

MAPPACK: ALIEN WORLDS

The following rules and references are required to use the mapsheets from *MapPack: Alien Worlds*. The relevant rules are grouped together by individual mapsheets. This rules sheet assumes players are using the *Total Warfare* and/or *BattleMech Manual* as the basis for their games.

Any unmarked hex is considered clear terrain, regardless of artwork.

Rules for unusual terrain or modifications are referenced to *Tactical Operations: Advanced Rules (TO:AR)* or *Tactical Operations: Advanced Units and Equipment (TO:AUE)*. The mapsheets also employ brand-new Planetary Conditions rules and a few variations, detailed below.

JOINING WITH OTHER MAPS

Most *BattleTech* maps include empty half-hexes on all sides, allowing players to join multiple mapsheets together. If players wish to use the mapsheets from *MapPack: Alien Worlds* alongside other maps, all players will need to agree on the oddities that will occur in areas where the mapsheets meet.

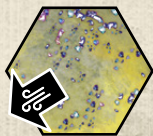
For example, if other mapsheets are placed along the right side of the Lunar Base, any Level 0 hexes on those maps should be considered either Level 1 or 2, as indicated, with any Levels on those maps gaining either +1 or +2 Levels. As another example, if players place mapsheets along three of the sides of the Crystalline Canyon, once again, they'll need to adjust levels accordingly.

MAPSHEETS

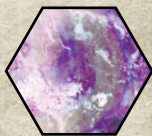


CAUSTIC VALLEY

- The atmosphere is Caustic—Tainted (see p. 54, *TO:AR*).
- A Moderate Gale is blowing (see p. 59, *TO:AR*). The Wind Direction is as indicated on the diagram below, and never changes. At the start of every turn, roll 1D6. On a result of 5 or 6, the Moderate Gale changes to a Strong Gale for that turn (see p. 59, *TO:AR*). The wind lessens back to a Moderate Gale unless a 5 or 6 is rolled at the beginning of the next turn.



Wind Direction



Hazardous Liquid Pools

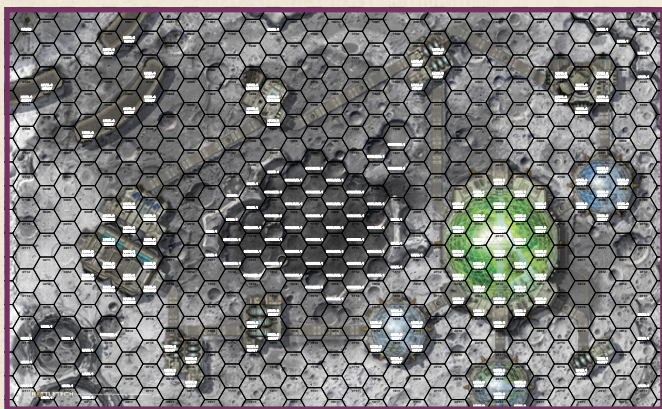
- All hexes similar to that shown above right are *Hazardous Liquid Pools* (see p. 47, *TO:AR*).

- **Terrain Modifications:** The following is an all-new new Terrain Modification (see p. 38, *TO:AR*) which applies to the Base Terrain of the hex in which it appears.

• Wind Blown Hazardous Liquid

Moderate Gale: During the End Phase, any unit adjacent to a Hazardous Liquid Pool hex side matching the Wind Direction rolls 1D6. On a result of 5 or 6, apply 1D6 damage to a random location (for 'Mechs, this location cannot be the Head).

Strong Gale: During the End Phase, any unit occupying the four hexes extending in a straight line from a Hazardous Liquid Pool hex side matching the Wind Direction, regardless of intervening terrain, rolls 1D6. On a result of 3, 4, 5 or 6, apply 1D6 damage to two different random locations (for 'Mechs, this location cannot be the Head).



LUNAR BASE

- The atmosphere is a Vacuum (see *Atmospheric Pressure*, p. 52, *TO:AR*).
- Lunar gravity is 0.7 of standard (see *Low Gravity*, p. 53, *TO:AR*).
- **New Terrain Type:**

• Atmospheric Domes

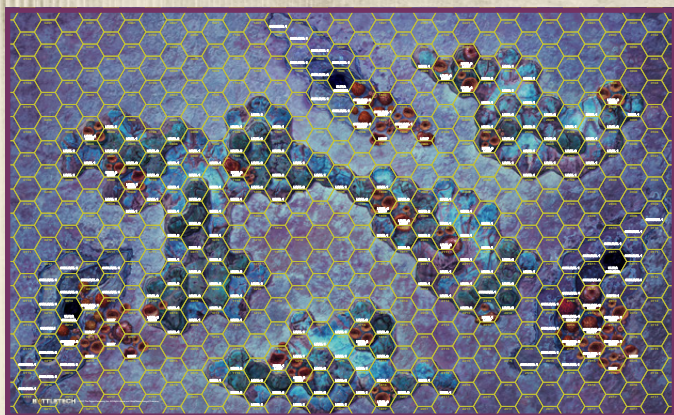
Small (Blue) Domes—PSR Modifier: +1 in the six hexes of the Dome's outer edge.

