Type: SHD-2H Shadow Hawk
Tonnage: 55 Tons
Engine: 275 Core Tech
Weapons: Armstrong J11 Autocannon
     Holly Long Range
     Missile Rack (5)
     Martel Model 5
     Medium Laser

From this vantage point you
have a perfect view of the
enemy's approach. Picking up a heat
source at long range, you activate your
weapon systems. The combination of
Autocannon, Long Range Missiles
and Medium Laser gives firepower
at all ranges. That plus your manu-
crverability should give you the
edge—depending, of course,
on what is coming through the
high pass below.

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

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

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

NOTE:
This book by itself is not a complete
game. You must have at least one
other book in the BATTLETECH®
series before you can start to play.
This booklet represents one character, or 'Mech, in the BattleTech\textsuperscript{*} series of science fiction combat games. Each 'Mech in this series can interact with every other; each has strengths and weaknesses which you will discover as you and your friends collect them.

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

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

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

How to Play

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

1) Exchange booklets with your opponent, but keep your own 'Mech Stat Card.

2) Open the booklet to View Screen 49. You now see your opponent at Long Range as shown by the Range/Action Display above the View Screen. Just beneath the View Screen is the Status Display with instructions for your opponent's next maneuver. Read the instructions to your opponent now (e.g., "Do only Long Range next turn.").

3) Use your Stat Card to choose your maneuver (obeying the instructions just given to you by your opponent in step 2, above) and turn to the Console number listed next to the maneuver. This will always be an even number.

4) Increase your Current Heat level by the amount shown next to the maneuver under "HEAT" on the Stat Card. Note: If your Heat level is equal to or greater than your 'Mech's Shutdown number, your 'Mech will overheat and shut down at the end of this turn.

5) If the maneuver you just chose uses ammunition, deduct the appropriate number from your Current Ammunition. When any weapon's Current Ammunition reaches zero, you may no longer use that weapon. (You may choose to ignore ammunition restrictions, if both players agree.)

6) Tell your opponent the number of the Console display you are now on. This will always be an even number.

7) On your Console Display, find the even number your opponent has just given you in step 6, above. Next to it is an odd number, sometimes with a letter after it. Remember the letter, if any, and turn to the odd-numbered View Screen listed next to it. This View Screen will show either your opponent's maneuver or the damage you have done to him. Note: It will not show if you have been hit. That will only show in the booklet your opponent is using.

Tell your opponent the View Screen you are now on.

If you choose to "Bail Out," announce it now.

8) If the word "SCORE" appears in the View Screen, you have hit your opponent. Add the number listed below "SCORE" to the damage modifier from your Stat Card for the maneuver you just did. If the result is greater than zero, you have damaged your opponent. Tell your opponent to subtract that amount of damage from his Current Armor Points.

Tell opponent:
"Do only Medium Range except Orange or Dodge. Add +1 to any Red that Scores next turn."

2—13K 6—41D 10—13J 14—9E
4—21 8—9A 12—21 16—17
**MEDIUM RANGE FIRING AUTOCANNON**

Tell opponent:
"Do only Medium Range except Jump or Dodge next turn."

2—45  6—25  10—41C  14—33D
4—41A  8—5  12—41B  16—11

**CLOSE RANGE PUNCHING**

Tell opponent:
"Do only Close Range except Blue next turn."

2—45  6—25  10—13J  14—45
4—21  8—31  12—21  16—11
### MEDIUM RANGE DUCKING

Tell opponent:

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

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<td>4</td>
<td>33C</td>
<td>8</td>
<td>5</td>
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### CLOSE RANGE LEG HIT

Tell opponent:

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

- **A[4]**: Heat Sinks: "+1 to all Heat."
- **D[6] / E[6]**: Left/Right Leg Actuators: "-1 to all Ducks."
- **F[2] / G[2]**: Left/Right Foot: "-1 to all Kicks."

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<td>4</td>
<td>13D</td>
<td>8</td>
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MEDIUM RANGE
JUMPING UP

Tell opponent:
“Do only Medium Range except Orange or Dodge next turn.”

CLOSE RANGE
KNOCKED DOWN

Tell opponent:
“Do only Close Range Defense next turn.”

