unlimited power, and battledroids can be adapted to fight in environments ranging from sun-baked deserts to subzero arctic icefields.

Tanks and lightly-armed jeeps also can be found on 31st-century battlefields. Although they are technologically primitive when compared to battledroids, they are the most advanced weapons that many worlds in the Successor States can manufacture. Tank and jeep units are used as garrisons on planets throughout the Human Sphere. On some worlds, even infantry units may be thrown against an attacking battledroid force. During the Succession Wars, human life is cheap; weapons are expensive.

Small, fusion-powered fighters control both the skies and space. The battlefleets of all the Successor States were nearly destroyed during the First Succession War, and the ability to construct warcraft able to travel faster than light has been lost. As a result, small aerospace fighters are the first line of defense for any planet under attack, either in orbit, or in the atmosphere itself.
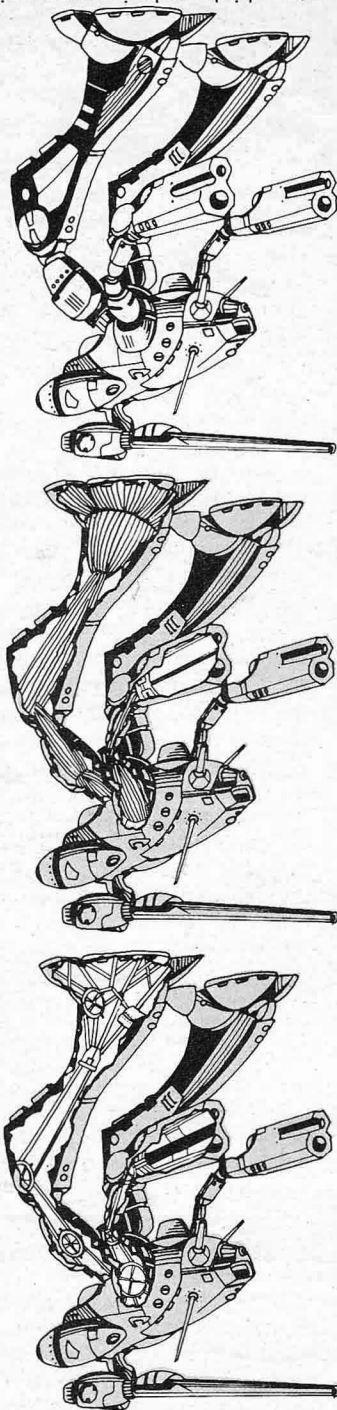
PHYSICAL CONSTRUCTION

Skeleton

Every battledroid is built around a man-like "skeleton" made up of several dozen composite "bones." Each "bone" contains a honeycomb, foamed-aluminum core wrapped with stressed silicon-carbide monofilament and protected by a rigid, titanium steel shell. Every strong, ultra-light artificial bone provides attachment points needed for the "muscles" and other servos that actually drive the battledroid. Their skeletal construction helps make battledroids less vulnerable and easier to repair than vehicles built with a stressed-skin shell.

Muscles

Battledroids use two different systems to drive and control their movements. Light weapons and sensor arrays are propelled by small, electrically-driven rotary or linear actuators. Larger movements involving the limbs and main weapons are controlled by bundles of polyacetylene fibers called myomers. The fiber bundles contract strongly under the influence of electricity, duplicating the operation of human muscle tissue, though on a much larger scale. Battlefield repairs to damaged limbs can easily be made by either replacing the fiber bundles or by transferring bundles from other parts of the droid's skeleton. Transferred fiber bundles cannot restore full function to a damaged limb, but they can give it back limited mobility and strength.

Armor

Battledroids are protected by two separate layers of armor. An outer layer of aligned-crystal steel with good heat conductivity provides protection from lasers and particle beam weapons. It is also rigid and tough enough to stop almost any conventional projectile. An inner layer of boron nitride impregnated with diamond monofilament stops high-explosive armor-piercing (HEAP) rounds and fast neutrons. This second layer of armor also stops armor fragments from spewing into the battledroid's interior. Both layers of armor are only a few inches thick.