Medium (Green) Domes—PSR Modifier: +2 in the twelve hexes of the Dome's outer edge (a Piloting Skill Roll is required upon entering any such hex); +1 in the six hexes of the Dome's inner circle.

Explosive Decompression: If the Construction Factor of any Dome hex is reduced to 0, the Construction Factor of all of that Dome's hexes are immediately reduced to zero. Any units occupying those hexes immediately fall, per normal Falling rules (adjusting, appropriately, for the Low Gravity).

If a unit is occupying the initial Dome hex which is reduced to 0 CF, that unit gains an additional 10 Levels above the Level of the hex it occupies—due to explosive decompression—before falling back in that hex. If the unit is a 'Mech, battle armor, or Jump XCT troops (see p. 163, *TO:AUE*), they immediately make a PSR at a +3 (both infantry types use the battle armor Anti-Mech Skill). A successful roll means the unit does not add the extra Levels; a failure adds the extra Levels.

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FUNGAL CREVASSE

- The atmosphere is Poisonous—Tainted (see p. 54, *TO:AR*).
- Dusk conditions apply (see p. 56, *TO:AR*), representing the system's far distant star. If the target of a weapon attack is on Level 1 or above (i.e. not a negative level within one of the crevasses, or a Level 0), the crevasse's natural bioluminescence eliminates the +1 Target Number modifier imposed by Dusk conditions.

• New Terrain Type:

- **Ultra Sublevel:** Any unit entering this hex along the ground is immediately destroyed and removed from the game.
- **Terrain Modifications:** The following is an all-new Terrain Modification (see p. 38, *TO:AR*) which applies to the Base Terrain of the hex in which it appears.
- **Fungal Spores**

Whenever a unit enters a Light or Heavy Woods hex along the ground (including the same hex multiple times over the course of a game), roll 1D6. On a result of 6, fungal spores are released and attach to the unit, applying the following effects:

Myomer Interference: Apply a +1 modifier to all subsequent Piloting Skill Rolls made by that unit. This modifier is cumulative with spores that attach if the unit enters additional Light or Heavy Woods hexes, to a maximum of +3.

Spread: During every End Phase in which a unit has fungal spores attached, roll 1D6. On a 6, apply an additional, cumulative +1 modifier to all subsequent Piloting Skills Rolls made by that unit. This is cumulative with spores that attach from entering other hexes, to a maximum of +3.

Removal: A player wishing to clear spores from a unit must declare during the End Phase of any turn that they will attempt to do so in the next turn. During the next turn, the unit must stand still or expend Walking/Cruising MP only. The unit cannot make weapon attacks, including TAG attacks or spotting for indirect LRM fire, though all other electronics such as C³ and Guardian ECM suites operate normally. At the end of the Weapon Attack Phase, the player controlling the unit should make a Piloting Skill Roll, applying all standard modifiers including the current spore modifier. A successful roll indicates that all spores have been removed. A failure applies 1D6 damage to a random location (for 'Mechs, this cannot be the Head).



CRYSTALLINE CANYON

- At the start of every turn, roll 2D6. On a result of 10, 11 or 12, apply the *Earthquake* rules (see p. 53, *TO:AR*) to the battlefield. Roll another 1D6 to determine the strength of the tremor, from +1 to +5; reroll a result of 6.
- For the turn after an Earthquake occurred—but only if another Earthquake does not occur—apply Electromagnetic Interference conditions (see p. 53, *TO:AR*).
- **New Terrain Type:**

• Crystal

Piloting Skill Roll: A Piloting Skill Roll (PSR) is required upon entering a Crystal hex.

Sympathetic Resonance: At the start of the Weapon Attack phase, if a unit is in a Crystal hex, roll 1D6. On a 4, 5 or 6, they ignore Light Woods modifiers on this map, and Heavy Woods modifiers become Light Woods.

Peak Resonance: When making an Earthquake Check, apply a cumulative +1 modifier to the die roll result for every unit occupying a Crystal hex.

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Thanks

To Marc Sintes and Kat Wylder who continue to give us fabulous new maps to throw on our tables, and the brilliant map team that never balk at crazy ideas.

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