C[2]/D[5]: Gyro: “-1 to all Dodges.”
E[3]/F[6]: Gyro: “-1 to all Ducks.”
G[2]/H[4]: Jump Jets: “Do no Death From
Above.”
I[2]/J[6]: Sensors: “-1 to all weapons.”
K[3]/L[6]: Missile Ammo: “Take 2 pts of
damage and do no Missiles.”
**MEDIUM RANGE CRITICAL HIT**

**SCORE**

1

Tell opponent:

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

A[5]/B[7]: Sensors: "+1 to all weapons."
C[5]: Missiles: "+1 to all Missiles."
D[7]: Missiles: "Do no Missiles at Medium Range."
E[5]/F[7]: Cockpit: "Pilot killed."

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<td>8—11</td>
<td>12—51</td>
<td>16—11</td>
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</table>

**CLOSE RANGE BEHIND YOU**

Tell opponent:

"Do only Close Range and add +2 to any Score next turn."

| 18—35E | 26—35D | 34—15D | 42—47 |
| 20—35G | 28—35H | 36—29 | 44—35K |
| 22—1   | 30—7   | 38—1  | 46—37  |
| 24—5   | 32—35E | 40—47 | 48—35B |
CLOSE RANGE
DEATH FROM ABOVE

Tell opponent:
"Do only Close Range Defense next turn. If on a Score page take 3 points of damage."

18—23B  26—23D  34—19  42—47
20—23D  28—23E  36—59C  44—23C
22—35E  30—15B  38—35K  46—37
24—5    32—23G  40—47    48—11

CLOSE RANGE
 FIRING LASER

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

18—35G  26—35I  34—13K  42—47
20—35E  28—55  36—59B  44—35D
22—15C  30—7   38—61H  46—37
24—5    32—35E  40—47   48—27C
**MEDIUM RANGE LEG HIT**

**SCORE**

0

Tell opponent:

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

**CLOSE RANGE DUCKING**

Tell opponent:

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

---

**A[4]:**
Heat Sinks: ""+1 to all Heat per turn."

**B[5]/C[5]:**
Left/Right Leg Actuators: ""-1 to all Ducks."

---

**D[4]/E[4]:**
Left/Right Foot: ""-1 to all Kicks."

**F[3]/G[3]:**
Left/Right Foot: ""Do no Charge."

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<tr>
<td>24—5</td>
<td>32—23F</td>
<td>40—35C</td>
<td>48—11</td>
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</tbody>
</table>
MEDIUM RANGE KNOCKED DOWN

SCORE
-2

Tell opponent:
"Do only Medium Range Green or Yellow next turn."

C[5]: Gyro: "-1 to all Dodges."
D[6]: Gyro: "-1 to all Ducks."
E[4]: Autocannon: "-1 to all Autocannon shots."
F[6]: Sensors: "-1 to all weapons."
G[3]: Jump Jets: "Do no Jump Up."

18—3  26—63  34—19  42—47
20—51  28—55  36—29  44—51
22—1  30—7  38—1  46—37
24—5  32—63  40—47  48—11

LONG RANGE JUMPING BACK

Tell opponent:
"Do only Long Range except Orange next turn."

18—3  26—63  34—19  42—47
20—51  28—55  36—29  44—51
22—1  30—7  38—1  46—37
24—5  32—63  40—47  48—11
CLOSE RANGE TURNED AROUND

Tell opponent:
"Do only Close Range Green or Yellow next turn."

CLOSE RANGE TORSO HIT

Tell opponent:
"Do only Close Range except Orange next turn."

A[1]: Heat Sinks: "+1 to all Heat per turn."
B[2]: Autocannon: "-1 to all Autocannon shots."

C[2]: Missiles: "-1 to all Missiles."
D[2]: Autocannon Ammo: "Add +2 to Heat and do no Autocannon."
E[3]: Gyro: "Do no Dodges."

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

18—3 26—13H 34—13L 42—17
20—13J 28—13I 36—11 44—51
22—21 30—13D 38—21 46—13H
24—13F 32—63 40—17 48—45
**MEDIUM RANGE TORSO HIT**

**SCORE**
-4

- **Tell opponent:** “Do only Medium Range except Orange next turn.”

---

**MEDIUM RANGE FIRING FROM COVER**

- **Tell opponent:** “Do only Medium Range except Jump, or Dodge next turn.”

---


**C[2]/D[3]:** Autocannon: “-1 to all Autocannon shots.”

**E[8]:** Heat Sinks: “+1 to all Heat per turn.”

**F[1]/G[2]:** Missiles: “-1 to all Missiles.”

**H[2]/I[7]:** Autocannon Ammo: “Take 4 pts of damage and do no Autocannon.”

**J[2]/K[7]:** Missile Ammo: “Add +5 to Heat and do no Missiles.”

---

**36**

18—57 26—43 34—27G 42—43
20—43 28—49 36—29 44—43
22—43 30—43 38—43 46—43
24—11 32—43 40—43 48—29

---

**38**

18—35G 26—35F 34—13D 42—47
20—35K 28—55 36—43 44—35D
22—35G 30—7 38—23A 46—61B
24—13B 32—35E 40—47 48—11
LONG RANGE FIRING MISSILES

Tell opponent:
"Do only Long Range next turn."

CLOSE RANGE ARM HIT

SCORE
-2

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

A[4]: Right Arm: "-1 to all Lasers."
B[6]: Left Hand: "Do no Punch."
C[4]: Left Arm: "-1 to all Punch and Push."
D[5]: Left Arm: "-1 to all Autocannon shots."
E[6]: Laser: "Do no Laser."

18—35E  26—35D  34—31  42—33E
20—35G  28—55  36—43  44—35G
22—1    30—61C  38—1   46—37
24—13A  32—35J  40—23D  48—11

18—35D  26—35E  34—31  42—61F
20—35B  28—55  36—59C  44—35G
22—35F  30—7   38—35E  46—37
24—25   32—35G  40—61G  48—27D
LONG RANGE SIDESTEPPING

Tell opponent:
"Do only Long Range next turn."

CLOSE RANGE KICKING

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

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

18—35J  26—35I  34—19  42—47
20—35D  28—23D  36—59C  44—35A
22—1    30—35J  38—1   46—37
24—45   32—35E  40—47  48—11
Tell opponent:
"Do only Medium Range except Jump next turn."

| 18—3 | 26—63 | 34—13F | 42—47 |
| 20—51 | 28—55 | 36—29 | 44—51 |
| 22—1 | 30—7 | 38—1 | 46—37 |
| 24—5 | 32—63 | 40—47 | 48—11 |

Tell opponent:
"Do only Long Range next turn."

| 50—59G | 54—59E | 58—43 | 62—59F |
| 52—47 | 56—59I | 60—59C | 64—11 |
Tell opponent:
"Do only Medium Range except Missile or Jump next turn."

Tell opponent:
"Do only Medium Range except Green or Yellow next turn."

52 50–63 54–63 58–7 62–27F
52–13J 56–3 60–29 64–13B

52–35I 56–57 60–29 64–35K
MEDIUM RANGE COOLING DOWN

Tell opponent:
"Do only Medium Range next turn."

LONG RANGE FIRING AUTOCANNON

Tell opponent:
"Do only Long Range except Yellow next turn."

50–59C 54–59B 58–43 62–59A
52–47 56–59E 60–29 64–11

50–39 54–39 58–43 62–49
52–27B 56–57 60–29 64–11
LONG RANGE TORSO HIT

SCORE
-4

Tell opponent:
"Do only Long Range Green or Yellow next turn."

A[7]: Engine: "+2 Heat per turn."
B[4]: Autocannon: "-1 to all Autocannon shots."
C[4]: Heat Sinks: "+1 to all Heat per turn."
D[1]/E[5]: Missiles: "-1 to all Missiles."
F[2]/G[5]: Autocannon: "Do no Autocannon."
H[1]/I[5]: Missiles: "Do no Missiles."

50—39  54—39  58—43  62—49
52—53  56—57  60—29  64—29

MEDIUM RANGE ARM HIT

SCORE
-2

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

A[4]/B[6]: Right Arm: "-1 to all Laser."
C[4]/D[7]: Left Hand: "Do no Punch."
E[3]/F[5]: Left Arm: "-1 to all Punch and Push."
G[5]: Left Arm: "-1 to all Autocannon shots."
H[5]: Laser: "Do no Laser."
I[6]: Both Arms: "Do no Push."

50—39  54—39  58—43  62—49
52—47  56—57  60—29  64—11
9) If you damaged your opponent in step 8, above, you may have caused a Critical Hit, (see below). If you did cause a Critical Hit, read the critical damage listed to your opponent. Note: The Critical Damage Display is normally blank. It contains data only when your opponent has been hit.

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

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

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

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

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

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

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

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

Often similar Critical Hits are grouped together. For example:


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

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

ESCAPE—You may break off combat and escape if you can maneuver to page 29 (Long Range, Jumping Back) from any long range page. Simply announce, “Escaping” and the game is over. Your opponent receives credit for ¾ victory if you successfully escape.

(continued on back of Stat Card)
Multi-Player Rules

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

1) If you are fighting more than one opponent you may find yourself at different ranges with each. Select a single opponent to attack and choose a maneuver from the appropriate range.

2) Each maneuver on the Stat Card has Conversion numbers in addition to the Console numbers listed next to it. To resolve the results of your opponents’ actions at other ranges, read them from the Conversion numbers at the far right of your Stat Card for the appropriate maneuver and ranges. Turn to the Console page for these numbers and resolve each of the combats.

3) If you have Scored against more than one opponent, you may divide your damage modifier among those opponents in any manner you wish. Note: You can not apply the full modifier to each of your opponents. (You may apply it to any one opponent if you choose.)

4) If you defeat your opponent(s) and there are still battles going on, you may choose to join one. If you join against one opponent, play continues as a normal multi-player battle. If you join against two or more opponents, you must choose any one opponent who must then leave his attack for a one-on-one against you.

5) If you receive conflicting instructions from your opponents, do only the most restricting instruction.

6) Use only the Heat from the original move you chose, not from either of the conversion maneuvers.

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

Campaign Rules

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

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

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

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

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

‘MECH DETERIORATION—Each time you start a new game with the same ‘Mech, subtract one from the ‘Mech’s Shutdown number. After ten games, you may acquire a new ‘Mech with a full Shutdown limit at a cost in Experience Points equal to the cost printed on the front of the ‘Mech’s Stat Card. For each game thereafter that you choose not to take the new ‘Mech but continue to use the old one, the cost of the new ‘Mech drops by 10 Experience Points. Note: Ammo still starts to explode at 28 Heat Points. If the Shutdown number is less than 28, ammo will never explode.

(continued from back of Stat Card)

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

Salvage: After any game you win, you may salvage usable parts of your opponent(s)’ ‘Mech(s). Armor and Heat Sinks are automatically repaired after each game and so are not salvageable. Other parts are not salvageable if they have suffered any three Critical Hits or one Critical Hit which states “Do not salvage.” Note: A part which has suffered damage may still be usable by its original owner (with heavy negative modifiers) although it is not salvageable by anyone else.

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

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

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

BAILING OUT—Your pilot may eject from his ‘Mech during step 7) of any turn in the game. Simply announce, “Bailing out!” The game ends immediately, your opponent wins, but your pilot automatically survives (although without a ‘Mech.) If your pilot does not eject in step 7), he may be killed in step 8) or 9) as follows: If the ‘Mech’s armor is reduced in step 8) to –5 or worse, or if the Critical Hit in step 9) is “Pilot Killed,” the pilot automatically dies. You must start a new pilot in a new ‘Mech next game with no modifications to any of his skills.

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

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

System Designed by: Alfred Leonardi
Developed by: Dennis Greci, Karl Hiesterman and James Rosinus
Character Designed by: Karl Hiesterman
Illustrations by: Doug Shuler
Rules and Editing: Dennis Greci, James Rosinus
Playtesters: Jim Atwood, Josh Blackstan, Chris Eccleston, J. J. Fenstermaker, Kris James, Jim Kasprzik, Marian McKenzie, Bruce Perry, August Reining, Doug Shuler, Walter Smith, Gary Stagliano, Bryan Sturry, Mike Vitale, Ann Wingert

(continued on back of Pilot Card)
PILOT CARD

NAME

RANK

UNIT

EXPERIENCE TO DATE

---

MODIFIERS

TYPE

CATEGORY

TOTAL

AUTOCANNON

I

FLAMER

II

LASER

III

MACHINE GUN (MG)

IV

MISSILES

V

PARTICLE PROJECTOR

VI

CANNON (PPC)

VII

PHYSICAL

VII

PILOTING

VIII

STOCKPILE

---

BATTLETECH

STAT CARD

Shadow Hawk — SHD-2H

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<th>START</th>
<th>CURRENT</th>
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PG =Console (Page) you turn to.
MOD = Score modifier. Combine with printed score.
HEAT = Heat generated by that maneuver.
CRX = Close range conversion number.
MRX = Medium range conversion number.
LRX = Long range conversion number.
(A) = Requires amm. unit.